

Huzzah!

Examples of Play

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Narrated below are examples of play for the Huzzah! game system. The stories illustrate such key game principles as:

- Stragglers
- Fire
- Advance Fire
- En Passant Fire
- Morale Checks
- Charge
- Assault
- Minimum Fire Zones (MFZs)
- Command Control
- The Dispatch Radius (Custom Game)
- Campaign Game Game Turn Sequence

The components are from the Dark Woods, Dreadful Fields (aka Huzzah! Volume II) and do not reflect those in Huzzah, Volume I. Caveat: The examples are not necessarily representative of a sound battle methodology; they are for demonstration alone (though some tactics may be gleaned).

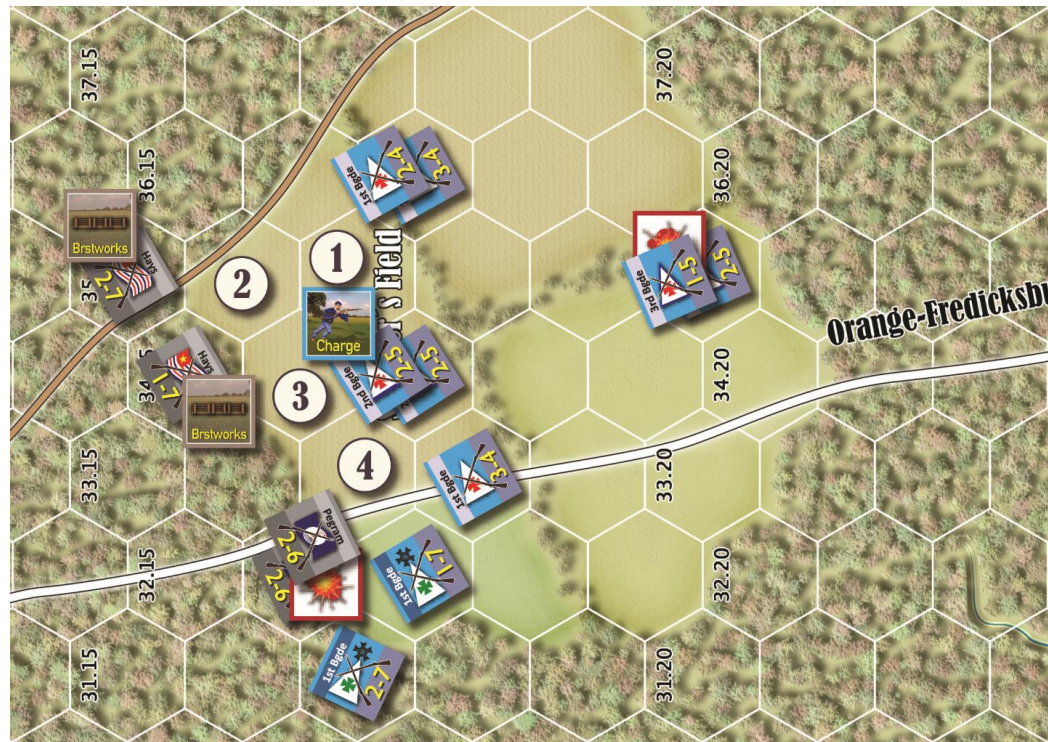
The observant player of Huzzah! Vol 1 will surely notice the differences in unit scale between the pieces herein and those provided in Huzzah! While here the units represent 2 or 3 regiments of a *brigade*, in Huzzah the units are *battalions* (roughly). The reader is advised to dispense with this distinction; merely viewing the pieces as units, or stacks of units, provide the equivalencies. Unit scale aside, the game principles are identical.

In the examples, assume that all units are in command. The key concepts reference specific rules by case and page number (e.g. x.x.x) in *Huzzah version 3.0* series rules.

Writer's note: I rolled the die for the combat and morale examples as I wrote them, so while the situations were contrived, the combat/morale results were not. These results may not be representative of what you will experience. Extreme rolls are always possible. The slightest change of luck will produce drastically different outcomes!

