

SEQUENCE CHECKLIST

PRE-GAME SET-UP	
FORCES	Decide Maximum Force Value (MFV)
	Choose Your Force
	Note Force List

SIZE, BATTLEFIELD & OBJECTIVES	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 Cards
Commence Battle!	

SEQUENCE OF PLAY	
PRE TURN	• Tactical Action Card Step
	• Command Points Step
	• Late Arrivals Step
	• Initiative Step

SECTION ACTIVATION PHASE	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**