

# Alternating Activations

This is an optional rule that is designed to improve wait times in multiplayer scenarios.

## Turn order

As usual, determine the turn order before the game by rolling a D6 for each player. The player rolling the highest may go first.

## Turn sequence

The turn sequence stays the same as usual:

### Turn Sequence

#### Recovery.

- 1 During the recovery phase you may attempt to **rally** individuals who have lost their nerve and recover models that are **knocked down** or **stunned**.

#### Movement.

- 2 During the Movement Phase you may move the warriors of your warband according to the rules given in the **Movement section**

#### Shooting.

- 3 In the shooting phase you may shoot with any appropriate weapons as described in the rules for shooting

#### Hand-to-hand combat.

- 4 During the hand-to-hand combat phase all models in hand-to-hand combat may fight. Note that both sides fight in the hand-to-hand combat phase, regardless of whose turn it is.

## Alternating activations

Instead of activating the warband all at once, each player has 3 activations per turn.

After each activation, the next player in the turn order may activate his warband (given he has any models left to activate). Each model may only be activated once per turn!

In each activation cycle, the player chooses a warrior and up to 2 other warriors within 6" of that warrior to activate.

In the third and last activation cycle, the player may activate all remaining models.

In hand-to-hand combat, the attacked model may defend himself as normal, but note that each model may only defend himself against one attack per turn!