

PRUSSIAN ARMY SHEET (1870-1871) v3.1

INFANTRY UNITS	Figures	Weapon (Range)	Fire	Melee	Tenacity	Special Rules	Pts
Guard	18-30	Dreyse (18")	4	5	5	Open Order, Rapid-fire, Skirmishers	34
Prussian Line Infantry	18-30	Dreyse (18")	4	4	5	Open Order, Rapid-fire, Skirmishers	32
State Line Infantry	18-30	Dreyse (18")	4	4	4	Open Order, Rapid-fire, Skirmishers	29
Landwehr	18-30	Dreyse (18")	3	3	3	Open Order, Militia, Rapid-fire, Skirmishers	21
Jagers	18-30	Dreyse (18")	4	4	4	Light Infantry, Rapid-fire	31
Infantry Detachment	6-8	Dreyse (18")	2	2	2	Light Infantry, Rapid-fire	16
Jager Detachment	6-8	Dreyse (18")	3	2	2	Light Infantry, Rapid-fire	18

CAVALRY UNITS	Figures	Weapon (Range)	Fire	Melee	Tenacity	Special Rules	Pts
Cuirassiers	9-14	Sabre	-	5	3	Heavy Cavalry	22
Dragoons	9-14	Sabre	-	5	3	-	20
Uhlans & Hussars	9-14	Lance or Sabre	-	3	3	Light Cavalry	19
Cavalry Detachment	3-4	Sabre	-	2	1	Light Cavalry, Rifled Carbines	14

ARTILLERY UNITS	Cannon	Weapon (Range)	Fire	Melee	Tenacity	Special Rules	Pts
Field Artillery	1	Cannon (72")	2	2	2	Canister, Counter-battery, Shell	38
Heavy Field Artillery	1	Cannon (96")	3	2	2	Canister, Counter-battery, Shell	52
Horse Artillery	1	Cannon (72")	2	2	2	Canister, Counter-battery, Horse Artillery, Shell	46

ARMY SPECIAL RULE

Prussian General Staff: One player from this army can re-roll 1 failed activation test each turn. In addition, messengers only need to be sent to units from this army that are more than 18" from their brigade leader.

UNIT OPTIONS

Elite Units: Units can be elite. An elite unit can have up to 1 added to its fire value for 3 extra points (or 6 extra points if artillery), up to 1 added to its melee value for 2 extra points, and up to 1 added to its tenacity for 4 extra points.

Podwils or Werder Rifles: State Line Infantry can be equipped with Podwils or Werder rifles, and Landwehr can be equipped with Podwils rifles. Reduce the Fire value of a unit equipped with a Podwils rifles by 1 and its points value by 2 points. Increase the range of a unit equipped with Werder rifles to 30" and its points value 4 points.

Understrength Units: Infantry and cavalry units apart from detachments can be fielded as understrength units for 5 less points. Halve the number of figures in an understrength unit and subtract 1 from its melee and tenacity values.

FATE CARDS

Any	Act on Initiative. You can play any card to allow 1 unit from a brigade that failed an activation test or that did not receive a message to take an action.	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 the attacking unit. In addition, artillery units on a hill can trace a line of sight to the target across units that are not on a hill.
King	Rapid Deployment: Play this card when a Prussian brigade successfully activates. Add 6" to the move distance of its units for the rest of the phase.	6	Deadly Attack. Play this card after a friendly unit fails 1 or more hit tests. Reroll the failed hit tests.
Queen	Aggressive Attack. Play this card in a melee phase. Pick 1 Prussian brigade. For the rest of the phase add 1 to the melee value of units from that brigade.	5	Stubborn. Play this card before a unit carries out an action. Remove 1 loss marker from that unit (even if it has only 1 loss).
Jack	Harsh Discipline. Play this card after a Prussian unit fails a valour test. Change the failed test to a successful test. In addition, add 1 to valour tests for Prussian units for the rest of the turn.	4	Breakthrough. Play this card at the end of your melee phase. Pick 1 brigade. Units from that brigade can make 1 move (they cannot assault, retreat or double).
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.	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.
9	Surprise Attack. Play this card before a unit makes an assault. That unit can carry out 1 move before it assaults.	2	Tide of Battle. Play this card immediately. Shuffle all your discarded fate cards (including this one) back into your fate deck.
8	Inspiration. Play this card after a friendly unit fails a valour test or brigade fails a fortitude test. The test is passed.	Ace	All Out Attack. Play this card at the start of your melee phase. Pick 1 friendly leader. Add 1 to the melee value of friendly units that are within 12" of that leader in that phase.

