

# Rifle & Saber

## TACTICAL COMBAT 1850-1900

### Rifle and Saber Rules Outline

- 1.0 INTRODUCTION
- 2.0 GAME EQUIPMENT
  - 2.1 Game Map
  - 2.2 Charts and Tables
  - 2.3 Playing Pieces
    - 2.31 Unit Identification Chart
    - 2.32 Definition of Terms
- 3.0 SEQUENCE OF PLAY
  - 3.1 General Description
  - 3.2 Sequence Outline
- 4.0 MOVEMENT
  - General Rule
  - Procedure
  - Cases
    - 4A Calculation of Movement
    - 4B Which Units may Move
    - 4C Distance and Direction of Movement
    - 4D Restraint Upon Enemy Movement
  - During Movement Phase
  - 4E Restraint Upon Other Activity
  - During Movement Phase
  - 4F Referral to Stacking Restrictions
  - 4G Restrictions from Enemy-Occupied Hexes
  - 4H Terrain Types and Movement
  - 4J Artillery and Machine Gun Movement
  - 4K Cavalry Charge
  - 4L Dismount Rule
  - 4M Road Movement

- 5.0 COMBAT
  - General Rule
  - 5.1 Fire Combat
    - Procedure
    - Cases
      - 5.1A Restricted Range
      - 5.1B Corollary to 5.1A
      - 5.1C When Units May Participate
      - 5.1D Effects of Concurrent Occupation of a Hex by Multiple Attackers
      - 5.1E Effects of Concurrent Occupation of a Hex by Multiple Defenders
      - 5.1F Types of Ammunition and Their Use
      - 5.1G Blocking Hexes and Line of Sight
      - 5.1H Limbered Artillery's Defense
  - 5.2 Shock Combat
    - Procedure
    - Cases
      - 5.2A Only Adjacent Units may Participate...
      - 5.2B But they are not required to.
      - 5.2C When Units may Participate
      - 5.2D Effects of Concurrent Occupation of a Hex by Multiple Attackers
      - 5.2E Effects of Concurrent Occupation of a Hex by Multiple Defenders

- 6.0 DISRUPTION
  - 6A Effects Upon the Functions of Disrupted Units
  - 6B Duration of Disruption
  - 6C Retreat of Disrupted Units
- 7.0 STACKING
- 8.0 ZONES OF CONTROL
- 9.0 TABLES AND CHARTS
  - 9.1 Combat Results Table (CRT)
  - 9.2 Terrain Effects Chart (TEC)
- 10.0 OPTIONAL RULES
  - 10.1 Morale
  - 10.2 Improved Positions
  - 10.3 Trenches
  - 10.4 Range Effects
  - 10.5 Road Movement

### 11.0 SCENARIOS

- 11.1 Scenario #1: *Fatehpur*
- 11.2 Scenario #2: *Varese*
- 11.3 Scenario #3: *Palestro*
- 11.4 Scenario #4: *Magenta*
- 11.5 Scenario #5: *First Bull Run*
- 11.6 Scenario #6: *Shiloh*
- 11.7 Scenario #7: *Gettysburg*
- 11.8 Scenario #8: *Gettysburg*
- 11.9 Scenario #9: *Langensalz*
- 11.10 Scenario #10: *Worth*
- 11.11 Scenario #11: *Mars-la-Tour*
- 11.12 Scenario #12: *Plevna*
- 11.13 Scenario #13: *Plevna*
- 11.14 Scenario #14: *Tarapaca*
- 11.15 Scenario #15: *El Caney*
- 11.16 Scenario #16: *Modder River*
- 11.17 Scenario #17: *South Africa*
- 11.18 Creating Scenarios

- 12.0 HISTORICAL COMMENTARY
- 13.0 DESIGNER'S NOTES
- 14.0 DESIGN CREDITS

### [1.0] INTRODUCTION

*Rifle and Saber* is a tactical (company level) simulation of warfare in "the age of the rifle," roughly from 1850 to 1900. The period was marked by a tremendous increase in the firepower of infantry units which far outstripped advances in tactics. *Rifle and Saber* simulates battles or portions of battles from the most significant wars of this period. Scenarios are drawn from battles in the American Civil War, the Franco-Prussian War, the Spanish-American War, and the Boer Wars. There are also battles from minor wars in Europe, South America, and India.

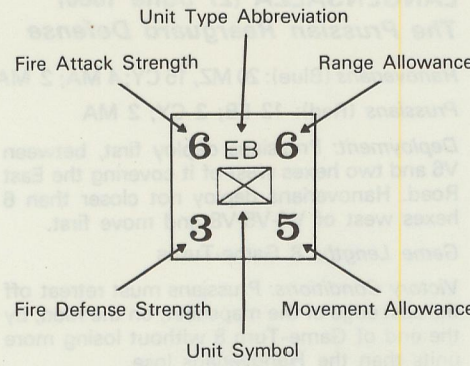
### [2.0] GAME EQUIPMENT

[2.1] *The Game Map*: the 22" by 28" mapsheet portrays terrain typical of that fought over in the major battles of the Nineteenth Century. A hexagonal grid pattern is printed on the map to regulate movement and location of playing pieces, and to calculate Ranges when units fire in Combat. The terrain features on the map include villages, roads, woods, hills, and a stream.

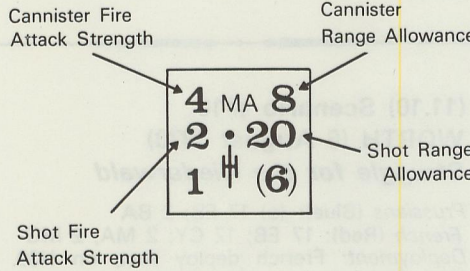
[2.2] *Game Charts and Tables*: various visual aids are played for the players to simplify and illustrate certain game functions. These are the Combat Results Table, the Turn Record, the Terrain Effects Chart, the Unit Identification Chart, and the Range Effects Chart.

[2.3] *The Playing Pieces*: two differently colored sets of playing pieces (henceforth known as units) are supplied. The players are assigned certain of these units to represent the opposing armies in each scenario. The playing pieces are distinguished by type, strength, and mobility, as represented by the numbers on the face of each counter. The numbers which are printed on the face of the counter are always in the same position for a particular characteristic. On different units, the numbers may change, but it is still the same basic arrangement.

#### SAMPLE UNIT



#### SAMPLE ARTILLERY UNIT



#### [2.31] Unit Identification Chart

	Muzzle-Loading Infantry
	Early Breech-Loading Infantry
	Late Breech-Loading Infantry
	Cavalry
	Mounted Rifles
	Machine Gun
	Muzzle-Loading Horse Artillery
	Breech-Loading Horse Artillery
	Muzzle-Loading Artillery
	Breech-Loading Artillery

	Improved Position Marker
	Trench Marker
	Limbered Marker
	Enemy Player-Turn Disrupted Marker
	Friendly Player-Turn Disrupted Marker
	Work Marker
	Game-Turn Marker

#### [2.32] Definition of Terms

**Movement Allowance:** this represents the maximum number of hexes which a unit may move in a single, Friendly Movement Phase. Basically a unit expends one *Movement Point* for each hexagon it enters. This basic movement cost is subject to modification due to terrain (see Terrain Effects Chart).

**Fire Attack Strength** (of various types): this represents the OFFENSIVE strength of a unit when firing its range weapons. Note that artillery units have two types of Fire Attack Strength, depending on which ammunition a Player may choose to use (see Combat, Case F).

**Fire Defense Strength:** this represents a unit's basic ability to defend itself from fire. This Defense Strength may be increased by terrain that a unit occupies. See the Terrain Effects Chart for an explanation of these effects.

**Range Allowance** (of various types): this represents the maximum number of hexes through which a unit's Fire Attack Strength may be applied against targets.

### [3.0] SEQUENCE OF PLAY

#### GENERAL DESCRIPTION:

The game is played in successive *Game-Turns*, with each Player attacking and moving in accordance with the procedure outlined below. Each complete *Game-Turn* is composed of two *Player-Turns*, one for each Player. The Player whose *Player-Turn* is in progress is called the *Phasing Player*. Each *Player-Turn* is composed of three distinct *Phases*, as outlined below.

