MÜNCHENGRÄTZ – GITSCHIN 1866
THE GREAT BATTLES IN THE ERA OF NAPOLEON III

These modules on the Bohemian campaign of the Austro-Prussian war in 1866 are the continuation of the series *The Great Battles in the Era of Napoleon III* which uses the same mechanisms to reproduce various battles from the period 1854-1870 (the previous battles can be found in *VaeVictis* 157 : *Nachod and Skalitz 1886* and *VaeVictis* 165 : *Trautenau and Soor 1866*). This system was developed by Luc Olivier and I am grateful to him for letting me use it for this series on 1866. He took advantage of the rewriting of the rules for the republication of *Solférino* in *Battles Magazine* (a big thank you to them for allowing me to use them). The game requires a six-sided die (1d6) and an opaque container (such as a mug).

Except for the module on the battle of Sadowa, the game scale is smaller in this series (at the scale of the regiment). We have introduced some new aspects, notably regarding the stacking of light infantry troops (jägers). They are indicated by a ⊶.

The modifications of the previous game (*Trautenau and Soor 1866 - VaeVictis* 165) are underlined.

***Game notes**: the rules were inspired by the teachings of Ardant du Picq, a French officer and theorist of the period, who considered that fire alone could not guarantee victory and that the enemy had to be defeated by breaking their morale and through vigorous assaults that did not lead to hand-to-hand combats: either the assault fails or the enemy flees beforehand.*

1 - OVERVIEW

1.1 - SCALES

A game turn represents one hour of real time. The night turns are indicated in dark blue.

A hexagon represents approximately 800 metres.

One elevation level represents approximately 50 metres.

A steep slope corresponds to a difference of at least two levels between two adjacent hexagons.

A ravine corresponds to two hexagons of the same level separated by a hexagon side of a lower level.

The units are regiments (and sometimes battalions); 1 combat point represents approximately 700-800 fantassins or 500-600 cavaliers.

1.2 - TYPES OF COUNTERS

1.2.1 - Commanders-in-chief

These counters have several numbers. The first is their reaction value, the second their initiative value, and the third number their movement capacity (expressed in Movement points, MP). A Roman numeral indicates the corps commanded by this commander.

1.2.2 - Formation commanders

They command brigades in the case of the Austrians and divisions (or brigades) in the case of the Prussians. Their counters indicate a command value, combat bonus and movement capacity. A Roman numeral indicates the formation's parent corps.

1.2.3 - Combat units

A counter is characterised by its denomination and its parent unit (coloured band) for the drawing of markers.

Exception: the centralised units for the entire corps have no coloured band and are called independent units.

Light infantry units are identified by a **horn** symbol.

Units have three values: **combat, morale** (which also represents the number of step losses a unit may suffer) and **movement**.

The cavalry units with a **star** next to their combat value are heavy units.

For the artillery units, a fourth number indicates the unit's **range** in hexagons.

The *disorganised* combat units are flipped over to their back side.

1.2.4 - Activation markers

The formation markers are drawn at random and allow the activation of formations. At the start of each turn, players have available both the markers of the formations already present on the map and those arriving as reinforcements that turn.

⊶ 1.3 - ROUNDING

All fractions are rounded up to the next whole

number unless indicated otherwise.
Exception : 0,5 is rounded to 0.

2 - MORALE TEST

When a morale test is required, the player rolls **1d6**. If the result is **6 or more**, the test is successful. If it is less **than 6**, it is a failure.

- Les modificateurs au test de moral sont :

+ moral The morale test modifiers are :
+morale of the unit.
+1 if the unit occupies a terrain with level 2 protection or more.
+1 if the unit is stacked with its formation commander or the Commander in Chief.
+1 for a unit of the Prussian Guard.
+1 for a unit of light troops in a town, village or wood.
+1 for a unit of Austrian artillery.
-1 for each step loss.
-1 if an enemy is present on the unit's flank, even without attacking.
-1 if the unit is out of command.
-1 if its formation is demoralised.

And for the rally tests only

+ 1 if the formation commander or Commander in chief is adjacent.
-1 if the unit is within range and in the line of sight of the enemy artillery.

3 - STACKING

Units from the two different sides cannot be in the same hexagon at the same time.

- Each player may stack up to two infantry units (including light troops) or two artillery units or three cavalry units in a hexagon.

It is possible in these stacks to replace a single unit with an artillery unit. Moreover, it is possible to add any number of light troops units without exceeding a total of three stacked units in the same hexagon.

Exception in a town/village hexagon : there can only be one infantry **or** two cavalry units **or** one artillery unit to which may be added light troops units (respecting the 3 unit maximum per hex).

Stacking rules are not taken into account **until the end** of a unit's movement (i.e. a unit may cross a hexagon that already contains friendly units).

Commanders do not count for stacking.

4 – FACING

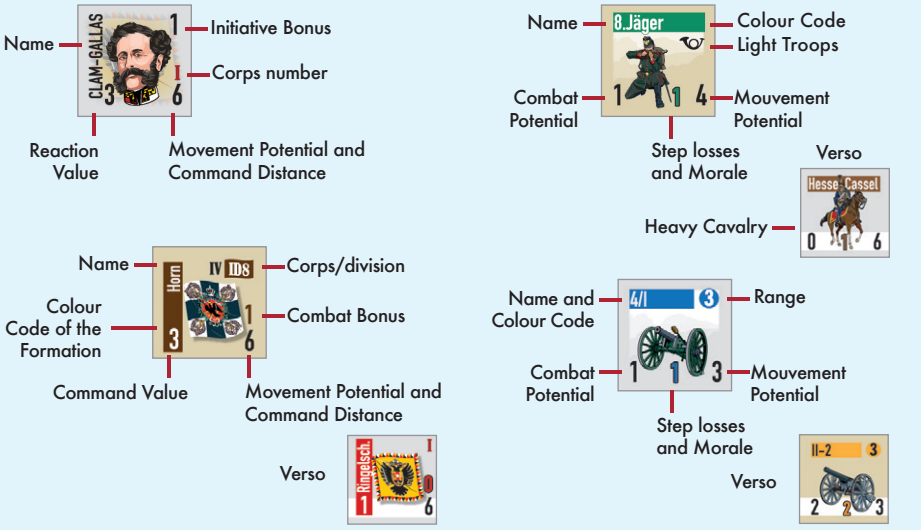
Each combat unit must be oriented toward a hexagon side.

