

MUSKET & SABER Folio Series Questions & Answers

10/17/10

Napoleonic Questions
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Napoleonic Questions

Q: ...In the M&S Standard Rules, 8.7 has artillery adding 1 to its range when firing from a Hill. I presume this only applies when firing at a target at a lower elevation (and not Hill-to-Hill)?

A: No, the +1 applies to all targets regardless of altitude. The idea here is that being up on high ground means all the little wrinkles and obstructions at ground level have less impact, even when firing at others up on a plateau or another hill.

As a practical matter, most hills on maps will be small (Marengo is an exception) so it's not likely to be a big issue."

Q: The Austrian units allowed to leave column and enter at 14,15 & 1601 --are they delayed a turn?

A: No (the area west of xx01 was just a flat patch right off the main road).

Q: Multi-hex combat: is it true that units attacking from separate hexes need not be coordinated or from the same formation to attack at full strength?

A: No. All units involved in a given attack must be coordinated; the number of attacking hexes is immaterial. Do note that supporting artillery never needs coordination.

Q: Was surprised to note there is no combat bonus for combined arms --this benefit might become more apparent in the mechanics of the game with further play. Having said that a comment from the designer would be interesting.

A: Design Note. There is no "combined-arms" bonus because at this scale there should be none (and frankly I'm not convinced there ever should be such a thing at any scale). Think of infantry-artillery-cavalry as rock-paper-scissors; each has strengths in certain situations. Infantry is durable and multi-capable in all terrains. Only infantry can truly hold ground, and only infantry can take anything other than clear terrain. Infantry is vulnerable to cavalry in the open; forming square leaves it susceptible to enemy infantry (esp skirmishers) and artillery. Artillery can drive off cavalry fairly easily, but is vulnerable to both enemy infantry and cavalry on defense. Cavalry is brittle but hugely powerful when striking an unprepared or weakened enemy. A player can achieve a combined arms "bonus" by utilizing the strength of each arm. Infantry establishes a line to protect its artillery. Artillery establishes fire superiority, driving off enemy artillery and cavalry, then weakening enemy infantry through bombardment. Infantry assists the latter by skirmishing, then attacks to seize ground and kill enemy troops. Light cavalry keeps enemy cavalry away from the flanks. Heavy cavalry is poised to charge: at

worst, it forces enemy infantry into square, where it is vulnerable; at best, it strikes reduced and/or disrupted enemy infantry that cannot form square in the face of friendly infantry & artillery. Light cavalry pursues, while infantry moves up to occupy the ground taken and form a new line.

Q: 1. In Marengo both sides have to roll for movement of all units. As the Austrians enters their HQ the first turn they also have to roll for MA on Game turn 2. Have I got this right?

A: No. The HQ is flipped to its active side at the end of a movement phase, so the Austrian HQ becomes active prior to Turn 2. However, we do need to add the following piece of errata to the end of the first paragraph of 12.1: "If the HQ does move, it must be the first unit moved during the Movement Phase."

Q: 2. Artillery units may be voluntarily flipped as to increase their movement allowance? If this is so I guess these guys are the foot artillery, and the others are horse, right?

A: I had assumed that if you wanted to move artillery faster you would use March Movement, but I suppose there are situations where you would prefer to use the Ineffective side, so let's say yes, you can flip them voluntarily to get greater speed. I deliberately avoided making special rules about horse artillery; the much greater movement factors handle the ability to move up rapidly and disengage more easily, while the "infantry" March Movement Allowance is more appropriate for long distance movement.

Q: This goes against the rules. HQs only flip if they do not move in a turn. The Austrian HQ has to move on turn one to enter the map; therefore, at the earliest, the Austrian HQ flips at the end of the turn 2 movement phase. The Austrian HQ is not active for other units on turns 1 and 2. It doesn't matter for movement purposes on turn 1 because reinforcements are not effected by HQ status and all Austrian units in play on turn 1 are reinforcements. For those Austrian units that entered the map on turn 1, they'll have to roll a die for their movement on turn 2.

There are no rules for flipping your own units to their "disorganized" side. Also, since a unit must not move at all during a turn to flip back, it takes an entire turn of no movement for the artillery to become "fireable" again.

Is it possible to get a clear rule on how the Austrians can flip their artillery back and fourth?

