

Play Aide


Gneisenau



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THE CLOCK

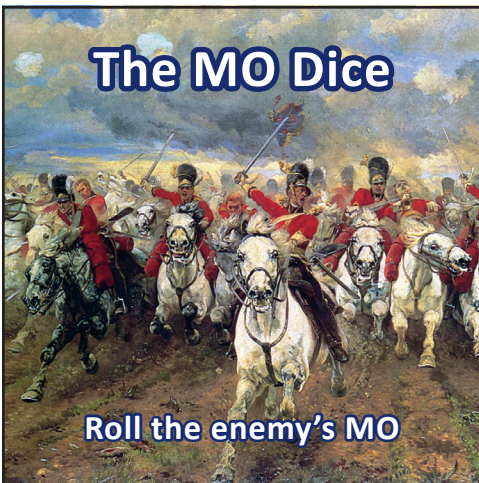
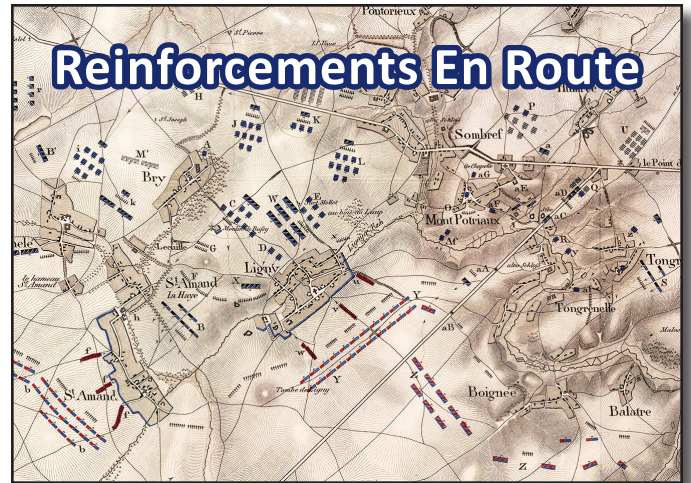


Morning: 1 2 3 4 5 6 7 8 9 10 11 12

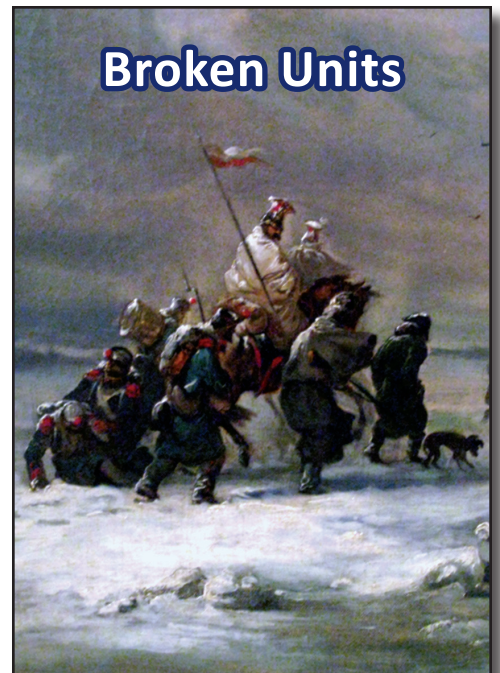
Mid Day: 13 14 15

Afternoon: 16 17 18 19 20 21 22 23 24 25 26 27 28 29 30

Evening: 16 17 18 19 20 21 22 23 24 25 26 27 28 29 30



INF & CAV units	
Army Morale	



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A Game Turn

1. **Information Phase**
 - Discover enemy units
2. **Movement Phase**
 - Activate units and move them
 - Adjust current MO until phase ends
3. **Fire Phase**
 - Units that did not move may fire
4. **Combat Phase**
 - Resolve all combats
5. **Status Phase**
 - Check for reinforcements (Advanced Game)
 - Check army morale
 - Roll MO dice for the enemy

Concealed Units are Revealed (p.26).

When Active:

- If they are activated in their movement phase.
- If they shoot in their fire phase.

When Passive:

- If they are fired upon *and hit*.
- If, during the enemy's information phase, they are visible *and* within 4BW of an enemy unit.

Activation and Movement

Ways to Activate Units (p.28)

1. By Corps
2. By Individual Units
3. By Command (ends the phase)

Type of Activation	MO
A Force (multiple units) by Corps	# units
An Individual Unit	2
Any Units, by Command	ends

A Unit that is Engaged (p.44)

- Move so that it ends its movement no longer engaged, -OR-
- Pivot only, without otherwise moving, -OR-
- Charge, if it has a legal target.

Types of Voluntary Movement

1. Simple Move
2. Difficult Move
3. Reserve Move
4. Charge

Simple Move (p.37)

- May pivot to any direction.
- Move only in a straight line, directly forward.
- Pass through no difficult terrain.
- End facing the direction of the move.

Difficult Move (p.38)

- Its footprint will pass through any difficult terrain, -OR-
- It ends its move facing in a different direction than the direction it moved.

Reserve Move (p.39)

- Path may not pass through difficult terrain except by road.
- Path may never be both visible to, and within 4BW of enemy units.
- Unit is revealed after moving.

Charge (p.41)

Pivot up to 45 degrees and move in a straight line to contact the enemy. Regardless of terrain, use the unit's full movement allowance.

Must attack the **greatest threat** (p.42).

Conscript may not charge if engaged by enemy CAV (p.44).

