Borny-Colombey 14th August 1870

This scenario is developed by Bill Haggart. It has been updated for Volley & Bayonet – Road to Glory by Keith McNelly.

**Background**

Following the battle at Spicheren the French Army of the Rhine withdrew in the face of two Prussian armies towards the fortress city of Metz. Here Bazaine would pass several corps over the Moselle River before the pursuing Germans could encircle Metz. When the German commander of VII Corps learned of the withdrawal he determined to begin a spoiling attack. Soon the attack was be reinforced by three German Corps commanders, though these reinforcements would arrive to the battle area piecemeal. Bazaine, unaware of the German army dispositions, adopted a defensive posture and therefore missing an opportunity to potentially inflict a reverse on the overextended Germans. The unplanned battle of Borny-Colombey was one of the few times during the war where the French outnumbered the Prussians on the battlefield.

**Map**

The map has four levels: River Bottom (green), valley floor, and two levels of hills. The river bottom was traversable to infantry and cavalry, but not to artillery. They must cross at
bridges. The streams are fordable along their entire length for infantry and cavalry. The River Moselle is not fordable. All levels are treated as slopes for line of sight and movement/combat purposes.

All woods are open.

The outlying Metz forts St. Julien and Queuleu were both unfinished at the time of the battle. They are both town-sized and treated as works for units inside. They both have 2 points of Rifled Siege Artillery and are treated as permanently stationary batteries. They may fire perpendicular to their East face (Queuleu is South East, St. Julien is North East) in a 45° arc from the centre of the forts. The forts may be captured, in which case the artillery is destroyed. the Fort artillery can be targeted and destroyed by artillery fire against the east face of each fort as though they are in works.

Setup

The Scenario starts at 3pm and ends at 8 pm, six turns. The Prussians move first.

All troops are within 8 inches of their designated locations unless in road column, in which case the centre of the road column of units must be on the location indicated at the beginning of the scenario. All Corps units may be placed anywhere within any of the locations designated for Corps divisions. No units may be within artillery or rifle close range at the beginning of the game:

French:

- 1st Division/III Colombey (may be in any formation, including stationary)
- 2nd Division/III Road column at 2
- 3rd Division/III Bois de Borny (may be in any formation, including stationary)
- 4th Division/III At 4 (may be in any formation, including stationary)
- 2nd Division/IV Mey (may be in any formation, including stationary)
- 3rd Division/IV Villers l'Orme (may be in any formation, including stationary)
- Cavalry Div/IV At C (may be in any formation, including stationary)
- 1st Division/IG At G (may be in any formation, including stationary)
- 1st Division/II Road column at 1
- 2nd Division/II May enter the map at 4pm in road column at M

Prussian:

- IX Corps units At IX (may be in any formation, including stationary)
- 1st Army Cav Peltre (may be in any formation, including stationary)
- 13th Division/VII Aubigny Chateau (may be in any formation, including stationary)
- 14th Division/VII At VII (may be in any formation, including stationary)
- 1st Division/1 Nouilly (may be in any formation, including stationary)
- 2nd Division/1 Noisseeville (may be in any formation, including stationary)

Scenario Notes

Unlike most of the Franco-Prussian War engagements, this is one where the French enjoy superior numbers against the Germans, while occupying excellent ground. The Prussians
have a difficult battle, but a nearly unbeatable strategic advantage so that the outcome of the battle is a foregone conclusion. However, it makes for a unique and challenging battle.

The French II Corps and the Prussian VII Corps are the only troops to have been previously engaged, at Spicheren. Both showed a marked reluctance to engage in the careless courage they first displayed and characterized the other, less fire-tested corps at Borny-Colombey. This is the reason for their lower exhaustion level.

The outlying Metz forts St. Julien and Queuleu were both unfinished at the time of the battle. They are both town-sized and treated as works for units inside. They both have 1 point of Rifled Siege Artillery and are treated as permanently stationary batteries. They may fire perpendicular to their East face (Queuleu is Southeast, St. Julien is Northeast) in a 45° arc from the center of the forts. The forts may be captured in which case the artillery is destroyed. The Fort artillery can be targeted and destroyed by artillery fire against the east face of each fort as though they are in works.

