Got mit uns .31

Overview

NeoKaw "Got mit uns" (GMU) is a quick and rules light, age of powder, miniatures game. "Got mit uns" depicts an entire battle. The scale of men per base is really dependent on the scale of the battle, not the game itself. The time period covers from the introduction of drilled and disciplined units of the Thirty Years War in the early seventeenth century to the middle of the nineteenth century with the Crimean War and the American Civil War.

Miniatures

The miniatures are based on Warlord Games's Epic miniatures, with a few modifications.
- Headquarters: Headquarters markers can be one of two types. As a mounted commander model, the Headquarters Marker is in Command Formation. As an artillery gun, the Headquarters is in Battle Formation.
- Detachment: Detachments are 60mm wide by 20mm deep bases of skirmishers or dismounted cavalry. There is no difference between the two types of Detachment models. (a Detachment is a Detachment, there is no difference in a modeled type or any associated Corp unit)
- Corp: Corp are mounted on 60mm by 30mm bases.
  - Bases
    - Infantry bases have two rows of ten men. The rules below define how Battle Values are modeled.
    - Cavalry bases have one rank of five mounted cavalry.

Board and Terrain

This game uses a play area of two feet by three feet. The game is played on a board that is three feet wide and two feet deep. Terrain is scaled such that a city or town is measured in inches. There is no consistent scale, each game's map scale is to itself and depends on the scale of the battle.

Definitions

Cavalry: Cavalry units are Corp units, but have special rules that allow them to remain more mobile and are harder to fix in place than infantry.

Corp: The term Corp is used to represent the bulk of the units. The term "Corp," Generally, but far from always, relates to historical corps.

Detachment: Detachments are units that are broken off from Corp during the Command Phase. Detachments produce a Zone of Control and are generally used to hold road crossings, bridges, towns, and secure flanks. Detachments do *not* generate a Zone of Interest. Cavalry may have detachments, but there is no difference between detachments regardless of their source or the models on them. Detachments can not Attack, only Defend. A player is limited to a maximum number of detachments equal to the number of friendly Corp units on the field. This limit also includes Detachments that have been eliminated.

Dice: The game uses six-sided dice.

Distance: The distance between two units is the shortest distance between their bases.

Headquarters: Headquarters models are markers, not units. They represent the center of attention and focus, not the actual presence of a general, command staff, or the physical location of a headquarters. Headquarters markers may be deployed in one of two formations, Order or Battle. In Order Formation, a Headquarters marker has a greater Command Range and uses a mounted commander or general model. In Battle Formation, a Headquarters marker can modify a Combat Roll to a combat within the marker's Command Range and is depicted using an artillery gun.

Interpenetration: Units may not move through or end up on top of each other.

Line of Sight: Line of Sight exists between two units if a line can be drawn between any point on the models without crossing the following:
- A Corp or Detachment unit
- Through a hill (Line of Sight may be made to a model on a hill)
- Through Town or Defensible Terrain, unless one of the units is on a hill (Line of Sight may be made to a model in a Town or Defensible Terrain)

Movement: During the Movement Phase, players will move Corp units around the table.

Pass: During the Combat and Movement Phases, players take turns activating units. This continues unimpeded, until a player declares a pass, then the other player is restricted in the remaining number of activations.

Terrain: Terrain alters combat modifications and bonuses (generally for the Defender), Line of Sight, and movement.

Unit: Units are Corp units of multiple bases and Detachments units, made up of a single base.

Zone of Control: Zone of Control is an area of 1 inch around a Unit. A Zone of Control will limit an enemy's Movement. When a unit enters or begins the movement phase in an enemy Zone of Control, it may not move for the rest of the Movement Phase and can only exit as the result of other means, such as a combat result. Both Corp and Detachments project a Zone of Control.

Zone of Influence: Zone of Influence extends out to 2 inches from a Corp Unit. Detachments do *NOT* project a Zone of Influence.

Rules

Game End

Each scenario will define the event, turn, or condition that triggers a game's end. Each scenario will also define how a scenario's Victory Points are generated and scored, as well as the margin of Victory Points necessary to generate a Major Victory, Minor Victory, Tie, Miner Loss, and Major Loss.

Victory points are generally produced by controlling Objectives and / or destruction of a significant portion of an opponent's forces. An Objective is controlled if a player has a friendly Corp unit within 4 inches and the opponent does not.

