

Order & Discipline

A C3 Module for Rank & File

Turn Sequence

Use this revised turn sequence:

1. Initiative
2. Charge Phase
3. Movement Phase
 - A. First Side Movement
 - B. Second Side Movement
4. Firing Phase
5. Melee Phase

Phases listed in color have new rules in this document.

Initiative

The initiative is determined by a card pull.

Card Setup

Before the game, remove the royalty cards and jokers from a deck of cards, and shuffle the remaining numbered cards. This becomes the *initiative deck*.

Set aside the jokers and separate the royalty cards into a hand of red cards and a hand of black cards, then assign each hand to one side. The color of the cards in each hand (red or black) shows which initiative cards (red or black) represent that side from the initiative deck.

If the Army Commander is a +0 leader, discard a King from his hand. If the Army Commander is a +2 leader, add a joker to his hand.

Card Play

Determine Initiative

In each initiative phase, turn over the top card of the initiative deck. The color of the card indicates which side has the initiative for the turn.

Seize the Initiative

Immediately after the initiative deck card is turned, the losing Army Commander may try to *seize the initiative* by playing a card from his hand face down. The other Army Commander may either contest the initiative and play a card from his hand face down, or pass. Turn over all played cards, and cede the initiative to the highest ranking card showing:

- 1 Joker
- 2 King
- 3 Queen
- 4 Jack

After a card is played, it is discarded.

Re-Roll

The Army Commander may discard a card from his hand to re-roll any command roll during the Movement Phase.

Movement Phase

The Movement Phase now combines the Morale Phase and Rally Phase.

Command Radius

Using this module, command radius is 6".

Command Roll

In the Initiative Phase, roll 2d6 for each general, and modify it with the general's ability rating (+0, +1, +2).

Each unit treats this die roll as its own morale roll, and modifies the roll with its own Morale table modifiers.

A general who commands other generals (not troops) adds a +1 to each subordinate general's command roll which was lower than his own.

During his own movement phase, each player performs an action with each unit, in any order he likes. Morale tests are not optional.

Morale Test

If the unit needed to pass a morale test (or charge test), the modified score indicates the result.

Morale pass values change to suit a 2d6 roll:
Green=7, Regular=6, Veteran/Elite=5

A unit may get a +1 to its morale test if it is both:

- within command radius of a general that could command it; *and*
- within command radius of a unit in its own command that passed a morale test or rally this phase.

If the unit passes, it may do anything it was allowed to do after passing a morale test (move, shoot, etc.).

Rally

A unit which did not need to pass a morale test may use the movement phase to rally. If the unit's modified score of the command roll is high enough to pass a morale test, it successfully rallies to the next higher morale state.

A unit which attempts to rally may not move this turn.

Move

If the modified score of the command roll is a success, the unit may move normally. If it was a failure, the unit may only move half, unless the unit also failed a morale test, in which case it may not move at all. *Note that halving movement means that formation changes take a whole move, changing facing takes a half move, etc.*

Morale Table Green 7, Regular 6, Veteran/Elite 5	
-1	for each stand the unit has lost so far this battle
+1	if unit is within command radius of its own general
+1	for each commander (in the chain of command) attached to the unit
+1	occupying cover or lined up along linear terrain feature
+2	if a friendly unit (of its own command, within command radius) already rallied this phase
These modifiers only apply during a charge	
+1	Charging enemy flank
+2	Charging enemy rear or formed charging unformed
-1	Charging enemy defending linear obstacle or cover
+1	Charging while supported