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| FULL TURN SEQUENCE |
| **1) IMPACT PHASE** |
| Roll for arrival of outflanking marches and straggling |
| **Declare all charges** (designating at least one charge target for each). |
| CMT for any troops requiring a CMT to charge. Any that fail have their charge cancelled. |
| Mark wheel direction (if any) for each charge for which evasion or interception might be possible. |
| Resolve CTs for FRAGMENTED troops being charged. If they break: Resolve CTs for seeing them break. Make their initial rout move. |
| Declare and move all **interception charges**. (If it counts as a legal flank or rear charge it cancels the enemy charge.) |
| CMT (if required) for light troops not wishing to evade battle troops. |
| Make all **evade** moves. |
| Resolve CTs for FRAGMENTED troops being charged as a result of intervening friends evading. If they break: Resolve CTs for seeing them break. Make their initial rout move. |
| Make all **charge moves** in any order. Wheel direction can be changed if all targets evaded out of the original charge path. Troops contacted by a charge counting as a flank or rear charge (except battle troops by light troops) drop 1 cohesion level. |
| **Resolve impact combats**. |
| For each BG in turn, resolve post-combat CT (if it lost), then death roll, then roll to inflict commander losses. |
| After the above is completed for all combats, resolve CTs for seeing friends break or commanders lost. |
| Make initial rout moves for troops broken this phase (other than FRAGMENTED troops that broke when charged). Make initial pursuits and remove a base for each pursuing BG remaining in contact at the end of its initial pursuit move. Roll to inflict commander losses. Resolve CTs for seeing commanders lost. |
| **2) MANOEUVRE PHASE** |
| Reform BGs and active player conforms his troops in close combat to enemy if possible. |
| Feed additional bases into existing melees. Active player expands or shifts first. |
| Make normal movement (first taking a CMT if required) for each BG or division individually and move commanders. |
| **3) SHOOTING PHASE.** |
| Resolve all shooting – **both** sides shoot. Resolve post-shooting CTs, then death rolls. |
| After the above is completed for all shooting, resolve CTs for seeing friends break. |
| Make all initial rout moves for troops broken this phase. Make all initial pursuits and remove a base for each pursuing BG remaining in contact at the end of its initial pursuit move. Roll to inflict commander losses. Resolve CTs for seeing commanders lost. |
| **4) MELEE PHASE** |
| Resolve all melee combats. |
| For each BG in turn, resolve post-combat CT (if it lost), then death roll, then roll to inflict commander losses. |
| Roll for assaults on a fortified camp. |
| After the above is completed for all combats, resolve CTs for seeing friends break or commanders lost. |
| Make all initial rout moves for troops broken this phase. Make all initial pursuits and remove a base for each pursuing BG remaining in contact at the end of its initial pursuit move. Roll to inflict commander losses. Resolve CTs for seeing commanders lost. |
| **5) JOINT ACTION PHASE**. **BOTH SIDES** |
| Make break-offs, active player first. |
| CMT to stop pursuing or looting. |
| Move commanders. |
| Commanders attempt to bolster or rally BGs but only those whose cohesion level did not drop this turn. |
| Move routers & pursuers. Remove a base for each pursuing BG remaining in contact at the end of its pursuit move. Roll to inflict commander losses. Resolve CTs for seeing commanders lost. |
| Remove any BGs that are autobroken and no longer pursued or are reduced to 1 base. |
| Remove any Captured Artillery that is in contact with the front edge of enemy troops. |