#### SEQUENCE OUTLINE:

1. *Fire Combat Phase*: the Phasing Player allocates all Fire Combat against Enemy units within the appropriate ranges; combat is then executed against the defending units.

2. *Movement Phase*: the Phasing Player moves his units as desired, consistent with the rules of movement.

3. *Shock Combat Phase*: the Phasing Player allocates his Shock Attacks against adjacent Enemy units; combat is then executed against the defending units.

Each Scenario indicates which Player's Turn comes first, and which Player's Turn comes second, in each Game-Turn. The Game-Turn Marker is advanced on space on the Game-Turn track at the end of each Second Player-Turn.

### [4.0] MOVEMENT

#### GENERAL RULE:

During the Movement Phase of a Player's turn, the Player may move as many or as few of his units as he wishes. Each unit may be moved as many hexes as desired within the limits of its Movement Allowance and the Terrain Effects Chart.

#### PROCEDURE:

Move each unit individually, tracing the path of its movement through the hexagonal grid.

#### CASES:

(A) Movement is calculated in terms of hexagons. Basically each unit expends one *Movement Point* of its total Movement Allowance for each hex entered. To enter some types of hexes, more than one Movement Point is expended. See the Movement section of the Terrain Effects Chart for a full list of these different "entry costs."

(B) In the Movement Phase of his *Player-Turn*, the Player may move all, some or none of his units. Movement is never required, it is always voluntary.

(C) Units are moved individually in any direction or combination of directions. A unit may be moved as many or as few hexes as the owning Player desires, as long as its Movement Allowance is not exceeded in a single Movement Phase. Unused Movement Points, however, may not be accumulated from Phase to Phase, or transferred from unit to unit.

(D) No Enemy movement is permitted during a Player's Movement Phase.

(E) No combat (Enemy or Friendly) may take place during a Movement Phase.

(F) When moving, units must obey stacking restrictions (see "Stacking").

(G) Units may never enter or pass through a hex containing Enemy units..

(H) Units may enter different types of terrain hexes in the same Movement Phase as long as they have enough Movement Points to expend as they enter each hex (see the Terrain Effects Chart).

(J) *Artillery and Machine Gun Movement*.

These units may not move unless they are in a "Limbered" position, which is indicated by placing a Limber Marker on top of the unit. Only when in this position may the artillery unit or machine gun move at its indicated Movement Allowance rate.

Artillery or Machine Gun units may not fire when in a limbered position; to limber or unlimber requires a movement expenditure of three Movement Points. Units may limber or unlimber as often as they wish during the Movement Phase, as long as the requisite Movement Points are available in the units' Movement Allowance. Unlimbering is indicated by removing the Limber Marker.

(K) *CAVALRY CHARGE*: Cavalry and Mounted Rifle units may increase their Movement Allowance to twelve Movement Points in any Movement Phase, under the following conditions:

1. The unit must attack some Enemy unit in the subsequent Shock Combat Phase.
2. Every hex that the unit moves into or through during that Movement Phase must be a Clear Terrain hex.
3. The unit is automatically disrupted at the end of that Player-Turn.

(L) *Dismount*. Mounted units may dismount (or re-mount) at the very beginning of their Movement Phase at a cost of half the total Movement Allowance of the resultant unit (rounding upward). Dismounted Cavalry units are not entitled to the movement increase detailed in Case J, above; they are not considered to be Cavalry units when dismounted.

When a Mounted Rifle unit dismounts, the dismounted condition is indicated by inverting the unit counter, and placing an "EB" type infantry counter on top of the inverted counter. When dismounted, Mounted Rifle units assume the movement and combat characteristics of "EB" type infantry units.

When a Cavalry unit dismounts, the dismounted condition is indicated by inverting the unit counter, and placing an "MZ" type infantry unit counter on top of the inverted counter. When dismounted, Cavalry units assume the movement and combat characteristics of "MZ" type infantry units.

These two-counter combinations still only represent one unit (the inverted unit assumes the role of a marker to remind the owning Player that the infantry unit is actually a dismounted cavalry or mounted Rifle unit).

When remounting, simply remove the infantry type unit (before any movement) and flip the cavalry-type unit face up. The remounted unit then has half of its total Movement Allowance remaining.

(M) *Road Movement*. Movement along roads is three times as fast as movement over Clear Terrain without roads. A road hex which is moved into directly from an adjacent road hex, through a road hexside, requires the expenditure of one-third of a Movement Point. Units moving at the Road Movement Rate may not enter a hex containing other Friendly units. They must pay the Movement Point cost of other terrain in the hex. They may leave a hex containing other Friendly units at the Road Movement Rate.

### [5.0] COMBAT

#### GENERAL RULE:

There are two basic types of combat action:

1. *Fire Combat* — which takes place during the Fire Combat Phase of a Player-Turn.
2. *Shock Combat* — which takes place during the Shock Combat Phase of a Player-Turn.

Only the Phasing Player may initiate combat during a Combat Phase. In order to understand Combat, Players should read both the Fire and Shock Combat Rules, the Disruption and Retreat Rules, the Fire Combat Results Table, and the Terrain Effects Chart.

#### [5.1] FIRE COMBAT

##### FIRE COMBAT PROCEDURE:

Total up the Attack Strengths of the Attacking units, and compare it to the Defense Strength of the top unit in the hex being attacked. Defense Strength is often modified by the Terrain Effects Chart. The comparison should be restated as one of the simplified combat odds given in the Combat Resolution Table by rounding off in favor of the defender.

For example, if an HZ unit (Fire Attack Strength = 3) and an MR unit (Attack Strength = 4) fire at an MZ unit (Defense Strength = 2) the odds would be 7-2, which would round off to 3-1.

The die is rolled once for each Fire Attack and the result read from Fire Combat Resolution Table, cross-indexing the die number to the appropriate column. See the Fire Combat Resolution Table (9.1). For example, if a "6" were rolled in the above attack, the result would be "E" (Elimination) and the MZ unit would be immediately removed from play.

#### CASES:

(A) During the Fire Combat Phase of a Player-Turn, the indicated player may only attack Enemy units within Friendly unit's Range Allowance (subject to Blocking Terrain, Case G). Range is calculated by counting the minimum distance, in terms of hexes, from the firing hex to the target hex. The firing hex is *not* counted as part of the range figure; the target hex *is* counted.

(B) Adjacent opposing units may engage in Fire Combat against each other, or they may Fire Attack more distant units.

(C) No unit may attack more than once per Fire Attack Phase. No target hex, nor unit may be attacked more than once per Fire Combat Phase (exception: Case F).

(D) In Fire Combat, firing units in the same hex must fire at targets in different hexes if they are to fire at all. Units are not required to attack; some, all or none of the units in a hex may attack in a given Fire Combat Phase.

(E) In Fire Combat, units firing from different hexes at the same Enemy hex must combine their Fire Attack Strengths into one combat action. Although several units may be stacked in a hex, only the topmost unit in the stack may defend against fire combat; no other units in the stack may defend against fire combat, no other units in the stack may be fired upon, nor are they in any way affected by the result obtained against the topmost unit (exception, Case F). This defense may be increased by the Terrain Effects Chart. It is very important to be aware of which unit is topmost in a stack; units may shift positions within a stack freely only during the Friendly Movement Phase.

(F) At the time a Player allocates his fire combat, he must decide which type of ammunition a particular artillery unit will fire: *Shot* or *Cannister*. This is of great import, as the two types have different characteristics. Cannister may be used only to attack the topmost unit in an Enemy stack, whereas Shot may be used to attack *all* units in a stack.

Shot may attack each unit in a hex individually in a single Fire Combat Phase. If other Friendly units are attacking the top unit in the hex during the same Fire Combat Phase, the Attack Strength of the artillery unit(s) firing Shot is combined with the Attack Strength of the other attacking units in a single combat. The Shot alone may then go on to attack the other units in the same hex one by one applying the full Shot Attack Strength against each unit.

(G) **BLOCKING TERRAIN and LINE OF SIGHT** Whenever units execute a Fire Attack against Enemy units, they must trace an unblocked line of sight from the center of the firing hex to the center of the target hex. To determine the line of sight, place a straight-edge (a ruler or a piece of cardboard) connecting the two hex centers and examine the terrain it passes through. If at any point, the line of sight can be considered "blocked," then the target may not be fired upon from that firing hex.

