Basics of Play

Game Turns

A game represents a day of battle. That day is divided into thirty **turns.** A turn is one side's activity. Thus you have "your" turn, and then the enemy has "his" turn. Effectively this means that one side will play all the odd-numbered turns, and the other side will play the even-numbered turns. The scenario determines which side plays the first turn.

During your turn you are the **active** side, and your enemy is the **passive** side. If a rule refers to "the next turn," then it refers to the enemy's turn. But "your next turn" means: the next time that *you* have the turn.

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*

Each turn follows a sequence, with the phases shown at left. This chapter will summarize these phases and explain how a game turn is played. The details of each phase will be explained in the following chapters.

The Game Clock

One player (it does not matter which) will keep track of the game clock on the table. The "clock" is a section of the *Gneisenau* play aide with two rows of numbered boxes. A marker is needed (a coin or poker chip will do) to indicate the current turn.

The turns do not represent precise amounts of time, but they correspond roughly to periods of the day, as shown below. Terms like "morning" or "afternoon" are used to help scenario designers decide when to begin a battle.

When the last turn ends (turn 30), **nightfall** has occurred.

THE CLOCK

Morning							Mid Day							
1	2	3	4	5	6	7	8	9	10	11	12	13	14	15

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

Army Morale

Before the game begins each player must count the total number of **infantry** and **cavalry** units in his army. One-third of that total number, rounding up any fraction, is his **army morale**.

For example, if an army begins with 19 infantry and cavalry units on the table, its morale is 7.

In the status phase of his turn, the active player counts all the units from his army that have broken: infantry, cavalry and artillery. He does **not** count units that have retired (left the table voluntarily). If the number of broken units has reached or exceeds the army's morale, then the army's morale has collapsed, and he has lost the game.

Note that artillery units do not count toward your army morale, however they do count *against* it, when they break.

There is a box on the *Gneisenau* play aide, for players to keep track of their army morale.

The advanced game includes rules for reinforcements, which can have an effect on army morale.

Concealed, Revealed, and Discovered

Revealing Units

At the start of the game, most (in some cases all) units are **concealed**. Their unit cards are face-down, showing only their national flags. During the game concealed units may do things that result in them being **revealed**, which means that their cards must be flipped over to display all their information. Once revealed, a unit may never again be concealed.

A concealed active unit must be revealed in either of two cases:

- Whenever it is activated in its movement phase -OR-
- Whenever it shoots in its fire phase.

Discovering Units

It is possible that concealed passive units may be **discovered** by the active player. When discovered, a concealed unit must be revealed. This can happen in either of two ways:

- If the active player fires upon *and hits* a concealed unit, that unit must be revealed (if he fires upon it but does not hit it, the unit remains concealed) -OR-
- If the active player discovers that unit during his information phase.

The latter case (the information phase) is explained in this chapter.
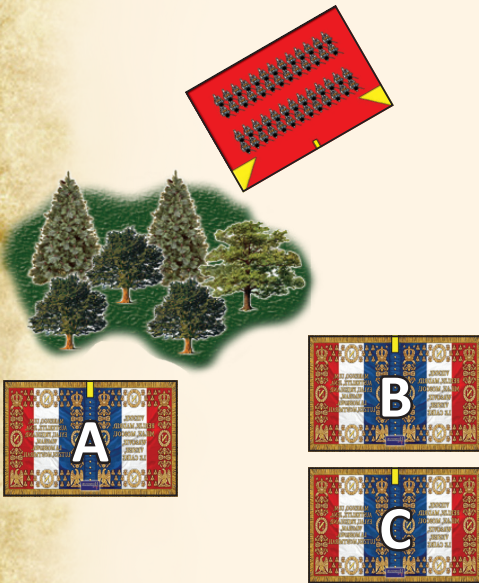
The Information Phase

In the information phase the active player determines whether his units may discover any concealed enemy units.

A concealed passive unit is discovered if it is within 4BW of any active units **and** is visible to at least one active unit.

It is not necessary for the enemy unit to be visible to the same active unit that is within 4BW of it. As long as it meets both criteria, it is discovered.

A passive unit might be much closer than 4BW, but not visible to the active side (such as being on the other side of a large hill). Or it might be visible, but not within 4BW (such as being 7BW away, across an open field). An enemy concealed unit must meet both criteria — it must be within 4BW **and** visible — in order to be discovered.

The passive player must reveal all of his units that are discovered.

Discovering Enemy Units

It is the Britsh player's information phase. The British unit is easily within 4BW of all three of these concealed French units.

French unit A is not visible because of the woods between it and the British. Thus it remains concealed.

French unit B, however, is both visible and within 4BW, thus the British player discovers it. (Flip it over so that it is revealed).

