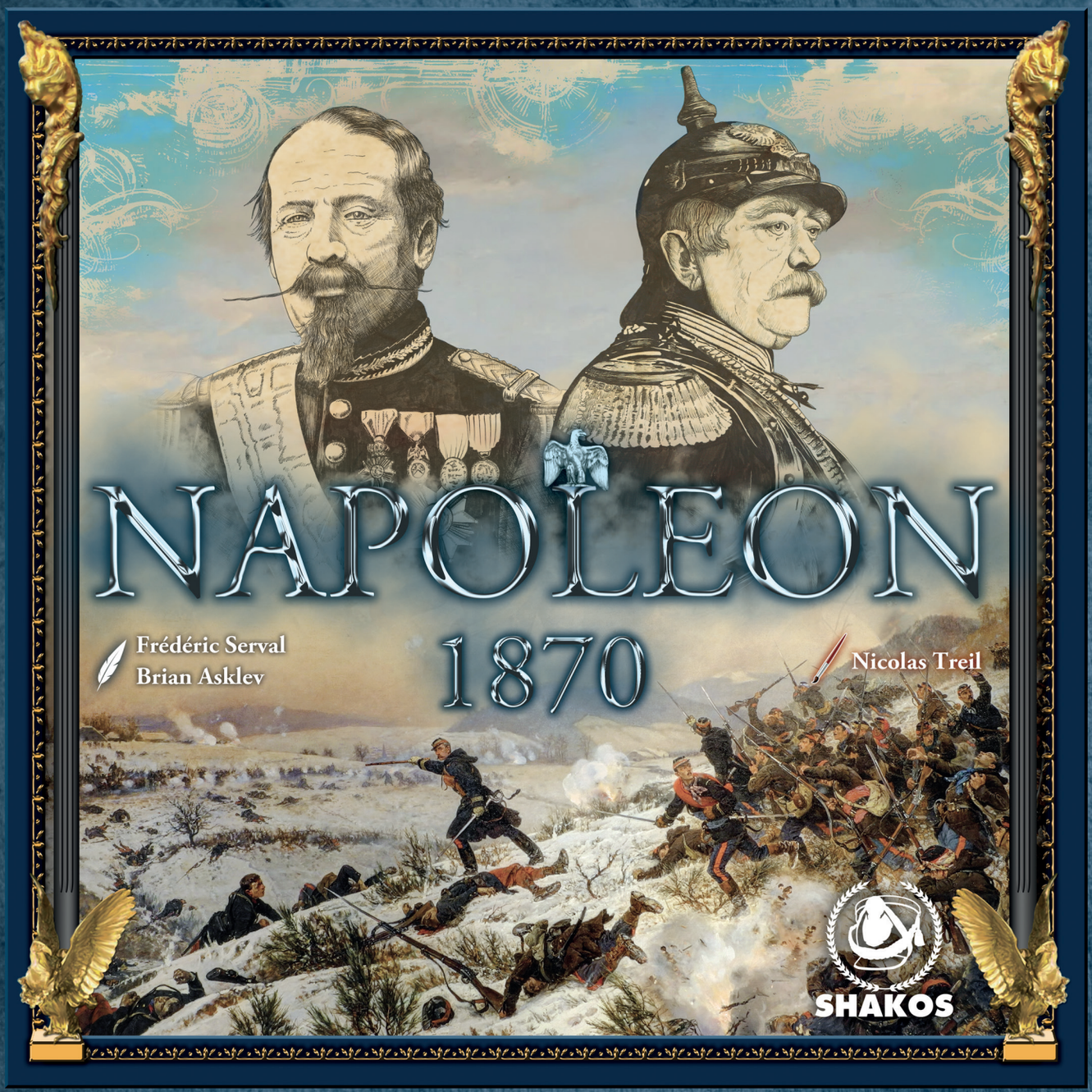


Rulebook

SHAKOS

NAPOLEON 1870

Welcome to Napoleon 1870, History for all!

Leaded by Bismarck, basking in the glory of his victories over Denmark and Austria, Prussia was a rising power. To successfully bring about a united Germany, Bismarck seeks a confrontation with Napoleon III's France. Political maneuvering over the Kingdom of Spain ignites the conflict, and France declares war on July 19, 1870. The trap worked perfectly; the French army is unprepared and will soon learn this the hard way. Defeated in the frontiers' battles, French troops retreated to Metz and barricaded themselves in the citadel. Will you manage to avoid this humiliation, or will you triumph at the head of the Prussian columns? In *Napoleon 1870* take charge of either contending army that fought through this tough and long campaign. Move your troops to surprise the enemy and earn victory through a series of decisive battles. *Napoleon 1870* is an epic game for history and strategy fans.

Can you lead your men to victory?

Overview of the game – *Napoleon 1870* is a strategy game intended for 2 players. After choosing a scenario in the corresponding booklet and setting up the game, each player, in turn, will perform an operation to move and/or fight their troops on the game board. These operations will cause fatigue for the soldiers as well as losses in case of battle. Fatigue and losses will be noted on a player aid or Order of Battle. After completing their operations, players will be able to rest their men so they can recover from their efforts.

The player who manages to seize key fortified towns and citadels in the game, while preserving their troops, will be declared the winner. The rules of *Napoleon 1870* are split into two parts for progressive learning. The first, named *Rules of the Conscript*, covers play for the basic game, to learn all of the core game mechanics easily. The second, *Rules of the Grognard*, brings more finesse and strategy to the game introducing a «fog of war» element, which allows players to ambush, set traps, and disrupt their opponents.

In addition, the 4 paged quickstart booklet allows players to learn the core game much easier, so everyone can start their first game in a few minutes.

Credits

A game by **Frédéric SERVAL** and **Brian ASKLEV** using the system of *Napoleon 1806* designed by **Denis SAUVAGE**
Development : **Julien BUSSON** and **Denis SAUVAGE**
Artworks : **Nicolas TREIL**
Cover : painting by **Alphonse DE NEUVILLE**, «*Episode de la Guerre de 1870*»
Proofreading and playtesting: **Renaud ESTIENNE**, **Pascale GUET, René BURGHOLZER, Jean-Yves CALDERON, Jean-Michel DOREMUS, Christophe DEGAIN, Christian GUERIN, Michel GUERIN, Gilles SAVELLI** and all those that gave us valuable feedbacks on Napoleon 1806, 1807 and 1815.
English version : **Frédéric SERVAL, Julien BUSSON** and **Paul COMBEN**

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FOR PARENTS AND TEACHERS

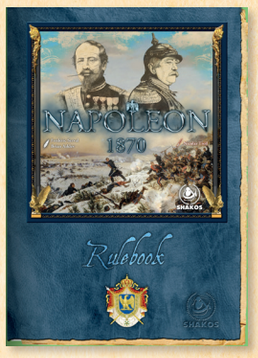
This game is designed to act as a fun and highly instructive working model of historical events. Engaging with the game will encourage any child to understand why certain important events occurred, as well as what may have happened if different decisions had been made. Easy starting rules and attractive components will help the younger player ease into the educational and sociable pastime of historical gaming.

Enjoy the game !

