

OPR: THE WARS OF 1860-1870

With the American Civil War (1861-1865), the Wars of German Unification (1864, 1866, 1870-71), with several wars of independence both in the new and the old world, and with increasing colonial expansion, the western world took great strides towards creating new power structures from what was established in 1815. These political and military manoeuvres ultimately led to World War 1. By 1860 technological development was rapid, and the armies went to war with a constantly developing array of firearms. This is illustrated by the Austrian muzzle loading musket which in 1866 was considered a failure against the breech loading German Dreyse needle gun, which in turn was technically outmatched by the long range French Chassepot in 1870.

The following contains army lists for the powers which fought during this decade. It is made to be reasonably historically accurate while still keeping to the brief and generic format of the ORP system. There are specialized units and materiel which are deliberately omitted or possibly overlooked. If you need them for your scenario, become a Patreon to get access to the point calculators of the OPR system. Also the units are kept to their technical capabilities, ignoring the many myths and stories which often form the basis for the endless 'special rules' in many other gaming systems (Italians in WWII being the prime example).

In the 1860s armies still fought in lines. As such these games can be fought with the 'AoF: Regiments' rule set. Especially during the long American Civil War, experience gave rise to more loose formations, and if it makes more sense for a particular scenario then use the Age of Fantasy rules. This is especially applicable when fielding non-industrialized armies. To reflect different doctrines it may even be feasible to use different rule sets for different armies. If unintended differences are ironed out between the sets such a setup may even make for particularly interesting games.

THIS IS A FIRST AND UNFINISHED DRAFT. CONTRIBUTIONS AND IDEAS ARE HIGHLY APPRECIATED.

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American Civil War 1861-1865

The American Civil War was fought over slavery. Other explanations for the war were, and are still, offered post bellum, but the main reason for the secession of the south was the abolishment of slavery. The consequence was a long and brutal war with high casualty numbers on both sides. Fought as a civil war, there was little difference in the basic equipment of the two armies.

Name [size]	Qua	Def	Equipment	Special Rules	Upgrades	Cost
Officer [1]	4+	4+	Pistol (12", A1), Sabre (A1)	Hero, Tough(3)	A	40pts
Militia [10]	6+	6+	Musket (18", A1) Bayonet (A1)	-	B	55 pts
Infantry [10]	5+	5+	Musket (18", A1), Bayonet (A1)	-	B, C	105pts
Zouaves [10]	4+	5+	Musket (18, A1), Bayonet (A1)	Fearless, Relentless	B, D	260pts
Sharpshooters [5]	4+	5+	Sharps rifle (30", A2), Bayonet (A1)	Sniper, stealth	B	200pts
Cavalry [5]	4+	5+	Pistol (12", A1), Saber (A1)	Fast, Impact(1), Bad shot	B, F	110pts
Gatling gun [1]	5+	5+	Gatling gun (36", A3), Crew (A3)	Slow, Tough(3)	-	45pts
Field gun [1]	5+	5+	6 pdr. (42", A1, Blast(3)), Crew (A3)	Artillery, Slow, Tough(3)	G	35pts
Siege gun [1]	5+	5+	Heavy Siege Gun (48", A1, AP(4), Blast(6)), Crew(A3)	Artillery, Immobile, Tough(3)	H	90pts

A: Upgrade with:	
Horse (Fast)	+5pts

B: Upgrade with:	
Sergeant	+5pts
Battle Standard	+10pts
Musician	+10pts

C: Replace all muskets with:	
Rifled musket (24", A1)	+5pts
Henry Rifle, (18", A2)	+25pts

D: Replace all muskets with:	
Rifled musket (24", A1)	+10pts

F: Replace all Pistols	
Carbine (18", A2)	+ 15 pts
Rifle (24", A1)	+ 10 pts

Upgrade all:	
Early Union/Late confederate Cavalry (Quality 5+)	-30 pts

G Replace 6 pdr. field gun	
12 pdr. Howitzer (36", A1, AP(1), Blast(3))	Free
12 pdr. Napoleon (42", A1, AP(1), Blast(3))	+5 pts
10pdr Parrot Gun (42", A1, AP(1), Blast(3))	+5pts
24pdr Howitzer (36", A1, AP(2), Indirect, Blast(3))	+10pts
3" Ordnance Rifle (48", A1, AP(1), Blast(3))	+10pts

H Replace Siege Gun	
Seaside mortar (42", A1, AP(4), Indirect, Blast(6))	+5 pts

Special rules:

Artillery: Has Defence 2+ against shooting attacks.

