



1870

The War Against The Empire

Long Century
Operations
Series



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1.0 INTRODUCTION

1870: The War Against the Empire is the first in a new sub-series of games within the larger 2140 series published by Conflict Simulations LLC entitled the Longest Century Operations Series (LCOS) which cover various 19th century conflicts at an operational scale. 1870 specifically covers the first phase of the Franco-German war during the summer of 1870, where a united Germany forced the surrender of Napoleon III's Second Empire, and subsequently besieged the city of Paris until the French finally surrendered on the 28th of January 1871. This game does not cover the second Siege/Republican phase of the war, which we may decide to do as its own game or an expansion to this one in the future.

Design Note: I have chosen to use the term Franco-German war throughout the text as opposed to the more popularized Franco-Prussian war given the German staff records written immediately after the conflict were called The Franco German War, I'm the proud owner of a copy of these and they were invaluable throughout the process of design.

1.1 Background

The Franco-German war was one of the most shocking events in recent European history leading up to the first World War. Widely regarded as the most experienced, professional, well-armed and trained army in Europe, the French were devastated in a lightning quick 1-month campaign which saw the reign of the Second French Empire, the last Bonapartist regime in history, to its quick and inglorious end.

The reasons for the quick defeat were many, none of which were apparent to the majority of Europeans at the time with the notable exception of Bismarck. Bismarck masterfully manipulated a somewhat meaningless diplomatic dustup between France and Prussia over the ascension to the Spanish throne.

Spain had long since been irrele-

vant in most European affairs since 1812, and its throne was offered to a Hohenzollern Prussian prince which set the bellicose French public aflame. Napoleon III who was starting to decline in popularity responded to the diplomatic crisis with undue ire. All of that said, it seemed that war had been averted, communications were open between France and Prussia and an agreement over the throne was reached.

Nonetheless, Bismarck then edited the contents of a diplomatic cable to infer that a French representative, and therefore the glory of France, was humiliated by his Prussian counterpart. News of this alleged insult reached the French papers and the French public in turn began to demand France declare war on Prussia. It was somewhat ironic given the nationalism Napoleon III exploited in France to come to power in 1849, would also essentially be the same reason for his downfall in 1870.

France in turn sauntered across the Rhine into Saarbrücken and fought a successful, but strategically useless battle over a section of rail isolated from the French railway network. This had given Bismarck exactly what he wanted, he could now say that Prussia was the victim of French aggression and summon the remaining Germanic states to come defend Germany and take it in turn to the French. This in turn set the stage for the fall of Europe's biggest country in a little more than a month.

2.0 MAP & SCALE

Each map hex is approximately 15 miles across, each turn consists of 2 days, and each SP is approximately equal to 4-6,000 men with associated artillery and cavalry, etc.

3.0 IMPORTANT CONCEPTS

3.1 Abbreviations and Glossary

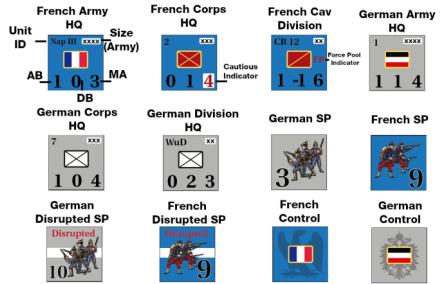
- 1d3:** One three-sided die (1-2 = 1, 3-4 = 2, 5-6 = 3)
- #d6:** Roll the listed number of six-sided dice (e.g. 1d6 = roll one six-sided die, 2d6

- = roll two six-sided dice, etc.)
- AB:** Attack Bonus
- CRM:** Combat Ratio Matrix
- DB:** Defense Bonus
- DRM:** Die Roll Modifier
- EZOC:** Enemy Zone of Control (see 3.4)
- FC:** Final Combat Score (see 8.5)
- Force:** A single friendly SP or a stack of friendly SP
- Friendly:** Units or supply sources that belong to a given player's side.
- Good Order:** A force that is neither Disrupted nor Demoralized (see 3.5)
- HQ:** Headquarters (see 3.6)
- LCOS:** *Longest Century Operations Series*
- LOC:** Line of Communication
- LP:** Loss Points
- MA:** Movement Allowance
- Markers:** The game employs several informational markers to denote special statuses or circumstances. Markers have no other effects.
- MP:** Movement Points
- Phasing:** Units that are currently activated.
- Rounding:** Whenever a fraction is generated as a result of in-game calculations it is rounded *down*, removing the remainder (*unless* specifically stated otherwise for a particular rule).
- RP:** Resource Points
- SA:** Siege Assault
- SP:** Strength Points
- SR:** Siege Rating
- WAtE:** *The War Against the Empire*
- ZOC:** Zone of Control (see 3.4)

3.2 Units

The *War Against the Empire* (WAtE) features two unit types, Strength Points (SP) and Headquarters (HQ). Each SP represents roughly 4-6,000 men with

their associated Artillery & Cavalry; the backside is the *Disrupted* side. HQ represent leaders, staff and communications, and the backside represents replacement leaders. SP have a number signifying the number of SP present and are colored either grey or blue for German or French, respectively.



