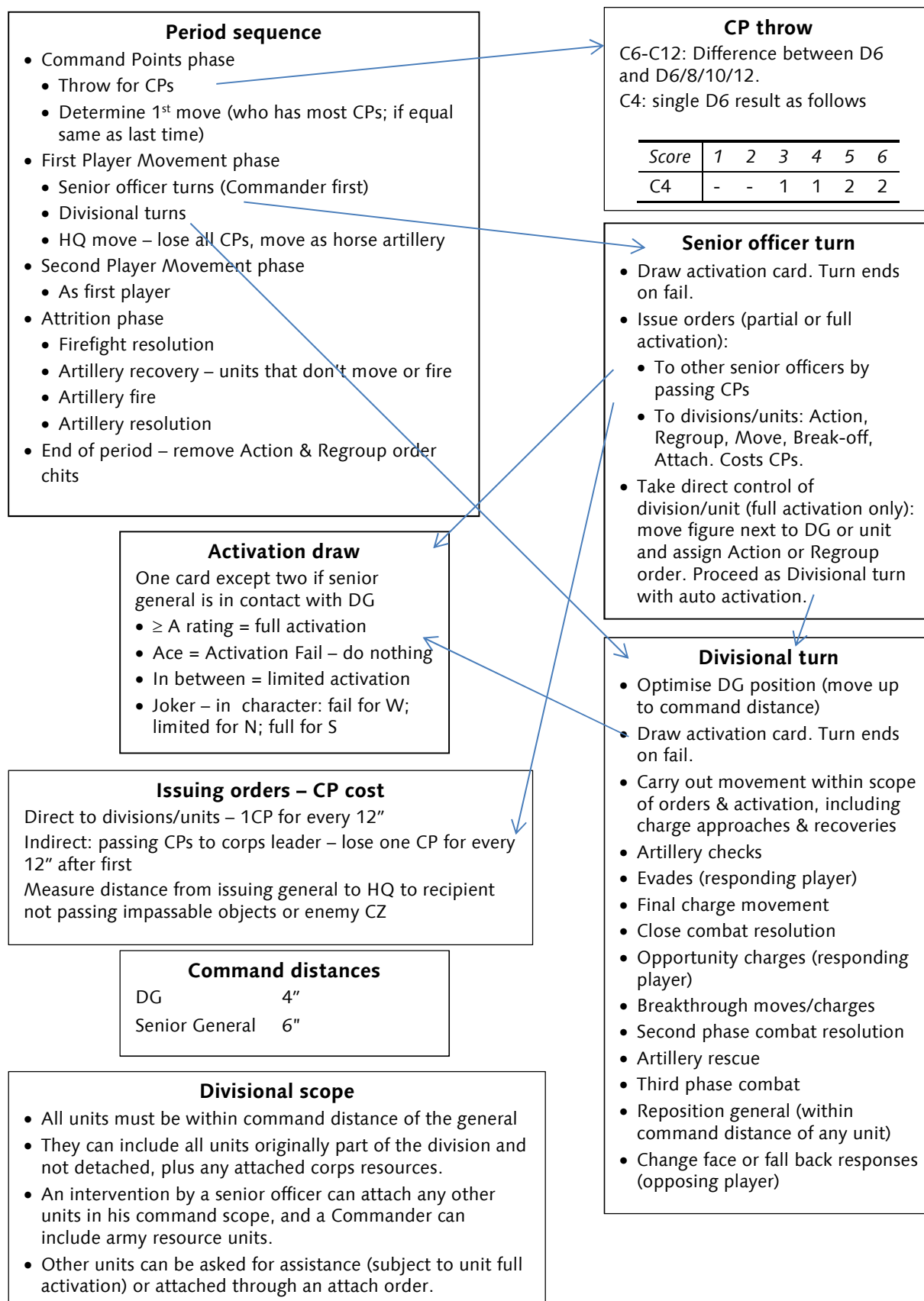
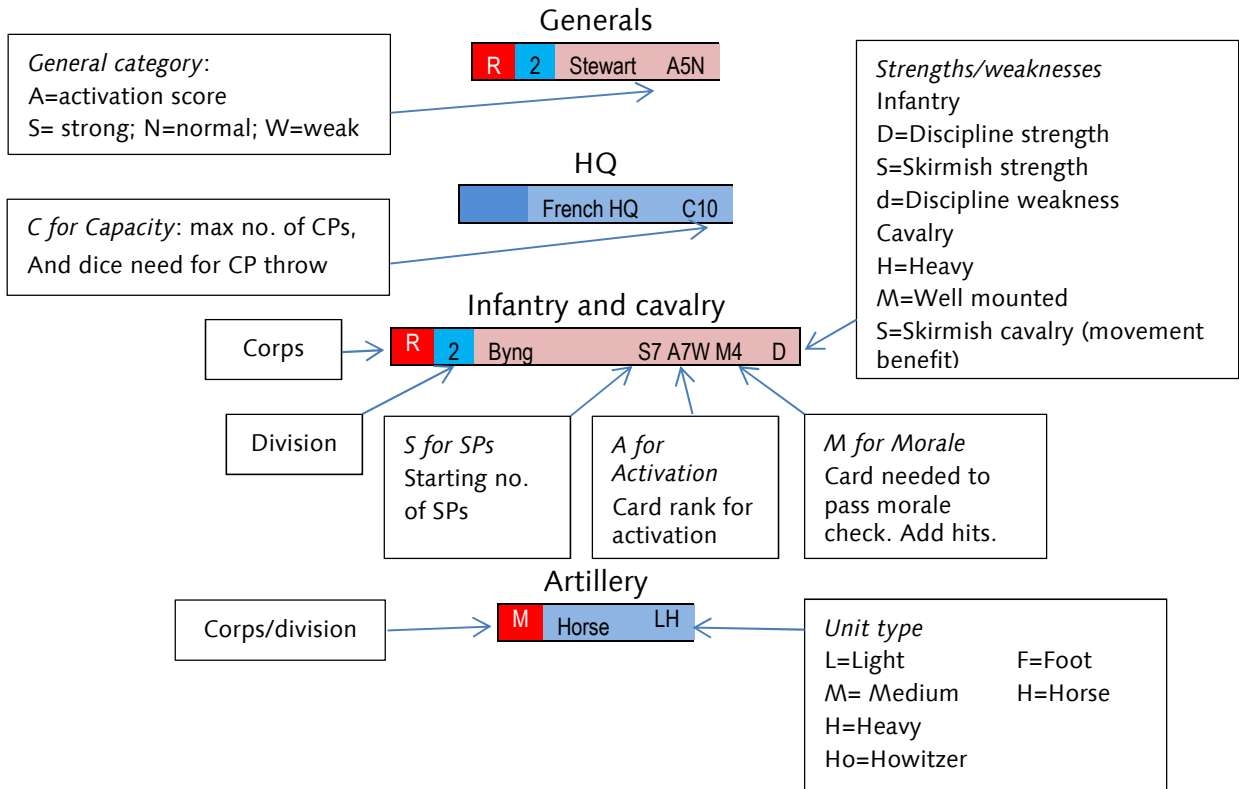


