

# *The Shadow of the Eagle*

(*L'ombre de l'Aigle*)

*Adaptation of rules from Napoleonic warfare to the Second Empire.*

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## **Volume Four**

## **The Second Empire**

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### **The Umpire Booklet**

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*War is a very difficult art; it is often in the campaign that one understands the battle. Only fully trained soldiers will understand this.*

Napoléon the First !



## I- Foreword to Volume 4

This is an addition to the volume 3 of the campaign rules The Flight of the Eagle, covering the peculiarities of the Franco-Prussian war of 1870.

Besides a few elements like the trains and telegraph, most of the other parameters remain unchanged. Below are only the changes as compared to the standard rules. When a section says « no change », then there is no changes to the rules. Of course the opening briefing will be different, and depends on the operations.

## II- Overview

The purpose of "L'ombre de l'Aigle" is to simulate the military events of the Franco-Prussian war. They can likely be adapted to any war from 1850 to 1871, including the American Civil War, the Austro-Prussian war and the Italian war of 1859.

## III- Opening Briefing

To be adapted to the operation covered.

## IV- What do you Need ?

No change.

## V- Additional Duties for the Umpire

No change

## VI-The Armies

Minor changes that can be summarized as follows :

- Numbers of guns are replaced by number of batteries. The calculations are equivalent. Most batteries were of 6 guns. Mitrailleuses are part of the bonus the French infantry has in short range combat
- The effectives of the divisions are almost generic : 8,000 men for a French division and 10,000 for a German one. These numbers vary during the campaign of course.

- Experience and morale are as shown on the units.

## VII-Command

No change for the main rules, but transmission of messages via telegraph may change speeds of the information.

Every corps and army HQ have a telegraph unit. It lays lines at a speed of 1 km/h, night and day, the lines must be connected to an existing French or German city.

Messages can travel via normal aide de camp at 10 km/h, to a transmission station. It then takes one hour to code the message, which is therafter immediately transmited to the target. There, it takes another hour to decode it, before it is handled to the relevant leader.

Lines can be cut, when an enemy unit simply pass on its path. It can be repaired at no cost when an unit from the other side passes on the same area. Keep it simple.

## VIII-Movement and Patrols

Movement speed :

All infantry : 3 km/h

All cavalry : 4 km/h

HQ : 5 km/h

Add 25% for all wagons, regardless of the side.

Telegraph : 1km/h night and day.

Average lenght on a road : infantry division 8-10.000, around 5 km

Cavalry 3000, is 6 km

Artillery, 4 batteries = 24 guns, around 5 km also.

So, every unit regardless of type and size is 5 km on a road.

## Train travel



- Only use the 3 main lines from Paris to Thionville, Metz and Strasbourg for the campaign.
- Load and unload only in cities.
- Theoretical maximum of 24 trains per day, reduced to 18 trains, enough for an infantry division (10 trains), and its 2 light batteries.
- So one infantry division per line and per day.
- Or one cavalry division and an artillery reserve (usually 4-8 batteries)
- Maximum distance 250 km (10 hours at medium speed).

- Paris Chalon 187 km
- Chalon Metz 157 km
- Metz Strasbourg 166 km
- Paris Soissons 108, Charleville 148, Thionville 146
- Paris Mulhouse 538, then Strasbourg 114

## IX-Supply and Lines of Communication

### French :

Depot generation. Metz and Strasbourg start at level A. Chalon is level B.  
1 train a day can generate a depot level coming from Paris.

### Germans

Treves, Deux-Ponts and Kalsruhe are type A depots.  
One train per day can leave each of these three cities to generate depots.

### Control of railroads :

Trains can circulate only on an uninterrupted line. If the enemy occupies any point of it, or has been the last one to cross it, then the line is cut. A unit must spend a full day repairing a 5 km portion. Destroying railroads do not cost any time.

## X- Combat: Skirmishes and Battles

Any of the three combat systems can be used. The modifiers all apply except the following :

- Maximum combat bonus for heavy cavalry is +1 die. No other bonus for line cavalry for example. Losses taken by a sector where heavy cavalry applies its bonus are taken from the cavalry for half of the losses in effectives.
- Guns are counted per battery and not per gun.
- Germans reroll at least 2 dice during each round of combat because of their better Krupp canons. That can be more depending on their superiority in number of guns. The French can also reroll dice if they have the superiority in numbers of guns.
- French infantry during the Imperial phase (before the last army surrenders at Metz) adds one die per sector in any circumstance, due to the excellent Chassepot and the mitrailleuses.