A: This is an issue that never came up during initial playtesting. After some consideration, players are allowed to render artillery ineffective to get faster movement. Flip the unit to its ineffective side at the beginning of movement. Flipping it back to its effective side does take one full turn, so the greater speed comes at a cost. As a practical matter, the only utility I see in this technique is to allow an artillery unit on or near the front line to make an escape.

Q: One more- where does it say what the MA of Trains and HQ's are?

A: HQ MA = 6, Trains MA = 4. It's on the lower right of the Inactive side. I don't think it actually says that anywhere.

Q: ...It is clear that an artillery suffers ammunition loss if the ammo result comes up on the CRT while it is bombarding or supporting. [Does] the ammo result applies to artillery which is adjacent to the enemy and, if so, does it apply both [when] attacking and defending?

A: The Ammo result applies to attacking artillery only, never to the defender. It applies at all times, whether supporting, bombarding, or fighting alone. Adjacent artillery may not support, but is treated as a regular combat unit (it is affected by all results in addition to "ammo").

Q: I didn't ask my question properly in #33 above. It is clear that an artillery suffers ammunition loss if the ammo result comes up on the CRT while it is bombarding or supporting. What I meant to inquire was if the ammo result applies to artillery which is adjacent to the enemy and, if so, does it apply both attacking and defending?

A: No, artillery engaged in unit-to-unit combat is not affected by the Ammo result; that applies only to bombarding artillery (whether actual bombardment or support fire).

Q: The requirements allowing a unit to skirmish seem very simple - just be two hexes from the target unit and be able to move into its hex. My opponent, Abel K. thinks the following are implied: a. The skirmishing unit can not be adjacent to an enemy unit. b. The intervening hex has to be vacant. We agreed to play our current game with b, but not a. We would also like to confirm that disrupted units can skirmish.

A (skirmishing requirements): Both conditions apply: there must be one intervening hex and it must be unoccupied. There will be some variations on this in future folios to account for specialized skirmishing troops (British rifles, ACW sharpshooters, etc.).

Q: 7.8 Combat Results

Ac or Dc = check for retreat

Entry starts: "If it passes,..."

If it passes what? A morale check? And the "it" is the primary unit?

A: 7.8 Combat Results

Ac or Dc = check for retreat: Change this paragraph to read:

Ac or Dc = check for retreat. Make a morale check for the primary unit of the affected side. If it passes, apply the (parenthesized) result. If it fails, the affected side retreats (as above).

Q: Although the M&S rules are not the hardest rules ever, they are one and possibly two steps up in complexity from the old Napoleon at Waterloo/Napoleon at War/Blue & Gray rules (witness all of the questions my friend and I had about Chickamauga). Also, the standard rules have virtually no illustrations, even though there are rules in the M&S standard rules that will be new to many players. In addition, it appears that the M&S standard rules were forced to be terse to fit into the 8 page limit for the rules. Given their complexity, these rules could easily have been at least 12 pages if they had included a typical amount of examples and illustrations of play. I think this lack of examples and illustrations is going to result in a lot of rules questions (contrary to your confidence that there will be little errata for the system rules).

A: I can't argue about the concentration of the rules, a necessity given the constraints of the Folio games. These rules are the result of decades of tinkering, so yes there is a lot to them. I have folded ideas within one another to make what I hope is a seamless set of rules that reward instinctive play rather than inductive calculation based on rules quirks. That said, there is a learning curve (see the previous comment). I concur wholeheartedly that examples will help, and am preparing a set of one-page pdfs with illustrations to help with some of the more unusual aspects of the game. They will be posted shortly on this site, along with a player aid card. Your patience and support is greatly appreciated.

Q: Was someone able to figure out why the town of Leipzig was "impassable"? Still scratching my head over that one...

A: Units may not come to rest or fight in the city, only pass through. They've added some explanation to the rules regarding that semi-cryptic reference on the map's Terrain Key.

Q: That's a little strange isn't it?

A: The idea was/is to simulate the awful congestion that unavoidably takes place when you try to move an army of that size into an urban area that congested. Having to stop first, if you don't have the MP to move all the way through at one go, simulates that. Don't forget, there were no freeways running through Napoleonic-era cities.

Q: How is [Leipzig] different from the Leipzig in Napoleon at War quad?

A: The most significant change is that the units were taken down to division and brigade level (a lot more units).

And beyond that, the OOB is substantially more accurate and historical now.

Q: A unit with a parenthesized combat strength needs a leader to enter ZOC but can also enter with an undisrupted unit 6.2. As units move one at a time Rule 4.2 how does that happen?

