#### **Sequence of Play**

**0. Seasonal Victory Phase**

Performed only on Seasonal Turns.

# A. Axis Faction Turn

**1. Seasonal Phase**

Performed only on Seasonal Turns.

1.1 Option Card Segment

1.2 Logistics / Partisan Segment (Raids, §5.1)

1.3 Replacements Segment

§6.1 Ship Building Segment

**2. Initial Administrative Phase**

2.1 Political Events Segment

1. Option Card Actions (2.1.1)

2. “Voluntarily” Remove Policy Markers (2.1.2, 13.6.1.2)

2.2 Support Segment

1. Return to Base (2.2.1)

2. Beachhead Maintenance (2.2.2)

3. Support Unit/Convoy Marker Place (2.2.3, §2-5)

4. Blitz Marker Placement (2.2.4)

5. Beachhead Failure (2.2.5)

2.3 Organization Segment

1. Combination (2.3.1)

2. Fortress Conversion (2.3.2)

3. Voluntary Elimination (2.3.3)

4. Breakdown (2.3.4)

5. Detachments (2.3.5)

§6. LBA Reorganization (§6.2)

**3. Operational Move Phase** (Rebasing, §1.2)

**4. Combat Phase**

4.1 Blitz Combat Segment

4.2 Regular Combat Segment

4.3 Marker Segment

**5. Reserve Move Phase** (Rebasing, §1.2)

**6. Final Administrative Phase**

6.1 War & Peace Segment

6.2 Conditional Event Segment

Permanent Conditional Events (20.1)

1. *Allied Minor Country Conquest* (20.1.1, §11.1)

2. *Axis Minor Country Occupation* (20.1.2)

3. *Internment* (20.1.3, 20.7)

§4. *Shipyard Loss* (§11.9)

Option Card Conditional Events (20.2)

**B. Western Faction Turn**

C. Soviet Faction Turn

**7. End of Turn Phase**

7.1 Delay Segment (§7)

7.2 Game Turn Marker Segment

#### **Supply Effects** (10.3)

**Airborne/Helicopter units must be supplied to:**

1. conduct an Airdrop.

**Airdrop markers must be supplied to:**

1. conduct an Airdrop Landing.

**Beachhead markers must be supplied to:**

1. enable a Beachhead Landing in the Blitz Combat Segment.

**Armor units must be supplied to:**

1. provide an Armor Shift in Blitz combat.

**HQ units must be supplied to:**

1. be a Replacement Location.
2. provide Ranged Support.
3. provide an HQ Support Shift.

**Ground units must be supplied to:**

1. serve as an Air Base or Naval Base.
2. combine in the Organization Segment.
3. move in the Operational Movement Phase.
4. conduct Advance After Combat or Exploitation.

**Marine units must be supplied to:**

1. provide a Marines shift in Blitz combat.

Reserve Movement Phase (5)

**Unsupplied Units:** Unsupplied units *can* move in the Reserve Movement Phase.

**EZOCs:** Units *cannot* move into or out of a hex containing an Enemy Zone of Control.

**Road/Rail Hexes in Enemy Countries:** Any unit that moves along a Road or Rail hex in an *active* enemy Country must pay 1 MP per hex entered.

**Blitz Combat Segment** (4.1)

**Airdrop** (4.1.1)**:** A *supplied,* Blitz-enabled airborne or helicopter unit can conduct an Airdrop by flipping to its Airdrop marker side and placing itself within two hexes of its current location. An Airdrop can be conducted during Mud, Storms, or Snow turns.

**Blitz Combat** (4.1.2)**:** As per a Regular Combat Segment with these modifications: 1) Only Blitz-enabled ground units can attack. 2) The attacker may receive an Airdrop, Armor, or Marines CRT Shift. 3) Hexes affected by Mud, Storms, or Snow cannot be attacked in the Blitz Combat Segment. *Exception:* These units *can* attack hexes affected by Snow: German SS, *all* German units stacked with or adjacent to SS, Finnish, Russian, and Swedish.

**Beachhead Landing** (4.1.3)**:** If a ground unit (*including* HQ) is in a hex containing a *supplied,* Blitz-enabledBeachhead marker, and it did *not* attack in the current Blitz Combat Segment, it can conduct a Beachhead Landing by placing itself in the Land Hex adjacent to the marker’s Beachhead Hexside.

**Airdrop Landing** (4.1.4)**:** If an Airdrop marker is *supplied* and *not* stacked with an enemy unit, it can conduct an Airdrop Landing by placing a one-step infantry unit of the same nationality in the Airdrop marker’s hex, and then placing the Airdrop marker in the Delay Box.

**CV Strike Returns** (4.1.5)**:** All CV Strike units in hexes are placed in that Naval Zone’s Used Box.

### Combat Results Table

**4-1 6-1**

**1-3 1-2 1-1 3-2 2-1 3-1 5-1 8-1 9-1+**

*Ex Ex Dr1 Dr1 Dr2 Dr2 Dr2 Dr3 Dr3*

**1** 1/0 0/0 0/0 0/0 0/0 0/0 0/1 0/1 0/2 **1**

*Ad Ex Ex Dr1 Dr1 Dr1 Dr2 Dr3 Dr3*

**2** 0/0 0/0 0/0 0/0 0/0 0/0 0/0 0/0 0/1 **2**

*Ad Ad Ex Ex Ex Dr1 Dr1 Dr2 Dr3*

**3** 1/0 0/0 0/0 0/0 0/0 0/0 0/1 0/1 0/1 **3**

*Ad Ad Ad Ex Ex Dr1 Dr1 Dr2 Dr2*

**4** 1/0 1/0 0/0 0/0 0/0 1/1 1/1 0/1 0/2 **4**

*Ad Ad Ad Ad Ex Dr1 Dr1 Dr1 Dr2*

**5** 1/0 1/0 0/0 0/0 0/0 1/1 1/1 1/2 0/2 **5**

*Ad Ad Ad Ad Ad Ex Ex Dr1 Dr2*

**6** 1/0 1/0 1/0 0/0 0/0 0/0 0/0 1/1 1/1 **6**

**Weather Effects:** Reduce the *Dr* result against a defending hex affected by Mud, Storms, or Snow: *Dr3* becomes *Dr2, Dr2* becomes *Dr1,* *Dr1* becomes *Ex.* (*Ex*, *Ad* and Attrition results not affected).

***Totaler Krieg* Axis Faction Card**

#### **Attack Sequence** (4.2.2)

**Step 1:** Attacker chooses defending hex, commits all attacking units (up to one HQ).

If the raw odds at this point are less than 1-3, the attack is prohibited.

**Step 2:** Defender can commit up to one HQ.

**Step 3:** Determine raw odds. Greater than 9-1 is 9-1; less than 1-3 is 1-3.

**Step 4:** Apply CRT column shift(s) for:

Air Unit Fortress Mud

Airdrop\* HQ Terrain

Armor\* Marines\*

*\*Only applies in a Blitz Combat Segment.*

**Step 5**: Attacker rolls one die and consults the final CRT column.

**Step 6**: Note Retreat Result, modify for Weather, and apply any Retreat.

**Step 7**: Apply Attrition result: # / # of step losses to attacker / defender.

**Step 8**: If the defending hex is vacated, attacker may conduct Advance After Combat or Exploitation.