The
VALMY CAMPAIGN
The Revolution Saved 1792AD

HOW THIS BOOK IS ORGANIZED

This rulebook is structured to introduce concepts following the game's sequence of play. They are written in a format known as the Case System. This approach divides the rules into Modules, each dealing with an important aspect of play. Modules are numbered sequentially and possess a title. Each Module is divided into Sections, dealing with major sub-topics within the Module. These are also numbered sequentially. Finally, the majority of each Section consists of Cases: the specific, detailed rules that govern play. Their sequential numbering follows a logical progression based upon the Module and Section of which the Cases are a part. Look to these numbers to determine where a Case is located in the rules.

3.1.4

The fourth Case of the first Section of the third Module of the rules.

LEARNING TO PLAY THE GAME

Begin by familiarizing yourself with all of the components listed for this game. Then skim through the charts and rules, reading all the titles of the Modules and Sections. Set up a game scenario or portion of a scenario (after reading the applicable Module) and play a trial game against yourself. Try referring to the rules only when you have a question and remember the numbering system we employ makes it easy to look up rules. While a trial game may take you an hour or two, it is the quickest and most pleasant way to learn (short of having an experienced friend teach you). We don't recommend attempting to learn the rules word-for-word. We've written these rules to be as comprehensive as possible—but they are not designed to be memorized. Taking in the rules as you play along is the best approach to mastering this game. We're always open to suggestions on how to improve the comprehension of our rules. Write to us (see addresses below) if you have an idea on how we can communicate better with you.

If any of the supplied parts are missing or damaged, write to:

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Or e-mail us at: admin@turningpointsimulations.com

We hope you enjoy this game. Should you have any difficulty interpreting the rules, please write to us at the above postal address, or send an e-mail to: game-support@turningpointsimulations.com, phrasing your questions so that a simple sentence, word, or number can answer them. If you send a letter by mail, you must enclose a stamped, self-addressed envelope to receive a reply. We recommend e-mail as the best way to resolve a query. Although we welcome comments and suggestions about the game's interpretation of events, we cannot promise to respond to questions on theory or design intent. Additionally, check out the *Turning Point Simulations* discussion folder at consimworld.com.

1.0 INTRODUCTION

Valmy is an operational game of the campaign leading up to and including the battle of Valmy during the French Revolution.

2.0 COMPONENTS

Each game of *Valmy* should contain the following:

• One 11″x17″ mounted map
• One 8.5″x11″ battle board
• Holding Box Charts/Army Morale Track half sheets (one French, one Allied)
• 270 die cut mounted ⁹/₁₆″ counters
• This 12-page Rules Booklet
• Two six-sided dice

2.1 Game Counters

LEADER RANK

Overall Leader
May command subordinate Leaders and any of his army's units

Division Leader
May command one star Leaders and any of his division units (same command band/name)

Leader
May command any of his division's units

The following abbreviations are used on the game's counters:

French:
AG: Armee General
B: Baroliere Grenadiers
Car: Carboniere
Cav: Cavalry
Cha: Chasseurs
Charnt: Charnot
GN: Grupe Nord
Gren: Grenadier
Hus: Hussar
LW: Left Wing
Meuth: Meuthen
R: Reserve
RL: Regiment for the Line
RLi: Regiment of Light Infantry
RW: Right Wing
Vsg: Vosges

Allied:
An-Br: Ansbach-Bayreuth
D: Dragoons
Drag: Dragoons
Fledjag: Feldjager
KC: Kohler Corps
Kur: Kuraster-Regiment
Nrm: Normann
Pr: Prince
R: Reserve
RC: Reserve Cavalry
Tsh: Tschirsky

2.2 Game Map
The game map has a series of boxes that are connected by communications lines.

2.3 Holding Box Charts
The off-map Holding Box Charts are placed so that the other player may not see what units each of the opposing Leaders control. The boxes are organized so that it will become clear who controls what commands and who is subordinate to whom. Leaders who are subordinate are placed in the Holding Box of their superior officer if they are stacked in the same box on the map. Units may be placed on the map or in the Holding Box of their Leader at the discretion of the owning player.

