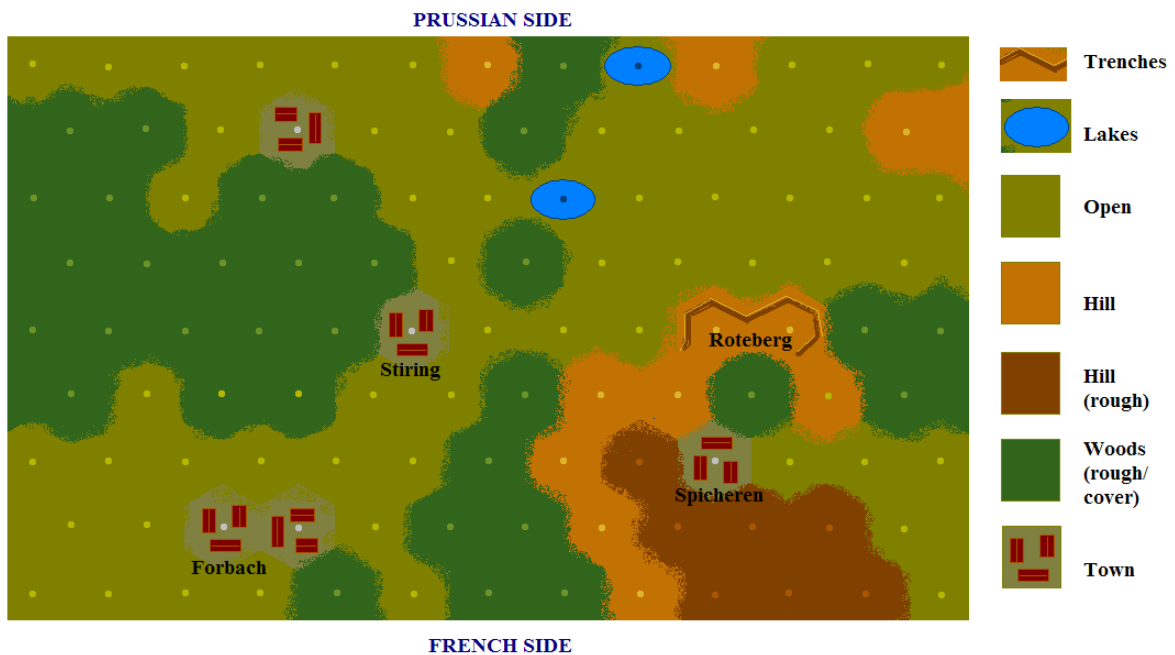# "Spicheren, 1870"

German player (3rd and 7th Corps):
- 8 Prussian line infantry units (4 stands each)
- 1 Prussian Jägers unit (light infantry, 4 stands)
- 1 Dragoons unit (heavy cavalry, 2 stands)
- 1 Hussars unit (light cavalry, 2 stands)

French player (2nd Corps):
- 5 line infantry unit (3 stands each)
- 1 *Chasseurs à pied* unit (light infantry, 3 stands)
- 1 Dragoons unit (heavy cavalry, 3 stands)
- 1 *Chasseurs à cheval* unit (light cavalry, 3 stands)

French player deploy first, anywhere in the 5 rows of sectors of the south half, except in the woods north of Forbach.

Prussian player may deploy anywhere in the first row of sectors of his own side.

Prussian player wins if he occupies Spicheren or Forbach; he wins a resounding victory if he takes both towns. Otherwise, it is a French victory.

Special additive rules

Grouped activation

When a token matching his colour is picked up from the bowl, the player may activate several adjacent units, simply indicating the selected one and the possible other simultaneously activated units (pick up a token of the corresponding colour from the bowl for every simultaneously activated "subordinate" unit). Decrease by 1 the referent unit's BS for every "subordinate" unit simultaneously activated, without however reaching zero, independently from the CPs spent in the process.

Example: a maximum of 3 adjacent units can be activated alongside a "BS 4" unit.

If a player misses a grouped activation roll, every involved unit undergoes the consequences.

