

# SEQUENCE OF PLAY

Page 17	A.0 SET-UP AND ARRIVAL OF TROOPS
Page 17	A.1 Set-Up of Armies
Page 17	A.2 Arrival of Units (1 <sup>st</sup> half hour turns only)
Page 17	B.0 INITIATIVE
Page 17	B.1 Look at who is the First Player
Page 17	B.2 At the Beginning of each Turn, the First Player decides if he keeps the Initiative or not
Page 17	B.3 If the First Player gives up the Initiative, the Second Player will be the Beginner
	<u>ALTERNATIVE PHASES FOR THE TWO PLAYERS</u>
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Page 18	C.11 Movement of the General in Chief of the Player
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Page 21	E.12 Selection of a Large Line of Brigades from several "Corps"
Page 23	E.13 Selection of a Wing of Brigades from several "Corps" of Cavalry
Page 23	E.14 Movement of the Line/Wing Leader (if any) or the "Corps" Leader
Page 24	E.15 Out of Command Check
Page 24	E.16 Ignore an Order
Page 25	E.17 Movement of all the Units of the selected Line/Wing or "Corps"
Page 28	E.2 For one Line/Wing or "Corps" Leader of the Player who does not have the initiative for this Turn
Page 28	E.3 then E.4 then E.5, etc... For another Line/Wing or "Corps" Leader of the two Players, alternatively
Page 28	F.0 PHASE OF THE BRIGADES OR UNITS NOT PREVIOUSLY ACTIVATED (alternatively)
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