

Standard Sequence of Play

Pre-Game Sequence

Follow in the order given. Not all will apply to every scenario. Items pertinent only to a DYO scenario are indented. Should the order of actions given in the body of the rules conflict with this Sequence, the latter takes precedence *except* in the case of a CG Refit Phase.

- Agree upon which (if any) optional/house rules will be in effect (A16footnote A18/C5/C9, Incremental IFT (A7.37), etc.).
- Determine who will play each side.
- Set up mapboard(s), and overlay(s) if any

Calculate Battlefield Integrity Base (A16.1).

- Choose Commissar(s) if/as allowed (A25.22).
- Ascertain the special limitations/capabilities of all units and Guns,
(see National Capabilities Chart and pertinent Vehicle/Ordnance Listing/Notes).
- Assign armor leaders (D3.41).
- Check for the presence of all other terrain changes/conditions, and implement if/as required.
- Assemble all OBA Draw Piles (C1.211).
- Record all Pre-Registered hexes (C1.73; E12.71), *Offboard Observer hexes (C1.63)*
Determine EC (B25.5) Deploy squad(s) if/as allowed (A2.9; A5.5; A25.2; A25.61; A25.7).

★ Ascertain setup limitations,
(A2.9 {Offboard: A2.51; dm SW, A9.8}; Half-Hexes. A2.3; Stacking, (A5.1); "?", A12.12; Crest (B20.91); HD (D4.221); Guns (B23.423, B23.85, B23.93, B30.111, C2.7); Motion(A2.52, D2.4); see also the rules for specific Fortification types).

★ Employ HIP if/as allowed (A12.3){HS Equiv., (A5.5); Fortifications (A12.33); Emplaced Guns (A12.34); Mines, B28.1 [Daisy Chain, B28.531; Known, B28.45-.47]; Field Phones (C1.23)

- Scenario Defender records all allowed Bore Sighting (C6.41-.42)
- Attempt any HD Maneuver(s) (D4.22-.221).
- May claim Wall Advantage (B9.322).
- Note special DD tank/amphibian setup abilities (D16.8).
- Second side commences setup (also repeat all Steps above marked with ★).
- Second side completes setup.
 - Determine Wind Force (B25.63 and Direction (B25.64).
- As determined by LOS/range, reveal hidden Fortifications (A12.33) then place "?" if/as allowed (A12.12).

- Set up Sniper counters (DEFENDER first) (A14.2).
- Conduct all allowed Bombardments (C1.8-.823).
- Begin RPh of initial Player Turn.

Rally Phase (RPH)

Only one action (attempt) allowed per unit per RPh [EXC: repairing > one SW/Gun (A9.72); leader rallying > one unit (A10.7);

Recovery (A4.44) is not an action by a broken unit].

START of RPh:

A) Roll for any provisional (SSR) reinforcements .

A) Set up, offboard, all forces due to enter in this Player Turn (A2.51-.52, DD tanks, D16.8)

Check for Wind Change (B25.65 {Blazing building collapse, B25.66)

B) May Recombine Good Order HS if Good Order leader present, and/or Unarmed/Guard/Finn/Carrier HS without leader (A1.32).

B) May attempt to Recover SW/Gun(s) in same Location (A4.44; D6.31).

DURING RPh:

A) May (attempt to) Deploy Good Order squad(s) if Good Order leader present, and/or Unarmed/Guard(s)/Finn(s)/Carrier HS without leader (A1.31).

Infantry MMC may attempt to Scrounge abandoned vehicle(s) or nonburning wreck(s) (D10.5); place Scrounged and TI markers.

B) May attempt to repair SW/Gun(s)/vehicular-armament (A9.72; D3.7).

May Transfer SW/Gun(s)/Prisoner(s) (A4.431; A9.72; A13.33; A20.5) May attempt to Rally broken unit(s) (A10.6); those with Commissar (A25.222) which fail to Rally are replaced or eliminated.

A) First ATTACKER MMC Rally attempt

END of RPh:

B) Roll for Shocked/UK AFV recuperation (C7.42); remove or flip marker/AFV as appropriate. May/must remove DM markers from eligible broken units (A10.62).

B) May claim Wall Advantage (ATTACKER first).

