Introduction
Franco-Prussian War is an historical simulation of the conflict between the French Empire and the Kingdom of Prussia, with its German Allies. The game covers only the period of the defeat of the French Imperial Armies, from August 1 through September 2, 1870. The map on which the game is played covers the important areas of Germany and eastern France.

There are two main versions of the Franco-Prussian War game. The first version, the Basic Game, familiarizes the players with the map and forces involved, as well as the basic strategy and tactics of the game. The Standard Game introduces the rules for tactical limited Intelligence, by the use of dummy counters and hidden forces. There are two independent Optional Rules introducing strategic limited Intelligence, and the use of Formation status for all Combat units.

Game Equipment
The Game Map: the 22" x 28" map sheet portrays the area along the border of France and the German States where the crucial battles of the Franco-Prussian War were fought. A hexagonal grid is printed on the map in order to regulate movement and position of the playing pieces.

The Playing Pieces: Two differently colored sets of playing pieces (henceforth known as units) are supplied. These units represent the actual forces controlled by each side in the original campaign. There are a number of different types of units, and various markers are also supplied to record certain game functions. The playing pieces are distinguished by color, type, strength, and mobility, as represented by various numbers and symbols on the face of the piece.

Typical Combat Unit

FORMATION STATUS MARKERS

ETENDED CONCENTRATED FORMATION FORMATION

EB UNIT ENTRAINED MARKER

FORTIFICATION UNIT Combat Strength (defense only)

Dummy FRENCH PRUSSIAN

Unit Symbol (infantry)

It is highly recommended that the Players sort their units by type and color immediately after removing them from the sheet, and to keep them segregated in envelopes, bags, etc. This greatly facilitates subsequent setting up and playing of the game.

How the Playing Pieces Are Used
Combat units represent mobile Field Formations. All Combat Units of a particular Player's army have an identical ability to move, termed the Movement Allowance. This Allowance is "eight" for all Prussian, and "six" for all French units.

Fortification units are immobile; they may never move from the hex of their initial placement, as dictated by the Fortification Initial Placement Chart.

EB units are simply railway repair troops which mark the furthest penetration of German supply lines into France, or vice-versa.

Entrained markers merely denote that a combat unit is entrained, i.e., that it has moved by rail and has not detoured as of yet.

Dummy counters and Formation Status markers are used only in the Standard Game and the Optional Rules and are explained there.

All Playing Pieces in the Basic Game are used in a face-up position, i.e., with the printed face showing.

Game Charts and Tables: various visual aids are provided for the Players to simplify and illustrate certain game functions. The Combat Results Table details the resolution of combat, and explains the possible results, as resolved by a comparison of Combat Strengths and a die roll. The Initial Forces Chart indicates the starting location of each Players beginning Combat units. The Fortification Initial Placement Chart details the placement of Fortification units. The Turn Record/Reinforcement Chart enables the Players to keep track of the progress of the game, and indicates when additional forces are to be brought onto the map. The Terrain Effects Chart lists the effects of terrain on movement and combat, and lists all other movement restrictions and costs. The Victory Points Chart indicates what goals the Players must achieve to win the game.

Definition of Terms
Combat Strength: the Combat Strength of each Combat unit indicates the basic offensive and defensive strength of each unit, and is composed of Combat Strength Points. Thus, a combat unit with a Combat Strength of "8" has a basic offensive and defensive Strength equal to eight Combat Points.

Movement Allowance: the Movement Allowance for each unit is the basic number of hexes it can move during each Friendly Movement Phase. It is composed of Movement Points. Thus a French Combat unit with a Movement Allowance of "6" can expend six Movement Points during the French Player's Movement Phase.

Game-Turns: each complete turn of the game is called a Game-Turn. Each Game-Turn is composed of two Player-Turns. Each Player follows a three-phase procedure during his Player-Turn.

BASIC GAME

GENERAL COURSE OF PLAY
Franco-Prussian War is a two-player game, each Player, in turn, moves his units, and then executes attacks. The Prussian Player's objective is to destroy and isolate French Combat Units, while gaining territory and minimizing his own combat losses. The French Player's objective is to hold territory, while destroying and isolating Prussian units, and to minimize his own combat losses.

Combat is resolved by comparing Combat Strengths of adjacent opposing units, and expressing the comparison as a basic probability ratio. A die is rolled and the outcome decided by comparing the die-roll to the odds on the proper Combat Results Table, after accounting for terrain effects as indicated on the Terrain Effects Chart.

Basic Game Sequence of Play
Each Game-Turn is composed of two Player-Turns and proceeds as follows:

1. German Player-Turn: The German Player-Turn is composed of three sequential phases:
   A. Reinforcement Phase: The German Player consults the Turn Record/Reinforcement Chart and places any arriving units on the map according to the chart.
   B. Movement Phase: The German Player moves his units in any direction, up to their full Movement Allowance, within the restrictions and benefits as outlined in the Movement and Zones of Control sections of the rules, and the Terrain Effects Chart.
   C. Combat Phase: The German Player may now attack any opposing units adjacent to his units, and resolve these combats, according to the Combat rules.

2. French Player-Turn: The French Player now follows the same three-phase procedure of bringing in reinforcements, moving, and resolving combat in exactly the same manner as did the German Player.

3. At the conclusion of the French Player-Turn, one Player should adjust the Turn Record Marker to indicate the completion of the first Game-Turn. The second Game-Turn now begins with the German Player-Turn procedure, etc. Play proceeds for a total of eleven Game-Turns, after which the game ends.

MOVEMENT

General Rule: During the Movement Phase of a Player's Turn, the Player may move as few or as many of his units as he wishes. Each unit may move as many hexes as desired within the limits of its Movement Allowance, the Terrain Effects Chart, and the Zones of Control rules.

Procedure: Move each unit individually, tracing a path of its movement through a line of continuous hexes on the hexagonal grid. Note that units in stacks (more than one unit per hex) cannot move as a stack. Each unit must be moved individually, and finish its movement, before the next unit can be moved.
Cases:
(A) The Movement Allowance of each Prussian Combat unit is eight Movement Points. The Movement Allowance of each French Combat unit is six Movement Points. Each EB unit may move up to four hexes along a rail line (regardless of terrain) in a given Movement Phase. A Fortification Counter may never be moved from its initial placement.
(B) Movement is never required; it is always voluntary.
(C) Basically, each unit expends one Movement Point of its total Movement (point) Allowance for each hex entered. To enter some types of hexes, more than one Movement Point is expended, as explained on the Terrain Effects Chart.
(E) Unused Movement Points are not transference between units, nor may they be accumulated from one Movement Phase to another.
(F) No enemy movement is permitted during a Player's Movement Phase.
(G) Supply sometimes affects movement (see supply rules).
(H) Zones of Control and the Terrain Effects Chart affect movement (see those rules and the chart).
(I) Units may never enter a hex containing Enemy Combat or Fortification Units.
(J) Units may move over any combination of terrain features in the same Movement Phase, provided they have enough Movement Points to expend as they enter each hex.
(K) Enemy Combat Units may not freely pass over other Friendly Combat Units; rather, they are forced to pay a movement penalty of two additional Movement Points to move onto, and two additional Movement Points to move off of, a Friendly Combat Unit. Note that EB and entrained Combat Units (whether moving or being moved over) are ignored for stacking and Movement Point penalties (see stacking rules).
(L) See the Rail Movement rules for another way of moving units.
(M) A unit may not move into a hex if it does not possess sufficient remaining Movement Points to enter that hex. This is true even if the unit is thus unable to move a single hex in a given Movement Phase.
(N) All movement must be done during a Friendly Movement Phase (exception: advance after combat, Combat Case K).

ZONES OF CONTROL

General Rule: The six hexagons immediately surrounding a given Combat Unit (or stack of Combat Units) constitute that unit's Zone of Control. Hexes upon which this Zone of Control is being exercised are called "controlled" hexes. These Zones of Control are termed "rigid" since Enemy units may not move directly from one Friendly controlled hex to another, even if of another Enemy unit. They are termed "inactive" since opposing units in one another's Zones of Control need not attack.

(C) Only unentrained Combat Units have a Zone of Control. Other units and markers, including entrained Combat Units, have no Zone of Control.
(D) Combat Units in the same hex as Fortification Units lose their Zone of Control. They are considered to be "in" the fort, and exert no control over adjacent hexes. Moreover, Enemy Zones of Control of units adjacent to the fortification with a Friendly Unit do not affect that unit. Enemy Zones of Control do not extend into hexes occupied by Friendly Fortification Units.
(E) To enter or move out of an Enemy-controlled hex carries an additional Movement Point cost above and beyond the normal cost of moving that one hex. It costs three additional Movement Points to enter an Enemy-controlled hex, and one additional to leave.
(F) Enemy Zones of Control never extend into hexes occupied by Friendly Combat Units.

RAIL MOVEMENT

General Rule: Combat Units may move by rail, and increase the extent of their movement by doing so. The French Player may have one Combat Unit enfrained each Movement Phase. The German Player may have two entrained Combat Units each Movement Phase.