3.3 Stacking

Stacking refers to having more than one unit “stacked” on top of one another in a single hex. A stack or a single unit are both referred to as a *force*. WAtE has no stacking limits, but forces can only be activated by an HQ and the number of SP activated is restricted by HQ command limits (see 3.6).

3.4 Zones of Control

Any force in *good order* (i.e. not disrupted or demoralized, see 3.6) with at least 3 SP projects a Zone of Control (ZOC) into the surrounding six adjacent hexes. A ZOC does not extend into town or fortress hexes, nor across river hexsides. An undestroyed fortress also projects a ZOC, and this *does* extend across river hexsides, but still not into other fortress or town hexes.

A ZOC affects movement and Lines of Communication (see 4.0) and German forces entering or leaving an EZOC are subject to Opportunity Chassepot Fire (see 7.1.2). If stacked with a *Cautious* HQ (see 3.6) a force must spend +1 MP to move into an Enemy ZOC (EZOC). Forces that move into an EZOC must either end movement or continue mov-

ing into the enemy hex to initiate combat (if it has sufficient remaining MP to do so). A force can move from an EZOC hex to another EZOC hex, but it may must immediately stop in the first EZOC hex it enters.

A force that retreats into an EZOC, even one occupied by a friendly force, is immediately eliminated.

3.5 Unit Status

Each SP is always at one of three levels of status; from best to worst they are - good order, disrupted and demoralized. Disruptions occur because of combat or failed force march attempts, and demoralizations occur because of combat. A disrupted SP is flipped over to its disrupted side. A demoralized SP is placed under a demoralized marker. An SP that is neither disrupted nor demoralized is in good order. For each LP absorbed (see 8.5) an SP is degraded down one level of status; a demoralized SP that degrades one step is eliminated.

Disruption and demoralization may only be removed by a rally action (see 7.3) or during the Recovery Phase (see 10.0). Disrupted units improve to good order status, while demoralized units improve to disrupted status. All of these restorative actions require a LOC (see 4.0).

3.5.1 Status effects

Disrupted SP are halved (rounded down, except for 1 SP) for combat, but count as full SP as normal for command limit determination. Disrupted SP do not project a ZOC.

Demoralized SP in a force contribute only 1 SP to combat in total, regardless of the number of demoralized SP in the force (but still count as full SP for command limit determination). Demoralized SP do not project a ZOC.

Example: a force of 9 SP, 2 in good

order, 3 disrupted, and 4 demoralized would count as 9 SP for command limit determination and 4 SP for combat and would not project a ZOC.

3.6 Headquarters

For a force to undertake an action it must be under the command of an activated HQ. There are army and corps HQ units, and divisional HQ which may be either a unit counter or intrinsic to a force (see 3.6.1).

HQ Ranks (from highest to lowest)

**** **Army**

*** **Corps**

** **Division**

An HQ has three ratings - Attack Bonus (**AB**), Defensive Bonus (**DB**), and Movement Allowance (**MA**). Bonuses can be both positive and negative. The bonuses of one army HQ and one corps HQ and any number of unit (not inherent) division has stacked together are combined into a single total.

An MA outlined in red indicates that the HQ has a **Cautious** commander and the force stacked with the HQ must spend an extra 1 Movement Point (**MP**) when moving into an EZOC.

3.6.1 Inherent Division HQ

A force of up to 3 (for the Germans) or 4 (for the French) SP without an HQ unit is considered to have an inherent division HQ once the force is activated or attacked. For the French, an inherent division HQ has AB 0, DB +1, and MA 3. A German inherent division HQ has AB 0, DB 0, and MA 4.

3.6.2 Command Limits

An activated HQ can activate a number of SP in or adjacent to its own hex up to its command limit. In addition, an HQ may activate any subordinate HQs (IE: one with a lower rank) in or adjacent

to its own hex; refer 7.0 for details of how to activate HQs and forces.

French Command Limits

- All Division HQ: 4 SP
- Corps HQ: 12 SP
- Army HQ: 16 SP

German Command Limits

- Inherent Division HQ: 3 SP
- Non-Inherent Division HQ: 4 SP
- Corps HQ: 8 SP
- Army HQ: 12 SP

3.7 Control

A player is said to control a hex if a friendly force is currently occupying it or was the last force to have moved through the hex; a ZOC is not enough to control a hex.

3.8 Resource Points

Resource Points (RP) are an abstraction of army-level artillery support, replacements and small-unit tactics. Both the German and French player receive RP each turn during the Administrative Phase (see 6.0), which they then may spend immediately or accumulate for future turns. Each side has their own RP costs and allowance. Terrain can alter the effectiveness of RP used during combat. **Important:** a force must be able to trace a LOC (see 4.0) in order to utilize RP.

