WISSEMBOURG – SPICHEREN 1870
THE GREAT BATTLES OF NAPOLÉON III

Wissembourg and *Spicheren* simulate two battles from the beginning of the war of 1870. They jeopardise the French army's organisation and the morale of the command, key factors in the management of the war. The imperial army would never regain its initial spirit, ultimately leading to its defeat. These games are the third in the series "Les Grandes Batailles de Napoléon III» that use the same mechanisms to reproduce diverse battles of the period 1854-1870: the campaigns of Crimea, Italy, Mexico and the war of 1870. There have been no modifications from the version of the battles of Magenta and Reichshoffen aside from the arrival of reinforcements. There have only been some adaptations made for the various scenarios.

Game notes : the rules were designed from the teachings of Ardant du Picq, a French officer and theorist from the period, who considered that fire alone could not assure victory and that the enemy's morale had to be broken from vigorous assaults that would not result in hand to hand : either the assault failed or the enemy would flee beforehand.

0 - OVERVIEW

One player controls the French, the other the Germans (Prussians and Bavarians).

0.1 - ABBREVIATIONS

For simplification, the abbreviation hex. is used in the rules for hexagon.
The game requires the use of a six-sided die (1d6).
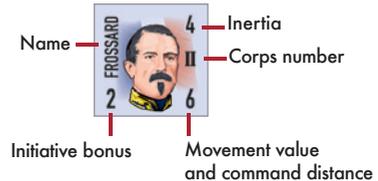
0.2 - GAME SCALES

A game turn represents one hour of real time. The number of turns depends on the scenario.
A hexagon on the map correspond to 700 m for the battle of Spicheren and 500 m for the battle of Wissembourg. A military unit represents a brigade or a regiment. Each combat point equals 500-800 men.
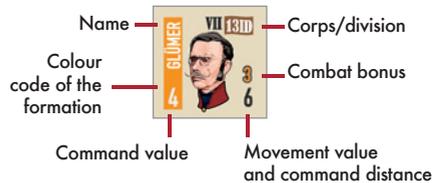
0.3 - TYPES OF COUNTERS

0.3.1 - Commanders

The verso of the commanders indicates that the commander has been eliminated and a replacement has taken command. His values are generally of lesser quality.

1. 1 - Commander in chief

- Name
- Inertia
- Corps number
- Initiative bonus
- Movement value and command distance

2. HQ

They represent the formation commanders..

- Name
- Corps/division
- Colour code of the formation
- Combat bonus
- Command value
- Movement value and command distance


Verso

0.3.2 - Combat units

There are two types : infantry and cavalry. The number of step losses represents the unit's level of *morale* and *cohesion*. The verso indicates that the unit is *disorganised*.

- Name
- Colour code
- Combat value
- Movement value
- Step losses
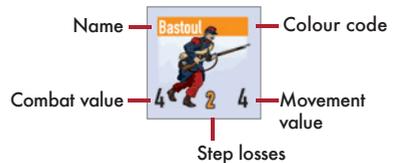
Verso

Cavalry

0.3.3 - Artillery units

The number of step losses represents the unit's level of *morale* and *cohesion*. The verso indicates that the unit is *disorganised*. .

Name — Art. 2 — Colour code
Range —
Combat value — 3 1 3 — Movement value
Step losses

Verso
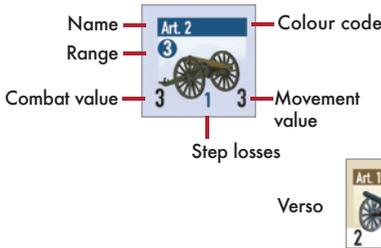
0.3.4 - Activation markers

There is one per formation. This marker indicates which formation will be activated when drawn.

0.3.5 - Scenarios

The presence of a black square on the lefthand value indicates that the counter is used for Wissembourg.

0.4 - DIE ROLL TESTS

In general, as soon as the game requires a test (morale, activation, coordination, inertia...), the player must roll 1d6. To pass the test, he must get **6 or more** by adding/subtracting the modifiers indicated in the rules to/from the die roll result. If the final number is less than 6, the test is a failure.

0.5 - MORALE TEST

All combat units have a morale value. During a morale test, the player tests his morale/cohesion level indicated on the counter, plus any modifiers, as explained in 0.4. If the final number is less than 6, the unit fails the test and becomes disorganised or loses a step if it is already disorganised. If it is **greater than or equal to 6**, the test is **successful** and the unit suffers nothing. The modifiers are :
+1 if the unit occupies a terrain with level 2 protection or more.
+1 if the unit is stacked with its HQ or the commander in chief.
-1 if an enemy is present on the unit's flank, even without attacking.
-1 for each step loss.
-1 if out of command.

-1 if its formation is demoralized .
+1 if the formation commander or Commander in chief is adjacent (rally only).
-1 if within range of the enemy artillery (rally only).

1 - COMBAT UNITS

The infantry and cavalry units are grouped into formations, according to their command, identified by the colour of the symbol and directed by an HQ, except detached units. This organisation occurs for the rules of activation; the units of the same formation always act together (see 5)
After a combat result, the units may become disorganised, and the counter is turned over. They

may also suffer losses for the units with two steps or more; a loss marker "-1" or "-2" is then placed on the unit.

2 – FACING

All infantry, cavalry and artillery units follow the facing rules (front of the unit) that influence movement and combat. They have t**hree front hex. and three flank hex**., unless they are in a town or a village in which case their front extends over the **6 surrounding hex**.
Commanders in chief (see 8) and formation commanders (see 9) have no facing and are **always** considered frontal.

3 - STACKING

Units stacked together in a hexagon are **limited** to one cavalry or infantry unit plus one OR two artillery units, but it is possible to exceed stacking limits during movement. The two artilleries may be from different formations.