On the 3pm turn only von der Goltz's brigade (the 15th and 55th Regiments) may move. They must move a full move and be at least 8" closer to some enemy unit at the end of their move than they were at the beginning. All Prussian units may fire the first Prussian turn and move normally all subsequent turns. General von der Goltz, seeing the French retreating into Metz was determined to stop them, advancing to engage them against the expressed orders of a now hesitant Steinmetz. The following day, Goltz was congratulated by the King for his 'disobedience.' Steinmetz had been severally reprimanded for his disobeying orders at Spicheren.

Furia Francese: To simulate the French troops extraordinary ability to successfully counter-attack almost at will against the Prussians without unbalancing the game, the French have 15 shock points for the scenario, which may be spent like money during the combat portion of the game turns. On melee counter-attacks during the Prussian combat phase, the French can designated any infantry unit as having a shock value for that combat only--at the cost of one shock point. By spending two shock points during the French combat phase, the French player can calculate a single melee combat as though their unit(s) enjoyed a shock factor. No more than two melee resolutions per combat phase (either Prussian or French) may use the French shock points. Only 15 shock points can be spent and all expenditures are cumulative during the scenario. Only infantry may use shock points.

Victory Conditions

Like most of the early battles of the Franco-Prussian War, Borny was one that neither side had planned or wanted. For the French, the battle delayed the Army's retreat for twelve precious hours, practically assuring that the Imperial French Army would be trapped at Sedan. To increase the interest while providing for some strategic possibilities, the French player may choose the victory conditions without the Prussian player's knowledge. The French player writes the choice down at the beginning of the game, revealing it at the end to calculate victory. The Prussian player will probably divine the French player's victory choice during the game, but when?

A Strategic Victory: The French Player receives one point for every strength point retreated off the board through Metz at "M" on the board. They lose one point for every strength point lost in combat OR left on the board beyond a 6" radius of the table edge at "M" at the end of
the game. The side with the most points wins. The fort strength points do not count for calculating victory. Units within the 6\textquoteleft of "M" with enemy units between them and the "M" edge of the board are considered lost. "Between" is calculated as though the French unit is routing. If the Prussian unit would be "routed through", it is then in-between the French unit and the board edge. These Victory conditions assume that the Bazaine realized the danger of envelopment his army faced, and attempted to retreat as fast as possible. The French 2nd Division/II does not have to come on the board, but if it does, it will count as another 13 strength points for the victory calculation.

A Tactical Victory: The French Player receives one point for every Prussian strength point loss inflicted minus every French loss suffered. In addition, the Prussian player receives -10 points for occupying each of the following locations: Mey, Fort St. Julien, Vallieres, Borny, Grigy, and Fort Queuleu. If French are cut off from the "M" edge of the board, they are counted as eliminated. The French win if the final count is a positive number, the Prussians, if a negative number. Being "cut off" for the French is calculated as a straight line from the French unit any length to the "M" edge, using 'rout through' determination as above. These victory conditions assume that Bazaine decided to stay and win the battle. This is "sort of" what he actually did, only Bazaine did not seem to have any particular goals in mind when he decided to stay.

The Prussian units will take serious losses to win either set of victory conditions, but they can't be careless. The goals are to block the French from retreating in the first scenario and to inflict casualties while capturing victory point locations, only two or three will insure a win. Any victory that generates more than 15 points, negative or positive, as a final count is a significant victory. The French hold most of the cards this time, and will benefit from keeping the Prussian guessing as to their intent. For instance, bringing on the 2nd Division/II can help the confusion. However, any retreat cannot be delayed long.
Order of Battle

**FRENCH ARMY, Marshal Bazaine - Army Commander in Chief** (83,500 infantry and cavalry, 43 batteries), **Marshal Bazaine - Army Commander in Chief** (83,500 infantry and cavalry, 43 batteries)

**III Corps, CC General Decaen, CC General Decaen**

1st Division, General Montaudon (DC) - Exhaustion=9 (DC) - Exhaustion=11

- 1st Division Art Battalion
  - M5 [ ] Field-rml
- 1st Division Mitrailleuse Battery
  - M5 [ ] mg

1st Brigade: N/A

- 18e Chasseurs
  - M6 [ ] ss
- 51e Ligne
  - M5 [ ][ ][ ][ ]
- 62e Ligne
  - M5 [ ][ ][ ][ ]

2nd Brigade: Genral Clinchant

- 81e Ligne
  - M5 [ ][ ][ ][ ]
- 95e Ligne
  - M5 [ ][ ][ ][ ]

2nd Division, General de Castagny (DC), Exhaustion=9 (DC), Exhaustion=11

- 2nd Division Artillery Battalion
  - M5 [ ] Field-rml
- 2nd Division Mitrailleuse Battery
  - M5 [ ] mg

1st Brigade, General Nayral

- 15e Chasseurs
  - M6 [ ][ ][ ] ss
- 19e Ligne
  - M5 [ ][ ][ ][ ]
- 41e Ligne
  - M5 [ ][ ][ ][ ]

2nd Brigade, General Duplessis

- 69e Ligne
  - M5 [ ][ ][ ][ ]
- 41e Ligne
  - M5 [ ][ ][ ][ ]

3rd Division, General Mettmann (DC), Exhaustion = 9 (DC), Exhaustion = 11

- 3rd Division Artillery Battalion
  - M5 [ ] Field-rml
- 3rd Division Mitrailleuse Battery
  - M5 [ ] mg

1st Brigade, General de Potier

- 7e Chasseurs
  - M6 [ ][ ][ ] ss
- 7e Ligne
  - M5 [ ][ ][ ][ ]
- 29e Ligne
  - M5 [ ][ ][ ][ ]

2nd Brigade, General Arnaudeau
- 59e Ligne M5 [ ][ ][ ][ ]
- 71e Ligne M5 [ ][ ][ ][ ]

*4th Division, General Aymard (DC), Exhaustion = 11*

- 4th Division Artillery Battalion M5 [ ][ ] Field-rml
- 4th Division Mitrailleuse Battery M5 [ ] mg

*1st Brigade, General de Bauer*

- 11e Chasseurs M6 [ ][ ]
- 44e Ligne M5 [ ][ ][ ][ ]
- 60e Ligne M5 [ ][ ][ ][ ]

*2nd Brigade, General Sangle-Ferrieres*

- 80e Ligne M5 [ ][ ][ ][ ]
- 85e Ligne M5 [ ][ ][ ][ ]

*IV Corps (part), CC General de Ladmirault*

- IV Corps Reserve Lt. Artillery Batt. M5 [ ][ ] Field-rml
- IV Corps Reserve Hv. Artillery Batt. M5 [ ][ ] Heavy-rml
- IV Corps Reserve Hrs. Artillery Batt. #1 M6 [ ][ ] Field-rml
- IV Corps Reserve Hrs. Artillery Batt. #2 M6 [ ][ ] Field-rml

*2nd Division, General Grenier (DC), Exhaustion = 11*

- 2nd Division Artillery Battalion M5 [ ][ ] Field-rml
- 2nd Division Mitrailleuse Battery M5 [ ] mg

*1st Brigade, General Bellecourt*

- 5th Chasseurs M6 [ ][ ] ss
- 13e Ligne M5 [ ][ ][ ][ ]
- 43e Ligne M5 [ ][ ][ ][ ]

*2nd Brigade, General Pradier*

- 64e Ligne M5 [ ][ ][ ][ ]
- 98e Ligne M5 [ ][ ][ ][ ]

*3rd Division, General Count de Lorencez (DC), Exhaustion=11*

- 3rd Division Artillery Battalion M5 [ ][ ] Field--rml
- 3rd Division Mitrailleuse Battery M5 [ ] mg

*1st Brigade, General Count Pajol*

- 2nd Chasseurs M6 [ ][ ] ss
- 15e Ligne M5 [ ][ ][ ]
- 33e Ligne M5 [ ][ ][ ][ ]
2nd Brigade, General Berger

