Mars-La-Tour, 16th August 1870

This scenario was developed by Robert Gill. Minor editing has been completed by Keith McNelly. This scenario has not explicitly been converted to Volley & Bayonet – Road to Glory format due to the special exhaustion values used. However, I believe it is usable in its current format.

“During the first four weeks of the Franco-Prussian War, there was one day – one single day – when the French were presented with the opportunity of defeating – indeed of destroying – the chief instrument of the German military machine, and of making good their escape. Whether that would have influenced the final course of the war is a matter for speculation. What is certain beyond argument is that the war – and with it the future of Europe – was decided at Mars-la-Tour on 16th August 1870.” David Ascoli  “A Day of Battle”

Overview

The action at Mars-la-Tour has been cited as the critical moment in the Franco-Prussian War. It started as an attempt by the Prussians to attack what they originally believed to be the rear-guard of the retreat of the French Army of the Meuse, in an effort to disrupt its movements. In fact, due to appalling French organisation, the Prussians came into contact with the French advanced guard. The resulting battle saw only 2 Prussian Corps take on the entire French army and hold it for the whole day.

At 9am dragoons belonging to Forton’s 3rd Reserve Cavalry division were detailed to form the vanguard of the French retreat to Verdun. When asked as to what reconnaissance the cavalry was to perform that morning Marshal Bazaine was to reply ”comme d’habitude”, so, as usual the French did nothing. The Dragoons themselves broke out the regimental silver and partook of petit dejourner.

The Prussians could not believe what they were seeing and decided to take matters into their own hands. Summoning up a battery of horse artillery, the Prussians gate-crashed the party. Within minutes the French were tumbling back upon the supporting infantry of Frossard’s II Corps.

By 10.00 am the leading Chasseur companies of Frossard’s Corps had moved forward to occupy the villages of Vionville and Flavigny, forcing the Prussian cavalry to retire to a safe distance. Behind Frossard lay the whole of Canrobert’s VI Corps and further back towards Gravelotte, the Imperial Guard was bivouaced. Le Beouf’s III Corps was camping to the North of them.

On arriving on the Rezonville plateau, von Avensleben, Prussian III Corps commander, realised that instead of a rearguard, the ENTIRE French army lay infront of him. He had two choices. Fall back onto his supporting troops, still some miles distant, or attack. Von Alvensleben did not hesitate, he attacked.
He believed that a concerted attack would convince the French that they would be facing the whole Prussian army long enough for reinforcements to arrive. They would be a long time in coming. In fact, only Voigts-Rhetz’ X Corps and some other scattered elements were able to come to his aid.

This scenario depicts this epic action. At times the Prussian forces will be outnumbered by more than 5 to 1. Only extreme self-belief allied to extraordinary French vacillation prevented the Prussians from being swept away and the road to Verdun opened to allow the escape of the French army.

Map

The battlefield is roughly of the order of 9 miles long and 7 miles wide. Using full scale this would result in a board in excess of 13’ long and 10’ wide, so it’s really best done at 1/2 scale or even centimetre scale to reduce the board to manageable proportions. Deployment distances are noted as per normal scale.

Additional Rules

The entire French Army is available to the French player as opposed to only two Prussian Infantry Corps. Hence, I have had to apply a series of modifiers to try to represent the events of the day without stereotyping them too much.
The Prussian infantry in III and X Corps has been upgraded to M6 and their exhaustion limit raised to 60%. This, I believe, is entirely justified given what happened and the state the Prussians find themselves in. The other Prussian infantry is rated as per normal as these were scattered elements of whatever could be found to get to the battle on time.

The Prussians have been given an enhanced command structure.

Surprise. To reflect the surprise that the French suffered at the start of the battle the following rules are in effect for the first 3 moves:

a) All French units on table are considered to be inactive until activated (see below). As such they are considered to be disordered. They may not be prone.

b) No French unit may start the game in a town or village except for skirmishers. (The French bivouacked in tents unlike the Prussians who would used barns, houses etc if they were available.)

