

FULL TURN SEQUENCE

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1) IMPACT PHASE	
Roll for arrival of outflanking marches and straggling	
Declare all charges (designating at least one charge target for each).	
CMT for any troops requiring a CMT to charge. Any that fail have their charge cancelled.	
CMT for shock troops wishing to avoid charging. Any that fail must charge.	
Mark wheel direction (if any) for each charge.	
Resolve CTs for FRAGMENTED troops being charged. If they break: Resolve CTs for seeing them break. Make their initial rout move.	
Declare and move all interception charges . (If it counts as a legal flank or rear charge it cancels the enemy charge.)	
Make all evade moves.	
Resolve CTs for FRAGMENTED troops being charged as a result of intervening friends evading. If they break: Resolve CTs for seeing them break. Make their initial rout move.	
Make all charge moves in any order. Wheel direction can be changed if all targets evaded out of the original charge path. Troops contacted by a charge counting as a flank or rear charge (except battle troops by light troops) drop 1 cohesion level. Troops capable of evading that would be contacted by a charge as a result of VMD, and which have not already evaded this phase, can evade prior to contact. They may be required to do so if they are light troops charged by battle troops.	
Resolve impact combats.	
For each BG in turn, resolve post-combat CT (if it lost), then death roll, then roll to inflict commander losses.	
After the above is completed for all combats, resolve CTs 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 and remove a base for each pursuing BG remaining in contact at the end of its initial pursuit move. Roll to inflict commander losses. Resolve CTs for seeing commanders lost.	
2) MANOEUVRE PHASE	
Reform BGs and active player conforms his troops in close combat to enemy if possible.	
Feed additional bases into existing melees. Active player expands or shifts first.	
Make normal movement (first taking a CMT if required) for each BG or battle line individually and move commanders.	
3) SHOOTING PHASE.	
Resolve all shooting – both sides shoot. Resolve post-shooting CTs, then death rolls.	
After the above is completed for all shooting, resolve CTs for seeing friends break.	
Make all initial rout moves for troops broken this phase. Make all initial pursuits and remove a base for each pursuing BG remaining in contact at the end of its initial pursuit move. Roll to inflict commander losses. Resolve CTs for seeing commanders lost.	
4) MELEE PHASE	
Resolve all melee combats.	
For each BG in turn, resolve post-combat CT (if it lost), then death roll, then roll to inflict commander losses.	
Roll for assaults on a fortified camp.	
After the above is completed for all combats, resolve CTs for seeing friends break or commanders lost.	
Make all initial rout moves for troops broken this phase. Make all initial pursuits and remove a base for each pursuing BG remaining in contact at the end of its initial pursuit move. Roll to inflict commander losses. Resolve CTs for seeing commanders lost.	
5) JOINT ACTION PHASE. BOTH SIDES	
Remove scythed chariots if so specified.	
Make break-offs, active player first.	
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 a base for each pursuing BG remaining in contact at the end of its pursuit move. Roll to inflict commander losses. Resolve CTs for seeing commanders lost.	
Remove any BGs that are autobroken, broken and at or below 50% original strength, or reduced to 1 base.	