Some Tactics. The Yankee needs some subtle tactics in order to close with those breastworks. He starts with the stacked units of the 1st Brigade (2-4, 3-4). He attempts to draw fire from the 1-7 Hays unit by moving into hex 1. The rebel can fire two units at the 1st as units in breastworks

have an MFZ of 2 hexes (7.3, 9.1.6). However he declares that only the 2-7 will fire, wanting to save the 1-7 for the coming Charge. The 2-7 fires on the 12-15 line (2 sps x 1 for range, up four for Advance, Clear, firing from a breastwork (same as Abatis), and Density (Target Density Modifier on the Fire Line



Modifiers Schedule). The Rebel rolls a 4, which is a Disrupt. The Yankee attempts to take a hit in lieu of the Disrupt, rolls a four on the morale check, so takes the O hit. Place an Advance fire marker on the Hays 2-7 unit and an O hit under one of the 1st's units (assume the top 2-4 unit takes the hit, but either could take it).

The Yankee, feeling a bit feisty, pushes on to hex 2. The Rebels can fire again. He still holds Hays 1-7 fire, and elects to only fire the 2-7 unit. The fire line is resolved on the 8-11 line (2 sp x 2 for range, up four (Advance, Clear, Abatis, and Density) and down 2 (for the Advance Fire marker). The Rebel rolls a 4, which is another disrupt. The Yankee attempts to take another O hit checking morale using an Average Modified Morale of 3 ((4+3/2 rounded down). He's not so lucky this time, fails the check, so places the Disrupt.

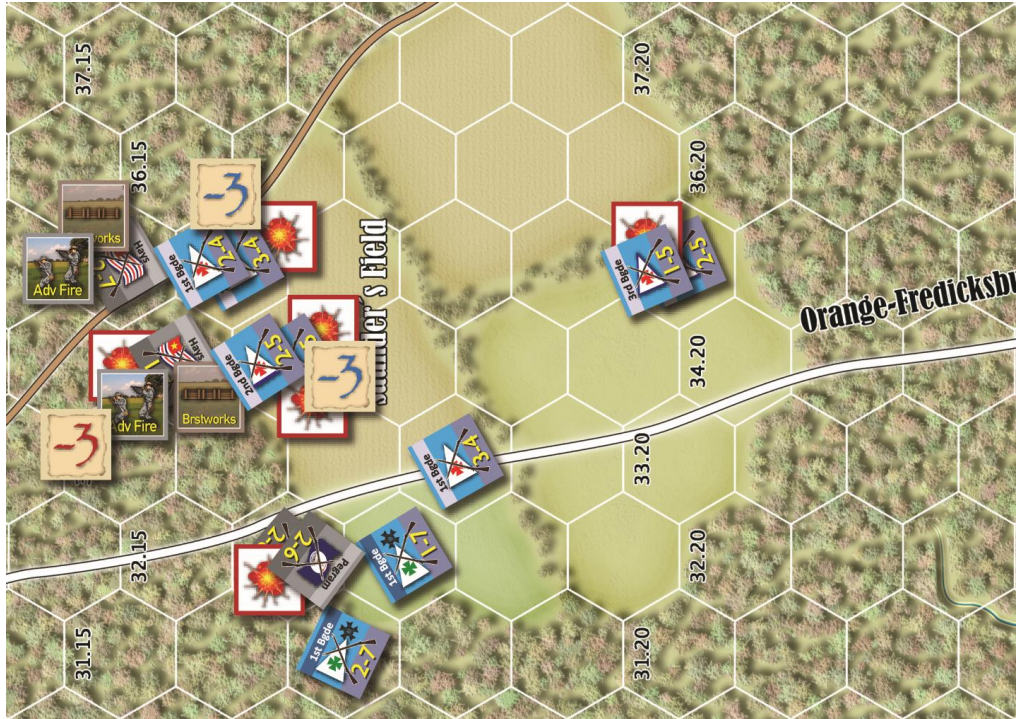
Now the Fun Begins. The two Charging 2-5 units advance to hex 3, triggering the 1-7's Advance Fire. The fire line is 12-15 (1 sp x 2 for range, up 4 (Advance, Clear, Charge, Breastwork/ Abatis). A five is rolled, which is a Disrupt. Since the stack is Charging it may automatically take an O hit, and does so (11.6.2). Place an Advance Fire marker on the 1-7. Now it can Pre-Assault fire at the charging stack (10.2). The fire line is 5-7 (1 sp x 2 for range, up 4 (see above) and down 2 for the Advance Fire marker). The Rebel rolls a 2, which is a hit. Place an O hit marker under the clean 2-5 unit and check morale using the Average Modified Morale of 4 (5 base morale -1 for the O hits). The stack receives a morale bonus of +1 for the Charge (11.1.13), modifying its morale to 5. Unluckily, it rolls a 6, and is Disrupted (it can't take the O hit in this case since only Disrupted Combat results allow that, see 7.5 bullet 2). The Yankee loses the Charge marker and places a Disrupt (11.6.1). The Assault begins. All rolls are simultaneous and must continue for 3 rounds unless one unit or the other Routs (10.1.20).

Round 1: The Yankees fire line is 2 (4 sps x 3, down 4 (disrupted is -3 and breastwork/abatis is -1). The rebels fire line is 3 (unmodified). Round 1 rolls : Yankees roll a 3 (disruption on the rebels); Rebels roll a 5 (NE). The Rebels attempt to take the O hit, and with a roll of 6, succeeds. Place an O hit under the 1-7.

Round 2: Fire lines have not changed. Yankee's roll a 4 (NE), Rebels roll a 4 (Disrupt). Flip the one O hit marker to the two side of one of the 2-5 units. Check the morale of the Yankee stack. The Average modified morale is 3 (3 (first unit's morale) + 4 (second unit's morale)/2, rounded down). The Yankee rolls a zero, so the stack survives for round 3.

Round 3: Fire lines have not changed. Yankee rolls a 1 which is a Disrupt on the Rebels. The Rebels roll a 5, which is a NE. This time the Rebs will take the Disrupt. Faced with 2 disrupted enemy stacks, the Rebel Player saves the O hit.

Now the error in the original facing of that 2-7 Iron Brigade unit becomes evident. It is the Rebel Small-Arms segment. Pegram can safely pivot to face that 2-7 unit menacing his flank and then fire at it (units can change facing once in a Small-Arms segment *before* it fires (3.1.1, (b)). This will preserve his flank against a potential assault. Compounding the Yankee error was

