

### Issue Order Phase

Select Army to Issue Orders  
Select Officer ID from list to issue order  
Select Officer ID from list to receive order  
Select new order type or dispatch  
Select Initiate and follow prompts to determine arrival time

When complete:

Select Exit

# A

### Engineering Phase [Simultaneous with Movement Phase]

Input unit ID to perform engineering task  
Select type of engineering required  
Select any appropriate modifiers  
Select Initiate to determine result

When all engineering actions are complete:

Select Exit

# B

### Movement Phase [Simultaneous with Engineering Phase]

#### Charge Declaration Phase:

Write down unit ID's for units wishing to charge or react  
Side moving first will input charges and any reacts:

Input unit ID wishing to charge, attack or react

Select Charge

Select any appropriate modifiers

Select Initiate to determine result

Move successful charging/attacking units to within 25 paces of the target unit.

Indicate full extent of charge move w/suitable marker.

Repeat process for side moving second.

#### Alternate Movement and Formation Change Phase:

Formation changes and normal movement should be conducted simultaneously. Starting with side moving first, each side should:

Determine any required formation changes:

Input unit ID to perform formation change

Select appropriate formation

Select any appropriate modifiers

Select Initiate to determine result

Conduct normal movement for any units capable of movement. No input is required for any unit moving normally.

Conduct movement for any unattached officers. Attached officers must move w/the unit with which they are attached.

When all movement and formation changes are complete for both sides:

Select Exit

Note: Formation change results can be cancelled only when first returned.

Note: A unit may engage in engineering or movement, but not both, in the same turn

# C

### Fire Combat Phase

Resolve all target of charge fire action, as required, then,

Resolve other fire action beginning w/side that moved first:

Input firing unit ID

Input target unit ID

Select any appropriate modifiers

Input percentage of unit to engage in fire

Input range between firer and target

Select Engage to determine result

When all fire actions are complete for both sides:

Select Exit

Perform compulsory moves as prompted and, optionally, mark appropriately.

Note: Results can only be cancelled when first returned, however, accepted results are only applied upon exiting phase.

# D

### Close Combat Phase

Resolve combat actions:

Input first army unit ID

Input percentage engaged [100 v 1 opponent, 50 v 2 etc]

Select any appropriate modifiers

Input second army unit ID

Input percentage engaged [100 v 1 opponent, 50 v 2 etc]

Select any appropriate modifiers

Select Engage to determine result

Perform compulsory moves as prompted and, optionally, mark appropriately.

When all combat actions are complete:

Select Exit

# E

### Rally Phase

Resolve rally attempts:

Select unit from list of units requiring to be rallied

Move required officer to attach to unit.

Maximum movement distance, from officer to center of unit, must be less than command radius (indicated on OB), otherwise officer cannot perform rally.

An officer may attempt to rally more than one unit in the same rally phase, provided the required cumulative movement is less than the command radius distance.

Input officer ID to perform rally

Upon completion of all rally attempts:

Select Exit

Remove all current compulsory movement markers

Note: Unattached officers, at end of rally phase, may be moved up to their command radius to attach to units in advance of the next turn.

# F

### End of Turn Phase

Announce side with initiative

Announce brigade morale reactions and mark as necessary

Announce unit morale reactions. Perform any compulsory movement and mark accordingly

Input Unit ID for any unit that has been interpenetrated during the previous close combat phase and current end of turn phase.

Proceed to next turn

Side w/initiative declares who is to move first

# G

## Turn Sequence

[Phases A-F will be optional but always sequential]

Carnage & Glory II

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