NASHCON 2013, Sunday, May 26,
• *Escape from Sedan 1870* Quick Start

http://hmgs-midsouth.org/nashcon/

At 9 am, David and Ben Raybin bring us yet another epic offering designed for our out-of-town attendees whose games have been packed away but want to get in one more battle before they depart. Locals are certainly welcome, also. There will be spots for a dozen players, a 24 foot table, and a thousand 28mm troops. Here are the Rules. The maps are in a companion file.

Introduction

It is 1870. After determining that they were ready "down to the last gaiter button" the French declared war on Prussia. The French soon found themselves on the defensive. The Prussians (now aided by the other "nations," such as Bavaria) won battle after battle.

With one French army bottled up in Metz Emperor Napoleon III took matters into his own hands and formed an army of relief. He soon found himself outmaneuvered and faced possible encirclement in Sedan.

In this game the Germans are trying to capture a critical road net that will prevent Emperor Napoleon III and much of his army from escaping to Paris. If they can capture Napoleon and move on Sedan the French Second Empire faces catastrophe! However, the French have superior rifles and those pointy German helmets make for wonderful targets in your gun sights.

Cavalry abounds in this game. There is a lot of milling about which will make for a fine brawl. The Germans have superior numbers and superior Krupp artillery. However, the German small arms, while breechloaders, have dreadful range.

It is a race against time. Both sides need to be on the offense: the French to break out and the Germans to capture Sedan and Napoleon himself along with the last remaining French field force. Will the French be ready 'down to the last gaiter button" or find themselves in *la maison de la dernière cartouche'*; the home of the last cartridge '

The rules for the game are my *Charge of the Light Brigade* originally designed for the Crimean War but modified for later conflicts. Everyone will be provided with a play sheet which will have the charts and an outline of the rules. © 2013 DLR

The Object of the Game.

The troops are aligned down the long sides of the table. The Germans need to advance and close the circle so the Emperor cannot escape to Paris. To claim victory, the Germans must attack the French forces and capture the Emperor by moving a unit adjacent to him. Further they must move a certain number of stands off the board to advance on Sedan. The Emperor can move about the board to deny the German victory conditions. The French can win by the Emperor and a certain number of stands exiting off the German side of the table.

The Game Itself

Troops are organized in a uniform manner. Infantry are four castings to a stand (two up and two back) with six stands to a "unit". Cavalry have two figures to a stand with six stands to unit. Each battery has three stands with a piece and two figures per stand. An infantry and cavalry "unit" represents about 500 to 1000 actual men

Depending on the number of players, each person playing the game should command about three to five units. We use six-sided dice because they are easier to read.

The key to the game is the turn sequence and the use of "command cards." When the turn begins each side rolls for initiative. The side which had the initiative last turn adds one to the die roll since, in this game, if you have the initiative you tend to keep it. If you won more close combats than the other side there is an additional modifier. The side winning the initiative gets his choice of who acts first that turn.

A player's turn is divided into phases. The first phase is "free" and all units can perform any one action of their choice. An action is: a move, fire, close combat, limber, unlimber, dismount etc. The point is that a unit is limited to only one action of its choice.

Once all your units have taken their free action phase you can spend command cards to take further action(s). This is really the guts of the game. Each group commander has so many command cards to apply to his units.

It costs one card per unit for the additional action. Then there is a second command phase and units can take another action - if desired - by paying two cards. A third phase in that same turn requires the expenditure of three cards for a single action. This can go on and on but there are few commanders who have enough cards to go more than four command phases in a single turn with his units. Of course using that many cards means you have burnt them up and you might need them later on.

What usually happens is that most folks use two or three command cards per turn at most since it gets very expensive to take more per turn (because of the additive effect per turn).

The ability to use command cards, in effect, represents a unit's extra energy to "double time" or execute a charge. The better units tend to draw more command cards and thus can do more things during a game. This also eliminates a host of other variables which tend to complicate things - and thus otherwise slow down the game.

While one side is using command cards the other side gets a limited reaction capability. If side A uses a command card for a given unit then all enemy units within range get to fire on that unit. The fire is simultaneous only in this phase. Enemy cavalry get a reaction charge. This reaction capability keeps things from getting out of hand because otherwise the fellow using command cards could run right up on the enemy with impunity.

Using command cards has a risk factor if your unit is close to opposing troops. The flip side is that - where the risk is low - you can move your guys near the action with dispatch and get right into the fray. In desperate situations you can reinforce a unit which is about to be overrun. A limited number of command cards keeps folks on edge.