Components list



1 game board



1 rule book



1 scenario booklet





2 player screens:
1 French (blue) and 1 Prussian (grey)





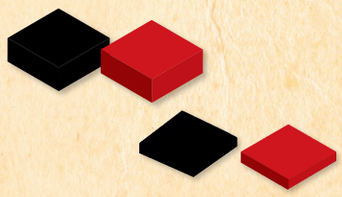
1 quickstart booklet



2 cloth bags:
1 blue and 1 black



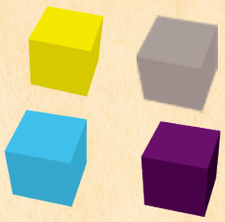
4 players aids
(Orders of Battle)



20 Prussian black blocks and
19 French red blocks
1 thinner black block and
3 thinner red blocks



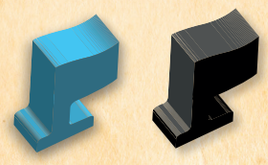
2 sheets of 43 stickers
to set on the blocks



150 wooden cubes
strength points
grey (85), violet (9), blue (44)
and yellow (12)



2 decks of 36 cards
+ 9 *Secret Objective* cards



28 wooden flags
Control markers
14 black and 14 blue



10 combat dice:
5 grey and 5 blue



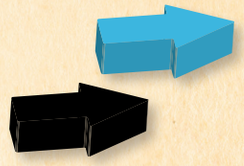
2 wooden pawns
Turn and *Victory Points* markers



12 wooden red cubes
Destroyed bridge markers



90 wooden
cylinders
fatigue



7 wooden arrows
Axis of retreat markers:
5 black and 2 blue

Game Setup

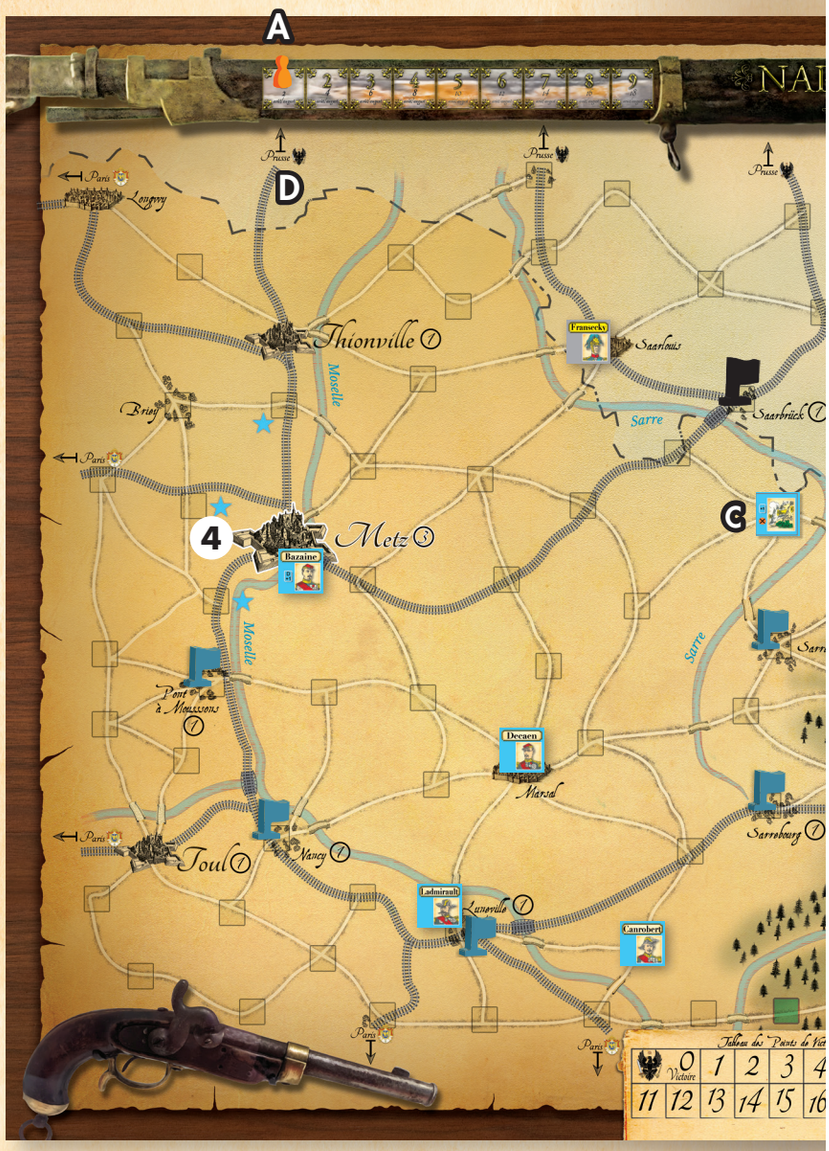
Place the game board between you. This represents the «Theater of Military Operations» for the 1870 campaign. One of you takes the role of Napoleon III and sits at the South end of the game board. Your opponent will play Brunswick and sits at the North end of the game board. Use the compass on the board for directional reference. Select a scenario and follow the instructions.

The wooden blocks represent the **army corps** and **the commanders** that participated in the campaign. The Prussian blocks are **black**. The French blocks are **red**. They are laid flat on the game board or placed upright if you want to conceal their identities from your opponent. Before your first game, carefully peel off the stickers and place them on the large blocks as shown below.





Ensure that the stickers are aligned in the same direction: the top A on the flag must match the alignment of the portrait or illustration on the block.



To **win** in Napoleon 1870 you must:

- **Eliminate** opponent's strength points. **1**
- **Control** some of the towns (fortified or not), **2**
- **Preserve your citadels** for the french player **3**
- **Besiege the citadels of your opponent** for the prussian player **4**
- **Achieve you secret objective** **5**



The game features various **pieces**, placed on the board according to the scenario's instructions:

- *Turn* **A**
- *Victory Points* **B**
- *Magnificient position* **C** for the french player
  – set the relevant stickers on the 3 thin red blocks



- *Prussian offensive* **D**, for the prussian player
  – set the relevant sticker on the thin black block





But when do you roll the dice? There is no mention of the use of dice in these rules. This is not a mistake, but a game option. In all combat, you may replace revealing cards with dice rolling. If a player has to reveal 3 cards, they will instead roll 3 dice. The probabilities are identical. Using dice instead of cards makes the game a little more random overall but does not favor one side more than the other (the probability of seeing a combat result is the same with a die or a card). However, the player's card deck will cycle less quickly, so a discarded event will reappear less often. Players are free to choose between cards or dice at the beginning of the game, but after choosing their option, they ***must stick with their choice for the duration of the game.***

You each have a player aid displaying your army's **Order of Battle**. This is where you place the **strength points** of your corps. These **strength points** are represented by small colored cubes:

French infantry French cavalry Prussian infantry Prussian cavalry 1



Each cube equals 1 **strength point.** During play, corps will suffer from **fatigue**, which is represented by placing orange cylinders on the Orders of Battle .

To conceal your Order of Battle from your opponent you can use your **player screen**. The screens also provide reminders for the main rules for the game.







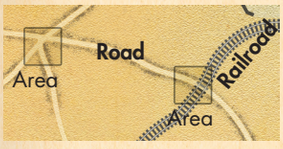
Playing cards are used to move your corps and resolve combat. You have your own color-coded deck of cards.