Prepared (p.34) - Infantry Only

- Must be activated and then prepare instead of moving.
- Gives *enemy* ART fire a bonus.
- Enemy CAV must re-roll successes in combat.

Retire (Voluntarily) (p.45)

- Not within 2BW of the enemy, -AND-
- Trace a straight line any length to a friendly table edge, without that line passing through any enemy units.

Shooting

Procedure for Fire

1. Trace LoF from centerpoint. Target must be within 45 degree frontal arc (p.47).
2. INF rolls # of dice equal to elan (p.50).
3. ART rolls # of dice equal to ammo number (p.50). Mark one ammo box after shooting.
4. Halve the number of dice (round up) if the shooter has a *penalty*.
5. Sixes hit.
6. Up to one "5" hits if the shooter has a *bonus*.
7. Each hit causes 1 fatigue to an INF or CAV target.
8. If the target is ART, then 1 hit causes it to **retreat**. More than 1 hit causes it to **retire**.

ART Penalties (p.51)

- Firing at a target that has cover -OR-
- Firing at a target that is concealed -OR-
- Firing at a target that is obstructed -OR-
- Firing at an enemy artillery unit.

INF Penalties (p.51)

- Skirmishing -OR-
- Firing at artillery or cavalry -OR-
- Firing at a target at the crest of a hill -OR-
- Shooting with the *impetuous* trait.

Shooter Bonus (p.51)

- An artillery unit that is firing canister -OR-
- A **heavy** artillery unit that is firing at long range -OR-
- An artillery unit that is firing at an infantry unit with a **prepared** marker -OR-
- An infantry unit with the **firepower** trait, which is **volleying** at enemy infantry -OR-
- An infantry unit with the **skirmish** trait, which is **skirmishing** at enemy infantry.

INF Fire	1 BW	2 BW	ART Fire	2 BW	to 8 BW
	Volley	Skirmish		Short Range	Long Range

Combat

Combat Resolution

1. Attacker allocates his dice
2. Calculate defense scores
3. Calculate attack scores
4. Resolve combats:
 - Defenders who lost combats take fatigues and retreat. Eligible attackers may advance
 - Attackers still in contact take fatigues and retreat

How Many Dice (p.55)

- INF & CAV = Elan
 - ART = Ammo
- Modified as shown at right.

Rolling to Defend
OR Attack 4+

Universal Modifiers

+1		ATK has shock trait
+1		DEF has steady trait
+1		DEF is entrenched
-1		In difficult terrain
-1		ATK is attacking uphill

DEFENDER OUTCOMES

If the DEF's score was \geq the ATK's score:

- Take 1 fatigue. If that breaks the defender, remove the defending unit

If the DEF was outscored:

- Fatigues = combat difference
- If not broken, then retreat

DEFENDER FLANKED (p.58)

- Must re-roll successes

PREPARED INF (p.58)

- Has no flanks
- Enemy CAV must re-roll successes

CAV Attacks INF

-1		DEF has conscript trait
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INF Attacks INF

+2		DEF is a garrison
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ATTACKER OUTCOMES

If any DEFs equalled or outscored this ATK:

- Take 2 fatigues
- If not broken, then retreat

If this ATK outscored all DEFs it attacked:

- Take 1 fatigue
- May advance if no defenders remain in contact

INF vs. CAV (p.60)

- INF does not retreat, whether it won or lost, attacked or defended
- If it is **not prepared**, the INF must re-roll successes












WHEN DEFENDER IS ART (p.59)

- If doubled, it breaks
- If outscored, ART retreats
- Otherwise, it wins the combat
- Mark 1 ammo. If it has no more, ART retires, even if victorious

Summary of Distances and Unit Traits

1BW	<i>If within 1BW and to the front of an enemy, unit is engaged.</i>
	Activation: <ul style="list-style-type: none"> <i>May not place the CinC marker within 1BW of the enemy.</i> <i>Units activated by Corps must be within 1BW of another unit in that force.</i>
	<i>Victorious attacking units may advance up to 1BW after combat.</i>
	<i>Volley range for INF units.</i>
2BW	<i>The CinC's radius: he may activate units within 2BW.</i>
	<i>A unit must be more than 2BW from the enemy, in order to voluntarily retire.</i>
	Skirmish range for INF units. Short range (canister) for ART units.
	<i>Passive units retreat at least 2BW if they lose in combat.</i>
	Reinforcements: <ul style="list-style-type: none"> <i>May not be placed within 2BW of an enemy-controlled objective.</i> <i>Reinforcement move is 2BW straight ahead.</i>
	<i>Objectives may not be placed within 2BW of table edge.</i>
4BW	<i>If an enemy concealed unit is within 4BW AND visible, then it is revealed.</i>
8BW	<i>Maximum visibility and maximum (long) ART range.</i>

Unit Traits

	Shock	+1 in combat when attacking (p.55).
	Steady	+1 in combat when defending (p.55).
	Mobile	May move and fire in the same turn (p.47).
	Firepower	A bonus when volleying against enemy infantry (p.51).
	Skirmish	A bonus when skirmishing against enemy infantry (p.51).
	Mixed Brigade	+1 in combat except woods or town. Negates enemy <i>skirmish</i> trait (p.87).
	Impetuous	Penalty when firing. Must advance after victorious combat (p.51, 62).
	Conscript	May not charge if engaged by enemy CAV. -1 defending vs CAV (p. 44, 62).
	Attached ART	+1 die when shooting (p.88).
	Heavy ART	A bonus when firing at long range (p.51).
	Over/Under Strength	A +1 or -1 universal modifier in combat (p.91).