

MUSKET & SABER

STANDARD RULES

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1.0 INTRODUCTION

1.1 The Musket & Saber System

This system uses these Standard Rules for a number of individual (folio) games. Each folio contains the map, counters, and Exclusive Rules depicting a battle in the musket era (c. 1756-1871). Players command the opposing forces in the situation faced by their historical counterparts. The goal is to reach the victory conditions in the folio rules, usually the capture of key terrain, or the destruction of enemy units, or both.

M&S is a merger and redesign of the *Napoleon at War* and *Blue & Gray* series of games. While keeping the original design intent of a small, fast, simple, two-player game, *M&S* has both new rules and changes to some old rules to address the shortcomings of the earlier systems (see Designer's Notes at 15.0). *Players experienced with the earlier systems are cautioned to read these rules carefully, particularly those involving combat resolution and retreat.*

1.2 Game Scale

Each hex represents 352 yards (a fifth of mile or approximately one-third of a kilometer) from side to opposite side. Game turns represent 90 minutes of daylight up to several hours at night. Infantry brigades represent between 750 and 4,500 men, cavalry brigades roughly half that number. Artillery brigades contain anywhere from four to 24 cannon. The term "brigade" refers to a group of units operating together, not necessarily one called a brigade.

2.0 COMPONENTS

2.1 Inventory

Each folio consists of:

- these Standard Rules explaining the mechanics of play
- an Exclusive Rules booklet with the set up and victory conditions for the folio, and the Terrain Effects Chart (TEC) and Combat Results Table (CRT)
- a map of the battlefield, including the Turn Record Track (TRT)
- a die-cut sheet of playing pieces (counters)

If any parts are missing or damaged, please write to:

Decision Games

P.O. Box 21598, Bakersfield, CA 93390-1598

You can also register this game purchase online at: www.decisiongames.com

Players must provide one or more six-sided dice (two per player is ideal).

2.2 The Map & Terrain

Each map contains the terrain on the battlefield. The hexagonal grid is superimposed on the terrain to regulate the placement and movement of units; a unit on the map is considered to be in a single hex at any given time. Terrain has been altered to fit the grid, but the spatial relationships have been retained to present the historical time-space problems. Each hex has a unique 4-digit number to aid set up and play.

Every hex has a primary terrain, which affects movement into, and sometimes out of, that hex, and may affect combat. The basic terrain is "clear." A hex with any amount of another primary terrain is considered to consist entirely of that feature (but note that a "clear" hexside has combat effects).

Each hex also may have one or more secondary terrain types. The effects of secondary terrain may modify the primary, or may affect units separately.

Still other terrain features lie on the hexside between two hexes. They affect movement and combat across that hexside only, and have no effect on units in either adjacent hex.

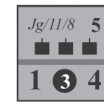
Terrain types and effects are summarized on the Terrain Effects Chart (TEC).

2.3 The Counters

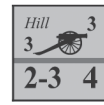
Most of the counters represent the three types of combat units: infantry, cavalry, and artillery. Others represent key leaders or fulfill a game function. The counter types and the rules section describing their uses are:



Infantry (throughout)



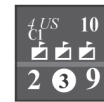
Infantry Battalion (2.7)



Artillery (8.0)



Cavalry (9.0)



Cavalry Squadron (2.7 & 9.0)



Leader (10.0)



HQ (12.2)



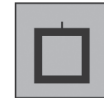
Trains (12.3)



Game Turn (3.2)



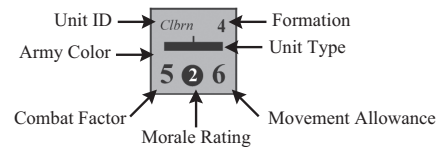
Disrupted (11.1)



Square (9.5)

2.4 Combat Units

Infantry, artillery, and cavalry are combat units. Infantry is the most common, and the rules are written with it in mind. Most rules also apply to artillery and cavalry, but see the special rules for each at 8.0 and 9.0, respectively.



Each combat unit displays the information listed below.

Army: the background color denotes which counters belonging to each army; they are listed in the Exclusive Rules.

Unit ID: its historical identification. This unit is *Cleburne's* (Confederate Infantry) *Brigade* from the *Shiloh* game. Each folio includes an order of battle.

Formation: the unit's place in its army's command hierarchy. It affects the ability of a unit to cooperate with others in combat. A formation of "0" indicates an independent unit, belonging to no formation; an "A" indicates a unit that may be treated as belong to "All" other formations.

Combat Factor (CF): this is the measure of the unit's ability to inflict damage in combat (see 7.0). Zero is a factor. A parenthesized CF is halved when attacking.

Morale Rating (MR): the unit's ability to withstand the vicissitudes of combat. To check a unit's morale, roll a die: if the roll is greater than the MR, the unit fails. Regardless of the MR, all units succeed on a die roll of "1," all units fail on a die roll of "6." The effect of failure is explained in the specific rules requiring the check. MR may be modified by leaders (see 10.0).

Movement Allowance (MA): the unit's ability to move across the map (see 4.3). A "V" in place of a number means the unit's MA is variable (see 4.4). A bracketed MA means the unit cannot skirmish (see 7.13).

2.5 Steps

Most infantry brigades have two strength steps.

The front side shows the brigade at its full, two-step strength. The reverse side, with a red band, shows the brigade after it has suffered casualties (see 7.8 and 11.2). The factors are generally weaker, but the degree of weakening varies from unit to unit. Infantry brigades with a red band on the front are one-step units and are blank on the reverse side.



2.6 Artillery & Cavalry

Artillery and cavalry units have only one step. They have printing on the reverse side indicating a loss of unit effectiveness (see 7.8 & 11.3).