Bad shot: Mounted cavalry shoots at 6+ when using Advance orders.

Notes: Only the North had Sharpshooter Regiments.

As most cavalry officers initially went with the South, the Union cavalry was weak during the early part of the war. This reversed during the war, as attrition broke down the confederate cavalry.

Gatling guns were rare during the civil war.

North German Confederation 1864-1871

The 'Wars of German Unification' were fought against Denmark in 1864, Austria in 1866 and France in 1870-71. They lead to the formation of the North German Confederation, and later to Germany. The 'Iron-Chancellor' Bismarck was instrumental in these events, making Prussia the leading power of the Confederation.

Name [size]	Qua	Def	Equipment	Special Rules	Upgrades	Cost
Officer [1]	4+	4+	Pistol (12", A1), Sabre (A1)	Hero, Tough(3)	A	40 pts
Infantry [10]	5+	5+	Dreyse needle gun (18", A2), Bayonet (A1)	-	B	120 pts
Jäger [5]	5+	5+	Dreyse needle gun (18", A2), Bayonet (A1)	Stealth	B	140 pts
Cavalry [5]	4+	5+	Pistol (12", A1), Sabre (A1)	Fast, Impact(1), Bad shot, Scout	D	140 pts
Field gun [1]	5+	5+	Krupp C/64 (42", A1, AP(1) Blast(3)), Crew (A3)	Artillery, Slow, Tough(3)	E	40 pts
Siege gun [1]	4+	5+	12pdr C/61 (42", A1, AP(2), Blast(3)), Crew (A3)	Artillery, Immobile, Tough(3)	F	45 pts

Upgrades

A: Upgrade with:

Horse (Fast)	+5pts
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B: Upgrade with:

Sergeant	+5pts
Battle Standard	+10pts
Musician	+10pts

D: Replace all sabres:

Lances (A1, Impact(2), Phalanx)	+15pts
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Replace all pistols:

Carbine (18", A1)	+5pts
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Upgrade to heavy cavalry:

Cuirassier: (Defence 4+)	+10pts
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E: Upgrade Field gun

7 pdr howitzer (30", A1, Blast(3), Indirect)	+5pts
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6 pdr C/61 (42", A1, Blast(3))	-5pts
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12 pdr short (24", A1, AP(2), Blast(3))	+5pts
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F: Upgrade siege gun

25pdr Mortar C/40 (42", A1, AP(4), Indirect, Blast(3))	+5pts
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24pdr C/61 (48", A1, AP(4), Blast(3))	+25pts
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Special rules:

Artillery: Has Defence 2+ against shooting attacks.

Bad shot: Mounted cavalry shoots at 6+ when using Advance orders.

Notes:

Germans used the cavalry for deep and aggressive scouting, sometimes causing panic among the French troops, as they appeared deep behind the lines.

France 1870

The defeats of French armies by Germany in 1870-71, and again in 1940, never helped in giving modern French armies a good reputation. However, these events were mainly due to faults at the highest levels of command and do not reflect on the skills and bravery of the individual soldiers and units. For any particular game you are the officer commanding, and therefore have the opportunity to prove history wrong on the capabilities of glorious France and her brave soldiers.

Name [size]	Qua	Def	Equipment	Special Rules	Upgrades	Cost
Officer [1]	4+	4+	Pistol (12", A1), Sabre (A1)	Hero, Tough(3)	A	40 pts
Infantry [10]	5+	5+	Chassepot (30", A2), Bayonet (A1)	-	B, C	140 pts
Chasseur [10]	5+	5+	Chassepot (30", A2), Bayonet (A1)	Stealth	B, C	150 pts
Zouaves [10]	4+	5+	Chassepot (30", A2), Bayonet (A1)	Fearless, Relentless	B, C	195 pts
Cavalry [5]	4+	5+	Pistol (12", A1), Saber (A1)	Fast, Impact(1)	D	120 pts
Mitrailleuse [1]	5+	5+	Gatling gun (36", A3), Crew (A3)	Slow, Tough(3)	-	45 pts
Field gun [1]	5+	5+	Pièce de 4 (36", A1, AP(1), Blast(3)), Crew (A3)	Artillery, Slow, Tough(3)	E	50 pts
Fortress gun [1]	4+	5+		Artillery, Immobile, Tough(3)	F	105 pts

