PLAY BOOK

Game Design by Hermann Luttmann

At Any Cost
Metz 1870

20.0 SCENARIOS

There are six scenarios available in the game: two Small Battle, two Full Battle and two Campaign scenarios. It is suggested that new players attempt the two Small Battle scenarios first to get acquainted with the game's mechanics. Each scenario will have specific special rules and victory conditions, which are detailed in that section. All scenarios list those units that start deployed on the map with the setup hex number and those that arrive during the course of the scenario ("Reinforcements"). Reinforcing units should be placed directly on the Game Turn Track in the space representing their turn of entry (which may change due to Command Events).

20.1 THE AFTERNOON CRISIS

(Small Battle Scenario)

The French advance across the Fond de la Cuve, August 16th, 1870

This scenario depicts the long-delayed late afternoon advance of the French right flank against the severely depleted remnants of the Prussian left flank between Mars-la-Tour and Vionville. The scenario is 5 turns long, beginning on the 4:00 pm Game Turn and ending at the conclusion of the 8:00 pm Game Turn.

SETUP

a. Place the "Game Turn" marker on the 4:00 pm space on the Game Turn Track.

b. Only a limited number of Event Chits are available for use. Each side only gets five Event Chits, as follows:

- **Prussian Event Chits:** 2 x *Krupp's Guns*, *Panic Test*, *Command Initiative* and *Battlefield Conditions*
- **French Event Chits:** 2 x *Beaten Zone*, *Prussian Aggressive Tactics*, *Moulin a Café* and *Battlefield Conditions*

c. Only the following formations start the game with their corresponding Activation Chits in the Draw Cup:

- **Prussian:** X Corps, 5th Cavalry Division, 6th Cavalry Division
- **French:** III Corps, IV Corps, 1st Reserve Cavalry Division

d. Both sides place their corresponding CIC Chits in the draw cup along with the *Fortunes of War* Chit.

e. Units are deployed on the map as indicated below. Those listed with a (BW) following their names are deployed on their Battleworn side. Units listed with a (LA) following their names are deployed with a "Low Ammo" marker.

French Army

III Corps

1Cav/Cler + Horse Art.	1415
2Cav/Cler	2016
1/Nayral + Nayral Art. + Nayr-Mitr.	1918
2/Nayral + Corps Art.	1817
LeBeouf HQ	1717
1/Aymrd + Aymrd Art. + Aym-Mitr	1718
2/Aymrd	1617

IV Corps

1/Cissey + Cis Art. + Cis-Mitr + Ladmirault HQ	1317
2/Cissey	1416
1/Grenier + Grenier Art. + Grenier-Mitr	1518
2/Grenier + Corps Art.	1418
1 C/Leg.	1917
2C/Leg + Horse Art.	1017

1st Reserve Cavalry Division

2Cav + Horse Art. + Du Barail HQ	1216

Imperial Guard Corps

*2Cav/Des	1117

This unit activates as part of the 1st Reserve Cavalry Division in this scenario.

Prussian Army

III Corps

**A/Detachment "2 SP" (LA)	1923
**B/Detachment "2 SP" (LA)	2023
**C/Detachment "3 SP" (LA)	1819

**These units do not have an Activation Chit or an HQ unit and thus cannot activate normally. They may only be used in conjunction with Event, FOW or CIC Chits.*

X Corps

Schwt Art. (BW)	1822
C/Detachment "3 SP" (LA)	1620
Corps Art.	1425

5th Cavalry Division

11	0723
12 (BW)	1824
13	1925
Horse Art. (a) (LA) + Rheinbaben HQ	1625

6th Cavalry Division

14	0927
15 + Horse Art. + Wilhelm HQ	1026

REINFORCEMENTS

Prussian Army
Arrive on the 4:00 pm Game Turn.

X Corps

39/KrKo + 40/KrKo + KrKo Art. + Cav. +	
Voigts-Rhetz HQ	enter at 1429
38/Schwt	enter at 0125

Guard Corps

***3/Goltz Cav + Goltz Horse Art.	Enter at 0125

Add: Guard Corps Activation Chit to cup

*** These units do not have an HQ unit and thus are always "Out of Command" beginning the turn after they enter the game. They may be otherwise activated with Event, FOW and/or CIC Chits normally.*

SPECIAL SCENARIO RULES

a. Players use the *The Afternoon Crisis* Small Battle Game card for this scenario.

b. No units may voluntarily move east of hex row "21xx". If forced to move there due to retreating, such units must attempt to return to the allotted map area by the most direct route and as soon as possible when/if activated.

c. There is no Planned Chit used in this scenario for either side. In addition, instead of five random Event Chits being placed into the draw cup during the Planning Phase, place only three random Event Chits into the cup. The remaining two chits are placed aside.

d. No Command Event Tracks are used in this scenario and thus no Event Chits can be used for their Command Event side.

VICTORY CONDITIONS

Victory is determined at the end of the 8:00 pm Game Turn. A Minor French Victory is awarded to the French player if he controls only Vionville. French control of Mars-la-Tour (both hexes) is a Major French Victory and control of Tronville, Vionville and Mars-la-Tour is an Overwhelming French Victory. Any other result is a Prussian Victory. All three Towns begin the scenario in Prussian control.

Starting positions for The Afternoon Crisis.

20.2 TWILIGHT OF THE GUARDS

(Small Battle Scenario)

The Struggle for St. Privat, August 18th, 1870

This scenario depicts the attack of the Prussian Guard Corps and the XII Saxon Corps on the French right flank at St. Privat, held by Canrobert's VI Corps supported by Ladmirault's IV Corps. The scenario is 7 turns long, beginning on the 2:00 pm Game Turn and ending at the conclusion of the 8:00 pm Game Turn.

SETUP

a. Place the "Game Turn" marker on the 2:00 pm space on the Game Turn Track.

b. Only a limited number of Event Chits are available for use. Each side only gets six Event Chits to use, as follows:

- **Prussian Event Chits:** 2 x KRUPP'S GUNS, PANIC, AUFTRAGSTAKTIK, INSPIRATIONAL LEADERSHIP and BATTLEFIELD CONDITIONS
- **French Event Chits:** 2 x BEATEN ZONE, PRUSSIAN AGGRESSIVE TACTICS, MOULIN A CAFÉ, FEU DE BATAILLON and BATTLEFIELD CONDITIONS

c. Only the following formations start the game with their corresponding Activation Chits in the Draw Cup:

- **Prussian:** IX Corps, XII Corps, Guard Corps
- **French:** IV Corps, VI Corps, 1st Reserve Cavalry Division

d. Both sides place their corresponding CIC Chits in the draw cup along with the FORTUNES OF WAR Chit.

e. Units are deployed on the map as indicated below. Those listed with a (BW) following their names are deployed on their Battleworn side. Hexes listed with an (HW) following their number have a "Hasty Works" marker placed in the hex. There are four units of VI Corps with the special (GSP) indicator. This means that you deploy those specially-marked unit counters rather than the regular unit versions.

French Army

VI Corps

Bisson + Bisson Art.	3403
1/dVill (BW) + A/dVill Art. (GSP)	3404
1/Lev-Sor + Lev-Sor Horse Art.	3405
2/Lev-Sor + Tixier Art. (BW) + Tix-Mitr (BW) .	3406
1/Tixier (BW) + Canrobert HQ + 2A/dVill (GSP)	3505
2B/dVill (GSP) + B/dVill Art.(GSP)	2905 (HW)
2/Tixier (BW).	3506

IV Corps

1/Cissey + Cissey Art. + Cissey Mit..	3508 (HW)
2/Cissey+Lorenz Art.+Lor-Mitr+Ladmirault HQ .	3509 (HW)
1/Grenier (BW) + Grenier Art. + Gren-Mitr	3510 (HW)
2/Grenier + Corps Art..	3511 (HW)
1 C/Leg + Horse Art.	3608
1/Lorenz	3609
2/Lorenz	3610
2C/Leg	3607

1st Reserve Cavalry Division

2Cav + Horse Art. + Du Barail HQ	3606

Prussian Army

XII Corps

|	
* 47/Holdr + Horse Art..	2703
* Corps Art.	2704

* These units do not have an HQ unit until the Reinforcements enter the game. Thus they are always "Out of Command" at the beginning of the scenario. They may be otherwise activated with Event, FOW and/or CIC Chits normally.

Guard Corps

1/Pape + Pape Art. + Augustus HQ	2909
2/Pape.	2808
3/Bud + Bud Art.	3109
4/Bud	2910
Corps Art..	2908

IX Corps

49/Louis + Manstein HQ	3209
Louis Art. (BW) + Horse Art. (BW)	3010
50/Louis	3210
35/Wrang + Wrang Art.	3112
36/Wrang	3012
Corps Art..	2912
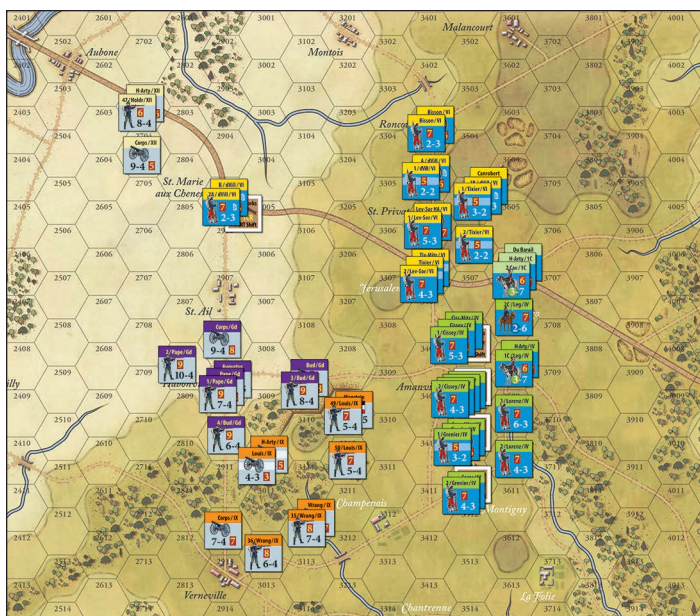
At start positions

REINFORCEMENTS
French Army
Place on 5:00 pm Game Turn space. See Special Scenario Rules.

Imperial Guard Corps
Bourbaki HQ
1/Pic
2/Pic
Picard Art
Pic-Mitr

Prussian Army
Place on 4:00 pm Game Turn space. See Special Scenario Rules.

XII Corps
Prince Albert HQ
45/Georg
46/Georg
Georg Art.
48/Holdr
Holder Art.
XII Cav.
23/Lippe
24/Lippe
Horse Art.

SPECIAL SCENARIO RULES
a. Players use the *Twilight of the Guards* Small Battle Game card for this scenario.

b. No units may voluntarily move south of hex row "xx12". If forced to move there due to retreating, such units must attempt to return to the allotted map area by the most direct route and as soon as possible when/if activated.

c. No Command Event Tracks are used in this scenario and thus no Event Chits can be used for their Command Event side.

d. There is no Planned Chit used in this scenario for either side. In addition, instead of five random Event Chits being placed into the draw cup during the Planning Phase, place only three random Event Chits into the cup. The remaining three chits are placed aside.

e. French Order Restrictions: The French player may not place the IV Corps or VI Corps HQs in Aggressive Posture using the normal HQ activation procedure — only Defensive Posture can be assigned. The Imperial Guard Corps HQ can be assigned any Posture, provided the formation actually arrives in the scenario (see below).

Note: The French player can still assign either Posture to a French Division of these two corps when activated through the use of the French CIC chit.

f. Prussian Army Reinforcements: Beginning with the 4:00 pm Game Turn, the Prussian player may roll 1d10 to receive his Prussian Reinforcements. This roll is made during the Prussian Command Event Step and a successful roll is determined by the current Game Turn, as follows:

- 4:00 pm = 1–2
- 5:00 pm = 1–3
- 6:00 pm = 1–4
- 7:00 pm = 1–5

If a successful die roll is made, the Prussian player may bring on the listed XII Corps units as Reinforcing Units during the following Game Turn on any map edge hex(es) from 2901 through 3301 (inclusive). These entry hexes must be assigned immediately upon the successful die roll being made and units must enter on their assigned hexes (simply place them off-map opposite the entry hex). If an unsuccessful die roll is made, the player may make an attempt again during the following Game Turn.

g. French Army Reinforcements: Beginning with the 5:00 pm Game Turn, the French player may roll 1d10 to receive his French Reinforcements. This roll is made during the French Command Event Step and a successful roll is determined by the current Game Turn, as follows:

- 5:00 pm = 1
- 6:00 pm = 1–2
- 7:00 pm = 1–3

If a successful die roll is made, the French player may bring on the listed Imperial Guard Corps units (only) as Reinforcing Units during the following Game Turn on hexes 3911 and 4011. Add the Imperial Guard Activation Chit to the draw cup next turn as well. If an unsuccessful die roll is made, the player may make an attempt again during the following Game Turn.

VICTORY CONDITIONS
Victory is determined at the end of the 8:00 pm Game Turn. The side controlling the greatest number of the following eight Town/Farm hexes wins the scenario: St. Maris-dex-Chemes, Roncourt, St. Privat, Marengo, Jerusalem, Amanvilliers, Champenois and Montigny. Controlling five hexes is a Marginal Victory, controlling six hexes is a Minor Victory and controlling seven or eight hexes is a Major Victory. If both players control an equal number, the game is a Draw. All listed hexes begin the scenario in French control.

20.3 A DAY OF BATTLE

(Full Battle Scenario)

The Battle of Mars-la-Tour, August 16th, 1870

This scenario simulates the entire Battle of Mars-la-Tour and is 14 turns long, beginning on the 8:00 am Game Turn and ending at the conclusion of the 9:00 pm Game Turn.

SETUP

a. Place the "Game Turn" marker on the 8:00 am space on the Game Turn Track.

b. All of the Event Chits are available for use but the number of included and excluded chits will vary by Game Turn (see Special Scenario Rules).

c. Only the following formations start the game with their corresponding Activation Chits in the Draw Cup:

- **Prussian:** 5th Cavalry Division
- **French:** All Activation Chits are available but only enter the game per the Special Scenario Rules.

d. Neither side gets their CIC Chits at the start—see the Special Scenario Rules. Place the *Fortunes of War* Chit in the draw cup.

e. Units are deployed on the map as indicated below. Those listed with a (BW) following their names are deployed on their Battle-worn side. Note that you do not use the eight French units marked "GSP" for this scenario.

French Army

3rd Reserve Cavalry Division

1 Cav	1723
2 Cav	1623
Forton HQ + Horse Art.	1923

II Corps

1 Cav/Val	2323
2 Cav/Val + Horse Art..	2422
1/Bataille + Bataille Art. + Bat-Mitr	2522
Frossard HQ + Corps Art.	2621
2/Verge	2721

2/Bataille	2622
1/Verge + Verge Art. + Ver-Mitr.	2722
Lapasset + Lapasset Art.	2724

VI Corps

1/Tixier.	2318
2/Tixier + Tixier Art. + Tix-Mitr	2418
Bisson + Bisson Art. + Canrobert HQ	2419
1/dVill + dVill Art..	2520
2/dVill	2620
1/Lev-Sor + Lev-Sor Horse Art.	2719
2/Lev-Sor	2818

III Corps

1Cav/Cler	1513
2Cav/Cler	1612
Horse Art.	1713
1/ Mont	2016
2/Mont + Mont Art. + Mont-Mitr	2116
1/Aymrd + LeBeouf HQ	2215
2/Aymrd + Aymrd Art. + Aym-Mitr	2315
1/Nayral	2414
2/Nayral + Nayral Art. + Nayr-Mitr	2514
Corps Art.	2613

IV Corps

1C/Leg	3406
2C/Leg + Horse Art.	3507
1/ Cissey + Ciss Art. + Ciss-Mitr + Ladmirault HQ	3807
2/ Cissey	3908
1/Grenier + Grenier Art. + Gren-Mitr	3606
2/Grenier	3707
Corps Art.	4008

Imperial Guard

1Cav/Des + 1/Horse Art.	2917
1/Del + Deligny Art. + Del-Mitr	3015
2/Del	3016
3Cav/Des + 2/Horse Art.	3218
1/Pic + Picard Art + Pic-Mitr + Bourbaki HQ . .	3318
2/Pic	3417
2Cav/Des	1111

Army Reserve Artillery

Army Res Horse Art. + Canu HQ	3718
Army Res Heavy Art.	3617

1st Reserve Cavalry Division

2Cav + Horse Art. + Du Barail HQ	1011

Prussian Army

5th Cavalry Division

Horse Art. (a) + Horse Art (b)	1625
13	1525
12 + Rheinbaben HQ	1425
11	1226

REINFORCEMENTS
French Army

Arrive on the 11:00 am Game Turn in hex #5210.
III Corps

1/Metmn
2/Metmn
Metmn Art.
Met-Mitr

Arrive on the 1:00 pm Game Turn in hex #5210.
IV Corps

1/Lorenz
2/Lorenz
Lorenz Art.
Lor-Mitr

Prussian Army

Prussian Reinforcements are organized into lettered Groups, which are referenced in coordination with the Prussian Reinforcements Command Event. Units appear on the indicated hexes on the Game Turn indicated, unless the Group is moved to a different Game Turn by a successful Command Event die roll.

