# GAITER BUTTON – 1870
## THE CAMPAIGN OF THE ARMY OF CHALONS

The "Gaiter Button" system simulates the operations of the principal European conflicts during the reign of Napoleon III. Some specific features for the campaigns apply to the generic system.

This game requires the use of 2 six-sided dice, hereafter called d6. Calculations are always rounded up to the nearest whole number; a half number is rounded up unless otherwise specified. Use of an opaque bowl is required.

## 1 - COMPONENTS
### 1.1 - THE MAP

The map represents the region of the operations and is composed of zones representing natural spaces (clear terrain, forest, swamp difficult or even mountainous terrain), and towns sometimes with fortifications. These zones are linked by connections (equivalent to a distance of approximately 10 km). There are three types of main waterways : major river, river and canal. On the map edges, the links lead to "off map" sectors (Vesoul and Belfort on this map, Paris, Troyes and Chaumont on the map of *VV* 152). These sectors are represented with the connections that link them to each other and to the main map.

There is **no stacking limit** in a zone except in mountainous terrain where there can only be **one unit** from each camp.

The counters move from zone to zone following the links that connect them and spending the corresponding Movement Points (MP). When counters from both camps are in the same zone, this zone is contested. If one of the camps has counters (including decoys) and/or garrison Strength Points only in the fortification in the presence of enemy units (1 SP minimum), the zone is considered to be under blockade.

## 1.2 - COUNTERS

There are three types of counters : units, commanders and markers.

### 1.2.1 - Units

The front of the counter indicates its affiliation and is used to simulate the fog of war. The letter "A" is on one side of the counter and the letters "NR" are on the other. The counter is turned with the "A" to the top to indicate it has been *Activated* and the letters "NR" toward the top to indicate it is *Out of Supply* and ready to be activated.



| Unit ready for activation | Unit already activated | Unit OoS and ready for activation |
| --- | --- | --- |

***Note****: for simplification purposes, the units of German origin (Prussian, Bavarian, from Baden and Württemberg) all have the same flag, that of Germany after its unification.*

The outline on the back side of the counter indicates the majority type of troops in the unit, its designation (also listed on the order of battle), its movement capacity expressed in MP and potentially a band of colour if the unit is attached to a specific corps.

**"Divisional" units** represent divisions, sometimes brigades.



Armée — Points de mouvement

Corps — Division — Couleur de la formation

**Independent units** are represented by a white band.

**Detachments** simulate units of a smaller scale (from regiments to brigades). Their composition is defined at the time of their creation and are listed on the order of battle.

**Decoys** represent false information, confusing army commanders in their understanding of the events. They act as a normal unit or commander, as the player chooses.

### 1.2.2 - Commanders

Their front side is identical to the units. Their back side depicts a portrait, name, the MP available to spend and a strategic value (SV between 0 and 2). This value is also listed on the order of battle.

There are two categories for commanders : army commanders and senior general. The hierarchy of a commander is given by the order of battle and may vary depending on the events.

Movement Points — Strategic Value

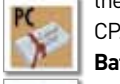Senior General          Army Commander

### 1.2.3 - Markers

**Tour - Turn** : follows the game's progression on the turn counter and the active player.

**Weather : follows the weather for** the turn.

**Amplitude** : keeps track of the forces engaged in a battle.

**PC - Command Points (CP)** : tracks the expenditure of an activated unit's CP.

**Battle** : keeps track of the location where the battle takes place.

**A combattu - Combatted** : keeps track of the units that combatted during the current turn.

**Retraite - Axis of retreat** (one side per camp) : identifies the connections that can be used for a retreat by one of the two camps in a contested zone.

**Encircled** : used for a camp that is not besieged but has no axis of retreat in a contested zone.

**Dos à la rivière - Back to the River** : to be placed on the units that just crossed a waterway and who stop their movement in the zone on the other side of the crossing.

**Démoralisé - Demoralised** : indicates the demoralised units in a stack after a combat or due to fatigue.

**Fatigue** : drawn from an opaque bowl to manage the activation and movement of the counters.

**Pontoon bridge constructed, Pontoon bridge under/en construction** : tracks the progress of the construction of a pontoon bridge or indicates its completion (and usability).

**Détruit, réparation - Destruction, Repair of a bridge** : enables players to indicate on the map the destroyed bridges or railways. The back side of the marker is used to track the progress of the repair of the destroyed bridge.

### 1.2 - ORDER OF BATTLE (OOB)

Each player has his own order of battle on which his "divisional" units and detachments are listed. Each unit has its strength depicted in boxes called Strength Points (SP). One SP represents approximately 2000 fantassins ; 1000 cavalrymen ; two artillery batteries or a battery of mitrailleuses (machine guns). The order of battle indicates to which commander (army general or generalissimo) the unit is directly linked. It is a good idea to make copies of the order of battle to use for later games.
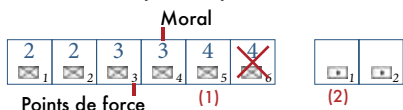
In order to distinguish the different types of SP, the following symbols are used :

⊠ Infantry

◸ Cavalry

◤ Heavy cavalry

⊡ Artillery

⊡ Large calibre artillery

⊡ Mitrailleuses (only used for the French rout test).

*Note : To simplify the game, no distinction has been made between artillery and horse artillery. To limit the number of counters in play, the batteries of each corps' artillery reserves have been distributed among the divisions.*

If a unit incurs losses, it crosses out squares from **right to left**. If all of the squares of a unit are crossed out, it is removed from the game.

The number on the bottom of the square gives the number of SP remaining. On the top of the square, a number gives the unit's current morale depending on its losses. By default, a unit that contains only artillery SP has a morale of 4.

Moral

| 2 | 2 | 3 | 3 | 4 | 4 |   | . | . |
|---|---|---|---|---|---|---|---|---|
| ⊠₁ | ⊠₂ | ⊠₃ | ⊠₄ | ⊠₅ | ✗₆ |   | ⊡₁ | ⊡₂ |

Points de force        (1)          (2)

*Example: this division just suffered a second loss. It can assign it to (1) the infantry which will then drop to 4 SP and a morale of 3, or (2) the artillery to keep its 5 infantry SP and a morale of 4.*

If a detachment is created, the square is crossed out from **left to right** diminishing the unit's number of SP without reducing its morale.

| 2 | 2 | 3 | 3 | 4 |   | . |
|---|---|---|---|---|---|---|
| ✗₁ | ⊠₂ | ⊠₃ | ⊠₄ | ⊠₅ |   | ⊡ |

*Example: this division just created a detachment; it now only has 4 SP but keeps the morale of 4.*

The garrisons' SP are allocated to the fortifications represented on the map and cannot move. They can however be used to create detachments, be reintegrated into a normal unit or, inversely, be completed by using SP from other units. As long as garrison SP are present in the order of battle, the fortification is considered active.

*Note : for towns straddling a waterway, the garrison SP are present on the entirety of both zones without distinction.*

## 2 - SEQUENCE OF PLAY

The game is played in several turns which each represent a day. Each turn is divided into five phases in the following order:

**1.** Entry of reinforcements, replacements and decoys

**2.** Events phase (see 4)

**3.** Initiative phase (see 5)

**4.** Day phase (see 6)

**5.** Night phase (see 17)

## 3 - REINFORCEMENTS AND DECOYS
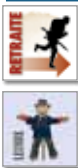
The reinforcements are placed in the zone of the map according to the indications given on the Unit placement table. If the zone is occupied, place an *Axis of Retreat* marker on the connection that goes off the map. The players place the off-map *Decoys* that are still available, face down, in zones with friendly units.

## 4 - EVENTS

### 4.1 - WEATHER

One player rolls **1d6** on the weather table.

• If the weather for the turn is rain, a stack of units draws an **additional** *Fatigue* marker at the beginning of the activation. The number of MP available for a unit is only 3/4 of its regular value (3 MP for infantry and 6 MP for cavalry or a commander).

For each pontoon bridge that is built or being constructed, roll **2d6** on the pontoon bridge damage table.