DTN V2.02 Quick Reference

Period sequence & Activation



Suggested labels & interpretation



Orders

| Orders | | | | |
|-----------|---|--|--------------------|--|
| Order | Fully activated can | Can't | Limited activation | Expiry |
| None | Initiative moves | Contact, move unit on Defend status (except fall back) | Free moves | N/A |
| Action | Anything except can't | Rapid moves; recover hits | Free moves | One turn |
| Regroup | Recover hits, fall back or defensive adjustment | Anything else | Free moves | One turn |
| Move | Rapid moves | Contact moves, retreat, Defend status | Normal rate | Activation Fail. Optionally if starts in TZ (free Action order); no unit moves Normal allowance; new order |
| Break-off | Disengage and make for place of safety at Rapid rate. | Prescriptive: no other activity allowed. | N/A | New orders fully activated; safety achieved (free reform order). |

Initiative moves

- Normal moves, not contact or Defend units
- Firefight attack starting in CZ
- Fall back from enemy in CZ

Free Moves

- Skirmish Cavalry and artillery moves non-contact
- Disengagement moves (not on Defend status)
- Defensive adjustments

Contact Zone (CZ) Threat Zone (TZ)

CZ = up to 4", screened by friends; 2" terrain effects
TZ = up to 8" or visibility, not impassable objects
Attacks must start in TZ

Attach orders

Given to an individual unit by a senior officer so transfer it to another division. CP cost like other orders. Must be fully activated, subject to either current or future DG's activation score if within radius, its own otherwise. Expires if not activated after 2 Turns.

Senior officer direct control

Senior officer placed next to DG. Adopt Action or Regroup order (if Commander may also adopt Move or Break-off). Can add other units in if in Command Distance.