There is no pursuit per the standard rules. Cavalry was used only for reconnaissance and information.

## XI-Wounded, Hospitals, Recovery

No change

## XII-Cities and Sieges

There has been many sieges during the few months of the imperial phase, before Sedan. Some continued for months after the Republic was proclaimed.

For a game covering only a few weeks, sieges cannot really be ruled the regular way. Apply the following simple rules :  
- All fortresses on the map: Sedan, Metz, Thionville, Bitche, Strasbourg, Phalsbourg, Nancy and Toul have an intrinsic garrison that is not materialized by units.



## The Flight of the Eagle

- If any regular infantry division, whatever its size, is added to the garrison, then the city cannot be taken without a regular siege that takes weeks. The Germans have the obligation to mask / besiege the city with a regular unit of any size.
- If no regular unit is added to the garrison, then the city can be taken by a “coup de main”. A regular German infantry unit contacting the city rolls a die. A 6 and the coup de main succeeds.
- This does not apply to Strasbourg or Metz, that need a regular siege.

## XIII-Prisoners

No change

## XIV-Weather

No change

## XV- Escorts and partisans

No change

## XVI- The “Fast” game

the first few weeks of the campaign can be played in face to face, with no umpire. Set up the corps leaders on the map according to the set up below. All movements are simultaneous, and limited to 20 km a day for both armies, or 25 km for cavalry units. Do not compute effectives, fatigue or morale, and use instead the simple rules below.

- Stacking is limited to 5 corps or 10 divisions, on the same area, an area is the surface the counter of the corps leader occupies. A corps can replace 2 divisions regardless of its actual size (up to 4 divisions for some French corps).
- Corps can drop a division as garrison or to besiege/mask a fortified city, but they

cannot be part of a pile if the parent corps is there.

- A few dummy counters are available for each army, the enemy player cannot look into a pile of counters.
- Once enemy stacks are in contact, and both sides accept the combat (which is the only way to see what the enemy pile(s) is/are), then there is combat. Add the number of divisions on each side (each German corps is 2 divisions, French corps have 3 or 4). The German player is always the attacker, except if, once in contact, the German player declines to attack and the French wants to attack.
- Compute the odds:
- 1:1 or less, attacker's defeat, he retreats to the next closest town and is disorganized, flip all corps counters.
- 2:1 draw, both sides are D. Retreat is not mandatory.
- 3:1 victory, the defender is D and retreats, the attacker has as many units D than the defender.
- 4:1 or more, clear victory, the defender retreats and is D, the attacker is intact.
- The side with the most artillery units shifts the odds by one column in their favor.
- D units must, on the following day, either rest or move to their line for another day. Two full days of rest and they are flipped back on their good order side at the end of the second day of rest.
- D units which are attacked defend normally, but any additional “D” result eliminate them.
- Cavalry units do not count in the stacking limit, have no combat value, are not involved in battles, are never D, they are used only for reconnaissance purposes.
- One unit of the XIV corps can cross the Rhine per turn, as long as both banks are in Germany.



## Initial Set Up, August 1, 1870

Numéro	Commandant	Location	Notes
I	McMahon	Strasbourg	Later Ducrot
II	Frossard	Saint Avold	
III	Bazaine	Metz	
IV	Ladmirault	Thionville	
V	de Failly	Bitche	later de Wimpfen
VI	Canrobert	HQ, 1DI, 3DI, 4DI at Châlons	Cav and 2DI never join
VII	Douay	HQ and 1DI Colmar.	2DI Belfort 4 aout, 3DI le 13 à Belfort, one day train to Strasbourg
Garde	Bourbaki	Metz	
Cav	1DC	Metz at start	½ will be VI cav, ½ is the Emperor's escort
	2DC	With McMahon	Bonnemain
	3DC	With Bazaine	Forton
Artillery reserve		Metz	
XII Corps	Lebrun		August 17 Chalon

