

# MUSKET & SABER QUICK PLAY

## MINI GAME SYSTEM RULES

### 1.0 INTRODUCTION

#### 1.1 The QuickPlay System

The Musket & Saber system is a series of games, each depicting a battle from the musket era; these QuickPlay rules are a simplified version intended both as a learning tool and a way to present smaller battles. In each game, players command opposing forces in the situation faced by their historical counterparts and try to win the battle by capturing key terrain, or destroying enemy units, or both.

#### 1.2 Game Scale

Each hex on the map represents 352 yards from side to side, game turns represent 90 minutes of daylight or several hours at night, infantry and cavalry units represent 300 to 4,500 men, and artillery units represent up to 24 cannon.

### 2.0 COMPONENTS

#### 2.1 Inventory & Rules

Each game consists of a standard rules folder, a sheet of exclusive rules, an 11"x17" map covering the battlefield, and a die-cut sheet of 40 playing pieces (counters or units). Players must provide one six-sided die (more would be useful). These standard rules apply to all games; the exclusive rules modify or add to the rules as needed to portray a particular battle.

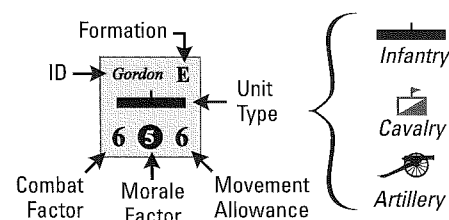
#### 2.2 The Map & Terrain

The hexagonal grid superimposed on the terrain regulates the placement and movement of units; a unit is considered to be in a single hex at any given time. Each hex has a four-digit number to aid set up and play. Every hex contains one or more kinds of terrain which affect the movement of units and combat between opposing units. Other terrain features lie on the hexside between two hexes and affect movement and/or combat across those hexsides only; they have no effect on units in either adjacent hex. The effects of each kind of terrain are described on the Terrain Effects Chart (TEC) on the exclusive rules sheet.

#### 2.3 The Counters

One counter in each game is used to keep track of the turns (see 3.3), and one or more are used to mark disrupted units (11.0); in some scenarios these counters are backprinted with squares (9.3). The background colors, listed in the exclusive rules, indicate the army

to which each unit belongs. Each unit (this is Gordon's Confederate brigade from the Salem Church game) has the following information.



**Unit Type:** in this case infantry.

**ID:** the unit's historical designation.

**Formation:** a number or letter indicating the unit's higher organization.

**Combat Factor (CF):** the unit's relative ability to engage in combat.

**Morale Rating (MR):** the unit's ability to withstand the shock of combat. When a unit is required to check morale, roll one die. If the die is greater than the morale rating, the unit fails the check. The MR can be changed by a number of factors; regardless, a unit always passes the check on a roll of "1" and always fails on a roll of "6."

**Movement Allowance (MA):** the unit's ability to move across the map, expressed as movement points (MP).

Infantry units with a red band are one-step units. Infantry units without the band are two-step units; after losses in battle, they are flipped to their one-step side. Artillery and cavalry are always one-step units, but are subject to ineffectiveness (see 8.0 & 9.0). All units are subject to disruption (see 11.1).

### 3.0 SEQUENCE OF PLAY

#### 3.1 The Course of a Game

After the players choose which side each will command, sort the counters and set them up (3.2). The players then alternate moving and attacking with their units during the game turns (3.3) to reach the victory conditions (3.4). Victory is determined after the last game turn is completed.

#### 3.2 Setting Up

The exclusive rules for each game specify which units start on the map and which enter later in the game. Units starting on the map (identified by ID and/or Formation) are listed with the hex number of their starting location. In some

cases, the hex number has a "w/1" notation, indicating the unit may be placed within 1 hex (i.e. adjacent to) the specified hex. Units arriving as reinforcements (12.0) have turn number and hex of entry. For example, "T1 at 2114" means the units arrive on during the owning player's movement phase of Turn 1 at hex 2114.

#### 3.3 The Game Turn

The number of turns in a game is specified in the exclusive rules.

Turns are tracked by moving the turn marker along the turn record track (TRT) on the map. Each turn consists of five phases, described below. The exclusive rules identifies the first player for a game.



**First Player Movement Phase:** the First

Player moves his units according to the rules for movement (4.0), stacking (5.0), zones of control (6.0), and entering the map (13.1). Eligible units may recover (11.0).

**First Player Combat Phase:** the First Player uses his units to attack enemy units within the constraints of the combat rules (7.0, as modified by 8.0, 9.0, & 10.0).

**Second Player Movement Phase:** same as above, with the players switching roles

**Second Player Combat Phase:** same as above, with the players switching roles

**Turn Marker Phase:** if the last turn has been completed, determine the winner (3.4). If more turns remain, advance the turn marker and play another turn.

