HUSARIA

TURN SEQUENCE WITH RULES SUMMARY			
DECIDE WHO MOVES FIRST	First Move To Highest D6 Roll		
FIRST SIDE MOVE	Declare Charges	Test Initiative if Method (Pg 22) Roll Percentage Die Apply Modifiers Determine Pass Criteria	Charging or Move To Contact
		Test Response if (See Response Section for Method)	Being ChargedSurprised By Previously Hidden Unit (Pg 3)
	Declare Proposed Movement/Move Units and Messengers (Pg 13-14)	Test Initiative if	Moving First Time In GameResponding To New Order/Signal
COMBAT	Determine Troops Eligibile Method (Pg 16-18) Defender's Fire Effects Calculated if being charged (Pgs 17-18) Roll 2D6 Add CCR Apply Modifiers Calculate Melee Casualties		
	Add Defender's Fire Effect Casualties Conduct Response Tests	Test Response if	Lost Round of Melee Loser Of Three Consecutive Rounds Breaks
SECOND SIDE MOVE	Resolve Risk To General (Pg 21) Same As First Side	Test Only If Directly Involved Same As First Side	Same As First Side
COMBAT	Same As First Side Continue Melees From First Side Move	Same As First Side	Same As First Side
SIMULTANEOUS FIRING	For Units Not Fired Yet Method (Pgs 16-18) Check Weapon Range Roll 2D6 Apply Modifiers Calculate Casualties	Test Initiative if Test Response if	 Firing For First Time In Game Raw Fired On For First Time Experienced Fired On By Artillery First Time
	Resolve Risk To General (Pg 21)	Test Only If Directly Involved	
RESPONSE	Conduct Enforced Movement (Pgs 20, 22-23) & Place Newly Arrived Troops On Table Conduct Response Tests (Right To Left) Method (Pgs 24-26) Roll Average Die Add Morale Value @ Current Casualty Level (See Basic Values Chart) Apply Modifiers Consult Morale Results Table	Test Response If	 10% Casualties This Turn 30% Casualties (One Time Only) 50% Casualties (Each Turn After) Lost Round Of Melee Seen Friends Routed or Destroyed This Turn (within 30 cm) Sees Death or Wounding of ClnC or own General Sees CinC or own General Retire or Rout
ORDERS	Formulate New Orders (Pgs 11-12)	Test Initiative if Test Response if	 Attempting To Cease Pursuit Routing & Attempting To Rally

Disorder Caused By Terrain, Interpenetration, Losing Melee, Pursuit. See Causes/Cures See Pg 27 Morale Levels See Pg 4 Armour Protection See Pg 4 Notes: