

## Turn Sequence

Both the First and Second player do these 5 steps to complete one Game Turn.

1. Random Events
2. Movement
3. Enemy Reaction
4. Combat

If he did not Force March during his Movement Phase, and was not involved in any Battles during the enemy's Reaction or his own Combat phases, he might receive a Morale Point from rest during a "Lull" (13.0).

### 5. Night Operations

5a. Rally (See the Rally Table)

5b. Morale Loss due to captured terrain

5c. Morale Recovery from rest

5d. Re-concealment (if using Optional Rule 16.12)

5e. Reshuffle deck (after Second Player's Night Turn)

## Hazardous Retreats

Die Roll	Result
1-3	Break
4-6	Safe

Results are applied after that unit retreats into that hex in an Enemy Zone of Control or across that Bridged/Forded river hexside.

**Break:** the unit Breaks at that location.

**Safe:** the unit is safe at that location.

## Rally Table

1,2	Elim
3,4	-
5,6	Rally

### Die Roll Modifiers:

+1 for Elite Forces (see Exclusive Rule 3.0)

+1 when one Morale Point is spent (for all Rally rolls, see 12.4)

Modified die rolls greater than 6 treated as 6.

**Elim** the unit is eliminated and permanently removed from play.

- No Effect; the unit remains Broken and may attempt to Rally again later. If using Optional Rule 16.61, a Cadre unit may be placed instead.

**Rally** the unit Rallies; place on a friendly LOC hex (or see 16.4).

# Jena 20 Player Aid Card



## Combat Results Table

Die Roll	Attacker's Net Combat Strength Differential						
	-2	-1	0	+1	+2	+3	+4
1	AB	AR	AR	AW	N	EX	EX
2	AR	AR	AW	N	EX	DW	DW
3	AR	AW	N	DW	DW	DW	DR
4	AR	N	DW	DW	DW	DR	DR
5	AW	DW	DW	DW	DR	DR	DB
6	N	DW	DR	DR	DR	DB	DB

Attacks made at greater than +4 are treated as +4.

Attacks made at less than -2 are treated as -2.

**A or D:** The result applies to the Attacker or Defender.

**B (Breaks):** Break all defeated units in this battle. Adjust morale. The victor conducts any Advance after Combat.

**R (Routed):** The victor rolls a separate die for each Routed unit and the losing player retreats it that many hexes (-2 for an Elite Force; if modified result is < 1, change it to Withdraws). Adjust morale if unit routs more hexes than its Movement Allowance. The victor conducts any Advance after Combat.

**W (Withdraws):** All defeated units in this battle must retreat one hex. The victor conducts any Advance after Combat.

**EX (Exchange):** Break all defending units. The attacker must break from among his units in that battle an amount of Combat Strength Points at least equal to the defender's Combat Strength total. Use only the printed Combat Strength values on the units themselves, unmodified for terrain or other considerations. Adjust morale (it might cancel out). Surviving attacking units conduct any Advance after Combat.

**N (Engaged):** There is no effect. Neither side breaks any units, retreats, or advances as a result of this battle.

## Morale Track

0 Army Defeated	1 Guard Free Commit	2	3	4	5	6	7	8	9	10
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## Morale Chart

Circumstance	Friendly Enemy	
<b>During Combat</b>		
Each <b>Broken</b> enemy unit	+1	-1
Each enemy unit that <b>Routs</b> more hexes than its Movement Allowance ( <b>Elite Forces</b> get -2 to their Rout rolls) <i>If the unit also Breaks, the net loss is only -1</i>	-	-1
Guard force(s) could not conceivably Advance after Combat (see Rule 12.22)	-1	for Guard unit's side

### During a "Lull" Turn

If no mitigating activity during that Day Turn	+1	-
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### During Night Game Turns

Occupy two or more enemy LOC hexes	-	-1
For each enemy Objective hex occupied	-	-1
Automatically, from recuperation	+1	-

### Spending Morale Points

Players may spend one Morale Point for each desired effect as follows:

- **Forced March:** +1 Movement Allowance to all friendly units for that Player Turn.
- **Commit the Guard:** Movement of a Guard unit next to an enemy unit during your Movement Phase. *No cost if either side is down to only 1 Morale Point (Free Guard Commit).*
- **Commit the Reserves:** Increase your side's Strength in a battle by +1.
- **Rally:** +1 to the Rally die rolls for all friendly units check at that time.



Publication