English Translation of the French Rules

Magenta 1859 and *Reichshoffen 1870* simulate two great battles of the nineteenth century commanded by General MacMahon. The first one gave him his title of Duke of Magenta; the second was a disaster. Reichshoffen is called Wörth by the French and Fröschwiller by the Germans, so to put it simply we called it Reichshoffen.

These games are the second in the series The Great Battles of Napoleon III, which is planned to reproduce, with the same mechanisms, various battles of the period 1854 - 1870; that is, campaigns of Crimea, Italy, Mexico, and the war of 1870.

The four main changes from the first game are due to questions from players, dealing mainly with command distance and points. One: the attacker no longer has to attack all defenders, two: the ability to test morale to take a loss instead of receiving, three: the artillery defensive support is limited to half-range, and four: the flank attack modifier now applies to the attacker.

The rules were designed in part from the regulations of d'Ardant du Picq, a French officer of the period, who considered that fire could not insure victory alone, and that the enemy morale must be cracked by vigorous assaults which did not involve melee: either the assault was repulsed, or the enemy fled before melee.

0.0 Generalities

In *Magenta*, one player controls the Franco-Sardinian army of Napoleon III and Victor Emmanuel. The other player controls the Austrian army of Emperor Franz Joseph. In *Reichshoffen*, one player controls the French under MacMahon, the other the German army (Prussians, Bavarians, Wurtembergers) under the royal prince Frederick William of Prussia.

0.1 Abbreviations

For simplification, the abbreviation "hex" is used for hexagon in the rules. The game requires the use of a six-sided die (denoted 1d6 or d6).

0.2 Scales of the Game
A game turn represents one hour of real time, the number of turns depends on the scenario. A hexagon on the map is 600 m. Each combat point is equivalent to 500-800 men.

0.3 The Counters
1. HQ counters have a combat bonus, a command value and a movement / command distance value in movement points. The back indicates that the leader has been eliminated and a replacement has taken the command.

2. The Commander-in-Chief counter has an initiative bbonus, an inertia value, and command movement / distance in movement points.

3. A combat unit has a unit type (infantry or cavalry), a combat value, a number of step losses (which represents its level of morale / cohesion), and a movement value. The back indicates that the unit is disorganized. The L on some cavalry units indicates heavy cavalry. (heavy = lourde in French.)

4. An artillery combat unit has a combat value, a number of step losses, a movement value and a range.

5. An activation marker indicates the command value of the leader of the formation.

0.4 Tests with a die
As a general rule, as soon as a test is requested by the game (morale, activation, coordination, inertia, etc.), the player must roll a d6. To pass the test, he must roll a 6 or more by adding or subtracting from the die roll the modifiers indicated by the rules. If the final digit is less than 6, the test failed.

0.5 - Morale test
All combat units have a morale value. During a morale test, the player tests as indicated in 0.4 his level of morale / cohesion indicated on the counter, plus any modifiers. If the final digit is less than 6, the unit fails and becomes disorganized or loses a step if it is already disorganized; if the result is greater than or equal to 6, the test is successful, the unit suffers nothing.

The modifiers are:
+ 1 if the unit occupies protective terrain.
+ 1 if the unit is stacked with its headquarters or the commander-in-chief
- 1 if an enemy unit is present on the side of the unit, even without attacking
- 1 per level of loss
- 1 if not ordered.
- 1 if the unit is demoralized
+ 1 if stacked with a leader or adjacent to the CIC (rallies only)
- 1 if in range of enemy artillery (rallies only)

1. Units of Combat
The infantry and cavalry units are grouped in formations, according to their command, identified by the color on the counter and directed by a HQ. This organization intervenes for the activation rules, the units of the same formation always acting together (see 5). Following a combat result, units may become disorganized, then the counter is flipped over. Units of two or more steps may also suffer losses; a loss marker "- 1" or "- 2" is then placed under the unit.

2. Counter Orientation

All units of infantry, cavalry and artillery follow rules of orientation (front of the unit) which influence movement and combat. They have three front hexes and three flank hexes. Unless they are in a town or village, in which case, their front extends over all 6 hexes. Commanders-in-chief (see 8) and formation leaders (see 9) have no orientation and are always considered head-on.