French unit C is within 4BW but there is no way for the British to see it because B is in the way and blocks the line of sight.

Summary: When Are Concealed Units Revealed?

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 Momentum

Any active unit that will move in the movement phase must be **activated** to do so. Units may be activated individually, or together as a **force**. Activating units and forces to move costs **momentum** (MO).

As he activates units and moves them, the active player keeps track of the cumulative momentum cost of these actions by adjusting his "current MO" display on *Gneisenau*. He can use a die or dice to keep track of his current MO.

For example, if his current MO was 3, and he activated a force of units to move that cost 3 more MO, then he adjusts the marker to show 6 current MO.

Current MO

The **Current MO** display on *Gneisenau*: use dice on this display to keep track of the active side's current MO.

The MO Limit

When the MO Limit was Rolled

In the status phase (i.e. the last phase) of his turn, your enemy rolled three MO dice and concealed their total result by covering them with a cup. He can see what they rolled, but you can't. The total scores of those dice are your side's **MO limit**.

Note that a player makes this roll at the end of *his* turn, but it applies to the enemy's next turn. Thus at the end of your turn, you will roll the MO dice to establish your enemy's MO limit for his coming turn.

Using the MO Limit

During his movement phase the active player activates units and forces, with each activation costing momentum and thus increasing the total on the current MO display. As he does this, the passive player keeps an eye on the MO limit.

When the active player completes an activation and adjusts the current MO so that it is equal to, or greater than, the MO limit, the passive player lifts the cup to reveal the dice and informs the active player that his movement phase is done. The active player may not activate any more units to move in this phase.

An Example of the MO Limit:

At the end of his turn, the Austrian player rolled the MO dice, which totalled 12. He conceals this from the French player. Now it is the French turn. In the French player's movement phase, he begins activating units and keeping track of his current MO. After one such activation, the French current MO is adjusted to 14. This is equal to, or greater than the limit, so the Austrian player lifts the cup to reveal the dice he rolled. The French player's movement phase is now over.

The Movement Phase: Activating Units and Forces

During his movement phase the active player has three options for how to activate units and move them. He must take care to proceed in this sequence:

First he makes any **corps activations** that he wishes. When he is done activating units by corps and moving them, assuming he has not run out of MO, he may activate any **individual units** and move them. At any point in this sequence, he may use his CinC marker to activate a force of units **by command.** If he does so, however, then his movement phase ends at the conclusion of that move.

Three Ways to Activate Units
1. By Corps
2. By Individual Units
3. By Command (ends the phase)

In every case, the active player activates a unit or units, and then moves with them, and then adjusts his current MO. Then, if he has not yet reached his MO limit, he may activate some other unit or units and move with them, and so on.

Activation and Distances

Distances between friendly units, or between the CinC and units he is activating, may be measured across any other units, friendly or enemy, even over impassable terrain. It is possible that units might move in such ways as to no longer meet the criteria for being activated together. (For example, they might move far away from each other). This is perfectly fine, as long as the units were legal at the moment they were activated.

This is what vengeance looks like. The Prussians storm Plancenoit, 18 June, 1815.

1st: Activate Units by Corps

The active player may choose units of a single corps and declare that they are a force, and activate them to move as a group. In order to be eligible, those units

- must all belong to the same corps -AND-
- each unit in the force must be **within 1BW** of at least one other unit in the force.

A corps activation is thus: more than one unit belonging to the same corps, which meet the criteria above.

Note that a player doesn't have to activate *all* the units in a corps as a single force; he can pick and choose among any/all of the units that meet the criteria. He might make a corps activation with some units of III Corps on one part of the table, then make another corps activation with different units of III Corps on another part of the table, and so on.

After the units of the force have been moved the active player adjusts his current MO accordingly. The MO cost of a corps activation is equal to **the number of units** in that force.

If the active player has no corps activations, or if he has finished all his corps activations and still has momentum, then he may activate individual units. Note that as soon as he has activated an individual unit, the active player may not return to activating any units by corps.

A corps activation must comprise at least two units. If a corps is ever reduced to one unit on the table, or if one unit of that corps is isolated from the others, then it must be activated as an individual unit.