3.9 Errors of Judgement During Play

For most wargamers, it is common courtesy to allow your opponent to reconfigure a move or turn if they realize a superior idea second or minutes later. It is suggested, though not explicitly required, that players allow the German player to make such corrections during play and remove the ability of the French player to do so in order to reflect their lack of preparation before the campaign.

Design Note: The French had believed that the war would be fought on German soil and so accordingly provided their commanders with maps of the German border of France. Once the campaign started, they had no appropriate maps and communication broke down constantly between forces given no internal lines of supply had been garrisoned let alone designated before the war.

4.0 LINES OF COMMUNICATION (LOC) AND SUPPLY

In order to function at full capacity, forces must trace a Line of Communication (LOC) to a friendly source of supply. A LOC represents a force receiving orders and support from its commanding forces. Units without a LOC may not rally during an activation, nor recover one level in status during the Recovery Phase, cannot use RP, and are penalized in combat. The LOC is traced at the time it needs to be determined.

4.1 Tracing a LOC

A LOC is a path of 1 or 2 adjacent hexes unobstructed by the presence of enemy forces or their ZOC (unless the hex is occupied by at least 3 friendly SP in good order) to either a friendly supply source or a friendly supply depot or a friendly controlled rail hex. A supply depot is simply 1 or more SP in good order that can in turn trace a LOC to a friendly supply source or a friendly supply depot or a friendly controlled rail hex (so a chain of friendly SP can create a supply line), but must ultimately end at a friendly supply source. The friendly controlled rail hex must be able to trace a LOC to a friendly supply source. It is assessed the same as a normal LOC, except it must only use contiguous rail hexes (IE: once tracing a LOC along a rail line you cannot come off it), but of unlimited length, and must not pass through enemy controlled towns or fortresses (unless occupied by at least 3 friendly SP in good order).

4.2 Friendly Sources of Supply

Friendly sources of supply for the French are friendly controlled, undestroyed, unbesieged French fortresses, plus the west and south edges of the map. Friendly sources of supply for the Germans are friendly controlled, undestroyed, unbesieged German fortresses plus the east edge of the map.

5.0 GAME TURN SEQUENCE OF PLAY

1. **Administrative Phase (6.0)**
2. **Action Phase (7.0)**
 - i. Initiative Determination
 - ii. Activate Force or Pass
 - a. Move (including March At tack)
 - b. Forced March
 - c. Rally
 - d. Planned Attack
 - iii. If both players pass in succes sion, go to step 3.
 - iv. If units remain to be activated return to step 2i.
3. **Siege Phase (9.0)**
4. **Recovery Phase (10.0)**

6.0 ADMINISTRATIVE PHASE

During the Administrative Phase, players receive RP and may choose to spend them for mobilization or save them either for the Action Phase (usually for combat) or for future turns. RP are tracked on the General Records Track using the RP markers included in the counter mix.

6.1 RP Collection

At the start of the Administra- tion Phase, the French player receives 10 RP and the German player receives 14 RP. Each player may accumulate a maxi- mum of 99 RP (*though doing so would be essentially pointless*).

6.2 Mobilization

Mobilization refers to building SP or HQs and placing them on map. To mobilize 1 SP costs the French 2 RP and the Germans 1 RP, and 1 HQ costs 5 RP

for both sides.

Mobilized units may be placed in any friendly controlled, unbesieged fortress hex that is in a given side's home country and can trace a LOC (it cannot count itself as a source of supply) and is a sufficient distance (see below) from enemy units. Mobilized German units also may be placed on any friendly controlled town hex that can trace a LOC. The French may mobilize 1 SP per eligible hex while the Germans may mobilize 2 SP per eligible hex. In addition, both sides may mobilize 1 HQ per eligible hex.

Mobilized French units must be placed at least 3 hexes from any non-Demoralized enemy units, while German units may not be mobilized adjacent to non-Demoralized enemy units.

7.0 ACTION PHASE

The Action Phase is the heart of the game where players get to move and fight with their forces. First, players determine who has the initiative by each rolling a die, with the higher result getting to choose first what HQ or force to activate, or they may elect to pass and let their opponent go first. Ties are awarded to the German player. Each activated force may choose one of four actions. After a player finishes the activation (or multiple connected activa- tions if using an HQ – see below), the players again roll dice to determine the initiative and players repeat this process until both players pass or all forces on the board have activated. Activated units may be rotated to keep track of which forces have activated - no HQ or force may activate more than once in a turn.

