TURN SEQUENCE

1. Command and Control
- Place commanders and order chits

2. Order Activations
- Activate orders, declare charges, do morale rolls

3. Movement
- Move; opportunity fire

4. Fire
- Artillery, then small arms

5. Charges and Melees
- charge resolution

COMMAND STANDS

Brigade Cdr (1 horseman)
Division Cdr (2 horsemen)
Corps Cdr (3 horsemen)
Army Cdr (4 horsemen)
Command radius = 4 inches for all commanders

Spotting: *Auto* if ≤ 40" in the open or within 1" in woods or towns; **4** if target within 1" of woods/town edge

ORDER CHITS

➡ **MOVE**

CH **CHARGE**

R **Reforms disorganized units (takes one turn)**

Continuing orders: don't require renewal every turn. Valid until unit:
1) Attains its objective,
2) Is halted by enemy, or
3) Receives new orders

ORDER ACTIVATIONS

Commander Rating	Activation roll Bde	Div	Cps
Excellent	9	4	4
Good	8	3	3
Average	7	2	2
Poor	6	1	1

- Roll cmdr's rating to activate orders, starting at bde level
- Increase activation probability by adding co-located cmdr's rating (9 is maximum allowed)
- Activation is automatic after two failures
- Units out of command radius activate at -2 to cmdr's rating

| Morale Rating	TROOP TYPES
9	Guards, Turcos, Zouaves, Prussian Jägers, chasseurs
8	Line troops, Bavarian Jägers
7	Bavarian line, Landwehr, *marche* units, fusiliers marins
6	Garde mobile
5	Garde nationale, Francs-tireurs

FORMATIONS

Line: Emphasizes firepower; Up to one stand's width between stands; less than that will prevent friendly passage of lines.
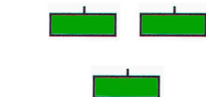
Supported line: The second line is within two inches of the first. Gives an extra point in melees, and can automatically counter enemy flanking attacks during charges.
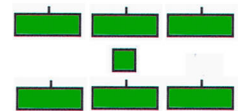
Brigade in Supported Line in full scale (or a regiment in *half-scale*): the second line will become disorganized if the first is forced to retreat through it.
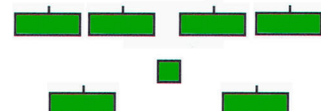
Supported Line in Two "Wings": Puts maximum firepower "up" while retaining the advantages of a support line. The support stands' combat point in melees is limited to one per combat and - if part of the front line unit - must retreat with it in event of a reverse.

March Column: Shown is a *half-scale* regiment in a column of three battalions moving cross-country. The formation has the advantage of speed (12" per turn) and maneuverability, but is a column target when under fire.

Road Column (infantry or cavalry): Stands face alternatively right and left.

Cavalry formations: A regiment in line (left) and in march column or supported line on the right. The former puts two stands on line, but the latter gets the same number of points in a charge in half the width.
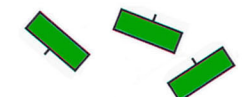
Disorganized: (can also be marked with a pipecleaner) Units are disorganized as a result of fire combat, melee, or when troops fall back through them. Only one stand can fire; their combat value in melees is halved, as is their movement allowance. Needs a REFORM chit to reorganize, which takes a full turn to complete.

Units in buildings: As many stands can occupy buildings as fit their approximate frontage. They are advantaged when under fire and in the first turn of a town fight, when engaging stands in the open. Place stands in front of or behind buildings.

1871
Fast play
Grand Tactical Rules for the Franco-Prussian War

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MOVEMENT TABLE

	Line	Column	Road Column	Rout		Disarray, retrograde, Disorg, sideways
Infantry	8	12	20	12	x	1/2
Cavalry	15+	20	30	12	x	1/2
Foot artillery	1	12	20	12	x	1/2
Horse artillery	1	20	30	12	x	1/2

- **Crossing obstacles** (streams, mostly): deduct **-2** inches (infantry); **-4** inches (cavalry and arty)
- **Formation change/facing:** costs 1/3 movement (reforming disarrayed unit, limbering/unlimbering arty, etc)
- **Disarray:** A unit in line formation ending its movement in woods will become disarrayed

- Single routed stands are removed from play, as are routed units that rout again before they can rally.
- Artillery *danger close zone*: no friendlies **2** inches in front of guns, or within **2** inches of artillery target.
- During limbering and unlimbering turns, artillery is a "column target", and fires at partial effect.
- Infantry within **3** inches of the enemy may generate their own, automatically-activated CHARGE chit.
- **Commander kill:** If a leader is lost, his command (a regt, brigade, division) stops immediately and receives no new orders until a replacement is generated (automatic if a superior cmdr present, or after 2 failed rolls).
- **The Cavalry Rule:** Threatened cavalry can stop, charge the threat, or flee up to 15" without an order chit.
- **Partial fire:** Use when target wouldn't be in sight at the end of its move, when firing unit moved over 1/2 its move, when friendly troops passed through shooter's line of fire, or when firing in support of a charge.
- Stationary units can choose when to shoot at an advancing unit; others must shoot at the end of move phase.