

TURN REFERENCE SHEET

THE TURN

PHASE	KEY EVENTS / REMINDERS
Deployment	
At the start of each battle round	Declare that you are using the Prepared Positions Stratagem (if going second)
At the start of your turn	
Movement Phase	
End of Movement Phase	Reinforcements arrive (turns 2 and 3)
Psychic Phase	
Shooting Phase	Choose a unit eligible to shoot. Declare all of its targets, then resolve shots. Don't forget any units!
Charge Phase	
Fight Phase	
Morale	
Other Notes	