3, Stacking

The stacking of units in a hex is limited to one cavalry or infantry unit plus one or two artillery units per hex, but it is possible to exceed the stacking limits during movement. The two artillery can be from different formations. A detachment is considered a normal unit. When retreating, passing through a friendly unit disrupts it, but if it is already disorganized, there is no loss of steps. Leaders are not taken into account for stacking.

4. Sequence of Play

Magenta 1859 and Reichshoffen 1870 are played in a fixed number of turns defined by the scenario, each game turn being comprised of several phases.

A. Verification of Command

Each player checks that the HQs are commanded. Uncontrolled leaders are indicated by an appropriate marker (8.3). The chief commanders present on the map may move before the check if they pass their inertia test. The commanders in chief who come in as reinforcement this turn also move at this moment. This is the only time they can move.

B. Phase of Operations

Players will proceed, step by step, through several segments of operations (within the limit of the number of formation markers of each side). There are activation markers for each formation in the game. All the markers for the formations on the map or entering the map on a turn are put into a cup or bowl. One of the players will draw at random an activation marker of activation from those remaining in the bowl, except the first activation; that is chosen by the side that wins the initiative. When all formations have been pulled and activated, the operations phase is completed.

Determination of initiative for this round. Each player rolls 1d6 and adds the initiative bonus of his commander-in-chief. The player with the highest score wins the initiative (in case of a tie, the French player wins the initiative for Magenta and the German for Reichs-hoffen). He will choose a formation that will be immediately activated, its activation marker is set aside. The other activation markers from both sides are put in a bowl and will be randomly drawn successively, except for reinforcement formations that have not yet arrived and remain out of the bowl.

If only one of the commanders-in-chief is on map, his side automatically has the initiative. If none of the commanders-in-chief are present on the map, no one has the initiative and you put all the activation markers into the bowl.

When a formation is activated, the artillery units of this formation can fire, then all the infantry units of this formation can fire, then all the units of this formation can move and finally fight according to the state of command of the formation (8.3 and 9.2), including the its leader. The formation cannot fire or move again in this turn.

C. Rallying phase
"Uncontrolled" markers are removed from HQ counters. Disorganized units outside enemy ZOCs test their morale to see if they keep this status or not. The turn is then completed and the turn marker is advanced one space.

5. Activation of Formations
Each formation has an activation marker. At the beginning of the operation phase, both sides pull the initiative, the winner selects a marker that he will play right away. The other activation markers are placed in a bowl and will all be drawn, one by one, during this phase of operation.
A HQ and the units it commands are active when the player draws its activation marker during an operation segment. After having possibly tested the initiative of the HQ (see 9.1), units of this formation group can then act. The action of a formation is divided into three stages: shooting, movement, then fighting.
A formation may only be activated once per turn and a unit may move and attack only once per turn, with the possible exception of artillery defensive fire.

6. Zones of Control
All units except for HQs exercise a Zone of Control (ZOC) into its three froward hexes.

6.1 - Properties of the ZOC
A unit that enters an enemy ZOC stops its movement for the turn, but will not be forced to attack, and it is forbidden to go directly from an enemy ZOC to another enemy ZOC. So a unit in an enemy ZOC encircled by enemy ZOCs will not move. A ZOC is not exerted into terrain where a unit cannot go (e.g. escarpments). Movement out of a ZOC costs half the movement of a non-disrupted unit, rounded up, but at least one hex, or the entire movement allowance of a disorganized and/or uncontrolled unit. The unit is withdrawn from one hex, not into enemy ZOCs (from the same enemy or another). An disorganized cavalry unit cannot enter an enemy control zone.
The presence of a friendly unit in an enemy ZOC cancels the latter with respect to the command and movement restrictions.
Finally, a unit that retreats into a ZOC after a combat result can become disorganized and suffer a loss (see 11.3).

6.2 - Flank Hexes
The three rear hexes of an enemy unit do not have a ZOC. They do not prohibit movement and a unit that moves back into one of these hexes due to a combat result does not incur any penalty.