Prep Fire Phase (PFPh) (SAN)

START of PFPh:

A) Remove Dispersed SMOKE then flip his SMOKE counters to their Dispersed side (A24.4).

A) May fire ordnance, SMOKE (C8.5-.51), after designating Spotter (C9.3) if necessary; resolve ensuing WP NMC.

A) May fire MOL Projector(s) (C13.51). Check for ensuing Flame(s) (A24.32; C13.57). Place Prep Fire counter(s) as required.

A) May attempt Radio Contact (C1.2) if necessary (C1.63). If successful may (must, for FFE:C; C1.34) attempt (Sighting TC [E7.61] and) Battery Access (C1.21); if successful may place AR (C1.3) and either SR (C1.3-.31) or Pre-Reg. FFE(C1.731), or must place rocket AR and FFE (C1.9) or remove or replace FFE:C (C1.34-.343).

A) May Correct/Convert or Cancel SR/FFE (C1.33-.337; C1.35-.4) [EXC: rocket Correction is NA; C1.9]. May place OBA SMOKE (C1.71), resolving ensuing WP NMC (C1.71; C3.76) and checking for ensuing Flame(s) (A24.32). Then resolve HE FFE (C1.5; C1.52-.56), checking for shellhole/Flame/rubble creation (B2.1/B6.331/B25.13/B24.11), wire/roadblock/pillbox removal (B26.52/B29.5/B30.92), minefield/reduction (B28.62).

During PFPh:

A) Infantry MMC may become TI and Mop Up (A12.153) {Casualties; A12.154}, or; attempt to entrench (A25.21; B27.11), placing Labor counter if unsuccessful.

A) Infantry may make Kindling Attempt(s) (B25.11) MMC requires leader who passes NTC); place Prep Fire counter on each unit involved.

A) May designate Spotter(s) for MTR(s) that had no original Spotter (C9.3).

A) May fire non-Aerial, non-TI Good Order unit(s)/manned and functioning weapon(s) placing Prep Fire as required; both sides resolve attacks. Infantry/Cavalry may declare Opportunity Fire; place Bounding Fire counter(s) (A7.25).

A) May destroy/malfunction/dismantle/reassemble SW/Gun(s) (A9.73; A9.8).

A) May (un)limber Gun(s) (C10.21; it and crew become TI if unlimbering).

END of PFPh:

A) May change CA of Gun(s) presently able to fire without using Intensive Fire (C3.22).

The MPh Sequence of Play is expressed separately in terms of *THE* MPh and of each moving unit's (or stack's) MPh; i.e., each moving unit has a *START*, *DURING* and *END* to *ITS* MPh within the overall context of *THE* MPh—usually followed by the *START* of another unit's (or stack's) MPh. However, the MPh of all units that *start THE* MPh berserk must be completed before any non-berserk unit may start *ITS* MPh, and the MPh of all non-berserk units that start *THE* MPh on the ground (i.e., non-Aerial) must be completed before any Glider/Parachute may start *ITS* MPh.

Movement Phase (MPh) (SAN)

START of THE MPh:

A) May designate new mortar Spotter for one eliminated or not in Good Order (C9.3).

START of THE MPh:

A) Prepare to move any currently berserk unit/stack required to charge (A15.43).

A) Prepare to move any Good Order/Mobile ground unit/stack [EXC: pinned Infantry; A7.8] not marked with a Prep/Bounding Fire or TI counter (A4.1; D2.1).

A) May drop possession of SW/Gun(s) (A4.43).

A) Infantry may declare Double Time for two extra MF (A4.5; place CX counter), or Assault Movement (A4.61), Dash (A4.63), Sewer entry (B8.4) or Climbing (B11.4).

A) Infantry/Cavalry may declare Human Wave (A13.62/A25.23).

A) Cavalry (or Wagon) may declare Gallop for 8 (or 4) extra MF unless Cavalry/Horse (or Wagon) is CX (A13.36 or D12.4).

A) Remove vehicle's Motion counter if it will expend MP/MF.

A) Onboard Radioless AFV that will use non-Platoon movement takes NTC (D14.23) unless Recalled.

A) Check for Platoon (D14.2) movement status.

DURING ITS MPh:

A) Berserk unit charges if so required (A15.43-.431; A15.45);

A) May move that non-TI Good Order/Mobile ground unit/stack after making any required Sewer dr (B8.41),

A) Mechanical Reliability (D2.51 {Stall})

A) May conduct Infantry OVR (A4.15-.152).

A) Infantry may declare Double Time for one extra MF (A4.5; place CX counter), and/or make Manhandling DR (C10.3)

A) Pushing unit and Gun become TI - place Labor counter if unsuccessful). Infantry may Place (A23.3) or

A) Set DC (A23.7; roll US#).

A) Personnel may mount/dismount horse (A13.31) or vehicle (D6.4-.5; D12.2; D15.41).

A) Personnel may attempt SW/Gun Recovery (A4.44) and/or drop possession of SW/Gun(s)/Prisoner(s) (A4.43; A20.53).

A) May declare attempt to Clear rubble (B24.71), wire (B24.73), mines (B24.74), Set DC (B24.75), roadblock (B24.76); unit becomes TI.

A) May attempt to Clear Flame (B24.72) unit becomes TI - place Labor counter if unsuccessful).

A) May hook up Gun (C10.11; it, Personnel and vehicle become TI).

A) May unhook Gun (C10.12; it and Infantry become TI).

A) May attempt to place SMOKE Grenades (A24.1; D13.35) or use Smoke Dispenser (D13); resolve ensuing WP NMC (A24.31) and check for ensuing Flame (A24.32).

A) May claim Wall Advantage (B9.322).

A) Cavalry may declare Gallop (for 4 extra MF) unless Horse is CX (A13.36), and may declare Charge while > 3 hexes from and in LOS of target (A13.6; resolve in target Location).

A) Make Bog DR as required (D8.2-.23).

A) Recalled vehicle must (attempt to) exit (D5.341).

A) Vehicle may use Bounding First Fire (C5.3; C8.6; D3.3; D7.1).

A) Vehicle may declare Wreck Removal (D10.42), attempt SB-(D2.5)/HD-Maneuver-(D4.22), and/or place or remove CE counter (D5.33).

A) May conduct Armored Assault (D9.31).

A) Wagon/Motorcycle resolves any required Wreck Check dr (D12.4/D15.46).

A) Units using Impulse movement expend MF/MP in their Impulse before receiving First Fire.

A) Check for "?" loss (A12.14-.15; A12.2; A12.33; A12.41-.42).

A) Infantry resolves any required Lost dr (B8.41), Falling DR (B11.41)

A) Place appropriate Climb counter for Infantry that successfully ascends or descends (B11.43).

A) DD tank may drop screens (D16.11).

D) The DEFENDER may resolve, vs moving ground unit/stack (only), each Residual FP (A8.22; A9.22), FFE (A24.31; C1.51-.53; C1.55-.56; C1.72; C1.9) and/or minefield (B28.41-.412; B28.42-.52; B28.531) attack as it occurs.

D) The DEFENDER may conduct First Fire (A8.1)/Subsequent First Fire (A8.3)/FPF (A8.31) vs moving ground unit/stack {Snap Shot, A8.15; Fire Lane, A9.22; Thrown DC, A23.6; Reaction Fire, D7.2; Place Residual FP (A8.2; A9.22; G11.82), First/Final/Intensive/No Fire as required.

D) Place MOL-Projector Smoke and check for any ensuing Flame (C13.57-.58). DEFENDER vehicle may attempt Motion (D2.401)/Smoke Dispenser use (D13.2).

A) Flail tank declares TB creation attempt in minefield hex it will enter (B28.7).

A) Crew abandons or enters vehicle (D5.41-.42).

END of ITS MPh:

A) Non-Bypassing Good Order Infantry/Cavalry may Search (A12.152) {Casualties; A12.154}; becomes TI - Defensive First/Subsequent First/FPF allowed.

A) Broken Infantry in Bypass enter that obstacle (A4.32).

A) Sewer unit/stack makes emergence dr (B8.42).

A) Unarmed unit(s) may attempt to Scrounge Small Arms (A20.552).

A) Place Motion counters on qualifying vehicle(s) (D2.4) or expend Stop MP.

A) Place CC counters if necessary.

END of the MPh:

A) Each vehicle unable to leave a terrain Blaze Location is eliminated (B25.4).

A) Resolve Wreck Removal (D10.42).

A) Berserk unit(s) with no Known enemy in LOS return(s) to Good Order (A15.46).