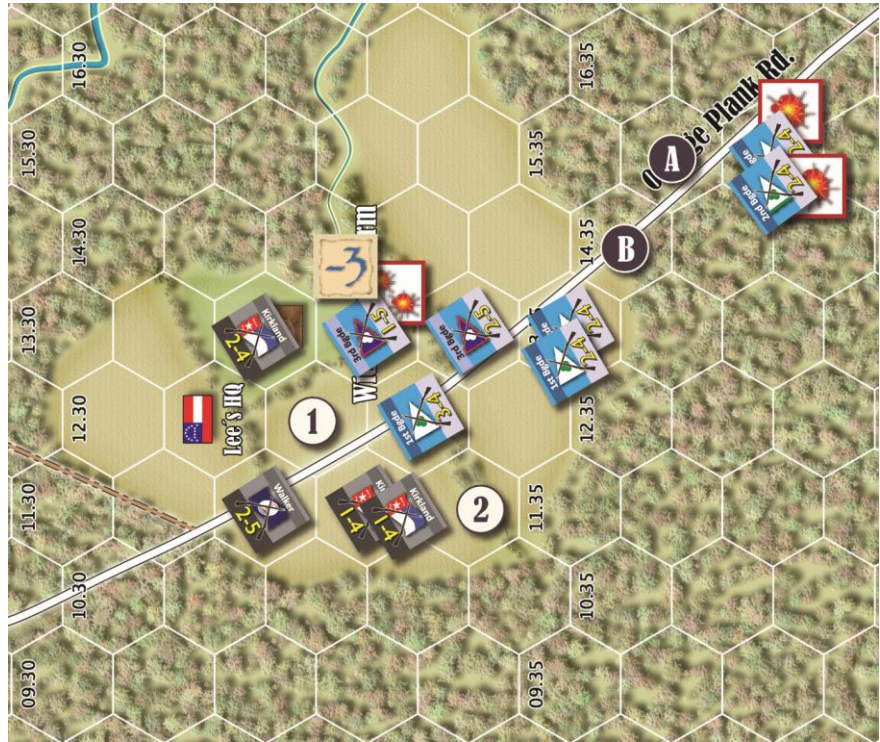


the failure of the first brigade's 3-4 unit to advance into hex 4. This would have created a bed of thorns for the Rebel. If Pegram had chosen to fire at the 3-4, then he wouldn't be able to change facing and fire in the Small-Arms segment. If he held his fire to make that facing change and fire, he would have been flanked by that same 3-4 unit. So the Yankee should have probably moved the 3-4 into hex 4 and taken his lumps (which was by no means a foregone conclusion). NOTE: That the 3-4 is ineligible to Charge, as two units must be stacked in a hex to do that (11.1.3).

Example 2, Stragglers (again), Assault, En Passant Fire

The Situation. Once again, it is the first USA Action Segment (g). The Confederates are outnumbered, but not decisively so, at least on the front line. Six strength points of Rebel square off against 10 Yankee SPs. However the 1-5 unit in the third brigade has 2 O hits and begins the segment Disrupted. The flaw in the Rebel disposition is the gap between the three units of Kirkland's Brigade. Still, Walker is poised to fill the line at the first opportunity. All in all, the Rebs appear to be in decent shape. Just entering the board is the 2nd brigade, but these have already begun to straggle. Staying on the road will give them a slightly better chance against succumbing to that annoying berry picking.

Stragglers, again. The stack of 2-4s advances to hex A. Their average base morale is 4 (remember, an Average Base Morale is never modified by O hits (13.1). They also subtract 1 from the roll for moving along a road (4.6.5). Unfortunately, the stack rolls a 7 (modified to a six for moving on a road). The stack pushes on, flipping the O hit marker to its two side for one of the units (player's choice as to which one). The stack now moves to hex B. Its Base Morale is still four. Unluckily, it fails its second Straggle check. If it continues on, the second unit will have its one O hit marker flipped to the two side. That's too much for the Yankee, so he elects to not move to B, but to remain in A. Looks like the second Brigade isn't going to be of much help, at least in this turn.



Getting Ready. The 1-5 unit of the 3rd brigade has the following choices: Rally, Move, or Fire. Firing will probably be a waste of a segment, and keep the line clogged with a near useless unit. While it has a not unreasonable chance to rally (its modified morale is 3 (5 - 2 O hits), it elects to exit Kirkland's EZoC opening the way for the 2-5 unit behind it. Kirkland's En Passant fire (9.3), while not certain, is tempting, with a shot on the 8-11 line (2 sps x 2 for range up 2 for a flank shot and clear terrain). However, doing that would place an Advance Fire marker and make any subsequent fire against the 2-5, sure to follow-up, less effective. Decisions...

Kirkland takes En Passant fire at the 1-5 and gets a Disrupt. Since the 1-5 is already disrupted, it flips to its reduced side and checks morale (7.5, **bullet 2**). Its new morale (reduced) is two. Since it is flanked, it will add 1 to the die (see **MORALE MODIFIERS SCHEDULE UNDER THE TERRAIN EFFECTS CHART**). It rolls, fails, and so, Routs. Place a Routed marker and retreat it 3 hexes. Place an Advance Fire marker on the Kirkland 2-4.

