

STORM OVER BELFORT, 1870–1871

103 DAYS OF RESISTANCE AGAINST THE PRUSSIANS

Storm over Belfort simulates the battle between the French defenders of the city of Belfort and the Prussian Army during the Franco-Prussian War between November 1870 and February 1871.

One player is in charge of the French forces commanded by Colonel Denfert-Rochereau (the French), and the other player controls the siege corps, commanded by Lieutenant General Udo von Tresckow (the Prussian).

1 - DESCRIPTION OF THE GAME

1.1 - THE MAP

The map represents the region of Belfort and is divided into numbered zones for the initial placement of the units.

1.1.1 - Zones

Certain zones have a numbered bonus that applies in defence **only**. If the zone also contains fortification or trench markers, only the bonus printed on the map applies.

Zones that only touch by an angle **are not** considered adjacent (12 and 14, for example). The off-map zone « Quartier général du corps de siège » (Siege Corps HQ) is only accessible during the operational movement phase.

A zone may only be occupied by the units of a **single** camp. Units of opposing camps may not be in adjacent zones, unless all the zones in question have a bonus (printed on the map, fortifications or trenches).

1.1.2 - Stacking limit

A zone may not contain **more than three** infantry battalions and one artillery unit (**Exception: Zone 1** may contain six infantry battalions and four artillery units). Reconnaissance companies, the French *Batterie Volante** and the Uhlans **do not count** toward this limit.

The stacking limit is **permanent**.

- A Prussian unit (infantry, Uhlans) cannot stack with battalions of a different division (coloured tile).
- Prussian field artillery regiments (CA-A) can only stack with battalions of their division.
- Prussian siege artillery units (without a coloured tile) and the CBPB can stack with any other battalion.
- The « Siege corps HQ zone » may contain an unlimited number of Prussian units in any mix of divisions.

1.2 - TIME SCALE

Each game turn represents two weeks of real time.

1.3 - UNITS

Each unit counter represents an infantry battalion (between 300 and 1200 men), an artillery detachment or regiment, or an Uhlans regiment.

* In his active defence logic, Denfert ordered the creation of a flying battery of four hippomobile rifled barrel canon that could quickly move from one point to another to generate confusion among the Germans.

The colour of the counter indicates the unit's nationality: blue for the French and beige for the Prussians.

All infantry battalions have two sides: one side in good order and the other side diminished. The Pioneers Battalion (CBPB) follows the same rules as the other infantry battalions.

1.3.1 - Infantry Battalion

BATTALION IN GOOD ORDER



BATAILLON DIMINISHED



- A battalion is in one of four possible statuses: in good order, diminished (all values reduced by 1, counter turned over to its diminished side), exhausted (all diminished values reduced by 1, an exhausted marker is placed on the counter), out of action (counter is removed from the map).



- The two Eclaireurs (Scouts) company counters represent autonomous, aggressive reconnaissance units. In terms of the game, these companies act exactly like battalions, but they only have one side and so only one step loss. They may be acquired only through the appropriate stratagem.



1.3.2 - Uhlans



The two Uhlans units (RUR) follow the same rules as the infantry battalions, but they cannot enter a zone containing trenches or a defence bonus. They cannot attack a zone containing a fortification marker (they can defend themselves there, however).

1.3.3 - Artillery units



The artillery is divided into field artillery and heavy artillery.



- **Back side:** firepower (black number: field, red number: heavy).

- **Front:** unit used (number 0).

Field artillery may fire a distance of up to **2 zones**. Heavy artillery may fire up to **3 zones**. French artillery units may increase their range by one zone if they are in **zone 1**. In this case, they suffer a penalty of **-1** during the fire or counter-battery roll. The Prussian artillery cannot fire farther than a **zone +1** because it did not engage in indirect fire.

Example: it is impossible to fire from zone 13 to zone 3, however, it is possible to fire from zone 12 to zone 3.

Artillery units may fire, counterattack or engage in defensive fire (field artillery and batterie volante only).

The artillery units may only fire if they are in forts (zones 1, 2, 3 and 8, French only) or in a zone containing a fortifications marker. (These are sites prepared for the artillery being organised into a battery).

