Scenario 20.1 | Bennigsen Turns to Fight

4.0 | Sequence *of* Play

This special sequence of play is designed for use with **Scenario 20.1** and is an abbreviated version of the regular ***Sequence of Play***. It ignores those segments not needed because of certain rules which are not used in the scenario. As with the original, each game turn consists of 10 phases and players must follow the sequence and conduct activities in each phase and the segments that remain. The *Abbreviated* Game-turn ***Sequence of Play,*** is summarized below with the segments not used indicated in blue type.

4.1 | GAME-TURN SEQUENCE OUTLINE – DAYLIGHT TURNS

Daylight Game-turns are conducted in the following sequence of play.

1. Game Turn Interphase

A. Army/Corps Morale Segment:
NOT USED

B. Snow Event & Visibility Segment:
NOT USED

HOURLY ONLY GAME-TURN INTERPHASE ACTIVITIES

On each ***Hourly Game-Turn*** (red Turn number on the track) the following activities are conducted by both players (simultaneously):

C. Special Fatigue Accrual Segment:
NOT USED

D. Brigade Fatigue Accrual & Recovery Segment:
NOT USED.

E Brigade & Division Leader Deactivation Segment:
NOT USED

F. Army Command Points Addition Segment:
NOT USED

G. Command State Continuation Segment:
Both Players check all required Division Leaders that are in a ***Mobilized Command State*** to determine if they remain in their ***Mobilized*** State (see 17.64).

2. Allied Command Phase

A. Delay Marker Delivery Check Segment:
NOT USED

B. Allied Brigade Leader Activation Segment:
NOT USED

C. Allied Division Leader/Detachment Commander Activity Segment:

1. Division Leader Activation:
NOT USED

2. Division Leader Activity: An ***active*** (on-map) Division Leader or Detachment Commander, may change his ***Command State*** from Standing to Mobilize if within the Command Radius of the Corps Commander he is subordinate to (see 20.15.B) or change his ***Command State*** from Mobilized to Standing.

3. Division Attack Order Activity:
NOT USED

4. Grand Battery Leader Activity:
NOT USED

D. Allied Wing/Reserve Commander Activity Segment:

1. Wing/Reserve Commander Activity: An Allied Wing Commander may change his ***Command State*** from Standing to Mobilize or from Mobilized to Standing (see 20.15.B).

2. Wing/Reserve Commander Attack Order Activity:
NOT USED

E. Allied Army Commander Activity Segment:
NOT USED

F. Allied Cavalry Charge Declaration Segment:
The Allied player announces any Cavalry Charges (12.52). Place Charge Zone markers for each successful initiation.

G. Allied Ammunition Resupply Segment:
NOT USED

3. Allied Rally Phase

A. Allied Combat Units Rally Segment:
The Allied player attempts to recover Exhausted cavalry and rally each of his Disordered and Routed units. Routed units not able to rally must continue to retreat (see 7.22 and 13.4).

B. Attack Order Stoppage Check Segment:
NOT USED

4. French Movement Phase

A. Command Status Segment:
French Division leaders, Corps and Army Commanders may change their Command State from ***Mobilized*** to ***Standing***. Next, determine the command status of French Division and Brigade Leaders and combat units and mark those which are *Out of Command* with an *Out of Command* marker (see 17.11 & 17.12).

B. French Movement Segment:
The French player may move some, all, or none of the French units in accordance with the rules for movement (see 5.0, 6.0, 7.0, and 8.0). Skirmish units may detach from or reattach to infantry battalions at the start of the *Movement Phase.* The non-phasing player (Allied) may not conduct any movement during this phase.

5. Allied Shock Phase

The Allied Player conducts infantry shock attacks and cavalry charges in any order he chooses and in accordance with the rules for Shock Combat (see 12.0). The French player may initiate opportunity charges if eligible to do so (see 12.56).

6. Reciprocal Fire Phase

Both players resolve artillery and infantry fire combat in the order listed below. In each segment, players alternate fire, one unit or stack at a time, until all fire is completed (see 11.0).

A. **Reciprocal Skirmisher Fire Segment**: All Skirmish companies and units in General Order from both armies, may execute fire combat. Skirmish units and units in General Order fire alternately between opposing players until all desired units have fired.

B. **Reciprocal Infantry Battalion Fire Segment:** All infantry battalions (and those Disordered) from both armies may execute fire combat. Infantry Fire is alternated between opposing players until all desired infantry battalion units have fired.

