

MEG MAXIMUS AND MAGNA - TURN SEQUENCE

1 Card Phase	
1.1	Discard cards: as desired. Active player takes pack and shuffles in all discarded cards.
1.2	Deal cards: replenish all generals up to current card level (including dead generals). Note: Deal any flank march cards face up until arrival, and allied cards until no longer hesitant.
1.3	Gift cards: professional army commander gifts cards to on-table professional sub-generals.
2 Charge Phase - active player first, then alternate	
2.1	Move generals: SUGs may make C1 move to allow TuG to charge. Move generals independently.
2.2	Declare charges: mark all charges or play cards to stop forced charges.
2.3	Forced charges: mark any remaining forced charges that haven't been stopped.
2.4	Counters: prompt and move countercharges or intercepts.
2.5	Shoot chargers: choose run away and skirmish moves, roll all shooting dice and move any evaders.
2.6	Move chargers: remove SuGs hit by TuGs on contact (SuG in or part in good going and TuG > base from breaking).
2.7	Charge combat: roll charge combats [remember Shatter and Shove].
2.8	Outcomes: KaB tests, routs and pursuits. Fight pursuits contacting enemy and repeat outcomes.
3 Shooting Phase - simultaneous	
3.1	Shooting: both sides shoot with any files that did not charge or shoot in charge phase.
3.2	Outcomes: KaB tests, routs and pursuits.
4 Movement Phase - active player first, then alternate	
4.1	Option to align: align troops in combat if desired - active has option first, then inactive.
4.2	Replacement Professional generals: new professional generals take over.
4.3	Prompted moves: move UGs or generals.
5 Fighting Phase - active player first, then alternate	
5.1	Option to align: align troops in combat if desired - active has option first, then inactive.
5.2	Melee combat: roll melee combat [remember supporting files and shove].
5.3	Outcomes: KaB tests, routs and pursuits.
5.4	Break-offs: Prompt break-off moves with any associated KaB tests.
5.5	Moves while in combat: MF1 and MF2 actions.
6 End of Turn Phase - active player first, then alternate	
6.1	Recovery: generals within 4BW recover wounds; take any slow markers off the table.
6.2	Replacement Instinctive Generals: new instinctive generals take over.
6.3	Sacked camps: KaB tests for a sacked camp and outcomes. Remove camp model.
<i>For full details of the turn sequence refer to the rulebook.</i>	

MOVEMENT DISTANCES (IN BWs)

Troop Type	Good Going	Rough	Difficult
Close infantry	3 -	3 A	2 BA
Loose infantry	3 -	3 -	3 A
Skirmish infantry	4 -	4 -	3 -
Close cavalry or camelry, any cavalry or camelry with ArmHrs	4 -	2 BA	1 BA
Loose cavalry or camelry	5 -	3 A	2 BA
Skirmish cavalry or camelry, generals	6 -	4 -	3 BA
Close chariots or chariots with ArmHrs	4 -	1 BA	Not allowed
Loose chariots	5 -	2 BA	Not allowed
Elephants	4 -	3 -	3 A
Battlewagons, Artillery SuGs and Mobile Camps	2 -	1 BA	Not allowed
Effect on combat	A=Affected	BA=Badly Affected	

Generals may move with UGs that they are attached to unless they have already moved this phase.

VMD: d6 -1 poor, -1 cantabrian, african opt +1 superior, exceptional. Result: 0 -3BW; 1 -2BW; 2: -1BW; 6 +1BW; 7 +2BW.