Now the 2-5 advances into the hex vacated by the routed unit. Kirkland can again fire, but now on the 3-4 line (2 sps x 2, up 2 for advance and clear, down 2 for the Advance Fire marker). It rolls a six, for a NE.

Now What? So far, the Rebs are more than holding their own. They've reduced and routed a unit, and though the shot against the 2-5 missed, they are hardly being pressed. The Yankees gaze dreamily at that hole in the rebel line, but how to exploit it?

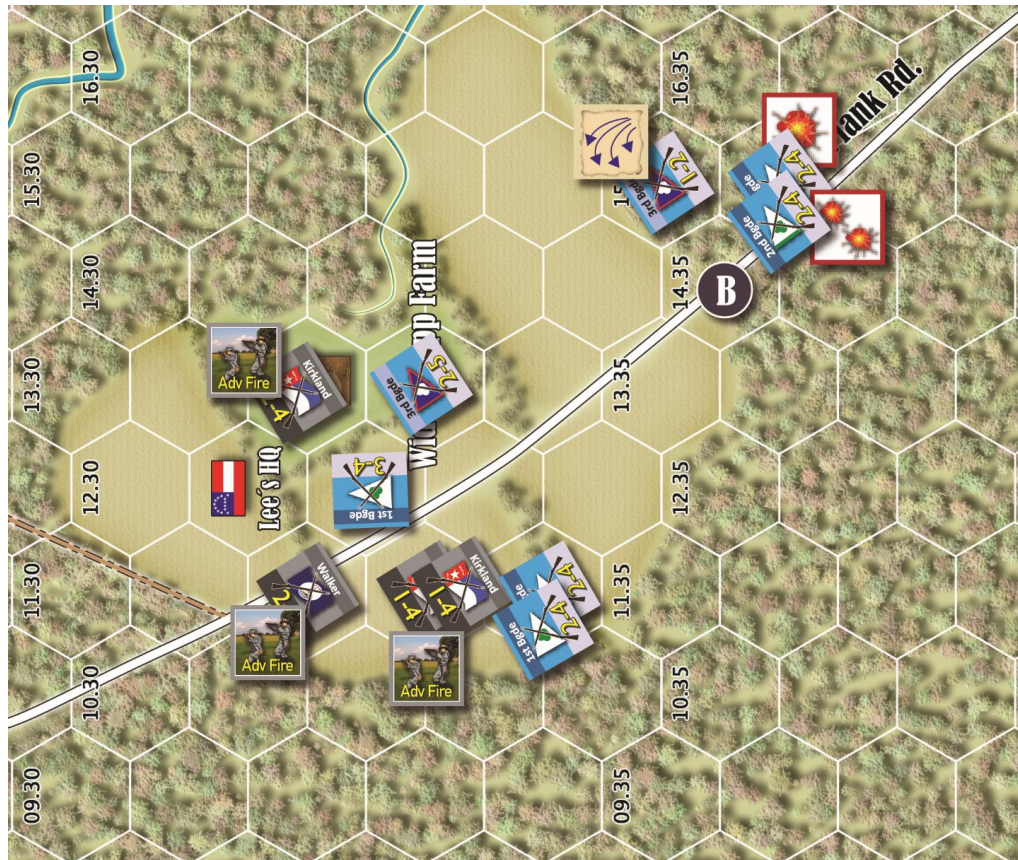
The Yankees start by moving the 2-4 stack of the first brigade to hex 2. The Kirkland stack of 1-4s is quick with its Advance Fire. The fire line is 8-11 (2 sps x2 for range up two for advance and clear). Although the chances for a hit is good on this table, there's also a 40% (6-9) chance for a clean miss. Which happens (the Rebs roll an 8). Place an Advance Fire on the 1-4s.

