



RULES OF PLAY

Game Design by Hermann Luttmann

At Any Cost



Metz 1870



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“It will cost what it will!”

—Adalbert von Bredow, immediately before he led the famous “Deathride” of the Prussian 12th Cavalry Brigade at Mars-La-Tour.

1.0 INTRODUCTION

On the morning of August 16th, 1870 at the Gravelotte crossroads outside the fortress of Metz, Napoleon III (Emperor of the French Second Empire) turned over command of the Army of the Rhine to a reluctant Marshal Francois Achille Bazaine. The Army of the Rhine, the last intact field army and already the last hope for France during the two-week old Franco-Prussian War, was gathered around the protection of the Metz fortress complex. The Prussian First and Second Armies were sweeping forward, hot on the heels of the retiring French. But poor weather and a disorganized cavalry screen allowed the French army to break contact with the pursuing Prussians. Helmuth von Moltke, Chief of the Prussian General Staff, instructed his armies to wheel south of the fortress, cross the Moselle River and attempt to catch the French in the flank. The only problem with this plan was—where were the French? The resulting two-day campaign produced some of the more remarkable battles in military history—the Battles of Mars-La-Tour and Gravelotte-St. Privat. These two battles produced over 60,000 casualties, with each army suffering equally.

At Any Cost: Metz 1870 is a game simulating the situation west of the Metz fortress during those few days of August 1870. The game is designed to be a playable, two-player brigade-scale game that allows players to experience the unique tactical warfare matchups that characterized fighting during the Franco-Prussian War. Will YOU as the Prussian player be able to withstand an early severe numerical disadvantage and use the audacity of the Prussian soldier and artilleryman to win the day? Can YOU as the French player overcome the lethargic and uninspired command structure of the Army of the Rhine and allow your tough and well-equipped infantry to fight unhindered?

At Any Cost: Metz 1870 features the *Blind Swords* chit-pull system that emphasizes the three “FOW’s” of military conflict: *fog-of-war*, *friction-of-war* and *fortunes-of-war*. Unlike more traditional chit-pull mechanisms, the *Blind Swords* system ensures that no combat units can be counted on, and conversely, none can be counted out.

2.0 GAME SCALE AND MAP

2.1 Scale

The game map depicts the area over which this campaign was fought, stretching from the outskirts of Metz on the eastern board edge to the Yron River valley on the western edge. Each map hex is approximately 500 yards across. Regular Infantry and Cavalry units represent Brigades. Infantry Detachments (3.4) are groups of battalions or regiments operating independently of their parent units. Artillery units represent division and corps organizational groupings of batteries and Mitrailleuse units (4.3) are single batteries. Each HQ unit (3.5) represents the corps or division commander, his staff and the associated logistical train. One Strength Point (3.1.3) equals about 600 infantry, 450 cavalry, 3 heavy cannon (12 lb.), 4 light cannon (4 and 6 lb.) and 1.5 Mitrailleuse machineguns. One regular Game Turn represents approximately one hour of real time, while **Evening** and **Deep Night** Game Turns represent three hours each.

2.2 Map Details

There are numerous terrain features on the map that can have movement and/or combat effects. Consult the Terrain Effects Chart for details of these effects. Some special terrain features require further explanation, as follows:



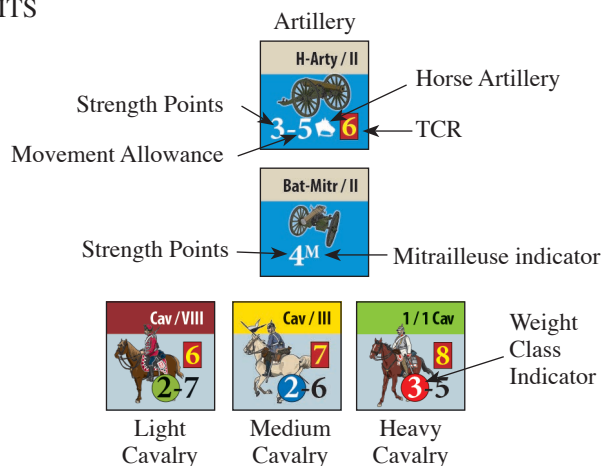
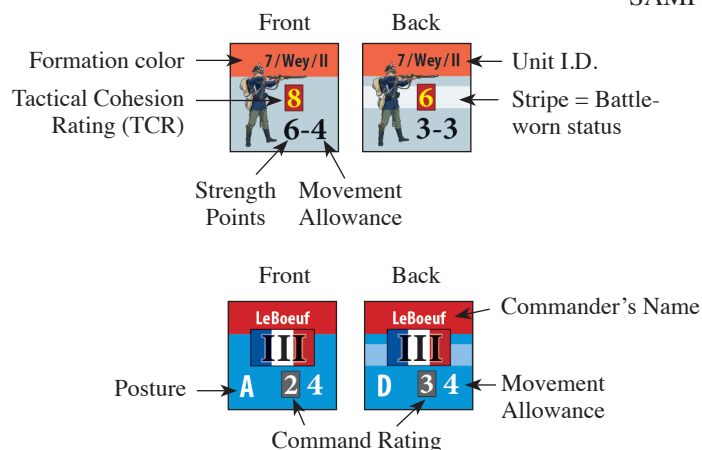
2.2.1 Elevations: There are four terrain elevation levels depicted on the map (from lowest to highest): Flat, Low, Raised and High. Flat terrain is light tan, Low is beige, Raised is greenish brown, and High is dark brown. Slopes are those hexsides that exist between two hexes with a one-level elevation difference; Steep Slopes are those hexsides (depicted with a darker color) between two hexes with an elevation difference of two levels or more. Up Slope is the movement through a Slope or Steep Slope hexside from the lower hex to the higher hex. Slope and Steep Slope hexsides are important for Movement, Line of Sight and Combat purposes.



2.2.2 Roads: Roads are the dominant terrain feature for movement purposes when they appear in a hex. Units that move from one hex into an adjacent hex that is directly connected by the same

Road graphic are considered to be using that road and thus may

SAMPLE UNITS



benefit from the Road movement rates. There are two types of Road hexes—Minor Roads (tan-colored) and Major Roads (dark-gray colored). Minor Road hexes cost all moving units only 1 Movement Point, regardless of other terrain in the hexes or across a hexside and as long as *no other unit is already in that Road hex*. Major Roads function the same way as Minor Roads, but also allow the use of the Road March Column (11.9) ability to qualified units moving only from one Major Road hex to a connected Major Road hex.



2.2.3 Fortresses: The two Metz-complex fortresses, Fort St. Quentin and Fort Plappeville, require special rules considerations. These two Fortress hexes allow only one unit and only a French unit may enter them. Fortress hexes, and any units in them, cannot be fired upon or assaulted by Prussian units. In addition, Prussian units that come within 2 hexes or less of a Fortress hex and within normal LOS (8.1.2) can be fired at with its inherent 10 SPs of French artillery fire during the Fire Combat Step of the French *Imperial Guard Corps* Activation (8.9).

2.3 Rounding Convention

If there are any game calculations to be made regarding SP values, Movement Allowances, etc., maintain all fractions throughout the entire calculation and then *drop* any remaining fraction at the end.

Exception: a net SP value of “.51” to “.99” is rounded down to “.50” (and thus qualifies as a “C” SP value [3.1.3]). Net SP values of “.49” and lower are treated as “0” SPs.

EXAMPLE: If a unit’s SP value of 7 has to be halved twice for various game conditions, it is halved the first time to 3.5 and the second time to 1.75. The final adjusted SP value therefore is 1.

3.0 GAME COMPONENTS

3.1 Combat Units

Combat units represent the fighting troops of each side and do *not* include HQs. The front side of each counter shows the unit at Fresh (FR) status and the reverse side shows the unit after it has taken significant combat losses and indicates its Battleworn (BW) status. The BW side of a unit is displayed with a white stripe through the center to distinguish it from the FR side. Note that Infantry Detachments (3.4) have two BW sides. Each counter displays game information as follows.

3.1.1 Unit Identification: In the top bar of each counter, infantry and cavalry units are identified by Brigade, or Division/Corps, or Name/Division/Corps. Each corps, independent cavalry division or artillery reserve is termed a formation and has a distinctively-colored background to its Identification information. When an HQ activates, all units with the identical color to the HQ are activated along with it. Infantry Detachments do not have a Brigade Number or Division Name—instead, each unit is individually lettered and has “Detach” in the Division slot (17.0).

Note: A unit’s Divisional affiliation is important for use with the *CIC Chits* and some *Event Chit* actions.

3.1.2 Tactical Cohesion Rating: Displayed in a red box with yellow font color is the unit’s Tactical Cohesion Rating (TCR). This

is a measure of the unit’s training, morale and experience. The higher the TCR of a unit, the more dependable and effective it is in combat. The printed TCR is modified by the following conditions (and this modifier is listed on the associated marker) and applies in all cases where the modified TCR needs to be tested:

- Unit is Shaken = reduce testing unit’s TCR by one (–1)
- Unit is Disrupted = reduce testing unit’s TCR by two (–2)
- Unit in a Hasty Works hex = increase testing unit’s TCR by one (+1)
- Unit in an Entrenchments hex = increase testing unit’s TCR by two (+2).

3.1.3 Strength Points: A unit’s Strength Point value (SP) is the number or letter on the bottom left of the counter. This represents the unit’s relative size and is used in Fire and Assault Combat resolution. A letter value of “C” represents “cadre strength” and is the equivalent of 1/2 SP. A unit’s effective SP can be modified by certain game conditions, such as Fire Combat Range, Morale Hits, etc. A unit’s *initial* SP strength always includes adjustment for any applied Morale Hit marker as follows:

- Shaken marker = –1 SP
- Disrupted marker = –2 SP

After the initial SP is determined for a unit, then multiply or divide the SP for other causes. A unit whose printed SP value has been modified to “0” or less cannot conduct Fire Combat or attack in Assault Combat (note that this is not the same as combat column shift effects, which are explained later).

3.1.3.1 Weight Class: Cavalry units have an additional Weight Class indicator with their SP entry. This is represented by a colored circle around the SP, with a red circle for Heavy cavalry, a blue circle for Medium cavalry and a green circle for Light cavalry. The weight class category reflects the unit’s armament, protection, equipment and relative size of its horses and is referenced when making a Cavalry Charge (11.6).



3.1.3.2 Mitrailleuse units have an “M” superscript with their SP as a reminder of the unique status of these units (4.3) and their special Fire Combat column shift.

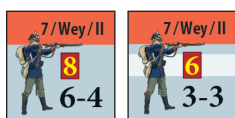
3.1.4 Movement Allowance: The second number on the counter is the unit’s Movement Allowance. A unit’s movement ability is expressed in the number of total Movement Points (MPs) that can be spent during one Movement action. The Movement Allowance can be adjusted by various game conditions.



3.1.4.1 Horse Artillery units have a “horse head” graphic displayed to the right of the Movement Allowance. This is to remind players of their special “move and fire” ability (8.1).



3.1.4.2 Gravelotte St.-Privat (GSP) Units: There are eight special French unit counters that are only used in the two Gravelotte-St. Privat scenarios (Crisis on the Left and Bloody Thursday). These units have a unique “GSP” indicator on the right side of the counter. They represent specific smaller units detached by the French army at that battle and are substituted for the normal unit counters as indicated in those scenarios.



EXAMPLE: The Prussian unit pictured on the left is the 7th Brigade of Weyhern's Division of II Corps. On its Fresh side it has a TCR of 8, has an SP of 6 and a Movement Allowance of 4. Once flipped over to its Battleworn side, its TCR drops to 6, it has a lower SP of 3 and slows down to a Movement Allowance of 3.

3.2 Combat Unit Types

There are four types of Combat units: Infantry (soldier), Cavalry (horseman), Artillery (cannon) and Mitrailleuse (machinegun). Each type of Combat unit has unique capabilities that are detailed in the relevant section of the rules.

3.3 Unit Status

Most units possess three Status levels: Fresh, Battleworn and Broken. A Combat unit showing its front (full-strength) side is in Fresh (FR) status. A unit that has received a Casualty Hit is flipped to its back (reduced-strength) side and is in Battleworn (BW) status. If a unit fails a Break Test (10.0), it is removed from the map on its BW side and placed in the Eliminated Units Box on the map. These units are in Broken status until they return to the game (via Rebuilding 13.3).

Note: In *At Any Cost*, once a unit is on its BW side, it cannot be flipped back over to its FR side during a "Battle" scenario. It is only possible to do so during an Overnight Game Turn (18.0) of a "Campaign" scenario by placing the unit in Bivouac status.

3.4 Infantry Detachments



Infantry Detachments represent smaller groups of troops (regiments and battalions) that are formed by breaking down the larger brigade units (17.0). Each Prussian corps has five Infantry Detachments (labeled "A" through "E") and each French corps has two such units (labeled "A" and "B"). An Infantry Detachment has the same counter layout as normal infantry units and also functions the same way. The only difference is that because of their smaller size, these units only have a BW side—there is no FR side. Each side of the counter represents a differently-sized detachment. In addition, they have a higher Movement Allowance than the corresponding infantry units of their side because of their greater flexibility. Infantry Detachments may not be Rebuilt (13.3) once Broken in a "Battle" scenario.

3.5 HQ Units

The HQ counters represent a corps or division general, his staff and the core of the logistical train for his formation. HQs are not Combat units and thus do not have an SP or TCR value and cannot engage in any combat. By the same token, these units do not have an FR or BW side.

Each HQ counter displays game information as follows:

3.5.1 Unit Identification: HQs are identified by the name of the commander on top and the formation's Corps Number or independent Division Number inside the national flag. The top of the HQ counter has a distinctively-colored band that matches the color of the combat units in that HQ's formation. When an HQ activates,

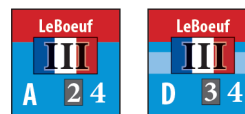
all units marked with the same color are activated along with it.

3.5.2 Posture: Each side of the HQ counter lists a Posture, representing the general operating orders of the formation. One side is the Aggressive (A) side, which represents units being directed to deploy, engage the enemy and possibly launch an attack. The opposite side is the Defensive (D) side, simulating orders that command units to form march columns, hold their positions and regroup. The entire formation, except for its Out of Command units (7.5 and 14.1), is considered to be operating under the Posture displayed on the face-up side of the HQ counter. Postures have various effects on play, as described in 7.0. Out of Command units are considered to be operating under an Out of Command Posture (14.1).

3.5.3 Command Rating: The Command Rating for the HQ is shown in a gray box and the unit has a different value on each side of its counter. This number represents the relative command efficiency of a formation's headquarters for the Posture listed on that same side. An HQ that finds itself Overrun (11.11) automatically has a Command Rating of "0" and thus only units it is stacked with are considered to be In Command (7.4).

Note: Most Prussian HQs have higher Command Ratings on their Aggressive sides and the French HQs generally have higher Command Ratings on their Defensive sides.

3.5.4 Movement Allowance: This value is listed in white font to the right of the Command Rating and represents the HQ's movement ability in the same manner as a combat unit. An HQ is considered to be "Infantry" for terrain movement costs.



The French HQ pictured is the III Corps headquarters under LeBoeuf. All French units with a red band on the top of their counters belong to this formation and will activate along with this HQ. When in "A" Posture, its Command Rating is 2 and when in "D" Posture, the Command Rating is 3. The Movement Allowance of the unit is 4, regardless of the Posture.

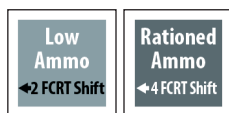
3.6 Game Markers

Game markers are used to note certain game conditions and are placed as instructed by the relevant rules section. It is suggested that players place relevant markers *under* the affected unit to keep the identity of units clear to each side and to hide the condition of the unit from the opposing player. Players need not reveal game markers until the time that the condition they represent affects play.



3.6.1 Morale Hit Markers: These markers indicate when a unit is suffering from a temporary loss of cohesion and "elan" due to receiving one or more Morale Hits (9.2). The markers have "Shaken!" printed on one side and "Disrupted!" on the other side. A unit with a Shaken marker is said to be a Shaken Unit and has its SP and TCR each reduced by one (-1). A unit with a Disrupted

marker is said to be a Disrupted Unit and has its SP and TCR each reduced by two (–2). These markers can be flipped or removed through Recovery (13.2).



3.6.2 Ammunition Problem Markers: These markers are applied when a unit suffers an “Ammunition Problem” result while issuing Fire Combat (8.8). The markers have “Low Ammo” on the front side and “Rationed Ammo” on the reverse side. A Low Ammo marker causes a two-column shift left modifier when issuing Fire Combat (only) and a Rationed Ammo causes a four-column shift left modifier when issuing Fire Combat. These markers can also be flipped or removed through Recovery (13.2).

3.6.3 Miscellaneous Markers: There are numerous other markers used in the game—the “Game Turn” marker, the “Leader Casualty” marker, etc.—which are explained in their relevant sections.