#### 3.4 Winning the Game

The specific victory conditions for each player are listed in the exclusive rules. Victory sometimes is determined by scoring victory points (VP). Unless specified otherwise in the exclusive rules, each player scores one VP for each enemy unit or leader eliminated; two VP for each enemy unit or leader captured.

### 4.0 MOVEMENT

#### 4.1 Moving a Unit

Units are moved one at a time tracing a path of contiguous hexes (no skipping allowed), in any direction or combination of directions. If the owning player desires, a stack of units (5.0) may move together. The stack must start in the same hex and remain together for the entire move.

#### 4.2 Movement Allowance (MA)

A unit's movement allowance is the number of movement points (MP) available during each movement phase. As a unit enters a hex it must pay one or more MP depending

on the terrain. A unit may not exceed its MA during a single movement phase; a stack is limited to the speed of the slowest unit in the stack. Unused MP may not be accumulated or transferred to another unit.

#### **4.3 March Movement**

If a unit starts and remains at least two hexes away from any enemy unit during its move, its MA is doubled.

#### **4.4 Terrain Effects on Movement**

Entering a clear hex across a clear hexside costs one MP. Other terrain may require more MP to enter; those costs are listed on the TEC. Units crossing certain hexside terrain must pay additional MP, denoted by a "+1" on the TEC. Those MP are added to the normal cost to enter a particular type of terrain. A unit lacking the necessary MP may not enter a hex.

#### **4.5 Road Movement**

A unit traveling on a road always pays 1/2 MP per hex entered. To travel along a road, a unit must move from a hex containing the path across a hexside containing the same path into another hex containing the same path. Road and non-road movement may be combined in a single movement phase. A unit loses any left-over 1/2 MP whenever it leaves a road.

#### **4.6 Entry of Reinforcements**

Each reinforcement unit moves onto the map during the owning player's movement phase of the turn indicated in the set up. The identified entry hex is the first hex of movement for that unit; it moves normally thereafter. If a unit cannot enter that hex because it is occupied by an enemy unit, it may enter at the next hex along that map edge; entering that hex counts as two hexes for movement. If that hex is occupied, the unit can continue to slide down the map edge, paying one hex of movement for each, until it enters or expends its entire movement allowance. In that case, it must wait to enter the following turn.

#### **5.0 STACKING**

Generally, there is no limit to the number of friendly units entering, leaving, passing through, or stacking in a given hex at any time. However, if more than three units are stacked in a hex at the end of any movement or combat phase, all units in the hex are disrupted (11.1). In combat, only one artillery unit plus any one other unit units can attack from or defend a single hex. Any additional units in that hex take no part in the combat, but must retreat with the participating units after combat.

#### **6.0 ZONES OF CONTROL**

##### **6.1 Exerting Zones of Control**

The six hexes adjacent to a combat unit constitute its zone of control (ZOC). There is no additional effect from having more than one unit, or opposing units, exert a ZOC on a single hex; all ZOCs exists independently of one another.

##### **6.2 ZOC Effects**

A unit must cease moving when it moves into an enemy unit's ZOC (EZOC). A unit already in an EZOC may move out of the hex, but may move only one hex that turn and may not move directly into another EZOC. Disrupted units may not enter EZOC during movement. Defending units in EZOC at the beginning of a combat phase trigger attacks (see 7.2).

##### **6.3 Negating ZOC**

Some terrain types block ZOC into or out of hexes or across a hexside; see the TEC. During a retreat after combat, some EZOC may be negated by friendly units or ZOC (see 7.6).

#### **7.0 COMBAT**

##### **7.1 The Combat Phase**

During his combat phase, the active player's (attacker's) units may attack adjacent opposing (defending) units. The attacking player may conduct as many or as few attacks as he wishes and in any order (but see 7.4). For each combat:

- 1) Identify the involved units (7.2 & 7.3).  
If more than one unit is involved for a side, the owning player must identify one unit as the primary unit.
- 2) Calculate the differential (7.4) and locate the corresponding column on the Combat Results Table (CRT) on the exclusive rules sheet.
- 3) Roll two differentiated dice, one identified as the combat die and the other as the morale die. Cross-index the combat die roll with the differential column to get the combat result (7.5). If necessary, use the morale die roll as a morale check for the primary unit of the affected side.
- 4) Apply the results.

##### **7.2 Who Must Be Attacked**

In general, the attacker has complete discretion as to which of his units attack which enemy units. However, there is a penalty for failing to attack a defending unit exerting a ZOC onto an attacking unit at the beginning of the combat phase.