A detachment is considered a normal unit.
During retreats due to combats, crossing a friendly unit disorganises it, but if it is already disorganised, there is no step loss.
Commanders do not count for stacking.

4 - SEQUENCE OF PLAY

The two battles are played in a fixed number of turns, defined by the scenario. Each game turn includes several phases.

A - Command verification

Each player verifies that the HQ are in command. The out of command commanders are indicated by an appropriate marker (8.3). The commanders in chief present on the map may move before the verification, if they pass their inertia test. The commanders in chief that arrive as reinforcements on this turn also move at this time. This is the only time they can move.

B - Operations Phase

The players proceed to several operations segments in a row (limited to the number of formation markers from each camp), during which one of the players will draw at random an activation marker among those remaining in the container, except the first activation which is chosen by the camp that won the initiative. When all the HQ have been activated, the operations phase is over.

• Determination of the initiative for this turn

Each player rolls **1d6** and adds the initiative bonus of his commander in chief. The player with the better score wins the initiative (in the case of a tie, the German player wins the initiative). He chooses a formation which is immediately activated and then puts that activation marker to the side. The other activation markers of the two camps are put in a container and are drawn at random successively, except the reinforcements formations that have not yet arrived and remain out of the container.
If only one of the commanders in chief is on the map, his camp automatically has the initiative. If none of the commanders in chief is present on the map, no one has the initiative and all the activation markers are placed in the container.

• **Activation segment** of the formation corresponding to the activation marker drawn by the player that owns this formation..
Note : the player may decide to do nothing with his activated formation in which case another marker is then drawn but the formation cannot be activated this turn.

When a formation is activated, the artillery units of this formation may fire, then all the units of this formation may move and finally combat according to the state of command of the formation (8.3 and 9.2), including the formation commander.

C - Rally phase

The "Out of command" markers are removed from the HQ counters. Disorganised units outside of ZoC test their morale to determine whether or not their keep this status.
The turn is over; move the Turn marker forward one space.

5 - ACTIVATION OF FORMATIONS

Each formation – corps, divisions or brigades accordind the camps and the battles – has an activation marker.
At the beginning of the operation phase, the two camps draw the initiative and the winner chooses a marker that he will play right away. The other activation markers are placed in a container and will all be drawn, one by one, during this operation phase. An HQ and the units he commands are activated when the player draws its activation marker during an operations segment.
After possibly testing the HQ's initiative (see 9.1), the units of this formation may then act.
Formation actions are divided into three steps: barrage fire, movement, then combats.
A formation may only be activated once per turn and a unit may only move and attack once per turn, with the possible exception of defensive artillery fire.

6 - ZONE OF CONTROL

Each combat unit, including the artillery, except for HQ, exerts a Zone of Control (ZoC) in its **three front hex**. in **all** the terrains it may occupy.

6.1 - ZOC PROPERTIES

A unit that enters an enemy ZoC stops its movement for the turn but is not required to attack.

It is prohibited to go directly from one enemy ZoC to another enemy ZoC: so a unit in a ZoC surrounded by enemy ZoC cannot move.

A ZoC is not exerted on terrains where a unit cannot go (for example uncrossable rivers where there is no bridge).

For a non-disorganised unit, leaving a ZoC costs half its movement capacity rounded up, but it may move at least one hex.

For a disorganised unit that is in or out of command, the cost is the full movement capacity.

The unit retreats one hex. outside of enemy ZoC (the same enemy or another).

Disorganised cavalry cannot enter an enemy zone of control.

The presence of a friendly unit in an enemy ZoC cancels the latter in terms of command limits and movement of commanders but not retreats.

Finally, a unit that retreats to an enemy ZoC after a combat result may become disorganised and suffers a step loss (see 11.4).

6.2 - PROPERTIES OF THE FLANKS

The three flank hexagons of an enemy unit exert no ZoC, do not prohibit movement **and** a unit that retreats to a flank hex. of an enemy unit after a combat result suffers no penalty

7 - MOVEMENT

7.1 - OVERVIEW

A unit or HQ of an activated formation may move with all or part of its movement potential, depending on the state of its command (see 8.3 and 9.1).

Entering a hex. costs the moving unit a certain number of movement points (MP). Terrain costs are indicated on the Terrain table provided in the rules.

Movement points cannot be accumulated from one turn to another.

One unit's movement must be finished before moving on to that of another unit of the same corps.

The commanders in chief follow their own movement rule.

7.2 - MOVEMENT OF THE COMMANDERS IN CHIEF

The commanders in chief move with their movement potential during the command verification phase if they pass an inertia test, but they may not enter a hexagon adjacent to an enemy unless it is occupied by a friendly unit.

An inertia test consists of rolling a die and adding the commander's inertia value; on a 6 or more the commander may move.

If an enemy unit is present in a radius of three hex. around a commander in chief during the command verification phase, he may move normally without testing his inertia.

7.3 – CHANGE OF FACING

Changing facing is free and can be done at any moment during a unit's movement phase, but not during an enemy movement phase or before defensive fire. It is permitted in certain limits during the advances after combats and retreats before and after combats.

7.4 - ARRIVAL OF REINFORCEMENTS

Some of the troops of the two camps arrive as reinforcements. On the turn of their arrival, they can be activated normally like an available formation but are not in command and must test the initiative of the HQ to enter the map. Their activation marker is placed in the container at the same time as that of the other units.

Exception: for the battles of Wissembourg and Spicheren, the HQ that enter as reinforcements are considered to be in command during their arrival turn only and enter the game in the turn indicated in the scenario. They may have to take a specific test indicated in the special rules of the scenarios.