The French are subject to the following command restrictions:

1) Bazaine is the AC and may move as he sees fit.

2) Frossard’s II Corps starts the game active as does 3rd Reserve Cavalry

3) At the start ALL other French Divisions are inactive and must be activated before they can move. They can only be activated by 1 of 2 things:

   a) According to the following schedule:

      10:00hrs - VI Corps and Guard Corps

      12:00hrs - All other troops

For the purpose of this rule Lapasset’s Brigade is regarded as a part of II Corps.

   The Reserve Corps consists of two divisions (Field Artillery and Horse Artillery) of Artillery plus 2 divisions (1st and 3rd) of cavalry.

b) A stand belonging to the Corps is attacked. In this case the whole division is instantly activated.

   Forton’s Cavalry Division has just been fired upon so is active Game Turn 1 under this rule.

4) IV Corps begins the game offboard. It counts as being activated upon arrival, however it MUST come onto the board in road column down the designated road. An order of march must be designated in advance.

5) The Prussians move at x4 speed when using road column movement and x3 speed when using march column movement. The French use the stadard x3 and x2 multipliers.
Historical Deployment:

Historically Bazaine was obsessed with protecting his lines of retreat to Metz. The intention of this scenario is to let both sides create their own problems, but if you wish to mirror history a little more closely and to give the Prussians more of a chance then apply the following restrictions to the French:

The following troops must be deployed in and/or between Rezonville and Gravelotte:

If they are not there then once they are activated by the normal release conditions, they must move directly to the area and become inactive again once they reach there.

Voltigeur Division, Imperial Guard

The Guard Chasseur Bn may enter the Bois des Ognons, but must stay in command.

1st Division III Corps, 4th Division VI Corps, Reserve Artillery, These forces may not move until they are release. This occurs only if they are attacked or if the French hold all of their onboard victory conditions, at which point Bazaine would have felt safe enough to continue (I think).

Victory Conditions:

The objective of the French Army was to reach Verdun, The Prussians were attempting to stop them. Hence victory cannot be measured in terms of losses as these were, in effect, of no real relevance.

The French win if they hold open the road to Verdun. To achieve this the French must hold all of the following places: Vionville, Rezonville, Mars-la-Tour, Flavigny, Thionville, Gravelotte. In addition, have exited at least one complete, unexhausted division in road column formation via the Verdun Road.

The Prussians win a marginal victory if they prevent the French from achieving their victory conditions.

The Prussians win a decisive victory if they can prevent the French from achieving their victory conditions AND hold the following places: Vionville, Mars-la-Tour, Flavigny. Thus effectively sealing off the road to Verdun.

In this battle, there is no concept of a draw.
Order of Battle

FRENCH ARMY

- Marshal Bazaine AC

II CORPS, General Frossard CC

Corps Troops

- 10th + 11th Batteries, 5th Field Artillery Regt M5 [ ][ ][ ] R-Hv
- 6th+ 10th Batteries, 15th Field Artillery Regt M5 [ ][ ][ ] R-F
- 7th + 8th Batteries, 17th Horse Artillery Regt M5 [ ][ ][ ] R-F

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

- 3rd Chasseurs M6 [ss]
- 32nd Regt de Ligne M5 [ ][ ][ ][ ]
- 55th Regt de Ligne M5 [ ][ ][ ][ ]
- 76th Regt de Ligne M5 [][ ][ ][ ]
- 77th Regt de Ligne M5 [][ ][ ][ ]
- 6th Battery, 5th Field Artillery Regt M5 [ ] mg
- 5th + 12th Batteries, 5th Field Artillery Regt M5 [ ][ ] R-F

