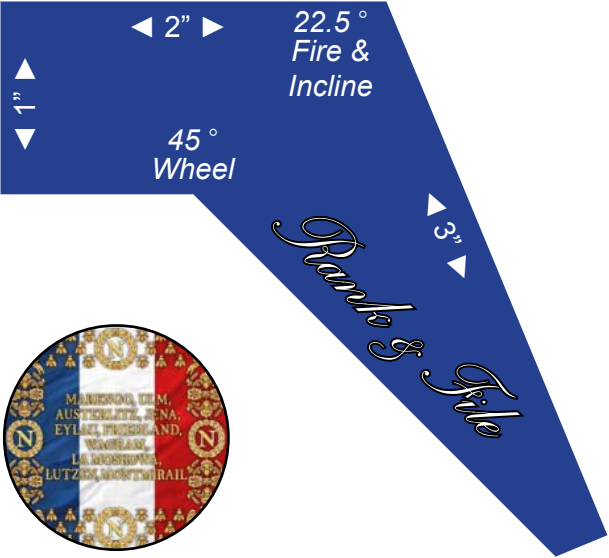
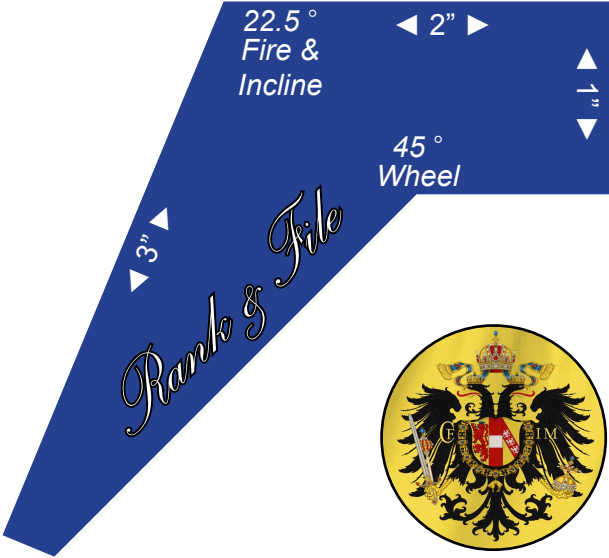
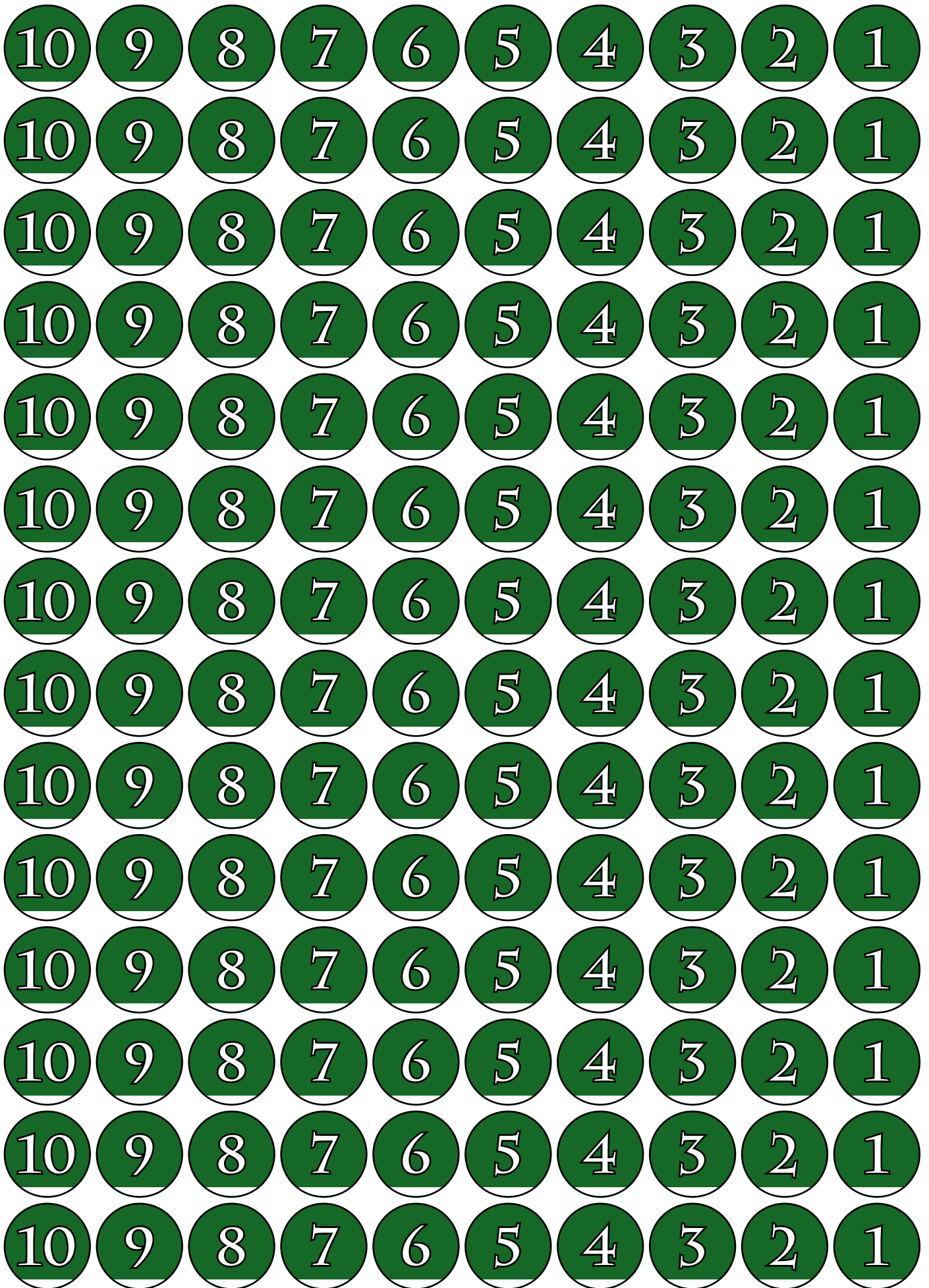