To simulate the arrival in road column, each unit after the first spends the terrain cost for the hex. (1/2 for a road or 1 for clear terrain) multiplied by the number of units that have already entered. For example, if four units enter from a road, the first pays 1⁄2 point, the second 1 point, the third 1 1⁄2 points and the fourth 2 points for the first hex. entered on the map. If the formation does not enter because it fails the initiative test, it will take the test again the following turn with a bonus of +1 cumulative for each turn it fails to enter. If units arrive as reinforcements after part of the formation has already entered, these units enter the game on the planned turn and move normally when their activation marker is drawn. They must move toward their HQ to be in command.

8 - COMMANDERS IN CHIEF

Each battle presents its commanders in chief, see the special rules for the scenario

8.1 - OVERVIEW

Each commander in chief has a command range (expressed **in cavalry movement points**) that represent his capacity of control over the formation HQ. This value is equal to his movement capacity : **6 MP**.

8.2 - COMMAND

To be in command, an HQ must be in the command radius of his commander in chief. This radius is traced from the latter to the HQ by a route of hexes with a distance of **6 movement points** maximum, cost of the terrain of the cavalry and must not pass by enemy ZoC unless they are occupied by friendly units.

If the commander in chief is in a town, 2 movement points may be added, for a total of **8 MP**.

The commander in chief may **directly** command a number of units (not formations) equal to his inertia value.

These units must be within command range of the commander in chief but not necessarily within range of their HQ (if they have one). The unit will be activated with its formation when its marker is drawn and will be considered as activated **normally** regardless of the status of its formation commander (if it has one)

8.3 - OUT OF COMMAND FORMATIONS

An HQ that is out of command at the beginning of the game turn receives an "Out of Command" marker. When this HQ is drawn during the operations phase, the units of its formation can only act effectively if the commander passes an activation test.

Activation test: the commander of an out of command formation is activated if the player gets a **6 or more** with 1d6, adding the command value of the commander. If successful, all the units of this formation may act normally. If it fails, the HQ **cannot** move, but artillery barrages are authorised as well as the defensive support during an enemy activation. The units of his formation will act like out of command units (9.2).

If the HQ is in an enemy ZoC, it can still retreat one hex. if this is not in enemy ZoC.

Detached units are in command if they are within command range of the commander in chief, or within command range of an HQ that is itself in command. Otherwise, out of range units are considered out of command.

8.4 - DEATH OF COMMANDERS IN CHIEF

A commander in chief is eliminated when the units with which he is stacked are completely eliminated by combat; otherwise he follows a unit that retreats.

If during enemy movement he becomes adjacent to an enemy but is not stacked with a friendly unit, he is immediately placed on the closest friendly unit.

Note : since a commander in chief provides no combat bonus, there is no benefit in having him participate in an attack.

9 - FORMATIONS HQ

The HQ represent the various formation commanders of each army. They each command several brigades.

An HQ is activated according to the activation rules of formations (see 5) and command (see 8). A commander may only be activated once per turn and moves like a cavalry unit.

9.1 - COMMAND OF UNITS

Once activated, an HQ may act with all the units of

his formation that are in command at the beginning of the activation. To be in command, a unit must be in the HQ's command radius, according to the same principles as in rule 8.2, with 6 cavalry movement points counting the terrain cost (the town bonus of **+2 MP** applies). .

The units' command check is done **at the beginning of the formation's activation**, before any movement, such that an out of command unit remains so during the whole phase, even if the HQ moves within command range. To command, a formation commander does not have to be stacked with units of his formation.

9.2 - OUT OF COMMAND UNITS

A unit that is out of command at the moment of the activation of a formation **cannot** enter an enemy ZoC and therefore cannot attack. It can move, nevertheless, but **at most with half** of its movement potential rounded down. This potential movement may in no case put it out of command range of its HQ; if it is already out of range it must move that number of hex. closer if it moves.

If it is already in a ZoC, it can either disengage or attack with a potential coordinated attack (see 11.1), or do nothing. An out of command unit that disengages from the ZoC of an enemy unit uses all of its movement potential to retreat from a hex. not in ZoC.

9.3 - DEATH OF FORMATION COMMANDERS

An HQ is eliminated when the units with which he is stacked are completely eliminated by combat or by a mortality test following a combat in which it participated. The test takes place after the combat. The player rolls **2d6**: on an unmodified **12**, the commander is killed. For the HQ, participating in a combat signifies coordinating an attack or giving his bonus in offence or defence. The HQ just needs to be present and the player must have declared that he is participating

An HQ can also be eliminated following artillery fire on his hex. If the result is "T" or better, he also tests his elimination.

An **eliminated** HQ is immediately turned over to its verso, indicating the replacement by an aide de camp (identified by a replacement bar), that the player places on a unit of his formation. An aide de camp that is killed is replaced by himself

If the troops with whom he is stacked retreat, an HQ that does not die follows his troops.

9.4 – DEMORALISATION OF FORMATIONS

A formation that suffers a precise threshold of losses becomes demoralised at the beginning of the following turn. This threshold is indicated in a table provided with each battle. The step losses that are counted as those of the units comprising the formation; see the provided table. It indicates the number of steps to lose to become demoralised.

Place a *Demoralised* (Démoralisée) marker on the formation commander.

The units of a demoralised formation can no longer voluntarily enter a hex. adjacent to an enemy unit; if this is impossible, they don't move. In addition, they systematically suffer an additional **–1** on all their morale tests.

They must move toward their friendly edge of the map (see the scenario's special rules) by at least one hex. per turn; thus they try to end their movement closer to the friendly edge of the map than they started.

Once they exit the map, they do not return to the game.

10 - ARTILLERY

The artillery attached directly to a brigade was generally included in the unit and is not represented by a counter. Only the artillery of the army corps or army has been represented by counters. .

Each artillery unit is equipped with :

• A fire power that indicates the column on the combat table that is used to resolve barrage fire or defensive support and that will help the unit defend itself if its hex. is attacked.

