



“Abomey, 1892” (solo game)

This scenario for the “*Belle Epoque*” rules depicts an episode of the French conquest of Dahomey in 1892/1894, ending a hard campaign fought against king Béhanzin’s army for supremacy in this part of West Africa (nowadays Benin).

Troop characteristics summary chart

	Doc.	BS	TM	Firing	1UD	2UD	3UD	4UD	As.	Sp.
Fons Riflemen	Close	4	3	C	4 (2)	3	1	-	1/2/3	Bold
Amazons Guards	Close	5	3	E	3	2	1	-	1/2/3/4	Bold
Slaves	Close	3	3	F/G	2	1	-	-	1/2	
Légionnaires	Close	4	2	B	5 (3)	4	2	1	1/2/3	Stub
Regular Infantry	Close	3	2	B	5 (3)	4	2	1	1/2/3	
Light Infantry	Loose	3	2*	B	5 (3)	4	2	1	1/2	
Light Cavalry	Loose	3	4	F	2	1	1	-	1/2	Dash

*: *even when leaving rough terrain*

Troop types

Fons riflemen: courageous and well trained soldiers, equipped with breech-loading Winchester and Chassepot rifles and supported by obsolete Reffye machine-guns and even a few Krupp guns.

Amazons: the famous fanatical bodyguard of king Béhanzin.

Slaves: locally raised troops, mustered by force in king Béhanzin’s army.

Foreign Legion: French army’s elite contingent equipped with Lebel magazine rifles.

Regular infantry: Senegalese and Algerian riflemen.

Light infantry battalion: elite colonial unit.

Light cavalry: *Chasseurs d’Afrique* and *Spahis* veteran troopers.

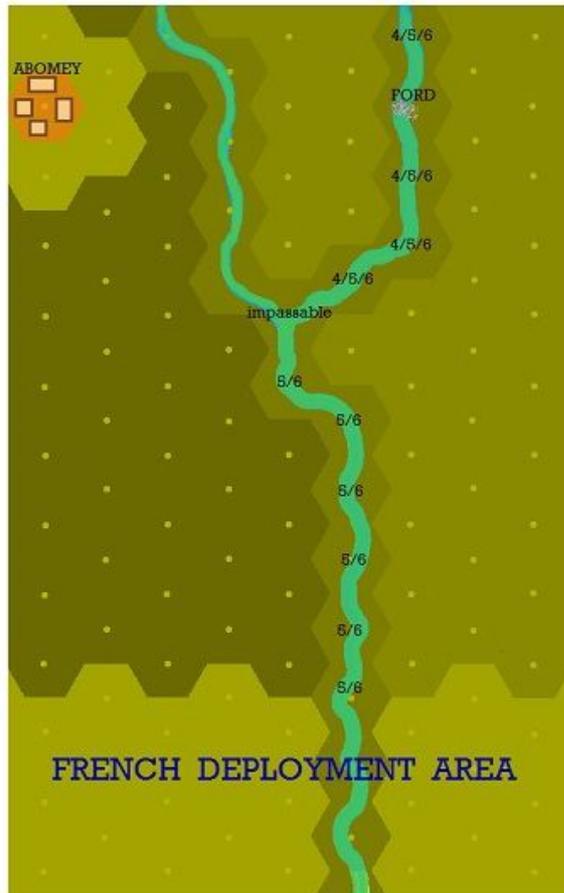
French order of battle

- 2 legionary units (4 stands each)
- 1 light infantry unit (4 stands)
- 5 regular infantry units (4 stands each)
- 1 light cavalry unit (3 stands)

Thus, 9 blue tokens matching the 9 French units are put in the activation bowl.

Béhanzin's force:

In a separate bowl, mix 2 purple tokens, 8 red tokens, and 2 yellow tokens.



Deployment

Player may deploy the French force anywhere in the first three rows of sectors on the south side of the game board/tabletop (light green area, see map above). Except those three rows of sectors and those around Abomey which are considered as open grassland, every other hex must be “discovered”.



Above: the scenario played on a “Memoir 44” hex board, with Red Box and Airfix plastic figures...

Terrain

Every time a French unit is activated, roll **1d10** before/after its movement for each hex zone within sight of that unit, and place terrain if needed as follows:

Left bank (dark green area):

- 1: savanna (open)
- 2/3/4: forest (cover)
- 5/6/7: jungle (cover/rough)
- 8/9: marsh (rough)
- 10: village

Right bank (medium green area):

- 1/2/3: savanna (open)
- 4/5/6: forest (cover)
- 7/8: jungle (cover/rough)
- 9: marsh (rough)
- 10: village

Except savanna, every kind of terrain blocks line of sight (even marshes and rivers).

Except native units and light infantry, no unit may perform a travel march when leaving rough terrain (marsh or jungle).

The river

The river is fordable freely only at the ford indicated on the map. Otherwise, the river is impassable, except if a ford is found by rolling 5/6 on a d6 with an adjacent unit, or 4/5/6 in one of the first four river hexes of the north side. Only one attempt per hex is allowed. On the other hand, the tributary is fordable everywhere. If fordable, “river” hexes are treated as *cover*, for movement purposes only.

If fighting from a hex adjacent to a river hex, French infantry units benefit from gunboats support, and are treated as “A” class units, instead of “B” class units.