A: OK, it's a glitch in wording. Units do not move together (unless stacked for a charge), but a parenthesized unit could enter a ZOC if that ZOC already is occupied by an unparenthesized unit. It theoretically is possible to move in the unparenthesized unit first, but why would you want to?

Q: Say 3 units of A are in a hex and there are 3 hexes adjacent with D units in. Can 1 of A's units attack each of the 3 D hexes (assuming they do not retreat? If they can but retreat after 1 attack does D get 2 FOW? If they cannot does D get 2 FOW?

A: Only one attack may be launched out of a single hex in a single turn. Two of the defending units would be unattacked (from that hex). An FOW is awarded for each of those units.

Q: In the previous situation I use an artillery unit to bombard one of the D hexes. Does that reduce the number of attacks required? If it does not then does the defender get the FOW?

A: Depends. If the artillery scores any result (retreat, disruption, step loss, rout) on the defender, then the bombardment counts as an attack. If no result is obtained (a no effect or any attacker result), then the bombardment does not count and the defender does get the FOW. See 8.4, last paragraph.

Q: Again referring to the previous situation, if there are defending units in each of the six adjacent hexes, would the defender get 5 FOW?

A: Yes.

Q: Rule 11.2 (second paragraph) allows units to return to the map if they pass the morale check Rule 13.2 says only units starting the turn in that turn's box on the TRT. Are the rules contradictory?

A: Again, I might have made it more clear (space was an issue in the rules, and I crimped the language as much as possible). If you recover a unit through a rolled replacement, it gets placed on the TRT as though it had been created by a normal replacement. In other words, it comes back the next turn.

Q: I do like the very simple and effective use of () and charge values to show very simply the difference between Napoleonic Armies and CW armies and indeed the evolution of Napoleonic Armies. (I would argue that the Austrians at Leipzig should be () as well so far as Skirmish ability goes).

A: To a point I agree with you; most of the Austrian Line brigades (4-4-3) should be skirmishless. However, believe it or not, I ran out of counter space. The idea Austrian corps would have more counters (roughly double), with a few of them being Jager, light cav, etc. At the scale I had to use, there just wasn't room, so I gave them valid skirmish values to represent the smaller units.

Q: I can see this being used in other periods eg Austro Prussian and Franco Prussian.

A: Wait'll you see Koniggratz. It'll be coming out in S&T, don't know exactly when.

Q: I think that a sheet with examples of some of these new rules would be most helpful perhaps a playthrough of the first few turns of a game could be posted.

A: No argument from me, but I didn't have space in the rules and haven't had time to post anything. Maybe you could do some after you play a few times. Hint, hint.

Q: If doing counters please do the Alternative Leipzig counters

A: The 3rd/Grd should be 0 on the back.

Res-B/5 should have a red stripe on the front.

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Stones River Questions

Q: In the Stones River Exclusive Rules the TEC has the following entry for Hill "Negates light woods for LOS purposes. Adds 1 to range of artillery units on hill." There is no mention of whether they block LOS, what the MP cost to enter is or whether they confer a defensive bonus.

A: I don't see how we missed that. Yes, intervening hill hexes do block LOS unless both the firing unit and target are on a hill. This applies only to intervening hills, not hills occupied by either the firing unit or the target unit. There is no MP cost to enter a hill and no defensive bonus for occupying one (see below); hills provide only observation effects.

Q: The TEC refers to a Slope, which are not present on the Stones River Map but states "+1 MP Moving Upslope. LOS Blocked downslope into slope hex only. Attacker halved upslope." I can only assume that moving up a hill is similar to moving up a slope incurring a +1 MP and therefore attacks uphill would be halved except for artillery bombarding from other hills. I am unsure what the second sentence infers in any case.

A: That is incorrect. Slopes represent steep gradients between hexes, while regular hills have gentler rises. In some games (e.g. Shiloh) some hill hexes also have slope hexsides. LOS is blocked into a hex because there is some kind of shelf allowing units to hide. However, it does not prevent vision across the hex into the next one.

Q: I am making some assumptions in relation to hexside terrain namely Treeline, utilising logic from Advanced Squad Leader, PanzerBlitz. etc., assuming that a LOS is blocked ONLY if the firer or target is NOT adjacent to that hexside terrain therefore an artillery unit in 1022 could bombard or support an attack into 0821 (halved due to originating from clear into light woods) but could not do so from 1123 as the tree line blocks same level LOS.