1 <sup>ère</sup> armée	Steinmetz	Saarlovuis	
I			Aug 3 Birkenfeld
VII		Trèves	
VIII		Birkenfeld	
Cavalerie :	3DC	Trèves	
	1DC		Aug 6 Birkenfeld
2 <sup>ème</sup> armée	Frederich Karl	Kaiserslautern	
II			Aug 5 Landau
III		Rohrbach	
IV		Kaiserslautern	
IX			Aug 2 Kircheim
X		Meissenheim	
XII			Aug 2 Kircheim
Garde		Worms	
Cavalerie	5DC	Meissenheim	
	6DC	Meissenheim	
3 <sup>ème</sup> armée	KronPrinz Frederich	Spire	
V		Landau	
VI			Aug 4 Landau
XI		Germeisheim	
1 Bav		Spire	
2 Bav		Billicheim	



XIV corps		Karlsruhe	
Cavalerie	2DC		Aug 9 Landau
	4DC	Landau	

## Compendium of elements used to set up the campaign of 1870

### Short bibliography

- Louis Noir et Louis Sacré : Histoire de l'invasion- Deuxième Empire, Paris Claverie 1875.
- Rousset Histoire de la guerre de 1870, 6 volumes, 1900
- la Bataille de Sedan, André Beguin, 2017
- Jacqmin Frédéric, les chemins de fer pendant la guerre de 1870-1871. Online
- Histoire des chemins de fer français pendant la guerre franco-prussienne, Baron Ernouf 1874
- The Franco-Prussian war, G. Wavro, Cambridge 2003
- The Franco-Prussian war, M./ Howard, McMillan 1962
- An excellent map of the initial set up can be found here :

<https://www.alamy.de/deutsch-karte-der-deutschen-und-franzosischen-armeen-auf-juli-31-1870-zu-beginn-des-deutsch-franzosischen-krieges-deutsch-karte-der-deutschen-und-franzosischen-armeen-bin-31-juli-1870-zu-beginn-des-deutsch-franzosischen-krieges-1892-j-scheibert-342-karte-deutsche-und-franzosische-truppen-am-31-juli-1870-image189120858.html>

### The trains

#### Jacqmin Frédéric, les chemins de fer pendant la guerre de 1870-1871

p65 and following: 1000 men of infantry by train: 3 trains for a regiment. 30-35 wagons per train  
1 regiment of cavalry: 4 trains (for every 170 horses, 1 squadron 150 horses + staff)

Battery mounted of 4: 1 train of 33 cars

3 trains for 2 horse batteries of 4

1 train for a battery of 12, or 3 trains for two batteries of 12

p70 and following: Speed of trains: 30 km / h / Average including stops 22-26 km / h

Limit is loading and unloading, not the supplies per se.

Loading 1 hour. So theoretical maximum of 24 trains a day. But must keep the public service, and the mail services.

Also depends on single track and double

Ammunition and food

P 107, example of the 9th Prussian ID: 22 trains but includes 4 cavalry trains. And division completes, about 10,000 men, compared to 8,000 men on average for a French division.

p140 and following, use of the French railways

p146 for example, trains left with half of the effectives, on average 1500 men instead of 3000 for



a regiment.

3 main lines:

- Paris Chalon Metz Strasbourg
- Paris Soissons Charleville Thionville
- Paris Mulhouse Strasbourg

July 16-26, total 594 trains with 168,620 men, 32,410 horses, 3162 guns, 995 ammunition wagons. Absolute mess in Metz



Histoire des chemins de fer français pendant la guerre franco-prussienne, Baron Ernouf  
1874



Trains organized according to theoretical numbers, approximately 300,000 men, not according to actual men present in the railroad station

### Rousset, tome 1 p122

2 main lines from the “Compagnie de l’Est”: Paris Strasbourg by Frouard and Metz

Paris Mulhouse by Colmar then Strasbourg

1 line from the “Compagnie du Nord”: Paris Soissons Reims, Charleville, Thionville

South: Lyon Besançon, Belfort.

Theoretical total maximum: 74 trains per day.

In 10 days the Est Company : 594 trains, 186,000 men, 32,410 horses, 3162 guns or cars, 925 wagons of ammunition.