At the end of a combat phase, any such defending unit not attacked during the phase may attack any adjacent attacking unit, even one

that attacked during that phase. If no attacking unit remains adjacent, the triggered defending unit may move one hex to make its attack. The counterattacking unit attacks any one erstwhile attacking unit or stack; it may ignore any other adjacent attackers. The combat factor of the counterattacking unit is doubled for the combat.

##### **7.3 Who May Attack**

An attacking unit may but is not required to attack into any adjacent hex into which it could move during normal movement. A unit may attack only once per combat phase. Stacked attackers must attack together.

A single unit or stack may target only one defending hex. If the attacking unit is adjacent to more than one defending unit, the attacking player may choose which to attack (but see 7.3).

A single defending hex may be attacked only once per combat phase. If attacked from more than one adjacent hex, all participating attackers must be combined into a single combat.

##### **7.4 Calculating the Differential**

Determine the combat factor of each attacking unit. The CF is halved if the unit is disrupted or attacking into or out of some terrain (see the TEC). If a unit is to be halved once, divide the combat factor by two, rounding up any remainder. If a unit is to be halved twice or more, treat it as having a combat factor of one, regardless of its original combat factor. Total the modified combat factors of all participating attacking units. Subtract the total combat strength of all involved defending units. The result is the combat differential. Find the appropriate column on the CRT.

##### **7.5 Combat Results**

Some combat results have a parenthesized (secondary) result; this applies only if the first result does not take effect (e.g., if a unit passes its morale check after a "c" result).

**NE** = No Effect: all units remain in place.

**Ar or Dr** = Attacker retreat or Defender retreat. All affected units retreat (7.6) or are disrupted (11.1). If the defender retreats, the attacker may advance (7.9).

**Ac or Dc** = Attacker check for retreat or Defender check for retreat. If the primary unit passes its morale check, apply the parenthesized result. If it fails, treat this as an Ar/Dr result.

**Ax or Dx** = Attacker loss or Defender loss. If the primary unit passes its morale check, it

takes a loss (7.7) and no advance is possible. If it fails the check, or if the owning player chooses, all units of the affected side are disrupted (no further effect if already disrupted) and retreat (7.6); if a defender retreats, the attacker may advance (7.9).

**Dm** = Defender rout check. If the primary defender passes its morale check, apply the secondary result. If it fails, all defenders rout (7.8); the attacker may advance (7.9).

**Ex** = exchange. The primary unit on each side loses one step (7.7). No units retreat or advance, even if the defender's hex is emptied as a result of the step loss.

### 7.6 Retreats & the SLR

A retreating unit forced must move one, two, or three hexes (owning player's discretion) from its combat hex. No MP are expended, just count hexes. If a unit has no option but to retreat off the map, remove it from play; it is not count as captured but may not return to play. At the time of its retreat, a unit either has a safe line of retreat (SLR), an unsafe line of retreat, or no line of retreat, as defined below.

Safe Line of Retreat (SLR) is a path of hexes with no prohibited terrain, enemy-occupied hexes, or enemy zones of control. For this purpose, an EZOC is negated by the presence of a friendly unit or the ZOC of a friendly unit. However, the final hex of the retreat may not have an EZOC, negated or otherwise. The retreat path may pass through and/or end in friendly-occupied hexes, even if overstacked. If the destination hex is attacked later in the same combat phase, the retreated units do participate in the defense. Unsafe Line of Retreat: This is identical to the SLR but passes through an unnegated EZOC and/or ends in an EZOC. In this case, the unit routs (7.8) from the last hex of its retreat. A unit may rout any number of times until it no longer has a line of retreat (see below) or retreats off the map.

No Line of Retreat is a path through prohibited terrain or enemy-occupied hexes. The retreating unit is captured. Remove it from the map and hand it to the opposing player; it may count toward victory conditions.

### 7.7 Losses

Any step loss must come from the primary unit of the affected side. If the unit does not have a red band showing, flip it to its reverse side (and see 11.2). If the unit already has a red band showing, it is eliminated. If it has a line of retreat (safe or unsafe), remove the unit from the map

and set it aside. If it has no line of retreat, it is captured; remove it from the map and hand it to the other player; it counts for victory conditions.

### 7.8 Rout

A routing unit acts just like a retreating unit except it must retreat the full three hexes and is disrupted at the end of the retreat. If the unit already was disrupted, there is no further effect. If a routing unit is routed again during its retreat, it suffers a step loss and starts a new retreat.

### 7.9 Advance

When a defender retreats, the attackers may, but are not required to, advance one hex. The decision must be made immediately. Defenders, disrupted units, artillery, and attackers in some terrain (see the TEC) may not advance. If multiple attacking hexes were involved, any or all of the participating units may advance; the decision may be made separately for each. An advancing unit may move into the vacated defender's hex, or into any vacant hex adjacent to it (as long as the advancing unit could move into the hex). Advancing units ignore EZOC. If the defending units rout for any reason, advancing attackers may advance two hexes instead of one.