A: Upgrade with:	
Horse (Fast)	+5pts

B: Upgrade with:	
Sergeant	+5pts
Battle Standard	+10pts
Musician	+10pts

C: Replace all Chassepot:	
Rifled muskets, Minié (24", A1)	-30pts
Breech loaders, Tabatière, (18", A2)	-15pts

D: Replace all sabres:

Lances (A1, Impact(2), Phalanx)	+15pts
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Replace all pistols:	
Carbine (18", A1)	+5pts

Upgrade to heavy cavalry:	
Cuirassier: (Defence 4+)	+10pts

E: Replace Pièce de 4 gun:	
Pièce de 12 field gun (42", A1, AP(1), Blast(3))	+5pts

Special rules:
Artillery: Has Defence 2+ against shooting attacks.

Bad shot: Mounted cavalry shoot at 6+ when using Advance orders.

Notes

Not all French troops were equipped with the new Chassepot rifle. There was a broad array of firearms in use, also foreign guns. French cavalry saw very limited use in a scouting role in 1870.

Austria 1866

Reviewing the military history of the Austrian Empire, and considering the internal tensions, it seems somewhat a miracle that this Empire held all the way to 1918. It held, somewhat, and remained one of the main powers of Europe with a large population base, a long history - and very good artillery.

Name [size]	Qua	Def	Equipment	Special Rules	Upgrades	Cost
Officer [1]	4+	4+	Pistol (12", A1), Sabre (A1)	Hero, Tough(3)	A	40pts
Infantry [10]	5+	5+	Rifled musket (24", A1), Bayonet (A1)	-	B, C	110pts
Jäger [10]	5+	5+	Rifled Musket (24", A1), Bayonet (A1)	Stealth	B	130pts
Cavalry [5]	4+	5+	Pistol (12", A1), Saber (A1)	Fast, Impact(1), Bad shot	B, D	110pts
Field gun [1]	4+	5+	4 pdr. rifled (48", A1, Blast(3)), Crew (A3)	Artillery, Tough(3)	E	50 pts

A: Upgrade with:
Horse (Fast) +5pts

B: Upgrade with:
Sergeant +5pts
Battle Standard +10pts
Musician +10pts

C: Replace all rifled muskets with:
Musket (18", A1) -5pts

D: Replace all sabres:
Lances (A1, Impact(2), Phalanx) +15pts
Replace all pistols:

Carbine (18", A1) +5pts
Upgrade to heavy cavalry:
Cuirassier: (Defence 4+) +10pts

Replace 4pdr field gun:
8 pdr position gun (48", A1, AP(1), Blast(3)) +5pts
Rocket artillery (30", A1, AP(1), Blast(3)) -5pts

Special rules:
Artillery: Has Defence 2+ against shooting attacks.

Bad shot: Mounted cavalry shoots at 6+ when using Advance orders.

Notes:
A few units of the cavalry were equipped with a carbine, although not a dedicated cavalry weapon but rather a type developed for the rear services and artillery.

Rocket artillery (Hale type) was rare, and being phased out in this period.

Denmark 1864

Denmark fought, and lost, a devastating war against Prussia and Austria in 1864; a loss which defined the country and its politics for the next 125 years. The main battles of the second Schleswig war took place in Southern Jutland, around the fortifications at Dybbøl (/Düppel) and later on the island of Als, just west of this position.

Name [size]	Qua	Def	Equipment	Special Rules	Upgrades	Cost
Officer [1]	4+	4+	Pistol (12", A1), Sabre (A1)	Hero, Tough(3)	-	40 pts
Infantry [10]	5+	5+	Musket (18", A1), Bayonet (A1)	-	B	105 pts
Dragoons [5]	4+	5+	Pistol (12", A1), Sabre (A1)	Fast, Impact(1), Bad shot	-	120 pts
Espingol [1]	5+	5+	Espingol (24", A3), Crew (A2)	Artillery, Volley gun	C	20 pts
Field gun [1]	5+	5+	4 pdr. rifled (42", A1, Blast(3)), Crew (A3)	Artillery, Slow, Tough(3)	D	35 pts
Fortification gun [1]	5+	5+	84 pdr (48", A1, AP(4), Blast(3))	Artillery, Immobile, Tough(6)	-	90 pts
Ironclad [1]	4+	2+	2xTurrets, (each 48", A2, AP(4), Blast(3))	Fast, Tough(24)	-	750 pts