Exception: the French *Batterie volante*



may even fire from a zone with no fortification marker if it has at least one battalion.

The unit ART FORT (fortress artillery) and the units initially placed in zone 1 cannot leave it during the game. A French artillery unit that enters zone 1 during the game may not leave it.



1.3.4 - List of abbreviations

Garrison

- 35 RM: 35th Régiment de marche (Marching Regiment)
- 3 BM: 3rd Battalion de marche (Marching Battalion)
- 45 RL: 45th Régiment de ligne (Line Regiment)
- 84 RL: 84th Régiment de ligne
- 57 RP: 57th Régiment provisoire (Provisional Regiment) (National Mobile Guard of the Haute-Saône)
- 16 RP: 16th Régiment provisoire (National Mobile Guard du Rhône)
- 65 RP: 65th Régiment provisoire (National Mobile Guard du Rhône)
- GNS: National Sedentary Guard
- GM HR: National Mobile Guard du Haut-Rhin
- 4 BM HS: 4th Battalion de marche (National Mobile Guard de la Haute-Saône)
- GM S & L: National Mobile Guard du Saône- & -Loire
- GM V: National Mobile Guard des Vosges
- 7 RA: 7th Régiment d'artillerie (Artillery Regiment)
- 12 RA: 12th Régiment d'artillerie
- ART HR: National Mobile Guard artillerie du Haut-Rhin
- ART HG: National Mobile Guard artillerie de Haute-Garonne
- ART FORT: Artillerie de forteresse (Fortress Artillery)

Siege Corps

- PLR 14/21: Combined Pomeranian Landwehr Regiment # 14/21
- PLR 21/54: Combined Pomeranian Landwehr Regiment # 21/54
- MRI 67: Infantry Regiment of Magdeburg # 67
- PLR 26/61: Combined Pomeranian Landwehr Regiment # 26/61
- PLR 61/66: Combined Pomeranian Landwehr Regiment # 61/66
- RUR: Uhlan Regiment Reserve.
- OLR 1/3: 1st combiné Prusse orientale (Combined Eastern Prussian) Landwehr Regiment# 1/3
- OLR 43/45: 1st combiné Prusse orientale Landwehr Regiment # 43/45
- WLR 7: Prusse occidentale Landwehr Regiment # 7
- SLR 10: 1st Silesian Landwehr Regiment # 10
- NLR 47: 2nd Basse-Silésie (Lower Silesian) Landwehr Regiment # 47
- NLR 50: 3rd Basse-Silésie Landwehr Regiment # 50
- SHLR 84: Schleswig-Holstein Landwehr Regiment # 84
- CA-A: Combined artillery detachment
- MFAR 4: Detachment of the 4th Siege artillery regiment of Magdeburg
- Gold: I. Division reserve
- Green: Detachment of the IV. Division reserve
- Red: Detachment Debschitz
- Colourless: Siege artillery

2 - INITIAL DEPLOYMENT

All infantry units are on their « in good order » side. The French deploys first.

2.1 - FRENCH

ART FORT and at least two battalions: **zone 1**.

All the other units in zones 2 to 12. But zones 2, 3 and 8 **must** contain an artillery unit and at least one battalion.

Zones 4, 7 and 9 receive a fortification **marker**.

2.2 - PRUSSIAN

All the units of the I. Division reserve and the 3RUR in the zones adjacent to the map's edge. The Prussian also places a fortification marker in zones 31, 32 and 47.

3 - SEQUENCE OF PLAY



Each game turn is composed of several phases.

A. Initiative

B. Resource points for the turn

C. Drawing of one or two stratagems

D. Operational movement

E. Artillery bombardment

F. Alternating activation of the infantry units

- Movement (player A)
- Defensive fire (player B)
- Attack (player A)

G. Reorganisation

4 - INITIATIVE

The French player has the initiative on the **first two turns**, then the Prussian does until the end of the game.

5 - RESSOURCE POINTS

Resource Points (RP) are used to activate the infantry battalions on their offensive side, to dig trenches, construct fortifications and bring back to full strength battalions that are diminished, exhaus-

ted or out of combat. They simulate the resources (supply, munitions, reinforcements) that the belligerents are able to muster up and throw into the battle.

