

# **SEQUENCE OF PLAY**

Page 12 A.0 SET-UP AND ARRIVAL OF TROOPS

Page 12 A.1 Set-Up

Page 12 A.2 Arrival of Units (1<sup>st</sup> half hour turns only)

Page 12 B.0 INITIATIVE

Page 12 B.1 Look at who is the First Player

Page 13 B.2 At the Beginning of each Turn, the First Player decides if he keeps the Initiative or not

Page 13 B.3 If the First Player gives up the Initiative, the Second Player will be the Beginner

Page 13 C.0 OUT OF COMMAND CHECK

Page 13 C.1 Ranges of Command

Page 13 C.2 Out of Command Effects

Page 13 D.0 MOVEMENT OF ALL UNITS IN COMMAND

Page 13 D.1 Procedure for the Movement of a Unit

Page 14 D.2 Road March

Page 14 D.3 Movement of a Brigade with a Multi-hex Counter

Page 16 D.4 Transition from a Formation to Another

Page 16 E.0 PHASE OF THE BRIGADES OR UNITS NOT PREVIOUSLY MOVED

Page 16 E.1 Movement of Out of Command Brigades or Units

Page 17 E.2 Movement of Independent Brigades or Units

Page 17 F.0 MOVEMENT OF UNITS FROM ENTRY POINTS AND OF REINFORCEMENTS

Page 17 G.0 FIRE PROCEDURE (reciprocal)

Page 17 G.1 Arc of Fire

Page 18 G.2 Line of Sight (= LOS)

Page 18 G.3 Fire Phase for Unlimbered Artillery

Page 21 G.4 Fire Phase for Infantry

Page 22 H.0 CHARGE PROCEDURE (reciprocal)

Page 22 H.1 Charge Phase

Page 25 I.0 LEADER CAPTURED OR KILLED

Page 26 J.0 RALLY PHASE (reciprocal)

Page 26 J.1 For Well Formed Units

Page 26 J.2 For Shaken Units

Page 26 J.3 For Panicked Units

Page 26 K.0 ROUT PHASE (reciprocal)

Page 26 L.0 REORGANISATION OF THE ARMY (reciprocal)

Page 26 L.1 Reorganisation of the Lines

Page 27 L.2 Reorganisation of a Brigade

Page 27 M.0 END OF TURN

Page 27 M.1 Reinforcements Placement

Page 27 M.2 Weather Record

Page 27 M.3 Game Turn Record