• A number of step losses (morale and cohesion value) like any combat unit. Most of the artillery units only have one strength step but can be disorganised and rallied like any combat unit.

• A movement value to move following the normal rules.

• A range that is used to know which enemy units can be reached during the fire and barrage phases. This range is calculated from the artillery's hex and must respect a valid line of sight.

10.1 - ARTILLERY FIRE

Artillery units may fire at different moments during an operation phase, but **only once** per activation phase. They can act:

• During the barrage fire phase of the activated formation.

• In response to an enemy attack against its own hexagon or a hex. within range, as defensive support.

10.1.1- Barrage fire

The barrage fire phase takes place when a formation is activated, but before movement. Any enemy unit within range can be attacked following the normal combat rules (see 11.3), but retreats required by certain combat results are not carried out. An artillery unit may change facing by one hex side before firing. The artillery that fires on a hex. containing artillery and another unit, chooses its target before resolving the fire. The result only applies to the selected unit.

Except for a special rule in the scenario, it is **not possible** to combine fire of several artillery units in the same formation, but the same target may be attacked several times in succession. A unit that engages in barrage fire can move normally immediately after. An artillery unit may not fire during the assault phase and so does not participate in the combat at the same time as the infantry or the cavalry: it fires only at the beginning of the activation phase and does not advance after a combat even if the unit with which it is stacked advances.

10.1.2 - Defensive support

An artillery unit's fire value may be added to a unit of its formation that defends, on the condition that the artillery unit has an attacking unit in its range and its line of sight. For defensive fire, the maximum range is half of the maximum range rounded up. This artillery value is added to the defender and may be shared between the potential attackers within range and in its line of sight as in a normal defensive combat (see 11.2). Any adjacent artillery bonus is added to each defensive combat. An artillery unit may only provide one defensive support per activation, either to itself if it is attacked, or to a unit attacked by an enemy within range and in its line of sight.

An artillery unit that is attacked alone in a hex. cannot change facing before firing, since this is only authorised during the movement phase, and it is automatically and immediately eliminated if the enemy survives its defensive fire.

10.2 - PROCEDURE

10.2.1 - Fire range and fire zone

The artillery's maximum range is indicated in hexes on the unit and depends on the camp. Its fire zone extends from its three front hexes. When artillery fire occurs against an adjacent hex, a **+1** is added to the die roll in both attack and defence to simulate the effect of canister and the close range.

10.2.2 - Ligne of sight

To be hit, a target must be in the artillery unit's line of sight. This line of sight is blocked by any friendly or enemy unit or obstacle hex (village/city, woods, higher or equal elevation), excluding hex borders, located between the artillery and its target.

These elements block the line of sight if they are located at the same or higher elevation level. If they are located on a lower level, they block the sight if they are adjacent to the target.

When an artillery unit is on a higher elevation than its target, the LOS must go downslope, otherwise it is blocked. In other words, every hex between the artillery unit and its target must be on a strictly lower elevation than the firing artillery.

Fire is always permitted on an adjacent target or if it passes through a hex side of two hexes, one of which is not blocking, even if there is a difference of more than one elevation level (steep slope).

11 - COMBAT

Combats take place **after** movement, at the attacker chooses. He can attack anyone in his **three front hexes** with no obligation to attack all the adjacent enemies, unless he wishes to do so; however all the defenders adjacent to the attacker, even if they are not attacked, may combat defensively, unless they are attacked during this activation by another attacker.

At the beginning of the combat phase, the attacker indicates his attacks, bearing in mind that only the units from the activated formation may fight. Combats always proceed in two steps: the defen-

der acts first to attempt to push the attacker back. If he succeeds, the combat is over; if he fails, the attacker carries out his assault.

11.1 – COMBATS WITH MULTIPLE ATTACKERS

When multiple attackers are adjacent to the same defender, it is possible to either attempt to coordinate their assault if an HQ is present (see 11.2), or to each attack separately; the player determines the order of these attacks. Each combat must be fully resolved before proceeding to the next. If the combat forces the defender to retreat, the following combats do not take place.

To coordinate an attack, an HQ must be stacked with one of the attacking units and must pass a coordination test: **6 or more** on the die, adding his command value.

If he is successful, the assailants combine their attack values and there is only one defensive combat. If he fails, each attacker attacks separately.

11.2 - COMBAT SEQUENCE

11.2.1 – Defensive combat

The defender's unit can attack each adjacent enemy unit that is assaulting following the normal combat procedure, dividing its combat value among the attackers.

If a defending unit adjacent to the attacker is not attacked itself, it may add its combat value to that of the attacked unit, or divide it among several attacked units. The attacker's terrain protection value is **always** 1.

The defender has the option of retreating before the combat instead of fighting (see 11.4).

Against an enemy on its flank, the defender's combat value is divided by two rounded down, with a **minimum** of 0.

If there are multiple attackers, the defender may divide his combat value as he wishes, bearing in mind that the value applied against any attacker in a flank hex is divided by two and rounded down, and that he can attack with a power of 0 any enemies against whom he did not apply his combat value.

A combat with a value of 0 or less, after modifiers, is still resolved on the **0 column**.

Example of defensive combat: : a defender in clear terrain has a combat value of 5 and is at-

tacked by three enemies, including one in a flank hex, that coordinate their assault (a commander is present and passed his coordination test). During his defensive combat, he may either concentrate all 5 points against one of the enemies in his front, or attack one with 3 and one with 2, or attack one with 2, one with 1 and the flank hex attacker with 2 which becomes 1; in addition he would attack all the others on the 0 column.

If the commander had failed his coordination test, the attacker would have to choose a combat unit for first attack with defensive combat applied against it only, then if it survived, an assault…

11.2.2 - Assault

If all the attacking units attack individually, the defender following normal combat procedure, in an order chosen by the attacker, the results are applied successively.