5.1 - NUMBER OF RP



The French player receives **5 RP** each turn.

The Prussian player receives **8 RP** each turn.

It is possible to hold on to **1 or 2 RP** per turn with maximum **10 RP** available at the end of phase B.

Any additional RP are lost. Certain stratagems provide additional RP (always limited to 10 RP), while others take some away.

At the beginning of the turn, if the French only occupies zones 1, 2, 3 and 8 (or fewer), he automatically receives **4 RP** per turn until the end of the game (even if he acquires other zones thereafter).

At the beginning of the turn, if the Prussian has not completely surrounded Belfort – he does not occupy a continuous line of adjacent zones such that the French units have no access to the edge of the map – the French player receives an additional **1 RP**.

5.2 - USE OF RP (SEE 10)

- Purchase a Stratagem counter (Phase C): **1 RP or 3 RP**.
- Put the battalions on the offensive (battalions in good order or diminished only) in one zone (Phase F): **1 RP**.

- **French**: construct fortifications in one zone maximum containing at least 1 battalion (regardless of its status) (Phase G): **1 RP**



- **Prussian**: construct fortifications in two zones maximum containing at least one battalion (regardless of its status) (Phase G): **1 RP** per Fortification. If the CBPB is in a zone in which it is possible to construct fortifications, the limit becomes 3 zones.

- **Prussian**: dig trenches in a zone adjacent to a zone containing at least 1 battalion (regardless of its status) (Phase G): **2 RP or 1 RP** if the CBPB is present in the zone

- Raise by one level the status of **three** diminished or exhausted battalions (Phase G): **1 RP**.

- **Rebuild** a battalion put out of combat during a previous turn (Phase G): **1 RP**.

6 - DRAWING OF STRATAGEMS



The six stratagem counters of each player are placed in an opaque container. Each player draws at random a stratagem counter of his colour for free. After both players have looked at their first stratagem, the French may purchase a second stratagem counter of his choice for **1 RP**. The Prussian may then spend **1 RP** for a second stratagem counter drawn at random or he may choose a stratagem for **3 RP**.

Players may not keep in hand **more than two** stratagem counters.

6.1 - USE OF STRATAGEMS

6.1.1 - Each counter has two sides

- **Black letter**: reusable stratagem. Once played, the counter is returned to the container and is available for the following turns.
- **Red letter**: single use stratagem. Once

used, the counter is removed from the game and the reusable stratagem on the other side is also lost.

- Only one side of each counter may be used during the turn (i.e. two stratagems maximum).

6.1.2 - Description of stratagems

The table indicates when the stratagem may be played and describes its effects (See Table of Stratagems, page 14).

6.2 - STRATAGEMS NOT USED DURING THE TURN

Each player may keep a stratagem counter that is not used at the end of a turn for the following turn. In this case, the player may not purchase a second stratagem counter. Otherwise, the unused stratagem(s) are discarded at the end of Phase G.

7. OPERATIONAL MOVEMENT

7.1 - PRUSSAEN

The Prussian performs his operational movement first, even if he doesn't have the initiative. The Prussian may move units in and out of the Siege Corps HQ zone.

Battalions that come from the Siege Corps HQ zone may be placed in any zone adjacent to the edge of the map. The entry zone must not be adjacent to a zone occupied by a French unit, unless it contains a fortifications marker. Only the battalions present on the map can become offensive. The Prussian may also move any unit present on the map from a zone not adjacent to a zone occupied by the French. Neither the zones the unit crosses, nor its arrival zone may be **adjacent** to a zone occupied by the French, unless the zones in which the movement occurs contain a

fortifications marker or a defence bonus. Stacking limits are verified **at the end** of these movements.

7.2 - FRENCH

The French may also transfer units from **zone 1** to adjacent zones and vice versa. The stacking limit is verified at the end of these movements.

8 - BOMBARDMENT

During this phase, the players may activate their various artillery units to bombard or engage in counter-battery fire. Bombardment and counter-battery are optional.

The Prussian is the first player to designate one of his artillery units to perform the bombing.

A unit may only bombard or counterattack if it is in a zone containing a fortifications marker or in zones **1, 2, 3** and **8** (French only).

Prussian heavy artillery may only bombard zones **1, 2, 3, 7, 8** and **9**.