The Terrain Effects Chart printed on the game board serves as a reminder for the terrain effects.

The game board is organized into areas linked by connections. There are 2 kinds of connection, Road and Railroad:



There are 5 kinds of areas:



Clear Wooded Town Fortified town Citadel

A corps is always located and placed on an area, never on a connection.

Rules of the Conscript

In order to understand key game concepts, players will need to be familiar with the following terms and definitions:

Commanders, Corps and Garrisons

Commanders, corps and garrisons are represented by large blocks laid flat on the game board. If a block is face up, it means that it is still available to perform an operation. Its status is *to be Activated*. If it is placed flag up, it means that it *has been Activated* and can no longer perform any operation.

You differentiate a commander block from a corps with the following symbol: ★

A commander never moves alone. He must always accompany 1 or more corps.

- Napoleon III must always be accompanied by the Bourbaki's army corps.
- Steinmetz must always be accompanied by at least 1 corps of the 1st Prussian army.
- Friedrich Karl must always be accompanied by at least 1 corps of the 2nd Prussian army.
- Friedrich Wilhelm must always be accompanied by at least 1 corps of the 3rd Prussian army.

A commander who finds himself in an area without being accompanied by one or more of his assigned army corps is eliminated, even if other friendly army corps are present in the area.

Garrisons represent small detachments of French troops. A garrison acts on its own and can never leave the area it occupies. When it is activated, a garrison can perform only certain actions, as detailed on page 9.



Commander



Army corps *to be Activated* side


Garrison


has been Activated side

Stack

When 1 or more friendly corps blocks are located in the same area, possibly acting together with a commander, this is known as a stack(s). A garrison can never be included in a stack with other army corps.

Stacks' exemples :



Connections and areas

The game board is organized into areas linked by road and railroad connections (see page 5). Road and railroad connections have the same effects on movement. When the term connection is used, it refers to both roads and railroads. The effects of certain cards apply exclusively to railroad connections—such as the *Rail Transport* card.

Contested and free areas

An area is said to be free for either side if corps of the opposing camp do not occupy it. An area is said to be contested if corps from both sides occupy it.

Line of Communication

A stack has a *Line of Communication* if the area it occupies is connected by rail to one of the following game board exits:



for a Prussian stack.

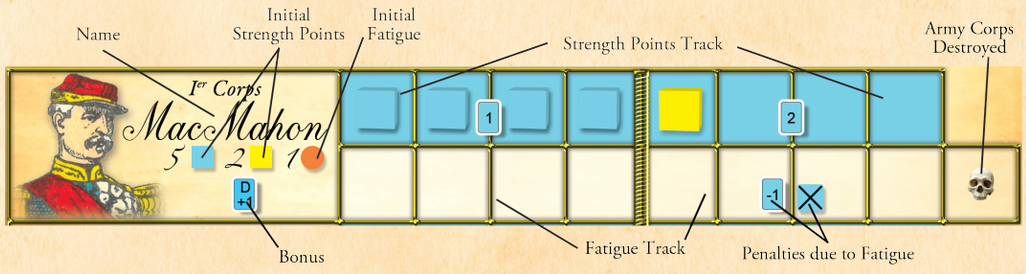


for a French stack.

Areas must be linked by railroad connections and must not be occupied by enemy stacks alone (they may be contested) nor contain an enemy *Control* marker. A *Destroyed Bridge* marker interrupts a *Line of Communication*. A stack in an area that is not connected by a railroads has no *Line of Communication*.

Order of Battle

On the Order of Battle, the top track shows the strength of the corps. This value will change during the game depending on losses sustained and possible reinforcements gained (via card event). The bottom track shows the fatigue points accumulated by the corps. For example if 3 fatigue points are to be incurred, the player must assign 3 orange cylinders to the corps. As a corps loses strength points, remove the requisite strength point cubes and shift the remaining cubes to the left. If the corps suffers fatigue, add the fatigue cylinders from left to right. Whenever a corps recovers, remove the amount of fatigue cylinders and shift the remaining to the left.



Key Game Terms

Playing cards

The following terms are used for cards play:

Draw: Draw a card from your draw deck and add it to your hand.
Reveal: Play the top card of your draw deck.
Play: Play a card from your hand.

A card has different effects depending on when it is drawn or played:

- It can be drawn and kept in hand during the draw phase.
- It can be revealed during the initiative phase to indicate the initiative value of that side.
- It can be revealed during an operation to indicate the number of movement points of a stack.
- It can be played from the player's hand as an event during the phase indicated by the card.
- It can be revealed during combat to determine the outcome of a combat.
- It can be played from the player's hand during the recovery phase to remove 1 or more fatigue from a corps.

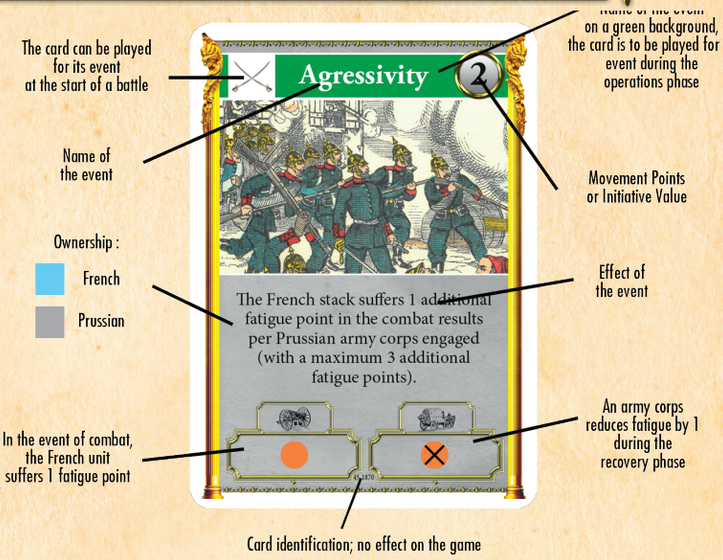
The background color of a card's event name gives information about its use:

RAIN Red background; the card **must** be played immediately for its event during the draw phase of the game turn.

REINFORCEMENTS Blue background; the card **can** be played for its event during the initiative phase of the game turn.

RAIL TRANSPORT Green background; the card **can** be played for its event during the operations phase of the game turn.

For cards with a green background, an additional symbol indicates when the card can be played for its event:




The card can only be played during the maneuver part of the Prussian player's operation. It cannot be played for combat or pursuit.


The card can only be played during the maneuver part of the French player's operation. It cannot be played for combat or pursuit.


The card can be played at the beginning of a combat.


The card can be played during the retreat or pursuit after a combat.

There is no limit to the number of cards you can keep in your hand. Used cards are placed in the discard pile of the player. Players are not allowed to look at the discard piles. If the player's deck is empty, shuffle the cards from the discard pile and reform a new deck.

Magnificient Position markers



A French stack may place or flip a *Magnificent Position* marker in any unwooded free area by spending all of its movement points. A marker is placed on its side ⊗, and flipped on its side ⊗ ⊗. A marker allows a French stack on defense to add a combat card and subtract 1 or 2 fatigue points from the result. At the end of combat, if the French stack remains in the area, a marker on its side ⊗ ⊗ is flipped to its side ⊗. A marker on its side ⊗ remains on that side. *Magnificent Position* markers never change areas.
A marker is permanently removed from the game if a Prussian stack is alone in the area.