And now for Something Completely Sneaky. The Yanks decide to exploit the gap in the rebel line by advancing the 3-4 to hex 1. The 1-4s may En Passant Fire before the move, and do so on the 2 fire line (2 sps x 2 for Range, up 1 for clear, down 2 for the Advance Fire marker). They roll and gulp – another 8! The gods are not smiling on the South today.

Walker's 2-5 can now Advance Fire on the 3-4 after it enters hex 1. The fire is on the 8-11 line (you should have a good idea of the fire routine by now, so I'll dispense with the calculations from here). Another roll...another miss, with a 7 this time. Well the rebs are getting warmer. After the fire, the 3-4 re-faces to square up against Kirkland's flank (4.5.5). Place an Advance Fire on Walker.

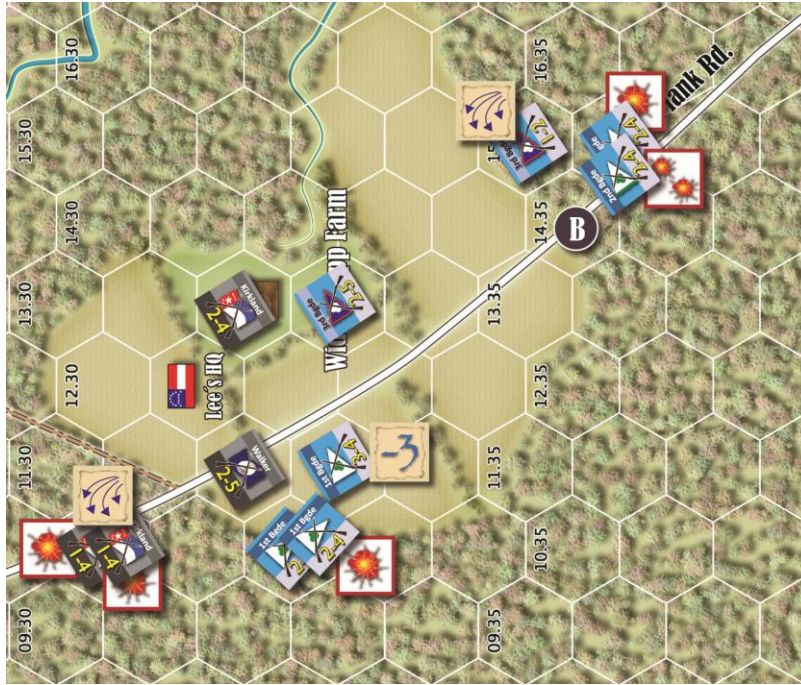
Kicking in the Door. It's now the CSA Small-Arms segment, but since the whole line has Advance Fired there's nothing to do. Remove all Advance Fire markers from the Confederates and proceed to the second USA Action Segment (m).

With no reason to wait, the 3-4 unit of the first brigade starts the show. The Yankee player announces an assault against the 1-4s. The Yankee fire line starts on the 8-11 table and is modified to the 12-15 line for the flank. The Rebs start on the 5-7 line, but since they are Disrupted by the flank assault, end up on the 1 line (10.1.9). Note, because the 1-4s are flanked they may not Pre-Assault Fire (10.2.3).



Round 1 Combat.
The Yanks roll a 3.

This causes another O hit. The rebels roll, you guessed it, an 8. Place a 1 O hit marker under the top Kirkland unit and check morale. The adjusted morale is 2 (the average modified morale is 3, -1 for being flanked). The stack rolls a 3. The second unit suffers an O hit as the stack Routs three hexes. The 3-4 enters the vacated hex and adjusts its facing to square against Walker (9.6.1, pg 12). Place a disrupted marker on the advancing unit. No En Passant Fire is allowed from Walker as this is advance after Assault (9.6.2, pg 12).



The 2-4 stack now enter the woods hex directly in front of it. Then it moves into the woods hex directly in the flank of Walker. It checks for Straggler, rolls a 7 so takes an O hit as it pushes forward, pivoting to place Walker in its front. So now the once formidable Rebel line has been shattered, with Walker, the lone reserve, flanked and outnumbered.