3.0 SETUP
The set up boxes are printed on the map. Only the Leaders set up on the map. Unless otherwise specified, all of a player's units, as well as subordinate Leaders, are placed in the Holding Boxes off map. For example, Leveneur sets up on the map with Dietmann, Steinhoffen, and Stengel, as well as units up to the Command Rating of each of the Leaders. For example, there are 20 such units, of which up to 6 may be placed in Leveneur's

Holding Box (number of units equal to his command rating) along with the three Leader counters. The other units can be placed in the Holding Boxes of the other Leaders, each of which have a 6 Command Rating. **Note**: Subordinate Leader units do NOT count against a superior Leader's Holding Box unit limitation.

Note: Throughout these rules the abbreviation DR is sometimes used to designate a die roll (one or two dice as indicated).

4.0 SEQUENCE OF PLAY
In each game turn, the following Sequence of Play is used:

4.1 Initiative Determination
Both players may choose to play an Initiative Chit, starting with the player who had Initiative in the previous turn. If neither player expends an Initiative Chit, then each player rolls one die and adds it to their overall Leader's Initiative Rating. The player with the highest result gains the Initiative for the turn. If tied, the player who did not have Initiative on the previous turn goes first. **Note**: The French player begins the game with the Initiative on turn 1 (Section 5.3).

4.2 First Player Activation
The player with the Initiative activates a Leader and the units he wishes to use during the current activation. He then completes each of the following phases:

  a. Movement   b. Second Player Reaction   c. Combat

4.3 Second Player Activation
  a. Movement   b. First Player Reaction   c. Combat

Activations continue to alternate until all Leaders and/or units have been activated or all the Leaders the player wishes to activate or attempt to activate have been used.

4.4 Recovery Phase
Units that are on their reduced side may check their morale.

4.5 Army Morale Phase
Players check to see if their Army Morale holds.

5.0 INITIATIVE
5.1 Gaining Initiative Through the Use of an Initiative Chit
At the beginning of the game both players have three Initiative Chits numbered 1, 2, and 3. During the course of the game, each player may attempt to seize the Initiative by playing one of the Initiative chits. The player with Initiative decides first whether to play an Initiative chit or not. If that person does play an Initiative Chit, he announces which one he will use, and plays that chit. The other must decide whether to play an Initiative Chit with a higher number or let the other player use his chit and gain the Initiative for the turn. The player who wins the Initiative loses the chit for the rest of the game.

Example: *Both players have all three of their Initiative Chits available. The French player had the Initiative on the previous turn and decides to use an Initiative Chit. He decides to play his 2 Initiative Chit. The Coalition player must now decide to play his 3 Initiative Chit and gain the Initiative for the turn or let the French player gain the Initiative. The Coalition player decides to seize the Initiative and expends his 3 Initiative Chit. He will only have his 1 and 2 Initiative Chits available for the rest of the game, while the French player will have all 3 Initiative Chits (1, 2, and 3) still in play on a future turn.*

5.2 Gaining Initiative Through Die Roll

If neither player chooses to use one of their Initiative Chits, the players will each roll a die and add it to their Overall Leader's Initiative Rating (Dumouriez for the French and Brunswick for the Allies). The player with the higher total wins the Initiative. In case of a tie, the side that did not have the Initiative on the previous turn holds onto the Initiative.

5.3 First Turn Initiative

The French player has the Initiative on turn 1. Begin determining Initiative per 5.1 or 5.2 at the start of turn 2.

6.0 ACTIVATION

In order for units and Leaders to be moved, they must be activated. To activate a Leader and any subordinate units without rolling for activation, the Leader and his units must be within 3 movement points of the overall Leader. If not, the player rolls a die and checks the Leader's Initiative Rating. If the die roll is equal to or less than the Leader's Initiative Rating, the Leader is activated. If the die roll is greater than the Leader's Initiative Rating, the Leader is immediately rotated 90 degrees to indicate he has been activated .

6.1 Activation Limitations

Limitations for Activation:

  • Units may only activate once per turn (please note units and Leaders may also be used in Reaction movement any number of times).

  • Leaders and units may only be activated or attempt activation once per turn.

  • An Individual unit can attempt to activate on its own ***once per turn*** if a die roll less than or equal to the commanding Leader's (overall or direct superior [same color command]) Initiative rating is made. Add 1 to the DR if the unit is not within 3 movement points of the Leader. If the DR is greater the unit may not activate, but the Leader is *not* rotated 90 degrees per 6.0 above.