- 54e Ligne
- 65e Ligne

Cavalry Division, General de Clerambault (DC), Exhaustion=5

1st Brigade, General Bruchard

- 2e, 3e & 10e Regt. Chasseurs à Cheval

2nd Brigade, General Maubranches

- 2e & 4e Regt. de Dragoons

3rd Brigade, General de Juniac

- 5e & 8e Regt. de Dragoons

Imperial Guard (part)

1st Guard Division (part) General Deligny (DC), Exhaustion=15

- 1st Guard Division Artillery Battalion
- 1st Guard Division Mitrailleuse Battery

1st Brigade, General Brincourt

- Guard Chasseurs
- 1e Garde Voltigeurs
- 2e Garde Voltiguers

2nd Brigade, General Garnier

- 3e Garde Voltiguers
- 4e Garde Voltiguers

II Corps (part)

1st Division, General Verge (DC), Exhaustion=8

- 1st Division Artillery Battery
- 1st Division Mitrailleuse Battery

1st Brigade, General Valazé

- 3e Chasseurs
- 32e Ligne
- 55e Ligne

2nd Brigade, General Jolivet

- 76e Ligne
• 77e Ligne

2nd Division (part), General Bataille (DC), Exhaustion Ex=6

• Corps Horse Artillery Battalion

1st Brigade, General Pouget

• 12e Chasseurs
• 8e Ligne
• 23e Ligne

2nd Brigade, General Micheler

• 66e Ligne
The Prussian Army, General of Infantry von Steinmetz—Army Commander in Chief (67,500 infantry & Cavalry, 34 batteries)

I Corps, CC Genral of Cavalry Baron von Manteuffel

1 Corps Units

- 1st East Prussian Jager Battalion M6 [ ][ ]ss (usually attached to 1st Division)

Corps Artillery,

- Field Artillery Battalion M5 [ ][ ] field-rbl
- Heavy Artillery Battalion M5 [ ][ ] Heavy-rbl
- Horse Artillery Battalion M6 [ ][ ] field-rbl

1st Division, Major General von Bentheim (DC), Exhaustion =15 (DC)

- 1st Lithuanian Dragoon Regiment M6 [s] md

1st Brigade, Major General von Gayl

- 1st East Prussian Grenadier Regt. M5 [ ][ ][ ][ ][ ][ ]
- 41st East Prussian Infantry Regt. M5 [ ][ ][ ][ ][ ][ ]

2nd Brigade, Major General von Falkenstein

- 3rd East Prussian Grenadier Regt. M5 [ ][ ][ ][ ][ ][ ]
- 43rd East Prussian Infantry Regt. M5 [ ][ ][ ][ ][ ][ ]

Divisional Artillery: 1st Foot Division, Art. Regt. #1

- Field Artillery Battalion M5 [ ][ ] field-rbl
- Heavy Artillery Battalion M5 [ ][ ] Heavy-rbl

2nd Division, Major General von Pritzelwitz (DC), Exhaustion=15

- 10th Dragoon Regiment M6 [s] md

3rd Brigade, Major General von Memerty

- 4th East Prussian Grenadier Regt. M5 [ ][ ][ ][ ][ ][ ]
- 44th East Prussian Infantry Regt. M5 [ ][ ][ ][ ][ ][ ]

4th Brigade, Major General non Zglinitzzki

- 5th East Prussian Grenadier Regt. M5 [ ][ ][ ][ ][ ][ ]
- 45th East Prussian Infantry Regt. M5 [ ][ ][ ][ ][ ][ ]

Divisional Artillery, 2nd Foot Division, Art. Regt. #1

- Field Artillery Battalion M5 [ ][ ] field-rbl
- Heavy Artillery Battalion M5 [ ][ ] Heavy-rbl
3rd Cavalry Division (part): Major General Graf von der Goeben (DC), Exhaustion=3

- Horse Artillery Battery  M6 [ ] field-rbl

6th Brigade, Major Gen. von Mitus

- 8th Rhine Cuirassier Regiment  M6 [ ] hv
- 7th Rhine Uhlans Regiment  M6 [s] Lt LnCr