Supported assaults

Simultaneously activated units are played one by one, player's order choice, or together in case of *supported assault*. Up to two friendly units may support an assault: roll **1 dice per stand**, an add **1 point** to the assault total for each score equal or lower to its Assault Classification. Supporting units must be adjacent to the supported unit **and** the assaulted one alike, and cannot support if itself in touch with another foe.

Large formations

Players may muster large units, which exceed by 1 their maximum number of stands (thus allowing 5 stands for infantry units, and 4 stands for cavalry units). On the other hand, those units cannot adopt *loose formation*.

> Note: Prussian player may use the "Dense Columns" optional rule, in which case his infantry's BS increases by 1, however becoming "Conspicuous target" in the process.

Summary Chart:	Doctrine	BS	TM	Fire	Assault	Special
German Line Infantry	Close/Dense	3/4	2 UD	"D"	Regulars	
Prussian Line Infantry	Close/Dense	3/4	2 UD	"D"	Regulars	Dashing
German Reserve Infantry	Close/Dense	2/3	2 UD	"D"	Militia	
Prussian Guard Infantry	Close/Dense	4/5	2 UD	"D"	Choc	
Jägers Infantry	Loose/Close	3/4	2 UD	"D"	Regulars	
Heavy Cavalry	Close	4	3 UD	"G"	Choc	Dash./Cons.
Light Cavalry	Close	3	4 UD	"G"	Regulars	Dash./Cons.
French Line Infantry	Close	3	2 UD	"C"	Regulars	
French Colonial Infantry	Loose/Close	3/4	2 UD	"C"	Regulars	Bold/Stub.
French Mobile Infantry	Close	2	2 UD	"C"	Militia	Bold
French Guard Infantry	Close	4	2 UD	"C"	Choc	
French Light Infantry	Loose/Close	3/4	2 UD	"C"	Regulars	

FRENCH LINE DIVISION 1870

Doctrine: Close Order
Reactivity Level: Trained (BS 3)
Travel March: 2 UD
Firing: "C" Class Unit
To Hit Number (not moving/moving):
  *4/2 (close range, 1 UD)
  *3 (medium range, 2 UD)
  *1 (long range, 3 UD)
Assault Classification: Regulars (1/2/3)
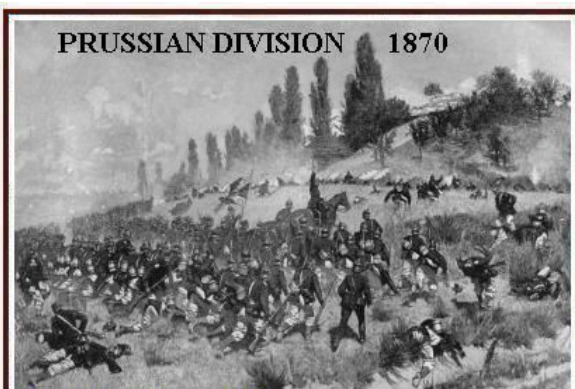
PRUSSIAN DIVISION 1870

Doctrine: Close Order
Reactivity Level: Trained (BS 3)
Travel March: 2 UD
Firing: "D" Class Unit
To Hit Number (not moving/moving):
  *3/1 (close range, 1 UD)
  *2 (medium range, 2 UD)
  *2 (long range, 3 UD)
  *1 (extreme range, 4 UD)
Assault Classification: Regulars (1/2/3)
Special: Dashing

"Froeschwiller, 1870"

German player (5th and 11th Corps, + Wurttemberg and Bavarian elements):
- 2 Bavarian line infantry units (5 stands each)
- 1 Bavarian Jägers unit (light infantry, 4 stands)
- 1 Bavarian Uhlans unit (light cavalry, 2 stands)
- 6 Prussian line infantry units (5 stands each)
- 1 Prussian Jägers unit (light infantry, 4 stands)
- 1 Hussars unit (light cavalry, 2 stands)
- 1 Dragoons unit (heavy cavalry, 2 stands)

Reinforcements:
- 2 Wurttemberg line infantry units (4 stands each)
- 1 Wurttemberg Jägers unit (light infantry, 4 stands)