3.7 Chits

Chits are the counters that are drawn from an opaque container and tell the players which formation will be activated next or which Event can be enacted. There are four types of chits: Activation Chits (6.1), Commander-in-Chief (CIC) Chits (6.2), Event Chits (6.3) and the Fortunes of War Chit (6.4).

3.8 Player Aids

Each player receives a copy of the General Player Aid card, containing the Sequence of Play, Terrain Effects Chart, etc. and another card with the Combat Results Tables and all necessary shifts and modifiers listed that are needed to resolve Fire and Assault Combat.

3.9 Scenario Game Tracks

The Scenario Game Track cards display all the game tracks and reminder notes that are necessary for playing the corresponding scenario. These should be kept in an area where both players can easily reference the track information. Various game markers are placed on these tracks during play.

3.10 Draw Cup

Players must provide an opaque container (a cup, glass or bowl) from which the game’s chits are blindly drawn.

3.11 Dice

The game includes four ten-sided dice (D10’s): one red, one gray and two white. The French player takes the red and white dice while the Prussian player takes the gray and white dice. The “0” result on the D10’s is to be read as a “10”.

4.0 STACKING

4.1 Stacking Limit

Stacking refers to the number of units that may occupy the same hex. Generally, a maximum of two units may be in a single hex at the end of a unit’s movement or at the end of any Phase or Step. There are a few exceptions.

4.1.1 Only one Fresh infantry brigade-sized unit may be in a hex (i.e., any non-Infantry Detachment infantry unit). It may be stacked with one other unit, but not another Fresh infantry brigade. The unit *may* be stacked with a Battleworn infantry brigade-sized unit.

4.1.2 HQs and Mitrailleuse units may stack freely—there is no limit to how many of these types of units can be stacked in a hex.

4.1.3 Markers of any kind stack freely—there is no limit to the number of markers that can be in a hex.

4.1.4 The stacking limit can be temporarily exceeded as units pass through hexes with other units during movement (however, see Road Movement below), but they cannot end their moves in an over-stacked situation.

4.2 Road Movement

Units wishing to use the Road movement rate bonus *may not stack at any point of their movement along the Road*, except if such a hex is occupied only by units or markers that stack freely. If they do move into a hex with another eligible unit(s), they may not use the 1 MP Road rate nor may they use the Road March Column bonus movement (11.9) in that hex. Instead, the moving unit must use the MP cost of the other terrain in the hex (i.e., as if the Road was not there). Note that this means that a unit can begin its move in a stack, but must travel individually in order to use the Road rate.

DESIGN NOTE: Essentially, the road is clogged with traffic and the moving units must leave the road temporarily to go around the blocking units. Note that this is an intentionally simple rule—we are erring in the direction of making proper road march management an issue for the player to deal with, but in a playable manner.

4.3 Mitrailleuse Batteries



Mitrailleuse units are actually sub-units to their parent artillery units. The parent artillery unit has the same Division Name designation in its Unit ID as its associated Mitrailleuse unit. The French player *must always keep the two units stacked together*, with the Mitrailleuse unit directly under the parent artillery unit. The two counters are treated as one combined unit for all purposes (including SP totals, stacking, Abandoning Position, application of enemy combat results, Morale Hits, Rebuilding attempts, etc.) except when issuing Fire Combat (see 8.7). During Fire Combat, the Mitrailleuse fires separately from the artillery unit. By the same token, any Ammunition Problem results (see 8.8) are tracked separately for the two units (so one or the other could be carrying a “Low Ammo” or “Rationed Ammo” marker while the other does not). Place any Morale Hit marker (which will affect both units equally) under the Mitrailleuse unit—an Ammo Problems marker is placed only under the affected unit.

EXAMPLE: If a Fresh artillery unit stacked with its Fresh Mitrailleuse unit takes a Casualty Hit, both units are flipped over to their Battleworn sides. When firing, resolve the two units’ fire separately and if, for example, the artillery unit achieves a “Low Ammo” result, place the relevant marker only under the artillery unit.

4.4 Fortresses

Fortress hexes allow only one combat unit in each hex and only French units may enter a Fortress hex.

5.0 SEQUENCE OF PLAY

Each Game Turn of *At Any Cost: Metz 1870* is played in a series of Phases and Steps, each of which must be completed before proceeding to the next Phase or Step. When the last Step of the last Phase is concluded, a Game Turn is finished and play proceeds to the following Game Turn. If it is the last Game Turn of the scenario, players reference the Victory Determination procedures. Game play proceeds in the following sequence:

1. PLANNING PHASE

2. CHIT DRAW PHASE

3. ACTIVATION PHASE

- a. HQ Command Step
- b. Fire Combat Step
- c. Movement Step
- d. Assault Combat Step
- e. Rally Step
- f. Out of Command Step

4. END TURN PHASE

- a. French Command Event Step
- b. Prussian Command Event Step
- c. Victory Determination Step
- d. Housekeeping Step

5.1 Planning Phase

At the start of each Game Turn (and for most, but not all, scenarios) both players gather their eleven Event Chits together and then secretly select any one Event Chit (6.3) to place immediately into the Draw Cup—this is the Planned Event chit. The Planned Event chit can be any Event Chit of the player's choosing. Players then simultaneously drop this selected chit directly into the Draw Cup. Each player then flips all his remaining Event Chits over to their "Command Event" sides and mixes them up. The players then each randomly select five of their remaining Event Chits (without looking at their Event description sides) and simultaneously place them into the Draw Cup. The remaining five Event Chits are placed aside and will not participate in the current Game Turn. They cannot be referenced for the remainder of the turn and remain unknown to the players until the end of the turn.

Note: This procedure may change slightly with each scenario, as detailed in that section of the Play Book.

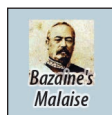
Next, both players determine which Activation Chits (6.1) and CIC Chits (6.2) are available this Game Turn (per the scenario instructions and any applicable Command Event procedures) and place all such chits into the Draw Cup. Finally, the Fortunes of War Chit (6.4) is added to the cup (unless the scenario being played does not use it). The player assigned to draw chits this turn (5.2) shakes up the Draw Cup and places it nearby for easy access.

5.2 Chit Draw Phase

One of the players (the Prussian player on even-numbered turns and the French player on odd-numbered turns) randomly draws one chit from the Draw Cup. Game play proceeds as follows.



5.2.1 If the drawn chit is an Activation Chit or a CIC Chit, all eligible units as indicated by the chit are "activated". Proceed to the Activation Phase. After all activated units have completed Steps "a" through "f" of the phase, the drawn chit is placed aside for this Game Turn and the next chit is drawn.



5.2.2 If the drawn chit is an Event Chit, the player who owns that chit enacts that Event per 6.3. The drawn Event Chit is either held, immediately applied, placed in the Command Event area or placed out of play depending on how it is enacted. Once the status of the Event Chit is determined, the next chit is drawn.



5.2.3 If the drawn chit is the Fortunes of War Chit, the effect of the chit is resolved and applied immediately (or is made note of as indicated). Once the status of the Fortunes of War Chit is determined, the next chit is drawn.

5.3 Activation Phase

If the drawn chit is any Activation or CIC Chit all eligible units belonging to the indicated HQ or chosen Division (6.2.1) are activated. All activated units then conduct the following six Steps in the order shown. Activated units must complete each Step before continuing to the next one:

- a. HQ Command Step:** the owning player chooses a Posture (7.0) for the activated HQ. The player then determines which units are In Command (7.4) and which are Out of Command (7.5), placing an "Out of Command" marker on each of those units.
- b. Fire Combat Step:** eligible In Command units issue Fire Combat (8.0).
- c. Movement Step:** eligible In Command units conduct movement (11.0).
- d. Assault Combat Step:** eligible In Command units conduct and resolve Assault Combat (12.0).
- e. Rally Step:** eligible In Command units may Regroup or Rebuild (13.0).
- f. Out of Command Step:** each Out of Command unit, in any order, has its OOC marker revealed and immediately follows the resulting instructions.

After the Out of Command Step, the drawn Activation / CIC Chit is placed aside and out of play for the remainder of this Game Turn. Players then return to the Chit Draw Phase unless there are no chits left in the cup. In that case, proceed to the End Turn Phase.

5.4 End Turn Phase

After all chits have been drawn from the cup and acted upon, both players conduct the following four Steps in order:

- a. French Command Event Step:** the French player resolves the appropriate Command Event Track effects, if any (15.1). In some scenarios, other activities may also be performed in this step.
- b. Prussian Command Event Step:** the Prussian player resolves the appropriate Command Event Track effects, if any (15.2). In some scenarios, other activities may also be performed in this step.

- c. Victory Determination Step:** players check the Victory Conditions for the scenario to see if an Automatic Victory has been achieved. If this is the last Game Turn of the scenario, the game is over and players determine the level of Victory (15.3).
- d. Housekeeping Step:** players clean up and update the game markers, tracks, etc. Then proceed to the next Game Turn, unless the last turn was just completed (15.4).

Note: Throughout the Game Turn, certain Event Chits may be eligible to be played at various times during each player's Activation Phase, as allowed by that particular chit (see 6.3).

6.0 ACTIVATION AND EVENT CHITS

6.1 Activation Chits

Activation Chits are each labeled with one of the Prussian or French HQ identities. All eligible Activation Chits (including those arriving as Reinforcements this turn) are placed in the Draw Cup during the Planning Phase (this is detailed in each scenario). Those Activation Chits representing formations that are not yet in the game are left out of the cup for the current turn. When drawn, the HQ that matches the drawn Activation Chit is activated, along with all its subordinate units. After activation is completed, place the Activation Chit out of play for the rest of this Game Turn.

6.2 Commander-in-Chief (CIC) Chits

There are two CIC chits that provide a special Activation opportunity for each side and are available as instructed by the specific scenario being played. The Prussians have the *Prussian General Staff* chit and the French have the *Marshal Bazaine* chit. These chits are implemented when drawn as indicated below. After this special activation is finished, the CIC chit is discarded for the turn. Note that units that are activated by these special chits and have not yet activated this turn can still be activated normally later without penalty. Likewise, units that have already activated may do so again with this chit.



6.2.1 Prussian General Staff: This chit may be played immediately when drawn or held until later in the turn and played at the start of any Chit Draw Phase this same Game Turn (i.e., before the regular chit is drawn).

The Prussian player may then select any one Prussian unit or Grouped Division to activate.

A Grouped Division consists of units from the same division, including any Divisional Artillery units, each of which is located within two hexes of at least one other unit from that same division. Units outside that distance cannot be used with this group activation.

Exception: If the player is activating a Corps-attached Cavalry Division, he may also include an eligible Corps Horse Artillery unit along with that Grouped Division.

This special activation can be also used on a unit(s) of any one selected Division that is entirely or in part located in the Available to Rebuild Box. All Division units in that box are considered to be their own Grouped Division. By the same token, all units of a Division that are arriving this turn as a Reinforcement also can be considered their own Grouped Division and be brought on together.

Note that in both these cases, off-map units cannot be combined with on-map units into a Grouped Division.

The selected units immediately conduct a normal Activation Phase, except that they are all automatically In Command for Activation purposes (only), regardless of their distance from the HQ, and they operate under any one chosen Posture (immediately flip the unit's associated HQ to the same Posture). All normal procedures follow thereafter under the limits of the chosen Posture.

EXAMPLE: The Prussian player has just drawn the III Corps Activation Chit and conducts the Activation Phase for all III Corps units to conclusion. In the very next Chit Draw Phase, he then draws the Prussian General Staff CIC Chit. He announces that he will use the chit immediately and activates Stulpnagel's Division and places it in Aggressive Posture. He flips the III Corps HQ to its "A" side. Looking at the map, the 9/Stulp unit is in hex 2024, 10/Stulp is in 2022 and the Stulp Artillery is in 1825. Each unit is within two hexes of another unit of the division and thus this is a Grouped Division. All three units are then automatically In Command and may fire, move and/or assault normally (even though they were activated previously in the turn as part of the regular III Corps activation).

Note: Corps-level units and Infantry Detachments cannot be part of a Grouped Division but one such unit can be individually activated with this chit.

Continuing the above example, if the III Corps Artillery unit was in hex 1823, it could not be included as part of the Stulpnagel Grouped Division. If the Prussian player wanted to issue fire with that unit, then it alone could be activated with the CIC chit, but no other unit could be included in that activation.



6.2.2 Marshal Bazaine Chit: This chit must be played immediately when drawn (note that this is different than the Prussian CIC chit). The French player may select any one unit or Grouped Division to activate, even if it has already activated this turn. The chosen units then proceed in the same manner as with the Prussian General Staff chit (above).

Note: In most scenarios this chit is not available to the French player unless he earns it by successful use of the French Offensive Spirit Command Event procedure (see specific scenario instructions).

6.3 Event Chits



The front side of each Event Chit lists a game event which can be used by the owning player at an eligible time; the back of every Event Chit lists the text "Command Event". When drawn, the Event Chit applies only to the player who owns it (blue = French, gray = Prussian). If playing a scenario that uses Command Events, the owning player immediately decides which side of the chit he will use—either the one on the front of the chit (the Unique Event) or the one on the back (the Command Event). The player must commit to this choice now and cannot re-designate a chit that has already been declared as a Unique or Command Event Chit. If not playing a scenario with Command Events, ignore that side of the chit and use only the Unique Event procedures.

EXAMPLE: If the French player draws the “Beaten Zone” Event chit, decides to use it for its Unique Event and hold it to use later in the turn to fire at some approaching Prussian units, he cannot later decide to place it on a French Command Event Track (even if he holds it and never gets to use it for its Beaten Zone effect).

The player then follows the instructions to implement that event (which may include holding it for use later that same Game Turn). There is no limit to how many individual chits can be played at the same time, as long as each play is an otherwise legal use of the chit. Whenever the Event Chit is used and resolved, the chit is placed out of play for the remainder of the current Game Turn.



6.3.1 Unique Event Chits: The front side of the Event Chit contains a Unique Event. Each Unique Event is used differently by the owning player. Exactly how and when such an event can be used is detailed in the Unique Event Descriptions on each player's Player Aid card. Unique Events come in three types:

- a. Play Immediately:** The Event must be played immediately if used as a Unique Event—it cannot be held until later in the turn. There are four such Events: *AUFTRAGSTAKTIK*, *BAZAINE'S MALAISE*, *FEU DE BATAILLON* and *PRUSSIAN AGGRESSIVE TACTICS*.
- b. Play Immediately or Hold:** The Event can be played immediately (as above) or held for later use (as below), to be played at any eligible time (ex: *A CLOUD OF SKIRMISHERS*);
- c. Hold:** The Event must be held and can be played only at any eligible time (ex: *COMMAND INITIATIVE*). The chit is placed face-down in front of the owning player.

For events that can be played at any eligible time during the Activation Phase, this literally means at any eligible time. The holding player simply stops play and announces he would like to play a chit. If both players wish to simultaneously play a chit(s), the Prussian player goes first with all his eligible Events. The event is then carried out—results are applied and play resumes where it left off. In cases of Opportunity Fire ability (*KRUPP'S GUNS*, *BEATEN ZONE* and *A CLOUD OF SKIRMISHERS*), see 11.5 for further details on exact procedures. Any Unique Events that can and wish to be played must be used before play proceeds to the End Turn Phase. Otherwise they are lost to the holding player.



6.3.2 Command Event Chits: The back side of the Event Chit represents the Command Event. When an Event Chit is drawn, the owning player may opt to use the chit for its Command Event instead of its Unique Event (all Event chits can be used for the Command Event side). If he chooses to do so, he immediately places the chit on the appropriate track, depending on which of the Command Event types he wishes to influence and which scenario is being played. Each Command Event is used differently by the owning player and is detailed in the Command Event Descriptions of each scenario.

6.4 Fortunes of War Chit



This chit is normally available, depending on the scenario being played. When the Fortunes of War Chit is drawn, the non-drawing player rolls 1d10 and checks the following table to determine how the chit is implemented:

- 1 = Wayward French Unit (a)
- 2 = Wayward Prussian Unit (b)
- 3 – 5 = Degrade the Next Chit (c)
- 6 – 8 = Enhance the Next Chit (d)
- 9 = Leader Casualty (e)
- 0 = Lull in the Battle (f)

Results are applied as follows:

a. Wayward French Unit: The Prussian player may move any one French unit (Combat or HQ) on the map, one hex in any direction he chooses. This must be a legal move per the normal Movement and Stacking rules but a unit cannot be moved off the map. If moved adjacent to an enemy unit, normal Defensive Fire occurs (11.4).

b. Wayward Prussian Unit: The French player may move any one Prussian unit (Combat or HQ) on the map, one hex in any direction he chooses. This must be a legal move per the normal Movement and Stacking rules but a unit cannot be moved off the map. If moved adjacent to an enemy unit, normal Defensive Fire occurs (11.4).

c. Degrade the Next Chit: Place the Fortunes of War chit on its “Degrade Next Chit” side next to the draw cup as a reminder.