A 10:00 am

6th Cavalry Division

14 + Wilhelm HQ	2229
15 + Horse Art.	2329

B 10:00 am

III Corps

9/Stulp	2729
10/Stulp + Stulp Art.	2529

Add: 6th Cav. Div. and III Corps Activation Chits to cup
Add: The Prussian CIC Chit to cup

C 11:00 am

III Corps

11/Budd + 12/Budd + Budd Art. + Corps Art. + Cav. + Alvensleben HQ	1429

D 12:00 pm

X Corps

37/Schwt + Schwt Art. + Cav. + Voigts-Rhetz HQ	1429

Add: X Corps Activation Chit to cup

E 3:00 pm

X Corps

Corps Art.	1429

F 4:00 pm

X Corps

39/KrKo + 40/KrKo + KrKo Art.	1429
38/Schwt	0125

G 4:00 pm

Guard Corps

*3/Goltz Cav + Goltz Horse Art.	0125

Add: Guard Corps Activation Chit to cup

* These units do not have an HQ unit and thus are always "Out of Command" beginning the turn after they enter the game. They may be otherwise activated with Event, FOW and/or CIC Chits normally.

H 5:00 pm

VIII Corps

32/Barn + Barn Art. (BW) + Goeben HQ	2729

Add: VIII Corps Activation Chit to cup

I 6:00 pm

IX Corps

36/Wrang + 49/Louis (BW) + Wrang Art. (BW) + Manstein HQ	2729

Add: IX Corps Activation Chit to cup

SPECIAL SCENARIO RULES

a. Players use the *A Day of Battle* Full Battle Game card for this scenario.

b. French Army Morning Deployment: The French player is hampered in his ability to get the Army of the Rhine entirely activated and moving along. All French Activation chits are placed in a pile in front of the French player and out of view of the Prussian player. Before the start of the 8:00 am Game Turn, the French player places any one French Activation chit of his choice on the Game Turn Track in the 9:00 am space. He also places a French "Control" marker on top of the chit to keep its identity hidden from the Prussian player. Then during the Housekeeping Step of the 8:00 am Game Turn, he places another Activation chit of his choice two turns later on the 10:00 am space. During the Housekeeping Step of the 9:00 am Game Turn, he places another Activation chit of his choice on the 11:00 am space and so on. A new French Activation chit is placed two turns later each Housekeeping Step until there are no French Activation chits left to place.

At the start of each Game Turn, the French Activation chit present in that Game Turn's space is then placed into the Draw Cup, along with all the other previously-placed chits.

HISTORICAL NOTE: The French Army of the Rhine was in bivouac at the start of the battle and only slowly responded to the unfolding Prussian attack. In order to simulate this "groggy" start and the

limited intelligence the French had regarding the size and intention of the Prussian force, French Activation Chits are only added one per turn to the cup and with limited French player pre-planning ability.

c. Surprise Attack: The 8:00 am Game Turn is a Surprise Attack turn. No Event or Activation chits go into the draw cup. The only formation that can activate is the Prussian 5th Cavalry Division and it does so normally. French units may not issue Defensive Fire, conduct Cavalry Countercharges or conduct Cavalry Opportunity Charges. In addition, all French units' TCR values are halved. There is a normal End Turn Phase.

d. CIC Chits: At the start of the 10:00 am Game Turn, add the *Prussian General Staff CIC* chit to the Draw Cup. The French *Marshal Bazaine CIC* Chit can only be added if a successful roll is made on the French Offensive Spirit Command Event Track (see below).

e. Event Chits: The 9:00 am to 12:00 pm Game Turns are Limited Event turns. During each turn, both players still choose their one Planned Event chit, in addition to the indicated number of random Event chits. The turn is resolved normally but instead of placing five random Event chits into the draw cup from each player's pool during the Planning Phase, adjust as follows:

• 9:00 am = 1 random Event chit into cup.
• 10:00 am = 2 random Event chits into cup.
• 11:00 am = 3 random Event chits into cup.
• 12:00 pm = 4 random Event chits into cup.

Beginning with the 1:00 pm Game Turn, all normal Event chit rules apply.

f. Command Events: There are four Command Events in effect for this scenario—two French and two Prussian. Each is detailed as follows:

French Command Events

Bazaine's Leadership

The French player may place up to three Command Event Chits on the Bazaine's Leadership Track during play. If no Command Event Chits are placed on this track and the *Bazaine's Malaise* Prussian Event Chit is played, it automatically takes effect. If one French Command Event Chit is played on the track, the Prussian Event chit will be cancelled and discarded on a die roll of 1–3. If two Command Chits are played, it is cancelled on a roll of 1–6 and if three chits are played, the Prussian chit is cancelled on a roll of 1–9. The die roll, if any, is made immediately when the *Bazaine's Malaise* chit is drawn.

French Offensive Spirit

The French player may place up to three Command Event Chits on the French Offensive Spirit Track during play. If no Command Event Chits are placed on this track, no roll is allowed and the *Marshal Bazaine CIC* chit cannot be used next Game Turn. If one French Command Event Chit is played on the track, the Marshal Bazaine chit can be placed into the draw cup for next turn on a die roll of 1–2. If two Command chits are played, the CIC chit is deployed on a roll of 1–4 and if three Command chits are played, the CIC chit deployed a roll of 1–6.

Prussian Command Events

Prussian Aggressiveness

The Prussian player may place up to three Command Event Chits on the Prussian Aggressiveness Track during play. If no Command Event Chits are placed on this track and the Prussian *Aggressive Tactics* French Event Chit is played, it automatically takes effect. If one Prussian Command Event Chit is played on the track, the French Event chit will be cancelled and discarded on a die roll of 1–3. If two Command Chits are played, it is cancelled on a roll of 1–6 and if three chits are played, the Prussian chit is cancelled on a roll of 1–9. The die roll, if any, is made immediately when the Prussian *Aggressive Tactics* chit is drawn.

Prussian Reinforcements

At the start of the scenario, each Group of Prussian Reinforcements is placed on its indicated box on the Prussian Reinforcements Track. They will come into the game on the indicated turn per the Reinforcement procedure. During the End Turn Phase, the Prussian player may opt to roll on the Prussian Reinforcement Track to try and move up the turn of entry for any one Group (only), but only if he's assigned at least one Command Event chit there. If one Prussian Command Event Chit is played on the track, the designated Group can be moved up one turn on a die roll of 1–2. If two Command Chits are played, it is moved up on a roll of 1–5 and if three Command Chits are played, it is moved up a roll of 1–8.

VICTORY CONDITIONS

After the 9:00 pm Game Turn is completed, players determine who wins the game. This is done by checking "Control" of key hexes and comparing them to the Victory Conditions listed below. The game can end in an Overwhelming Victory, Major Victory, Minor Victory or Draw. Mars-la-Tour must have both its hexes controlled in order to count towards victory, otherwise no one controls it. Vionville and Rezonville begin the game in French control. Puxieux and Tronville begin the game in Prussian control. The other towns are controlled by neither side.

Prussian Overwhelming Victory:

The instant any Prussian unit enters Gravelotte, the game ends immediately in a Prussian Overwhelming Victory. This can happen anytime during the game.

This result represents a tangible threat to Bazaine's line-of-communications with Metz and would therefore compel his immediate withdrawal from the field.

French Overwhelming Victory:

The instant the French player controls all three Road hexes exiting the south side of the map (hex #'s 1429, 2529 and 2729) the game ends immediately in a French Overwhelming Victory. This can happen anytime during the game.

This result represents the encircling and isolating of the Prussian units from the main body and would thus be considered a strategic defeat for the Prussian army.

If there is no Overwhelming Victory for either side during the game, then check for a Major Victory, Minor Victory or Draw as follows:

Prussian Mandatory Victory Conditions:
Control of both Mars-la-Tour (both hexes) and Puxieux.

French Mandatory Victory Conditions:
Control of both Rezonville and Jarny.

The Mandatory Victory Conditions represent those towns that each side must control or they cannot win the game. If one side does not control both of the required Towns, the opponent wins a Major Victory. If neither side meets its Mandatory Victory Conditions, then the game is declared a Draw.

If *both* sides control their Mandatory Victory Conditions, a Minor Victory is awarded to the player who controls the greater number of the following hexes: Bruville, Vionville, Tronville, Flavigny and the "To Verdun" hex (#0125).
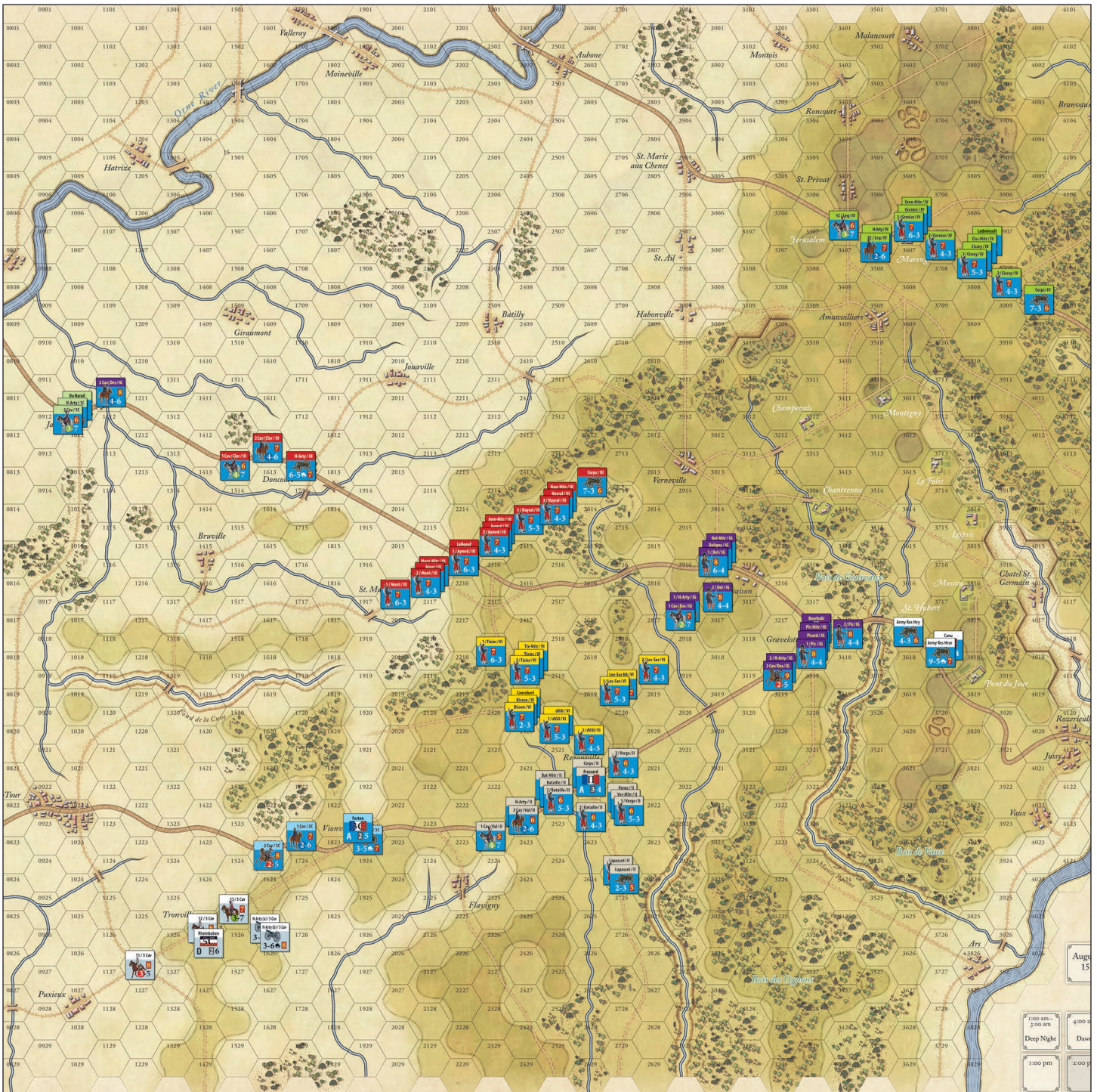
Starting positions for The Day of Battle *scenario*.

20.4 BLOODY THURSDAY

(Full Battle Scenario)

The Battle of Gravelotte-St. Privat, August 18th, 1870

This scenario simulates the entire Battle of Gravelotte-St. Privat and is 14 turns long, beginning on the 8:00 am Game Turn and ending at the conclusion of the 9:00 pm Game Turn.

SETUP

a. Place the "Game Turn" marker on the 8:00 am space on the Game Turn Track.

b. All of the Event Chits are available for use but the number of included and excluded chits will vary by Game Turn (see Special Scenario Rules).

c. Only the following formations start the game with their corresponding Activation Chits in the Draw Cup:

- **Prussian:** All Activation Chits are available, except for II Corps, 5th Cavalry Division and 6th Cavalry Division.
- **French:** All Activation Chits are available but only enter the game per the Special Scenario Rules.

d. Neither side gets their CIC Chits at the start—see the Special Scenario Rules. Place the *FORTUNES OF WAR* Chit in the draw cup.

e. Units listed with an **(BW)** following their names are setup on their Battleworn side. Hexes listed with an **(HW)** following their number have a "Hasty Works" marker placed in the hex and hexes with an **(EN)** following their number have an "Entrenchments" marker placed in the hex. There are eight units with the special **(GSP)** indicator. This means that you deploy those specially-marked unit counters rather than the regular unit versions.

French Army

VI Corps

Bisson + Bisson Art.	3403
1/dVill (BW) + A/dVill Art. (GSP)	3404
1/Lev-Sor + Lev-Sor Horse Art.	3405
2/Lev-Sor + Tixier Art. + Tix-Mitr	3406
2A/dVill (GSP)	3504
1/Tixier (BW) + Canrobert HQ	3505

2/Tixier (BW)	3506
2B/dVill (GSP) + B/dVill Art. (GSP)	2905 (HW)

Do not use the normal "2/dVill" Infantry unit or the "dVill Art." unit in this scenario. They are replaced with the four reciprocal "GSP"-marked units.

1st Reserve Cavalry Division

2Cav + Horse Art. + Du Barail HQ	3606

IV Corps

1/Cissey + Cissey Art. + Ciss-Mitr	3508 (HW)
2/Cissey+Lorenz Art.+Lor-Mitr+Ladmirault HQ	3509 (HW)
1/Grenier (BW) + Grenier Art. + Gren-Mitr	3510 (HW)
2/Grenier + Corps Art.	3511 (HW)
1C/Leg + Horse Art.	3608
1/Lorenz	3609
2/Lorenz	3610
2C/Leg	3607

III Corps

1/ Mont + Mont Art. + Mont-Mitr	3612 (EN)
2/Mont	3713 (HW)
1/Nayral + Nayral Art. + Nayr-Mitr	3714 (HW)
2/Nayral	3414
1/Metmn+Metmn Art.+Met-Mitr+LeBeouf HQ	3814 (HW)
2/Metmn + Corps Art.	3815 (EN)
1/Aymrd (BW)	3816 (EN)
2A/Aymard (GSP)	3817 (EN)
2B/Aymrd (GSP) + Aymrd Art. + Aym-Mitr	3617 (HW)
Horse Art.	3915
1Cav/Cler	3916
2Cav/Cler	4016

Do not use the normal "2/Aymrd" Infantry unit in this scenario. It is replaced with the two reciprocal "GSP"-marked units.

II Corps

1/Verge (BW) + Verge Art. + Ver-Mitr	3818 (EN)
2/Verge (BW) + Corps Art. + Frossard HQ	3719 (EN)
1/Bataille (BW) + Bataille Art. + Bat-Mitr	3720 (EN)
2/Bataille	3820 (EN)
A/Lapasset (GSP)	4121
B/Lapasset (GSP) + Lapasset Art.	4022
1Cav/Val + Horse Art.	4417
2 Cav/Val	4517

Do not use the normal "Lapasset" Infantry unit in this scenario. It is replaced with the two reciprocal "GSP"-marked units.