1	1	3	5	7	9
1	1	3	5	7	9
1	1	3	5	7	9
1	1	3	5	7	9
1	1	3	5	7	9
Mrl	Mrl	Mrl	Mrl	Mrl	Mrl
Mrl	Mrl	Mrl	Mrl	Mrl	Mrl
Dis	Dis	Dis	Dis	Dis	Dis
Dis	Dis	Dis	Dis	Dis	Dis
Ret	Ret	Ret	Ret	Ret	Ret
Ret	Ret	Ret	Ret	Ret	Ret
Chg	Chg	Chg	Chg	Chg	Chg
No Move	No Move	No Move	No Move	No Move	No Move

10	8	6	4	2	2
10	8	6	4	2	2
10	8	6	4	2	2
10	8	6	4	2	2
10	8	6	4	2	2
Mrl	Mrl	Mrl	Mrl	Mrl	Mrl
Mrl	Mrl	Mrl	Mrl	Mrl	Mrl
Dis	Dis	Dis	Dis	Dis	Dis
Dis	Dis	Dis	Dis	Dis	Dis
Ret	Ret	Ret	Ret	Ret	Ret
Ret	Ret	Ret	Ret	Ret	Ret
Chg	Chg	Chg	Chg	Chg	Chg
No Move	No Move	No Move	No Move	No Move	No Move





2nd Rank & File Detailed Turn Order

Leader Attachment Phase

- Both sides attach and/or detach leaders.
- Detach from a unit and place within 1" of any part of that unit
- Detach from one and attach to another - the two units must be within 24" (16") of each other.
- Attach to a subordinate unit if within 24" (16") of any part of that unit.
- Leaders do not move in this phase except as above.

Initiative Phase

- Both sides roll 1D6 and add their CinC Leadership value unless the leader is attached or not present.
- The winner chooses first and second sides.

Command Phase

- All brigades must roll 2D6 on the activation table applying any modifiers. Compare the result to the table and immediately carry out the indicated effects.
- The first side makes all of their Brigade Activation rolls first and then the second side does so.

Charge Phase

- Both sides declares all charging units, their targets and those targets declare reactions. Players are free to keep adding charge declarations until there are no more.
- Once a charge is declared it cannot be cancelled.
- Charge reaction movement. Retreating units will make a compulsory evade, skirmishers and artillery evade, infantry to square, countercharge.
- Roll to initiate charge if trait instructs to do so.
- Movement of charging units into contact, pro rate movement.
- If charger can no longer contact then either continue to full extent of charge, possibly contacting a target, or occupy the ground of initial target and stop there.

Rally Phase

- Roll to rally eligible retreating units.
- Retreating units that rally halt and may face the enemy. Mark unit with a 'No Move' counter. Remains disordered
- Retreating units that fail to rally will rout, make a compulsory move and are then dispersed.

First Side Movement Phase

- A single brigade is chosen and units are moved individually in any order as chosen by the owning player. Then move on to another brigade until all have been moved. Note with multiple players a side all can act at the same time so long as the activated brigades do not intermingle.
- Enemy skirmish units not in cover must fall back before formed troops, if in or defending cover they have the option to stand their ground.
- Leaders that are not attached are moved in this phase.
- A unit that uses its entire movement allowance for this phase may recover its disorder.

Second Side Movement Phase

- As for first side movement phase above.

Firing Phase

- Units from both sides with an eligible target within range and line of sight may fire.
- All fire is deemed to be simultaneous so no casualties or effects are applied until all fire is complete.
- All units fire, BP losses are marked against units.
- Mark for a morale test any units that have just reached 1/3 losses or that are already at 1/3 losses and have just suffered casualties.
- Mark for a charge test any unit that is charging and loses casualties to the target of its charge.
- Make leader casualty rolls for units with attached commanders that have suffered BP losses.
- Rout and then disperse units that have lost all of their Break Points to fire. Make appropriate disorder tests for interpenetration.

Morale Phase

- Take Morale Tests for any unit that has been marked as such. Tests can be made in any order the player wishes with the first side testing all of their units first if there is a conflict. Units are tested one at a time and effects applied immediately.
- A unit that fails its test immediately makes any compulsory movement. Make disorder tests for interpenetration as required and then continue with remaining morale tests.

Close Combat Phase

- First side decides the order in which close combats will be conducted, choosing one and resolving it before choosing another until all have been completed.
- Both sides roll to cause melee hits, the side that has caused the most total hits wins the melee. Draws continue into further rounds until one side wins.
- The loser suffers their loss results immediately including compulsory movement and unit dispersal before starting the next melee. Take appropriate disorder tests for interpenetration as they occur.
- If the winner charged they may occupy ground upto 3" (2") directly ahead or upto 22.5 degree incline without coming within 1" of any enemy. This movement is carried out before continuing on to the next melee.

End Turn Phase

- Announce re-enforcements
- Weather rolls
- Remove markers
- Advance time
- Check for Army and Formation Break Point
- Commander in Chief may declare general retreat