- If the next chit drawn is an Event Chit, it is discarded for the turn with no effect.
- If the next chit drawn is an Activation Chit or a CIC Chit, the activated formation's HQ must be placed in Defensive Posture and units that are then In Command may only conduct the Fire Combat Step. Out of Command units may not issue Fire Combat and are not given OOC markers (because there is no Out of Command Step). All other Steps of the Activation Phase are ignored and are not performed by the activated formation. The CIC chit still allows the selection of an eligible unit or Grouped Division, but all other procedures are then superseded by the degraded effects. In the case of a degraded Prussian CIC Chit, it must be played immediately—it may not be held for later.

d. Enhance the Next Chit: Place the Fortunes of War chit on its “Enhance Next Chit” side next to the draw cup.

- If the next chit drawn is an Event Chit, the owning player also gets an immediate and free *KRUPP'S GUNS* Event (if Prussian) or *BEATEN ZONE* Event (if French) in addition to the drawn Event Chit. The additional, free Event must be used immediately but can be used either before or after the drawn Event Chit.
- If the next chit is an Activation or CIC Chit, the owning player does not need to assign a Posture to the activated formation. Instead, it gets a Special Posture, which allows all the benefits of both normal Postures, and the HQ is simply flipped to its greater Command Rating side. The Special Posture means that the activated formation may use the Combat allowances of the Aggressive Posture plus it can use the Road March Column bonus, build Earthworks and Rally per the Defensive Posture.

All such allowed procedures must still follow the normal rules and procedures.

e. Leader Casualty: Place a “Leader Casualty –1 CR” marker next to the draw cup. Whenever the next Activation Chit (only) is drawn, the corresponding HQ immediately has a “Leader Casualty –1 CR” marker placed under it. If no Activation Chits remain in the cup when this chit is drawn, there is no effect and it is discarded for the turn. The “Leader Casualty” marker stays with the HQ for the remainder of the game (though it may be removed in some circumstances) and signifies that the HQ’s Command Ratings are both reduced by one (–1). Should an HQ suffer a second Leader Casualty result, the marker is removed and the HQ returns to its printed Command Ratings.

f. Lull in the Battle: Place the Fortunes of War chit on its “Degrade Next Chit” side next to the draw cup as a reminder. Apply the Degrade the Next Chit procedure (“c” above) for the remainder of this Game Turn.

DESIGN NOTE: The Fortunes of War chit represents all the things that can go wrong (or right) on a historical battlefield but are conditions and events that most wargames cannot simulate effectively. Events like units becoming lost, colonels disobeying orders, local commanders perceiving enemy threats, sudden downpours, blinding battlefield smoke, general exhaustion, enlightened leadership, commander illness, etc. All the things that generals had to deal with but that are seldom reflected in traditional game play. These are the fortunes of war that are often thrust at battlefield leaders and they can be both frustrating and fortuitous. In either case, they happened and thus are represented in the Blind Swords game system.

7.0 POSTURES AND COMMAND

The first step in the Activation Phase is the HQ Command Step and this is when the activated HQ selects its Posture for the Phase. The chosen Posture sets the parameters for what the activated HQ and its subordinated units can do this turn. Postures are in effect only during the current HQ activation and during the current Activation Phase—they are ignored at all other times during the turn.

7.1 Postures

HQs are responsible for issuing “orders” to their subordinate units (those with the same color-coded band on their counters). These orders are abstractly represented by the player selecting one of two Postures for the HQ. When activated, the HQ counter is displayed on the map with either its front side or reverse side showing. Each side of the counter lists a Posture (either “A” for Aggressive or “D” for Defensive), along with a Command Range (in hexes) that applies to that Posture (only). During the HQ Command Phase, the owning player may change the active HQ’s Posture by simply flipping the counter to show the desired side.

7.2 Types of Postures

There are two possible Postures that an HQ can be under, each with a distinctive list of allowed and disallowed actions, detailed as follows:

7.2.1 Aggressive (A): Activated units may move up to their full

Movement Allowance, Engage (11.3) an enemy unit, conduct Fire Combat (8.0) and conduct Assault Combat (12.0). Cavalry units may conduct Cavalry Charges (11.6). However, activated units may not use Road March Column movement (11.9), Rally (13.0) or build Earthworks (16.0) during this Phase.

7.2.2 Defensive (D): Activated units may move up to their full Movement Allowance, use Road March Column movement if eligible, conduct Fire Combat, Rally and build Earthworks. However, activated units may not Engage the enemy nor conduct Assault Combat, except for cavalry units that begin the Phase adjacent to an enemy unit. These cavalry units (only) may conduct an Assault Combat (but may not Charge).

In summary, units can always conduct movement and issue fire. However, if you want to engage the enemy and/or assault them, then you must be in Aggressive Posture—but you can’t then move quickly, rally your men or build earthworks. By the same token, a Defensive Posture allows march columns, digging in and rallying—but you can’t get close to the enemy.

7.3 Command Range

An HQ’s Command Range is equal to its current face-up Command Rating in hexes (in the gray box). If tracing the Command Range from any Road hex into any connected Road hex (Minor Road or Major Road), each such Road hex counts as one-half hex for Command Range purposes (only). A Forest or any Forested hex counts as two hexes for Command Range purposes (only). All other terrain hexes cost one hex of the Command Range and can be traced through any terrain except un-bridged River hexes. It can also never be traced through hexes occupied by enemy units. If an HQ’s Command Rating is not sufficient to pay the cost to enter a hex, the Command Range does not extend into that hex. Note that there is no minimum Command Range.

EXAMPLE: An HQ with a Command Rating of “1” cannot trace its Command Range into a Forested hex. It may, however, trace through two connected Road hexes.

An Overrun HQ (12.10) can only place a unit currently stacked with it In Command (7.4). An HQ that is a Reinforcement this turn and waiting off-map to enter the game has no Command Range.

7.4 In Command Status

During the HQ Command Step, every unit of the activated HQ’s formation (only) must check if it is In Command. A unit can be In Command in any of three ways:

- The unit is within Command Range of its HQ;
- The unit is adjacent to another unit from the activated formation that is itself In Command. This can create a chain of adjacent In Command units;
- Special situations, such as when entering the game as a Reinforcement or as part of a CIC Chit activation. These situations are explained in full later in the rules.

EXAMPLE: If a Corps is marching down a road with its HQ stacked with the front unit and all its remaining units are adjacent to one another in line behind the front unit, the entire formation is In Command, regardless of its actual length.

A unit that is In Command abides by all the conditions of the HQ's Posture and conducts the remainder of the Activation Phase normally. Units that are Out of Command are marked as such immediately (7.5). Note that the HQ itself is always considered to be In Command.

7.5 Out of Command Status



A hex that is not In Command (as defined in 7.4) is deemed to be Out of Command (OOC). At the start of each game, all thirteen "Out of Command" markers are placed in a pile, mixed up and with their generic "?" side of the marker showing. When a hex is deemed to be OOC, the owning player randomly draws an "Out of Command" marker and places it on the hex with its generic "?" side face up. Players may not look at the back side of the marker until the Out of Command Step (14.0). This assigned OOC marker affects all units in that hex.

Roadbound Units Exception: If there is a string of adjacent OOC units all of which are occupying connected Road hexes (of either type), then only place one OOC marker in the hex at the head of the column. This one marker will determine the effect for all connected OOC units in that roadbound column. Adjacent OOC units that are not actually on a Road hex cannot be included in the group.

Important: Note that OOC units are not activated with In Command units. OOC units remain on the map and may not conduct any activities until the Out of Command Step. During that step, each OOC marker is flipped over (if more than one, the owning players chooses the order of activation) and enacted.

Option: If players wish to use a different method of selecting the OOC marker, get a second cup. Place all the OOC markers in that cup and keep it nearby both players. During a player's HQ Command Step when OOC hexes are identified, the opposing player draws the OOC markers from the cup without the active player seeing the actual marker drawn. He then places the chit—"?" side face up—on the hex(es) in question.

8.0 FIRE COMBAT

8.1 Fire Eligibility

The second step in the Activation Phase is the Fire Combat Step. Fire Combat is voluntary and can only be conducted by active units during the Fire Combat Step, attacked units issuing Defensive Fire during the enemy's Movement Step, or any unit using an Event Chit allowing such fire. Cavalry and HQs may not conduct Fire Combat. Units normally issue Fire Combat individually (however, see Combined Unit Fire, 8.1.4 below) and each fire is resolved completely before moving to the next unit. A unit can only fire once in the Fire Combat Step or due to an Event, but numerous times when conducting Defensive Fire. Enemy units can be targeted a multiple number of times by different units firing.

Fire Combat eligibility cases are as follows:

8.1.1 Minimum SP: A unit must have an initial modified SP value of at least 1/2 SP in order to issue Fire Combat (3.1.3). That does not include any possible later column shifts.

EXAMPLE: A Disrupted unit with a printed SP of 2 cannot issue Fire Combat, as its initial SP would then be zero due to the "Disrupted" marker.

8.1.2 Line of Sight (LOS): When a unit issues Fire Combat at a target two or more hexes away, it must be able to "see" the target unit. To determine LOS, draw an imaginary line from the center of the firing unit's hex to the center of the target unit's hex. Any hex entered by this line in between the firing hex and the target hex is an Intervening Hex. The LOS stops in any Intervening Hex containing Blocking terrain or units (as identified below) and will not extend beyond this hex (but does extend into it). Units can always fire into and out of hexes containing Blocking terrain. The LOS can also be Obscured by an Intervening Hex, which means the LOS penetrates all the way to the intended target hex but with degraded visibility. Obscured fire allows the unit to issue the Fire Combat but with a detrimental column shift applied. Line of Sight cases are:

8.1.2.1 Firing unit and Target unit are on same elevation.

- Any Intervening Hex that is higher than both units will Block the fire.
- If all Intervening Hexes are lower than both units, any Intervening Hex with Forest, Forested or Town terrain or containing any unit (friendly or enemy) causes an Obscured LOS;
- If any Intervening Hex is at the same level as both units, the LOS is Blocked if there is any Forest, Forested, Farm or Town terrain or any unit in that hex.

8.1.2.2 Firing unit is at lower elevation than Target unit.

- Any Intervening Hex that is higher than both units will Block the fire.
- If all Intervening Hexes are lower than both units, any Intervening Hex with Forest, Forested or Town terrain or containing any unit (friendly or enemy) causes an Obscured LOS.
- If any Intervening Hex is at the same level as the Firing unit, such a hex with Forest, Forested or Town terrain or any unit will cause an Obscured LOS.
- If any Intervening Hex is at the same level as the Target unit, such a hex with Forest, Forested, Farm or Town terrain or any unit will Block the fire.

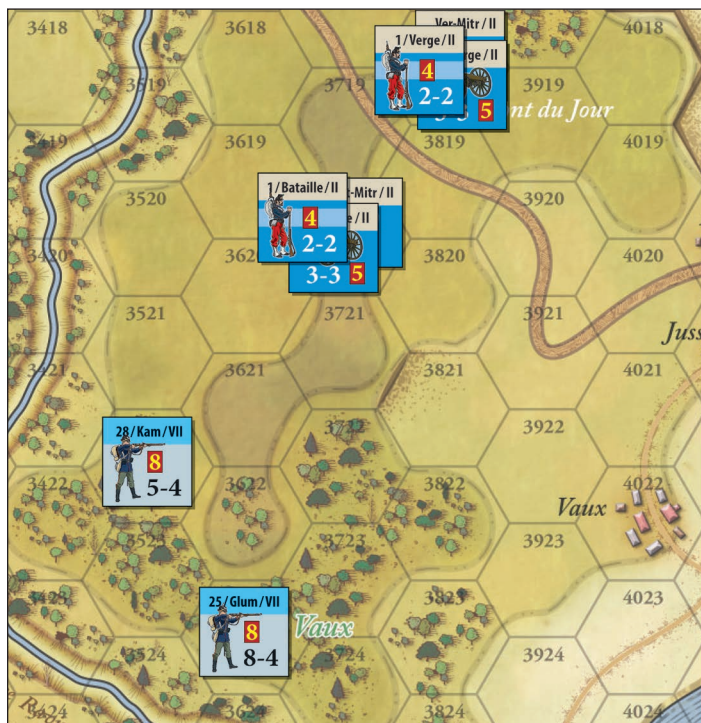
8.1.2.3 Firing unit is at higher elevation than Target unit.

- Any Intervening Hex that is higher than both units will Block the fire.
- If all Intervening Hexes are lower than both units, any Intervening Hex with Forest, Forested or Town terrain or any unit (friendly or enemy) causes an Obscured LOS.
- If any Intervening Hex is at the same level as the Firing unit, such an Intervening Hex with Forest, Forested, Farm or Town terrain or any unit will Block the fire.
- If any Intervening Hex is at the same level as the Target unit, such an Intervening Hex with Forest, Forested or Town terrain or any unit causes an Obscured LOS.

If a LOS passes exactly along a hexside, the LOS is affected by the most disadvantageous case presented (to the firer) by the two adjacent hexes.

Note: There are no "blind zones" or any similar LOS devices

used in this game as in some others. The terrain in this area is predominantly gently sloped and rather gradual and unintimidating. So be aware that as long as there are no intervening physical obstacles, as indicated above, units can see uphill at units even if they are “set back” on the ridge and vice-versa. It is a very open, viewer-friendly environment.



EXAMPLE: Here's part of the setup for the Bloody Thursday scenario. Viewing from the two Prussian units would be determined as follows:

28/Kam can see hex #3720 but not hex #3719 due to the blocking of the units in #3720. If those French units were not in #3720, then the Prussian unit could see into #3719. The unit cannot see hex #3820 as there is intervening terrain that is higher than both units.

25/Glum cannot see hex #4022 due to the blocking Forested hexes at the same level as the higher unit. Likewise, it cannot see hex #3720 due to the Forest hex in #3622. If that Forest was not there and hex #3622 was Clear, then the unit could see into #3720, but with an Obscured LOS due to viewing over the Forest terrain in hex #3722. There is also a blocked LOS into hex #3820 for two reasons—the Forest terrain blocks LOS for two units on the same level and due to the protruding higher terrain in hex #3721.

8.1.3 Fire Ranges: Range is measured from the firing unit hex to the targeted hex in number of hexes. The firing player checks the Fire Combat Weapon Ranges Table (on the Fire Combat CRT card) and cross references the firing range with the type of unit firing to get the Range Category. An infantry unit's Range is divided into two categories: Effective Range and Extended Range. An artillery unit has three Range categories: Effective Range, Extended Range and Canister Range.

a. Effective Range is the shortest range and represents the normal engagement range for the unit and has no additional effect on the unit's fire.

b. Extended Range is the longer range and is less efficient than Effective Range fire. A unit firing at Extended Range uses only half of its initial SPs.

c. Canister Range is available to artillery units (but not Mitrailleur units) firing at a target unit in an adjacent hex and increases the firing unit's SPs by an additional 50% (with a minimum increase of +1 SP).

8.1.4 Combined Unit Fire: Units of the same type (infantry or artillery) stacked in the same hex firing at the same target may add their eligible SPs together into one combined SP total. For the purpose of combining firing SPs only, infantry and Mitrailleur units may add their SPs together into one total (as if they are of the same type).

8.1.5 HQs cannot be targeted separately and are never affected by Fire Combat.



8.1.6 Artillery Mobility: Most artillery units that fire in the Fire Combat Step may not move in the subsequent Movement Step (place an “Artillery Fired” marker on them as a reminder). Horse Artillery units (3.1.4.1) have the option to fire with half of their normal SPs and still move during the following Movement Step but with only half of their Movement Allowance (place a “Horse Artillery 1/2 Fire, 1/2 Move” marker on the unit if this option is chosen).

8.2 Fire Procedure

The owner of the firing unit declares an eligible enemy target hex. The firing player determines the total number of SPs in the firing hex and then modifies that total by any of the applicable SP adjustments (8.3). He then finds the column on the Combat Results Table (CRT) that contains the adjusted SP total. The firing player then checks for any applicable Column Shifts (8.4). These shifts are cumulative and all shifts are figured as one net total shift before referencing the CRT. The firing player will then roll two dice and determine the result of the fire.

8.3 Firing Unit SP Adjustments

A unit issuing Fire Combat may have its SP value adjusted for that fire by various conditions. These conditions are cumulative.

- Artillery unit firing at Canister Range = increase SPs by 50% (with a minimum increase of +1 SP)
- Firing unit at Extended Range = decrease SPs to 50%

Remember to first adjust a unit's SP value by any Shaken, Disrupted or Horse Artillery markers (8.1.6). Then make the applicable adjustment above.

EXAMPLE: An 8 SP Shaken unit firing at Extended Range will have 3 SP for the Fire Combat (8 SP minus 1 SP for Shaken = 7 SP; halved to 3.5 SP for Extended Range; rounded to 3 SP).