7.0 MOVEMENT

When a unit or Leader and his force are activated, it may move. When a Leader has been activated, those units under his command and are stacked with or adjacent (with a communications line connecting) to the Leader may be activated.

7.1 General Movement Rules

General rules for moving units and Leaders:

7.1.1 Leaders have a movement allowance of 4 when moving by themselves.

7.1.2 Infantry has a movement allowance of 2, and cavalry has a movement allowance of 4.

7.1.3 When moving as a stack (only allowed when moving under the command of a Leader) the stack moves at the rate of the unit with the lowest movement allowance.

7.1.3.1 There is no limit to the number of units that may stack in one box. There is, however, a limit to the number of units each Leader may control.

7.1.4 Units may leave a stack during movement, but units may not become part of the stack during movement. A unit immediately ends its movement for the turn when it is left out of a moving stack.

7.1.5 When an individual unit is activated, it must move by itself.

7.1.6 To move from one box to another, the unit or stack pays the movement cost of the Communications Line that connects the box the unit is in with the box that it is moving to. Units pay the movement point cost for an area when entering the map box (not leaving it).

7.1.7 Units may never expend more movement points than they have as their movement allowance. Units may not enter a box if they do not have enough movement points to do so. The one exception is that an activated unit may always move one connected box, even if it does not have enough movement points to do so.

7.1.8 A unit/stack must pay 1 additional movement point to enter a map box along the same communication line as another friendly unit/stack during the turn.

7.2 Reaction Movement

During Reaction Movement, the non-phasing player may move stacks or individual units to adjacent boxes where the enemy player has just moved in the preceding Movement Phase. Leaders may move during Reaction Movement even if they have been activated in a previous activation during the current turn. Reaction movement is not allowed from an area just entered by an opponent.

7.3 Overruns

Whenever a stack of 5 or more units (not counting Leaders) enters a box with 1 enemy unit, either via regular or Reaction movement, the phasing player may conduct an overrun. To do so, one round of combat is conducted. If the enemy is destroyed, the overrunning stack may continue movement, incurring no cost in movement points for the combat. If the enemy unit survives, the overrunning units end their movement for the turn, with both sides' units remaining in the box.

8.0 LEADERS

The heart of *Valmy* is Leadership. Leaders have 4 ratings, plus Rank. The ratings are Offensive Combat, Command Rating, Initiative Rating, and Defensive Combat Rating. Overall Leaders have a Rank of 3.

8.1 Offensive Combat Rating

At the bottom of each Leader counter, the number furthest to the left is the Offensive Combat Rating. This is the number of points by which a Leader may increase the Morale for Combat when he is the attacker. For example, if a Leader had a 2 Offensive Combat Rating, he could increase the Morale of two of his units by 1 or increase one unit's Morale by 2.

Note that no unit's Morale may ever be increased to more than 10. It is also used as a die roll modifier in Charge Combat or Melee Combat.

8.2 Command Rating

The Command Rating is the middle number of the three at the bottom of each Leader counter. It represents the number of units that the Leader can control for movement. These units must be placed under the Leader to show that they are controlled by that Leader.

8.3 Defensive Combat Rating

The Defensive Combat Rating is the number furthest to the right at the bottom of each Leader counter. It is the number of Combat Rating points by which the Leader may increase his units' Morale for Combat when he is the defender. It is also used as a die roll modifier in Charge or Melee Combat.

8.4 Rank

Each Leader has a Rank. When in the same area with other Leaders, rank is used to decide which Leaders are controlled by other Leaders. Leaders have a rank of 3, 2, or 1. Leaders with a ranking of 3 may control either two 1-rank Leaders or one 2-rank Leader. A 2-rank Leader may control one 1-rank Leader. Leaders with a rank of 1 may not control other Leaders. When a Leader is activated, the other Leaders that he controls may also be activated.

8.5 Initiative Rating

Leaders that are out of the Command of a Ranking Leader may use their Initiative Rating to attempt to activate. To do so, a die is rolled, and if the result is equal to or less than the Initiative Rating the Leader and the units he commands are activated.

