

## 3. Turn Order & Initiative

Each turn of the game represents anything from approximately 15 to 30 minutes of time. The turn order table below will let you know who does what - and when. You will find that some of the phases are in slightly unexpected places but the reasons for this will become clear as you read the rules and play your first games.

Some parts of the turn are done simultaneously and others are done in sequence with one side doing all of their actions and then the other side taking their turn. Each phase should be completed in its entirety before moving onto the next.

The **Rank & File** rules try to avoid bookkeeping and having to record too much information about units and their status. Some things will need to be remembered however and it is up to players to decide how they do this. In many ways the methods that you use will depend on the number of units each player needs to control.

For example you may need to know which units have moved in the movement phase as there is often a modifier to their firing, also any unit that has lost a stand to enemy fire this turn will need to pass a morale test at the end of the turn. If you only have 5 units to control then most players will have no trouble keeping track of this sort of thing in their heads - when you are player with 30 units it may be worth using counters to aid game play.

### The Turn Order

Charge Phase	Both sides, simultaneous
Rally Phase	Both sides, simultaneous
Roll For Initiative	Highest side chooses to move first or second
First Side Movement	
Second Side Movement	
Firing Phase	Both sides, simultaneous
Morale Phase	Both sides, simultaneous
Melee Phase	Both sides, side which won the initiative decides which order
End Turn Phase	Check for Army or Force Break Point, attach and detach leaders





Each phase is briefly described here. Full details will be given in the relevant sections of the rules.

### Charge Phase

Both sides declare any units that they would like to charge with. Only troops that have a valid target may declare charges. Once made charge declarations may not be cancelled but it is OK for players to 'wait and see' whether the enemy is charging before declaring their own charges, so these do not have to be declared in any particular order.

**OPTIONAL RULE** *Players need to make a note of which units will charge and then all reveal at the same time - charged units that have not themselves declared a charge may **always** decide to counter charge at this point if that is a valid option open to them.*

Once all charges have been declared charging troops are moved at the same time - all units that would cross paths or meet at some mid-point should have their movement pro-rated. Routing units or skirmishers that choose to flee from a charge are also moved at this time. Chargers are moved to within 2" of their target.

### Rally Phase

The rally phase comes after the charge phase as this means that troops that have declared a charge may not attempt to rally. This inability to rally also applies to the target of a charge, whether they are skirmishers that have fled, routers that have evaded a charge or troops that are counter charging or just standing their ground - none of these units may attempt to rally during this rally phase.

Troops will be in 3 states of morale throughout the game - good, unsteady and routing. So long as a unit is not at 50% or more losses in stands, is not in bad Army Morale and has not been the target of a charge or is charging itself then it may attempt to rally from being unsteady or from routing.

Both players simultaneously roll to recover their morale for units that are allowed to. Those that fail remain in their current morale state, routers will continue to rout, unsteady will remain unsteady throughout the rest of this turn. Troops that pass their morale test will immediately gain one 'level' of morale.

It may be that a unit has only just failed a morale test in the preceding turn's morale phase; even so it still gets a chance to rally and recover the same as any other unit. This may mean it spends a very brief amount of time 'unsteady'.

## Roll For Initiative and Movement

Each turn both players' Commander in Chief rolls a D6, the highest will get to choose whether they move first or second. Re-roll ties.

**OPTIONAL RULE** Add the command modifier of the CinC to the D6 die roll - this will only make a difference when you are using the optional commander quality rules. Re-roll ties **without** the command modifier.

The side that has the initiative may now move all of their units that have not yet charged, made a charge reaction or been pinned by a charge. Units that have just rallied from routing will now be unsteady but they may move as normal during this phase. Routing troops that did not rally and so have already been moved in the rally phase do not move again during this part of the turn.

Once the first side has moved all of their eligible units the second side does the same.

## Firing Phase

Both sides will fire simultaneously so any stands removed as casualties will still get to fire back at the enemy. With large numbers of units it is worth placing the 'dead' stands behind the unit to remind yourself that they should still be calculated in the unit's fire. This also has the added advantage of showing which units will need to test for morale later in the turn.

## Morale Phase

This is the phase where all of the units that need to take a morale test because of enemy fire do so. Any unit that has just lost a stand must take a test, even if they are charging or are the target of a charge, the same applies to single stands that have lost a casualty. It may be that chargers halt or their targets flee - in this case the melee will not happen.

The morale of units that fail their test will get worse - from good to unsteady or from unsteady to routing. Results are applied immediately - if the unit becomes unsteady it retreats a certain distance according to type and is marked as unsteady. If the unit routs it is immediately moved its rout distance.

Photo courtesy of Wargames Illustrated



## Melee Phase

When you have determined which units will contact each other it is time to decide the outcome of all melees. This is a bloody affair and one side or the other will retire or rout before the end of the melee phase. A melee will not carry on from one turn to the next though it may last for more than one round of actual fighting. The side that wins the melee is allowed to occupy the ground of their opponents so in some rare cases it may be important which order you carry out the melee in - if this is the case the player who won the initiative die roll decides in which order to do them.

Stands that are touching and one stand overlap on each flank will fight in the first round of a melee - if the melee lasts more than one round then all stands in the unit get to fight in subsequent rounds. Each side will roll a number of D6's and modify these rolls with a few simple factors. The side that causes the most casualties will win, the loser will retire unsteady if they were originally in good morale, they will rout if they are already unsteady. In some cases a unit will rout its opponent automatically if it wins the melee. If the first or subsequent rounds of melee are a draw you keep on fighting until you have a winner, you cannot have a turn end with two units still locked in melee.



## Turn End

This is when you will roll to see if wounded leaders recover, roll for re-enforcement, flank march arrival and so on. Players should check to see whether the formations or army has reached its Break Point. If you are playing a campaign this is the best time to make sure everyone has made a note of units that they have removed from the table and what their final status is with regard to casualties.

Leaders are attached and detached from units in this phase. Leaders may detach from one unit and attach to another in the same turn so long as they have the movement distance to do so.

The end turn phase is the only time that you may attach a leader to a unit.

