

4. SEQUENCE OF PLAY. (V 09.02.16)

The game is played in a series of game turns each representing one quarter of a month (approximately 7 ½ days). Each game turn consists of an Axis player-turn followed by a Soviet/Allied player-turn. *Note: The term “movement phase” by itself refers to any of the initial movement, reaction movement, or exploitation movement phases.*

4.A. BASIC SEQUENCE.

Each player-turn consists of the following phases:

4.A.1. INITIAL PHASE.

A new weather roll is made during the Allied/Soviet turn. Political events may occur. Both players determine the isolation (Rule 16.G) status of their units and hexes; and may then fly air missions.

4.A.2. BONUS SURPRISE TURN.

If a surprise turn (Rule 47) has been declared, a bonus initial movement, reaction, combat, and supply judgement/air unit phase occurs.

4.A.3. REINFORCEMENT PHASE.

The phasing player performs all activities related to reinforcements conditional reinforcements, and reaction forces as per Rule 51.

4.A.4. INITIAL ENGINEERING PHASE.

The phasing player reduces all “Construction ©#)” or “Demolition (D#)” markers by one level, removing those that would be reduced to C0 or D0 (Rule 14.C).

4.A.5. INITIAL MOVEMENT PHASE.

The phasing player moves his naval units and the other player may move naval units in reaction. The phasing player moves his ground units and engineering functions are started. Partisan attacks are made. SRPs may be spent to increase rail capacity. Both players may fly air missions.

4.A.6. REACTION PHASE.

The non-phasing player moves eligible units. Both players may fly air units.

4.A.7. INITIAL COMBAT PHASE.

Both players determine the isolation status of their units and hexes. Both players may fly air missions. The phasing player determines the order of attacks and resolves all declared attacks (normal and hasty) made by his unless they are declared to be delayed attacks. The non-phasing player resolves all declared hasty attacks.

4.A.8. EXPLOITATION PHASE.

The phasing player moves his naval units and the other player may move naval units in reaction. The phasing player moves his c/m units and reserves. Both players may fly air missions.

4.A.9. EXPLOITATION COMBAT PHASE.

Both players determine the isolation status of their units and hexes. Both players may fly air missions. The phasing player conducts delayed attacks and newly declared exploita-

tion phase attacks. The non-phasing player resolves any declared hasty attacks..

4.A.10. REPLACEMENT PHASE.

The phasing player performs all activities related to replacements (including replacing eliminated air units) (Rule 52) and conversion of partisans from one mode to another (Rule 45.B.1.d).

4.A.11. SECONDARY ENGINEERING PHASE.

Remove all “Repair” markers (Rule 14.C).

4.A.12. SUPPLY MOVEMENT AND JUDGEMENT PHASE.

Both players improve the operational status of inoperative air units (Rule 20.B.1). The phasing player uses his remaining supply net rail capacity to move SPs and SRPs as desired. Offensive chits may be created or broken down at this time. Supply is judged for all ground units (Rule 17.B).

4.A.13. END OF PLAYER-TURN.

The phasing player checks the supply status of naval groups, removes used “OC” markers, and counts victory points if applicable.

4.B. PHASING.

During the Axis player-turn, the Axis is the phasing player and the Soviet/Allied players are the non-phasing players. During the Soviet/Allied player-turn, these roles are reversed.

4.C. RESTRICTIONS.

Unless noted otherwise, activities may not be conducted outside this sequence. *Note: It speeds play if players do most of their rear area movement and engineering functions during the opposing players movement phases. This may only be done if it cannot affect the opposing player.* The activities mentioned above are explained in detail in the following rules.

4.D. DETAILED SEQUENCE OF PLAY.

Rule 62 lists the activities that occur during a game turn. Within each phase, activities are numbered in the order they should be conducted. Activities within a number may be done in any order. Some activities are applicable only to a single side. The appropriate rules sections for the activities are given in parentheses.

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