

MUSKET & SABER

QUICK PLAY

MINI GAME SCENARIO RULES

SCENARIO: FIRST SARATOGA BURGOYNE'S GAMBIT 19 SEPTEMBER 1777

12.0 INTRODUCTION

12.1 Historical Background

The British master plan to sever the northern colonies from the rest of the Atlantic seaboard had come unhinged, leaving John Burgoyne's *Northern Army* dangerously isolated. He could either retreat back to Canada, or make one last attempt to break through the American defenses on Bemis Heights and open the road down the Hudson Valley.

12.2 Scenario

One player controls the British, Hessians, Canadians, and Indians, and attempts to seize key terrain. The other player controls the Colonial forces and attempts to prevent it.

12.3 Standard Rules

All standard rules apply, including the optional rule to convert an Ex to a Dr result. Rule 15.0 lists several additional rules applying to this scenario.

13.0 SET UP

13.1 Unit Colors

Colonial Forces: Continental units are dark blue, militia units a lighter blue.

British Forces: British units are red, Hessian units a gray-green, and the lone irregular unit green.

13.2 Game Length & First Player

The game consists of up to seven turns but may end sooner. Place the Turn marker, fog side up (fog affects movement; see 15.4), in the 0800 box of the Turn Record Track. The British player is the first player.

13.3 British Arrival

All British units begin the game off the map. The British player sets up first. There are three formations in the British forces: **F** (Fraser), **H** (Hamilton), and **R** (Riedesel). Leader *Burgoyne* may set up with any one formation. Each formation enters at one of the entry hexes: **A** (1514), **B** (1511), or **C** (1507). The British player

must indicate which formation enters at which hex by placing the units in a stack next to the entry hex. Only one formation may enter at each hex. Subtract 3 from movement die rolls when entering hexes **A** or **B**, but MA is always at least 1. Entering units may not use march movement. Once on the map, all units operate normally.

Historical Arrival: Riedesel at **A**, Hamilton with *Burgoyne* at **B**, Fraser at **C**.

13.4 Colonial Set Up

All Colonial forces start on the map except leader *Gates*. They are set up after the British player has set up. The *Poor* and *NY Continentals*, and the two light battalions, may set up in any hex of the 01xx through 07xx hex columns, inclusive. They may stack normally. Leader *Arnold*, must be placed on one of the units. All other units must be set up unstacked adjacent to a works hexside.

Movement Restriction. In fog turns, no Colonial unit adjacent to a works hexside may move unless accompanied by a leader. Once out of the works, they move normally. All units move normally in clear turns.

Gates Arrives at hex 0311 on the first Colonial movement phase after the fog lifts.

14.0 VICTORY CONDITIONS

14.1 British Major Victory

The game ends and the British player wins a major victory the instant a British unit enters either hex 0214 or 0311. The British player wins a major victory at the end of the game if a British unit occupies or was the last to pass through hex 0308 or 0309.

14.2 Colonial Major Victory

The Colonial player wins a major victory at the end of the game if a Colonial unit occupies or was the last to pass through hex 1205, 1206, 1414, and/or 1514.

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. When adding victory points for eliminated units, each step counts one VP; reduced two-step units do not count toward VP.

15.0 ADDITIONAL RULES

15.1 Battalions

A battalion functions like any other infantry unit in all ways with the following exceptions.

- It becomes ineffective if forced to retreat.
- The stacking limit of a hex is increased to four if at least one battalion is stacked in the hex.
- It may add its combat strength to that

of any one other unit in the hex for combat purposes. The battalion may be the primary unit.

15.2 Step Recovery

A reduced two step unit Colonial unit may replace its lost step during a movement phase if it meets the requirements of 11.1 and passes a morale check. Eliminated units, two-step or battalion, may not be replaced.

15.3 Light Infantry

A unit with an "L" appended to its movement allowance is light infantry. It behaves as normal infantry in all ways with the additional capability of skirmishing.

Skirmishing. The unit may attack an adjacent enemy unit normally or it may skirmish attack. A skirmishing unit must be able to enter the defender's hex during movement. Skirmishing does count as an attack for 7.2, and may not be combined with non-skirmish attacks against the same target, but artillery may bombard the target. Use a light unit's movement factor as its combat factor; non-light defenders use a defensive strength of "0." No terrain effects apply. Treat all A or Ex results as NE; treat all Dx or Dm results as Dr. Ignore all secondary results. Skirmishers may not advance after combat.

Riflemen. A unit with an "R" appended to its movement allowance is a rifle infantry. It is a light unit with the additional capability of skirmishing against a unit two hexes away. The intervening hex must be unoccupied. The rifle unit must be able to move into the intervening hex, and must be able to skirmish attack the enemy unit from that hex. A Dr result automatically disrupts the defender; it may choose to retreat.

15.4 Militia & Irregulars

Colonial militia and the British irregulars have the following special characteristics.

- They may not enter an EZOC unless a morale check is passed. If the check fails, movement ends in the last non-EZOC hex entered.
- They are treated as light (L) in a woods hex (either type), may skirmish attack from woods, and may enter an EZOC in a woods hex.
- They are eliminated if routed when reduced.

15.5 Fog

At the beginning of each British movement phase, roll one die and compare the result to the range listed on the TRT. If the result falls within the range, it is a fog turn; if the result

is outside the range it is a clear turn. Flip the turn marker to reflect the status. Once clear it remains clear until the 1530 turn. Clear has no effect on play. Fog affects unit movement and changes the effects of some terrain types. See the box on the map for details.

15.6 Colonial Garrison Artillery

The four Colonial garrison artillery (with an MA of zero) are eliminated if forced to retreat.

16.0 DESIGNER'S NOTES

First Saratoga and its sister game *Germantown* are the first forays of the *Musket & Saber* system into the pre-Napoleonic era. The key differences of this period to the 19th century are the relative shortage of trained light infantry, and the generally slower pace of movement (but not killing) owing to the exclusive use of line formation for infantry units. The addition of battalions (a standard rule in the parent system but a newcomer to the *QuickPlay* rules) allowed presentation of small but high quality units without forcing them into ahistorically large formations.

CREDITS

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[Saratoga_Mini_V2F]

TERRAIN EFFECTS CHART (TEC)

Clear Hex	1 MP to enter. No effect on combat.	Bridge	Negates a watercourse for crossing purposes. Note the bridges at 0716/0816 and 1414/1514 have been burned.
Light Woods Hex	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.	Stream	Infantry & cavalry +1 MP to enter, artillery must stop after entering. All CF halved attacking into or out of.
Deep Woods Hex	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.	Brook	Treat as a stream for movement purposes only during fog turns, ignore clear turns.
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).	Works	+1 MP to cross into the protected hex. Units attacking across a works hexside into the protected hex are halved. ZOC do not extend into the protected hex (a unit in the works need not attack). Add 2 (+2) to the printed combat and morale factors of a unit defending a protected hex and attacked only across works hexsides.
Track Hex	1 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).	Buildings	1 MP to enter. Infantry defending the hex add 2 to CF.
Hill Hex	Same as Clear. Blocks LOS unless both observer and observed also on a hill. Light woods on a hill block LOS between hills.	Places	No effect on movement or combat.
Creek	Units may cross by expending all MP. Infantry unit forced to retreat across a creek is disrupted, artillery is eliminated. Attacking units (except skirmishers and bombarding artillery) are halved attacking across the creek.		

Map Clarification: Hexes 1408 and 1409 (the Great Ravine) are deep woods hexes.

COMBAT RESULTS TABLE (CRT)

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

Results

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.