

ABBREVIATED SEQUENCE OF PLAY

Day Game-Turns (see 2.1)

First Player Turn

Card Phase:

Draw one card and play one card.

**First turn only:* draw number of Mode Cards specified in scenario instructions (see 18.61). Both Players draw & play their Mode cards prior to the Command Phase of the First Player Turn.

***Second Turn only:* phasing player draws from main the deck number of Bonus Cards specified in scenario instructions, plus one, and plays one card.

Weather Determination:

- Roll for weather (see *Turn Record Track*).

Command Phase:

1. Recovery Segment (Recovery Turns only)

- Attempt to move eliminated Combat units to the recovered section of the UAR Box (see 6.13).

2. Reorganization Segment.

- Use eligible Leaders to bring units from the Recovered Section of UAR box back into play.
- Adjust the Casualty Tracks accordingly (see 12.1).

3. Command Segment:

- Remove all "Out of Command" markers from Combat Units and Leaders.
- Allocate Command Points to place Officers and Combat Units "In Command." The Command Rating is the number of Officers **and** individual units the Commander may place In Command (see 7.11).
- Attempt to put Officers in command by rolling against the Officer's Initiative Rating. Combat Units that belong to an Officer who successfully rolled for initiative that are within his Command Range are also In Command.
- "Out of Command" markers are stacked on all Officers and Combat Units that were not placed In Command during this segment. If individual units of a corps are in command, while the rest of the corps is OOC, place In Command Markers on the units in command, and place the OOC marker on the officer.
- Reconfiguration of Pontoon Bridges (see 9.23).

Movement Phase:

1. *Command Movement Segment:* The Phasing Player may move any or all of his forces that are In Command up to the limit of their Movement Allowance. Reinforcements that enter the map at this time are automatically In Command for their turn of entry.

2. *Individual Unit Movement Segment:* The Phasing Player can attempt to move Combat units that are marked "Out of Command." For each Out of Command unit he wishes to move he rolls against its Initiative Rating. The unit, however, keeps its Out of Command Marker even if it is allowed to move.

Combat Phase:

1. Both players simultaneously reveal all their Combat Units and Leaders that are within the Line of Sight (see 1.51)) of the enemy.

2. Defending cavalry (including Vedettes) retreat before combat as desired by the owning player (see 16.2). Attacking cavalry retreat before combat.

3. *Bombardment step:* The Player executes the artillery bombardment procedure (see 11.6) using the Bombardment Table.

4. *Charge Step:* The Player executes the cavalry charge procedure, which allows cavalry to enter and possibly remain in enemy-occupied hexes (see 16.41).

5. *Define Attack:* Define which units will attack which defenders (see 11.2). The Phasing Player must attack all enemy Combat Units in whose Zones of Control his units find themselves, and every Friendly unit in an enemy ZOC must attack. EXCEPTION: (see 13.26).

6. *Odds:* Determine the odds including effects of Terrain.

7. *Results:* Roll the die and apply the results (see 11.4)

8. *Morale:* Adjust Casualty Level Markers (see 12.13) to reflect results.

Repeat steps 5 through 8 above for each attack.

After all attacks are resolved, all stacks that are not in EZOCs are once again hidden. This ends the Combat Phase.

Second Player Turn:

The Second Player Turn is identical to the First Player Turn except that he is now the Phasing Player, moving and conducting attacks. Command, Movement and Combat Phases are resolved exactly as described for the First Player.

Night Game Turns (see 2.2)

Second Player moves first.

- Reshuffle discards into Main deck
- Dispatch March Orders
- Recovery for all units in the UAR
- Check Supply
- Night March for units under March Orders
- Disengagement