C. **Reciprocal Artillery Fire Segment:** All artillery units from both armies may conduct fire combat. Artillery fire alternates between opposing players until all desired artillery units have fired.

7. French Command Phase

A. Delay Marker Delivery Check Segment:
NOT USED

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B. Army Commander Activity Segment:
NOT USED

C. French Corps Commander Activity Segment:

1. **Corps Commander Activity:** A French Corps Commander may change his ***Command State*** from Standing to Mobilize or from Mobilized to Standing (see 20.15.B).
2. **Corps Commander Attack Order Activity:**
NOT USED

D. French Division Leader Activity Segment:

1. **Division Leader Activation:**
NOT USED
2. **Division Leader Activity:** An ***active*** (on-map) French Division Leader may change his ***Command State*** from Standing to Mobilize if within the Command Radius of the Corps Commander he is subordinate to (see 20.15.B) or change his ***Command State*** from Mobilized to Standing.
3. **Division Attack Order Activity:**
NOT USED

E. French Brigade Leader Activation Segment:
NOT USED

F. French Cavalry Charge Declaration Segment:
The French player announces any Cavalry Charges (12.52). Place Charge Zone markers for each successful initiation.

G. French Ammunition Resupply Segment:
NOT USED

8. French Rally Phase

A. Combat Units Rally Segment:
The French player attempts to recover Exhausted cavalry and rally each of his Disordered and Routed units. Routed units not able to rally must continue to retreat (see 7.22 and 13.4).

B. Attack Order Stoppage Check Segment:
NOT USED

9. Allied Movement Phase

A. Command Status Segment:
Allied Division leaders, Wing and Army Commanders may change their Command State from ***Mobilized*** to ***Standing***. Next, determine the command status of all Allied Detachment Commanders, Division and Brigade Leaders, and Allied combat units and mark those which are *Out of Command* with an *Out of Command* marker (see 17.11 & 17.12).

B. Allied Movement Segment:
The Allied player may move some, all, or none of the Allied units in accordance with the rules for movement (see 5.0, 6.0, 7.0, and 8.0). Skirmish units may detach from or reattach to infantry battalions at the start of the *Movement Phase*. The non-phasing player (French) may not conduct any movement during this phase.

10. French Shock Phase

The French Player conducts infantry shock attacks and cavalry charges in any order he chooses and in accordance with the rules for Shock Combat (see 12.0). The Allied player may initiate opportunity charges if eligible to do so (see 12.56).

End of Game-turn: Players determine if the game ends because of conditions set by the scenario or by mutual agreement. If the game is at an end, players may calculate the levels of victory based on the victory conditions for the scenario. If the game is to continue, advanced the Game-turn marker one turn on the Game-Turn Track.

4.2 | DUSK/DAWN GAME-TURNS (1–5 and 45–50)

Dusk and dawn turns are conducted per the normal sequence of play. However, visibility and line of sight are reduced to 4 hexes; i.e., artillery fire is reduced to a range of 4 hexes. All other Game-turn activities are unaffected.

4.3 | EVENING GAME-TURNS (51–53)

Evening turns represent the post sunset period of greatly diminished light but are still conducted per the normal sequence of play. In addition to the restrictions during Dusk/Dawn Game-turns, the following changes and restrictions are in effect during Evening Game-turns:

- Visibility and line of sight are restricted to 2 hexes.
- All Command Radius values may not be higher than 3.
- Cavalry charges may not be initiated.
- ***All*** French and Allied units that are Disordered must first check to determine if it recovers from Disorder using the Russian Rally from Disorder special rule (19.61). This check is made regardless of the proximity of enemy units.
- Units that are Routed must self-rally (per 13.42.B) even when stacked with a leader; apply a -2 modifier if stacked with a Command unit
- During the *Hourly Game-turn Interphase*, Army Command Points are no longer received
- *Command State Continuation* check die rolls add a +2 modifier.

All other Game-turn activities are unaffected.

4.4 | NIGHT GAME-TURNS (54–59)

Night turns represent 30 minutes of time and are conducted using the restrictions as the Evening Game-turns with the following additions:

- Visibility and line of sight are restricted to 1 hex.
- All Command Radius values may not be higher than 1.
- Units may not Rally from Disorder.
- Units that are Routed must self-rally (per 13.42.B) even when stacked with a leader; no modifier if stacked with a Command unit.
- There are no Allied and French Command Phases.

All other Game-turn activities are unaffected (see 19.9.3 in the Playbook).

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