Imperial Guard

1/Pic (BW) + Picard Art + Pic-Mitr	4314
2/Pic + 1/Horse. Art. + Bourbaki HQ	4414
1/Del	4315
2/Del + Deligny Art. + Del-Mitr	4415
1Cav/Des + 2/Horse Art.	4514

2 Cav/Des	4515 (BW)
3 Cav/Des	4516 (BW)

Army Reserve Artillery

Army Res Heavy Art. + Canu HQ	4515
Army Res Horse Art.	4516

3rd Reserve Cavalry Division

2Cav (BW) + Forton HQ	4614
1Cav (BW) + Horse Art.	4615

Prussian Army
XII Corps

45/Georg + Georg Art.	1211
46/Georg + Corps Art. + Prince Albert HQ	1111
47/Holdr + Holder Art.	1011
48/Holdr + Horse Art.	1012
Cav	1312
23/Lippe	1310
24/Lippe	1209

Guard Corps

GD Cav.	1812
1/Pape + Pape Art. + Augustus HQ	1713
2/Pape	1714
Corps Art.	1614
3/Bud + Bud Art.	1515
4/Bud	1415
1/Goltz Cav + Goltz Horse Art.	1416
2/Goltz	1022
3/Goltz (BW)	1219

IX Corps

Cav.	2215
35/Wrang + Wrang Art.	2115
36/Wrang	2015
Corps Art.	2116
49/Louis + Louis Art. + Manstein HQ	2016
50/Louis + Horse Art.	1917

VIII Corps

Cav.	3218
30/Welt + Welt Art.	3119
29/Welt + Goeben HQ	3019
Corps Art. + Horse Art.	2920
32/Barn (BW) + Barn Art	2820
31/Barn	2729

1st Cavalry Division

1 + Horse Art..	2621
2 + Hartmann HQ.	2522

III Corps

Corps Art. (BW) + Alvensleben HQ	1727

X Corps

Corps Art. (BW) + Voigts-Rhetz HQ	1226

39/KrKo + KrKo Art.	1127
40/KrKo	1027

VII Corps

27/Kam	3123
Kam Art.	3122
26/Glum + Cav + Zastrow HQ	3826
25/Glum	3623
Corps Art..	3219
Horse Art.	3220
Glum Art.	3221
28/Kam.	3522

REINFORCEMENTS
Prussian Army

These units are placed in the 9:00 pm Game Turn space. They will appear at either hex 2529 or 2729 as the Prussian player wishes. The time of arrival can be moved up by the Prussian Reinforcements Command Event procedure.

II Corps

Fransecky HQ
5/Hart
6/Hart
Hart Art.
7/Wey
8/Wey
Wey Art.
Cav.
Corps Art.
Horse Art.
Add: II Corps Activation Chit to cup

SPECIAL SCENARIO RULES

a. Players use the *Bloody Thursday Full Battle Game* card for this scenario.

b. The 8:00 am Game Turn (only) is the 2nd Army Prussian Approach March Movement turn. No chits are used in this Game Turn. Instead, the Prussian player must activate each formation from 2nd Army (i.e., all formations other than VII Corps, VIII Corps and 1st Cavalry Division) once and in any order he wishes. A formation activated this turn is not given any Posture and all units are considered to be In Command. Each unit must conduct full Movement and may only conduct movement into hexes that are each one hex farther north or northeast of its current hex position. Units are not forced to use Road movement unless such movement would end the units move in a Road hex that is further north or northeast of its starting hex. If eligible, such units must also use the Road March Column rate. There are no other Phases or Steps, no other activities are permitted and no other formations other than Prussian 2nd Army units may move during this Game Turn.

c. French Army Morning Deployment: The French player is hampered in his ability to get the Army of the Rhine entirely activated due to its spending the previous evening in confusion and digging

in. All French Activation chits are placed in a pile in front of the French player and out of view of the Prussian player. Before the start of the 8:00 am Game Turn, the French player places any one French Activation chit of his choice on the Game Turn Track in the 9:00 am space. He also places a French "Control" marker on top of the chit to keep its identity hidden from the Prussian player. Then during the Housekeeping Step of the 8:00 am Game Turn, he places another Activation chit of his choice two turns later on the 10:00 am space. During the Housekeeping Step of the 9:00 am Game Turn, he places another Activation chit of his choice on the 11:00 am space and so on. A new French Activation chit is placed two turns later each Housekeeping Step until there are no French Activation chits left to place.

At the start of each Game Turn, the French Activation chit present in that Game Turn's space is then placed into the Draw Cup, along with all the other previously-placed chits.

HISTORICAL NOTE: This process is used again in this scenario not only because the French were notoriously slow starters, but also because the Army of the Rhine deployed in their positions late on the night of August 17th and spent much of the time digging in (and therefore not resting).

d. CIC Chits: At the start of the 10:00 am Game Turn, add the PRUS-SIAN GENERAL STAFF CIC chit to the Draw Cup. The French MARSHAL BAZAINE CIC Chit can only be added if a successful roll is made on the French Offensive Spirit Command Event Track (see below).

e. Event Chits: The 9:00 am to 12:00 pm Game Turns are Limited Event turns. During each turn, both players still choose their one Planned Event chit, in addition to the indicated number of random Event chits. The turn is resolved normally but instead of placing five random Event chits into the draw cup from each player's pool during the Planning Phase, adjust as follows:

- 9:00 am   = 1 random Event chit into cup.
- 10:00 am = 2 random Event chits into cup.
- 11:00 am = 3 random Event chits into cup.
- 12:00 pm = 4 random Event chits into cup.

Beginning with the 1:00 pm Game Turn, all normal Event chit rules apply.

f. Off-Map Movement: The Prussian player (only) may exit units during their normal movement from any of the following North map edge Road hexes: 1301, 1501, 1701, 2301 and 2701. It costs 1 MP to move a unit off the edge of the map unless using the Road March Column rate, in which it costs 1/2 MP. These units may re-enter the game map as normal Reinforcements at either hex 3101 or 3601. At the moment units leave the map, the Prussian player places them on the Game Turn Track three Game Turns ahead of the current turn and a marker is placed indicating which hex they wish to re-enter from (there are two available markers for this purpose). Units leaving together can be split between the two arrival hexes.

Starting with the Prussian Command Event Step of the Game Turn in which the off-map units are located, the Prussian player must roll 1d10 for their entry into the game during the next Game Turn using the Prussian Reinforcements Command Event procedure (below).

EXAMPLE: The Prussian player exits five units from eligible map edge hexes on the 1:00 pm Game Turn. He opts to bring them all in on hex 3101 and places the "3101" marker with those units in the 4:00 pm Game Turn space. During the Command Event Phase of the 4:00 pm turn he sees that he has placed two Command Event markers on the Prussian Reinforcements Track. This means that he will roll a 1d10 five times (once for each of the entering units) and those that roll a result of "1" through "5" will enter as normal Reinforcements during the 5:00 pm Game Turn. Those units that did not make their roll will roll again at the end of the 5:00 pm turn (but only if the player has placed Command Event chits on the Prussian Reinforcements Track during that turn).

g. French Posture Restrictions: The French player may not give an Aggressive Posture to his HQs (i.e., only a Defensive Posture can be assigned), unless he first makes a successful roll on the Position Magnifique Command Event Track (see below).

Note: The French player can still assign either Posture to a French Division when activated through the use of the French CIC chit.

All formations that were successful in attaining an Aggressive Posture automatically revert to a Defensive Posture at the end of the Game Turn.

h. Command Events: There are four Command Events in effect for this scenario—two French and two Prussian. Each is detailed as follows:

French Command Events

Position Magnifique

The French player may not assign Aggressive Posture to an HQ unless he first makes a successful roll on the Position Magnifique Track. If no Command Events are played on this track, no Aggressive Posture can be assigned. If one Command Event Chit is played on the track when the player wishes to issue an Aggressive Posture, he may do so on a roll of 1–2. If two Command Chits are played, the Aggressive Posture can be issued with a roll of 1–5 and if three chits are played, the Aggressive Posture is allowed on a roll of 1–8. Note that a separate die roll must be made with each desired formation but any number of formations may be rolled for at the current die roll range. Note also that this range can change during the course of the turn as Command Events are played on the track.

French Offensive Spirit

The French player may place up to three Command Event Chits on the French Offensive Spirit Track during play. If no Command Event Chits are placed on this track, no roll is allowed and the MARSHAL BAZAINE CIC chit cannot be used next Game Turn. If one French Command Event Chit is played on the track, the Marshal Bazaine chit can be placed into the draw cup for next turn on a die roll of 1–2; if two Command Chits are played, the chit is deployed on a roll of 1–4; if three Command Chits are played, it is deployed a roll of 1–6. Note that you are rolling to deploy the CIC Chit during the next Game Turn, not the current one.

Prussian Command Events

Prussian Aggressiveness

The Prussian player may place up to three Command Event Chits on the Prussian Aggressiveness Track during play. If no Command Event Chits are placed on this track and the Prussian *Aggressive Tactics* French Event Chit is played, it automatically takes effect. If one Prussian Command Event Chit is played on the track, the French Event chit will be cancelled and discarded on a die roll of 1–3. If two Command Chits are played, it is cancelled on a roll of 1–6 and if three chits are played, the Prussian chit is cancelled on a roll of 1–9. If the French player selects a unit from the Prussian 1st Army (these troops are under von Steinmetz' command and are units of the VII Corps, VIII Corps or 1st Cavalry Division), then add +2 to the die roll. The roll, if any, is made after the French player announces to which Prussian unit he will attempt to apply the event.

Prussian Reinforcements

At the start of the scenario, the Prussian II Corps is placed in the 9:00 pm Game Turn space. In addition, each group of Prussian units moved off of an eligible north map edge Road hex (see Off-Map Movement above) is also placed in the appropriate Game Turn space (as indicated in the scenario instructions).

The Prussian player may place up to three Command Event Chits on the Prussian Reinforcments Track during play. During the Prussian Command Event Step, the Prussian player may opt to make a die roll to try and either move up the turn of entry for the II Corps or try to enter any off-map Prussian unit as a Reinforcements during the next turn (see Off-Map Movement above), but only if he's assigned at least one Command Event chit to the track. The player must choose one or the other option before rolling. If rolling for an off-map unit, he must add +1 to the die roll if the entry hex chosen is 3601. If one Prussian Command Event Chit is played on the track, the II Corps can be moved up one Game Turn earlier or one off-map unit can be entered on a die roll of 1–2. If two Command Chits are played, a roll of 1–5 will be successful and if three Command Chits are played, a roll of 1–8 is successful. Note that in the case of off-map units, one die roll is made for each unit wishing to enter the map.

VICTORY CONDITIONS

After the 9:00 pm Game Turn is completed, players determine who wins the game. This is done by checking control of key hexes and comparing them to the Victory Conditions listed below. The game can end in an Overwhelming Victory, Major Victory, Minor Victory or Draw. Control of Towns is determined by the nationality of the last unit to enter the hex or hexes in question (use the appropriate "Control" markers to help note ownership when unclear). Gravelotte, Ars and Verneville begin the game in Prussian control. All other Town and Farm hexes that are considered for Victory Determination are controlled by the French player.

Prussian Overwhelming Victory:
The instant any Prussian Infantry Brigade unit enters hex 5216, the game ends immediately in a Prussian Overwhelming Victory. This can happen anytime during the game.

This result represents Bazaine's main line-of-communications with Metz being completely cut and would therefore compel his immediate withdrawal from the field.

French Overwhelming Victory:
The instant the French player controls Gravelotte or enters hex 3729, the game ends immediately in a French Overwhelming Victory. This can happen anytime during the game.

This result represents the isolating of the Prussian units from the main body on the other side of the Moselle and would force the Prussian left wing to withdraw to protect the all-important river crossings.

If there is no Overwhelming Victory for either side during the game, then check for a Major Victory, Minor Victory or Draw as follows:

Prussian Mandatory Victory Conditions:
Control of both Ars and Verneville

French Mandatory Victory Conditions:
Control of both Moulin and Amanvillers

The Mandatory Victory Conditions represent those Towns that each side must control or they cannot win the game. If one side does not control both of the required Towns, the opponent wins a Major Victory. If neither side meets its Mandatory Victory Conditions, then the game is declared a Draw.

If both sides control their Mandatory Victory Conditions, a Minor Victory is awarded to the player who controls the greater number of the following Town and Farm hexes: St. Privat, Jerusalem, Montigny, Moscou, Leipsic, St. Hubert, Chatel St. Germain and Point du Jour. If both players control an equal number, the game is a Draw. All listed Towns and Farms begin the scenario in French control. If any two infantry units of the French Imperial Guard Corps become Battleworn during the scenario, these casualties will award the Prussian player one additional Town/Farm hex equivalent (as figured above for Minor Victory determination purposes).

Bazaine and Bourbaki were extremely cautious with the Imperial Guard at this point of the campaign, fearing to commit it too deeply into combat lest they lose that last vestige of hope for the French Empire.

20.5 A BECKONING VICTORY

(Campaign Scenario)

The historical campaign from August 16th through August 18th, 1870

This scenario simulates the campaign starting with the Battle of Mars-la-Tour on August 16th and continues through the end of August 18th. The scenario can last up to 54 turns long, beginning on the 8:00 am Game Turn on the August 16th Campaign Day Turn and ending at the conclusion of the 9:00 pm Game Turn on the August 18th Campaign Day Turn.

SETUP

a. Neither side gets their CIC Chits at the start—see the Special Scenario Rules. Place the *FORTUNES OF WAR* Chit in the cup.

b. Place the "Game Turn" marker on the 8:00 am space on the Game Turn Track and the "Campaign Day Turn" marker on the August 16th space.

c. All of the Event Chits are available for use but the number of included and excluded chits will vary by Game Turn (see Special Scenario Rules).

French Army

3rd Reserve Cavalry Division

1 Cav	1723
2 Cav	1623
Forton HQ + Horse Art.	1923

II Corps

1 Cav/Val	2323
2 Cav/Val + Horse Art.	2422
1/Bataille + Bataille Art. + Bat-Mitr	2522
Frossard HQ + Corps Art.	2621
2/Verge	2721
2/Bataille	2622
1/Verge + Verge Art. + Ver-Mitr.	2722
Lapasset + Lapasset Art.	2724

VI Corps

1/Tixier	2318
2/Tixier + Tixier Art. + Tix-Mitr	2418
Bisson + Bisson Art. + Canrobert HQ	2419
1/dVill + dVill Art.	2520
2/dVill	2620
1/Lev-Sor + Lev-Sor Horse Art.	2719
2/Lev-Sor	2818

III Corps

1Cav/Cler	1513
2Cav/Cler	1612
Horse Art.	1713
1/ Mont	2016
2/Mont + Mont Art. + Mont-Mitr	2116
1/Aymrd + LeBeouf HQ	2215
2/Aymrd + Aymrd Art. + Aym-Mitr	2315
1/Nayral	2414
2/Nayral + Nayral Art. + Nayr-Mitr	2514
Corps Art.	2613

IV Corps

1C/Leg	3406
2C/Leg + Horse Art.	3507
1/ Cissey + Cissey Art. + Ciss-Mitr + Ladmirault HQ	3807
2/ Cissey	3908
1/Grenier + Grenier Art. + Gren-Mitr	3606
2/Grenier	3707
Corps Art.	4008

Imperial Guard

1Cav/Des + 1/Horse Art.	2917
1/Del + Deligny Art. + Del-Mitr	3015
2/Del	3016
3Cav/Des + 2/Horse Art.	3218
1/Pic + Picard Art + Pic-Mitr + Bourbaki HQ	3318
2/Pic	3417
2Cav/Des	1111

Army Reserve Artillery

Army Res Horse Art. + Canu HQ	3718
Army Res Heavy Art.	3617

1st Reserve Cavalry Division

2Cav + Horse Art. + Du Barail HQ	1011

Prussian Army

5th Cavalry Division

Horse Art. (a) + Horse Art (b)	1625
13	1525
12 + Rheinbaben HQ	1425
11	1226

REINFORCEMENTS

French Army

Arrive on the 11:00 am Game Turn in hex #5210:

III Corps

1/Metmn	
2/Metmn	
Metmn Art.	
Met-Mitr	

Arrive on the 1:00 pm Game Turn in hex #5210:

IV Corps

1/Lorenz	
2/Lorenz	
Lorenz Art.	
Lor-Mitr	

Prussian Army
August 16th Campaign Day

A **10:00 am**

6th Cavalry Division

*14 + Wilhelm HQ 2229

*15 + Horse Art. 2329

These units cannot have their entry locations changed by the Prussian Reinforcements Command Event.

B **10:00 am**

III Corps

9/Stulp 2729

10/Stulp + Stulp Art. 2529

Add: 6th Cav. Div. and III Corps Activation Chits to cup

Add: The *Prussian General Staff CIC* Chit to cup

C **11:00 am**

III Corps

11/Budd + 12/Budd + Budd Art. + Corps Art. +
    Cav. +Alvensleben HQ 1429

D **12:00 pm**

X Corps

37/Schwt + Schwt Art. + Cav. + Voigts-Rhetz HQ . . 1429

Add: X Corps Activation Chit to cup

E **3:00 pm**

X Corps

Corps Art. 1429

F **4:00 pm**

X Corps

39/KrKo + 40/KrKo + KrKo Art. 1429

* 38/Schwt 0125

If any French units have already Escaped on either/both of the eligible Road hexes south of the Orne River, this unit instead comes in at hex 1429 during the 5:00 pm turn.

