MUSKET & SABER
QUICK PLAY
MINI GAME SCENARIO RULES

SCENARIO: WILSON'S CREEK
OPENING ROUND IN THE WEST
10 AUGUST 1861

12.0 INTRODUCTION

12.1 Historical Background
Nathaniel Lyon's small but well-drilled Union army in southwestern Missouri was threatened when Sterling Price's Missouri State Guard united with Ben McCulloch's army of Confederate units and Arkansas State Troops. Hoping to catch the Rebels off-guard, Lyon launched a surprise attack in the early morning of 10 August; if he could not win the battle he hoped at least to prevent a pursuit as he retreated toward St. Louis.

12.2 Scenario
One player controls the Union forces and attempts to seize key terrain and/or prevent a Confederate pursuit. The other player controls the Confederate forces and attempts to avoid either outcome.

12.3 Standard Rules
All the standard rules apply, including the optional rule to convert an Ex to a Dr result. There are no cavalry units in the game. Rule 15.0 lists several additional rules applying to this scenario.

13.0 SET UP

13.1 Unit Colors
Union: dark blue.
Confederate Volunteers: dark gray
Arkansas State Troops: light gray
Missouri State Guard: butternut
Ldr McCulloch: white

13.2 Game Length & First Player
The game consists of up to nine turns but may end sooner. Place the Turn marker, Confederate Restricted Movement side up (see 15.4), in the 0530 box of the Turn Record Track. The Union player is the first player and sets up first.

13.3 Union Set Up
All Union units begin the game off the map. There are four Union formations. Leader *Lyon* may set up with any one formation. Each must enter

the map at one of the five entry hexes: **A** (0110), **B** (0701), **C** (1504), **D** (1512), or **E** (1018). The Union player must identify which column(s) will enter at which entry hex. Write down the choices and keep them hidden from the Confederate player until after all entries are made.

Entering the Map. Units enter as described in standard rule 4.6. Formations entering at Hex B may enter on Turn 1 or a later turn. Formations entering at Hexes A, C, and/or D may enter on Turn 2 or a later turn. Formations entering at Hex E may enter on Turn 3 or a later turn. The Union player may delay the entry of a formation; note the intended turn of arrival with the entry hex choices. All units of a single formation must enter the same turn (unless prevented by Confederate units per 4.6). Once on the map, units operate normally.

Historical Arrival: Leader Lyon and Formations 1, 3, 4 at Hex B, Formation 2 at Hex E.

13.4 Confederate Set Up
Formation 1 & Leader McCulloch: w/1 1107.
Formation 2: w/1 0305, east of Wilson's Creek.
Formation 3: w/1 0808, west of Wilson's Creek.
Mounted Detachments. If desired, the Confederate player may place any one or all of the following units from Formation 3 at the hexes indicated below instead of with the rest of the formation.
2 MSG (infantry): 1107
2 MSG (mounted infantry): 0305
3+4 MSG (mounted infantry): 0913

14.0 VICTORY CONDITIONS

14.1 Union Major Victory
The Union player wins a major victory in either of two ways.
Hex 0909. Play stops immediately and the Union player wins if a Union unit (other than a cavalry vedette; see 15.2) enters hex 0909 at any time for any reason.
End of Game. The Union player wins a major victory if there are any Union units (other than a cavalry *vedette*) on the map at the end of Turn 9.

14.2 Confederate Major Victory
The Confederate player may win a major victory if the Union player fails to win a major victory and one or more Confederate mounted infantry units (15.3) have exited the map from Entry Hex C. A unit exits the map by entering Hex C and expending one MP. Remove it from the map; it is out of play for the rest of the game but does not count as eliminated. It

may not be disrupted at the beginning of its move. At the end of play, roll one die. If the die result is less than or equal to the number of units exited, the Confederate player wins.

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 for VP.

15.0 ADDITIONAL RULES
15.1 New Terrain
Slope Hexsides. The hex containing the slope icon is the "downslope" hex; crossing the slope from the downslope hex is treated as moving "upslope." Slope may exist on both sides of a hexside; crossing in either direction is upslope.
Cornfields. Any hex containing the cornfield icon is a cornfield hex, regardless of other terrain in it. Brooks and brush may coexist with cornfields in the same hex.

15.2 Union Cavalry Vedettes
The two Union cavalry units represent small but high quality collections of cavalry from the US Army (the Regulars). They move like any other unit, stack freely, and exert a ZOC. They have no combat strength and may not attack or add to the defense of a hex. If a Confederate unit enters a vedette's ZOC, roll one die. If the result is greater than the Confederate unit's current morale (as modified by disruption and/or a leader), the unit must pay one extra MP to enter the hex. The vedette must retreat two hexes. If alone in a hex and attacked by a Confederate unit, the result is an automatic Dr; the vedette must retreat two hexes. It is eliminated only if unable to retreat.

15.3 Confederate Mounted Infantry
Few of the Confederate mounted troops at the battle were trained to fight on horseback, dismounting to enter combat. They move like infantry for all purposes, but must pay one extra MP to enter or leave a Union ZOC.

15.4 Confederate Restricted Movement
During restricted movement, Confederate infantry and artillery have an MA of 2, mounted infantry have an MA of 4. Leaders increase movement normally. March movement may not be used unless the unit is accompanied by a leader. Restricted movement remains in effect until a Confederate unit takes a step loss or

retreats, or Turn 3, whichever comes first. Flip the turn marker to the Full Movement side.

15.5 Confederate Step Recovery
A reduced two-step Confederate unit may replace its lost step during a movement phase if it meets the requirements of 11.2 and passes a morale check. Eliminated units, one- or two-step, may not be replaced.

15.6 Exhaustion
At the beginning of the opposing player's movement phase of each game turn beginning with the 1300 turn, each player may attempt to disrupt enemy units. The current turn box on the TRT indicates the number of attempts to be made by each player. For each attempt, select one enemy unit and roll one die. If the result is greater than the unit's current morale strength, the unit is disrupted. Leaders stacked with the unit modify the die roll normally.

15.7 Leader Formations
A leader with a formation ID may affect only units in that formation.

16.0 DESIGNER'S NOTES
The only difficulty in this design was taking what was on paper a one-sided situation and making it into an even game without distorting the historicity. I was fortunately able to use the very real Confederate disorganization early in the day, and the equally historic Union fatigue later, to drive the battle in the larger sense. The combination of variable Union entry and the Confederate option to go for the major victory gives each player the ability to try for a bigger win than either achieved in 1861, so the action rarely becomes predictable.

TERRAIN EFFECTS CHART (TEC)

Clear Hex	1 MP to enter. No effect on combat.
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.
Brush Hex	2 MP to enter. ZOC do not extend into or out of brush No LOS or combat effects.
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).
Slope Hexside	+2 MP to move upslope. If a unit is attacked upslope (the attacker is fighting upslope), even if attacked from non-slope hexes in the same combat, adds two to its combat strength. A unit may not advance upslope after combat.
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.
Creek	Infantry may cross by expending all MP. Artillery may cross only at a ford. Infantry unit forced to retreat across a creek is disrupted, artillery is eliminated. Attacking units (except bombarding artillery) are halved attacking across the creek.
Ford Hexside	Negates the creek for movement purposes only; a unit pays +1 MP to cross.
Stream	Infantry & cavalry +1 MP to enter, artillery must stop after entering. All CF halved attacking into or out of.
Brook Hex with or without other terrain	Artillery must stop unless traveling along a road.
Cornfield	Cornfield Entry cost depends on other terrain in hex. CF minus two (-2) for unit in cornfield, whether attacking or defending.
Farmhouse	No effect on movement or combat.

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.