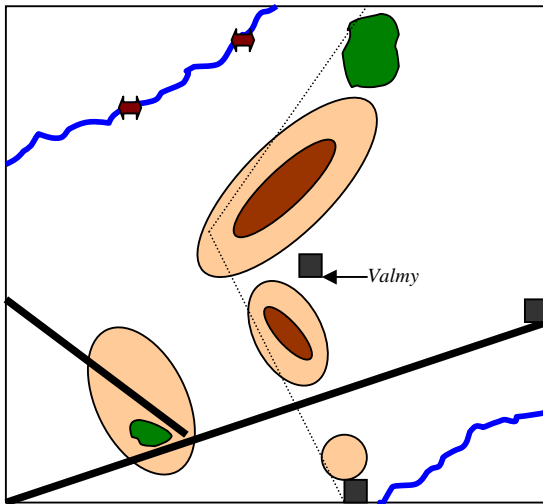


VALMY 1792

This Revolutionary War battle made all later Napoleonic battles possible. The Allied monarchs wanted the French Revolution crushed as soon as possible and their veteran armies moved invincibly into France. After a series of demoralising French retreats, routs and leader defections the French novice armies finally made a stand against the Prussian Veterans on the 20th September 1792 at Valmy.



Prussians:

CinC *Brunswick*
1 x Sub Cdr (-1 CAP)
2 x HC
5 x LC
2 x Lt
8 x Ms (*Range 100paces, Close Combat as Elites*)
2 x HA(M)

French:

CinC *Dumouriez* (-1 CAP)
1 x Sub Cdr
3 x LC (*French 'Battle Cavalry' of the time*)
4 x LC(M)
1 x Ms(E)
6 x Ms
4 x Ms/Lt(M)
1 x Lt
2 x FA(M)

This game is fought on the standard size table.

Prussian Infantry of this time only fought in line formation, did not use skirmish screens to support the Line Infantry and relied heavily on strong discipline and the bayonet in the assault. To reflect this Prussian **Ms** have a firing range of 100paces and cannot have '2nd Rank Support' if attacking however all Prussian **Ms** close combat as Elites. The Prussian Ms may pursue one base depth after winning close combat.

Historically at this time the Prussian cavalry was far superior to French cavalry.

The French Ms/Lt (M) were Brigades of 'Massed Patriots' who were poorly trained but very adaptable. The French Regular Ms and Lt were the Ex Royal Infantry, they were adequately trained but were not so keen on close combat with the Prussian Veterans.

All 3 villages in this scenario were small but well developed, and therefore are classed as fortifications.

French deploy first, anywhere east of the dotted line. Prussians deploy west of the dotted line no closer than 400paces from any French unit. French move first. The game should last no more than 14 turns.

Both sides need 7 Victory Points (VP) to win (one point per casualty). The owner of the villages gain 1VP per village, therefore the French start with 3VP. This means, that as with the case in the actual battle, if the Prussians loose the first few combats they will withdraw from the battlefield with a dented pride and a French victory.

Infantry can cross the river as bad going, cavalry and artillery must cross at the bridges.