Procedure: There are three steps to moving by rail. First, the Combat Unit must be on a rail hex (whether it began on the rail hex or moves to it). It must then expend two Movement Points, without gaining any movement from this expenditure, and an "entrained" marker is placed on the unit. Second, the Combat Unit, once entrained, may move up to eighteen hexes along the rail line by expending one Movement Point. It may move as far as it wishes along the rail line, up to the limits of its remaining Movement Points. The unit may end the Movement Phase entrained, or it may detain. Third, a unit detains by expending one additional Movement Point and removing the entrained marker. Units may only be detained if they have sufficient Movement Points to do so.

Cases:
(A) "A unit moving on a rail line" is defined as one which is moving from one rail hex to another across hexideses crossed by the rail line itself. Units may not move by rail directly from one rail hex to another if the two hexes are not connected by a rail line across the hexside.
(B) Units may not move by rail, detain, or detract in hexes adjacent to Enemy Combat or Fortification Units.
(C) Units may only move by rail in their home country, i.e., French Combat Units may only use rail lines in France, and German Combat Units may only use rail lines in Germany.

(D) In addition to the restrictions of Case C, a rail line which has been moved onto by an Enemy Unit during the course of a game may not be used for rail movement at all subsequently. This is signified by placing a "rail cut" marker on that hex. The French Player receives an EB unit on both sides of the "cut" in his next Movement Phase. To repair a cut, a Friendly EB unit must simply move into the cut hex, and remove the marker. Supply lines may not be traced by rail through a cut rail line, nor may units move by rail through them.

(E) Players are limited in the number of units that may be entrained in a particular Movement Phase. The French Player is limited to one Combat Unit, and the German to two. This means that if the French Player began a Movement Phase with a unit entrained, he would not be able to entrain another unit in that same Movement Phase.

(F) Certain rail lines that lead off the edge of the map are connected (off the map) to other rail lines leading off the map edge. Units may move off the map and re-enter at a rail line that is connected to the one that was moved off. The number of hexes that this off-map movement is equivalent to is the size of the box for the connecting rail lines. Units may only move off the map by rail.

EB UNITS

General Rule: EB units represent railway repair crews, and, in the same, represent the furthest point along an Enemy rail line from which supply may be drawn (see Supply Rules).

Procedure: The Prussian Player receives as many EB units as he wishes during the course of the game. The French Player receives two EB units at the beginning of the game, and one thereafter.

Cases:
(A) Both French and Prussian EB units may begin the game on any Friendly Home Country rail line. Later in the game, at the beginning of a Friendly Movement Phase, the Prussians may place additional EB units on the map. These may be placed on any Friendly Home Country rail hex that is not "cut" (see Case E), or they may be placed on the same hex as other Prussian EB units on secured rail lines in France.

(B) Although EB units secure rail lines for supply purposes, these secured rail lines may not be used for Rail Movement. EB units may move by rail on Friendly (Home Country) rail lines.

(C) EB units may not be destroyed. If an Enemy unit attempts to move into the same hex as an EB Unit, it is moved back down the secured rail line toward the Friendly Country until the Enemy unit ceases to push. If a path down the secured rail line is blocked by another Enemy unit, the EB unit skips over that unit to the next hex unoccupied by an Enemy unit and closer to the Friendly territory.

(D) EB units are not in any way similar to Combat or Fortification units. They have no Zones of Control, nor do they impede Enemy movement or supply lines in any manner.

(E) When a French unit moves into a rail line hex previously secured by a German EB unit, or onto a German Home Country rail line, it "cuts" that rail line. Place a "Rail Cut" marker on that hex. The French Player receives an EB unit on both sides of the "cut" in his next Movement Phase. To repair a cut, a Friendly EB unit must simply move into the cut hex, and remove the marker. Supply lines may not be traced by rail through a cut rail line, nor may units move by rail through them.

(F) When a Prussian unit moves into a rail line hex previously secured by a French EB unit, or a French Home Country rail line, it "cuts" that rail line. Place a "Rail Cut" marker on that hex. The French Player receives an EB unit on both sides of the "cut" in his next Movement Phase. To repair a cut, one of the existing three French EB units must move into that hex. Then the "Rail Cut" marker is removed. The effects of cut rail lines are explained in Case E.

(G) Once an EB unit has cleared a rail line in the Enemy Home Country, it may not be used by the opposing Player for Rail Movement.
(H) Whenever an EB unit attempts to cross a river hexside in the course of opening a rail line in an Enemy country, it must first roll the die. If the die-roll result is a 1, 2, or 3, it may continue to move along the rail line, and finish its movement. If the die-roll result is a 4, 5, or 6, the EB unit must stop, and move no further in the Movement Phase. On the following Friendly Movement Phase, the EB unit may continue its movement. (This represents the somewhat sporadic destruction of their own rail lines by the French.)

(I) EB units may not voluntarily move adjacent to, or onto, Enemy Combat or Fortification Units, or Enemy EB units.

STACING
(more than one unit per hex)

General Rule: Although units may move individually, they may end their Movement Phase stacked with (in the same hex as) another Friendly unit. There is no limit to the number of units which may end the Movement Phase on the same hex. There is an additional Movement Point cost to enter or leave a hex occupied by another Friendly unit.

Cases:
(A) To enter or leave a hex which is occupied by another Friendly unit, costs an additional two Movement Points, above and beyond the usual cost to enter that hex.

(B) There is no additional Movement Point penalty for entering or leaving a hex with non-Combat units, entrained Combat units, or Combat units on a hex with a Friendly Fortification unit.

(C) Both Combat and Fortification units, while in the same hex, may not be separated by an Enemy Player attacking them, that is, the entire group of units in that hex (both Combat and Fortification) must be treated as one single defensive Combat Strength when attacked.

(D) Friendly Combat units in the same hex may attack into different hexes; see Combat, Case D.

UNIT REDUCTION

General Rule: The Combat and Fortification Units in Franco-Prussian War are unitary, i.e., they may never be combined into larger units, nor may they be split into smaller units. They may however be reduced in strength due to combat. In combat when a Fortification or Combat Unit takes losses (see the Combat Results Table), the unit(s) Involved are reduced in strength by subjoining another unit to reflect the Combat Point losses.

Procedure: A unit with a Combat Strength of “8” receives a loss, according to the Combat Results Table, of two Combat Points. That unit is removed and replaced with a “6” Combat Strength unit. The same procedure applies to both Fortification and Combat Units.

Cases:
(A) In a case where either the defender or attacker is composed of more than one unit in a particular combat action, the owning Player may distribute the Combat Point losses among the units involved in any fashion he wishes, as long as the separate losses are equivalent to the total. Players on the offensive in a hex with a Fortification unit may lose from either the Fortification unit or any Combat units in the fort, at their discretion.

SUPPLY

General Rule: There are three conditions of supply: supplied, unsupplied, or isolated. Combat units are determined to be in a state of supply, and in which state of supply, by being able to trace a supply line through the hexagonal grid to a Supply Source. Fortification units are always supplied.

Procedure: Units are determined to be supplied, unsupplied, or isolated for movement purposes at the beginning of their Movement Phase. Their supply condition for combat is determined at the instant of combat. To be supplied, a unit must be able to trace at least one continuous path of hexes which does not pass through Enemy occupied or controlled hexes to a Supply Source for no more than ten hexes. To be considered unsupplied, a unit must be able to trace a path of hexes no more than twenty-five hexes long, within the same restrictions. The supplied condition supercedes the unsupplied one. A unit is isolated if it fits neither the supplied or unsupplied definitions.

Cases:
(A) Each Player has two Supply Sources: rail lines leading off the edge of the map, and undestroyed Fortification units. The French Player may use all of the French rail lines leading from the west and south edges of the map as a Supply Source. In addition, each Fortification unit may be used as a Supply Source for one (and only one) Combat Unit. The fortifications at Metz and Strasbourg are exceptions to this: each of these may supply an infinite number of Friendly units. The Germans have a single Supply Source which is marked with an “S” at the northeast corner of the map. They may use German fortifications as a Supply Source, but only one unit may be supplied from each German Fortification. If a Fortification unit is destroyed (i.e., its Combat Strength is reduced to zero), it may no longer be used as a Supply Source.

(B) To use a rail line as a Supply Source, a Player must be able to trace the rail line from the edge of the map; any hex along that rail line may be used as a Supply Source, if it has not been cut. A rail line is cut by an Enemy unit moving across it. Supply Sources may only be traced from the edge of the map to the nearest hex that has been cut.

(C) Each Player may extend his rail lines into the other Player’s country for supply purposes only. This is done by EB (Eisenbahn Bau-truppen) units; see the rules for these units.

(D) There are varying effects for the different supply conditions. Basically the Supply condition means that the unit may move and have combat in a normal fashion. The Unsupplied condition cuts both movement and combat abilities in half, i.e., the Combat Strength and Movement Allowance of unsupplied units are halved. Isolated units also have their movement abilities halved, and are unable to attack. The Supply Effects Chart summarizes these various conditions and effects.

