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 9th Corps—was boiling up from the south.

The ensuing battle, misnamed Chantilly for 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.

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)

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 or out. LOS 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.

COMBAT RESULTS TABLE (CRT)

Differential DIE ROLL	-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	
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 Dm(Dx)Leader	Ar Leader	Ac(Ex)Leader		Dc(Ex)Leader		Dr Leader	Dr Leader	Dm(Dr)Leader	Dm(Dr)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.

CREDITS
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