

3. BASIC SEQUENCE OF PLAY

Each Game Turn consists of two Player Turns, each consisting of 8 Phases. The player capable of movement in his Player Turn is the ATTACKER (A); his opponent is the DEFENDER (D). Each phase is broken down into three main parts: the START, DURING, END and several discrete Steps. In each Step Number, the player(s) involved is specified as A, D, or Both (B). Inconsequential violations of sequence should be tolerated in the spirit of good sportsmanship. All activities in the same step may be conducted in any order unless stated otherwise; if actions conflict, the Attacker goes first. Certain mutually exclusive actions may be listed in the same step despite the fact that they cannot be conducted by the same unit—and many restrictions normally applicable to the listed actions are left unmentioned. Here follows a Basic Sequence of Play of the 8 Phases with nearly all of their Steps often used, for a more detailed version see the ASOP divider. Counters are removed at the end of most Phases when no longer needed.

1. RALLY PHASE *Only one action (attempt) allowed per unit per RPh [EXC: repairing > one SW/Gun; leader rallying > one unit; Transfer].*

1.1 START of RPh: 1.11A Roll for any provisional reinforcements. Set up, off board, all forces due to enter this Player Turn.

1.12B Check for Wind Change (Blazing building collapse; Rain/Falling-Snow intensity; Gusts). During Gusts, remove Dispersed SMOKE, flip remaining SMOKE to their Dispersed side (see AFPh 5.13B).

1.13B Recombine Good Order HS. **1.14B** Recover weapons.

1.2 DURING RPh: **1.21A** Deploy squads. Scrounge.

1.22B Repair weapons. Transfer weapons/Prisoners.

1.23B Rally broken units; One Commissar must Rally broken units.

First ATTACKER MMC Rally attempt (Self-Rally/Field-Promotion).

1.24A Determine final Drop Point for each Para Wing, then place all Sticks.

1.3 End of RPh: **1.31B** Roll for Shock/UK AFV. May/must Remove DM.

1.32B Claim Wall Adv (ATTACKER FIRST).

2. PREP FIRE PHASE **2.1 START of PFPh:**

2.11A Remove Dispersed SMOKE; flip remaining SMOKE.

2.12A Fire ordnance, SMOKE.

2.13A Attempt Radio/Phone-Contact. If successful may (must, for FFE: C) attempt Battery Access; if successful may place AR and either SR or Pre-Reg. FFE, or must place rocket AR and FFE or remove or replace FFE: C.

2.14A May (must, for Creeping Barrage FFE) Correct/Convert or Cancel SR/FFE [EXC: rocket Correction/Cancellation is NA].

2.15A May place OBA SMOKE. Then resolve HE FFE.

2.2 DURING PFPh: **2.21A** Infantry MMC may Mop Up or entrench.

2.22A Fire units and weapons. Infantry/Cav may declare Opportunity Fire. Destroy/malfunction/dismantle/reassemble weapons.

2.3 END of PFPh: **2.31A** Change CA of Guns able to fire without using IF.

3. MOVEMENT PHASE *The 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 units (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 on the ground (Glider/Parachute go last).*

3.1 START of THE MPh: **3.13A** Place Gliders onboard in their ILH.

Sighting TC by Fighter-/Dive-Bomber, may now attack non-moving units.

3.2 START of ITS MPh: **3.21A** Berserk, go to Step During ITS MPh.

3.22A Prepare to move any Good Order/Mobile ground unit/stack able to spend MF/MP. Infantry may declare CX for two extra MF, Dash, Assault Movement, Sewer entry, Climbing, HW/Banzai. Cav may declare Gallop. May drop possession of weapons. Remove Motion counter if a vehicle will expend MP/MF. Lastly, go to Step During ITS MPh.

3.23A Prepare to conduct Glider/Parachute movement.

3.3 DURING ITS MPh: **3.31A** Berserk unit charges, go to Step 3.35D.

3.32A May move Good Order/Mobile ground unit/stack able to spend MF/MP. Infantry may declare late CX for one extra MF. Place DC or Set DC. Roll Sewer dr. Attempt weapon Recovery, drop possession of weapon.

Declare Labor attempts. Pushing a Gun (i.e., Manhandling DR). Hook/unhook Gun. Attempt to place SMOKE Grenades/Dispenser. Personnel may mount/dismount horse or vehicle. May claim Wall Adv. Attempt to create Japanese T-H or DC Hero. Vehicles may Bounding First Fire.

Recalled Vehicle must attempt to exit. Vehicle may either go CE or BU.

Declare HW/Banzai/Dare-Death Berserk. Lastly, go to step 3.35D.

3.33A Aerial Glider takes Evasive Action if necessary, go to Step 3.37D.

3.34A Aerial Parachutes drift, go to Step 3.38D.

3.35D During Steps 3.31/3.32 resolve, vs moving ground unit/stack (only), each Residual FP, Fire Lane, FFE, minefield attack as it occurs.

3.36D In Steps 3.31/3.32, conduct First Fire/Subsequent First Fire/Final Protective Fire vs moving ground unit/stack [Fire Lane, Reaction Fire, create T-H Hero, Snap Shot, Throw DC, pass a NTC to detonate Set DC, Sighting TC and FB/DB Ground Support]. Place Residual FP. DEFENDER vehicle (non-fired) may attempt Motion/Reverse Motion/Smoke Dispenser.