8.4 Firing Unit Column Shifts

A unit/hex issuing Fire Combat may have the final net SPs column shifted to the left or to the right depending on various applicable conditions. These shifts are cumulative and all shifts are figured together as one net total shift before referencing the CRT. Shifts to the left of the “C” column on the CRT are resolved on that column.

- a. Target in Town terrain hex = three column shifts left
- b. Target in Farm terrain hex = two column shifts left
- c. Target in Forest or Quarry terrain hex = one column shift left
- d. Target in Stream terrain hex (even with a Bridge) = one column shift right
- e. Target in River Bridge terrain hex = two column shifts right
- f. Target in Forested Ravine terrain hex (even with a Bridge) = one column shift right
- g. Target in Ravine terrain hex (even with a Bridge) = two column shifts right

Note: In the case of multiple terrain types in the target hex, use only the single most beneficial shift to the target unit. Also note that Forested Ravine is its own terrain type—not two types.

- h. Target in Hasty Works hex = one column shift left
- i. Target in Entrenchment hex = two column shifts left
- j. Half or more of Target hex SPs are Cavalry = three column shifts right
- k. Target unit has a *BATTLEFIELD CONDITIONS* Event Chit played = two column shifts left
- l. Target unit is a French unit eligible for a *FEU DE BATAILLON* Event Chit = one column shift left
- m. Firing Unit is Prussian Artillery = one column shift right
- n. Firing Unit is French Infantry or Mitrailleuse = one column shift right
- o. Firing unit has a Low Ammo marker = two column shifts left
- p. Firing unit has a Rationed Ammo marker = four column shifts left
- q. Firing Artillery unit is on a higher elevation hex than the Target hex (Plunging Fire) = one column shift right
- r. Firing unit has an Obscured LOS to target hex = two column shifts left
- s. Any Defensive Fire issued by a unit after the first such fire in a single Step = two column shifts left, regardless of the number of additional fires issued by that unit in this step.
- t. Firing unit is a French unit eligible for a *FEU DE BATAILLON* Event Chit = one column shift right
- u. Firing unit is a French unit with a *MOULIN A CAFÉ* Event Chit = three column shifts right
- v. Firing unit has a *BATTLEFIELD CONDITIONS* Event Chit played = two column shifts right

8.5 Fire Combat Results

After determining the final modified SP column that applies, the firing player rolls two dice (one colored and one white) and cross-references the colored die roll (only) with the final SP column (after any shifts are applied). Apply the result indicated.

Note: Don't pick up the dice after making the initial roll—you may need the white die roll to determine the Morale Test result.

Fire Combat Results are applied as follows:

- a. **NE** = no effect on the targeted hex.
- b. **MT** = all units in the targeted hex immediately take a Morale Test (9.0).

- c. **MT +1** = all units in the targeted hex immediately take a Morale Test and increase the Morale Test die roll by one.
- d. **MT +2** = all units in the targeted hex immediately take a Morale Test and increase the Morale Test die roll by two.
- e. **MT +3** = all units in the targeted hex immediately take a Morale Test and increase the Morale Test die roll by three.
- f. **CH** = inflict one Casualty Hit (8.6) on the targeted hex.
- g. **CH + MT** = inflict one Casualty Hit on the targeted hex and then all units in hex must take a Morale Test.
- h. **2 CH** = inflict two Casualty Hits on the targeted hex.
- i. **2 CH + MT** = inflict two Casualty Hits on the targeted hex and then all units in hex must take a Morale Test.

If there are two units in the targeted hex, both can be affected by the result. With an MT result, each unit takes its own Morale Test. With a CH result, the largest SP unit takes the Casualty Hit (if equal, the owning player assigns the hit). With a 2 CH result, each unit takes a Casualty Hit.

8.6 Casualty Hits

When one or more Casualty Hits are inflicted on a targeted unit, the unit is reduced one Status Level (3.3) for each such hit. This means for each Casualty Hit, a Fresh unit is flipped to its Battleworn side or a unit on its Battleworn side must take a Break Test (10.0).

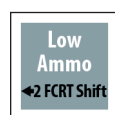
Therefore, a Battleworn unit that suffers a “2 CH” result must take two consecutive Break Tests.

8.7 Mitrailleuse Units

Mitrailleuse units issue Fire Combat separately from their parent artillery units (4.3) and may even fire at a different target and combine their SPs with a stacked infantry unit. Note that the Mitrailleuse unit uses different Range categories (8.1.3) and different column shifts (8.4) than its parent artillery unit. If there is a Morale Hit on an artillery/Mitrailleuse unit, each counter's SP value is adjusted separately for that marker when issuing Fire Combat.

EXAMPLE: A Shaken 5 SP artillery unit is stacked with its 4 SP Mitrailleuse unit. When issuing Fire Combat, the artillery fires with 4 SP and the Mitrailleuse with 3 SP (both deducting 1 SP for the Shaken marker). However, if attacked in Assault Combat, the unit would fight as a combined 4 SP (9 SP minus 1 SP for Shaken = 8 SP; then 1/2 SPs in Assault Combat = 4 SP).

8.8 Ammunition Problems



If a unit issuing Fire Combat (only) for any reason rolls “doubles” on the two dice (for example, a colored “8” and a white “8”), the firing unit experiences ammo problems (a shortage of ammunition or other logistical issue). If more than one unit is involved in the fire, apply the marker to the largest printed SP unit only (owning player's choice if equal). Apply the Fire Combat result normally and at the conclusion of its fire, the firing unit is given a “Low Ammo” marker. However, should a unit receive a second Ammo Problems result, flip the “Low Ammo” marker over to its “Rationed Ammo” side. A unit with a “Rationed Ammo” marker ignores any further Ammo Problem results. If two units are firing together and “doubles” are rolled, the owning play-

er will choose which unit gets the Ammo Problem effect. Note that units with either marker will have a detrimental column shift when issuing Fire Combat (8.4 o & p). These markers can be removed or reduced with the Recovery action (13.2). A unit with an Ammo Problems marker conducts Assault Combat normally.

8.9 Fortresses

Fortress terrain hexes, and any units in them, cannot be fired upon by Prussian units. Prussian units that come within 2 hexes or less and within normal LOS (Unblocked and Unobstructed) of the Fortress hex can be fired at with its inherent 10 SP of French artillery fire. This fire is conducted once each turn and against only one eligible target hex. The fire is resolved during the Fire Combat Step when the French *Imperial Guard* Corps formation is drawn from the cup (even if the formation is not actually activated). This fortress fire is resolved using normal Fire Combat procedures.

8.10 HQ Units and Fire Combat

An HQ may not issue Fire Combat and cannot be a target, even if stacked with another friendly unit. The HQ cannot have Morale or Casualty Hits applied to it.

9.0 MORALE TESTS

If a unit receives any Fire Combat result that indicates that it must take a Morale Test (MT), the owning player refers to the white die roll (from the original 2d10 dice roll result made during the Fire Combat resolution step), modifies that die roll result by the applicable MT modifiers from the combat (8.5) and compares that net die result to the TCR of the targeted unit to get the differential (9.1). If two units are in the testing hex, both separately compare their individual TCRs to the modified die result and each applies the result to itself.

9.1 Morale Test Result

Calculate the modified white die roll and subtract the TCR of the testing unit from that die roll. The net result is the MT Differential (which can be a negative number). The MT Differential is applied to the testing unit as follows:

- MT Differential of -1 or less = no effect on the testing unit.
- MT Differential of 0 to +3 = inflict one Morale Hit on the testing unit.
- MT Differential of +4 or more = inflict two Morale Hits on the testing unit.

9.2 Morale Hits

When one or more Morale Hits are inflicted on a unit, apply such hits as follows:

a. One Morale Hit Result

- If the testing unit currently has no Morale Hits, place a “Shaken” marker under the unit.
- If the unit has a “Shaken” marker, flip the marker over to its “Disrupted” side.
- If the unit has a “Disrupted” marker, it must apply the Morale Hit as a Casualty Hit instead (8.6) and also keeps the “Disrupted” marker.

b. Two Morale Hits Result

- If the testing unit currently has no Morale Hits, place a “Disrupted” marker under the unit.
- If the unit has a “Shaken” marker, flip the marker over to its “Disrupted” side and then apply the second Morale Hit as a Casualty Hit (8.6) and also keep the “Disrupted” marker.
- If the unit has a “Disrupted” marker, it must apply the Morale Hits as two Casualty Hits and also keeps the “Disrupted” marker.

EXAMPLE: A French stack containing a Fresh infantry brigade (with a TCR of “7”), an artillery unit and a Mitrailleuse unit (with a TCR of “6”) gets hit by Prussian artillery fire with a Fire Combat result of “MT +2”. If the white die roll is a “4”, the modified MT die roll would then be “6”. This is compared to the TCRs of both units in the hex. The infantry unit result is therefore a “-1” MT Differential and it passes with no effect. The artillery/Mitrailleuse unit gets a “0” MT Differential and thus suffers one Morale Hit and is given a “Shaken” marker (which applies to both the artillery and Mitrailleuse units).

10.0 BREAK TESTS

A Break Test is required in the following cases:

- When a Fresh unit receives two Casualty Hits.
- When a Battleworn unit receives one Casualty Hit.
- When a Battleworn unit receives two Casualty Hits, it must take two, separate Break Tests (applying the effects of each independently).

Note: Units are never automatically Broken by simply receiving Casualty Hits—they must fail the resulting Break Test in order to become Broken and be removed from the map.

10.1 Break Test Procedure

For each Break Test, the owning player rolls 1d10 (of either color) for the testing unit and compares the die roll result to the testing unit’s TCR. Note: In the case of a Fresh unit that receives two Casualty hits, be sure to flip the counter to its Battleworn side before conducting the test. The player determines whether it is less than (and how much less than), equal to or greater than the TCR and then applies that result as follows:

- If the die result is less than the TCR of the unit by 4 or more, this is a Confident Pass. The unit simply remains on its Battleworn side with no additional effect of the Casualty Hit.
- If the die roll is less than the TCR of the unit by 1, 2, or 3, this is a Normal Pass. The unit remains on its Battleworn side but if it is a Shaken or Disrupted unit, it must also Retreat one hex away from the firing unit (during Fire Combat) or from the nearest enemy unit (during Assault Combat) per the regular Retreat rules (12.8).
- If the die roll is equal to the TCR of the unit, this is an Uneasy Pass. The unit remains on its Battleworn side but if it is a Shaken or Disrupted unit, it must also Retreat two hexes away from the firing unit (during Fire Combat) or from the nearest enemy unit (during Assault Combat) per the regular Retreat rules (12.8).

- d. If the die roll is greater than the TCR of the unit, the unit is Broken and removed from play (10.2).

If a unit must take two Break Tests, apply the effect (if any) of the first test initially and then make the second test and apply any additional result again.

EXAMPLE: A Shaken/Battleworn unit with a printed TCR of “6” has to take a Break Test (and thus its modified TCR is “5”). If the owning player rolls a “6” the unit breaks and is placed in the “Units Eliminated This Turn” box. If a “5” is rolled the unit must retreat two hexes. If a “3” is rolled it retreats only one hex. If the player rolls a “1” the unit remains where it is with no effect. Note that in the case of the “5” and “3” die rolls, if the unit was not Shaken it would not have had to retreat at all.

Units Eliminated this Game Turn

Units Eligible for Rebuilding

10.2 Broken Units

Units in *At Any Cost: Metz 1870* are never permanently eliminated. They are instead Broken and rendered “combat ineffective” until brought back into the game with the Rebuilding activity during the Rally Step (13.0).

A unit that fails its Break Test (i.e., rolls greater than its TCR) is said to be Broken. A Broken unit first removes any markers it is carrying and is then immediately placed in the “Units Eliminated This Game Turn” Box on the map on its Battleworn side. During the Housekeeping Phase, all Broken units are moved from the Eliminated Units Box to the Eligible for Rebuilding Box. From this box (only), units are eligible to use the Rebuilding action (13.3) to attempt to bring them back into the game.

Exception: Infantry Detachments that are Broken are returned to the available Detachment unit pool—they are not placed in the Eliminated Units Box and cannot be Rebuilt.

11.0 MOVEMENT

11.1 Procedure

Only units of the currently activated formation and that are In Command (7.4) can move during the Movement Step. Artillery units that issued any Fire Combat and Horse Artillery units that opted to fire at 100% in the previous Fire Combat Step may not move during the Movement Step. Out of Command units (7.5) are not moved (if allowed) until the Out of Command Step—not the Movement Step.

Each unit may spend Movement Points up to its given Movement Allowance, within the restrictions of terrain costs and Orders. Stacks of units may be moved together as a group, but be aware that units wishing to use the Road rate (11.2) and/or the Road March Column bonus (11.9) must be moved individually and may not stack while using that mode of movement.

11.2 Terrain Movement Costs

Each unit has a number of Movement Points (MPs) available to use each turn, as indicated by the Movement Allowance printed on its counter. Each hex has a dominant terrain feature and costs one or more MPs to enter depending on the type of unit moving. Active units move from hex to adjacent hex, paying the MP cost of the hex being entered, and may continue to move until they have spent a number of MPs equal to their Movement Allowance. If a unit does not have sufficient MPs left to pay the cost to enter a hex, it must halt its movement at that point. However, a unit may always move at least one hex during its Movement Step, regardless of terrain costs, as long as it would be otherwise legal to do so.

Refer to the Terrain Effects Chart on the map for terrain costs. Except for Roads, hexes that contain multiple terrain types apply the cumulative cost of all the terrain features. Hexside terrain (ex: Slopes) inflict an additional MP cost on the moving unit that is added to the terrain cost for the entered hex. Note that Roads—both Minor and Major—cancel the terrain costs of other terrain in the hex, and for any hexside terrain crossed, if the unit moves from one Road hex to a connected Road hex. Qualified Road hex cost is always 1 MP (exception: see Road March Column—11.9).

11.3 Engagement

A unit is said to Engage an enemy Combat unit anytime it moves adjacent to that unit. This is important for units with a Defensive Posture. In addition, most Out of Command units cannot conduct an Engagement move. Movement adjacent to enemy HQs is not Engagement.

Note: Engagement is not the same as Assault Combat! Just because a unit may Engage an enemy unit—move next to it—does not necessarily mean it can also conduct an Assault Combat.

11.4 Defensive Fire

At the instant an enemy unit or stack of units moves into a hex adjacent to a friendly infantry or artillery unit during regular movement, Event Chit movement or Retreat, that friendly unit may immediately issue Fire Combat at that moving unit/stack (only). Should the moving unit/stack move adjacent to two or more friendly units in separate hexes, each hex of units fires separately. Temporarily

halt the enemy unit/stack movement and resolve the fire normally. If the fire results in any Morale Hit(s) or Casualty Hit(s) on the moving unit/stack, the unit may not move any further this phase, unless it was already Retreating (in which case it simply continues to Retreat). If the result is “No Effect”, the moving unit/stack may continue to move (and be subject to more Defensive Fire further along—even from the same unit). Note that there is no limit to the number of Defensive Fires that may be issued by a given unit, but each Defensive Fire after the first one issued by that unit in this same phase applies a two-column-shift-left penalty.

If a moving unit enters a hex adjacent to an enemy unit with another friendly unit already in the hex, both friendly units are subject to the Defensive Fire (resolved as a normal stack being fired upon). Defensive Fire may not be issued if the moving enemy unit is conducting Breakthrough Movement (12.9).

Note: *There are no Zones of Control in At Any Cost: Metz 1870, as found in many wargames. Units exert their influence and control of their immediate vicinity with Defensive Fire and Opportunity Fire (see below).*

11.5 Opportunity Fire

Certain Event Chits: *KRUPP'S GUNS*, *BEATEN ZONE* and *A CLOUD OF SKIRMISHERS*, allow the use of Opportunity Fire. This is Fire Combat which is conducted at the time the Event Chit is played (even during an enemy unit's Movement Step). The *KRUPP'S GUNS* and *BEATEN ZONE* chits utilize the regular Fire Combat routine and the *A CLOUD OF SKIRMISHERS* chit uses a different method (as explained on the Event Chits Description card).

The Opportunity Fire Event Chit may only be played after an enemy unit's action is announced, either before it is carried out, during the action or immediately after the action is completed. The Opportunity Fire is issued when the owning player announces its use and is applied immediately using normal Fire Combat procedures. If any Casualty Hit or Morale Hit results from the fire on a moving enemy unit, the unit may not continue its move. If there is no effect from the fire, the enemy unit may continue its move. Multiple chits can be played on the same unit, but only one per hex the moving unit enters. Note also that a unit could hold Opportunity Fire for when an enemy moves adjacent and then issue both Defensive Fire (resolved first) and then play the appropriate Event Chit to issue Opportunity Fire.

