

# MUSKET & SABER

## QUICK PLAY

### MINI GAME SCENARIO RULES

#### SCENARIO:

#### SALEM CHURCH

EAST OF CHANCELLORSVILLE

3-4 MAY 1863

#### 12.0 INTRODUCTION

##### **12.1 Historical Background**

Union Gen. Joseph Hooker's plan to destroy Robert E. Lee's Army of Northern Virginia, had come unhinged in the woods around the Chancellorsville clearing. But Hooker had another card to play; he called for an offensive by John Sedgwick's 6<sup>th</sup> Corps at Fredericksburg. Sedgwick duly attacked on the morning of 3 May. The thin Confederate line facing him held out for several hours, so it was after midday before Sedgwick started his march westward. He reached the ridge near Salem Church only to run into the Confederate brigade of Cadmus Wilcox, who had taken up position without waiting for orders. Wilcox's quick thinking gave Lee an opportunity to shift his main effort away from Hooker to Sedgwick's isolated corps.

##### **12.2 The Scenario**

This game covers the two days of fighting starting with Sedgwick's march. One player commands the Union forces, the other the Confederate. All standard rules apply except 9.0; there are no cavalry units, charges or squares. Rules 15.0 through 19.0 are additional rules.

#### 13.0 SET UP

##### **13.1 Army Colors & Units**

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

##### **13.2 Union Set Up**

All Union units arrive as reinforcements after the game begins.

Formation 1 except *Third/1* (four counters):

T1 at 2114

Formations 3 & L (seven counters): T3 at 2114

*Third/1*, *Guard/6*, & Train (three counters): T4 at 2114

Formation 2 (five counters): T5 at 2114

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

##### **13.3 Confederate Set Up**

One Confederate unit begins the game on the map, the rest arriving as reinforcements. In some cases, the Confederate player may choose from among several entry hexes; in these cases, all units entering on one turn must enter at the same chosen hex.

*Wilcox/M* (one counter):

any hex west of the 16xx row

Formation M except *Wilcox* (four counters):

T2 at 0107

*Mahone/A* (1 counter): T3 at 0107 or 0903

Formation A except *Mahone* (five counters):

T5 at 0107 or 0903

Formation E (five counters):

T7 at 0213, 1013, or 2114

The Confederate player may replace two lost steps each turn. A returning Confederate unit may enter at any entry hex eligible for its formation.

##### **13.4 Game Length & First Player**

The game consists of 14 turns. Place the Game Turn marker, US Full Initiative side up (see 17.0) in the Turn 1 box of the Turn Record Track.

The Union player is the first player.

#### 14.0 VICTORY CONDITIONS

##### **14.1 Union Major Victory**

At the end of Turn 14, the Union player wins a major victory if the Union Train (16.0) has exited the map from 0107 or 0903 and a Union unit occupies or was the last to pass through either hex 1204 or 2114.

## **14.2 Confederate Major Victory**

At the end of Turn 14, the Confederate player wins a major victory if a Confederate unit occupies or was the last to pass through hexes 1204, 1302, 2114, and 2407, or if the Union train is captured.

## **14.3 Minor Victory & Draw**

If neither player wins a major victory, calculate the VP scored by each. The player with the larger total wins a minor victory. If the totals are equal the game is a draw.

## **15.0 STRONGPOINTS**

Salem Church (hex 0609) and the schoolhouse (0610) were stout buildings turned into miniature fortresses. Each adds 2 to the CF of an infantry brigade (only) defending the hex. Ignore the strongpoints for all other purposes.

## **16.0 THE UNION TRAIN**

The Union train unit may move only along roads, meaning it may move only from a road hex to another road hex across a road hexside. No Union unit may move through or stack with it, even during retreats. It may not move adjacent to a Confederate unit. The train may move off the map from hex 0107 or 0903 (to win) or from 1204 or 1302 (to avoid capture). It moves off the map by expending 1 MP from the chosen hex. The train may not be attacked. It is captured if a Confederate unit enters its hex.

## **17.0 UNION INITIATIVE**

### **17.1 Determining Union Initiative**

The Union player begins the game with full initiative, meaning his units operate normally. At the beginning every Union movement phase commencing with Turn 7, the Union player rolls one die. If the result is 1-2, the Union player has full initiative. If the result is 3-6, the Union player has low initiative. The state of Union initiative may change any number of times; use the turn marker to record the current state.

### **17.2 Movement Effects of Low Initiative**

While in a state of low initiative, no Union unit may enter an EZOC unless accompanied by a leader and the leader passes an initiative check. Make the check by rolling one die; if the result is greater than the leader's morale rating, he (and the unit) may not enter the EZOC. Subtract one from the roll if the EZOC is adjacent to a friendly unit also in an EZOC.

