

Prussia's Glory II

PLAYER AID CARD

Sequence of Play

A. PRUSSIAN PLAYER TURN

1. Army Activation Phase (Main scenarios only) (13.0)
2. Command Determination Phase (14.0)
 - A Deploy from Column Segment (14.1)
 - B Group Command Roll Segment (14.2)
3. Movement Phase (15.0)
 - A Routed Movement Segment (15.1)
 - B Place Locked Markers Segment (15.2)
 - C Normal Movement Segment (15.3)
4. Offensive Bombardment Phase (16.0)
5. Rally Phase (17.0)
6. Defensive Bombardment Phase (18.0)
7. Close Combat Phase (19.0)
8. Remove Engaged Markers Phase (20.0)

B. COALITION PLAYER TURN

- C. Joint Army Morale Adjustment Phase (21.0)
- D. End of Turn Phase

Bombardment Table

Die Roll	2	3-4	5-6	7-8	9-11	12-14	15-19	20+
-2	0	0	0	0	0	0	0	0
-1	0	0	0	0	0	0	0	1
0	0	0	0	0	0	0	1	1
1	0	0	0	0	0	1	1	1*
2	0	0	0	0	1	1	2*	2r
3	0	0	1	1	1	2	2r	2r*
4	0	1	1	1	1r	2r*	2r*	3
5	1	1	1*	1r	2r*	3	3	4*
6	1	1r*	2r	2r*	3	4*	4*	4*
7	2	2	3	3r*	4*	5*	5*	5*
8	2*	3*	3*	4*	5*	5*	6*	6*

Bombardment Table DRMs

- +2 All firers are at one hex range
- +/- Terrain Adjustment
- 3 Any firer is Disordered
- 3 Target hex has all Routed units
- 1 If firer in Demoralized army (n/a if firer in Broken Army)
- 2 If firer in Broken army
- 2 Any firer bears a Momentum Attack marker

Army Activation

Normal Activation:

Pay the scenario defined Army Morale cost, then roll. If die roll + Army Commander's Initiative is greater than or equal to 7, Activation is successful.

Coup d'Oeil Activation:

Must have clear 7 hex LOS to any counter in opposing Army. If a die roll + Army Commander's Initiative is greater than or equal to 8, you may activate by paying the scenario defined AM cost. One CdoA attempt for main army, plus one per Det.

Automatic Activation:

When you have a clear 3 hex LOS to an enemy counter, your army is automatically activated for free.

Artillery Capture Table

Die

Roll Result

≤0 If Formed, artillery suffers Disordered result. Otherwise, Retreat 1 hex.

1-3 On-map Counter is Captured. Replacement is placed on map in adjacent hex, and is Disordered (no retreat) if it was Formed.

4+ All Steps captured

DRMs

- +1 Any Capturing Units have higher MR
- 1 Artillery Unit has higher MR
- 1 All capturing units are Disordered

Rally Modifiers

Add or subtract to unit's current morale value

- +? MM if unit is stacked with friendly leader
- +1 Four or more hexes from nearest enemy
- +1 Infantry in woods or town
- 1 Stacked with or adjacent to friendly Disordered or Routed unit
- 1 Adjacent to enemy unit
- 1 Army is Demoralized
- 2 Army is Broken

Russian Cossack and Prussian Freikorps Cavalry Units

Remember to double their step value for stacking and Engaged purposes in Zorndorf, Torgau (PG I) and Kunersdorf (PG II).



Terrain Effects Chart (TEC)

Hex Terrain	Movement Cost (MPs)		Combat Effects		
	Inf or Leader/Art	Cav	Inf	Cav	Bomb
Clear	1	1	0	0	0
Woods	2	3	-1	(-4)* ⁶	-1
Heavy Woods	2 ⁷	3 ⁷	-1	(-4)* ⁶	-1
Town	1	1	-1	(-4)* ⁶	-1
Walled Town ¹	1	1	-3	(-4)* ⁶	-2
Marsh	2	3	-1	(-4)* ⁶	[-1]
Pond/Stream ²	2	2	(-1)	(-1)	[-1]
All Water	P	P	P	P	P

Hexside Terrain

Up Slope	+1/+1	+1	-2	-2	-2
Down Slope	+0/+1	+1	0	0	0
Steep Slope	3/P	P	-4	P	-2
Stream ³	+1/+1	+1	-1	-1	0
Bridge/Causeway	+0/+0	+0	-1	-1*	0
Entrenchment ⁵	+1/+1	+2	-2	-2*	-2
Abatis / Wolf Pits	+1/+1	+2	-1	-2*	-2
Full Pond ⁴	P/P	P	P	P	P
Mietzel River	All**	All**	P	P	0
River ⁸	P	P	P	P	P

Costs to leave EZOC

- +1MP All Supporting Units (7.5.1, 7.5.2, 7.5.3)
- +1MP Engaged Prussian Cavalry (only if not Engaged by Formed Cavalry—7.5.3)
- +2MP All other Engaged Fast Units (only if not Engaged by Formed cavalry—7.5.3)

Movement Cost Instructions:

Apply the worst hex value, plus all applicable hex sides.