If the presence of the formation commander of one of the attacking units allows the attacker to make a coordinated assault by multiple units on the same enemy, the combat values are accumulated for a single result. The commander must pass a coordination test as explained in 11.1.

The attacker is not required to combine his attacks but may resolve them individually as he wishes and may decide this at the moment he announces all his attacks.

If the defender retreats, then a unit of the attacker's choice (which must be cavalry if present) that participated in the combat must advance. The attacker may change facing by one hex side. Even if the attacker retreats, the defender cannot occuper his place but may change facing by one hex side.

An artillery unit, even if present during the attack, may not advance after combat.

At the end of combat, do not forget to check for casualties of commanders if they participated through coordination or bonus (see 9.3).

Assault example: Following the defensive combat example. After the defensive combat, two attackers remain with combat values of 6 and 7, attacking from the front hexes. As indicated, a commander is present (with +2 combat bonus) and passed his coordination test. The two attackers add up their values: 6+7 = 13. This value is divided by the clear terrain protection value of 1 for a re-

sult of 8 , which is the maximum column, plus 5 on the die and another 2 for the commander. The result is automatically D+1. The defender's counter is turned over and a "1 loss" marker is placed on top. If the defender had been in a village with a terrain protection of 2, the combat value would have been divided by 2, for a result of 6 plus 2 to the die roll for the commander bonus.

11.3 - COMBAT SEQUENCE AND RESULTS

Each unit uses its combat value **divided** by the terrain value (**always** considered equal to **1** in the case of a defensive combat), rounding down. This combat value is used on the combat table with the **die roll** that may be modified by the unit's level of step losses, flank attack, commander bonus...

All the modifiers are added and subtracted before being calculated on the table. If there are several terrains in the hex, the defender takes the best but also takes into consideration the hex side bonuses.

The possible combat results are : –, D, T or D+1.

– : nothing
The battle continues.

D : disorganisation
The counter is turned over or suffers a step loss if it has already been turned over. If the maximum level of step losses has been reached, the unit is eliminated from the game.

A unit that is not in a terrain with a protection value **greater than 2 immediately** retreats one hex. If it is already occupied by a friendly unit, the occupying unit is disorganised if it wasn't already, otherwise there is no other effect, and the retreating unit retreats an additional hex.

If retreat is **impossible** because of a friendly or enemy unit or uncrossable terrain, the unit suffers an additional step loss and remains in place.

If the retreat hex. is in an enemy ZoC, the unit still retreats but suffers an additional level of loss.

An artillery unit stacked with a friendly unit that must retreat is eliminated immediately.

A unit may refuse retreat by passing a morale test. If the unit is successful, it doesn't retreat but loses an additional step, in attack as in defence. If it fails the morale test, the unit retreats as indica-

ted following the standard rules of retreat, detailed above.

Retreats are resolved by the owner of the unit with the following rules:

The retreat **must** take place toward the friendly edge of the map, indicated in the battle's special rules. It **must** avoid the enemy ZoCs and friendly units if possible and move toward the terrain with the lowest cost in movement points (excluding communication routes). If all these rules are respected and there are several possible retreat hexes, the owner may choose.

T = disorganisation test
The unit tests its morale with a **d6** and possible modifiers (see 0.5). If it is successful, nothing happens. If it fails, the unit follows the result D.

If an artillery unit is stacked with another unit, only the other unit tests its morale. The artillery unit will suffer the results dependant on the other unit, meaning it will disappear if the defender retreats. If an attacker retreats after an unfavourable defensive combat, a stacked artillery unit remains in place and undamaged.

D+1 = loss + disorganisation
The unit automatically takes a loss and also suffers the result D as explained above. If an artillery unit is stacked with another unit, it cannot suffer the loss but will be eliminated if the defender retreats.

In the case of advances or retreats after combat, an HQ that is stacked with the unit is not required to follow. It may remain in place if an attacker retreats to give his attack bonus.

11.4 - RETREAT BEFORE COMBAT

It is possible to retreat before each combat instead of engaging in defensive combat if the unit has a movement potential greater than or equal to that of its attackers. The unit retreats one hex and becomes disorganised, or loses a step if it was already disorganised, if its movement potential is not greater than that of at least one of the attackers. Thus, cavalry facing infantry will retreat without problem without becoming disorganised. On the other hand, cavalry facing cavalry or infantry facing infantry will become disorganised. The attacker may occupy the vacated hex. Cavalry re-

treating from infantry may retreat a second hex. Retreat must be outside enemy ZoC, even if occupied by a friendly unit, and the retreating unit may change facing by one hex side.

11.5 - CAVALRY CHARGES

Cavalry units attack or defend only by charging, which is similar to an infantry attack as in 11.2, with the possibility of coordination with infantry; defensive combat is called defensive counter-charge and assault is called a charge. The following modifications also apply:

• A charge is prohibited against a unit in terrain which the cavalry cannot enter or cross.

• To charge, the cavalry must not have spent more than half its movement points (i.e. 3 **MP** maximum).

• Cavalry that charges (not a defensive counter-charge) is **automatically** disorganised at the end of the combat if it isn't already. If it is already disorganised as a result of the combat, it doesn't suffer an additional step loss. If it charges an enemy cavalry unit that retreats before combat, it is not disorganised.

• Disorganised cavalry cannot charge offensively but it can counter-charge defensively. Moreover, disorganised cavalry cannot enter an enemy zone of control.

12 - RALLY

During the rally phase, all disorganised units may attempt to reorganise, that is, to turn the unit to its front side, but they may never recover step losses. They may not be adjacent to an enemy unit and must pass a morale test as appropriately modified for combat results. There is an additional modifier of **-1** if the unit is within range of enemy artillery. Also, there is a **-1** modifier for an out of command unit and a **+1** if the formation's commander is adjacent. In the case of failure, the unit remains disorganised but suffers no step losses.