Fons uprising

Every time a “forest” or a “village” sector is discovered, roll **1d6**:

	<u>Left bank (dark green area):</u>	<u>Right bank (medium green area):</u>
No enemy unit	1/2/3	1/2/3/4
One enemy unit	4/5/6	5/6

If an enemy unit is “raised”, pick up a token in the Béhanzin’s bowl, add it in the activation bowl, mix it with the French activation tokens, and place the corresponding unit in the discovered area:

- **Purple token**: an Amazon 5 stands strong unit,
- **Red token**: a Fons warriors 4 stands strong unit,
- **Yellow token**: a 3 stands strong slaves unit.

All the Fons units are rated “stubborn”.

Fons activation

When a Fons token is picked up from the activation bowl, the corresponding unit is chosen randomly if several units matching its color are eligible. Then roll 1d6: if the obtained score is \leq to its number of stands, that unit is successfully activated. If successfully activated, that unit may perform one action, following the priority order below:

- 1) Attack the nearest outnumbered French unit. If several French units are eligible, the targeted one is chosen randomly.
- 2) If no outnumbered French unit within reach, open fire on nearest French unit.
- 3) If there is no target available, the Fons unit performs absolutely no action.

Victory conditions

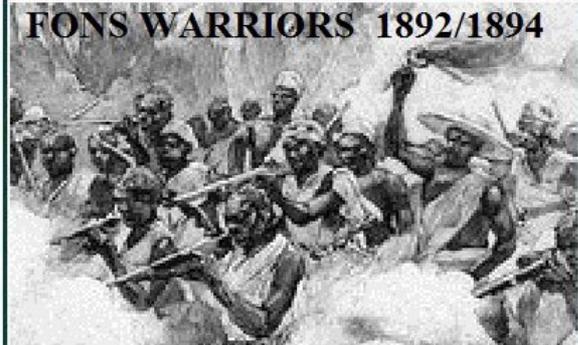
Player wins if he takes Abomey. However, from the end of turn 8 till the end of the game, exhaustion and tropical diseases take their toll on French forces, so roll 1d6 for each French unit at every turn end; if the obtained score is $>$ than its BS, that unit loses 1 stand.

Useful optional rules

Tactical Bonus: when assaulting with **one unit solely**, the player may attempt to gain a tactical advantage (meaning surprise attack, outflanking maneuver, etc.) by spending two extra CPs, in order to increase by 1 the unit’s number of combat dice. Thus for example, a 3 stands strong unit will fight with 4 combat dice. Those extra CPs are not taken in account for the unit’s activation roll, and are lost even if that unit fails its activation roll.

Rugged Defense: when successfully activated, a unit that performs absolutely no action may receive instead a counter (or small twigs, for example) indicating a prepared defense. As long as that unit stays inactive (neither movement nor fight), the counter is kept in place and the unit will benefit from one extra dice if assaulted.

QUICK REFERENCE CARDS:



FONS WARRIORS 1892/1894

Doctrine: Close Order (tribesmen)
Reactivity Level: Variable (BS 4)
Travel March: 3 UD
Firing: "C" Class Unit
To Hit Number (not moving/moving):
* 4/2 (close range, 1 UD)
* 3 (medium range, 2 UD)
* 1 (long range, 3 UD)
Assault Classification: Regulars (1/2/3)
Special: Bold



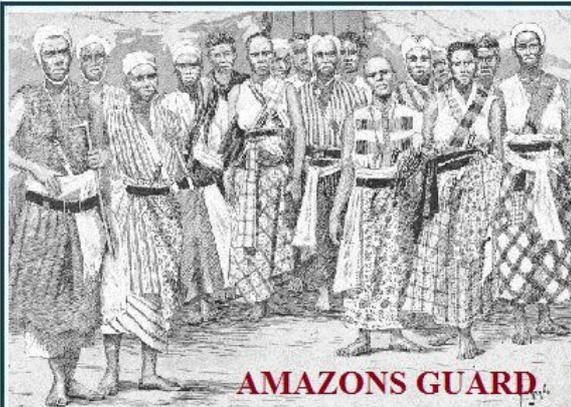
FOREIGN LEGION 1892

Doctrine: Close Order
Reactivity Level: Elite (BS 4)
Travel March: 2 UD
Firing: "B" Class Unit
To Hit Number (not moving/moving):
* 5/3 (close range, 1 UD)
* 4/1 (medium range, 2 UD)
* 2 (long range, 3 UD)
* 1 (extreme range, 4 UD)
Assault Classification: Regulars (1/2/3)
Special: Stubborn

FRENCH REGULAR INFANTRY



Doctrine: Close Order
Reactivity Level: BS 3
Travel March: 2 UD
Firing: "B" Class Unit
To Hit Number (not moving/moving):
* 5/3 (close range, 1 UD)
* 4/1 (medium range, 2 UD)
* 2 (long range, 3 UD)
* 1 (extreme range, 4 UD)
Assault Classification: Regulars (1/2/3)



AMAZONS GUARD

Doctrine: Close Order
Reactivity Level: Variable (BS 5)
Travel March: 3 UD
Firing: "E" Class Unit
To Hit Number:
* 3 (close range, 1 UD)
* 2 (medium range, 2 UD)
* 1 (long range, 3 UD)
Assault Classification: Choc (1/2/3/4)
Special: Bold