Combat Effects Instructions:

Apply the modifiers from the hex least favorable to the attacker (either the attacker's or defender's hex) plus the hex sides between the two hexes. The attacker may choose which attacking hex and defending hex to use to resolve terrain DRM for multi hex combats, again applying hexsides between the selected hexes.

Terrain Effects Chart Notes

- # If the result is not in parenthesis or brackets then the combat effects are for attacking *into* the terrain
- () This effect applies to attacking *from* and *into* this terrain
- [] This effect only applies to attacking *from* the terrain
- P Prohibited
- * Cavalry may not use their shock values attacking into or out of this terrain
- ** IC only
- 1 Hex 3110 in Leuthen (churchyard), and hexes 1907 and 2538 in Kolin are walled towns.
- 2 A hex is a Pond/Stream hex when it is not filled with water, otherwise it counts as "All Water."
- 3 If no Bridge or Causeway.
- 4 A hexside is a Full Pond hexside when it is covered entirely by a pond.
- 5 Negative modifiers for Entrenchments only apply to units bombarding or attacking from front (outside) the entrenchments to the back (inside). Units bombarding/attacking from the inside do not suffer a negative drm.
- 6 Exception—Units attacking hexes containing only CAV-ALRY defenders in Town, Woods, Dense Woods and Marsh hexes suffer no DRM penalties. Cavalry alone receives 0 DRM benefit in these hexes.
- 7 (IC movement cost is 2 IC hexes per hex)
- 8 Elbe, Moldau, Schleich, and Schipp are rivers.

Combat Sequence

1. Attack Designation
2. Withdrawal Before Combat
3. Determine Odds
4. Select Lead Units
5. Determine DRM
6. Resolve Close Combat
7. Check for Leader Casualties
8. Apply Results
9. Advance After Combat
10. Momentum Advance/Attack
11. Earn Combat Success Chits
12. Cavalry Action

Sweeping Charges

After any Advancing, any Engaged, Formed cavalry that have not already performed a Sweeping Charge this turn may attempt a Sweeping Charge (10.13.2). Designate the attempting cavalry, then roll a die. Add each Unit's Morale and the Morale Modifier of any leader stacked with any attempting unit. Any Unit with a total of 11 or more must participate in the next attack.

Morale Effects in Combat:

- 5 MR May voluntarily retreat. Not affected by "r" results.
- 4 MR Must suffer Disorder result when taking 1 LP if already lost a Step. "r" results cause Disorder.
- 3 MR Must suffer Rout result when taking 1 LP if already lost a Step. "r" results cause Disorder result. "S" causes Surrender for one LP.

Prussia's Glory II

Combat Results Table (CRT)

Die Roll	ODDS							Die Roll
	1-3 (or less)	1-2	1-1	3-2	2-1	3-1	4-1+	
-2 (or less)	*4RS / 0	*4RS / 0	*4RS / 0	*3RS / 0	*3R / 1	2 / 0	2 / 1	-2 (or less)
-1	*4RS / 0	*4RS / 0	*3RS / 0	*3R / 0	(2)R / 0	1r / 1	1 / 1	-1
0	*(4)RS / 0	4RS / 0	(3)R / 1	(3)R / 1	1r / 1	1 / 1	(1) / 1	0
1	Ex+1RS / 0	*(4)R / 1	*(3) / 1	*(2) / 1	*(1)r / 0	(1) / 1	1 / 3	1
2	*Ex(+1)R / 0	(3)R / 1	1r / 0	1r / 1	1 / 1r	0 / 1r*	0 / (4)*	2
3	3R / 0	Exr / Ex	Exr / Ex	Exr / Exr	0 / 1r*	1 / 2r	1 / 4R*	3
4	(3) / 1	1 / 0	Ex / Exr	Ex / Ex(+1)*	Ex / Ex(+1)	0 / (3)*	0 / 4R*	4
5	1r / 0	1 / 1r	0 / 2	0 / 2	Ex / Ex+1*	Ex / Ex(+1)*	0 / 4RS*	5
6	1 / 1	0 / (2)*	1 / (3)*	1 / 3*	1 / (4)R*	Ex / Ex+1*	0 / (5)RS*	6
7	1 / 1r*	1 / (3)	1 / 3*	1 / (4)R*	0 / 4R*	0 / (4)R*	0 / 5RS*	7
8	0 / 1r	1 / 3*	0 / (4)R	0 / 4R*	0 / (4)RS*	0 / 4RS*	0 / 5RS*	8
9	1 / (3)	1 / (4)*	1 / (4)RS*	1 / (4)RS*	1 / 4RS*	1 / (4)RS*	1 / 5RS*	9
10	0 / 3	0 / 4R*	0 / 4RS*	0 / 4RS*	0 / 5RS*	0 / 5RS*	0 / 6RS*	10
11+	0 / 4R*	0 / 4RS*	0 / 5RS*	0 / 5RS*	0 / 5RS*	0 / 5RS*	0 / 6RS*	11+

