

## PRUSSIAN EVENT CHITS

**A Cloud of Skirmishers:** **Play immediately** or **hold**. Select **any one French Front Line unit within 4 hexes** of any Prussian **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 Prussian Infantry unit**, the enemy unit is immediately given an **Elan Hit** (applied normally).

**Auftragstaktik:** **Play immediately**. All **Prussian Infantry units stacked in the same hex** can be moved up to  $\frac{1}{2}$  of its **Movement Allowance**. If any of the selected units are then adjacent to any enemy unit (even if they did not actually move), they may conduct an **Assault Combat** with a “2 ->” column shift. Any two Infantry units from a Reinforcing formation can be considered stacked together for the purposes of this chit.

**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.

**Bazaine’s Malaise:** **Play immediately**. Place this chit on **any French HQ unit** on the map that *has not yet been activated this turn*. When the marked HQ unit has its Activation Chit drawn activated, the formation **cannot activate this turn**. Discard its Activation Chit without further effect. In some scenarios, players may have to consult the **Bazaine’s Leadership Track** to first find out if this chit is actually enacted.

**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.

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

- 1) **Command Control:** Play during the **HQ Command Step** to *double* the Command Range of the activated HQ unit;
- 2) **Vorwärts!:** 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.

**Krupp’s Guns:** **Play immediately** or **hold**. Any one **Prussian Artillery unit** conducts an immediate Fire Combat following all normal procedures.

**Artillery Charge Option:** with any *Krupp’s Guns* chit application above, the Prussian player may first move the selected Artillery unit up to  $\frac{1}{2}$  of its **Movement Allowance** and then **issue Fire Combat with  $\frac{1}{2}$  its SPs**.

**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* **Critical** Cohesion Test immediately after the original result is totally resolved.