Note: *Opportunity Fire events are used to harass an opponent's moving unit, soften up a target ahead of one's own assault, etc. The Event Chit always takes precedence over whatever other action is happening, essentially interrupting that action until the effect of the chit is carried out. Opportunity Fire Event Chits can even be enacted while other Event Chits are being resolved.*

EXAMPLE: *If the Prussian player is playing the AUFTRAGSTAKTIK Event Chit, the French player could use the BEATEN ZONE Chit to interrupt the movement and take a shot at the advancing Prussian unit before it even moves.*

11.6 Cavalry Charges



An active cavalry unit (not Horse Artillery) may conduct a special Charge Move during the Movement Step, which increases the cavalry unit's SP in the subsequent Assault Combat by an amount depending on its Weight Class. The player must announce the charge before the unit moves and it must be eligible for Engagement (11.3) and Assault Combat (12.1) normally. The cavalry unit must first qualify as follows:

- It cannot be a Shaken or Disrupted unit.
- It may not be adjacent to the intended target or any other enemy Combat Unit at the start of the move. It may start adjacent to an enemy HQ.
- It must have a Line of Sight (8.1.2) to the intended target before it starts its Charge Move.
- It may not pass through hexes containing any Combat Units (enemy or friendly). However, the unit may start the Charge Move stacked with a friendly unit.
- It may only enter Clear and Clear/Road terrain hexes while charging but may not across a Bridge hex. It may cross a Slope hexside but not a Steep Slope hexside. Note that in this case, Roads do not negate the other terrain features contained in a hex.
- The target unit must be in a Clear, Stream or Ravine hex.
- If all the above conditions are met, the owning player must roll 1d10 for the cavalry unit: if the die roll result is less than or equal to the TCR of the cavalry unit, it may conduct the Charge Move; if the die roll result is greater than the TCR, the unit may not conduct the Charge Move (but may still conduct regular Movement and Assault Combat, if otherwise eligible to do so).



If the Charge Move is made, place a “Cavalry Charge” marker on the cavalry unit and move it adjacent to its intended target unit (and suffering any eligible Defensive Fire—11.4). An Assault Combat must be fought against the charged hex by the Charging unit (at least) if it survives any Defensive Fire (and regardless of its condition if it is not eliminated). Other cavalry units may also charge the same enemy and all other eligible friendly units may even join the Assault Combat normally. However, if other friendly units join the Assault Combat, the Charging cavalry unit's hex must be declared as the Lead Assault Hex (12.2).

11.6.1 Cavalry Charge Weight Bonus: A cavalry unit that conducts a Charge Move will increase its SPs in that Assault Combat depending on its Weight Class, as follows:

- Light Cavalry = +1 SP
- Medium Cavalry = +50% SPs (with a minimum increase of +1 SP)
- Heavy Cavalry = 2x SPs (with a minimum increase of +1 SP)

11.6.2 Charge Disorganization: A cavalry unit that conducts a Charge Move, including a Countercharge (11.7) or Opportunity Charge (11.8), is always given a Morale Hit at the conclusion of the Assault Combat Step and after any Breakthrough Move (12.9).

Note: *Please be aware that cavalry units are not required to attempt a Charge Move to conduct Assault Combat—the charge simply*

provides a bonus. Cavalry units may conduct Assault Combat normally without a Charge Move.

11.7 Cavalry Countercharges

A *non-active* friendly cavalry unit (only) may attempt to Countercharge a Charging enemy cavalry unit if the friendly cavalry unit is in the target hex of the enemy Charge Move.

The Countercharging cavalry unit may not be a Shaken or Disrupted unit. Before the Charging unit actually enters the eligible adjacent hex, the Countercharging unit rolls 1d10 and compares the die roll result to its TCR. If the die roll result is greater than the TCR, the Countercharge fails and nothing else happens. If the die roll result is less than or equal to the TCR, the Countercharging cavalry unit is moved one hex into the eligible adjacent hex (thus “cutting off” the Charging enemy cavalry unit). If there are multiple friendly cavalry units that are eligible to Countercharge, each may be rolled for separately but only the first one to be successful may actually conduct a Countercharge.

The two opposing cavalry units must then conduct an Assault Combat during the upcoming Assault Combat Step. Both cavalry units are considered to be conducting a Charge Move and both will receive the appropriate bonus. **Important:** the initially Charging cavalry unit is still considered to be the “attacker” and may bring up supporting units to join in the new Assault Combat attack normally, with the Countercharging cavalry unit now being the “defender” in the Assault Combat). A Countercharging Cavalry unit that fails its test can still attempt further eligible Countercharges in the same turn, but not against the same enemy unit.

Note: *The Charging unit may not complete its originally planned Charge Move against its intended target if it is successfully Countercharged. Its movement is finished.*

11.8 Cavalry Opportunity Charges

If a friendly cavalry unit has any enemy Combat unit of any type enter an adjacent hex at any time during the enemy’s Movement Step (only), the cavalry unit may attempt an immediate Opportunity Charge. Note that this does not include a situation where the passive cavalry is the target of an enemy Cavalry Charge (that would be conducted as a Cavalry Countercharge—11.7). The moving enemy unit must be in a Clear, Clear/Road, Stream or Ravine hex and the Opportunity Charging cavalry unit cannot be a Shaken or Disrupted unit. If eligible, the unit must roll a 1d10 in the same manner as a Cavalry Countercharge (11.7). If unsuccessful, nothing happens and the moving enemy unit continues on its way. If successful, the friendly cavalry unit immediately conducts a regular Assault Combat while receiving its normal Cavalry Charge Weight Bonus (11.6.1). After resolving this Assault Combat, the enemy unit may not continue its movement, regardless of the combat’s outcome (it may, however, conduct a regular Assault Combat of its own during that phase if it is otherwise eligible to do so). An Opportunity Charging Cavalry unit that fails its test can still attempt further eligible Opportunity Charges in the same turn, but not against the same enemy unit.

Note: *This maneuver allows an adjacent-hex charge (which is not normally allowed for a Charge Move) because we’re assuming here that the Opportunity Charging Cavalry is actually already underway in order to intercept the enemy.*

11.9 Road March Column

Units under a Defensive Posture (or as allowed by an Out of Command result) that move from one Major Road terrain hex to a connected Major Road terrain hex pay only 1/2 MP to enter that hex. Units using the Road March Column movement bonus may not stack with other units during that portion of their movement (4.2). If they do move through another unit, they may not use the Road March Bonus rate and must instead use the MP cost of the other terrain in the entered hex. Units may enter and leave Road March Column mode as qualified during the same move.

11.10 Arrival and Movement of Reinforcements

Reinforcements should be placed on the Turn Record Track on their appropriate turn of entry (as indicated by the scenario being played). Reinforcing units actually enter the game only when their Activation Chit is drawn (6.1) or if their formation is activated by the CIC Chit being drawn (6.2). They are automatically considered to be In Command for the turn of entry only (regardless of where the HQ is) and units of the formation can all be under any Posture they wish (again, even if the HQ is on the map and in a different Posture). Thereafter, the regular Posture and Command rules apply. Reinforcing units enter the game on their Fresh sides unless otherwise indicated by the scenario. HQs of reinforcing Corps enter alone or stacked with any unit of their formation and on the appropriate Posture side.

11.10.1 Reinforcement Unit Entry: On the turn of entry, place Reinforcing unit(s) off the map edge near the indicated arrival hex. When activated, these units enter the map on or within one map edge hex of the arrival hex. If more Reinforcing units are due to enter the same map edge hex and the stacking limit is exceeded, that extra units are lined up off the map one unit/stack behind the other. Upon activation, Reinforcing units are then moved onto the map counting the entry hex as the first hex and paying regular movement costs. Units entering on any Road hex are assumed to be lined up on the same road off the map. The first unit pays normally to enter the map edge hex, the second unit pays double the cost to enter, and the third unit pays triple the cost and so on.

11.10.2 Enemy Unit Proximity: If enemy an Combat unit(s) is in or adjacent to any one or more of the three available entry hexes, some or all of the reinforcing units can be delayed one full Game Turn. Units delayed in such a manner may then change the assigned arrival hex to any map edge hex within three hexes of the originally assigned arrival hex. If any of the three new eligible entry hexes are still occupied by or adjacent to an enemy Combat unit, then another turn delay can be incurred and the arrival hex can be changed again by up to three map-edge hexes. There is no limit as to how long reinforcing units can be delayed in this manner.

Note: *In the case of scenarios where a die roll is needed to make units eligible to bring on as Reinforcements for the next Game Turn, the above procedure only applies to units that actually qualify to enter the game (i.e., they already “made” their die roll to enter).*

EXAMPLE: *Prussian units are scheduled to arrive at hex #1429 on the 12:00 pm Game Turn and the French have a force in hex #1428, the Prussian player may elect to delay the arrival of these units until the 1:00 pm turn. He could then bring them on either at hex #1729 (entering units at #1629, #1729 and/or #1829) or*

even #1129 (entering units at #1029, #1129 and/or #1229). If he chose #1729 and there were then French units in or adjacent to that hex, he could delay the arrival another full game turn and have his units arrive at 2:00 pm at hex #2029 (entering at #1929, #2029 and/or #2129).

11.11 Overrun HQ Units



Should a lone HQ find itself adjacent to an enemy Combat unit at the conclusion of the enemy's move (i.e., after any Defensive Fire), the HQ is Overrun. Simply pick up the HQ and stack it with the nearest friendly unit. An HQ so displaced has a "0" Command Rating for the remainder of this turn (place an "HQ Overrun" marker on the counter as a reminder). The HQ returns to normal at the end of the turn—remove the marker during the Housekeeping Step.

12.0 ASSAULT COMBAT

12.1 Assault Combat Eligibility

Assault Combat normally occurs during the Assault Combat Step and is completely voluntary. It can be conducted by all eligible units in hexes adjacent to an enemy target hex. Only units under an Aggressive (A) Posture or as allowed by a specific Event Chit or OOC marker may conduct an Assault Combat. Artillery units may never use Assault Combat. Lone HQs may not conduct, or be the target of, an Assault Combat. Cavalry Charges result in a mandatory Assault Combat. Note that Cavalry units may Assault normally—they are not required to conduct a Charge Move.

Note: Be aware that units which issued Fire Combat earlier in the turn can still conduct an Assault Combat later in the turn if otherwise eligible to do so. Laying down fire on the enemy to first "soften them up" is part of the tactics of the era.

12.2 Assault Combat Procedure



At the start of the Assault Combat Step, the active player announces all units that are assaulting an adjacent, targeted enemy hex and marks them with an "Assault" marker, pointing the marker at the assaulted hex. These marked units are now committed to attacking the indicated target hex. The active player then resolves each separate Assault Combat in any order desired. He first selects the **Lead Assault Hex**, which can be any one of the hexes containing one or more assaulting units (exception: a hex containing a Charging Cavalry unit must be the Lead Assault Hex). The other assaulting hexes, if any, are **Support Assault Hexes**. The attacked hex is called the **Defending Hex**.

The player adds together all the adjusted SPs (12.4) of the unit(s) in the Lead Assault Hex (only) and then subtracts the total SPs of all the unit(s) in the Defending Hex. This will produce the Assault Differential (AD), which can be negative. Locate the column that contains the calculated AD on the Assault Combat Results Table (ACRT). Then check the listed column shift adjustments (12.5) to see if any of the situations apply. If so, shift the AD column to the left or right as indicated. Then finally roll 1d10 and cross reference the die roll result with the net AD column to get the combat's result.

Note: Take special note that the Assault Differential is calculated only between the attacking units in the Lead Assault Hex and the

target units in the Defending Hex. The attacking units in the Support Assault Hexes are used only to figure any column shifts for total "odds" (12.5a) and to identify units eligible to create a Flank Attack (12.6) and conduct a Breakthrough Move (12.9).

12.3 Abandoning Position

In some cases, defending units who are the target of an Assault Combat may opt to retire and abandon their position before the combat is resolved. These situations are as follows:

a. Cavalry Withdrawal Before Combat: A defending cavalry unit, assaulted by infantry units only or by other cavalry units that are all of a heavier Weight Class than it (this includes units in both the Lead Assault and Support Assault Hexes), may opt to Retreat Move one or two hexes (12.8) rather than stand for the combat. This option is still available if the eligible cavalry unit is part of a mixed-type stack. All other rules apply normally. However, if the defending cavalry unit elects to Countercharge (11.7) or Opportunity Charge (11.8), it then foregoes the Cavalry Withdrawal option and the Assault Combat must be fought to conclusion.

b. Infantry and/or Artillery Withdrawal Before Combat: These types of units may also opt to Retreat Move one hex before an Assault Combat is resolved, but by doing so one Retreating unit (the largest SP unit, owning player's choice if more than one unit is eligible) must first take one Morale Hit (9.2), applied normally. After applying the hit, units in the hex may be retreated per the regular Retreat rule parameters (12.8). However, if these units are being assaulted by any Charging Cavalry unit (even if only a part of all the assaulting units), then the Abandoning Position option is not available and the targeted units must remain in the Defensive Hex.

In all cases where the defending units leave the Defending Hex vacant due to exercising the Abandoning Position option, the attacking units may conduct a normal Breakthrough Movement (12.9).

12.4 Assault Combat SP Adjustment

Attacking and defending units use their modified SP values for the Assault Differential calculation. In addition to the normal SP modifications, the following SP adjustments are also made if applicable:

- Cavalry Charge Weight Bonus—11.6.1
- Artillery and Mitrailleuse unit SPs are halved when defending in Assault Combat.

Note: Artillery and Mitrailleuse units caught in melee combat are under an extreme disadvantage. Keep them protected.

12.5 Assault Differential Column Shifts

The initial Assault Differential Column may be shifted to the left or right depending on various applicable conditions. These shifts are cumulative and all shifts are calculated together to achieve one net total shift before referencing the ACRT. Possible column shifts are detailed as follows:

- a. SP Odds Adjustment:** For purposes of determining this column shift only, total the modified SPs of all assaulting units (i.e. the attacking units in both the Lead and Support Assault Hexes) and compare this sum to the total modified Defending Unit SPs. Express these totals as a ratio (ex: 2 to 1, etc.). If the ratio of Attacking SPs to Defending SPs is:

- 3:1 and more = apply three column shifts right
 - 2:1 = apply two column shifts right
 - 3:2 = apply one column shift right
 - 1:2 = apply one column shift left
 - 1:3 and less = apply two column shifts left
- b. Prussian Infantry units are attacking = one column shift right
- c. Lead Assault Hex is a Ravine or Forested Ravine terrain hex = three column shifts left
- d. Lead Assault Hex is a Stream or Forested Stream terrain hex = two column shifts left
- e. Lead Assault Hex attacking from a River Bridge hex = two column shifts left

Note: In the case of multiple terrain types in the Lead Assault Hex, use only the single most detrimental shift to the attacking unit.

- f. Lead Assault Hex attacking through a Slope hexside from a lower elevation to a higher elevation = two column shifts left. Note that this includes a Charging Cavalry unit that crossed up one or more Slope hex sides at anytime during its Charge Move (but this shift is only applied once).
- g. Lead Assault Hex attacking through a Steep Slope hexside as above = three column shifts left.
- h. Attacking units conduct Flank Attack (12.6) = Two column shifts right
- i. Attacker has an *AUFTRAGSTAKTIK* Event Chit played = two column shifts right
- j. Attacker has a *FURIA FRANCESE* Event Chit played = one column shift right
- k. Attacker has a *BATTLEFIELD CONDITIONS* Event Chit played = two column shift right
- l. If any Lead Assault Hex unit has a higher TCR than the best Defending unit = one column shift right
- m. If any Defending unit has a higher TCR than the best Lead Assault Hex unit = one column shift left
- n. Any defending infantry or artillery unit in Entrenchments = two column shifts left
- o. Any defending infantry or artillery unit in Hasty Works hex = one column shift left
- p. Any defending infantry unit in Town terrain hex = three column shifts left
- q. Any defending infantry unit in Farm or Quarry terrain hex = two column shifts left
- r. Any defending infantry unit in Forest terrain hex = one column shift left
- s. Any defending unit in River Bridge terrain hex = two columns shift left

Note: In the case of multiple terrain types in the defending hex, use only the single most beneficial shift to the defending unit.

- t. Defending unit has a *BATTLEFIELD CONDITIONS* Event Chit played = two column shift left

12.6 Flank Attack

If any two Assaulting hexes (Lead Assault Hex and/or Support Assault Hexes) are not adjacent to each other, or—if there are three

or more total Assaulting hexes attacking—the Assault Combat receives the Flank Attack column shift modifier.

12.7 Assault Combat Results

After cross referencing the die roll result with the net Assault Differential column on the ACRT, apply the result indicated in the box to the affected unit(s). The letter indicates the Loser of the combat (A = Attacker Loses; D = Defender Loses). The number following the letter indicates the amount of Loss Points that must be applied to the Loser (exception, see Special Results). Only units in the Lead Assault Hex and Defending Hex can be affected by the Loss Points.

