

## Sequence Of Play

### START OF TURN

1. Recreate Draw Deck (Turn 3 and 5 only): Combine Draw, Disgard and Middle/Late war decks. Remove Early/Middle War cards and shuffle.
2. Draw Cards: In order of play - draw cards depending on the turn.
3. Place Reinforcements: In order of play - place on Key spaces or adjacent/place on Capital spaces or 2 adjacent. Must be fully supplied.

### ACTION ROUNDS (play cards in order of play)

1. Check Supply  
Suplied unit with undersupplied marker -> remove marker;  
Undersupplied unit without undersupplied marker -> place Low Supply marker;  
Undersupplied unit with Low Supply marker -> flip to Out of Supply;  
Undersupplied unit with Out of Supply marker -> reduce/ perm. eliminate (shift SW).
2. Partisan actions: Enemy IL2 -> reduce 2 units on roll 3-9.
3. Play Card for:  
Operation (x1CV);  
Strategic Redeployment (x1CV);  
Replacement(x2CV);  
Supression (x1.5CV - rnd. up );  
Event

### END OF TURN

1. Determine Winner (last turn): Calculate Victory Score
2. Advance Turn Marker

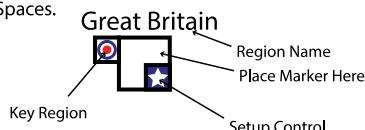
## Victory

### Determining The Winner:

Immediate: Player reaches VC + Key Regions  
Last Turn: Calculate Vicotry Score  
Surrender: Player reaches SW 0 or RES +24  
other players calculate Victory Score  
Victory score:  $VS = SW - \text{nonKR} - 5xIL$

## Capturing

Capturing Space: Move unit in or through space, or advance into it after attack. Key Space capture gains 3 SW and +2 RES, while loser loses -3 SW. Capital Space capture gain 3 SW and +3 RES, while loser loses -3 SW.  
Capturing Region: Control atleast Control Value of spaces and the required number of Key Spaces.  
Capture gains Region Points, while loser loses Region Points. Region Points can be found on the other side.  
The number represents the number of needed spaces and \* on how many of those spaces need to be Key Spaces.



## ACTIONS (all activated spaces supplied and friendly)

- Operations (OP = CV): Activate spaces for 1 OP per space and operations;  
Strategic Redepl. (SR = CV): Activate spaces for 1 SR per space and redeployment;  
Replacement (RP = 2xCV): Fully supplied space or 1 RP per enclave  
Key Space:  
a) Flip 1 reduced Unit to its full strenght side: 1 RP  
b) Recreate 1 eliminated Unit as reduced: 1 RP  
c) Recreate 1 eliminated Unit at full strenght: 2 RP  
Double the cost for units with  $0 < ARM$ . Place on Key Spaces or adjacent/Place on Capital spaces or 2 adjacent;  
Supression (x1.5 CV - rnd up.): Reduce resistance by SP amount;  
Event: Follow event text on card.

## OPERATIONS

- Movement: Move units for 1 MOB (initially friendly space) or 2 MOB. (capture if empty). Can't enter initially occupied space. Units -1 MOB if  $IL \geq 1$ .  
Fortifying: Spend unit to place Fort. In Progress, or flip existing to full FORT;  
Attack: Attack one defending space from 1+ activated attack spaces as follows:  
a) Move Before Attack: Attacker may move to adjacent friendly space before atk.  
b) Play Combat Cards: First attacker and then defender may play a Combat card.  
c) DRM: players calculate DRMs based on defender terrain and cards played  
d) Roll Dice: Players roll dice to determine Combat Effectiveness  
e) Take Losses: LOSS NUMBER = Combat Effectiveness x ATK  
f) Eliminate Units: Gain/lose 1 SW per eliminated unit. (ignore losses for SCI and MAI)  
g) Retreat: Defender retreats 1/2 spaces if 2/2+ step losses more than attacker  
h) Advance: Attacker may advance full-sized units into vacated space  
i) Capture Space: Capture vacated space by advancing into it (see: Capturing)

## Terrain Effects

TYPE	DRM		NO RET
Clear	-		-
Forrest	Atk -1		-
Mountains	Atk -2		Yes
Swamp	Atk -2		Yes
City	Atk -4		Yes
Fort	Atk -2, Def +2		Yes
River	Atk -2, Def f/f		-
Sea	Atk -5, Def f/f		-

## Combat Effectiveness

Dice Roll	Multiplier
0	0.25
1-2	0.5
3-6	1
7-8	1.5
9	2

## Player Symbols & Colours