#### Proposed rules

- Only use the 3 main lines for the campaign.
- Load and unload only in cities.
- Theoretical maximum of 24 trains per day, reduced to 18 trains, enough for an infantry division (10 trains), and its 2 light batteries.
- So one division per line and per day. Maximum distance 250 km (10 hours at medium speed).
  - Paris Chalon 187 km
  - Chalon Metz 157 km
  - Metz Strasbourg 166 km
  - Paris Soissons 108, Charleville 148, Thionville 146
  - Paris Mulhouse 538, Strasbourg 114

#### Telegraph :

In 1863, France has 28,671 km of lines, 1022 offices and 3752 agents.

Needs one hour to transform into Morse code (Google Translate said “walrus”, as it is the translation for Morse), send it, then rewrite it according to its size.

Presence of telegraph companies by corps or army? By corps at first.

"The commission presided by Marshal Niel, who is charged with studying a reform of the army after the setbacks of the campaign of Mexico, is adopting the creation of a telegraphic service to the armies, whose assets will be committed disastrously during the campaign of 1870. "

#### Notes on losses :

7 battles of the second Empire : 12 and 10% of losses for France and Germany.

11 battles of the Premier Empire : 20 and 32% respectively

	France			Germany		
	engaged	losses	Percentage	engaged	losses	percentage
Spicherent	30000	3000	10	45000	4500	10
Froeschwiller	50000	11000	22	88000	10000	11,36
Mars la tour	127000	14000	11,02	80000	16000	20
Gravelotte	113000	12200	10,79	188000	20000	10,63
Sedan	120000	18000	15	200000	9700	4,85



Villers	25000	2400	9,6	40000	1300	3,25
St Quentin	40000	3500	8,75	33000	2400	7,27
%			12,45			9,62
Marengo	33000	6700	20,30	31000	9400	30,32
Austerlitz	73000	7500	10,27	86000	35000	40,69
Iéna	56000	5700	10,17	52000	35000	67,30
Eylau	72000	14000	19,44	79000	23000	29,11
Frieldnand	80000	10000	12,5	60000	20000	33,33
Eckmuhl	53000	8000	15,09	54000	15000	27,77
Essling	60000	18000	30	96000	19000	19,79
Wagram	160000	30000	18,75	180000	42000	23,33
Borodino	120000	27000	22,5	121000	44000	36,36
Leipzig	178000	30000	16,85	330000	51000	15,45
waterloo	72000	35000	48,61	106000	29000	27,35
%			20,41			31,89

So, twice less deadly for the 2<sup>E</sup> on average. Does not include pursuits or prisoners.

### Organization and numbers for the French

**Histoire de l'invasion**, Noir et Sacré, 1875. Page 67

I corps, 52 bataillons. 30 escadrons, total 37.000 h

1 bn 650h.

1 division 13 bns, 8450 h.

II corps : 39 bns, 23000h. 1 bn = 538 h

p30 : 5 corps de Bazaine complets (II, III, IV, VI, Garde ?), 5 corps de l'armée du Rhin (I, V, VII ?) et Garde vides

Total théorique 1 bn 700h, 500 sans les réserves.

Escadrons 100 sans les réserves, 130 avec.