French player (1st Corps, + elements from 7th Corps):
- 7 line infantry units (3 stands each)
- 2 Zouaves/Turcos units (colonial infantry, 4 stands each)
- 1 *Chasseurs à pied* unit (light infantry, 4 stands)
- 1 Cuirassiers unit (heavy cavalry, 3 stands)

Reserve :
- 2 Cuirassiers units (heavy cavalry, 3 stands each)
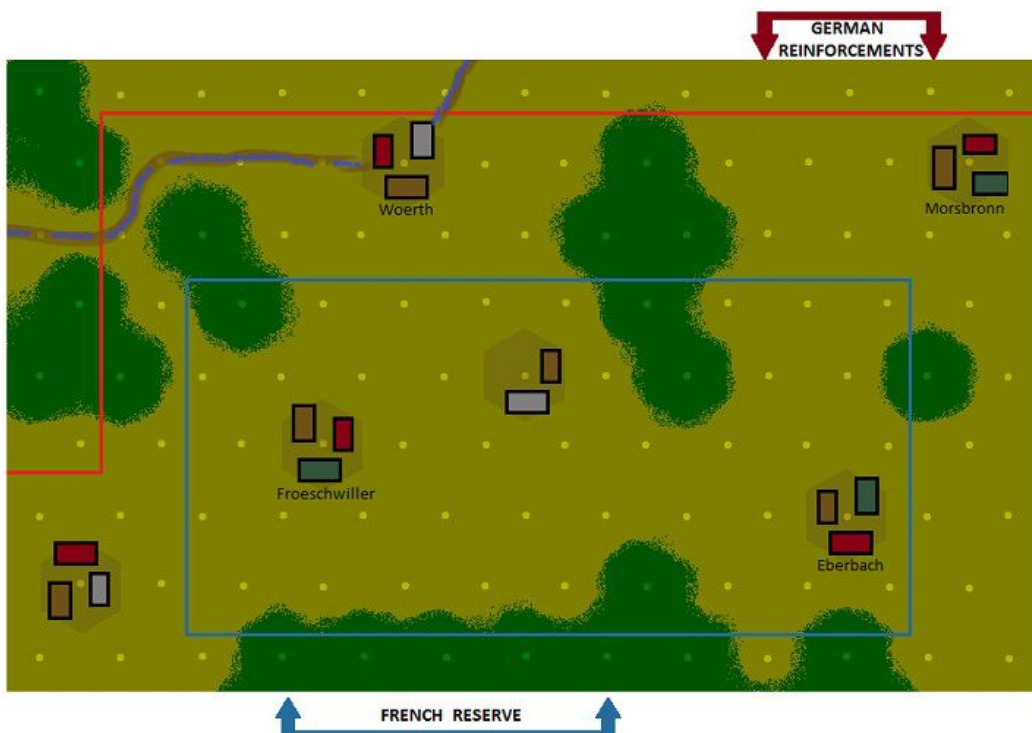
In red: German deployment. Bavarian units must be deployed in the left side row. German player wins if he takes both Froeschwiller and Eberbach; he wins a resounding victory if he achieves these objectives without having committed his reinforcements.

In blue: French deployment (first). French player wins if he manages to re-take and control both Woerth and Morsbronn for two consecutive game turns; he wins a resounding victory if he achieves his objectives without committing his reserve.

"Borny 1870"

German player (1st and 7th Corps):

- 8 line infantry units (4stands each)
- 1 Jägers units (light infantry, 4 stands)
- 1 heavy cavalry unit (3 stands)

Reinforcements:

- 1 light cavalry unit (3 stands)
- 1 line infantry unit (4 stands)
- 1 Jägers unit (light infantry, 2 stands)

French player (3rd and 4th corps):