G **4:00 pm**

Guard Corps

*3/Goltz Cav + Goltz Horse Art. 0125

Add: Guard Corps Activation Chit to cup

These units do not have an HQ unit and thus are always "Out of Command" beginning the turn after they enter the game. They may be otherwise activated with Event, FOW and/or CIC Chits normally until their HQ enters the game. Also, if any French units have already Escaped on either/both of the eligible Road hexes south of the Orne River, these units instead come in at hex 1429 during the 5:00 pm turn.

H **5:00 pm**

VIII Corps

32/Barn + Barn Art. + Goeben HQ 2729

Add: VIII Corps Activation Chit to cup

I **6:00 pm**

IX Corps

36/Wrang + 49/Louis + Wrang Art. +
    Manstein HQ 2729

Add: IX Corps Activation Chit to cup

J **9:00 pm [Dusk]**

VIII Corps

31 Barn + 29 Welt + 30 Welt + Welt Art. + Cav. +
    Corps Art. + Horse Art. 2729

K **10:00 pm–12:00 am [Evening]**

IX Corps

35/Wrang + 50/Louis + Louis Art. + Cav. +
    Corps Art. + Horse Art. 2729

L **10:00 pm–12:00 am [Evening]**

Guard Corps

Cav + 1/Goltz Cav + 2/Goltz Cav 1429

August 17th Campaign Day

M **10:00 am**

All units of the Guard Corps (less the Cavalry and Horse Artillery units already entered) 1429

N **11:00 am**

All units of the XII Corps 1429

Add: XII Corps Activation Chit to cup

O **2:00 pm**

All units of the 1st Cavalry Division 2729

Add: 1st Cavalry Division Activation Chit to cup

P 6:00 pm

All units of the VII Corps 3729

Add: VII Corps Activation Chit to cup

August 18th Campaign Day

Q 9:00 pm

All units of the II Corps 2729

Add: II Corps Activation Chit to cup

Additionally, place the appropriate "Arrival Location" marker with each of the Reinforcement Groups for the current Campaign Day as indicated. This will track where that Group will enter the map (and these markers can be adjusted by the Prussian Variable Reinforcements procedure below).

SPECIAL SCENARIO RULES

a. Players use the *A Beckoning Victory* Campaign Game card for this scenario.

b. August 16th Procedures: the following rules apply to the first day of the scenario (only):

- **French Army Morning Deployment:** The French player is hampered in his ability to get the Army of the Rhine entirely activated and moving along. All French Activation chits are placed in a pile in front of the French player and out of view of the Prussian player. Before the start of the 8:00am Game Turn, the French player places any one French Activation chit of his choice on the Game Turn Track in the 9:00 am space. He also places a French "Control" marker on top of the chit to keep its identity hidden from the Prussian player. Then during the Housekeeping Step of the 8:00 am Game Turn, he places another Activation chit of his choice two turns later on the 10:00 am space. During the Housekeeping Step of the 9:00 am Game Turn, he places another Activation chit of his choice on the 11:00 am space and so on. A new French Activation chit is placed two turns later each Housekeeping Step until there are no French Activation chits left to place.

  At the start of each Game Turn, the French Activation chit present in that Game Turn's space is then placed into the Draw Cup, along with all the other previously-placed chits.

- **Surprise Attack:** The 8:00 am Game Turn is a Surprise Attack turn. No Event or Activation chits go into the draw cup. The only formation that can activate is the Prussian 5th Cavalry Division and it does so normally. French units may not issue Defensive Fire, conduct Cavalry Countercharges or conduct Cavalry Opportunity Charges. In addition, all French units' TCR values are halved. There is a normal End Turn Phase.

- **CIC Chits:** At the start of the 10:00 am Game Turn, add the *Prussian General Staff CIC* chit to the Draw Cup. The French *Marshal Bazaine CIC* Chit can only be added if a successful roll is made on the French Offensive Spirit Command Event Track (see below).

- **Event Chits:** The 9:00 am to 12:00 pm Game Turns are Limited Event turns. During each turn, both players still choose their one Planned Event chit, in addition to the indicated number of random Event chits. The turn is resolved normally but instead of placing five random Event chits into the draw cup from each player's pool during the Planning Phase, adjust as follows:

  ◊ 9:00 am = 1 random Event chit into cup.
  ◊ 10:00 am = 2 random Event chits into cup.
  ◊ 11:00 am = 3 random Event chits into cup.
  ◊ 12:00 pm = 4 random Event chits into cup.

Beginning with the 1:00 pm Game Turn, all normal Event chit rules apply.

c. August 17th and 18th Campaign Days: Players must track not only normal Game Turns while the scenario proceeds, but Campaign Day Turns as well. At the conclusion of the Evening Game Turn (10:00 pm – 12:00 am) of each day, move the "Campaign Day Turn" marker up to the next Campaign Day (unless concluding the August 18th turn, in which case the game is over). Use the following procedures for the August 17th and 18th Campaign Days:

- **French Army Morning Deployment:** Any French formation in Bivouac status (18.6) at the end of a Deep Night Game Turn of the August 17th or 18th Campaign Days must leave Bivouac at the start of the next Dawn Game Turn. The French player (only) then must remove that formation's Activation Chit from the draw cup. During the Planning Phase of the Dawn turn, the French player selects one of those removed Activation Chits and places it onto the 6:00 am Game Turn Track box. If any chits remain, he will select another chit from those eligible during the Planning Phase of the 5:00 am Game Turn to be placed into the 7:00 am Game Turn box, and so on until all French Activation Chits have been placed.

  At the start of each Game Turn, the French Activation chit present in that Game Turn's space is then placed into the Draw Cup, along with all the other previously-placed chits.

  Note: This means that there will be no French Activation Chits in the cup during the Dawn or 5:00 am Game Turns from formations that were in Bivouac the night before.

- The *Fortunes of War* chit is placed into the draw cup each Game Turn of the Campaign Day except for Evening and Deep Night turns.
- The Prussian CIC chit is placed into the draw cup at the start of the 10:00 am Game Turn each Campaign Day.
- The French CIC Chit can be earned normally by the French player through the French Offensive Spirit Command Event process.
- **Event Chits:** Starting with the Dawn Game Turn of each Campaign Day, the number of chits that go into the draw cup is limited. Both sides get their one Planned Chit each Game Turn normally. Other Event Chits are handled according to the following schedule:

  ◊ Dawn through 8:00 am = no random Event chits.
  ◊ 9:00 am = 1 random Event chit into cup.
  ◊ 10:00 am = 2 random Event chits into cup.
  ◊ 11:00 am = 3 random Event chits into cup.
  ◊ 12:00 pm = 4 random Event chits into cup.

Beginning with the 1:00 pm Game Turn, all normal Event chit rules apply.

d. Command Events: There are four Command Events in effect for this scenario—two French and two Prussian. Each is described as follows:

French Command Events

Bazaine's Leadership

The French player may place up to three Command Event Chits on the Bazaine's Leadership Track during play. If no Command Event Chits are placed on this track and the *Bazaine's Malaise* Prussian Event Chit is played, it automatically takes effect. If one French Command Event Chit is played on the track, the Prussian Event chit will be cancelled and discarded on a die roll of 1–3. If two Command Chits are played, it is cancelled on a roll of 1–6 and if three chits are played, the Prussian chit is cancelled on a roll of 1–9. The die roll, if any, is made immediately when the *Bazaine's Malaise* chit is drawn.

French Offensive Spirit

The French player may place up to three Command Event Chits on the French Offensive Spirit Track during play. If no Command Event Chits are placed on this track, no roll is allowed and the *Marshal Bazaine CIC* chit cannot be used next Game Turn. If one French Command Event Chit is played on the track, the Marshal Bazaine chit can be placed into the draw cup for next turn on a die roll of 1–2; if two Command Chits are played, the chit is deployed on a roll of 1–4; if three Command Chits are played, it is deployed a roll of 1–6. Note that you are rolling to deploy the CIC Chit during the next Game Turn, not the current one.

Prussian Command Events

Prussian Aggressiveness

The Prussian player may place up to three Command Event Chits on the Prussian Aggressiveness Track during play. If no Command Event Chits are placed on this track and the Prussian *Aggressive Tactics* French Event Chit is played, it automatically takes effect. If one Prussian Command Event Chit is played on the track, the French Event chit will be cancelled and discarded on a die roll of 1–3. If two Command Chits are played, it is cancelled on a roll of 1–6 and if three chits are played, the Prussian chit is cancelled on a roll of 1–9. If the French player selects a unit from the Prussian 1st Army (these troops are under von Steinmetz' command and are units of the VII Corps, VIII Corps or 1st Cavalry Division), then add +2 to the die roll. The roll, if any, is made after the French player announces to which Prussian unit he will attempt to apply the event.

Prussian Reinforcements

At the start of the scenario, each Group of Prussian Reinforcements is placed on its indicated box on the Game Turn Track. They will come into the game on the indicated turn per the Reinforcement procedure. The Prussian player may place up to three Command Event Chits on the Prussian Reinforcements Track during play. During the Prussian Command Event Step, he may opt to make a die roll on the Prussian Reinforcement Track to try and move up the turn of entry for any one Group (only), but only if he's assigned at least one Command Event chit there. In this scenario, the player may, with a successful die roll, instead opt to change the "Arrival Location" marker of any one Reinforcement Group by one incre-

ment (see below). If one Prussian Command Event Chit is played on the track, the designated Group can be moved up one turn on a die roll of 1–2. If two Command Chits are played, it is moved up on a roll of 1–5 and if three Command Chits are played, it is moved up a roll of 1–8. Note that if the Prussian player is successful in bringing a Group in earlier or changing its location, there is a risk of the troops becoming fatigued (see below).

e. Prussian Arrival Locations: Each Reinforcement Group is given an "Arrival Location" marker that shows its intended destination on the game map. The marker is placed under the units (so the French player can't see it) and shows face-up the hex number and name of its arrival location. During the Command Event Step and when resolving the Prussian Reinforcements Command Event, a successful die roll may be used to shift the arrival location by one increment (this is instead of having it arrive a turn earlier). An increment is moving the location to the next eligible location on the map to the east or west. This is detailed as follows:

Verdun Road (0125) < - > Puxieux Road (0128)
Puxieux Road (0128) < - > Thiaucourt Road (1429)
Thiaucourt Road (1429) < - > Gorze Roads (2529/2729)
Gorze Roads (2529/2729) < - > Ars Road (3729)

The 6th Cavalry Division is exempt from this procedure—they must arrive at their assigned hexes.

EXAMPLE: One increment from the Puxieux Road hex (0128) will be either the Verdun Road (0125) or the Thiaucourt Road (1429). A Group Arrival Location may only change by one increment per step.

f. Prussian Forced March Fatigue: If the Prussian player is successful on the Prussian Reinforcements Command Event Track in bringing a Group in sooner than scheduled or changing it arrival location, there is a risk that the troops will be fatigued. Immediately before moving any activated arriving Reinforcements onto the map from a Group that is entering earlier than scheduled or at a different location than originally scheduled, the player rolls 1d10 for each non-HQ unit from the Group entering the game. Apply the die roll result as indicated below on each such unit:

Die Roll	Effect
1	Unit is made Battleworn
2	Unit is made Disrupted
3–4	Unit is made Shaken.
5+	No effect

Deduct one from the die roll result for each Game Turn after the first that the Group enters early and/or for each increment after the first that the Group changed from its original arrival location hex.

EXAMPLE: If the Group was moved up one turn early, there is no modifier; if the Group was moved up two Game Turns earlier, then apply a "–1" to the die roll result; if it was moved up two Game Turns and changed it location by one increment, apply a "–1" to the die roll; if it was moved up two Game Turns and changed it location by two increments, apply a "–2" to the die rolls.

Note: *Reinforcing units that are arriving at their scheduled times do not roll for Forced March Fatigue.*

VICTORY CONDITIONS

Victory and defeat is determined primarily with the French player's performance in the campaign (however, there is a way for the Prussians to score an automatic win). This campaign is centered around the condition, location and viability of the French Army of the Rhine. As such, the ability of the French player to preserve the army is the key.

Daily Goals

At the start of the game and at the start of each Dawn turn thereafter, the French player must secretly determine his Daily Goal by choosing the corresponding "Daily Goal" marker and hiding it from the Prussian player. The Daily Goal chosen is the only way in which the French player can score Victory Points (VPs) that Game Day. At the conclusion of each Game Day (at the end of the Deep Night turn), the French player totals his scored VPs for the day and records them on the Victory Point Track using the appropriate markers.

In most cases, the number of VPs scored depends on the condition of the formation, measured by the percentage of units (of all types except HQs) in the formation that are Battleworn. Unit conditions are as follows:

- Shattered = 75% or more units are BW;
- Depleted = 50% to 74% units are BW;
- Fit = 25% to 49% units are BW;
- Pristine = less than 25% units are BW.

In the case of Infantry Detachments, determine the condition of each off-map parent unit at the time (not the individual detachment units). If a parent unit would not be able to be rebuilt due to Infantry Detachments being eliminated during play, that parent unit is counted as a BW unit for VP purposes. In addition to a formation's condition, the type of formation also affects the ultimate VP award. The Imperial Guard Corps scores 150% VP in each case and the two Cavalry Divisions and the Army Reserve Artillery formation each score 50% VP in each case.

Some Daily Goals involve allowing units to Escape. Escaping is defined as when all the Infantry Brigade-sized units and non-Horse Artillery units of an Infantry Corps that are not on the Broken Track are moved off the map from one of the eligible selected locations. In the case of Cavalry Divisions, it would be all Cavalry units that are not on the Broken Track moved off the map. For the Army Artillery Reserve, this would apply to both component units that are not on the Broken Track. The allowed Daily Goals and the corresponding VPs scored are as follows:

a. South Escape Route to Verdun: Each French formation that escapes on or adjacent to any west map edge Road hex (of either type) located south of the Orne River will score VPs depending on their conditions:

- Shattered = 1 VP
- Depleted = 2 VP
- Fit = 3 VP
- Pristine = 5 VP

b. North Escape Route to Verdun: Each French formation that escapes on or adjacent to the Major Road hex located north of the Orne River (hex #0109) will score VPs depending on their conditions:

- Shattered = 0 VP
- Depleted = 1 VP
- Fit = 2 VP
- Pristine = 4 VP

c. Hold Up in Metz: This option cannot be chosen before the August 17th Campaign Day. Each French formation that escapes off the east map edge on or adjacent to any Road map edge hex will score VPs depending on their conditions:

- Shattered = 1 VP
- Depleted = 1 VP
- Fit = 2 VP
- Pristine = 4 VP

d. Offer Battle: In this option, the French player scores VPs based on the damage he does to the Prussian army in battle, as follows:

- Each Prussian formation that is Shattered at the end of that Game Day = 4 VP
- Each Prussian formation that is Depleted at the end of that Game Day = 2 VP

The Prussian Guard Corps score 150% VP of the normal award in each case and the three Prussian Cavalry Divisions score only 50% VP of the normal award. Note that these awards can be scored multiple times for the same formation at the end of each day.

e. Automatic Victory: Regardless of the chosen Daily Goal, either side can end the game immediately if the opposing force is sufficiently defeated in battle as follows:

- The Prussian player wins the game immediately upon Shattering or Depleting four or more French formations at any time. For purposes of this rule, the French Imperial Guard counts as two formations and the French Cavalry Divisions and Army Artillery Reserve each count as 1/2 of a formation.
- The French player wins the game immediately upon Shattering or Depleting four or more Prussian formations at any time. For purposes of this rule, the Prussian Guard counts as two formations and the Prussian Cavalry Divisions each count as 1/2 of a formation.

French Victory Determination: At the conclusion of the Dusk Game Turn of the August 18th Campaign Day, the French player totals his accumulated VPs from each Game Day. Compare the total VPs to the following schedule to determine the game's winner and loser:

VPs	*Level of Victory*
20+ VPs	French Strategic Victory
17–19 VPs	French Decisive Victory
14–16 VPs	French Major Victory
10–13 VPs	French Minor Victory
7–9 VPs	Draw
Less than 7 VPs	Prussian Victory

20.6 IT WILL COST WHAT IT WILL

(Campaign Scenario)

The historical campaign from August 15th through August 18th, 1870

This scenario simulates the campaign starting with the French Army's attempt to escape Metz and break out to the safety of Verdun. The Prussian armies are just reaching the Moselle River crossings and planning their sweeping movement to the west and north. The scenario can last up to 74 turns long, beginning on the 8:00 am Game Turn on the August 15th Campaign Day Turn and ending at the conclusion of the 9:00 pm Game Turn on the August 18th Campaign Day Turn.

Note: This scenario presents a wide open situation for players to explore. It is designed to experience what could have happened during the entirety of the campaign, starting from the initial French moves to escape Metz. Anything can happen and developments can lead to a possibly unbalanced situation. In addition, the Prussian player does not have much to do on the first day other than try and thwart the French advance. We suggest that the Prussian player do all of the chit pulling and other maintenance tasks during the August 15th Campaign Day. So forewarned, please proceed and enjoy!