Prussian Offensive marker



This marker is placed under the *Turn* marker as specified in the scenario instructions. It can be active or inactive. If the Prussian player wins a combat, the marker is flipped to, or remains on, its active side. If the Prussian player loses a combat, the marker is flipped to, or remains on, its inactive side. If the marker is active and there is a tie in a battle, the Prussian player is considered the winner, and the marker remains on its active side.

Sequence of Play

Each game turn goes according to the following sequence:

- **Draw**
- **Initiative**
- **Operations**
- **Recovery**

You must have completed 1 phase before proceeding to the next.

Draw

Each player draws 1 to 4 cards from their deck by following the instructions on the Invasion cards, and places them into their hand. There are no hand size limits and players may keep any cards they have left over from the previous turn. Cards with the name of the event on a red background must be played immediately during the draw phase and apply the effects of the event on the card. The player does not draw a replacement card, and the card is placed in the player's discard pile once the event is resolved.

If each player draws a Rain card, both cards are discarded without effects.

Initiative

Each player can play **a single card** from their hand with the name of the event on a blue background. The card is placed in the player's discard pile once the effect is resolved. The Prussian player must **declare first** if they will play a card, then the French player may also declare.

Then, each player reveals 1 card from their deck. The player with the highest value will play first during the operations phase. In the event of a tie, the Prussian player will play first. These cards are then discarded.

Example – Draw and Initiative



Draw - The Prussian player just drew their 3 cards. They must immediately play the Rain card for its event, because the name of that event is on a red background.



Initiative - the Prussian player has only 2 cards left. They decide to play the High morale card for its event, because the background of the event name is blue. They cannot play the Enthusiasm card as the background of the event name is green.
The players then reveal 1 card from their draw deck to determine the first player:



Both players revealed a number 4 card. It is a tie, and in this case, it is the Prussian player who will begin the operations phase. Both cards are immediately discarded.

Sequence of Play

Operations

In turn, each player may perform 1 of the following actions, starting with the player who won the initiative:

• **Pass:** If a player passes, they can no longer perform operations, but can still play 1 card with its name on a green background in order to apply events to the operations of their opponent. The opponent continues operations until they also pass. If both players have passed, the operations phase is over. A player who has activated all their corps (and garrisons for the French player) is forced to pass.

• **Perform an operation:** During an operation the active player selects a stack where each corps (or the garrison) has *to be Activated* status – i.e., face up. The player is not required to select all the corps present in an area.

Activated corps will be able to:
o ***move***,
o ***initiate combat***,
o or both by performing a ***moving attack***.

Activated garrisons will be able to:
o ***place*** a *Magnificent Location* marker or flip over a marker already in its area,,
o ***Use*** a *Destroyed Bridge* or *Engineers* card to destroy or repair a bridge on an adjacent connection,
o ***do nothing***.

At the end of an operation, flip the activated corps /garrison flag up on its *has been Activated* side, even if the corps did not actually move. Also, activate all other corps that have participated in a combat, attacking or defending.

During an operation, each player may play a single card from their hand with the name of the event on a green background. The card is placed in the player's discard pile once the effect is resolved.

Recovery

During the recovery phase, players perform the following actions in order:

1) Each corps that is still on its *to be Activated* side removes all its fatigue points.

2) For each of their other corps, the player can play 1 card from their hand, and only 1, and remove the number of fatigue points indicated in the recovery box located bottom right.

3) All corps that still have between 5 and 8 fatigue points then lose 1 strength point immediately.

4) Flip all corps face up to indicate that they are *to be Activated* for the next turn.

5) Advance the *Turn* marker and start a new turn.

Very important: at any point in the game when a corps has no strength points or more than 8 fatigue points, it is immediately and permanently removed from the game. Strength points lost due to fatigue award victory points to your opponent.

Example - Recovery

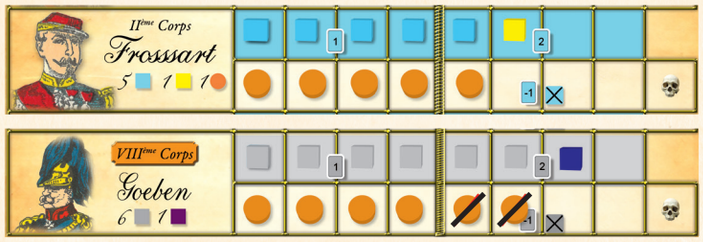
Both players have passed, so the recovery phase begins. The French player has no more cards, so they cannot do anything. The Prussian player has only 1 card left, which they play for the Goeben's corps:



The Goeben's corps will, as a result, have only 4 fatigue points left.

The Frossart's corps has more than 4 fatigue points and must suffer the loss of 1 strength point. Victory points are decreased by 1.

The corps blocks are returned to their to be Activated side, the Turn marker is advanced, and a new turn can begin.



Movement

The player can move their activated stack by following this procedure.

1) Determine Movement Points - Reveal 1 card. The value of the card corresponds to the movement points of the stack. The card is then discarded. This initial number of movement points is modified by:

A. Subtract 1 movement point per corps above the first.

B. Subtract movement points per the card played during the Draw phase, whose event name is on a red background.

C. Add or subtract movement points per the card played by each player, whose event name is on a green background and also has the symbol  or  .

D. Substract 1 movement point if Napoleon III accompanies the stack.

E. Add 1 movement point if Steinmetz accompanies the stack.

If the stack has 0 movement points or less it does not move and all selected blocks are turned immediately to their *has been Activated* side.

2) Move - Move the stack along a continuous path of connections up to the limits of its movement points. You cannot separate the stack during the move. Each connection crossed then counts for 1 movement point – a connection with a *Destroyed bridge* marker costs 3 movement points. It is permissible to spend less than a stack's total available movement points, but these lost points are not retained for a later operation. Once a stack has expended all its movement points or as soon as it enters an area occupied by a friendly or enemy stack, or, for a Prussian stack, as soon as it enters a Citadel area, it must stop in that area. – **exception**, a garrison doesn't stop the move of a French stack.

3) Determine fatigue - At the end of the move, add up fatigue points.

A. 1 fatigue point per corps for each movement point spent above the third.

B. 1 fatigue point for the stack if it begins its move in a contested area.

C. 1 fatigue point for the stack if it ends its move in a contested area.

D. 1 fatigue point for a Prussian stack if it ends its move in a Citadel area.

E. The stack adds or subtracts fatigue points depending on the card either side plays, with the name of the event on a green background and with the symbol  or 

F. 1 less fatigue if Friedrich Wilhem accompanies the stack.

***4)* Allocate fatigue -** Equally distribute the fatigue points received between the corps of the stack. Any balance is allocated freely by the player controlling the stack.

***5)* Eliminate garrisons** located in contested areas.

Axis of retreat - When a stack enters an area occupied by an opposing stack, the area becomes contested. The stack is forced to stop its move. The player places 1 of their *Axis of Retreat* markers on the connection the stack has just crossed.

