

Set Up

| Area | German Units |
|------|--|
| 17 | Brigade von Bredow (5th Cavalry) General Rheinbaben (Inactive) |
| 6 | Brigade von Barby (5th Cavalry) |
| 20 | Rheinbaben Artillery, Colonel Caprivi (Active), and von Redern's Hussar Brigade (5th Cavalry) |
| | |
| Area | French Units (all inactive Corps Leaders and stacks with Bivouac Markers) |
| 12 | Du Barail's Division of Reserve Cavalry (one counter) |
| 21 | Forton's Division of Reserve Cavalry (two counters) |
| 27 | Reserve Artillery of the Army of the Rhine (two counters) |
| | |
| 26 | Lapasset's Brigade, Bataille's Division and Verge's Division of Frossard's 2 Corps (five counters) |
| 27 | Valabregue's Cavalry Division of Frossard's 2 Corps (2 counters) |
| 36 | General Frossard (Inactive) and Artillery of Frossard's 2 Corps (2 counters) |
| | |
| 31 | Clerambault's Cavalry Division of Leboeuf's 3 Corps (3 counters) |
| 32 | Marechal Leboeuf (Inactive) and Nayral's Division of Leboeuf's 3 Corps (3 counters) |
| 33 | Montaudon's Division of Leboeuf's 3 Corps (2 counters) |
| 45 | Aymard's Division and Artillery of Leboeuf's 3 Corps (3 counters) |
| | |
| 28 | Lafont's Division of Canrobert's 6 Corps (2 counters) |
| 29 | Tixier's Division of Canrobert's 6 Corps (2 counters) |
| 34 | Marechal Canrobert (Inactive), 9eme Ligne of Bisson's Division and Levasseur-Sorval's Divisions of Canrobert's 6 Corps (4 counters) |
| | |
| 11 | De France's Brigade of Desvaux's Cavalry Division of the Imperial Guard (1 counter) |
| 42 | Picard's Division of the Imperial Guard (2 counters) |
| 43 | General Bourbaki and Marechal Bazaine (both Inactive) and Desvaux's Cavalry Division of the Imperial Guard less de France's Brigade (4 counters) |
| 44 | Deligny's Division of the Imperial Guard (2 counters) |

| GERMAN ARRIVALS | |
|------------------------------|--|
| Turn One 8:00 to 9:30 | Brigades 14 von Gruter and 15 von Rauch of 6th Cavalry Division with the Duke of Mecklenburg-Schwerin (Area 24) [3 counters] |
| Turn Two 9:30 to 11:00 | All of Stuelphnagel's Division of III Corps (Area 24) [5 counters] 78th East Freisland Regiment of von Lehmann's 37 Brigade (Schwartzkoppen's Division) (Area 24) [1 counter which must dice for Movement, 1-3 3MPs, 4-6 2 MPs] All of Buddenbrock's Division of III Corps, III Corps Cavalry and von Alvensleben (Area 18) [7 counters] |
| Turn Three 11:00 to 12:30 | Corps Artillery of III Corps and 91st Oldenburg Regiment of von Lehmann's Brigade (Schwartzkoppen's Division) (Area 18) [2 counters] |
| Turn Four 12:30 to 14:00 | Schwartzkoppen Artillery and General Voights-Rhetz (Area 18) [2 counters] Von Brandenburg's Guard Dragoon Brigade (Area 4) [1 counter] |
| Turn Five 14:00 to 15:30 | Brigade 39 von Woyna of X Corps (Area 18) [2 counters] |
| Turn Six 15:30 to 17:00 | Brigade 40 von Diringshofen of X Corps, X Corps Artillery and Corps Cavalry, and Kraaz-Koschlau Divisional Artillery (Area 18) [5 counters] Brigade 38 von Wedell of X Corps (Area 4) [2 counters] General Goeben, Brigade 32 von Rex of VIII Corps and 11 Grenadier Regiment of 36 Brigade of IX Corps plus von Barnekow Artillery (Area 40) [5 counters] Prince Frederick-Charles (Area 40) [1 counter] |
| Turn Seven 17:00 to 18:30 | Brigade 49 von Wettich (Hessian), Louis of Hesse Divisional Artillery plus General von Manstein (Area 40) [4 counters] |
| Turn Eight 18:30 to 20:00 | |

| French Arrivals | |
|------------------------------|--|
| Turn One 8:00 to 9:30 | |
| Turn Two 9:30 to 11:00 | General de Ladmirault (Active) and 4 Corps (Area 47) (8 counters) (note limitations in Reinforcement rule 10) |
| Turn Three 11:00 to 12:30 | |
| Turn Four 12:30 to 14:00 | |
| Turn Five 14:00 to 15:30 | |
| Turn Six 15:30 to 17:00 | |
| Turn Seven 17:00 to 18:30 | Metman's Division of Marechal Leboeuf's 3 Corps (Area 47) (2 counters) |
| Turn Eight 18:30 to 20:00 | |