2nd Division, Gen Bataille DC Exhaustion=9

- 12th Chasseurs M6 [ss]
- 8th Regt de Ligne M5 [ ][ ][ ][ ]
- 23rd Regt de Ligne M5 [ ][ ][ ][ ][ ]
- 66th Regt de Ligne M5 [ ][ ][ ][ ]
- 67th Regt de Ligne M5 [ ][ ][ ][ ][ ]
- 9th Battery, 5th Field Artillery Regt M5 [ ] mg
- 7th + 8th Batteries, 5th Field Artillery Regt M5 [ ][ ] R-F

Attached Division, Gen Lapasset (DC) Exhaustion=4 (Attached from V Corps)

- 2nd Co. 14th Chasseurs M6 [ss]
- 84th Regt de Ligne M5 [ ][ ][ ][ ][ ]
- 97th Regt de Ligne M5 [ ][ ][ ][ ][ ]
- 3rd Lancers M5 [s] lt, incr
- 7th Battery, 2nd Field Artillery Regt M5 [ ] R-F

III CORPS, Marshal Le Boeuf (CC)

Corps Troops

- 10th + 12th Batteries, 11th Field Artillery M5 [ ][ ] R-Hv
- 7th + 10th Batteries, 4th Field Artillery M5 [ ][ ] R-F
- 1st + 2nd Batteries, 17th Horse Artillery M5 [ ][ ] R-F
- 3rd + 4th Batteries, 17th Horse Artillery M5 [ ][ ] R-F

1st Division, Gen Montaudon DC Exhaustion=9
| 18th Chasseurs | M6 [ ][] ss |
| 51st Regt de Ligne | M5 [ ][ ][ ][ ] |
| 62nd Regt de Ligne | M5 [ ][ ][ ][ ] |
| 81st Regt de Ligne | M5 [ ][ ][ ][ ][ ] |
| 95th Regt de Ligne | M5 [ ][ ][ ][ ][ ] |
| 8th Battery, 4th Field Artillery Regt | M5 [ ] mg |
| 5th + 6th Batteries, 4th Field Artillery Regt | M5 [ ][] R-F |

### 2nd Division, Gen Nayral DC Exhaustion=8

| 15th Chasseurs | M6 [ss] |
| 19th Regt de Ligne | M5 [ ][ ][ ][][ ] |
| 41st Regt de Ligne | M5 [ ][ ][ ][ ] |
| 69th Regt de Ligne | M5 [ ][ ][ ][ ][ ] |
| 90th Regt de Ligne | M5 [ ][ ][ ][ ][ ] |
| 9th Battery, 4th Field Artillery Regt | M5 [ ] mg |
| 11th + 12th Batteries, 4th Field Artillery Regt | M5 [ ][] R-F |

### 4th Division, Gen Aymard DC Exhaustion=10

| 11th Chasseurs | M6 [ss][ss] |
| 44th Regt de Ligne | M5 [ ][ ][ ][ ][ ][ ] |
| 60th Regt de Ligne | M5 [ ][ ][ ][ ] |
| 80th Regt de Ligne | M5 [ ][ ][ ][ ][ ][ ] |
| 85th Regt de Ligne | M5 [ ][ ][ ][ ] |
| 8th Battery, 11th Field Artillery Regt | M5 [ ] mg |
| 9th + 10th Batteries, 11th Field Artillery Regt | M5 [ ][] R-F |

### IV CORPS, General de Ladmirault CC, IV Corps

#### Corps Troops

| 11th + 12th Batteries, 1st Field Artillery Regt | M5 [ ][] R-Hv |
| 6th + 7th Batteries, 8th Field Artillery Regt | M5 [ ][] R-F |
| 5th + 6th Batteries, 17th Horse Artillery Regt | M5 [ ][] R-F |

### 1st Division, Gen de Cissey DC Exhaustion=8

| 20th Chasseurs | M6 [ss][ss] |
| 1st Regt de Ligne | M5 [ ][ ][ ][ ][ ] |
| 6th Regt de Ligne | M5 [ ][ ][ ][ ] |
| 57th Regt de Ligne | M5 [ ][ ][ ][ ][ ] |
| 73rd Regt de Ligne | M5 [ ][ ][ ][ ] |
| 12th Battery, 15th Field Artillery Regt | M5 [ ] mg |
| 5th + 9th Batteries, 15th Field Artillery Regt | M5 [ ][] R-F |

