

**62. DETAILED SEQUENCE OF PLAY.** (V 11.07.03)**62.A. 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.

**62.B. RESTRICTIONS.**

Unless noted otherwise, activities may not be conducted outside this sequence.

**62.C. MASTER SEQUENCE.**

This summary 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.

**62.C.1. START OF GAME TURN.**

- a) Adjust the GAME CALENDER to show the current turn.
- b) Check to see if this is the turn weather should be rolled for and if so, determine the weather until the next weather roll. Mark on the WEATHER TRACK (?).
- c) If weather was rolled for, check for Italian, French, Polish, and other minor countries surrender (???) .  
May draw National Will card for enemy-controlled country.
- d) Roll to see the next time the weather will be checked.
- e) Adjust the WEATHER TRACK to the show the number of turns of freezing/thawing (?).
- f) If it is turn 1 of the month, halve the current operational reserve number and roll to add to it (???) .

**62.C.2. INITIAL PHASE.****Anytime during the Phase:**

Expend SPs/SRPs as necessary and mark the used supply/rail net capacity (?).

Spend ARPs to improve an air units operational status (?).

- a) Check for Axis or Soviet surrender (???) in enemy player-turn.
- b) May designate a new contingent for each controlled minor country (or its exile forces) on the first friendly player-turn of each month.
- c) Add or remove “Coalition HQ” marker to or from army HQ.
- d) Emplace Mulberries (???) .
- e) Check the isolation (???) status of units, hexes, and airbases (???) .  
Activate eligible garrisons (???) .
- f) Declare an emergency (???) and/or special Westwall restoration (???) .  
Restore the Westwall.  
Check required garrisons and occupation forces (???, ???) .
- g) Relocate governments (???) .  
Transfer factories.
- h) Reduce “Damage” markers on oilfields (???) , supply centres (???) , factories (???) , etc. as appropriate.
- i) Remove “Night Move” markers from friendly units.

- j) Add or remove units from strategic reserve (???) .
- k) Add or remove units from operational reserve (???) .
- l) Move partisans and perform sabotage (???) .
- m) Recruit partisans (???) .
- n) Remove “CD Hit” markers from coast defences (???) .  
Sweep enemy mines in friendly coastal hexes and more than seven hexes from enemy ports (???) .  
Remove all “Harassment” hit markers (???) .  
Remove all “Interdiction Level” markers (???) .
- o) The operational status of air units on airbases (maximum of its operational capacity) may be improved (???) .
- p) Place conditional reinforcements and reaction forces (???) .  
*Note: Conditional air units are operational.*
- q) Change firing mode status of 80cm Artillery if desired (?).
- r) Remove/damage captured enemy-owned fortified zones, hexsides, etc. (???) .  
Damage any enemy-owned fort captured by a unit unable to destroy it (???) .
- s) Use Allied raiding ability in North Africa (???) .
- t) Remove “CD” markers from mobile CD units.  
Place “CD” markers on mobile CD units.
- u) Announce surprise turn and perform its phases (???)
- v) Fly combat air patrol operations (???) .  
Non-phasing player flies full strength DAS missions (???) .  
Non-phasing player flies port interdiction missions (???) .  
Assign air units to naval patrol air operations (???) .  
Fly harassment air operations (???) .  
Assign air units to interdiction missions (???) .
- w) Plan airborne landings (???) .  
Plan amphibious landings (Rule 37) .  
Plan Attacks from Overstack and designate hexes to be attacked (???) .  
Designate surprise turns and centre hexes (???) .
- x) Assign full strength naval gunfire support (NGS) to potentially defending stacks (???) .

**62.C.3. REINFORCEMENT PHASE.**

- a) Remove strat air units.
- b) Check for Iraqi coup (possible Jan 1 - Jun 3 41) (???) .  
Check for Turkish intervention (???) .  
Resolve Axis attempts to pressure Vichy France re the Levant (???) .  
Check for Vichy reaction after Allied invasions until the colony(s) join either the Axis or the Allies (???) .  
Declare Aqaba an Allied major port (???) .
- c) Remove units from strategic reserve.
- d) Remove units from operational reserve.
- e) Count operational and strategic reserves and calculate bonus replacement points if turn 1 of month (can be done during opponents previous turn 4 to save time).
- f) Perform all reinforcement (???) not listed below.
- g) Add units to operational or strategic reserve if it is turn 1 of the month or a bonus die roll was made.
- h) Build capacity on rail nets (???) .
- i) Remove “Port Used” and “Capacity Used” markers from friendly-owned ports.