Movement

How it works

Movement status

- **Normal.** Default: move at normal rate. Any direction; may change face at start.
- **Defend.** No movement except change face; combat advantages.
- **Rapid.** Use rapid movement rate. Applicable to Move and break-off orders only. Always forwards, but may wheel freely. Vulnerable if attacked.
- **Road march.** Applicable on Move orders only; add rapid and normal distances; must follow road and leave intervals.

Bad going

Use bad going rate if any part of move is through bad going/obstacle.

Artillery

Deployed artillery is static apart from changing facing. Limbered use table. Change to/from limbered free but only once per turn.

Interpenetration

Cannot end move overlapping, but otherwise units may move through each other.

Move distances

| Status | Normal | | Rapid | |
|-----------------|--------|-----|-------|-----|
| | Good | Bad | Good | Bad |
| Going | | | | |
| Infantry | 4 | 4 | 8 | 5 |
| Battle cav | 6 | 3 | 12 | 4 |
| Skirm cav | 8 | 4 | 16 | 6 |
| Heavy art | 4 | - | 8 | - |
| Med ft art | 4 | 2 | 8 | 3 |
| Lt ft artillery | 4 | 3 | 8 | 4 |
| Hse art/HQ | 6 | 2 | 12 | 3 |
| Generals | n/a | n/a | 16 | 8 |

Defiles/bridges

- Max two units per period.
- If in TZ must stop as soon as passed
- Vulnerable until following turn

Recovery (inf. & cav.)

Must have Regroup orders; can combine with fall back. One card per hit: red cards recover subject to rank & location:

| Rank required | Location |
|---------------|------------|
| Jack | CZ |
| 5 | TZ |
| Any | Outside TZ |

CZ Movement

Restricted to the following:

Contact moves

Start in TZ end in CZ

- Charge attack – into contact
- FF attack, inf. or art. to 2"
- Pin: other move towards enemy
- Support move: alongside attack or pin but not <2" from enemy

Fall back retrograde facing forward

Defensive adjustments

- Change face to enemy
- Relief: change places with unit up to 2" to rear
- Take cover >2" from enemy

Retreat Retrograde facing away at rapid pace; requires Break-off orders

Attack moves

1. Approach movement

If starting outside CZ (but in TZ), advance unit up to 3" (or 2" in low vis). Should have 1" of movement allowance to spare to proceed further.



2. Select target

Use priority sequence (target in CZ):

- Frontal quadrant over flank over rear
- Nearer over further
- Choose face depending on front edge in target's quadrants.
- May not cross the frontal quadrant of another enemy unit's CZ but can select this unit instead.
- If priority face is already being attacked can move to next priority.



3. Artillery check

If charge attack and in medium range of enemy artillery at this point or during approach, conduct artillery fire and morale check if hit. Must pass to proceed.



4. Enemy evade

Skirmish cavalry or artillery may opt to evade. SC: rapid move less score of D6. Artillery rapid move less one D6 if not fired in artillery check, 2 D6 otherwise.



Morale check

One card for each hit. Draw card against unit morale level. Raise level by one for ea. prior hit. Jokers fail unless general within 1"

5. Complete movement

Into contact for a charge, up to 1-2" for firefight attack or pin. May wheel or change face at start. Use remaining movement allowance plus 2" unless changed face. If enemy evaded, can charge fresh target if movement allows.

Combat process

Charge combat

1. *Resolve first phase combat*
2. *Losing side falls back 3"* (except infantry attacked by cavalry, or artillery); cavalry can fall back further. Infantry can convert to FF for draw.
3. *Winning side advances 1"* if enemy has fallen back or is broken
4. *Responding side conducts opportunity charge* for cavalry, or infantry against defiles or for artillery rescue. Must activate (except infantry in contact with artillery). Responding unit must not have moved this period.
5. *Breakthrough movement* For attackers who broke opponents; can be charge.
6. *Second phase combat.* From opportunity charges, breakthrough charges or cavalry follow-on combat v infantry
7. *Loser falls back 3"* includes cavalry that fails to break infantry
8. *Artillery capture* Losing artillery that failed to be rescued is removed from play.
9. *Final artillery rescue.* Opportunity charges arising from breakthrough charges.
10. *Third phase combat.* From artillery combats and breakthrough attacks against supported artillery. Losers fall back 3"; artillery not rescued is removed.