SUPPLY EFFECTS CHART

<table>
<thead>
<tr>
<th></th>
<th>Supplied</th>
<th>Unsupplied</th>
<th>Isolated</th>
</tr>
</thead>
<tbody>
<tr>
<td>Combat Strength</td>
<td>Normal</td>
<td>Halved</td>
<td>None*</td>
</tr>
<tr>
<td>Movement Allowance</td>
<td>Normal</td>
<td>Halved</td>
<td>Halved</td>
</tr>
</tbody>
</table>

*Isolated units may engage in Hasty Attacks in the Standard version of the game.

COMBAT

General Rule: Combat occurs between adjacent opposing units at the discretion of the Player whose Combat Phase it is; this Player is considered to be the Attacker, while the other Player is considered to be the Defender, regardless of the overall strategic positions of the two Players.

Procedure: Total up the Combat Strengths of the Attacking units Involved in a specific attack, and compare it to the total Combat Strength of the defending Combat and Fortification units in the hex under attack. State the comparison as a probability ratio: Attacker’s Strength to Defender’s Strength. Round off the ratio downward to the nearest “whole” number, to yield the simplified odds found on the Combat Results Table; roll the die and read the result under the appropriate odds column for that die result. Apply the result of the combat immediately before going on to resolve any other combat.

Cases:
(A) During the Combat Phase of his turn, a Player may only attack those units to which Friendly units are adjacent. Only those Friendly units directly adjacent to a given Enemy unit may participate in the attack upon that Enemy unit.

(B) Units adjacent to Enemy units are not compelled to attack, nor does the attacking Player have to use every adjacent unit if he decides to attack. Attacking is completely voluntary. However, all units in the defending hexes must defend.

(C) No unit may attack more than once per Combat Phase. No Enemy unit may be attacked more than once per Combat Phase.

(D) More than one Enemy-occupied hex may be attacked by a given attacking unit (or group of attacking units); that is to say, different defending units on different hexes may be treated as objects of attacks which might be made by a one-hex group of attacking units if the attacking units happen to be adjacent to two or more Enemy-occupied hexes.

(E) An Enemy-occupied hex may be attacked by as many attacking units as can be brought to bear. Consequentially, as many as six stacks of units could be brought to bear against a single Enemy-held hex.

(F) Defending units stacked in the same hex must be attacked as a single combined Combat Strength, i.e., you may not individually attack individual units which are stacked together.

(G) Combat odds are rounded off in favor of the Defender. For example, an attack of 26 Combat Points against 9 Combat Points would round off to a two-to-one odds situation.

(H) If one unit in a stack is used in an attack, the other units in the stack need not participate in the same attack nor in any attack at all during that Combat Phase.

(I) Isolated units may not attack. See the Supply Effects Chart for other effects of supply.

(J) Flanking Attacks: When conducting a Flanking Attack, the attacking units have their Combat Strengths doubled (e.g., an attack with twelve Combat Strength Points is treated as if twenty-four Strength Points were being used). Units are considered to be conducting a Flanking Attack when there are two or more participating attacking units directly opposite each
other (as illustrated in diagram J-1) or when there are three or more participating attacking units arranged around the defender’s hex in a triangular formation (as illustrated in diagram J-2). The diagrams show give the minimum requirements for a Flanking Attack; there may, of course, be additional attacking units in the other hexes surrounding the defending hex.

Diagram J-1

Diagram J-2

To state the Flanking Attack requirements another way one would say this: In order to conduct a Flanking Attack the Attacking Player must have participating attacking units in, or adjacent to, every hex surrounding the Defender’s hex. When determining whether an attack is a Flanking Attack, the presence of uninvolved units (Enemy or Friendly) or of River hex-sides has no bearing.

If the Player so desires, he may attack at normal (undoubled) strength even though his attacking units may have fulfilled the requirements for a Flanking Attack.

Flanking attacks give no benefit when attacking Fortification units, or Fortification units and Combat units in combination.

(K) Advance after Combat option: Attacking units who have completely eliminated all defending units have the option, before resolving any other combat, to advance some, all, or none of the attacking units into the vacated defender’s hex. This must be done immediately after resolution of combat, before resolving any other combat. This optional advance does not expend any Movement Points.

(L) There are a variety of terrain effects on combat, which are detailed on the Terrain Effects Chart.

(M) See the Combat Results Table and Unit Reduction rules for resolution of combat and method of taking casualties.

FORTIFICATION UNITS

General Rule: Fortification units are similar to Combat units, with the exception that they are static, and unable to move from their Initial Placement. They increase the Combat Strength (for the defense) of Friendly Combat units in the same hex, and have an Intrinsic Combat Strength of their own, which may only be used on the defensive. Fortifications also have the effect of interdicting all supply lines within three hexes of their position.

Procedure: at the beginning of the game, Fortification units are placed on the map in accordance with the Fortification Initial Placement Chart.

Cases:
(A) Fortification units are not considered Combat units for any purposes other than combat resolution. They may be moved through freely by Friendly units, without any stacking or unstacking penalty, and have no Zone of Control.

(B) Combat units in Fortification units have their Combat Strength for defense doubled. In addition, the strength of the Fortification itself is added on for defense. Thus a Combat unit with a Combat Strength of “five” in a Fortification unit with a strength of “two” would defend as a combined Combat Strength of “seven.”

(C) Combat units in Fortification units lose their Zone of Control.

(D) Combat units in Fortification units lose their Combat Strength due to Enemy attacks, the unit is replaced by a lower Combat Strength unit. When this strength is reduced to zero it is placed in that hex. The Fortification is destroyed, and for all purposes, it ceases to exist.

(E) Although Fortification units have no Zone of Control, they do possess what is called a Zone of Interdiction. Extending on all hexes up to three hexes distant from the Fortification unit’s hex, this Zone of Interdiction interrupts all forms of Enemy supply lines, whether being traced from a rail line or along one, or from a Fortification. This Zone of Interdiction does not extend into hexes occupied by Enemy units or adjacent to them, Thus to control an Enemy Fortification’s interdicting power, it is necessary to “mask” it by placing units around it.

(F) Flanking attacks (see Combat, Case J) have no special effect against Fortification units or Friendly units in them. Such attacks are treated as ordinary combat.

(G) Fortification units may serve as Supply Sources (see Supply rules). Each Fortification may supply up to one Friendly Combat unit, except for Metz and Strasbourg which may supply an indefinite number of Friendly (French) units.

How to Set Up and Play the Game

After deciding which person will be what Player, the Players should set up their Initial Forces in accordance with the Initial Forces Chart. The French set up their forces first, the forces may be split among various Hexes listed in any fashion that the French Player wishes, with a limit of one unit to a particular location. These units are placed upside down, and the remaining locations should have dummy counters placed upside down in them. Both Players then place their Fortifications according to that chart.

Then the German Player places his units on the numbered hexes in Germany. These numbers correspond to the mobilization areas of the various armies; thus the number “1” hexes are the First Army mobilization hexes. The Germans may distribute their forces among the numbered hexes as they wish, These are placed face up.

Then the French Player turns all of his units face up, and removes the dummy counters. Normal play goes on in the same manner. If the French Player moves first, Periodically each Player receives reinforcements.

These are indicated on the Turn Record/Reinforcement Chart. These forces are received at the beginning of the Friendly Player-Turn during the Indicated Game-Turn. Play proceeds until the end of Game-Turn 11, when the Players’ performances are evaluated in terms of the Victory Conditions.

HOW TO WIN: Victory Conditions

The winner of Franco-Prussian War is determined by the net amount of Victory Points. The German Player receives Victory Points for depth of penetration into France, and destroying or isolating French Combat units. The French Player receives Victory Points for destroying and isolating German Combat units, and for depth of penetration into Germany.

At the end of the game (Game-Turn 11), each Player computes the number of Victory Points he has won for destroying Enemy Combat unit Strength Points during the game. To this must be added the number of Victory Points awarded at the end of the game to each Player for Isolated Enemy units. For this purpose, Combat units may not draw supply from Fortifications; if they are supplied from the招生 units, they are considered isolated. Also, the German Player receives Victory Points for the depth of his penetration into France, according to the numbers printed on the side of the map. The utmost supplied German unit from the Franco-Prussian border awards the German Player the number of Victory Points designated on the south edge of the map, according to the column of hexes that this unit is in. In addition, the German Player receives Victory Points for destroying and isolating units off the west edge of the map. The French Player also receives Victory Points for depth of penetration into Germany. For each hex that a French unit is distant from the Franco-German border, the French receive fifty Victory Points. This unit must be supplied at the end of the game, and may not draw this supply from a Fortification unit. If it has no other Source, no Victory Points are awarded for this penetration. After each Player has separately added up all of his Victory Points achieved, the French Player receives Victory Points at the beginning of the game, and the German Player receives Victory Points at the end of the game, the amount is then compared to the Victory Points Chart to compute the level of Victory, i.e., who won and how well.