13 - SCENARIOS

13.1 - THE BATTLE OF SPICHEREN

The battle begins at 11.00 in the morning and continues through 22.00, for 12 game turns of 1 hour each. During the initial set-up and during the arrival of reinforcements, players choose the units' facing freely.

13.1.1- Initial set-up

• French army

1re DI: Vergé and brigade Jolivet (1re): **0609** or **0510**; Brigade Valazé (2e) and Art. 1: **0113, 0212, 0213** ou **0312.**

3e DI: Laveaucoupet, brigade Doens (1re) and Art. 3: **1313**; Brigade Micheler (2e): **1607.**

Division de cavalerie: Valabrègue, Brigade Valabrègue (4e-5e Chasseurs) and brigade Bachelier (7e-12e Dragons): **0113, 0212, 0213, 0312.**

• Prussian Army

14 ID: von Kameke, 27e brigade (François) Prussian Army Art.14: **1601, 1701, 1702, 1801, 1802, 1902, 1903** or **2002.**

13.1.2- Reinforcements

• French army

15.00: 2e DI (Bataille + brigades Pouget and Bastoul + Art.2) enters from the road **0414** and/or the path **0614** (the counters may enter by different hexes).

16.00: *Frossard*: **0113, 0212, 0213** or **0312.**

• Prussian army

11.00: rest of 14 ID (28e brigade Woyna + 15 Husaren) enters from the road in **1901.**

14.00: *Alvensleben*, 5 ID (Stülpnagel + 9e brigade Doering + 10e brigade Schwérin + 12 Dragoner + Art.5) enters from the road in **1901.**

13 ID (Glümer + 26e brigade der Goltz + 8 Husaren): see special rule.

15.00: 16 ID (Barnekow + 32e brigade Rex + Art.16) enters from the road in **1901** and/or the railway in **1301** (the counters may enter by different hexes).

16.00: the 14e brigade Grüter from 6 Kav Div. enters from the road in **1901.**

17.00: *Zastrow*, Rheinbaden and 5 Kav Div. (11e brigade Barby + 12e brigade Redern) enter from the road in **1901.** Remove the Alvensleben counter (it may return to the game by placing it on a friendly unit if Zastrow has just been eliminated)..

13.1.3 - Victory conditions

The French player may decide to remain on the battlefield (hoping for reinforcements in the night or the next morning) or to begin a retreat (historical choice to avoid encirclement). The

score of each camp is calculated at the end of the game by tallying the various VP.

At the beginning of the 20.00 turn (turn 10), take a first VP count for the control of the battlefield. Add up the VP for the control of the objectives: Rotherberg **1607** (**2 VP**), Fonderie **0708** (**1 VP**), Stiring-Wendel **0510+0609** (**1 VP**), Spicheren **1411+1412** (**1 VP**), Sarrebruck **1701+1801+1902** (**2 VP**) et Forbach **0113** + **0212** + **0213** +**0312** (**2 VP**).

An objective is controlled by the side whose units were the **last** to occupy it. If a player controls part of the hexes of a city and the other player controls the rest, no VP are awarded. Initially, the French player controls all the objectives except Sarrebruck.

At the end of the game, a second VP count for control of the battlefield takes place.

Game note : the idea is for the French player to be faced with the choice of leaving the battlefield at the end of the game or holding the terrain. Historically, the French held out until late and then retreated in disorder at the last moment for fear their lines of communication would be cut.

At the end of the game, each demoralised enemy formation awards **1 VP.** On the last turn, check if formations became demoralised during the rally phase.

At the end of the game, each camp wins **1 VP** for each **two** enemy units that are eliminated or cannot trace a line hexes toward the friendly edge without crossing an enemy unit or ZoC.

At the end of the game, the French player wins **1 VP** for each **two** French units that managed to leave the map by one of the roads on the southern edge (0414, 0614, 1315 or 2015), the road to Forbach (0113) or the railway (0112).

The player may not have his units exit **before 20.00** (turn 10) unless they are demoralised. If demoralised formations leave the battlefield before 20.00, they are not counted in the VP for exiting the map but they are counted for demoralisation VP.

If *Frossard* is the only unit on the battlefield at the end of the last turn, the French player loses **1 VP**. The final victory level is determined by the gap between the VP of the two players: :

• **Difference ≥ 8 VP** : strategic victory ;
• **Difference of 5 to 7 VP** : operational victory ;
• **Difference of 2 to 4 VP** : tactical victory ;
• **Difference ≤ 1 VP** : no victor.

13.1.4 - Line of retreat

Prussians : northern edge.
French : southern edge.

13.1.5 - Demoralisation

Formation	Steps	Demo
1re DI	5	3
2re DI	5	3
3re DI	5	3
Cavalry Division	4	3
2re DI (IIIe Corps)	6	4
13 ID	4	3
14 ID	7	4
16 ID	5	3
5 ID	7	4
5 and 6 Kav Div	5	3

13.1.6 - Special rules

• To simulate French inertia, the French player has a penalty of **-2** on the initiative test during **turns 1 and 2.**

• If an artillery unit is stacked with another unit on Rotherberg's hex. (**1607**), the artillery's combat value is divided by 2 (the overhang was too narrow to deploy the whole battery).

• Historically, the 13 ID was sent across the woods to go around the French. In order to

maintain the uncertainty, during the division's entry as reinforcements, the German places the decoy marker face down and the 13 ID marker as he chooses between the road **0501** and the road **1101**. When the activation marker of the division is drawn, the Prussian player can move each of the two markers by 3 MP (passing through the woods without a road is prohibited).