Leaders with a rank of 3 have an additional use for Initiative Rating. The Initiative Rating is used as a die roll modifier for Initiative at the beginning of a turn.

Use the Out of Command markers to designate those Leaders and units that are not within the specified range of a superior Leader per 8.4 above. **Note**: Allied Leader Brunswick as well as French Leaders Doumeriez and Kellerman are never out of command.

9.0 COMBAT

At the beginning of any Combat Phase in which opposing units occupy the same area, mandatory combat occurs. There are two types of Combat: Minor Battle or Major Battle. If it is a Minor Battle, there is one round of combat, while a Major Battle has multiple rounds of combat and uses the Battle Display on the map. All combats occurring with *both* sides having four or fewer units is considered Minor. If there are four or more units on one side but less than four on the other, the defender chooses whether it is a Minor or Major Battle.

Players use two D6 to resolve Melee and Fire combats. One D6 is used to resolve Cavalry Charges.

9.1 Minor Battles

If the battle is a Minor Battle, the defender uses the Fire Table followed by attacker. Players must choose which of their units take losses if the other side has scored hits.

9.2 Major Battles

The following procedure is used for combat:

9.2.1 All units of both sides are placed on the Battle Display in the box that corresponds to their usage rating – S for Skirmish, F for Flank, and M for Main. Additionally, the player may choose to place the M or F units in Reserve. The defending player deploys all of his/her units first on the Battle Display.

9.2.2 The Combat Marker is placed in the box where combat is occurring, to indicate where the units are fighting on the map.

9.2.3 The defensive Skirmish units fire first at the opposing units in the Opposing Skirmish box. The attacking skirmish units fire second.

9.2.4 Remaining Skirmish units (i.e. not routed) are then withdrawn to the Reserve box.

9.2.5 Attacker announces if there will be a flank attack on either side. Attacker also declares all cavalry charges wherever they are on the battle board.

9.2.6 Defender announces if there will be a counter-attack on either flank.

9.2.7 First the attacker and then the defender checks morale. Units that do not pass remain in their flank boxes. Units that do pass the Morale Check conduct Charge combat on the Charge Table. **Note**: Defensive Fire attacks are resolved before Charges.

9.2.8 Counterattacks are conducted first, with each counter-attacking unit conducting melee first followed by the Charging units responding.

9.2.9 If there are Charging units remaining after the counter-charge and/or defensive fire, or there was no Counter-Charge or defensive fire, the Charging units conduct their charges followed by the defending units conducting their melee.

9.2.10 After all flank combats have been resolved, the units in the Main box conduct Fire Combat with the defender firing first and then the attacker.

9.2.11 After Fire Combat, the units in the Main boxes conduct Melee, with the attacker deciding to attack first and if not, the defender is given the option of melee combat or calling a halt to the battle.

9.2.12 Then, beginning with the attacker, units in a flank box that do not have any enemy units in the opposing flank box may be added to the attack. Likewise, the defender may do the same, plus the units in the Reserve box may be moved to the Main box for the current Melee.

    1. The Main attacks are resolved by totaling the strengths of the units for each side and finding the correct column on the Melee Table, rolling on the Melee Table, and applying the results.

    2. Both sides then check their units for Morale.

    3. If there are units remaining in the Main and/or Reserve boxes first the attacker and then the defender decides to withdraw or continue combat.

    4. If combat continues, steps 9.2.5 through 9.2.12 are repeated, and then combat concludes. **Note**: A maximum of two rounds of combat can occur.

9.3 Fire Combat

There are three types of Fire Combat – normal, defensive during a charge, and skirmish. Normal Fire Combat includes all units except cavalry that occupy the Main boxes on the Combat Display. Skirmish Fire Combat is between units occupying the Skirmish Boxes on the Combat Display.

9.3.1 Skirmish Fire Combat This type of Fire Combat is performed at the beginning of each Major Battle. Skirmish units are marked with an SK on the middle left side of their counter. Those in the Skirmish Box fire at the other Skirmish units if the Skirmish Box is occupied, or at the Main Box if the opposing side has no units in the Skirmish Box. When firing, Skirmish units do not use their Morale Rating to identify the correct column on the Fire Table. Instead, use the Skirmish Unit column for Fire Combat. **Note:** Skirmish units always use the Skirmish column whether firing in Skirmish Combat or Normal Combat.

