

# *Prussia Rising*



# PRUSSIA RISING

This is a simple and very playable simulation of the Franco Prussian War of 1870-71, that two players may complete in under 3 hours of play, with enough beef to interest even the grognard, but mostly for the newcomers to the hobby.

Each game turn is 15 days of real time and each unit represents about 10.000 soldiers. It is more a game than an historical simulation, but we think it could give an insight of the real events in that war.

## Victory Conditions

The Prussian Player has a principal objective in the game: taking Paris. If he is able to put one of his unit inside the French capital before the end of January 1871, he wins the game. Otherwise, at the end of turn 12, victory is based on victory points gained by both players. There are several victory point cities on the map.

## Sequence of Play

The Prussian player is the first in each turn.

- a) **Reinforcement Phase:** the phasing player check to see if he gets any new unit for the game.
- b) **Paris at arms!** (French Player only): when a Prussian unit reaches any box distant 5 spaces or less from Paris, the French Player may declare the Third Republic, starting with this turn. If he does so, follows the rules on the apposite paragraph.
- c) **Movement:** the phasing player rolls 1d6 (adding 3 to the result, if the Prussian); he may makes up to that number of activation over roads or railroads.
- d) **Combat:** the phasing player must attack in each space on the map where are stacks of both players, other than where are sieges. Sieges are resolved starting the turn following their rise, after all the field combat are decided.

e) **Field Promotions:** the phasing player may promote two units, among the ones eligible for this action that turn.

f) **Attrition and supply check:** each stack of units under siege loses automatically one unit. If the stack under siege is French and the Third Republic has been declared, roll adie: on 1 to 4 the stack is eliminated (surrenders), while on a 5-6 loses one unit.

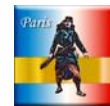
All unsupplied units on the map are disorganized and if already disorganized, they suffer attrition, losing one level (from Veteran to Regular, from Regular to Green; Green units are eliminated instead).

## Unit types



There are two types of units in this game: infantry and cavalry. Each type could be of 3 different levels: *Green*, *Regular* and *Veteran*. Green units (identified by a “G” and a green triangle on the counter) may move only if stacked with at least a unit of upper level and hit in combat only if they roll a double (1-1, 2-2, and so on) on 2d6; Regular (“R” and a yellow triangle) are the core of the army, move normally and hit if they roll a 7 with 2d6; Veteran (“V” and a blu triangle) are the best troops on the field, each stack with at least one of them inside may move 1 space more than usual, and they hit with 7 or more with 2d6.

## Reinforcements



There are two kinds of reinforcement in this game: 1) scheduled and 2) conditional. Scheduled reinforcements are noted on the **Set up and starting units** paragraph and they enter the game at the turn and the space written on it; if the space is under siege or conquered by the enemy, the reinforcement must enter two turns later, on a space choose by the owner, at least 3 and no more than 6 space away from the scheduled one.

Conditional reinforcements enter the game only if certain conditions are met:

Prussian conditional reinforcements:

the Prussian player has 24 reserve infantry units; they may enter the game on two occasions:

1) Any time a French stack attacks into Prussian territory: the following turn, the Prussian player rolls 3d6 and may put in play, in any Prussian spaces of his choice, that number of reserve units; 2) Any time a French stack conquers back any VP French city on the map: same as before, but the Prussian player rolls 1d6 not 3.

These units are Green, may never be promoted and may advance into French territory no more than 3 spaces away from the Prussian border.

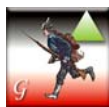
French Conditional reinforcements: they are part of the **Paris at arms!** rule (see below).

### Paris at arms!

When the French player wants, starting with the turn when the conditions for this rule are met, he may declare the Third Republic. When he does so, he may put in play on Paris or on adjacent spaces 24 Green (these are the French infantry units with a yellow stripe on the counter); these units cannot be promoted. The French player has to roll 2d6 for each French unit on the map no more than 8 spaces away from Paris have: Green units are removed on a roll of 4 or more, Regular on a roll of 7 or more, Veteran unit cannot be eliminated this way; units under siege are automatically removed (surrender) if Green, on 5 or more if Regular, on 8 or more if Veteran.

Each odd turn the French player rolls a 1d6 and the result is the number of replacements he may put back in play, only if there are enough such units eliminated in the previous turns. They enter the game exactly as the others.

### Stacking



The limit of units that could be put simultaneously on a space is 8 infantry units; a single cavalry unit may be added to every space.

### Movement

Each movement is called a march: every unit in a stack may be activated in a single march; such a stack may leave units through its movement, but other units can't enter the moving stack, if moved through. Movement is stopped when entering an enemy occupied space or an enemy fortress not under siege.