In woods or a village, the markers are revealed when a French unit becomes adjacent (if the French unit was moving, its movement ends). In clear terrain, they are revealed if at some point they are in the line of sight of a French unit located at 4 hex. max. When a marker is revealed, the Prussian player places the division's artillery in place of the 13 ID marker. The other counters are placed in the same hex. or an adjacent hex. The decoy marker is removed from the game.

• When the activation marker of the 13 ID or the 16 ID is drawn, the German player may decide to play it right away or to hold onto it to activate the drawn division when the marker of another infantry division is drawn on the condition that the respective HQ are in command and within command range of each other. The 2 markers may not be kept and played together during the activation of a third division. The units of the two activated divisions can act together as if they belonged to the same division. In this case, to simulate the efficiency of the German artillery, two stacked artillery units can fire together for a barrage fire.

• The French player has the right to **voluntarily** exit units from the map starting with turn 10 (20.00).

• Turns 11 and 12 (21.00 and 22.00) are night turns. The artillery units have a **maximum** fire range of 1 hex. Aside from the penalties indicated in the game help, the players suffer a **-1** penalty on the initiative die rolls. The command distances are reduced by **2 MP.**

13.1.7 - Variations

There are two options that can be played separately or together. They simulate a French command that is more active than in reality.

1- Historically, Frossard had lunch with the mayor of Forbach until 16.00, unaware of the importance of the battle underway.

This variation simulates Frossard's taking command at the beginning of the battle. Starting with the 1st turn, at each command test phase, on a **1d6 ≤** the current turn number, place the Frossard counter in Forbach (**0113, 0212, 0213** or **0312**). If this option is played, the Prussian player is awarded **1 VP**.

2- Frossard took a long time to request reinforcements. Bazaine refused to send them despite Frossard's insistent demands in the middle of the afternoon. In this variation, starting with the turn following Frossard's entry into the game, roll **1d6** at the beginning of each operation phase.

The 2nd division of the IIIe corps (Castagny + brigade Potier (1re) + brigade Arnaudeau (2e) + Art.2) arrives as reinforcement from the road from Forbach in **0113** for a result **≥ 4**. If this result is obtained before the 15.00 turn, the division enters as

reinforcement in the 15.00 turn. If it is obtained after the 15.00 turn, the division enters as reinforcement in the turn in which the positive result is obtained. If this option is played, the Prussian player wins **1 VP**.

13.2 - THE BATTLE OF WISSEMBOURG

The battle begins at 9.00 in the morning and continues until 15.00 for seven one-hour game turns. During the initial set-up and during the arrival of the reinforcements, the players freely choose the facing of their units.

13.2.1- Initial set-up

• **French army**
Douay: **0806**
1re brigade: Montmarie and the 50e RI (Ardoin): **0806**, Art. 2 and the 74e RI (Theuvez): **0707**
2e brigade: Pellé and 1er Turcos (Morandy): **0603**
Brigade de cavalerie: Septeuil, 11e Chasseurs (Astugue) and 3e Hussards (Espeuilles): **0807**

• **Prussian army**
II Bav Korps: Art. 4: **0601**

13.2.2- Reinforcements

• **French army**
None

• **Prussian Army**
9.00 : II Bav Korps (Hartman + 7e brigade Thiereck + 8e brigade Maillinger + 2 Chevau-léger) enters from the road **0701**

10.00: Kirchbach and 9 ID (17e brigade Bothmer + 18e brigade Voigts-Rhetz + 4 Dragoner + Art.9) enter from the road **1501**

Frédéric-Guillaume, von Bose and 21 ID (41e brigade Koblinski + 42e brigade Thile + 14 Husaren + Art.21) enter from the road **1706**

11.00: Art.10 enters from the road **1501**

12.00: 10 ID (19e brigade Henning + 20e brigade Montbarry + 14 Dragoner) enters from the road **1501**

13.00: 22 ID (43e brigade Kontzki + 44e brigade Schkopp + 13 Husaren + Art.22) enters from the road **1706**

13.2.3 - Victory conditions

The victor is the player with **more VP** at the end of the game.

If the difference is 1 VP, this is a tactical victory. If it

is 2 VP, it's an operational victory. A difference of 3 VP or more denotes a strategic victory.

The French player is awarded **2 VP** if he always controls Wissembourg (**0603**) and the castle (**0806**) at the end of the 12.00 turn. **Both** objectives must be controlled at the same time to get the 2 VP.

The control of Wissembourg or of the castle at the end of the game awards **2 VP** per objective (Cumulative with the VP of the previous paragraph). Only **1 VP** is awarded if the player cannot trace a line of hexes, outside of enemy units of ZoC, toward the friendly edge.

The French player receives **1 VP** for two units that exit by the southern or western edge of the map.

The French player loses **1 VP** if Douay or his replacement remains alone on the map at the end of the game.

The Prussian player receives **1 VP** for every two French units that are eliminated or remain on the map but cannot trace a line of hexes, outside enemy units of ZoC, toward the friendly edge.

The Prussian player receives **1 VP** if at least one French formation (on or off the map) is demoralised at the end of the game. Completely eliminated formations do not count.

The Prussian player loses **1 VP** for each of his demoralised formations.

On the last turn, check whether formations became demoralised during the rally phase
.

13.2.4 – Line of retreat
Prussians : northern edge.
French : southern edge.

13.2.5 – Demoralisation

Formation	Steps	Demo
1ʳᵉ brigade	5	3
2ᵉ brigade	3	2
2ᵉ brigade (variation)	*5*	*3*
Cavalry Brigade	2	1
Brigade Wolff	4	3
II Bav Korps	4	3
V Korps	12	7
XI Korps	14	8

13.2.6 – Special rules
• The two faces of the *Rheinbaden/Valabrègue* activation marker are used in the same battle (Spi-

cheren). If both units are in play in the current turn, when the activation marker is drawn, on an even result of **1d6** the Rheinbaden formation is activated, otherwise it is the Valabrègue formation that is activated. Put the marker back at the end of the activation in the container. When drawn for the second time in the turn, activate the formation that was not activated the first time. Then discard the marker until the end of the turn.

