

Franco-Prussian War BBB scenarios – bases required

This page tells you how many French 1" bases you need of each type in order to fight each each FPW scenario using Bloody Big Battles.

It assumes that infantry units usually have 1 Flag but may have 2 to denote superior troop quality, or none for inferior units.

To economise on figures it is perfectly possible to use line infantry as Garde Imperiale, garde mobile, Foreign Legion, Papal Zouaves, Naval Infantry and other 'exotics', but they have been annotated or separated out here for those who want to represent these colourful units.

Type of base:		Froschwiller	Borny/Colombey	Mars-la-Tour	Gravelotte	Beaumont	Sedan	Loigny / Poupry	Beaugency	Le Mans	Spicheren	Noisseville	Coulmiers	Villiers	The Lisaine	St Quentin	Maximum required
General		4	3	1	4	3	5	3	3	4	1	1	1	2	1	1	5
Rifled Artillery		5	5	8*	12*	8	5	6	7	7*	4	12+1*	3	5+17*	10+2*	4^	12
Mitrailleuse		1	1	1	1	2	2	2	3	2	1	2	1	1	1		3
Heavy Cavalry		5 (4 flags)	3*	5**	3**	2	4					3**					5
Light Cavalry		0	6	6	8	4	2	5	9	2	2		3				9
Line Infantry	Flag	5	10	11	13	14	10*	11*	6*	18**	6	11	6	1	1	4*	18
	Skirmisher	0	5	7	9	5	3	6	5*		3	8	4			4*	9
	Infantry	12	34	46	32	41	28*	16*	21*	65**	15	30	10	6	2	5*	65
Zouaves	Flag	2	6				3							1			3
	Skirmisher	3						1									3
	Infantry	2	4				6	2					6	4			8
Turcos	Flag	1															1
	Skirmisher	8 (5 flags)					6										8
	Infantry																
Guard Infantry	Flag		2	2	2						2						2
	Skirmisher		1	1	1						1						1
	Infantry		6	7	4						4						7
Garde Mobile	Flag						6**	6				3	8	14**	3		6 (8 for Villiers only; 14** for Lisaine)
	Skirmisher							1									1
	Infantry						19**	24				9*	48	76**	18**		24 (48 for Villiers only; 76** for Lisaine)
Per scenario:																	
Total Infantry		39	58	74	61	60	56	61	63	83	24	56	32	70	97	34	77 (97 for Lisaine only)
Total Cavalry		5	9	11	11	6	6	5	9	2	2	3	3	0	0	0	11
Total Artillery		6	6	8	13	10	7	8	10	9	5	15	4	5+17	13	4^	13

Borny/Colombey notes:	*Guard cavalry
Mars-la-Tour notes:	* includes 1 Guard artillery
	** includes 3 Guard cavalry
Gravelotte notes:	* includes 2 Guard artillery
	** Guard cavalry
Sedan notes:	* includes 5 Naval infantry (1 Flag)
Loigny notes:	* includes 3 Foreign Legion
	** includes 1 Papal Zouaves
Beaugency notes:	* includes 9 Naval infantry (2 Flags, 1 Skirmisher)
Le Mans notes:	* includes 1 BLA
	** mix of Line and Garde mobile, 1 Papal Zouaves, 7 garde nationale

Noisseville notes:	* includes 2 Guard artillery +1 static fortress artillery
	**Guard cavalry
Coulmiers notes:	*Possibly including 2 francs-tireurs
Villiers notes:	* includes 17 fortress artillery units, and optionally, 1 railway gun and 1 river gunboat
Lisaine notes:	*includes 2 fortress artillery
	** all units a mix of garde mobile and regts de marche, so may use line troops instead; also includes 1 base of Foreign Legion
St Quentin notes:	^ French also need 6 bases to represent 2 units of supply wagons
	* includes 3 Naval infantry (1 Flag, 1 Skirmisher, 1 infantry)
	** includes 9 garde nationale

This page tells you how many German 1" bases you need of each type in order to fight each each FPW scenario using Bloody Big Battles.

It assumes that infantry units usually have 1 Flag but may have 2 to denote superior troop quality.

To economise on figures it is perfectly possible to use line infantry as Guards, Wuerttembergers, Bavarians or other 'exotics', but they have been annotated or separated out here for those who want to represent these colourful units.