*Note 1 : If the result reduces the level of construction, a constructed pontoon bridge will have to be repaired to become useable once again; the construction of a pontoon bridge in progress might have to start from scratch.*

*Note 2 : The rain hinders supply and certain engineering operations. It impacts combat and pursuit.*

## 4.2 - OTHER EVENTS

See the special rules for each scenario..

## 5 - INITIATIVE PHASE

Each camp rolls **1d6** and adds its senior general's SV (0 if there is no SG). The player with the better score wins the initiative and has the first activation of the turn. In the case of a tie, it goes to the German.

## 6 - DAY OPERATIONS PHASE

Each player alternates in conducting one of the following options:
• Activate up to **5 units** (a decoy counts as a unit, player's choice) and a free number of leaders;
• Perform a single battle movement (see 7);
• Combat (see 15);
• Pass.

If both players pass consecutively, the day operations phase for that turn is over and play continues with the night operations phase.

An activated stack is pivoted with the "A" on top to indicate that it has been activated and cannot be activated again for the rest of the turn.

If a camp has activated all of its counters but cannot initiate combat, it must pass.

**Important** : Note that combat and battle movement are not considered activations. A unit can very well perform a battle movement then activate during a later operation to move and rejoin enemy units in another zone then combat during the next operation, and then combat again...

## 7 - BATTLE MOVEMENT

A **non-activated** stack of units (that may contain more than five units) moves from a single zone toward an adjacent zone containing enemy units (this zone can be contested or not) **without** changing to an *Activated* status.

The army commander of these units or the senior general **must** be present in the starting zone and moves with his units. For the movement to take place, he must get **4 or more** by rolling **1d6** and adding the commander's SV.

This is prohibited for a bridge or toward a mountainous zone.

*Note : the general can fail his test, leaving an opportunity for the enemy to take the initiative and flee, for example before another attempt.*

## 8 - ACTIVATION

An activated stack of counters may carry out one of the following actions: rally or spend MP according to the MP expenditures table. Units of different armies cannot be activated in the same stack.

Drawing a *Fatigue* marker allows for the regulation of both a stack's action capacity (linked to its command) and its exhaustion (linked to its morale). Each activated stack **must** finish **all** its actions before another activated stack may begin its actions.

The activation ends if all the available MP have been spent or if a "STOP" fatigue marker is drawn or as the player chooses. If the activated unit has not spent all its MP, they are forfeited.

### 8.1 - LINE OF COMMUNICATION

There are two types of Lines of Communication (LoC).

#### 8.1.1 - Direct LoC

• A **direct LoC** is a succession of **two connections** between the activated stack and the army commander commanding this stack or the senior general.

• A direct LoC becomes **invalid** if :
– it crosses a destroyed bridge on a major river or a destroyed tunnel.
– it crosses an uncontested zone with an enemy unit. If the zone is contested, the LoC must pass by its camp's *Axes of retreat*.

#### 8.1.2 - Telegraphic LoC

A **Telegraphic LoC** is a direct LoC between the activated stack and a zone which is itself linked by a succession of non-destroyed railway connections to an army commander commanding this stack or the senior general.

• A commander serving the LoC may board a train.

• The telegraphic LoC may exit the map by a friendly edge in order to return by another railway on a friendly map edge. There may also be enemy units along the railway.

*Note : as long as the telegraph cable is not cut, the communication gets through.*

• A telegraphic LoC becomes **invalid** if it crosses a destroyed bridge on a major river or a destroyed tunnel.

• A telegraphic LoC cannot cross a zone containing an active enemy fortress that is not under blockade (see 16.1).

### 8.1.3 - Independent units and LoC

An independent unit may be commanded without preference by an army commander or by the senior general with whom it has a valid LoC.

*Note : As long as MacMahon and Bazaine have not been named army commander, they only have an effect on the LoC of the units of their corps and independent units.*

## 8.2 - COMMAND POINTS

The Command Points (CP) signify the stack commander's capacity to make his troops act.

At the beginning of the activation, the player calculates the CP of the activated stack according to the **CP Table** and places the CP marker on the corresponding value on the game help for combats.

If the CP are negative, the stack's movement capacity is reduced by this value.

*Note : to maintain the fog of war, this calculation and its result may remain secret if the two players agree.*

If the stack has a LoC toward its army commander and he has a LoC to the senior general, the player uses the better SV to calculate the CP.

An independent unit brings about no penalty when drawing CP as opposed to activated units of different corps in the same stack.

A commander may be activated alone (following the same procedure as a unit) or with a unit under his command in which case he is subjected to the calculation of its CP.

The decoys may be assigned to any army commander or senior general.

A decoy can also be activated as a commander, as the player chooses, but does not provide bonuses to the LoC aside from to other decoys.

## 8.3 - FATIGUE

Place the twelve markers *Fatigue 0, Fatigue 1, Fatigue 2, Fatigue 3* and *STOP* in a bowl.

The player draws a *Fatigue* marker according to the **Drawing Fatigue markers table** before each referenced action that the activated stack will undertake.

When a *Fatigue* marker is drawn, the player may return it to the bowl and draw another one instead at a cost of **1 CP**.

It is prohibited to return a marker without drawing another one in its place.

The *Fatigue* markers that are drawn are put to the side. If a "STOP" marker is drawn and the stack has no more CP, it remains in place and its activation is over.

Otherwise, the activation continues until the all the MP have been spent or until the player chooses.

When the stack has finished its activation, if the number of markers drawn (except "STOP") **exceeds two**, find the sum of the *Fatigue* Points drawn. Each unit in the stack whose morale is **strictly less** than the sum loses as many SP as the difference between the sum of these *Fatigue* points and its current morale (player's choice except mitrailleuses). If the unit were eliminated due to fatigue, it does not lose its last SP but becomes *demoralised* (see 18).

The *Fatigue* markers are then returned to the bowl.

If fewer than three markers are drawn, they are

returned to the bowl without any other effect.

*Note : by definition, a commander does not lose SP.*

When it moves on land (see 9.1), the stack of units draws a *Fatigue* marker **before** each connection it crosses.

**Special case.** A stack comprised **only** of counters with a capacity of 8 MP may cross **two connections** after each *Fatigue* marker is drawn by spending its MP normally.

*Example 1 : the German player activates an out of supply German cavalry unit with morale 4 and a LoC toward a commander with SV 1 during a turn in the rain. It has 2 CP and 6 MP. It draws a STOP marker which it returns to the bowl for 1 CP. The new marker drawn is Fatigue 1. He can therefore begin his actions. To destroy the railway leading to the zone, he first draws a new Fatigue 1 marker then uses 1 MP. To move after that, he draws a STOP fatigue marker which he returns to the bowl using his last CP. He draws instead a Fatigue 3 marker and moves the unit along a path (2 MP) then a road (1 MP) to enter an enemy zone (1 MP). He conducts a reconnaissance using his last MP. He has drawn and kept three fatigue markers excluding a STOP marker and the unit loses 1 SP because the sum of the fatigue markers (5) exceeds its morale (4).*

*Example 2 : the French player activates two out of supply infantry units, morale 4 without LoC and with clear weather. They have 0 CP and 3 MP. To accomplish this movement, he draws a Fatigue 2 marker and moves them along a path (2 MP). Then he draws a Fatigue 3 marker and moves them along a road (1 MP). Since he has no additional MP, the activation ends. Since he only drew two markers, there is no attrition linked to fatigue.*

## 9 - MOVEMENT

### 9.1 - MOVEMENT ALONG CONNECTIONS

An activated stack moves by following the connections between zones. At each one, the player spends MP according to the **MP Usage Table**.

It is possible to drop off units during movement but not to pick any up. Units that are dropped off end their current activation and apply any fatigue effects with the markers drawn at that time (they are kept for the units continuing their activation).

**Special rules for the French player**

For a better historicity, apply the following rule : at the end of each activation (except combat), the French cavalry divisions initially belonging to a corps must always be in the same zone as one of the units of this corps or in a zone adjacent to one of them; otherwise they are eliminated.