A: Correct per 2nd paragraph of 8.6; terrain in the firing unit's hex or target unit's hex does not block LOS; this is intended to include hexside terrain as well.

Shiloh Questions

Q: So it is correct to say that any Leader can apply his effects on any unit (regardless of Formation ID) he is stacked with. The Command Span only identifies which units (those with the same ID's as the Leader) can be considered Coordinated for a given attack. Do I have that right now?

A: No. A leader may give effect (movement, recovery, combat, coordination) ONLY to a unit in a formation within that leader's command span.

Q: (1) OK - we played our first game of the M&S series last night and chose Shiloh as it was the smallest of the bunch. In general, it went very well but very slowly. There is a steep learning curve with these rules and remembering all the sub-conditions, sub-procedures and exceptions was a little tough - even with my three-page cheat sheet [I'll ... post my cheatsheet if it will help other players].

A: I really like the idea of a cheat sheet. Go ahead and post yours. I've been working on one of my own but if yours is better I'll let it lie.

Q: (2) These games are FISO's (Folios In Size Only). They are pretty deep games with a lot of choices and elements. This is a good thing as the game was very entertaining and felt a lot more realistic than the original folios. The game went generally according to history - I played the Union and was run off the field by the Rebs (the Surprise rules worked really well) but then recovered a line near Cloud field and the river. My counterattack was underway when we halted for the evening as there were a few questions that just affected play too much to ignore and which we need to get answered:

A: Thanks for the kind comments. All Shiloh games will follow that general course due to set up, reinforcements, etc., but I really think this system gets the turn-by-turn, hex-by-hex detail right.

Q: (3) So what's up with the Command Span of the Leaders? We assumed that the Leader counters are read as Combat Bonus - Morale Bonus - Movement Bonus. Is the Command Span really the same as the Formation ID? If so, then why under "Coordination" in the rules does it say to "treat all involved units within the leader's command span as belonging to a single formation" Wouldn't that be the case anyway? Or is the third number on the counter the Command Span and the Movement Bonus?

A: In the case of Shiloh that is true for Wallace, Sherman, and Nelson. All the other leaders are "A" meaning they can command any unit in their respective armies. That just reflects the nature of these armies; in other games there is more variety: e.g. in Frayser's Farm Longstreet commands formations 1-2, while at Leipzig Murat commands all the French cavalry corps (formations 12-16).

Q: (4) Are Fortunes of War awarded to unattacked defenders before or after they conduct any eligible advances?

A: Assuming "they" refers to the triggering attackers, the FOW are awarded after any advances (i.e. after the triggering units have finished for the turn).

Q: (5) Is the EZOC [of triggering attacking units] canceled in the case of an FOW movement so that you could actually freely Disengage a unit and move it out of an EZOC?

A: No.

Q: (6) Is the requirement to move one or two MP to charge still in effect for an FOW charge? In other words, can an FOW unit charge an adjacent enemy?

A: No and yes. This is errata and has been posted. You may ignore triggering unit EZOC and the 1-2 hex requirement when playing the FOW.

Q: (7) Are terrain effects cumulative? So in Shiloh, if a unit attacks from a Clear hex into a defender in Light Woods and with a Stream, is his Combat Factor "1" (i.e., halved twice)?

A: Correct.

Q: (8) What is the effect of the Peach Orchard?

A: Light Woods.

Q: (9) Is Bombardment affected by the halving of the attacker? For example, is bombarding into the Protected hex halved?

A: Yes.

Q: (10) During the Skirmish tactic, are Disrupted units considered to have a "0" MA (because they have the use variable movement)?

A: Yes.

Q: (11) Can units Recover and move at Night or not? The rules seem to contradict - "... a unit not moving or fighting recovers automatically ... and may move in that turn."

A: Quite right, this new errata. Remove the phrase "...moving or..." from the last sentence of rule 11.1.

Q: (12) Is it possible for an artillery gun to attack Shiloh from the west where the deep woods and stream are? If not, Sherman has a neat little defensive position.

A: Artillery cannot enter Deep Woods so cannot attack from the hex. So yes, Sherman has a neat little defensive position -- just ask Leonidas Polk, who spent the whole of midday attacking the ridge.