Charge/FF Combat resolution

- *Allocate SPs to face*, subject to standard maxima and overall no of SPs (see diagram) – cavalry v infantry limited to SP strength of weaker side.
- *Add bonus cards*: max. is number of SPs committed
- *Draw cards.* One card per SP plus bonus cards: gives hits – Club hits may be conditional
- Determine winner for charge combat (attacker if defender routs or if attacker scores more hits; defender otherwise)

Multiple unit attacks

In charge combat if more than one unit attacks an opposing unit, treat as single combat. Allocate defender's hits in turn by face: front, right flank, left flank, rear.

In Firefight treat each pair of opposing faces as a separate combat. If artillery unit combines fire with infantry unit, treat as attached artillery.

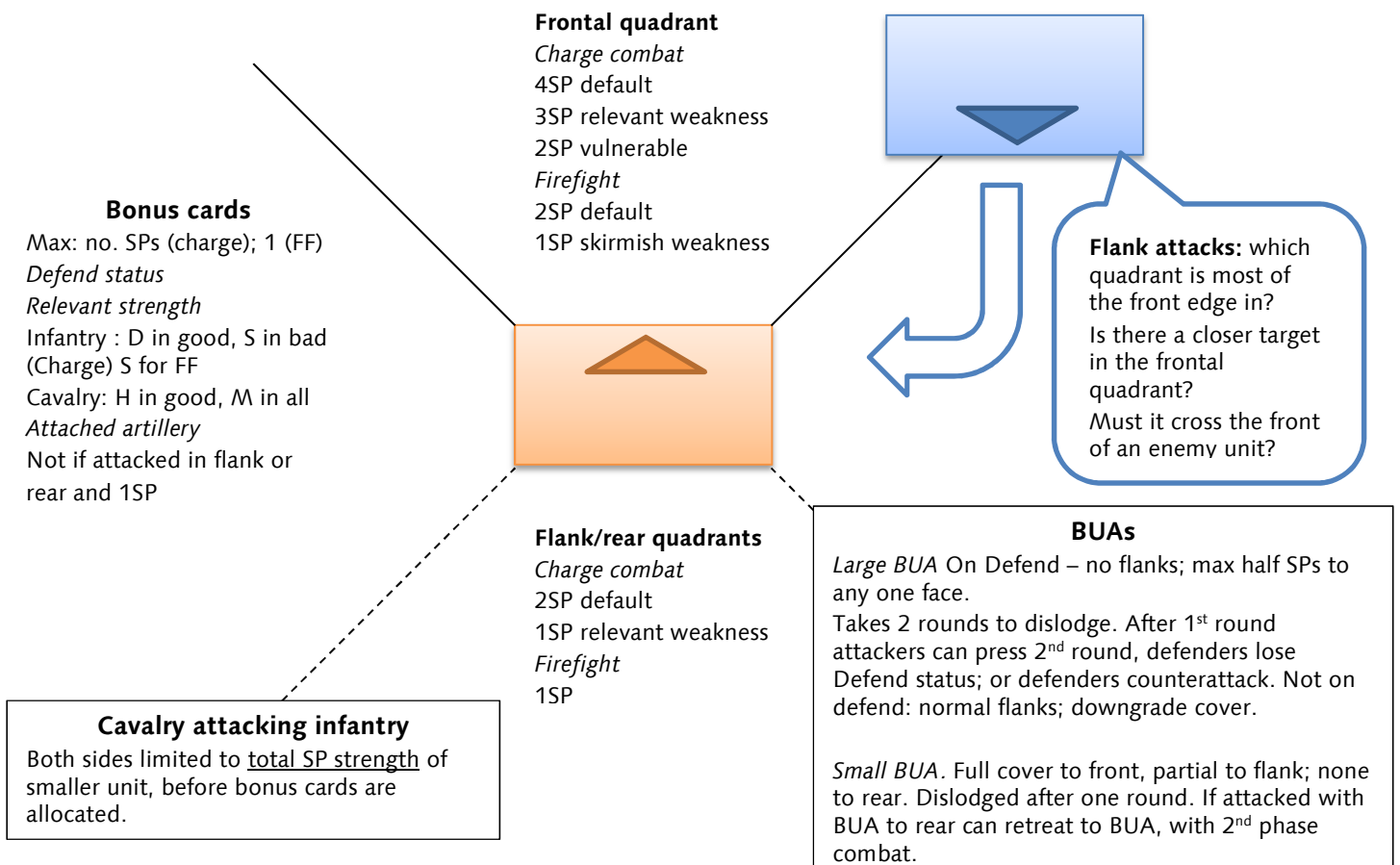
Attached artillery

Add artillery strength to infantry strength. Bonus card (does not apply if attacked in flank if artillery unit not full strength)

To decide which unit takes hits double artillery SPs and compare to infantry: artillery is hit if same or higher.