12.7.1 Loss Point Results: For each Loss Point in the given result, the affected player must apply one or more of the eligible effects to the Losing units. Each result can be applied multiple times, as often as the owning player wishes, or in any combination of results as long as the total Loss Points is applied. One Loss Point can be applied as:

- a. Retreat all losing units one hex.
- b. Apply one Morale Hit.
- c. Apply one Casualty Hit.

All Loss Points must be applied if at all possible. If there are two units in an affected Losing hex(s), the largest printed SP unit must be assigned at least one Loss Point before the smaller unit is assigned Loss Points.

EXAMPLE: A “D2” result against a Defending Hex containing two units could be applied in some of the following ways:

- Retreat both defending units two hexes each
- Retreat both defending units one hex each and apply 1 Morale Hit on the larger SP unit
- Retreat both defending units one hex each and apply 1 Casualty Hit on the larger SP unit
- Apply one Morale Hit on the largest SP unit and one Casualty Hit on the other unit (and both units remain in the hex)

There are even more possible combinations. Also note that one Loss Point applied for a Retreat effect applies to all losing units retreating one hex each.

12.7.2 Special Results: Some results require a special procedure to be followed:

- a. x* = If the result is asterisked (*), the Losing unit must take at least one Casualty Hit as part of the Loss Point application.
- b. x (x) = The first listed letter (A or D) is the Losing unit of the combat. The Losing side applies the Loss Point normally. However, if the Losing unit does not choose a Retreat option, then the Winning side must also apply one Loss Point normally.

Note: This result simulates a tenacious unit standing its ground and thus, by doing so, turns the tide on the enemy unit.

12.7.3 Tough Fight: All units in the Lead Assault Hex and the Defending Hex (only) take a Special Cohesion Test. Each player rolls 1d10 and compares the result to the highest modified TCR unit for his side. Artillery units (only) reduce their TCR by half for purposes of this test (only).

- If the die roll result is less than or equal to the highest modified

TCR, that side Passes. The largest SP enemy unit in the Lead Assault Hex or Defending Hex must then take a Casualty Hit (owning player's choice of unit if tied).

- If the die roll result is greater than the highest modified TCR, that side Fails. Each unit in that side's Lead Assault Hex or Defending Hex must each apply a Morale Hit on itself. There is no limit to how many total Morale Hits can be inflicted on a given side in this manner.
- Some extreme results on the table are not automatically "Tough Fight" results. These split results require another die roll and the die roll result as indicated determines if the Assault Combat result is actually a "Tough Fight" or the other indicated result instead.

The above effects are cumulative. There is no Retreat conducted nor is any Breakthrough Movement (12.9) allowed by either side (even if all units of one side are eliminated).

12.8 Retreats

Retreats are conducted in number of hexes—not Movement Points. The terrain MP cost of hexes retreated through is ignored but cannot be an impassable hex. Retreats are conducted by the owning player and follow this order of priority:

- a. The unit must increase the distance between itself and the victorious enemy unit(s) (during Assault Combat) or the nearest enemy unit (in all other cases).
- b. The unit should avoid moving through a hex containing another friendly unit that would cause over-stacking, if at all possible. If it cannot avoid such a hex, it must continue to Retreat through and past that over-stacked hex and end its Retreat in the next available legal hex.
- c. The unit must move closer to its HQ, if at all possible.

If the Retreat move forces the unit to move off the map or move through an enemy-occupied hex, it is immediately Broken (10.2), regardless of its actual current condition.

Note: Remember that if the Retreating unit moves adjacent to any enemy unit(s), that enemy unit(s) may issue Defensive Fire (11.4).

12.9 Breakthrough Movement

Only Assaulting units can conduct Breakthrough Movement. If the Defending unit(s) in an Assault Combat vacates the hex for any reason, one or more attacking units (up to the stacking limit and from either type of Assaulting Hex) that are not Shaken or Disrupted may advance into the vacated Defending Hex. Infantry and non-Charging Cavalry units can only advance into the vacated hex itself. Charging Cavalry units must enter the vacated hex and then may advance one hex further into an adjacent vacant hex (regardless of MP cost). But the new hex must maintain or reduce the distance to a Losing enemy unit or, if that unit was Broken in the Assault Combat, to the nearest enemy unit. Units conducting Breakthrough Movement are not subject to Defensive Fire (11.4).

Note: Remember that Charging Cavalry is only given their Charge Disorganization Morale Hit (11.6.2) at the conclusion of its Breakthrough Movement.

12.10 HQs and Assault Combat

An HQ stacked with another friendly unit does not take part in Assault Combat. The HQ may Retreat and Breakthrough with that unit, but it cannot take Morale or Casualty Hits. Should a lone HQ find itself adjacent to an enemy Combat unit at the end of the enemy unit's movement, the HQ is Overrun. Simply pick up the HQ counter and stack it with the nearest friendly unit. An HQ so displaced has a "0" Command Rating for the remainder of this turn (place an "HQ Overrun" marker on the unit as a reminder). The HQ returns to normal at the end of the turn. Remove the marker during the Housekeeping Step.

13.0 RALLY

13.1 Rally Procedure

During the Rally Step, the active player may perform Recovery and Rebuilding actions if the active formation is under a Defensive Posture. Recovery Actions are conducted first and then Rebuilding attempts.

13.2 Recovery

The Recovery action represents officers attempting to get their units back into fighting shape and reorganized. In game terms, this entails a unit reducing its Morale Hits and/or Ammo Problem results by removing and/or flipping "Shaken", "Disrupted", "Low Ammo" and "Rationed Ammo" markers.

13.2.1 Eligible Units: An eligible unit is a unit belonging to the active HQ's formation, within the current Command Range of its HQ and not adjacent to an enemy Combat unit. An Overrun HQ can only remove/flip markers from units stacked with it. Multiple removals/flips can be made on the same unit.

13.2.2 Recovery Actions: A Recovery Action is one of the following:

- a. Removing a "Shaken" marker.
- b. Flipping a "Disrupted" marker over to its "Shaken" side.
- c. Removing a "Low Ammo" marker.
- d. Flipping a "Rationed Ammo" marker over to its "Low Ammo" side.

Each such adjustment is one Recovery action and more than one Recovery action can be conducted on the same unit (if enough remain available—see below).

13.2.3 French Artillery: French "Division" and "Horse" Artillery units can only have their "Ammo Problems" markers reduced through Recovery if they are stacked with their respective HQ. French "Corps" Artillery units may not have their "Ammo Problems" markers reduced through Recovery during any "Battle" scenario (they may have them Recovered during some Overnight Game Turns while playing a "Campaign" scenario only—18.6).

13.3 Rebuilding

The Rebuilding action represents the rallying and reforming of units that have morally and/or physically collapsed and become totally ineffective. In game terms, this is represented by allowing players the chance to bring back Broken units from the "Available

for Rebuild” Box. Players may attempt to bring back into play any type of unit (except Infantry Detachments — 10.2 and 17.0) from the “Available for Rebuild” Box as long as the eligible unit belongs to the active HQ’s formation and the HQ doing the Rebuild attempt is not adjacent to an enemy Combat unit.

A separate Rebuild attempt may be made for each eligible unit in the “Available for Rebuild” Box. The owning player attempts to Rebuild eligible units by rolling 1d10 for each such unit. If the die roll result is less than or equal to the Rebuilding unit’s Battleworn TCR, the Broken unit may be placed back on the map on its BW side. The Rebuilt unit is stacked with, or placed adjacent to, its corresponding HQ, but not adjacent to an enemy Combat unit or over-stacked. If there are no eligible hexes to place a Rebuilt unit, no Rebuild attempt can be made. If the roll is greater than the Battleworn TCR, the unit attempting the Rebuild must remain in the “Available for Rebuild” Box. Only one Rebuild attempt die roll may be made per unit with each activation.

13.4 Number of Allowed Rally Actions

The active player may only conduct a number of Rally actions (Recovery and/or Rebuilding actions) on eligible units up to the value of the Command Rating of the active HQ. In the case of Rebuilding actions, each roll of the die is an action, whether it is successful or not.

EXAMPLE: If Canrobert’s French VI Corps HQ is on its “D” Posture side and is conducting Rally actions, it could perform the following combination of actions on eligible units:

1) Remove a “Rationed Ammo” marker from one unit (using two Recovery actions) and flip a “Disrupted” marker to “Shaken” on another unit (for the third Recovery action) if both are within the HQ’s “3” Command Rating range;

2) Remove a “Shaken” marker from a unit within the Command Range of the HQ (one Recovery action) and then attempt to Rebuild two units from the Available to Rebuild box (two Rebuild actions).

14.0 OUT OF COMMAND STEP

14.1 Out of Command (OOC) Units

Units with an “Out of Command” marker are treated essentially as if they are in an Out of Command Posture. This means that these units ignore the regular activation procedures for In Command units and will instead operate after all In Command units have activated. During the activation of In Command units, OOC units can do nothing.

14.2 Out of Command Procedures

After all In Command units have completed their Fire Combat, Movement, Assault Combat and Rally Steps, the player will then determine what each of his OOC units can do this phase. In any order desired, he flips the OOC marker over to see what instructions are on the marker. These instructions are then implemented by the active player on a hex-by-hex basis, with all units in the OOC hex affected accordingly. Resolve each hex’s activities and then do the same for each remaining OOC hex (however, see Roadbound Units Exception - 7.5). After resolving all the OOC units return to the Chit Draw Phase or, if no chits are in the cup, proceed to the End Turn Phase.



14.3 Out of Command Results

On the back of each of the thirteen OOC markers is a result which represents the initiative taken by the local officers, absent any direct orders from higher up in the chain of command. Each of these is implemented for all OOC units in that hex as follows:

a. Withdraw (one marker): Apply one of two possible results:

Withdraw!

- If there is an enemy unit within four hexes of the OOC unit (no LOS is required): The OOC unit may not conduct any combat and must move two hexes directly away from the nearest enemy unit (measured in number of hexes, ignoring terrain MP costs) and two hexes closer to its HQ. This can be to any hex as long as each newly-entered hex meets both criteria. If that’s not possible, then the hex must at least be one hex further away from the nearest enemy unit. If there is more than one “nearest enemy unit”, the enemy (non-moving) player chooses which enemy unit to use. If no hex can be entered without over-stacking, the withdrawing unit must move one additional hex until it reaches a legal hex. The unit may not Engage and no other activities can be conducted.

- If there is no enemy unit within four hexes of the OOC unit: Apply this marker as a “Frozen” chit (see below).

Frozen

b. Frozen (three markers): The unit may not conduct any activities.

c. Cautious (four markers):

Cautious

- An infantry unit may issue Fire Combat with half its normal SPs and may then move normally up to half its normal Movement Allowance, but may not Engage.
- An artillery unit may either issue Fire Combat with half its normal SPs or move with up to half its normal Movement Allowance (not both) and may not Engage.
- A cavalry unit may move normally up to half its Movement Allowance and may even conduct an eligible Cavalry Charge and Assault Combat.

Roadbound: Any units that stay on a Road (starting, moving along and ending their turn only on Road hexes) may opt instead to move their full Movement Allowance but reduced by 1 MP (minimum 1 MP) and may even use the Road March Column rate on Major Roads. However, no other activities other than movement along a Road are allowed if this option is chosen.

- d. **Maneuver (four markers):** The unit may only move normally up to its full Movement Allowance but may not Engage. It may use the Road March Column rate on Major Roads. No other activities can be conducted.

Maneuver

e. Advance (one marker): Apply one of two possible results:

- If there is an enemy unit within four hexes of the OOC unit (no LOS is required):
 - ◊ An Infantry unit must issue Fire Combat (if eligible) at the nearest enemy unit. If there is more than one “nearest enemy unit”, the enemy (non-moving) player chooses which enemy unit to affect. The infantry unit must then move as close as possible to that same enemy unit

Advance!

(using normal movement procedures) and attempt to engage it in Assault Combat (if eligible).

- ◊ A Cavalry unit must attempt to Charge the nearest enemy unit if eligible and if not, must move (using normal movement procedures) and attempt to engage that same enemy unit in Assault Combat. If there is more than one “nearest enemy unit”, the enemy (non-moving) player chooses which enemy unit to affect. Otherwise, it must move as close as possible to that nearest enemy.
- ◊ An Artillery unit may not move and must issue Fire Combat at nearest eligible enemy unit.
- If there is no enemy unit within four hexes of the OOC unit: Apply this marker as a “Cautious” chit (see above).

Note: OOC units can never Rally or Build Earthworks.

15.0 THE END TURN PHASE

After the last chit from the cup has been drawn, both players check to see if there are any held Unique Events that they wish to play (Prussian first) and if so, they do so. Then proceed to the End Turn Phase.

15.1 Resolve French Command Events

The French player consults the French Command Events Tracks for this scenario (if any) and resolves any outstanding issues resulting from Command Event Chits being played there. Immediately apply any results stemming from this resolution.

15.2 Resolve Prussian Command Events

The Prussian player consults the Prussian Command Events Tracks for this scenario (if any) and resolves any outstanding issues resulting from Command Event Chits being played there. Immediately apply any results stemming from this resolution.

15.3 Victory Determination Step

Players determine if either side has achieved an Automatic Victory per the conditions for the scenario being played. If no Automatic Victory is achieved, play continues to the next Game Turn unless this is the final Game Turn of the scenario. If so, players determine the results of the game (19.0).

15.4 Housekeeping



All Activation and Event Chits are returned to the owning player (this includes unused Event Chits and all those that were placed on a track as a Command Event). Remove all markers that are no longer needed.

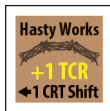
Move any units currently in the “Eliminated Units” Box to the “Available to Rebuild” Box. Then advance the “Game Turn” marker one space.

16.0 EARTHWORKS

16.1 Types of Earthworks

There are two types of Earthworks represented in the game:

- Hasty Works (16.2)
- Entrenchments (16.3)



16.2 Hasty Works

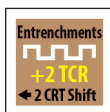
These are ad hoc structures and barriers which can be constructed during any scenario.

All units in a hex with a “Hasty Works” marker receive a one column shift left when a target of Fire Combat or when defending in Assault Combat and increase their TCRs by one for all cases. An active infantry unit (only) may attempt to build a “Hasty Works” marker in the hex it occupies if it meets the following conditions:

- It must be in a formation with a Defensive Posture.
- It did not issue Fire Combat during the preceding Fire Combat Step.
- It did not conduct Movement during the preceding Movement Step.
- It did not participate in any Assault Combat during the preceding Assault Combat Step.
- It did not participate in a Recovery or Rebuilding action during the current Rally Step.

If the unit meets all requirements, the owning player rolls 1d10 at the end of the Rally Step and compares the die roll result to the unit’s TCR. Reduce the die roll result by one if the unit is in or adjacent to a Forest, Forested Stream, Forested Ravine, Farm, Quarry or Town hex.

If the roll is less than or equal to the TCR, the player places a “Hasty Works” marker in the hex. If the die roll result is greater than the modified TCR, the unit does not succeed and may not place a marker.



16.3 Entrenchments

These are more complex structures and represent dug-in positions. They can only be built during Evening and/or Deep Night Game Turns (18.0) of the “Campaign” scenarios.

All units in a hex with an “Entrenchment” marker receive a two column shift left when a target of Fire Combat or when defending in Assault Combat and increase their TCRs by two for all cases.

An existing “Hasty Works” marker may be improved to an “Entrenchments” marker by following the same procedure as for building the Hasty Works (above), except that this can only be attempted during an Evening or Deep Night Game Turn (18.0). A unit may not build a Hasty Work and improve it to an Entrenchment in the same Phase.

16.4 Earthworks Duration

16.4.1 “Hasty Works” markers remain in the hex in which they are built until the moment an enemy Combat unit enters that hex. As soon as an enemy unit enters such a hex, remove the marker and place it back in the available pool of markers.

16.4.2 “Entrenchment” markers remain in the hex in which they

are built and cannot be destroyed. They are used by any occupying unit, regardless of which side built the marker originally.

16.5 French VI Corps Restrictions



Units of Canrobert's VI Corps have their TCRs temporarily reduced by two when attempting to build Hasty Works (only). In addition, units from this formation can never build Entrenchments.

HISTORICAL NOTE: All the VI Corp's entrenching equipment was left behind at Chalons during their rather hurried deployment to the front.

17.0 UNIT BREAKDOWN

Each Corps formation can break down its infantry brigades into smaller Infantry Detachments. Infantry Detachments are identified by their letter code and Corps affiliation and may only be used by units of that same Corps. If a player wishes to break down a unit, he is restricted to the number and denomination of Infantry Detachments available for that particular Corps. Note that you can use either side of the Detachment counter to get the number of SPs you need as the Detachment counters only have BW sides. Note also that the Prussian player has more Breakdown options (as more Infantry Detachments are available to use). Unit Breakdown occurs at the start of a unit's Movement Step (before any movement occurs) but does not cost any additional MPs (11.0).