FRENCH COMBAT CHARTS

Bombardment

| Attacker | Add the following |
|-------------|--|
| Strength | Artillery Factor of one selected unit |
| Supports | +2 for each additional Artillery unit in Activation - Only adjacent targets |
| Range | Deduct 2 points for every intervening Area between Target and Attacker |
| Vision | -1 for fire from a +3 Cover Area |
| Chance | +1D6 |
| Target | |
| Terrain | 2 x Cover (1 x Cover if only Cavalry) |
| Supports | +2 for each Fresh Artillery unit in target Area |
| Range | No supports non-adjacent bombardment |
| Chance | +1D6 |
| Score Range | |
| T=>A | All attacking units Spent |
| A>T | Difference is CPs to be absorbed by the Target, attackers are not Spent. Any Target artillery units count as the Lead Unit(s). |

Rifle Fire

| Attacker | Add the following |
|---------------------------------|--|
| Strength | +4 for the lead French unit firing |
| Supports | +2 for each Fresh French infantry and Artillery Unit |
| Range | French Infantry fire into adjacent Area +1 Ditto into non-adjacent Area -3 |
| Vision | -1 for fire from a +3 Cover Area |
| Chance | +1D6 |
| Target | |
| Terrain | The Cover plus for each whole multiple of three attackers the Cover again |
| Strength (may be Spent) | +4 for lead Artillery Unit +2 for the lead German Unit -1 to above if spent |
| Supports (units in target Area) | +2 for each Fresh Artillery Unit +1 for each Fresh German Infantry |
| Range | A non-adjacent Defender does not count Supports |
| Vision | -1 for fire from a +3 Cover Area |
| Chance | +1D6 |
| Score Range | SEE MODIFIED RULE FOR ACTIVATED TARGETS |
| T >A by more than 1 | Difference is Casualty points that must be absorbed by the Attacker, Target not Spent. Special Rules for Activated Targets |
| Scores = or +- 1 | 2 CPs each |
| A>T by more than 1 | Difference is CPs to be absorbed by the Target, attackers are not Spent |

Movement and Assault (Cavalry vs. Cavalry)

| Attacker | Add the following |
|--------------|--|
| Strength | The Combat value of the one attacking unit |
| Supports | +2 for each additional Fresh Cavalry unit |
| Chance | +1D6 |
| Target | |
| Strength | The Combat value of one defending unit |
| Beaten Zones | +2 for each Beaten Zone exited by attackers |
| Supports | +2 for each Fresh Cavalry unit in target Area |
| Chance | +1D6 |
| Score Range | |
| T=>A | All attacking units Spent, lead unit eliminated. |
| A>T | All attacking units Spent. Difference is CPs to be absorbed by the Target. |

Movement and Assault (Attacks on Infantry and Artillery)

| Attacker | Add the following |
|--|---|
| Strength | The Combat value of one attacking Fresh unit (Infantry, Artillery or Cavalry) |
| Leaders | +1 if committed (will be deactivated if attack fails) |
| Supports | +2 for each additional Fresh Infantry and Artillery unit in the activation, and +1 for each Fresh Cavalry unit. |
| Chance | +1D6 |
| Target | |
| Strength | The Combat value of one defending unit (Infantry or Artillery) |
| Terrain | The Cover -1 |
| Beaten Zones (Not if Chassepot Volley) | +1 for each Beaten Zone exited by Infantry Attackers +2 for each additional Fresh Cavalry Attackers |
| Supports | +1 for each additional Fresh Infantry unit in the target Area +2 for each additional Fresh Artillery unit in the target Area +1/2 VP per Spent Infantry vs Cav (only) |
| Chance | +1D6 |
| Score Range | |
| T>A | All attacking units Spent, lead unit eliminated. Unit halts in Area just exited. If Cavalry attacking Infantry eliminate two attacking units. |
| T=A | All attacking units Spent, plus a further 2 CPs suffered |
| A>T | All attacking units Spent. Difference is CPs to be absorbed by the Target. Infantry CPs doubled if attacked by Cavalry, Cavalry attacking but scoring only up to 2 extra lead unit eliminated |

Chassepot Volley

| Attacker | Add the following |
|-------------|--|
| Strength | +2 for each French infantry unit firing |
| Numbers | +1 for each two combat units in Target (round up) |
| Vision | -1 for fire from a +3 Cover Area per division |
| Chance | +1D6 |
| Target | |
| Terrain | The Cover -1 |
| Strength | +1 per Combat Unit in attack |
| Chance | +1D6 |
| Score Range | HALVE THE DIFFERENCE |
| T>A | No effect |
| A>=T | Difference is CPs absorbed by the Target, attackers are not Spent, Move may continue |

SEE SPECIAL CHASSEPOT VOLLEY RULES!!!