- If a new friendly stack enters the area, regardless of the connection used, its *Axis of Retreat* will be that of the friendly stack already present.
- If a new enemy stack enters the contested area, an *Axis of Retreat* marker is not placed. Thus, there can be only 1 *Axis of Retreat* per contested area.
- If a new enemy stack enters the area through the *Axis of Retreat* connection, the friendly stack already present in the area suffers 2 fatigue points, to be evenly distributed. **This loss of fatigue can only occur once per turn.**
- Si la zone n'est plus contestée, le marqueur *Axe de retraite* est enlevé.

At the beginning of an operation, if the owning player decides to move a stack from a contested area, the following restrictions apply:

- A stack must follow a connection with an *Axis of Retreat* marker from its side - if there is one.
- A stack cannot use a connection with an opponent's *Axis of Retreat* marker.

Movement



Example – Movement

It's the Prussian player turn to conduct an operation. The Prussian player selects a stack where all the corps and their commander are on their to be Activated side. They get several options. They can activate the Goeben corps alone, or the Zastrov corps alone, or both corps together. It is not mandatory to activate the commander, but he cannot stay alone in the area. After revealing a card, the Prussian player gets 4 movement points (4). Depending on their selection above, the stack will have the following movement points:

Goeben: *No change, the stack has 4 movement points.*
Zastrov: *No change, the stack has 4 movement points.*
Goeben + Steinmetz: *The stack gets 1 more movement point thanks to the Steinmetz symbol , and has 5 movement points.*
Zastrov + Steinmetz: *The stack gets 1 more movement point thanks to the Steinmetz symbol , and has 5 movement points.*
Goeben + Zastrov + Steinmetz: *The stack gets 1 more movement point thanks to the Steinmetz symbol . The stack loses 1 movement point because it is made of 2 corps and has 4 movement points.*

The Prussian player chooses to move with both corps and Steinmetz.

Case A *– The stack uses 1 movement point per connection for a total of 4. Each corps suffers1 fatigue for the 4th movement point used ● ●.*

Case B *– The stack uses 2 movement points and must stop, because it has entered an area occupied by an ennemy stack. The area becomes contested. The Prussian stack suffers 1 fatigue ● because it ends its move in a contested area. The Prussian player places 1 of their Axis of Retreat marker on the connection the stack has just crossed.*

Case C *– The stack uses 2 movement points and must stop, because it has entered an area occupied by a friendly stack. The stack suffers 1 fatigue ● because it has entered a Citadel area.*

At the end of the move, the corps and the commander are flipped flag up to their has been Activated side. It's then the French player's turn to perform an operation.





The Prussian player placed an Axis of Retreat at the end of their move following ***Case B****. If, during a subsequent operation, Frossart wants to leave the area, he will only be permitted to use the connection with the blue arrows as shown in the illustration.*

As an area can only have 1 Axis of Retreat, if a new Prussian stack enters the area, regardless of the connection used, its Axis of Retreat will be the same one. If a French stack enters the area, there is no French Axis of Retreat added. If a French stack enters the area using the connection with the Prussian Axis of Retreat, the Prussian stack suffers 2 fatigue immediately.

Combat

A player may initiate combat with their activated stack, providing it is in a contested area either at the beginning of its activation or following a move. The player who initiates the combat is called the attacker, their opponent the defender. The defender must defend with all corps present in the area, whether on their *to be Activated* or *has been Activated* side.

A combat ensues using the following procedure.

1) Determine the number of combat cards - Each player must reveal:

A. First the attacking player and then the defender may play a card from their hand with the name of the event on a green background and with the symbol ⚔ .

B. Add 1 or 2 cards based on the number of strength points of each corps: 1 card if it has between 1 and 4 strength points, 2 cards if it has between 5 and 8 strength points.

C. Subtract 1 card if the stack moved during this operation performing a **moving attack**.

D. Subtract 1 card per corps that has more than 4 fatigue points.

E. Add 1 card to the defender, if the defender is in a wooded area.

F. Substract 1 card to the attacker, if the attacker is in a fortified town area.

G. Add 1 card to a defending French stack which fights in a citadel area.

H. Substract 1 card to an attacking Prussian stack which fights in a citadel area.

I. Add 1 card to a defending French stack which fights in an area with a *Magnificent Position* marker.

J. Add the bonus(es) of the corps and the commander, if he is part of the stack.

K. Add or subtract cards according to the events chosen by the players.

If the number of cards to reveal is 0 or less, then the attack is canceled. The attacking corps are returned to their *has been Activated* side. It is now the defender's turn to perform an operation.

2) Reveal the number of cards counted simultaneously.

3) Determine the effects of combat - Each player consults the box, combat effect, at the bottom left of the cards. Each symbol ⚔ or ⚔ corresponds to 1 loss inflicted on their opponent, and each symbol ● equals 1 fatigue point inflicted on their opponent. A defending French stack in an area with a *Magnificent Position* marker suffers 1 or 2 less fatigue depending on its showing side.

4) Allocate the results of the combat - First fatigue and then losses, equally distributed between the corps in the stack. Any balance is allocated freely by the player controlling the stack. If a stack suffers more than 1 loss, at least 1 of them must be assigned to a cavalry strength point.

5) Determine the winner of the combat - The player who inflicted the highest number of losses is declared the winner. In the event of a tie, there is no winner or loser. **Exception :** if the *Prussian Offensive* is on its Active side, the Prussian player is declared the winner in case of a tie. If there is no winner, the 2 stacks remain in the combat area and there is not retreat and pursuit. Change the side of the *Prussian Offensive* marker if needed - Active side up if a Prussian victory, Inactive side up if a Prussian defeat.

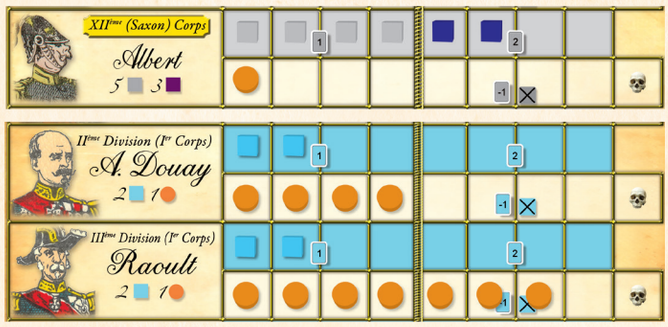
6) Retreat - The stack that lost the combat must retreat a number of connections equal to the difference in losses inflicted on the 2 sides. **Exception :** in case of a tie, if the *Prussian Offensive* marker is on its Active side up, the French stack retreats 1 area. If the losing stack has an *Axis of Retreat* marker of its color, the first retreat connection must be the one where its marker is located. The retreat direction is then freely determined, save that a stack cannot use the same connection twice and must move away from the combat area when retreating. If the losing stack does not have an *Axis of Retreat* marker in place, it is free to retreat in whichever direction at the player's discretion, except by using the *Axis of Retreat* marker of the winner if there is one. If, during retreat, it enters an area that is either solely occupied by an enemy stack, or is contested, or, for a Prussian stack, is a citadel area, it must stop and undergo 2 additional fatigue points per opposing corps present plus 1 fatigue point for a Prussian stack in a citadel area. If it enters an area occupied by a friendly corps, it stops without suffering additional fatigue. – **exception :** a garrison doesn't stop the retreat of a friendly stack. A stack can retreat through a connection with a *Destroyed Bridge* marker but must suffer 2 additional fatigue points. All fatigue points suffered during retreat are cumulated and equally distributed by its owner.