Movement in the game is by die roll; each pip representing an inch. A unit in line can move two dice....in column three dice. There are die penalties for terrain and that sort of thing. Given the relatively low number of units in the game allows for movement by die roll which a lot of folks seem to enjoy.

Changing formation in this game is an action as is unlimbering or limbering guns. This means that if you want to change formation and move in the same turn you need to burn a command card. My idea is that any alteration of the current activity tends to slow the unit down given that each action represents a brief moment in "real time." Artillery cannot shoot and scoot in the same phase like a modern tank. These were the days of limbered guns and it took some time to gather up the pieces before moving away to a new position.

Fire is simple. Each stand throws a die and a table shows if there is a possible "hit." This considers weapon type and target. You have seen a dozen charts like this. Long range is half hits rounded up. French Rifles fire out to 24" and German artillery at 56". Did I mention that French have inferior artillery and the Germans inferior rifles? Remember, you only get one shot per turn (and that constitutes your activity unless you wish to burn a command card and fire again).

Even after a possible hit is scored, the unit gets to roll on the "save chart" to see if it can avoid the casualty. The chart is nonlinear, which is to say there is a greater probability for a save -- at least for some units -- when the unit is at full strength then when the unit is reduced to, say, 30% of the stands. This process is to represent the higher quality of one unit over another in that one can take the same amount of punishment and still retain a higher combat effectiveness. In short, the better units fight at "normal" strength for a long time and then - when they reach a certain damage level - they evaporate. Poor quality units diminish proportionally as they take losses. You don't have to worry about any of this as you play since the save chart does all the work for you.

The morale rules are simple. There are a number of things which cause a morale chit. It is the normal stuff like-losing a leader or having a unit rout near you . . . that sort of thing. Another morale event is if an enemy unit throws two sixes in a single fire phase. If a "bad" morale event happens to the unit the target unit draws a morale chit representing some degree of being shocked by this level of loss all at once. The morale chits can accumulate on the unit. You can have as many as you want until the number of chits equals the number of stands in the unit in which case the unit routs. The sanction for a morale chit is simple: one pip is deducted from every die the unit rolls for all purposes. Since almost everything - including movement - is governed by the dice this penalty is subtle and with several chits - crippling. Nevertheless you don't have to worry about complicated morale effects charts. Just deduct that pip. You can remove a chit during

your phase but that consumes the action, unless you want to burn a command card and do something else that same turn

Close combat (melee) is an *action*. A unit declares a charge and moves (by die roll) , if it can, to a point two inches from enemy stands. Enemy gets a reaction activity if the friendly unit wants to close by using an extra action. Then the charging unit rolls for morale. If you survive any defensive volley then the stands fight it out in close combat. Since fire combat is so bloody there are not that many hand-to-hands, which do take up some time, but are lots of fun

As earlier noted, each unit is a "regiment" of between 600 and 1000 men. In this game higher command structure imparts the command cards to proximate units. In this fashion the common units tend to stay relatively close together which is all "higher command" tends to do anyway (besides unduly complicating things). Allowing a fellow to detach his units from each other is just fine since everyone can then learn from the mistake.

The above summary of the major components of the rules should get you well into the game quickly. All you have to do now is figure out which side you wish to join and see if Napoleon III will make it back to Paris or if the Second French Empire will evaporate after Napoleon's disastrous surrender at the Battle of Sedan.

The French machine gun

The French 25 barrel "*Canon à Balles*", better known as the Reffye *mitrailleuse*, was adopted in great secrecy in 1866. It became the first rapid-firing weapon deployed as standard equipment by any army in a major conflict. A steel block containing twenty-five 13 mm (.51 caliber) center-fire cartridges was locked against the breech before firing. With the rotation of a crank, the 25 rounds were discharged in rapid succession. The sustainable firing rate of the Reffye mitrailleuse was 100 rounds per minute. The effective reach of the Reffye *mitrailleuse* extended to about 2000 yards, a distance placing their batteries beyond the reach of Dreyse needle rifle fire. Reffye mitrailleuses were deployed in 6 gun batteries and were manned by artillery personnel. They were not infantry support weapons but rather a form of special artillery.

Although innovative and capable of good ballistic performance, the Reffye *mitrailleuse* failed as a tactical weapon because its basic concept and operational usage were flawed. Furthermore only 210 Reffye mitrailleus were in existence at the beginning of the Franco-Prussian War in 1870. Their field use was discontinued by the French Army after 1871.

Several batteries of this weapon are deployed in the game. To reflect the historical tactical doctrine the weapon will always fire in the active phase at the effect for long range even if the target is with short range. However, when firing in reaction phase, the weapon will always fire at the effect for short range even if the target is at long range. This should make the weapon deadly when used in defense but less than optimum in the offense.