Q: How does the Union avoid defeat in this game? It is not possible for the Union Wagon Train to reach hex 1101. Moving along the road, the Train can move a max of 20 hexes in the entire game (4 hexes/turn for 5 turns). Hex 1101 is 28 road hexes away from the Train's entry hex on turn 3. Since there is no Union HQ, it may not use March Movement (12.1).

What am I missing????

A: Remember roads are only 1/2 MP during march movement, so the train can move up to 8 hexes per turn, 40 hexes for the whole game. Also, it should be pointed out that trains never roll for their MA (i.e. they are not affected by an inactive HQ). That point really was not made in the rules, it's just inferred by requiring UNITS (meaning combat units) to roll for MA.

The idea behind the timing of the Train's entry is that if the Rebs can stop the train for more than one full turn (and/or partially for three turns) they will win -- in other words, they need to take Glendale early or Malvern Hill/vicinity late

Q: As posted on DG's forum, Perello's answer goes against the rules. The Union has no HQ in the game; therefore, no Union unit may use march movement, so his calculation of 40 hexes for the train is not correct. I did calculate the movement for the train unit incorrectly at 20 hexes. It should be 24 because the reinforcement rules do allow entering units to move 1/2 mp/road hex for the turn they enter. That would give the train 4 more MPs for a grand total of 24. Still not enough for the Union to get the train off of the map. Since the designer's intent was to allow the train to move 8 hexes/turn, I'll add a house rule to allow it. But be warned, errata is needed, even if the designer doesn't see it yet. There should be an erratum: Only combat units roll for MA. Leaders, HQ, and Trains do not; they always have full mobility.

A: I plead temporary insanity. One reads these rules so many times things begin to gloss over in one's eyes. You are quite correct, but there is need for two pieces of errata.

FIRST ERRATUM: Add the following sentence to the end of 4.4: "Only combat units roll for MA. Leaders, HQ, and Trains do not; they always have their full MA."

SECOND ERRATUM: In the fourth paragraph of 12.1, delete the phrase "...March Movement is not available, ...". That phrase was the original rule, which should have been deleted when 4.7 March Movement was modified. It escaped me and created the contradiction.

Q: Does this errata apply to all games in the Musket & Saber series games ?

A: Yes.

Q: Armed with a complete belief in the efficacy of the attack (see Post #24), I never felt more like a Son of the South. The problem was the damn Yankees could read the CRT too and there were more of them. We played the first day and I was hurting as the Confederate player. With the evening at an end, we called off the game having forgotten or misplayed some of the rules innovations (not the fault of the rules, I would say) We plan a rematch soon.

Now here's something I would like some clarification on:

- you get a FOW for a unit in a ZOC and not attacked - it must played only on the bypassed unit which, by definition, will normally be in a ZOC - the rules for FOW say you can only play a charge FOW if you are not in a ZOC and the move FOW is not much good in a ZOC - therefore, unless you need the recovery FOW, it is useless

My opponent, Abel K. is an old-school fix a rules problem and move on kind of guy. He said, "What's clearly missing is a sentence saying that the ZOC is canceled in this situation because the attacker chose not to involve the defending unit"

Not having anything better to offer, I agreed. On the very first turn I advanced the Southern 2nd division attacked in the centre with two brigades and artillery against one US brigade and guns. I ignored another

adjacent US brigade. My attack pushed back the defender. Using our home brew interpretation, he charged one of my brigades, routing it and gaining a second FOW which he used to charge uphill and routed my second brigade.

It made for a great game narrative, but is that really how we should be playing?

A: Their solution is exactly correct and I could have sworn was in the rules already. It must have got chopped during one of the word squeezes.

Add the following sentence at the end of the second paragraph of 7.2:

"Ignore EZOC when playing the FOW on the triggered unit."

Q: What about the fact that the rules nowhere say that the activated unit has to be the one with the FOW marker?

I believe it does say so for this particular type of FOW.

Just to make sure I am not missing something, a supporting artillery unit is not subject to ammo depletion, right?

A: A unit is in the EZOC of a defending unit, triggering that unit for purposes of 7.2. That defending unit is not attacked in the ensuing combat phase (or is bombarded to no effect). The defending player gets an FOW as a result. Does the FOW have to be played on that triggered-but-unattacked defending unit?

If that is what he meant, then the answer to the questions is:

Yes (3rd sentence of the 2nd paragraph of 7.2).