7) Pursuit - If the winner has more cavalry strength points than their opponent and the combat area does not prevent pursuit – wooded, fortified town or citadel - then there is pursuit. The winner reveals a card and add or subtract cards according to the events chosen by the players. Look at the box, combat effect, at the bottom left of the revealed cards. The retreating stack suffers fatigue but not the losses, which are ignored. Fatigue is equally distributed among the corps of the stack.

Combat

This is the beginning of a new turn. The Prussian player won the initiative and decides to fight in a clear area. The French player defends with its 2 corps, even if Raoult is on his has been Activated side.





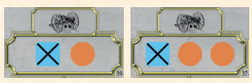
The Prussian player, being the attacker, decides first to play 1 card for its event for this combat. This card must have its name on a green background with the symbol ⚔ .



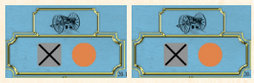
They play Agressivity, meaning the French stack will undergo 1 additional fatigue point to the result of the combat as there is only 1 Prussian corps in the stack. The French player does not play a card.

The Prussian player counts how many combat cards to reveal: *6 strength points on Albert (2 cards), for a total of 2 cards.*
The French player counts how many combat cards to reveal: *2 strength points on A.Douay (1 card), 2 strength points on Raoult (1 card) but 7 fatigues points (minus 1 card), and the bonus of the Magnificent Position marker (1 card), for a total of 2 cards. Both players reveal cards simultaneously from their draw pile and consult the box, combat effect, at the bottom left of the cards.*

Prussian combat draw

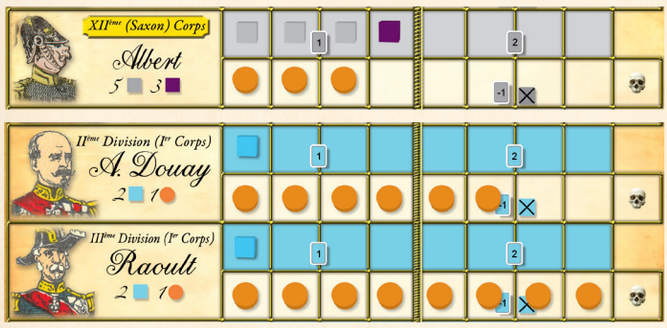


French combat draw

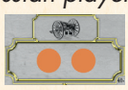


The French stack suffers 2 losses and 3 fatigue points. It adds 1 fatigue point due to the Agressivity card, but removes 1 thanks to the Magnificent Position marker for a total of 3. The fatigue points are distributed as equally as possible: 1 for each corps and the last 1 to A.Douay. The losses are distributed as equally as possible: 1 for each corps. Victory points are decreased by 2.

Albert suffers 2 losses and 2 fatigue points. Since there is more than 1 loss, the Prussian player must remove at least 1 cavalry strength point from the stack.1 infantry strength point and 1 cavalry strength point are removed from Albert. Victory points are increased by 2.



This is a tie, as each player inflicted the same number of losses. However, the Prussian Offensive marker is on its Active side up. So it is a Prussian victory. The French stack must therefore retreat 1 connection while moving away from the combat area and without using the connection with the Prussian Axis of Retreat. The French stack has less cavalry strength points than Albert, so there is pursuit. The Prussian player reveals a card:



The fatigue points are distributed equally: *1 for A.Douay and 1 for Raoult. The Raoult's corps has more than 8 fatigue points, so it is eliminated and removed from the game board. Its remaining strength point is lost and the victory points are decreased by 1. The corps of Albert and A.Douay are flipped to their has been Activated side. As the Magnificent Position marker is now alone in an area with a Prussian stack, it is removed from the game permanently.*

Note : *If Albert had moved before fighting, he would have revealed 1 less card (moving attack).*

Determining Victory

Victory is determined by increasing or decreasing the number of victory points on the game board track. Every change in victory points is made immediately or at the end of the scenario.

Immediately:

- 1 victory point per opponent strength point eliminated, either due to combat or excessive fatigue.
- Value in victory points when a player places a *Control* marker on a fortified town area. To change the *Control* marker of a victory area, you must cross or occupy the area with 1 of your stacks and the area must not be contested. Citadels are also Victory Point areas, but control change at the end of the scenario. For this reason, these areas do not receive *Control* markers.
- 3 victory points for the Prussian player if Napoleon III is eliminated.
- At the beginning of the initiative phase, each turn, 1 victory point for the French player **by French army corps** in reinforcement not placed on the gameboard.
- At the beginning of the initiative phase, each turn,1 victory point for the Prussian player if a Prussian stack occupies **one of the blocus areas** of Metz. The area must not be contested.
- Value in victory points of the following *Secret Objective* card when achieved and revealed : On to Paris!, Secondary Objectives and Decisive Battle – See scenario booklet.

At the end of the scenario:

- Value in victory points of Citadel areas occupied by a Prussian stack. The area must not be contested.
- 3 victory points for the Prussian player if all the blocus areas of Metz are occupied by a Prussian stack. These areas must not be contested.
- Value in victory points of the following *Secret Objective* card when achieved : Not a Stone of our Citadels, War of Attrition, Metz at any Cost, Rearguard Threatened and Thwart Prussian Plans – See scenario booklet.

When the French player gains victory points, increase the number of victory points on the track situated on the game board. When the Prussian player gains victory points, decrease the number of victory points on the track situated on the game board.

Starting turn 4 and afterwards, if the number of victory points is equal to 20, the game ends immediately with a French victory.

Starting turn 4 and afterwards, if the number of victory points is equal to 0, the game ends immediately with a Prussian victory.

The *Victory Points* marker cannot go beyond 20 or lower than 0. Victory points that can't be awarded are lost.

At the end of the game, if neither player has won, victory is awarded based on the final position of the Victory Points marker on the victory track:

- 1 to 4: Prussian victory
- 5 to 7: Tie
- 8 to 19: French victory



Rules of the Grognard

The *Rules of the Grognard* introduce new options for the players while adding a small amount of extra complexity. For this game mode to work as intended, both players must trust each other.

Fog of War

During play both players will keep the identity of their corps concealed by placing their blocks upright. These always move with their flag side presented to the opponent. Corps' identities are only revealed when 1 of the 2 players initiates combat in an area, and this is prior to playing an eligible card for its event during that combat. The friendly and enemy corps are then placed flat, face up. At the end of the combat, after resolving any pursuit, all participating corps are put back upright with their identities again concealed.





to be Activated *has been Activated*

To indicate whether the corps status is *to be Activated* or *has been Activated*, use the following procedure: if the A of the flag is at the top, the status is *to be Activated*; if the A of the flag is upside down, at the bottom, the status is *has been Activated*. Thus, there will no longer be a face up or face down status as in the *Rules of the Conscript*.

When activating a garrison to **do nothing**, a player can draw a card to preserve uncertainty.

Cavalry Vedettes







To add uncertainty, players will now use cavalry vedettes. They represent patrols of light cavalry, such as the hussars of the period that armies employed to discover the whereabouts of the opposing army as well as screening the movement of friendly forces. Vedettes are large blocks presented in the color of the army to which they belong and have a *Vedette* sticker on one side and the usual *Flag* sticker on the other.