7. Movement

7.1 - Generalities

A unit or HQ of an active formation may move all or part of its movement potential, depending on the state of its command (see 8.3 and 9.1). Entry into a hex costs a certain number of movement points (MP) to the unit that is moving. The costs of different terrain hexes are shown on the terrain table provided in the rules.

Movement points are not cumulative from one turn to another. The movement of one unit must be completed before moving another unit of the same body. CICs follow their own rules of movement.

7.2 Movement of the Commanders in Chief

Commanders-in-chief move their movement potential during the command verification phase if they pass an inertia test, but they are not allowed to enter a hex adjacent to an enemy not occupied by a friendly unit. An inertia test is to roll a die and add the leader's inertia value; on a 6 or more the commander can move. If an enemy unit is present within a radius of three hexes around a commander-in-chief during the command verification phase, he will be able to move normally without testing his inertia.

7.3 Change of orientation

The change of orientation is free and can be done at any time during the movement phase of a unit, but not during any other time, even before a defensive shot. It is allowed within certain limits during advances and retreats before and after fights.

7.4 Arrival of Reinforcements

Some troops on both sides arrive as reinforcements. On the turn of their arrival they can be actived normally as a formation, but are not in command and must test the initiative of their HQ to enter the map. To simulate arrival in a road column, each unit after the first must subtract the cost of the entry hex terrain from its movement, (1/2 for the road or 1 for a clear field) multiplied by the number of units that have already entered.

Example: If four units enter on a road, the first pays 1/2 point, the second 1 point, the third 1.5 points and the fourth 4 points to enter the map.

If the formation does not enter due to failure of the initiative test, it will retest the next turn with a bonus of + 1 cumulative for each turn it failed to enter. If units come as reinforcements after part of the formation has already entered, these units come into play on the scheduled turn and move normally when drawing their activation marker. They move towards their HQ to be in command.

8. Commanders in Chief

8.1 Generalities

Each commander-in-chief has a command distance (expressed in cavalry movement points) that represents his ability to control formation HQs. This value is equal to his movement capacity: 8 MP.

8.2 Command

To be commanded, a HQ must be in the command path of its commanding officer. This path is traced from the latter to the HQ, by a hex path of 8 points of maximum movement

distance, using cost of cavalry unit movement and it must not pass through enemy ZOC that are not occupied by friendly units. If the commander-in-chief is in a city, 2 movement points can be added, for a total of 10 MPs.

The commander-in-chief can directly command a number of units (no formations) equal to his inertia value. These units must be within the command range of the Commander-in-Chief, without having to be within range of their HQ (if they have one). Each unit will normally be activated with its formation when its marker is pulled and will be considered as normally activated, regardless of the status of the leader of its formation (if it has one).

8.3 Formations Out of Command

A HQ that is not commanded at the start of the game turn receives an "Uncontrolled" marker. When this HQ is activated during the operations phase, the units of its formation will only be able to act effectively if the leader passes an activation test.

Activation test: An uncommanded leader is activated if the player achieves a 6 or more with 1 d6 by adding the command value of the leader. If successful, all units of this formation can act normally. In the event of failure, the HQ will not be able to move, but artillery barrages are allowed to provide defensive support during an enemy activation.

The units of his formation will act as non-commanded units (9.2). If the HQ is in an enemy ZOC, it can still move back one hex if the nex hex is not in an enemy ZOC.

8.4 Death of the Commander in Chief

A commander-in-chief is eliminated (for the game at least) when the units with which he is stacked are eliminated entirely by combat, otherwise he follows a unit that retreats. If during enemy movement he becomes adjacent to an enemy without being stacked with a friend, he is placed immediately on the nearest friendly unit. Since a commander-in-chief does not give a combat bonus, there is no point in having him participate in an attack. None of the chief commanders are replaced if they die.

9. Formation HQs

The HQs/leaders represent the different commanders of the formations of each army. They each command several brigades. A HQ is activated according to the activation (see 5) and command (see 8) rules. A leader can only be activated once per turn and moves as a cavalry unit.

