

V&F FRANCO-PRUSSIAN WAR FRENCH ARMY SHEET v2.2

Use this army sheet for French armies in the Franco-Prussian War of 1870-71. Changes in this version are highlighted in yellow.

UNIT PROFILES

INFANTRY UNITS	Figures	Weapon (Range)	Fire	Melee	Tenacity	Special Rules	Points
Imperial Guard	18-30	Chassepot Rifle (30")	3	4	5	Extended Order, Rapid-fire, Skirmishers	35
Zouaves or Turcos	18-30	Chassepot Rifle (30")	3	4	4	Extended Order, Rapid-fire, Skirmishers	32
Line Infantry	18-30	Chassepot Rifle (30")	3	4	4	Extended Order, Rapid-fire, Skirmishers	32
Chasseurs a Pied	18-30	Chassepot Rifle (30")	3	4	4	Light Infantry, Rapid-fire, Skirmishers	33
Francs-Tireurs	12-24	Rifle Muskets (18")	3	3	3	Light Infantry, Skirmishers	26
Guard Mobile	18-30	Chassepot Rifle (30")	3	3	3	Extended Order, Rapid-fire, Militia, Skirmishers	26
Guard Mobile	18-30	Rifled Muskets (18")	2	3	3	Extended Order, Militia, Skirmishers	22
Guard Nationale	18-30	Rifled Muskets (18")	2	3	2	Extended Order, Militia, Skirmishers	17
Infantry Detachment	6-8	Chassepot Rifle (30")	2	2	2	Extended Order, Rapid-fire, Skirmishers	18
Chasseurs Detachment	6-8	Chassepot Rifle (30")	2	2	2	Light Infantry, Rapid Fire, Skirmishers	19
CAVALRY UNITS	Figures	Weapon (Range)	Fire	Melee	Tenacity	Special Rules	Points
Carabinier & Cuirassiers	9-14	Sabre	-	5	3	Heavy Cavalry	22
Dragoons	9-14	Sabre	-	5	3	-	20
Lancers	9-14	Lance	-	3	3	Light Cavalry	19
Hussars & Chasseurs	9-14	Sabre	-	3	3	Light Cavalry	19
Cavalry Detachment	3-4	Rifled Carbine (18")	2	2	1	Dismount, Light Cavalry, Rapid-fire	16
ARTILLERY UNITS	Cannons	Weapon (Range)	Fire	Melee	Tenacity	Special Rules	Points
Field Artillery	1	Cannon (48")	1	2	2	Shell	22
Reserve Artillery	1	Cannon (54")	1	2	2	Heavy Artillery, Reserve, Shell	25
Mitrailleuse	1	Machine Gun (36")	3	3	2	Rapid-fire	23
Horse Artillery	1	Cannon (48")	1	2	2	Horse Artillery, Shell	22

UNIT OPTIONS

The following options can be given to units and leaders from this army.

Elite Units: Units can be elite. An elite unit can have up to 1 added to its Fire value for 2 extra points, up to 1 added to its Melee value for 2 extra points, and up to 1 added to its Tenacity for 3 extra points.

French Leaders: The army leader be given the François Achille Bazaine special rule for 20 points or the Patrice de MacMahon rule for 15 points.

Understrength Units: Cavalry and infantry units apart from detachments can be fielded as understrength units. Halve the number of figures in an understrength unit. Reduce the Melee and Tenacity values of units other than militia by 1 point each and their points cost by 5 points. Reduce the Melee values of understrength militia by 1 point each and their points cost by 2 points.

FATE CARDS

Any Card **Inspiration.** Once per action phase, you can play any card to allow 1 unit from a brigade that failed an activation test in that phase to carry out an action.

King **National Pride.** Play this card after a friendly player fails a valour test or fortitude test. They can reroll the failed test. If the rerolled test is successful, friendly players can reroll failed valour or fortitude tests for the rest of that turn.

Queen **Defensive Fire.** Play this card in the enemy melee phase. Pick 1 French brigade. Add 1 to the melee value of French infantry units from that brigade for the rest of the phase.

Jack **Position Magnifique.** Play this card in your fate phase. Pick 1 French infantry or artillery unit that is not in cover. It counts as being in soft cover until it moves, retreats or assaults.

10 **Capture.** Play this card in your fate phase. Pick 1 enemy controlled objective. If you control it at the end of the game, it counts as 2 objectives when determining the winner of the game.

9 **Surprise Attack.** Play this card before a unit makes an assault. That unit can carry out 1 move before it assaults.

8 **Inspiration.** Play this card after a friendly player fails a valour test or fortitude test. The test is passed.

7 **Directed Fire.** Play this card when an enemy unit is chosen as a target in the fire phase. Add 1 to the fire value of units that attack the target. In addition, artillery units on a hill can trace a line of sight to the target across units that are not on a hill.

6 **Deadly Attack.** Play this card after a friendly unit fails 1 or more hit tests. Reroll the failed hit tests.

5 **Stubborn.** Play this card before a unit carries out an action. Remove 1 loss marker from 1 that unit (even if it has 1 loss marker).

4 **Breakthrough.** Play this card at the end of a melee phase after taking any fortitude tests. Pick 1 brigade. Units from that brigade can make 1 move (they cannot assault, retreat or double).