- 12 line infantry units (3 stands each)
- 2 *Chasseurs à pied* units (light infantry, 3 stands each)
- 1 Guard infantry unit (4 stands)
- 1 light cavalry unit (2 stands)
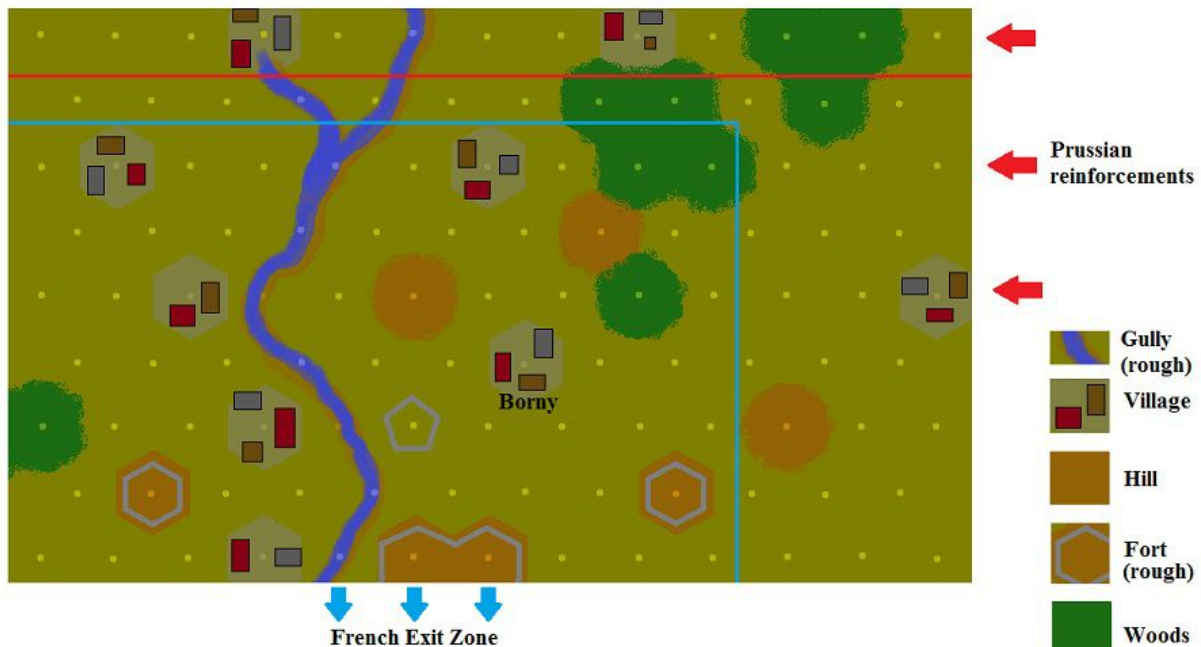
French player deploys first.

In red: Prussian deployment. Prussian player wins if he occupies Borny, or if he inflicts more than 25% losses (12 stands) to his foe; he wins a decisive victory if he manages to achieve both objectives within 8 game turns.

In blue: French deployment. French player wins if he manages to evacuate 75% of his force (36 stands) before the end of turn 8; he wins a decisive victory if he achieves his objective and keeps control of the four villages south of the map in his deployment area.

Reinforcements and evade moves

At the end of each turn, both players roll 1d6; Prussian reinforcements may enter and French evade moves may begin if 5/6 is rolled at first turn, 4/5/6 at second, 3/4/5/6 at third, etc.

Prussian reinforcements may enter anywhere in the first row of sectors of the half north of the east side, including the village.

"Coulmiers, 1870"

Note: you must read the "*Saving the guns*" expansion before playing the following scenarios.

French force (XV & XVI Corps):
- 3 line infantry units (4 stands each)
- 3 mobile infantry units (4 stands each)
- 1 colonial infantry unit (5 stands)
- 2 light infantry units (3 stands each)
- 1 *Chasseurs à Cheval* unit (light cavalry, 3 stands)
- 1 reserve artillery battery (muzzle loading rifled guns, 3 stands)

Bavarian force (1ˢᵗ Corps):
- 4 line infantry units (5 stands each)
- 1 light infantry unit (4 stands)
- 1 *Chevaux Legers* unit (light cavalry, 3 stands)
- 1 reserve artillery battery (breech loading rifled guns, 3 stands)

Light blue: Bavarian deployment area; Dark blue: French deployment area.