### 2nd Division, Gen Grenier DC Exhaustion=8

| 5th Chasseurs | M6 [ss][ss] |
| 13th Regt de Ligne | M5[ ][ ][ ][ ][ ] |
| 43rd Regt de Ligne | M5 [ ][ ][ ][ ][ ] |
• 64th Regt de Ligne
• 98th Regt de Ligne
• 5th Battery, 1st Field Artillery Regt
• 6th + 7th Batteries, 5th Field Artillery Regt

VI CORPS, Marshal Canrobert (CC)

1st Division, Gen Tixier DC Exhaustion=9

• 9th Chasseurs
• 4th Regt de Ligne
• 10th Regt de Ligne
• 12th Regt de Ligne
• 100th Regt de Ligne
• 12th Battery, 8th Field Artillery Regt
• 5th, 7th, 8th Batteries, 8th Field Artillery

2nd Division, Gen Bisson DC Exhaustion=3

• 9th Regt de Ligne
• 9th + 10th Batteries, 13th Field Artillery Regt

3rd Division, Gen de Villiers DC Exhaustion=7

• 75th Regt de Ligne
• 91th Regt de Ligne
• 93rd Regt de Ligne
• 94th Regt de Ligne
• 5th, 6th + 7th, 14th Field Artillery Regt

4th Division, Gen Levassor-Sorval DC Ex=8

• 25th Regt de Ligne
• 26th Regt de Ligne
• 28th Regt de Ligne
• 70th Regt de Ligne
• 7th, 8th + 9th Batteries, 18th Horse Artillery

IMPERIAL GUARD, General Bourbaki (CC)

Corps Troops

• 3rd + 4th Batteries Guard Horse Artillery
• 5th + 6th Batteries Guard Horse Artillery

1st Guard Division, Gen Deligny DC, Exhaustion=12

• Guard Chasseurs a Pied
• 1st Voltigeur Regt
• 2nd Voltigeur Regt
• 3rd Voltigeur Regt
• 4th Voltigeur Regt
• Guard Chasseurs a Cheval
• 5th Battery, Guard Field Artillery Regt M6 [ ] mg
• 1st+ 2nd Batteries, Guard Field Artillery Regt M6 [ ][ ][ ][ ] R-F

2nd Guard Division, Gen Picard DC, Exhaustion=9

• Guard Zouave Regt M6 [ss][ss]
• 1st Grenadier Regt M6 [ ][ ][ ][ ][ ]
• 2nd Grenadier Regt M6 [ ][ ][ ][ ][ ]
• 3rd Grenadier Regt M6 [ ][ ][ ][ ]
• Guard Guides M6 [s] lt
• 6th Battery, Guard Field Artillery Regt M6 [ ] mg
• 3rd + 4th Batteries, Guard Field Artillery Regt M6 [ ][ ][ ] R-F

CAVALRY

2nd Cavalry Division, Gen de Valabregue DC, Exhaustion=3

(Gen Marmier should have led this division, but didn’t make it to the battlefield in time)

• 4th + 5th Chasseurs M5 [s][s][s] lt
• 7th + 12th Dragoons M5 [ ][ ] md

3rd Cavalry Division, Gen Clerambault DC Exhaustion=2

• 2nd + 4th Dragoons M5 [ ][ ] md
• 5th + 8th Dragoons M5 [ ][ ] md

4th Cavalry Division, Gen Legrand DC, Exhaustion=3

• 2nd + 7th Hussars M5 [s][s][s] lt
• 3rd + 11th Dragoons M5 [ ][ ] md

Imperial Guard Cavalry, Gen Desvaux DC Exhaustion=4

• Guard Dragoons + Lancers M6 [ ][ ][ ][ ] md
• Guard Cuirassiers + Carabiniers M6 [ ][ ][ ][ ] Hv