3 **Confusion.** Play this card at the start of an enemy turn. The enemy cannot automatically activate a brigade that turn and any enemy reinforcements due to arrive that turn arrive 1 turn later.

2 **The Tide of Battle.** Play this card immediately. Shuffle all your discarded fate cards (including this one) back into your fate deck.

Ace **All Out Attack.** Play this card at the start of your melee phase. Add 1 to the melee value of friendly units that are within 12" of your army leader in that phase.

UNIT SPECIAL RULES

Dismount

This unit can use a reform action to change formation and/or dismount or remount their horses.

- While mounted it is counted as light cavalry but cannot shoot.
- While dismounted it is counted as infantry with the extended order rule. It must be set up in extended order and cannot assault. It can shoot and fight back, and benefits from a minus 1 hit modifier if they are shot for being in extended order.

Extended Order

This unit can be set up in a **line formation** with a ¼" gap between its files and ½" gap between its ranks that is called extended order. The following rules apply to a unit that in extended order (in addition to the rules for being in a line).

- It has a move distance of 12" but cannot use a Double action.
- If it has rapid fire weapons or is light infantry, subtract 1 from hit rolls for attacks that target it in the fire phase unless it is in cover.
- Subtract 1 from its melee value unless it is in cover.
- It only adds 1 to a unit's melee value if it lends it melee support.
- It can move across figures from another friendly unit that is also in extended order even if they are not from the same brigade.

Heavy Artillery

Add 1 to hit rolls if the attacker and all units lending support are heavy artillery. Heavy artillery has a move distance of 6" when limbered and 1" when unlimbered.

Heavy Cavalry

Reroll hit rolls of 1 for melee attacks made by this unit, as long as all supporting units also have this rule, and the target is not occupying defendable terrain.

Horse Artillery

This unit has a move distance of 18" when limbered and 9" when unlimbered. In addition, it can carry out an action even if it has fired in the same turn. Enemy infantry cannot use an assault to move into contact with horse artillery unless they start within 6" of the horse artillery unit.

Light Cavalry

Add 2 to messenger tests for this unit.

Light Infantry

The unit has the Extended Order special rule (see above). If it is in extended order, its move distance is not affected by rough terrain, and it can leave defendable terrain on the same turn that it occupied it.

Militia

This unit cannot move in the same action phase that it reforms.

Rapid-fire

If a hit test for this unit is a 6 or more, then it inflicts 2 losses on the target instead of 1.

Reserve

Units must arrive as reinforcements starting from their side's 2nd turn, from anywhere on their side's table edge.

Shell

The following rules apply to a unit that has the shell special rule:

- Add 1 to its hit rolls if the attacker and all units lending support have this rule and the target is in a march or attack column.
- Add 1 to its attack value if the range to the target is up to 12" and it is at least partially in its front arc.
- It counts as 2 units instead of 1 when it lends fire or melee support if the range to the target is up to 12" and it is at least partially in its front arc.

Skirmishers

When this unit shoots, the commanding player can choose to use the unit's skirmishers. If they do so, the unit's fire value is halved and its range increased by 6", and it can carry out any action in the same turn apart from an assault. A unit can only use skirmishers to lend fire support if the attacking unit is also using skirmishers.

LEADER SPECIAL RULES

François Achille Bazaine – *Defensive Tactics*

Add 1 to the Tenacity of units from this leader's army if they have not moved since they were deployed at the start of the battle.

Patrice de MacMahon - *J'y suis, j'y reste!*

Re-roll failed valour and fortitude tests that are made in the enemy turn for units or brigade leaders that are within 12" of this leader.

DESIGNER'S COMMENTS

Elite Units: Units can have more than 1 value increased, but no single value can be increased by more than +1. So you could add 1 to a units fire and melee values, but not add 2 to its fire value.

Extended Order: Extended order represents the unit operating in a loose formation and lying prone. The -1 to hit modifier unless they are in cover represents units with breech-loading weapons or trained light infantry lying prone if they are in open terrain. If figures are mounted on a multiple base, the gap between the base and an adjacent base on the same row should be a ¼" for *each* figure in the front rank of the base.

French Brigades: Fate cards that refer to 'French Brigades' include Brigades that have colonial units such as Algerian Turcos.

French Artillery: I have lowered the range of French artillery to represent its substandard ammunition. In addition, French artillery does not benefit from the Counter-battery special rule, because French battery commanders were ordered to engage enemy infantry, leaving the infantry to silence the Prussian artillery.

Horse Artillery: The ability of unlimbered horse artillery to move 9" represents the crew quickly limbering and then unlimbering the artillery rather than them manhandling it to the new position.

Lances: I have not given special rules to lances because they did not appear to have been any more effective than sabres; the lance was deemed to be better at first contact, and the sabre better in the swirling melee that followed. As these two things cancel out, I have given the two weapons the same combat values.

Rapid Fire: Note that fire weapons only inflict 2 hits if the hit roll is 6 or more after any modifiers have been applied. Also note that this rule applies to attacks made in the fire phase and melee phase.

Shell: The shell rule also includes the effect of other types of ammunition such as shrapnel and canister. Note that the +1 to hit modifier for shooting at a unit in a march or attack column with shell ammunition is in addition to the plus 1 attack value modifier for artillery shooting at a dense target.