Victory Points Chart

<table>
<thead>
<tr>
<th>Net Victory Points</th>
<th>Level of Victory</th>
</tr>
</thead>
<tbody>
<tr>
<td>60 or less</td>
<td>French Decisive victory</td>
</tr>
<tr>
<td>61 through 80</td>
<td>French Substantial Victory</td>
</tr>
<tr>
<td>81 through 100</td>
<td>French Marginal Victory</td>
</tr>
<tr>
<td>101 through 130</td>
<td>Draw, neither Player wins</td>
</tr>
<tr>
<td>131 through 150</td>
<td>German Marginal Victory</td>
</tr>
<tr>
<td>151 through 199</td>
<td>German Substantial Victory</td>
</tr>
<tr>
<td>200 or over</td>
<td>German Decisive Victory</td>
</tr>
</tbody>
</table>

The French Player receives Victory Points for the following:

5 Victory Points for each German Combat unit Strength Point destroyed.
3 Victory Points for each German Combat unit Strength Point isolated at the end of the game.
50 Victory Points for each hex of penetration into Germany from nearest French hex by a French unit at the end of the game supplied from a non-Fortification Supply Source.

The German Player receives Victory Points for the following:

5 Victory Points for each French Combat unit Strength Point eliminated.
3 Victory Points for each French Combat unit Strength Point isolated at the end of the game (supply may not be drawn from Fortifications for this purpose only).
10 Victory Points for each German Combat unit Strength Point moved off the west edge of the map, if the hex exited from is supplied at the end of the game.
10 to 184 Victory Points for the most advanced supplied German unit at the end of the game, according to the row of hexes that unit is on. No Victory Points are received for Enemy Fortification units destroyed, nor the progress of other units such as EB units.

**National boundaries**

Units may move freely within France and Germany, subject to supply and Zone of Control restrictions. Units may never enter Belgium or Luxembourg, in this Basic Game. Note: Germany is the area tinted light grey.

**INITIAL FORCES & PLACEMENT Basic & Standard Games**

**FRENCH FORCES:**

one B — at Chalons

two 2's, three 3's, two 10's* — at one or more of the following towns: Strasbourg, Bitche, Saarbrueck, Saarguemines, St. Avold, Forbach, Boulay, Metz, Thionville, Worth

three EB units — any French rail hex(es)

*In the Standard Game, four Dummy counters are added to this group.

**GERMAN FORCES:**

one B, one 3 — in any of the hexes numbered "1"**

two B's, three B's, two 3's — in any of the hexes numbered "2"**

two 3's, two 5's, two 6's — in any of the hexes numbered "3"**

any quantity of EB units — in any German rail hex(es)

*In the Standard Game, four Dummy counters may be placed in any of the numbered hexes.

**Reinforcement Chart**

<table>
<thead>
<tr>
<th>Dates</th>
<th>Game-Turn</th>
<th>REINFORCEMENTS</th>
</tr>
</thead>
<tbody>
<tr>
<td>1870</td>
<td>1</td>
<td>7* south edge of map</td>
</tr>
<tr>
<td>Aug. 1-3</td>
<td>2</td>
<td>1</td>
</tr>
<tr>
<td>Aug. 4-6</td>
<td>3</td>
<td></td>
</tr>
<tr>
<td>Aug. 7-9</td>
<td>4</td>
<td>1</td>
</tr>
<tr>
<td>Aug. 10-12</td>
<td>5</td>
<td>1</td>
</tr>
<tr>
<td>Aug. 13-15</td>
<td>6</td>
<td>1</td>
</tr>
<tr>
<td>Aug. 16-18</td>
<td>7</td>
<td>1</td>
</tr>
<tr>
<td>Aug. 19-21</td>
<td>8</td>
<td>1</td>
</tr>
<tr>
<td>Aug. 22-24</td>
<td>9</td>
<td>1</td>
</tr>
<tr>
<td>Aug. 25-27</td>
<td>10</td>
<td>1</td>
</tr>
<tr>
<td>Aug. 28-30</td>
<td>11</td>
<td>1</td>
</tr>
<tr>
<td>Aug. 31-Sept. 2</td>
<td>12</td>
<td>1</td>
</tr>
</tbody>
</table>

Units marked with an asterisk (*) enter the map entangled. All German reinforcements start “entrenched” and enter on the hex marked “*”. The four French Combat Point reinforcements in Game-Turn 6 may be used by the French Player only in raising the Combat Strength of existing units on the map. The unit to be reinforced must be brought to Chalons, and may be raised up to a Combat Strength not to exceed eight Combat Points. The number of reinforcing Combat Points is then reduced by that amount.

**Example**: a French Combat unit with a Combat Strength of six is brought to Chalons; it may be raised to a Combat Strength of eight by remaining stationary at Chalons for one Friendly Movement Phase. There would be two reinforcing Combat Points remaining.

**Fortification Initial Placement Chart**

<table>
<thead>
<tr>
<th>FRENCH Placement</th>
<th>Initial Combat Strength</th>
</tr>
</thead>
<tbody>
<tr>
<td>Meziéres</td>
<td>4</td>
</tr>
<tr>
<td>Sedan</td>
<td>2</td>
</tr>
<tr>
<td>Montmédy</td>
<td>2</td>
</tr>
<tr>
<td>Longwy</td>
<td>2</td>
</tr>
<tr>
<td>Chalons</td>
<td>4</td>
</tr>
<tr>
<td>Virdun</td>
<td>3</td>
</tr>
<tr>
<td>Thionville</td>
<td>2</td>
</tr>
<tr>
<td>Metz</td>
<td>6</td>
</tr>
<tr>
<td>Toul</td>
<td>3</td>
</tr>
<tr>
<td>Strasbourg</td>
<td>4</td>
</tr>
<tr>
<td>Langres</td>
<td>2</td>
</tr>
<tr>
<td>Colmar</td>
<td>2</td>
</tr>
</tbody>
</table>

**GERMAN**

Saarbrueckten 2
Trier 4
Luxemburg 3

**Commentary**

Dummy counters represent the atrocious intelligence available to both sides during the original campaign. They may represent small detachments of Enemy troops, or figments of imagination, which the opposing Player believes to be real. As such they are treated as real Combat units in every manner, except on the battlefield, when the surprised Enemy Player discovers their unreality.

The Basic Game rules apply in almost all cases in the Standard Game. Thus a new and complete set of rules is not necessary. Rather the additional and substituting rules for the Standard Game will be presented as annotations to the Basic Game rules. All Basic Game rules apply, unless specifically voided.

**Game Equipment**

All this equipment is the same as in the Basic Game, with the addition of Dummy counters to each Player’s Initial Placement. All Combat units are played face-down, i.e., with their backs facing the map. All Fortification units are EB units are used face-up, as in the Basic Game.

Although the Players might at first think that questions will arise as to the movement of Dummy counters, we hasten to remind them that each unit must move individually and finish its movement before moving any other unit, and that all Combat units (and Dummy counters) of the same Player have the same Movement Allowance (French, six; German, eight).

**GENERAL COURSE OF PLAY**

This remains essentially the same, except that the Movement Phase is broken up into three segments, each of which apply to every unit individually; that is, each unit must finish all applicable Movement Segments before another unit begins the Movement Phase.

A. **Reinforcement Phase**: In addition to the reinforcements brought on at this time, the Player whose Player-Turn it is may return to the map the Dummy counters of the Enemy Player he has revealed. These are returned on any hex with a Friendly unit (or Dummy counter) on it. These may be “shuffled” so that the Enemy Player cannot see which of the units is the newly placed Dummy counter.

B. **Movement Phase**: The Movement Phase is divided into three segments: the second and third segments apply only if the Combat unit moves adjacent to an Enemy unit during the first segment. During the entire Movement Phase, no unit may exceed its Movement Allowance.

1. **First Movement Segment**: The Player moves one of his units until it has moved as far as it wishes, or until it enters an Enemy Zone of Control. If it enters an Enemy controlled hex, it has the option of expending additional Movement Points to enter that hex, or not. If it does not expend those additional Movement Points, it must launch a Hasty Attack (see Probe Segment below). If it does expend the additional Movement Point, it may still launch a Hasty Attack, but may never recover the expended Movement Points. If the Player does not wish to make a Hasty Attack and is not forced to, continue moving other units (skip segments 2 and 3).

2. **Probe Segment**: The Player makes a Hasty Attack (see Combat, Cases N through R). He does this by allocating Combat Points of the Combat unit to an attack. The defender then reveals the defending units. If there is a non-Dummy unit, resolve the combat, and skip Segment 3; continue moving the rest of the units. If the Enemy unit is a Dummy counter, remove it and proceed to Segment 3.

3. **Second Movement Segment**: In this segment, all units which has exposed a Dummy counter may resume its movement, and finish it, applying its remaining number of Movement Points.
however this unit moves adjacent to another Enemy unit, it must return to Segment 2 and start the same procedure over again.

