

## Franco-Prussian War Derived Errata by Donald Johnson 09/01/2016

### Zone of Control, Enemy Unit Adjacency, and Stacking Cost Summary:

For the following discussion, an inverted dummy unit acts like a combat unit.

An unentrained combat unit not in a fort has a ZOC of the 6 hexes around it except a ZOC does not extend across a river, into an enemy combat unit or fort, or off the playable portion of the map.

An EB unit, an entrained unit, and a fort (including units in the fort hex) does not have a ZOC. A combat unit must stop when it enters an enemy ZOC unless it makes a hasty attack and reveals an enemy dummy unit.

It costs a combat unit 3 MP to enter an enemy ZOC and 1 MP to leave, except it may enter a enemy ZOC by making a hasty attack but then the unit may not do a normal combat.

An EB unit may **not** voluntarily move next to an enemy combat unit, fort, or EB unit, but may setup next to them and when involuntarily moved may end up next to them.

An entrained unit may **not** start or move next to an enemy combat unit or fort.

It costs 2 MP to stack or unstack on an unentrained friendly combat unit not in a fort.

### Rail Movement:

- 1) A reinforcement unit that arrives by rail counts against the rail movement limits of 2 units for the Germans and 1 unit for the French. This has implications for entrained reinforcements. In the Standard game, the French have an entrained reinforcement on turn 1, this means that they cannot entrain another unit on turn 1; and the Germans have entrained reinforcements on turns 4, 5, and 6, this means that on the previous turns 3, 4, 5 that they may have at most 1 unit entrained at the end of each turn or else they would end up with too many units being entrained.
- 2) The rules say French units may move off the map by rail; the units that can do this are an entrained combat unit and EB units; when this happens, keep track of the number of rail hexes moved off the map on paper. (Otherwise, fixing a map edge rail hex for French supply purposes is essentially impossible.)

### EB Units:

- 1) Only 1 German EB unit per side of a river may roll to try to cross a river when first attempted. It is possible that 2 EB units could try to cross a river for the first time from both sides of the river, then each gets to roll.
- 2) After an EB unit fails a river crossing, record that the crossing roll has been made for that river hexside on paper, so that the EB unit may automatically cross that river hexside on the next turn.
- 3) EB units may **not** move voluntarily next to a combat unit or a fort, but may setup there or be involuntarily moved there when "pushed" by enemy movement.
- 4) When a French EB unit is pushed back by enemy units, it can happen that the closest rail line is just off the map. Do not jump to a different rail line.

### National Boundaries:

Belgium may never be entered so the map design omits the hexgrid for it.

Unless the German player is using Optional OOB C: Luxemburg alliance not canceled in 1867, the country of Luxemburg may not be entered, Zones of Control do not enter it, the Luxemburg fort may be ignored, and the Luxemburg rail lines may not be used for either moving combat units by rail or for supply. If OOB C is being used, then the Luxemburg fort is used and the Luxemburg rails are a part of the German rail net for all purposes.