Setup

Period and Army Selection

Both players select a period or war to play. Then each player will pick an army. Each player rolls a die under the table associated with the army selected. The result will list the number, types, and strength of the units available to each player.

Determine Aggressor

Each scenario will define how to determine the Aggressor. Generally it is by rolling a D6 and adding the selected army's Aggression Factor.

Terrain Placement

Each scenario defines the type and amount of terrain to be placed.

Edge and Deployment

Each scenario defines how player's determine which edge or point is a player's deployment edge or point. Each scenario determines the process player's deploy units before the first turn.

Turn Sequence

Each game turn progresses under the following phases: Combat, Movement, Command, and End. Each phase is completed by both players, then progresses to the next phase. At the conclusion of the Command Phase, the turn count progresses and play moves into the next turn's Combat Phase.

Combat Phase

Beginning with the Aggressor, players alternate selecting a Corp to Be the Attacker and a target corp or Detachment that will be the Defender. When it is a player's turn to select, the player must either choose a Corp in position to Attack or must pass for the turn.

Combat Selection

The player whose turn it is to select is the Attacker and the other player is the Defender. Each Combat consists of one Attacking unit and one Defending unit, though each may have other Corp in support of the Combat. A Combat is not mandatory and, unless selected, adjacent enemy units are not required to resolve Combat. A unit may be a part of any number of Combats, as either Attacking, Defender, or even in support of other Combats.

Combat Resolution

Combat Roll

Each player rolls a die and adds any modifiers. The player with the higher total wins the Combat. If the players tie, there is no effect applied to either player. The player with the lower total subtracts that player's result from the higher player's result and applies the associated Combat Effect from the Combat Resolution Table. After the Combat is resolved, the players continue alternating selecting units until passing.

Combat Resolution Table	
0	None
1-2	Retreat
3-4	Broken
5+	Eliminated

Pursuit

If the Defender receives a Retreat, Broken, or Eliminated Combat Effect, and the Attacking unit is not in the Zone of Control of any other enemy units, it must advance to occupy the empty original position of the removed enemy unit.

Combat Effects

Retreat
- A Detachment that receives a Retreat Effect is removed from the table, but not Eliminated.
- A Corp that receives a Retreat Effect must make three 1 inch movements away from the enemy unit in Combat. Each inch moved must be further away from the enemy unit. A retreating Corp may not pass through or stop on a friendly or enemy Corp, may pass through a Detachment or Headquarters. A retreating Corp may not enter into an enemy Zone of Control (including ZoCs projected by Corp and Detachments). If a Corp is not capable of making these three movements, it becomes Broken. When making these movements, the model orientation is up to the player.

Broken
- A Detachment that receives a Broken Result is Eliminated.
- A Corp that receives a Broken Result in Combat with a Detachment receives a Retreat result instead.
- A Corp that receives a Broken Result in a Combat with a Corp is removed from the table and placed on the turn track two turns after the current turn. If the game is on the last turn, a Broken Result becomes an Eliminated Result.

Eliminated
- A Detachment that receives an Eliminated Result is removed from the game.
- A Corp that receives an Eliminated Result in Combat with a Detachment receives a Retreat result instead.
- A Corp that receives an Eliminated result in Combat with a Corp is removed from the game.

Combat Modifiers

Terrain
These terrain types modify a Defender's roll, and Defender only. With the exception of Rain, a Defender may claim a maximum of one bonus due to terrain.
- **Towns:** Defender gains a +1 bonus to roll if the majority of the Defending unit occupies a town.
  - Cavalry do not gain a +1 bonus when defending in Town terrain.
  - When attacking a unit that is mostly in a Town, a Cavalry corp unit does not add its own Battle Value to the roll.
- **Defensible:** Defender gains a +2 bonus to roll if the majority of the Defending unit occupies Defensible Terrain.
  - Cavalry do not gain a +1 bonus when defending in Defensible Terrain.

- - When attacking a unit that is mostly in a Defensible terrain, a Cavalry corp unit does not add its own Battle Value to the roll.
  - **Bridges:** A Defender gains a +1 bonus if a Bridge lays between the Defender and the Attacking unit.
  - **Hill:** If the Defender is mostly on a hill and the Attacker is not, the Defender gains a ÷1 bonus.
  - **Highground:** Models mostly on a hill add one inch to their Zone of Influence over level ground (Zone of Influence is normal over other hills).
  - **Rain:** When a scenario calls for rain, generally on specific turns, the Defender's roll is modified by +1, ***in addition to any other bonus***.