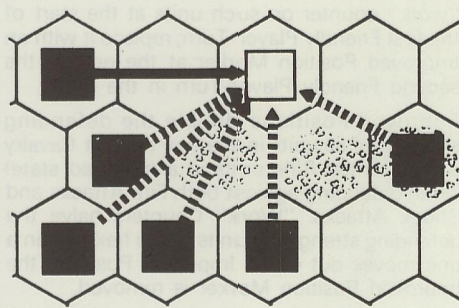
There are two basic types of features which can block the line of sight:

1. *Ridge hexsides* (indicated by a heavy hex line): The line of sight is blocked if at any point it passes through one or more Ridge hexsides. "Passes through" is defined as cutting across the width or the length of the Ridge hexside, or through the junction point of three hexsides, of which any one (or more) is a Ridge hexside. Note that Ridge hexsides can block the line of sight even if the firing hex and the target hex are adjacent to each other.

2. *Blocking hexes* (of which there are three types — Woods, Villages, and Occupied hexes): The line of sight is considered to be blocked if at any point it passes through two hexsides (or two junction points, or a junction point and a hexside) of a *single* hex which contains a Blocking feature. Note that this does not necessarily mean that the line of sight is blocked when firing from a Blocking hex to a Blocking hex.

Examples of Line of Sight:

Key: Blocked ..... Unblocked —



Friendly-occupied and Enemy-occupied hexes are both Blocking hexes with respect to Friendly fire.

(H) *Vulnerability of Machine Gun and Artillery units to Fire Attack*: The only manner in which an undisrupted Machine Gun or Artillery unit (hereafter collectively called "gun" units) can be eliminated as a result of Fire Attack is when an Enemy Artillery unit is using Shot fire and an "Eliminated" result obtained. This is true even if only part of the total Fire Attack Strength being brought to bear against the gun unit consists of Shot.

Whenever an "Eliminated" combat result is obtained against a gun unit and none of the Fire Attack Strength consists of Shot, the result is degraded to a "Disruption" (see Combat Results Table). An "RD" result disrupts a gun unit whether or not Shot fire is involved. If the gun unit is already disrupted, an "RD" or "E" result eliminates it regardless of whether or not Shot fire is involved. Unlike all other units, when a gun unit is disrupted due to Fire Attack, the gun unit is not retreated, regardless of whether it is limbered or unlimbered.

The Fire Defense Strength of gun units is unaffected by limbered or unlimbered status.

#### [5.2] SHOCK COMBAT

##### SHOCK COMBAT PROCEDURES:

Artillery and Machine Gun units have a Shock Combat Strength of "zero." All other units have a Shock Combat Strength of "one." Note that Shock Combat Strengths are not actually printed on the playing pieces. In Shock Combat, all adjacent attacking units with a Shock Combat Strength may participate, at the discretion of the attacker. All units on the weaker side are automatically disrupted, (see Disruption, Case C) and an equal number, in terms of adjusted Shock Combat Points, on

the stronger side are automatically disrupted. Defending units disrupted as a result of Shock attacks must retreat. In addition, *all* Artillery and Machine Gun units in the defending hex are disrupted and must retreat if possible (see Disruption, Case C). Hence, if two units attack one in Shock Combat, the defender and one of the attackers will automatically be disrupted. Terrain and morale changes may modify the value of a given unit in Shock Combat (consult the Terrain Effects Chart). Thus, an Enemy unit in a trench could be disrupted only at the cost of disrupting three Friendly attacking units. However, even a single unit making a Shock Attack against a stack of units containing Artillery or Machine Gun units, would disrupt the gun units regardless of the Shock Defense Strength of the stack.

(B) Units adjacent to the Enemy units are not compelled to attack, nor does the attacking Player have to utilize every available unit if he does decide to attack.

(C) No unit may attack more than once per Shock Combat Phase. No unit may be attacked more than once per Shock Combat Phase. Units which fired in the Fire Combat Phase may also participate in Shock Combat in the same Player-Turn.

(D) In Shock Combat, Attacking units in the same hex must all attack the same Enemy hex, if they are to attack at all. Units are not required to attack; some, all, or none of the units in a hex may attack in a given Shock Combat Phase. Units which participated in Shock Combat action, then the defending Player decides which of his units will be disrupted by the Shock Attack.

### [9.1] Combat Results Table

Probability Ratio (Odds)									
Fire Attack Strength-to-Fire Defense Strength									
Die Roll	1-3	1-2	1-1	2-1	3-1	4-1	5-1	6-1	Die Roll
1	•	•	•	•	•	•	RD	E	1
2	•	•	•	•	RD	RD	RD	E	2
3	•	•	•	•	RD	RD	RD	E	3
4	•	•	•	RD	RD	RD	RD	E	4
5	•	•	RD	RD	RD	E	E	E	5
6	•	RD	RD	RD	E	E	E	E	6
Attacks at odds of less than 1-3 are treated as 1-3									
Attacks at odds greater than 6-1 are treated as 6-1									

#### FIRE COMBAT RESULTS EXPLANATION

- = No Effect.
- RD = Defending unit retreats its full Movement Allowance and is then disrupted. If an "RD" is obtained against a unit which is already disrupted, the unit is eliminated instead. See Disruption and Retreat rule (6.0).

E = Defending unit is eliminated (immediately removed from play). If Defending unit is an undisrupted gun unit, the "E" result is degraded to a "D" (no retreat) unless Shot fire is involved. If the Defending unit is an already disrupted gun unit, or if Shot fire is involved, then "E" result means elimination. See Fire Combat, Case H.

### [6.0] DISRUPTION

#### GENERAL RULE:

A "disrupted unit" is one which is temporarily incapacitated. Disruption may occur in five ways:

1. As a result of Fire Combat (see Combat Results Table).
2. As a result of Shock Combat.
3. As a result of executing a cavalry charge (see Movement, Case K).
4. As a result of Friendly units retreating through other Friendly units during the Combat Phases.

5. As a result of leaving an Enemy controlled hex during the Movement Phase (see Zone of Control).

#### PROCEDURE:

Whenever a unit is disrupted, it is marked with a Disrupted Marker of the appropriate type and color. Note that there are two types of Disrupted Marker: "Enemy Player-Turn Disruption" and "Friendly Player-Turn Disruption." Units which are disrupted as a direct result of Enemy attacks (Fire or Shock) must also retreat (see Case C, below).

#### CASES:

(A) EFFECTS OF DISRUPTION: Disrupted units may not attack. Disrupted units may



only move one hex per Friendly Movement Phase (regardless of the printed Movement Allowance of the unit, and regardless of terrain movement costs). Disrupted Artillery and Machine Gun units may not move at all (considered automatically unlimbered). Disrupted units may not enter or leave Enemy controlled hexes during their Movement Phase.

Disruption units have their defensive value cut in half with respect to both Fire Combat and Shock Combat. This halving effect is in addition to any other multiplication or division of a disrupted unit's Strength. If a unit which is already disrupted suffers a second disruption as a direct result of Enemy Shock or Fire Attack, it is eliminated instead. This applies to all unit types in all combat actions.

(B) DURATION. A unit which is disrupted during an Enemy Player-Turn returns to normal status at the very end of the *next* Enemy Player-Turn (after all action ceases). Similarly, a unit which is disrupted during the Friendly Player-Turn returns to normal at the very end of the *next* Friendly Player-Turn. Disrupted units should be covered with an appropriate Disrupted Marker to indicate when they are to be returned to normal status.

(C) RETREAT. Whenever a defending unit suffers an "RD" result due to an Enemy Fire attack (see Combat Results Table, 9.1) or is successfully attacked in Shock Combat, the defending unit must retreat directly away from the attacking units, travelling its full, printed Movement Allowance. The unit must retreat through the greatest possible number of Clear terrain hexes. All normal costs for terrain are in force during a retreat. A Player may retreat his units through other Friendly units, but doing so results in the disruption of those other Friendly units (which are not, however, eliminated if they were already disrupted).

Units may not retreat through hexes containing Enemy units. They may, if no other alternative exists, retreat into or through Enemy controlled hexes. If a unit's path of retreat is blocked by Enemy units, it is eliminated. Units may not violate Stacking limits during a retreat, and if forced to do so they are eliminated instead. A unit must always retreat at least one hex, even if its Movement Allowance and the terrain costs it is forced to pay would otherwise preclude its doing so.