After each and every unit has finished its movement, the Combat Phase may begin. Note that only units which have expended the Movement Points to enter an Enemy Zone of Control may attack during this phase.

C. Combat Phase: Combat proceeds in the same fashion as in the Basic Game. First, the Defender reveals the identities of the units which are about to be attacked. If they should be Dummy units, they are removed, and the attacker may advance after combat (see Combat, Case K). The attacker need not reveal his units. If the defender consists of Dummy units, then the attacker must flip over his units also, and combat proceeds. Immediately after a combat is resolved, the engaged (and therefore exposed) units should be flipped over again to re-conceal their strength.

MOVEMENT
Movement is the same as the Basic Game, with the following revisions to the cases. Dummy units move in the same manner as Combat units, and use the same Movement Allowance.

[B) No normal combat may take place during the Movement Phase; however, Hasty Attacks may take place during the Probe Segment of the Movement Phase (see the Sequence of Play and Combat Cases N through R).

RAIL MOVEMENT
This also remains the same, with the exception that all references to Combat units should also be construed as to include Dummy counters.

ZONES OF CONTROL
The Zones of Control rules undergo some modification, owing to the concepts of Dummy units and Hasty Attacks. The following cases of the Basic Game are revised.

All references to Combat units should be construed as to include Dummy units.

[A) All units must cease movement upon entering an Enemy controlled hex, unless by a Hasty Attack they discover that the hex is controlled by a Dummy counter only. If this is so, then they may resume movement and finish expending their remaining Movement Points.

[E) To enter or leave an Enemy controlled hex carries an additional Movement Point cost, above and beyond the normal cost of moving that one hex. It costs three additional Movement Points to enter an Enemy controlled hex, and one additional to leave. However, a unit, in the course of its movement, may enter an Enemy controlled hex, and not pay the additional movement penalty; this course of action commits the unit to making a Hasty Attack, and, if the defending unit is not a Dummy marker, prevents it from making an attack during the Combat Phase.

STACKING
Stacking remains the same, with the usual change of interpreting Combat units to mean Dummy counters also.

UNIT REDUCTION
Unit reduction remains exactly the same as in the Basic Game.

COMBAT
Combat remains exactly the same as before, with the understanding that this applies only to normal combat during the Combat Phase, and not to Hasty Attacks delivered during the Probe Segment of the Movement Phase. When attacking, the defender reveals the identity of his units first, and then the attacker. If the defender is composed solely of dummy counters, the attacker need not reveal his units, Dummy counters may not attack.

These additional rules are for Hasty Attacks.

(N) Hasty Attacks: Hasty Attacks are those made during the Probe Segment of a Player’s Movement Phase. Since only one unit may move at a time, only one unit may be the attacker in any Hasty Attack. It may attack only one Enemy occupied hex when making this type of attack.

[O) Units making Hasty Attacks may allocate only a portion of their Combat Strength to the attack. This a Combat unit with a Combat Strength of “5” might allocate only one Combat Point to the attack.

[P) Units making Hasty Attacks have their allocated Combat Strength for the attack halved for odds computation.

[Q] Only Combat units may make Hasty Attacks; Dummy counters may not.

[R] The major reason to make Hasty Attacks is to find places in an Enemy controlled hex where the use of Dummy counters has left a hole, and to keep moving through that hole after it has been discovered. It can also be used to discover Enemy Combat unit dispositions, but Players will find this information very expensive if they consistently use Hasty Attacks.

SUPPLY
Supply is modified in a number of ways. Dummy units are affected in movement by supply restrictions just as normal Combat units are. In addition to the Basic Game rules, there are the following cases.

[N) Isolated units may not engage in normal combat during the Combat Phase. However, they may always engage in Hasty Attacks during the Probe Segment of the Movement Phase.

[O) Isolated units lose one Combat Point from their Combat Strength at the end of each Friendly Movement Phase that they are isolated. Thus an isolated Combat unit with a Combat Strength of “8” would be reduced to “7” at the end of its first Friendly Movement Phase that it was isolated.

FORTIFICATION UNITS
These rules remain the same as the Basic Game.

EB UNITS
These rules are the same as the Basic Game, except that Dummy counters may be used in the same fashion as Combat units to interrupt opened supply lines along the raillines.

HOW TO SET UP
AND PLAY THE GAME
When the Players place their initial forces in the Standard Game, they place the additional Dummy counters provided, and all Combat units and Dummy counters are placed face down. They remain in that position for the remainder of the game, except for brief periods of exposure during the Combat Phase.

At the end of the game, each Player turns his units face up and evaluates their performance in the face of Victory Conditions. The Dummy counters are removed at this point since they may not be used for any function of Victory Points, such as isolating Enemy units or being the most advanced units.

OPTIONAL RULES
An optional rule is one which would be considered bothersome by many Players, but that has considerable realistic merit. Basically it is not necessary, nor even desirable, to interfere with the smooth flow of the Standard Game with relatively complicated rules, but they are included for those who may wish to further simulate the actual restrictions of the campaign. The rules are, of course, purely optional, and Players are encouraged to play the game both with and without one or the other Optional rules.

UNIT FORMATION STATUS
(CONCENTRATED AND EXTENDED)

General Rule: each Combat unit and Dummy counter must have a Formation Status marker which is a second face-down marker placed on top of the actual face-down unit. Units may begin the game in either Formation Status that they may flip over. But the Concentrated Formation Status requires an expenditure of four Movement Points. Units must either be in a Concentrated Formation Status (having no Zone of Control), or in an Extended Formation Status (with a Zone of Control).

Concentrated
Formation
Extended
Formation

Procedure: the Movement Phase is still divided into three segments, but the function of the Probe Segment is different. First the Player moves a unit in the First Movement Segment. Then if he has finished the movement of that unit, or does not move adjacent to an Enemy unit, he may proceed to moving the next Friendly unit. Whenever a Friendly unit is moved into a possible Zone of Control of an Enemy unit, he must follow this procedure:

2) Probe Segment: Upon moving into a possible Enemy Zone of Control, the Player must make a series of decisions.

a. If the Player has the Movement Points to expend (and he is willing to expend them), he pays the additional Movement Points to enter the suggested Enemy controlled hex. The unit may then attack normally during the Combat Phase. The unit may also engage in a Hasty Attack during the Movement Phase, but if the opposing unit is discovered to be a Dummy counter, the unit does not receive the movement penalty for entering an Enemy controlled hex. The unit may continue its movement, but only after that movement cost has been deducted from its Movement Allowance.

b. If the unit is able to, but unwilling to, pay the additional Movement Points to enter a hex to which it cannot be placed, to make an attack, he has two options:

1) the moving Player may challenge the stationary Enemy unit(s) in the hex to reveal its Formation Status marker. If the Enemy unit is in a Concentrated Formation Status, the Friendly unit may continue its movement around the Enemey. If the Enemy unit has no Zone of Control, if it is in Extended Formation Status, the unit must cease all movement. The moving unit may engage in combat during the Combat Phase, but may not engage in a Hasty Attack during the Movement Phase.

2) the moving Player may engage the Enemy unit in a Hasty Attack. If the Enemy unit is discovered to be a real Combat unit, the moving unit must cease movement, attack the unit in a Hasty Attack, and may move no further in Segment 3. The unit may not engage in combat during the Combat Phase. If the Enemy unit is a Dummy counter, it is removed from the map, and the moving unit may proceed to Segment 3. No unit that engages in a Hasty Attack may challenge that Enemy unit to reveal its Formation Status.

c. If the moving Player does not have sufficient Movement Points to enter what may be an Enemy controlled hex, the moving unit must engage in a Hasty Attack against the stationary Enemy unit. If it is a real Combat unit, the
moving unit may not attack in the Combat Phase.

All of these procedures must be followed each time that a Friendly unit enters what may be an Enemy controlled hex, even though the moving Player may know by deduction that it could not be a controlled hex from what has happened previously in the game. Obviously, during the course of movement, one Friendly unit may have to repeat these procedures several times. After the Probe Segment is finished (as above), each unit may have an opportunity to move in the Second Movement Segment.

NOTE: Each unit must follow the full Movement Phase procedure to the end before any other unit moves. The Player may not have more than one unit in motion at any time. All Combat units and Formation Status markers (EnemY and Friendly) are placed face down again at the end of either Player’s Movement Phase.

Cases:
(A) Units must be in either a Concentrated or Extended Formation Status. All Combat units (including Dummy counters) must be in one of these Formation Status.

(B) Units in a Concentrated Formation Status may engage in combat (whether offensive or defensive) at full Combat Strength. However, they have no Zone of Control. This is not known by the opposing Player unless he forces a unit to reveal its Formation Status during the Probe Segment.

(C) Units in an Extended Formation Status do possess a full Zone of Control. However, when engaging in any combat, their Combat Strength (both for offense and defense) is halved. Thus if a Player allocated one Combat Strength Point to make a Hasty Attack, for combat odds purposes, it would be treated as one-half of a Combat Point.

