

Walter Schnaffs

Adaptation of the 1998 *Square Bashing* rules for the Franco-Prussian war of 1870/71

A copy of the *Square Bashing* set of rules is needed in order to play « Walter Schnaffs »

Note : the game assumes the playing area to be split into a grid of 6" squares.

1 - Basing

It is suggested that figures are grouped on bases of about 30mm by 30mm ; infantry and cavalry should be grouped 2, 3 or 4 figures, and artillery or mitrailleuses should be grouped 1 gun and crew.

2 – Composition of armies

Infantry regiment : 3, 4 or 5 bases of infantry (each base represents about 600 men)

Cavalry regiment : 2 or 3 bases of cavalry (each base represents about 300 troopers)

Artillery battery : 1 base (each base represents a battery)

3 – Deciding who is attacker and defender

German Player :

« Nach Paris ! »

« The steady advance »

« The flanker »

« The solid defence »

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French Player :

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« The steady advance »

« The flanker »

« The solid defense »

« Defend to the last ! »

4 – Deployment

Same as in SB, except that the defender may not deploy any units in the first **and** second rows of squares on the attacker start line.

No square can hold more than 5 units.

5 – Movement

Infantry : 1 square per turn

Cavalry (may not dismount) : 2 squares per turn

Artillery/*mitrailleuses* : 1 square per turn (if **4, 5, 6** rolled or **3, 4, 5, 6** if light art. or *mitrailleuses*)

6 – Effects of closed terrain

Infantry : **4, 5, 6** to exit such a square

Cavalry and light artillery/*mitrailleuses* : **5 or 6**

Other artillery : **6**

7 – Artillery

BL steel guns and heavy ML bronze guns may fire up to 2 squares distant ; 4" bronze guns and *mitrailleuses* can only fire into an adjacent square.

Artillery may not fire over a closed scenery of woods or buildings, or over a square occupied by troops, except if on higher ground ; artillery may not fire if moving or attacking during the same go.

Artillery effects :

BL guns (6 or 7 pounders) at any range : a score of **5 or 6 = a possible kill** on the target square

BL light guns or ML heavy guns at long range (diagonally or 2 squares) : **6 = a possible kill**

ML or BL light guns at short range (adjacent square) : **a score of 5 or 6 = a possible kill**

ML heavy guns or *mitrailleuses* at short range : a score of **4, 5 or 6 = a possible kill**

Any kills in a closed scenery can roll a d6, a 5 or 6 indicating that the kill result can be ignored, or 4, 5, 6 if percussion rounds (Krupp guns and French 7 pounders) used against woods/soft ground.

There are no *artillery barrages* in « Walter Schnaffs ».

8 – Attacking an defending a square

Attacker :

- 4 for each infantry unit (3 bases or more)
- 2 for each understrenght infantry unit (2 bases or less)
- 3 for each cavalry unit (2 bases or more)
- 1 for each understrenght cavalry unit (1 base) or non attacking other unit
- + 3 if there are 2 or more friendly infantry units in the square behind the direction of attack
- + 1 for each flanking square occupied by 2 or more friendly units
- 2 if attacking across a river/bridge
- + 2 if half or more units are professional quality (chasseurs/jägers, colonial, or Guard units)
- 1 for each attacking unit that is reservist quality (Garde Mobile, Landwehr), up to 3
- 3 if defenders square is closed terrain

Defender :

- 1d3+2 for each infantry unit equiped with Chassepot or Werder rifles
- 2 for each infantry unit equiped with other rifles
- 1 for each cavalry unit
- 1d6 for each *mitrailleuse* base
- 3 for each BL artillery base
- 2 for each ML artillery base
- + 2 if half or more units are professional quality (chasseurs/jägers, colonial or Guard units)
- + 2 for each flanking square occupied by 2 or more friendly units
- + 2 if defending a river/bridge
- + 3 if there are 2 or more friendly infantry units in the square behind the direction of defense
- 1 for each reservist quality unit (Garde Mobile, Landwehr) in the defended square (up to 2)
- 2 for each attack already sustained in the defended square during the go (obviously up to 3)

Roll one d6 for each 5 points (totals rounded to the next higher multiple of 5).

Kill Chart :

- 1/2 = no kills
- 3/4/5 = 1 cavalry base (if present) or 1 infantry base (if no cavalry present) killed
- 6 = 1 artillery base or 1 *mitrailleuse* base or 2 infantry bases or 2 cavalry bases killed

Losses due to retreat : 1d6-3 die rolls on Kill Chart, or 1d6 if cannot move back.

Retiring from attack : 1d6-2 die rolls on the Kill Chart.

9 – Morale

For each base killed, roll 1d6 ; 4/5/6 is a « Morale Failure »

- professional full strenght infantry/cavalry negates 1 morale failure
- if a reservist quality unit is present, then a further moale d6 must be rolled.

1 MF : nothing may leave the square next go.

2 MF : all units must fall back a square next go

3 MF : roll for each unit ; any score of 5/6 indicates the whole unit is removed from the game.

10 – Points costs (+ 3 if professional ; - 3 if reservist)

Infantry base : 10 pts, + 1 if equiped with Chassepot or Werder rifles

Cavalry base : 12 pts

Artillery/*mitrailleuses* base : 20 pts, - 2 if ML

Rules 20 (Gas), 21 (Fortifications) and 22 (Higher Command) of SB are ignored.