

## FRENCH EVENT CHITS

**A Cloud of Skirmishers:** **Play immediately** or **hold**. Select **any one Prussian Front Line unit within 6 hexes** of any French **Infantry** unit from which a path can be traced through any terrain, but *not through a hex containing another enemy unit or a hex adjacent to another enemy unit unless it is also adjacent to the intended target unit*. If such a path exists, roll a die - if **less than or equal to the modified SP of the French Infantry unit**, the selected enemy unit is immediately given an **Elan Hit** (applied normally).

**Beaten Zone:** **Play immediately** or **hold**. Any one **French Infantry** or **Mitrailleuse unit** conducts an immediate Fire Combat following all normal procedures.

**Command Initiative:** **Hold**. Play at end of any enemy's **HQ Command Step** (*after* the opponent assigns an Order to the activated HQ unit). Roll a die and apply following results:

1 – 2 = Active HQ unit is given a **different Order** by the *Prussian* player  
3 – 4 = Active HQ unit is given a **different Order** by the *French* player  
5 = Active HQ unit must be given a **March** Order  
6 = Active HQ unit must be given a **Defend** Order  
7 = Active HQ unit must be given a **Regroup** Order  
8 = Active HQ unit must be given an **Attack** Order  
9 - 10 = **National Doctrine:** **French** HQ must be given a **Defend** Order;  
**Prussian** HQ must be given an **Attack** Order.

**Feu de Bataillon:** **Play immediately**. Place chit onto any **French Infantry Corps HQ** unit that *has not yet been activated* this turn and *has an Activation Chit still in the cup*. When this formation activates it *must be placed under a Defend* Order and all its units apply a “1 ->” column shift during Fire Combat and **increase the normal defender terrain column shifts by one column shift left** in all combats.

**Inspirational Leadership:** **Hold**. Play for any one of three abilities:

- 1) **Furia Francese:** Immediately place chit on **one French Infantry unit** that is *within two hexes* of any Prussian unit. That unit may

move up to *one hex* and *must end adjacent to a Prussian unit*. The French unit **must then** conduct an Assault Combat, if possible. The Assault Combat applies a “1->” column shift and is resolved normally;

- 2) **Vive le Empereur!:** After the die roll for any **Assault Combat** is made, convert the result automatically to “**Tough Fight**”.
- 3) **Rally Around the Eagle!:** Play during the **Rally Step**. All unit's attempting to **Rebuild** this step *add the active HQ's Command Rating* to their TCR to get a modified (and greater) TCR before making the Rebuild die roll.

**Moulin a Café:** **Hold**. Play before resolving any Fire Combat issued by a **French Infantry** unit that **does not** have a *Rationed Ammo* marker. The combat receives a “3->” column shift and the **targeted unit's TCR is reduced by two (-2)** for any Cohesion Test required. After resolving the combat, the firing unit is given **one Ammunition Problems** hit.

**Prussian Aggressive Tactics:** **Play immediately**. Select any **one Prussian Infantry or Cavalry** unit that is *within two hexes* of any French Combat unit. The selected Prussian unit is immediately moved (if not already adjacent), *by the French player*, **adjacent to any French unit(s)**. The selected unit (only) *must* then conduct an Assault Combat against a French-occupied hex *chosen by the French player*. In some scenarios, players may have to consult the **Prussian Aggressiveness Track** to first find out if this chit is actually enacted.

**Battlefield Conditions:** **Hold**. Play *before* any one Fire or Assault Combat is resolved. This chit applies a “2 ->” column shift when firing/assaulting or a “<- 2” column shift when the target of enemy fire or defending against an assault.

**Panic Check:** **Hold**. Play immediately after an enemy unit is forced to conduct a **Retreat**, take a **Casualty Hit** or is **eliminated** for any reason. Place the chit on any enemy-occupied hex *adjacent to the hex in which the qualifying result occurred*. All units in the hex with the chit must each take a *separate Tough* Cohesion Test immediately after the original result is totally resolved.