9.1 Unit Command

When activated, a HQ can activate all the units of his formation that are commanded at the beginning of activation. To be commanded, a unit must be in the HQ Command Path, following the same principles as Rule 8.2, but with 6 Cavalry Movement Points including the cost of the terrain (+2 MP City bonus applies) .

The unit command check is done at the beginning of the activation of the formation, before any movement, which means that if a unit is determined to be not commanded, it is not commanded for the rest during the whole phase, even if the HQ moves to within command range. To order, a leader does not need to be stacked with units of his formation.

9.2 Units out of Command

A non-commanded unit at the time of activation of a formation cannot enter an enemy ZOC. It can still move, but at most half its movement potential rounded down. Any movement must in no way put it beyond the reach of the command of its headquarters; if it is already out of reach it must get closer in hex count if it moves. If it is already in a ZOC, it can either disengage, attack with possible attack co-ordination (see 11.1), or do nothing.
An uncontrolled unit that disengages from an enemy unit's ZOC uses all of its movement potential to move back one hex to a hex not in an enemy ZOC (see 6.1).

9.3 Death of a Commander

A HQ is eliminated when the units with which it is stacked are eliminated entirely by combat or by a post-combat mortality test in which they participated. The test takes place at the end of the fight. The player rolls 2d6. On a 12 without modifiers, the leader is killed. For HQ, participating in a fight means coordinating an attack or contributing its combat bonus. It is enough that the HQ is present and that the player has declared that it participates. A HQ can also be eliminated following artillery fire on its hex. If the result is "T" or better, it tests its elimination.
An eliminated HQ is immediately turned on its back, indicating the replacement by an aide-de-camp (identified by a replacement bar). The player places the HQ on a unit of its formation. A killed aide de camp is replaced in the same way. In case of retreat of the troops with which it is stacked, a HQ that does not die follows its troops.

9.4 Demoralization of Formations

A formation that suffers a specific loss threshold becomes demoralized at the beginning of the next turn. This threshold is shown in a table provided with each battle. The summary table shows the number of steps that a formation can lose before it becomes demoralized. The demoralized formation can no longer voluntarily enter a hex adjacent to an enemy unit. If that is impossible, they do not move. In addition, they routinely undergo an additional - 1 to all their morale tests. Finally they must move toward their friendly map edge (see special rules of the scenario) at the rate of at least one hex per turn. That is, trying to finish their movement closer to the friendly map edge than they started. Once off of the map, they do not come back into play. An uncommanded leader (and his formation) who has missed his activation test and is therefore not supposed to move, still moves a hex towards the edge of the map.

10. Artillery

Artillery attached directly to a brigade has been generally included in the unit values and is not represented by a counter. Only corps or army artillery is represented by counters. Each artillery unit is equipped with:
A firepower value that indicates the column of the combat table that will be used to resolve shooting or defensive support and that will be used for combat.
A movement value to move according to the normal rules.
A maxmium range that is used to know which enemy units can be shot at. This range must respect line of sight.

10.1 Artillery Fire
Artillery units may fire at different times during an operational phase, but only once per activation phase. They can perform a barrage shot during their activation or provide defensive support of any unit in their formation at any other time during the turn.

• Barrage shots: The shooting phase occurs when a formation is activated and before any movement. Any enemy unit within range can be bombarded following the normal combat procedure (see 11.3). But retreats, possibly triggered by some combat results, will not be performed. An artillery unit may change orientation by one hexside before shooting. Artillery firing on a hex containing an artillery unit and another unit, chooses its target before resolving the shot. The result will only apply to the selected unit.

It is not possible to combine the shots of several units of artillery of the same formation into a single attack, but the same target can be bombarded several times in succession. A unit that fires in a barrage fire can move normally immediately afterwards. An artillery unit cannot fire during the assault phase and therefore does not participate in combat at the same time as the infantry or cavalry. It fires only at the beginning of the activation phase, so it will not advance after a fight even if the unit with which it is stacked advances.

