

FULL TURN SEQUENCE

1) IMPACT PHASE

Roll for arrival of outflanking marches

Declare all charges.

CMT for skirmishers or missile foot wishing to charge non-skirmishers.

CMT for shock troops wishing to avoid charging.

CMT for skirmishers not wishing to evade non-skirmishers.

Resolve cohesion tests for FRAGMENTED troops being charged. If they break: Resolve cohesion tests for seeing them break. Make their initial rout move.

Make interception charges.

Make evade moves.

Resolve cohesion tests for FRAGMENTED troops being charged as a result of intervening friends evading. If they break: Resolve cohesion tests for seeing them break. Make their initial rout move.

Make charge moves.

Troops contacted by flank or rear charge (except non-skirmishers by skirmishers) drop 1 Cohesion level.

Resolve impact combats.

Resolve post-combat cohesion tests, then death rolls, then roll to inflict commander losses.

After the above is completed for all combats, resolve cohesion tests for seeing friends break or commanders lost.

Make initial rout moves for troops broken this phase (other than FRAGMENTED troops that broke when charged). Make initial pursuits. Remove bases if pursuers remain in contact at the end of the rout move.

Roll to inflict commander losses. Resolve cohesion tests for seeing commanders lost.

2) MANOEUVRE PHASE

Reform battle groups and conform troops in close combat to enemy.

Feed additional bases into existing melees.

Make normal movement for each battle group or battle line individually and move commanders. CMT if required as each battle group or battle line moves.

3) SHOOTING PHASE.

Resolve shooting – both sides shoot.

Resolve post-shooting cohesion tests, then death rolls.

After the above is completed for all shooting, resolve cohesion tests for seeing friends break.

Make initial rout moves for troops broken this phase. Make initial pursuits. Remove bases if pursuers remain in contact at the end of the rout move. Roll to inflict commander losses. Resolve cohesion tests for seeing commanders lost.

4) MELEE PHASE

Resolve melee combats.

Resolve post-combat cohesion tests, then death rolls, then roll to inflict commander losses.

Assault fortified camps.

After the above is completed for all combats, resolve cohesion tests for seeing friends break or commanders lost.

Make initial rout moves for troops broken this phase. Make initial pursuits. Remove bases if pursuers remain in contact at the end of the rout move. Roll to inflict commander losses. Resolve cohesion tests for seeing commanders lost.

5) JOINT ACTION PHASE (BOTH SIDES)

Remove scythed chariots if they are in contact with any unbroken enemy.

Make break-offs.

CMT to stop pursuing or looting.

Move commanders.

Commanders attempt to bolster or rally BGs but only those whose cohesion level did not drop this turn.

Move routers & pursuers. Remove bases if pursuers remain in contact at the end of the rout move. Roll to inflict commander losses. Resolve cohesion tests for seeing commanders lost.

Remove any battle groups that are autobroken or reduced to 1 base.