(D) For supply line purposes (whether by rail or off-rail), all units are considered to have a Zone of Control, since their Formation Status is technically unknown to the Enemy Player. The same restrictions apply in all non-combat cases, such as rail movement and EB movement.

(E) Units may move by rail only when in a Concentrated Formation Status.

(F) No other rules are affected by Formation Status, except as specifically noted.

STRATEGIC LIMITED INTELLIGENCE: Variable Orders of Battle

Commentary
In the original campaign, neither side was sure what the opponent had, nor where or when the forces were located. To simulate this, each Player may start with any one of six Orders of Battle, representing the most likely historical possibilities and the varying plans which each of the opponents had for certain contingencies. For each side, some of these Orders of Battle are stronger than the original, while others are weaker.

Procedure: there are six German and six French Orders of Battle, composed of Initial Forces, Reinforcement Chart and deployment instructions. The Order of Battle tells what units to start with, where they may be placed, and what additional forces each Player receives. The six German Orders of Battle are labeled “A,” through “F,” while the six French are labelled “G” through “M.” At the beginning of the game, each Player writes down the letters of all his Orders of Battle. He then secretly assigns one of the numbers “one” through “six” exclusively to each of these options.

Example:

<table>
<thead>
<tr>
<th>German</th>
<th>French</th>
</tr>
</thead>
<tbody>
<tr>
<td>A – 6</td>
<td>G – 4</td>
</tr>
<tr>
<td>B – 2</td>
<td>H – 3</td>
</tr>
<tr>
<td>C – 3</td>
<td>J – 2</td>
</tr>
<tr>
<td>D – 4</td>
<td>K – 1</td>
</tr>
<tr>
<td>E – 5</td>
<td>L – 5</td>
</tr>
<tr>
<td>F – 1</td>
<td>M – 6</td>
</tr>
</tbody>
</table>

After each Player has completed assigning these numbers, one of the Players rolls the die; the die number dictates which Order of Battle each Player will use. This is secret; your opponent does not know which Order of Battle you are using, nor do you know his. This should not be revealed by either Player until the end of the game.

The Players then set up their forces according to the Order of Battle Instructions. The French Player always sets up first. The Fortification Initial Placement Chart is always the same, no matter what scenario is being used. This optional rule may be used with the Standard Game, or with the Formation Status optional rule. It may not be used with the Basic Game.

When using this optional rule, Players may voluntarily withhold their own reinforcements from entering the map. They may delay any reinforcement arrival to any subsequent Game-Turn they wish. This is done so as to further mask your intentions.

German Orders of Battle
Initial Placement

<table>
<thead>
<tr>
<th>Deploy on:</th>
<th>A</th>
<th>B</th>
<th>C</th>
<th>D</th>
<th>E</th>
<th>F</th>
</tr>
</thead>
<tbody>
<tr>
<td>Hexes num-</td>
<td>one 6</td>
<td>one 5</td>
<td>one 6</td>
<td>one 6</td>
<td>one 6</td>
<td>one 6</td>
</tr>
<tr>
<td>bered “1&quot;</td>
<td>two 5’s</td>
<td>two 5’s</td>
<td>one 5</td>
<td>one 5</td>
<td>one 5</td>
<td>one 5</td>
</tr>
<tr>
<td>Hexes num-</td>
<td>three 6’s</td>
<td>three 6’s</td>
<td>three 6’s</td>
<td>two 5’s</td>
<td>three 6’s</td>
<td>four 5’s</td>
</tr>
<tr>
<td>bered “2”</td>
<td>three 5’s</td>
<td>three 5’s</td>
<td>three 5’s</td>
<td>two 5’s</td>
<td>three 5’s</td>
<td>two 5’s</td>
</tr>
<tr>
<td>Hexes num-</td>
<td>two 6’s</td>
<td>two 6’s</td>
<td>two 6’s</td>
<td>two 5’s</td>
<td>two 5’s</td>
<td>two 5’s</td>
</tr>
<tr>
<td>bered “3”</td>
<td>two 3’s</td>
<td>two 3’s</td>
<td>two 3’s</td>
<td>two 3’s</td>
<td>two 3’s</td>
<td>two 3’s</td>
</tr>
<tr>
<td>any hex east</td>
<td>four</td>
<td>four</td>
<td>eight</td>
<td>two 5’s</td>
<td>two 3’s</td>
<td></td>
</tr>
<tr>
<td>of the Rhine</td>
<td>eight</td>
<td>four</td>
<td>six</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Dummies: in</td>
<td>ten</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>any of above</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

Note that the German Player also receives any number of EB units on Friendly rail hexes in every Order of Battle.

Reinforcements

<table>
<thead>
<tr>
<th>Game-Turn</th>
<th>A</th>
<th>B</th>
<th>C</th>
<th>D</th>
<th>E</th>
<th>F</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>one 6</td>
<td>one 5</td>
<td>one 6</td>
<td>one 5</td>
<td></td>
<td></td>
</tr>
<tr>
<td>2</td>
<td>one 5</td>
<td>one 6</td>
<td>one 5</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>3</td>
<td></td>
<td></td>
<td>one 6</td>
<td>one 5</td>
<td></td>
<td></td>
</tr>
<tr>
<td>4</td>
<td>one 5</td>
<td></td>
<td></td>
<td></td>
<td>one 6</td>
<td></td>
</tr>
<tr>
<td>5</td>
<td>one 3</td>
<td>one 3</td>
<td>one 3</td>
<td>one 6</td>
<td>one 3</td>
<td>one 5</td>
</tr>
<tr>
<td>6</td>
<td>one 5</td>
<td></td>
<td></td>
<td></td>
<td>one 6</td>
<td></td>
</tr>
<tr>
<td>7</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>8</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

All German reinforcements start “entrenched” and enter on the hex marked “S”.

Notes:
*see historical explanation for details on where these units may be placed.

Explanation of Order of Battle Codes
A=Historical Order of Battle, as in Standard Game.
B=no units left for coastal protection, or to watch Austrian border; complete mobilization against France.
C=Luxembourg alliance not cancelled in 1867. German forces may move into Luxembourg in this scenario. The German units that normally mobilize on the hexes numbered “1” may be placed on any rail hex from Luxemburg to Trier, inclusive, French units may enter Luxemburg at any time after a German unit has mobilized or moved into a hex in Luxemburg.
D=Austrians declare war; 1870 von Moltke plan for this contingency.
E=Austria acts suspiciously; units are diverted to watch the frontier.
F=Austria acts suspiciously, and most of South Germany does not enter the war.
FRENCH ORDERS OF BATTLE

Note that the French Player also receives three EB units at the beginning of each of these Orders of Battle that may be placed on any Friendly rail line.

G: Historical forces and placement
one 8—at Chalons

two 10's, three 8's, one 5, four dummies—at any one of the following towns: Strasbourg, Bittche, Saarqueurmains, Saarbourg, St. Avold, Forbach, Boulay, Metz, Thionville, Worth: only one unit per town hex.

two 8's, one 7, two dummies—at any of the following towns: Chalons, Strasbourg, Sarre, Nancy, Pfalzburg, Worth: only one unit per town hex.

H: Frosard Plan (1868)
one 10, two 8's, one 5, one dummy—at any of the following towns: Forbach, Boulay, Metz, Thionville, St. Avold: only one unit per town hex.

two 8's, one 7, two dummies—at any of the following towns: Chalons, Strasbourg, Sarre, Sarre, Saarqueurmains: only one unit per hex.

This Order of Battle, at the beginning of each German Player-Turn that the French have eight Combat Points on the east side of the Rhine River, starting with Game-Turn four, the Germans must remove one unit from the map. The French Player does not receive any Victory Points for these removals. The French Player must of course reveal the units that compose the eight Combat Points.

K: Leboeuf Plan (1870)
one 10, one 8, one 5, three dummies—at any of the following towns: St. Avold, Metz, Nancy, Thionville, Forbach, Boulay: only one unit per town hex.

two 8's—at any one of the following towns: Strasbourg, Bittche, Pfalzburg.

two 8's—at any of the following towns: Chalons, Nancy: only one unit per town hex.

L: Worse Collapse of Railway Mobilization
one 10—one dummy—at Strasbourg

dummy—one dummy—at Sarrebourg

eight—at Saarqueurmains

eight—at St. Avold

eight—at Nancy

eight—at Metz

eight—at Thionville

M: Earlier Reorganization of the Military
three 10's, five 8's, one 5, two dummies—at any of the following towns: Chalons, Bittche, Sarrebourg, Saarqueurmains, St. Avold, Forbach, Boulay, Metz, Thionville, Worth, Nancy: only one unit per town hex.

