SEQUENCE OF PLAY

Place Chassepot Fire Zones

French units not in Bivouac may place Chassepot Fire Zones.

Action Phase

Before each French impulse, determine if it will be the last (2.3). German player may permit one more Impulse for each side.

Players alternate Operations impulses, German first (2.3.2):

> Pass *or*
>
> Activate one Inactive Leader *or*
>
> Activate Unactivated Fresh units in one Area *or*
>
> Re-organise two Spent units or one cavalry division
> *Only option for French on Final Impulse*

Regroup and End Phase (2.5)

Players may move unit(s) of one division *or* one leader into a single adjacent area not occupied by or adjacent to the enemy and not within potential Beaten Zones (division must not be split up).

Note number of Impulses if playing Unfairness Rule (13.6).

ENDING ACTION PHASE (2.3)

Final French Impulse if 1D10 + Modifier ≤ Impulse Number

Turn *see Turn track on map*	**?**
Each red "Metz" Area *occupied solely by Germans (-2 maximum) see 11.2*	**-1**

UNIT ACTIVATION (4.0)

Any Leader *any units of his own corps*	
Colonel Caprivi *any units of one German corps*	
Frederick-Charles *any German units*	
Any German Leader *the Guard Dragoons Brigade*	
Maréchal Bazaine *any French units (see restrictions in 3.2.4)*	
Any French *Reserve Cavalry, de France's brigade & Reserve Artillery*	
French activated by fire *Frossard 1-4, Others 1-3 (3.2.1)*	

MOVEMENT COSTS

Use highest single cost where more than one qualifies	**Movement Point Cost**
Cross Ravine Edge	+1
Enter Area with Enemy Units *Spent or Fresh*	2
Enter Beaten Zone	2
Enter any other Area	1
Leave Area with Enemy Units *Spent or Fresh*	+1
Cavalry entering +3 Cover Area with Woods	+2

INFANTRY UNIT

Front **Fresh Status**

Corps — Brigade — Division — Combat Value — Movement Allowance — *Regiment Germans only*

Back **Spent Status**

Corps color stripe *shared by all units of corps* — Combat Value

CAVALRY UNIT

Front **Fresh Status**

Combat Value — Corps — Movement Allowance — Brigade, Division

Back **Spent Status**

Combat Value

ARTILLERY UNIT

Front **Fresh Status**

Combat Value — Corps — Movement Allowance — Division *Germans only*

Back **Spent Status**

Combat Value

LEADER

Front **Active Status**

Activation Range — Corps — Name

Back **Inactive Status**

MARKERS

Activated   Advantage   Turn   Impulse

Bivouac   Chassepot Fire Zone

BOMBARDMENT (7.1)

ATTACKER VALUE *is the sum of the following*	
Strength	Artillery Factor of **one** selected unit
Supports	+2 for each **additional** artillery unit in Activation *Against adjacent targets only*
Range	-2 for every intervening Area between Target and Attacker
Vision	-1 for fire from a +3 Cover Area
Chance	+1D6

TARGET VALUE *is the sum of the following*	
Terrain	2x Cover *1x Cover if only cavalry*
Supports	+2 for each Fresh artillery unit
Range	*No Supports for non-adjacent bombardment*
Chance	+1D6

IF TARGET VALUE IS GREATER THAN OR EQUAL TO ATTACKER VALUE

All attacking units become Spent.

IF TARGET VALUE IS LESS THAN ATTACKER VALUE

Subtract Target Value from Attacker Value: difference is Casualty Points absorbed by Target (see table). *Attackers are not Spent. Any Target artillery units count as the Lead unit(s).*

TERRAIN KEY *See movement costs, previous page*

Terrain Type	Notes
Hill	Prevent exiting of Beaten Zone (5.3.1)
	Beaten Zone Height Advantage (5.3.3)
	Greater Bombardment range (7.1.2)
Woods	+2 Movement Point cost for cavalry entering +3 Cover Area with Woods
Ravine	+1 Movement Point to cross Ravine
	Cavalry counter-charges may not cross (7.5)
Clear	No effect
Town	No effect

CASUALTY POINTS (7.7)

Points Absorbed	FRENCH	GERMAN
1	Retreat unit	Retreat unit
1	Flip Fresh unit to Spent	Flip Fresh unit to Spent
2	*not available*	Eliminate Spent unit
3	Eliminate Spent unit	Eliminate Fresh unit
4	Eliminate Fresh unit	*not available*

RIFLE FIRE VS INFANTRY OR ARTILLERY ONLY (7.2)

ATTACKER VALUE *is the sum of the following*	
Strength	+4 for lead French unit firing +2 for lead German unit firing
Supports	+2 for each Fresh artillery and French infantry unit +1 for each Fresh German infantry unit
Range	+1 for French fire into adjacent Area -3 for French fire at a non-adjacent Area *Germans may only engage adjacent Area*
Vision	-1 for fire from a +3 Cover Area
Chance	+1D6

