

THE SADOWA CAMPAIGN

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Activation Example

The Prussian Cr. Pr. Fred and Bittenfeld HQs are both adjacent to the Austrian Benedek HQ while the Austrian C-Gallas HQ is not adjacent. All are Uncommitted. The Prussian player has already Committed the Pr. Fr. Karl HQ. The Prussian Moltke HQ is not yet in the game. Both players' Army Morale Levels are at 3. Both players roll a die. The Prussian player announces before rolling that his Bittenfeld HQ is being used for Initiative. The Austrian player chooses his C-Gallas HQ for the same purpose, as that player fears the Prussians getting a substantive number of IPs with so many Uncommitted HQs and his own two HQs not in position to help one another. The Austrian player rolls a 4, adding 3 for his Army Morale Level, and 2 for the C-Gallas HQ's CV (2), rendering a total of 9. The Prussian player also rolls and gets a 1 result, to which is added 3 for the Prussian Army Morale Level, and 3 for the Bittenfeld HQ's CV (3) to get a total of 7. The Austrian player wins the Initiative Phase and receives 2 IPs. The C-Gallas HQ is flipped over to its Committed side. Because the Prussian player did not win the Initiative Phase, the Bittenfeld HQ is not flipped over to its Committed side. The Austrian player chooses to Activate all of the C-Gallas HQ's command (2 units) using all of the 2 IPs won for that Operations Phase. The Benedek HQ and its entire command (7 units) could not be activated at this time since it would take 3 IPs, and this exceeds the current Austrian total of 2 IPs.

Note: Just because an HQ is used to influence the Initiative DR does **not** bind that player to then activate the HQ's subordinate units with the earned IPs. The Austrian player could instead use his earned IPs to Activate any other two Uncommitted units, or any one Committed unit, under the Benedek HQ's command, if there were any at a cost in IPs equal to the C-Gallas HQ's CV (2).

Alternatively the Austrian player can choose to "sit tight", not expending any IPs and declare a pass, perhaps hoping that he can win another Initiative round with more IPs to activate the Benedek HQ (reasonable gambit), or the Prussian player also declares a pass if that player wins the next Initiative Phase, which would end the turn (highly unlikely, but hey, things happen!).

Note: Also, if the Prussian Moltke HQ was in play the Prussian player would automatically add 1 to the DR for each initiative DR made in the turn while that HQ was in supply (per rule 6.5.2). However, the Austrian player receives a number of Victory Points depending upon the Moltke HQ unit's turn of entry into the game (rule 10.2 and Turn Record Track).

Play Note: HQs do not have to be used in an initiative DR and a player can choose to use only his/her Army Morale Level to modify the Initiative DR. Once all HQs on both sides are Committed, however, the Operations Phase for the turn is completed (Rule Section 4.0). The use or note of HQs to win the initiative, the timing of the expenditure of IPs, as well as their usage in battle, are crucial decisions that must be made several times during the course of a turn.