Small Arms and Artillery

The French had a superior breech-loading rifle, the Chassepot, which has far better range than the German Dreyse needle gun. This is reflected in the different ranges of these weapons in the rules.

> With an effective range of 1,000 yards and a maximum range of 1,500, the Chassepot thoroughly outclassed the Dreyse, which was effective only to 400 yards and 600 yards in the most experienced hands.41 The differences by no means ended there. The Chassepot was a lighter, handier rifle that could fire eight to fifteen rounds a minute. The needle rifle, loaded with a clunky bolt action, could manage just four or five rounds a minute, a rate of fire that had been miraculous in 1866 but was already obsolete. Chassepot bullets were another advantage; finely milled and jacketed in linen not paper, they were smaller and more powerfully charged than the needle rifle's, which gave them far more penetrative power. .. *This* rifle had stopping power that was far greater than the needle rifle, which lost much of its thrust through the leaky breech, and often inflicted only light wounds that sometimes allowed casualties to get back on their feet and continue fighting. The smaller caliber of the Chassepot bullet (11mmversus 14 mm) enabled French infantrymen to carry more of them.With 105 rounds in their pouches, French infantrymen would be far more effective than the Prussians who could fit no more than 70 rounds in their haversacks. French riflemen would also be unaffected by the plume of sparks and grease that burst from the breech of the Dreyse each time it was fired. The Chassepot breech was sealed with a rubber ring, which was a novel safety feature imported from France's new rubber plantations in Indochina. When all of the differences were considered, one better understands the almost erotic admiration German soldiers had for the Chassepot. Holding one for the first time in August 1870, a Bavarian lieutenant called it "a gorgeously worked murder weapon, a dainty little thing."

Geoffrey Wawro, The Franco-Prussian War, The German Conquest of France in 1870–1871

The French muzzle-loading artillery was outclassed by Prussian Krupp breech-loaders. To reflect the superior German artillery the Krupps can fire twice per turn and they have superior range. French artillery had deadly canister only effective at very close range. The difference in artillery power is best illustrated here:

> By the end of the day, when the Prussian guns massed most effectively, every French cannon and *mitrailleuse* that opened up was swiftly bracketed and disabled by Prussian shells; even well-hidden batteries behind earthworks were put out of action. Despite superior positions – most German accounts spoke of seeing nothing but French kepis throughout the battle – the French lost thousands of dead, wounded, and missing to the Prussian cannon. Fully 70 percent of French casualties in the battle were caused by this insistent German artillery. (The statistic was reversed in the German regiments, where 70 percent of casualties were inflicted by the Chassepot.) As had been observed at Mars-la-Tour, "hitting the dirt" offered little protection. Two French surgeons noted after the battle that 60 percent of French troops with artillery wounds had been struck in the back or neck while lying on the ground. Affirming the energetic philosophy of Ardant du Picq, these doctors concluded that "it is always safer to attack the guns than to lie flat within their range."

Geoffrey Wawro, The Franco-Prussian War, The German Conquest of France in 1870–1871.

Unit Strength.

Cavalry regiments were roughly 500 men for both sides. Artillery in both armies had six-gun batteries. Each infantry regiment in both armies had three battalions but here the similarity ended. The Prussian battalions were perhaps 1000 men strong while the paper strength of its French counter-part numbered but 600 effectives. The higher saving throw number for the Germans reflects the larger battalion sizes but the number of stands is the same representing superior French small arms firepower.

The House Of *'La Dernière Cartouche'* 1870 (translated from the French)

In the northern part of Bazeilles, near the road to Balan and Sedan (2.7 km.), one can find a large tavern with the following sign-board: 'Bourgerie, vin, bière, eau-de-vie'. Bourgerie, wine, beer, spirits'. Nowadays, it is still there: a big house on the corner of the road, with three doors on the front and one floor with eight windows with a view to the village. It has become an inhabited museum called '*la maison de la dernière cartouche'*. home of the last cartridge '

During the many movements in and out the village, the Marsouins (porpoises; Marines) got familiar with the (abandoned) house. In the morning of the 1st of September,Captain Bourgey of the second regiment was ordered to turn it into a base that was to withstand the Bavarian attacks. In the house, he found the wounded commander Lambert underchief of staff of the Blue Division. He assembled some commissioned and non-commissioned officers and Marsouins, all together about 60 men from different units of the marine-infantry. Also, one lost soldier of the line-infantry would have joined the base. They began covering the windows with furniture, sacks and mattresses. In the roof, they remove some roofing tiles in order to shoot at the enemy. The Marsouins took all the remaining bullets and give them to their best shooters.