Infantry & cavalry SP allocations

(Artillery in charge combat: full SP to front, none to flank)
Artillery in FF 2SP to front, one to flank (unless attached))



Combat draw – close combat or firefight

Method

One card per committed SP plus bonus card(s).
Result depends on *suit*, but if there is a terrain disadvantage, then the *rank* needs to be high enough additionally.

- *Spades* Hit
- *Clubs* Conditional hit
- *Jokers* hit if attacking flank/rear (charge) or if eligible for 2 bonus cards (FF)
- *King* of any suit means that the general is at risk.

Terrain disadvantage

If applicable requires minimum rank as well as suit:

- *Minor* 4
- *Medium* 7
- *Severe* Jack

Applicable to cover (FF & artillery), and charge over bad going (but not in woods, etc.).

Clubs: conditional hits

Clubs score hits **except**:

- *Firefight* Only score if they do not cause one side to inflict more hits than other
- *Cavalry v infantry* Only if they cause the infantry unit to be broken
- *Charge combat v artillery* Only if they cause total loss of artillery unit

Risk to Generals

At risk if

- King drawn in combat draw
- Contacted by enemy in movement

High risk:

- Within 1" of unit
- Enemy Contact

Otherwise low

Draw (additional) card

- Hit with King low risk
- Hit with Jack, Queen, King high risk
- Joker: draw for nearest senior commander within 6"

If hit

- Activation fail next turn (units may activate on their own initiative)
- Leader is rated as Weak in future; increase A rating by one

Special artillery situations

Hit with J♠, J♣ or above

- Silenced artillery in FF & charge combat
- Any artillery charged in flank or rear

Artillery fire & recovery

Method

- Allocate fire points (FPs) to target
- Resolve FPs when 3 or unit moves or is attacked
- Allocate fatigue points & resolve for 2nd point or if unit moves or is attacked.
- Recovery if unit does not move or fire.

Allocate FPs

- Short range 3FP
- Effective range 2FP
- Long range/indirect 1FP
- Single SP unit not consolidated -1FP
- Limited fire opportunity -1FP

Limited fire opportunity if firer moved/fired on chargers this period/target on rapid movement.

Fire types

Depends on range and weight:

| | Short | Effect. | Long |
|----------|-------|---------|------|
| Light | 4" | 6" | 8" |
| Medium | 4" | 8" | 10" |
| Heavy | 4" | 8" | 12" |
| Howitzer | N/A | 8" | 10" |

- *Indirect* = blind or bouncethrough
- *Bouncethrough* =
 - In range
 - 3" from front of primary
 - Primary beyond short range
 - No bad going or howitzer
 - long range or indirect (7+)

Arc of fire & target selection

Arc of fire is frontal quadrant. Target should be closest target ±1".

Overhead firing

Permitted if intervening unit is on lower level and target on same or higher level as fire; or if target is on higher level and intervening unit on same level. Intervening unit must be more than 2" from firer and front edge must be 3" from target.

Howitzers can fire at targets on same level even if intervening unit is also on the same level.

Artillery v charges (Artillery check)

Must be visible and in effective range during charge

Limited fire opportunity (-1 FP) if any or all of the following

- Target made approach move or
- Cavalry

No fatigue on firer unless second time this period.

Resolving FPs

Draw one card for up 3 markers

- Spades hit for 1-3 markers
- Clubs hit for 2,3 markers
- Diamonds: draw 2 more cards for 3 markers, hit on spade or club.
- Joker: hit for howitzer or heavy

Subject to terrain disadvantage for cover, as for Charge/FF combat.

More than 3 markers: draw second card for FPs above 3; draw. FPs beyond 6 only draw if more than one face is subject to fire; otherwise remove excess FPs.

Recovery

Remove fatigue point. No fatigue points, draw one card per hit; red cards mean recovery of hit, subject to location

| Rank required | Location |
|---------------|------------|
| Jack | CZ |
| 5 | TZ |
| Any | Outside TZ |

Joker: elite units recover all hits

Fatigue

Apply fatigue marker after all attrition phase fire, and if units fire twice against chargers.

Resolution: draw single card:

- Spades – one hit if 1 or 2 fatigue points
- Clubs – one hit for 2 fatigue points only
- Joker – one hit for 2nd rate units