TARGET VALUE *is the sum of the following*	
Terrain	Cover +*Cover again for each whole multiple of 3 attackers*
Strength	+4 for lead French infantry unit *+3 if Spent* +4 for lead artillery unit *+3 if Spent* +2 for the lead German infantry unit *+1 if Spent*
Supports	+2 for each Fresh artillery unit & French infantry unit +1 for each Fresh German infantry unit
Range	*A non-adjacent Defender does not count Supports*
Vision	-1 for fire from a +3 Cover Area
Chance	+1D6

IF TARGET VALUE IS GREATER THAN ATTACKER VALUE BY MORE THAN 1

Subtract Attacker Value from Target Value: this difference, **minus 1** for each Activated Fresh unit in the Target Area, is the Casualty points absorbed by Attacker. A negative result indicates no losses. *Target not Spent.*

IF TARGET VALUE IS WITHIN 1 OF ATTACKER VALUE

2 Casualty Points each (see table).

IF TARGET VALUE IS LESS THAN ATTACKER VALUE BY MORE THAN 1

Subtract Target Value from Attacker Value: difference is Casualty points absorbed by Target (see table). *Attackers are not Spent.*

ASSAULTS *CAVALRY VS CAVALRY* (7.4)

ATTACKER VALUE *is the sum of the following*	
Strength	Combat value of the **one** attacking unit
Supports	+2 for each **additional** Fresh cavalry unit
Chance	+1D6

TARGET VALUE *is the sum of the following*	
Strength	Combat value of **one** defending unit
Supports	+2 for each Fresh cavalry unit
Beaten Zones	+2 for each Beaten Zone exited by attackers
Chance	+1D6

IF TARGET VALUE IS
GREATER THAN OR EQUAL TO ATTACKER VALUE

All attacking units Spent. Lead unit eliminated.

IF TARGET VALUE IS
LESS THAN ATTACKER VALUE

All attacking units Spent. Subtract Target Value from Attacker Value: difference is Casualty Points absorbed by Target (see table).

CHASSEPOT VOLLEY (7.3)

ATTACKER VALUE *is the sum of the following*	
Strength	+2 for each French infantry unit firing
Numbers	+1 for each two combat units in Target *round up*
Vision	-1 for fire from a +3 Cover Area per division
Chance	+1D6

TARGET VALUE *is the sum of the following*	
Terrain	Cover -1
Strength	+1 per combat unit in attack
Chance	+1D6

IF TARGET VALUE IS
GREATER THAN ATTACKER VALUE

No effect

IF TARGET VALUE IS
LESS THAN OR EQUAL TO ATTACKER VALUE

Subtract Target Value from Attacker Value: **half** of difference is Casualty Points absorbed by Target (see table). *Attackers are not Spent. Move may continue.*

IMPORTANT Casualty Points must be absorbed either:
A) by Spending or Eliminating Units, retreating none *or*
B) by retreating all units and then Spending or Eliminating.

ASSAULTS *ON INFANTRY AND ARTILLERY* (7.4)

ATTACKER VALUE *is the sum of the following*	
Strength	Combat value of **one** attacking Fresh unit (infantry, artillery or cavalry)
Leader	+1 if committed
Supports	+2 for each **additional** Fresh infantry and artillery unit +1 for each **additional** Fresh cavalry unit
Chance	+1D6

TARGET VALUE *is the sum of the following*	
Strength	Combat value of **one** defending unit (infantry or artillery)
Terrain	Cover -1
Beaten Zones *not Chassepot*	+1 for each Zone exited by infantry Attackers +2 for each Zone exited by cavalry Attackers
Supports	+1 for each **additional** Fresh infantry unit +2 for each **additional** Fresh artillery unit +1/2 per Spent infantry unit vs cavalry *only* *Round up any resulting fractions*
Chance	+1D6

IF TARGET VALUE IS
GREATER THAN ATTACKER VALUE

All attacking units Spent. Deactivate committed attacking Leader. Lead unit eliminated. Unit halts in Area just exited. If cavalry attacking infantry eliminate two attacking units.

IF TARGET VALUE IS
EQUAL TO ATTACKER VALUE

All attacking units Spent. Deactivate committed attacking Leader. 2 Casualty Points absorbed by Attacker (see table).

IF TARGET VALUE IS
LESS THAN ATTACKER VALUE

All attacking units Spent. Subtract Target Value from Attacker Value: difference is Casualty Points absorbed by Target (see table). Infantry CP doubled if attacked by cavalry. If attacking cavalry has value of only 1 or 2 greater than Target, then lead unit eliminated.

