



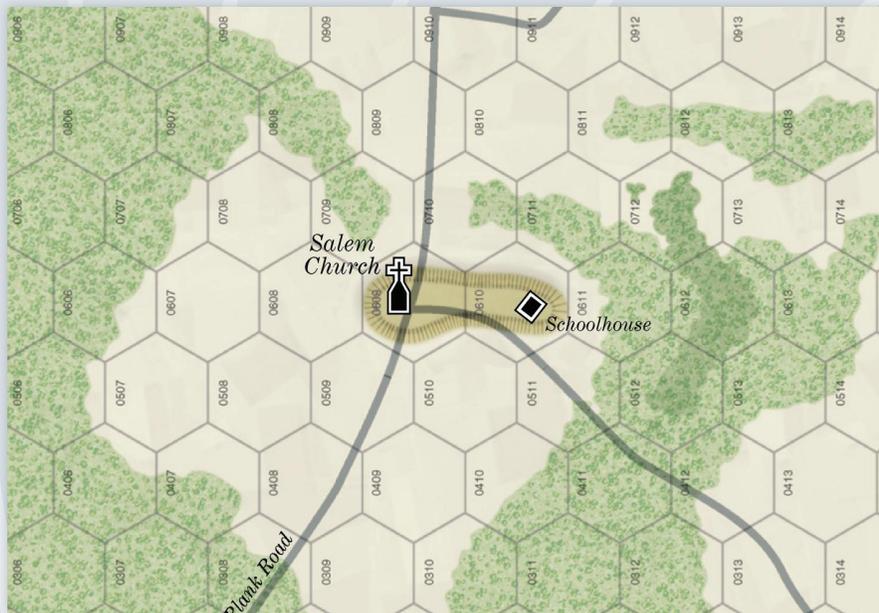
# 19<sup>th</sup> Century Battles: Salem Church

East of Chancellorsville 3-4 May 1863

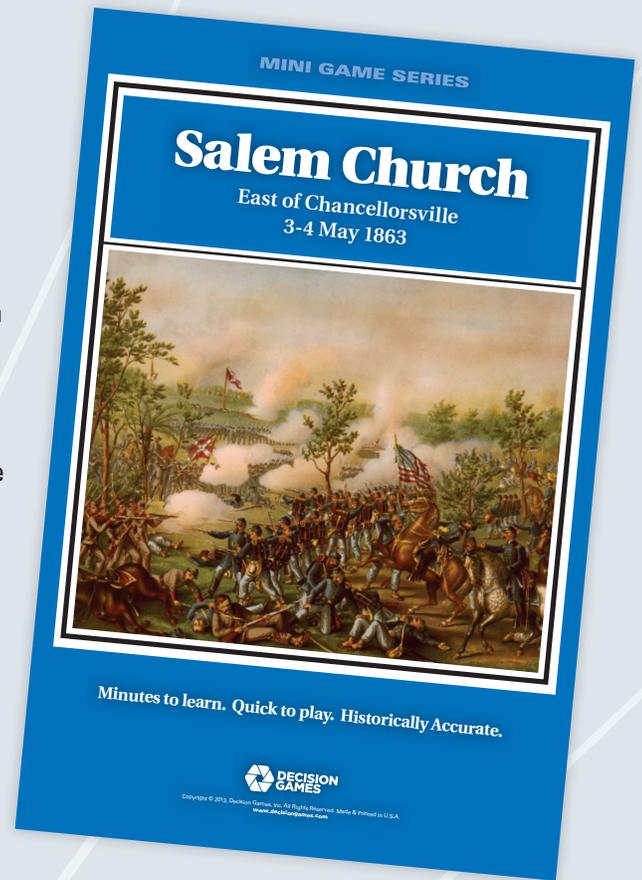
At the height of the battle of Chancellorsville in May 1863, a Union column attempted to flank the Confederate line. A lone Confederate brigade delayed the column at Salem Church, giving the Confederates time to reinforce the position. Eventually, the Confederates decided to focus on destroying the now-isolated column. In the early going of this game, the Union player must break through to reach the main battle. As Confederate reinforcements shift the balance of strength, the objectives also change to put the burden of attack on the South. Victory will go to the player who best understands the strengths and weaknesses of each side.

**Salem Church** uses the QuickPlay version of the *Musket & Saber* system to simply yet accurately portray warfare during the muzzle-loading era. Combat is based on unit quality rather than raw numbers, and rewards use of historical tactics. Infantry, tough and resilient, bears the brunt of battle. Artillery can smash attacks or open holes in enemy lines, but is vulnerable and brittle. Cavalry is weak in stand-up combat, but crucial for pursuit and the occasional charge against a broken foe. All units are susceptible to rout when weakened, so players must maintain reserves. Leaders enhance unit capabilities.

Winning the battle depends on deployment, thoughtful maneuver to concentrate at the key points, the proper coordination of arms, careful use of leaders and special units, and an understanding of the strengths and weaknesses of each army.



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### Target Market

- American Civil War history buffs

### Up-Sells & Cross-Sells

- Pea Ridge (DG Folio Series game)
- Custer's Final Campaign (DG Mini Series game)
- Chantilly (DG Mini Series game)
- Frayser's Farm (DG Folio Series game)

### Selling Points

- Mini-game/low price
- Series game/many other games with the same rules system

### Stock no

- 1712

### MSRP

- \$9.95

### UPC Code

- 095109017127

### Contents

- One 11x17 inch map
- 40 die-cut counters
- Four page rule booklet plus scenario sheet