A: Upgrade with:

Horse (Fast)	+5pts
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B: Upgrade with:

Sergeant	+5pts
Battle Standard	+10pts
Musician	+10pts

C: Replace Espingol:

Organ gun [1] (24", A3), Crew (A2)	+20pts
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D: Replace 4 pdr

12 pdr. Smoothbore (42", A1, AP(1), Blast(3))	+5pts
12 pdr Rifled (48", A1, AP(1), Blast(3))	+10pts

Special rules:

Artillery: Has Defence 2+ against shooting attacks.

Bad shot: Mounted cavalry shoots at 6+ when using Advance orders.

Volley gun. The espingol may only fire a total of **three A3 volleys** during a game. During the unit's activation, the player decides how many, if any, of these volleys will be fired this turn. They must be fired at the same enemy unit that turn.

Organ Gun. The standard espingol came with up to three barrels. A rarer variant, with only four present at Dybbøl, had a total of 12 barrels. It may fire up to **twelve A3 volleys** during the game. During the unit's activation, the player decides how many, if any, of these volleys will be fired this turn. They must be

fired at the same enemy unit that turn.

Ironclad. The ironclad Rolf Krake was the first warship with rotating turrets to be commissioned in Europe. It was very active in a ground support role during the 1864 war, as most of the action took place along the coast. In 28mm scale the ship would be close to one metre long, and while that would be a cool project, it may better be fielded as an off board marker, measuring distances from the edge of the board. Define pre-game which edges marks the coast, and the distance at which the ship can be hit. An ironclad cannot engage or be engaged in close combat.

Mexico 1861-1867

Mexico was in deep financial debt to several European powers by the beginning of the 1860s. The turmoil of the nation's politics made it impossible to meet the agreed payments, which made Britain, Spain and France intervene militarily in 1861. Spain and Britain soon left, but the French saw this as an opportunity to create a new sphere of influence, installing Maximilian I as emperor of Mexico and keeping a military presence for several years. With the end of the ACW, USA could free enough military forces to make diplomatically sure that France would eventually leave their 'Mexican Adventure', thus ending the war.

Name [size]	Qua	Def	Equipment	Special Rules	Upgrades	Cost
Officer [1]	4+	4+	Pistol (12", A1), Sabre (A1)	Hero, Tough(3)	A	40pts
Militia Officer [1]	5+	5+	Pistol (12", A1), Machete (A1)	Hero, Tough(3)	A	30pts
Infantry [10]	5+	5+	Musket (18", A1), Bayonet (A1)	-	B, C	105 pts
Militia [10]	6+	6+	Musket (18", A1), Machete (A1)	-	-	55pts
Cavalry [5]	4+	5+	Pistol (12", A1), Saber (A1)	Fast, Impact(1), Bad shot	D	120 pts
Field gun [1]	5+	5+	6 pdr. field gun (42", A1, Blast(3)), Crew (A3)	Artillery, Slow, Tough(3)	-	35 pts

A: Upgrade with:	
Horse (Fast)	+5pts

B: Upgrade with:	
Sergeant	+5pts
Battle Standard	+10pts
Musician	+10pts

C: Replace all muskets:	
Baker Rifle (24", A1)	+XXpts

D: Replace all sabres:

Lances (A1, Impact(2), Phalanx:)	+15pts
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Replace all pistols:	
Carbine (18", A1)	+5pts

E: Upgrade 6 pdr:
(*Information on Mexican artillery is scarce. Help is highly welcomed.*)

Special rules:
Artillery: Has Defence 2+ against shooting attacks.

Bad shot: Mounted cavalry shoot at 6+ when using Advance orders.

Notes:
1st Company of each battalion was nominally armed with the Baker Rifle. The other (2nd - 8th) companies had the old Brown Bess, India pattern.

Draft, Feb. 2021.

British Empire 1860-1870

Draft, Feb. 2021.

Italian states 1866