A player may activate an HQ or a force. An activated HQ may activate any SP in or adjacent to its own hex up to a maximum of its command limit. An HQ can also activate subordinate HQs in or adjacent to its own hex, and this sub- ordinate HQ can, in turn, activate a force

or subordinate HQ. Once a subordinate HQ is activated, it must complete its activation before the parent HQ undertakes further activations. In this way activating an HQ can create a chain of connected activations. Once an HQ has undertaken an action itself (e.g. move) its activation ceases and it cannot activate any more forces or has (*so an HQ that wants to activate a number of other forces or HQs needs to do its own action last*). Important: an inherent division HQ cannot be activated as it does not come into existence until a force without an HQ unit is activated (or attacked).

Example: a German army HQ is stacked with 10 SP and in an adjacent hex is a corps HQ with 7 SP, and adjacent to that is a hex with 4 SP. The German player activates the army HQ, which activates a force of 3 SP in its own hex, which moves away. The army HQ then activates the adjacent corps HQ, and the army HQ must temporarily pause its activation while the corps completes its activation. The corps HQ activates a force of 3 SP in the adjacent hex (leaving 1 SP in that hex inactivated), and moves this force away, commanded by the newly created, temporary inherent division HQ. The corps HQ then activates a force of 2 SP in its own hex and this force moves away under its newly created, temporary inherent division HQ. With its remaining command limit (total 8 SP) the corps HQ activates 3 SP in its hex and moves away with that force (leaving 2 SP in that hex). The corps HQ activation is now complete, and the army HQ can continue its activation. It activates the remaining 2 SP in the hex the corps HQ moved away from and that force moves away under its newly created, temporary inherent division HQ. The army HQ then activates the remaining 7 SP in its own hex and moves away, this completing its activation, and the French player will now undertake an activation. Note that all the German SP and HQ involved in the activation are finished for the turn, except for the unactivated 1 SP, which may be activated in a later action phase.

7.1 March

When activated for a March action, a force may move up to the MA of the HQ leading the force. The MA is reduced by MP for each adjacent hex entered adjusted by the terrain cost of the hex being moved into and hexside crossed, and the force must stop when its MA is reduced to 0 (or it can choose to do so before that).

Marching forces may initiate a March Combat if, while adjacent to an enemy force during movement, they have sufficient MA remaining to enter the enemy-occupied hex.

Phasing German HQ (only) may “pick up” friendly SP as they move by spending +1 MP in the same hex as the friendly SP. SP that joins phasing forces in this way are considered to have spent the same number of MP as the original phasing force, as well as taking on any conditions currently inflicted on the majority of the force.

For the French, it **costs +1 MP** to move into, or leave, a hex that already has a friendly force.

A German force activated to March may instead decide during its activation to instead Force March, as long as it has not already violated the requirements to be able to Force March (see 7.2).

7.1.1 March Combat

A March Combat is an attack performed during movement as opposed to a Planned Attack. The main differences are that the attacking force initially halves its SP (in addition to any other modifiers from combat - see 8.0 for combat procedure), only one force can attack, the attacking force enters the defending force’s hex, and the active force may continue moving if it was the winner of the combat, the defender vacated the hex, and it has MP remaining. Any demoralized SP must be left behind in

the combat hex, however.

7.1.2 Opportunity Chassepot Fire

Whenever a German force moves (not a retreat or AAC) into or out of a hex that is adjacent to a French force, the French player may interrupt the German player and perform Opportunity Chassepot Fire against the moving German force.

The French player totals the number of all SP (which may be in more than one hex) firing at the adjacent German force, references the Chassepot Fire Table (CFT) adjusts for the terrain of the hex the German force is in and rolls two six-sided dice, reading the result as a number from 11-66. Firing at German forces in clear terrain or while occupying a French Fortress hex grant the French one column shift to the right on the CFT, while firing into a Mountain hex or German Fortress results in a one column shift to the left.

The result is the number of LP the German force suffers. LP are absorbed by degrading the status of 1 SP by 1 step for each 1 LP; i.e.: good order to disrupted to demoralized to eliminated. If the force is completely eliminated, then any remaining unabsorbed LP are disregarded. On a roll of 64-66 the German player must also do an HQ casualty check (see 8.5.1).

7.1.3 French Rail Movement

A force that spends 1 MP when on a friendly controlled rail hex outside of an EZOC may entrain and use Rail Movement. For the French a maximum of 3 SP may use Rail Movement each turn. The French player must also spend 1 RP for each SP that entrains. After a force is entrained, it may spend 1 MP to move an unlimited distance along friendly controlled rail hexes but must not enter an EZOC. A force spends 1 MP to detrain. Forces that are attacked while entrained are initially halved in combat

(in addition to any other modifiers from combat). German forces may only use Rail Movement inside Germany. HQs using Rail Movement do not cost 1 RP and do not count towards the 3 SP limit on French Rail Movement.

7.2 Forced March

A force may perform a Forced March if all of its SP are in good order, and it is not in an EZOC and does not enter an EZOC while Force Marching.