Example 3, Command Control, the Dispatch Radius (DpR), and Dispatches

Example 3.a – Basic Command Control

The Situation: Ewell is bracing for the Yankee onslaught. It is the CSA Action segment, so the Rebel player does a quick assessment of Ewell's Command.

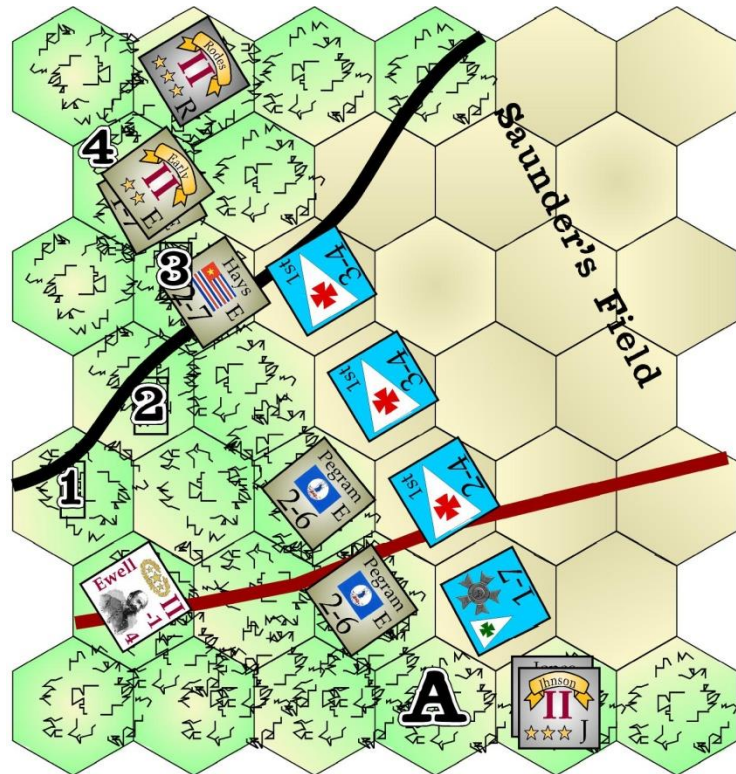
Determining Command: Ewell has a command radius of 4 (as do all Corps and Army Commanders).

Command can be traced through a maximum of 2 woods hexes. So tracing command from Ewell to Early follows this path:

- to hex 1. One of the allowable two woods hexes
- then along the road into hexes 2 and 3. Note that although hex 3 is an EZoC, the Hays unit negates it for command purposes.
- then into hex 4, the second of the allowable woods hexes.
- ***Early is in Command!***

Rodes is beyond the 4 hex command radius of Ewell. However he is in the Extended Command Radius (ECR) of Ewell (5 hexes, any terrain), so he is eligible to roll his command rating or less (3 or less) to be in command.

Note that Jones, while in the 4 hex Command Radius of Ewell, is Out of Command due to the EZoC in hex A. Jones will have to roll his Command Rating or less to be in command (provided he is in Ewell's ECR).