• Defensive Support: The firing value of an artillery can be added to a defending formation unit. For that, it is necessary that the artillery is within range of a unit which attacks and that the attacker is in its line of sight. For defensive support, the maximum range is half of the maximum range rounded up. This artillery value is added to the defender and may be shared between attacking attackers as for normal defensive combat (see 11.2). The potential adjacent artillery bonus will then be added to each defensive battle, but an artillery unit can only give one defensive support per activation. An artillery unit that is attacked alone in a hex cannot change direction before firing, since it is only allowed during the movement phase, and it is automatically and immediately eliminated if the enemy survives its defensive fire.

10.2 The Procedure
Range (Diagram 3): The maximum range of artillery is indicated in hex numbers. on the unit. Its range extends from its front three hexes. When the shot has half round range rounded down (one hex for the French and the Austrians, two hexes for the Prussians), in order to simulate the effect of cannister or grape shot at close range, a + 1 is added to the shooting in attack as well as in defense.

Line of Sight
To reach a target, it must be in line of sight of the artillery. This line of sight is blocked by any enemy unit or any hex obstacle (village, town, wood, higher or equal elevation), excluding edges, located between the artillery and its target.
These elements block the line of sight if they are at the same elevation level or higher. If they are located on a lower level, they block the view if they are adjacent to the target.
If an artillery unit is placed on an elevated position with respect to its target, every hex between the artillery and its target must be of strictly lower level and not equal to the height of the artillery.

A shot is always allowed on an adjacent target. If the line of sight passes between two hexes and one is not blocking, the target can be seen.

11. Combat

Combat take place after the attacker moves. He may attack anyone in his three hexes abreast without being obliged to attack all adjacent enemies, unless he wishes. However all defenders adjacent to the attacker even if they are not attacked will be able to fight defensively unless they are attacked during this activation by another attacker.

At the beginning of the combat phase, the attacker indicates his attacks knowing that only units of the activated formation can fight. The fight always takes place in two stages: the defender acts first to try to repel the attacker. If he succeeds the fight stops, if he fails the attacker performs his assault.

11.1 Combats with Multiple Attackers

When several attackers are adjacent to the same defender, it is possible either to try to coordinate their assault if a HQ is present (see 11.2), or to attack each in turn, the player deciding on the order of his attacks: knowing that each fight will be resolved entirely before the next. If the fight rolls back the defender, subsequent fights will not take place. To coordinate an attack, a HQ must be stacked with one of the attacking units and must pass a coordination check: 6 or more with a die by adding its command value. If successful, the attackers will group their attack values and there will only be one defensive combat. If it fails, each attacker will attack individually.

11.2 Combat Procedure

Defensive Combat

The defender's unit may attack each adjacent enemy unit that will assail it following the normal combat procedure by sharing its combat value. If a defending unit adjacent to the attacker is not itself attacked, it may add its combat value to that of the attacked unit, or even share it between several units attacked. The attacker's ground protection value is always 1. The defender may retreat before the fight instead of fighting (see 11.4). On an enemy flank attacker, the defender's combat value is divided by two, rounded down, with a minimum of O. If there are several attackers, the defender can share its combat value according to his choice. Any factors applied to an attack on its flank will have a value divided by two rounded down; and that it can attack with a power of O. A fight with a value of 0 or less, depending on the modifiers, is still resolved on the O column.

Example of defensive combat:

A defender on clear terrain has a 5 combat value and is attacked by three enemy units, one of which is attacking coordinated (a leader is present and has passed his coordination roll). During his defensive fight, he can either concentrate his 5 points against one of the enemies in front, or attack the first at 3 and/or the second at two, or 2 on the first, 1 on the second and 2 which becomes 1.

If the leader had missed his co-ordination roll, the attacker would have had to choose a first attacking unit with all defensive combat going against it alone.