## 8.0 ARTILLERY

### 8.1 Artillery Units

Artillery operates in the same way as infantry except it

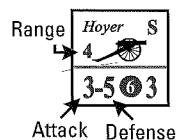
- 1) has two combat factors, one for attack and one for defense.
- 2) always has only one step. The reverse side represents the unit in an ineffective state. It becomes ineffective whenever forced to retreat. It may recover effectiveness (11.3)
- 3) It may attack non-adjacent enemy units through bombardment (see 8.2).
- 4) It may not advance after combat.
- 5) It may not move or attack into some terrain types (see the TEC).

### 8.2 Bombardment

To bombard, an artillery unit must

- 1) not be in an EZOC
- 2) have an attack factor greater than zero
- 3) be undisrupted (11.1)
- 4) have a line of sight to the target (8.3)
- 5) be within range of the target (8.4)

Bombarding artillery may add its attack factor to an attack by other units (other artillery or



adjacent units) against a single defender. In that case, resolve the combat normally.

If attacking alone or in conjunction with other bombarding artillery, do not subtract the defender's combat factor from the differential; just use the total artillery attack factor as the differential. Double the combat factor when the target unit is cavalry. Resolve the attack separately against each unit in the target hex.

Bombarding artillery is not affected by any combat result, but artillery in an EZOC is.

### 8.3 Line of Sight (LOS)

The LOS is a line from the center of the firing hex to the center of the target hex. It is blocked if any intervening hex or hexside has blocking terrain. If the LOS is congruent to a hexside, the LOS is blocked only if both hexes adjacent to that hexside are blocked. Units do not block LOS. Terrain in the firing and target hexes does not block the LOS, but bombardment is not permitted into certain terrain types.

### 8.4 Range

The chosen target is within range if the number of hexes from the artillery to the target is less than the artillery's range factor. Do not count the artillery unit's hex, do count the target hex.

## 9.0 CAVALRY

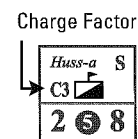
### 9.1 Cavalry Units

A cavalry unit operates in the same way as infantry except

- 1) it always has one step unit. The reverse side represents the unit in an ineffective state. It becomes ineffective whenever forced to retreat. It may recover effectiveness (11.3).
- 2) its combat factor doubled when attacking a disrupted defender.
- 3) may charge (9.2).
- 4) it must retreat 3 hexes when retreating.
- 5) it is affected differently by certain terrain types (see the TEC).

### 9.2 Cavalry Charges

A cavalry unit may charge in lieu of regular combat. Make the choice before starting the cavalry unit's move. The unit may start in a stack, but it may not be overstacked. Stacked cavalry units may charge separately. No attack other than a cavalry charge may be made against the same unit in a single combat phase. More than one cavalry unit may charge a single defender; the charges are

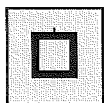


resolved separately (this is an exception to 7.3). For each charge conduct these steps:

- 1) the unit must move one or two hexes to its target. It may start in, enter, and cross clear terrain only. It may not enter a friendly-occupied hex (other than its start hex).
- 2) Before resolving the combat, make a morale check for the charging cavalry. If it fails, it is disrupted. If it passes, make a morale check for the target unit unless it is an infantry unit in square (9.3). If it fails, it disrupts. If it is an infantry unit, it may form square.
- 3) Use the cavalry's charge factor as its CF; it is doubled against a disrupted opponent.
- 4) When resolving the charge, treat all Dr, Dc, and Dx results as Dm; if the defender routs, it also suffers a step loss. Treat any other result – no defender rout, Ex, NE, or any A result – as Am(Ar). Resolve the Am in the same way as a Dm result.
- 5) If the defender routs and the cavalry is still effective, it may advance zero, one, or two hexes and conduct another charge. The new target may be a unit already attacked or still to be attacked that phase. Victorious cavalry may continue advancing and charging indefinitely, as long as the defenders rout and the cavalry remains effective.
- 6) The charging cavalry is ineffective at the end of a charge unless already ineffective.

### 9.3 Squares

Any hex with an infantry unit in it may form square at the beginning of its movement phase or during a cavalry charge. A disrupted unit may form square, but cavalry is doubled when attacking it. When the square is formed, place the square marker on it; treat all units in the hex as being in square. Units in square may move one hex per movement phase. Make a morale check if the square enters or crosses any terrain other than clear; failure means disruption (no effect if already disrupted). The square may be removed at the beginning of the unit's next movement phase. Only the infantry unit forming square may participate in combat; the units stacked with it may not participate, but are affected by combat results. A unit in square does not make a morale check when charged by cavalry. Add 2 to the unit's combat and morale factors when being attacked by cavalry (charging or not). Attacking units other than cavalry (including skirmishers and bombarding artillery) add two to their CF. If the unit in square attacks, subtract 2 from its combat factor.



