

3 - TURN ORDER

Games of RoF are divided into a number of turns, the actual amount being determined by the scenario guidelines or until certain victory conditions are met.

Table 3.1 shows the different phases of each turn, which sides are active and gives a brief outline of the actions that are carried out in that phase. Unless special scenario rules state otherwise a game will last from the Spotting Phase of the first turn until the End Turn Phase of the final turn.

SPOTTING PHASE

If there are any troops deployed using the hidden placement rules then it is during the spotting phase that these may be seen and revealed. Both sides will spot in this phase – it does not matter in which order this is carried out.

One player will nominate a hidden counter that is within LOS of one of his unbroken figures and roll on the spotting table to see if the enemy is revealed. This continues until both sides have rolled to spot each enemy counter that is within LOS.

RALLY PHASE

Elements that are in either suppressed or broken morale will get a chance to rally. Suppressed elements that fail to rally will remain in their current state of morale. Broken elements that fail to rally will be forced to carry out compulsory movement.

ROLL FOR INITIATIVE

Unless the scenario states otherwise both sides will roll initiative on a D6 with no modifiers. The winning side may choose to move first or second this turn. The winner of the initiative roll will also get to determine the order in which melees are carried out.

FIRST SIDE MOVEMENT PHASE

The first side may activate any of their elements to move – this may be to move & fire or move at the double. One element will activate and then carry out its entire movement before that player activates another element.

3.1 Turn Order

Spotting Phase (Both Sides - simultaneous)	Roll to spot hidden elements within LOS.
Rally Phase (Both Sides - simultaneous)	Both players roll to rally suppressed or broken elements. Compulsory movement for unrallied broken troops.
Roll for initiative	Highest roll chooses to move first or second.
First Side Movement	Second side places Opportunity Fire markers
Second Side Movement	First side places Opportunity Fire markers
Stationary Fire Phase (Both Sides - simultaneous)	Fire with elements that have not moved including all Indirect and Opportunity Fire.
Moving Fire Phase (Both Sides - simultaneous)	Fire with elements that have carried out a Move & Fire or Cautious Advance order.
Morale Phase (Both Sides - simultaneous)	Check morale to suppress, break or disperse elements.
Melee Phase (Both Sides)	Close Assault enemy within 4". Initiative winner decides the order that melee is carried out.
End Turn Phase (Both Sides - simultaneous)	Check for Victory, roll for game end, remove order markers, smoke, Force Morale, objective status.

When an element has been ordered to move it has a 'Move & Fire' (M), Cautious Advance (C) or 'At the Double' (A) marker placed with it so that all players know that element has been used and what order it is acting under. This is important as some elements may not fire or will fire at different times depending on the order that they were given.

While the first player is moving his elements the second player may place opportunity fire markers at locations where he would be able to fire upon moving troops.

Once the first side has activated all of the elements that he wants to move the phase ends and continues on to the second sides movement phase.

SECOND SIDE MOVEMENT PHASE

The second side will now carry out his movement phase following exactly the same process as the first player. Once this is done the movement phase is over.

elements have 'Fired' markers placed with them to show both sides which troops have acted.

Stationary fire is simultaneous so casualties are not actually removed until all stationary fire is complete. Figures killed during the stationary fire phase are considered 'killed' at the end of the phase and so may not be used to fire in the upcoming moving fire phase.

Stationary fire is more effective against enemy elements which have just moved using a Move & Fire order, At the Double order or compulsory movement. Elements using stationary fire get the 'moving target' modifier to their hit chance when firing at targets that have moved in the open this turn.

Only elements that are stationary may fire at targets that they have marked with Opportunity Fire counters.

Once the stationary firing phase is completed by both sides play moves on to the moving fire phase.



STATIONARY FIRE PHASE

Both sides will now be able to fire with any element that has not moved, has a valid target and is in good or suppressed morale status. As they fire these

MOVING FIRE PHASE

An element that has carried out a Move & Fire order may now fire with any figures it has remaining that have a valid target. Both sides fire their moving troops at the same time and casualties caused in this phase are only removed after all moving fire has been carried out.

MORALE PHASE

Any element that has taken casualties will need to take a morale test during this phase. Good order elements that fail will become suppressed, suppressed elements that fail will become broken, broken elements that fail a morale test will be dispersed and are immediately removed from the table as casualties.

MELEE PHASE

Elements that are not broken or suppressed and within 4" of an enemy figure may move into contact with the enemy. This 4" movement is not affected by the usual terrain penalties except that it may not be carried out through or over impassable terrain. All Close Assault movement is carried out by both sides before any melee is resolved. The player who won the initiative roll decides the order that melee is carried out in the rare instances when the order may make a difference.

The actual order that the element followed in the turn makes no difference to whether they can close assault or not, it is simply the proximity to the enemy.

TURN END PHASE

There are various actions that should be carried out in the End Turn Phase. The should be done in order according to table 3.2 as some of the victory conditions may rely on control of various objectives before the game ends.

Automatic Victory conditions will be given in the scenario guidelines, these may have restrictions as well as a simple objective. For example, gaining control of a location but at the same time not losing more than half of your force.

A game may have a random number of turns. If this is the case then roll on table 16.1 to see if the game does end, it will do so automatically eventually. In the meantime players will not be able to use 'end game' tactics to grab locations as the game may not end exactly when you'd like it to!

All order markers are removed ready for the next turn. Depleted smoke markers (those on their +2 side) are removed at this stage and full smoke markers (those on their +4 side) are now flipped to depleted.

3.2 Turn End

Check for automatic victory according to scenario guidelines.

Roll for game end if the allotted number of turns have passed.

Remove all order markers for both sides.

Remove Smoke +2 counters, flip Smoke +4 counters to their Smoke +2 side.

Check Force Morale and if at Force Break Point roll appropriate morale tests.

Change status of objective markers.

Force morale levels are determined by the amount of troops on the table and sometimes their morale level and scenario guidelines. Re-enforcements may alter the force morale break point, if this is the case you should alter the Break Point as soon as the re-enforcements arrive on table.

All force morale tests are taken during this phase - these are taken in the same manner as other morale tests but represent the collapse of the formation morale rather than that of individual elements.

Finally the status of objective markers is changed. As broken elements may not contest the control of objectives it is important to do the Turn End sequence in the order given.