**62.C.4. INITIAL ENGINEERING PHASE.**

- a) Non-phasing player may declare Emergency Completion of fortifications (Rule ???)
- b) Reduce all “Construction” or “Demolition” markers by one level, removing those that start the phase at a status of 1 (Rule 14.D).
- c) Place all finished forts, airbases, etc. at the bottom of the stack (???)
- d) Dismantle forts and permanent airfields (???)

**62.C.5. INITIAL MOVEMENT PHASE.****At any time during the Phase:**

Fly appropriate air operations (???, ???, ???).

Spend ARPs to improve an air units operational status (?).

Resolve submarine naval combat and then surface naval combat (???)

Resolve airborne landings (???)

Resolve V-Weapon attacks (???)

Expend SPs/SRPs as necessary and mark the used supply/rail net capacity (???)

Flip “Offensive Chit” markers to the “OC Expended” side to designate their use for the turn (???)

Perform in the following order: submarine naval combat and then surface naval combat (???)

**Naval Movement Sub-Phase:** (five identical steps)(???)

- a) Move ground units and supplies using intrinsic naval transport. This may be used only in the first naval step.
  - b) Move naval groups (???)  
Resolve aerial bombing of naval units (???)  
Reaction move naval groups (???)  
Embark and disembark cargo (???, ???)  
Make amphibious landings (Rule 37).  
Carry out landing sequence (???) when cargo is disembarked:
    - 1) Resolve coastal raids (???)
    - 2) Resolve naval combat between naval units and coast defences (???, ???)
    - 3) Disembark cargo (???, ???)
    - 4) Check for landing craft damage (???)
    - 5) Resolve enemy reaction to landing (???)
- Prepare task forces to provide naval gunfire support (NGS) (???)
- Lay/sweep mines and resolve mine attacks (???)  
Resolve damage from danger zones (???)

**Ground Movement Sub-Phase (???)**

- a) Break down units/detach panzer battalions (???)
- b) Place units in reserve (???)  
Move major depots (15.H.1) or remove “Moving Depot” markers (???)  
Move factories and change the status of “Transfer” markers (???)  
Attach and unattach HQs to major depots (or remove them from the map) (15.H.1).  
Move units, including those using road and rail movement (???, ???)  
Indicate if overstacked AA units will act as positional AA (???)

Move units that have undergone naval transfer and have unused MPs (???)

Temporarily increase capacity on rail nets (???)

Execute overruns (12).

Break rail lines, damage airbases and ports (???, ???, ???), and demolish bridges (???)

Start construction of, or upgrade forts or entrenchments, build or augment permanent airfields (???) and improve Westwall hexes (???)

Rebuild destroyed ports (???)

Fire AA against harassment (???)

Indicate hexes to be attacked (???)

- c) Assemble broken down units/attach panzer battalions. (???)

**62.C.6. REACTION PHASE (NON-PHASING PLAYER).****At any time during the Phase:**

Indicate if overstacked AA units will act as positional AA (???)

Fly appropriate air operations (???, ???, ???)

Spend ARPs to improve an air units operational status (?).

Expend SPs/SRPs as necessary and mark the used supply/rail net capacity (???)

- a) Remove reserve markers from all hexes under attack (???)
- b) Move reserves (may use road movement) (???)  
Execute overruns by reserves (12).  
Moving reserves may break rail lines, damage airbases and ports (???, ???, ???), and demolish bridges (???)  
Reserves may fire AA against harassment (???)
- c) Remove reserve markers from all units still adjacent to enemy units (???)
- d) Activate eligible garrisons (???)

**62.C.7. INITIAL COMBAT PHASE.**

Spend ARPs to improve an air units operational status (?).

- a) Check the combat isolation status of units and hexes (???)
- b) Fly half strength defensive support (DAS) air operations (???)
- c) Fly offensive ground support (OGS) air operations (???)
- d) Allocate half strength NGS to defending hexes (???)
- e) Allocate NGS to the attack (???)
- f) Resolve combat hex by hex unless delayed (???, many other rules).  
Expend SPs/SRPs as necessary and mark the used supply/rail net capacity (???)