Casualty Points

| Casualty Points | French | German |
|-----------------|--------------------------|--------------------------|
| 1 CP. | Retreat a unit | Retreat a unit |
| 1 CP. | Flip Fresh unit to Spent | Flip Fresh unit to Spent |
| 2 CP | | Eliminate a Spent Unit |
| 3 CP. | Eliminate a Spent Unit | Eliminate a Fresh Unit |
| 4 CP. | Eliminate a Fresh Unit | |

GERMAN COMBAT CHARTS

Bombardment

| Attacker | Add the following |
|-------------|--|
| Strength | Artillery Factor of one selected unit |
| Supports | +2 for each additional Artillery unit in Activation - Only adjacent targets |
| Range | Deduct 2 points for every intervening Area between Target and Attacker |
| Vision | -1 for fire from a +3 Cover Area |
| Chance | +1D6 |
| Target | |
| Terrain | 2 x Cover (1 x Cover if only Cavalry) |
| Supports | +2 for each Fresh Artillery unit in target Area |
| Range | No supports non-adjacent bombardment |
| Chance | +1D6 |
| Score Range | |
| T=>A | All attacking units Spent |
| A>T | Difference is CPs to be absorbed by the Target, attackers are not Spent. Any Target artillery units count as the Lead Unit(s). |

Rifle Fire

| Attacker | Add the following |
|---------------------------------|--|
| Strength | +2 for the lead German unit firing |
| Supports | +2 for each Fresh Artillery Unit +1 for each Fresh German Infantry Unit |
| Range | Germans may only engage adjacent Area |
| Vision | -1 for fire from a +3 Cover Area |
| Chance | +1D6 |
| Target | |
| Terrain | The Cover plus for each whole multiple of three attackers the Cover again |
| Strength (may be Spent) | +4 for the lead French infantry unit +4 for lead Artillery Unit -1 to above if spent |
| Supports (units in target Area) | +2 for each Fresh Artillery Unit or French infantry |
| Range | A non-adjacent Defender does not count Supports |
| Vision | -1 for fire from a +3 Cover Area |
| Chance | +1D6 |
| Score Range | SEE MODIFIED RULE FOR ACTIVATED TARGETS |
| T > A by more than 1 | Difference is Casualty points that must be absorbed by the Attacker, Target not Spent. Special Rules for Activated Targets |
| Scores = or +/- 1 | 2 CPs each |
| A>T by more than 1 | Difference is CPs to be absorbed by the Target, attackers are not Spent |

Movement and Assault (Cavalry vs. Cavalry)

| Attacker | Add the following |
|--------------|--|
| Strength | The Combat value of the one attacking unit |
| Supports | +2 for each additional Fresh Cavalry unit |
| Chance | +1D6 |
| Target | |
| Strength | The Combat value of one defending unit |
| Beaten Zones | +2 for each Beaten Zone exited by attackers |
| Supports | +2 for each Fresh Cavalry unit in target Area |
| Chance | +1D6 |
| Score Range | |
| T=>A | All attacking units Spent, lead unit eliminated. |
| A>T | All attacking units Spent. Difference is CPs to be absorbed by the Target. |

Movement and Assault (Attacks on Infantry and Artillery)

| Attacker | Add the following |
|--|---|
| Strength | The Combat value of one attacking Fresh unit (Infantry, Artillery or Cavalry) |
| Leaders | +1 if committed (will be deactivated if attack fails) |
| Supports | +2 for each additional Fresh Infantry and Artillery unit in the activation, and +1 for each Fresh Cavalry unit. |
| Chance | +1D6 |
| Target | |
| Strength | The Combat value of one defending unit (Infantry or Artillery) |
| Terrain | The Cover -1 |
| Beaten Zones (Not if Chassepot Volley) | +1 for each Beaten Zone exited by Infantry Attackers +2 for each Beaten Zone exited by Cavalry Attackers |
| Supports | +1 for each additional Fresh Infantry unit in the target Area +2 for each additional Fresh Artillery unit in the target Area +1/2 VP per Spent Infantry vs Cav (only) |
| Chance | +1D6 |
| Score Range | |
| T>A | All attacking units Spent, lead unit eliminated. Unit halts in Area just exited. If Cavalry attacking Infantry eliminate two attacking units. |
| T=A | All attacking units Spent, plus a further 2 CPs suffered |
| A>T | All attacking units Spent. Difference is CPs to be absorbed by the Target. Infantry CPs doubled if attacked by Cavalry, Cavalry attacking but scoring only up to 2 extra lead unit eliminated |