SETUP

a. The French Escape from Metz: No French units start on the map—they are instead considered to be off-map in the heart of the town of Metz. The French player must plan his exit from Metz and determine in what order, when and where his units may move onto the game map. Before the start of the game, the French player must secretly line up the HQ Units of each of his formations in the order he wishes them to begin their march through the streets of Metz and over the Moselle bridge crossings. All formations can be evacuated and in any order, with one exception: the III Corps must be the last scheduled to leave (it just fought at the battle of Borny on August 14th). To simulate the ability of the administrators and quartermasters to get these units moving efficiently through the clogged streets and over the bridges out of Metz, the French player must roll on the Metz Escape Table (below) for each formation in order at the start of the Planning Phase of each Game Turn (i.e.,

before selecting the Planned Chit and before any chits are placed in the draw cup). Only one formation attempt is allowed per Game Turn and only with the next formation in line per the pre-arranged order (**exception:** See Disobeying Escape Orders below). To make an attempt to escape a formation, roll the die and apply as follows on the Metz Escape Table:

- If none, one or two formations (including split-off Divisions and Disobeying Formations—see below) have already successfully entered the map, the current attempting formation will leave Metz with a roll of 1–8;

- If three or four formations have already successfully entered the map, the current attempting formation will leave Metz with a roll of 1–7;

- If five or more formations have already successfully entered the map, the current attempting formation will leave Metz with a roll of 1–6.

All Formations that make a successful die roll (however, see below) arrive as Reinforcing units during this same Game Turn at hex 5215. Place their Activation chits into the draw cup and move them onto the game map as normal Reinforcements.

b. Spilt Formation: On a die roll result of 1 or 2 above, the selected formation will be successful but the French player must also select any one full Infantry Division (including any Artillery units) from that formation to place at the end of the escape line. Place that split-off Division at the end of the pre-arranged order of escape and it must be rolled for as a separate formation in future turns. If the formation rolled for is a Cavalry- or Artillery-only formation, ignore this special condition and simply bring the formation on normally.

c. Disobeying Escape Orders: Marshal Bazaine had ordered that the French Army must only use the southern crossing from Metz and would not grant permission to use the more northern crossings to speed the escape. However, the French player may freely attempt to "disobey orders" (as IV Corps did historically) once per Game Turn. He announces his intention to do so after the normal escape die roll above and selects any formation that has not yet entered the map (this is regardless of its place in the escape line and includes III Corps and any separated Divisions). This includes the formation that was just rolled for successfully (the French player may opt to see if the formation will disobey as an alternative to waiting on a long escape line). The player then rolls a die—on a roll of 1–3, the selected formation may enter via one of three more northerly hexes (5202, 5206 or 5210). If a "1" is rolled, follow the Split Formation procedure.

If a successful disobedience roll is made, the player places the formation's Activation Chit into the next Game Turn's box. The formation will then arrive as a Reinforcement in any one of the three eligible northern hexes on that Game Turn.

EXAMPLE: If it is the Planning Phase of the 10:00 am Game Turn and the player makes a successful disobedience roll to enter a formation. That formation will then enter as a Reinforcing unit during the 11:00 pm Game Turn at either hexes 5202, 5206 or 5210.

REINFORCEMENTS
Prussian Army

Arrive on the 11:00 am turn:
5th Cavalry Division

13/5 + Horse Art. (a) + Rheinbaben HQ	1429

Add: 5th Cavalry Division Activation Chit
Add: Prussian CIC Chit to cup

Additional August 15th Prussian Units:
During the Planning Phase of each subsequent Game Turn on August 15th (after the French player makes his Escape from Metz rolls), the Prussian player will roll 1d10. With a die roll of 1–3, he may bring in one other unit of his choice from the 5th Cavalry Division at hex 1429 as a normal Reinforcing unit that turn. If no units are left, no more rolls are made for this division. If all the units have not yet entered by the end of the Deep Night Game Turn of August 15th, the remainder of the division will automatically arrive during the Dawn Game Turn of the August 16th Campaign Day.

Starting on the August 16th Campaign Day, Prussian Reinforcement Groups are placed per the schedules for the *A Beckoning Victory* Campaign Scenario, except for the 5th Cavalry Division.

SPECIAL SCENARIO RULES

a. Players use the *It Will Cost What It Will* Campaign Game card for this scenario.

b. August 15th Chits: This scenario begins with the French player (only) moving onto the game map per the Escape from Metz procedure. Only Activation chits for units that have successfully escaped from Metz are placed into the draw cup along with the one Planned Event Chit for each side and the *Fortunes of War* chit. On the 11:00 am Game Turn, the Prussian 5th Cavalry Division Activation Chit and the Prussian CIC Chit are also added to the draw cup. The French CIC Chit can be earned normally by the French player through the French Offensive Spirit Command Event process.

c. Event Chits: The 8:00 am to 12:00 pm Game Turns are Limited Event turns. During each turn, both players still choose their one Planned Event chit, in addition to the indicated number of random Event chits. The turn is resolved normally but instead of placing five random Event chits into the draw cup from each player's pool during the Planning Phase, adjust as follows:

- 8:00 am = no random Event chits.
- 9:00 am = 1 random Event chit into cup.
- 10:00 am = 2 random Event chits into cup.
- 11:00 am = 3 random Event chits into cup.
- 12:00 pm = 4 random Event chits into cup.

Beginning with the 1:00 pm Game Turn, all normal Event chit rules apply.

d. August 16th Campaign Game Turn and onward: The first full Campaign Day is August 15th and the above procedures are used for that day. Beginning with the Dawn Game Turn of the August 16th Campaign Day, proceed with the game exactly as if you are playing the A Beckoning Victory Campaign Scenario with two exceptions:

- The Prussian 5th Cavalry Division is not deployed per the Set Up (they are already in the game in this scenario);
- Ignore the listed French Reinforcements—they are also already in the game.

VICTORY CONDITIONS

The Victory Conditions for this scenario are identical to the *A Beckoning Victory* Campaign Scenario, but with one addition: during the August 15th Campaign Day only, the French player gets additional Victory Points for successfully securing the Line of Retreat to Verdun if the French player controls any of the following hexes:

- Mars-la-Tour and Jarny = 4 VP
- Mars-la-Tour or Jarny = 3 VP
- Vionville and Doncourt = 2 VP
- Vionville or Doncourt = 1 VP

This is the only Daily Goal that can be chosen on the August 15th Campaign Day. Award only the single best VP score from the above schedule. Starting with the August 16th Campaign Day, use the normal Daily Goal and Victory Point scoring system.

20.7 Optional Units

Players may add these two "what if" formations to either of the two Campaign Scenarios (only) as they see fit. These can be used to change the balance between the two forces to accommodate either player's differing experience levels with the system and/or gaming skills. They also present a fun vehicle for experimenting with various alternate histories.

1) Prussian Ist Corps

Add the entire Prussian 1st Corps to the normal Reinforcement Group schedule for the scenario being played, as follows:

August 18th Campaign Day

R 9:00 pm

All units of the I Corps.	2729

Add: I Corps Activation Chit to cup

The I Corps is part of the 1st Army and thus included in Steinmetz' command structure (see 20.4e—Prussian Aggressiveness Command Event Track). All normal Reinforcement and Group rules apply.

2) French V Corps

This formation may enter the game during any Game Turn starting with the 8:00 am Game Turn of the August 16th Campaign Day. Before the game begins, the French player must secretly commit to entering this formation at one of the following hexes: 0109, 0125 or 0128 (he should note this on a piece of paper). During the Planning Phase of each Game Turn, the French player may roll one die. On a roll of 0, the V Corps units may enter the game at the designated location. However, if there are any Prussian combat units within 4, 5 or 6 hexes of the designated entry hex, the units may not enter the game until the next Game Turn. If there is a Prussian combat unit within 3 hexes or less, the delay is increased to two turns (this is to simulate Prussian scouts spotting and delaying the unit's approach march). The arriving units may not change their entry location and use normal Reinforcement rules.

DESIGNER'S NOTES
AND THE HISTORY OF THE 1870 METZ CAMPAIGN

"Put yourself on the road to Verdun as soon as possible. On no account compromise the army." —Napoleon III's last order to Marshal Bazaine

Napoleon III

On the morning of August 16th, 1870 at the Gravelotte crossroads outside the fortress of Metz, Napoleon III, Emperor of the French Second Empire, turned over command of the Army of the Rhine to a reluctant Marshal Francois Achille Bazaine. The Army of the Rhine, the last intact field army and already the last hope for France during the two-week old Franco-Prussian War, was gathered around the protection of the Metz fortress complex. The Prussian 1st and 2nd Armies were sweeping forward, hot on the heels of the retiring French. But poor weather and a disorganized cavalry screen allowed the French Army to break contact with the pursuing Prussians. Helmuth von Moltke, Chief of the Prussian General Staff, instructed his armies to wheel south of the fortress, cross the Moselle River and attempt to catch the French in flank. The only problem with this plan was—where were the French? The resulting two-day campaign produced some of the more remarkable battles in military history—the Battles of Mars-La-Tour and Gravelotte-St. Privat. These two battles produced over 60,000 casualties, with each army suffering equally. Both battles had significance not only for the Franco-Prussian War, but for the course of European history. In fact, Otto von Bismarck remarked at Versailles in January 1871: "What is certain beyond argument is that the war—and with it the future of Europe—was decided at Mars-la-Tour on 16 August 1870." Both battles were tremendously important military events when placed into proper historical perspective and Gravelotte-St. Privat in particular sealed the fate of the French Empire by locking the French Army of the Rhine into its tomb at the Metz fortress. These twin losses led directly to the ultimate birth of a new German Reich.

Two such important battles fought in a war that, despite its undeniable influence on European and world history, seems to garner little attention or enthusiasm in the wargaming community. Aside from the obvious historical importance of the conflict, most of the battles were hard-fought, brutal affairs with the Prussians suffering the majority of the losses. Yet most gamers hold to the prevalent misconception that all Franco-Prussian War games are "walkovers" for the Prussians. At the grand-strategic level, this may be true. The Prussian Army at this time was an efficient war machine that was well-prepped, well-led and confident after mauling the Austrians in 1866.

Helmuth von Moltke, Chief of the Prussian General Staff, was a master strategist and well-served by the talented General Staff. Moltke grabbed the initiative and outmaneuvered a lethargic and ill-prepared French Emperor Napoleon III and his "laissez-faire" generals. The French Army in 1870 lived in the shadow of its former glory and its elite reputation was still alive around the world (particularly in the U.S.). Realistically, however, the French aura of military power and superior generalship was a mere facade. So indeed, on the grand-strategic tier alone, the Franco-Prussian War was probably a mismatch. Yet, most wargames that have been published about this war have covered it exactly at that level—a scale at which the game is unavoidably unbalanced in favor of the Prussians and their German allies.

However, upon closer examination of the battles that were fought during these campaigns, we see a much more interesting story. As pointed out above, the Prussians actually suffered more casualties than the French in most of the battles. Much of this can be attributed to the fact that they were almost always on the attack, but it goes deeper than that. In fact, the French soldier was very well-equipped to take on his Prussian counterpart and what he lacked in leadership and morale was more than compensated for with his superiority in other significant areas. Had the French leadership exercised any kind of imagination, opportunism and offensive spirit, these battles could have easily swung in the other direction and resulted in major French victories, thus changing the course of the war and possibly European history.

So one of the most interesting aspects of the Franco-Prussian War occurs at the tactical level and here we have a competitive, interesting and dynamic fight. The reason for this more balanced encounter rests with the fascinating newer technology that each side possessed. Both armies commanded superiority in distinct types of weaponry and martial science and it is this very technological and leadership matchup—this "clash of arms"—that makes for a fun, challenging game situation.

> The game's overriding theme attempts to simulate the cloud of despondency and defeatism that prevailed in the French Army. These factors are reflected in the game with the generally lower French Tactical Cohesion Ratings and with the *Bazaine's Malaise* Prussian Event chit, which can freeze an entire French Corps from activating. In addition, Bazaine's erratic performance is represented by the method by which the "Marshal Bazaine" CIC chit is handled. On the other hand, the French Army's superiority in small arms and its occasional tenacity is also allowed for. These factors are set against the Prussian superiority in artillery and command, while the Teutonic weaknesses in rifle fire and their general over-anxiousness can be taken advantage of by the French.

The French infantryman was equipped with the Chassepot rifle, a weapon so advanced over its Prussian counterpart, the Dreyse Needlegun, that its deployment alone should have won the war for the French. It outranged the Prussian firearm by double and had a higher rate of fire. Its substantial range allowed the French regiments to rain down a shower of steel on the advancing Prussians with no reciprocal fire to be issued by the outranged Prussians.

This "beaten zone" of infantry fire was an area of pure casualty infliction that had to be crossed in order for the Prussian infantry to come to grips with the enemy. More often than not, the unfortunate Prussians were forced to go to ground and endure the storm unanswered. When the French troops were deployed into their chosen "positions magnifique", it was a deadly business to dislodge them without suffering horrific casualties.

French infantry units not only have better Weapon Range categories than their Prussian equivalents, but they also get an automatic one-column-shift-right on the Fire Combat CRT. These bonuses reflect the greater effective range of the Chassepot and its superior rate-of-fire. There are also an abundance of Beaten Zone Event chits which allow the French infantry to fire out-of-activation-sequence and even perform Moulin a Café attacks (translated as "coffee mill"), raining down a shower of bullets on the enemy ranks.

The downside of this tactic, as the French were to discover over and over again, was that it was a static method of fighting and the superior small-unit tactics of the Prussians were able to normally out-maneuver French positions. Had the French commanders been a little more imaginative and at the opportune time allowed the elan of the French soldier (the famous "furia Francese") to be unleashed upon the staggering Prussian columns, a different narrative would have been written for these battles. Alas, historically it was not to be, but the possibility does provide tinder for the wargaming fire.
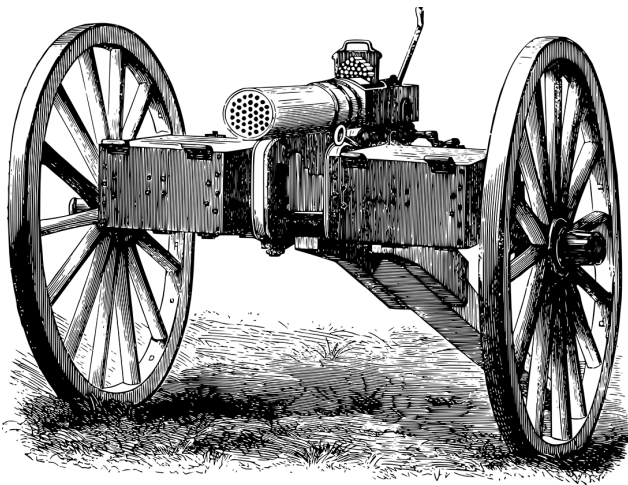
Another technological marvel—and a legitimate "secret weapon" of the day—was the Mitrailleuse. The first ever mass-deployed machinegun, the development of this weapon was so secretive that even most in the French Army didn't know of its existence. It was a wheeled, hand-cranked device that had multiple gun tubes strapped in a circular arrangement on its chassis (and was affectionately called the "coffee grinder" by French troops). Its effective range was out to 1,500 yards and it spit out an astounding 100 to 200 rounds per minute. Because it was setup on an artillery carriage and manned by specially trained artillerists, it was of course deployed with the army's artillery batteries. In hindsight, this was a critical error, as its presence in the rear zone with the longer range artillery only made Mitrailleuse batteries prime targets for the Prussian artillery, with no possible counterbattery response by the outranged machinegun.

However, when it was effectively employed, the Mitrailleuse caused devastating casualties and demoralized any Prussian that came under its fire. The Prussians had a saying that no soldier was ever wounded by a Mitrailleuse—if it hit you, you were dead!

"Mitrailleuse" battery markers designate the deployment of these deadly machine guns with French Divisional Artillery batteries. These batteries fire separately from the attached Artillery unit and have the same Fire Combat benefits as the French infantry. Unfortunately, their mandatory deployment within artillery positions generally takes them off the front lines, where they would be far more effective.

On the other side of the battlefield, the Prussians did have one very significant technological advantage, an edge that was decisive to their cause. This was the Krupp's breechloading steel cannon—a weapon that totally outclassed the French muzzle-loading cannon in every important category. It had a higher rate of fire, longer range and a deadlier "punch" than the French guns (due to its percussion shells). But just as importantly, it was handled by highly trained and very aggressive artillery crews who would actually lead the infantry divisions into battle! This superior ordinance combined with daringly flexible tactics allowed the Prussian artillery to command the battlefield and gave the beleaguered Prussian infantry a chance to close with the French wall of small-arms fire.

The Prussian artillery was the workhorse of the Prussian order of battle and made it possible for the Prussians to prevail in otherwise lopsided engagements like at Mars-la-Tour. Not only do the Prussian artillery units gets a beneficial column-shift on the Fire Combat CRT, but there are also a number of Krupp's Guns Event chits which allow them to fire out of activation-sequence and even perform artillery charges (which they did historically on occasion).