When Skirmish combat is resolved, the remaining Skirmish units are moved to the Reserve Box by the owning player. From there, on ensuing rounds they move to the Main Box and take part in Normal Fire Combat or Melee.

9.3.2 Normal Fire Combat When using Normal Fire Combat, units in the Main Box of the Combat Display fire at the opposing units in the other Main Box. Each unit fires separately using the column that corresponds to their current Morale.

The defender always fires first and applies the result before the attacker fires and applies results. There may be one or two rounds of fire during a Major Battle.

Units targeted by Charging Cavalry fire defensively before the Cavalry Charge is resolved. Results of the defensive fire combat are applied immediately before the Cavalry Charge is resolved.

9.3.3 Fire Combat Modifiers Units that have suffered a step loss have a reduced morale and a -1 dice roll modifier when firing. Units firing at charging units get a +2 dice roll modifier when firing during the Defensive Fire section of a Charge.

9.3.4 Fire Combat Results Fire Combat results in either a miss (-) or step loss (1 or 2). When a side suffers a loss it is the owning player's decision as to which units take a step loss (i.e. is flipped to its reduced side). All of that player's forces in the box receiving Fire Combat must take one step loss before any unit takes two. Most units have two steps. When they take a second step loss, they are removed from play. Some units only have one step (i.e. they do not have a reduced side), and when they take a step loss they are removed from play.

9.4 Cavalry Charges

Cavalry units may only engage in Melee Combat by Charging. All Cavalry Charges are announced before Melee Combat and Fire Combat, the attacking player first followed by the defender. When a Charge is announced, the Charging cavalry must check to see if the Charge actually occurs. Two dice are rolled and are compared with each cavalry unit's Morale Rating (one die roll for all Charging units). If the die roll is higher than the unit's Morale Rating it does not Charge. If the die roll is equal to or lower than the Morale Rating, the unit is Charging and its strength is doubled.

9.4.1 Counter-charge Cavalry units being charged have the ability to Counter-charge. Counter-charging units from the box being attacked are then checked (in the same way as Charging units) and if any Counter-charging units pass their morale, the Counter-charge is immediately resolved.

To resolve a Counter-charge, total the strength points from the units Counter-charging and compare to the strength points of the Charging units (for this purpose the charging units are not doubled). Reduce these numbers to an odds ratio rounding in favor of the defender (unit/stack being Counter-charged). Then roll one die on the Cavalry Charge Table and apply the results.

9.4.2 Die Roll Modifiers for Charge/Counter-charge Die roll modifiers are a + or - for the difference in the best morale unit on either side.

Example: *French have a Charging cavalry unit with 7 morale that has passed its morale check verses an Austrian cavalry unit with an 8 morale. Therefore, the French would have a -1 on the die roll.*

If a Leader is present with Charging or Counter-charging units, the Leader unit may add its offensive rating (if attacking) or subtract its defensive rating if on defense.

9.4.3 Charge/Counter-charge Resolution The following results may occur as the result of Charge Resolution:

AE = All attacking units are Shattered (eliminated from the game).

AR* = All attacking units retreat to an adjacent box and one step is removed from the unit used for Morale comparison.

AR = All attacking units retreat to an adjacent box.

EX = All defending units are eliminated and the attacker loses an equal or greater number of strength points with Charging units' strength points not being doubled for this purpose.

BR = Both sides retreat to an adjacent box.

DR = All defending units retreat to an adjacent box.

DR* = All defending units retreat to an adjacent box and one step is removed from the unit used for Morale comparison.

½DE = Defending units lose 50% of their strength points as Shattered (rounding down in favor of the defender). Remaining units retreat to an adjacent box.

DE = All defending units are Shattered (eliminated from the game).

9.4.4 Canceling a Charge or Counter-charge After checking morale for Charging or Counter-charging cavalry units, the owning player may feel that not enough units have passed the Morale Check to make it a worthwhile endeavor. The owning player may then call off the Charge or Counter-charge. In the case of a Counter-charge, the Charge may take place.