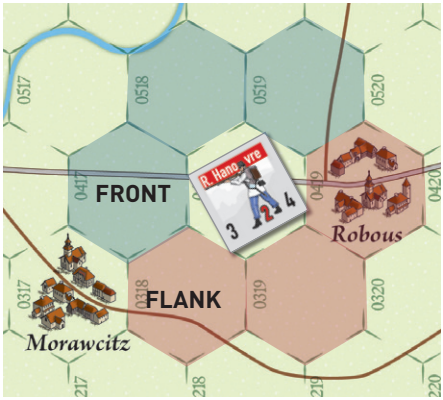
The three hexes facing the unit are its front hexes ; the three others are its flank hexes.

Exception : A non-artillery unit in a village or a town does not need to be oriented. The six hexes that surround it are all front hexes.

Units stacked in the same hexagon must have the same facing, artillery included.

DESCRIPTION OF COUNTERS





A unit may change facing as often as desired and at any time during its movement.
A unit may change facing during an advance or a retreat after combat.
An artillery unit may change its facing by one hex side before firing a barrage, **but not before** carrying out defensive fire. If the artillery unit is stacked with other units, they must also change facing.

5 - ZONE OF CONTROL

Every combat unit exerts a zone of control (ZoC) in its front hex.
A unit **does not** project a ZoC across a terrain toward which it may not go **or** across a steep slope in the upward direction only

5.1 - PROPERTIES OF ZOC

A unit that enters an enemy ZoC stops its movement.
It is prohibited to go directly from one enemy ZoC to another enemy ZoC during its movement phase.
Leaving an enemy ZoC costs half the movement points of a unit that is in command and not disorganised in addition to the cost of access to the hexagon and all the movement points for a unit that is out of command and disorganised.
Disorganised cavalry cannot enter an enemy zone of control. Other types of units can.
A ZoC cuts lines of command (see 7.2 and 9.1.2) unless the hex is occupied by a friendly unit.
A unit that retreats after combat to an enemy ZoC containing no friendly units suffers a step loss.

5.2 - PROPERTIES OF THE FLANKS

The three flank hexagons of an enemy unit exert no ZoC, do not prohibit movement **and** a unit that retreats to a flank hex. of an enemy unit after a combat result suffers no penalty.

6 - SEQUENCE OF PLAY

The battles are played in a fixed number of turns, defined by the scenario. Each game turn includes several phases. The turn ends at the end of the Rally Phase and the Turn Marker is moved forward one space.

A - Command phase (see 7)
- Move the commanders in chief
- Check lines of command to the Commander in Chief
- Initiative (see 8)

B - Operations phase (see 9)

Players activate the formations one after another, following the activation sequence below :
- Activate the formation commander
- Check unit command status
- Artillery unit(s) barrage fire
- Move units (including artillery units that have fired)
- Combat

The operations phase finishes when all the activation markers have been drawn.

C - Rally phase

7 - COMMAND PHASE

7.1 - MOVEMENT OF THE COMMANDERS IN CHIEF

The commanders in chief present on the map may move, beginning with the Prussians. This is the only moment in the turn when they may move.
To be able to move, a Commander in Chief must pass a reaction test. The player rolls **1d6** and **adds**

the Reaction Value of the Commander in Chief.
If the result is **6 or more**, he may move. Otherwise, he remains where he is.
Exception 1 : if the Commander in Chief is 3 hexagons or fewer from an enemy unit, he may move automatically without taking a reaction test.
Exception 2: if the Commander in Chief enters as reinforcement, he may move automatically without taking a reaction test.
A Commander in Chief may move 6 cavalry movement points. He cannot enter a hex adjacent to an enemy unit unless the hex is occupied by a friendly unit. At the end of his movement, the commander in chief is turned over to his activated side (back).

7.2 - CHECK LINES OF COMMAND TO FORMATION COMMANDERS

To be able to direct a Formation Commander, the Commander in Chief must be able to trace a line of command (LoC) of 6 cavalry movement points to him.
This LoC may not pass through an enemy ZoC unless the hex is occupied by a friendly unit.
If a Formation Commander cannot be reached by a LoC, an Out of Command (OOC) marker is placed on his counter and his whole formation is considered *Out of Command*.
If there are several commanders in chief from the same side in a battle, each one only commands the formations that are affiliated with him on the order of battle.

8 - INITIATIVE

Each player rolls **1d6** and **adds** to the result the **initiative bonus** of his Commander in Chief. The player with the higher result wins the initiative for the turn. In the case of a tie, the Prussian has the initiative.
The play who has won the initiative chooses a Formation marker from those available (see 1.2.4). This formation will act first during the operations phase. All the remaining markers are placed in an opaque container.
If one side has no Commander in Chief, the initiative goes to the other side.
If neither side has a Commander in Chief, all the markers are returned to the container: neither player has the initiative

If there are several commanders in chief from one side during a battle, the player rolls **1d6** for each Commander in Chief present, modifies the number by his initiative, and takes the best result. If he wins the initiative for the turn, only one formation of this Commander in Chief may be chosen to be activated first.

9 - OPERATIONS PHASE

Formations act in turn. The first to act is the one chosen during the initiative phase.
Once it has completed its operations, the players choose a formation marker at random from the opaque container to determine the next formation to be activated. The players continue in this way until all the formation markers have been drawn, then they move on to the rally phase.
When a formation is activated, the player follows the sequence outlined below:

Activation phase
- Activate commander
- Check units' command status
- Barrage fire by artillery units
- Move units (including the artillery units that have fired)
- Combat.

9.1 - COMMANDER ACTIVATION AND CHECKING UNITS' COMMAND STATUS

9.1.1 - Commander Activation

If the Formation Commander is commanded by his Commander in Chief, the commander is automatically activated.
If the commander is under an OOC marker, he must take an activation test. The player rolls **1d6** and adds the formation commander's command value. If the result is **6 or more**, the formation may act normally and the OOC marker is removed from the commander. Otherwise, the formation remains out of command, all its units are out of command and the commander **may not move** during the movement phase.

