

# QUICK PROMPT SHEET - THE TURN SEQUENCE



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## Phase 1: Initiation

- 1) Roll for Initiative** (D6+ Highest CV value for each player)
- 2) Discard Cards** (any number of unwanted cards)
- 2) Draw Cards** (up to a maximum hand size equal to highest CV)
- 2) Cleanup** (act on any special rules which apply here)
- 2) Roll for Reserves** (refer to Roll for Reserves Table)

## Phase 2: Activation

Players take it in turns to activate one Battlegroup at a time in order of initiative (proceed to the Actions Phase with a Battlegroup, then return to this Phase)

## Phase 3: Actions

Complete the Actions for one Squad at a time within the activated Battlegroup:

- 1) Movement** (up to Unit's Mv value)
- 2) The Shooting Sequence**
  - Determine which weapons can shoot (i.e. did not exceed Mf distance when moved)
  - Determine legitimate targets (in Arc of fire and Line of Sight)
  - Measure range (centre-to-centre generally)
  - Allocate shots
  - Roll to inflict damage (refer to Energy vs Armour Table)
  - Mark damage inflicted and remove destroyed units

*NB: Movement and shooting may be completed in the opposite order*

## Phase 4: Roundup

- 1) Act on any special rules**
- 2) Check victory conditions** (refer to scenario chosen)
- 3) Game end** (when scenario conditions are fulfilled)