

## **Franco Prussian War: BelloLudi Additional Rules and Clarifications**

### **Franco-Prussian War**

#### **Initiative:**

If there is a tie in the die roll the initiative goes to whomever did not have the initiative last turn. A General can use his one “change of command” roll to re-roll his/her die. This can only be done once, after this re-roll no more are allowed that turn (i.e, the other side can’t re-roll the re-roll using their one “change of command.”

The General: The Prussians had a much better staff system. To reflect this the General of the Army can re-roll two command rolls. However, to reflect the head strong nature of some of the Prussian subordinate commanders (Steinmetz for example) the second roll will be a Blunder on a B or 0 roll. (1-5 on a twenty-sided die)

#### **Movement:**

Turning in place up to 90 degrees is considered a formation change. The unit can choose to wheel if there is enough room.

An about face costs 1D3 of movement.

Retrograde/sideways movement is 1/2. So a roll of one move for infantry would be 6 inches backwards or sideways.

Units may not about face if within 6 inches of enemy. The unit must use retrograde movement.

Moving in road column on a road gives an extra 3 inches for infantry and 4 for Cavalry (Max 9/12). The unit has to start on the road to get the bonus and stay on the road for each move and loses that moves bonus if it leaves the road.

Artillery can prolong instead of moving. They can prolong 2 inch per move but if they prolong more than once in a turn (Say they rolled three moves) they cannot shoot that turn.

#### **Shooting Ranges:**

Rifles- 24 inches

Chassepots- 30 inches (And Bavarian Werder equipped units)

Artillery Ranges

French cannon- 40 inches, 1-6 is short 6.1-18 is medium, 18.1-40 is long.

French Mitraillease- 24 inches, 1-6 is short, 6.1 to 10 is medium, 10.1-24 is long

Prussian and Allies – 48 inches, 1-6 is short, 6.1-30 is medium, 30.1-42 is long

Shooting adjustments to die roll.

Prussian Needle Gun gets to reroll one die at close range.

## **Hand-to-Hand/Melee**

Due to rapid rate of fire of rifles units do not have to form square when charged by cavalry and are considered in Square for the Hand-to-Hand result, The infantry still needs to roll to see if they are caught in disorder (roll of 0), in which case the cavalry can close for melee. If they are not facing the cavalry they can attempt to change facing. They accomplish this on any roll except 0 and B. If they fail this roll, they are caught in flank and become disordered. If they were charged from the rear and fail this roll, they also are considered as disordered. If charged from more than one side they can choose to form square.

Attack columns were used by some countries at this time (And in Napoleonic times). An attack column is two stands wide and gets the column bonus for movement. They get two dice in hand-to-hand/melee. They are however easier targets so in addition to the regular bonus artillery gets when firing at columns, infantry get to re-roll one miss on the column when they are charged by them.

Cavalry that charges infantry that does not disorder cannot charge home and melee. They can either complete their movement by going around the infantry if possible, stop in front, or bounce back up to half of the inches they have left in their movement. This is measured from where the infantry unit is. They then must roll for disorder. On a roll of B or 0 (1-5 on twenty sided die) they become disordered.

Guards and Turcos: 1-3 Pull back 1 move in disorder

4-6 Stay put.

## Unit characteristics

Unit	Type	Armament	Melee	Shooting	Morale
Line	Inf 12"	Rifles 18"*	6	3	4/7

\*French chassepot armed 22"

This includes French, Prussian, Wurttemberg, Baden, etc., Bavarian Jaegers

Bav. Line*	Inf.12"	Rifles 18"	6	3	4/6
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Notes: Those units armed with Werder rifles have a range of 22 inches.

Bav. Landwehr Same as above, but never armed with Werder rifles

\*Use these numbers for French Marche units, only however they have 22 inch range for their rifles.

Guard Mobile	Inf 12"	Rifles 22"*	6	3	3/5
Frans-Tireurs	Inf 12"	Rifles 22"*	5	3	2/5

\*Some units did not have chassepots, their range is 18". These stats are also for Guard Nationales.

Guards*	Inf 12"	Rifles 18"	6	3	5/8
French chassepot armed		22"			

\*This includes Prussian Jaegers, Turcos, Chasseurs and Zouaves

Fr. Foot Artillery	12"	6/18/36	1	3/2/1	2/4*
Pr. Foot Artillery	12"	6/20/42	1	3/2/1	2/4*
Mitrailleuse	12"	6/10/24	1	3/2/1	2/4*

Ranges are short/medium/long with the shooting number of dice listed similarly

Horse artillery is the same but moves 18"

\*Guard Artillery 3/4

Light Cavalry*	Cav 24"	Sabres	7		4/7
Elite Lt. Cav*	Cav 24"	Sabres	7		5/8
Heavy Cav	Cav18"	Swords	9		4/7
Elite Hv. Cav	Cav18"	Swords	9		5/8

\*Lancers are armed with lances and swords