

## SEQUENCE OF PLAY

### A. REPLACEMENT PHASE (BOTH PLAYERS)

1. APPLY REPLACEMENTS
2. PLACE REINFORCEMENTS

### B. DETERMINE INITIATIVE (1-5: INITIATIVE PLAYER; 6: OPPONENT)

### C. FIRST ACTION (SELECTED BY INITIATIVE HOLDER)

1. DETERMINE # OF RANKING LEADERS TO ACTIVATE
2. FOR EACH ACTIVATION:
  - I. DETERMINE MOVEMENT POINTS (END PHASE ON ROLL OF 12)
  - II. MOVE UNITS, INCLUDING:
    - \* BRIDGE/RAIL DESTRUCTION
    - \* DEVASTATION (1864 SCENARIOS ONLY)
    - \* ENEMY REACTION MOVEMENT
  - III. FLIP ACTIVE UNIT TO REVERSE SIDE

### D. SECOND ACTION (REPEAT STEPS BY OTHER PLAYER)

### E. COMBAT (STACKED UNITS)

### F. MORALE RECOVERY

### G. END OF TURN ACTIVITIES

1. RECORD VICTORY POINTS
2. FLIP MOVED UNITS TO FRONT SIDE
3. CHECK LINCOLN TRACK AND NOTE EFFECTS
4. ADVANCE TURN MARKER

## 1. COMBAT OPTIONS TABLE

ATTACKER'S OPTION	DEFENDER'S OPTION		
	PITCHED	STAND	WITHDRAW
PROBE	1	1	1
ASSAULT	2	2	1
PITCHED	UNL	2	1
MUST BE IN SUPPLY TO CHOOSE THIS OPTION			

## 4. COMBAT RESULTS TABLE

DIE ROLL	NUMBER OF STRENGTH POINTS COMMITTED							
	1-5	6-15	16-25	26-35	36-45	46-55	56-65	66+
0	-	-	-	-	-	1	1	2
1	-	-	-	-	-	1	2	3
2	-	-	-	-	1	2	3	4
3	-	-	-	1	2	3	4	5
4	-	-	1	2	3	4	5	6
5	-	1	1	2	3	4	5	6
6	1	1	2	3	4	5	6	7
7	1	2	3	4	5	6	7	8
8	2	2	3	4	6	7	8	9
9	2	3	4	5	6	8	9	10
COMBAT RESULTS TABLE DIE ROLL MODIFIERS								
+? Leader combat bonus								
+1 if pitched battle is chosen								
-1 if withdrawal is chosen								

## 2. COMMITMENT TABLE

DICE ROLL	COMMAND RATING			
	1	2	3	4
0	40%	20%	20%	10%
1	50%	30%	20%	20%
2	60%	30%	30%	20%
3	70%	40%	40%	30%
4	80%	50%	40%	30%
5	80%	60%	50%	40%
6	90%	70%	60%	50%
7	90%	80%	60%	60%
8	100%	80%	70%	60%
9	100%	90%	80%	70%
10	100%	100%	90%	80%
11	100%	100%	100%	90%
12	100%	100%	100%	100%
ATTACKER DIE ROLL MODIFIERS				
+1 if attacker did not move during turn				
-2 if attacker force marched during turn				
+1 if attacker chooses pitched battle				
DEFENDER DIE ROLL MODIFIERS				
+1 if defender did not move during turn				
+1 if defender chooses pitched battle				
-1 if defender chooses withdrawal				
+3 if defender is entrenched				

## 3. PERCENTAGE TABLE

SIZE OF FORCE	PERCENTAGE								
	10%	20%	30%	40%	50%	60%	70%	80%	90%
1	0	0	0	0	1	1	1	1	1
2	0	0	1	1	1	1	1	2	2
3	0	1	1	1	2	2	2	2	3
4	0	1	1	2	2	2	3	3	4
5	1	1	2	2	3	3	4	4	5
6	1	1	2	2	3	4	4	5	5
7	1	1	2	3	4	4	5	6	6
8	1	2	2	3	4	5	6	6	7
9	1	2	3	4	5	5	6	7	8
10	1	2	3	4	5	6	7	8	9
11	1	2	3	4	6	7	8	9	10
12	1	2	4	5	6	7	8	9	11
13	1	3	4	5	7	8	9	10	12
14	1	3	4	6	7	8	10	11	13
15	2	3	5	6	8	9	11	12	14
20	2	4	6	8	10	12	14	16	18
25	3	5	8	10	13	15	18	20	23
30	3	6	9	12	15	18	21	24	27
40	4	8	12	16	20	24	28	32	36
50	5	10	15	20	25	30	35	40	45