Chassepot Volley

| Attacker | Add the following |
|-------------|--|
| Strength | +2 for each French infantry unit firing |
| Numbers | +1 for each two combat units in Target (round up) |
| Vision | -1 for fire from a +3 Cover Area per division |
| Chance | +1D6 |
| Target | |
| Terrain | The Cover -1 |
| Strength | +1 per Combat Unit in attack |
| Chance | +1D6 |
| Score Range | HALVE THE DIFFERENCE |
| T > A | No effect |
| A >= T | Difference is CPs absorbed by the Target, attackers are not Spent, Move may continue |

SEE SPECIAL CHASSEPOT VOLLEY RULES!!!

Casualty Points

| Casualty Points | French | German |
|-----------------|--------------------------|--------------------------|
| 1 CP. | Retreat a unit | Retreat a unit |
| 1 CP. | Flip Fresh unit to Spent | Flip Fresh unit to Spent |
| 2 CP | | Eliminate a Spent Unit |
| 3 CP. | Eliminate a Spent Unit | Eliminate a Fresh Unit |
| 4 CP. | Eliminate a Fresh Unit | |

SEQUENCE OF PLAY

1. Place *Chassepot* Fire Zones (not units in Bivouac though)
2. Action Phase (Before each French Impulse test to see if the Phase ends immediately)
3. Remember Final French Impulse and German Discretionary Impulses
4. Regroup and End Phase (one “Division” one Area, not into occupied, adjacent or in Beaten Zone).
5. Note number of Impulses for VPs if playing Unfairness Rule

Activation Moderation (1D10 less than or equal to Impulse number) = Final French Impulse

| | |
|---|----|
| Turn One | -2 |
| Turns Seven and Eight | -1 |
| For each “Metz” Area (max two) occupied solely by Germans | -1 |
| Turns Four and Five | +1 |

Activation Choices

He may **pass**.

He may **activate one Inactive Leader**.

He may **select one Area within range of an Active Leader and activate all the Fresh Unactivated units in the selected Area commanded by that Leader** (see Caprivi Rule).

He may use an Active Leader **re-organise up to two Spent units or (if greater) all units of one division back to Fresh** see Recovery.

“Within Range” for a French Leader means adjacent to or in the same Area as the Leader, for a German Leader it means in the same Area or within two Areas of the Leader

Artillery Units may **Bombard**.

Infantry Units may engage enemy units in range with **Rifle Fire**.

Artillery, Infantry and Cavalry Units may **Move**.

Cavalry and Infantry Units and German Artillery Units may **Move and Assault**.

Movement Costs

| CATEGORY | COST |
|--|-------|
| Cross a Ravine Edge | +1 MP |
| Enter Area with any enemy Units (Spent or Fresh) | 2MPs |
| Entering a Beaten Zone | 2 MPs |
| Enter any other Area | 1 MP |
| Leave an Area with enemy units | +1 MP |
| Cavalry entering a +3 Cover Area with Woods | +2 |

Unit Commanders (not for activation by fire)

Colonel Caprivi: Any units of one German Corps (may be different Turn to Turn)

Frederick-Charles: Any German units.

Any German Leader: The Guard Dragoons Brigade

Maréchal Bazaine: Any French units (but his movement is limited)

Any French Leader: Reserve Cavalry, de France’s brigade and Reserve Artillery Formations

French Leaders activated by fire: Frossard 1-4, Others 1-3.

| Areas | French Player |
|---|--|
| Per <i>tricolour</i> symbol Area | 1 VP if French majority occupied |
| Each German Entry Area (Areas 40 and 24) | 1 VP if French last to occupy or currently majority occupied |
| Bois de St Arnould (Area 25) | |
| Bois d’Ognons (Area 37) | |
| Rezonville (Area 36) | |
| Bois de Tronville (Area 14) | |
| Flavigny (Area 22) | |
| For every Corps Leader deactivated by the German Player using the Advantage | 1 VP |
| See “Unfairness” Rule | +1?VP |