Note 1: Add 1 LP to both sides if a battle involves Supported Defense (10.1.1b)

Note 2: Optional Rule 16.1.b—Hexes of all Cavalry attackers or defenders subtract 1LP from all 3,4, or 5 LP results.

Combat Result Table DRMs

- 2 For each Engaged Shift or Momentum Attack marker on an attacker
- +2 For each Momentum Attack marker on a defender
- 1 Any attacking unit is Disordered
- +3 Flank Attack (negated if the target hex is a town)
- +1 Defending army is Demoralized
- +2 Defending army is Broken
- 1 Attacking army is Demoralized
- 2 Attacking army is Broken
- 2 Odds worse than 1-3
- +2 Odds better than 4-1
- +/- Terrain adjustment
- +/- Cavalry Shock modifier (see 19.5)
- 3/+3 Any attacker/defender is In Column

Disordered and Routed DRMs: Most Favorable To Attacker Applies. *Note—the Disordered and Routed DRMs apply only to the Engaged defending units; the presence and state of other units in the hex has no bearing on which drm is applied.*

- +1 Every defending hex has a Disordered or Routed unit and a unit which is not Formed cavalry is attacking
- +2 Every defending hex has a Disordered or Routed unit and only Formed cavalry is attacking
- +2 Every defending hex has a Routed Unit and a unit which is not Formed cavalry is attacking

Disordered and Routed DRMs continued:

- +3 Every defending hex has a Routed unit and only Formed cavalry is attacking

Morale Adjustment

Only One Applies—compare Lead Units' MR

- +1 Attacking lead unit has higher MR
- 1 Defending lead unit has higher MR
- +? All attackers are cavalry, and attacking lead unit has higher MR (take the difference in morale)
- ? All attackers are cavalry, and defending lead unit has higher MR (take the difference in morale)

Explanation of Results

Results are attacker result/defender result

- # Loss Points (11.1)
 - Ex Exchange: Divide enemy Engaged steps by 4, rounded to determine friendly LP.
 - Ex+1 As above, but add one.
 - * An artillery unit, if present, takes a step loss
 - R All retreats are Routs
 - r After LP, any units with < 5 morale retreat
 - () Reduce LP by 1 if Supporting units are present
 - S Units with Morale < 4 surrender, satisfying one LP
- For a Supported Defense—add +1 LP to each side's result

Quick Start Setups

Players can use the following set ups to plunge into the games' Main scenarios without worrying about blowing their set ups due to lack of game experience. They are geographically balanced to enable players to pursue varying offensive or defensive strategies; as such, they can certainly be improved to optimize set up for a particular strategy. Wing leaders and Army leaders may be placed on or within one hex of any of their units. Units listed with number only are infantry. Check the specific scenario for any further set up instructions.

KUNERSDORF:

Prussian:

Unit #.....	Hex #
DrG 8/6	2014
Cur 1/Cb 3	2014
DrG 6	2113
DrG 2/8	2113
Hus 4	2213
Hus 4+	2213
Arty 5	2312
14/38	2312
37/55 Fus	2312
Arty 3	2307
Arty 7	2307
CGr Jung	2307
Arty 4	2208
Arty 6	2208
CGr Lindstedt	2208
46/49 Fus	2108
16/g.2,6,8	2108
9/24	2108
Arty 2	2306
Arty 1	2306
2/7	2306
31/41	2207
12/29	2207
19/21	2207
47 Fus	2107
CGr Grab.	2107
35 Fus	2107
Gar 5	2107
Hus 8/2	2206
Hus 2/3	2206
DrG 3/11	2206
Kleist Hus	2106
Hus 1	2106
Cur 2/5	2106
Cur 7/2	2106
HA	2007
Cur 12	2007

Russian:

Use the battle set up hexes on the Russian/Austrian counters, with the following adjustments:

Russian units to move:	
2 Gr/46 inf	3115
Arty 1	3115
Arty 2	3115
18/26 inf	3215
Arty 6	3215

PRAGUE

Austrians:

69/70	3012
10/51	2710
3/29	2711
Arty 3	2712
15/18	2712
35/36	2713
Kreise Mainz	2612
47	2613
17	2613
1	2614
20/22	2514
28/52	2514
27/49	2515
Arty 2	2515
50/55	2516
37/54	2616
33/40	2617
8/11	2618
9/56	2517
Arty 1	2517
64 Cr	2818
60 Cr	2818
DrG 13	2307
Cur 27/29	2307
DrG 6	2308
Cur 33	2409
Cur 4	2409
DrG 39	2309
Hus iv/24	2309
C. Gr	2309
Cur 8/CCb	2312
Hus ii/34	2312
24/16	2212
Gren. bn	2212
Gren.bns	2214
39/41	2214
Cur 25/10	2418
Cur 21/3	2518
DrG 1	2219
DrG 7	2219
Hus 30/iii	2219

Prussians:

(Recommend setting up all units as starting In Column)

32/26	3808
30	3705
28/29	3706
12/23	3707
8/9	3708
Arty 1	3708
DrG 11	3709
DrG 3	3805
Arty 4	3806
13/17	3806
1/3	3807
Arty 3	3608
18/19	3608
Hus 6	3609
Hus 4	3610
Cur 11/13	3505
Cur 6	3505
Cur 7/6	3506
Cur 5/11	3507
Hus 4/3	3508
Hus 2/6	3508
Hus 3	3509
Hus 2	3510

KOLIN:

Austrians:

Hus 33/34	3312
Hus 2/32	3316
67 Croat	2615
Arty 3	2416
21/25	2416
4	2416
12/23	2417
25	2417
Gren	2417
59	2316
28/47	2217
69/70 Cr.	2114
DrG 23/28	2118
DrG 31/39	2118
Arty 1	2018
14/43	2018
9	2018
24/55	1918
DrG 19/37	1919
DrG 13	1919
66 Croat	2718
Cv Cr Hus	2318
Cur 12/14	2320
Cur i/iii	2320
63 Croat	2721
64 Croat	2625
Arty 2	2523
31/42	2523
2	2523
13	2524
25/56	2422
7	2423
Cur 6/KC	2224
Sax Gd	2123
DrG 9/37	2024
Hus 17/24	3027
Hus ii/11	2926
Hus iii	2926
Hus 30/26	2726
LCv Det	2430
Sax ChLa	2430
Sax ChLb	2430

Prussians:

Hus 1	3507
Hus 6	3507
Hus 7	3507
Hus 2	3408
Hus 4	3408
Cur 3/11	3106
Cur 1/12	3107
DrG 2/4	3108
3	3006
DrG 11	3007
Gr 9/10	3007
29/36	3008
Arty 2	3008
DrG 1	2904
40/3	2905
Gr41/44	2906
Hus 3	2907
Cur 28	2805
7/35	2806
Gr 13/26	2807
21/41	2705
Arty 1	2706
17/20	2706
22/25	2606
DrG 3	2505
Cur 6/7	2405

KREFELD:

French:

Anrad Det	2922
St. Tonis Det	3517
Arty 3	3421
Auvergne	3421
Enghien	3421
Navarre	3521
Arty 2	3620
Provence	3620
Provence (1 step)	3620
Vaubecrt	3819
Belzunce	4018
Brancas	4018
Touraine	4217
Picardie	4315
Conde	4315
Marine	4514
Arty 1	4713
Aquitane	4713
Vol Fdres	5014
Grnds 3	4517
Grnds 1	4618
Gr. Roy	4618
Cavalry Du Muy:	
3rd Bde	3621
1st Bde	3621
2nd Bde	3721
5th Bde	3821
4th Bde	3820
6th Bde	3919
Cavalry Fitz James:	
1st Bde	3921
3rd Bde	3921
5th Bde	4120
6th Bde	4120
2nd Bde	4220
4th Bde	4220
Cavalry Peronne:	
1st Bde	4318
2nd Bde	4418
3rd Bde	4418
Berch Hus	4420
Turpin Hus	4519

Hanoverian-Allied:

Leib DrG	3112
Hessian	3112
Dr. Finck	3112
Dr. Holst.	3112
Arty 1	3111
DrG Bock	3111
Hus Malch	3111
Hodenbrg	3111
Arty 2	3211
Halberst.	3211
Sporcken	3211
Gde Karl	3211
Kielmansg	3312
Schele	3310
Lieb Buck	3310
Cb Gren.	3310
Heise	3908
Gde Behr	3908
Jg-Zastrw	3908
Gde Korps	4008
Reden	4008
Cb Gren.	4008
Arty 3	4107
Scheither	4107
Luckner	4107
Drachen	4107
Hus Ruech	4106