As the unit finishes its retreat, it is disrupted. Note that *unlimbered* Artillery or Machine Gun units can never retreat and are eliminated if they suffer a disruption result due to Enemy Shock attacks.

Artillery and Machine Gun units (unlimbered or limbered) are never retreated as a result of Fire Attacks (see Fire Combat, Case H).

## [7.0] STACKING

### GENERAL RULE:

Units totalling no more than six Stacking Points may be stacked in the same hex. This stacking restriction applies at all times, during both Player-Turns, and during all Combat and Movement Phases. Enemy and Friendly units may never occupy the same hex.

### CASES:

(A) Artillery and Machine Gun units are worth *three* Stacking Points each; all other units are worth *two* Stacking Points each. Markers (Improved Position Markers, Trench Markers, Limbered Markers, Disrupted Markers, Work Markers) have no effect on stacking; they have no Stacking Points, and do not change the Stacking Point value of units.

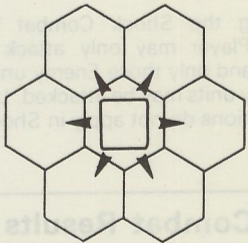
(B) No unit may move into or through a hex if in doing so it raises the total number of Stacking Points in the hex above six.

(C) Remember that the order in which units are stacked in a hex has great importance with respect to Fire Combat (only the topmost unit in a given stack may be fired upon). The owning Player may only change his stacking order during his Movement Phase.

## [8.0] ZONES OF CONTROL

### GENERAL RULE:

The six hexagons surrounding a hex represent the Zone of Control of any units in that hex. Each hex in the Zone of Control of a unit is termed a Controlled Hex.



### CASES:

(A) Units which either begin their Movement Phase in an Enemy Controlled hex or enter an Enemy controlled hex during their Movement Phase, may not leave that controlled hex without penalty until the Enemy units are removed.

(B) All units may move out of an Enemy Zone of Control without paying any special Movement Point penalty, however, all units which do so are then *disrupted* at the end of that Movement Phase. Units may not move from one Enemy Controlled Hex to another Enemy Controlled Hex in the same Phase.

(C) Disrupted units may not move out of an Enemy Controlled Hex. Disrupted units *do* have Zones of Control.

## [9.0] TABLES AND CHARTS

(See the separate rules Sheet)

## [10.0] OPTIONAL RULES

### [10.1] MORALE

There are three levels of Morale. Units may move up and down the scale of Morale as the battle ebbs and flows. Each Player is assigned a level of Morale in every Scenario. These levels, and their influence on Combat, are:

HIGH

Each unit counts as two in Shock Combat and does not get disrupted if retreated over by retreating Friendly disrupted units.

NORMAL

All basic combat rules apply.

DEMORALIZED

Units may not engage in Shock Attacks and, if Disrupted, remain disrupted for the remainder of the game.

Armies rise and fall in Morale according to the following rules:

(1) They rise one level if at any point total Enemy losses in-Fire Attack Strength Points reach three times total Friendly losses. If, at a later point, losses in Fire Attack Strength Points fall below the three-to-one ratio, they lose one level.

(2) They fall one level if the force falls below 75% of their total starting Fire Attack Strength through unit elimination.

(3) They fall an additional level if the force falls below 50% of the total starting Fire Attack Strength through unit elimination.

(4) It is possible for both sides to be at the same level of Morale.

(5) Morale changes apply to the entire force, not simply to individual units.

(6) Changes in Morale occur at the instant the conditions are met. Morale may change in the middle of a Combat Phase.



### [10.2] IMPROVED POSITIONS

Improved Positions may be built by any unit except Cavalry and Mounted Rifle units in a mounted state. A unit must remain in the same hex for two complete Friendly Player-Turns in order to build an Improved Position. Place a "work" counter on such units at the start of the first Friendly Player-Turn; replace it with an Improved Position Marker at the end of the second Friendly Player-Turn in the hex.

Improved Positions double the defending strength of all units in the hex (except Cavalry and Mounted Rifle units in a mounted state) when defending against both Fire Attacks and Shock Attacks. "Work" Counters halve the defending strength of units in the hex. When a unit moves out of an Improved Position, the Improved Position Marker is removed.



### [10.3] TRENCHES

The allotted Trench Markers may be placed on any Friendly-occupied hex, before the game begins. Trenches *triple* the defending strength of all units in the hex except Cavalry and Mounted Rifle units in a mounted state. Trenches are never removed from the mapsheet, nor may they be moved once the game has begun. Trenches do not inhibit movement, and may be used by either Player. Trenches need not be placed adjacent to other Trenches — they are in no way directional.

### [10.4] RANGE EFFECTS

#### GENERAL RULE:

The Range Effects Chart indicates the modifying effects of the range-to-target upon the Fire Attack Strength of an attacking unit. In each firing situation, cross reference the firing unit type with the range-to-target and modify that unit's strength as indicated. For example, the Fire Attack Strength of an LB unit (9) would be reduced to 2¼. Strength Points when firing at a target eleven hexes distant.

RANGE EFFECTS CHART				
RANGE:	1 . . 3	4 . . 7	8 or more	
Unit Types				
MZ,EB,LB,CY,MR	Normal	Halved	Quartered	
MACHINE GUN	Normal	Halved	Halved	
ARTILLERY:				
Cannister	Doubled	Normal	Halved	
Shot	Normal	Normal	Halved	

### [10.5] ROAD MOVEMENT (OPTIONAL)

#### GENERAL RULE:

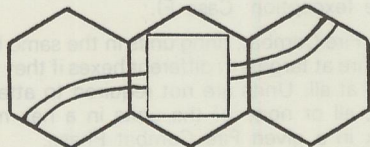
The Road Movement Rate is one-third Movement Point for each road hex which is moved into through a road hexside. In order to use the Road Movement Rate, units must first assume the *Road Movement Mode*.

#### PROCEDURE:

The cost of converting to the Road Movement Mode is one Movement Point. Invert the counter to indicate that the unit is in Road Movement Mode. Once in the Road Movement Mode, conversion out of the Road Movement Mode also costs one Movement Point.

#### CASES:

(A) All units in Road Movement Mode occupy a *Road Movement Space* consisting of three hexes: the Road hexes directly in front and behind the unit, and the hex the unit occupies. No unit, Enemy or Friendly, when moving in Road Movement Mode, may overlap its Road Movement Space into the Road Movement Space of any other unit, Enemy or Friendly, that is also in the Road Movement Mode.



(B) Friendly units which are not in the Road Movement Mode do not inhibit the movement of units which are in the Road Movement Mode.

(C) Units in the Road Movement Mode may not attack: they must first convert out of the Road Mode.

(D) Units may only move across a bridge when in the Road Movement Mode. (If not in the Road Mode, they must pay the three Movement Point cost to enter the Bridge hex.)

(E) Units in a Road Movement Mode must always be the topmost unit in a stack.

(F) A unit in Road Movement Mode is halved in defense against Fire Combat and Shock Combat, regardless of other terrain in the hex. When disrupted in combat, the unit must first convert out of Road Movement Mode, expending one Movement Point in doing so, and then retreat.

(G) Units may freely convert in and out of the Road Movement Mode during the course of a single Movement Phase as long as they have the requisite Movement Points available to do so.

## [11.0] SCENARIOS

*Rifle & Sabre* has seventeen scenarios, each of which constitutes either an entire battle or a distinct portion of a major battle. Each scenario is presented in accordance with the format which is explained below. In addition, there is a "eighteenth" scenario which explains how the Players may "factor" out battles or portions of battles for their own enjoyment.

Scenarios provide the following information:

*Name of the Battle* (date): Portion being recreated if the entire battle is not covered.

*First Side (color of counters):* Order of Battle  
*Second Side (color of counters):* Order of Battle  
(The formula used to indicate the forces available [Order of Battle] to each side is simple. One side may have 12 MZ; 2 CY; 1 MA; This means that the side in question has twelve companies of muzzle loading rifles, two troops of regular cavalry, and one battery of muzzle loading artillery. The abbreviations used are those found at the beginning of the rules folder, in the Unit Identification Chart).

