

#### **4.0 Turn Sequence Overview:**

Below is a brief description of each phase of the turn. Each of these phases will be explained in further detail throughout the rules.

**4.1 Impetuous Tests and Impetuous Movement** (section 5)--some units in the game are hard to command and are labeled impetuous. If they are not controlled, they may rush toward visible enemies without orders. Units that are categorized as “impetuous” must make a check (disorder test) to determine if they stay in command control or if they move towards the enemy without orders. If the impetuous unit fails the disorder test, it moves toward enemy units and attempts to make melee contact with them.

**4.2 Command Cards, Command Radius Checks, and Normal Movement** (section 6)--The command card at the top of the deck is turned up. All units in that commander’s battle may now be moved. The player measures command radius for his units (C-in-C’s = 12”; Captains = 10”) then moves all of the units that are in his command. The officer is moved at this time as well. If a unit is outside of command radius it must pass a disorder test to move. After all movement related to this officer’s card has been made, repeat this process until all cards have been flipped. *Unit captains do not have any influence on any unit other than the unit that they are attached to. If a unit captain is selected, the unit captain and the unit that he is attached to operate as an independent command with its own command card for activation.*

**4.3 Missile Shooting** (section 7) --Missile shots are now taken. All missile fire is simultaneous. All subsequent movements and changes to unit status resulting from the missile shots now take place.

**4.4 Melee** (section 8)—One round of melee is fought between all units in melee contact. All subsequent movements and changes to unit status resulting from the melee now take place.

**4.5 Rallies** (section 12)—units that are disordered and are eligible to attempt to rally, may do so now. Remove all units that routed this turn.

**4.6 Disorder Tests, Crisis Tests and Army Break Point Checks**—The following items can occur in various phases throughout the turn:

1. Disorder tests—done immediately when called for (see disorder test section 10)
2. Crisis tests—done immediately when called for (see crisis test section 11)
3. Army Break Point checks—any time a loss occurs, players must check army break points. As units are lost, this break point number is lowered until it hits zero. When an army hits zero, the army is broken and the battle is over (even if this happens in the middle of a turn).