Type of base:		Froeschwiller	Borny/Colombey	Mars-la-Tour	Gravelotte	Beaumont	Sedan	Loigny / Poupry	Beaugency	Le Mans	Spicheren	Noisseville	Coulmiers	Villiers	The Lisaine	St Quentin	Maximum require
General		6	6	6	6	3	7	5	6	6	5	5	6	3	4	6	7
Breech-loading Artillery		10***	5	7	18*	11***	14***	7*	13*	12	4	9	5*	12*	7**	6	18
Heavy Cavalry		0	2	6*	11**	2*	3*						2**			2	11
Light Cavalry		4*	3	2				6	6**	4	2	2	2		4***	5*	6
Line Infantry	Flag	9** 8	9	10	13***	10**	8**	4	8	16	9	10	1	12**	4*	8	16
	Skirmisher	3**	3	6	8***	3**	4**	4	8	13	4	12*	1	12**	12*	8	13
	Infantry	37** 38	45	30	41***	38**	33**	12	28	27	22	32**	1	29**	27*	14	45
Guard Infantry	Flag				2		2										2
	Skirmisher				2		2										2
	Infantry				9		5										9
Bavarian Infantry	Flag	5 0				4	4	4	2				5	3***			5
	Skirmisher	5				4	4	4	2				4	3***			5
	Infantry	17 22				12	16	8	6				7	9***			17
Per scenario:																	
Total Infantry		76	57	46	75	71	78	36	54	56	35	54	19	68	43	30	78
Total Cavalry		4	5	8	11	2	3	6	6	4	2	2	4	0	4	7	11
Total Artillery		10	5	7	18	11	14	7	13	12	4	9	5	12	7	6	18

Froeschwiller notes: *2 Bavarian, 2 Wuerttemberg cavalry
 ** Includes 4 Wuerttembergers (1 Flag, 1 Skirmisher, 2 Infantry)
 *** Includes 2 Bavarian artillery

Mars-la-Tour notes: * includes 2 Guard dragoons

Gravelotte notes: * includes 3 Guard artillery
 ** includes 3 Guard cavalry
 *** includes 16 Saxons (4 flags, 2 skirmishers, 10 infantry)

Beaumont notes: * Bavarian cuirassiers
 ** includes 9 Saxons (2 flags, 1 skirmisher, 6 infantry)
 *** Includes 3 Bavarian artillery

Sedan notes: * includes 3 Guard cavalry
 ** includes 12 Saxons (2 flags, 2 skirmishers, 8 infantry)
 *** Includes 4 Bavarian artillery, 2 Guard artillery

Loigny notes: * includes 3 Bavarian artillery

Beaugency notes: * includes 3 Bavarian artillery
 ** includes 3 Bavarian cavalry

Noisseville notes: * includes 2 Landwehr skirmishers

** includes 8 Landwehr infantry (of which 2 could be Flags if desired)

Coulmiers notes: *Includes 4 Bavarian BLA
 **Bavarian cuirassiers

Villiers notes: * includes 1 Saxon artillery, plus 3 either Saxon or Bavarian artillery
 ** includes 5 Saxons (1 Flag, 1 Skirmisher, 3 infantry)
 *** game option allows these to be either Saxons or Bavarians

Lisaine notes: * includes Baden division: 3 Flags, 3 Skirmishers, 9 Infantry;
 also includes Landwehr (8 Skirmishers, 16 Infantry)
 ** includes 3 Baden artillery
 *** includes 2 Baden cavalry

St Quentin notes: * includes 3 Guard cavalry and 2 Saxon cavalry

	Froeschwiller	Borny/Colombey	Mars-la-Tour	Gravelotte	Beaumont	Sedan	Loigny / Poupry	Beaugency	Le Mans	Spicheren	Noisseville	Coulmiers	Villiers	The Lisaine	St-Quentin	Maximum required	
French																	
Infantry units	10	13	13	15	14	13	14	12	16	6	13	8	10	15	10	16	
Cavalry units	2	3	5	5	3	2	2	3	1	1	1	1	0	0	0	5	
German																	
Infantry units	14	9	10	15	14	14	8	10	13	7	12	5	15	12	8	15	
Cavalry units	2	2	3	4	1	1	2	2	2	1	1	2	0	2	3	4	
Turns:	10	8	11	10	10	8	10+N	12+2N	7+N	8	11 (or 7)	7	12+2N	10+2N	9+N		
Hours (4 players)	3.5	3	3.5	3.5	3	3	3	3.5	3	2	3 (or 2)	2	3.5	3.5	2.5		
<p>This page tells you the size of each BBB Franco-Prussian scenario in terms of <u>units</u> rather than bases.</p> <p>It also tells you how many turns they take ("N" means the scenario includes a Night Interval).</p> <p>The more units and the more turns, the longer a game is likely to take.</p> <p>As a rough rule of thumb, with 4 players, # of units x # of turns / 100 = # of hours.</p> <p>All the scenarios use a 6'x4' table except Le Mans which is on 8'x4'.</p>																	