1st Reserve Cavalry Division, Gen du Barail DC Exhaustion=4

• 2nd Chasseurs d’Afrique + 2nd Chasseurs M5 [s][s][s] lt
• 3rd + 10th Chasseurs M5 [s][s][s] lt
• 5th + 6th Batteries, 19th Horse Artillery Regt M5 [ ][ ][ ] R-F

3rd Reserve Cavalry Division, Gen Forton DC Exhaustion=3

• 1st + 9th Dragoons M5 [ ][ ] md
• 7th + 10th Cuirassiers. M5 [ ][ ][ ] Hv
• 7th + 8th Batteries, 20th Horse Artillery Regt M5 [ ][ ][ ] R-F

RESERVE ARTILLERY, Gen Canu DC

• 11th +12th Batteries, 13th Field Artillery Regt M5 [ ][ ][ ] R-Hv
Notes on French OOB:

The term "mg" = Mitrailleuse.

French Corps are all at 40% exhaustion, except for the Imperial Guard, which is set to 60%. Cavalry is at 50% (except Imperial Gad which is 60%).

There is a large variation in regimental strengths caused by mobilisation difficulties and casualties at Spicheren and Colombey. As a result all French regiments are understrength except for the 44th Ligne. The 44th Ligne’s regimental depot was Metz.

3rd Division, II Corps was not present at the battle. It was detached to garrison the Metz forts following its rough handling at Spicheren. Its place was partly taken by Lapasset’s Brigade, which had been picked up, from where it had been left when V Corps retreated to Chalons. The 3rd Lancer Regiment came with it as did 1 squadron of the 7th Hussars, which was attached to form an escort for Marshal Bazaine.

The 1st Reserve Cavalry Division should be made up of 4 regiments of Chasseurs d’Afrique, however one was wandering around Southern France, and 2 more had been attached, together with 3rd Bn, 3rd Grenadier Guards to escort Napoleon III to Chalons. The division was reconstituted by transferring the 1st Brigade, 3rd Cavalry Division to it.

The 3rd Regiment Guard Grenadiers is missing its 3rd Battalion, which had been detached to form part of Napoleon III’s escort for his journey to Chalons.

The VI corps arrived at Metz with only 1 regiment of its 2nd division, half its artillery and no cavalry. Four batteries from the Artillery Reserve were attached to it to bolster it up.

Four heavy batteries from the Artillery Reserve were sent to support the Metz forts and did not return to the army until the 18th August.

Metman’s division (3rd Division III Corps) was left behind at Metz and did not arrive until after dark, hence it is not represented.

Lorencz’ division (3rd Division IV Corps) was so slow in extricating itself from the Moselle valley that it too, did not arrive until after dark. Hence it is also not represented.

French Deployment

- II Corps - East of Vionville, no closer than 12”
- 2nd Cavalry Division - ditto
- III Corps (including 3rd Cavalry Division) - Between Malmaison and St Mercel
- VI Corps - East of but within 12” of Rezonville.
- Imperial Guard - Within 6cm of Gravelotte (Grenadiers), within 6” of Malmaison (Voltigeurs + Cavalry)
- Reserve Artillery - East of Gravelotte (Within 12”)

• 1st +2nd Batteries, 18th Horse Artillery Regt M5 [ ] [ ] R-F
• 3rd +4th Batteries, 18th Horse Artillery Regt M5 [ ] [ ] R-F
• 5th +6th Batteries, 18th Horse Artillery Regt M5 [ ] [ ] R-F
• 1st Reserve Cavalry Division - Within 6” of Doncourt.
• 3rd Reserve Cavalry Division - West of Vionville (within 12”)

French Reinforcements

11:00am: IV Corps (plus 4th Cavalry Division). Must enter in road column formation in a pre-designated march order. Enters along the northern road from Metz. (Historically - 4th Cv Div, 1st Inf Div, 2nd Inf Div, Artillery).
PRUSSIAN ARMY, General Staff AC (Monarch)

PRUSSIAN I ARMY

VIII CORPS (elements)

16th Division, Lt Gen Barnekow DC Exhaustion=11

- 40th Fusileer Regt
- 72nd Inf Regt
- 11th Grenadier Regt
- 9th Hussars
- 5th Lt Batteries, 1st Div, 8th Field Artillery
- 5th + 6th Hv Batt., 1st Div, 8th Fld Artillery

Notes

This is a single Brigade of VIII Corps plus an attached regiment from IX Corps.