### 9.2 - FRIENDLY FORTIFICATION

A unit may enter a fortification containing friendly SP or no SP in order to avoid a combat. It is then **blockaded**. The sum of the SP of the garrison and the units in the fortification must not be **greater** than the fortification's capacity (see 9.3 and 15.6).

Exiting the fortification and returning to the map in the fortification's zone does not cost any MP.

### 9.3 - ENTERING A ZONE WITH ENEMY UNITS

#### 9.3.1 - Overview

When a stack enters a zone with enemy units or a fortification containing SP of enemy garrisons **not under blockade**, it stops its movement and places an *Axis of retreat* marker of its camp on the last connection used.

If the zone contains at least one *activated* friendly unit or an enemy units (*activated* or not), the stack must spend an **additional MP**. If the zone already contains units of both camps when the active player's stack arrives, then either :

• *Axis of retreat* markers of its camp are already present: a new marker is placed on the connection taken if there wasn't one. If this leads to there being no more connections without a *Axis of retreat* marker, the enemy units are **encircled** (place an *Encircled* marker and remove all the *Axis of retreat* markers from the zone).

• *Axis of retreat* markers of the other camp are already present: place no marker and remove the other camp's marker from the connection taken, if there is one. If this was the only marker of the opposing camp, these units are now **encircled** (place an *Encircled* marker on his units).

• No *Axis of retreat* marker is present and the units of one of the two camps are encircled. If the activated stack rejoins the encircled units, the player may put an *Axis of retreat* marker of his camp back on the connection taken.

*Note : Decoy(s) alone cannot be used to take control of a connection.*

The active player's stack **finishes** its activation (except in a blockade zone, forced passage and reconnaissance cavalry unit, see below).

### Exception for the German player

During the German player's activation, if a single activated infantry unit enters a zone containing only French units, it can launch a surprise attack by spending **1 MP**. A French unit (priority for infantry) selected at random in the zone receives a *A combattu* (Combatted) marker. At the end of this surprise attack, the German activation comes to an end and it is the French player's turn (even if the German has not activated his five units).

### 9.3.2 - Forced passage

The active player may attempt a forced passage with his stack in movement if he just entered an uncontested zone. He will suffer a penalty in the combat. If he wins and/or if the defender **retreats** (see 15.3 and 15.7 ) he may continue his movement normally.

### 9.3.3 - Enemy fortifications

When an active stack enters a zone containing an enemy fortification, if there are enemy units present, they may either take shelter in the fortification as its capacity allows or not move. Units are not required to choose the same option.

If there are units both inside and outside the fortification, and there is a combat in the zone, only use the units outside of the fortification for the battle.

*Note : in this way, forces taking refuge inside the fortress may no longer combat at the same time as a potential "rescue army" that arrives in the zone later.*

The sum of the SP of the garrison and the units in the fortification must not be **greater** than the fortification's capacity. The units in the fortification are placed under the stack that imposes the blockade.

**Important**. In the case of fortifications on either bank of a major river, the reception capacity is **shared** by the two zones and is not cumulative. The fortification level used for the combat is **particular** to each bank. The unit blockaded in a zone may abandon it to move to the other. Inversely, a unit may come to reinforce the blockaded units from another zone of the fortification.

For the units that remain outside of the fortification, the defensive value in combat is that of the zone, without the effect of the fortress value.

If all the units are **inside** the fortification, don't place an *Axis of retreat* marker. The units of the player applying the blockade may leave the zone by any valid connection during a future activation (except major rivers, see 9.4).

If a moving stack enters a zone with an enemy fortification that is already blockaded, it may continue its movement spending **+1 MP.**

## 9.4 - EXITING A ZONE WITH ENEMY UNITS

If the player has his camp's *Axis of retreat* markers on connections of the zone, he **must** use these connections. If he has none and there are connections remaining without an enemy *Axis of retreat* marker, he must use the latter. If he is *Encircled* or *Blockaded*, he cannot move and must win a battle by pushing back the enemy units present in the zone to free up an *Axis of retreat* (see 15.6) or wait for help to arrive.

**Important**. In the case of a blockaded unit in a town with two fortified zones on either bank of a

major river, it may abandon one zone and move to the other; similarly, a unit may come to it as a reinforcement from the other zone. The garrison is considered present in both zones.

## 9.5 - CROSSING A WATERWAY

If a unit just crossed a waterway and stops in the zone immediately after this crossing, it receives a *Dos à la rivière* - (Back to the river) marker.

**Important**. If there is a fortress on either side of the connection crossing the major river, this connection cannot be used if the fortresses are controlled by two different camps, even with a blockade, except to attempt a forced passage. If it fails the stack **must** retreat.

A major river can only be crossed by an intact bridge or a pontoon bridge.

## 10 - RECONNAISSANCE

A unit containing cavalry SP in a contested zone can take a reconnaissance test by spending **1 MP**. If the unit does not contain any infantry SP, it can continue its activation after its reconnaissance.

Several units in the same zone may take their reconnaissance test together (add up their SP) or separately.

The active player declares he will conduct reconnaissance. Each camp secretly chooses the number of cavalry SP (the heavy cavalry SP are divided by two) that he will allocate to the operation among the units present. A player is not required to reveal all his cavalry potential.

If the active player declares **more SP** than his adversary, roll **1d6** on the reconnaissance table.

The result gives the number of enemy units that are revealed. The non-active player turns the number of counters indicated by the table to their **visible** side and potentially reveals their composition (number of SP and type de troop of the revealed counter). The counters are then returned to their hidden side.

There is no obligation to reveal decoys first (to pretend a troop is more imposing than it really

is). If they are revealed, remove them from the map to be repositioned during the next reinforcement phase.

## 11 - ENGINEERING OPERATIONS

Engineering operations take place only on the most important waterways and on railways. Players must draw a *Fatigue* marker before carrying out an engineering operation.

## 11.1 - EXISTING BRIDGE

If there are several bridges between the same two zones, all the bridges are destroyed or repaired at the same time.

### 11.1.1 - Destruction

An infantry unit (division or detachment) of at least **1 SP** in an **uncontested zone** may spend **1 MP** to destroy a bridge or a pontoon bridge linked to this zone. Place a *Détruit* marker on the connection or permanently remove the pontoon bridge from the game.

### 11.1.2 - Effect of destruction

When a bridge on a major river is destroyed, the axes of communication that pass by it (road or railway) can no longer be used for movement, supply and the lines of communication.

### 11.1.3 - Repair

To repair a bridge, an infantry division (but not a detachment) of at least **3 SP** in an **uncontested zone** and linked to the destroyed bridge must spend **2 MP** for each level of repair.

If there are enemy units on the other side of the bridge, the active player must have **more** artillery SP in his zone than his adversary has in the other zone. The SP are announced each time the player wants to improve the level of repairs.

The heavy artillery SP count **double**. The non-active player is not required to reveal his number of artillery SP but will not block the repairs in this case.

It is possible to destroy bridge under repair if the non-repairing player has more artillery SP than his adversary. Proceed as you would for a normal destruction.

### Special rule for the French player

The French player must have at least 25 % more artillery SP than the German player if he is the one to repair the bridge and the contrary to destroy the repair.

As long as the repair is in progress, the *Détruit* marker is placed on its repair (réparation) side. Turn the marker to indicate the progress: one notch for every 2 MP spent, two notches **maximum** per turn.

When the works are completed (level 4), remove the marker.

### 11.2 - CONSTRUCTION OF PONTOON BRIDGES

It is possible to construct a single pontoon bridge on a major river between two zones already connected by a bridge or on a pontoon bridge site (reserved for this and spotted on the map with the symbol ⬡ ) in order to increase the transit capacity between these two zones.

**Important** : the cost to move between two zones connected by more than one bridge is **1 MP** Only.

The procedure is the same as to repair a bridge except that it costs **1 MP** per level (**2 MP** during rain). It is possible to destroy a bridge under construction as well as a bridge under repair. If successful, the pontoon bridge marker is not removed from the game and can be used again.