7th Brigade, Major Gen. Count zu Dohna

- 5th & 14th Westphalian Uhlans Regiment  M6 [s] [s] Lt LnCr

VII Corps, General of Infantry, von Zastrow

VII Corps Units:

- 7th Westphalia Jäger Battalion  M6 [ ][ ] ss

Corps Artillery, Art Regt. #7

- Field Artillery Battalion  M5 [ ][ ][ ] field-rbl
- Heavy Artillery Battalion  M5 [ ][ ][ ] Heavy-rbl
- Horse Artillery Battalion  M6 [ ][ ][ ] field-rbl

13th Division, Major General von der Osten-Sacken (DC), Exhaustion=11

25th Brigade, Major General von Gayl

- 13th Westphalia Infantry Regt.  M5 [ ][ ][ ][ ][ ][ ]
- 73rd Hanoverian Fusilier Regt.  M5 [ ][ ][ ][ ][ ][ ]

26th Brigade, Major General von der Goltz

- 15th Westphalia Infantry Regt.  M5 [ ][ ][ ][ ][ ][ ]
- 55th Westphalia Infantry Regt.  M5 [ ][ ][ ][ ][ ][ ]

Divisional Artillery, 1st Ft Division, Art Regt. #7

- Field Artillery Battalion  M6 [ ][ ] field-rbl
- Heavy Artillery Battalion  M6 [ ][ ][ ] Heavy-rbl
- 8th Westphalia Hussar Regt.  M6 [s] Lt

14th Division, Lt. General von Kamecke (DC), Exhaustion=10

- 15th Hanoverian Hussar Regt.  M6 [s] md

27th Brigade, Major General von Francois
• 39th Rhenish Fusilier Regt. M5 ][ ][ ][ ][ ][ ]
• 74th Hanoverian Infantry Regt. M5 ][ ][ ][ ][ ][ ]

28th Brigade, Major General von Woyna
• 53rd Westphalia Infantry Regt. M5 ][ ][ ][ ][ ][ ]
• 77th Hanoverian Infantry Regt. M5 ][ ][ ][ ][ ][ ]

Divisional Artillery, 3rd Foot Division, Artillery Regt. #7
• Field Artillery Battalion M5 ][ ][ ] field-rbl
• Heavy Artillery Battalion M5 ][ ][ ] Heavy-rbl

IX Corps (part), CC General of Infantry von Manstein

18th Division, Lt. General Baron von Wrengel (DC), Exhaustion=15 (DC)
• 6th Magdaburg Dragoon Regiment M6 [s] md
• 9th Lauenburg Jager Battalion M6 ][ ][ ] ss

35th Brigade, Major General von Blumenthal
• 25th Rhenish Infantry Regt. M5 ][ ][ ][ ][ ][ ][ ]
• 84th Schleswig Infantry Regt. M5 ][ ][ ][ ][ ][ ][ ]

36th Brigade, Major General von Below
• 11th Silesian Grenadier Regt. M5 ][ ][ ][ ][ ][ ][ ]
• 85th Holstein Infantry Regt. M5 ][ ][ ][ ][ ][ ][ ]

Divisional Artillery, 1st Foot Division, Art. Regt. #9
• Field Artillery Battalion M5 ][ ][ ] field-rbl
• Heavy Artillery Battalion M5 ][ ][ ] Heavy-rbl

1st Army Cavalry:

1st Cavalry Division, Lt. General von Hartmann (DC), Ex=5
• Horse Artillery Battery M6 [ ] field--rbl

1st Brigade, Major Gen. von Luderitz
• 2nd "Queens" Pomeranian Cuirassier Regt. M6 ][ ][ ] hv
• 4th & 9th Pomeranian Uhlan Regts. M6 [s][s] lt Lncr

2nd Brigade, Major Gen. von Baumgarth
• 3rd East Prussian Cuirassier Regt. M6 ][ ][ ] hv
• 12th Lith. & 8th East Prussian Uhlan Regt M6 [s][s] lt Lncr