Before it moves a French force must first identify the hex it wishes to reach along with the number of additional MP (1-3) it needs. The force moves to the objective hex, and rolls 2d6 and increases the sum by the number of additional MP. If the modified sum is greater than 7, then the whole force is disrupted, otherwise it arrives in good order.

A German force decides the number of additional MP (1-3) it wishes to gain and then rolls 2d6 and increases the sum by the number of additional MP. If the modified sum is greater than 7, then the whole force is disrupted, otherwise it remains in good order. The German force may then force march with the additional MP, freely choosing where to go.

Important: A German force activated to March may instead decide during its activation to instead Force March, as long as it has not already violated the requirements to be able to Force March.

7.3 Rallying

A force may be activated to Rally, which improves its status from disrupted or demoralized. To Rally a force must not be in an EZOC and must be able to trace a LOC. A demoralized force will Rally to disrupted and a disrupted force will Rally to good order. It costs 1 RP for each force rallied.

7.4 Planned Attack

A Planned Attack may only be initiated if an activated HQ (not an intrinsic division HQ) is in one of the hexes attacking the adjacent enemy force. The French player may only launch Planned Attacks from two hexes that must be adjacent to each other and to the defender's hex, while the Germans may launch Planned Attacks from any three hexes that are adjacent to the defender's hex.

8.0 Combat

Combat is a multi-step procedure which involves both players calculating the modified SP values for their forces, determining DRMs, choosing whether or not to commit Artillery Fire (which allows players to re-roll one die), and finally each rolling 2d6 which is modified by their respective DRM. The results of combat are then determined.

Combat Sequence

1. Cavalry Retreat Before Combat
2. Check LOCs and determine modified SP totals
3. Calculate DRMs
4. Commit Artillery (Defender chooses first)
5. Resolve Combat and Apply Results
6. Advance After Combat

8.1 Cavalry Retreat Before Combat

Defending cavalry divisions may freely retreat 1-2 hexes if the attacking force has no cavalry. If the attacking force has cavalry, defending cavalry must roll 5-6 on 1d6 to be able to retreat, otherwise they must participate in the upcoming combat.

8.2 Determine SP total

If this is a March Combat, the SP of the attacking force is halved (round down). If the defending force is entrained, its SP is halved (round down).

Both players then determine if

all involved forces can trace a LOC. Forces without a LOC may not commit artillery and must halve their SP (so a March Combat force without a LOC would be halved twice; e.g. a force with 13 SP would have 3 SP for combat). Attacking forces without a LOC may not Advance After Combat. **Exception:** Cavalry does not need to trace a LOC for combat as it is considered always to be in combat supply.

A force defending in an undestroyed, friendly fortress hex adds the SR of the fortress to its total SP for the purposes of combat.

8.3 Combat DRMs

Each player calculates the ratio of their total SP to the total SP of the other side, ignoring any remainder. On the Combat Ratio Matrix (CRM) table cross-index the ratio with the terrain in the defending hex and determine the appropriate DRM for each player. *Example, a force with total SP of 19 attacks a defending force of 6 SP in clear terrain. The attacker has a 3:1 ratio and receives a DRM of +3 while the defender (at a ratio of 1:3) receives a DRM of -3.*

Each side will also receive DRMs from involved HQs, the attacker summing applicable ABs and the defender summing applicable DBs (see 3.6 to determine applicable), to arrive at the HQ DRM, which is added to the CRM DRM to calculate the final combat DRM (players may choose to take note of the final combat DRM by using the optional DRM markers on the General Records Track).

8.4 Artillery Commitment

Starting with the defending force, each player chooses whether or not to commit artillery to the upcoming attack. Only if a force involved in the combat can trace a LOC can artillery be committed. Committing artillery allows a player to re-roll one of their own dice after rolling for combat. The player does

not have to re-roll but if a die is re-rolled then the new result must be used (IE: the player cannot choose between the two rolls).

When committing artillery the French must expend RP equal to the total SP of French forces participating in combat, while the Germans expend RP equal to half (rounded up) the total SP of German forces participating (e.g. 11 SP would require 11 RP to commit artillery for the French while 11 SP would require 6 RP in order to commit Artillery for the Germans). The RP is spent regardless of whether a die is rerolled or not.

8.5 Resolving Combat and Applying Results

Each player rolls 2d6 which is modified by their own final combat DRM to arrive at a final combat score (FCS). The winner of the combat is the side with the higher FCS, and the difference between the two FCS is called the **Spread**. On a tie the German force is considered the winner.

The loser suffers Loss Points (LP) equal to the Spread. Half (rounded down) of the LP are initially absorbed by eliminating SP on a 1:1 basis (if the Spread is 0 or 1 the loser eliminates 1 SP). The remaining LP are then absorbed by degrading the status of 1 SP by 1 step for each 1 LP; IE: good order to disrupted to demoralized to eliminated. If the loser's force(s) is (are) completely eliminated, then any remaining unabsorbed LP are disregarded. The winner must absorb half (rounded down) of the Spread as LP, but all LP are applied as status degradation only (i.e.: the winner does not have to absorb the initial SP loss like the defender does).