Support

Attacker and defender add their individual Battle Value to the roll. Units may also add the battle Value of other units and markers under the following conditions:
- HQ
  - If the unit is within the Command Range of a friendly Headquarters marker in Battle Formation, add the Headquarters's Battle Value to the roll.
  - Only one HQ may support a Combat.
- Cavalry
  - Both players add +1 for each friendly Cavalry Corp unit within one inch of the associated friendly Attacking or Defending unit. The Cavalry Corp does not need to be in the enemy's Zone of Control. (Cavalry support the friendly model, regardless of the enemy position)
- Infantry
  - The *Attacker*, not the Defender, adds +1 to the Combat roll for each friendly Infantry Corp unit, not Detachment, that is in the Defender's Zone of Control. (Infantry support a friendly Attacking model if the support is also in the Defender's Zone of Control)
- Attacking Detachments
  - A Corp unit attacking a Detachment Defender receives a +2 bonus.

Passing

After a player passes, the opposing player rolls a die. The result of the roll is the maximum number of additional Combats that that player may declare before the end of the Combat Phase. After the completion of the Combat Phase, players move on to the Movement Phase.

Movement Phase

Beginning with the Aggressor, players alternate selecting Corp units to move. Each time a player can choose, the player must select a unit to move or pass. A Corp unit may be selected multiple times for movement, as long as it is eligible for selection.

Corps Movement

The selected Corp may be moved in inches up to its movement value.

Corp movement also has the following restrictions:
- A Corp may not pass through or end movement on another Corp unit.
- A Corp may move through a friendly Detachment, but may not end movement on that Detachment.
- A Corp may move through friendly and/or enemy Headquarters markers, but may not end movement on a Headquarters marker.
- Neither Headquarters markers nor Detachment units may move. They are placed and or removed in other phases of the game.
- If a Corp moves exclusively along a road, it may move up to an additional +4 inches.
- A Corp may not move beyond the Command Range of any friendly Headquarters markers.
    - Command Range is measured from the closest base edge of the Headquarters' base and is not interrupted by friendly or enemy Corp, units, markers, Zone of Control, or Zone of Influence.
- If a Corp begins movement outside of Command Range of any friendly Headquarters, it must move closer to a Headquarters marker, until it is within Command Range of a Headquarters marker.
- When a unit stops movement after crossing a stream, it must be placed so that its width is parallel with the stream.

Zone of Influence

- Infantry
    - When an Infantry Corp unit begins Movement within the Zone of Influence of an enemy unit, the Corp's may be moved up to a value of 1 inch.
    - When an Infantry Corp unit enters the Zone of Influence of an enemy Corp, it must stop movement more than 1 inch and up to 2 inches away from that unit.
- Cavalry
    - When a Cavalry Corp unit begins Movement within the Zone of Influence of an enemy *Cavalry corp* unit, the Corp's may be moved up to a value of 1 inch.
    - When a Cavalry Corp unit enters the Zone of Influence of an enemy *Cavalry Corp*, it must stop more than 1 inch and up to 2 inches away from that unit.
- Alignment
    - When a Corp unit stops movement because it is entering a Zone of Influence of an enemy unit, it is placed oriented parallel to a selected unit whose area it is in.

Zone of Control

- When any Corp unit enters the Zone of Control of an enemy unit, Corp or Detachment, it must stop within 1 inch of that unit.
- Infantry
    - An Infantry Corp unit in the Zone of Control of an enemy unit may not move and may not be selected for movement. The only way for an Infantry Corp unit to remove itself from an enemy Zone of Control is through a Combat Resolution.
- Cavalry
    - A Cavalry Corp unit that begins Movement in an enemy *Infantry* Zone of Control, and not in an enemy Cavalry Zone of Control, may move one inch away from the selected Infantry Corp unit, so long as that movement allows the Cavalry Corp unit to move outside of all enemy Zone of Control.
- Alignment
    - When a Corp unit stops movement because it is entering a Zone of Control of an enemy unit, it is placed oriented parallel to a selected unit whose area it is in. A unit moving into an enemy Zone of Control, may be placed basing that unit or up to 1 inch away from that unit.

Passing

After a player passes, the other player rolls a die and adds one for each Corp unit that is not in an enemy Zone of Influence or Zone of Control, including reinforcements that have not yet been deployed onto the board. The total number is the maximum number of remaining movements that that player may make. Any reinforcements that are not yet on the board must be moved onto the board before other units may be moved.