As long as the bridge is under construction, the bridge marker is placed on its "*bridge under construction/pont en construction*" side. Turn the marker to indicate the progress : one notch per MP spent without a maximum limit per turn. When the works are complete (level 5), turn the marker to its "*bridge construit*" side.

To recover a pontoon bridge, the camp that constructed it destroys it. The enemy camp can also attempt to destroy the constructed pontoon bridge which is then lost for the rest of the game. A pontoon bridge that is damaged during a rain turn has its construction level lowered. If the bridge was constructed, it becomes unusable until it reaches level 5 again. If the construction level falls to 0 or less, the marker is removed from the map but remains available to its owner.

### 11.3 - RAILWAY

An infantry or cavalry unit (division or detachment) of at least **1 SP** located in an **uncontested zone** connected to a railway may destroy it by spending *1 MP*. Place a *Destroyed* (Détruit) marker on the connection.

A destroyed railway **blocks** supply by rail (see 15.2 and 17.1) and the telegraphic LoC (see 8.1). It does not block land movement that happens with no additional constraint except a destroyed railway bridge or tunnel in which case movement is impossible.

An infantry unit (division or detachment) with at least **2 SP** in an **uncontested zone** can repair a destroyed railway linked to this zone by spending **2 MP**. Remove the *Destroyed* marker from the zone.

## 12 - RALLY

A *demoralised* unit in an *uncontested* zone may spend **all** of its available MP for the turn in order to rally **if** his army commander or senior general is present in the zone.

Its *Demoralised* marker is removed if it passes a morale test according to the Rally table.

• A demoralised unit that wins a combat is **automatically** rallied even without the presence of its commander.

• A rally test may also be possible during the night phase without the required presence of a commander (see 17).

## 13 - DECOY

The player is free to choose at each action which type of unit his decoy will correspond to: cavalry, infantry, army commander or senior general.

**Généralissime : Maréchal Bazaine VS = 0**

**Armée de Châlons : Maréchal de Mac-Mahon VS = 1**

**1er Corps : Ducros**

1re DI — Wolff
2e DI — Pellé
3e DI — L'Hériller
4e DI — Lartigue
DC — Michel

**5e Corps : Failly**

1re DI — Goze
2e DI — Aydren
3e DI — Lespart
DC — Brahaut

**7e Corps : F. Douay**

1re DI — Conseil
2e DI — Liébert
3e DI — Dumont
DC — Ameil

**Gardes mobiles**

Mézières + Charleville

Sedan

**12e Corps : Lebrun**

1re DI — Granchamp
2e DI — Lacretelle
3e DI — Vassoigne
DC — Lichtin

**13e Corps : Vinoy**

1re DI — Exéa
2e DI — Blanchard

*Marguerite*
1re DRC

*Bonnemain*
2e DRC

**Détachement d'inf. 6.**

Détachement de cav. C.

Montmédy

Longwy

Verdun

# PLAYER AID – SEDAN 1870

## METEO (1D6)

| | |
|---|---|
| 1-3 | **Normal** |
| 4-6 | **Rain ➡ -1 PM (-2 MP** for a 8 MP Counter) |

## DAMAGE ON A PONTOON BRIDGE IF RAIN (2d6)

| | |
|---|---|
| 10 | -1 level of construction |
| 11 | -2 levels of construction |
| 12 | Pontoon bridge destroyed (remove counter from game) |

## COMMAND POINTS AVAILABLE BEFORE ACTIVATION

| | |
|---|---|
| If LoC[1] between unit and army commander or senior general | **+SV** |
| If LoC[1] between unit and army commander with a LoC to senior general | **+best SV** |
| Units of different corps marching together | -1 |
| Leader marching alone | -1 |
| If activated stack contains *out of supply* units | +1 |
| If activated stack contains units with a marker *A combattu* | -1 |
| If activated stack contains *demoralised* units | -1 |
| If activated stack contains units with a morale of 5 | +1 |
| If enemy counters in the zone of the activated stack | -1 |
| German activated stack | +1 |
| Stack with only friendly cavalry units [German only] | +1 |

If the CP are **negative**, the stack's movement capacity is reduced by this value

1- **independent unit**: *attach to any leader*

**Direct LoC** = 2 zones, if the zone is contested, the LoC must pass by its camp's *Axes of retreat*.

**Telegraphic LoC** = direct LoC between the activated stack and a zone which is itself linked by a succession of non-destroyed railway connections to an army commander commanding this stack or the senior general

## SPENDING MP

For each connection :

| | |
|---|---|
| Movement by road | 1 MP |
| Movement by path, following a railway or bridge | 2 MP |
| Movement on major river with **two** bridges | 1 MP |
| If more than two units move together[1] | **+1 MP per sup. unit** |
| Units moving into a zone with at least one *activated* friendly unit or an enemy unit or an enemy fortress under blockade | +1 MP |
| German surprise attack | 1 MP |
| Reconnaissance | 1 MP |
| Destroying a bridge (unit 1 SP inf. mini) | 1 MP |
| Building a pontoon bridge [Div. 3 SP inf.] by level | 1 MP/2 MP [Rain] |
| Repairing a bridge [Div. 3 SP inf.] by level | 2 MP |
| Destroying a railway (unit inf./cav. 1 SP) | 1 MP |
| Repairing a railway (unit inf. 2 SP) | 2 MP |

1- *including decoys, player's choice*

## FATIGUE MARKERS

1- *including decoys, player's choice*

---

# AMPLITUDE AND COMBAT RESULT TABLE

| SP number → CF difference ↓ | 1-15 | 16-30 | 31-45 | 46-60 | 61-75 | 76-90 | 91-105 | 106-120 | Penalty/Rout distance |
|---|---|---|---|---|---|---|---|---|---|
| 0 | 0 | 0 | 1 | 1 | 2 | 2 | 3 | 3 | - |
| 1-2 | 0/0 | 0/1 | 1/1 | 2/2 | 2/2 | 3/3 | 3/3 | 4/4 | 1 |
| 3-4 | 0/0 | 0/1 | 0/1 | 1/2 | 1/2 | 2/3 | 2/3 | 3/4 | 1 |
| 5-6 | 0/1 | 1/1 | 2/2 | 2/2 | 2/2 | 3/3 | 3/4 | 3/4 | 2 |
| 7-8 | 0/1 | 0/1 | 1/2 | 1/2 | 2/3 | 2/3 | 3/4 | 3/4 | 2 |
| 9-10 | 0/1 | 0/1 | 1/2 | 1/2 | 2/3 | 2/3 | 3/4 | 3/4 | 3 |
| ≥ 11 | 0/1 | 0/1 | 0/2 | 1/2 | 1/3 | 1/3 | 2/4 | 2/4 | 3 |

Losses (winner/loser) are noted X *(see 18)*. For a difference of 0, each player loses the indicated SP, there is no winner.

- If weather = **rain**, shift one column to the left
- If **assault**, shift one column to the right
- If amplitude > 120 : add the result of the column of the remaining SP
- If Odd ≥ 6/1 : first loss of the winner is temporary *(see 18)*

- First mandatory loss : Lead unit
- First loss of each unit to his most numerous type
- First loss of defender overlooked if assault of a fortress
- Artillery loss : mandatory every 3 SP [French] or 4 SP [Germans]
- If cavalry SP have been engaged, they can loose 1 SP every 3 losses max
- If cavalry charge 1 extra SP of heavy cavalry loss in case of defeat or draw

---

# COMBAT RESOLUTION - CF CALCULATION TABLE

The amplitude of combat corresponds to the sum of the SP of the two stacks. Note the combat amplitude with the « Amplitude » marker. Place the Lead unit chosen by each player on its current morale value.

Move each player's Lead unit counter according to the following modifications.