Combat Example of Play

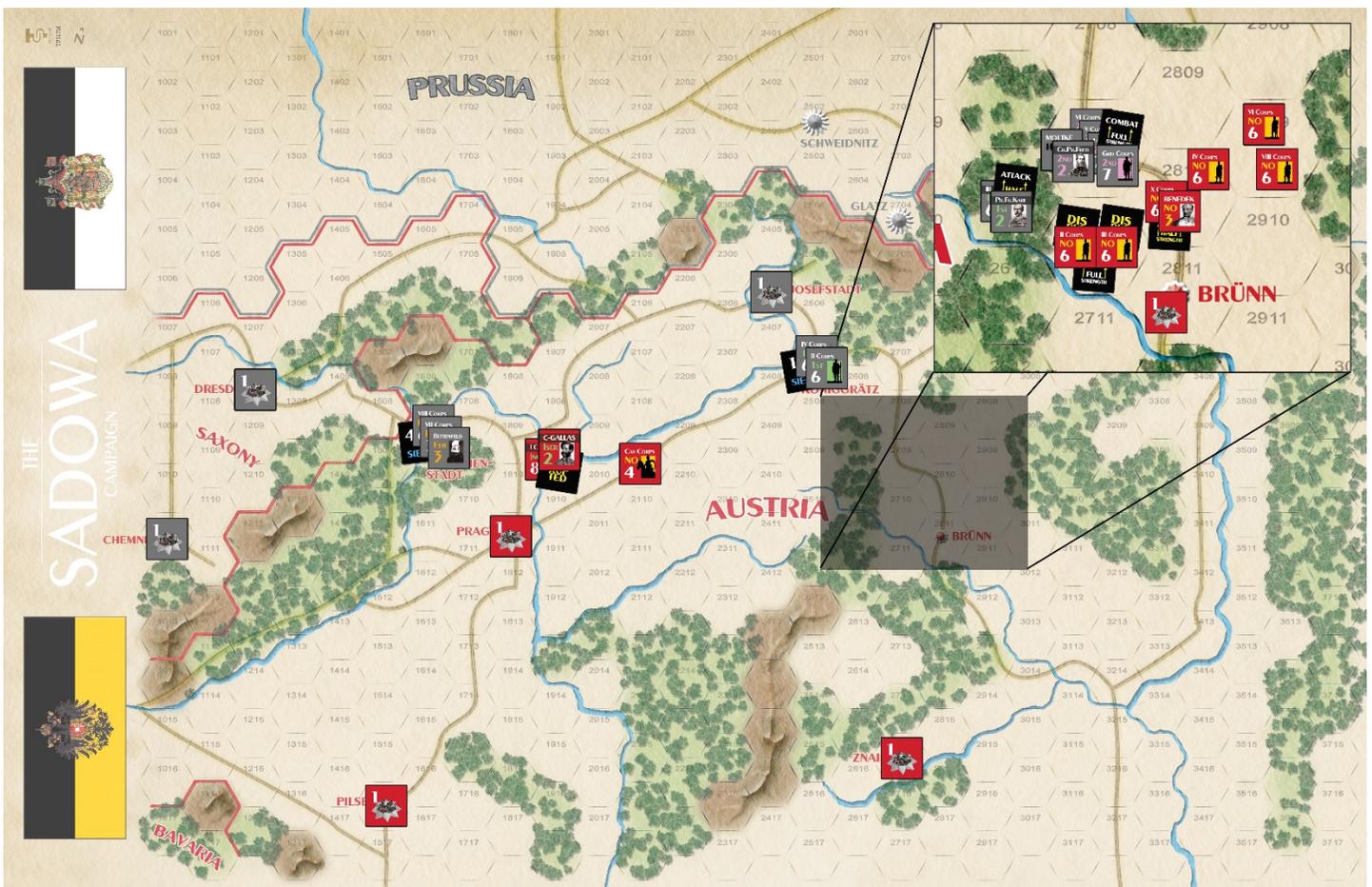
It is turn 8 and has been a grueling campaign for both sides to this point. However, the Austrians are hanging tough in the face of the Prussian attack. Dresden and Josefstadt are under Prussian Control and garrisoned (1 SP in each).

Bittenfeld HQ with the VII and VIII Corps of the Army of the Elbe are laying siege to Theresienstadt (level 2). C-Gallas HQ (Committed) with the Iser Army's I Corps (Committed and Disrupted) were repelled earlier in their attempt to break the siege and are licking their wounds in hex 1909.

The Prussian II and IV Corps (1st Army) are also laying siege to Koniggratz (level 1). The Austrian Cavalry Corps has taken up position in 2109 to help the C-Gallas or Benedek HQs, or move west to help with the defense of Prague should the C-Gallas HQ need more assistance. Austrian forces garrison Prague, Pilsen, Brunn and Chemnitz.

So far the Prussians have incurred 17 LPs and earned 32 VPs (10 for controlling the two Austrian fortresses and another 22 for Austrian losses). The Austrians have incurred 22 LPs and earned 27 VPs (17 for Prussian losses and 10 for the Moltke HQ entry on turn 7).