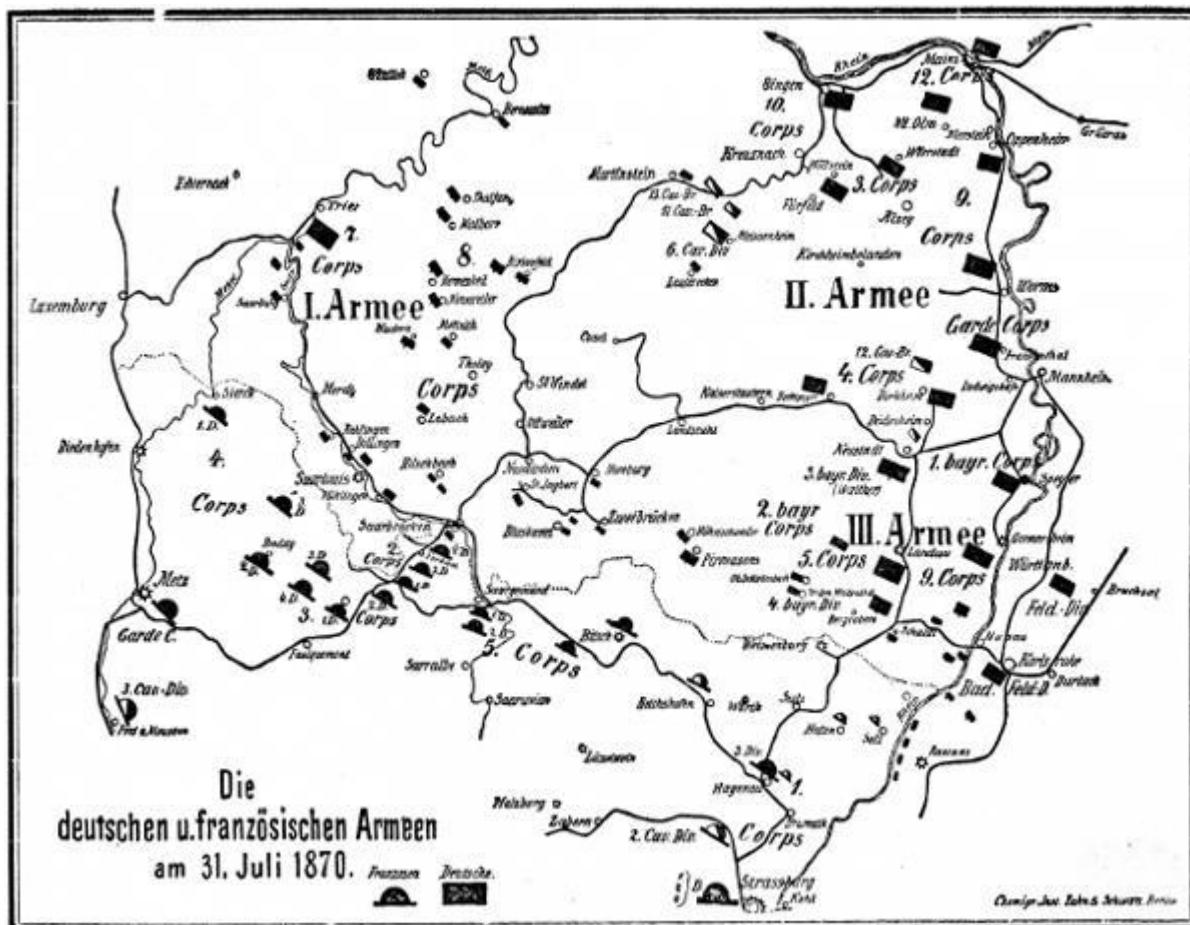
En moyenne 1 division 8000 h pour I, III, IV, 7000 pour II et VI

Numéro	Commandant	Effectif Sacré-Noir	Effectif Roussel 6 aout, page 116	Localisation
I	McMahon	37000	40000	Strasbourg
II	Frossard	23430	28000	Saint Avold
III	Bazaine	25800	41500	Metz
IV	Ladmirault	26000	27700	Thionville
V	de Failly	23000	20200	Bitche
VI	Canrobert	29000	33900 Metz le 12, 1, 3 4DI, sans cav	Châlons
VII	Douay	9900	23100	1DI Colmar,



				2DI 4 aout, 3DI le 13 à Belfort
Garde	Bourbaki	20000	20000	Nancy
Cav		4100	6400	
Total		198.230	240800	

### Organisation et effectifs allemands



Page 59 armée allemande : 1 bn 1000 h. 1 div 12 bataillons.

		3 aout	Gd etat major prussien 1873	
1 <sup>ère</sup> armée		Saarouis-Merzig	Willich	p76
VII	30000			
VIII	30000			
Cavalerie :	6000			
2 <sup>ème</sup> armée		Volingen Sarrebruck	Neukirchen Hombourg	



III	30000			
IV	30000			
IX	30000	2 aout Mayence		
X	30000			
XII	30000	2 aout Mayence		
Garde	30000			
Cavalerie	6000			
3ème armée		Landau Karlsruhe	Landau	
V	30000			
XI	30000			
1 Bav	20000			
2 Bav	20000			
Wurtenberg	10000			
Bade	10000			
Cavalerie	6000			
I pour 1	30000	Berlin 5 aout	Birkenfeld 3 aout	p133
II pour 2	30000	Berlin 31 juillet	5 aout Landau	p133
VI pour 3	30000	Breslau 26 juillet	Landau 4 aout	p133
	468000	403000 if 25,000 per corps		
1 réserve	13 aout	1871 règles		
Gd Lw	13 aout			
4 réserve	1 octobre			
3 réserve	21 aout			
XIII	17 DI + 2 Lw	7 septembre		
4 Lw	Côtes			

### Movement and speed

German movements of three corps from September 4 to 16. One day of rest every 4 or 5 days.