8.1 - PROCEDURE

- The bombarding player chooses which unit fires and which zone is targeted. A zone may be bombarded more than once per bombardment phase.
- The other player may decide to counterattack with one of his own artillery units that hasn't fired yet this turn.
- Only the heavy artillery units may counterattack the heavy artillery bombardments. Field artillery (if it is within range) and heavy artillery can counterattack field artillery.
- The player who counterattacks rolls **1D6** and checks the result on the counter-bat-

tery table. He turns the artillery unit on its used side; it cannot fire again this turn.

- The player who bombards rolls **1D6** on the bombardment table, taking into account any penalties caused by the counter-battery and/or fire on a zone already bombarded this turn, any heavy artillery bonus, penalty for long-range (French only), close-range bonus (bombarding an adjacent zone, heavy artillery only) and any bonuses or penalties caused by the stratagems. He applies the results. He turns the artillery unit on its used side; it cannot fire again this turn.

- The player who has not bombarded may choose to activate one of his unused artillery units to bombard. Players alternate bombardments in this way. A player may decide at any moment to stop bombarding. The other player may continue as long as he wishes and as long as he has unused artillery units.

8.2 - RESULTS

Each hit indicates a level of disorganisation to apply to the battalion(s) present and the Uhlans in the target zone. Bombardments have no effect on reconnaissance companies and the artillery.

8.2.1

If there are several hits and only one battalion in the zone, all the hits apply to this battalion. Artillery cannot put an infantry bataillon out of combat. If a battalion is put out of combat, it is considered exhausted instead. If there are still hits to be allocated, they are lost.

8.2.2

If there are several hits and several batta-

lions in the zone, apply one hit to each battalion before applying a second one to any battalion. (*Note: it is not permitted to sacrifice one battalion to spare the others*).

8.2.3

If the zone contains a fortifications or trenches marker, that marker takes the second hit. If the zone contains a fortifications marker **and** a trenches marker, **only one** marker is affected.

8.2.4

If the zone contains a **+1** defence bonus, this indicates that the bombardment's number of hits is reduced by 1. If the zone also contains fortifications or trenches markers, **only the bonus** printed on the map applies.

8.2.5 - Special case

Zones 1, 2, 3 et 8 (forts and Belfort citadel). If one of these zones is targeted, and if the bombardment produces a number of hits **less than** the defence bonus, nothing happens.

If the bombardment produces a number of hits greater than or equal to the defence bonus, it suffers the same number of hits as the bonus and a **Damaged fort -1** marker is placed in the zone.



If a later bombardment on the already damaged zone 1 produces 4 hits or more, place the **Damaged fort -2** marker on it.



Zone 1 will maintain a +3 in defence until the end of the game.

9 - ACTIVATION OF BATTALIONS

Players activate the battalions present

on the map, alternating zone by zone, by spending RP, starting with the player with the initiative.

When a zone is activated, the battalions may move and combat. The same zone and/or the same battalion may be activated several times in the same turn.

9.1 - MOVEMENTS

The active player spends **1 RP** and places



his camp's Offensive units marker on the infantry units present in a zone (it is possible not to activate all the units of a zone).

These units may then move without restriction on the map, always respecting the stacking limits. They are not required to move together (but a single attack is possible per activation).

When they are in a zone **adjacent** to enemy unit(s), they must stop the movement unless this zone is occupied by friendly units and the stacking limit is not exceeded.

9.1.1 - Exchange of units

It is possible, for the cost of a normal activation (**1 RP**), to exchange one battalion for another present in an adjacent zone if both zones contain a fortification or trenches marker and/or a defence bonus.

9.1.2 - Movement of other units

Artillery units may be moved independently or with the infantry units present in the same departure zone during the latter's activation.

If they move independently, the activation is free but it replaces the activation of battalions (and play is passed to the other player).

Movement limits are the same as for battalions, but the artillery units **may not** end their movement in a zone free of friendly infantry units that is adjacent to a zone containing enemy infantry.

Reminder 1 : artillery units may only fire if they are in forts or behind a fortification.