- **+ morale** of Lead unit ;
- **+ 1** there is a leader able to command all the engaged units [in defence only for the French]
- **+ Strength ratio** (max. 6) to the stronger stack (only inf. and cav. SP ; count cav. SP /2)
- **+ 1** per 4 SP [All] or 5 SP [Fr] of artillery starting with the first SP [heavy artillery SP x 2]
- **+ 1** heavy cavalry charge in clear terrain (except assault)
- **+ 1** if French infantry [chassepot]
- **+ defensive value** of terrain [defender]
- **- 1** if high heat [attacker]
- **- 2** if forced passage [attacker]

- **- 1** if at least one marker « Dos à la rivière »
- **- 2** if at least one marker *Disembarked*
- **- 2** if at least one unit is *demoralised*
- **- 3** if all units are *demoralised*
- **- 1** if there is not a valid LoP
- **- 2** if marker *Encircled*
- **- 1** if more than half of the units have been activated
- **- 1** if at least one unit has a marker *A combattu*
- **- 2** if all units have a marker *A combattu*
- **+ the result of 1d6**

## Assault of a fortress
- **+ defensive value of** the fortress [+ terrain value]
- **artillery SP** of the attacker are divided by [defensive value of the fortress + 1]
- **Bonus** of strength ratio : 3 max.

## Sally from a fortress
**Add** the defensive value of the fortress to the artillery SP

---

# PLAYER AID FOR THE COMBATS

| -4 | -3 | -2 | -1 | 0 | 1 | 2 | 3 |
|---|---|---|---|---|---|---|---|

## Track

| | | | | | | | |
|---|---|---|---|---|---|---|---|
| 4 | 12 | 20 | 28 | 36 | 44 | 52 | 60 |
| 5 | 13 | 21 | 29 | 37 | 45 | 53 | 61 |
| 6 | 14 | 22 | 30 | 38 | 46 | 54 | 62 |
| 7 | 15 | 23 | 31 | 39 | 47 | 55 | 63 |
| 8 | 16 | 24 | 32 | 40 | 48 | 56 | 64 |
| 9 | 17 | 25 | 33 | 41 | 49 | 57 | 65 |
| 10 | 18 | 26 | 34 | 42 | 50 | 58 | 66 |
| 11 | 19 | 27 | 35 | 43 | 51 | 59 | 67 |

Beginning of activation if meteo is *Rain*   1
Before any connection while moving[1]   1
Before any engineering operation   1
**1-** *Every two connections for a cavalry unit or a leader*

**Returning a *Fatigue* Marker**   **1 CP**
*Fatigue Marker 0,1,2,3 or STOP*

## • RECONNAISSANCE TABLE

|  | ≠ of cav. SP (heavy/2) | | |
|---|---|---|---|
| **d6** | **1-2** | **3-4** | **5+** |
| **0 and -** | 0 | 0 | 1 |
| **1** | 0 | 1 | 1 |
| **2** | 1 | 1 | 2 |
| **3** | 1 | 2 | 1* |
| **4** | 2 | 1* | 3 |
| **5** | 1* | 3 | 2* |
| **6** | 3 | 2* | 4 |
| **7 and +** | 2* | 4 | 3* |

**Die Roll Modifier**
French in reconnaissance   **-2**
French in screening   **+2**
Reconnaissance with units with 3 *Fatigue* markers   **-1**
Screening with *activated* units   **+1**
Rain   **-1**
**\*** : *reveal their composition*

## • ROUT TEST
**Rout if 1d6 + DRM > Lead unit morale**
If there is at least one unengaged unit without a marker *A combattu* and with a morale ≥ Lead unit morale   **-1**
Unit in a fortress   **- defence value of the fortress**
Penalty from the Combat result table   **+ indicated value**
If more than half of engaged units have been already *activated*   **+1**
An engaged unit was *demoralised* before the combat   **+1**
If more than half of engaged units have a marker *A combattu*   **+1**
Eliminate 1 SP of mitrailleuse of an engaged unit (max 1)   **-1**
One more SP lost for the Lead unit (max 1)   **-1**

## • SURRENDER TEST
**Surrender on 1d6 ≤ 2**
**Modifiers**
A unit with morale ≥ 5 is present   **+1**
No unit with a morale ≥ 4   **-1**
Stack is encircled   **-1**
At least one *demoralised* unit   **-1**
All units are *demoralised*   **-2**
Napoléon III (Mac Mahon) is present   **-2**

## • RALLY TEST  Success if 1d6 ≤ morale
A leader who can command the unit is present   **-SV**
If *Rain*   **+1**
If the unit is *out of supply*   **+1**

*Note : in blue: only for the French, in green only for the German.*

**Généralissime : *Von Moltke* VS = 2**

**IIIe Armée : *Prince Frédéric-Guillaume* VS = 1**

**Ve Corps : *v. Kirchbach***

9e DI *v. Sandrat*

10e DI *v. Schmidt*

11e DI *v. Gordon*

12e DI *v. Hoffmann*

**XIe Corps : *v. Gersdorff***

21e DI *v. Schachtmeyer*

22e DI *v. Schumacker* / *Wittich*

**IVe Corps : *v. Tümpling***

1re DI *v. Stephan*

2e DI *v. Schumacker*

Cuirassiers

**Ier Corps bavarois : *v. Tann***

**IIe Corps bavarois : *v. Hartmann***

3e DI *v. Walker*

4e DI *v. Bothmer*

Uhlans

**Division wurtembourgeoise : *v. Obernitz***

**Armée de la Meuse : *Prince royal Albert de Saxe* VS = 1**

**Garde : *prince Auguste de Wurtemberg***

1re DI *v. Pape*

2e DI *v. Budritzki*

DC *v. Goltz*

**IVe Corps : *v. Alvensleben 1***

7e DI *v. Schwarzhoff*

8e DI *v. Schöler*

**XIIe Corps (saxon): *prince George de Saxe***

23e DI *Montbé*

24e DI *v. Holderberg*

12e DC *Zur Lippe*

2e DC *v. Stolberg-Wernigerode*

4e DC *Prince Albert de Prusse*

5e DC *v. Rheinbaden*

6e DC *v. Mecklembourg-Schwerin*

Détachement Inf. 5

Détachement Inf. 6

Détachement Cav. D

**Fortifications ennemies**

Mézières + Charleville

Verdun

Longwy

Vitry-Le-François

Sedan

Montmédy

– If it represents a unit, it can be affiliated with any commander for the rules of activation.

– If it represents a commander, it provides no SV bonus for the activation of other units aside from other decoys.

*Example : a decoy used as a senior commander may provide a bonus to a decoy army commander and two infantry division decoys if the LoC are respected.*

The decoy always remains face down except when engaged in battle or in the case of successful reconnaissance where it can be revealed and placed in reserve.

It may return to the game by any zone containing friendly units during a later reinforcement phase.

## 14 - DETACHMENTS & GARRISONS
### 14.1 - DETACHMENTS

The number of detachments possible is limited by the OoB.

A *non-demoralised* unit may create detachments at any time during its activation or during the night phase by transferring to the detachment a certain number of SP. The newly created detachment is not considered activated (see 1.2).

The SP taken from the mother unit (cross out the spaces from left to right) are assigned to the OoB of a detachment of the same type (same type of outline). The unused SP in the detachment are crossed out from right to left. The mother unit cannot give more than half of its SP at the time of creation and must always keep **1 SP** minimum of its reference type (symbol on the counter). A detachment may only contain artillery if it has at least **1 SP** of cavalry or infantry.

A *non-demoralised* detachment can be completely integrated into a unit according to the inverse procedure. Its SP **cannot** be used to replace losses due to combat or fatigue.

### 14.2 - GARRISONS

The garrisons are SP assigned to a fortress listed on the OoB and not represented by a counter. A unit that is blockaded in a fortress is used for its defence but does not correspond to the garrison.

It is possible to transfer to the OoB SP from a unit to a garrison, empty or incomplete, under the same conditions as the creation of a detachment. If a fortification on the national territory of the enemy is free of enemy units, it is possible to place a garrison inside using the provided spaces on its own OoB.

It is possible to integrate the garrison SP as for a detachment. The reintegration can be partial (the garrison can give only part of its SP).

