

TOAW IV

1867 Guerre des Frontières v02

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:: PBEM ::

:: Solitaire, Both Sides PO Capable ::

Date: October 6th, 1867

Location: The French-Swiss boarder

Map: 128 x 84 @ 0.5 km per hex

Time scale: 3 hour turns

Unit scale: corps and brigade HQs with company maneuver units.

Complexity per side: approximately 6 formations and 140 units.

Turns: Scenario is designed for 30 turns.

Neither force has actionable events/theater options

*** Scenario Change History ***

1867 Guerre des Frontières – Beta

- Initial release for public comment and play testing

1867 Guerre des Frontières v01

- Game Options “No Borders” has been set to “On”. This denies the player the ability to track enemy movements using hex conversion or supply markers. The player will always have the option to override the No Borders game option.

1867 Guerre des Frontières v02

- Attrition Divider set at 20 (produces half the combat losses as default setting 10)
- Cavalry unit icons redrawn
- Force reconnaissance set to 3% (reduces early detection of the enemy Corps Commander)

***** Situation *****

Border War in the late 1860's time frame. Hypothetical geography using Suisse and Français frontier place names. A small territory which once belonged to France is the object of desire. The French ministers believe that a quick incursion followed by a negotiated settlement will result in the territory being ceded to France.

Corps commanders of each faction have set up immobile headquarters in one of five frontier towns. Five brigades are deployed randomly.

1st Force: Franche-Comté

2nd Force: Suisse Cantons

***** Objective *****

The objective is to find, and destroy, the enemy HQ within a three-day period. Each day is composed of six-day light turns and two night turns.

***** Design Notes *****

Scenario is designed primarily for the solitaire player against the PO. Can be played from either side with variability built in using randomized objective locations and formation deployments. As always, a better game can be had in the PBM Cheyenne mode.

Cease fire events are imposed during night turns to allow rest and recuperation of troops.

Units do not reconstitute. Replacements are limited.

For graphics, I prefer using the "Board Game" graphics. For myself, this mod gives the look and feeling of scale the scenario is intended to deliver.

Minor escarpments are used to mimic hill slopes.

*** Suggested Game Settings ***

1. Play with "Possession" set at invisible. The object is to locate and destroy the opposing corps headquarters without using map possession as a crutch.
2. Play with "Supply" set at sources. Supply will not usually be an issue while viewing hex supply values will reveal enemy location.
3. The PO should be set at "Strong" for best competition.

***** Victory *****

Franche-Comtè Victory

The French are successful in their rapid advance into Suisse territory. The Suisse Korps Headquarters has been destroyed and the government decides it is better to cede territory rather than risk more destruction. However, before they leave, the Suisse make certain their agents are in place and the French will find the new citizens less than friendly.

Suisse Cantons Victory

The French have badly underestimated the resolve of the Suisse to defend their territory. By conducting a ferocious counterattack, the French Corps Headquarters is destroyed, and their infantry routed. The French commissioner quickly requests a cease fire and agrees to pay damages. The Suisse will certainly demand more than just damages, but that is up to the politicians to work out.

Stalemate.

After three days of marching around and shooting up the countryside the diplomats move in and negotiate a cease fire. All military units are ordered to move back to their home territory. This incursion may be over but the feelings of being unjustly assaulted and having homeland defiled will linger for years. No doubt a second round will follow.

No Victory. The diplomats end the battle using negotiations.