2.7 Battalions & Squadrons

Infantry battalions and cavalry squadrons (the terms again are used in the sense of a group of men rather than a particular hierarchical organization) are one-step units with an ineffective side like artillery and cavalry. They have special stacking and combat capabilities (see 5.1, 7.4, & 7.5).

3.0 SEQUENCE OF PLAY

3.1 The Course of a Game

After choosing the folio to be played, set up the map and counters according to the instructions in section 17.0 of the Exclusive Rules. The players then alternate moving and attacking with their units during the game turns (3.2) to reach the victory conditions set in section 18.0 of the Exclusive Rules. Victory is determined after the last game turn is completed.

3.2 The Game Turn

The game is played in a series of game turns, tracked by moving the Game Turn Marker along the TRT on the map. Each turn consists of five phases. Only the actions specified for each phase may occur in that phase; a player may not change a move or execute a forgotten action without permission of his opponent. The Exclusive Rules for each folio specify which player is the First

Player and the number of turns in the 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 from combat damage (11.0) and/or re-enter the map (13.2).

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

Game Turn Marker Phase: if the last game turn has been completed, determine the winner of the game (18.0). If more turns remain, advance the Game Turn Marker and return to the beginning of the sequence.

4.0 MOVEMENT

4.1 The Movement Phase

During his movement phase, the active player may move as many or as few of his own units as he desires. The inactive player's units may not be moved. No combat takes place during the movement phase. Units may move off the map at any time; unless specified by Exclusive Rules to the contrary, they are treated as routing off the map (see 7.6, 7.9, and 7.10).

In lieu of movement, a unit may attempt to recover from the effects of combat (see 11.0).

4.2 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. Once a unit has been moved, its move may not be changed without consent of the other player. The distance a unit may move is limited by its movement allowance (4.3 & 4.4), terrain (4.5), friendly units (5.0), and/or enemy units (6.0).

4.3 Movement Allowance (MA)

A unit's printed MA indicates 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 (see 4.5). A unit may not exceed its MA during a single movement phase. Unused MP may not be accumulated or transferred to another unit.

4.4 Variable Movement Allowance

The MA of the units listed below must be determined at the moment movement begins. Roll a die; the result of the die roll is the unit's MA for that movement phase. If the die result exceeds

the printed MA, roll again. Units required to roll are those:

- with a "V" in place of a numerical MA
- marked with a disrupted marker (see 11.1)
- in overstacked hexes (see 5.2)
- attempting to disengage during movement (6.3)
- subject to a fortune of war (see 12.4)

4.5 Terrain Effects on Movement

Entering a clear hex across a clear hexside costs one MP. Other terrain requires more MP to enter; those costs are listed on the TEC. Units crossing certain hexside terrain must pay additional MP, denoted by a "+1" or "+2" 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 the hex.

4.6 Road & Trail Movement

To use a road or trail, a unit must move from a hex containing the path across a hexside containing the same path into another hex containing the same path. Any break, even within a single hex or across a single hexside, terminates the path. Units using a path ignore the movement effects of other terrain and pay just one MP cost for the path hex. Road, trail, and non-road/trail movement may be combined in a single movement phase.

Infantry and cavalry may not use road or trail movement to enter an Enemy Zone of Control (EZOC; see 6.0); they pay the full terrain cost starting with the last hexside crossed. Artillery may use road/trail movement to enter EZOC.

4.7 March Movement

March movement allows units that will not be near the enemy to move faster. A unit may employ march movement as long as 1) neither it nor its Zone of Control (ZOC; see 6.0) start the phase in or enter an EZOC during movement; 2) it does not initiate combat during the combat phase (except by virtue of an FOW); and 3) its Army HQ (12.1) is active. It may not enter certain terrain (see the TEC). Ignore the unit's printed MA. Instead, all infantry and artillery units receive a march movement allowance of nine MP; all cavalry units receive an allowance of 15 MP. If the unit is rolling for its MA, roll a die and add three for infantry and artillery, roll two dice and add three for cavalry. A marching unit pays only 1/2 MP when marching along a road (only; not a trail); any leftover 1/2 MP is lost as soon as the unit leaves the road, even if another segment of road is used later in the same move. If the marching unit on a road leaves or enters a hex containing another combat unit, it pays the full 1 MP, not the 1/2 MP.

5.0 STACKING

5.1 Stacking Generally

Stacking is the piling of more than one unit in a single hex. Generally, there is no limit to the number of friendly units entering, leaving, passing through, or stopping in a given hex at any time (but see 12.2). There is a limit to the number of units that can participate in combat in a single hex (7.4 and 7.5).

5.2 Overstacking & Movement

If, at the beginning of a movement phase or at the instant of combat, there are more than three brigades and/or artillery units in a single hex, the hex is considered overstacked. Battalions, squadrons, leaders, and headquarters do not count for stacking purposes.

If a unit begins its movement in an overstacked hex, roll to determine the unit's MA. All units in the overstacked hex must roll, even after enough units have departed the hex to bring it within stacking limits. An overstacked hex may remain overstacked indefinitely.

5.3 Combat Stacking

For combat, one artillery unit plus one battalion/squadron plus one other combat unit (usually an infantry brigade, but may also be an artillery unit or a battalion/squadron) may fight from a single hex. The owning player may readjust stacked units freely, choosing which fight and which stand by. Stacked units must participate in the same combat (but see 8.4).

Additional units stacked with the engaged units may not participate in combat in any way, but may be forced to retreat or rout (see 7.8).

Units defending or attacking from a hex overstacked have their CF halved (see 7.7).

6.0 ZONES OF CONTROL

6.1 Zones of Control Generally

The six hexes adjacent to a unit constitute its zone of control (ZOC). All combat units exert a ZOC at all times (but see 6.4). There is no additional effect from having more than one unit, or opposing units, exert a ZOC on a single hex; all ZOCs exist independently of one another.