*Deployment:* Directions are given for the initial deployment of each side. One side is always required to deploy first. Deployment instructions will mention a particular terrain feature or several such features as the focus of the forces in question. Thus, if the troops noted above were required to deploy within four hexes of V4, it means within four hexes of any hex in the village numbered 4. (No number is used more than once regardless of terrain feature, but letter codes are repeated. The letter codes are: R = river; J = riverjunction; F = ford; V = village; H = hill; W = woods. Only the very large forest in the northwestern portion of the mapsheet and the three main roads (which join at V4, in the center of the map) are not numbered. The forest is never used in deployment instructions and the roads are designated as *South, East, or Northwest* depending upon the edge at which they leave the map. At the end of the deployment instructions the side which is to move first is indicated.

*Game Length:* This is the number of Game-Turns allowed for the play of the scenario.

*Victory Conditions:* This is sometimes a territorial objective which must be held by one side or the other by a certain Game-Turn. For one side to "hold" a hex, a Friendly unit must be in the hex on the specified Game-Turn.

*Special Rules:* These are to be found in several scenarios. Usually they modify one or another of the basic rules of the game, such as reducing the range or Movement Allowance of one side. If not specifically mentioned, units have "normal" morale. More frequently the special rules will direct the players to ignore certain terrain features. This was found necessary in order to more accurately recreate the battles.

*Historical Notes:* These will be found separately but ought to be read before attempting to play a scenario. The Historical Notes provide an outline of the events as they actually occurred and often may give the Players certain insights into the playing possibilities.

### [11.1] Scenario #1 FATEHPUR (7 July 1857)

*Sepoys* (Blue): 27 MZ; 3 CY; 2 MAh

*British* (Red): 15 MZ; 1 CY; 3 MA

*Deployment:* British deploy first, anywhere on or north of H26 and on or west of H32. Sepoys deploy on or adjacent to V4 and move first.  
*Game Length:* 20 Game-Turns

*Victory Conditions:* The Sepoys must hold V12 for any one turn before the end of the game.  
*Special Rule:* Treat all woods hexes as clear terrain.

### [11.2] Scenario #2 VARESE (26 May 1859)

*Austrians* (Blue): 33 MZ; 2 CY; 2 MA

*Garibaldini* (Red): 30 MZ; 2 EB; 1 MR; 3 Trenches

*Deployment:* Garibaldini deploy first, not more than 5 hexes to the northwest of V4. Austrians deploy within five hexes of V11 and move first.

*Game Length:* 10 Game-Turns.

*Victory Conditions:* Austrians must hold the crossroads hexes in V4 at the end of the last Game-Turn.

*Special Rules:* The Garibaldini have "high" morale. Treat the village of V4 as clear terrain.

### [11.3] Scenario #3 PALESTRO (30 May 1859)

#### Attack of the Allied Vanguard

*Allies* (Red): 30 MZ; 2 CY; 2 MA

*Austrians* (Blue): 15 MZ; 2 CY; 3 MA

*Deployment:* Austrians deploy first, facing south within five hexes of B14 and B15, but on the north side of the river. All Allied units arrive anywhere on the south edge of the mapsheet, west of R3 on Game-Turn 1.

*Game Length:* 10 Game-Turns

*Victory Conditions:* Allies must hold either B14 or B15 at the end of the last Game-Turn with no Austrians within 2 hexes of it.

### [11.4] Scenario #4 MAGENTA (4 June 1859) Struggle for Ponte Vecchio

*French* (Red): (a) 12 MZ; 1 MA

(b) 15 MZ; 3 CY; 2MA

*Austrians* (Blue): (a) 8 MZ; 1 MAh  
(b) 10 MZ; 5 CY; 1 MA

*Deployment:* Austrian (a) deploys within 5 hexes to the northeast of V9. The French (a) deploys in V4 and the French (b) deploys within three hexes of V5. French move first. Austrian (b) arrives on the South Road on Game-Turn 4.

*Game Length:* 10 Game-Turns

*Victory Conditions:* French must hold V8 and V9 at the end of the last Game-Turn.

### [11.5] Scenario #5 FIRST BULL RUN (21 July 1861) The Stone Wall

*Union* (Blue): (a) 20 MZ; 2 MA (b) 10 MZ; 2 MA

*Confederates* (Red): 15 MZ; 3 CY; 3 MA

*Deployment:* Confederates deploy first, on and between H32 and H26. Union (a) deploys within six hexes to the east of V11. Union (b) deploys within one hex of F17. Union moves first.

*Game Length:* 8 Game-Turns

*Victory Conditions:* Union must hold H32 at the end of the last Game-Turn.

*Special Rule:* Rivers may only be entered at bridges and fords.

### [11.6] Scenario #6 SHILOH (6—7 April 1862) The Destruction of Prentiss' Division

*Confederates* (Red): 30 MZ; 5 MA; 2 MAh

*Union* (Blue): 16 MZ; 2 MA

*Deployment:* Union deploys on or adjacent to H26. Confederates deploy anywhere five hexes or more from H26, and move first.

*Game Length:* 10 Game-Turns

*Victory Conditions:* Confederates must destroy all Union units, if they do this on or before Game-Turn 5 they win a Substantive victory; by the end of Game-Turn 6 a Tactical Victory; by Game-Turn 7 a Marginal victory; by Game-Turn 8 the Union wins a Marginal victory; by Game-Turn 9 the Union wins a Moderate victory; by Game-Turn 10 the Union wins a Substantive victory. If any Union units survive to the end of the 10th Game-Turn, the Union wins a Decisive victory.

### [11.7] Scenario #7 GETTYSBURG (1—3 July 1863) Little Round Top

*Union* (Blue): 30 MZ; 1 MA

*Confederates* (Red): 25 MZ; 2 MA

*Deployment:* The Union player deploys first, 12 hexes or more northeast of H26. The Confederates deploy 12 hexes or more southwest of H26. The Union moves first.

*Game Length:* 20 Game-Turns.

*Victory Conditions:* Whoever holds all of H26 for any two consecutive Game-Turns wins.

*Special Rules:* Treat R3 and H27 as clear terrain.

### [11.8] Scenario #8 GETTYSBURG (1—3 July 1863) Pickett's Charge

*Confederates* (Red): 30 MZ; 4 MA; 2 MAh

*Union* (Blue): 25 MZ; 5 MA

*Deployment:* The Union player deploys first, with improved positions as desired, on and between H24-H25-H26. Confederates deploy in the area H26-B14-V4 and move first.

*Game Length:* 10 Game-Turns

*Victory Conditions:* Confederates must exit 10 MZ or more off the western edge of the mapsheet on or before Game-Turn 10.

*Special Rule:* Union may not place improved position counters on H24, H25, or H26 proper during deployment.

### [11.9] Scenario #9 LANGENSALZA (27 June 1866) The Prussian Rearguard Defense

*Hanoverians* (Blue): 20 MZ, 15 CY; 4 MA; 2 MAh

*Prussians* (Red): 12 EB; 2 CY; 2 MA

*Deployment:* Prussians deploy first, between V6 and two hexes west of it covering the East Road. Hanoverians deploy not closer than 6 hexes west of V4-V5-V8 and move first.

*Game Length:* 8 Game-Turns

*Victory Conditions:* Prussians must retreat off the east edge of the mapsheet, on the road, by the end of Game-Turn 8 without losing more units than the Hanoverians lose.

*Special Rules:* Prussians may not move for the first two Game-Turns.

### [11.10] Scenario #10 WORTH (6 August 1870) Struggle for the Niederwald

*Prussians* (Blue): (a) 17 EB; 2 BA

*French* (Red): 17 EB; 12 CY; 2 MA; 2 MG

*Deployment:* French deploy first, on H30. Prussian (a) deploys within three hexes of H26 and (b) enters on east edge of mapsheet at East Road on Game-Turn 1. Prussians move first.

*Game Length:* 20 Game-Turns

*Victory Conditions:* Hold H30 at the end of Game-Turn 20.

*Special Rule:* French EB units have a range of "10"; Prussian EB units have a range of "6".

### [11.11] Scenario #11 MARS-LA-TOUR (16 August 1870) Attack of the Imperial Guard Cavalry

*French* (Red): 10 EB; 15 CY; 1 MA; 1 MG

*Americans* (Blue): 10 EB; 9 CY; 3 BA

*Deployment:* French deploy first, between (but not on) V5 and V4. Germans deploy between and/or on W22 and V6. French move first.

