

Movement & Command Phase

- (1) Active player gets command points: 1 point per 500 points given to build army, except on the first turn, when the first player gets 0 and begins in combat phase, and second player gets ½ rounded up.
- (2) Active player moves units that are executing a Final Rush.
- (3) Active player moves units in good order and routing units interspersed in any order:
 - (a) Units in good order move according to their standing orders.
 - (b) Routing units:
 - (i) Move towards their table edge.
 - (ii) Take shortest path that avoids impassable obstacles and enemy units.
 - (iii) Stop if contacting friendly unit. If not rallied next turn, move through friendly unit, friendly unit can't move or shoot and takes route check in pre-combat courage phase.
 - (iv) Stop if contacting table edge. If not rallied on next turn, removed from game.
- (*) Active player may use command points at any point during the Movement & Command Phase, interspersed freely with moving units; if not spent they are lost. Command Points may be used to:
 - Change one unit's standing orders, before or after it has moved.
 - Take direct control of one unit for this turn.
 - Use your army's special ability.
 - Rally one routing unit before it moves.
 - Draw a command card.
- (**) Some green Command Cards are played during this phase, see specific card for details.

Pre-combat Courage Phase

- (1) Rout checks: an already engaged unit that becomes engaged on one or more additional sides this turn must take a courage check:
 - (a) Taking into account all unit specific modifiers ('*' next to a statistic) and general modifiers, roll 3 dice; if sum <= Courage, it passes the courage check, otherwise fails.
 - (b) If the unit fails:
 - (i) Erase its standing orders.
 - (ii) If it is engaged, and not engaged on the rear, turn it around.
 - (iii) If it is unengaged, turn it towards the table edge.
- (2) Free attacks: units that fail their rout check in step (1) suffer free attacks. Remove if destroyed.
- (3) Second rout checks: a unit that loses its last green or yellow box or that took any damage while in the red during step 2 must take a courage check:
 - (a) Execute (1a).
 - (b) If the unit fails, it is removed from play (destroyed).
- (4) Route Movement: A unit that routed this phase moves its full movement. No maneuvering is necessary. If still in contact with enemy after moving, routing unit is destroyed.
- (5) Fear Checks: a unit that becomes engaged with a *fearsome* unit this turn must take a courage check (see 1a); if failed, (-1) -1/-1 for this turn. Note a unit only checks the turn it becomes engaged.

Combat Phase

- (1) Choose defenders: units that have multiple opponents declare which they are attacking.
- (2) Active player resolves attacks in any order, mixing ranged and close combat. An *attack* consists of:
 - (a) Taking into account all unit specific modifiers ('*' next to a statistic), general modifiers, and modifiers from command cards:
 - (i) To Hit: roll # of offensive dice; each die <= (Offensive Skill – Defensive Skill) results in a hit (1's always hit, 6's always miss).
 - (ii) To Damage: roll # of hits from step i; each die <= (Power – Toughness) results in a point of damage (1's always damage, 6's always miss).
 - (iii) For each point of damage, mark off one box on the damage bar, starting on the left.
 - (*) Before (i), after (i), before (ii), and after (ii), appropriate Command Cards may be played as follows (maximum 1 Command Card per player per *attack*):
 - (i) Attacking player has option to play one Red command card or no card.
 - (ii) Defending player has option to play one Blue command card or no card.
 - (iii) If Attacking player did not play a card but Defending player did, Attacking player may now choose to respond by playing one Red command card.
- (3) Non-active player resolves all close combat attacks, but does not use ranged attacks. Repeat step 2, excluding ranged attacks, with the non-active player as the attacker. Do not count damage done to the non-active player's units in step 2 during this step (i.e., all attacks are actually simultaneous).
- (4) Remove units destroyed in combat.

Post-combat Courage Phase

- (1) Rout checks: a unit that lost its last green or yellow box or that took any damage while in the red this turn must execute shaded steps from Pre-combat Courage Phase.