During the night phase, it is possible to create a detachment from the garrison (see 17). This can then be reintegrated to any unit as if it came from this unit.

## 15 - COMBAT
### 15.1 - INITIATION OF COMBAT

When a zone is *contested*, the **active** player may launch a battle. Each camp secretly chooses the units it will engage with no limit in number.

Artillery cannot be engaged alone in attack.

If a defender can only engage artillery SP, his artillery SP must be taken into account (but not the attacker's) when calculating the amplitude and strength ratio.

*Decoys* can be engaged.

**Special rule for the French player**

If French infantry units of the Imperial Guard are present in the zone, the French player can engage them if he has no other non-engaged infantry units without a *Combatted* marker.

The two players simultaneously reveal their engaged units. The engaged *Decoys* are removed to be replaced during a future reinforcement phase. If there are only decoys, the combat ends immediately, without any other effect.

**Option** : to speed up the game, the defender must engage **all** his present units.

### 15.2 - PROVISION

Each camp checks if it can trace a valid *Line of Provision* (LoP).

A LoP is a path of connections (except destroyed bridges or tunnels) of **any length** and **any type** passing by zones that are **unoccupied** by the enemy toward a source of supply of its camp (see 17.1) or friendly map edge.

In a *contested* zone, the path may only pass by friendly *Axes of retreat*.

A fortification zone controlled by the enemy and not under blockade is not useable.

If there is no valid LoP, the artillery SP of the concerned played are **divided by 2** for the battle and he will have a penalty for the combat.

*Note : it is important to differentiate between the notion of provisions, which only applies to the combat, and supply (see 17.1.1).*

## 15.3 - RETREAT OF THE CAVALRY BEFORE COMBAT

A stack engaged in the combat that is not *encircled* and is composed solely of cavalry SP (with or without artillery SP) can decide to retreat before the combat. It follows the same conditions of retreat and pursuit in the case of voluntary retreat as that following a combat (see 15.6), considering the retreat test to be **automatically** successful.

The attacker's engaged units do not become *activated* if they weren't already and do not receive a *A combattu* marker.

## 15.4 - RESOLUTION

• Determine the **amplitude** of the combat by adding up the engaged SP of both camps (except artillery and mitrailleuses); the cavalry SP are divided by two.

• Each camp determines its "Lead unit" among its engaged units. A cavalry unit can only be designated lead unit in a zone of clear terrain if it does not have a *Combatted* marker or if there is no infantry engaged.

• Each player calculates his *Combat Factor* (CF) starting at zero on the **CF Table** then adding up the bonuses and penalties indicated on the **Combat table** (use the Lead unit to track the calculation of CF on the table).

– The bonus (**+1**) linked to the presence in combat of a commander only applies if he can command all the engaged troops (hierarchical affiliation). The status of the commander counter (supply, activation, markers) has no effect on the combat. The independent units may be commanded by any army commander or by the senior general.

– The **charge bonus** is only valid if the player decides to charge (attacker first, then defender). This is only possible if all the heavy calvary SP are engaged in clear terrain. In the case of a tie or defeat, an additional loss will be allocated to **1 SP** of the engaged heavy cavalry.

– If the strength ratio is between 1 and 1.5 (not including 1 or 1.5), the larger camp receives a bonus of **+1**. If the strength ratio is strictly 1/1, there is no bonus. The strength ratio bonus cannot be **greater** than 6.

• The final CF may be positive, negative or zero. The winner of the combat is the player with the **greater CF** (there is no winner in the case of a tie). The losses are given by the combat table by crossing the difference in CF with the amplitude of the combat.

• In the case of a tie, the engaged units immediately become *activated* or receive a *Combatted* marker if they were already activated.

## 15.5 - LOSSES

Losses are applied freely by the players who suffer them to the **engaged** units according to the information on the **Combat table**, always checking the spaces from right to left. The first loss is for the Lead unit (see 18 also).

• **Germans** : a loss cannot be attributed to the divisional cavalry with an infantry unit unless a loss has already been attributed to the infantry of the division in the current engagement.

• **French** : it is prohibited to attribute losses to the mitrailleuses. They are automatically eliminated if the unit has no other SP remaining.

– If the winner had *demoralised* units, they

are automatically rallied; remove the *Demoralised* marker.

– If the defender had only engaged artillery SP and lost the combat, all the artillery SP are eliminated.

## 15.6 - RETREAT AND ROUT

• If the attacker is the loser, there is no test to take and the battle is over.

•If the defender is the loser, he takes a rout test according to the **Rout table**.

If the "Lead unit" is eliminated, the player designates another unit that participated in the combat.

If there is no rout, the defender may attempt a voluntary retreat of **one** zone with some or all of his troops engaged with a successful die roll of **1d6 ≤ 2+SV**.

Take the SV of the highest ranking commander in the zone (or zero if there is no commander); he is not required to follow the retreat.

In the case of rout, the units that combatted

receive a *Demoralised* marker and must retreat the number of zones indicated on the combat table depending on the result.

If the units were encircled and rout, they take a single **test of surrender** for all the units of the zone (even those that aren't engaged). If there is no surrender, the units that were not able to rout remain in place and each take an additional loss of **1 SP**.

The retreat and the rout follow the camp's *Axis of retreat* connections or, if there are none, by connections without an enemy *Axis of retreat* marker

It is not possible to go toward a zone occupied only by enemy counters but it is possible to go toward an enemy fortification.

Entering a *contested* zone may only occur via a friendly *Axis of retreat*.

**Important**. The connections have a **limited** capacity of units for rout and retreat: 6 units per road connection, 4 units per path or railway connection and 2 units by a non-destroyed

bridge on a major river with cumulative effect if there are several bridges. The presence of a river or a canal **reduces** a unit's capacity.

Each unit that exceeds the connection's limit loses **1 SP**. These constraints only apply to the first connection crossed (see also 18).

*Note: Rout toward Belgium is prohibited unless this is the only possible direction for the rout. In this case, the units are detained and considered to have surrendered.*

It is possible to withdraw part of the troops to a fortress in the zone if the player **controls** it and as long as he doesn't exceed the fortress' capacities. The fortress is then blockaded (see 9.2)

If a commander remains alone because all his troops have been eliminated, he is placed on the closest friendly unit in terms of MP except in the case of encirclement, in which case he is taken prisoner.

After he does or doesn't carry out his voluntary retreat or after his rout, the defender loses an *Axis of retreat* adjacent to one of the attacker's *Axes of retreat* unless this is his last *Axis of retreat* (he cannot be encircled in this way).

If the attacker was encircled, he chooses a connection in the direction of a supply source or friendly map edge allowing him to break the encirclement.

All engaged units of both camps become *activated*, or those that already were activated receive a *Combatted (A combattu)* marker.

## 15.7 - PURSUIT

If the defender has no units left in the zone after the retreat in **clear terrain** or after the rout **regardless** of the terrain, a pursuit ensues if the winner has more cavalry SP than the loser.

The winner rolls **1d6** and adds his cavalry SP. The loser rolls **2d6**, adds his cavalry SP and the **defensive value** of the terrain of the zone in which the combat took place.

If the difference between the winner's total and the loser's is **positive**, the loser must remove that many SP from his units.

If it is raining, 2 losses must be allocated to the artillery.

In the case of **retreat**, the difference is divided by two.

## 16 - FORTIFICATIONS

### 16.1 - EFFECT OF CONTROL

The player who controls the garrison SP or is the only one with a unit in a fortification zone has control. A fortification without any units in the zone or garrison is not controlled by either player.

A fortification occupied by the enemy blocks the LoP and the LoR unless it is blockaded (see 15.2 and 17.1). It blocks the telegraphic LoC as long as it contains enemy units that are not blockaded (see 8.1.2).

Moreover, on the national **enemy** territory, a garrison of **1 SP** must be placed (**2 SP** for a fortification with capacity of 10 or more) for the LoS not to be blocked (see 17.2).