*Game Length:* 7 Game-Turns

*Victory Conditions:* The French must hold both V6 and V7 at the end of Game-Turn 7.

*Special Rules:* French EB units have a range of "10"; German EB units have a range of "6".

### [11.12] Scenario #12 PLEVNA (20 July-10 December 1877) The Russian Attack on the Grivitza Redoubt [30 July 1877]

*Russians* (Blue): 35 EB; 6 CY; 5 BA

*Turks* (Red): 14 EB; 2 BA; 2 MG; 16 Trenches

*Deployment:* Boers deploy between V6 and V5 and the northeastern corner of the mapsheet with their trenches divided into three lines. Russians deploy at V4 and move first.

*Game Length:* 10 Game-Turns

*Victory Conditions:* Russians must exit one-third or more of their units off the mapsheet within 4 hexes of the northeast corner by the end of Game-Turn 10.

### [11.13] Scenario #13 PLEVNA (20 July-10 December 1877) Skobelev's Capture of the Green Hills Redoubt [8 November 1877]

*Russians* (Blue): 35 EB; 4 CY; 4 BA; 4 BAH

*Turks* (Red): 15 EB; 2 BA; 2 MG;

8 Improved Positions; 6 Trenches

*Deployment:* Turks deploy first, with IP and Trenches, on and within 3 hexes of H25 facing Northeast. Russians on and between H26 and V11 and move first.

*Game Length:* 8 Game-Turns

*Victory Conditions:* Russians must hold H25 at the end of Game-Turn 8.

*Special Rules:* Russians may not approach within 3 hexes of H24 or H28 (if any Russian units do so those units are automatically disrupted). Treat R3 and H27 as clear terrain.

### [11.14] Scenario #14 TARAPACA (25 November 1879)

*Peruvians* (Blue): 30 EB

*Chileans*(Red): 20 EB; 2 CY; 1 BA

*Deployment:* Chileans deploy first, on H25 or H24 or H27. Peruvians deploy on one of the two other hills and move first.

*Game Length:* 8 Game-Turns

*Victory Conditions:* Peruvians must control the hill the Chileans start out on by the end of Game Turn 8.

### [11.15] Scenario #15 EL CANEY (1 July 1898)

*Americans* (Blue): 30 EB; 9 CY; 1 MR

*Spanish* (Red): 5 LB; 5 Trenches

*Deployment:* Spanish deploy on any one of H24 or H25 or H26 with trenches. Americans deploy *anywhere* 13 hexes or more away from the Spanish. Americans move first.

*Game Length:* 7 Game-Turns

*Victory Conditions:* Americans must control the Spanish position by the end of Game-Turn 7.

### [11.16] Scenario #16 MODDER River (28 November 1899)

*British* (Blue): 35 LB; 3 CY; 2 BA; 2 MG

*Boers* (Red): 20 LB; 2 BAH

*Deployment:* Boers deploy first, on and within 4 hexes of H25 facing east. British deploy not closer than 6 hexes to the line R1-J34-R3 and move first.

*Game Length:* 10 Game-Turns

*Victory Conditions:* British must occupy all of H25 by the end of Game-Turn 10.

*Special Rules:* Treat all forests as clear terrain.

### [11.17] Scenario #17 SOUTH AFRICA: Action Near Belfast [12 May, 1900]

*Boers* (Blue):



# Rifle & Saber

## TACTICAL COMBAT 1850-1900

### [12.0] HISTORICAL COMMENTARY

Each scenario in *Rifle & Saber* is based on actual incidents during the period covered by the game, roughly 1850 to 1900. In some cases these situations have been slightly modified to permit them to fit more easily into the framework of the *Rifle & Saber* rules, but in most cases, it is those very rules which have been modified. At the end of the brief descriptions of the events which actually occurred during the battles in the game is a short explanation as to how the players may factor out a battle themselves.

**Fatehpur (7 July 1857).** This was an action during the *Sepoy Mutiny* (1857-1858) in India, when the native Indian forces under British control rose in rebellion. A considerable British garrison was locked up in Cawnpore, and a column of about 1,500 British troops with artillery, but little cavalry, was sent out to attempt a relief of that garrison. At Fatehpur, some 3,500 mutineers attempted to destroy the column, or at least to destroy the supply train with it. The action was a one-sided British victory, with the Indians being badly crushed, while very few British casualties were incurred. Cawnpore, however, was not relieved.

**Varese (26 May 1859).** During the *Austro-Sardinian War* of 1859 (also known as the Italian *Second War for Independence*), Garibaldi, famous as a leader of irregular and revolutionary troops both in Italy and Latin America, commanded a light infantry division operating on the northern flank of the Italo-French armies as they advanced into Austrian-held Lombardy-Venetia. At Varese, Garibaldi's *Cacciatori d'Alpi* successfully repulsed several Austrian attempts to take the vital crossroads town from them.

**Palestro (30 May 1859): Attack of the Allied Vanguard.** During the *Austro-Sardinian War*, a large Italo-French army prepared to advance into Lombardy. The advanced guard, comprising the Italian 4th Division, successfully negotiated a river crossing under fire at Palestro. As the main allied forces began to move up, the Austrians fell back. The action, quickly and efficiently carried out, was preliminary to the great battle of Magenta (4 June 1859).

**Magenta (4 June 1859): The Struggle for Ponte Vecchio.** At Magenta, primarily a French battle, the Ponte Vecchio position (it was a small village just behind a river line) covered the allied right flank. The French made several fierce assaults, several times taking the village but each time being forced out by Austrian counterattacks. Finally, using all available reinforcements, the French cleared and held the village, forcing the Austrians in that area to fall back, and threatening to turn the flank of the entire Austrian army. Faced with certain annihilation if they held, the Austrians retreated. Weeks later they were again defeated at the Battle of Solferino (24 June 1859), the greatest battle

since Leipzig in 1813. After Solferino, an armistice and uneasy peace was concluded. Within a decade, Italy was to become a united kingdom.

**First Bull Run (21 July 1861): The Stonewall.** The *American Civil War* (1861-1865) was a bloody, confused affair most of the time. The tone was set by First Bull Run. A small Confederate force was attempting to block a Union advance on Richmond behind Bull Run, a tiny creek. Through confused command procedures and incompetent leadership the Union forces began badly, advancing piecemeal. Part of the Union right flank, however, managed to cross the creek and badly maul the Confederate troops opposite. As the Confederate line looked like it was going to crumble, one brigade, General Jackson's, stood firm. Some reinforcements of infantry and cavalry came up and these, coupled with considerable confusion in the Union ranks, crushed the Union attacks and created a panic. The battle ended in a Confederate victory. Meanwhile, Jackson became known as "Stonewall" for his determined defense.

**Shiloh (6-7 April 1862): The Destruction of Prentiss' Division.** The *Civil War* in the west was the scene of many critical actions. The bloodiest of these was Shiloh, named after a tiny church on the battlefield. The Union army, under U.S. Grant, was badly surprised by the Confederates under Albert Sidney Johnston. Through hard fighting, the Union line held, but elements of several divisions, notably that of General Prentiss, were isolated and surrounded. For nearly two hours Prentiss and his men held out against extremely heavy odds. Although they were eventually forced to surrender, their resistance enabled Grant to reform his lines and bring up reinforcements. When the Union troops counterattacked the next morning, the Confederates were forced to retreat hastily.

**Gettysburg (1-3 July 1863): Little Round Top.** Gettysburg was the "turning point" of the *American Civil War*. The battle was a meeting engagement, with contingents of both sides blundering into each other more or less accidentally. As the battle raged, additional forces arrived on both sides. Little Round Top was a craggy hill at the southern end of the main battle line, on the Union left flank. Possession of the hill would have permitted the Confederates to enfilade the entire Union front for some distance. By chance, the position was not held by either side during the initial phase of the battle. Fortunately, the Chief of Engineers of the Army of the Potomac chanced on the site and realized its importance. He hastily commandeered two brigades of V Corps and ordered them to occupy the hill. At about the same time the Confederates realized the potential of the position, and Hood's "Texas" division dispatched troops to occupy the hill. It was a race of sorts, and the Union troops made it to the top minutes before the Confederates. A bloody hand-to-hand struggle ensued, with the Union eventually gaining control.