### **17.3 Combat Effects of Low Initiative**

During a combat phase when Union initiative is low, determine and announce combat normally. Prior to resolving a combat, make a morale check for the primary unit (modify the unit's morale if stacked with a leader). If the unit passes the check, resolve the attack. If it fails, the attack is called off; the defending Confederate unit may counterattack (see 7.2). Initiative does not affect bombardment.

## **18.0 NIGHT**

Turn 6 is a night turn. Units move normally but they may not move adjacent to an enemy unit. Units already adjacent may remain in place or may exit the hex. No combat is allowed during night turns; skip both player's combat phases.

## **19.0 DESIGNER'S NOTES**

This was a straightforward design, a battle between roughly equal opponents with victory conditions pulled right from the historical situation.

The biggest problem was one of scale; the average Confederate brigade was about 2,000 men, the average Union brigade about 2,500, against a nominal system unit scale of 1,500. This was resolved with liberal replacement of lost steps, plus the three extra Union units: the trains guard—drawn from 1/1 and 3/1—the 2<sup>nd</sup> Division skirmisher detachment, and the presentation of the Light Division as two wings.

For the Confederate, the early going is the toughest; if the Union can score a quick win around Salem Church they likely will be able to exit the trains (this represents the corps' center of gravity; an exit indicates Sedgwick will go on to fulfill Hooker's mission for him). Once the tide swings south on the second day, the Union will be hard pressed to hold a line long enough to maintain freedom of action within a perimeter.

This is a long game for such a small battle; both players must take a long view of the battle and not spend combat power too freely.

## **20.0 ORDERS OF BATTLE**

### **20.1 Union Forces**

**6)** John Sedgwick's 6<sup>th</sup> Corps (22,000 infantry, 54 cannon)

**1)** William Brooks' 1<sup>st</sup> Division

**2)** Albion Howe's 2<sup>nd</sup> Division

**3)** John Newton's 3<sup>rd</sup> Division

**L)** Hiram Burnham's Light Division

### **Artillery Brigade**

The brigades in 1<sup>st</sup> and 3<sup>rd</sup> Divisions averaged around 2,100 men, those in 2<sup>nd</sup> Division about 2,500. The *Light Division* actually was a single brigade with roughly 2,800 men. The corps artillery brigade was split into groups supporting each division.

## 20.2 Confederate Forces

Robert E. Lee's Army of Northern Virginia (part; 20,000 infantry, 36 cannon)

**A)** Richard Anderson's Division: Brigades of Mahone, Perry, Posey, & Wright, plus Garnett's Artillery (16 cannon)

**E)** Jubal Early's Division: Brigades of Gordon (1,000), Hays (1,000), & Hoke (1,000), plus Andrews' Artillery (16 cannon)

**M)** Lafayette McLaws' Division: Brigades of Kershaw, Semmes, Wilcox, & Wofford

Brigades ranged from 1,400 to 1,800 men, except Perry's of about 1,000. The artillery battalions nominally had 16 guns each, but component batteries shifted considerably during the preceding days. *Wilcox' Brigade*, which included an attached battery of four guns, officially belonged to *Anderson's Division*. It had cooperated with Early at Fredericksburg, then came under McLaws' control at Salem Church.

### TERRAIN EFFECTS CHART (TEC)

<b>Clear</b>	1 MP to enter. No effect on combat.
<b>Hill</b>	Same as Clear/Woods. Blocks LOS unless both observer and observed also on a hill.
<b>Road</b>	1 MP while moving along the path (see 4.3). No effect on combat, use other terrain in the hex.
<b>Strongpoint</b>	+2 to CF of infantry (only) defending hex.
<b>Historical Places</b>	no effect on movement or combat.
<b>Light Woods</b>	1 MP to enter. Attacker halved attacking into light woods if attacking across a clear hexside. Blocks artillery line of sight unless artillery is on a hill hex.
<b>Deep Woods</b>	Only infantry may enter; must stop after entering. Only infantry may attack into; CF halved attacking into or out of. ZOCs blocked in or out. LOS blocked into or through.

### 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	
<b>DIE ROLL</b>										
<b>1</b>	Ax	Ax	Ax	Ar	Ac(NE)	Dc(Ex)	Dr	Dr	Dx	
<b>2</b>	Ax	Ax	Ar	Ar	Dc(Ex)	Dc(Ex)	Dr	Dx	Dm(Dr)	
<b>3</b>	Ax	Ar	Ar	Ac(Ex)	Dc(Ex)	Dr	Dx	Dm(Dr)	Dm(Dr)	
<b>4</b>	Ar Leader	Ar Leader		Ac(Ex)Leader		Dc(Ex)Leader		Dr Leader	Dr Leader	Dm(Dr)Leader
	Dm(Dr)Leader		Dm(Dx)Leader							
<b>5</b>	Ar	Ac(NE)	Dc(NE)	Dr	Dr	Dm(Dr)	Dm(Dr)	Dm(Dx)	Dm(Dx)	
<b>6</b>	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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