9.1.2 - Command of the units

A unit is in command if it can trace a LoC of **6 cavalry MP**, not passing through an enemy ZoC unless that hex is occupied by a friendly unit, to its Formation commander - providing the latter does not have an OOC marker.
A unit that cannot trace this line is out of command.

9.1.3 - Independent Units

Independent units have no formation commander.

➺ An independent unit can only be activated once per turn and during the activation of any formation.

An independent unit is in command if it has a LoC with the activated formation commander or the Commander in Chief.

9.1.4 - Out of command units

A Commander in chief may directly command, for the entire turn, a number of units out of their own Formation Commander's command, **equal** to his reaction value (independent units are included in this limit). These units must be in command range of the Commander in chief (**6 cavalry MP**). These units are considered to be in command and act as such once their formation is activated.

➺ If there are several commanders in chief from the same side during a battle, each Commander in Chief only commands the troops that are assigned to him on the order of battle.

An out of command unit cannot enter an Enemy ZoC. It can only move half of its movement potential – while trying to get closer to and without moving away from its formation commander.

An uncommanded artillery unit may always perform barrage fire.

9.2 - ARTILLERY BARRAGE FIRE

Town, village and wood hexes, and hexes containing a friendly or enemy unit block lines of sight (LoS). They do not block it if the LoS only passes along the edge of such a hex and if the adjacent hex is free of any obstacles.

This type of hexagon also blocks the LoS in the same manner if it is situated on a lower level than the artillery unit but is on the same level and adjacent to the target.

A level of elevation blocks the LoS if it is :

• higher than that of the artillery unit and of the target ;

• higher than that of the target and the same as that of the artillery unit ;

• higher than that of the artillery and the same as that of the target.

A level of elevation does not block a LoS if it passes along the hex side and if the adjacent hex is free of obstacles.

➺ A LoS is never blocked if an artillery unit and the target are adjacent.

***Note** : Bombardment against an adjacent hex is impossible across a steep slope.*

9.2.2 - Barrage fire procedure

Barrage fire may only target one unit. If the target hex contains more than one unit, the player must choose which unit he is targeting.

➺ If a hexagon contains several artillery units of the player carrying out the barrage fire, the units fire **separately**.

The player rolls 1d6 on the Combats Table and applies the result in the same way as a normal combat, with the following **exceptions** :

• barrage fire causes no retreat after combat (see 9.5.7) ;

➺ • modifiers of the hex sides (river, ravine) are not taken into account (except the difference in elevation level) ;

➺ • the commander's bonus modifier is not taken into account.

9.3 – MOVEMENT

Units and formation commanders move one by one by spending the number of movement points (MP) indicated on the Terrain Table.

A unit may exceed stacking limits while crossing hexagons as long as they are respected at the end of the unit's movement.

Movement points cannot be accumulated from one turn to another.

➺ ***Note** : a road cancels the +1 MP for a change in elevation (but not the penalty in combat). A path decreases the penalty to +0.5 MP. However, a railway does not cancel it. The +1 MP for crossing a stream is canceled by a road, a path or a railway (but not the penalty in combat).*

9.4 - ARRIVAL OF REINFORCEMENTS

To simulate the arrival of a column moving by road, each unit (excluding formation commanders) that enters as a reinforcement after the first unit spends the terrain cost for the first hex. multiplied by the number of units that have already entered. Therefore, it may take formations more than one turn to enter the map.

➺ The reinforcement formations are considered to be in command.

➺ The Commander in Chief enters as reinforcement during his own movement phase.

➺ If several Prussian units arrive as reinforcement by the same hexagon in the same turn, the artillery units are always the last to enter as reinforce-

ment (This may require them to enter on the following turn, in which case they will have priority for entering over the new reinforcements.).

***Historical note** : in 1866, the Prussians always placed their artillery at the end of the column which often brought them into the battle at the end and with a mixed result. They finally learned their lesson and in 1870 the artillery was fully engaged from the beginning of the combats.*

9.5 - COMBAT

A formation's combats take place once all its movements are completed. Combats are resolved in the order chosen by the attacker, following the sequence below:

• Declaration of all the assaults
• Resolution of assaults:
– Defensive fire
– Attack

Hereafter, and in the tables, the term "attacker" applies to the units of the player that has an activated formation; the term "defender" applies to the other player. The term "shooter" applies to the player who rolls the die to resolve his defensive fire (the defender) or the attack (the attacker).

9.5.1 - Assault declaration

Only infantry (including light infantry), cavalry and formation commanders may participate in an assault.

A unit may only assault enemy units in its front hexes.

An assault is never mandatory. (i.e.: a unit may have enemy units in his front zones and not assault).

If an assaulted hex contains several units, they are all attacked.

A unit may assault several front hexes without necessarily attacking all of them. The combats take place separately; the player divides his combat value among the various attacks (reminder: it can attack with a combat value of 0). If there is an advance after combat, it only occurs once all the unit's combats have been resolved.

Any enemy unit with an attacking unit in one of its front hexes may participate in defensive fire if it is not already engaged in another combat.

Several units may assault the same hex. In that case, the attacking player may choose to declare a **coordinated assault** (see 9.5.2). Otherwise, each assault is treated separately.

9.5.2 - Coordinated assault

If several units of a Formation Commander's formation or independent units assault the same enemy hexagon, and if he is stacked with one of these units, he may attempt a coordinated assault. The player rolls **1d6**, adds the Formation Commander's **command value** (**+1** for the Austrian player if he only engages infantry units from a single hex in clear terrain). If the result is **6 or more**, the combat will be a coordinated assault. Otherwise, each unit combats normally and separately.

Faced with a coordinated assault, the defending unit must share its combat value among all the combatting units, keeping in mind that it can combat with a value of 0.

• A unit of light troops only provides its d6 bonus for a single defensive combat in which its combat value is used.

• A Prussian infantry unit only provides its d6 bonus for the Dreyse needle gun for the defensive combats in which its combat values are used (i.e. a combat at 0 gives no bonus). This bonus is cumulative with the previous one. The same applies for the bonus for the Prussian Guard units.

• An artillery unit adjacent to the attacker only provides its d6 bonus for a single defensive combat in which its combat value is used.

• The surviving attacking units attack at the same time, adding up their combat values.

• A coordinated assault among attackers who are in adjacent hexes separated by a steep slope or an escarpment is **impossible**.