17.1 Infantry Detachment Breakdowns



Each player may break down any non-Shaken, non-Disrupted Fresh infantry brigade (termed the "parent" unit) into smaller Infantry Detachments *before* it conducts any movement during the Movement Step. The size and/or number of Infantry Detachments are limited by the current SPs of the parent unit and by the counter mix for the parent unit's Corps. The player may not exceed the parent unit's starting SP total, but he may break down into any number of Infantry Detachments that total within that SP limit. Remove the parent unit from the game and replace it with the requisite number of Infantry Detachments. These new Infantry Detachments must meet normal Stacking Limits and may then conduct regular movement this step. A player may even break down more than one parent unit if there are enough Infantry Detachment counters available.

17.2 Parent Unit Markers

If the parent unit has a "Low Ammo" or "Rationed Ammo" marker, each Infantry Detachment generated from that parent unit also gets an identical marker.

Remember: A parent unit may not be Shaken or Disrupted when it elects to Breakdown nor may it be on its Battleworn side.

17.3 Recombining Infantry Detachments

Infantry Detachments from the same Corps that are stacked together at the *start* of the active player's Movement Step may be recombined back into a brigade-sized unit, within the following constraints:

- The new recombined brigade must be from the same Corps as the Infantry Detachments and must have been a parent unit that

was previously used to create these units (though not necessarily the exact same ones which are now recombining).

- The new unit may not have an SP total greater than the sum of the recombining Infantry Detachments. This will affect the side on which the new units will be deployed (Fresh or Battleworn).
- If any of the Infantry Detachments have a Morale Hit and/or Ammo Problems marker, then the new brigade must also have those same markers. If more than one marker of any type is present, then apply only the worst one (for example, if both a "Shaken" and a "Disrupted" marker is present; the new unit is given the "Disrupted" marker).

When recombined, remove the Infantry Detachments from the map and place the new brigade in that hex. The new unit may then conduct normal movement during this step.

18.0 OVERNIGHT GAME TURNS

During the two "Campaign" scenarios, gameplay can continue throughout the night time hours and then into the next day. There are four different types of Overnight Game Turns and each has special rules that pertain to play.

18.1 Dusk

Dusk occurs during the 9:00 pm Game Turn. Line of Sight is reduced to a maximum of one hex (i.e., to an adjacent hex). Units not using Road movement must double the regular Terrain Movement Cost (11.2) of other hexes moved through. Units moving along Road hexes apply regular Road Movement costs (including allowing the use of Road March Column if otherwise eligible). All units' TCR's are reduced by one.

18.2 Evening



Evening occurs during the 10:00 pm – 12:00 am Game Turn. No Event or Fortunes of War Chits are used—place only Activation and CIC Chits into the draw cup. No Engagement, Combat or Rally is allowed—units may only move or build Earthworks. Units not using Road Movement must double the normal Terrain Movement Costs (11.2) of any non-Road hexes entered. Units may attempt to build Hasty Works or Entrenchments (16.0). Any formation may enter Bivouac (18.6) and conduct eligible Bivouac activities. Units that do any movement at all or attempt Entrenchment are each given a Morale Hit (applied normally) at the end of their move or Entrenching attempt. At the conclusion of the turn, move the "Campaign Day" marker up to the next Campaign Day box. Parent units that were removed due to breaking down into Infantry Detachments may be placed into the Available for Rebuilding Box on their Battleworn side at the start of the Game Turn if the player first removes those component Infantry Detachment units from the map (if any remain on the map) that could have been created by this parent unit.

18.3 Deep Night

Deep Night occurs during the 1:00 am – 3:00 am Game Turn. No Event or Fortunes of War chits are used—place only Activation and CIC Chits into the draw cup. No Engagement, Combat or Rally is allowed—units may only move or build Earthworks. Units not using Road Movement must double the normal Terrain Movement Costs

(11.2) of any non-Road hexes entered. Units may attempt to build Hasty Works or Entrenchments (16.0). Any formation may enter Bivouac (18.6) and conduct eligible Bivouac activities. Units that do not enter Bivouac during the Deep Night turn are each given a Morale Hit (applied normally) at the end of their activation (even if they don't do anything else). Parent units that were removed due to breaking down into Infantry Detachments may be placed into the Available for Rebuilding Box on their Battleworn side at the start of the Game Turn if the player first removes those component Infantry Detachments from the map (if any remain on the map) that could have been created by this parent unit.

18.4 Dawn

Dawn occurs during the 4:00 am Game Turn. Line of Sight is reduced to a maximum of one hex (i.e., to an adjacent hex). Units not using Road hex movement must double the regular Terrain Movement Cost (11.2) of other hexes moved through. Units moving along Road hexes apply regular Road Movement cost. All units' TCR's are reduced by one. French HQs must be re-activated for the new day per the scenario instructions.

18.5 Lines of Communication

During the Overnight turns, it may be necessary to determine the status of a unit's strategic Line of Communications (LOC) if it enters Bivouac status (18.6). This is a measure of the formation's accessibility to its army's supply line, flow of replacements and other logistical support. Determination of the LOC is different for each side.

a. Prussian: An HQ that can trace its Command Range to any Road hex, which then leads any distance to an eligible map edge hex, has a viable LOC. This path cannot be traced through, or adjacent to, an enemy Combat unit. The grade of the LOC depends on which the map edge Road hex is used, as follows:

- **Short LOC** = South to Gorze (#2529/2729) or the Moselle Crossings (#3729).
- **Normal LOC** = South to Buxieres (#1429).
- **Extended LOC** = West edge (#0125) or Southwest edge (#0128).

b. French: An HQ that can trace its Command Range to any Major Road hex (only), which then leads any distance via Major Road hexes (only) to an eligible map edge hex, has a viable LOC. This path cannot be traced through, or adjacent to, an enemy Combat unit. The grade of the LOC depends on the total distance traced to either "To Metz" hex, #5210 or #5216, as follows:

- **Short LOC** = from hexrow #3300 or greater.
- **Normal LOC** = from between hexrow #3200 and hex row #1700 (inclusive).
- **Extended LOC** = from hexrow #1600 or less.

The grade of the LOC (if any) has a modifying effect when rolling for Bivouac activities (see below).

18.6 Bivouac

During the Evening and Deep Night Game Turns (only), players may place an activated formation into Bivouac status (even if some of its units moved or attempted to build Earthworks). Bivouac status represents a special night time Rally—the units are setting up camp

and by so doing attempting to improve their condition should they have any Morale Hits, Ammo Problems, Leader Casualty markers and/or be Battleworn. In order to be considered in Bivouac status, a formation must be placed under Defensive Posture.

If a formation is placed in Bivouac, turn the HQ unit sideways as a reminder. Every unit of the formation that did not conduct any movement or attempt to build Earthworks this phase may then conduct Revive, Muster, Supply and Leader Recovery activities during the Rally Step. In each case, the owning player rolls 1d10 and compares it to the modified TCR of the unit in Bivouac. Apply the following modifiers to this die result:

- Add one to the die roll result if the unit is not within Command Range of its HQ or its HQ has no LOC at all (18.5).
- Add one to the die roll result if the unit is three or fewer hexes from an enemy Combat unit (yes, it may be adjacent to an enemy unit).
- Subtract one from the die roll result if the unit is within Command Range of its HQ that has a Normal LOC.
- Subtract two from the die roll result if within Command Range of its HQ that has a Short LOC.

If the net die roll result is less than the TCR of the unit, the unit will Pass. If the net die roll result is the same as the TCR, it is Equal. If the net die roll result is greater than the TCR, the unit will Fail.

a. Revive: Shaken and Disrupted units may roll 1d10 to attempt to remove or downgrade the marker. Compare the net die roll result to the unit's modified TCR and apply as follows:

- **Pass = Rested:** Remove the marker (of either type) from the unit.
- **Equal = Upgrade:** A "Shaken" marker is removed; a "Disrupted" marker is flipped to "Shaken".
- **Fail = Unchanged:** The unit keeps its current marker.

Note: This procedure is different than the normal Rally action that can be conducted during daylight turns.

b. Muster: Battleworn units may now roll 1d10 to attempt to flip to their Fresh sides (even if they already rolled to Revive). Compare the net die roll result to the unit's modified TCR and apply as follows:

- **Pass = Refit:** Flip the unit to its Fresh side. If this causes an over-stacked hex situation, the flipped unit must be immediately displaced to an adjacent, eligible hex that is no closer to an enemy Combat unit.
- **Equal = Unchanged:** The unit remains BW.
- **Fail = Broken:** The unit is removed from play and placed in the Eliminated Units Box (10.2).

c. Supply: Units with an Ammo Problems marker may roll 1d10 to attempt to remove or downgrade the marker (even if they already rolled to Revive and/or Muster). Compare the net die roll result to the unit's modified TCR and apply as follows:

- **Pass = Rearm:** Remove the marker (of either type) from the unit.
- **Equal = Upgrade:** A "Low Ammo" marker is removed; a "Rationed Ammo" marker is flipped to "Low Ammo".
- **Fail = Unchanged:** The unit keeps its current marker.

Attempting to Supply is the only time that French Corps Artillery units may remove or alter such an “Ammo Problems” marker (13.2.3).

d. Leader Recovery: If the HQ is carrying a “Leader Casualty” marker, the marker may be removed by rolling one die and achieving a die roll result of 1–5.

Note: Units may roll on each section of the table in the same turn as long as they are otherwise qualified. Also note that a unit can be in Bivouac in two consecutive turns, once during Evening and once again during Deep Night.

EXAMPLE: A Shaken BW unit with a “Rationed Ammo” marker may first make a Revive roll to remove the “Shaken” marker, then a Muster roll to flip to its FR side and then finally a Supply roll to remove the “Rationed Ammo” marker. All results are cumulative.

e. Leaving Bivouac: Units must leave Bivouac status at the start of the Dawn Game Turn. Prussian units may then function normally and French units are subject to the French Morning Deployment procedure for the scenario.

f. Ineligible Units: Units of the Bivouaced formation that moved or attempted to build Earthworks may not make any Bivouac die rolls.

19.0 VICTORY DETERMINATION

Each of the game’s scenarios has its own Victory Conditions as detailed in that section (20.0).

19.1 Small Battles

The “Small Battle” scenarios have simple Town-hex occupation conditions. The side which controls the most eligible Town hexes will win the game.

19.2 Regular Battles

The “Battle” scenarios will list each side’s Automatic Victory Condition, which if achieved by that side ends the game during the subsequent End Turn Phase in a victory for the side fulfilling the condition. If an Automatic Victory is not achieved, both sides will have Mandatory Conditions that must be met to have a chance to win the scenario. These are locations that must be controlled by that side, regardless of other circumstances (other than an Automatic Victory). Control of hexes is determined by the nationality of the last unit to enter the hex or hexes in question (use the appropriate “Control” markers provided to help note ownership when unclear). If the Mandatory Conditions are not met, that side cannot win the game. If they are met, then proceed to the Victory Determination Conditions. The Victory Determination Conditions is a list of hexes that can be controlled by either side. The side controlling the greater number of those hexes wins the game (note that there cannot be a tie because of the odd number of eligible hexes).

19.3 Campaigns

The “Campaign” scenarios determine their winner by how many Victory Points the French player (only) can score over the course of the campaign days. Both sides also have an Automatic Loss condition which, if reached, will lose the game for that side immediately.

COMPREHENSIVE EXAMPLE OF PLAY



Starting Positions.

The French player (Pierre) has successfully captured the key town of Flavigny with elements of his II Corps. Pierre has Verge’s entire Division in the vicinity (two infantry brigades and its artillery/Mitrailleuse batteries), supported by the Battleworn II Corps Artillery, the 1st Medium Cavalry brigade of the 3rd Reserve Cavalry Division and a rather brave, isolated brigade of Guard Voltigeurs (2/Del/IG) from the Imperial Guard Corps. These units are trying desperately to hold on to Flavigny as the Prussian player (Wilhelm) plans his counter-attack. Wilhelm has assembled a respectable force, drawing available units from Alvensleben’s III Corps, along with the 15th Light Cavalry Brigade from the 6th Cavalry Division to help out and a brigade from X Corps.

During the Planning Phase, Wilhelm elects to place a *KRUPP’S GUNS* Event chit into the cup as his Planned Event and Pierre places his *BATTLEFIELD CONDITIONS* chit as his Planned Event. They both then mix up the remaining Event chits and place the appropriate number into the draw cup. Added to this is the Fortunes of War chit, the Prussian CIC chit (the French CIC chit did not make it into the cup this turn) and the necessary Activation Chits for all the formations on the entire map.



The first chit drawn is a *BEATEN ZONE* Event chit and Pierre decides to hold it, anticipating an attack on Flavigny later in the turn. The next chit drawn is the Prussian X Corps Activation chit and Wilhelm conducts his actions with units of that corps elsewhere on the map. The 39/KrKo/X brigade is part of X Corps but is currently Out of Command. Pierre draws an OOC marker and places it on the brigade’s hex facedown. At the end of the activation of In Command X Corps units, Wilhelm turns over the OOC marker and sees that it says “Cautious”. This allows half movement for the unit and he decides to break down the brigade into two smaller Infantry Detachments in order to infiltrate the gap in the French lines. He removes the 39/KrKo/X unit from the map and places it aside, replacing it with two X Corps Infantry Detachment units—the 4-5 side of the “B” unit and the 2-5 side of the “A” unit. Both units can then move, but only up to 2 MPs due to the OOC marker. The “B”

unit moves into Stream hex #1926 and the “A” unit moves into Stream hex #1826 (thus using up all of their movement). This finishes the activation of X Corps.



The Prussian *COMMAND INITIATIVE* Event chit is next out of the cup and Wilhelm decides to use it as a Command Event and places the chit on the Prussian Reinforcements Track on the scenario card.



The next chit out is the French VI Corps Activation chit and Pierre conducts his actions for that corps elsewhere on the map.



The next chit drawn is another *BEATEN ZONE* chit and this time Pierre decides to use the chit immediately to issue Fire Combat with his **Verge-Mit Mitrailleuse** unit at the Prussian **9/Stulp/III** infantry unit in hex #2227. He places the *BEATEN ZONE* chit aside and out of the game for this turn and immediately calculates his fire. The range to the Prussian unit is three hexes and thus at Extended Range. This halves the Mitrailleuse's strength to 2 SP and Pierre starts his fire calculation on the “2” column of the Fire Combat Table. Checking for applicable column shifts, he sees that the only one that applies is the “1➡” for a Mitrailleuse firing and thus the fire will be resolved on the “3” column of the FCRT. Note that the LOS is clear as the firing unit is at Level 1 and the target is at Level 3 with no intervening terrain that would block or obscure the LOS. Pierre rolls two dice and consults only his red-colored die for the result. He rolls a “7”, which is an “MT” result. This means that the Prussian unit must take a Morale Test and the players immediately check the simultaneously-rolled white-colored die's result. That die shows a “5”, which means the unit passes (since the **9/Stulp/III** unit's TCR is “8”) and there is no further effect of the fire. Note that the HQ is unaffected.



The French *INSPIRATIONAL LEADERSHIP* Event chit comes out of the cup next and Pierre decides to use it as a Command Event on the Bazaine's Leadership Track, trying to make sure that if the Prussians get their *BAZAINE'S MALAISE* Event chit this turn he has at least a chance of cancelling it. Since there is no chit on that track yet, he places it in the first box of the track.



Next, the Prussian *BATTLEFIELD CONDITIONS* Event chit is pulled and Wilhelm holds onto it. The Fortunes of War chit is drawn next and Pierre rolls a die to see the event's effect. He rolls a “1”, which is Wayward French Unit. Looking over the map, Wilhelm can move any French unit one hex in any legal direction. He decides to move the **Verge artillery** unit out of Flavigny (along with its Mitrailleuse counter, since they are treated as one unit) and into hex #2124 (thus getting it out of the town, into a stream and with a potentially obscured LOS).

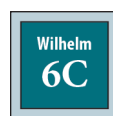


The next chit pulled is indeed the *BAZAINE'S MALAISE* Prussian Event chit! Wilhelm can't wait to drop this chit on the French II Corps HQ and freeze it this turn. Wilhelm emits an evil laugh and places the chit directly onto the II Corps HQ unit (Frossard). The *BAZAINE'S MALAISE* chit remains on the HQ until the II Corps Activation Chit is drawn, at which point it will be determined whether it takes effect or not.



Situation after 39/KrKo/X Brigade broke into detachments, and the Verge Artillery affected by “Wayward French Unit”.

Note that the French player does still have time to put more Command Event chits onto the Bazaine's Leadership Track (should any more French Event chits get pulled from the cup) before the II Corps Activation Chit gets pulled.