**62.C.8. EXPLOITATION PHASE.****At any time during the Phase:**

Spend ARPs to improve an air units operational status (?).

Fly appropriate air operations (???, ???, ???)

Resolve submarine naval combat and then surface naval combat (???)

Expend SPs/SRPs as necessary and mark the used supply/rail net capacity (???)

**Naval Movement Sub-Phase:** (five identical steps)(???)

- a) Move naval groups (?).  
Resolve aerial bombing of naval units (???)  
Reaction move naval groups (???)

- Embark and disembark cargo (???, ???).
- Prepare task forces to provide naval gunfire support (NGS) (???)
- Lay/sweep mines and resolve mine attacks (???)
- Resolve damage from danger zones (???)

**Ground Movement Sub-Phase (???)**

- a) Break down units/detach panzer battalions (???)
- b) Move units, including road movement (???, ???)
- c) Indicate if overstacked AA units will act as positional AA (???)  
Move units that have undergone naval transfer and have unused MPs (???)  
Execute overruns (12).  
Break rail lines, damage airbases and ports (???, ???, ???), and demolish bridges (???)  
Fire AA against harassment (???)  
Indicate hexes to be attacked (???)
- d) Assemble broken down units/attach panzer battalions (???)

**62.C.9. EXPLOITATION COMBAT PHASE.**

- Spend ARPs to improve an air units operational status (?).
- a) Check the combat isolation status of units and hexes (???)
- b) Fly half strength defensive support air operations (???)
- c) Fly offensive ground support air operations (???)
- d) Allocate half strength NGS to defending hexes (???)
- e) Allocate NGS to the attack (???)
- f) Resolve delayed/exploitation combat hex by hex (???, many other rules).  
Expend SPs/SRPs as necessary and mark the used supply/rail net capacity (???)

**62.C.10. REPLACEMENT PHASE.**

- a) Convert partisan mode units to regular mode (???)
- b) Convert regular mode partisans to partisan mode (???)
- c) Convert trucks/wagons/transport unit to SMPs or back (???)
- d) Perform all replacement activities (???, ???, ???) not listed below.
- e) Replace eliminated air units (???)  
Place "Extended Air Mission" markers on replaced units.  
Repair aborted air units (???)  
Place "Extended Air Mission" markers on repaired units.  
Repair damaged naval units (???)  
Replace eliminated naval units (???)  
Roll for landing craft repair (???)
- f) Roll for return of destroyed major depots (???)
- g) Disband units (???)
- h) Disarm units (???)
- i) Transfer unused ARPs between theatres (???)
- j) Transfer units between replacement pools (???)  
Draft manpower from liberated cities (???)  
Calculate special replacements (???)
- k) Transfer RPs from the PENDING TRACK to the AVAILABLE RPs TRACK (???)
- l) Transfer appropriate units from the sub-box of the current turn to the ELIMINATED UNISOLATED BOX (???)

- m) Either player may call up strategic air forces for use in the next player-turn.

**62.C.11. SECONDARY ENGINEERING PHASE.**

- a) Remove all types of "Repaired" and "C0" markers (Rule ???)
- b) Remove dismantled forts and permanent airfields (???)

**62.C.12. SUPPLY MOVEMENT/JUDGEMENT PHASE.**

- a) Add or remove truck units from truck supply routes (?).
- b) Calculate the HQ supply radius and place marker on all army HQs (???)
- c) Judge the supply isolation (???) status and the supply status for all the phasing players units, hexes, and airbases (???)
- d) Spend SPs to lower the "U#" (???)
- e) Roll for elimination of isolated units (???)
- f) Reduce the "U#" by one level for both sides units in full supply (???)
- g) Increase the "U#" by one level for friendly units out of full or limited supply (???)
- h) Use remaining supply net rail capacity to move SPs as desired (???, ???)
- i) Create offensive chits (???)
- j) Break down offensive chits (???)

**62.C.13. END OF PLAYER-TURN.**

- a) Check the supply status of naval units (???)
- b) Combine naval groups (???)
- c) May remove "Entrained" markers if so desired (???)
- d) Remove "OC Expended" markers (???)
- e) Remove "C0" and "D0" markers (???)
- f) Return to base all air units still on a mission.
- g) Roll for German Intervention in North Africa (???)
- h) Axis Player-Turn Only: Award victory points (???)