Important: for units stacked in the same hexagon and that declare an assault on the same hexagon, a coordination test (and therefore the presence of a commander) is required for the units to be able to attack together.

9.5.3 -Assault Resolution

Assaults are resolved one by one beginning with the defensive combat, followed by the attack.

A - Defensive combat

Each assaulted unit must defend itself, once per assault, following normal combat resolution (see 9.4.3) with the following distinctions:

• if the attacker is attacking through a **flank** hex, the combat value of the unit in defence is divided by two (**reminder**: a unit in a town or village only has front hexes).

• if the defending unit is assaulted by several units in a **coordinated assault**, it must divide its combat value among all the attacking units (reminder : it may combat with a combat value of 0). In this case, only the combat value used against a unit attacking the flank is divided by two.

• similarly, if a stack of defending units is assaulted by several units in a **coordinated assault**, all the units of the stack must divide their combat value among all the attacking units.

• Apply to the defensive combat all the modifiers listed in the Combat Table **except** the hex side modifiers linked to terrain (river, ravine).

• the terrain value of the attacking unit is **always considered to be 1**.

A unit that suffers several assaults defends itself each time.

The results of defensive combat are applied before resolving the attacks.

Example of defensive combat *: a defender in clear terrain with a combat value of 4 is attacked by three enemies, including one at the flank, in a coordinated assault (a commander is present and had a successful coordination die roll). During his defensive combat, he can either concentrate his 4 points against one of the frontal enemies, or attack the first with 3 and the second with 1, or 2 on the first, 1 on the second and 1 which becomes 1 on the flank ; he will attack the others with 0.*

If the commander had failed his coordination roll, the attacker should have chosen a first attacking unit with defensive combat against it alone, then if he survives, an assault. If the assault fails, a new combat would occur with a second unit then a third in the case of failure.

B - Attack

Units that can still attack do so.

Assault example *: Continuation of the defensive combat example. After the defensive combat, two attackers remain with combat values of 5 and 4, attacking the front hexes. As indicated, a commander is present (with +2 combat bonus) and passed his coordination test. The two attackers add up their values : 5+4 = 9 This value is divided by the clear terrain protection value of 1 for a result of 7, which is the maximum column, plus 2 on the die and another 2 for the commander. The result is automatically D+1. The defender's counter is turned over and a "1 loss" marker is placed on top. If the defender had been in a village with a terrain protection of 2, the combat value would have been divided by 2, for a result of 6 plus 2 to the die roll for the commander bonus.*

9.5.4 - Retreat before combat

A unit may retreat one hexagon (and up to 2 for cavalry facing infantry) instead of engaging in defensive combat if the unit has MP **greater than or equal** to those of its attacker(s).

A unit (except units of light troops) that retreats and has **as many but not more** MP as the attacking unit(s), become disorganised or suffers a step loss if it was already disorganised.

A unit that retreats may change facing by 1 hex side.

Retreat may not occur in Enemy ZoC unless there is a friendly unit there. If there is a friendly unit and the stacking limits have been exceeded, the retreating unit continues its movement until it finds a hexagon that fulfils the stacking and facing conditions. All the units in the hexes it crosses then become Disorganised if they weren't already. If they were, nothing changes for them.

One of the attacking units **may** occupy the evacuated hexagon like for an advance after combat.

9.5.5 - Combat procedure

The attacker takes the combat value of his unit and divides it by the terrain value of the targeted unit's hex (**reminder** : for defensive combat, this value is always 1). He then adds or subtracts any possible column modifiers listed below the Combat Results Table. This figure gives the column to be used on the Combat Results Table.

The player rolls **1d6**, applies any possible die roll modifiers listed below the Combat Results Table. The results are applied immediately.

9.5.6 - Artillery and defensive combat

An artillery unit on its own in a hex is automatically eliminated if the unit assaulting it survives defensive combat.

Once and only once per activation, an artillery unit's combat value may be added to that of a unit of its formation that suffers an assault to resolve the defensive combat (and therefore shared among different attackers), if the artillery unit is not itself attacked. For this to happen, the attacking unit(s) must be at half range and in its line of sight.

The artillery unit may not change its facing before this defensive support.

Defensive fire by the artillery at a steep slope is only possible against the units that attack it (and

not in defensive support of other units).

9.5.7 - Combat results

–: nothing happens, the war continues.
T: the unit tests its morale. If it is successful, nothing happens. If it fails, the unit is disorganised and follows the result D.
D: the unit is *Disorganised* and is flipped to its back side. The unit retreats one hex (see 9.5.7) **unless** the result was occasioned by **an artillery barrage** or if it is in a town. If it was already disorganised, it remains so and suffers a step loss as well (place a Loss marker on it, see 9.5.10.
D+1: same result as above with an additional step loss for one unit of the stack, excluding artillery.
⊷ The result **D** or **T** applies to all the units stacked in the same hexagon that participated in the combat (except artillery) but each unit take its own morale test.

9.5.8 - Retreat after combat

A unit that retreats into an enemy ZoC with no friendly unit present suffers a step loss.
A unit may retreat through several hexagons containing friendly units until it reaches a hex that satisfies stacking and facing restrictions.
All the units in the hexagons that were crossed in this way become *Disorganised* if they weren't already. If they were, nothing new happens to them.
A unit that cannot retreat suffers a step loss.
An artillery unit of the defender that is stacked with a friendly unit that retreats is immediately eliminated.
Retreats are managed by the owning player, according to the following priorities :
• avoiding enemy ZoC ;
• toward the terrain that costs the fewest MP.
• Toward the friendly side of the map of the seénario.
A unit may always change facing by one (and only one) hexagon side after a retreat following combat.

9.5.9 - Advance after combat

When a defending unit retreats as a result of combat, one of the attacking units **must** advance into the vacant hex.
If several units participated in the assault (coordinated assault) and one of them is a cavalry unit, that is the unit that must advance.
A unit may always change facing by one and only one hex side following advance after combat.
A unit **never** advances after combat following **defensive combat**.
An artillery unit never advances after combat.
ZoC rules are ignored for advance after combat

9.5.10 - Step loss

A unit that suffers a step loss has the appropriate marker placed on it (-1).
A unit that has received as many step losses as its moral value is **eliminated**.