The 15th Bavarian infantry-regiment attacked but was being blasted by the French 'Chassepot-rifles'. Both sides suffered heavy casualties. At 2.30 p.m., the big clock on the wall of the house was being hit. Up until now, one can still see the minute and hour hands of the clock pointing at that exact moment in time. The Bavarians besieged the entire house and point their canons at it. As a result, parts of the roof was blown away and a fire started. The defenders regroup in the chambers below and hope to turn the situation in their favor. They managed to assemble 30 last cartridges: *les dernières cartouches*.

But the Bavarians attack once again, and the French Chassepots fire their last bullets. Captain Aubert of the second regiment, who was a shooting-instructor and the best shooter of them all, has the honor to fire the last bullet at the enemy: *la dernière cartouche*.

Captain Lambert summoned a council of war while the Bavarians set up their artillery. The defenders decided to hang a white handkerchief on a rifle and to hang it outside a window while leaving the house at the front door. Lambert and Bourgey leave the house together with some twenty survivors. A Bavarian officer (Captain Lissignolo) prevents them, 'les diables bleus', from being slaughtered by the infuriated attackers. The Marsouins are taken prisoner of war and march along approximately 600 dead soldiers

around the house, saying: 'Tous, nous marchons le front haut et nous disons nous ne sommes pas de la capitulation de Sedan' {" ' We all walk head high and say we are not the capitulation of Sedan'"]

For France, the whole of the military action of 'L'infanterie de la Marine' in Bazeilles was a highlight in the defeat during this terrible year. Especially the defense of the house of Bourgerie, until 'la dernière cartouche', appealed to the imagination of the disappointed Frenchmen.

~*The Rules: CHARGE OF THE LIGHT BRIGADE* ~

Franco-Prussian War Variant © *4/15/2013   David Raybin*

Initiative (a) Each side rolls one die + or - modifiers. The higher die chooses who goes first this turn. (b) Modifiers: +1 won initiative last turn; +1 for each close combats won last turn; -1 for each Routing unit last turn.

Side A Turn. (a) "Free Action" Phase. The player takes *one* action for each unit: move, change formation, change facing by more than 30°; fire, close assault, automatic removal of morale chit (attempt to do so if in skirmish formation or routing), mount, dismount, limber, and unlimber. The defender may not act in this phase except a defending unit being charged may withdraw (except infantry may not withdraw from attacking cavalry).

(b) "Command Card" Phase. By paying one command card any unit *may* take another action. Results of fire are "held" until Side B gets any reaction shots (fire at *this* stage is simultaneous).

(c) "Reaction" Phase. Side B units may take a reaction action but *only* against any Enemy unit using a command card. Reaction activity is limited to following: 1. Enemy infantry, dismounted cavalry, and artillery -- if at the correct angle and range at any time during the command-card-using unit's activity such as movement – may <u>fire</u> at any command-card-using unit. Ignore fire priority rules but each enemy reacting shooter gets but one volley even if there are multiple eligible targets. 2. If Side B's units in range are not at correct angle for a shot they may <u>turn</u> in place in hopes that they can fire later. 3. Artillery in range may also <u>unlimber</u>. 4. Cavalry within 45 degrees of command-card-using unit can also make a reaction move (charge) and, if it connects within 2" of target, a close assault resolved in next phase. If it fails to reach within two inches of target due to bad dice roll, it draws a morale chit.

(d)   Resolve close assault from (b) and (c).

(e) "Second Command Card" Phase. The Side A player *may* now take another action for any of his units including those units who used a card in the first command point phase. To take an action here units must now pay *two* command cards.

(f) "Reaction" Phase. (Side B) units can react but *only* against Enemy units active in the second command phase.

(g) Resolve close assault from (e) and (f).

(h) "Third Command Card' Phase. Side A player can pay three cards per unit to take an action.

(i) Subsequent Phases. The Side B player now reacts as in (f) and this process continues until Side A declines to take further command card phases.

Side B Turn (a) Side B and A switch roles.

Note: Command and Reaction Phase fire is always simultaneous.

Command Point Cards. Cards are distributed per the scenario and are played by brigade command stands. Aces can be used for artillery, infantry, or cavalry. Numbered cards can only be used for infantry or cavalry or all non-fire actions of artillery. Face cards can only be used for non-armored cavalry or non-fire actions of horse artillery. Playing a Joker allows for the return of one destroyed unit (which appears adjacent to the command figure stand) of the owner's choice.