Q: The requirements allowing a unit to skirmish seem very simple - just be two hexes from the target unit and be able to move into its hex. My opponent, Abel K., thinks the following are implied: a. The skirmishing unit cannot be adjacent to an enemy unit. b. The intervening hex has to be vacant. We agreed to play our current game with b, but not a. We would also like to confirm that disrupted units can skirmish.

A: Both stipulations are correct. The skirmishing unit may not be adjacent to any enemy unit, not just the one being attacked, and the intervening hex must be vacant. In future modules, specialized units (rifles, sharpshooters, etc) will have additional capabilities.

Chickamauga questions:

Q: 2.3 Counters: Shouldn't the reference for HQ be 12.1? 2. Shouldn't the reference for Trains be 12.2?

A: Yes

Q: 4.4 Variable Movement Allowance. Shouldn't there be another bullet point [for a unit whose army HQ is inactive]?

A: No that is an erratum. Delete the phrase "...March Movement is not available, ..." from the 4th paragraph of 12.1.

Q: 12.1 Headquarters. What is the movement allowance of an HQ? The rule just says that an HQ moves like cavalry but gives no movement allowance for an HQ.

A: The HQ's MA (same for trains) is on the back. It generally is "6" (Trains generally are "4").

Q: 12.1 Headquarters. Must an HQ trace to both an active trains unit and an LOC to be active? In other words if the HQ can only trace to the LOC but not the active trains, is the HQ inactive?

A: No, just to the LOC.

Q: 8.5 Bombardment Resolution. What does it mean to "Ignore . . . all parenthesized results"? For example, if a Dm(Dr) result is rolled, does this mean: If the defender passes its morale check, nothing happens. If the defender fails the morale check, the defender routs.

A: Correct.

Q: 8.5 Bombardment Resolution (same question, second example). Dc(Ex) result is rolled does this mean: If the defender passes its morale check, nothing happens. If the defender fails its morale check, the defender retreats.

A: Correct.

Q: 8.5 Bombardment Resolution (same question, third example). Dm(Dx) is rolled does this mean: If the defender passes its morale check, nothing happens. If the defender fails the morale check, the defender routs.

A: Correct.

Q: 7.13 Choice of Tactics. If the attacker chooses 4) Disengage, may the defender choose 5) Last Stand? The rules don't prohibit this, but it sure feels wrong, i.e., the attacker is trying to avoid combat, but the defender can potentially inflict greater damage by defending to the death the hex the attacker is moving away from.

A: Good point; it never happened in playtesting (I guess we're not as sneaky as you). For the moment, let's say that if the attacker chooses Disengage the defender may not choose Last Stand. I think the long-term solution is to create a defender's tactic chit which must be placed (and covered) while the attacker selects a tactic. This was in the works anyway as a new defender's tactic (counter-charge) will appear in a future folio.

Q: 11.2 Step Recovery (Clarification; Case 1): Unit eliminated on Turn 1. During Movement Phase of Turn 2, player uses replacement point to recover the first step. Unit is placed on its reduced side on Turn 3 of TRT.

A. Correct with a caveat. If the unit is eliminated during the First Player Turn and belongs to the Second Player, it will be replaced on Turn 1 and eligible for reentry on Turn 2.

Q. 11.2 Step Recovery (Clarification; Case 2): Unit eliminated on Turn 1. During Movement Phase of Turn 2, player conducts morale check on eliminated unit. Unit passes morale check. Unit is placed on its reduced side on Turn 3 of TRT.

A: Correct.

Q: Abel and I switched to Chickamauga for our second M&S game. I think we are doing much better at utilizing the many nuances of the system but we have definitely not mastered it. We are already away over the stated playing time but then we are known as slow players.

For some reason I have been playing the Rebs in M&S, usually I take the Feds. I think I should have pushed harder on the first day because it looks as if we are heading for a draw. I am pleased with my play on the right flank where Walker's small corps has been punching above its weight all battle. They have tied up more than half of Thomas' corps and, with the help of Forrest's dismounted cavalry have forced Rosecrans to leave the Rossville Box under garrisoned which has given me some extra replacements - right up on the front line where they will do the most good! On my left flank things have really picked up. Polk spent the whole first day diddling away in front of the fords and going nowhere while Hood slugged it out with the bulk of Crittenden's forces. During the night Polk sent Cheatham's division across the river further east to assist Hood. Then when Longstreet arrived he quickly marched up the fords where, with the help of Polk's artillery, he has just blasted his way across. I think the blue coats will have to retreat quickly on this flank which will end his chances of winning although a draw, as mentioned, is the most likely outcome.