Reminder 2 : rule 1.1.1 applies. A passive unit in a zone with no defence bonus, fortifications or trenches, that finds itself adjacent to an active unit at the end of the latter's movement must immediately retreat after having engaged in defensive fire on column **1-3** (see 9.2.2).

9.2 - DEFENSIVE FIRE

The inactive player may engage in defensive fire against the offensive battalions with all the units present in the zone the offensive player designates as the attack's objective.

9.2.1 - Procedure

- The inactive player calculates his firepower by adding up the fire values of his infantry units present in the attacked zone. He may also decide to trigger an artillery barrage if one or more of his unused field units are within range. In this case, he adds the firepower of these artillery units then turns them over.
- The inactive player rolls **1D6** on the Fire Table and immediately applies the result to his offensive units.
- Each hit indicates a level of disorganisation to apply to the offensive battalion(s) present in the target zone (any inactive battalions do not suffer losses).
- If there are several hits and a single battalion in the zone, all the hits are applied to this battalion. If the battalion is

taken out of combat and there are still hits to be allocated, they are lost.

- If there are several hits and several battalions in the zone, one hit must be applied to each battalion before applying second one to a battalion

(Note : it is not possible to sacrifice one battalion to spare the others).

- Exhausted battalions cannot participate in the attack and remain in place. Out of combat battalions are removed from the map.

- Defence bonuses for the target zone (trenches, fortification and zone bonuses) **do not apply** because the assailants attack out in the open.

9.3 - ASSAULT (ATTACK)

9.3.1 - Overview

An attack may only be launched by infantry or cavalry units from a single zone against the units defending a single adjacent zone.

It is not possible to combine units of two different zones during an attack.

Only diminished units or units in good order may launch an attack. The attack is never obligatory (offensive units may simply decide to retreat if their losses following defensive fire make the attack too dangerous).

9.3.2 - Procedure

- **Magnitude of the combat** : add up the number of battalions present in attack and in defence. Artillery units and scouts do not count. This number determines the column on the Attack table.
- The attacker adds up the attack values of the engaged battalions. The defender adds up the defence values of the attacked units. The difference between these

two numbers is the bonus or penalty to apply during the attacker's **1D6** roll. The bonus cannot exceed **+4**, and the penalty cannot exceed **-4**.

9.3.3 - Results

The results, in number of hits, are applied immediately.

The attacker applies all the hits to his offensive units.

The defender applies the first hit then, if the zone contains fortifications or trenches, they take the second hit and the marker is removed.

If the defender's zone contains a defence bonus **+1**, this indicates that the attack will be reduced by one hit. If the zone contains a defence bonus **+2**, two hits, bonus **+3**, three hits fewer after the the initial hit. If the zone has a bonus of **+4 or +5** (zone 1), no hit is applied, not even the first.

The attacker wins on a die roll + bonus/ - **penalty of 6 or more**.

The defender wins on a modified die roll of **5 or less**.

The loser **must** retreat.

- If it's **the attacker**, his units retreat as many zones as he wishes as long as his units are no longer adjacent to a zone occupied by the defender at the end of his retreat movement. The offensive units rendered exhausted by the defensive fire must also retreat at this point. The units may end their retreat in different zones.

- If it's **the defender**, his units must retreat as many zones as he wishes as long as his units are no longer adjacent to a zone occupied by the enemy. Any fortifications or trenches are **destroyed**. If an artillery unit is present, the canons are abandoned and the unit is permanently removed from the

game. If the retreat movement leads to over-stacking, the defender's units that participated in the combat continue their retreat movement until the zone where the stacking limits can be respected (this is the only situation in which the stacking limit may be exceeded during movement). The attacker **must** occupy the attacked zone, freed by the defender, with all the units that participated in the attack (not the units exhausted by defensive fire). If the defender retreats several zones, the attacker is nevertheless required to stop in the zone occupied by the defender at the beginning of the combat.

- It is **impossible** to retreat to a zone **occupied** by the enemy. It is possible to retreat off the map. The unit is taken out of combat (Prussian) or removed **definitively** from the game (French). If the retreat is impossible, the concerned units are definitively removed from the game.