Assault
If not coordinated, all attacking units individually attack the defender following the normal combat procedure, in an order chosen by the attacker, the results then being applied successively. The presence of the formation leader on one of the attacking units makes it possible to coordinate the attack of several units on the same enemy. The combat values are combined for a single result. The leader must pass a coordination test as explained in 11.1. The attacker is not obliged to group his attacks but can solve them individually according to his choice and decides when he announces all his attacks. The advance of a unit participating in the combat at the choice of the attacker is obligatory if the defender retreats, and it is obligatorily for one unit of cavalry that participated in the assault. The advancing attacker may reorient to a hexside. Even if an attacking unit must move backward, the defender cannot occupy his hex, but will be able to reorient himself to one hexside. An artillery unit cannot advance after combat. At the end of a fight, do not forget to check the possible deaths of leaders, if they participated by coordination or a bonus (see 9.3).

Assault Example: (Continuation of the Defensive Fighting Example.) After the defensive combat, there are two attackers of 6 and 7 combat value attacking in front. As indicated, a leader is present (with + 2 combat bonuses) and has passed his coordination roll. The two attackers add their value 6 + 7 = 13. This value is divided by the terrain which is clear, therefore divided by 1 that is 8 which is the maximum column. A 5 is rolled. The result is automatically D + 1. The defender's counter is turned over and a "-1" marker is placed under it. If the defender had been in a village with 2 protection, the combat power would have been 13 divided by 2, or 6 on the combat table.

11.3 Battle Sequence and Results
Each unit uses its combat value divided by the value of the terrain (always considered equal to 1 in the case of a defensive fight), rounded down. This combat value is used on the combat table with the roll of a die that can be modified by the level of unit losses, the flanking, the leader bonus. All modifiers are added before using the combat table. If there are multiple terrain types in the hex, the defender takes the best, but he also counts hexside bonuses.

The possible results of the fight are: D, T, or D + 1. - = Nothing. The war continues.

D = Disorganization. The counter is flipped or suffers a step of loss if already flipped. If the maximum level of losses is reached the unit is eliminated from the game. A unit that is not in terrain with a protection above 2 immediately retreats one hex. If that hex is already occupied by a friendly unit, the occupying unit is disorganized. Otherwise no other effect, and the retreating unit moves back one more hex. If the retreat is impossible because of an enemy unit or impassable terrain, the unit takes an additional step of loss and stays in place. If the hex is in an enemy ZOC, the unit must lose one level of loss. Stacked artillery with a friendly unit that must retreat is immediately eliminated.
It is possible to refuse the retreat by passing a moral test. In the event of success the unit, in attack as in defense, will not fall back but will suffer an additional loss. If the moral test fails, the unit moves back as indicated by following the standard rules of retreat, detailed

above. The retreats are resolved by the owner of the unit following the following rules: The retreat must take place towards the friendly map edge, indicated in the special rules of the battle, it must avoid enemy ZOCs and friendly units if possible. If all these rules are respected and the retreating unit can choose which hex to retreat into.

T - Test for Disorganization
The unit tests its morale with a d6 and possible modifiers (see 0.5). In case of success nothing happens, in case of failure the unit follows the result D. If an artillery unit is stacked with another unit, only the other unit tests morale. The artillery will suffer the results depending on the other unit, that is to say, it will disappear in case of defeat of the defender. In the event of a retreat by an attacker following an unfavorable defensive combat, a stacked artillery remains without damage.

D + 1 = The unit automatically takes a loss and suffers in addition the result D as explained above. If an artillery unit is stacked with another unit, it cannot suffer the loss but will be eliminated if the defender retreats.

In case of advances after combat, a stacked HQ is not obliged to follow the unit. He can thus stay to give his attack bonus to other attacks.

11.4 Retreat Before Combat
It is possible to retreat before each fight instead of doing a defensive fight if the unit has a movement potential equal to or greater than that of the attackers. The unit retreats one hex and becomes disorganized, or loses a step if it was already disorganized, if it does not have a higher movement potential than at least one of the attackers. Thus a cavalry unit can retreat from an infantry attack without becoming disorganized, but an cavalry unit in front of a cavalry unit and an infantry unit will be disorganized. The attacker can occupy the hex. The retreat must be done outside the enemy ZOC, even if occupied by a friendly unit, and the unit may reorient itself on a hexside.