B) Remove all Residual FP (A8.2; A9.223) and ½ SMOKE (A24.11) counters.

Defensive Fire Phase (DFPh) (SAN)

START of DFPh:

D) May fire ordnance Dispersed SMOKE (C8.5)). Resolve ensuing WP (A24.31) NMC.

D) May fire MOL-Projector(s) (C13.51).

D) Check for ensuing Flame(s) (A24.32; C13.57).

D) Place Final/Intensive/No Fire counter(s) as required.

D) May attempt Radio Contact (C1.2) if necessary (C1.63). If successful may (must, for FFE:C; C1.34) attempt (Sighting TC [E7.61] and) Battery Access (C1.21); if successful may place AR (C1.3) and either SR (C1.3-.31) or Pre-Reg. FFE/IR (C1.731/E1.931), or must place rocket AR and FFE (C1.9) or remove or replace FFE:C, (C1.34-.343).

D) May Correct/*Convert or Cancel* SR/FFE (C1.33-.337; C1.35-.4)

D) May place OBA Dispersed SMOKE (C1.71) resolving ensuing WP NMC (C1.71; C3.76) and checking for ensuing Flame(s) (A24.32).

D) Then resolve HE FFE (C1.5; C1.52-.56), checking for shellhole/Flame/rubble creation (B2.1/B6.33/B25.13/B24.11), wire/roadblock/pillbox removal (B26.52/B29.5/B30.92), minefield /reduction (B28.62)

DURING DFPh:

D) May designate Spotter(s) for MTR(s) that had no original Spotter (C9.3).

D) May fire unit(s) not marked with First or Final Fire counter and/or any marked with First Fire counter (as Final Fire at adjacent/same hex target; A8.4), placing AA/Final/Intensive/No Fire counter(s) as required; both sides resolve such attacks.

D) May declare attempt to Clear wire (B24.73), Set DC (B24.75), road block (B24.76)

D) May attempt to Clear Flame(s) (B24.72-.721; unit becomes TI - place Labor counter if unsuccessful).

D) May destroy/malfunction/dismantle/reassemble SW/Gun(s) (A9.73; A9.8).

D) May (un)limber Gun(s) (C10.21; it and crew become TI if unlimbering).

END of DFPh:

D) May change CA of Gun(s) presently able to fire without using Intensive Fire (C3.22).

D) Remove all First and Final Fire counters (A3.4; E1.8).

Advancing Fire Phase (AFPh) (SAN)

START of AFPh:

B) During Mild Breeze, place Drifting (i.e., gray) Dispersed SMOKE downwind of each Blaze, and of each white SMOKE, counter that has none (A24.61)

A) May fire ordnance Dispersed WP (C8.6); resolve ensuing NMC (A24.31) and check for ensuing Flame (A24.32).

A) During Gusts (B25.651), remove Dispersed SMOKE, and then flip remaining SMOKE counters to Dispersed side.

DURING AFPh:

A) All unbroken ground (or sewer; B8.43) units/weapons not marked with Prep/Bounding/Intensive/No Fire or TI counter may fire, using halved FP for non-ordnance [EXC: DC; Non-Motion FT; Opportunity Fire (A7.25)]; qualified squad(s) may use Assault Fire (A7.36); ordnance uses TH Case(s) B/C [EXC: Case B NA for Opportunity Fire; C5.2].

A) May (un)limber Gun(s) (C10.21); it and crew become TI if unlimbering.

A) Resolve Placed DC attack(s) (A23.4; C7.346).

A) Each berserk unit that eliminated all Known enemy units (at least one) in its Location with halved TPBF returns to Good Order (A15.46).

END of AFPh:

B) Resolve Blaze Spread (B25.6; B25.651) every Player Turn after initial appearance.

B) Resolve Flame to Blaze Spread for each unpinned Flame (B25.15-.151).

B) Remove all Prep Fire, Intensive Fire, No Fire and Bounding Fire counters.

Rout Phase (RtPh):

START of RtPh:

B) Unit(s) may Voluntarily Break (A10.41). Place DM counter on each non-DM unit/stack that must rout (A10.62).

B) Disrupted unit(s) in/ADJACENT to enemy Infantry/Cavalry Location (might) Surrender (A19.12).