- Remove the Offensive Units marker

- **Important!** Don't forget rule 1.1.1.: units in zones with a defence bonus (including fortifications or trenches) may be adjacent to enemy units (themselves in a zone with a defence bonus). Thus, the retreat movement may stop in a zone with a defence bonus, even if this movement leaves the concerned units adjacent to enemy units at the end of the activation. Inversely, if passive units located in a zone with no defence bonus become adjacent to enemy units after an attack on the latter, they must also retreat. Finally, after an attack, if the offensive units must occupy a zone with no defence bonus that is adjacent to a zone with a bonus and occupied by enemy infantry units, advance after combat is impossible.

9.4 - OTHER SITUATIONS

9.4.1 - Activated units leaving a zone adjacent to the enemy

Units in a zone **adjacent to one or more** zones occupied by enemy infantry units at the time of their activation may leave this zone for a non-adjacent zone. In this case, they come under defensive fire on column **1-3** regardless of the fire power of the concerned enemy units. The defence bonuses of the departed zone (trenches and terrains) do not apply because the activated units have left their entrenchments and carry out their movement in the open.

9.4.2. Active player's non-activated units that are adjacent to the enemy

If there are one or two non-activated friendly battalions in a zone adjacent to a zone occupied by enemy units, it is possible for one or two activated battalions to cross this zone to launch an attack, respecting the stacking limits. In this case, the inactive battalions present in the zone **do not participate** in the attack but **must** retreat with the attackers if they fail.

ACTIVATION EXAMPLE

The Prussian spends **1 RP** to activate the 1, 2 and 3/PLR 14/21 who are all in good order in zone 17. He decides to attack zone 7 defended by the 1/35RM (diminished) and a Scouts company. Zone 7 contains a fortifications marker.

The three Prussian battalions advance on zone 18 triggering defensive fire. The French adds up the fire power of his units (**2+1**) to which he adds the artillery barrage of the 2/12 RA in zone 1. **Total: 6**. The French rolls a **3** and checks the result on column "6" of the Fire table. The Prussian battalions take a hit. The 3/PLR 14/21 is turned to its diminished side.

The Prussian battalions move to attack. This

attack will have a magnitude of **4** (three German battalions, one French battalion. The company of scouts does not count) and will be resolved in **column 4** on the Assaults Table. The Prussian has **8 attack points** (3+3+2), and the French has **4 defence points** (3+1). The difference is therefore 4 in the Prussian's favour who receives a maximum bonus of **+4**. He rolls a **2 on the die**, added to the 4 for a final result of **6**. The French receives **2 hits**. The first hit is taken by the company of scouts who are taken out of combat and removed from the game. The second is taken by the fortification which is also removed. The Prussian also takes two hits which are allocated to the 2/PLR 14/21 (now turned to its diminished

side) and the 3/PLR 14/21 which receives an exhausted marker. The Prussian is victorious in the attack. The French must retreat. The 1/35RM retreats to **zone 1**. The 1/35RM may stop its retreat movement since zone 1 has a defence bonus and there is no over-stacking (only two other battalions already present). The three Prussian battalions cannot occupy zone 7 since it is **adjacent** to zones occupied by the French (see 1.1.1). It's the French player's turn, but he doesn't want to launch an activation. The Prussian passes too. It's the end of Phase F.



9.5. The defensive player then joueur offensif

A player may choose to pass. If both players pass, one after the other, phase F ends.

9.6 - SPECIAL CASE FOR ARTILLERY UNITS

If an artillery unit is **alone** in a zone that is attacked, no die roll is required; it is **automatically** and definitively eliminated (cannons destroyed). The offensive units advance into the newly conquered zone.

10 - REORGANISATION

10.1 - OVERVIEW

The artillery units are turned over to their unused side.

The players may spend any remaining resource points to reorganise their units.

10.2 - REHABILITATING A UNIT BY ONE STATUS LEVEL

For **1 RP**, three battalions may be rehabilitated one level (from exhausted to diminished or from diminished to good order). These battalions cannot be in a zone adjacent to a zone occupied by enemy units unless they are in zone 1. A battalion cannot be rehabilitated **more than one level** per turn.

Up to **four Prussian** battalions may be freely rehabilitated one level if they are in the « Siege corps headquarters » zone.