### Movement types

Road:

When moving on a road, an infantry stack may move up to three spaces for turn. A cavalry unit (as cavalry may not stack together) may move up to 4 hexes.

Railroad:

Only infantry units are permitted to use railroads for movement. They may freely move an unlimited number of spaces in each player territory. Conquered cities are considered "player territory" for this rule. They cannot enter an enemy space through railroad movement, nor a friendly space adjacent to an enemy occupied one.

The French player railroad movement is limited to the movement of unstacked infantry units, while the Prussian player may move infantry stacks of up to 3 units.

The French player loses the possibility to move his units by railroad, when he declares the Third Republic.

### Combat



Each combat unit has a chance to hit in combat based on its experience level. When stacks of both players occupy the same space, a combat occurs. Only infantry units take part in the normal combat, while cavalry units may be used for screening a retreat or inflicting more damage after the battle. Combat is simultaneous and it is divided in several rounds, until one side is totally

wiped off or retreat to another friendly space. Starting with the attacker, both players roll 2d6 for each unit involved and if the result is in the range indicating the hit chance for that unit, an enemy unit is hit, chosen by the player who roll the dice (exception: if possible, a Veteran unit must choose an Veteran unit as target). A unit that suffer a hit is reduced and may still remain in play, but they lose a level of training for the rest of the combat. So, a reduced Green unit is out of that combat. A reduced unit that suffer a second hit is eliminated instead.

Losses and reductions are taken at the same time by both player at the end of each round. At the end of each round, first the attacker and then, if needed, the defender, may choose to retreat. If a player choose to do so, he must retreat his entire stack. If in the retreating stack there is a cavalry unit, this unit can be used to screen the retreat: he rolls 2d6 and on a 7 is eliminated, and the infantry stack may suffer losses, if a cavalry unit is present in the enemy stack; otherwise, the infantry stack may retreat without losses. If an enemy cavalry unit makes a pursuit after the retreating infantry stack (if the cavalry screen has been removed or wasn't present at the start), the owner rolls 2d6: on a double, he may reduce one unit of his choice (eliminating a Green unit).

A retreating stack must enter an adjacent, friendly space, with no enemy units inside, through a road; if there is no such an adjacent space, the stack cannot retreat and must fight till the end.

A stack may also retreat in a fortress inside the same space where it fought, possibly suffering a siege.



### Siege Combat

Siege is a special kind of combat, that is facultative: if a stack retreat inside a fortress, the other player may declare a siege; the same it is true if this retreat happens before the start of a combat.

To rise a siege, the attacker must have at least 3

infantry units. Each turn that a fortress is under siege, in the Attrition phase, one of the besieged unit is eliminated, defender choice.

A siege is resolved like a regular combat, only the defender has a free combat turn (i.e.: he rolls the dice and eventually inflicts losses before the attacker may react). After that the combat is resolved normally.

In a siege combat, green units may hit inside the fortress only if they roll a double "1" or "6"; any other double is a no hit.

Besieged units may try to leave their status siege, with a sortee: such a combat is resolved normally, but during the first round of combat, such units are all considered green for inflicting hits on the enemy (green units hit only with a double "1" or "6").

For victory points calculation fortresses still under siege at the end of the game are considered fallen (i.e.: the Prussian player may count them as victory objectives taken).



### Promotions

The winner of a battle may promote one surviving unit of his choice. In the promotion phase, a player may promote two other units that had taken part in a combat, unregarding the result.

### Supply



Each unit has to be supplied to be fully functional. There are several spaces on the board with a supply symbol: these are supply source. Each unit needs to have a uninterrupted line of spaces taking directly to such a source to be considered in supply.



Out of supply stack suffer disorganization (they may move only 1 space each turn, only through a

road, and cannot have offensive combat) and if already disorganized, they suffer attrition, losing one quality level each turn, until they are possibly disbanded.

### **Set up and starting units**

Prussian player starts the game with 4 Regular infantry and 2 Green cavalry units in Trier and/or Saarbrücken; 10 Green infantry, 6 Regular infantry and 2 Green cavalry in Mainz, Bingen and/or Mannheim; 10 Green infantry and 4 Regular infantry in Landau and/or Kaiserlautern.

At the start of turn 5 he gets 5 Green infantry anywhere in Germany. He may get conditional reinforcements (see above).

French player starts with 15 Green infantry, 4 Regular infantry, 3 Green cavalry and 1 Regular cavalry anywhere in France, in at least eight different locations.

He gets 5 Green infantry units as reinforcements both at the start turn 4 than turn 8, if the Third Republic is not be declared. Otherwise, follows the rule **Paris at Arms!**

### **Victory points and declaring the winner**



If the Prussian player gets Paris before the end of the game, he wins a decisive victory. Otherwise, after 12 turns, he sums up the points he has got for taking objectives. Several cities have their victory points value printed on the map, all the other supply cities or fortresses are worth 1 VP.