Formations (a) Infantry can be skirmish, line, double line, column, road column, or square.

(b) Cavalry is in skirmish, line, double line, column, or road column.

(c) Artillery is limbered or unlimbered.

 (d) Skirmish formation is 2" between stands. Moves as if in line formation. Minus 2 in combat. Fire effect on unit is as for being under cover. Must roll to pull morale chits. Light Infantry may automatically pull morale chits; no minus 2 on combat rolls.

Casualties & Saving (a) Each time a stand takes a possible hit such as from fire or melee the unit may try to save the loss by rolling on the SAVE TABLE for that nationality. If the stand rolls the required number or better the loss is ignored.

(b) If there is a figure loss, cap the figure. The stand still fights as normal until all figures are killed. Consolidate a unit's losses on one stand.

Artillery. Each figure represents a gun. Artillery casualties from small arms or artillery fire or melee are always to the "crew" figures which represents the number of guns per stand.

Close Combat

(a) Close combat (melee) is an *action*. Unit can only declare a charge if some portion of the unit is two inches from enemy stands. Each charging unit rolls for morale, which is all stands in the unit plus leader plus one die equals 6 or better. If unsuccessful the attacking unit withdraws as per case (g). The defending unit then rolls for morale only if it is outnumbered two to one. If the defending unit fails morale it withdraws as per case (g), OR it may voluntarily withdraw – except infantry may not voluntarily withdraw from attacking cavalry. If both sides remain then the defending units being charged gets to "react" in the reaction phase ONLY if the attacker was using command card(s).

(b) The attacker then moves up for close assault. A friendly infantry in line formation within 4 inches of attacked infantry unit in line formation may reinforce the attacked unit thus forming a "double line." Friendly infantry or cavalry, if able to directly contact the attacking unit by moving no more than 4 inches *and* passing a morale roll may reinforce the defending unit. Declare which units are in combat; if any stand touches any enemy stand the **entire** unit fights.

(c) To resolve combat, roll one die for each stand plus or minus modifiers for **each** stand. Total everything at once. Highest total wins. Keep your dice on the table as is!

(d) Pick out all natural 1's and 2's from the winner's roll. The total is the number of possible hits ON the loser. Distribute loses throughout. Three natural 6's in the winner's roll is a possible "leader kill" to the loser; treat as if possible loss of leader from fire. Multiple three 6's is multiple leader loss.

(e) Winner rolls one die. If a natural 3,4,5, or 6, the winner takes 1/3 of loser's *possible* loss (rounding up). No possible leader loss for winner. If a 2, winner takes same number of possible loses as loser with no possible leader loss. If a 1, winner takes "double losses" (round down) and every participating winning leader rolls for possible casualty loss.

(f) Winning attacker can advance onto enemy-held position. Winner can take further actions if desired on next phase(s) by expending command points. If *attacking* winner's combat total is twice that of defender, winner has option to stay locked in combat with retreating enemy *after* loser withdraws; fight another close combat. Winning defender sits in place.

(g) Loser WITHDRAWS. Loser throws 4 dice; use the natural result The unit falls back that many inches (ignore terrain penalties) and draws a morale chit. Unit stays in formation it was in at time of combat. Unit faces *away* from enemy. If unit was unlimbered artillery as in case (h). **Combat Loser takes two morale chits:** one for losing combat and one for withdrawing (plus a chit for any leader loss).

(h) Artillery close combat is resolved differently. Each non-casualty *figure* counts as if were a stand but at a minus 1 modifier. If the artillery withdraws or loses the combat the gunners are deemed to have run away but the guns remain. The artillery rolls a 4,5, or 6 to spike the guns in which case they are removed; otherwise they are captured and the winner gets an Ace for any future command point utilization as a reward. *An attacking unit which wins the close assault draws a morale chit due to disorder of moving through artillery pieces.*

Modifiers to All Close Combat (use all that apply)

(a) *Plus 2* for cavalry charging or counter-charging in double line (lines w/in 4" of each other).

(b) *Plus 1* for <u>each</u> of the following: Defending behind walls, stream, or trench; on crest of high hill; infantry attacking or defending in double line (lines w/in 4" of each other); infantry in square; cavalry charging or counter-charging in line formation; guard infantry; light infantry in skirmish formation in the woods; armored heavy cavalry; *German infantry except Landwehr.*

(c) *Win ties.* Initiative player always wins ties in close combat.

(d) *Zero.* Infantry in line; cavalry in column; all cases where modifier does not clearly apply.

