

## Sequence of Play

### 1. Command Decision Phase

- a. Both players choose event chits and setup draw cup.

### 2. Artillery Phase

- a. Union Artillery Step (Move or Fire)
- b. Confederate Artillery Step (Move or Fire)
- c. Both sides alternate “a” and “b” above until done
- d. Artillery Rally/Rebuild Step

### 3. Chit Draw Phase

- a. Held Event Chit Step (Play any held events)
- b. Draw chit and proceed as follows:
  - If Event chit, owning player keeps it or plays it, draw new chit
  - If Wild chit, resolve immediately, draw new chit
  - If Division/Brigade Activation chit, proceed to Phase 4

### 4. Brigade Activation Phase

- a. Orders Step
- b. Fire Combat Step
- c. Movement Step
- d. Close Combat Step
- e. Rally Step
- f. If at least one chit remains in cup, revert to Phase 3
- g. If no chits remain in the cup, go to Phase 5

### 5. End Phase

- a. Check for Wrecked Brigades, if applicable to the scenario (*NEW for Shiloh*)
- a. Final Held Event Chit Step
- b. Victory Point Awards Step (*Skip in this game*)
- c. Flip over all “Activated” brigade markers to their “Available” side
- d. Broken Track Adjustment Step
- e. Each player gathers all his Event chits together and then advance the Game Turn marker