Example, the loser of a combat suffers 7 LP - it must take 3 SP losses and then absorb another 4 LP, which it could do by, say, disrupting 2 SP in good order and eliminating 1 SP that was already disrupted. The winner of the combat must absorb 3 LP

and if all SP are in good order, it could decide to disrupt 3 SP, or eliminate 1 SP, or disrupt 1 SP and demoralize 1 SP, or any similar combination.

8.5.1 HQ Casualties

If a player rolls doubles on their 2d6 they must check to see if any HQs involved in the combat suffer casualties. Roll 1d6 for each friendly HQ; on a result of 1 or 2, the HQ is removed from the map. If a 1 was rolled, flip to its replacement side (leave on that side if already flipped), and if a 2 was rolled leave the HQ unchanged. Place it on the game turn track to re-enter in 1d3 turns. It returns to the map like a replacement but without the RP expenditure.

Napoleon III is a special army HQ unit in that he has no replacement side. The first time Napoleon III suffers an HQ casualty of any kind (i.e.: a 1 or a 2), he is wounded and is removed from the game for 1d3 turns, returning on his reverse side like a replacement. If he suffers another HQ casualty, the **French Player immediately loses the game**.

8.6 Retreat

The loser of combat must retreat all forces involved in the combat 1 or 2 hexes towards a source of supply; exception, a force inside a fortresses never has to retreat – only SP equal the fortress Siege Rating (SR) are considered to be inside the fortress, remaining SP must retreat. A force that retreats into a hex that is enemy occupied or has an EZOC and is unoccupied (a friendly force cancels the EZOC for retreat purpose) is eliminated. The EZOC of the attacking or defending force in a March Attack is disregarded for this purpose. A force which retreats across a river hexside must absorb 1d6.

8.7 Advance After Combat

After a combat where the defender has vacated the combat hex, in a Planned Attack the winner may move advance into the combat hex with any units which supported the combat ignoring enemy EZOC and MP expenditure. In a March Attack, the winner may be able to continue moving (see 7.1.1).

The Defender may never advance after combat, nor may attacking forces without a LOC or any demoralized SP.

9.0 SIEGE PHASE

During the Siege Phase, determine whether enemy fortress hexes occupied by friendly forces are under siege; IE: a ratio of 2:1 friendly SP against the fortress SR plus any enemy SP inside the fortress. A fortress may contain a garrison of SP equal to its SR.

For each fortress under siege make a Siege Assault (SA) roll against the fortress SR. A SA roll is a 1d6 plus DRMs, and if it is higher than the SR the enemy fortress is destroyed, and any enemy garrison SP are eliminated. Once destroyed, the hex ceases to have a fortress in it and instead just has the other terrain in the hex.

If the fortress is not under siege, but the friendly force has a ratio of at least 1:1 then the hex is counted as friendly for the purposes of tracing a LOC.

9.1 SA DRMs

The following DRM correspond to a ratio of the number of friendly SP occupying an enemy fortress hex relative to the SR of the enemy fortress plus any enemy garrison SP.

- **2:1** – Siege Assault roll, no DRM.

- **3:1** – Siege Assault roll, +1 DRM.
- **4:1** – Siege Assault roll, +2 DRM.
- **5:1** – Siege Assault roll, +3 DRM
- German Army HQ in the assaulting force grants an additional +1 DRM

10.0 RECOVERY PHASE

After the Siege Phase is resolved, all forces on the map may recover 1 level of status if they have a LOC and are not in an EZOC. To recover 1 level of status, 1 RP is spent per friendly force recovered, regardless of the SP involved.

11.0 VICTORY

Victory is determined through Victory Points (VP), which is an abstract representation of the national morale of the Second Empire. The French add VP while the Germans subtract VP. Players earn VP according to the following schedule:

- **German Towns:** Add +1 VP the instant the French control a German town hex. Deduct -1 VP back if the German retake control of a town.
- **German Fortresses:** Add +2 VP German fortress destroyed.
- **French Fortresses:** Deduct -1 VP for each French fortress with a SR of 3 or 4 that is destroyed. Deduct -2 VP for each French fortress with a SR of 5 or 6 that is destroyed.
- **French Towns:** Add +1 VP the instant the Germans control a French town hex. Deduct -1 VP back if the French retake control of a town.
- **Major Battle:** The winner of any combat where the combined total of opposing SP is 16 or higher, earns 1 VP at the conclusion of that combat.

- **Casualties:** Add +1 VP for every 2 German SP eliminated in combat and deduct -1 VP for every 3 French SP eliminated. This VP award is awarded at the conclusion of each battle, remainders are ignored.