Special rules:
- French line infantry may adopt loose formation tactics, in which case its BS and Assault Classification are reduced by one.
- Bavarian infantry is tired, and thus is treated as *reserve infantry*.

Victory conditions:
French player wins a resounding victory if he whips every enemy unit from the battlefield.
Bavarian player wins a resounding victory if he repels the French forces and manages to occupy the central village for three consecutive turns.

Quick reference cards

FRENCH COLONIAL INFANTRY 1870

Doctrine: CloseOrder/Loose Order
Reactivity Level: Elite (BS 4/3)
Travel March: 2 UD
Firing: "C" Class Unit
To Hit Number (not moving/moving):
   *4/2 (close range, 1 UD)
   *3 (medium range, 2 UD)
   *1 (long range, 3 UD)
Assault Classification: Regulars
Special: Bold/Stubborn
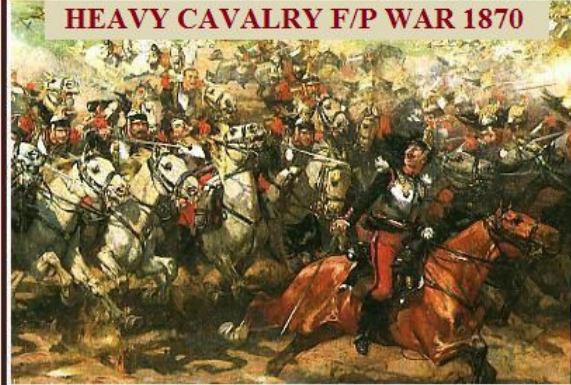
HEAVY CAVALRY F/P WAR 1870

Doctrine: Close Order
Reactivity Level: Elite (BS 4)
Travel March: 3 UD
Firing: "G" Class Unit
To Hit Number: 1 (close range, 1 UD)
Assault Classification: Choc (1/2/3/4)
Special: Dashing/ Conspicuous Target

LIGHT INFANTRY F/P WAR 1870

Doctrine: Loose Order

Reactivity Level: Elite (BS 3)

Travel March: 2 UD

Firing: "C" or "D" Class Unit

Assault Classification: Regulars (1/2)

LIGHT CAVALRY F/P WAR 1870

Doctrine: Close Order
Reactivity Level: BS 3
Travel March: 4 UD

Firing: "G" Class Unit
To Hit Number:
*1 (close range, 1 UD)

Assault Classification:
Regulars (1/2/3)

Special: Dashing/Conspicuous

http://regles.wargames.monsite-orange.fr

"Josnes, 1870"

French force (XVI, XVII and XXI Corps):
- 1 Leader (Chanzy, + 2)
- 3 line infantry units (4 stands each)
- 3 mobile infantry units (4 stands each)
- 1 marine infantry unit (3 stands)
- 2 light infantry units (3 stands each)
- 2 light cavalry units (2 stands each)
- 1 reserve artillery battery (muzzle loading rifled guns, 3 stands)

German force (1ˢᵗ Bavarian Corps and IX Prussian Corps):
- 1 Leader (Frederick-Charles, + 1)
- 2 Bavarian infantry units (4 stands each)
- 4 Prussian infantry units (5 stands each)
- 2 light cavalry units (2 stands each)
- 1 cuirassiers unit (2 stands)
- 1 reserve artillery battery (breech loading rifled guns, 3 stands)

Reinforcements:
- 3 Prussian infantry unit (5 stands each)
- 1 Hessian infantry unit (5 stands)
- 1 Jägers unit (4 stands)

Red : German deployment area; Dark blue: French deployment area. The river is impassable, except on the bridges. German reinforcements may enter from the end of turn 1 if 5/6 is rolled on 1d6 at first try, then 4/5/6 at the end of turn 2, etc.

Victory conditions:
French player wins a resounding victory if he manages to maintain a defensive line in the large wooded area for 8 turns **and** evacuate about 75% of his forces (9 units or 30 stands). German player wins a resounding victory if he prevents both French victory conditions.