### 16.2 - ASSAULT OF A FORTRESS

To capture a fortress by assault, the zone cannot be *contested*. The besieger launches an assault which is resolved like a normal combat except that:

• A **one column** shift to the right occurs on the combat table :

• The attacker (= besieger) has his artillery SP **divided** by the fortification's defensive value increased by 1 ;

• The strength ratio bonus is limited to 3 ;

• The defender (= besieged) adds the fortification's defensive value to the terrain value ;

• The defender suffers no penalty for the absence of an *Axis of retreat* (no *Encircled* marker) ;

• The defender suffers no penalty for the absence of provisions ;

• The defender's first loss is ignored;

• The defender does not suffer the effect of activation and has no *Combatted* marker ;

• If the defender is defeated, **all** blocked units are eliminated if a rout must take place. The

defender benefits from a bonus on the test for the fortification.

*Note : for fortresses straddling a waterway, if the defender routs or retreats, we consider that the besieged troops cross the river and take shelter in the other zone if it has not already been captured (including garrisons). The fortification's defensive value is particular to each zone.*

### 16.3 - ATTEMPT OF A SALLY

A stack that is blocked in a fortress may engage in combat against the stack blocking the fortress. The garrison may also attempt a sally, whether alone or with another unit in the fortress.

Before the combat, the besieged may attempt a reconnaissance test by rolling **1d6** without modifier on the first column of the reconnaissance table. He may then decide to pursue the sally or stop it and not launch a combat.

The combat is then resolved with the following adjustments:

• The defensive value of the zone does not take into consideration the fortification's defensive value but only the terrain's ;

• The attacker (= besieged ) adds the fortification's defensive value to his artillery SP ;

• There is no penalty for the attacker for the absence of an *Axis of retreat* (no *encircled* marker);

• There is no penalty for the attacker for the lack of Supply ;

• The attacker does not suffer the effect of activation and does not have a *Combatted* marker ;

• If the defender (= besieger) is defeated, the pursuit does not happen.

## 17 - NIGHT PHASE

During the night phase, the players carry out the following operations.

### 17.1 - SUPPLY AND RECOVERY OF STRAGGLERS

Each stack checks its supply status.

### 17.1.1 - Supply check

A unit is supplied if it can trace a direct *Line of Supply* (LoS) of 4 MP (-1 MP if it is raining) toward a zone connected by **a succession of non-destroyed railways** to a friendly supply source or friendly map edge.

**Important**. A source of supply that is captured by the enemy is no longer a source of supply even if its owner recaptures it.

The zones of Metz and Strasbourg are sources of supply for the French player only. In German territory, the French player cannot use the railways for his supply.

*Note : the LoS toward a railway is decreased by 1 MP for the French.*

The presence of enemy counters (even *Decoys*) without a friendly unit or of a fortification controlled by the enemy not under blockade block the LoS.

On the national enemy territory, it is necessary to control the fortification to have a valid LoS by railway (see 16.1). In a *contested* zone, the LoS can only pass by the friendly *Axis of retreat* and not by railway.

### 17.1.2 - Fortress zones

The units in a zone with a fortress are automatically supplied to the level of the fortress' occupancy capacity.

### 17.1.3 - Living off the land

A *non-activated* unit located in an *uncontested* zone is considered *supplied* at the end of the turn except for units that cannot trace a *Line of Provision* of any length as described in 15.2.

## 17.2- EFFECTS OF SUPPLY

### 17.2.1 - Out of supply unit

*Out of supply* units are pivoted with « NR » toward the top.

An *out of supply* stack that cannot trace of *Line of Provision* as defined in 15.2 takes a test on the **Surrender Table**.

This test does not concern the units in a fortification and the garrisons.

In the case of surrender, the units and commanders surrender and are eliminated.

### 17.2.2 - Supplied units

Each *supplied* unit (except for detachments) that is *not activated* in the turn and *not demoralised* can recover **1 lost SP** by getting a result less than or equal to its morale on **1d6** (+1 if rain).

The SP spent to create a detachment cannot be recovered. It is neither possible to recover SP of artillery, mitrailleuses, or heavy cavalry nor the unit's first loss.

Lastly, the *supplied* units are turned to have the "A" toward the bottom.

## 17.3 - RALLY

Any *demoralised* unit (even without a commander in the zone) in an *uncontested* zone may attempt to rally. Its "demoralised" marker is removed if is passes a morale test according to the **Rally table**.

## 17.4 - DETACHMENTS

It is possible to create or reintegrate detachments for any unit without a *demoralised* marker.

It is possible to create a detachment from a garrison.

## 17.5 - NIGHT WITHDRAWAL

Players may decide to evacuate any *contested* zone. The player who lost the initiative goes first. The player then moves by **two zones** all his troops via his camp's *Axis of retreat*. The units may take different routes.

The disengaging units may not infiltrate a zone that contains only enemy units. They may only enter a contested zone by a friendly *Axis of retreat*.

Each unit tests with **1d6** (+1 in the case of rain). If the result is greater than its morale, it loses **1 SP**.

## 17.6 - ABANDONING FORTIFICATIONS

Garrison SP can abandon their fortification if it is possible to trace a LoP as defined in 15.2. These SP are permanently removed from the

game and do not count for VP. Only the garrison SP are eligible; units positioned in a fortification cannot proceed this way.

## 17.8 - MARKERS
The *Back to the river*, *Combatted* and *Disembarked* markers are removed.
The Turn marker is advanced one space.

## 18 - OPTIONAL RULES
### 18.1 - PERMANENT AND TEMPORARY LOSSES (RECOMMENDED)
Losses suffered during the game may be permanent, and thereby unsalvageable, or temporary and therefore salvageable according to 17.1.2.

• All losses attributed during a combat are **permanent** (Infantry, cavalry, artillery and mitrailleuses).

• Losses due to fatigue are **temporary**.

The permanent losses are noted differently on the order of battle: a bar " / " for temporary losses and a cross " X " for the permanent losses for example.

1ʳᵉ DI
Ducrot

*Examples*: *the First division of the 1st Corps, the head unit for the combat, just suffered one loss from fatigue; it is noted temporary.*

1ʳᵉ DI
Ducrot

*The same division suffers two new losses during a combat, these losses are permanent.*

### 18.2 - YOU ARE THE COMMANDER !
Since the situation is not to the French player's advantage, and in order to erase the impact of the commander as a historical commander, this variation proposes setting the senior general strategic value to 2.

### 18.3 - FRENCH DOCTRINE
This variation puts into effect all of the instruction and doctrine reforms erasing the pitfalls Marshal Niel had detected.

– The French player benefits from the same CP bonus as the German player for a stack containing only cavalry SP.

– The French player is not subjected to his own penalties during the reconnaissance.

– The French player benefits from the **+1** combat bonus for a commander in attack or in defence.

– The German player can no longer launch a surprise attack.

– The French cavalry divisions attached to an army corps are no longer subject to special rule 9.1.

## 19 - SCENARIO
### 19.1 - THE CAMPAIGN OF THE ARMY OF CHALONS,  AUGUST - SEPTEMBER 1870
The Army of Châlons must take the initiative to go to the aid of the besieged Army of Metz. The German forces must prevent them from doing so.

Players will be able to download a variation on the VaeVictis website that explores what would have happened if the Army of Metz had taken more initiative to attempt an exit than it did historically. Players must also have the great game VV # 33 ˝1870˝ to play this variation.

#### • Map
We consider that there is a **permanent** pontoon bridge on the connection between Dieue-sur-Meuse and Senoncourt. If it is affected by the weather, use a destruction marker to follow its level of degradation.

#### • Duration
The game begins on 25 August and ends on 3 September.

#### • Units
Napoléon is considered always present with Mac-Mahon. Capturing Mac Mahon means capturing the Emperor.
All units begin the game with *Out of Supply* status.

## • Set-up

At the beginning of the game, the *Decoys* are placed as the players choose on their units or held in reserve for later.