UNIT SPECIAL RULES

Canister

A unit that has the canister special rule **can either fire normally or it can use the following special rules:**

- Add 2 to its fire or melee attack value if the range to the target is up to 12" and the target is at least partially in its front arc.
- Count it as 2 units instead of 1 when it lends support if the range to the target is up to 12" and the target is at least partially in its front arc.

Counter-battery

When this unit shoots, it can use counter-battery fire. If it does, it must shoot at the closest visible enemy artillery unit that is in range and has not yet been attacked.

Entrenchments

Show that a unit is entrenched by placing an entrenchment terrain feature in contact with the front of the unit. The entrenchment has a length equal to length of the front rank of the unit. It is hard cover and a barrier. It is removed if the unit moves, assaults, retreats or reforms.

Heavy Cavalry

Re-roll hit rolls of 1, before modifiers are applied, for melee attacks made by this unit if it is the main attacker and the target is not in cover.

Horse Artillery

This unit has a move distance of 18" when **limbered**. In addition, it can reform both before and after carrying out a move or retreat, and 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 it.

Light Cavalry

This unit has the Open Order special rule. In addition, add 2 to messenger tests for it.

Light Infantry

The following rules apply to a Light Infantry unit:

- It has the Open Order and Skirmishers special rules.
- Add 2 to messenger tests for it if it is a detachment or part of a brigade that consists only of light infantry units.
- Its losses are halved in the fire phase if it is in defendable terrain.
- It can occupy defendable terrain after it has made a move or retreat.

Militia

This unit cannot move in the same action phase that it reforms. In addition, do not add half its fire value to its melee value when it makes a melee attack while in line formation.

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. If the range to the target is 12" or less, or the target is cavalry or a unit in march column, attack column or square, it inflicts 2 losses on a roll of 5 or more instead of 6 or more.

Rifled Carbines

This unit can use its carbines to skirmish (see the Skirmishers special rule). Carbines have a fire value of 1 and a range of 18" (which includes the modifiers for skirmishing).

Shell

Add 1 to hit rolls for this unit if the target is in hard cover and/or is in a column, attack column or square formation.

Open Order

This unit can be set up in a deployed formation called open order. It must be set up in 1 to 4 ranks with a ¼" to ½" gap between ranks and files. The following rules apply to a unit in open order:

- Halve the losses it suffers in the fire phase.
- Halve its fire value if it has 3 or 4 ranks.
- It has a move distance of 9" if it is infantry, and of 18" if it is cavalry.
- If it is light infantry its movement is not affected by rough terrain.
- 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 a friendly unit that is also in open order even if they are not from the same brigade.

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.

DESIGN NOTES

Rapid Fire: Note that this rule applies to attacks made in the fire phase and melee phase.

Open Order: I have allowed all infantry units to use open order to reflect the growing use of ad-hoc 'extended order' formations and of troops lying prone.

Prussian Brigades: Fate cards that refer to 'Prussian Brigades' include Brigades that have units belonging to allied German states such as Bavaria, Baden, and Württemberg.

Prussian Line Infantry: The line infantry profile can be used for Grenadiere, Füsiliere, and Musketiere, as in terms of uniforms and tactics there really was very little difference between them. If you wish to differentiate between these units, we recommend that you upgrade some of them to elite status.

Shell: The modifier to the attacker's hit rolls is in addition to any modifiers to the attacker's fire value for the target being in a column or square. Note that the hit modifier for targets in hard cover is not received against targets in soft cover or that are in entrenchments (the rule represents that shell ammunition was very effective against buildings and walls). Also note that the maximum modifier is +1, even if a target is both in hard cover and in a column or square.