



# Sequence of Play



When the turn starts, the first Side becomes the Phasing Side and goes through all the phases in the SOP. Then, the second Side becomes the Phasing Side and goes through all the phases in the SOP too. After that the game time advances one turn (half and hour of fictional time).

## **INITIAL PHASE\***

*Weather Step\**

*Initiative Step\**

## **CONTROL PHASE**

Arrival Step

*Communication Step\**

Rally Step

Command Step

Fatigue Step

*Supply Step\**

## **MANOEUVRE PHASE**

*All-out Attack Step\**

Administrative Step

Movement Step

Normal Movement

React Marker Placement

Disorder Marker Removal

Half-Move and No-Move Markers Removal

Phasing Voluntary Routs

Reaction Step

Non-Phasing Reaction Moves

Phasing Counter-reaction Moves

Non-Phasing voluntary routs

## **FIRE PHASE**

Non-Phasing fire

Phasing fire

(\* ) Italicised entries are only necessary if their corresponding optional rules are used in the game.

## **COMBAT**

## **CONSTRUCTION DESTRUCTION PHASE\***

## **PURSUIT**

## **ISOLATION**

## **VICTORY DETERMINATION PHASE**

TIME RECORD CHART							
00:30	01:00	01:30	02:00	02:30	03:00	03:30	04:00
04:30	05:00	05:30	06:00	06:30	07:00	07:30	08:00
08:30	09:00	09:30	10:00	10:30	11:00	11:30	12:00
12:30	13:00	13:30	14:00	14:30	15:00	15:30	16:00
16:30	17:00	17:30	18:00	18:30	19:00	19:30	20:00
20:30	21:00	21:30	22:00	22:30	23:00	23:30	24:00