DURING RtPh

B) Conduct all routs (A10.5-.52; A19.12); leader(s) may accompany routing unit(s) (A10.711).

B) Broken Infantry in/ADJACENT to Known enemy Infantry/Cavalry might Surrender (A20.21/A20.3)

B) Check for Failure to Rout elimination (A10.5; A20.21).

B) Resolve Interdiction (A10.53)/Panji MC [EXC: if using Low Crawl] as enemy unit/stack routs.

B) Resolve, vs routing unit/stack only, each FFE (C1.51-.53 {C1.71-.72; C1.9})/minefield (B28.41-.413) attack as

it occurs.

END of RtPh:

B) Eliminate all Infantry unable to leave terrain Blaze Location(s) (B25.4).

Advance Phase (APh):

START OF APh:

A) May Transfer SW/Gun(s)/Prisoner(s) (A4.431; A20.5)

DURING APh :

A) Good Order Infantry not pinned or TI may advance (A4.7 {PAATC, A11.6; vs Difficult Terrain = CX/Panji MC, A4.72).

A) Climbing unit(s) may exchange Climb counter for CX counter if at proper level (B11.432).

A) May place/remove CE counter(s) (D5.33).

A) May claim Wall Advantage (B9.322).

A) Sewer unit(s) may emerge (if allowed; B8.42) or advance into CC with adjacent sewer unit(s) (B8.44).

B) During the above steps resolve, vs advancing/drifted unit/stack (only), each FFE (C1.51-.53 {C1.71-.72; C1.9})/minefield (B28.41-.412) attack as it occurs.

Close Combat Phase (CCPh)

Perform all Steps listed under "**.. LOCATION'S CCPh**" in any one CC/Melee Location first, then in the next such Location, etc.

START of LOCATION'S CCPh:

B) Place onboard beneath a "?" all hidden items, then reveal Strength Factors of all concealed units (eliminating Dummies) (A11.19).

B) Resolve Ambush if *advance* into CC (not Melee) was into woods/building (A11.4) and/or by/vs "?" (automatic ATTACKER Ambush for Street Fighting; A11.8)

B) Check for Sequential CC if vehicle(s)/Ambush/Prisoner(s) involved (A11.3);

B) Prisoner(s) of broken Guard(s) may declare escape attempt(s) (A20.55).

B) Infantry may declare attempt to capture escorted Abandoned vehicle(s) (A21.2).

B) May (must, if non-Disrupted/non-Guard broken Infantry; A11.16) declare Withdrawal(s) from *Melee* (ATTACKER first; A11.2), dropping possession of any SW/Gun(s) that would prevent Withdrawal (A4.43).

B) Declare each SMC's solo status or pair it with another SMC or MMC (A11.14) - ATTACKER first (A11.12).

DURING LOCATION'S CCPh:

B) Declare first/next sequential CC attack (A11.3-.34) or, ATTACKER first (A11.12), all simultaneous CC attacks if no sequential CC exists.

B) Declare if Hand-to-Hand (A25.43) and/or Capture attempt (A11.52; A20.22).

B) Reveal (A12.31) all units declared to be making/directing a CC attack (A11.19).

B) '44-45' German(s) may make ATMM dr (C13.7)

B) Resolve that sequential CC attack, or all simultaneous CC attacks if no sequential CC exists.

B) Successfully Withdrawing unit(s) enter(s) Accessible Location(s) (A11.21-.22); resolve, vs Withdrawing unit/stack (only), each FFE (C1.51-.53 {C1.71-.72; C1.9)/minefield (B28.41-.412) attack as it occurs.

B) Berserk unit(s) that eliminated all Known enemy units (at least one) in Location return(s) to Good Order (A15.46).

END OF LOCATION'S CCPh:

B) Automatic capture of unescorted abandoned vehicle(s) (A21.2).

B) Flip/remove CC, or retain/remove Melee, counter as appropriate.

END OF CCPh:

B) Resolve all non-Flame Clearance attempts (B24.7; B28.7); place Labor counter if unsuccessful (B24.8).

B) Eliminate all Recovered tunnel entrances (B8.63).

B) Remove all TI and Pin counters.

B) Flip each Stun counter to its +1 side (D5.34).

A) Place a "?" on his qualifying non-concealed, Good Order unit(s) or stack(s) (A12.12-.122).