PRUSSIAN II ARMY

III CORPS, Gen von Alvensleben CC (Acts as AC)

Corps Artillery, Maj Gen v.Bulow DC

- 3rd +4th Light Batteries, 2nd Div, 3rd Fld Art
- 3rd + 4th Heavy Batteries, 2nd Div, 3rd Fld Art
- 2nd +3rd Horse Art Batteries, 3rd Fld Art Regt

5th Division, Lt Gen v Stulpnagel DC Exhaustion=20

- 8th Grenadier Regt
- 48th Inf Regt
- 12th Inf Regt
- 52nd Inf Regt
- 78th Inf Regt (2 bns)
- 9th Dragoons (2 squadrons)
- 2nd Light Battery, 1st Div, 10th Fld Art Regt
- 3rd Jager Bn
- 12th Dragoons
- 1st + 2nd Light Batteries, 1st Div, 3rd Fld Art
- 1st +2nd Heavy Batteries, 1st Div, 3rd Fld Art

6th Div, Lt Gen v Buddenbrock DC Exhaustion=17

- 20th Inf Regt
- 35th Inf Regt
- 24th Inf Regt
- 64th Inf Regt
- 2nd Dragoons
- 5th + 6th Light Batteries, 3rd Div, 3rd Fld Art
- 5th + 6th Heavy Batteries, 3rd Div, 3rd Fld Art

Downloaded from “The Volley & Bayonet Page” at:
http://volleyandbayonet.wordpress.com
X CORPS, Lt Gen von Voigts-Rhetz I CC (Acts as AC)

Corps Artillery, Colonel Baron von de Becke DC

- 5th +6th Lt Batteries, 3rd Div, 10th Fld Art M6 [ ][ ] AR-F
- 5th + 6th Hy Batteries, 3rd Div, 10th Fld Art M6 [ ][ ] AR-Hv

19th Division, Gen v Shwartzkoppen DC Exhaustion=14

- 78th Inf Regt (1 bn) M6 [ ][ ]
- 91st Inf Regt M6 [ ][ ] [ ][ ][ ][ ][ ]
- 16th Inf Regt M6 [ ][ ][ ][ ][ ][ ][ ]
- 57th Inf Regt M6 [ ][ ][ ][ ][ ][ ][ ]
- 9th Dragoons (2 Squadrons) M5 [s] md (Arrives with Lehman’s Brigade)
- 9th Dragoons (3 Squadrons) M5 [s] md
- 1st Lt Batteries, 1st Div, 10th Field Art Regt M6 [ ] AR-F
- 1st Hv Batteries, 1st Div, 10th Field Art Regt M6 [ ] AR-Hv (Arrives with Lehman’s Brigade)
- 2nd Hv Batteries, 1st Div, 10th Field Art Regt M6 [ ] AR-Hv

20th Division, Gen v Kraatz-Koschlau DC Exhaustion=18

- 56th Inf Regt M6 [ ][ ][ ][ ][ ][ ][ ]
- 79th Inf Regt M6 [ ][ ][ ][ ][ ][ ][ ]
- 17th Inf Regt M6 [ ][ ][ ][ ][ ][ ][ ]
- 92nd Inf Regt M6 [ ][ ][ ][ ][ ][ ][ ]
- 10th Jager Bn M6 [ss][ss]
- 16th Dragoons M5 [s] md
- 3rd + 4th Lt batteries, 2nd Div, 10th Field Art M6 [ ][ ] AR-F
- 3rd+ 4th Hy batteries, 2nd Div, 10th Field Art M6 [ ][ ] AR-Hv