9.5.11 - Cavalry charges

A cavalry unit must get itself into order and charge in order to attack an enemy unit. Therefore it may only move 3 MP during its movement if it wants to attack.
It defends as if it were an infantry unit.
A cavalry unit always becomes disorganised after the resolution of an attack, no matter the result. If the result of the Defensive Combat has already made it disorganised, it does not suffer any additional losses.
Exception : if the attacked unit retreats before combat (9.5.4), the cavalry unit is not disorganised after its attack.
A disorganised cavalry unit cannot attack. It defends normally.

9.5.12 - Commanders in chief and combat

A Commander in Chief provides no combat bonus.
A Commander in Chief always retreats if he is stacked with a unit that retreats after combat.
A Commander in Chief **may** advance if he is stacked with a unit that advances after combat.
A Commander in Chief is automatically eliminated if the units with which he is stacked are eliminated.
⊷ After a barrage fire whose result is anything other than "-", and if the Formation Commander is stacked with the targeted unit, the player rolls **2d6**. On a **2** or **12**, the Commander in Chief is eliminated.
During an enemy movement phase, if the Commander in Chief finds himself alone in a hexagon and adjacent to an enemy unit, he is immediately replaced on the closest friendly unit in terms of MP.

9.5.13 - Formation commanders and combat

A Formation commander stacked with a unit in defence for attack **may** add his combat bonus to

the die roll.
A Formation Commander may try to organise a Coordinated assault (see 9.5.2)
In both the above cases, the Formation Commander is considered to be participating in the combat.
A Formation Commander **does not** supply his combat bonus to artillery fire.
A Formation Commander always retreats if he is stacked with a unit that retreats after combat.
A Formation Commander **may** advance if he is stacked with a unit that advances after combat.
A Formation Commander is automatically eliminated if the units with which he is stacked are eliminated.
After a combat in which a Formation Commander participated or after a barrage fire whose result is anything other than "-", and if the Formation Commander is stacked with the targeted unit, the player rolls **2d6**. On a **2** or **12**, the Formation Commander is eliminated.
An eliminated Formation Commander's counter is immediately turned over to its "Aide de Camp" side and is placed on any unit of the formation still in play. The Aide de Camp becomes the new commander of the formation.
If an Aide de Camp is eliminated, the counter is replaced on any unit of the formation that is still in play on the following turn.
During an enemy movement phase, if a Formation Commander finds himself alone in a hexagon and adjacent to an enemy unit, he is immediately replaced on the closest friendly unit in terms of MP.

10 - RALLY

10.1 - RALLY TEST

During the rally phase, a disorganised unit may try to reorganise itself. It must take a morale test, remaining disorganised if it fails, or is flipped to its initial side if it passes.
A rally test may not be attempted if the unit is in the ZoC of an organised enemy unit.
Step losses may never be recovered.

10.2 - DEMORALISED FORMATIONS

Once a formation reaches its demoralisation threshold given in the scenario, the formation moves to a *demoralised* status.
The units of a *demoralised* formation cannot voluntarily enter the ZoC of an enemy unit.
During their movement phase, the units of a demoralised formation must move closer to their map edge or else not move at all if this is not possible.
The units of a demoralised formation suffer an additional penalty of **-1** for their morale tests.
Independent units are **never** demoralised. ◆

11 - MÜNCHENGRÄTZ 28 JUNE 1866

Charged with both surveying the northern road leading from Silesia to Bohemia and collecting the retreating Saxon troops, Poschacher's brigade of Clam-Gallas' 1st corps is taken by surprise by the advanced elements of the Prussian troops at Podol on the evening of 26 June. After a calm day on 27 June surveilling the enemy, these troops receive the order from the Austrian general headquarters to retreat toward Gitschin to join the majority of the imperial troop forces seeking victory through a decisive battle. Despite their slowing down on 27 June, the Prussian troops began advancing again on 28 June, putting pressure on the Austrian rearguard that was trying to rejoin the rest of the 1st corps and the Saxon troops.

11.1 - SPECIAL RULES

11.1.1 - Duration

Beginning of the battle at 08.00
End of the battle act 14.00.

11.1.2 - Demoralisation thresholds

Formation	Step	Demo	VP
Austrians 1st corps (partial)			
Brigade Abele	4	1	1
Brigade Leningen	6	2	1
Independent units	5	2	1
Prussians Avant-Garde of the Army of the Elbe and the 4th corps (partial)			
Avant-Garde - von Schöler (Army of the Elbe)	7	4	2
Elements 7th Division von Fransecky (4th corps)	4	3	1
Elements 8th Division Horn (4th corps)	6	3	1
Independent unit	2	1	1

Elements of the Austrian brigade Piret are considered as independent units for this battle, at the disposal of the other brigade commanders.
The independent units are not subject to the ef-

fects of demoralisation but reaching their demoralisation threshold counts in the determination of VP.

11.1.3 - Line of retreat

Prussians : western-eastern-northern edges. .
Austrians : southern edge.

11.1.4 - Prussian command

The independent unit IR.56 is considered to be commanded throughout the game.
On turn 1, the Prussian player automatically has the initiative.

11.1.5 - Austrian command

The Austrian player has no commander in chief.
The formation commander Leningen is always considered in command.
The formation commander Abele is only considered in command if he is in the LoC of the Leningen formation commander.

11.1.5 - Crossing the Iser

• Münchengrätz bridge

The Austrian player may attempt to burn down the bridge on the Iser at Münchengrätz. To do so, he must have an infantry unit in hexagon 0405 and spend 1 MP. He rolls 1d6 and adds the number of hexagons that separate his unit from the closest Prussian unit (including the hexagon of the Prussian unit). On a die roll result of 6 or more, the bridge is burned (marker) and becomes unusable. The Austrian player may only make one attempt per turn.
While the bridge is burning, the Iser is uncrossable at this location. To put the fire out, a Prussian infantry unit must remain in the hexagon adjacent to the bridge for a whole turn without moving. At the end of the turn, the marker is removed and the bridge may be used again normally.
The bridge may not be burned a second time.

• Mohelnitz and Haschkow bridges

These bridges were destroyed and are not repairable during the scenario (the Mohelnitz bridge will be repaired around 13.00, allowing for the passage of the bulk of the Prussian division at this moment).

