

CATAPHRACT - Great Battle of History - Volume VIII

Extended Sequence of Play

A. LEADER ACTIVATION PHASE

The player with the lowest-Initiative-rated leader—or Uncontrolled Line (11.3)—who has not yet been activated, activates that leader. May start with an Elite Initiative Order Phase (5.51). Non-Momentum Trump attempts (5.41-42) may be made at this time. At the beginning of the scenario, all units in an Undisciplined Army have a TQ which is 2 greater than its printed value (11.2).

When activated, a leader can give a number of Individual Orders (IO) (4.2) equal to his Initiative rating to units within his Command Range or, he can issue Line Command(s) to units within twice his Command Range (4.3).

A leader, other than the Overall Commander (OC), who is in an enemy ZOC may not issue orders (5.26).

A Subordinate Commander may issue a Line Command in his Initial (non-Momentum) Order Phase by rolling for the ability at this point (4.33).

B. ORDERS PHASE

1. Movement and Missile Fire Segment

For each *Individual Order* issued by the activated leader, the player may perform any one of the following:

- Move the leader himself* (4.23), any number of times in a Game Turn but up to 9 MA per Order Phase, using Cavalry costs
- Move any one friendly unit* up to its printed MA. Missile units may fire at any time during their movement. After the first time a unit moves in a Game Turn, flip it to its 'Moved' side. If moved unit is moved again it incurs in 1 Cohesion Hit. May use Column Movement (6.4). Must or may (based upon the Shock Superiority Chart) place a Shock-Must Check TQ marker on all friendly unit that moved adjacent to enemy units. Cataphract HC may dismount and become Heavy Infantry (11.1)
- Conduct Missile Fire with any one friendly missile unit without movement.* Any infantry unit armed with a composite bow (C) that hasn't moved from its original setup hex at all during the scenario, can fire twice whenever it can fire (11.4).
- Remove Cohesion Hits* from one friendly unit (10.16)
- Attempt to Rally* one friendly Routed unit (10.27)
- (OC only) *Move other friendly leaders once per leader per Orders Phase.* If the leader to be moved starts in an enemy ZOC, it costs the OC two (2) Individual Orders to move that leader.
- (OC only) *Replace one eliminated friendly leader* (4.63)
- Roman HI or MI unit fired upon at a distance of 2 hexes or more, may go into *Shield Wall* (11.7)

Each *Line Command* allows the player to move and/or missile fire with any/all friendly units in one Line. A Line Command given to a non-bow armed infantry or cavalry barbarian unit (no Byzantine nor Persian) may cause an Uncontrolled Advance to occur (11.3).

Hun and Visigoth Light Cavalry may use a tactic called *Feigned Retreat* (6.7). Light Cavalry (LC) with any missile capability may use *Harassment & Dispersal* tactics (H&D) against any unit (8.3).

Opposing units may:

- Orderly Withdrawal* (6.5): Unit non in enemy ZOC may avoid contact with enemy moving unit the instant it moves within 2 hexes if the unit has higher MA than the enemy combat unit. MP equal to difference between MA. Maintains original facing. Infantry units and units approached from rear or flank incur an immediate 1 Cohesion Hit
- Reaction Facing* (7.14): Unit (not in enemy ZOC of other enemy unit) may change facing one vertex per Order Phase when an enemy unit moves adjacent to it. Infantry unit must perform a TQ check
- Reaction Fire* (8.2): Entry Reaction (enemy unit enters in friendly ZOC), Retire Reaction (enemy unit leaves friendly ZOC), Return Fire (friendly unit fires back to enemy unit that fired at it)

2. Shock Combat Segment

After a leader has finished issuing orders, eligible units engage in Shock combat, using the following sequence:

- Shock Designation: place Shock-No TQ Check markers per 7.33. The attacking player designates which units will be involved in each individual combat.
- The Charge (Pre-Shock TQ Check). Attacking units with a Shock-Must Check TQ marker and their defenders undergo a Pre-Shock TQ check (9.13)
- Resolution of Leader Casualties
- The Clash of Spears and Swords (determine Superiority and Shock column)
- Resolve the Shock Combat
- Check for possible Collapse and Rout

C. MOMENTUM PHASE OR RETURN TO 'A'

The player, using the leader who was activated for the immediately preceding Orders Phase, may attempt a Momentum die roll to give that leader another Orders Phase, max 3 Order phases for each leader (5.14), or, play returns to Phase "A" for any leaders that have not been activated. If the player succeeds in the Momentum attempt, the opposing player may, if he wishes, attempt a Momentum Trump (5.42[2]). Flip activated leader to "Finished" side.

D. ROUT AND RELOAD PHASE

- Remove Rallied markers.
- Rout Movement: Routed units must undergo Rout Movement (10.22).
- Reload Segment: Eligible missile units may get more missiles (8.18).
- Flip all "Moved" units and "Finished" leaders to their sides. Remove any FIRED markers.

E. WITHDRAWAL PHASE

Each player totals the Rout Points of all eliminated combat units and leaders to see if his army has reached its Withdrawal Level. If neither player's army withdraws, that Game Turn is concluded, and another Game Turn begins. There is no set number of Game Turns. The battle continues until one side's army withdraws.