The ZOC of enemy units (EZOC) inhibit movement (6.2), impose combat requirements (7.2), and restrict retreat after combat (7.6 & 7.9). Friendly ZOC have no effect on friendly units.

6.2 ZOC Effects on Movement

A unit must cease moving when it moves into an EZOC. A unit already in an EZOC generally may not exit until released by the outcome of combat (but see 6.3).

Disrupted units and units with parenthesized combat factors may not enter EZOC during

movement, unless accompanied by a leader or by an undisrupted unit with a non-parenthesized combat factor. Once in an EZOC, those units operate normally (but see 11.1).

6.3 Disengagement

A unit may disengage (move out of an EZOC) during movement if it has a higher printed MA than every unit exerting an EZOC on it.

A unit with the same or lower MA may disengage if it begins the movement phase stacked with another friendly unit in the EZOC and that other unit remains in the hex.

Disengaging units must roll for their MA. If the result is insufficient to reach another hex, the unit may not move. Disengaging units may not enter another EZOC during the movement phase of disengagement.

6.4 Limiting ZOC & ZOC Effects

Disrupted (see 11.1) and ineffective (11.3) units exert no ZOC. No unit may exert a ZOC into a hex or across a hexside into/across which it could not move.

Some kinds of terrain, in-hex or hexside, block ZOC going into a hex, coming out of a hex, or both, or across a given hexside: consult the TEC.

7.0 COMBAT

7.1 The Combat Phase

During his combat phase, the active player (the attacker) may use his units to attack those of the other player (the defender). Combat generally takes place between adjacent opposing units (but see 8.4). Within the constraints of this section, the attacking player may conduct as many or as few attacks as he wishes and in any order. This section is written primarily for combat involving infantry; see 8.0, 9.0, & 10.0, respectively, for special rules for artillery, cavalry and leaders.

7.2 Potential Combats

In general, any defending unit exerting a ZOC onto an attacking unit at the beginning of the combat phase triggers a potential combat. Defending units adjacent to an attacker but not exerting a ZOC do not trigger a combat, but the attacker has the option of attacking if such a combat is possible within the constraints of this section.

Attacking triggered defenders is not mandatory. The triggering unit may attack another defender or remain inactive; however, any triggered defending unit not attacked during the combat phase (bombardment may not count; see 8.4) results in the defending player receiving a fortune of war (see 12.4). The FOW must be played on the triggered unit (only) as soon as all triggering units have completed their actions during that

combat phase.

7.3 Combat Procedure

Resolve each combat using the following steps:

- 1) Identify the involved units (7.4 & 7.5).
- 2) Make a morale check for any defender lacking a safe line of retreat (7.6). If a unit fails, it is disrupted (11.1); if already disrupted, it routs (7.10; treat the rout as the result of combat).
- 3) If desired, make a choice of tactics (7.13), attacker first.
- 4) Determine whether the attack is coordinated (7.14).
- 5) Calculate the combat differential (7.7) and locate the corresponding column on the CRT.
- 6) Roll the die and cross-index the result with the differential to get the combat result (7.8). Apply the results immediately.

Player Note. *Because many combat results require a second die roll for a morale check, we recommend rolling two color-differentiated dice with one nominated to be the morale die.*

7.4 The Defenders

Each attack may target one defending hex. A hex may be defended by up to one artillery unit plus one battalion/squadron plus any one other unit. Additional defending units stacked in the hex do not take part in the combat, but may be affected by the result.

If a stack is involved, the defending player must select one unit as the primary defender; this unit's morale rating will be the MR for the whole stack. The primary defender cannot be an Ineffective unit unless nothing else is available.

Each hex may be the target of only one declared attack (but see 7.13, 8.4, and 12.4). A single defending unit may be involved in more than one combat if forced to retreat into a hex which is attacked subsequently.

7.5 The Attackers

An attacking unit may attack into any adjacent hex into which it could move during normal movement (but see 8.4). Whether the attacker is in an EZOC does not affect its ability to attack, but if it is in an EZOC, a potential combat is triggered (7.2). A unit with a CF of zero cannot attack; parenthesized CF are halved.

One artillery unit plus one battalion/squadron plus any one other unit may attack from a hex. Other units stacked in that hex may not take part in the combat, but may be affected by the combat result. Stacked units must attack together (but see 8.4). If more than one attacking unit is involved, the attacking player must select one unit as the primary attacker; it cannot be an Ineffective unit or an artillery unit unless nothing else is available.

An enemy-occupied hex may be attacked by as many units as can be brought to bear in the six adjacent hexes, plus any artillery units able to bombard in support (see 8.8). The attacker may choose which units attack which defending hexes in any combination.

A unit may attack only once per combat phase.

7.6 Lines of Retreat

A line of retreat is a path of hexes, of any length, connecting a unit with either its active army HQ (see 12.1), its active train (see 12.2), or the army's line of communication (LOC) hex (see 12.3 and the Exclusive Rules).

At the moment of combat, a unit either has a valid line of retreat or it does not. A valid line exists if the path does not include hexes or hexsides through which the unit could not move: prohibited hexes, prohibited hexsides, or enemy units.

A valid line of retreat either is safe or it is not. A safe line of retreat (SLR) is a valid line of retreat free of EZOC. If, however, a hex containing an EZOC is occupied by another friendly unit, or by the ZOC of another friendly unit, the EZOC is negated for SLR purposes.

7.7 Calculating the Differential

Generally, the printed CF of each unit and leader involved in a combat is used to calculate the differential. Under certain circumstances, the CF may be modified. The most common modification is halving the CF, which may be done for a variety of reasons: certain terrain types (consult the TEC), disruption (11.1), parenthesized attack CF, and/or uncoordinated attacks (7.14).

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 (zero CF remain zero).

Total the modified combat strength of all involved attacking units and participating leaders. Subtract the total combat strengths of all involved defending units and participating leaders to get the differential. Find the appropriate column on the CRT.

7.8 Combat Results

Each box on the CRT contains one or more combat results, which are explained below. All results must be applied before proceeding to the next combat. In those cases where one result is parenthesized, the parenthesized result is applied only if the first result does not take effect (for example, a unit passes its morale check after an "m" result).

The results are as follows:

(**A** = Attacker, **D** = Defender)

NE = No Effect: all units on both sides remain in place.

Ar or Dr = retreat. The owning player has a choice: either the primary unit on the affected is disrupted (see 11.1) or all units of the affected side retreat (7.9). If the player chooses disruption and the primary unit already is disrupted, make a morale check for the unit. If it fails, it routs (see 7.10) and all other participating units must retreat. If the affected units retreat (either by choice or after a rout), all leaders, battalions, squadrons, and artillery on the affected side become ineffective (11.3). The victorious unit(s) may advance (7.12).

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

Ax or Dx = step loss. The owning player has a choice: either the primary unit on the affected side loses one step (7.11) or all units of the affected side retreat AND are disrupted.

Am or Dm = check for rout. Make a morale check for the primary unit on the affected side. If it passes, apply the (parenthesized) result. If it fails, all participating and stacked units on the affected side rout (7.10). The victorious units may advance (7.12) and the victorious player receives a FOW (see 12.4).

Ae or De = eliminated. Make a morale check for the primary unit on the affected side. If it succeeds, the primary unit on the affected side loses one step (7.11) and any remaining units on the affected side retreat (as above). If it fails, the affected side routs (7.10).

Ex = exchange. The primary unit on each side loses one step (7.11). No units retreat or advance, even if the defender's hex is emptied as a result of the step loss.

The following three results apply in addition to any other.

DF = Fortunes of War. In addition to any other result, the defending player receives a fortunes of war (12.4) which must be played immediately.

Leader = Leader Casualty Check. Make a casualty check (10.4) for any stacked, participating, and/or coordinating leaders on both sides.

Ammo = Ammunition Depleted. Any one bombarding artillery unit is flipped to its ineffective side (see 8.5 & 11.1).

7.9 Retreat

A unit forced to retreat must move away from its combat hex. The length of the retreat may be one or two hexes at the owning player's discretion.

A unit with a safe line of retreat (7.6) must move

along it; if the unit has more than one, the owning player may choose which to follow. If the final hex of the retreat is in a blocked EZOC, the unit must continue retreating until it reaches a hex free of EZOC. If the unit cannot reach such a hex within its printed MA, the unit routs from the last hex of its retreat (see 7.10).

A unit with a valid but unsafe line of retreat must make a morale check for each EZOC hex it enters. If it fails the check, it routs. A unit with a line of retreat only to a map edge (other than specified LOC hexes) is treated as routing with no SLR (see below). A unit with no valid line of retreat of any kind is captured; remove it from the map and hand it to the opposing player.

Any leader, cavalry unit, artillery unit, battalion, or squadron forced to retreat is flipped to its ineffective side (if already flipped, there is no further effect).

7.10 Rout

Determine a line of retreat (7.6) for each routing unit. If the unit has an SLR, it retreats three hexes and is disrupted. If a valid but unsafe line exists, remove the unit from the map and place it on the TRT two turns after the current turn (that is, if it now is Turn 3, place it on the Turn 5 Box—if the rout occurs in the last two turns of the game, set the unit aside); it is eligible to re-enter the map per rule 13.2. If no valid line of retreat exists, the unit is captured; remove it from the map and hand it to the opposing player.

7.11 Step Losses

Step losses always come from the primary unit in any combat; however, if the unit is stacked with a non-participating battalion or squadron belonging to the same formation, or is stacked with another full-sized unit with the same ID, the stacked unit may be used to absorb losses.

If a unit is eliminated, determine its line of retreat (7.6). If a valid line exists (safe or unsafe), remove the unit from the map and set it aside; it may be eligible to reenter the game later (see 11.2). If no valid line of retreat exists, the unit is captured; remove it from the map and hand it to the other player.

Certain choices of tactics (7.13) may inflict a second step loss. It may come from any participating unit at the owning player's discretion. If no second step is present to be lost, the opposing player receives an FOW.

7.12 Advance

Whenever a hex is vacated as a result of a retreat or rout—not when emptied by step losses alone—the victorious player may, but is not required to, advance his participating units one hex. The decision to advance must be made before the next combat begins. Disrupted units,

units with parenthesized CF, artillery, and defending units 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 eligible unit.

An advancing unit may move into the vacated opponent's hex, or into any vacant hex adjacent to the defender's hex (as long as the advancing unit could move into the hex during movement). The choice of hex(es) is entirely at the discretion of the advancing player, but hexes may not be overstacked after the advance. Advancing units ignore EZOC. An advancing unit may not fight again in that combat phase (but see 12.4).

If the the combat has resulted in a rout of the defending units (only), for any reason, advancing attackers may advance two hexes instead of one; this option is not available if the defender is captured.

7.13 Choice of Tactics

The standard combat rules may be modified by one or both players through the following tactics. The attacking player always announces his choice first. Once selected, the choice of tactics may not be withdrawn.

1) Skirmish. Any attacking infantry unit with a non-bracketed, non-V Movement Allowance may conduct a skirmish attack against a defending unit/stack exactly two hexes away (that is, one intervening hex). The skirmishing unit must be able to move to the defender's hex. More than one unit may skirmish attack the same hex; coordination applies. Skirmishing may not be combined with any other type of combat except bombardment (see 8.4).

When calculating the combat differential, use the MA of involved infantry units on both sides as combat factors (ignore their printed combat factors); bracketed or V MA count as zero. Defending artillery uses its defense factor, defending cavalry uses its combat factor. Treat all A or Ex results as NE; treat all Dx or Dm results as Dr. Ignore all secondary results. Skirmishing does count as an attack for purposes of 7.2.

2) Press Forward. Attacking infantry only. Add two to the attacking combat factor. If the defender does not rout, the attacker loses one step in addition to any other result from the CRT.

3) Charge. Attacking infantry only (see 9.3 for cavalry charges). The charge must be declared during the preceding movement phase. Charge participants may not be disrupted or ineffective. A maximum of one leader plus one infantry battalion plus one other infantry unit of any size can charge a given defender's hex. They must start their move stacked and must be coordinated (7.14). The charge

may move through friendly units (including into the hex adjacent to the enemy being charged), but may not be overstacked at any time. It may not be made into certain kinds of terrain (see the TEC). The unit/stack must move either one or two MP to reach the hex adjacent to the defender. No artillery support is allowed, and no other units may attack the same defender. Make a morale check for one charging unit before resolving combat. If the unit fails, the charge has not been pressed home; resolve the combat normally, with the CF halved. If the unit passes the morale check, conduct the combat normally. Treat all **A** or **Ex** results as **Ax**. Treat all **D** results as **Dm (Ax)**.

4) Disengage. Either or both players may select this option. Calculate and resolve the combat normally. If the attacker selects disengagement, treat any **D**, **Ex**, or **Ac** result as an **Ar**. If the defender selects it, treat any **A**, **Ex**, or **Dc** result as a **Dr**. If both players select the tactic, it is possible both will retreat (defender first). Disengaging leaders, cavalry, artillery, battalions, or squadrons are not flipped to the *ineffective* sides (if already flipped, they remain so).

5) Last Stand. Defending infantry and/or artillery only. Add 3 to the defending combat factor. If the attacker does not retreat, the defender loses one step in addition to any other result from the CRT.

7.14 Coordination

Player Note. *This rule is optional but recommended. It forces players to pay attention to the command hierarchy of their armies.*

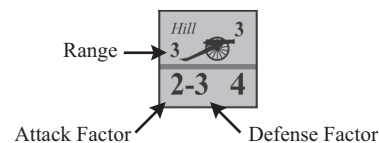
Coordination refers to the ability of multiple units to synchronize their attacks against a single defender. An attack either is, or is not, coordinated; uncoordinated attacks suffer a penalty.

An attack is coordinated only if all the attacking infantry and/or cavalry units are in the same formation (see 2.4); artillery supporting fire requires no coordination (though bombarding artillery does).

A leader may coordinate the attack of units from different formations as long as all the attacking formations are within the leader's command span (see 10.0) and the leader either is stacked with or adjacent to one of the attacking units.

In an uncoordinated attack, units belonging to the formation of the primary attacking unit attack normally; units from all other formations are halved when calculating the differential.

8.0 ARTILLERY



8.1 Artillery Units

Except for the changes noted in this section, artillery units operate in the same way as infantry units.

Artillery units have a different set of factors than infantry and cavalry. Instead of one combat factor, they have two: attack and defense. The attack factor is used when attacking an adjacent enemy unit (8.3), bombarding (8.4), or supporting a friendly unit (8.8). The defense factor is used when attacked by an adjacent enemy unit. The range factor is used during bombardments. There is no morale rating on the counter; artillery is presumed always to have an MR of "6" (but, as always, fails a morale check on a roll of "6").

8.2 Artillery & Terrain

Artillery is affected differently by some terrain types for both movement and combat. Artillery may not move into, or bombard or support an attack into, any terrain prohibited to it. Consult the TEC.

8.3 Artillery Combat

An artillery unit adjacent to an enemy unit participates in combat just like infantry or cavalry, except that artillery may not advance after combat. Artillery may not attack any hex into which it could not move or bombard, but may defend any hex.

8.4 Bombardment

Bombardment is an attack by artillery during its combat phase against a non-adjacent enemy-occupied hex or an adjacent one separated by a prohibited hexside. To bombard an enemy-occupied hex, an artillery unit must:

- 1) have attack and range factors greater than zero;
- 2) be undisrupted and effective (11.1 & 11.3);
- 3) have a line of sight to the target (8.6);
- 4) be within range of the target (8.7).

A bombarding artillery unit may target only a single enemy unit (it does not have to be the top unit in a stack). Stacked artillery units need not bombard together; they may target different units in one hex or may bombard different hexes. Artillery units in different hexes may bombard the same target hex and/or unit. All artillery bombarding a single hex must be declared before

any bombardments are resolved; once targeted on a selected hex, the chosen units may not shift fire to another hex. The chosen target unit within a hex may be determined at the time the unit fires.

The bombardment by each artillery unit is resolved separately. To fire together in a single bombardment, two or more artillery units must be coordinated. To be coordinated, the units must be stacked with or adjacent to another coordinating unit and/or a coordinating leader.

Bombardment does not qualify as an attack for purposes of 7.2 unless some result (retreat, rout, step loss, disruption) is inflicted on the defending unit.

8.5 Bombardment Resolution

To resolve a bombardment, total the attack strength of the participating artillery. Double the artillery's CF if the targeted unit is cavalry. Express the total bombarding strength as a positive number and find the equivalent differential column along the top of the Combat Results Table. Roll the die, cross-index to get the result.

Ignore all **A** results and all parenthesized results. Bombarding artillery is affected only by an "Ammo" result, which indicates the artillery has run out of ammunition. Flip the firing artillery unit to its ineffective side; if multiple units are firing, the attacking player may choose one to render ineffective.

