

Night Sequence of Play

Pre-Game Sequence

Determine Base NVR and Cloud Cover if applicable (E1.11; see also E1.15/E3.5/E3.71)

Employ HIP if Fortifications, E1.16 Scenario Defender, E1.2;

Scenario Defender places No Move counters (E1.21).

Scenario Attacker employs Cloaking (E1.4-.411)

Scenario Attacker makes one Recon dr if allowed (E1.23).

Rally Phase (RPH)

START of RPh:

Set up, offboard, all forces due to enter in this Player Turn (Cloaking, E1.41)

Check for Wind Change (NVR change, E1.12)

Prep Fire Phase (PFPh) (SAN)

START of PFPh:

A) Leader(s)/MMC/CE AFV may attempt to fire Starshell(s) (E1.91-.921).

A) May fire IR (E1.91; E1.93-.932)

A) May attempt Radio Contact (C1.2; G.7) if necessary (C1.63; E12.77).

If successful may Battery Access (C1.21; G14.63); if successful may IR (C1.731/E1.931).

A) OBA IR (E1.931).

During PFPh:

A) Leader (/MMC/CE AFV, if a Starshell/IR has been fired in no previous Player Turn) may attempt to fire Starshell (E1.921).

Movement Phase (MPh) (SAN)

START of THE MPh:

A) Best leader may make Freedom of Movement dr if Scenario Defender (E1.21).

A) Make Movement (E1.53-.531)/Straying (E1.53) DR if necessary.

DURING ITS MPh:

A) May move that non-TI Good Order/Mobile ground unit/stack after making any required Straying (E1.53-.531) DR.

D) Leader (/MMC/CE AFV, if a Starshell/IR has been fired in no previous Player Turn) may attempt to fire Starshell (E1.921).

END of ITS MPh:

A) Non-Bypassing Good Order Infantry/Cavalry may Search (E1.95)

Defensive Fire Phase (DFPh) (SAN)

START of DFPh:

D) May fire ordnance IR (E1.91; E1.93-.932).

D) May attempt Radio Contact (C1.2; G.7) if necessary (C1.63; E12.77).

If successful may Battery Access (C1.21; G14.63); if successful may IR (C1.731/E1.931).

D) OBA IR (E1.931).

DURING DFPh:

D) Leader(s) (/MMC/CE AFV, if a Starshell/IR has been fired in no previous Player Turn) may attempt to fire Starshell(s) (E1.921).

END of DFPh:

D) Unlike a daytime scenario, do not remove all First and Final Fire counters (aE1.8).

Advancing Fire Phase (AFPh) (SAN)

END of AFPh:

D) If night scenario, also remove all First Fire, Final Fire and Gunflash counters (E1.8).

Rout Phase (RtPh):

DURING RtPh

B) Conduct all routs (E1.54).

Advance Phase (APh):

Close Combat Phase (CCPh)

START of LOCATION'S CCPh:

B) Resolve Ambush if advance into CC (not Melee) was into woods/building and/or by/vs "?" (night Ambush dr; E1.77}.

END OF CCPh:

A) Place a "?" on his qualifying non-concealed, Good Order unit(s) or stack(s) (E1.32).

B) If night, remove all Starshells (E1.923) and IR (E1.933), and all Acquisition not Illuminated by Blaze/Flame (E1.74).