

### 13.0 RALLY PHASE

During this Phase, the phasing player may Rally (flip over) eligible friendly Disrupted Units from their back/Disrupted side to their front/full strength side keeping the same facing. Disrupted **Regular** Combat Units which are not in an enemy Unit's ZOC are automatically rallied. Militia/Irregular Units and Regular Combat Units in an enemy Unit's ZOC may only be rallied if stacked with any type of friendly Leader Unit. Leader Units are never Disrupted and thus never need to be rallied. Note that the Leader Limitations have no effect on a Leader Units ability to rally Combat Units.



#### **Example of Rally**

*The Russian player has 4 Units that are Disrupted. The Russian Dragoon Unit to the far left may Rally since it is a Regular Unit and not in an enemy ZOC. The Russian Dragoon Unit next on the right may also Rally since it is stacked with a Leader Unit even though it is in an enemy ZOC. The third Russian Dragoon to the right cannot Rally since it is in an enemy ZOC and is not stacked with a Leader Unit. The Russian Irregular Infantry Unit on the far right cannot Rally either since a Militia Irregular Unit cannot Rally unless stacked with a Leader Unit.*