8.6 Line of Sight (LOS)

An LOS is a path from the center of the firing hex to the center of the target hex. If any intervening hex or hexside is blocked, the artillery may not bombard. If the LOS is congruent to a hexside, the LOS is blocked only if both hexes adjacent to that hexside are blocked (ignore the hexside terrain for this purpose). Units, friendly or enemy, 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.

8.7 Range

An artillery unit's range factor indicates the maximum number of hexes distant the unit may bombard; count the target hex but not the bombarding unit's hex. Add one hex to the range of any artillery unit firing from a hill.

8.8 Supporting Fire

Artillery may bombard to support other units in close combat. The artillery unit

- 1) may not be adjacent to an enemy unit (unless separated by a prohibited hexside);
- 2) must be able to bombard the defender; and
- 3) must be adjacent to a unit attacking the same defender.

Add the bombarding artillery strength to the attacker's total combat strength before calculating the odds; double the artillery's CF if any defending unit is cavalry. The bombarding artillery is unaffected by results except "Ammo" results.

No coordination is necessary for supporting fire; any artillery unit may support units from any friendly formation as long as it meets the requirements above.

9.0 CAVALRY

9.1 Cavalry Units

Except as noted in this section, cavalry units operate like infantry and are affected by all game rules in the same way. Cavalry may stack with all other unit types. Dismounted cavalry has an infantry symbol and is treated as infantry for all purposes. (Some games may present two counters for a cavalry unit; one mounted, the other dismounted.)

9.2 Cavalry Combat

Cavalry units may charge (see below) or may engage in combat just like infantry. In the latter case, they are affected differently by certain terrain types (see the TEC) and on all **x** results (**Ax**, **Ex**, **Dx**) they must retreat and are disrupted. The CF of bombarding artillery is doubled against defending cavalry (apply all results normally).

9.3 Cavalry Charges

A cavalry charge is initiated and resolved just like an infantry charge (see 7.13) with the following changes:

- 1) It may consist of up to one leader, one squadron, and any one other cavalry unit.
- 2) It may not enter a hex containing another friendly unit.
- 3) It may enter, cross, and charge into clear terrain only.
- 4) Use the cavalry's charge factor in lieu of its CF.
- 5) Treat any **Ex** or **A** result as **Ax**; treat all **D** results as **Dm (Ax)**.
- 6) If the defender routs, the cavalry may advance up to three hexes and conduct another charge; victorious cavalry may continue advancing and charging indefinitely, as long as the defenders rout after each combat. If the cavalry continue to charge, the routed defender need not retreat, but may remain in place (it still is disrupted).
- 7) In lieu of continuing to charge, a victorious cavalry may attempt to capture a routed defender (even one with a safe line of retreat). Roll a die; if the result is less than or equal to the charging cavalry's regular combat factor, the defenders are captured. A single cavalry unit (including a squadron) may capture only one defending unit.



- 8) Cavalry always becomes ineffective at the end of a charge (accompanying leaders become ineffective only as a result of combat).

9.4 Countercharges

If attacked by anything other than bombarding artillery, regardless of tactics, a defending cavalry unit may choose to countercharge. It need not move and does not make a morale check, but must meet all other requirements. Against attacking infantry or non-charging cavalry, treat the countercharge as though the charging cavalry was the attacker and resolve per 9.3 above. Against charging cavalry, both sides use their charge factor when calculating the differential. If neither side routs, then both sides must retreat and are disrupted; apply the result to the attacker first.

9.5 Squares

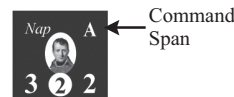
Squares, the normal infantry defense against charging cavalry, were rarely broken. Squares may be formed by any infantry unit subject to a cavalry charge. If the unit is in a stack, treat the entire stack (including artillery and cavalry) as being in square, but only the unit in square defends the hex (even if the square fails to form). An infantry unit may form square

- 1) At the moment of combat (that is, before resolving the charge). Make a morale check. If the unit passes, the square is formed. If it fails, it is disrupted and the square is not formed.
- 2) During the owning player's movement phase. The unit may not be in an EZOC and may not move that turn. The square is placed automatically.

When a square is attacked by cavalry, treat **Dr** and **Dx** results as **Dm**. Add two to the morale of the unit in square (but it always fails on a die roll of 6). Ignore all secondary results. If the defender does not rout, treat the result as an **Ax**.

Squares are removed if the unit routs, retreats, or is disrupted, or may be removed at the owning player's option at the end of any combat phase or the beginning of any movement phase. A unit in square moves at half its normal MA (round down). It may not attack or enter an EZOC. It exerts no ZOC.

10.0 LEADERS



10.1 Leader Movement & Stacking

Leaders do not count for stacking. Leaders may move with a unit/stack or may move alone.

When moving alone, they always have 12 MP (they never roll for their MA) and pay 1 MP for all hexes except roads, which cost 1/2 MP. They may not enter EZOC. If a leader ends up alone in an EZOC, and has an SLR, move him to the nearest friendly unit. If there is a valid but unsafe line of retreat, check for a leader casualty (see below); if the leader survives, place him on the nearest friendly unit. If the leader has no valid line of retreat, he is captured.

10.2 Leader Effectiveness

Leaders embody both individuals and their command's intangible *esprit de corps*, that keen-but-brittle edge of rested and invigorated units, or those buoyed by battlefield success. A leader is flipped to his Ineffective side as a result of combat (see 7.8). Ineffective leaders move normally, but have no other game effects. Effectiveness may be recovered during movement (see 11.3).

