

# TURN REFERENCE SHEET

## THE TURN

PHASE	KEY EVENTS / REMINDERS
Deployment	
At the start of each battle round	<ul style="list-style-type: none"><li>Declare that you are using the Prepared Positions Stratagem (if going second)</li></ul>
At the start of your turn	
Movement Phase	
End of Movement Phase	<ul style="list-style-type: none"><li>Reinforcements arrive (turns 2 and 3)</li></ul>
Psychic Phase	
Shooting Phase	<ul style="list-style-type: none"><li>Choose a unit eligible to shoot. Declare all of its targets, then resolve shots. Don't forget any units!</li></ul>
Charge Phase	
Fight Phase	
Morale	
Other Notes	