French Reinforcement Chart

<table>
<thead>
<tr>
<th>Game Turn</th>
<th>G</th>
<th>H</th>
<th>J</th>
<th>K</th>
<th>L</th>
<th>M</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>7a</td>
<td>7a</td>
<td>7a</td>
<td>7a</td>
<td>7a</td>
<td>7a</td>
</tr>
<tr>
<td>2</td>
<td>5b</td>
<td>4e + 4</td>
<td>4e + 4</td>
<td>4e + 4</td>
<td>4e + 4</td>
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</tr>
</tbody>
</table>

Appearance codes:
- a: unit arrives by rail from south edge of the map: it may enter by any rail line from south of the map.
- b: unit arrives at Nancy, not entrenched.
- c: unit arrives at Chalons, not entrenched.
- d: refers to the four Combat Points that the French receive at Chalons. See the Basic Game Reinforcement Chart for explanation on their use.

FRANCO-PRUSSIAN WAR DESIGNER'S NOTES

The Prussian Army, as developed by von Moltke since 1859, was the instrument for humbling France, and unifying Germany. It had engaged in two "tactically" war, the Danish exercise of 1864, and the Seven Weeks War with Austria in 1866. These trials enabled the Prussians to revamp their mobilization and organization into a more effective whole, and eliminated the bulk of their problems. The corps were of the optimum size both for deployment and control. They had introduced new Krupp steel breech-loading artillery, vastly superior to the old French bronze muzzle-loaders. Although only about 9% of the casualties were caused by artillery, these weapons had an effect on morale beyond their casualty-producing effects.

The French, on the other hand, possessed a completely divergent system, dependent more on instinct than planning. Instead of learning from their experience in the Crimean (1854-56) or in Italy (1859), they were satisfied with their victories. They drew heavily from their experiences in North Africa, doing things like closing up their columns in the afternoon to avoid Berber raiders (in eastern France), losing at least 25% of the marching day. Basically the French suffered from disorganization. Commanders were not appointed until after war was declared, nor were the over-sized corps organized before that point. Rail transport was available on a first-come, first-served basis, and no schedules or routings were available. All this was known as **se debroutiller** (loosely, "muddling through"), which was supposed to retain flexibility. It was fine against Austria: it was a disaster against the highly organized Germans.

The major impediment for both combatants was their brittle domestic situations. France was in the throes of a slow revolt against Napoleon III's empire, and disillusionment with the effectiveness of the Empire was widespread. If the imperial armies were badly defeated, or even cut off from Paris, there was no doubt that a revolt would break out, and the empire would dissolve. Napoleon needed a major European victory to re-establish his empire.

Prussia (or the North German Confederation, or "Germany," choose one) was in even worse domestic shape. Fully 40% of all her territory was newly annexed (1866), and consisted of various states that had existed for several centuries. In addition, 20% of the army's strength came from the Catholic South German States, who were fearful of both France and Prussia.

The united mobilization plan was as much a carryover from the old Germanic Confederation as it was an alliance. If the German armies did not win big in the first few weeks of the war, these alliances might cease to exist. Waiting in the wings were the Austrians, only recently defeated, and the Russians, fearful of a united Germany.

Thus, in the game, the Prussians must both penetrate deeply into France, and defeat or surround her armies. After the first few weeks, it would be a different war, whether the French or the Germans collapsed. Either Prussia would be put onto the defensive, or France would revolt.

The tactical limited intelligence in the game was only permitted by the small number of units in the campaign, and the fact that cavalry was so mis-handled. Virtually no useful role was developed for cavalry, European generals had forgotten about reconnaissance.

Many of the things which happened in the original campaign make no sense on the playing map. Many of these flukes stem from the lack of any strategic knowledge on the part of the leaders. They simply did not know what one another would field, or who would enter the war. Thus the Germans were forced to leave units watching their coast and Austria. The French mobilized part of their force around Strasbourg to take advantage of possible Austrian intervention. Even during the early part of combat operations, negotiations were in progress to have Italy and Austria join France. If this did not work initially, the French had begun organizing in 1869 to increase their army size. By 1875, the French army would have been at least the equal of the German armies, and superior to the Prussian.

Neither side was really able to judge the other's strength. Thus we introduced Strategic limited intelligence into the game. "Limited intelligence" becomes the most important aspect of the game. This element has always been, and still is important in warfare. But before the introduction of aircraft reconnaissance in 1914, "limited intelligence was a very limiting factor in most campaigns. It was rather difficult to campaign against something you weren't sure of, with regard to position and strength. By incorporating a playable "limited intelligence" rule into the game we were able to make Franco-Prussian War both realistic and playable. We hope you agree.

—John M, Young

Game Scale
Each hex in France-Prussian War is equivalent to 7.5 kilometres from side to side. Each full Game-Turn represents three days of real time. The Combat units are equivalent to corps.

Franco-Prussian War: Design Credits
Game Systems Design: John F. Dunnigan
FRANCO-PRUSSIAN WAR

GAME ERRATA

A number of errors of medium seriousness have come to our attention since Franco-Prussian War was first published. This addition clears those up.

There are several instances where the word "Prussian" is used instead of "German". For game purposes, in all cases, the terms Prussian and German are meant to be interchangeable. There is no difference between, say, a Prussian and a "German" Bavarian unit.

RAIL MOVEMENT

The Terrain Effects Chart gives the Movement Point cost for entraining as three Movement Points, and for detaining as two Movement Points. The rules say the operations respectively consume two and one Movement Points. The Terrain Effects Chart is correct.

STANDARD GAME SEQUENCE OF PLAY

In the Standard Game, it is not made specifically clear that units which engage in a Hasty Attack during their Movement Phase may not attack in the Combat Phase unless the unit had sufficient Movement Points to pay the additional Movement Point cost to enter the Enemy Zone of Control. If the additional Movement Points were available, normal combat may be engaged in during the ensuing Friendly Combat Phase.

Note that this modifies the Standard Game Zone of Control rule, Case E.

COMBAT

In the Standard Game Combat rule, Case 0, it is stated that "units making Hasty Attacks may allocate only a portion of their Combat Strength to the attack." This does not prohibit Hasty Attacking units from allocating all Strength Points to an attack.
# Optional Rule Reinforcement Charts

<table>
<thead>
<tr>
<th>Terrain</th>
<th>Movement Cost</th>
<th>Combat Effect</th>
<th>Other Effects</th>
</tr>
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<tbody>
<tr>
<td>Clear Terrain</td>
<td>One Movement Point per Hex</td>
<td>None</td>
<td>None</td>
</tr>
<tr>
<td>Rough Terrain</td>
<td>Two additional MP's for first movement</td>
<td>None</td>
<td>None</td>
</tr>
<tr>
<td>Ferry Hedges</td>
<td>One additional MP per turn</td>
<td>None</td>
<td>None</td>
</tr>
<tr>
<td>Flag Hedges</td>
<td>One additional MP per turn</td>
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<td>None</td>
</tr>
<tr>
<td>River Hedges</td>
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<tr>
<td>Zone of Control</td>
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<td>None</td>
<td>None</td>
</tr>
<tr>
<td>Controllable Hex</td>
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<td>None</td>
<td>None</td>
</tr>
<tr>
<td>Control Action</td>
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<td>None</td>
</tr>
<tr>
<td>Normal Controllable Hex</td>
<td>Two additional MP's</td>
<td>None</td>
<td>None</td>
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## Other Movement Costs

<table>
<thead>
<tr>
<th>Other Movement Costs</th>
</tr>
</thead>
<tbody>
<tr>
<td>Ferry Hedges</td>
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<tr>
<td>Flag Hedges</td>
</tr>
<tr>
<td>Rough Terrain</td>
</tr>
<tr>
<td>Clear Terrain</td>
</tr>
</tbody>
</table>
### Optional Rule Reinforcement Charts

#### Basic & Standard Games

<table>
<thead>
<tr>
<th>Dates</th>
<th>Game-Turn</th>
<th>Reinforcement Chart</th>
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<td>1</td>
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</tr>
<tr>
<td>Aug. 4-6</td>
<td>2</td>
<td>one 5*</td>
</tr>
<tr>
<td>Aug. 7-9</td>
<td>3</td>
<td>one 3*</td>
</tr>
<tr>
<td>Aug. 10-12</td>
<td>4</td>
<td>one 5*</td>
</tr>
<tr>
<td>Aug. 13-15</td>
<td>5</td>
<td>one 3*</td>
</tr>
<tr>
<td>Aug. 16-18</td>
<td>6</td>
<td>one 8: Chalons 4 Combat Points</td>
</tr>
<tr>
<td>Aug. 19-21</td>
<td>7</td>
<td>one 4: Chalons</td>
</tr>
<tr>
<td>Aug. 22-24</td>
<td>8</td>
<td>one 4: Chalons</td>
</tr>
<tr>
<td>Aug. 25-27</td>
<td>9</td>
<td></td>
</tr>
<tr>
<td>Aug. 28-30</td>
<td>10</td>
<td></td>
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<tr>
<td>Aug. 31-Sept. 2</td>
<td>11</td>
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</tbody>
</table>

#### French Reinforcement Chart

Each French Order of Battle has its own Reinforcement Chart, carrying the same letter code as it. Other codes are attached to the reinforcing unit's Combat Strength, indicating where it arrives.