COMBAT ELIGIBILITY

Combat Type	Eligible Units
Artillery Bombardment	All artillery
Rifle Fire	All infantry
Chassepot Volley	French infantry exerting Chassepot Fire Zone
Move and Assault	All infantry and cavalry, German artillery

SET UP (14.0)

The French player sets up first, followed by the German player

Area	German Units
17	Brigade von Bredow (5th Cavalry), General Rheinbaben *(Inactive) (2 units)*
6	Brigade von Barby (5th Cavalry) *(1)*
20	Rheinbaben Artillery, Colonel Caprivi *(Active)* and von Redern's Hussar Brigade (5th Cavalry) *(3)*

Area	French Units *Inactive Leaders and stacks with Bivouac markers*
12	Du Barail's Division of Reserve Cavalry *(1 unit)*
21	Forton's Division of Reserve Cavalry *(2)*
27	Reserve Artillery of the Army of the Rhine *(2)*
26	Lapasset's Brigade, Bataille's Division and Verge's Division of Frossard's 2 Corps *(5)*
27	Valabregue's Cavalry Division of Frossard's 2 Corps *(2)*
36	General Frossard *(Inactive)* & Artillery of Frossard's 2 Corps *(2)*
31	Clerambault's Cavalry Division of Leboeuf 's 3 Corps *(3)*
32	Marechal Leboeuf *(Inactive)* and Nayral's Division of Leboeuf's 3 Corps *(3)*
33	Montaudon's Division of Leboeuf 's 3 Corps *(2)*
45	Aymard's Division and Artillery of Leboeuf 's 3 Corps *(3)*
28	Lafont's Division of Canrobert's 6 Corps *(2)*
29	Tixier's Division of Canrobert's 6 Corps *(2)*
34	Marechal Canrobert *(Inactive)*, 9eme Ligne of Bisson's Division and Levasseur-Sorval's Divisions of Canrobert's 6 Corps *(4)*
11	De France's Brigade of Desvaux's Cavalry Division of the Imperial Guard *(1)*
42	Picard's Division of the Imperial Guard *(2)*
43	General Bourbaki and Marechal Bazaine *(both Inactive)* and Desvaux's Cavalry Division of the Imperial Guard less de France's Brigade *(4)*
44	Deligny's Division of the Imperial Guard *(2)*

VICTORY POINTS (12.0)

◆	if French majority occupied	1 VP
■	if French last to occupy *or* currently majority occupied	1 VP
Each Leader deactivated by German player (9.2)		1 VP
"Unfairness" Rule (13.6)		?

REINFORCEMENTS (15.0)

TURN ONE - 8:00-9:30

Area	German Units
24	Brigades 14 von Gruter and 15 von Rauch of 6th Cavalry Division with the Duke of Mecklenburg-Schwerin *(3 units)*

TURN TWO - 9:30-11:00

Area	German Units
24	All of Stuelphnagel's Division of III Corps *(5)*
24	78th East Freisland Regiment of von Lehmann's 37 Brigade (Schwartzkoppen's Division, X Corps) *(1)* *Roll dice for movement: 1-3 = 3MP, 4-6 = 2 MP*
18	All of Buddenbrock's Division of III Corps, III Corps Cavalry and von Alvensleben *(7)*

Area	French Units
47	General de Ladmirault (Active) and 4 Corps *(8)* *Note limitations in 10.1*

TURN THREE - 11:00-12:30

Area	German Units
18	Corps Artillery of III Corps & 91st Oldenburg Regiment of von Lehmann's Brigade (Schwartzkoppen's Division, X Corps) *(2)*

TURN FOUR - 12:30-14:00

Area	German Units
18	Schwarzkoppen Artillery & General Voights-Rhetz (X Corps) *(2)*
4	Von Brandenburg's Guard Dragoon Brigade (X Corps) *(1)*

TURN FIVE - 14:00-15:30

Area	German Units
18	Brigade 39 von Woyna of X Corps *(2)*

TURN SIX - 15:30-17:00

Area	German Units
18	Brigade 40 von Diringshofen of X Corps, X Corps Artillery and Corps Cavalry, and Kraaz-Koschlau Divisional Artillery *(5)*
4	Brigade 38 von Wedell of X Corps *(2)*
40	General Goeben, Brigade 32 von Rex of VIII Corps and 11 Grenadier Regiment of 36 Brigade of IX Corps plus von Barnekow Artillery *(5)*
40	Prince Frederick-Charles *(1)*

TURN SEVEN - 17:00-18:30

Area	German Units
40	Brigade 49 von Wettich (Hessian), Louis of Hesse Divisional Artillery plus General von Manstein (IX Corps) *(4)*

Area	French Units
47	Metman's Division of Marechal Leboeuf's 3 Corps *(2)*

OPTIONAL UNITS

There are 2 optional ahistorical units in the countermix: 7th Cavalry (German) and Consular Gd (French). Players can use these to add a bit of humor and playbalance to the game. Enjoy!