(e) *Minus 1* for *each* of the following: if unit is hit from rear and attacker started charge from units rear; unlimbered artillery; standing cavalry; dismounted cavalry; French militia.

(g) *Minus 1* for each morale chit.

(h) *Minus 2* for routing troops -- if hit from rear add another minus 1.

(i) *Minus 2* for skirmishing infantry (except light infantry) or skirmishing cavalry or limbered artillery.

(j) "Flank attacks" do not receive any penalties or bonuses.

Fire Chart

Weapon ▷ ▽ Target	*All Rifles* French M. G. GermanFt. Artillery	French Ft. Arty, GermanHorseArty *All Dismount Cav*	FrenchHorseArty *Mounted Cavalry*
Lines, [skirmish] Deployed Guns	4-6 [5 - 6]	5-6 [6]	6 [6]
Columns, Limbered Guns, *Double Lines*	3-6 [4 - 6]	4-6 [5,6]	5-6 [6]
Enfiladed Lines & *Column* & Square	2-6 [3 - 6]	3-6 [4 - 6]	4-6 [5,6]

(a) Roll one die per stand *or artillery figure*; number on chart is a *possible* hit on target unit.

(b) [#] means the target unit is behind or is in cover OR skirmish order.

(c) **Fire Priority**: 1st charging enemy; 2nd firing at you; 3rd advancing on you; 4th nearest enemy.

(d) **Every time you throw two natural sixes in a *single* fire phase place a MORALE MARKER on the target unit in addition to any hits. A third six is a possible *leader kill* in addition to any hits on the target unit.** Four 6's is two markers etc.

(e) **Leader Kill**. If there is a possible leader kill roll another die. A **one:** Leader is dead and removed from play. A t**wo:** Leader is only slightly wounded and is revived two turns from the injury but cannot affect play immediately when wounded or during the intervening turn.

(f) Firing units may **split fire** consistent with fire priority.

(g) Stands may **pivot** 30° and fire on -1 on die roll.

(h) **"Double Line"** is two line formations within 4"inches of each other from axis of fire.

(i) **Arc of fire** is 45 degrees left and 45 degrees right of center of firing stand.

(j) **Line of Sight** is blocked by units, woods, hills, houses, and walls.

(k) **Woods**: can fire into or out of only at the edge. Units in woods can only fire at each other within six inches of each other.

   (l) **Hills**: units behind crest can only be hit by enemy units on the crest. Units on crest may fire over lower units if no blocking unit or terrain is within 6" of target along axis of fire.

   (m) Cannot fire at individual leaders   **Note: All command and reaction fire is simultaneous**.

   (n) **Long Ranges**: F. Rifles 24"; F. MG 30"; F. Artillery 40"// P. Rifles 16" ; P. Artillery 56"

   Short Range is half long range

(o)   WHEN FIRING AT LONG RANGE DIVIDE ALL POSSIBLE *CASUALTY* HITS BY HALF, *ROUNDING UP*. Morale marker "hits" are *not* divided in half at long range.

 (p) Machine guns in active phases fire at long range effect; reaction phase at short range effect.

 (q) German siege guns may only fire at long range but have short range effect. If target stationary for three turns and in line of sight of German units, siege gun may fire indirectly.

 (r) *Krupps: All German guns may fire twice instead of once if firing at same target during second shot.*

 (s) *Canister: All French guns may fire twice instead of once if firing at same target during second shot at targets within 4 inches or less.*

MORALE

(a) Take one morale marker for any of following events:
   1. *Each* pair of "6's" on enemy fire against you in any fire phase.   2. When Leader is killed, or wounded. 3. Friendly unit ROUTS within 6" along the line of rout. 4. Friendly unit not in skirmish formation WITHDRAWS through unit.   5. Loses close combat.   6. Unit WITHDRAWS. 7. Winning units attacking a battery.

(b) Each morale chit is -1 on *every* die for *everything except "natural" rolls*.

(c) When number of chits **equals** number of stands **or artillery figures (including** the leader) in unit, the unit ROUTS.

 (d) A **Rout** requires the unit to move four dice away from enemy (ignore chits and terrain restrictions), face away from enemy and try to regain morale on its next action .If unit

cannot regain morale - - by failing to pull a chit -- it routs again until it regains morale or vacates the field of combat.

(e) A unit can automatically pull a morale chit *as its action* **for that phase but must roll to do so when the unit is in rout status or (except for light infantry) when in skirmish formation.**

(f) Morale check. A unit can pass a morale check in attack or defense of a close assault (*or pull a morale chit in skirmish or rout*) by adding number of stands (or artillery figures) plus one die equals **6** or better. Remember to subtract a pip for each morale marker.