• Ford on the Iser

Once per turn, a single Prussian unit adjacent to

the Iser with no escarpment may look for a ford. The unit spends 1 MP and on 1d6 ↗ 4, it finds a ford. Place the marker between the successful unit's hex and a hex on the other bank of the Iser. The Iser may only be crossed by ford between these two hexagons. This ford is immediately able to be crossed by units of both camps for the rest of the game, respecting the conditions on the terrain table.

• Pontoon on the Iser

The Prussians may construct a pontoon on the Iser in any hex adjacent to the Iser and with no escarpment. To do so, a Prussian infantry unit from the avant-garde of the Army of the Elbe must spend a complete turn adjacent to the Iser (place a pontoon marker on the counter as a reminder) without moving or attacking; it can defend itself or suffer fire. There cannot be any enemy units on the opposite bank. At the end of the turn, place the pontoon marker on both the hexagons: it can be used like a bridge.

• Retreat after combat over a destroyed bridge or ford

A defending unit that retreats over a destroyed bridge or a ford after combat takes on 1 additional step loss.

11.2 - PLACEMENT

Prussian Army

Avant-garde of the Army of the Elbe

- HQ von Schöler + 30th brigade 28th IR : 0701
- IR7th Hussards + 8th jägers + Art VIII-1 : 0801
- 27th Brigade IR.56 : 1205

IV Corps – 8th division

- HQ Horn + 15th Brigade 71st IR : 1114
- Art IV-1 : 1214 (Podol)

Austrian Army

- 2nd hussars Grand-duke Nicholas : 0703 (Ober Bukowina)
- Art 7-8/I : 0513 (Musky Berg)
- Art 9/I : 0209 (Dobrawud)

Elements of Piret Brigade

- 29th jägers (detached from the Piret brigade) : 0513 (Musky Berg) (use the independent counter)
- Detachment of the 45th IR Archduke Sigismond

(battalion detached from the Piret brigade) : 0412 (Musky) (use the independent counter 1-1-4)

Abele Brigade
- Abele : 0111 (Bossin)
- 72nd IR Ramming : 0511 (Dneboch)
- 22nd jägers : 0211
- Art 3/I : 0210

Leningen Brigade
- Leningen + 32nd jägers : 0404 (Kloster)
- 38th IR Haugwitz : 0507 (Münchengrätz N)
- 33rd IR Gyulai : 0602 (Weissleim)
- Art 4/I : 0505

11.3- REINFORCEMENTS

Prussian Army

08.00 : 29th Brigade 40th IR : 0701
This unit may postpone its arrival by one turn to 0401 at 09.00.
7th division (HQ + 2 units) : 1215 (Prischowitz)
11.00 : 15th Brigade 31st IR : 1215 (Prischowitz)

Austrian Army

None

11.4 - VICTORY CONDITIONS

11.4.1 - Victory points

The Austrian player may exit his units via the roads and paths on the southern edge of the map between the Iser and Branzez. He receives 1 VP for every group of three non-disorganised units (the VP is awarded upon the first of the group of three) that exit on the 13.00 turn (the units that exited beforehand do not count).
The Austrian player loses 1 VP for each unit still on the western bank of the Iser at the end of the 12.00 turn.
The Austrian player loses 1 VP for each group of two units not taken prisoner and still on the map at the end of the 14.00 turn.

At the end of the 12.00 turn, the Prussian player is awarded VP for the following objectives:
- 1 VP for each Münchengrätz hexagon (0406 and 0507) that he controls,
- 2 VP if he controls Musky Berg (0513).

An area is controlled if all the hexagons were last occupied by a friendly unit and if none of these hexagons is both in an enemy ZoC and without a friendly unit. If it is not possible to trace a continuous line of hex, excluding enemy units or ZoC without a friendly unit, toward the friendly map edge, the control of the area doesn't award VP to its owner or to his adversary.
The Prussian player loses 1 VP for every two Prussian units that are disorganised at the end of the 14.00 turn.
The Prussian player is awarded 1 VP if the pontoon is constructed before the end of the 13.00 turn.
Each camp is awarded 1 VP for each enemy strength step that is lost. Each demoralised enemy formation awards the number of VP indicated on the table.
At the end of the game, if a unit cannot trace a continuous line of hex, excluding enemy units or ZoC without a friendly unit, toward the friendly map edge, it is taken prisoner and is eliminated. These units count in the tally of VP for step losses as well as in the determination of the demoralisation threshold.
At the end of the game, each player calculates his victory points and subtracts the lower score from the higher.

11.4.2 - Victory level

4 VP : Major victory
1 to 3 VP : Minor victory
0 VP or fewer : tied game.
***Note**: historically, victory is Prussian for 3 VP: complete control of Münchengrätz and Musky (+4 VP); 2 Austrian step losses (+2 VP); pontoon constructed on the Iser at 13.00 (+1 VP); 10 Austrian units exited the map at 13.00 (- 4 VP)..*

12 - GITSCHIN, 29 JUNE 1866

Shaken by the combats at Podol and especially Münchengrätz, Clam-Gallas' Austrian 1st corps and part of the Saxon troops made a chaotic retreat on 28 June and part of 29 June, with little rest at night and high heat during the day. In compliance with the last order of commander in chief Benedek who announced he would arrive on 30 June, the units settled around the important communication hub at Gitschin to stop the enemy troops. The rapid arrival of the Austrian 3rd corps, followed by the rest of the Austrian forces, was reported to him. It wasn't until the very end of the day that the Austro-Saxon command discovered that this corps was too far away and that the orders were then to fall back to the stronghold of Königgrätz. The Prussian avant-garde had already arrived in the sector.

12.1 - SPECIAL RULES

12.1.1 - Duration

Beginning of the battle at 16.00
End of the battle at 24.00

12.1.2 - Demoralisation thresholds

Formation	Step	Demo	VP
Austrian Ist corps			
Brigade Poschacher	6	3	1
Brigade Piret	6	3	1
Brigade Abele	6	3	1
Brigade Ringelsheim	6	3	1
Brigade Leningen	6	3	1
1st Light cavalry Div. Edelsheim	7	3	1
Independent units	4	2	1
Saxons			
Saxon 2nd Div. v. Stieglitz	12	6	2
Prussian 2nd and 3rd corps (partial)			
3rd Div. v. Werder (2nd c.)	12	7	2
5th Div. v. Tümpling (3rd c.)	11	6	2

The independent units are not subject to the effects of demoralisation but reaching their demoralisation threshold counts in the determination of VP.
The initial losses at the beginning of the game count in the determination of the demoralisation threshold.