### French

*Mac-Mahon* : Rethel
**1er Corps** (*Ducrot*) : Ménil-Annelles - 5 counters
**5e Corps** : (*De Failly*) : Rethel - 4 counters
**7e corps** (F. Douay) : L'Effincourt - 4 counters
**12e Corps** : (*Lebrun*) : Rethel - 4 counters
**1re division** (de réserve) de cavalerie : Rethel
**2e division** (de réserve) de cavalerie : Rethel
4 x Decoys

### Germans

*Von Moltke* : Bar-Le-Duc

## • Armée de la Meuse

*Prince Albert de Saxe* : Senoncourt
**Garde** (*Auguste de Wurtembeg*) : Erize-la-Grande - 3 counters
**IVe corps** (*Von Alvensleben*) : Vavincourt - 2 counters
**XIIe corps saxon** (Prince Georges de Saxe) : Senoncourt - 3 counters

## • IIIe armée

*Prince Frédéric-Guillaume* : Bar-Le-Duc
**Ve corps** (*V. Kirchbach*) : Sermaize - 2 counters
**VIe corps** (*Von Tümpling*) : La Houpette - 2 counters
**XIe corps** (*Von Gersdorff*) : Perthes - 2 counters
**Ier Corps bavarois** (Von Tann Rathsamhausen) : Bar-le-Duc - 2 counters
Brigade de Cuirassiers du Ier Corps Bavarois : Nettancourt
**IIe Corps bavarois** (*Von Hartmann*) : all units at Revigny - 3 pions.
The following units have a reduced number of SP corresponding to a detachment left at Toul.
3e DI bavaroise : -1 SP cavalry
4e DI bavaroise : -3 SP infantry ;  -1 SP artillery
**Division Wurtembergeoise** : Saudrupt ; -1SP cavalry ; -1 SP artillery

**Dét. D** cavalerie wurtemburgeoise : Marson with 1 cavalry SP + 1 artillery SP
**2e division de cavalerie** : Humbecourt
**4e division de cavalerie** : Vitry-le-François
**5e division de cavalerie** : Sivry-sur-Meuse
**6e division de cavalerie** : Clermont-en-Argonne
6 x Decoys

*Game note : the blue flag at Lay-St-Rémy is only used in the context of the great campaign. This map is placed on top of the one for the great game 1870.*

## • Reinforcements
### French
**28 august**
1re division d'infanterie (13e Corps) : Rethel
**31 august**
3e division d'infanterie (13e Corps) : Mézières

## • Special rules
### – German uncertainty about French intentions

The Germans have a penalty in the calculation of their CP for each activation : -2 for the 1st turn and **-1** for the 2nd turn.

### – Mac-Mahon's hesitations about following orders

During the initiative die roll, if the French gets 1, Mac-Mahon's SV becomes 0 for the rest of the turn. Mac-Mahon is only the army commander: the generalissimo is Bazaine, who is stuck in Metz and whose communication with Mac-Mahon is cut off. .

*Historical note : Mac Mahon is pressured by government orders to rescue Bazaine but has doubts about the risks of such a manœuvre..*

### – French supply

at the beginning of the night phase, the French players rolls **1d6**. On **5 or more**, no supply by the friendly edge of the map is available. Foraging remains possible.

The Germans cannot use the railroads to transport their supply (Metz and Toul block the supply lines by railroad).

*Note : The Germans only live by foraging in this scenario. Partial supply made it to them but not as efficient as it would have been by railroad. Later, they will make a railway by-pass of Metz to cross the Moselle farther south…*

• **Frendly map edge**
French : west
German : east

• **Pontoon bridges**
French : 0 ; Germans : 1

## 19.2 - OBJECTIVES AND VICTORY

### 19.1.1 - Automatic victory

If Von Moltke or Napoléon III are captured, the game ends immediately.

### 19.1.1 - Victory at the end of the game

The French player wins a strategic victory if he extracts at least 10 infantry divisions (each containing at least 4 SP - combination of infantry, artillerie, and mitrailleuses) by the zones between Longwy and Beaumont. An operational victory for extracting at least 7 infantry divisions and a tactical victory for extracting at least 4 infantry divisions.

The German player wins a tactical victory if the French fails and he has 4 SP losses more than the German; an operational victory if the French has at least 7 infantry divisions without LoP with the western edge and a strategic victory if at least 7 French infantry divisions surrender or are destroyed.

Any other case is a draw.

## 20 - DESIGN NOTES

I wanted to create a game that focused on the manoeuvring aspect of the Franco-Prussian War of 1870 during its "imperial" phase when the worst could have been avoided. At first glance, the game system "Les Maréchaux" ("The Marshals") presented the required criteria: movement along the principal axes of communication, a spread-out flow of the armies along these axes, encirclement as a means of cutting the enemy off from its base and putting oneself in the best position for a decisive battle. It was not the battles but rather these points in which Helmut von Moltke's military art was revealed and made all the difference.

Nevertheless, a difference quickly emerged with the campaigns simulated up to that point in Les Maréchaux: the size of the armies had greatly increased. The number of units is noticeable greater. It was therefore necessary to rethink the scale of the SP, adapt the movements and impose constraints in order to simulate the congestion in the transport routes without requiring fastidious calculations of SP for each movement. Various tactics were applied, limiting the command capacity and penalising congestions by applying MP penalties to big stacks. Since the number of counters to be moved had greatly increased, I chose to limit the die rolls for activations by combining the command capacity and the exhaustion of troops in the "fatigue" markers system. Thanks to the "STOP" markers, a stack's movement can end even if the troop is not exhausted.

The increase in firepower from the previous period enables the defender to hold his position more easily, but only an attack can drive out the adversary at a cost of heavy losses on both sides. The system of the axes of retreat was developed and the losses on the combat table were increased. Units from both camps now have several axes of retreat in a zone. If the attacker is the victor but the defender does not abandon the combat zone, he may lose control of one of the defender's axes of retreat, simulating his partial withdrawal on the terrain. On the other hand, pushing back an attack allows a camp to hold its position while inflicting serious losses but nothing

more. When the retreat occurs, the fewer axes of retreat a troop has, the more it risks leaving prisoners in the hands of the enemy. ♦

## ERRATA

The back of the counters : *Frédéric-Guillaume, cavalerie de la garde* and *5e division de cavalerie allemande* have wrong movement values. We give them again with the good values, you can photocopy them and paste them, they are at real size.

# DETAILLED SEQUENCE OF PLAY

## 1. Entry of reinforcements, replacement and decoys (3)

## 2. Events phase (4)
• Roll 1d6 on the weather table
• Other events (see scenarios)

## 3. Initiative phase (5)
Roll **1d6** and add the senior general's SV (0 if there is no senior general). The player with the better score wins the initiative and takes the first activation of the turn. In the case of a tie, the German player has the initiative.

## 4. Day phase (6)
Each player, alternatively, must conduct one of the following operations :
• Activate up to **five units** (a decoy counts as a unit at the player's choice) and a free number of leaders ;
– Check the command (8.1)
– Calculate the CP of the stack (8.2)
– Draw the Fatigue markers and spend the movement points (8.3 and 9)
• Carry out a single battle movement (7) ;
• Combat (15) ;
– The active player launches a battle
– The two players turn the concerned units to their back side
– Check the Line of Provisions (LoP) (15.2)
– Possible cavalry withdrawal (15.3)
– Determine the combat amplitude (15.4)
– Each camp determines its « head unit »
– Calculate the Combat factor (CF)
– Determine the victor and calculate the losses (15.5)
– Retreat and rout (15.6)
– Pursuit (15.7)
• Pass.
If both players pass consecutively, the day phase is over.
Proceed to the night phase.

## 5. Night phase (17)
• Check the supply (17.1)
• Effects of supply (17.2)
• Rally (17.3)
• Replacements (17.4)
• Creation or reintegrations of detachments (17.5)
• Nocturnal withdrawal (17.6)
• Abandon fortifications (17.7)
• Remove *Dos à la rivière (back to the river)*, *Débarqué (disembarked)* and *A combattu (combatted)* markers (17.8)
• Move the Turn marker forward