I think my biggest mistakes have been in the centre of the battle. Buckner's Kentucky corps spent the first day being very impressed with the reputation of the Lightning Brigade across the stream, even though the latter was defending a wide area alone. By the morning of the second day when Buckner attacked McCook was up and able to support. My attack was shot up (make no mistake - Wilder's boys are tough). Meanwhile, in what was supposed to be my showpiece attack, D.H. Hill has not been able to advance far against the one and a half divisions Thomas was able to bring against him. Cleburne's elite division has been thrown back at least three times trying to take the hill in the centre of the Union line (not Snodgrass Hill, we haven't gotten that far). I can see that the Union has a lot of reduced divisions so my hope is I can eliminate enough of them to squeak out a victory. Great savage action.

A: It sounds like an excellent game. I think it worthy of noting how "easy" it is for one unit to tie up many others. You will note through history how often commanders committed only a portion of their forces, retaining the bulk in reserve. This was because additional troops on the front line could add little effect, yet be tied down, fatigued, reduced, etc. Better to use slim forces to wear down the enemy that he might be crushed by fresh troops. This is one of the key design elements of the system. For the record, Chickamauga is one of my favorite battles and a great situation, so was one of my test beds for the system. The only missing element is hidden movement; this will be rectified with an HM module in the near future.

Chickamauga *Exclusive Rules* Questions

Q: Map. Is the map trying to indicate that Union units from the Rossville Box may enter at Entry hex C (2502) (even though the road from the Rossville box appears to indicate entry is at hex 1901)?

A: No. Units in the box may move either to hex 1901 or to hex 0801 (Entry Hex D).

Q: 17.2 Union Set Up. May a reinforcement move on the turn the reinforcement "arrives into the Crawfish Springs Box?" In other words, if Formation 5 arrives in the Crawfish Springs Box on Turn 5, may Formation 5 enter the map on Turn 5 or must Formation 5 wait until Turn 6 to enter the map.

A: It may enter the map on Turn 5 (think of entry into the box as placement in the box rather than actual movement).

Q: 17.2 Union Set Up. Is the earliest the Union HQ can become active is the end of the movement phase of Turn 2, i.e. thereby allowing normal movement of Union units on Turn 3? In other words is the following scenario correct?: On Turn 1 the Union HQ and Supply Trains move onto the map from the Crawfish Springs box. The Union Supply trains cannot be active because it moved this turn. The Union HQ cannot become active because while it can trace to the LOC in hex 0111, the Union HQ cannot trace to an active Supply Trains unit. On turn 2, the Supply Trains don't move, thereby becoming active. This allows the Union HQ to trace to the LOC in hex 0111 and the active Supply Trains at the end of the movement phase on Turn 2.

A: No, it can become active as of Turn 2. It moves onto the map on turn 1 and is flipped to its active side at the end of the phase. To be active, it must trace to an LOC OR an active Trains unit.

Q: 17.3 Confederate Set-up. May Confederate HQ on the turn the Confederate HQ "arrives in the Lafayette Box?" In other words, if the Confederate HQ arrives in the Lafayette Box on Turn 5, may the HQ enter the map on Turn 5 allowing the Confederate HQ to become active at the end of the movement phase of Turn 5 (12.1) or must the HQ wait until Turn 6 to enter the map.

A: It may enter the map on T5 and become active at the end of the phase (permitting normal movement on T6).

Q: 17.3 Confederate Set-up. Is the earliest the Confederate HQ can become active is the end of the movement phase of Turn 3, i.e. thereby allowing normal movement of Union units on Turn 4? In other words is the following scenario correct?: On Turn 1 Supply Trains move onto the map from the Lafayette box. The Confederate Supply Trains cannot be active because it moved this turn. On Turn 2, the Confederate player rolls a 1, allowing the Confederate HQ to arrive in the Lafayette box. Assuming the Confederate HQ must wait until Turn 3 to enter the map from the Lafayette box (see question 12 above), the Confederate HQ enters play on Turn 3. This allows the Confederate HQ to trace to the LOC in hex 2128 and the active Supply Trains at the end of the movement phase on Turn 3.

A: No. If the HQ enters on T2, it may move fro the box to the map on T2 and be active on T3 as long as it can trace to an LOC hex OR a active Trains.