Major French Political Victory:

The French automatically win the game under any one of these conditions:

- At any point the French control Saarbrücken, Landau, Rastadt, and Freiburg along with all the French towns and fortresses on the German border, *and* successfully exit 2 full-size corps forces (i.e.: each one consists of a corps HQ and 8 SP) off the southeastern edge of the board via the railway.
- If a German army HQs is eliminated (IE: it is a casualty and is flipped as per 8.5.1).
- The VP marker reaches 20.

Major German Political Victory

The Germans automatically win the game under these conditions:

- At any point the Germans control Verdun, Metz and Paris.
- If Napoleon III is eliminated (see 8.5.1).
- The VP marker reaches 0.

12.0 OPTIONAL RULES

These rules may be used at the mutual agreement of the players in the interest of balance and/or realism.

12.1 French Civilian Resistance (Pro-French)

For German forces, there is an additional +1 MP cost to move into a French town or fortress hex.

12.2 Fog of War (Pro-German)

Normally, players may inspect each other's forces with no restriction. This rule abstracts the effect of German cavalry tactics which were more suited towards reconnaissance than on shock like the French Cavalry. When using this rule, the French player may only inspect adjacent German forces, while the German player may inspect French forces up to two hexes away.

12.3 Mitrailleuse Fire (Pro-French)

Whenever rolling on the CFT, a result of doubles (other than 11) will allow the French force to make an extra CFT roll. However, if the result of any CFT roll is 11-13, 1 SP in the French force is disrupted representing issues in operating the Mitrailleuse.

12.4 Bridges (Neutral)

WATe features no bridges as their effects and the blowing of bridges are considered below the scale of the game and baked into the MAs of all the different HQs and forces. That said, bridges were often a central focus of many operations throughout the actual campaign. Therefore, at the players' mutual discretion, forces using rail hexes that cross over river hexsides use the terrain cost of the hex being moved into and no additional +1 MP penalty.

13.0 HISTORIC SETUP

The French Player sets up first followed by the German player. The VP marker starts at 11.

13.1 French Setup (Units: Hex)

Starting RP: 25

Force Pool: 12 CR, 13 CR

1 Corps, 3 SP: 2608

3 SP: 2609 (Strasbourg)

3 SP: 2607 (Woerth)

3 SP: 2707 (Wissembourg)

II Corps, 10 SP: 2306 (Saarbrücken)

III Corps, 12 SP: 2206 (Forbach)

IV Corps, 12 SP: 2205

V Corps, SP 6: 2507 (Bitche)

3 SP: 2406

3 SP: 2407

VI Corps, 12 SP: 2207

VII Corps, 6 SP: 2514 (Mulhouse)

3 SP: 2513

3 SP: 2314

Napoleon III, IG, 28 SP: East of the Moselle in and adjacent to hex 2107(Metz).

13.2 German Setup

Starting RP: 35

Force Pool: I Corps, 1 CD, 4th Army.

1st Army, 12 SP, I Corps, 8 SP VII Corps, 8 SP, VIII Corps, 8 SP: in and adjacent to hex 2304.

2nd Army, 12 SP, III Corps, 8 SP, IV Corps, 8 SP Gd Corps, 8 SP, IX Corps, 8 SP X Corps 8 SP, XII S Corps, 8 SP, 5 CD, 4 SP, 6 CD, 4 SP: Inside Germany within 2 hexes of hex 2504 (Kaiserslautern).

3rd Army, 12 SP, V Corps, 8 SP, XI Corps, 8 SP, IB Corps, 8 SP, IIB Corps, 8 SP, Wud, 4 SP, Baden, 4 SP, 4CD, 4SP: Inside Germany in or adjacent to Freiburg.

13.3 First Turn Special Rules

The first turn takes place with the French already having sauntered into Saarbrücken and quite clearly in danger of being encircled. On the first turn of the game, the French player takes the first activation and players roll for initiative after the first activation.

14.0 FREE SETUP

This option assumes that the

French had stuck to their original plan of a defensive war staged much like the confederacy during the ACW. The German player first sets up as they please inside of Germany, followed by the French player in France. Players roll for initiative at the start of the game instead of giving the German player two free activations.

15.0 DESIGN NOTES

I'm not sure if this comes through or not in these rules but the early period of the Franco-German war is a subject I am particularly fascinated by. Starting with the first Risorgimento and the Crimean War in particular, the development of war making technology was far outpacing the development of tactics and doctrine. I remember it being speculated somewhere that perhaps one of the reasons that US General McClellan was so reluctant to commit to a major attack against an heavily entrenched force of whose size he was unsure of, was a direct result of being an observer at the battle of Alma on the Allied side, being a direct witness to the increasing deadliness of defensive firepower and the suicidal charge of the Light Brigade. Watching a number of Allied formations render themselves combat ineffective in numerous frontal charges could have absolutely informed his decision not to engage the confederacy throughout the early phase of the ACW, much to Lincoln's great agitation.