## 10.0 LEADERS

Leaders represent key generals who enhance unit abilities. They may move alone up to 12 hexes paying 1 MP for every hex regardless of terrain, but may not enter/cross prohibited terrain. They may not enter an EZOC unless the hex contains a friendly unit; they may leave EZOC freely and are not limited to one hex movement. Leaders do not count for stacking; any or all leaders may stack freely with any friendly unit. Leaders exert no ZOC.

The factors of one leader may be applied to a unit in his hex if the unit belongs to the same formation. A formation of "A" indicates all formations in that army. The leader effects are:

- 1) the leader's movement factor may be added to all units in the hex, but the leader must move with those units. A disrupted unit may enter EZOC when accompanied by a leader.
- 2) the leader's morale factor may be added to one unit, but that unit always fails on a morale die roll of "6."
- 3) the leader's combat factor may be added to one unit, but not to bombarding artillery or skirmishing units. Accompanied disrupted units are not halved when attacking.

Leaders retreat with stacked units. They become ineffective (11.3) after a retreat. If the stacked units are eliminated, the leader must retreat to the nearest friendly unit. If unable to do so, he is captured. If a combat result includes the "Leader" notation, roll one die for each involved leader; on a roll of 5-6, the leader is killed and removed from the game.

## 11.0 RECOVERY

### 11.1 Disruption & Recovery

Mark a disrupted unit with a "D" marker. A disrupted unit operates normally with these exceptions.

- 1) It exerts no ZOC.
- 2) It has a variable movement allowance. Each time the unit is to move, roll one die to determine its MA; add three to the die roll for units with a printed MA greater than 6. Under no circumstances may the rolled MA exceed the printed MA. The rolled MA may be doubled for march movement.
- 3) It may not enter an EZOC (but see 10.0).
- 4) It is halved when attacking (but see 10.0).
- 5) It may not advance after combat.
- 6) Its morale is reduced by two but it still passes a morale check on a roll of "1."



- 7) It must retreat at least two hexes if forced to retreat.

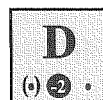
A unit may recover from disruption at the end of any of its subsequent movement phases. If the unit was eligible for march movement during that phase (see 4.3) it recovers automatically (it may but need not actually march). If not in an EZOC and not eligible for march movement make a morale check for it; if it passes, it recovers.

### 11.2 Step Recovery

The exclusive rules state how many lost steps a player is able to recover. Step recovery is done during the owning player's movement phase. One replacement step enables a reduced two-step unit on the map may recover its lost step. The unit must be eligible for march movement, and may but need not march. It may recover from disruption and/or ineffectiveness simultaneously. Alternatively, one replacement step enables an eliminated (but not captured) unit to be returned the map. The unit enters the map that turn as a reinforcement (12.0) at a location specified in the exclusive rules.

### 11.3 Effectiveness Recovery

An ineffective artillery unit, cavalry unit, or leader operates and recovers in the same way as a disrupted unit. A unit may recover from disruption and/or a step loss simultaneously.



## CREDITS

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[QuickPlayStandard\_V2F]

# MUSKET & SABER

## QUICK PLAY

### MINI GAME SCENARIO RULES

## SCENARIO: CHANTILLY

### JACKSON'S LOST OPPORTUNITY

#### 1 SEPTEMBER 1862

## 12.0 INTRODUCTION

### 12.1 Historical Background

Robert E. Lee's greatest victory came on 30 August 1862, when he turned the flank of John Pope's Union Army of Virginia on the plains of Manassas. Pope, beaten but still aggressive, pulled back to Centreville to entrench, await arriving reinforcements, and continue the battle. Lee however, had no intention of attacking directly into the teeth of the Union works. After giving his men a morning's rest, he sent Stonewall Jackson's wing on a wide sweep around Pope's new position.

Jackson had stolen a march on the Federals and soon would be astride Pope's road and rail connections to Washington. But the fatigue of his men, exacerbated by rainstorms which quickly turned the roads to ribbons of mud, slowed Confederate progress. The column was spotted, and Pope hastily dispatched whatever units were at hand to guard his flank. After a sluggish start on the morning of 1 September, Jackson's leading units reached Ox Hill around noon. Union forces of unknown strength already blocked the route through Germantown, while another group—it would turn out to be Isaac Stevens' Division of 9<sup>th</sup> Corps—was boiling up from the south.

