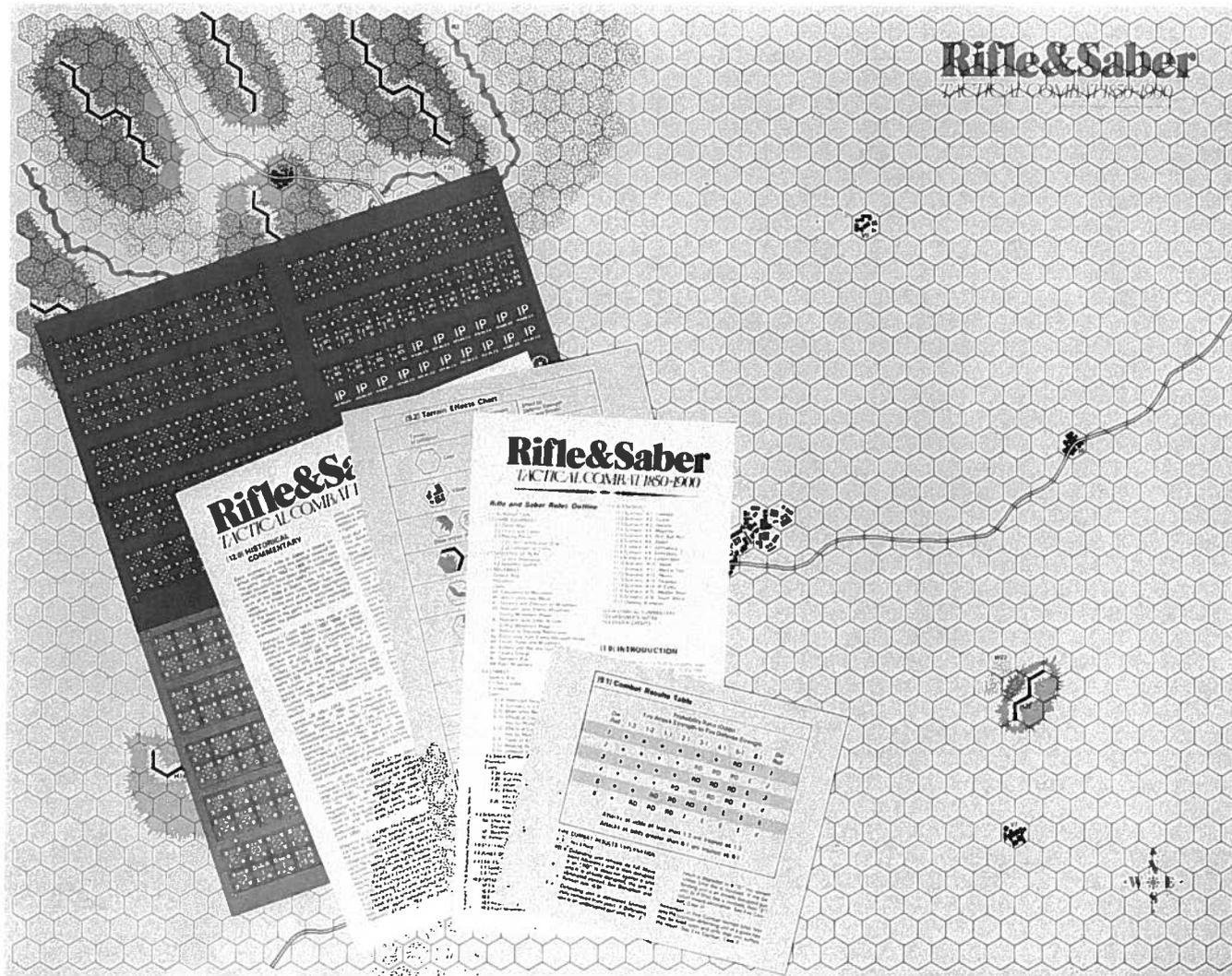


# Rifle & Saber

Tactical Combat, 1850-1900

- Morale rules
- Weapons characteristics
- 17 Scenarios



With the rifle and the saber, the nineteenth century individual soldier dominated the battlefield. Napoleon had employed armies as cannon-fodder. The soldier would again vanish in the trenches of the Great War. But, for the second half of the 19th century, uniquely, battles were contested by troops who carried the decisive weapon as their personal arms.

*Rifle and Saber* is a tactical simulation (company level) 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 significant wars of this period. Seventeen scenarios depict engagements at Bull Run, Shiloh, and Gettysburg (of the American Civil War), the battles of Worth and Mars-La-Tours (of the Franco-Prussian War), and other actions from the Boer Wars, the Sepoy Mutiny in India, the Spanish-American, and the Russo-Turkish Wars.

Based on *Grenadier* (another SSG) *Rifle and Saber* employs a simpler, more refined game system to simulate the more complex and deadlier nature of 19th century warfare. A 22" x 28" two-color mapsheet of various terrain is fought over by die-cut units representing muzzle and breech-loading

infantry and artillery, mounted rifles, cavalry, and early machine-gun units. The decisive factor of combat morale, as well as fire and shock combat, improved positions and entrenching, and the differing movement capabilities and weapon vulnerabilities of units are detailed in rules true to the nature of warfare waged with rifle and saber. Historical commentaries on the scenarios along with suggestions on how players may "factor" and create additional scenario games is also included.

*Rifle and Saber* is available (boxed) from Simulations Publications for \$6.00.