

Franco-Prussian War

TERMINOLOGY

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 accurately gives the Movement Point cost for entraining as *three* Movement Points, and for detraining 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 O, 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.