The ensuing battle, misnamed Chantilly at a plantation several miles to the west, was a disjointed, inconclusive affray that petered out in a thunderstorm that evening. But it need not have been so. It must rank as one of the great "lost opportunities" of the war; had Jackson got onto Pope's line of communication, the result might very well have been the destruction of an entire Union army. At the very least, it would have been another major win for Lee, and coming on top of Confederate success all summer, might have tipped the scales—then hanging in the balance—in favor of foreign recognition of the Confederacy.

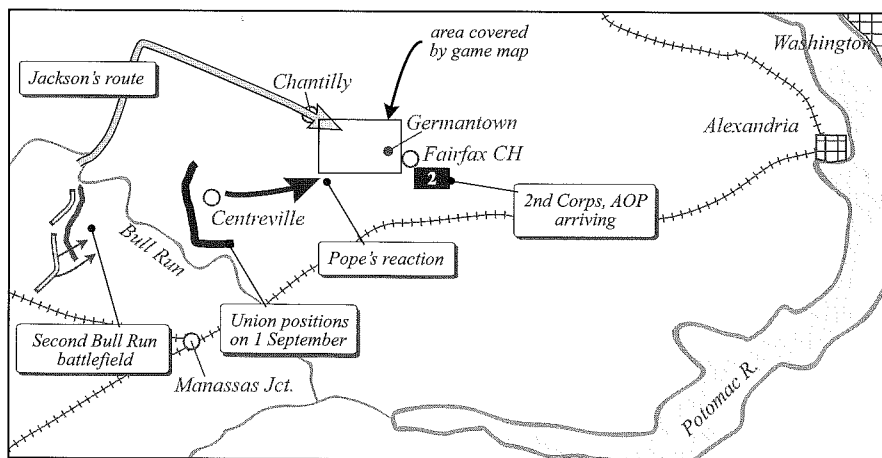
### 12.2 The Scenario

This game presents the players, one player commanding the Union forces, the other the Confederate, with the situation at midday of 1 September. All standard rules apply except 9.0. Treat the lone cavalry unit (*Flee*) like an infantry unit for all purposes. There are no charges or squares. Rule 15.0 is an additional rule.

## 13.0 SET UP

### 13.1 Army Colors & Units

Union units have dark blue backgrounds, Confederate units have gray backgrounds.



### 13.2 Confederate Set Up

One Confederate unit starts on the map. The remainder arrive as reinforcements (4.4).

Formation 1 (one counter): 1204

Formation 2 (five counters): T1 at 0501

Formation 3 (six counters): T2 at 0501

Formation 4 (eight counters): T3 at 0501

The Confederate player may replace one lost step each turn. Returning units enter at hex 0501.

### 13.3 Union Set Up

One Union unit begins the game on the map. The remainder arrive as reinforcements (15.0).

Formation 1 (two counters): 2208

Formation 2 (five counters): T2 at 0114

Formation 3 (three counters): T3 at 0114

Formation 4 (five counters): T4 at 0114

The Union player may replace two lost steps each turn. Returning units enter at hex 2510.

### 13.4 Game Length & First Player

There are six turns. Place the Turn marker, CS Half Move side up (see 16.0) in the "1" box of the Turn Record Track. The Confederate player is the first player.



## 14.0 VICTORY CONDITIONS

### 14.1 Confederate Major Victory

At the end of Turn Six, the Confederate player wins a major victory if a Confederate unit occupies any hex on the Warrenton Turnpike (the road from 0114 to 2510) or Germantown (hex 2208). The unit in question must be able to trace a line of road hexes free of Union units or zones of control back to the Confederate entry hex (0501).

### 14.1 Union Major Victory

At the end of Turn Six, the Union player wins a major victory if his units were the last to occupy hex 1204.

### 14.3 Minor Victory

If neither player wins a major victory, calculate the VP scored by each. The player with the larger total wins a minor victory.

## 15.0 CONFEDERATE INITIATIVE

At the beginning of Confederate Initiative phase (including the first), the Confederate player rolls one die. If the result is less than the turn number, the Confederate player has full movement and operates normally. If the result is greater than or equal to the turn number, the movement allowance of all Confederate units is halved for that turn. Before a unit moves, halve its printed movement allowance, rounding up any fraction. Use the Turn Marker to record the current state of Confederate movement.

## 16.0 DESIGNER'S NOTES

There were three major design points that needed to be addressed in this game. First was the omnipresent mud. That was accounted for easily by reducing the movement allowances for all units, dropping it to four instead of the system-norm of six.

Second was the need to slow the Confederates. If they retain full initiative throughout the game they will steamroll the Federals in the early going. In reality, a brace of difficulties curtailed Jackson's march. His men and horses, who had been marching hard for two weeks with three days' hard fighting at the end, were barely capable of rapid movement even if the weather had cooperated. An even larger problem was that Jackson faced an uncertain situation. He was way out on a limb, miles from the other (larger and fresher) half of Lee's army. In between the Confederate wings, Pope had four times Jackson's strength at Centreville, with still more bluecoats on the march from Washington. Even for the aggressive Jackson, caution was the order of the day.