**Gettysburg (1-3 July 1863): Pickett's Charge.** On the final day of the battle at Gettysburg, General Lee realized that the battle would have to be won soon or it could not be won at all. He gathered together some 15,000 troops under General Pickett and pressed them forward against the center of the Union line. The Union troops, of II Corps, were well positioned, on the top of a considerable ridgeline, and poured a heavy fire into the advancing Confederates. This was answered by the Confederate batteries, but these were really too far away to make a serious dent in the Union position. Finally, a small contingent of the Confederates made it to the ridgeline and broke into the Union position, only to be driven back by some reserves. This action has been termed "the High Water mark of the Confederacy." It certainly was one of Lee's greatest tactical mistakes.

**Langensalza (27 June 1866): Prussian Rear-guard Defense.** During the *Seven Weeks War* (1866) Prussia and Italy attacked Austria and her South-German allies. The main theater of operations was in Bohemia, but, at the same time that the Prussians were conducting their campaign in Bohemia, they were also conducting operations in Northern, Central, and Southern Germany against Austria's allies, Hanover, Bavaria, and other petty states. The small Hanoverian army, realizing that they were badly exposed, wisely retreated southwards in an effort to join with the Bavarian Army and the VIII Austro-German Corps. At Langensalza, however, they were forced to give battle. The Hanoverians occupied strong positions and the Prussians were repulsed in several attempts to crush them. The Prussians then fell back, behind a small rearguard. The Hanoverian cavalry pursued — several Prussian squares were ridden down, and their batteries captured. This is the portion of the action depicted here. The Hanoverian victory was fruitless because the Prussians, although defeated, had managed to trap the Hanoverians between several rather strong forces. Soon after their victory at Langensalza, the Hanoverians surrendered.

**Worth (6 August 1870): The Struggle for the Niederwald.** The *Franco-Prussian War* (1870) was the final war for German unification. Worth was the first major battle of the war and set the pattern for the rest of the conflict. The terrain over which the battle was fought was amenable to a successful defense but at the southern flank of the French position was a badly exposed forest, the Niederwald. It was too close to ignore but not close enough to incorporate directly into the effective defense line which the French had established. A weak French division was assigned to hold the forest and the Germans prepared to attack it in an effort to flank the French main line. The battle which resulted was extremely bloody, with the Germans eventually having to commit two divisions. After nearly five hours, the French finally fell back. This resulted in a general retreat. The French had lost the battle, but tactically the Germans had come off second best.

**Mars-la-Tour (16 August 1870): The Attack of the Cavalry of the Imperial Guard.** Mars-la-Tour was one of the final French efforts to break out of the encirclement at Metz. The action was ferocious and German resistance was tenacious. Thinking that they detected a weakening in one portion of the German line, the French threw against it a brigade of the cavalry of the Imperial Guard and a division of

regular cavalry. The Prussians countered by throwing in a mixed force of light and heavy cavalry, supporting it with heavy infantry fire. The French charge was broken and their cavalry streamed back in considerable disorder. The battle ended in somewhat of a French rout.

*Plevna [20 July—10 December 1877].* Plevna was the focal point of the *Russo-Turkish War*. A small village dominating an important cross-roads in Bulgaria, it was occupied by a small Turkish army under Omar Pasha on 20 July 1877, hours before a Russian force was to have moved in. A series of battles raged around the town for the next six months, with the Russians losing far more men than the Turks. On 30 July, after considerable entrenching on both sides, the Russians attempted to storm the Grivitza Redoubt, covering the northeastern corner of the Turkish position. Some 30,000 to 40,000 Russians took part in the general assault, against 20,000 to 25,000 Turks, but at the redoubt proper only about 15,000 Russians were involved. The Russians stormed forward several times, each time being driven back by steady Turkish rifle fire. When they finally gave up, the Russians had lost 5,000 men and the Turks 2,000. A more serious effort to storm the town in September cost 15,000 Russian and Roumanian dead and 5,000 Turkish dead out of forces of 75,000 and 45,000 respectively. After this slaughter the Russians decided to starve the Turks out and gradually blockaded the entire position. On 8 November, General Skobelev, the most intelligent and original of the Russian generals, led a limited attack to clear the Turks off several small hills in the southern sector of the position. This was a well-planned, night action having limited objectives and the position fell rather quickly. Fully blockaded, the Turks attempted a breakout on 10 December with 35,000 fit troops against some 150,000 Russians and Roumanians. Their efforts failed with over 4,000 dead and they surrendered. The war itself dragged on for some months, but ended with both sides losing: the Turks territory and the Russians prestige.

*Tarapaca [28 November 1879].* During the *War of the Pacific* (1879-1883) Chile successfully defeated both Peru and Bolivia in a series of land and naval actions culminating in the taking of Lima in 1881. At Tarapaca, a small Chilean force of all arms was surprised and defeated in a hand-to-hand battle lasting about four hours, by a badly equipped Peruvian army composed entirely of infantry. This was one of the bloodiest battles of the Nineteenth Century, with fully 27% of the forces engaged becoming casualties. The Peruvian victory was, of course, fruitless as the Chileans were generally so superior that the war ended in a humiliating peace settlement.

*El Caney [1 July 1898].* During the *Spanish American War* (1898), the principal land operations were the landing in Cuba and the siege of Santiago. Neither of these was a particularly brilliant operation. At Santiago, however, the northern flank of the Spanish position was covered by a small blockhouse, surrounded by trenches and barbed wire. Some 500 Spanish troops held the place, equipped with magazine rifles. Fully 6,600 American troops (mostly equipped with single shot breechloaders) were sent off to take the place and the operation was expected to last no more than two hours. The Spanish resistance was not overcome for ten hours.

*Modder River [28 November 1899].* During the *Boer War* (1899-1902) the British Army uncovered numerous flaws in its fabric. Not the least of these was deflation of their considerable confidence, overblown by decades of fighting savage enemies with little concept of discipline. At Modder River, during the British drive to relieve Kimberly, some 10,000 British troops attempted to oust about 6,000 Boer irregulars from hastily fortified positions. Several frontal assaults were attempted, all ending in bloody failure. Finally the British broke off the action and settled down for the night. During the hours of darkness, the Boers mounted their ponies and rode away, permitting the British to claim a victory.

*South Africa [1900].* By the end of 1900 regular Boer forces had everywhere met with reverses. But guerrilla resistance proved more than the British could handle. This scenario depicts a Boer raid on a British supply column heavily guarded by both infantry and cavalry, with some artillery as well.

## [13.0] DESIGNER'S NOTES

Essentially, *Rifle and Saber* is built around the same design concepts as *Grenadier* (another SSG). A number of simplifications have been made, due to dissatisfaction with the *Grenadier* methods, and differences in the period.

The Sequence of Play has been changed to reduce the previously allowed Offensive and Defensive Fire Phases in each Player-Turn. The extension of unit's range due to the introduction of rifling gun barrels in the 1840's meant that there were no cases where a unit could "rush" the defenders without taking fire, when each side was using similar weapons. Thus it was possible to increase the effectiveness of the Combat Results Table, and eliminate firing outside of a Friendly Player-Turn.

One of the most important abstractions in the game that may help Players understand apparently unreasonable game mechanics is the constant presence of fire. Merely because no unit on the map may be engaging in fire does not mean that projectiles are not buzzing across the field of combat. Rather, there is simply no organized fire. Thus individuals within any unit are always engaging in haphazard, unorganized, and even unordered fire. Thus it is possible for units with breech-loading rifles to rush a muzzle-loading unit simply because the breech-loaders find it much easier to move and fire, and then keep reloading. This unorganized fire effectively pins the muzzle-loading unit, and prevents it from organized volley fire, the only way of stopping such a rush. This is because the men with the muzzle-loading rifle must stand to engage in any more than a single shot. The same tactic is not nearly as effective against an opponent with breech-loading rifles, since they may lay down and return fire, thus not being affected by the running fire of the rushing unit.