9.4.5 Charge Pursuit Charging cavalry units that successfully charge a *Flank* box ("successful" meaning that they receive a DE, ½ DE, DR, or DR* result) may then continue to pursue the retreating units or move into the Reserve or Main Boxes during Melee Combat. To determine which the cavalry does, the owning player rolls two dice and compares it to the *one* charging cavalry with highest Morale (owning player's choice if there is more than one such unit). If the result is higher than the Morale, all of the Charging cavalry units are in hot pursuit of the remnants of its opposition (even if the defender had a DE) and are removed from play for the rest of the turn. If the die roll result is equal to or less than the morale of the unit, the owning player has the choice of adding the Charging units to the Melee Combat with normal combat values, keeping them in the Flank Box, or moving them to the Main Box.

9.5 Melee Combat
Melee combat occurs between forces occupying the Main Box of their Combat Display. There are two rounds of combat

allowable with either side being able to retreat before the second round of combat (Section 9.7). The following procedure is used:

A. Phasing player announces that his force in the Main Box will conduct combat. He selects a unit to be the lead unit. The lead unit will be used to determine morale die roll modifiers. It will also take the first step loss.

B. The non-phasing player may move units into the Combat Display Reserve Box from adjacent boxes on the main map as part of Reaction Movement.

C. The Phasing player now may roll a die and move that many units from the Reserve to the Main Box.

D. The non-phasing player rolls a die. This is the number of Reserve units that he may move into his Main Box. He then selects a unit to be his lead unit for comparing morale.

E. The players then total their strength points and create a ratio of attacker to defender, always rounding in favor of the defender. Cavalry units that have made a successful Charge and are returned to their Flank or Main Box per 9.4.5 above remain doubled.

F. Both players now determine combat die roll modifiers. The following modifiers are:

Attacking Leaders: + their offensive ratings. **Note**: One divisional Leader with the most subordinate units in the battle plus one overall Leader, if present, are counted. If there is more than one divisional Leader with an equal number of subordinate units present the owning player chooses which Leader's rating will be applied.

Charging Cavalry from Flank to Main: +2 Morale differential: +2 DR

Defending Leaders: - their defensive ratings. **Note**: One divisional Leader with the most subordinate units in the battle plus one overall Leader, if present, are counted . If there is more than one divisional Leader with an equal number of subordinate units present the owning player chooses which Leader's rating will be applied.

G. The attacking player rolls the die and resolves the combat.

H. Units that take step losses as a result of combat must check morale (Section 9.6). Lead units always take the first step lost.

9.5.1 Combat Results The following results may occur as the result of Melee Resolution:

- = No Effect

#/# = The number of unit steps lost (Shattered). The number to the left is for the attacker while the number to the right is for the defender.

Note: No unit may take a second step loss unless all units have already suffered a first step loss.

9.5.2 Leader Loss At the end of any combat *of any type,* roll two dice for each regular Leader. If doubles are rolled and the DR result is higher than the Leader's current Army Morale, the Leader is considered killed, and he is flipped over to show the replacement Leader. If the Leader was involved in a Charge, Counter-charge, or flank attack, any doubles result, regardless of the Army Morale, will result in the Leader becoming a casualty. Any other DR result and the Leader is unaffected.

Do not roll for Leader loss for replacement Leaders.

9.6 Combat and Morale
Units that suffer a step loss must check morale. Flip the unit to the reduced side and roll two dice. This die roll is unmodified. If the die roll result is greater than the morale, then the unit suffers a second step loss and is removed from the game (for purposes of the game, the remaining units would not be able to regain cohesion to be an effective fighting force). If the die roll is equal to or less than the morale number of the unit, the unit remains on the board.

9.7 Retreats
Units that are forced to retreat (as in Charge or Counter-charge) or at the owning player's discretion are removed from the Combat Display and are placed in an adjacent box that is connected to the box where the combat occurred. The units may never retreat into a box occupied by enemy units or from which enemy units entered the box where the combat occurred. Units that cannot do this immediately suffer a morale check with a +2 dice roll modifier. Units that fail their morale are eliminated, while those that pass may move through one box of enemy units, but not two. If they need to retreat through two boxes of enemy units, then they are eliminated.

10.0 MORALE
All combat units have a Morale Rating. Morale is used in various ways during the course of the game. Units that lose one step have a reduced Morale Rating.