The third design issue was determining appropriate victory levels. The actual battle consisted of two Federal attacks across Reid's cornfields, each resulting in a handy repulse and a dead Union division commander (Stevens & Kearny). Jackson launched no counterattack and attempted no wider move. A game centered on control of the actual battlefield would have been as meaningless as the historical event. To make the game interesting, it was necessary to take into consideration the strategic situation, forcing both players to contemplate the larger opportunities and dangers involved.

## 17.0 ORDERS OF BATTLE

### 17.1 Confederate Forces

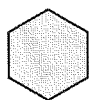
Jackson's Wing of Robert E. Lee's Army of Northern Virginia, plus an attached cavalry brigade.

- 1) F. Lee's Cavalry Brigade (1,250 cavalry)
- 2) Taliaferro's Division (under William Starke):  
Brigades of Grigsby (Stonewall Brigade),  
Stafford, & Taliaferro, plus Shumaker's  
Artillery (3,000 infantry, 24+ cannon)
- 3) Ewell's Division (under Alexander Lawton):  
Brigades of Early, Hays, Lawton, & Trimble plus  
Courtney's Artillery (4,500 infantry, 20+ cannon)
- 4) A.P. Hill's Light Division: Brigades of Archer,  
Branch, Field, Gregg, Pender, & Thomas, plus  
Walker's Artillery (7,000 infantry, 24+ cannon)

Confederate numbers, always iffy, are particularly speculative as Jackson's men were at the tail end of a grueling campaign.

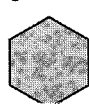
## TERRAIN EFFECTS CHART (TEC)

### Clear



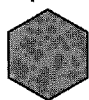
1 MP to enter. No effect on combat.

### Light Woods



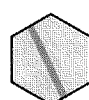
1 MP to enter. Attacker halved attacking into if attacking across a clear hexside. Blocks artillery line of sight unless artillery is on a hill hex.

### Deep Woods



Only infantry may enter; must stop after entering. Only infantry may attack into. CF halved attacking into or out of. ZOC blocked in, out, and through.

### Road Hex



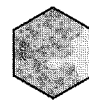
1/2 MP while moving along the path (see 4.3), ignore other terrain in hex and on hexside crossed. No effect on combat (use other terrain in the hex).

### Town



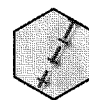
1 MP to enter. Infantry & artillery halved attacking into. Cavalry halved attacking or defending. ZOC blocked into (not out of). LOS blocked unless observer and observed on hills.

### Treeline



no effect on movement or combat. Blocks LOS across the hexside.

### Railroad Bed



treat as a road for all purposes.

## 17.2 Union Forces

This was a mix of forces from John Pope's *Army of Virginia (AOV)*, George McClellan's *Army of the Potomac (AOP)*, and Ambrose Burnside's *9th Corps*, belonging to neither.

- 1) Patrick's 3rd Brigade, 1st Division, 3rd Corps, AOV, plus & one battery (2,500 infantry, 6 cannon)
- 2) Stevens' 1st Division, 9th Corps: Brigades of Christ, Leasure, & Farnsworth, plus two batteries (5,500 men, 10 cannon)
- 3) Reno's 2nd Division, 9th Corps: Brigades of Nagle & Ferrero (4,000 men)
- 4) Kearny's 1st Division, 3rd Corps, AOP: Brigades of Robinson, Birney, & Poe, plus two batteries (6,000 infantry, 14 cannon)

## CREDITS

**System Design:** Chris Perello

**Map Graphics:** Joe Youst

**Counter Graphics:** Chris Perello & Larry Hoffman

**Rules Booklet:** Callie Cummins & Lisé Patterson

**Cover Design:** Lisé Patterson

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[CHANTILLY\_Mini\_V3F]

## COMBAT RESULTS TABLE (CRT)

Differential	-5 or less	-4 to -3	-2 to -1	0 to +1	+2 to +3	+4 to +5	+6 to +7	+8 to +9	+10 or more
DIE ROLL									
1	Ax	Ax	Ax	Ar	Ac(NE)	Dc(Ex)	Dr	Dr	Dx
2	Ax	Ax	Ar	Ar	Dc(Ex)	Dc(Ex)	Dr	Dx	Dm(Dr)
3	Ax	Ar	Ar	Ac(Ex)	Dc(Ex)	Dr	Dx	Dm(Dr)	Dm(Dr)
4	Ar Leader	Ar Leader	Ac(Ex) Leader	Dc(Ex) Leader	Dr Leader	Dr Leader	Dm(Dr) Leader	Dm(Dr) Leader	Dm(Dx) Leader
5	Ar	Ac(NE)	Dc(NE)	Dr	Dr	Dm(Dr)	Dm(Dr)	Dm(Dx)	Dm(Dx)
6	Ar	Dc(NE)	Dc(Dr)	Dr	Dm(Dr)	Dm(Dr)	Dm(Dx)	Dm(Dx)	Dm(Dx)