IX CORPS

25th Division, Lt Gen HRH Prince Louis of Hesse DC, Exhaustion=7

- 1st Hessian Leib-Gardes M5 [ ][ ][ ][ ][ ][ ]
- 2nd Hessian Inf Regt M5 [ ][ ][ ][ ][ ][ ][ ]
- 1st Hessian Jager Bn M6 [ss][ss]
- 1st Reiters M5 [ ] md
- 1st Light Battery, Hessian Field Art Regt M6 [ ] AR-F
- 1st +2nd Heavy Batteries, Hessian Fld Art Regt M6 [ ][ ] AR-Hv

CAVALRY

Guard Cavalry Division

- 1st + 2nd Guard Dragoons M6 [ ][ ] md
- 1st H.A Battery Guard Horse Art Regt M6 [ ] AR-F

5th Cavalry Division, Lt Gen v. Rheinbaben DC, Exhaustion=10

- 4th Kurassiere, 19th Dragoons + 13th Uhlans M5 [ ][ ][s] md
• 7th Kurassiere, 13th Dragoons + 16th Uhlans M5 [ ][ ][ ][s] md
• 10th, 11th + 17th (Brunswick) Hussars M5 [s][s][s] lt
• Converged Horse Artillery M6 [ ][ ][ ] AR-F
• 1st + 3rd Btys Horse Art Div 10th Fld Art Regt M6 [ ][ ] AR-F

6th Cavalry Division, H.H. Duke of Mecklenburg-Schwerin, Ex=4
• 6th Kurassiere, 3rd Uhlans + 15th Uhlans M5 [ ][ ][ ][s] md
• 3rd + 16th Hussars M5 [s][s] lt
• 2nd Horse Art Battery, 3rd Field Artillery Regt M6 [ ] AR-F

Notes on Prussian Order of Battle:

In order to best reflect the events which took place, I have done the following to the Prussian Order of Battle:

i) III and X Corps Infantry regiments are rated as M6.

ii) III and X Corps have 60% exhaustion

iii) VIII + IX Corps are the usual M5/50% exhaustion mix found in Prussian Corps at this time.

iv) Cavalry is rated as listed plus has 60% Exhaustion levels.

v) Von Albensleben and Voights-Rhetz are nominally the respective Corps commanders, however they have all the privileges of Army Commanders in this battle, but only have influence over their own Corps and they cannot be killed.

vi) There is an AC stand representing the ever-present Prussian General Staff. This stand acts as AC for the whole army but is subject to the Monarch Rule.

vii) Prussian Corps artillery have their own commanders so can act independently under his command.

viii) The Guard Dragoon Brigade has no exhaustion limit.

ix) III Corps is slightly reduced in numbers due to its part in the battle of Spicheren.

Prussian Deployment

On table:

5th Cavalry Division - May be deployed anywhere West of Vionville within 24” of French Cavalry, but no close than 12”.

9.00hrs: 5th Infantry Division, III Corps - arrive in road column on the Gorze Road. 6th Infantry Division, III Corps - arrive in road column along the Thiacourt road. III Corps Artillery - ditto.
10.00hrs: 37th Brigade (78th Inf Regt & 91st Inf Regt), 19th Division, X Corps - arrive in road column along the Verdun Road (plus 1st Hvy Battery and detachment of 9th Dragoons).

15:00hrs: 38th Brigade (16th Inf Regt & 57th Inf Regt), 19th Division, X Corps – arrive in road column along the Verdun Road (plus rest of Divisional assets). 1st Guards Dragoon Brigade - ditto. 20th Division, X Corps - arrive in road column along the Thiacourt road. X Corps Artillery - ditto.

16:00hrs: VIII Corps.

17:00hrs: 25th Infantry Division, IX Corps.