The rest of the Prussian Army, with the Moltke HQ, will be moved to take on the main Austrian force under the Benedek HQ. Earlier in the turn Pr. Fr. Karl HQ and the III Corps Force Marched to attack the Austrian right flank where some Disrupted forces (III Corps) are deployed (that Austrian Corps failed a Recovery DR check at the end of the previous turn). Fortunately for the Prussian player the Prussian III Corps passed its Forced March check with a DR of 2 (if it had failed the unit would have been marked Disrupted as well as Committed). The Cr. Pr. Fred HQ is used for the Initiative DR. The Austrian player did not use his Benedek HQ for this initiative DR and the Prussian wins it but only with 2 IPs. That is enough, however, as that is enough for the Cr. Pr. Fred HQ to activate along with all of his units in the hex, including the Moltke HQ, who are already in 2709. The Pr. Guard Corps is designated the lead attacking unit, and the Austrian III Corps is named the lead defending unit by the Austrian player.



Combat Determination:
Prussians, with the Initiative and their Army Morale Level at 3

2709: Moltke HQ, Cr. Pr. Fred HQ (Committed), I, VI, VII and Guard Corps. Since these units are stacked with the lead unit and a commanding HQ, all will participate in the combat, and are marked Combat Full Strength.

2601: Pr. Fri. Karl HQ (Committed) and III Corps/1st Army (Committed). The Prussian player must perform a DR check to see if these units, that are adjacent to both the attacking and defending hexes can participate. The DR is a 2, which is less than the Prussian Army Morale Level, so the Committed III Corps will participate,

but only at half strength, and is marked Attack Half Strength. The Prussian player decided to use the Cr. Pr. Fred HQ to command the assault, so a DR for his other Pr. Fr. Karl HQ is not required.

Austrians with their Army Morale Level at 3

2710: II Corps, III Corps (Disrupted). All of the units in the hex must defend, and do so at Combat Full Strength (and are so marked).

2810: Benedek HQ, IV and X Corps. The Austrian player rolls a die for each of these units to determine if any will be able to participate. The DR for the Benedek HQ is 1, and X Corps is 2 and both will participate since these DRs are equal to or less than the Austrian Army Morale Level of 3. The X Corps does so at half strength (place Attack Half Strength marker on it) since it is adjacent. The DR for the IV Corps was a 5, which is greater than the Austrian Army Morale Level, so it will not participate.

2909: VI, VII Corps. Although these units are adjacent to friendly units that are defending in the combat, they are not also adjacent to any enemy units that are attacking. Therefore they cannot participate.

Combat Resolution:

The Prussians have 28 CFs attacking 15 Austrian CFs. The basic odds are 1:1. The odds column shifts 1 to the right since the Austrian III Corps is defending and is Disrupted. The odds column to use is 2:1.

The Prussian player has these DR modifiers:

- +1 for the Prussian HQ's CV of 2 stacked with attacking units.
- +1 for the Moltke HQ being present.

The Austrian player has these DR modifiers:

- -2 for the Austrian HQ's CV of 2 stacked with defending units (good thing the Benedek HQ passed that DR check!).

The net DRM for the combat is ± 0 . The Prussian player rolls a 3. The result is a D/1. All of attacking Prussian units are flipped to their Committed side and marked Disrupted. The Austrian player records 15 additional LPs on the LP Record Track on the PAC, which now totals 47. The Prussian player also records an additional 15 VPs (that now totals 50). In addition, the Prussian morale is increased to 4 and the Austrian morale lowered to 2 (per rule 12.2).

Outcomes:

Despite the Austrian losses and Prussian VP award, the Austrians are poised for a potentially devastating riposte. The bold Prussian gambit may cause more harm to them than their Austrian adversary. The Benedek HQ is still Uncommitted with practically his entire Uncommitted army with him. The Prussian force opposite is reeling from the effects of their attack and despite their higher morale will be fending off the Austrians with both a Disrupted and Committed force. The Prussian player will likely have to break off the siege of Koniggratz to support the main Prussian force that is now stalled. Their siege of Theresienstadt, if not successful this turn, could be in trouble depending on C-Gallas' force does if it recovers, and what the Austrian Cavalry Corps does. The Austrian player has more options. The Austrian Cavalry Corps could be moved up to interfere with any Prussian forces coming from Koniggratz, or Benedek could move and attack first. However, it is unlikely the Austrian player can "stand pat" for the rest of this turn as the Prussian sieges could lead to a decisive and potentially irrevocable morale swing in the game if these fortifications fall. Decisions, decisions...