**Dm** = Rout Check. If MC failed, unit routs. If MC passed, apply parenthesized result.

**Ar/Dr** = Retreat. All units either disrupt or retreat 1-3 hexes.

**Ac/Dc** = Retreat Check. If MC failed, treat as Ar/Dr. If MC passed, apply parenthesized result.

**Ax/Dx** = Retreat or Loss. If MC passed, unit may take a loss. If MC failed, or if passed and player chooses, all units disrupted and retreat 1-3 hexes.

**Ex** = Exchange. Each side loses step.

**NE** = No Effect.

**Leader** = Leader Casualty. Roll a die, leader killed on 5-6; check for each leader on both sides..

**MC** = morale check for primary unit.

If retreat only possible on unsafe path, unit routs. If no retreat possible, the unit is captured. Whenever defender retreats, attack may advance.

**Note:** Reid's Farm is not a town; the building icon represents just a farmhouse and has no effect on play.

# Chantilly (front)



USA
















<b>Patrick</b> 1  5 4 2	<b>L/I NY</b> 1 2 1-3 4 2	<b>Stevens</b> 2  2 1 0	<b>Christ</b> 2  4 4 4	<b>Leasure</b> 2  4 4 4	<b>Frnswth</b> 2  4 4 4	5  2 3-5 4 4	<b>D</b> ( ) -2 .	<b>D</b> ( ) -2 .	<b>TURN</b> CS Full Move
<b>Reno</b> 3  1 1 0	<b>Nagle</b> 3  4 4 4	<b>Ferrero</b> 3  4 4 4	<b>Kearny</b> 4  3 1 0	<b>Rbnsn</b> 4  4 4 4	<b>Birney</b> 4  4 4 4	<b>Poe</b> 4  4 4 4	5  4 3-5 4 4	<b>D</b> ( ) -2 .	<b>D</b> ( ) -2 .

CSA

<b>FLee</b> 1  (2) 3 7	<b>Starke</b> 2  1 0 0	<b>Stnwll</b> 2  5 4 4	<b>Stffrd</b> 2  4 4 4	<b>Talia</b> 2  4 4 4	<b>Shmkr</b> 2 3 3-3 4 4	<b>Lawton</b> 3  1 0 0	<b>Early</b> 3  5 4 4	<b>Hays</b> 3  4 4 4	<b>Lawton</b> 3  4 4 4
<b>Trimble</b> 3  4 4 4	<b>Court</b> 3 3 3-3 4 4	<b>APHill</b> 4  2 1 0	<b>Archer</b> 4  4 4 4	<b>Branch</b> 4  4 4 4	<b>Field</b> 4  4 4 4	<b>Gregg</b> 4  4 4 4	<b>Pender</b> 4  4 4 4	<b>Thomas</b> 4  4 4 4	<b>Walker</b> 4 3 3-3 4 4

# Chantilly (back)

<b>TURN</b>	<b>D</b>	<b>D</b>	 2	Frnswth 2	Leasure 2	Christ 2	Stevens 2	L/I NY 1	Patrick 1
CS Half Move	(.) -2 .	(.) -2 .	0-2 2 4	3 3 4	3 3 4	3 3 4	0 0 0	0-1 2 2	4 4 2
<b>D</b>	<b>D</b>	 4	Poe 4	Birney 4	Rbnsn 4	Kearny 4	Ferrero 3	Nagle 3	Reno 3
(.) -2 .	(.) -2 .	0-2 2 4	4 3 4	4 3 4	4 3 4	0 0 0	3 3 4	3 3 4	0 0 0

Lawton 3	Hays 3	Lawton 3	Shmkr 2	Stffrd 2	Starke 2	FLee 1	
							
3 3 4	3 3 4	0 0 0	0-1 2 4	4 3 4	0 0 0	(1) 2 7	
Walker 4	Thomas 4	Pender 4	Gregg 4	Branch 4	APHill 4	Court 3	Trimble 3
							
0-1 2 4	3 3 4	4 3 4	4 3 4	4 3 4	0 0 0	0-1 2 4	3 3 4



TURN  
RECORD  
TRACK

1 1030

2 1200

3 1330

4 1500

5 1630

6 1800



Clear



Light  
Woods



Deep  
Woods



Town



Road



Railroad Bed  
(Treat as Road)



Entry  
Hexes

US

*Chantilly*

Game Design: Chris Perello  
Map Graphics: Joe Youst  
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