10.3 - RETURNING A UNIT TO THE GAME

For **1 RP**, an out of combat battalion can return the game. Reconstructed Prussian battalions are placed in the « Siege corps headquarters » zone, and French

battalions are placed in **zone 1** (exceeding the stacking limit prohibits the unit from returning to the game). The reconstructed battalion returns in good order if Prussian and diminished if French.

10.4 - FORTIFICATIONS

For **1 RP**, it is possible to construct fortifications. The construction zone must contain at least one infantry battalion, may not be adjacent to a zone occupied by the enemy unless the construction zone contains a **+1** bonus or a trenches marker. Defence bonuses are not cumulative (zone bonus or trenches bonus + fortification bonus = +1). There cannot be more than one fortifications marker and one trenches marker per zone. It is possible to replace the fortifications destroyed during the turn. It is not possible to construct fortifications in zones 1, 2, 3 and 8. It is only possible to construct **two** fortifications per turn (for 2 RP), unless the **CBPB** is in one of the construction zones, in which case the limit becomes three (for 3 RP, Prussian only).

10.5 - TRENCHES

For **2 RP**, it is possible to dig trenches (Prussians only) in a zone adjacent to a zone containing at least one battalion. The zone where the trenches are dug can be adjacent to a zone occupied by the French. The cost is reduced to **1 RP** if the **CBPB** is the battalion digging the trenches. A trenches marker is then placed in the zone. There cannot be more than one trenches marker per zone. It is possible to replace destroyed trenches during the turn. It is not possible to dig trenches in a zone with a defence bonus. On the fol-

lowing turn, if a French battalion enters the concerned zone before a Prussian battalion occupies it, the marker is removed. Digging trenches is the only way to approach French forts while exposed.

10.6 - REINFORCEMENTS (PRUSSIAN ONLY)

The reinforcements arrive in the « Siege corps headquarters ».

- **Turn 1** : all the units of the IV. Division reserve detachment, except the 2/OLR 1/3 (and the 3RUR deployed in the initial placement)
- **Turn 2** : all the siege artillery units and the CBPB
- **Turn 4** : all the units of the Debschit Detachment
- **Turn 6** : 2/OLR 1/3.

10.7- USE OF STRATAGEMS

Used in phase G beginning with the player who has the initiative. The stratagems that have not be used are **discarded** (unless the player wants to keep one).

11 - VICTORY CONDITIONS

11.1 - AUTOMATIC VICTORY AT THE END OF THE TURN

If the Prussian occupies zones **2, 3 and 8**.

11.2 - VICTORY AT THE END OF TURN 7

Add up the defence bonuses printed on the map for the zones held by each camp (a zone with no units is considered to be held by the Prussian). Do not take into account any trenches, fortifications or damaged fortifications markers. Compare the totals.

Difference of 1 : minor victory for the

camp with more points.

Difference of 2 or more : major victory for the camp with more points.

Tie : minor victory for the French. ♦

LES STRATAGÈMES

FRANÇAIS

Réutilisables

- **Scouts (G)** : a unit of scouts is available and placed in zone 1, 2, 3 or 8.
- **Firefighters (E)** : if zone 1 is targeted during a bombardment, this stratagem may be played after the announcement of the results and they will be reduced by 1.
- **Proclamation (G)** : the proclamations of Denfert-Rochereau raise the morale of the defenders. The French wins **1 RP** during the following phase B. *Disinformation* and *Proclamation* cancel each other out.
- **Illness (G)** : three Prussian battalions on the map lose one status level and cannot be rehabilitated this phase. The French chooses which battalions are affected in three different zones.
- **Supply problem (G)** : the Prussian loses **1 RP** during the following Phase B.

Single use

- **Icy cold (G)** : the Prussian loses **4 RP**, the French **2 RP** on the following phase B.
- **Catherine (E)** : ART FORT may be activated twice this turn during phase E.
- **Swiss delegation (G)** : only two artillery units from each camp may bombard or counterattack on the following turn.
- **Bourbaki (G)** : the French counter-offensive of the Army of the East forces to Prussian to withdraw troops from Belfort. All the units of the Detachment of the IV. Division reserve are removed from the map. On the following phase G, they

return to the Siege Corps' Headquarters zone. The 3RUR and four battalions are in good order and four others are diminished. This stratagem cannot be used before turn 4.