At the beginning of the game, the players place their corps, then add the number of vedettes as indicated by the scenario's instructions.

During an operation, the player can select 1 or more vedettes in an area and move them. The number of movement points available for a vedette, or a stack of vedettes, is the value of the revealed card plus 1. Fatigue points have no effect. To fool the opponent, each player must conceal part of the reserve of fatigue cylinders behind their screen and pretend to place them on 1 or more of their corps at the end of the vedette move. Vedettes cannot combine with corps and garrisons for an operation. They must move alone.

Any vedette in an area with an enemy stack is eliminated instantly regardless of the situation:

- A vedette that enters an area occupied by an enemy stack is eliminated, even if the area is contested.
- A stack that enters an area with an enemy vedette, irrespective of whether it is alone or not, eliminates the vedette unit(s) present. If the vedette is alone (or just with other vedettes) the active stack does not receive fatigue points to enter the area and can continue to move.
- A retreating stack that enters an area with an enemy vedette, alone or not, eliminates it. If the vedette is alone, the retreating stack can continue its retreat if necessary.
- When 2 opposing vedettes end up in the same area, they eliminate each other.

As a result, a vedette entering an area occupied by an opposing stack cannot determine the exact composition of that stack but does reveal whether the area contains 1 or more corps and/or opposing vedettes. Any vedettes from either side are eliminated by this reconnaissance.

Special cases:

- Vedettes may occupy town or fortified town areas with an opposing *Control* marker and place them under control of their side.
- Prussian vedettes remove *Magnificent Position* markers in areas free of French stacks.
- Prussian vedettes may never enter or be placed in a citadel area.
- A friendly vedette does not prevent the move or retreat of a friendly stack. Conversely, a friendly stack does not prevent the move of a friendly vedette.
- A vedette that enters a contested area from a connection with an enemy *Axis of Retreat* marker has no effect. The enemy stack does not receive fatigue points.
- A vedette that enters an area occupied by an enemy garrison is eliminated. The garrison is placed flat, face up.
- Each turn, at the beginning of the initiative phase, before the players play any cards, eliminated vedettes may be placed on the board. The Prussian player may add 1 vedette with each of their commanders. The French player may add 1 vedette with Napoleon III or in Metz. In all cases, if the area is contested, a vedette can't be added.

Details on playing cards

REMINDER - Each player may play only 1 card with a green background to apply its event during an operation. This means, for example, that players making a moving attack and using a card while moving their stack will not be able to use cards during the following combat. Another example is that if the defending player uses a card during a move by an opposing stack, he will not be able to play a card in an ensuing combat.

Cards are listed alphabetically.

AGRESSIVITY – event can only be played during a combat. The French stack suffers 1 additional fatigue point in the combat results per Prussian army corps engaged (with a maximum of 3 additional fatigue points).

ARTILLERY – event can only be played during a combat. The French player reveals 1 less combat card.

AT ALL COST – event can only be played during a combat. The Prussian player can add up to 3 army corps on their *has been Activated* side located in the battle area before combat. Each of these army corps suffers 2 fatigue points immediately before determining the number of combat cards to be drawn.

BAZAINE'S TIMIDITY – event must be played as soon as it is drawn, and is valid for the whole turn. Any French stack located in Metz area cannot be activated. Any French stack in an area adjacent to Metz must, if activated, move immediately to the Metz area using the connection linked to the area it occupies. It must have enough movement points to perform this move, as usual.

BRAVADO – event can only be played during a combat if the Württemberg's corps participates. The Prussian stack suffers 1 additional strength point in the combat results.

BRIDGE CROSSING – event can only be played when a French stack uses a connection with a bridge, even with a *Destroyed bridge* marker. The French stack must stop in the area after crossing the bridge and suffers 1 fatigue point immediately.

CANNON SOUNDS – a single Prussian corps, previously activated or not, in an uncontested area adjacent to a declared combat – i.e., separated by a single connection from the area where the combat is taking place, even with a *Destroyed bridge* marker – is moved to the combat area and takes part in either the attack or defense. Commanders can accompany the aforementioned corps. The corps does not suffer fatigue. If it enters through a connection with an opposing *Axis of Retreat*, the enemy stack suffers 2 fatigue points immediately, to be evenly distributed.

CAUTIOUSNESS – event can only be played at the beginning of a French stack operation, after they select their stack, but before they reveal their card. The French player must activate all army corps and commander on their *to be Activated* side as a stack in the area occupied by the stack it selected initially.

CAVALRY CHARGE – event can only be played in combat. A French stack with at least 1 cavalry strength point suffers 1 additional cavalry strength point and 3 less fatigue points in the combat results. The French stack cannot be pursued if it has to retreat.

CHASSEPOT RIFLE – event can only be played when a Prussian stack enters an area occupied by at least 1 French army corps. The Prussian stack loses immediately 1 strength point.

COMMAND FRICTION – event must be played as soon as it is drawn. The Prussian player selects 1 army corps in every area containing corps from different armies. The selected corps are flipped to their *has been Activated* side.

CONTACT LOST – event can only be played following a combat lost by a French stack. After retreat and pursuit, the French player may add an eliminated vedette or garrison to the gameboard. This garrison or vedette must be placed in another area accessible to the retreating stack (without using a connection with a Prussian *Axis of Retreat* marker for exemple). If using the *Rules of the Grognard*, the French player can switch the French stack with the newly placed vedette or garrison, hidden from its opponent.

COUNTER ORDER – event can only be played after the opposing player has played a card for its event. The opposing player's event is canceled. This event cannot cancel a combat, retreat, or pursuit event.

Details on playing cards

DESTROYED BRIDGE – at any time during its move, if a stack (except vedettes) is in a free area adjacent to a connection with a bridge, it can place a *Destroyed bridge* marker on that connection. The stack spends 1 movement point to destroy the bridge and can continue its move. If the stack does not have a movement point at the beginning of its move, it can still destroy an adjacent bridge. In any case, the stack is then turned to its *has been Activated* side. It will be necessary to spend 3 movement points to cross a connection with a *Destroyed bridge* marker. You can only destroy 1 bridge per event played. A garrison can destroy a bridge.

DISASTROUS CHARGE – a French stack with at least 1 cavalry strength point loses immediately 1 cavalry strength point. This loss will be taken into account to determine the outcome of the combat.

DISENGAGEMENT – card played during a French stack's move. The stack receives 2 additional movement points but it must end its move in the Metz area.

DISORGANIZATION - event must be played as soon as it is drawn, and is valid for the whole turn. The Zastrow and Goeben army corps cannot be activated to form a stack with other Prussian army corps. When moving, they cannot end their movement in an area occupied by other Prussian corps. If attacking they cannot fight (as they cannot be activated) with other available Prussian corps in the same area. If defending, they will defend with all corps present in the area, as usual. Zastrow and Goeben corps can be activated individually or together.

DISORGANIZED ASSAULT – event can only be played when a Prussian stack located in an uncontested area connected to an area containing a French stack is activated. The Prussian stack must perform a **moving attack** against the French stack. In case there are several relevant areas containing French stacks, the Prussian player chooses one of them. If the Prussian stack doesn't have enough movement points to perform the **moving attack**, it is flipped on its *has been Activated* side.

