SEQUENCE of PLAY

PRE-GAME SET-UP

FORCES

Decide Maximum Force Value (MFV)
Choose Your Force
Note Force List

ARRANGING A GAME

1 Determine Game Size
2 Determine Table Size
3 Compose Army Lists
Prepare the Battlefield

1 Set Up Terrain
2 Establish Tactical and Strategic Advantage
3 Scenario Generation (if not using pre-determined Scenario)

• Deployment Type
• Mission Objectives
• Battlefield Conditions

DEPLOYMENT

Order of Deployment
A. Ironclad Deployment
B. Main Employment
C. Scouting Deployment
D. Infiltrators
E. Strategic Forces
Choose Tactical Forces
Commence Battle!

SEQUENCE Checklist

PRE-GAME SET-UP

FORCES

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ARRANGING A GAME

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• Deployment Type
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DEPLOYMENT

Order of Deployment
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SEQUENCE OF PLAY

PRE TURN

• Tactical Action Card Step
• Command Points Step
• Late Arrivals Step
• Initiative Step

COMMAND SEGMENT (see Page 63)

• Command Coherency
• Command Orders and Cards

MOVEMENT SEGMENT (see Page 65)

• Movement Orders and Cards
• Movement Actions
• Movement Consolidation

SHOOTING SEGMENT (see Page 77)

1 Tactical Action Card Step
2 Declare Target(s) and Shooting Action
3 Determine Line of Sight
4 Determine Range and the Target Priority Chain
5 Compile Attack Dice Pool
6 Resolve Attack Dice and Allocate Hits
7 Resolve Cover/Shield Saves
8 Apply Damage and Remove Casualties
9 Shooting Consolidation Step

REPEAT SECTION ACTIVATION for the other Commander’s next Section and continue until all Sections have Activated

MELEE PHASE

Melee Orders and Cards Step
Resolve Melee(s) Step
1 Nominate Target Section(s)
2 Compile Melee Attack Dice Pools
3 Roll Melee Attack Dice and Apply Casualties
4 Remove Casualties
5 Check for the Victor
6 Gain the Upper Hand
7 Move Up Remaining Models
Melee Consolidation Step

END PHASE

• Restore Order Step
• Medics and Repairs Step
• Earn Battle Log Points Step
• Check for End of Game Step
• Remove Expired Markers Step

IF GAME HASN’T ENDED, RETURN TO START OF SEQUENCE OF PLAY