• The French player may stack **two** infantry units or **two** cavalry units with the **same** facing in the same hex. and in addition to an artillery unit.

• When this kind of hex. is attacked, the defender's two units are attacked at the same time. A **D** or **T** result applies to the two stacked units. A result **1** only applies to one unit chosen by the French player.

• When an artillery unit fires on a hex. where **two** infantry/cavalry units are stacked, the shooter chooses only one targeted unit.

• The French artillery may support any French unit in defence, but remain limited to only one defensive support per turn.

• When *Frédéric-Guillaume* enters the game, he enters on the map and moves when the XI Korps marker is drawn. For the following turns, he moves following the basic rules.

• To simulate the efficiency of the German artillery, **two** artillery units that are stacked together and belong to the same formation may fire together for a barrage fire.

• On the 1st turn, the Prussian player has the **initiative**.

• **Terrain**
The terrain protection for level 3 is **2**. The village of Wissembourg has a protection level of **3** since it has a surrounding wall.

13.2.7 – Variation
Historically, the 78ᵉ RI (Brice) of the 2ᵉ brigade left to relieve the 96ᵉ (Franchessin) at Climbach. This variation has the 78ᵉ RI remaining with the division. Place it freely, south of the Lauter or in Wissembourg during the initial set-up.

The 1ʳᵉ brigade of the 1ʳᵉ division (located 8-13 km away), that historically hadn't received any orders, enters as reinforcements from the road **0105** : 96ᵉ RI (Franchessin) at 13.00, Moréno and 18ᵉ RI (Bréger) at 14.00. The battle begins at 9.00

in the morning and continues through 18.00, for 10 game turns of 1 hour each. For this variation, an enemy demoralised formation awards **1 VP**. The control of Wissembourg or the castle at the end of the game awards **2 VP** each. The benefit is only **1 VP** if the player cannot trace a line of hexes outside of enemy units or ZoC toward its friendly edge.

They are no other possible VPs. ◆

MORALE AND RALLY

Common modifiers
+1 1 for terrain protection 2 or +
+1 if commander in chief or HQ stacked
-1 per step loss level
-1 if out of command (if the HQ is on the map)
-1 if enemy presence on the flank
-1 if the formation is demoralised
-1 during a night turn
for rally only
+1 if commander in chief or HQ is adjacent
-1 if within range of enemy artillery

TERRAIN EFFECTS TABLE

Type	Movement	Blocks the LoS ?	Combat /(defensive protection)
Clear, levels 1-4	Standard	No	None (1)[1]
Clear, levels 5-6	Standard	No	None (2)
Level ⬈ or ⬊	+1 PM/level[2]	No	-1 col. ⬈ per level ; +1 col. ⬊
Hamlet/Fort	Other terrain[3]	Yes	None (1) and -1 on the die[4]
Village	Other terrain[3]	Yes	Facing in all directions (2) ; Wissembourg (3)
Castle	Other terrain	Yes	Facing in all directions (2)[5]
Trench	Other terrain	No	-1 on the die if attack by the edge of the hex.
Woods	Disorganised cav. Art. & Cav. : +2 PM Inf. : +1 PM	Yes	None (2)
Path	1 PM	No	None
Road	1/2 PM	No	None
Railway	1 PM	No	None
Stream	Inf. : ½ mvt capacity Cav. : all its movement Art. : prohibited	No	-1 on the die for infantry[6] -1 column if cavalry[6] No penalty for artillery
River *Wissembourg*	Inf. : all its movement Cav. & Art. : prohibited	No	-1 column if infantry[6] Prohibited for cavalry
River *Spicheren*	Passage prohibited without a bridge	No	-1 column if attack across a bridge Prohibited otherwise

1- At Wissembourg, level 3 has a defensive protection of (2)
2- +0 MP for the 1st level if movement is by road/path/railway
3- As road/path if enter by road/path
4- Only if presence of a **single** French regiment: Facing in all directions (2)
5- Only if presence of a **single** French regiment (3)
6- if all the attackers are on the other side of the river with or without a bridge

COMBAT RESULTS TABLE

Die	0 and –	1	2	3	4	5	6	7	8
0 -	-	-	-	-	-	-	T	T	T
1	-	-	-	-	-	T	T	T	D
2	-	-	-	-	T	T	T	D	D
3	-	-	-	T	T	T	D	D	D
4	-	-	T	T	T	D	D	D	D + 1
5	-	T	T	T	D	D	D	D + 1	D + 1
6 +	T	T	T	D	D	D	D + 1	D + 1	D + 1

- : Nothing ; **T** : Morale test ; **D** : Disorganisation ; **D + 1** : Disorganisation + 1 step loss

Terrain protection (see table) *Note : division calculation goes first; for defensive combats, the terrain protection is always 1*

Column modifiers
-1 per loss level
-1 per level if the enemy is higher than an attacker (smallest distance if there are several units) ; **-1** for artillery fire, regardless of the distance
-1 if river (infantry at Wissembourg) or stream (cavalry at Wissembourg)
+1 if the enemy is lower than one of the attackers (regardless of the difference in levels)

Die roll modifiers
+1 for each column greater than 8

+ formation commander bonus (except for artillery fire)
+1 if the artillery is adjacent to the enemy (or 2 hex. for the Germans)
+2 for the attacker if at least one of the defender's flanks is attacked
+1 for a French infantry unit in defence (Chassepots)
-1 night turn
-1 for a trench
-1 for a stream (infantry)
-1 if hamlet

Defence value modifier
Combat value divided by 2 (rounded down) on an enemy flank attack

VAE VICTIS