- **Intransigent Denfert (G)**: the French wins the initiative and **1 RP** on the following turn.

PRUSSIAN

Réutilisables

- **Illness (G)**: three battalions French lose one status level and cannot recover it during this phase. The Prussian chooses the affected battalions from three different zones.

- **Lack of Discipline (F)**: during a French activation, an unreliable battalion (marked with a **?**) refuses to obey commands. It is considered activated, but participates in no movement or attacks. Yet, during a Prussian attack, an unreliable battalion retreats after the defensive fire phase (if the concerned battalion is alone in the zone, the attack is a success without a roll of the die). If several unreliable battalions are present in the zone, the French player chooses which one is affected.

- **Disinformation (G)**: contradictory information on the future of the war undermines the defenders' morale. The French loses **1 RP** on the following phase B. *Disinformation* and *Proclamation* cancel each other out.

- **Bad quality shell (E)**: the Prussian may cancel a French counter-battery fire or bombardment (except ART FORT) before the die is rolled. The artillery unit is turned to its inactive side.

Single use

- **Envoys (E)**: Sending envoys allows the Prussian to spy on the French positions. All the Prussian artillery units receive a bonus for bombardment of **+1** this turn (but not for counter-battery).

- **More shells (E)**: the French artillery units suffer a penalty of **-1** for bombardment and counter-battery until the end of the game. This stratagem cannot be played before turn 5.

- **Ruse of war (F)**: the Prussians imitate the French bugle calls and dress some of their soldiers in French greatcoats and kepis. During this turn, all the Prussian battalions have **+1** added to their defence value.

- **Desertion (G)**: a battalion from the 57 RP is definitively removed from the game.

- **Incendiary shells (E)**: this turn, the damage caused by the bombardments by heavy artillery units is increased by one hit if zones 1, 2, 3 or 8 are targeted.

- **Intransigent Von Tresckow (G)**: the French player loses **2 RP** on the following Phase B. The *Swiss Delegation* is not playable this turn. ♦

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BOMBARDMENT TABLE

Die	Value			
	1-2	3	4	6
1	–	–	–	1
2	–	–	1	1
3	–	1	1	2
4	–	1	2	2
5	1	2	2	3
6	2	2	3	4
7	2	3	3	4
8	–	4	4	5

Die roll bonus :
Heavy artillery : **+1**
Short-range heavy artillery (fire on the adjacent zone) : **+1**

Die roll penalty :
Result of the counter-battery
-1 long-range fire (French only)

FIRE TABLE

Die	Fire value				
	1-3	4-6	7-9	10-12	13+
1	–	–	1	1	1
2	–	1	1	2	2
3	1	1	2	2	2
4	1	2	2	2	3
5	2	2	2	3	4
6	2	3	3	4	5

COUNTER-BATTERY TABLE

Die	Value			
	1-2	3	4	6
1	–	–	–	–
2	–	–	-1	-1
3	–	-1	-1	-2
4	-1	-1	-2	-2
5	-1	-2	-3	-3
6	-2	-3	-3	-4

Die roll bonus : Heavy artillery : **+1**
Die roll penalty : - 1 long-range fire (French only).

ASSAULT (ATTACK) TABLE

Die	Number of battalions					
	1	2	3	4	5	6
1	0/1	0/2	1/3	1/3	1/3	1/4
2	0/1	0/1	1/2	2/2	2/3	1/3
3	1/1	1/1	1/1	1/2	1/2	1/2
4	1/1	1/1	1/1	1/1	2/2	2/2
5	1/0	1/0	2/1	2/2	2/1	3/3
6	1/0	2/2	3/2	2/2	3/3	2/3
7+	1/0	2/0	3/1	3/2	3/2	3/3

Maximum die bonus : **+ 4**
Maximum die penalty : **- 4**
Result on the left : **defender**
Result on the right : **attacker**
Result in bold : winner

SEQUENCE OF PLAY

- A. Initiative
- B. Resource points for the turn
- C. Drawing of one or two stratagems
- D. Operational movement
- E. Artillery bombardment
- F. Alternating activation of the infantry units
 - Movement (player A)
 - Defensive fire (player B)
 - Attack (player A)
- G. Reorganisation