10.1 Unit Morale and Recovery
During the Recovery Phase of the turn, units that have suffered step losses may attempt to recover their lost step by making a Morale Check. To do so, roll two dice and compare to the unit's current Morale Rating. If the die roll is equal to or less than the Morale Rating, the unit has recovered its lost step, and is flipped to its full strength side. If the dice roll is greater than the Morale Rating the unit stays at reduced strength.

Note: Shattered units cannot be returned to play via Recovery.

10.2 Army Morale
During the Recovery Phase, each player must check to see if his forces break. The French have an Army Morale Rating of 9, while the Allies have an Army Morale Rating of 11. Use the Army Morale marker to keep track of this rating on the Holding Boxes card. For every five units eliminated that turn, an army commander must check during the Recovery Phase by rolling two dice and comparing it to the Army Morale Rating for the space corresponding the number of eliminated units. For example, if 10 French units are eliminated, a DR of 7 or less would need to be rolled to keep the French Army's Morale from becoming Shaken. If it is equal to or greater than the Army Morale Rating, the Army is Shaken the first time, and the second time it fails a check it is Broken.

A unit may not roll for Recovery if it cannot trace a series of connected boxes, free of enemy units, back to the Army's logistical base. The Allied logistical base is Verdun. The French Armee du Nord's logistical base is Sedan; for the French Armee du Centre it is Chalons. If an Army's logistical base is occupied by an enemy unit, that Army cannot roll for unit Recovery and is treated as Shaken for the rest of the game.

10.2.1 Shaken Army Morale When an Army's morale is Shaken, indicate this status by flipping the Army Morale marker to the Shaken side. The owning player must then make a Morale Check on all units that have suffered a step loss. Modify the DR as follows:

- +2 Allied Morale Check DR if Verdun is occupied by a French unit.

- +1 French Morale Check DR if Chalons or Sedan (+1 for each) is occupied by an Allied unit (+2 maximum).

All units that fail this check are considered Shattered and eliminated from the game. If 5 or more are eliminated, then the owning player must check for his Army Morale again using whatever number that corresponds to the now lower Army Morale track. If it fails, then the Army breaks and the game is over.

Note: Remove all Shattered units from a player's Morale Track at the end of the turn. Remove all eliminated units from the Morale Track at the end of the turn and reset each side's Army Morale Markers back to their normal sides and at the higher level for the next turn.

10.2.2 Optional Army Morale Determination As units are eliminated, an Army's Morale will decline during the turn. As units are eliminated, place them on the Army Morale Track as indicated (for example, the first 5 eliminated Allied units are placed in the 11 space). As the spaces are filled, the Army's Morale will become the lower number. Roll to determine an Army's Morale Status per 10.2, but do not roll to see if breaks until the next Army Morale Phase (not per 10.2.1 for any additional eliminated units).

11.0 VICTORY CONDITIONS

A player can win the game in the ways listed below.

11.1 Automatic Victory

The game is immediately over and a player declared the winner when any of the following occurs:

11.1.1 Allied Automatic Victory

a) French Morale Breaks (Cases 10.2.1 or 10.2.2).

b) Allied Army under Brunswick with at least three subordinate commands (AG/PF, 1st Rank, 2nd Rank, von Kohler or von Eben) exits the west map edge, and a line of connected boxes free of enemy units can be traced to Verdun at the end of the turn. The subordinate commands must have units in them equal to at least half of the combined Leaders' command ratings.

11.1.2 French Automatic Victory

a) Allied Morale Breaks (Cases 10.2.1 or 10.2.2).

b) French control Verdun for two consecutive turns.

11.2 Morale Victory

In the absence of an Automatic Victory, the player that earns the most Victory Points (VP) by the end of the last turn is declared the winner. VP are scored as follows:

• 1 VP: Each step of M or F type unit that is Shattered.

• ½ VP: Each step of SK type unit that is Shattered (treat a reduced two step SK unit as 1 VP, not 1.5 VP).

• 3, 2, or 1 VP: Number of VP equal to a Leader's rank who is eliminated from the game.

• 2 VP for controlling a city (occupying, or being the last to occupy a city). **Note**: At the start of the game the Allied player controls Verdun; the French player all other cities.