" St Privat, 1870 "
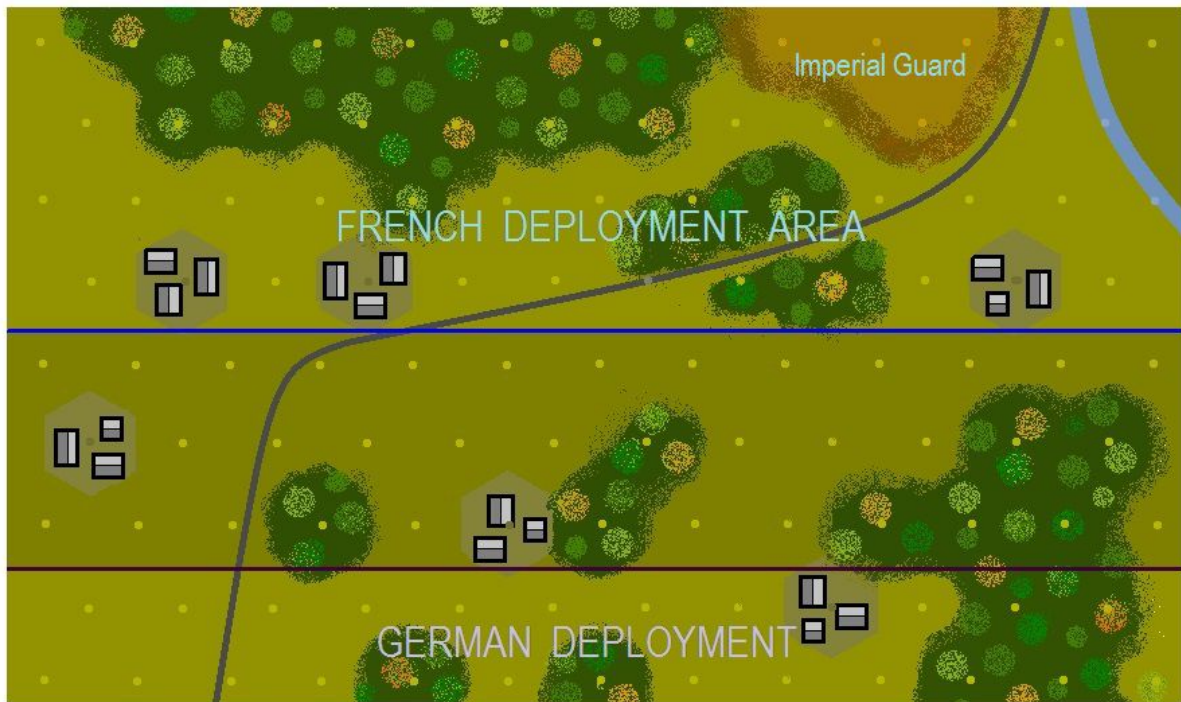
French force:
- 10 line infantry units (3 stands each)
- 1 line infantry unit (4 stands)
- 1 light infantry unit (3 stands)
- 2 Guard infantry units (5 stands each)
- 1 heavy cavalry unit (3 stands)
- 1 light cavalry unit (3 stands)
- 1 reserve artillery unit (muzzle loading rifled guns, 3 stands)
- 1 reserve artillery unit (muzzle loading rifled guns, 2 stands)

Prussian force:
- 7 line infantry units (5 stands each)
- 7 line infantry units (4 stands each)
- 1 light infantry unit (4 stands)
- 1 light cavalry unit (3 stands)
- 2 reserve artillery units (breech loading rifled guns, 3 stands each)

Prussian Reinforcements:
- 2 line infantry units (5 stands each)
- 2 Guard infantry units (5 stands each)
- 1 heavy cavalry unit (3 stands)
- 1 reserve artillery unit (breech loading rifled guns, 3 stands)

The river Moselle is impassable.
Prussian reinforcements may enter anywhere and anytime on the southern edge, but infantry units must be made of "recycled" lost stands in order to compel the Prussian player to attack regardless of losses.
A player may claim a complete victory only if he entirely wipes out it's opponent force.

