

3.0 The Sequence of Play

I. Initiative Segment

Players roll a die to determine who has the Initiative for that turn [5.1].

II. Orders Segment

A. Determine Chain of Command Phase. Determine if division leaders, brigade leaders, and individual units are within their Chain of Command [4.2].

B. Activation Efficiency Determination Phase. Each player picks Efficiency Markers to determine the Efficiency of each of his corps. He uses this Efficiency to see how many AMs the divisions of that corps receive that turn [5.2 and 5.4].

C. Division Orders Phase. Players with a Chain of Command from brigade leaders to corps commanders may change the Orders of any brigade in that chain.

D. Reinforcement Orders Phase. Give Orders to all reinforcements scheduled to arrive that turn.

E. Reserve Placement Phase. Commands may be placed In Reserve [6.3].

F. Engineering Phase. Place build markers to indicate Breastwork construction.

III. Activation Segment

A. Initiative Activation Choice. The player with the Initiative chooses which AM he will activate to start the turn.

B. AM Pool Placement. All AMs available from II/B for both sides, except the one selected for the Initiative Activation [3.0 III/A], are now placed in the Pool (an opaque container).

C. Activation. The command selected in III/A activates first. Thereafter, either player draws an AM from the Pool. The AM drawn determines which command is now active and able to undertake various actions. An active command may do the following:

1. **CHANGE ORDERS PHASE.** The player may attempt to change the Orders of activated brigade leaders by die roll, using the Brigade Orders Change Table.
2. **BRIGADE COORDINATION PHASE.** The player may attempt to activate all brigades in the division simultaneously by die roll using the Brigade Coordination Table.

3. ACTION PHASE. Each unit in an activated brigade may undertake one of the two actions below if not assigned to Construction, *or it may do nothing*.

- Move and/or Fire; or
- Resupply Ammo [Optional for small arms units] and Rally Disordered units.

Eligible units may Shock after the brigade's units have undertaken all desired actions. Each brigade in that division completes all actions before the next brigade goes. (*Exception:* Brigade Coordination.)

When the selected division has finished, one of the players blindly draws a new AM from the AM Pool. If none remain, go to IV.

IV. End of Turn Segment

A. Commander Movement Phase. All corps and Overall Commanders may move. This is the only time in the turn they may voluntarily do so.

B. Replacement/Recovery Phase.

1. Replace any eliminated leaders.
2. Undertake In-Reserve activities [6.35] and automatic Rally or Fatigue reduction [17.42].
3. Remove commands from Reserve status, if so desired. Assign Advance or Attack orders to commands removed from Reserve.
4. Eliminate all artillery with an Abandoned 2 marker.
5. Flip Abandoned guns markers from Abandoned 1 to Abandoned 2.
6. Replace Construction markers with Breastwork markers if construction is finished.

C. Combat Effectiveness Phase. Players check to see if any brigades or divisions are Combat Ineffective.

D. Turn Record Phase. Advance the Turn marker one space on the Turn Track and begin a new turn. If the new turn begins past 0000, move the Day marker to the next day.