**62.C.14. WHEN APPROPRIATE.**

- Resolve air unit escape (???)
- Resolve port destruction attempts (???)
- Resolve naval unit escape (???)
- Destroy/capture resource/supply points (???)
- Capture rail capacity (???)
- Roll for bonus operational reserve adjustments.
- Check for Egyptian reaction when an Axis unit is adjacent to a city in the delta for the first time (???)
- Check for Iraqi reaction when an Axis ground unit enters Iraq for the first time (???)
- Check Vichy local resistance (???)

**62.C.15. WHEN AIR OPERATION IS INITIATED. (???)**

- a) **Mission Movement Step:** Fly missions to operation's target hex; fly escort missions (???, ???)  
Fly patrol attack missions (???)  
Resolve patrol attacks (???)
- b) **Interceptor Movement Step:** Fly interception missions (???)
- c) **Prepare for Air Combat:**

- 1) **Abandon Air Operations:** The mission force player may choose to abandon air operations (???)
- 2) **Mission Force and Screen Preparation:** The initiating player divides his air units into the escort screen and mission force (???)
- 3) **Interceptor Preparation:** The reacting player divides his units into two groups; one to attack the screen and one to attack the mission force (???)
- d) **Air Combat Resolution Step:** Resolve air combat (???)
  - 1) **Screen Allocation Step:** Interceptors allocated to attack the escort screen engage the screen in air combat (???)
  - 2) **Escort Firing Step:** Resolve air combat between the allocated escorts and interceptors (???)
  - 3) **Bypass Allocation Step:** The owing player randomly allocates his escorts against the interceptors (???)
  - 4) **Bypass Firing Step:** Resolve air combat between the allocated escorts and the interceptors, except that the interceptors may not fire. Interceptors that survive this step attack the mission force (???)
  - 5) **Mission Force Allocation Step:** The owning player randomly allocates his interceptors against air units in the mission force (???)
  - 6) **Mission Force Firing Step:** Resolve air combat between the allocated interceptors and mission force units (???)
  - 7) **Air Unit Return Step:** Defender and then attacker chooses which air units to return to base and lower their inoperative status as appropriate depending on mission, weather zones, or air combat results(???)
  - 8) **Reallocation Step:** Repeat steps 1-7 (???)
- e) **Scramble:** Type F and HF may scramble if their airfield is under attack. (???)
- f) **Pause:** There may be a possible pause of the air operation at this point due to AA sequencing (???)
- g) **AA Fire Step:** Resolve anti-aircraft fire (???) or (???)
- h) **Mission Resolution Step:** Resolve transport and bombing missions (???)
- i) **Air Unit Return Step:** Return air units to base and lower their inoperative status as appropriate depending on mission, weather zones, or air combat results(???)

#### 62.C.16. WHEN AIR OPERATION IS ABANDONED.

If the mission force abandons air operations in a hex, follow the following steps:

- a) Enemy fighters (not in the mission force) equal to the number of air units in the abandoning force are randomly chosen and attack the enemy air units once. Both sides fire at +1.
- b) All air units participating in this attack are returned to base.
- c) Enemy air units not participating in this attack are returned to base but remain at the same operational status as they were at before they flew the interception.
- d) All remaining air units in the mission force hex immediately return to any airbase not in the hex in which the air operations were abandoned. They increase their operational status normally. *For example, an inop fighter that had initially flown a CAP mission but had converted to an escort mission would become extended.*
- e) *Note: Air combat, anti-aircraft fire, and mission resolution do not occur in the hex if air operations are abandoned.*

If the interceptors wish to abandon air operations in a hex, follow the following steps:

- a) Intercepting fighters may partially abandon the air operation.
- b) The intercepting player randomly chooses one air unit at a time to continue the interception until he chooses to stop and abandons operations with the rest of the interceptors.
- c) Interceptors abandoning air operations are returned to base but remain at the same operational status.
- d) All remaining air units in the mission force hex immediately return to base and reduce their operational status as appropriate; they may not land at an airbase in the hex in which they abandoned air operations.