Reinforcements

Corp units that are not on the board, but are available this turn move onto the board, measuring from the placement point or edge, as defined by the scenario. If a unit enters the board on a road it counts as on a road if the player wishes to utilize the bonus for a unit's entire movement along a road.

Terrain

Terrain has the following effect on movement:

- **Bridge:** Counts as a road and allows for the crossing of Rivers and, if using a bridge, does not require a Corp to stop movement after crossing a stream.
- **Defensible:** None.
- **Fog:** Units do not generate Zones of Interest.
- **Highground:** Models mostly on a hill add one inch to their Zone of Influence over level ground (Zone of Influence is normal over other hills).
- **Open:** None.

- **River:** A corp may not move across a river, except over a bridge, Zone of Influence do not extend across a River.
- **Road:** Units moving entirely along a road add up to +4 inches of movement.
- **Stream:** Crossing a stream without the utilization of a Bridge forces a Corp's movement to stop for this activation and the model is placed within one inch of the opposite side of the stream than it began on, with its width parallel to the stream, as much as can be.
- **Town:** None. If a town is on a river or stream, it counts as a bridge for movement.
- **Rain:** When a scenario calls for rain, generally on specific turns, all Corp movement off of Roads becomes 1 inch.

Command Phase

Headquarters Placement

Both players remove all Headquarters markers. Starting with the Aggressor, players alternate taking turns to place Headquarters markers.
- The placed Headquarters marker may be either Command (mounted commander or general model) or a Battle (artillery gun) Formation marker.
- The marker must be placed within 3 inches of a friendly Corp unit.
- The marker may not be placed within an enemy Zone of Control or Zone of Influence.

Broken Corp Return

Beginning with the Aggressor, players alternate placing Broken units scheduled to return this turn.
- Each player may return up to two units. If a player has more than two Broken units eligible to return, the player selects two and the remainder are Eliminated and removed from the game.
- Each returned Broken unit must be placed within one inch of a friendly Headquarters unit.
- A returned Broken unit may not be placed in an enemy Zone of Control or Zone of Influence.

Detachment Placement

Beginning with the Aggressor, players alternate taking turns placing Detachment units.
- Each turn a player may place a number of Detachments equal to the number of friendly Headquarters on the board.
- Each placed Detachment has an associated Headquarters marker for the placement and each turn Headquarters marker may have a single associated Detachment unit placed.
- The maximum number of friendly Detachments that may be on the board after placing a friendly Detachment is equal to the number of friendly Corp currently on the board. The number of deployed Detachments also includes Eliminated Detachments.
- If an opponent Passes, a player may still place Detachments.
- A Detachment unit is placed in base contact with the associated Headquarters marker.

- The Detachment is then "moved" a distance equal to the Headquarters marker's Command Range in inches. The path may not pass through an enemy Zone of Control or Zone of Influence.
    - Other than this deployment "Movement," a Detachment may not move.
- A Detachment's final placement, after "Movement," may not be in a friendly or enemy Zone of Control or Zone of Influence.

Detachment Recall

Beginning with the Aggressor, players alternate removing selected friendly Detachments. There is no limit to the number of friendly Detachments removed this way.

Withdrawal

Beginning with the Aggressor, players alternate applying the Retreat effect to a selected friendly Corp unit in an enemy Zone of Control. This retreat follows the rules of the Retreat effect under Combat Resolution. Once a player passes, the opponent rolls a die and may conduct a maximum of that many more Withdrawals.

End Phase

After both players have completed the Command Phase, the turn ends. If this was the final turn, the players total Victory Points and determine the winner, otherwise, advance the turn marker and continue on with a new turn.

Army / Period Special Rules

Thirty Years War
English Civil Wars
War of the Spanish Succession
War of the Austrian Succession
Seven Years Wars
Napoleonic Wars
- Unit Defines
  - Infantry
    - A standard base or Landwehr equals a Battle Value of Ø.
    - A standard base or Landwehr with a flag equals a Battle Value of +1.
    - A unit of Guard, Highlanders, or Prussians equals a Battle Value of +2.
    - Detachments are depicted by riflemen.
  - Cavalry
    - Light Cavalry equals a Battle Value of Ø.
    - Light Cavalry with a banner equals a Battle Value of +1.
    - Heavy Cavalry equals a Battle Value of +2.
    - Detachments are depicted by dismounted cavalry.
- Austrians
- English
  - If an English *Corp* unit in Combat with an enemy *Infantry Corp* leaves its position due to a Combat Resolution, the enemy Infantry Corp may not advance.
- French
- Prussians
- Russians
Crimean War