10.3 Leader Effects

Each effective leader may assist one unit within his command span in each game turn. He may assist a unit for movement or recovery only if he begins the turn stacked with it. For other effects, he must be stacked with the unit at the instant the effect takes place (except for coordination, which may extend to units in other hexes). A leader may do any or all of the following for that unit:

Movement: the leader adds his movement value to the unit's MA. If the unit must roll for an MA, add the value to the die result. A unit with a parenthesized combat factor may enter an EZOC if accompanied by a leader.

Morale Checks & Recovery: add the leader's morale rating to the MR of the unit when it checks morale. Regardless of the leader, the unit fails on a die roll of "6." A leader stacked with an active HQ, active trains, or the army's LOC hex (see 12.3) may add his morale rating to an eliminated unit attempting to recover a step.

Coordination: a leader may provide coordination for an attack involving the unit. Treat all involved units within the leader's command span as belonging to a single formation.

Participation in Combat: a leader need not participate in combat with a stacked unit (on attack or defense). If he does, add his combat and morale factors to the unit's factors for all combat purposes. If the unit advances after combat, the leader must accompany it.

10.4 Leader Casualties

Any time a leader coordinates or participates in combat, or is stacked with a unit during combat (including bombardment), and an "L" result oc-

curs, roll a die. A coordinating or stacked leader becomes a casualty on a roll of "6"; a participating leader on a roll of "5" or "6." Remove the casualties from the map; they are out of the game for good. Leaders retreating alone through an unsafe hex become casualties on a roll of "6."

11.0 RECOVERY

11.1 Disruption & Recovery

A unit disrupted for any reason is marked by placing a disrupted marker on it. A disrupted unit operates normally except for the following:

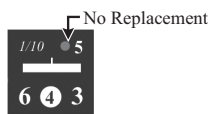
- 1) it must roll for its MA;
- 2) treat its Combat Factor as parenthesized (it cannot enter an EZOC without a leader and is halved when attacking);
- 3) it may not advance after combat;
- 4) it adds two to all morale check die rolls (but always passes on a roll of "1"); and
- 5) if forced to retreat, it must retreat two hexes.

A unit may recover from disruption during any of its movement phases. Neither the unit nor its ZOC may be in an EZOC, the unit must possess a safe line of retreat (7.6), and the unit may not move. Make a morale check (do not add two to the roll); if the unit passes, remove the marker. If it fails, the marker remains. At night (14.2), a unit not moving or fighting recovers automatically, without a morale check and regardless of EZOC, and may move in that turn.

11.2 Step Recovery

Step recovery is done during each player's movement phase. If the player receives replacement steps (consult the Exclusive Rules), each replacement step restores an eliminated one-step unit or one step of an eliminated two-step brigade. Place the replaced unit on the next box of the TRT; it is eligible to return to the map in its next movement phase (13.2). A replacement step may also be used to flip a reduced two-step brigade back to full strength on the map; if the unit meets the requirements for disruption recovery (see above), flip it back to its full strength side. Unexpended replacements are lost; they may not be accumulated.

Additional replacements may be created by making morale checks for eliminated units off the map (not for reduced units on the map). The owning player may make a check for each such unit each friendly movement phase. If the unit passes the morale check, the step is recovered and the unit eligible to return to the map. If the unit fails the morale check, it is destroyed and no longer eligible to return to play; it also may count against the player in victory determination (see 18.0).



A one-step unit with a red dot next to its formation number may not be replaced using replacement steps. Each step of a two-step unit may have a dot; it is possible for a unit to be able to recover both, one, or no steps. Those non-replaceable units may be replaced using leader-assisted (only) morale checks.

11.3 Recovery of Effectiveness

Artillery, cavalry, battalions, squadrons, and leaders flipped to their ineffective sides may recover effectiveness during their movement phase. They must meet the requirements for recovery from disruption. Recovery is automatic, but the recovered unit/leader may not move. Unless involved in combat, all units and leaders recover automatically night and may move.

12.0 ARMY MORALE

Design Note. *The movement and combat rules determine how an individual unit moves, fights, and dies. The rules in this section provide for the overall impact of battle on the entire army.*

12.1 Headquarters

The headquarters counter (HQ) represents the nexus of each army's command network. It does not count for stacking purposes; friendly units may move and stack normally in its hex. The HQ may move during any friendly movement phase; it moves like a cavalry unit, but may not enter an EZOC.

The HQ exerts no ZOC. It has a combat strength of zero; if attacked, it may not retreat or disengage. It is unaffected by combat results, but each time it is attacked (even if there are other units in the hex) the enemy player receives two fortunes of war. If unstacked and attacked in close combat, no die roll is needed; the attacker may advance into the hex, capturing the HQ; it is out of the game for good.

While the headquarters is active, the army functions normally. Whenever it is moved, placed in an EZOC, lacks an SLR to its active trains or LOC hex, or is subjected to an enemy attack (regardless of the result), flip the unit to its Inactive side. It recovers to its active side at the end of any friendly movement phase in which none of those conditions apply.

While the HQ is inactive all units in its army must roll for their MA, March Movement is not available, reentering units may not enter at it (see 13.2), and safe lines of retreat may not be traced to it.

12.2 Trains

The trains represent the nexus of an army's logistical network. It may enter only road hexes or clear hexes; it must stop after entering a non-road clear hex (in other words, it can move only one clear hex per turn). Its march movement allowance is limited to its printed MA. It may not enter EZOC. No friendly unit may move through

the trains counter at any time for any reason. If a unit (friendly or enemy) is forced to retreat through the trains, it may pass through the trains but is disrupted (if already disrupted, there is no further effect).

The trains have no combat factor or ZOC. If attacked, it ignores all combat results, but the attacker receives two FOW each time it is attacked. An enemy unit may enter its hex during movement or after combat, capturing the trains. Once captured, it is out of the game for good.