The other major Prussian advantage—though not a physical piece of equipment—was the training, initiative and overall superior leadership quality of their officer corps. Compared to the French Army where officers were often politically appointed and displayed minimal initiative or imagination, the Prussian soldiers were far better led by their officers. This leadership and tenacity compelled the Prussians to overcome their material disadvantages in the infantry fight.

The incredible performance of Colonel Leo Caprivi (Chief of Staff of X Corps) at Mars-la-Tour is an example of the overall superior leadership and initiative of the Prussian officer corps. This advantage is represented collectively by the "Prussian General Staff" CIC chit. This chit allows the Prussian player to select any one division at any time to fully activate, even if already activated during the turn. This enables the Prussian player to take immediate advantage of any opportunities that present themselves.

Marching Prussian units covered much more ground than the French, as their officers relentlessly pushed them onward. Case in point, the furthest moving French division on August 15th covered 12 miles during the entire day. On the next day, a couple of Prussian divisions covered 28 miles in 10 hours—and then deployed for

battle! Prussian officers lead their men aggressively, marched to the sound of the guns and were instructed to exercise their initiative as they saw fit. Against the generally static method of fighting by the French, the superior small-unit mission tactics of the Prussians ("Auftragstaktik") allowed them to eventually infiltrate and outflank the French bastions.

> Prussian units move faster tactically and strategically as well as having other advantages of independent activation. For example, the *Auftragstaktik* Event chit allows the Prussian player to select any Prussian infantry units in any one hex—regardless of organizational affiliation—to coordinate and immediately move up to half their movement allowance and conduct an Assault Combat with a two-column shift benefit. The event affords the Prussian player the opportunity to keep the French under constant pressure.

These varied approaches to tactics, firepower, generalship and maneuver combine to make an intriguing situation on the wargaming table. They provide each player with puzzles to be solved, obstacles to overcome and advantages to be taken. They generate glorious stories of bravery and cowardice—of brilliant generalship and poltroonery. My goal in designing *At Any Cost: Metz 1870* is not only to capture the grandeur of the era but to highlight the critical tactical and operational decisions that need to be made on the Franco-Prussian War battlefield. How players deploy their units, how each side's advantages are utilized in the game, how players minimize their disadvantages, when to attack, when to defend and when to ask for that extra effort from their units are all important and agonizing decisions that need to be made by the game player. Reacting to a developing situation and commanding "on the fly" are key elements of the game. This player decision-making is then framed in the context of the era. All the important tactics, weapons and personalities of the Franco-Prussian War battlefield guide the game play through the Blind Swords chit-pull mechanic; a simply-implemented yet comprehensive method of capturing these critical aspects of a fascinating era of warfare. Players will be constantly challenged to use each chit to its maximum advantage by utilizing the weapons and tactics used during the war.

THE BATTLE OF MARS LA TOUR

"The tragedy is that, obsessed with avoiding defeat, he was blind to a beckoning victory."
—David Ascoli, author of *A Day of Battle,* referring to French Marshal Bazaine
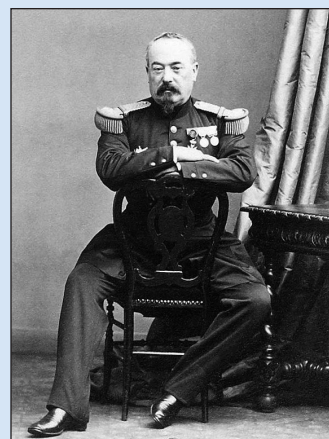
The French Army in the summer of 1870 was already in full retreat after its first series of engagements. A significant portion of the French Army of the Rhine was defeated at the Battle of Spicheren by parts of the Prussian First and Second Armies and being pursued, albeit loosely, to the fortress town of Metz. Without the possibility of any support, the French Army huddled around the fort as it decided its next course of action. Emperor Napoleon III, pressured to return to Paris in order to deal with various defeatist political issues, turned over command of the Army of the Rhine to Marshal Achille Bazaine. Not his first choice, Bazaine nonetheless reluctantly took the reins from Napoleon and received his final,

somewhat contradictory, instructions—protect the army under all circumstances and get it to Verdun and Chalons to rejoin the Emperor to form a new army.

> These multiple and divergent goals are reflected in the two Campaign Scenario's "Daily Goal" mechanics. The French player must choose each day what his actual objective is to be—try to open his retreat route to Verdun by capturing key towns and map edge hexes, fall back to the protection of the fortress complex to protect the integrity of his army or challenge the Prussians on the field of battle and attempt to defeat them outright. In all cases, he must do so without suffering extensive casualties.

Whatever hesitation and complacency overcame Bazaine at this point was palpable to all. His instructions to his army on the night of the 14th lacked urgency and were feckless, wispy suggestions of command. With these uninspiring directions, the army stumbled out of Metz on the 15th, immediately getting clogged up by refugees, baggage and mismanagement in the town and at the bridge exits.

> Marshal Bazaine is certainly a complex character, a man of great talents and a French military hero. But he did not perform well during this campaign and is reminiscent of Union General George McClellan in many ways. So there are many mechanisms in the game that allow for Bazaine's strange and inconsistent command performance. For example, while providing a CIC chit to the French player to give him a chance for some opportunistic play, the chit has to be "earned" in many scenarios and even when drawn, it must be used immediately (whereas the Prussian CIC chit can be held and used later in the turn by the Prussian player). The French player has the option to divert drawn Event chits into certain Command Events, either on the Marshal Bazaine Leadership Track or the French Offensive Spirit Track. He thereby gains a chance to have Marshal Bazaine gather his wits about him and take effective command of the army (for at least an hour) by either cancelling a played *Bazaine's Malaise* chit or by allowing the introduction of the "Marshal Bazaine" CIC chit next turn. So the French player is not locked in by the historical French performance—if he plays skillfully and plans ahead (and is a little lucky) he can get the army moving faster and more efficiently.

The congestion leaving Metz was so bad that III and IV Corps had to move cross-country or divert to a more northerly route. The army began its retirement at such a leisurely pace that the fastest marching division covered a mere 12 miles on the first day. Formations halted, rested or were deliberately delayed to await the arrival of smaller units that fell behind in the commotion at Metz.

In the meantime, the Prussian 1st and 2nd Armies were streaming forward from Spicheren and desperately searching out the French Army. Located in and around Metz, they nonetheless were not entirely sure of the French plans. Would they stay put and fight or continue retiring on Verdun? Moltke concluded they were going to retreat and moved the majority of his corps to sweep south of Metz, cross the Moselle River and try to outflank the French Army.

Soon after dawn on the sizzling hot morning of August 16th, one of the scouting cavalry formations—Rheinbaben's 5th Cavalry Division—came upon the lead French cavalry division outside of Vionville, just in the process of getting started for the day. The Prussians, assuming that the French were marching deliberately from Metz, thought they had encountered the French rearguard. When the Chief of Staff of X Corps, Colonel Leo Caprivi, arrived on the scene, he quickly and correctly assessed the situation—these troops were actually the vanguard of the French Army! A single division of Prussian cavalry was now facing the spear point of a 150,000-man juggernaut. Rheinbaben was hesitant to do anything but observe and report, but Caprivi compelled him into action.

> The Prussian CIC Chit—the Prussian General Staff—is a far more flexible chit than the French CIC Chit. It is available almost every turn and can be played immediately when drawn or held for a future deployment in the turn as the Prussian player sees fit. This gives the Prussians a big edge when it comes to reacting to an evolving situation on the field of battle.

At about 9:00 am, four Prussian horse batteries began the Battle of Mars-la-Tour with an effective bombardment that routed the opposing French cavalry, still gathered around their breakfast tables complete with white tablecloths and fine china. They stumbled back into II Corps' cavalry division further down the road, which then joined the rout as well.

> Both the *"A Day of Battle"* and *"A Beckoning Victory"* Scenarios have a special first-turn-surprise rule that allows for the effects of the sudden Prussian bombardment on the unsuspecting French cavalry at breakfast.

General Frossard's II Corps was alerted by the cannon fire and started to deploy units from their encampments around Rezonville. Although unaware of exactly what they faced (as no pickets were sent out the night before), infantry brigades occupied Flavigny and Vionville while other units faced south against the Gorze roads. In the meantime, sprinting up from Gorze, were the forward elements of the Prussian III Corps. Led by their artillery batteries, in typical Prussian fashion, Stuelpnagel's 5th Infantry Division force marched onto the field and engaged the leading elements of II Corps on the heights below Rezonville.

Bazaine, absolutely obsessed with his line of communications to the east with Metz, took the Prussian infantry deployment as an attempt to turn his left flank and separate him from his supply line. The Prussians were in no such position, but Bazaine was utterly paranoid that the enemy was threatening to interject themselves between the army and Metz. This obsession would anchor Bazaine's command decisions through the entire battle and compromise his "beckoning victory".

> The French Army's general lethargy is also simulated in the gradual introduction of Corps Activation chits in the Mars-la-Tour scenarios. The French begin slowly and activate like an awakening giant. The order in which the Activations chits are introduced is a key decision for the French player and will dictate his overall strategy.

Canrobert's VI Corps, deployed just the north of II Corps, was oblivious to all this and did not even stir from their positions. The Imperial Guard and Artillery Reserve were far off to the east around Gravelotte while the III and IV Corps staggered along to the north of these positions, detoured by the traffic jams the night before. The soldiers of the 5th Infantry Division advanced on the French II Corps all along the line south of Rezonville. More importantly, the Prussian divisional artillery began engaging the French from the front lines, a deployment so audacious that Canrobert himself referred to the Prussian tactics as "skirmisher guns".

After a short while, the Prussian 6th Cavalry Division appeared from the south and rode up on the left flank of Stuelpnagel's men, but was quickly shot up by the French artillery and Chassepot rifles. Likewise, the severely outnumbered and outgunned Prussian infantry continued its audacious advance against the French positions and suffered horrendous casualties.

The time was ripe for a well-timed counterattack by the French—but it was not to be this day. Instead, Bazaine further surrendered the initiative by redeploying even more units on his left flank, a reinforcement of his overreaction to a non-existent threat to his communication with Metz.

> One of the ways that the Prussian player can win the Mars-la-Tour Full Battle scenario outright is by taking the town of Gravelotte, astride the road back to Metz. This is such a trip-wire position that if a Prussian unit even gets within shooting distance of the town it will cause massive panic in the French ranks and among the Army's commanders. It is an abstract way to simulate Bazaine's obsession with Metz without resorting to a host of "dummy rules" for the French player.

As the fighting raged on the eastern end of the field, two miles to the west a hard-marching Prussian 6th Infantry Division under Buddenbrock, along with the Corps Artillery batteries from III Corps, arrived at 9:45 just to the south of the village of Tronville. This column of troops was originally heading for Mars-la-Tour but General Alvensleben, commander of III Corps, heard the ongoing battle around Rezonville and (as all good Prussian commanders were want to do) immediately headed toward the sound of the guns. By 11:00, the Prussians had a solid, albeit extremely thin, ring of fire from the Bois de Tronville woods outside Vionville to the defile and dense woods of the Bois des Ognons—a front of about four miles in length! The Prussian infantry struggled forward all along the front under cover of the hard-working Krupp guns. One battalion made a surge toward the village of Flavigny but was mown down by the defender's Chassepot fire, losing all its officers and 600 men in fifteen minutes.

Though severely outnumbered and outranged, the Prussians actually

gained ground on the Rezonville heights and then took Flavigny. All along their front, the Prussians bluffed their way into intimidating Bazaine and the French Army into defensive inaction. Bazaine finally met with Canrobert (VI Corps) and LeBeouf (III Corps) and formulated some kind of coordinated effort. Canrobert established an artillery line along the Roman road (but did not otherwise move his corps from its start position) and LeBeouf began a ponderous but steady swinging movement south to come around to VI Corps' right flank (opposite Vionville). He then hoped that Ladmirault's IV Corps, marching in from the northeast, would further fill in his right flank opposite Mars-la-Tour.

> The French player has III Corps and IV Corps coming in from the north in the Mars-la-Tour scenarios and has some options as far as how to deploy them. This can be critical as to how the battle will shape up and with proper handling can present the Prussian player with all sorts of problems.

Meanwhile, Buddenbrock's 6th Infantry Division, in position opposite Vionville after marching for six hours straight under a relentless sun and without a break for water or food, began its assault on this vital position. Vionville was located along Bazaine's proposed march route to Verdun and a key point—why it was only defended by a single battalion speaks to Bazaine's confusion about the evolving situation. By 11:30, Vionville was in Prussian hands and the door to Verdun was slammed shut. All the while, Canrobert's VI Corps stood idly by, with only his artillery hurling shells at the enemy

> However, the French player does have the option during the game (in the *"A Day of Battle"* scenario and the two Campaign scenarios) to manipulate the order of activation for his Corps. So he can, if he chooses to, speed up the VI Corps' activation in order to get them into the fight sooner than they did historically.

At 1:00, despite the ability of the Prussians to bluff the French into doing nothing of an offensive nature, the situation was actually quite grim. III Corps held Vionville and Flavigny with the Krupp guns in a giant arc protecting its few infantrymen. There was not even one battalion in reserve—every soldier was locked with the enemy. Only a small brigade had arrived from the nearest reinforcement (X Corps under Voigts-Rhetz) and that was deployed between Vionville and Mars-la-Tour in the Bois de Tronville to secure the left flank. But the French were also worn down by the constant pounding of the Prussian artillery and by 1:30 a general fatigued lull settled over the eastern end of the battlefield.

> Units in *At Any Cost* are very hard to eliminate. They are worn down by Morale Hits, which temporarily affect their performance, and by Casualty Hits, which are a permanent flipping of the unit to its Battleworn (reduced) side. Morale Hits can be removed by Rallying but units can never be flipped back to their Fresh sides during the day (they may only do so overnight during a Campaign scenario). So units do actually wear down and become less effective, as well as run low on ammo. It is at these times that they are vulnerable to be eliminated from the map (though they can attempt to redeploy later in the game).

However, on the western side of the field, things were beginning to heat up dramatically. Le Beouf's III Corps was finally taking its place on the French Army's right flank and the slackened fire coming from the Prussian side of the field apparently awakened Canrobert from his slumber. He sensed that the enemy army was spent and he began to inch his corps forward from their positions. Alvensleben also knew that his forces had no offensive capability left and his only hope was to turn to his remaining cavalry forces and attempt one last desperate and audacious martial slight-of-hand. At 2:00, he rolled the dice. His only ready force was von Bredow's 12th Cavalry Brigade and he ordered the brigade to charge Canrobert's artillery batteries to disrupt their murderous fire. Von Bredow reconnoitered the ground very carefully and then with a hearty "It will cost what it will!" led his 804 troopers on one of the last great cavalry charges of history.

> Von Bredow's exclamation is so brazenly cocky and Prussian, that I could not resist using it as the inspiration for the game's title.

Following a shallow valley and obscured by dust and smoke, the charge actually surprised the French artillerists. The artillery positions were overrun by the charging Prussians and they continued on into the second line of infantry and artillery. They were finally thrown back to the Prussian lines by a French cavalry counter-attack, only 400 troopers returning safely. Despite the horrific casualties, the "Deathride" accomplished its mission. It bought the beleaguered Prussian infantry and artillery some time to regroup and rearm. More importantly, the charge cowed the French forces once again. Canrobert's VI Corps halted and took no further part in the remainder of the battle, while Le Beouf's III Corps (now on his right) hesitated and held firm.

> Cavalry units in *At Any Cost* are fairly weak and very vulnerable to enemy firepower. But they have one major advantage in that they may conduct a Cavalry Charge attack. This increases their combat strength by a factor dependent on their weight—light, medium or heavy—and if victorious, they can exploit that success with a breakthrough move.
>
> In addition, the "Battlefield Conditions" Event chit accounts for things like obscuring smoke on the field, undulating terrain hiding unit movement, misidentified units, etc. and can be used offensively or defensively for a bonus. When used in unison with a Cavalry Charge move, players can recreate the actual Deathride.

Although the charge bought Alvensleben's men time, it could not entirely stop the inevitable. Soon afterwards, Ladmirault's IV Corps arrived and began taking its position to the right of the cautious III Corps. The French forces on the western sector of the battlefield now outnumbered the Prussians almost 10:1. Around 3:00 that afternoon, both Le Beouf and Ladmirault finally summoned enough courage and ordered their formations forward. They advanced together toward Mars-la-Tour and the Verdun road west of Vionville—over 30,000 men crammed into a battle line of about two miles cascading down on a patchwork force of about 4,000 hot, tired and worn out Prussians. They were forced back to

Tronville, Mars-la-Tour was burning and abandoned and a mere two companies remained north of the Verdun road, clinging bravely to the southwest corner of the Bois de Tronville.