American Civil War

Period Specific Rules

Confederate aggression = 4
Union aggression = 2

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- Unit Modeling Defines
  - HQ
    - Command
      - A mounted commander.
    - Battle
      - An artillery base.
  - Infantry
    - A standard base equals a Battle Value of Ø.
    - A standard base with a flag equals a Battle Value of +1.
    - A unit of zouaves or Iron Brigade models equals a Battle Value of +2.
    - Detachments are depicted by skirmishers.
  - Cavalry
    - A standard base equals a Battle Value of Ø.
    - A standard base with a flag equals a Battle Value of +1.
    - Detachments are depicted by dismounted cavalry.

Base balance numbers for testing and development (each roll line equals around 12)
- Inf0 = 1
- Inf1 = 1.25
- Inf2 = 1.5
- Cav0 = 1
- Cav1 = 1.25
- HQ = 1.25

Armies

Union (Eastern)

- List
  - Uses (Eastern) charts
  - A Union army adds one **Inf0** to any list rolled or selected.
- HQ
  - Command Range = 10 inches.
  - Battle Range = 4 inches.
  - Battle Value = +2
- Cavalry

- - Movement = 8 inches.
    - Cavalry may not Attack Infantry Corp units, but may Defend as normal.
    - Cavalry may charge Cavalry Corp and all Detachment units.
  - Infantry
    - Movement = 4 inches.

Confederate (Eastern)

- List
  - Uses (Eastern) charts.
  - A Confederate army adds one HQ to any list rolled or selected.
- HQ
  - Command Range = 12 inches.
  - Battle Range = 6 inches.
  - Battle Value = +1
- Cavalry
  - Movement = 8 inches.
  - Cavalry may not Attack Infantry Corp units, but may Defend as normal.
  - Cavalry may charge Cavalry Corp and all Detachment units.
- Infantry
  - Movement = 4 inches.

Standard Chart (Eastern)

For Union (Eastern) and Confederate (Eastern):

Roll	Inf 0	Inf 1	Inf 2	Cav 0	Cav 1	HQ
1	3	2	2	1	0	2
2	4	1	2	0	1	2
3	5	0	2	2	0	2
4	3	1	2	0	0	3
5	3	2	0	1	1	2
6	4	3	0	0	0	3

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Scenarios

Battle Scenario

- How to win
  - Control two out of three objectives at the end of turn 15.
- Army selection
  - Select desired time period.
  - Select desired Army from the chosen Time Period.
  - Roll on the Standard chart.
- Terrain
  - Roads
    - There should be 4 or more roads, each running to sides opposite of where they start
  - Towns
    - There should be 2 or more towns, where roads cross
  - River / stream
    - There should be at least one river or stream. A river or stream should pass through at least one town. Rivers should have 2 or more crossings.
  - Defensible
    - There should be two or more
  - Hills
    - There should be two or more.
- Sides
  - Each army lists an Aggression Factor. Each player rolls a die and adds the Aggression factor, reroll ties. The player with the highest roll is the scenario's Aggressor.
  - The Aggressor selects a side and the other player is assigned the opposite.
- Friction
  - Each side rolls a die and applies the result to their army.
    - 1-2: Bogged Down
      - The player selects two Corp units. At least one of these units must be an Inf0.
      - These two units do not make it to the battle and are removed from the game.
    - 3-4: Road Congestion
      - The player selects three Corp units. At least two of these units must be Inf0.
      - At the start of roll for each unit selected. On a 5+ that unit is available to come onto the board that turn.
      - On turn 5, the roll required is 3+.
      - On turn 6, any remaining selected units come onto the board.
    - 5-6: Forced March

- Aggressor
  - The player selects three Corp units. If possible, at least one of these units must be a cavalry unit.
  - The non-Aggressor player selects the flanking edge for the units to arrive on.
  - At the start of roll for each unit selected. On a 5+ that unit is available to come onto the board that turn.
  - On turn 5, the roll required is 3+.
  - On turn 6, any remaining selected units come onto the board.
- Non-Aggressor
  - The player selects un to three Corp units. If possible, at least one of these units must be Cavalry.
  - Before deployment, these units may be placed on the board, up to 18 inches from the Non-Aggressor player's edge.