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**BS01 Ox Hill - Chantilly - September 1, 1862**  
(Scenario Benjamin Spicher)

**Historical Overview**

The stage is set, the battle lines are drawn, and you are in command. The rest is history.

**Staffing Notes**

**Union:** Isaac Stevens  
5 Command cards  
You move first

**Confederate:** Thomas J. Jackson  
5 Command cards

**Victory Conditions:**  
6 VP

**Special Rules:**

Remove the "Construct Fieldworks" command card from the deck.

Any Union unit that occupies one of the blue marked hexes, counts as one lost Confederate flag.

The INF on Confed left flank (with sloppy slouch hats and confed. badge), is defending against skirmishers from Germantown. It may battle but not move. Flags count as losses against this unit.

Infantry: Maximum range is 3 (4/3/2). Sabres are not counted as hits when targeting infantry. Instead, they reduce hits and flags (in that order). Subtract 1 hit/flag for every "sabres" rolled, due to wet powder. This does not apply if range = 1! Battling at close range is considered hand-to-hand fighting.

Artillery: Normal range. Sabres count as hits. Fields do NOT block LOS for artillery.