Movement

MOVE Chart	Skirmish …..or….. Line	Column	Road	Gentle Slope /Hills	Steep Hills Streams, Woods	Walls, Trenches
Infantry	2	3	4	- Low Die	- HighDie	- Low Die
LightInf	2	3	4	NoPenalty	NoPenalty	NoPenalty
Cavalry	3	4	5	- High Die	-2 Highest	- HighDie
Ft.Guns	3 (Pro1)	---	4	- High Die	-2 Highest	NoCross
Hr.Guns	4 (Pro1)	---	5	- High Die	-2 Highest	NoCross
Staff	4	4	5	4	4	4

(a) Movement is by six-sided dice. Number in chart is number of dice for a move depending on the unit type and formation and terrain. Each "pip" is an inch. Units need not move the full distance.

(b) Interpenetration and pivoting up to 30°   minus low dice to moving unit.

(c) Retrograde, about face, left or right movement is ONE die of movement for all formations.

(d) Squares cannot move.

(e) **Prolong Artillery** move with ONE die. An even on number on the movement roll is needed to cross walls, streams or high hills.

(f) *DEDUCT ONE PIP FROM EACH DIE FOR EACH MORALE MARKER ON UNIT except for "natural" rolls.*

(h) Cavalry is either moving or standing. Moving cavalry must have had at least 4" of forward movement in its last phase -- either free, command, or reaction -- to be considered moving for combat and morale purposes. Changing formation or firing is considered a standing action

(i) No unit may MOVE closer than two inches to an enemy unit. (To move closer requires a close assault which is a separate action)

Saving Rolls

SAVE TABLE The number inside the block is that needed to save the casualty on **1D6** depending on the number of stands or guns remaining at the time the save roll is made. D*educt one pip from each die for each morale marker on unit*.   **X = no save possible**
 2x each hit is double casualties

STANDS *Or art'y* **figs** LEFT ☞	7 or 6	5	4	3	2	1
French Guard	**4,5,6**	**4,5,6**	**4,5,6**	**X**	**X**	**2X**
French Inf & Lt. Inf.	*5,6*	**5,6**	**5,6**	**X**	X	2X
French Militia	*X*	*X*	*X*	*2 X*	*2 X*	*2 X*
French Cavalry	*3,4,5,6*	*5,6*	*X*	*X*	*2 X*	*2 X*
German Gd	***3,4,5,6***	***4, 5,6***	***4,5,6***	***5,6***	**X**	**X**
Ger Inf & Lt. Inf.	4,5,6	4, 5,6	4, **5,6**	**X**	**X**	X
German Landwehr	5,6	**X**	**X**	X	X	X
German Cavalry	5,6	5,6	5,6	**X**	**2X**	2X
All Artillery	4,5,6 per	figure	5,6 per	figure	6 per	figure
Leaders	*SAVE*	*With a*	*3,4,5,6.*		*a 1 is* a 2 is	***Kill*** Wound

SPECIAL RULES *Escape from Sedan 1870*

Guard Infantry A guard unit has a higher save number and is thus harder to kill. A guard stand is plus 1 in combat.

Light Infantry. Light infantry battalions do not suffer morale limitations in skirmish formation and are plus 1 in combat in the woods. Light infantry ignore terrain penalties.

The French machine gun Several batteries of this weapon are deployed in the game. To reflect the historical tactical doctrine the weapon will always fire in the active phase at the effect for long range even if the target is with short range. However, when firing in reaction phase, the weapon will always fire at the effect for short range even if the target is at long range. This should make the weapon deadly when used in defense but less than optimum in the offense.

German Siege Gun. German siege guns may only fire at long range but have short range effect. If enemy target is stationary for three turns and in line of sight of German units, siege gun may fire indirectly.

General (Player) Commander figures. This is a 2" round stand and also represents the player. All subordinate units under his command must be within three feet of the general or they cannot receive the benefit of any command points. He may play cards to impart command points to units within three feet of his stand. The figure cannot be killed unless directly attached to a unit. Once attached to the unit the Commander must stay attached for the duration of the turn. If the unit moves, he moves with the unit. If the unit falls back or retreats, the leader stays attached. The General may unattach on the next turn if desired. Once attached the commander may impart 3 "free" command points per turn for purposes of any action *except* fire combat to the unit to which he is attached. In doing so he may not impart command points to any *other* unit that turn either by being adjacent or by card play. If he is "killed" he loses 1 die worth of command points and cannot use any command points for remainder of turn and for one more turn. If only wounded he cannot use any command points for remainder of turn and for one more turn. To be killed or wounded the commander must be attached and suffers a possible leader casualty the same as elite leaders from either fire or melee combat as otherwise dictated by the rules. If attached the commander counts as a separate stand for melee combat or morale purposes thus enhancing the strength of morale value of the unit (albeit at some risk to himself).