It is readily apparent that the Nineteenth Century witnessed an enormous technological acceleration in the personal firearms of the individual soldier, but little advance in the range or apparatus of artillery units, nor progress in cavalry doctrine. Only the machine gun was an innovation, and that had more potential than actual effect. Essentially artillery was still the same weapon as in the Napoleonic times, but the extension of the individual

man's weapon-range meant that artillery was comparatively less effective at long ranges, and infinitely more vulnerable. Only the cannister shooting was still devastating. This was less so than in the Napoleonic Wars, again because infantry no longer advanced in the dense columns or lines as in those wars.

It is quickly noticeable that the infantry units have large differences in Movement Allowance and Defense Strength. Essentially the differences are based on what might seem to be minor things. It is simply impossible for a man with a muzzle-loading rifle to reload while moving, while it is easier (though hardly easy) for a man with a breech-loader. Again, the fact that muzzle-loaders must be loaded in a non-prone position, for any rapidity of fire means that these units are much more vulnerable to fire. The late breech-loaders had faster reload mechanisms, and began to introduce multi-shot magazines, so their firepower is much superior to the early breech-loaders. The range increment is primarily a factor of training; as the century wore on, the various training programs began to include the novel idea of just how far the range of weapons could be used effectively. This was also abetted by the greater time to aim than was permitted by faster reload mechanisms. The concept of an individual soldier aiming his weapon was completely novel. Only the elite units ("sharpshooters") did this previously.

Even more than artillery, cavalry was at its low point in this period. All the armies had plenty of it, but no one quite knew what to do with it. Despite a tremendous variety of names and types among real units, essentially it boiled down to whether the mounted troops carried rifles and could dismount and use them or not. In game terms, the cavalry is useful only for a high-morale force, or to disrupt a particular position at great sacrifice to permit the infantry an easier advance.

This is somewhat ameliorated by the optional rules on Morale. This was truly the most important factor in hand-to-hand combat. As bloody as individual actions were in the Nineteenth Century (the bloodiest since the "no quarter" days of the Religious Wars), it was a rarity to see a defense to the death. Rather, units gradually lost men and became increasingly skittish, until it reached the point that men would gradually drift away, and units would no longer be able to sustain cohesion, i.e., they would simply permit the soldiers to be "ferocious" and to some extent ignore otherwise crippling losses. Much of this of course was in the eyes of the defender.

A portent of the future was the ability of units to field-fortify themselves, without using the natural terrain, such as woods and towns. Thus the Improved Position and Trench rules show this. It became quite effective in certain wars, especially the American Civil War. Still this was again a matter of promise rather than actuality.

The Nineteenth Century stands between two ages when the individual soldier was basically fodder. In Napoleonic times he was part of a moving mechanical mass which was usually destined to be shot to pieces by artillery that he himself could not touch. In World War I he was destined to become merely a cipher in the enormous casualties caused by the domination of siege warfare and the all powerful machine gun. Only in the Nineteenth Century in all the history of warfare with firearms has the individual soldier dominated the battlefield.



# Rifle & Saber

## [15.0] TURN RECORD CHART

1	2	3	4	5	6	7	8	9	10
---	---	---	---	---	---	---	---	---	----

11	12	13	14	15	16	17	18	19	20
----	----	----	----	----	----	----	----	----	----

---

### Rifle & Saber Errata as of 30 April 1973

As a result of post-publication playtesting, the following errata has been assembled to clarify and correct various errors or ambiguities in the original game components.

#### [1.1] GAME SCALE

Each hex in *Rifle & Saber* represents about 50 meters from side to side. Each unit type represents about 100-150 men, or four to six guns. Each Game-Turn represents five minutes.

#### [5.1] FIRE COMBAT

The reference to an HZ unit in the example paragraph was intended to read an MZ unit.

(G) Units may always fire into and through Occupied hexes (hexes containing Enemy or Friendly units) which are located on lower terrain than the firing unit. Thus units on

slopes may fire through ground-level Occupied hexes, but may not fire through other Occupied slope hexes. Regardless of elevation, units may never fire through *two* hexsides (or hexside junctions) of Woods or Village Blocking hexes.

#### [6.0] DISRUPTION

(C) *Retreat*. Disrupted units which retreat into Friendly occupied hexes become the topmost unit in that hex and as such are vulnerable to fire attacks previously allocated against that hex.

#### [10.1] MORALE

Disrupted units in a demoralized force are returned to an undisrupted state after the normal interval as detailed under [10.1] (B) Duration, if their force is subsequently raised to a normal or high Morale level.

#### [10.5] ROAD MOVEMENT (Optional)

(A) Units (not in the Road Movement Mode themselves) must stop upon entering any hex within the Road Movement Space of an *Enemy* unit. This is an additional restriction to those already described in the original Case (A) rule.

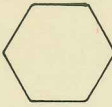






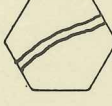
#### [11.1] Scenario #10

*Prussian*: (forces should read) (Blue): (a) 17 EB; 2 BA (b) 10 EB; 2 BA

#### [11.17] Scenario #17

*Special rules*: Limbers are only automatically eliminated if alone in a hex to which a Boer unit moves adjacent. Other British units stacked with the limber must be attacked normally.



[9.2] Terrain Effects Chart		
Terrain or condition	Movement Point (MP) Cost to Enter	Effect on Defense Strength (Fire and Shock)
 Clear	1 MP	Normal
 Village	1 MP	Tripled
 Slope and/or Woods	2 MP	Doubled
 Ridge Hexside	+ 1 MP	Blocks Fire; No Effect on Shock
 River	3 MP	Doubled
 River Ford	2 MP	Halved
 Bridge	$\frac{1}{3}$ MP*	Halved
 Road	$\frac{1}{3}$ MP*	NA
OPTIONAL RULE EFFECTS		
Assume Road Mode	+ 1 MP	Halved Regardless of other terrain
Leave Road Mode	+ 1 MP	Returns to normal
Working	NA	Halved
Improved Position	NA	Doubled
Trench	NA	Tripled

#### TERRAIN EFFECTS CHART NOTES

(\*) In the Standard Rules, units only use the Road Movement Rate if they are moving into a Road or Bridge hex through a Road hexside. When entering a Road or Bridge hex through a non-Road hexside, pay the movement cost dictated by the other terrain in the hex. When using the optional Road Movement Rule, a unit may only use the Road Movement Rate if it is in the Road Movement Mode; when not in the Road Movement Mode, the unit must pay movement costs and modify its Defensive Strength as if the Road or Bridge did not exist.

When a unit's Defense Strength is modified by terrain or Improved Position or Trenches, the total effect is resolved into one net figure (for example, if a unit were in a Trench in a Bridge hex, its Defense Strength would be halved and then tripled, resulting in a Defense Strength multiplication of  $1\frac{1}{2}$ ).

"NA" = Not Applicable; do not take this terrain feature into account for movement (or defense) purposes.



## [9.1] Combat Results Table

<i>Die Roll</i>	Probability Ratio (Odds) Fire Attack Strength-to-Fire Defense Strength								<i>Die Roll</i>
	1-3	1-2	1-1	2-1	3-1	4-1	5-1	6-1	
1	•	•	•	•	•	•	RD	E	1
2	•	•	•	•	RD	RD	RD	E	2
3	•	•	•	•	RD	RD	RD	E	3
4	•	•	•	RD	RD	RD	RD	E	4
5	•	•	RD	RD	RD	E	E	E	5
6	•	RD	RD	RD	E	E	E	E	6

Attacks at odds of less than 1-3 are treated as 1-3  
Attacks at odds greater than 6-1 are treated as 6-1

### FIRE COMBAT RESULTS EXPLANATION

• = No Effect.

RD = Defending unit retreats its full Movement Allowance and is then disrupted. If an "RD" is obtained against a unit which is already disrupted, the unit is eliminated instead. See Disruption and Retreat rule (6.0).

E = Defending unit is eliminated (immediately removed from play). If Defending unit is an undisrupted gun unit, the "E"

result is degraded to a "D" (no retreat) unless Shot fire is involved. If the Defending unit is an already disrupted gun unit, or if Shot fire is involved, then "E" result means elimination. See Fire Combat, Case H.

Remember, in Fire Combat (except Shot fire) only the topmost defending unit in a given hex may be fired upon and only that unit suffers the result. See Fire Combat, Case E.







# Rifle & Saber

TACTICAL COMBAT 1850-1900

Copyright © 1973 Simulations Publications Inc., New York, NY