Another chit is drawn and it is the Prussian 6th Cavalry Division Activation chit and thus all 6th Cavalry Division units are active. The 6th Cavalry Division HQ unit is placed on its Aggressive side but is far to the west (off the example map) and thus the 15th Light Cavalry on our map is given an “Out of Command” marker. After the In Command units perform their actions elsewhere, the OOC marker is flipped over and yields an “Advance” result. Since there are enemy units within 4 hexes of the cavalry unit, it must conduct a charge against the nearest enemy unit. There are two qualified hexes, each at a distance of three hexes away, and in this case Pierre gets to select the hex that will be charged. He decides on **2/Del/IG** as the target since he wants to make sure nothing threatens his position around Flavigny. Note also that the Prussian cavalry could not charge the infantry in Flavigny as it may not charge into a Town hex. Wilhelm therefore must announce a Cavalry Charge, rolls a “4” on the die (compared to the cavalry's TCR of “7”) and thus succeeds in getting the cavalry to charge and places a “Cavalry Charge” marker on the unit (note that if he had failed the charge test, he would still have to move the cavalry adjacent to the enemy unit and conduct a non-Charge Assault Combat) and moves the **15/6** cavalry into hex #2525. Pierre has the *BEATEN ZONE* chit in-hand and could use it now but decides not to. The Prussian troopers continue on to hex #2524 where they must stop as the **2/Del/IG** unit can now issue Defensive Fire. But before Pierre does that, Wilhelm grabs his *BATTLEFIELD CONDITIONS* chit and places it on the map next to the combat and thus Pierre must apply a “◀2” shift to his unit's Defensive Fire (this simulates possibly the French Guardsmen not spotting the charging cavalry until the last minute due to tactical folds in the ground, battlefield smoke, etc.). The range is one hex, which is Effective Range, and the French unit has 4 SP. He starts his fire on the “4” column of the FCRT and applies the “1➡” shift for French Infantry firing, the “3➡” for firing at 50%+ cavalry and “◀2” for the *BATTLEFIELD CONDITIONS* chit. This nets out to a shift of “2➡” and places the Defensive Fire on the “6-7”

column. Pierre grabs his dice and rolls a red “4” for an MT+1 result. Unfortunately for him, he also rolled a “4” on the white die, which is not only a pass for the cavalry (“4” +1 = “5” and the cavalry’s TCR is “7”) but the two dice are “doubles”! So not only does he do no damage to the charging cavalry but the **2/Del/IG** also gets a “Low Ammo” marker. The cavalry remains in the hex and is given an “Assault” marker pointing at the French unit.

Wilhelm proceeds with the resolution of Assault Combat. First, he must figure out the Combat Differential. The assaulting cavalry successfully charged, so its SP of “2” is increased by +1 (because it is charging Light Cavalry) to “3”. The defending French infantry has a SP of “4”, so the Combat Differential is “-1” (3 – 4 = -1). The French Guardsmen have a TCR of “8” compared to the “7” of the Prussian cavalry, so the defender has a better TCR and thus a “◀1” column shift applies. The combat is therefore resolved on the “-2” column of the ACRT. Wilhelm rolls one die (not two dice when resolving Assault Combat) and rolls a “9”, which results in a “D2”.

The defending French unit loses and must apply two Loss Points. Pierre decides to retreat the unit one hex (into hex #2522, which is also closer to its off-map HQ) and it also takes one Morale Hit, placing a “Shaken” marker on the unit (he wants to hold that bridge the units is on). Note that Pierre could have opted to retreat the unit two hexes or even had it take a Casualty Hit and a Morale Hit to remain in the hex. The victorious Prussian cavalry must now conduct Breakthrough movement (since it charged) and it moves into hex #2523. Wilhelm then decides to advance the cavalry into hex #2422 to block the road, which he may do because charging cavalry may Breakthrough one additional hex as long as it reduces or maintain the distance to the defeated enemy unit (which it does). Note also that the **2/Del/IG** unit cannot issue Defensive Fire at the cavalry despite their moving adjacent to the infantry, as units conducting Breakthrough Movement are not subject to Defensive Fire. After the Breakthrough is finished, the 15/6 cavalry unit is given a “Shaken” marker because it conducted a Cavalry Charge. This ends the 6th Cavalry Division’s activation.



Situation after the charge of the Prussian 15/6 Cavalry unit.



The chit then drawn is the awaited French II Corps Activation Chit. Pierre never got a chance to put another Command Event chit (or two) onto the Bazaine’s Leadership Track. He is obviously a bit disturbed by

this but then again, he is also thankful that he got at least one chit onto the track. Pierre immediately gets to roll a die (since he has at least one Command Event chit on the relevant track) and a result of 1, 2 or 3 will cancel the Prussian *BAZAINE’S MALAISE* chit. He rolls a “4” and screams “Merde!” Wilhelm almost yelps out loud with joy, but manages to control himself—the French II Corps has its entire activation cancelled and it can do nothing with its Activation chit.



The next chit is picked from the cup and it is the Prussian *KRUPP’S GUNS* Event chit. Wilhelm elects to use the chit for an immediate Fire Combat by one of his artillery units. The **Stulp/III divisional artillery** unit in hex #2027 has its Line of Sight to Flavigny blocked by the higher terrain level in hex #2127, so he doesn’t want to choose that unit. Instead, he chooses the **Corps/III** unit with which to fire. Wilhelm selects the French **1/Verge/II** infantry unit in Flavigny as its target, hoping to “loosen the enemy up” a bit for the attack. The range is three hexes and therefore within the artillery’s Effective Range. It will thus fire with 7 SPs (putting it on the “6-7” column to start) and applies the following column shifts: “1▶” for Prussian artillery firing; “1▶” for Plunging Fire (shooting from Level 3 to Level 1) and “◀3” for the target unit being in a Town hex, for a net “◀1” shift on the table. The combat is therefore resolved on the “5” column. Wilhelm rolls two dice and the gray-colored die is an “8”. This is an MT+2 result and the players then check the simultaneously-rolled white die. This die is a “0”, which is modified to “12”. The TCR of the **1/Verge/II** unit is only a “6” (and therefore the die roll exceeds the TCR by 6) and the French unit is given a “Disrupted” Morale Hit marker (i.e., two Morale Hits). A devastating bombardment!



The French *BATTLEFIELD CONDITIONS* Event chit comes out of the cup next and Pierre immediately decides to hold onto it as he anticipates a difficult fight at Flavigny.



The next chit drawn is the Prussian III Corps Activation chit—just what the Prussians needed! Wilhelm flips the Alvensleben III Corps HQ unit to its “A” (Aggressive Posture) side and announces such to Pierre. He then checks for which units are in command. With a Command Range of “5”, all relevant units are In Command. He then conducts his Fire Combat Step with all eligible III Corps units. Unfortunately, both Prussian infantry units are out of range of any French units (their Extended Range is only two hexes). The **Stulp/III divisional artillery** unit still has a blocked LOS to Flavigny and he does not want to take a pot shot at the French Cavalry unit for fear of rolling an Ammo Problems result. However, he does have an Obscured LOS to the French Verge artillery unit in hex #2124 and decides to take that shot (note that the LOS is not obscured by hex #2127 but rather by firing over the enemy cavalry unit in hex #2125). This is still in the Effective Range of the Prussian artillery so he begins his shot on the “6-7” column of the FCRT, and then applies the following column shifts: Prussian artillery firing is “1▶”; Plunging Fire is “1▶”; Obscured LOS is “◀2”; Target is in a Stream hex is “1▶”. The net column shift is therefore “1▶” and brings the fire to the “8-9” column. Unbelievably, Wilhelm rolls a “1” for no effect (and he glances at the white die, which reads “0”, and curses his bad luck as that die will not be taken into account).

His other shot is a repeat of the Corps/III unit fire on the **1/Verge/II** infantry unit in Flavigny. The situation is unchanged and on the “5” column Wilhelm rolls a “4”. This is an MT result and the French unit in Flavigny must take a Morale Test. Its current TCR is “4”—it’s printed value of “6” reduced by two for the “Disrupted” marker. Wilhelm checks the white die and it shows a result of “9”—which is 5 greater than the unit’s modified TCR and thus results in two Morale Hits again! Since the French unit is already Disrupted, it cannot apply the Morale Hit with another marker. It must instead apply the excess Morale Hits as Casualty Hits. The first Casualty Hit flips the **1/Verge/II** over to its Battleworn side, keeping the “Disrupted” marker. The second Casualty Hit then results in a Break Test (as the unit cannot take any more Morale Hits or Casualty Hits). Pierre consults the Break Test Table and rolls one die, comparing the result to the unit’s modified TCR. The unit’s modified TCR is now only “2”—the printed value on its BW side (“4”) less 2 for the “Disrupted” marker. Pierre rolls a “2”, a very lucky result for sure! This is an Uneasy Pass result (the die roll equals the modified TCR of the testing unit). This means that though the unit passes its test, it must still retreat two hexes because it is Disrupted. The unit retreats to hex #2223 (fulfilling the “move away from the enemy” and “toward its HQ” portion of the retreat priorities) and then continues to increase the distance from the firing unit by then moving into hex #2222.

Pierre curses (again) as Flavigny is now there for the taking! Wilhelm places an “Artillery Fired” marker on the both Prussian artillery units to remind him that he can’t move them in the upcoming Movement Step. This completes the Fire Combat Step. The game now continues to the Movement Step and Wilhelm considers his options. Flavigny is indeed wide open, but just marching into the town will be entering a cauldron of enemy firepower.



Situation after Prussian artillery fire.

He decides to be somewhat cautious and moves the **9/Stulp/III** infantry unit to hex #2226 and then #2225. As soon as he moves adjacent to the French cavalry unit, that cavalry has the option to Opportunity Charge the Prussian infantry. Pierre announces he will attempt that charge but he then rolls an “8”, which is greater than the “7” TCR of the **1Cav/3C** unit and the charge attempt fails. Wilhelm then moves the **10/Stulp/III** infantry unit to hex #2326,



heading for #2325. But Pierre yells “hold it!” when the unit enters #2326 and produces his held *BEATEN ZONE* chit in order to issue Opportunity Fire at the moving Prussian unit from the **2/Verge/II** French infantry unit in hex #2324. A Fire Combat is resolved immediately with the French unit at a “4” SP as it is within Effective Range. There are no column shifts other than the “1➡” for being French infantry firing. Pierre rolls his dice on the “5” column and his red die reads “7”, which is an MT+2 result. To his ultimate joy, his white die reads “6”, which is modified to an “8”. This equals the TCR of the Prussian unit and causes it to become Shaken. By doing so, the Prussians must halt their movement in hex #2326! Pierre smiles broadly and then puts the *BEATEN ZONE* chit aside and out of play for the turn.

Wilhelm is thus finished with the Movement Step and now moves to the Assault Combat Step and announces an Assault Combat with the **9/Stulp/III** unit on the French cavalry unit. Pierre decides to have the cavalry Abandon Position rather than fight and withdraws it two hexes to hex #1924, where it can also help screen Vionville from the advancing Prussian Infantry Detachments on the stream to the south. The Prussians opt not to Breakthrough, preferring to stay put and use Flavigny as an obstruction to other potential French fire. This ends the Assault Combat Step.

There is no Rally Step (as the HQ is under Aggressive Posture) or Out of Command Step (all units were In Command) this phase.



The next chit drawn is the Prussian CIC Chit and Wilhelm can't believe his good fortune. This allows him to choose one Prussian division to activate and he selects Stulpnagel's division with which to do so. This activates the **9/Stulp/III** and **10/Stulp/III** infantry units, along with the **Stulp/III** artillery unit.

Wilhelm keeps the HQ unit under an Aggressive Posture as he wants to remove the French force guarding the otherwise open Flavigny hex. He opts not to fire with the artillery unit, as he wishes to move it, and he also balks at firing with the **10/Stulp/III** infantry unit as he knows it will likely be ineffective and there is a risk of ammo loss. He then only issues Fire Combat with the **9/Stulp/III** unit at the French units in hex #2324. The unit has an SP of “8”, which is halved to “4” due to the Extended Range shot (two hexes). The column shifts are: “2” for Obscured LOS (firing over the town) and “1” because the target hex is a Stream hex. Wilhelm rolls his dice on the “3” column of the FCRT and rolls a “6”, which is an MT result. The white die reads “4” and this means the **2/Verge/II** infantry unit passes with no effect (its TCR is “6”) but the worn out **Corps/II artillery** unit gets a “Shaken” marker (because its TCR is only “2”).

Wilhelm then cautiously moves the Shaken **10/Stulp/III** infantry to hex #2426 (for the protection of the surrounding ridges and a nice position from which to rally next turn) and then moves the **Stulp/III artillery** one hex to #2127 (for a better LOS all around). He finally moves **9/Stulp/III** into Flavigny itself (hex #2224). By doing so, he is running a gauntlet of enemy fire but he does so anyway. He first gets Defensive Fire from the **Verge/II artillery** and its **Mitrailleuse** unit (which must fire separately). The artillery has an SP of “5”, which is increased to “7” for Canister Range. That puts the shot on the “6-7” column, which is then shifted “◀3” because

the target is in a Town hex. Pierre rolls his dice on the “3” column of the FCRT and rolls a “4”, which is an NE result and because he notices that the white die is also a “4”, he needs to also place a “Low Ammo” marker on the artillery unit (note that this marker will not affect the Mitrailleuse unit). The Mitrailleuse fires next and starts on the “4” column, applying shift of “1➡” because a Mitrailleuse is firing and the same “◀3” because the target is in a Town hex. That puts the shot on the “2” column and a colored die roll of “5” is another NE result. The adjacent **Frossard II Corps HQ** unit cannot issue fire and thus has no contribution to make. However, if the Prussians are not driven off by the next Defensive Fire issued, the HQ will be considered to be Overrun.



The **2/Verge/II** infantry unit and **Corps/II** artillery unit in #2324 are up next to try and vanquish the Prussian infantry from Flavigny. The infantry unit has “4” SP and gets “1➡” for being French infantry and “◀3” for firing into a Town. Pierre decides to gamble and whips down his held **BATTLEFIELD CONDITIONS** Event chit, which applies another “2➡” column shift to the shot. That’s still only the “4” column but this time Pierre rolls a “0” on the red die (MT +3) and a “9” on the white die! That’s a net Morale Test roll of “12” compared to the “8” TCR of the Prussians and they get a “Disrupted” marker. The artillery now fires with an SP of “3” (a printed SP of “3” less 1 for Shaken and plus 1 for Canister Range). This is moved “◀3” again for the Town, which puts the fire on the “C” column. This time Pierre rolls a remarkable “0” on the red die (an MT result) and an “9” on the white die! This is compared to the modified TCR of “6” for the Prussians (as they are Disrupted) and that causes another Morale Hit, flipping the Prussians over to their Battleworn side! Some brilliant firing from the French units but the Prussians are not dislodged. Also, because the Prussian unit finished its movement adjacent to a French HQ, the **II Corps HQ** is given an “HQ Overrun” marker and moved to the nearest subordinate unit. Pierre moves the HQ back to hex #2222 and joins the **1/Verge/II** infantry unit already located there.

Undaunted, Wilhelm nevertheless announces an Assault Combat against the French units in hex #2324 with the disrupted **9/Stulp/III** unit. The Prussian unit attacks with “2” SP (printed SP less 2 for being Disrupted) and the French defend with a total of “5” SP (4 SP from the infantry plus only 1 SP from the artillery because it’s Shaken and artillery SP’s are halved in Assault Combat). So the combat starts on the “-3” column of the ACRT and applicable column shifts are: “1➡” for Prussian infantry attacking, “◀1” because the French have a better TCR than the Prussians (a TCR of “6” as compared to a modified TCR of “4”) and “◀2” for attacking from a Stream hex. That puts the combat on the “-5” column and Wilhelm reluctantly rolls one die. He gets a “9” result, which is an A1/D1. Wilhelm is willing to risk it all to hold Flavigny so he elects to take the Loss Point as a Casualty Hit and does not choose to retreat! This will force the French to also take one Loss Point (because the Retreat option was not chosen when applying the Loss Point). By applying a Casualty Hit while Battleworn means that the Prussian unit must take a Break Test immediately. Wilhelm rolls the die and miraculously scores a “2”, which is a Normal Pass result. The unit passes the test but because it is Disrupted, it must retreat one hex and withdraws back to hex #2225. However, because the Prussian infantry did not elect to Retreat originally, the French must now apply one Loss Point as well. Because he wants to hold this position near Flavigny, he elects to take a Morale Hit and places a “Shaken” marker on the **2/Verge/II** infantry unit (because it has a larger printed SP than the artillery unit). It was a brutal fight but the French have held the position. The last thing the players have to do is place a “Prussian Control” marker in Flavigny, as they were the last to control the town.



Pierre has to start planning a counter-attack to take the town back, but his forces are in really bad shape. What will happen next turn?



GMT Games, LLC

P.O. Box 1308, Hanford, CA 93232-1308 • www.GMTGames.com