Command Points

At the beginning of the game each of the players is given a certain number of ordinary playing cards which represent the command points. Napoleon can distribute Fifty-two face down Red cards to the French as he sees fit at the beginning of the game; Fifty-two black to Bismarck for the Germans. The players can then look at their cards. The command point cards cannot be shared with other players or imparted to units under the control of another friendly player. If a unit wants to burn a command point for any activity beyond the first "free" activity, then the player must pay a card for EACH unit who wants to play an extra activity. It costs two cards for the second command phase in the turn; three in the third etc.

Aces can be used for all artillery, infantry, or cavalry actions.

Numbered cards can only be used for infantry or cavalry or for any non-fire artillery activity.

Face cards can only be used for non-armored cavalry or for any non-fire horse artillery activity.

A joker can be used to bring on reinforcements. Playing a Joker allows for the return of one destroyed unit of the owner's choice. It appears adjacent to the command figure stand.

For meritorious action during a turn the game-master may impart one of more cards to a local commander to be used in the game. For particularly cowardly or timid actions during the game the gamemaster may require a local commander forfeit cards.

Unit integrity Stands within a unit must be contiguous to each other except for the distance required to denote skirmish formation. Units must be within three feet of their 2 inch round base commander. If not, the unit may not gain the benefit of any command points. Further, the unit may not initiate combat but may defend. The unit may only fire at units within close range or at units actually firing at it.

Elite Unit Leaders

The units represent a battalion of infantry, a regiment of cavalry, or a battery of artillery. Some units may have a separate commander figure to denote an elite leader. The elite leader enhances the combat capability of the unit. If the unit loses all combat stands the elite leader is removed.

The leader counts as a separate "stand" for all purposes during the game. So that if the unit has six stands (or guns) firing, the elite commander makes it seven stands (or guns) firing. In morale rolls the elite leader counts as a stand thus increasing the probability of a rally. This gives the unit the advantage of greater value without having to add plus 1 for this or multiply by X for that. An elite leader for an artillery battery counts as a 7th gun stand.

As noted in the rules the elite leader figure may be killed or wounded, if killed he is out of the game and cannot impart the advantage to his unit. A wound takes him out for one turn.

In the Sedan game all armored cavalry and guard and light infantry have an elite unit leader. The line infantry battalions, regular cavalry, and artillery gain an elite leader on a roll of 5 or 6.

ARMY MORALE

- When a side reaches a loss of 80 stands, a combat unit suffers TWO morale chits instead of the normal ONE for adverse morale consequences. This subtle effect is dire because units can reach rout status twice as fast and it takes twice as long to restore combat efficiency.
- When a side reaches a loss of 120 stands, a combat unit suffers THREE morale chits instead of the normal ONE for adverse morale consequences.

The Emperor – Victory

Napoleon's Figure group is placed on the French side. On his turn he may move six dice worth of distance but must obey any terrain restrictions. He cannot utilize command points. If under short range small arms fire, he is reduced to three dice of movement. Napoleon cannot otherwise be fired upon or engaged in combat. *If the Germans move a combat stand next to him, Napoleon is captured.*

If Napoleon can exit off the German side of the board *and also* exit 24 French stands of troops of any sort he is considered safely on his way to Paris; **a significant French victory**.

If the Prussians do not achieve a significant victory or a victory, the French have achieved a **victory** –albeit of a lesser sort – because with the Emperor safe and his army intact, he can continue on with the field battle and possibly relieve the siege of Metz and allow another French field army to vex the Germans. The Germans eventually win the war but are unable to annex Alsace-Lorraine. Napoleon retains his title.

The Prussians - Victory

The Germans can claim a **significant victory** by capturing the Emperor and, in addition, must also exit 24 combat stands off the French side of the board. They have cut off the French Army in Sedan and forced its surrender and made the Emperor a prisoner. Game over; Second French Empire at an end.

The Germans can claim a **victory** –albeit of a lesser sort – by exiting 24 combat stands off the French side of the board. The Emperor has skulked away in the night but his army is trapped and surrenders. He makes his way to Paris to continue the fight but the Parisians declare a Republic and Napoleon escapes in a balloon. He continues the war by a *Levée en masse*. The Germans eventually win but are unable to annex Alsace-Lorraine. Napoleon is deposed.