ENTHUSIASM – event can only be played in combat. The Prussian stack suffers 2 less fatigue points in the combat results.

ENGINEERS – at any point during a move, if a stack (except vedettes) is in a free area adjacent to a connection with a *Destroyed bridge* marker, remove the *Destroyed bridge* marker from that connection. The stack spends 1 movement point to repair the bridge and can continue its move. If the stack does not have 1 movement point at the beginning of its move, the stack can still repair an adjacent bridge. In any case, the stack is then turned to its *has been Activated* side. You can only repair 1 bridge per event played. A garrison can repair a bridge.

EXCELLENT MORAL – the Prussian player immediately removes 1 fatigue point from 3 different army corps.

FALL BACK – event can only be played if a French stack wins a combat or if it is a tie. The French stack may retreat 1 or 2 connections. The Prussian stack does not retreat. There is no pursuit.

FIELD FORTIFICATION – event can only be played in combat when a French stack is defending and if the stack contains at least 1 *to be Activated* army corps. The French stack suffers 1 less strength point in the combat results.

FLANKING – event can only be played when a Prussian stack enters a contested area through a connection without an *Axis of Retreat*. The French stacks suffers 2 fatigue points immediately, to be evenly distributed.

FORCED MARCH – card played during a friendly stack's move. The stack receives 1 additional movement point. A stack that otherwise has negative or 0 movement points can always move 1 connection with this card even if there is a *Destroyed bridge* marker.

FRESH SUPPLIES – the French player immediately removes 1 fatigue point from 3 different army corps in *Line of Communication*.

IMPERIAL INTERFERENCE – event must be played as soon as it is drawn, and is valid for the whole turn. All French stacks in the area containing Napoleon III or in connected areas lose 1 movement point if they move. This penalty stacks with Napoleon III movement penalty. If Napoleon III is not anymore on the gameboard, this card is discarded without effect.

IMPETUOSITY – evant can only be played when a Prussian stack enters an area containing a French stack. The Prussian stack must perform a **moving attack**.

INACTION – event can only be played following a combat lost by a French stack. The French stack cannot be pursued.

Details on playing cards

LOGISTIC PROBLEMS – event must be played as soon as it is drawn, and is valid for the whole turn. Any Prussian stack activated without a *Line of Communication* loses 1 movement point and suffers 1 fatigue point immediately if it moves. If a Prussian stack initiates a combat, it suffers 1 additional fatigue point in the combat results.

MITRAILLEUSE – event can only be played in combat when a French stack is defending. The Prussian stack will suffer 3 additional fatigue points in the combat results.

NAPOLEON III – the French player immediately removes Napoleon III from the game. If this card is drawn again, it cannot be played as an event but only for recovery. The Prussian player does not earn victory points in this case.

OFFENSIVE – at the end of the recovery phase, before advancing the *Turn* marker, the French player earns 1 VP for Napoleon III and each French army corps which are in an area not located in France.

PINNED – event can only be played at the beginning of a French stack operation, after they select their stack, but before they reveal their card. If the French stack occupies a contested area, it cannot move. It can still initiate a combat. At the end of its operation, flip the French stack to its *has been Activated* side, as usual.

PONTOON – event can only be played when a French stack uses a connection with a bridge, even with a *Destroyed bridge* marker. The cost to cross it in movement points is reduced by 2 MP (with a minimum of 1 movement point).

RAIL TRANSPORT – event can only be played when a French stack moves. The Frenck stack does not draw a card to determine its movement points. Instead it can move any number of areas using railroad connections. The stack must have a *Line of Communication* in each area entered along the way. Areas must be situated in France.

RAIN – event must be played as soon as it is drawn, and is valid for the whole turn. Whenever a player activates one of their stacks, it suffers 1 fatigue point immediately, to be allocated freely. **Exception:** a stack that is turned to its *has been Activated* side because it was attacked, does not experience this fatigue. The cost to cross a connection with a bridge is 3 movement points, and 5 movement points to cross a connection with a *Destroyed bridge* marker.

REINFORCEMENTS – the French player adds 1 infantry strength point to 2 different army corps in *Line of Communication*. A previously eliminated corps cannot be recreated via this reinforcement. These strength points do not add victory points.

RIVER DEFENSE – event can only be played when a Prussian stack uses a connection with a bridge, even with a *Destroyed bridge* marker, to enter an area occupied by at least 1 French army corps. The Prussian stack is placed back in the area from which it comes and ends its move. It also loses 1 strength point and suffers 2 fatigue points immediately. The French stack does not suffer any adverse effects and stays on its current side. As the Prussian stack did not enter the area, it does not suffer 1 additional fatigue point, and does not eliminate garrisons and vedettes. However, if the Prussian stack is a stack of vedettes, it is eliminated.

SKILLFUL RETREAT – event can only be played if a French stack loses a combat or if it is a tie. In case of a defeat, the French stack may retreat 1 or 2 additional connections. It can be pursued. In case of a tie, the French stack may retreat 1 or 2 connections. It cannot be pursued.

SKIRMISH – event can only be played in combat. The Prussian and French stacks suffer 1 less strength point and 1 less fatigue point in the combat results.

STEINMETZ – event can only be played at the beginning of a Prussian operation, before they select their stack. The Prussian player must select a stack containing only army corps from the 1st army (Zastrow and Goeben) and, eventually, Steinmetz commander. They must initiate a combat or perform a **moving attack** with this stack. If Zastrow and Goeben army corps are on their *has been Activated* side, or if the stack cannot perform a **moving attack** (not enough movement points), the event card is discarded without effect and the Prussian player can perform another operation.

SUPPLY CONCERNS – event must be played as soon as it is drawn, and is valid for the whole turn. All French corps suffer 1 fatigue point immediately except if they are located in a fortified town or Citadel area, or if they have a *Line of Communication*.

SUPPLY CRISIS – event must be played as soon as it is drawn. Its effect is applied at the very beginning of the recovery phase. All French stacks suffer 2 fatigue points immediately except if they are located in a fortified town or Citadel area, or if they have a *Line of Communication*.

Details on playing cards

SWARM TACTICS – event can only be played in combat. The Prussian stack suffers 1 less strength point in the combat results. French and Prussian stack suffer 1 additional fatigue point in the combat results.

TIMIDITY – event can only be played at the beginning of a French stack operation, after they select their stack, but before they reveal their card. The French stack has 1 less movement point if it is in an area connected to an area occupied by a Prussian stack. It suffers 1 fatigue point immediately if it moves.

TURCOS – event can only be played in combat when a French stack is defending. The Prussian stack suffers 1 additional strength point in the combat results.

UNRELENTING PRESSURE – all French stacks in a contested area or in an area connected to an area containing a Prussian stack suffers 1 fatigue point immediately.

UNSUPPORTED – event can only be played at the beginning of a French stack operation, after they select their stack, but before they reveal their card. The French stack cannot enter a contested area. It can, however, enter an area occupied solely by a Prussian stack.

VON BREDOW – event can only be played before a pursuit of either side if the Prussian stack has, at least, 1 strength point of cavalry. The pursuit is canceled. The Prussian stack loses 1 cavalry strength point, and the French stack suffers 3 fatigues points to be evenly distributed.



NAPOLEON

1870



SHAKOS