V corps 4-16 septembre

départ	arrivée	distance
juniville	sillery	32
sillery	epernay	28
epernay	orbais	25
	montmirail	17
	vieils maisons	13
	la ferté gaucher	18
	crecy	24
	tournan	24

VI corps

départ	arrivée	distance



reims	ville tardenois	26
	dormans	19
	chateau thierry	23
	nogent l'artaud	13
	la ferté sous jouarre	20
	meaux	19

IV corps

départ	arrivée	distance
Vendresse	Poix	15
	Signy l'abbaye	19
	chaumont porcien	17
	montcornet	22
	ND de liesse	19
	laon	19
	vailly	25
	muret	21
	villers coterets	21

2 div cavalerie

départ	arrivée	distance
Heutrégiville	Mourmelon	30
	vertus	45
	champaubert	21
	vieils maisons	30
	rebais	15
	coulommiers	13
	tournan	29
	brie conte robert	15

5 div cavalerie

départ	arrivée	distance
Reims	neufchatel	21
	beaurieux	25
	braisne	19
	muret	16
	villers cotterts	29
	nanteuil le haudoin	26
	dammartin	16

6 div cavalerie

départ	arrivée	distance
Chateau porcien	st quentin le petit	17
	laon	42
	coucy le chateau	31
	vic sur aisne	25



	crépy en valois	34
	senlis	24
	beaumont sur oise	29

Average for infantry : 21 km per day- Max/min 13-32

Average cavalry : 25 km per day- Max/min 15-45

#### Mouvements français armée de Lorraine 6-13 aout

départ	arrivée	distance
Sarreguemines	Puttelange	14
	Gros tenquin	17
	remilly	29
	mercy les metz	20
	basse bevoye	3
Saint Avold	faulquemont	14
	pont a chaussey	20
	borny	16
Boulay	Glatigny	13
	grimont	13

Average 17 km

#### Sieges :

- [20 août 1870 - 23 octobre 1870](#) : [Siège de Metz](#) par les Prussiens durant la [Guerre franco-prussienne de 1870](#). **63 jours**
- [8 août 1870 - 26 mars 1871](#) : [Siège de Bitche](#) par les troupes bavaroises et prussiennes durant la [Guerre franco-prussienne de 1870](#). **220 jours**
- [16 août - 23 septembre 1870](#) : [Siège de Toul](#) par les Prussiens, les Bavarois et les Wurtembergeois durant la [Guerre franco-prussienne de 1870](#). **37 jours**
- [16 août - 28 Septembre](#) : [Siège de Strasbourg](#) par les Prussiens et les Badois durant la [Guerre franco-prussienne de 1870](#). **42 jours**
- [20 août - 28 octobre 1870](#) : [Siège de Metz](#) par les Prussiens durant la [Guerre franco-prussienne de 1870](#). **68 jours**
- [11 septembre - 16 octobre 1870](#) : [Siège de Soissons \(1870\)](#) par les Prussiens durant la [Guerre franco-prussienne de 1870](#). **35 jours**
- [18 septembre 1870 - 28 janvier 1871](#) : [siège de Paris \(1870\)](#) ([chronologie du siège de Paris](#)) par les Allemands durant la [Guerre franco-prussienne de 1870](#). **132 jours**
- [3 novembre 1870 - 18 février 1871](#) : [Siège de Belfort](#) par les Prussiens durant la [Guerre franco-prussienne de 1870](#). **105 jours**
- [5 novembre - 27 novembre 1870](#) : [Siège de La Fère \(1870\)](#) par les Prussiens durant la [Guerre franco-prussienne de 1870](#) **22 jours**