### **Level of Victory:**

125+ points Decisive Prussian Victory  
124-100 points Substantive Prussian Victory  
99-80 points Marginal Prussian Victory  
79-60 points Draw  
59-45 points Marginal French Victory  
44-30 points Substantive French Victory  
29 or less points Decisive French Victory

### **Suggested Reading:**

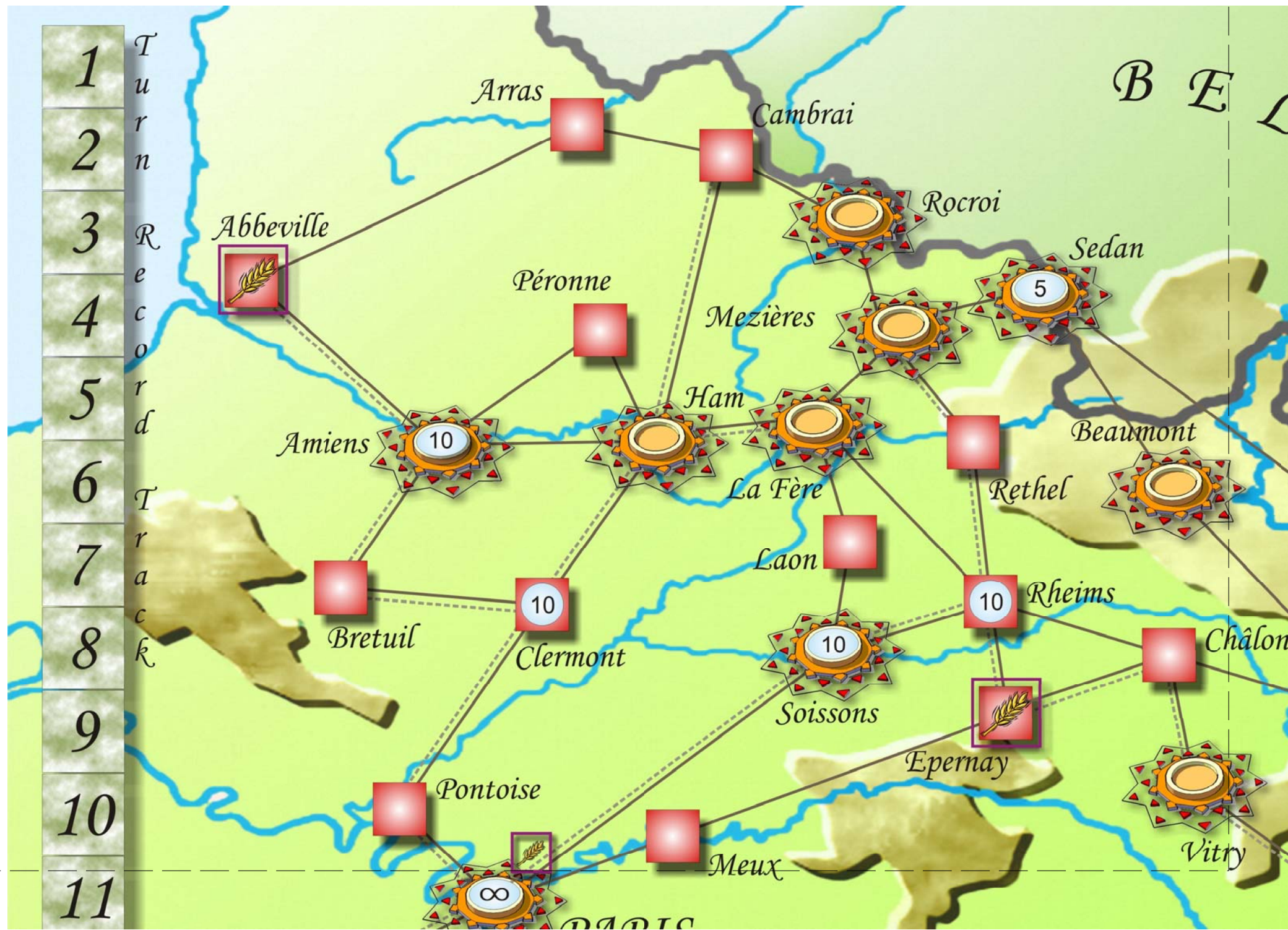
M.Howard: The Franco Prussian War, 1961.  
Osprey Essential History: Franco Prussian War, 2004.  
Game Designer: Roberto Chiavini  
Graphics: Luigi Caruso

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