A distinct crisis now existed on the Prussian left flank, it was turned and there was apparently nothing that could stop the French on-slaught. Nothing, that is, but the French commanders themselves. The leading French division of IV Corps (under Grenier) was about 1000 yards from the Verdun road when—they halted. Unbeliev-ably, Grenier and Ladmirault debated the feasibility of an advance, suspecting that the Prussians had regrouped and that perhaps they should wait for Cissey's Division of IV Corps to first get into a supporting position.

> This kind of inexplicable command hesitation is represented in the game not only with the *Bazaine's Malaise* Event chit, but also with the *Command Initiative* Event chit. This allows the player to switch the announced Posture of one of the opponent's formations when it is activated. This switch may disallow an action that the opponent was counting on for his troops. So even though the owning player may have the "per-fect" plan, it can get altered by the play of these chits, as the player's cardboard" subordinates" see things a little differently from their local perspective.

This short delay was enough to allow the remaining Prussian units of X Corps to arrive piecemeal onto the battlefield. They force marched with an incredible urgency and stamina (20th Division covered 25 miles in 8 hours in the horrific heat with almost no rest). By 3:30, these forces began taking positions around Tronville and the artillery of X Corps bombarded the French advance. This further display of unrelenting resolve by the Prussians was enough to cause Grenier to stop his advance entirely and recall his division north back to their starting positions. Lebeouf, seeing the withdrawal of Grenier, than halted the advance of III Corps as well. Yet another opportunity for total French victory had gone by the wayside.

> The game includes a *Fortunes of War* chit that can randomize the next pulled chit, enhancing its normal effects or degrading them. It can also cause a leader casualty and reduce an HQ unit's command efficiency. This chit allows for flurries of unexpectedly better or worse performances from the normal chit effects and adds further dynamics and choices to player decisions.

Alvensleben now sensed another change of momentum in the bat-tle and took advantage of the French hesitancy. Various disparate detachments of hard-marching Prussian units were now arriving on the field. At 4:00, the Dragoon brigade of the Prussian Guard arrived to the west of Mars-la-Tour and at around 4:30 the exhausted 38th Brigade also appeared there. It was now the Prussian general's turn to misjudge the situation. Alvensleben felt that an offensive against the reeling French wing would now be decisive and ordered an attack by 20th Division against the French III Corps and by Wedell's 38th Brigade against IV Corps. As happens in warfare of any era, the fortunes of war did not smile upon the Prussians—the 20th Division never received its order and Wedell's men went into their attack unsupported.

To make matters even more disastrous, Ladmirault's IV Corps had deployed on a ridge opposite a particularly severe ravine called the Fond de la Cuve—a feature that was unknown to the Prussians. The 38th Brigade attacked through this defile directly into the middle of the French line of battle. The Prussians were massacred—the brigade lost two-thirds of its officers and over 2,500 of its 4,500 men. The crisis on the left had been reborn.

> The unbelievable aggressiveness of the Prussian soldier and trooper is reflected in the *Prussian Aggressiveness* Event chit, which allows the French player to move a Prussian infantry or cavalry unit forward to assault a French position of his choosing. A potentially very powerful chit under the right—or wrong, if you are the Prussian player—circumstances. If the Prussian player is particularly concerned with the play of this chit, he can deploy Command Event Chits to the Prussian Aggressiveness Track to have a chance to cancel the chit.

The French forces pursued the routing Prussians and were once again in a position to roll up the flank. Alvensleben returned to his bag of tricks and procured another, less famous, "Deathride". At around 5:30, the Prussian Guard Dragoon Brigade, in a similar desperate effort, was launched to stem the French tidal wave. And once again, the charge accomplished its mission with the loss of half the attacking troopers. As before, Ladmirault recalled the soldiers of Grenier and Cissey to their safer positions on the northern ridge line and by 6:00 the French were back where they started.

At this point, Bazaine totally lost his nerve to press the issue and began preparing the army for a night withdrawal to the Amanvillers line, west of Metz. To make matters seemingly even more desperate for the French, further Prussian reinforcements from VIII and IX Corps began hustling onto the southern portion of the battlefield. To add to the tragedy of the day and the long tally of errors by both sides, these two late-arriving formations were haphazardly thrown against the French line in an effort to take Rezonville before dark. They were bloodily repulsed. But their efforts again convinced Ba-zaine that his left flank, and thus his life line to Metz, was threatened.

The final great drama of the day is an event that had no real effect on the battle but is nonetheless one of its most famous events. Out on the furthest western reaches of the battle were assembled large groups of cavalry from both sides. At 6:45, Ladmirault launched his troopers against the Prussian left flank at the same time that Voigts-Rhetz ordered his own cavalry attack against the French right wing! Outside the village of Ville-sur-Yron the two huge cavalry hosts met—a clash of 5,000 troopers that produced the last great cavalry melee battle on European soil. When the clouds of dust receded, the Prussians held the field with the French once again failing to exploit potential success by not committing five fresh regiments that were held back, sitting and observing the mighty cloud of battle before them.

The Prussian's incredible performance on this day was the stuff of legend. They fought off a French foe that severely outnumbered them the entire day. Their tenacious stand not only caused the retreat of the French Army of the Rhine but further demoralized a force already running short on esprit de corps.

The Battle of Mars-la-Tour represents one of the most inept performances by a vastly superior force on any battlefield in history, but the French player in *At Any Cost* does not have to follow suit. It is the game design's responsibility to accurately recreate the conditions that existed at the battle. But it is not the game's purpose to generate the same result. The French player has numerous opportunities, through the game's available mechanics, to overcome the Army of the Rhine's shortcomings and instead utilize its many advantages. This is something that Bazaine and his generals did not do that day, but it is something that the French game player can do to try and change history.

During the evening hours, Bazaine retired his army back towards Metz. He eventually redeployed them on the strong Amanvillers line to the west of Metz and two days later there was fought another battle of even greater proportions than Mars-la-Tour.

THE BATTLE OF GRAVELOTTE-ST. PRIVAT

"It is difficult to think of a great passage of arms in which one critical day of battle was so strangely—and so soon—underscored by another"

– David Ascoli, author of *A Day of Battle*

On the evening of Tuesday, August 16th 1870, the battlefield of Mars-la-Tour looked much like countless other battlefields of history. The devastation spread from the Yron River valley in the west almost to Gravelotte on the eastern end of the field. The physical destruction and human sorrow was prevalent and overwhelming throughout the length and breadth of this deadly ground. After this exceptionally brutal "day of battle", about 33,000 casualties had been inflicted on the two armies—roughly equally split—and both forces were spent. Superficially, the battle was a draw when scoring by a measure of raw casualties or relative field position of the combatants. But in actuality, this was an astounding Prussian victory and a near-miraculous outcome considering the odds against them at the start of the day. The 2nd Army of Prince Frederick Charles had snatched victory away from the jaws of defeat and Marshal Bazaine's French Army of the Rhine had no one to blame but themselves.

During the night of the 16th-17th, both army commanders assessed the situation and came up with totally opposite conclusions. Bazaine, of course, worried only about his "lifeline" to Metz and quickly discarded any thoughts about the possibility of continuing on to Verdun by another route. He reasoned that he would risk being caught in the open in road-march columns plus he was informed that his artillery units required at least 24 hours to restock their empty ammunition caissons. Therefore, he opted for a short retreat back to the Amanvillers Line, an elevated stretch of terrain just a mile west of the Metz fortifications. This line afforded perfect fields of fire from dominating sloped heights starting from the sturdy village of St. Privat and extending over 8 miles south to the Moselle River. The center was protected by forests and walled farms and the deep Mance Ravine secured the southern flank. Cynically abandoning his

wounded for the Prussians to take care of, Bazaine ordered his units to march back eastward and take up these new defensive positions.

At Any Cost: Metz 1870 provides two distinct Campaign scenarios, with which players can explore various options regarding the approach march to the Battle of Mars-la-Tour, as well as with the intervening day between the two great battles. Players may decide to stand their ground, retire to a different position, etc. The French player will indeed have the option to try and continue to Verdun and attempt the escape of the Army of the Rhine or fight the Prussians elsewhere on the map. The players will be able to set the tone for the campaign and attempt different strategies than their historical counterparts chose.

Across the battlefield wreckage, the Prussian forces were totally exhausted. They spent the night of the 16th resting the torn up III and X Corps. August 17th dawned with the Prussian high command replenishing the battle worn units and calling forward the remainder of the 2nd Army as it advanced up from the Moselle River crossing points at Pont-a-Mousson and elsewhere. The 1st Army, under the command of the certified "loose cannon" General Karl von Steinmetz, was also crossing the Moselle. However, von Moltke could not afford a repeat of Steinmetz' previous near-disastrous headstrong independent actions (at the Battles of Spicheren and Borny-Colombey) which almost cost him the campaign and he thus decided to strip him of de facto command all his units, save VII Corps. This unit would form the pivot of the entire Prussian army as it turned back northeastward to find the fleeing French. Forward elements of VII Corps proceeded to cross the Moselle River at the town of Ars, near the southern end of the French positions. Steinmetz would be kept on a very short leash—but one that he would very quickly chew through.

General Karl Friedrich von Steinmetz was the textbook definition of a "loose cannon". He was insubordinate and vindictive, most of the time being recklessly aggressive—as at Spicheren and Gravelotte-St. Privat—but also occasionally aloof and spiteful—as at Borny-Colombey. Related to this aspect of the Prussian command structure, the Prussians have a special Command Event Track on which they can place Event chits to decrease the chances that a French-played PRUSSIAN AGGRESSIVENESS Event chit will be successful. This chit compels Prussian units to assault uncontrollably—as dictated by the French player. But this particular remedy is ineffective if the French player selects a unit from Steinmetz' 1st Army—such a unit can always be selected by the French chit play to go wild!

The French had a significant head start on the Prussians, but quickly squandered that advantage. Confusion reigned in the ranks as units marched at a leisurely pace, got entangled with each other and fleeing civilians or stopped to loot what they could. Most French corps covered a mere 3 or 4 miles the entire day! Instead of being well-entrenched and fully rested for most of the day, many units straggled into their new positions late on the 17th.

The Campaign scenarios allow for "Overnight" turns, during which players will have movement and combat penalties but also during which they may conduct special rallying, resting

and re-arming. In addition, they may also build and upgrade earthworks to allow the placement of Hasty Works and, more importantly, Entrenchments. The French player has an additional caveat, however, to reflect Bazaine's particular obsession regarding his communications with Metz. He may not remove "Ammunition Problem" markers and has a lower chance to rebuild his units if he does not establish a clear line of hexes back to Metz during these Overnight turns.

The French Army of the Rhine deployed in their "position magnifique" as follows:

- Canrobert's VI Corps on the north end of the line around the village of St. Privat;

- Lidmirault's IV Corps next around Amanvillers;

- Lebeouf's III Corps on the plateau, as far south as the farm of St. Hubert;

- Frossard's II Corps (still beat up from the Mars-la-Tour battles) occupied the southern end of the line on the heights around Pont du Jour. Despite the fact that his men were in bad shape, Frossard was a former engineer and this experience allowed him to help get his men deeply entrenched and well protected very quickly.

The remainder of the Army of the Rhine—the Imperial Guard (under Marshal Bourbaki), Army Reserve Artillery and almost all of the cavalry, was stationed behind the middle/left flank of the army, between the forts of St. Quentin and Plappeville. Units began entrenching as soon as they got into their portion of the line, except for VI Corps which had left all its entrenching tools behind at Chalons! As can be seen by these dispositions, Bazaine still insisted on "leaning" the army to the south (his left flank), once again with the ultimate goal of making sure the Prussians did not cut him off from Metz. As August 18th dawned, the French sat comfortably in their defensive trench line, with little thought of moving from it.

Von Moltke suspected that the French would still try to escape to Verdun, perhaps via a more northern route through Jarny. However, trailing dust clouds throughout the 17th revealed to the Prussian generals that the French were in fact retiring to the northeast. But the sheer exhaustion of all the Prussian cavalry units precluded any intense pursuit or reconnaissance. Thus, von Moltke would have to make his campaign plans for August 18th on a hunch, without any detailed knowledge of exactly where the Army of the Rhine had gone. Assuming that the French were going to go northeast and then possibly swing back to the west in order to reach Verdun, von Moltke ordered Frederick Charles' 2nd Army to advance on the morning of the 18th as follows:

- **North Wing:** Guard Corps and Saxon XII Corps. These units were ordered to be prepared to attack east or west, depending on where the enemy was found;

- **Center:** IX (composed mostly of Hessians), X and III Corps. The latter two formations were so decimated, they remained to the rear and were not expected to contribute much to the upcoming battle other than their artillery batteries. IX Corps was ordered to find the French Army and attack it immediately;

- **South Wing:** VII and VIII Corps. These units were ordered to scout out the Pont du Jour position, upon which they quickly found the French II Corps. Von Moltke incorrectly assumed that these enemy units were actually only a weak French rearguard.

- **Expected reinforcements:** Only the II Corps, which was far off to the south.

Early on the morning of the 18th, the Prussian phalanx began its northeasterly advance in earnest—200,000 men on an eight mile frontage. They proceeded blindly forward, unknowingly crossing at an angle in front of the deployed French forces, offering its flank as a defeated wolf offering its neck for the kill. Lebeouf's sentries actually spotted the Prussian right flank around 9:00, but Bazaine would not hear of any kind of opportunity attack against this inviting target.

During the first turn of the" Bloody Thursday" scenario, the Prussian player will be restricted as to how he can move his forces to reflect this lack of knowledge of the enemy's location. All units will be forced to advance in a northeasterly direction as far as they can go as this will prevent the Prussian player from conducting any moves and attacks to which he would not be entitled under the historical circumstances.

Again, running totally blind with no reconnaissance, the Prussians did finally spot the white tents of the French infantry south of Amanvillers and assumed that this represented the flank of the enemy's rearguard. With orders to immediately attack the French "where found", the IX Corps quickly assembled for the attack and advanced forward to attack the "exposed" enemy flank. In fact, they were about to conduct a frontal assault against the well-defended center of the French Army! The Hessian artillery batteries trotted forward and deployed in the face of the French ridgeline and began firing. The answering Chassepot and artillery fire devastated the poor artillerists, who were now caught out in the open. In the meantime, Prussian units to the north reported more French units in St. Privat and it was apparent at that point an error was made—but it was too late to recall the Hessians. They exchanged fire with the French as long as they could, but it was a mismatch. In fact, Grenier's Division of IV Corps actually advanced from their positions in the French line and attacked the gunners, capturing some cannon. This was one of the only cases during the entire battle in which the French counterattacked, despite numerous situations where such an attack could have at least disrupted the Prussians and may have even won the battle for them. Bazaine's philosophy here was one that permeated the French high command strategy overall—deploy into a "position magnifique" and let the Prussian waves slam themselves against the "rocky shore". Strict and unimaginative dogged adherence to this strategy would eventually help lose them the war.

While all this was going on, Bazaine was comfortably holed up far from the front in the fortress of Plappeville, actually spending his time handing out awards and medals to individuals for their performances at the Battle of Mars-la-Tour! This while a prime opportunity for some aggressive generalship passed him by. By 2:00, the Hessians of IX Corps extricated themselves and stabilized that portion of the line.

While this struggle in the middle was proceeding, Steinmetz began loosening von Moltke's grip on him. He absconded with VIII Corps right from under HQ's nose and at about 1:00 ordered them to advance forward to link with the Hessians right flank. He then ordered an attack on the Moscou and St. Hubert walled farms. At

2:00, he threw in more troops without a word of protest from von Moltke or anyone else! By 2:30, Steinmetz had VII and VIII Corps, along with 150 guns, conducting a full frontal assault against St. Hubert and across the Mance Ravine at Pont du Jour. The French fire against these advances produced a wall of death—the Prussians were mown down and stopped in their tracks. Some elements did seize St. Hubert after its garrison was blown away by the Prussian artillery, but the position was a death trap for any Prussians that did make it into the farm. With the Prussians reeling all along the southern front, no counterattacks—local or otherwise—were launched by Frossard or Lebeouf.

> The French unwillingness to venture forth and conduct any kind of large scale counterattack is reflected with the 'Position Magnifique' Command Event Track. The French player is not totally prevented from counterattacking, but in order to place any HQ in "Aggressive" Posture he must commit Event chits to this track and make a successful die roll. Thus if the player wants to be more animated than Bazaine was historically, he may opt to do so, but at a cost. In addition, the *Marshal Bazaine CIC* Chit also allows free action, but again only if the French player commits to getting it into the game.

French hesitation, the slackening of their artillery fire due to ammo shortages and the "success" at St. Hubert was enough for Steinmetz to declare that the French were routing and demanded that HQ provide more troops to his front so he could run down the fleeing French. At 4:00, he threw two brigades from VII Corps against the Pont du Jour position and they were massacred. The troops that weren't killed were thrown back into the Mance Ravine, there to huddle with thousands of other Prussian troops who had had enough. Instead of calling off the assault, Steinmetz instead calculated that he only needed one more push to break the French line and—with an order that bordered on insanity—ordered the fresh 1st Cavalry Division to charge the ridgeline. The troopers trotted across the ravine's bridge and a few minutes after their introduction into the maelstrom, they were scythed down like wheat.