12.1.3 - Line of retreat

Prussians: northern edge (5th division) and western edge (3rd division)..
Austrians: southern and southeastern edge (up to Gitschin and Podhrad).

12.1.4 - Prussian command

The Prussian troops have no commander in chief. All the Prussian formations are always considered to be commanded.
During the initiative phase of each turn, the Prussian player rolls a die as if he had a commander in chief with an initiative value of 2.
On the first turn, the Prussian player automatically has the initiative.

12.1.5 - Austrian command

Count Clam-Gallas may only command Austrian units. He may only leave the two Gitschin hex (0413-0515) once a Prussian unit has entered an adjacent hex. On the turn in which the count exits the map, the units in and adjacent to Gitschin are considered to be commanded.
Prince Albert may only command Saxon units.
At the beginning of each turn, only the activation markers of the Saxon division, the Austrian cavalry division, and the Piret division are placed in the container. The other markers are put to the side. As soon as a Prussian unit is adjacent to a unit from these other formations, the formation's marker is placed in the container on the following turn and is usable until the end of the game. At the beginning of the 20.00 turn, the markers are all in play.

12.1.6 - Austrian disorganisation

The Austrian retreat from Münchengrätz took place until difficult conditions.
The infantry units from the Leiningen and Abele brigades and the 29th jägers begin disorganised and cannot rally during the game.
The Austrian infantry units have a -1 penalty for the various morale tests and a penalty of -1 column in the combats in which it participates.

12.1.7 - Night turns

Turns from 22.00 on are night turns.
During a night turn, a unit in an enemy ZoC ennemie may leave its hex without penalty. However, movement always stops when the unit enters an enemy ZoC.
As soon as an Austro-Saxon unit is in an enemy ZoC (because either the enemy or the unit itself moves or retreats), it surrenders on **1d6 ≥ 6**. Add +1 to the d6 if the Austro-Saxon unit is disorganised. The test is taken even if the unit was already in a ZoC of another enemy unit.
Artillery fire is only permitted against adjacent hex during a night turn.

12.2 - SET-UP

Prussian Army

3rd Corps - 5th division

- QG Tümpling + 10th Brigade 18th IR: 1610 (Ober Kniznitz)
- 10th Brigade 12th Grenadier: 1609
- 9th Brigade 8th Grenadier: 1613 (Cidlina)
- Art III-1 + 9th Brigade 48th IR: 1511
- Uhlans 3: 1708 (Libun)

Austrian Army

- Prince Albert + Clam-Gallas: hex. 0413 or 0514, player's choice, in Gitschin

• 2nd hussards Grand-duke Nicholas : : 0709 (Wohawec)
• Art 7-8/I : 1314
• Art 9-10-11/I : 1012

Piret Brigade
• Piret + 29th jägers + Art 6/I : 1118 (Tesin)
• 18th IR Grand-Duke Constantin : 1217 (Markt-Eisenstadtl)
• 45th IR Archduke Sigismond : 1119

Poschacher Brigade
• Poschacher + 34th IR King of Prussia + Art 5/I : 1212
• 30th IR Martini + 18th jägers : 1211

Leningen Brigade
• 38th IR Haugwitz + 32nd jägers : 0911
• Leningen + 33rd IR Gyulai (one loss after the combat at Münchengrätz) + Art 4/I : 0811

Abele Brigade
• Abele + 72nd IR Ramming (one loss after the combat at Münchengrätz) + Art 3/I : 0909
• 35th IR Khevenhüller : 1008 (Prachow)
• 22nd jägers : 0908 (Ober Lochow)

Ringelsheim Brigade
• 42nd IR King of Hannover + Art 2/I : 0907
• Ringelsheim + 73rd IR Duke of Wurtemberg : 0708
• 26th jägers : 0908 (Ober Lochow)

1st Light Cavalry Div
• Edelsheim + 9th hussards Liechtenstein + Art 4-5-6/XI : 1013
• 1st dragoons Prince of Savoy + 10th hussards King of Prussia : 1115
• 5th hussards Radetzky + 8th hussards Hesse-Cassel : 0812

Saxon 2nd Division
• Von Stieglitz + Brigade Garde du corps 13th-14th bat. + 4th jägers : 0311 (Wokschitz)
• Brigade Garde du corps - 15th-16th bat. : 0211
• 1st jägers + 1st Brigade - 1str-2nd bat. : 0409 (Brezina)
• 1st Brigade - 3rd-4th bat. : 0309
• Artillery 2nd div : 0213 (Tschejkowotz)
• 3rd regiment Reiter : 0314

12.3- REINFORCEMENTS

Prussian Army

10.00 : 3rd division : von Werder + 2nd jägers + 5th hussards + Art II-2 + 5th Brigade 2nd grenadiers + 5th Brigade 42nd IR : 0901
18.00 : 3rd division : 6th Brigade - 14th IR + 6th Brigade - 54th IR : 0901

Austrian Army

None

12.4 - VICTORY CONDITIONS

12.4.1 - Victory points

If Count Clam-Gallas is captured by the Prussian player at any point during the game, the Prussian player is awarded 1 VP.
At the end of the 19.00 turn, when Benedek's retreat order is received and transmitted to the line units, the players are awarded VP for control of the following villages:
• Western side
Woharitz (0803) : 1 VP for the Prussian, 2 VP for the Austrian
Unter Lochow (0806), Prachow (1008), Whoawec (0809) : 1 VP
• Eastern side
Ober Kniznitz (1610) : 1 VP for the Prussian, 2 VP for the Austrian,
Zames (1315), Jinolitz (1311), Podulsch (1313), Diletz (1114), Brada (1112) : 1 VP
Markt-Eisenstadtl (1217): 1 VP for the Prussian, 0 VP for the Austrian.
An area is controlled if all the hexagons were last occupied by a friendly unit and if none of these hexagons is both in an enemy ZoC and without a friendly unit. If it is not possible to trace a continuous line of hex, excluding enemy units or ZoC without a friendly unit, toward the friendly map edge, the control of the area doesn't award VP to its owner or to his adversary.
If a Prussian unit has entered Gitschin before the end of the 19.00 turn, the Prussian player is awarded 2 VP.
Starting with the 20.00 turn, the Austrian player may exit units by the roads and paths on the southern edge of the map between Podhrad and Gitschin. He is awarded 1 VP if at least 24 steps have exited before the end of the game, then 1 additional VP for every complete group of 6 steps. Only the units that took one of the three routes leaving Gitschin to the east of the Cidlina (hex. 0420-0320-0116) count in this calculation.