Not all armies have corps. If an army has no corps at all, then obviously it may never make any corps activations.
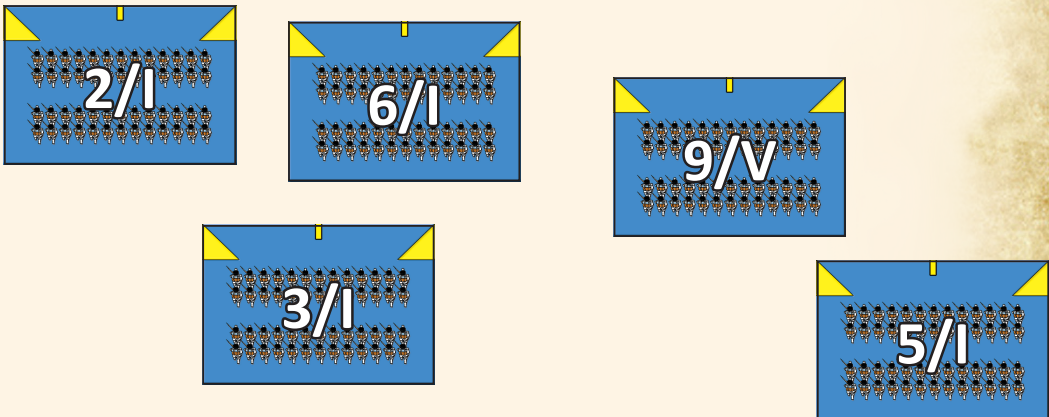
Activating by Corps

The French player could activate the 2nd, 3rd, and 6th brigades of I Corps as a single force: they are each within 1BW of another unit of that same corps. However, the 5th brigade is too far away to be included in this corps move. And the 9th brigade belongs to a different corps (V Corps), so it may not be included.

2nd: Activate Individual Units

The active player may activate one unit anywhere on the table, and move it. Doing so costs **two momentum**.

If, after completing the unit's move, he still has momentum, the active player may activate and move another individual unit, and so on, until he is finished, or until his momentum has run out, whichever happens first.

3rd: Activate by Command using the CinC Marker

The active player has the option to activate a force "by command" using his CinC marker. Doing so, however, **ends the movement phase**, after he moves those units.

To activate by command, the active player places his CinC marker on the table, anywhere except in a major river, and not within 1BW of any enemy unit. The CinC marker may be placed "on top" of friendly units, if needed.

Any/all eligible friendly units **within 2BW** of the CinC marker may be activated together as a force, regardless of their type, distance from each other, or corps (if any). The marker remains in that spot throughout the movement of the activated units. It does not move. Friendly units may move through it and even end "on" it.

Activating a force by command ends your movement phase. After you have moved those units, remove the CinC marker; the movement phase is over.

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

Placing the CinC Marker

Although we call him the CinC, this marker represents the focus of attention of the army's commander, not necessarily the literal spot of his headquarters at that moment. (Although in the case of a peripatetic commander like Wellington or Blücher, he might indeed be roaming the battlefield quite a bit). "Placing" him is therefore figurative, not literal.

Why Activation and Forces?

The concept of momentum and activation represents a limited and unpredictable set of opportunities. How many things will you be able to do before the enemy can react to them in some way?

The active player must prioritize and focus upon the most important sectors of the battlefield, because he can't be sure when his movement phase will end.

## The Limits of Activation

Only One Activation per Unit

A unit may only be **activated** once in a movement phase.

A unit might be activated, and then not move. For example, you might want to activate several units in a corps, in order to move them together, but one or more of those units might not move (because they will fire, instead, in the next phase). Or you might activate a unit to mark it as **prepared**. These options will be explained in the next chapter.

Activation and Concealment

A concealed unit is revealed when it is *activated*, whether or not it moves at that time.
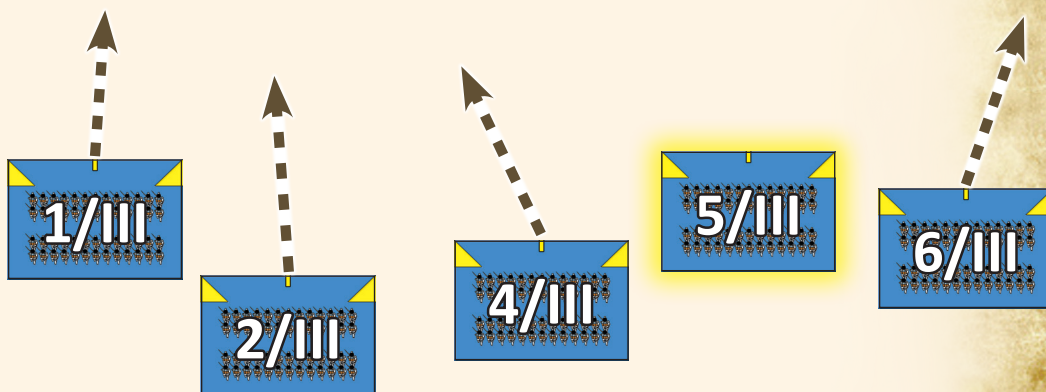
> **Activating III Corps**
>
> The French player activates these five units, all belonging to III Corps, as a single corps move. However, one of them (unit 5) will not move, because he wants to shoot with that unit in the fire phase.
>
> Even though it didn't move, unit 5 may not be activated again in this phase. It can't be part of any other force, nor part of another corps move (if there were other III Corps units remaining to move), nor may it be activated individually, nor by command.
>
> Note that the French player had to include unit 5 in this activation, in order to include unit 6, because otherwise unit 6 was too far away from the other units of the corps. Alternately, he could have activated units 1, 2, and 4 as a corps, and then later unit 6 as an individual unit.

Ending the Movement Phase

The active player's movement phase can end in three ways:

- It may end voluntarily, if he has activated all units that he wishes to, and he simply declares that he is done.
- It may end involuntarily, by running out of momentum due to the MO limit.
- It may end because he chose to activate a force by command, using his CinC marker.

A Complete Example of Activation and Momentum

The Momentum Limit

At the end of his turn, the Austrian player rolled three MO dice. He knows that they total 11, but the French player does not know. Now it is the French turn.
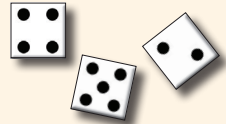
1st: A Corps

The French player begins by activating five units of the I Corps: the 2nd, 3rd, 4th, 5th, and 6th Infantry.

They can be activated as a force because each is within 1BW of one of the others, and because they're all from the same corps: I Corps.

This activation **costs 5 MO**, so the French player marks "5" on his current MO.

(The Austrian player shrugs innocently).
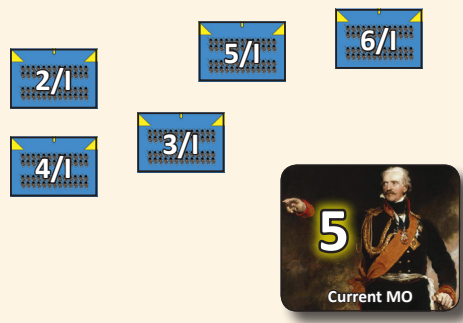
2nd: An Individual Unit

The French player announces that he has no more corps activations, and he will move on to activating individual units. He wants to activate the 1st infantry (I Corps) because it is too isolated to make a force with any other units of its corps, and he wants to bring it up into the action.

This costs 2 MO. Thus he adjusts his current MO to "7."

(The Austrian player yawns and says, "Keep going").
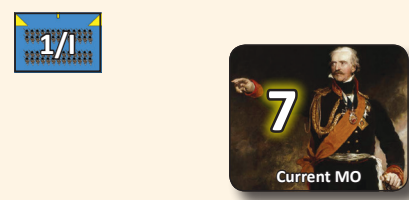
3rd: Activating a Force by Command

The French player needs to sort out this mess, where elements of three different corps (I, IV, and V Corps) are intermixed. This looks like a job for the CinC. He knows that if he activates by command, it will end his phase, but it makes sense to do this now.

Tracing a radius of 2BW from the center of the CinC marker, we can see that seven units can be activated in this force. (Unit 8 just barely makes it in the radius).

As soon as he completes the movement for these units, the French player's movement phase is over. The Austrian player lifts his dice cup to reveal the dice showing the MO limit of 11.

The French player was a bit conservative; he could have gotten away with more activations before using his CinC, but of course he had no way of knowing that, and sorting out this part of the field was a priority for him, so he didn't want to risk missing the opportunity.

The Fire and Combat Phases

The Fire Phase

After his movement phase is over, the active player conducts a fire phase. He may shoot with any of his units that did not move in the movement phase. The fire phase does not require any activation or cost any momentum. Any and all units that are eligible to fire may do so.

The Combat Phase

After the fire phase is over, the active player conducts a combat phase. In all cases where his movement this turn brought his units into contact with enemy units, combats must be resolved. This does not require any activation nor cost any momentum.

As a result of combats, units of either side might fall back and active units might advance after combat.

The Status Phase

Check Reinforcements

In the advanced game it is possible for armies to receive reinforcements. If an army is expecting reinforcements, then the active player checks at this time, as the first step of his status phase. Detailed rules for reinforcements may be found in Chapter 10.

This step is omitted when playing the basic game.

Check Army Morale

In this step of the status phase the active player checks the number of broken units from his army. If that number equals or exceeds the army's morale, then morale has collapsed, and the active player has lost the game.

Roll the MO Dice

Assuming that he hasn't lost, the active player now rolls the MO dice for his enemy's upcoming turn, and conceals them beneath his cup.

Unless otherwise specified by scenario or special rules, each army rolls **three MO dice**.

Before the First Turn

Since there is no status phase prior to the game's very first turn, it is necessary for the passive player to roll the MO dice for his opponent before that turn begins.

For example, the French will play the first turn of the game. Before the French information phase, the Austrian player rolls the MO dice to set the MO limit for the turn.