"Mars la Tour, 1870"
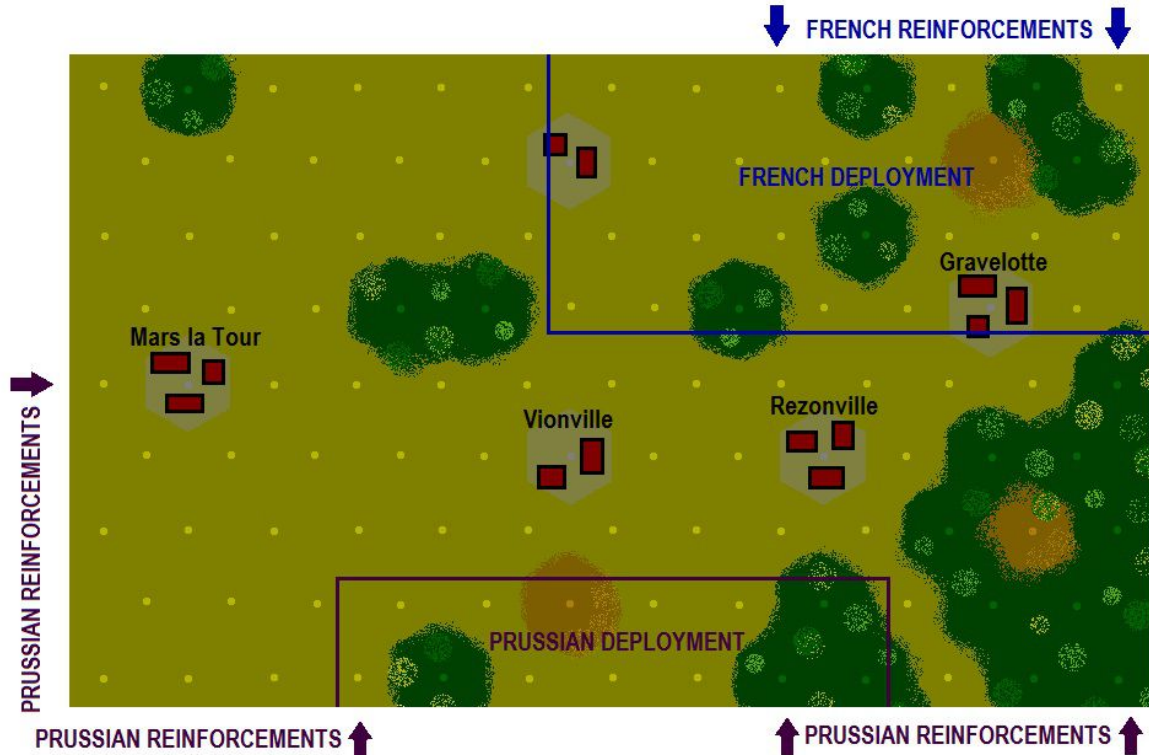
French force:
- 5 line infantry units (3 stands each)
- 2 Guard infantry units (5 stands each)
- 2 heavy cavalry units (3 stands each)
- 2 light cavalry units (3 stands each)

Reinforcements :
- 2 line infantry units (3 stands each)
- 1 light cavalry unit (3 stands)

Prussian force:
- 2 line infantry units (5 stands each)
- 1 light cavalry unit (3 stands)
- 1 heavy cavalry unit (3 stands)
- 1 reserve artillery unit (breech loading rifled guns, 3 stands)

Reinforcements (South/West):
- 1 line infantry unit (5 stands)
- 1 line infantry unit (4 stands)
- 1 heavy cavalry unit (3 stands)
- 1 light cavalry unit (3 stands)

Reinforcements (South/East):
- 1 heavy cavalry unit (3 stands)
- 1 line infantry unit (4 stands)

German reinforcements (West) may enter from the end of turn 1 if 6 is rolled on 1d6 at first try, then 5/6 at the end of turn 2, etc. Next, renew same process for East reinforcements.
Gerrman player wins a resounding victory if he manages to take the four hamlets ; French player wins only if he wipes out from tabletop every enemy unit. Otherwise is a draw.