At 6:00, and after further assurances from Steinmetz that he was just on the verge of total victory, the very last fresh brigades on the Prussian right flank were thrown into the killing fields. As before, they were cut down in the thousands. It was the last straw—the entire Prussian right flank routed past the shocked King of Prussia and they ran almost all the way back to Rezonville. But that still wasn't enough—at about 7:00, the hard-marching II Corps finally arrived on the field and Steinmetz immediately grabbed them and threw them at the enemy. In a hail of French bullets and shells, over 1,300 Prussian casualties were inflicted in a few minutes. By 10:00, the entire right flank front was quiet and both von Moltke and the King contemplated a Prussian retreat.

Unbeknownst to von Moltke and the King, and while they were absorbing the ongoing catastrophe in the south, six miles to the north a different drama was playing out. The northern wing of the army—the Guard Corps and Saxon XII Corps—was belatedly advancing to the northeast after a two-hour delay caused by their marching columns crossing paths near Mars-la-Tour (in a rare display of poor German planning). When the French were discovered

around Amanvillers earlier in the day, the Prussian plan was to drive in the French right flank that they assumed would be hanging in the air north of the town. However, by 3:00 Canrobert's Corps was discovered deployed around St. Privat and they realized that in fact the French flank was far to the north of where they had anticipated. At 3:30, the Guard drove out a French garrison at St. Marie aux Chemins after an unexpectedly tough fight and deployed about a mile west of St. Privat. The attack plan was revised so that the XII Corps would continue its march to the northeast and approach the French position from the flank via Montois and Roncourt. This would delay the timing of the proposed attack by hours as the Saxons marched as quickly as they could around the French right.

> The Prussian player can send units off the north edge of the map in the "Twilight of the Guards" and "Bloody Thursday" scenarios and bring them back on through pre-designated map edge hexes. This is a chancy affair and requires the investment of Command Event chits as well as some good die rolls. The maneuver does allow the Prussians a significant flank march but at the risk that these units may never make it back into the game!

The Guard artillery batteries began pounding the French positions and the VI Corps suffered terribly under the cannonade as they were not able to entrench and thus had little shelter. Canrobert realized he was in trouble as his 8,000 men stared down at 18,000 massed guardsmen and requested immediate reinforcements from Bazaine. The commander, still concerned only for his left flank and connection to Metz, managed to send only four artillery batteries and some additional ammunition for the beleaguered VI Corps.

But then occurred one of those odd things that oft happens throughout military history—a seemingly inexplicable decision is made that changes history, twists fate and can only be explained by the ever present fog-of-war. At 4:30, the Prussian Guard Corps gathered together and began advancing against the St. Privat heights. Why the Prussians launched a massed assault against a formidable enemy defensive position, well before the supporting flank attack appears and prior to the teeth of the artillery bombardment taking a full bite out of the French, is unknown. Some theorize that Frederick Charles was simply following his general orders of attacking the French "when and where found" and others surmise that Prince Augustus (commander of the Guard Corps) wished to preserve the honor of defeating the enemy for his guardsmen rather than some lowly Saxons. Regardless of the real reasons, around 5:00 the first of three Prussian Guard brigades is launched up the steep, open slopes leading to St. Privat.

It should be pointed out here that a French division of troops armed with the Chassepot rifle could theoretically issue 40,000 rounds per minute! This is the avalanche of lead that the Prussian guardsmen attempted to march through. The 4th Guards Brigade covered about 1,500 yards before they were massacred by the French defensive fire. All their field officers were lost and the units was pinned down on the slopes about 800 yards from the French lines. The 1st Guards Brigade did little better, getting pinned down 700 yards from the French infantrymen with 2,000 casualties. The 2nd Guards Brigade was flattened 1,000 yards from the spires of St Privat. By 6:30, the

ORDERS OF BATTLE

PRUSSIAN 1st ARMY
(Karl Friedrich von Steinmetz)

I Corps – Manteuffel
1/1/I – Bentheim 4800
2/1/I – Bentheim 4200
Bentheim Div. Art. . . . . 4 batteries
3/2/I – Pritzelwitz 4200
4/2/I – Pritzelwitz 4200
Pritzelwitz Div. Art. . . . . 4 batteries
Corps Cavalry. . . . . 900 Dragoons
Corps Art. . . . . 4 batteries
Corps Horse Art. . . . . 2 batteries

VII Corps – Zastrow
25/13/VII – Glumer 4800
26/13/VII – Glumer 3000
Glumer Div. Art. . . . . 4 batteries
27/14/VII – Kameke 3300
28/14/VII – Kameke 3300
Kameke Div. Art. . . . . 3 batteries
Corps Cavalry. . . . . 900 Hussars
Corps Art. . . . . 4 batteries
Corps Horse Art. . . . . 2 batteries

VIII Corps – Goeben
29/15/VIII – Weltzien 3600
30/15/VIII – Weltzien 4800
Weltzien Div. Art. . . . . 4 batteries
31/16/VIII – Barnekow 2700
32/16/VIII – Barnekow 3900
Barnekow Div. Art. . . . . 4 batteries
Corps Cavalry. 900
Corps Art. . . . . 4 batteries
Corps Horse Art. . . . . 2 batteries

1st Cavalry Div. – Hartmann
1/1Cav . . . . 1200 Cuirassiers
2/2Cav . . . . 1200 Cuirassiers
Division Horse Art. . . . . 2 batteries

PRUSSIAN 2nd ARMY (Prinz Frederick Carl)

II Corps – Fransecky
5/3/II – Hartmann 4800
6/3/II – Hartmann 3900
Hartmann Div. Art. . . . . 4 batteries
7/4/II – Weyhern 3900
8/4/II – Weyhern 3900
Weyhern Div. Art. . . . . 4 batteries
Corps Cavalry. . . . . 900 Dragoons
Corps Field Art. . . . . 4 batteries
Corps Horse Art. . . . . 2 batteries

III Corps – Alvenslaben
9/5/III – Stulpnagel. 4800
10/5/III – Stulpnagel. 4200

Stulpnagel Div. Art. . . . . 4 batteries
11/6/III – Buddenbrock 3900
12/6/III – Bruddenbrock. 3900
Buddenbrock Div. Art. . . . . 4 batteries
Corps Cavalry. . . . . 900 Dragoons
Corps Art. . . . . 4 batteries
Corps Horse Art. . . . . 2 batteries

IX Corps – Manstein
35/18/IX – Wrangel 4200
36/18/IX – Wrangel 3600
Wrangel Div. Art. . . . . 5 batteries
49/25/IX – Pr. Louis (Hessian). . 3000
50/25/IX – Pr. Louis (Hessian). . 3000
Pr. Louis Div. Art. . . . . 4 batteries
Corps Cavalry. . . . . 1500 Light
Corps Art. . . . . 4 batteries
Corps Horse Art. . . . . 2 batteries

X Corps – Voigts-Rhetz
37/19/X – Schwartzkoppen 2700
38/19/X – Schwartzkoppen 3900
Schwartzkoppen Div. Art. . . . . . 4 batteries
39/20/X – Kraatz-Koschlau 3900
40/20/X – Kraatz-Koschlau 4800
Kraatz-Koschlau Div. Art. . . . . . 4 batteries
Corps Cavalry. . . . . 900 Dragoons
Corps Art. . . . . 4 batteries

XII (Saxon) Corps – Albert
45/23/XII – Pr. George 6000
46/23/XII – Pr. George 3600
Pr. George Div. Art. . . . . 4 batteries
47/24/XII – Holderburg 4800
48/24/XII – Holderburg 5400
Holderburg Div. Art. . . . . 4 batteries
Corps Cavalry. . . . . 900 Reiters
23/12Cav – Lippe . . . . 900 Reiters
24/12Cav – Lippe . . . . 900 Reiters
Corps Art. . . . . 5 batteries
Corps Horse Art. . . . . 3 batteries

Guard Corps – Augustus
1/1G/GD – Pape 4500
2/1G/GD – Pape 6000
Pape Div. Art. . . . . 5 batteries
3/2G/GD – Budritzki 4800
4/2G/GD – Budritzki 3900
Budritzki Div. Art. . . . . 5 batteries
Corps Cavalry. . . . . 1200 Uhlans
1/GdCav – von der Goltz . . . . . 1200 Cuirassiers
2/Gd Cav – von der Goltz. . . . . 1200 Uhlans
3/GdCav – von der Goltz . . . . . 900 Dragoons
Corps Art. . . . . 5 batteries
Corps Horse Art. . . . . 2 batteries

5th Cavalry Div. – Rheinbaben

11/5Cav . . . . 1200 Cuirassiers
12/5Cav . . . . 900 Cuirassiers
13/5Cav . . . . 1200 Uhlans/Hussars
Division Horse Art. (a) . . . . 2 batteries
Division Horse Art. (b) . . . . 2 batteries

6th Cavalry Division – Wilhelm

14/6Cav . . . . 1500 Cuirassiers
15/6Cav . . . . 900 Uhlans/Hussars
6Cav – Division Horse Art. . . . . 2 batteries

FRENCH ARMY OF THE RHINE
(Francois Achilles Bazaine)

II Corps – Frossard

1/1/II – Verge 3150
2/1/II – Verge 2400
Verge Div. Art. . . . . 3 batteries + 1 Mit. battery
1/2/II – Bataille 3150
2/2/II – Bataille 2700
Bataille Div. Art. . . . . 2 batteries + 1 Mit. battery
1/A/II – Lapasset 3300
Lapasset Div. Art . . . . 1 battery
1/2Cav/II – Valabreque . . . . 1600 Chasseurs & Lancers
2/2Cav/II – Valabreque . . . . 900 Dragoons
Corps Art. . . . . 4 batteries
Corps Horse Art. . . . . 2 batteries

III Corps – LeBoeuf

1/1/III – Montaudon 3600
2/1/III – Montaudon 2700
Montaudon Div. Art . . . . 2 batteries + 1 Mit. battery
1/2/III – Nayral 3000
2/2/III – Nayral 2400
Nayral Div. Art. . . . . 1 battery + 1 Mit. Battery
1/3/III – Metman 3900
2/3/III – Metman 2700
Metman Div. Art. . . . . 2 batteries + 1 Mit. battery
1/4/III – Aymard 3900
2/4/III – Aymard 2700
Aymard Div. Art. . . . . 2 batteries + 1 Mit. battery
1/3Cav/III – Clerambault . . . . . . 1600 Chasseurs
2/3Cav/III – Clerambault . . . . . . 1600 Dragoons
Corps Art. . . . . 4 batteries
Corps Horse Art. . . . . 4 batteries

IV Corps – Ladmirault

1/1/IV – de Cissey 3300
2/1/IV – de Cissey 2700
De Cissey Div. Art . . . . 2 batteries + 1 Mit. battery
1/2/IV – Grenier 3600
2/2/IV – Grenier 2400
Grenier Div. Art . . . . 2 batteries + 1 Mit. battery
1/3/IV – Lorencez 3600
2/3/IV – Lorencez 2700
Lorencez Div. Art. . . . . 2 batteries + 1 Mit. battery
1/4Cav/IV – Legrand . . . . 1200 Hussars
2/4Cav/IV – Legrand . . . . 900 Dragoons

Corps Art. . . . . 4 batteries
Corps Horse Art. . . . . 2 batteries

VI Corps – Canrobert

1/1/VI – Tixier 3600
2/1/VI – Tixier 3000
Tixier Div. Art. . . . . 2 batteries + 1 Mit. battery
1/2/VI – Bisson 1200
Bisson Div. Art. . . . . 2 batteries
1/3/VI – d'Villiers 3000
2/3/VI – d'Villiers 2700
d'Villiers Div. Art. . . . . 3 batteries
1/4/VI – Levassor-Sorval 3300
2/4/VI – Levassor-Sorval 2700
Levassor-Sorval Div. Horse Art. 2 batteries

Imperial Guard – Bourbaki

1/1G/IG – Deligny . . . . 3600 Voltiguers
2/1G/IG – Deligny . . . . 2400 Voltiguers
Deligny Div. Art. . . . . 2 batteries + 1 Mit. battery
1/2G/IG – Picard . . . . 2400 Grenadiers
2/2G/IG – Picard . . . . 2400 Grenadiers
Picard Div. Art . . . . 2 batteries + 1 Mit. battery
1/Gd Cav/IG – Desvaux . . . . 900 Chass. / Guides
2/Gd Cav/IG – Desvaux . . . .1500 Lancers / Dragoons /Chass.
3/Gd Cav/IG – Desvaux . . . . 900 Cuirassiers / Carabiniers
1/Corps Horse Art. . . . . 4 batteries
2/Corps Horse Art. . . . . 2 batteries

Army Reserve Artillery – Canu

Army Reserve Heavy Field Artillery . . 2 batteries
Army Reserve Horse Artillery . . 6 batteries

1st Reserve Cavalry – du Barail

1/1ResCav . . . . 450 Chasseurs D'Afrique
(this unit does not appear in the game—it was detached at the start of the campaign to escort Napoleon III back to Paris)

2/1ResCav . . . . 1200 Chasseurs
Reserve Cavalry Horse Artillery . . .2 batteries

3rd Reserve Cavalry – Forton

1/3ResCav . . . . 900 Dragoons
2/3ResCav . . . . 900 Cuirassiers
Reserve Cavalry Horse Artillery . 2 batteries

INDEPENDENT CORPS

V Corps – Failly
1/1/V – Goze 3600
2/1/V – Goze 3000
Goze Div. Art. . . . . 2 batteries + 1 Mit. battery
1/2/V – d'Androin 3600
2/2/V – d'Androin 3000
d'Androin Div. Art. . . . . 2 batteries + 1 Mit. battery
1/3/V – Lespart 3600
2/3/V – Lespart 3000
Lespart Div. Art. . . . . 2 batteries + 1 Mit. battery
1/Brahaut . . . . 1600 Lancers/Hussars/Chass.
Corps Art. . . . . 4 batteries
Corps Horse Art. . . . . 2 batteries

Prussian Guard Corps suffered over 8,000 casualties and made no progress against VI Corps. Canrobert realized the great opportunity presented to him and again begged Bazaine and Bourbaki for reinforcements—but none were sent. Any French counterattack to win the day was a stillborn dream.

> The 'Position Magnifique' Track and the French Order Restrictions (in the "Bloody Thursday" scenario) also serve to restrict the movement of French reserves. These mechanisms very easily simulate the general unwillingness of Bourbaki and Bazaine to move any of the army's second line formations away from their position between the two Metz fortifications, as well as the general lack of mobility of the entire French Army.

The Prussians again settled back to ferociously bombarding the French lines to relieve the pressure on the trapped guardsmen along the exposed slopes. The situation had reached a critical stage for the Prussians and again they had to face the reality of a possible defeat. Then, at about 7:00, a clamor arose from the north and the Saxons of XII Corps finally fell upon the French right at Roncourt. The French line began to collapse quickly and at 7:30 the guardsmen actually rose from the slopes and advanced forward once again. By 8:00, Canrobert's men were driven from St. Privat and the wholesale rout was on. As the surviving elements of VI Corps streamed back eastward, they encountered one lone French Imperial Guard division, belatedly sent by Bourbaki to assist the now-crumbling right flank. In a classic case of too little too late, rather than bolstering the morale of their fellow warriors, the French guardsmen instead joined the retreat. The Battle of Gravelotte-St. Privat and the Metz campaign was over.

The Prussian 1st and 2nd Army lost about 20,000 men at the Battle of Gravelotte-St. Privat, compared to approximately 12,000 losses for the French. As a result of this French defeat—one in which any kind of resolve by the French high command could very well have converted the result into a great victory—Bazaine had the Army of the Rhine interred in his beloved Metz fortress. What followed in the next few weeks was a campaign that led directly to the downfall of Napoleon III's Second French Empire, as an anemic attempt at relieving Bazaine in Metz was undertaken by Marshal MacMahon and his Army of Chalons. This was the infamous Sedan campaign, which ended ingloriously with the French defeat at that city and the surrender of Napoleon himself to Bismarck and the Second German Empire. Another year of desperate fighting would continue in the Franco-Prussian War as France became a Republic, Paris was placed under a severe siege and more bloody battles were fought between Prussian, Bavarian and French Republican armies. Nonetheless, it was the twin battles of Mars-la-Tour and Gravelotte-St. Privat that essentially set the stage for ultimate French defeat in the war and thereby also provided a preemptory "cassus belli" for another, even greater war—the First World War.

Hermann Luttmann

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A complete game of *At Any Cost: Metz 1870* contains:

1 - Rulebook
1 - Play Book
1 - Map
2 - Countersheets
2 - Player Aid Cards (1 - Prussian, 1 - French)
2 - Combat Results Table Cards
2 - Scenario Cards
4 - 10-sided dice (2 white, 1 red and 1 gray)