#### 62.C.17. SURPRISE TURN (IF DECLARED).

##### 62.C.17.a. SURPRISE TURN INITIAL MOVEMENT PHASE.

At any time during the Phase:

Indicate if overstacked AA units will act as positional AA (???)

Fly appropriate air operations (???, ???, ???)

Spend ARPs to improve an air units operational status (?)

Resolve submarine naval combat and then surface naval combat (???)

Resolve airborne landings (???)

Resolve V-Weapon attacks (???)

Expend SPs/SRPs as necessary and mark the used supply/rail net capacity (???)

Perform in the following order: submarine naval combat and then surface naval combat (???)

**Naval Movement Sub-Phase:** (five identical movement steps)(???)

- a) Move naval groups (???)
  - Resolve aerial bombing of naval units (???)
  - Reaction move naval groups (???)
  - Embark and disembark cargo (???, ???)
  - Make amphibious landings (Rule 37).
  - Carry out landing sequence (???) when cargo is disembarked:
    - 1) Resolve coastal raids (???)
    - 2) Resolve naval combat between naval units and coast defences (???, ???)
    - 3) Disembark cargo (???, ???)
    - 4) Check for landing craft damage (???)
    - 5) Resolve enemy reaction to landing (???)
  - Prepare task forces to provide naval gunfire support (NGS) (???)
  - Lay/sweep mines and resolve mine attacks (???)
  - Resolve damage from danger zones (???)

**Ground Movement Sub-Phase (???)**

- a) Break down units/detach panzer battalions (???)
- b) Move units, including those using road movement (???)
 

*Note: No rail movement is allowed.*

Move units that have undergone naval transfer and have unused MPs (???)

Execute overruns (12).

Break rail lines, damage airbases and ports (???, ???, ???), and demolish bridges (???)

Fire AA against harassment (???)

Indicate hexes to be attacked (???)
- c) Assemble broken down units/attach panzer battalions. (???)

**62.C.17.b. SURPRISE TURN REACTION PHASE.** (Non-phasing player moves only those units within 5 hexes).

**At any time during the Phase:**

Indicate if overstacked AA units will act as positional AA (???)

Spend ARPs to improve an air units operational status (?).

Fly appropriate air operations (???, ???, ???).

Expend SPs/SRPs as necessary and mark the used supply/rail net capacity (???)

- a) Remove reserve markers from all hexes under attack (???)
- b) Move reserves (may use road movement) (???)  
Execute overruns (12).  
Break rail lines, damage airbases and ports (???, ???, ???), and demolish bridges (???)  
Fire AA against harassment (???)
- c) Remove reserve markers from all units still adjacent to enemy units (???)
- d) Activate eligible garrisons (???)

**62.C.17.c. SURPRISE TURN COMBAT PHASE.**

- a) Place “Supplied Airbase” markers and spend necessary SPs (???)
- b) Check the combat isolation status of units and hexes (???)
- c) Fly half strength defensive support (DAS) air operations (halved again due to the surprise turn) (???)
- d) Fly offensive ground support (OGS) air operations (???)
- e) Allocate half strength NGS to defending hexes (halved again due to the surprise turn) (???)
- f) Allocate NGS to the attack (???)
- g) Resolve combat hex by hex unless delayed (???, many other rules).

**62.C.17.d. SURPRISE TURN SUPPLY MOVEMENT AND JUDGEMENT/AIR UNIT PHASE.**

- a) Add or remove truck units from truck supply routes (?).
- b) Calculate the HQ supply radius and mark on all army HQs (???)
- c) Judge the supply isolation (???) and supply status for all the phasing players units, hexes, and airbases (???)
- d) Spend SPs to lower the “U#” (???)
- e) Use remaining supply net rail capacity to move SPs as desired (???, ???)
- f) Create offensive chits (???)
- g) Break down offensive chits (???)
- h) Any type F, A, and D air units (except those with “X” markers) up to the number of air units flown in the surprise phase, may become operative as per Rule ????. During an invasion surprise turn, all other inoperative air units of the phasing player (except those with “Extended Air Mission” markers) may also become operative as described above.
- i) Remove “X” markers or make operative inoperative air units up to a maximum of the capacity of each airbase.
- j) Place “Supplied Airbase” markers (of the phasing players’ colour) and spend necessary SPs (???)

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