



# GRAND BATTLES NAPOLEON

## SEQUENCE OF PLAY



### 1. COMMAND PHASE

- Rally all retreating units in any formation and any facing. All units rally shaken.
- Rallying units or divisions that perform a Voluntary Retreat, Panicked Retreat or are demoralised have limited rallying options. (See page 51 of the rulebook for more info).
- Uncontrolled cavalry that rally act as normal but if they do not rally they begin the turn shaken and disordered.
- Replace fallen generals. (See page 52 of the rulebook for more info).
- Check reserves and other off table forces arrive. (See pages 48, 130-131, 134-135 of the rulebook for more info).
- Attach and detach generals, assuming command and moving generals is now done. (See pages 52-3 of the rulebook for more info).
- Do command rolls for all generals with a special command rule such as Jourdan, Napoleon and Archduke Charles.
- Check all leaders, divisions and units are in command. Leaders and divisions out of command must pass a response test or they will be out of command for the whole turn. Units out of command must pass independent action tests during their activation. (See pages 55-60 of the rulebook for more info).
- Place activate tokens down next to all divisions in preparation for turn.

### 2. BATTLE PHASE

- Activate divisions based on initiative rolls.
- Divisions may either act strategically or tactically. A strategic order that is failed disorders the whole division and ends that division's activation immediately.
- When charging remember to roll a morale test inside 4 inches of the target. Enemy cavalry may roll to charge at this point due to Zone of Control, but even if successful the charging cavalry may always move 4 inches towards their target. If an active unit successfully passes morale to charge the target must now pass a morale test. If successful they may perform a response or defensive operation, but not both! Next if cavalry vs infantry the cavalry must check to break the bayonets.
- All units in the activated division must act unit by unit until all units in the division have acted.
- Once this has been done resolve melee.
- Activate another division until all divisions on both sides have been activated.

### 3. ARMY MORALE PHASE

- Remove any units with only 1 stand left.
- Do Stray Musket/Cannon Ball tests. (See page 53 of the rulebook for more info).
- Do any Divisional Morale and Panic tests that may result now.
- Roll for Army Morale. (See pages 102-103 of the rulebook for more info).