

A. Determination of First Player

1. Return chits selected on previous week to cup.
2. South can choose to pick initiative chit value in parenthesis (5.13 on charts).
3. North always picks initiative chit randomly from cup.
4. Player with higher numbered initiative chit is First Player.

B. First Player Turn

1. Movement Phase

- a. **Command segment** (recursive)
 - 1) Create depots: exchange depot for 2 strength points of any type.
 - 2) Load up to 10 supply points onto supply train in same hex.
 - 3) Command Span Specification
- b. **Free Initiative segment** (recursive)
 - 1) Activate leader or land unit in chain of supply to move, up to chit number.
- c. **Individual Leader Initiative segment** (recursive)
 - 1) Pick a leader, roll for initiative, active leader's force moves immediately.
If 3-star leader commands an army, -1 from initiative & cmd span to min of 1.
If 3-star non-cavalry ldr commands cavalry corps, -1 from i&cs to min of 1.
Then if leader not on chain of supply, -1 from initiative & command span.

2. Combat Phase

- a. **Command segment** (of Combat phase).
- b. **Leader Activation Segment:** Roll for every leader's initiative to activate.
- c. **Battle Segment (recursive):**
 - 1) Select attacking stacks and adjacent defending hex.
Max of 2 adjacent attacking hexes commanded by 1 active leader.
(Defending units may have been attacked in earlier battle segment.)
 - 2) Reveal attacking units and determine total attacking strength.
Attacker across river is 1/2. Parenthesized combat strength cannot attack.
Declare cavalry to stop mounted units retreat before combat.
 - 3) If no declared cavalry, defending mounted units may retreat 1 hex.
 - 4) Determine commanding defending leader:
 - a) May be any leader in HQ hierarchy Army, corps. leader w/o HQ.
 - b) If no leader, must pick battle intensity chit of 0.
 - 5) Reveal defending units and determine total defending strength.
Entrained units detrain and are 1/2 strength.
Adjacent NF/RF/IC can choose to assist & take losses.
Can withhold naval base, depot and/or supply trains;
withheld units do not add strength & do not get allocated losses.
Fort: Max 10 SPs, strength is 2x, attacker losses are 2x.
Fortress: Max 100 SPs, strength is 3x, attacker losses are 2x.
Entrenchment 1GT: 3x strength, can ignore retreat.
Entrenchment 2GT: 4x strength, can ignore retreat, attacker losses are 2x.

- 6) Both secretly & at same time pick battle intensity chit up to initiative rating of commanding leader.
Reveal chits. Combat table number used is sum of chits, max is 4.
Naval units versus fort combat is on Table 1.
- 7) Combat supply (12.24 on charts) on map from adj. hexside or hex unit being supplied could move. Supply can **not** be withheld if available.
If unsupplied, 1/2 strength round down, losses x2, no advance.
- 8) Both players may secretly at same time commit a leader in a combat hex to affect combat die roll.
- 9) Roll die to obtain combat result (8.14 on charts).
- 10) Apply loss results, if any.
If naval defenders: ground units lose 1/2 step losses round up, rest to navy.
Navy losses may be put to as few naval units as needed.
Land losses must be put evenly to land units. (all Gar. points = 1 unit)
If attacker declared cavalry then a cavalry step must be first step loss.
- 11) Apply required retreat results, if any.
Owner retreats units 1 hex or into fort.
Defender need not retreat from city, rough, fort, or entrenchment.
Cannot retreat across a prohibited hexside (mountain, Tidal River or blocked hexside with no bridge/ferry), enemy occupied hex, or across a river into enemy ZOC. May retreat into enemy ZOC.
Supply Train & Siege Gun cannot retreat into forest or rough w/o road.
In Winter, cannot retreat across unbridged river hexside.
Units unable to retreat are destroyed.
- 12) Defender can choose to retreat, if not subject to required retreat.
- 13) Attacker can choose to retreat, if not subject to required retreat.
- 14) If defender's hex is empty, attacker may advance into defender's hex.
Supply trains can advance with attackers.

d. Cleanup Segment

- 1) May choose to destroy owned supply points.
- 2) May choose to destroy owned depot and replace with constituent unit (default is 2 garrison points).
- 3) May deploy militia on production spiral. Max 8 militia points per state.
1 militia point per state in owned city, town, village, or unbesieged fort.

C. Second Player Turn