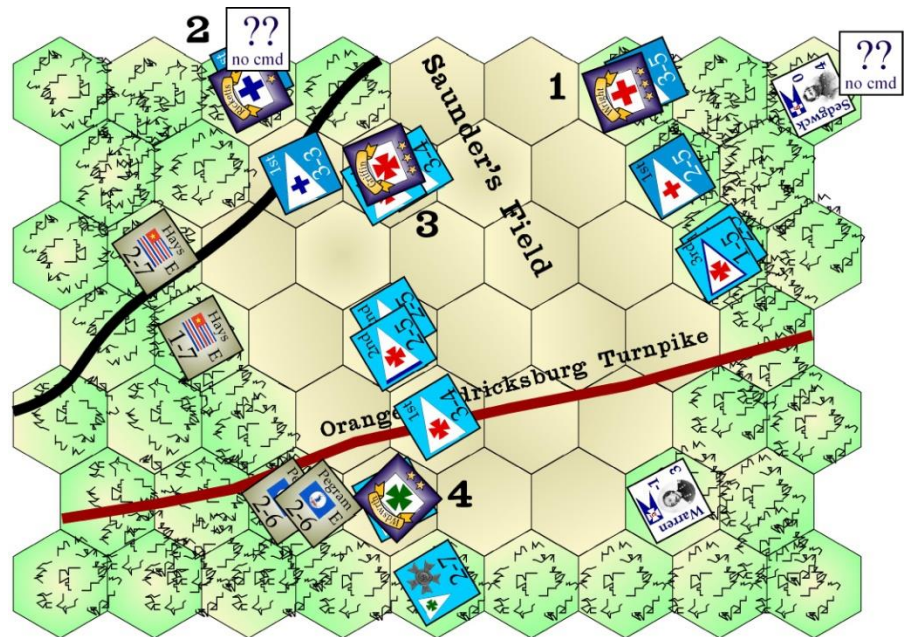


Example 3.b - The Dispatch Radius (DpR) Effects on Command Control, Custom Game Rules (Cu.8.2)

The Situation: It is the Game Turn Segment of turn 5. The Union player attempts to coordinate the assaults of Vth and VIth Corps. Unfortunately, the brutal Wilderness landscape determines otherwise.

The Game Turn Segment: Determining Corps Command: Warren (Vth Corps) is easily within the Dispatch distance to the Pike (3 hexes, no more than 2 of which may be woods). He is in Command the entire upcoming turn (even if he moves beyond DpR of the pike).

Sedgewick (VIth Corps) is beyond DpR of the pike. He is out of command the entire up-coming turn even if he subsequently moves within DpR of the pike.



USA Action Segment, Determining Divisional Command: It is now the USA Action Segment. The USA player determines his division command.

- **Wadsworth (4) (4th Division, 5th Corps)** is within the CR of Warren. He is in command. Any division unit within his CR (3 hexes, 2 woods max) is also in command.
- **Griffin (3) (1st Division, 5th Corps)** is beyond CR of Warren, but is within his Extended Command Radius (ECR) (5 hexes, all terrain). He may roll for command (die roll =< his command value, 3).
- **Ricketts (2) (3rd Division, 6th Corps)** is beyond ECR of Sedgewick. He is out of command and may not roll.
- **Wright (1) (1st Division, 6th Corps)** is within ECR of Sedgewick. He may roll for his command.

Note that a division leader's command status varies from Action to Action segment. A Corps leader's Command status is in effect for an entire turn; it is only determined during a Game Turn Segment.

Example 3.c – The Campaign Game-Turn Sequence

The Situation: The Yankees are closing in upon poor Widow Tapp. Only a failure of USA command may save her.

Game Turn Segment of the 3:00 PM turn: Hancock determines his command status for the coming 3:30 PM turn. He is stacked with Grant's Dispatch with a power of 4. His Command Value is 5. Add his Initiative Rating to this Value. Also add Grant's Dispatch. His final Command Value is 10 (5 + 1 + 4). A roll of 9 always places a CL out of command. Hancock rolls a 7, he is in Command. If Hancock had rolled a 9 he would be out of Command. However, any DLs within his Extended Command Radius would still be eligible to roll for command.

First USA Action Segment, 3:30 PM. The USA player checks for Divisional Command. Mott is within the CR of Hancock, so he is in Command. Gibbon is beyond this range, but he is in the ECR of Hancock. So he may roll for command.

The attached IXth Corps Division (Stevenson) is stacked with Hancock's 2nd Corps Dispatch. He may roll for command even though beyond the ECR of Hancock. He adds the power of the dispatch (3) to his command rating (1). So a command roll of 4 or less places Stevenson in command.