The trains are active until it moves, is placed in an EZOC, lacks an SLR to the army's LOC hex, or is attacked (regardless of the result). It remains inactive until the end of a movement phase in which none of those conditions exists.

While the trains is inactive, units may not trace an SLR to it and reentering units may not enter at the trains.

12.3 LOC Hexes

LOC hexes represents a route to the army's logistical and administrative base. It functions as long as it is not occupied by an enemy unit or EZOC. Without a functioning LOC, HQ and trains may not be active and units may not return to the map (13.2).

12.4 Fortunes of War

Fortunes of war (FOW) represent interruptions to the normal flow of play brought about by the chaos of battle. Players receive FOW as a result of combat. Each FOW allows the player to take one of the actions listed below. Those actions must be carried out immediately; any FOW not used immediately is lost; they may not be accumulated.

Move an Enemy Unit. Pick an enemy combat unit (not stack, but it may be one unit in a stack). Roll the die. On a result of one or two, the unit may be moved. Roll for the unit's MA. Normal movement rules apply, but the unit may not use march movement and may not be moved off the map. It may be moved into an EZOC (that is, your ZOC). If moved during a combat phase, the unit must participate in any subsequent combat in its final hex, even if it has participated already.

Move a Friendly Unit/Stack. Any one friendly unit or stack may be moved; if a stack is moved, it must move together. Roll for a unit's MA; for a stack, roll for the slowest unit's MA. All movement rules apply. If moved during a combat phase, the unit must participate in any subsequent combat in its final hex, even if it has participated already. In lieu of moving a unit on the map, a unit on the next turn box of the TRT may be placed on the map (13.2).

Charge with a Friendly Unit/Stack. Any one friendly unit or stack may initiate a charge.

The unit may not be in an EZOC and may not have participated in combat that same phase. If the primary unit passes its charge morale test, the CF of all charging units (but not leaders) is doubled. The target unit may have been involved in combat during the same combat phase. If the target unit is yet to be involved in combat, the charge counts as its combat for that phase; treat the units slated to attack that defender as having received an **NE** result.

Enemy Morale Check. Make a morale check for any one undisrupted enemy combat unit (not a leader). If the unit fails, it is disrupted.

Friendly Recovery Check. Make a morale check for one combat unit to recover (any kind). The check may be made regardless of enemy proximity. A failed step recovery roll does not result in the destruction of the unit.

13.0 ENTERING THE MAP

13.1 Arrival of Reinforcements

Reinforcements enter the map after the game has begun. The Exclusive Rules specify when and where reinforcements enter.

A unit enters the map by expending the appropriate number of movement points to enter the entry hex. Entering units always have their full printed MA or full March MA on the turn of entry. Unless noted otherwise in the Exclusive Rules, units entering at the same hex on the same turn are treated as entering in column; each enters alone, and each succeeding unit pays one MP (1/2 MP when Marching in on a Road) more than the one preceding it. Entering units may use march movement. Units that do not count for stacking purposes (see 5.2) may arrive with any unit.

If the entry hex is enemy-occupied or in an EZOC, the reinforcements may not enter. Their entry is delayed until the entry hex is free of enemy units and/or control.

13.2 Reentry of Recovered Units

Units in the current Turn Box on the TRT at the beginning of the owning player's movement phase are eligible to return to the map. Each unit may be placed on or adjacent to an active HQ or adjacent to an active Trains unit, or on or adjacent to its side's LOC hex. The reentering unit may not be placed in an EZOC or enemy occupied hex, or into a hex that would become overstacked by its placement. Eligible units not placed for any reason are moved to the next Turn Box on the TRT.

14.0 NATURE

14.1 Nature Generally

As a whole, the game rules apply to operations during daylight in clear weather. Low light and

inclement weather affect operations in a variety of ways. Unless specified otherwise in this section, all standard rules apply.

14.2 Night

Night turns are indicated on the TRT and affect play as follows:

- 1) **Recovery:** units recover more easily at night (11.1 & 11.3) but replacement rules do not change.
- 2) **Morale Checks:** add two to all morale check die rolls; all units still pass on a roll of 1.
- 3) **Movement:** only charging units may enter an *EZOC*. All units may disengage freely, without regard to comparative MA or leaving units behind, but do roll for the MA of disengaging units.
- 4) **Combat:** no combat is allowed except for infantry charges. If the defender routs, the attacker may advance into the vacated hex only. If the defender does not rout, the attacker must retreat and is disrupted; the defender may not advance.
- 5) **LOS is zero at night:** artillery may not bombard or support an attack, but may defend themselves normally.

14.3 Twilight

Twilight turns are indicated on the TRT and affect play as follows:

- 1) **Morale Checks:** Add one to all morale check die rolls; all units still pass on a roll of 1.
- 2) Coordination of attacks is not possible.
- 3) **LOS is one:** artillery may support or bombard only adjacent hexes.

15.0 DESIGNER'S NOTES

Musket & Saber is a remake and merger of the old Napoleon at War and Blue & Gray series. The originals had a lot going for them: the right scale for the era, quick set up, and a simple set of rules that made the battles accessible. On the other hand, the same simplicity gave us undifferentiated units and a combat system that forced players to adopt tactics both counter-intuitive and ahistorical. The result was more akin to a rugby scrum than a battle.

M&S is a reworking of the mechanics, while retaining the key elements of its progenitors—move-fight sequence, single-phase combat resolution, and a playing time of two hours or less without adding much complexity. The action is a better reflection of the realities of linear warfare. When units stand, the result is bloody collision, but units and whole lines can collapse quickly without fresh units to feed the fight. The changes enliven the game, turning the scrum into a more volatile, but less controllable, mix.