11.5 Cavalry Charges
Cavalry units attack or defend only by charging, which is treated an infantry combat as in 11.2, with the possibility of coordination even with the infantry, The defensive combat is called a defensive counter-charge and the assault called a charge. The following changes apply in addition:
- A charge is forbidden against terrain where the cavalry cannot go or cannot cross.
- To charge, the cavalry must not have spent more than half of its movement points (for light cavalry, 3 MP maximum).
- The charging cavalry (not a defensive counter charge) is automatically disorganized at the end of the fight if the fight has not already disorganized it. If it is already disorganized after the fight, it does not suffer any loss. If it charges an enemy cavalry that retreats before combat, it is not disorganized.
- A disorganized cavalry cannot charge offensively, but it can counter charge defensively. In addition, a disorganized cavalry cannot enter an enemy controlled hex (ZOC).

12. Rallying

During the rally phase, all unorganized units may attempt to reorganize themselves. That is, put the unit back on its front, but in no case recover steps of loss. You must not be adjacent to an enemy and must succeed in a moral test possibly modified as for the combat results. There is an additional modifier of -1 if the unit is within range of enemy artillery. Also a -1 for an unit out of command and a +1 if the leader of the formation is adjacent. In case of failure, the unit remains disorganized but does not lose a step of loss.

13. The Battle of Magenta

The battle starts at 10 am in the morning and continues to 7 pm in the evening, inclusive. So the game has 10 turns of one hour each.

13.1 Initial Placement and Reinforcements

During the initial placement and on the arrival of the reinforcements, the players choose the orientation of their units.

13.2 Victory Conditions

Hold more hexes of Magenta. Each enemy corps demoralized counts as a hex of Magenta. At the end of the game, both sides add Magenta hexes (there are three) and the enemy corps demoralized. The highest count wins. In case of equality it is a draw.

13.4 Special Rules

Historically MacMahon took a long time to move forward and engage in battle, wanting keep his divisions online and have his left flank covered by the Sardinian army. To simulate this slowness, during his activation roll, MacMahon will have a penalty of - 1 die, if the Fanti Division has not yet entered the map. This penalty will disappear at the moment the first unit of the division Fanti arrives.

The 2nd Division of the Guard officially part of the Imperial Guard is attached for the duration of the battle to the II Corps. It is activated with MacMahon.

13.5 - Supply lines

• Austria Hungary:
Units retreat to the east edge.
• French and Sardinia: The W Corps and the Sardinians retreat back to the north and east between hexes 0103 and 1501. The other units retreat to 0117.

13.6 - Terrain

The canal and Ticino are only traversable across the bridges.
Cultivated terrain hexes cost 2 movement points unless traversed by a road. They do not interfere with the line of sight of the artillery. The fortifications west of Ticino around San Marco are ancient Austrian fortifications and have no influence on the game. Magenta Cemetery in 1912 is treated as a village hex.

14. The Battle of Reichshoffen

The battle starts at 8:30 am and goes through 5:30 pm inclusive. There are 10 game turns of one hour each.

14.1 Initial Placement and Reinforcements
After the initial placement, players may adjust the orientation of their units.

14.2 Victory Conditions
The Prussian wins if he occupies Woerth, Froeschwiller, Elsasshausen and Morsbronn at the end of the game; if not. it's a French victory.
Dead and demoralized formations do not count.

14.4 Special Rules
MacMahon, although physically present on the battlefield did not coordinated the battle so he is not represented and each French division is not commanded for the entire battle and must therefore test for activation.
Optional: A MacMahon activation marker is available for the French player and can be placed once per game in the pool. When drawned, it will automatically activate, free of charge, one French formation on the map. A MacMahon counter is also provided as commander-in-chief and will be available for a future optional rule.

To correctly simulate the cavalry charges of the French Cuirassiers, we prefer not to put the combat units on the map but to add two special markers "charge to the death" with the name of the division. They are placed off the map and can be used once in the game when the French wishes during an enemy activation. The marker is placed on an enemy unit within five hexes. of a French headquarters. The French player rolls a die: on a 1-2, the enemy is disorganized and does not move any more (no loss if already disorganized), on 3 to 6, nothing happens. There is a modifier of + 1 if the enemy is in a village. The cavalry marker is permanently removed from play after the roll.

