

MUSKET & SABER

QUICK PLAY

MINI GAME SCENARIO RULES

SCENARIO: MANSFIELD CRISIS IN THE PINE BARRENS 8 APRIL 1864

12.0 INTRODUCTION

12.1 Historical Background

Nathaniel Banks' Red River Campaign was nearing its ultimate objective, the Confederate Trans-Mississippi capital at Shreveport, Louisiana. The Confederate commander in Louisiana, Richard Taylor, finally had received promised reinforcements and turned on Banks near the town of Mansfield. A quick Confederate victory would wreck not only Banks' campaign, but the larger Union effort to crush the western Confederacy.

12.2 Scenario

One player controls the Confederates and attempts to drive back or destroy the Union forces. The other player controls the Union 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

Union Forces: dark blue.

Confederate Forces: gray.

13.2 Game Length & First Player

The game consists of six turns. Place the Turn marker in the 1100 box of the Turn Record Track. The Union player is the first player.

13.3 Union Set Up

Ldr Lee, Formation C (5 counters) w/2 0717 (Fincher), on a hex numbered xx17 or higher; see below for movement restrictions.

Units may be deployed dismounted.

Ldr Rnsm, Formation 13, 3rd Division (4 counters) arrives 1530, 4th Division (3 counters) arrives 1100

Ldr Frnkln, Formation 19 (5 counters) arrives 1700

Union Movement Restrictions. Units of Formation C may not move until the Confederate army has been committed. They move normally thereafter.

Union Arrival. All units enter at hex D (0801) during the Union movement phase of the turn indicated. Roll one die for each unit; the result is the unit's movement allowance for that turn. Arriving units may not use march movement.

13.4 Confederate Set Up

No Confederate units start play on the map; they all arrive as reinforcements. They must go through a two-stage process to enter the playing area. The arrival times listed below bring the units to the Confederate marshaling area, just off the map next to the entry hexes. The marshaling area is divided into three parts corresponding to the letter in each entry hex, **A** (hexes 0119 through 0522), **B** (0621 through 0821), and **C** (0922 through 1322). No Confederate unit may enter the map until the Confederate player commits the army (see A below). While in the marshaling area, units may be moved from one section to the other (see B below).

Ldr Green, Formation G, Vincent/I

(7 counters) arrive 1100

Ldr Mouton, Formation M (4 counters) arrive 1230

Ldr Walker, Formation W (5 counters) arrive 1400

A) Confederate Commitment.

The Confederate player may commit his army at the beginning of any Confederate movement phase. Once committed, each unit in the marshaling area may enter the map via any entry hex corresponding to its current section of the area.

B) Redeploying. All units arrive in sector B, but the Confederate player may choose to redeploy it from sector B to either sector A or C. The redeployment is done during the movement phase of the unit's turn of arrival. The unit may not enter the map the same turn it redeploys. Once redeployed, the unit's position may not be changed; it must enter the map through an entry hex associated with its sector. If a unit has not arrived prior to the army's commitment, the unit may enter at sector B on the turn of its arrival, or enter at either A or C the following turn.

C) Historical Entry: Green at A & C, Mouton at A, Walker at B & C.

D) Secret Deployment (Optional but Recommended): If players desire, the Confederate player may jot down the deployment area of each unit, indicating any shifts by turn. The actual deployment is revealed when commitment is announced.

14.0 VICTORY CONDITIONS

14.1 Union Major Victory

The Union player wins a major victory at the end of the game if no Confederate unit is in, adjacent to, or has exited the map from any one or more of hexes 0501, 0601, 0701, 0801, or 0901.

14.2 Confederate Major Victory

The Confederate player wins a major victory at the end of the game if no Union unit is on or adjacent to any road hex.

14.3 Minor Victory & Draw

If neither player wins a major victory, or if both do, 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 Leaders

Leader bonuses may be applied only to units of the same formation.

15.2 Dismounted Cavalry

Cavalry units may operate dismounted, indicated with a "Dismounted" marker on the unit. Dismounted cavalry operates like infantry but still becomes ineffective when forced to retreat. Its printed combat strength and morale are each reduced by 1 (but see below) and its movement factor is limited to a maximum of 3.

Dismounting. To dismount, a mounted unit may not be in an EZOC at the beginning of its movement. Place the Dismounted marker on it. It operates normally (dismounted) for the rest of that turn.

Remounting. To remount, a dismounted unit may not be in an EZOC at the end of its movement. Remove the Dismounted marker.

Special Dismounted Ability. Units marked "D" are trained or experienced at dismounted operations and do not suffer the (-1) reduction of their combat or morale factors. They still are restricted to 3 MP.

16.0 NOTES

16.1 Designer's Notes

The first main issue in this scenario was the scale of the battle, which essentially was a five-mile running fight. It necessitated an increase in the usual hex scale to fit the entire battlefield on the map.

The other major problem was accounting for superior Confederate information: they knew where the Union units were, while the Union commanders knew little of what they faced. The simplest solution was to give the Confederate player the ability to start the battle when desired, forcing a tradeoff between attacking early or awaiting the buildup of greater force. Historically, commitment took place at 1230.

16.2 Player Notes

Although the Confederate player controls the start of the battle, the middle course of the game will be dictated by the Union player. The latter has to choose between fighting forward and falling back. The temptation is to fall back immediately and set up a defensive line across the map, but that can be done only by surrendering a big chunk of real estate to the Rebels. If the line is not well and truly established, and backed up, before the Confederates arrive in strength, there is a big risk of a Confederate breakthrough to the exit hexes.

The timing of Confederate commitment is crucial; you cannot wait until the Federals have built a good line across the map. Once committed, drive forward with everything you have, even if you leave behind a Union unit or two (but make sure they can't get onto the road).

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.

TERRAIN EFFECTS CHART (TEC)

Clear Hex	1 MP to enter. No effect on combat.	Stream	Infantry & cavalry +1 MP to enter, artillery must stop after entering. All CF halved attacking into or out of.
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.	Brook	Treat as a stream for movement purposes in fog turns, no combat effect.
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).	Places	No effect on movement or 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.		

CREDITS

System & Scenario

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