The Franco-German war was another such example in the increasing carnage of modern warfare and the stubborn reluctance to evolve better tactics persisted until the later phase of WWI. Casualties within the first month of the Great War were astronomical as both sides were prone to still charging in the open in the face of improved rifles, artillery, and early machine guns. Both sides had different advantages in technology and relative combat experience, but Germany had the decisive tactical advantage due to their development of Auftragstaktik loosely translated as Mission Tactics/Mission Command in English. Mission Tactics enabled the German forces a level of flexibility which deci-

sively allowed them to hold the initiative throughout the campaign and force the French to react.

While at a numerical disadvantage, the French were not in a hopeless situation on paper, but their inability to change plans quickly and their unwillingness to allow initiative on the part of subordinate commanders (especially at the Division level) rendered them hopeless regardless. The French Chassepot was a far superior rifle to the German Dryse Needlegun and the early if crude and ham-handed early machine guns provided a terrifying form of fire-support against German infantry, but both of those advantages were rendered totally useless thanks to improved Prussian artillery and a flexible operational doctrine.

Ironically, in world war 1, the French army ended up showing more flexibility in canceling Plan 17 after it was clear it was a disaster whereas the Germans stuck with the Schlieffen plan even after it was quite clear it wouldn't work without all the forces originally assigned to the right wing of the German Army, nor the added flexibility for maneuver that invading the Netherlands would have provided. It should have been quite clear to German commanders that once they ran into trouble Belgium that they needed to switch plans, but their slavish adherence to the train schedules and years of plotting made them unable to be flexible enough to change their strategic goals to something more viable than the outright capture of Paris.

The French also took away some backwards lessons from the Franco-German war that undoubtedly led to the quarter million French casualties suffered during the first two weeks of the Great War. The French invasion of Alsace Lorraine was an epic debacle which featured brightly clad Frenchmen charging entrenched German MG positions in the open with the intent to bayonet the Germans, deciding that rifles were relatively useless after the Franco-German war compared to that of the natural Elan of the French soldier, right. Ultimately at a strate-

gic level, the French absorbed the lessons that saved Paris in 1914 while Germany found themselves locked into a strategy that was no longer operationally feasible.

Finally, I want to make two quick remarks about some design choices for the game. Like I alluded to in the introduction, I opted to name the game for the Franco-German war rather than the more popular "Franco-Prussian war" because not all of the units which participated were Prussian, and Bismarck essentially instigated the whole conflict for the purpose of uniting Germany under Prussian rule. Players will notice that while the French have several bits of chrome meant to be representative of the capabilities and limitations, the Prussians are designed incorporating improvements in organization within the base procedures of the game, rather than add more chrome only slowing down the game further.

1870: The War Against The Empire

A Game by Ray Weiss

Developed by Matt Ward

Map Art and Consulting by Ilya Kudriashov

Counter Art by Ray Weiss

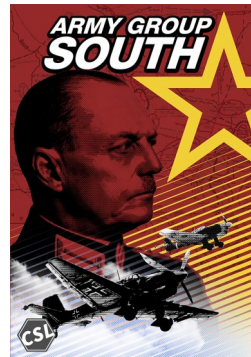
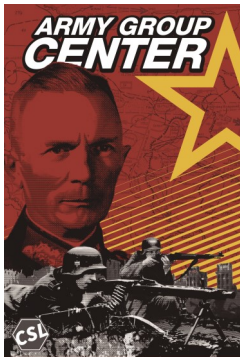
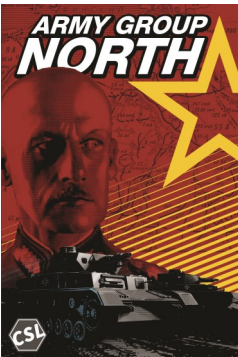
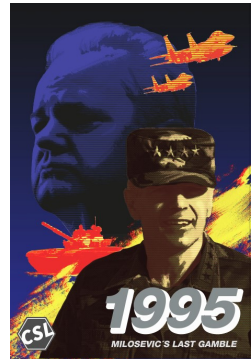
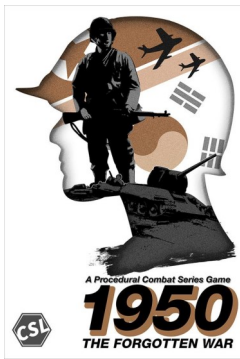
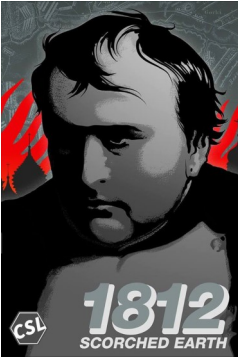
Box Art by Ivan Caceres

Manual Layout by Trevor Henderson

Playtesting and Editing by Matt Ward,
Nick Wade, and Ray Weiss

Vassal Mod by John Edwards

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