Each camp is awarded 1 VP for every two enemy strength steps that are lost. Each demoralised enemy formation awards the number of VP indicated on the table. At the end of the game, if a unit cannot trace a continuous line of hex, excluding enemy units or ZoC without a friendly unit, toward the friendly map edge, it is taken prisoner and is eliminated. It is taken into account when determining the demoralisation threshold.
At the end of the game, each player calculates his victory points and subtracts the lower score from the higher.

12.4.2 - Victory level

5 VP : Major victory
From 2 to 4 VP : : Minor victory
1 VP or fewer : tied game.
***Note** : historically, victory is Prussian for 5 VP : control of Woharitz Unter Lochow, Ober Knizznitz, Zames, Ginolitz, Podulsch and Diletz (difference of +4 VP for the geographic objectives) ; 2 Prussian step losses against 5 Austro-Saxon step losses (difference of +3 VP for the losses) and more than 34 Austro-Saxon steps exited (2 VP for the Austrians).*

13 - JOINING THE TWO BATTLES

The Austrian player keeps the losses from the battle of Münchengrätz.
If the Austrian player lost the battle of Münchengrätz, the infantry units from Leiningen and Abele's brigades as well as the 29th jagers start disorganised and cannot rally at any point in the game.
If it's a tied match, only the units of the Leiningen brigade are concerned.
If it's an Austrian victory, no unit is penalised and the Austrian infantry units do not suffer the -1 penalty on the morale test.
All the other special rules for Münchengrätz apply.
At the end of the two days, tally the VP acquired during the two days to determine the final victory level. The victory level thresholds remain the same when tallying the VP:
6 VP or more : Major victory
From 2 to 5 VP : : Minor victory
1 VP or fewer : tied game.

Series rules by Luc OLivier
Scenarios by Arnold Giraud-Moser
Graphics and layout : studio VaeVictis
Tests : Jacques-Olivier Fabre

MORALE AND RALLY

Common modifiers
+ morale of unit
+1 for terrain with protection 2 or +
+1 if the commander in chief or the formation commander is stacked
+1 if unit of the Prussian Guard
+1 if unit of light troops in woods, town or village
+1 for Austrian artillery unit
-1 per level of loss
-1 if out of command (if the formation commander is on the map)
-1 if there is an enemy presence on the flank
-1 if the formation is demoralised
-1 during a night turn

For Rally only
+1 if the commander in chief or the formation commander is stacked
-1 if within range of the enemy artillery

TERRAIN EFFECTS TABLE

Type	Movement	Blocks the LoS?	Combat /(defensive protection)
Clear, levels 1-4	Standard	No	None (1)
Niveau↗ou↘	+1 MP/level[1] **Art**: prohibited except for road/path/railway **Cav** : prohibited by a steep slope except on a road/path/railway	Non	-1 col. ↗ per level +1 col. ↘ if a single level 0 col. if ↘ steep descending slope
Escarpment	Uncrossable except by road/path/railway	No	Prohibited except bombardment or via road/path/railway -1 col. in addition to the modifier ≠ of level
Ravine	+1 MP	No	-1 col.
Village	Other terrain[2]	Yes	Facing 360° (2)
Town	Other terrain[2]	Yes	Facing 360° (3)
Marsh	Inf. : 2 MP[2] Cav. & art. : prohibited except via road/path/railway	No	None (1)
Woods	Cav. disorganised[2-3] Art. & Cav. : +2 MP[2] Inf. : +1 MP[2] (jägers : +0 MP)	Yes	None (2)
Path	1 MP	No	None
Road	1 MP[4]	No	None
Railway	1 MP	No	None
Stream	+1 MP[2]	No	-1 on die[5]
River	Uncrossable without a bridge	No	Prohibited except via a bridge : -1 col[5]

1- A road cancels the penalty a path reduces it to +0.5 (no effect on a railway).
2- Like a road/path if entered by a road/path.
3- Acquires no losses if already disorganised
4- Gain or +1MP for free (2 for the cavalry) at the end of movement if at least 2 hex have been crossed consecutively by a road
5- If at least one attack across the river

COMBAT RESULTS TABLE

Die	0 -	1	2	3	4	5	6	7
0 -	-	-	-	-	-	-	T	T
1	-	-	-	-	-	T	T	D
2	-	-	-	-	T	T	D	D
3	-	-	-	T	T	D	D	D
4	-	-	T	T	D	D	D	D + 1
5	-	T	T	D	D	D	D + 1	D + 1
6 +	T	T	D	D	D	D + 1	D + 1	D + 1

-: Nothing ; **T**: Morale test ; **D**: Disorganisation ; **D + 1**: Disorganisation +1 loss

• **Terrain protection** (see table) Note : any division goes first ; for the defensive combats, the terrain protection is always 1

• **Defence value modifier**
Combat value divided by 2 (rounded down) on an enemy attacking the flank. Exception : 0,5 is rounded to 1.

• **Column modifiers**
-1 for each level of loss
-1 per level (-1 regardless of the difference for artillery fire) for the shooter if the target is higher than the shooters (smallest difference if there are several units)
-1 for a river (across a bridge)
+1 for the shooter if the target is at a lower level than one of the shooters (0 if there is a steep slope downward)
-1 for a ravine or escarpment
+1 for the defender if there is at least one unit of Prussian infantry in defence (Dreyse needle gun)
-1 for a night turn

• **Die roll modifiers**
+1 for a Prussian Guard unit
+1 for each column greater than 7
+ bonus of the formation commander (except for artillery fire)
+1 if the artillery is adjacent to the enemy
+1 (attack) for at least one unit of heavy cavalry against units without heavy cavalry
+1 (defensive fire) if there is at least one unit of heavy cavalry only against non heavy cavalry only
+1 for light troops (attacker or defender) if the attacked hex is in a town, village or wood
+2 for the attacker if at least one of the defender's flanks is attacked
-1 for a stream