At the beginning of the game for the French, the 2 Dl is in reserve and its activation marker is not in play. It is added at the beginning of the turn after a Prussian unit occupies Froeschwiller, Mosbronn, or Elsasshausen. The 2 DI is also actived when the German passes into a hex adjacent to Morsbronn. This division is automatically activated on turn 6, if it was not activated earlier.
All French infantry units receive a + 1 to their die rolls in their defensive battles, which simulates the quality of the Chassepots: their greater reach and better efficiency. This + 1 is combined with the + 1 artillery close range bonus.
To reproduce the great efficiency of the German guns, if two German artillery units are stacked and they are of the same formation, they can add their firepower in attack as in defense.
Reminder: The adjacent +1 also applies (two hexes).
Finally, to reproduce the inefficiency of the German attacks in the morning and the action of Frederick Wilhelm arriving in the early afternoon, the German units do not have the right to coordinate attacks as long as the German commander-in-chief is not on the map. From 12:30 on, the Germans can launch coordinated attacks.

14.5 Lines of Retrest
The French retreat to the West. The Germans retreat to the East.

14.6 Terrain
The Sauer and its tributary the Niederbach is a large river difficult to cross beyond the bridges. An infantry unit may cross it in any direction, but it must start adjacent and it will cost all its movement potential to pass on the other side. Artillery units and cavalry units can only cross at a bridge. Zones of control extend across the Sauer. The other streams are crossed at the cost of 1 extra MP.
There are no cities on the map and all villages on the map have a defensive value of 2.

Tables

Modifiers for Morale and Rally Tests
+ 1 for protection ground 2 or greater
+ 1 if stacked with the formation leader or CiC
- 1 per level of loss
- 1 if not in command
- 1 if there is an enemy on the flank
- 1 for heat
- 1 if the formation is demoralized
+ 1 if adjacent to the head of the formation or the CiC (rallies only)
- 1 if within range of enemy artillery (rallies only)

Protection Value of the Terrain
Clear level 1 to 3, cultivated = 1
Wood, village, clear level 4 and 5 = 2
City = 3
Note: For defensive battles, the ground protection is always 1.

Combat Column modifiers
- 1 per level of loss
- 1 if enemy higher than at least one of the attackers
+ 1 if enemy lower than at least one of the attackers
+1 for each column greater than 8
+ x leader bonus (except for artillery fire)
+ 1 if the artillery is adjacent to the enemy {or two hexes for the Germans at Reichshoffen)
+ 1 if at least one of the cavalry is heavy cavalry
+ 2 for the attacker if at least one flank of the defender is attacked
+ 1 die for a French infantry unit in defense at Reichshoffen (Chassepots quality)

Modifier to Defense Value
Combat value divided by 2 (lower rounding) against an enemy on the Flank.

Terrain Effects Table

Terrain Effects Table			
Type	Effect on Movement	Block Line of Sight?	Combat Col. Shift
Level 1 clear	standard	No	none
Level 2 clear	standard	No	none
Level 3 clear	standard	No	none
Level 4 clear	standard	No	none
Change in elevation	+1 MP	No	-1 versus uphill +1 versus downhill
Escarpment	movement & ZOC blocked unless crossed by a road	No	combat prohibited
Village	other terrain; road move if stay on road	Yes	no flanks
Town (Magenta)	other terrain; road move if stay on road	Yes	no flanks
Isolated Farm	none	Yes	none (other terrain)
Crops	2 MP	No	none
Marsh	2 MP	No	none
Woods	cav., art disorg., +2 infantry +1	Yes	none
Minor Road	1 MP/hex	No	none
Major Road	0.5 MP/hex	No	none
Railroad	1 MP/hex	No	none
Canal	stop without bridge	No	-1 across bridge; no bridge, artillery only.
River	infantry: all MPs cav, art: blocked	No	-1 infantry attack; no cav., art. attack
Stream	+1 MP	No	-1 any attack
Ticino River	blocked if no bridge	No	-1 across bridge only