<table>
<thead>
<tr>
<th>Game-Turn</th>
<th>G</th>
<th>H</th>
<th>J</th>
<th>K</th>
<th>L</th>
<th>M</th>
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<td></td>
<td></td>
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<tr>
<td>2</td>
<td></td>
<td></td>
<td></td>
<td>5b</td>
<td>4c+4</td>
<td></td>
</tr>
<tr>
<td>3</td>
<td></td>
<td></td>
<td>8c</td>
<td></td>
<td></td>
<td></td>
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<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>6</td>
<td>8c+4</td>
<td>4c+4</td>
<td>4c+4</td>
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</tr>
<tr>
<td>7</td>
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<td>4c</td>
<td>4c</td>
<td>4c</td>
<td>8c+4</td>
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<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

**Appearance codes**
- a: this unit arrives by rail from south edge of the map, it may enter by any rail line from south of map.
- b: unit arrives at Nancy, not entrained.
- c: unit arrives at Chalons, not entrained.
- +4 refers to the four Combat Points that the French receive at Chalons. See the Basic Game Reinforcement Chart for explanation on their use.

### German Reinforcements

<table>
<thead>
<tr>
<th>Game-Turn</th>
<th>A</th>
<th>B</th>
<th>C</th>
<th>D</th>
<th>E</th>
<th>F</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td></td>
<td></td>
<td></td>
<td>one 6</td>
<td></td>
<td></td>
</tr>
<tr>
<td>2</td>
<td></td>
<td></td>
<td></td>
<td>one 6 one 5</td>
<td></td>
<td></td>
</tr>
<tr>
<td>3</td>
<td></td>
<td></td>
<td></td>
<td>one 5</td>
<td>one 5</td>
<td></td>
</tr>
<tr>
<td>4</td>
<td>one 3</td>
<td>one 3</td>
<td>one 3</td>
<td>one 6 one 3</td>
<td>one 5 one 3</td>
<td></td>
</tr>
<tr>
<td>5</td>
<td>one 5</td>
<td>one 5</td>
<td>one 5</td>
<td></td>
<td></td>
<td></td>
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<tr>
<td>6</td>
<td>one 5</td>
<td>one 5</td>
<td>one 5</td>
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</tr>
<tr>
<td>7</td>
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<td></td>
<td></td>
</tr>
<tr>
<td>8</td>
<td></td>
<td></td>
<td></td>
<td>one 6</td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

All German reinforcements start "entrained" and enter on the hex marked "S".

**Notes:**
- see historical explanation for details on where these units may be placed.

**Explanation of Order of Battle Codes**
- A: Historic Order of Battle, as in Standard Game.
- B: no units left for coastal protection, or to watch Austrian border; complete mobilization against France.
- C: Luxembourg alliance not cancelled in 1867, German forces may move into Luxembourg in this scenario. The German units that normally mobilize on the hexes numbered "1" may be placed on any rail hex from Luxembourg to Trier, inclusive. French units may enter Luxembourg at any time after a German unit has mobilized or moved into a hex in Luxembourg.
- D: Austrians declare war; 1870 von Moltke plan for this contingency.
- E: Austria acts suspiciously; units are diverted to watch the frontier.
- F: Austria acts suspiciously, and most of South Germany does not enter the war.
### Explanation of Combat Results

The results as separated by a slash indicate combat results for the attacker/defender.

- **0,1,2,3,4** = this number represents the number of Combat Points lost by the Player indicated. This number is used to reduce the available attacking or defending Combat Strengths. If the Defender is completely eliminated by this loss, the attacker may advance any of his remaining units into the vacated hex. The defender may split his losses among Combat and Fortification units in any manner desired. See Unit Reduction rules for a more detailed explanation. All losses are taken in printed Combat Points, i.e., unadjusted by the effects taken into account for combat odds purposes.

- **x** = attacker/defender eliminated. Remove all of the attacking or defending units.

### How to use the Combat Results Table

When using the Combat Results Table, there are six different Combat Results tables, and the decision of which one to employ is based on the Defender’s Combat Strength. This is the strength of the total defending units, unadjusted for any terrain effects, or other changes in Combat Strength. Thus, a Combat unit with a Combat Strength of “2” in a Fortification unit with a strength of “3” would be attacked on the “5” Combat Strength Combat Results Table, although it would defend against the attack with an adjusted Combat Strength of “7.”

### Odds of Combat Results

Odds of less than 1-2 are treated as 1-2; odds greater than 6-1 are treated as 6-1.

### Summary of Effects on Combat Strength

- **The Attacker is doubled when:**
  - making a Flank Attack (see Combat, Case 3);
  - attacking an Entrained unit.
- **The Defender is halved when:**
  - making a Hasty Attack;
  - attacking while in an Unsupplied status;
  - attacking in an Extended formation (Optional rule only).

**The Defender is doubled when:**

- defending in the same hex as a Friendly Fortification unit.
- attacked in an Isolated or Unsupplied status; when attacked in a Dispersion formation (Optional rule only).

Whenever halving Combat Strengths, fractions are not lost.

Combat Strengths for purposes of deciding which Combat Results Table to use are not affected; these effects are only for odds computation in Combat resolution. A unit may never be affected by more than one of these reductions of Combat Strength; thus a unit which is both unsupplied and making a Hasty Attack is not quartered; rather its Combat Strength is reduced one-half the normal. Similarly, a unit may never be affected by more than one of the increases in Combat Strength; thus a Flanking Attack against an Entrained unit does not increase Combat Strength by four times, but only doubles it.

---

### SUPPLY EFFECTS CHART

<table>
<thead>
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<th></th>
<th>Supplied</th>
<th>Unsupplied</th>
<th>Isolated</th>
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<tbody>
<tr>
<td>Combat Strength (offensive)</td>
<td>Normal</td>
<td>Halved</td>
<td>None*</td>
</tr>
<tr>
<td>Combat Strength (defensive)</td>
<td>Normal</td>
<td>Halved</td>
<td>Halved</td>
</tr>
</tbody>
</table>

*Isolated units may engage in Hasty Attacks in the Standard version of the game.
### FRANCO–PRUSSIAN WAR COMBAT RESULTS TABLES

#### COMBAT ODDS (Attack Strength to Defense Strength)

<table>
<thead>
<tr>
<th>Defense Strength</th>
<th>Die Roll</th>
<th>1-2</th>
<th>1-1</th>
<th>2-1</th>
<th>3-1</th>
<th>4-1</th>
<th>5-1</th>
<th>6-1</th>
<th>Die Roll</th>
</tr>
</thead>
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<td>0/x</td>
<td>0/x</td>
<td>0/x</td>
<td>7</td>
</tr>
</tbody>
</table>

Odds of less than 1-2 are treated as 1-2; odds greater than 6-1 are treated as 6-1.

---

**Summary of Effects on Combat Strength**

- **The Attacker is doubled when:**
  - making a Flank Attack (see Combat, Case J);
  - attacking an Entrained unit.
  - The Attacker is halved when:
    - making a Hasty Attack;
    - attacking while in an Unsupplied status;
    - attacking in an Expanded formation.

---

After deciding which Combat Results Table is to be used, the players must compute the adjusted attacking and defending Combat Strengths. These adjustments are summarized on the Effects on Combat Strength Chart. Then the combat odds, i.e., the ratio of adjusted Attack- ing and Defending Combat Strengths, must be computed. The combat odds are then located on the chart and the appropriate odds column on the correct Combat Results Table is selected. The combat result is read and applied.

All combat results are applied immediately, before resolving any other combat.

Further combat may be made by attacking units that have completely destroyed or routed combat units.
### Expansion of Combat Results

#### Odds of Less than 1:5 are Treated as 1:5; Odds Greater than 6:1 are Treated as 6:1

<table>
<thead>
<tr>
<th></th>
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<td>1/0</td>
<td>0/5</td>
<td>0/3</td>
<td>0/3</td>
</tr>
</tbody>
</table>

**Note:** The results are interpreted by applying standard combat rules. For example, a 2:1 result in combat indicates that the attacker has a higher chance of success compared to the defender.

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### Franco-Prussian War Combat Results Tables

#### Combat Odds (Attack Strength vs. Defense Strength)

- **Roll 1:** Strength Roll (Attack Strength)
- **Roll 2:** Defense Roll (Defense Strength)
- **Roll 3:** Results Table

- **1:** Success
- **2:** Margin of Success
- **3:** Failure
- **4:** Margin of Failure

- **Odds of Less than 1:5 are Treated as 1:5; Odds Greater than 6:1 are Treated as 6:1**

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**Legend:**

- **X:** Event occurs
- **O:** Event does not occur
- **1:** Low
- **2:** Medium
- **3:** High

---

**Explanation:**

The combat odds are determined by the strength of the attacking and defending forces. The roll results are then compared to the odds table to determine the outcome of the battle.