Q: 19.6. "At-Large" Battalions. May the Union and Confederates use a replacement point to bring an at large battalion into place during the Movement of Turn 1?

A: Yes.

Q: 19.6. "At-Large" Battalions. In order to bring a Union at large battalion into play with a replacement point, must the Union roll a 6 for his Replacement Roll (17.2)?

A: Yes.

Q: 19.6. "At-Large" Battalions. Do the replacement at large battalions enter play on their active side?

A: Yes.

Q: 19.6. "At-Large" Battalions. If the Union uses the die roll process to enter an at large battalion, does the battalion enter on any die roll other than a 6 due to the at large battalion's morale of 4 and Thomas' morale modifier of 2?

A: Yes, it enters like any other unit, but must be placed with Thomas.

Q: 19.6. "At-Large" Battalions. What happens if the at large battalion fails the replacement roll with Thomas? Is the at large battalion counted as "destroyed" unless it enters the map on a subsequent turn?

A: No, nothing happens. In effect, the roll is "wasted."

Q. Terrain Effects Chart. Is an attacking unit in a stream hex attacking a defending unit in stream hex halved twice, i.e., reduced to an attack strength of 1 (7.7)?

A: Yes.

Q. Terrain Effects Chart. ZOC is blocked across a creek hexside. Is ZOC blocked across a bridge hexside on a creek? Is ZOC blocked across a ford on a creek?

A: Yes to both.

Q. Terrain Effects Chart. Does a treeline hexside block LOS if the treeline is part of the artillery unit's hex?

A: No.

Q. Terrain Effects Chart. Does a treeline hexside block LOS if the treeline is part of the bombarded unit's hex?

A: No.

Q. Terrain Effects Chart. Does a treeline hexside between the attacker's hex and the defender's hex prevent an artillery unit from making an adjacent combat (8.3)?

A: No.

Designer's Notes Queries

Q: The notes say that artillery is at a disadvantage when fighting alone, but I can't find anything in the rules which would make it so. We have just started our second game of Stone's River and will try give the attacker a +1 if the defender is artillery by itself.

A: No, don't use any modifiers. All I meant by that comment is that artillery fighting alone generally has lower combat values, lacks the staying power (extra step) of infantry, and is rendered ineffective by any retreat.

Q: Secondly, it would sure be nice if Chris could explain just what the infantry battalions in the ACW games represent. They certainly are not organizational entities. We are assuming they represent the "fighting edge" of the army which can be eroded over a tough battle.

A: In some cases the battalions are actual (small) units. In others, they do represent the fighting edge -- I like the term -- in that they embody morale, good low-level leaders, experiences, etc. Loss of the battalion reduced the impact of the stacked brigade in a fight without actually damaging the brigade itself. It was one way degrade the offensive capability of any army without having to inflict huge losses. Ideally, I'd have liked more extra counters so I could include more such units, along with some one-shot leaders (similar to the "Hero" counters in some of my other games); those may appear in a later folio.

Q: The rules for Command Span were confusing me until I read in another M&S folio folder that the span refers to formations, not hexes. I'm repeating it here in case someone else has only Stones River, and hasn't seen this clarification.

A: Good point; I'll make an errata note to the illustration at 10.0 indicating that the command span refers to formations, not hexes.

Q: Special consideration is made for Cavalry in 4.7 March Movement, where they roll two dice and add 3 compared to the infantry one dice plus 3, however, in Section 4.4 Variable Movement Allowance it mentions to "Roll a die;" this is fine for infantry/artillery in Stones river who all have a movement of 6. The cavalry in this scenario have a base movement of 9. Should this not state that for Cavalry to roll two dice and subtract 1 to generate a number between 1 and 11. re-rolling if a number above 9. I am assuming the intention of variable movement is merely to randomize not restrict a units movement allowance.

A: That is correct. Roll two dice for any unit with an MA greater than 6, re-roll for any result greater than the MA.

Q: Are squares used in Civil War battles?

A: Not in the four battles done so far (Chickamauga, Frayser's Farm, Shiloh, Stones River). For the most part, Civil War units had neither the training nor the need to form squares. However, it was done: Lane's CS brigade at Gettysburg formed square when faced by Buford's cavalry, and Stevenson's CS division (down to 700 men) formed square during the retreat from Nashville. I felt that the absence of square markers and a viable cavalry threat in those four games made it clear, but you are correct; a note in the rules would be appropriate.