3.37D Light AA/First/Subsequent First Fire vs Aerial Glider 3.33A/3.42A.

3.38D First /Subsequent First Fire with Small Arms and Light AA (only) vs Aerial Parachutes, go to Step 3.43A

3.4 END of ITS MPh: **3.41A** Broken/Pinned/Unloaded Infantry in Bypass enter that obstacle (without MF expenditure). Roll Sewer emergence dr.

3.42A Glider lands (Landing DR, Crash dr), then go to Step 3.23A.

3.43A Non-German 5/8" Parachutes move one hex; Parachutes then land, & 1/2" Parachutes are flipped over. Make NMC/NTC for landing purposes.

4. DEFENSIVE FIRE PHASE **4.1 START of DFPh:**

4.11D Fire ordnance Dispersed SMOKE.

4.12D Attempt Radio/Phone-Contact. If successful, may (must, for FFE: C) attempt Battery Access; if successful, may place AR and either SR or Pre-Reg. FFE, or must place rocket AR and FFE or remove or replace FFE: C.

4.13D May (must, for Creeping Barrage FFE) Correct/Convert or Cancel SR/FFE [EXC: rocket Correction/Cancellation is NA].

4.14D May place OBA Dispersed SMOKE. Then resolve HE FFE.

4.2 DURING DFPh: **4.21D** Fire units able to. Conduct FB/DB Sighting TC and Ground Support. Attempt to Clear wire, Set DC or road block.

Destroy/malfunctioning/dismantle/reassemble SWs/Guns.

4.3 END of DFPh: **4.31D** Change CA of Guns able to fire without using IF.

5. ADVANCING FIRE PHASE **5.1 START of AFPh:**

5.11B During Mild Breeze, place Drifting Dispersed SMOKE downwind of each Blaze and of each white SMOKE, counter that has none.

5.12A Fire ordnance Dispersed WP (Smoke NA, only in PFPh/DFPh).

5.13B During Gusts, remove Dispersed SMOKE, flip remaining SMOKE.

5.2 DURING AFPh: **5.21A** Place all Glider contents onboard.

5.22A Units able to fire, may now fire, AFPh penalties apply [EXC: Assault Fire, Opportunity Fire, Flamethrower]. Resolve Placed DC.

5.23A Berserk units that eliminate all Known enemy units in its Location with halved TPBF returns to Good Order.

5.3 End of AFPh:

5.31B Resolve Blaze Spread every Player Turn after initial appearance.

5.32B Resolve Flame to Blaze Spread for each unpinned Flame.

6. ROUT PHASE *ATTACKER first, then DEFENDER*

6.1 START of RtPh:

6.11B Stopped AFV or wreck which has moved/was in Motion provides a +1 TEM. Units may Voluntarily Break. Place "DM +4" on units that must rout.

6.12B Disrupted units ADJACENT to enemy Infantry/Cav might Surrender.

6.2 DURING RtPh:

6.21B Conduct all routs, Surrender, Failure to Rout, resolve Interdiction.

6.3 END of RtPh: **6.31B** Eliminate Infantry still in terrain Blaze Locations.

7. ADVANCE PHASE

7.1 START of APh:

7.11A Transfer weapons/Prisoners. **7.12A** Create Japanese T-H vs AFV.

7.2 DURING APh: **7.21A** Units able to may Advance [claim Wall Adv, place/remove CE/BU, Sewer units may emerge, advance into CC].

7.26A All 5/8" Parachutes onboard are replaced by their contents.

8. CLOSE COMBAT PHASE

8.1 START of LOCATION's CCPh:

8.11B Place onboard beneath a "?" all HIP, reveal Strength Factors of all concealed units (eliminating Dummies).

8.12B Resolve Ambush if advance into CC was into "Ambush-terrain" and/ or by/vs "?" (automatic ATTACKER Ambush for Street Fighting).

8.13D Attempt to create Japanese T-H in same Location with enemy AFV.

8.14B Check for Sequential CC if vehicle/Ambush/Prisoners involved; Prisoners of broken Guards may declare escape attempt. Infantry may declare attempt to capture escorted Abandoned vehicles.

8.15B May (must, if non-Disrupted/non-Guard broken Infantry); declare Withdrawals from Melee (ATTACKER first).

8.16B Declare SMC "stack with other units" options (ATTACKER first).

8.2 DURING LOCATION's CCPh:

8.21B Declare first/next sequential CC attack or, ATTACKER first. All simultaneous CC attacks if no sequential CC exist. Declare if Hand-to-Hand/Capture attempt. Reveal all units declared to making directing a CC attack.

8.24B Resolve that sequential CC attack, or all simultaneous CC attacks if no sequential CC exist. Successfully Withdrawing units enters Accessible Locations; Lastly, go to Step 8.21B if further sequential CC can be declared.

8.3 END of LOCATION's CCPh:

8.31B Automatic Capture of non-escorted abandon vehicles.

8.4 END of CCPh: **8.41B** Declare and resolve Aerial combat.

8.42B Resolve all non-Flame Clearance attempt. Eliminate tunnel entrances.

8.43B Flip each Stun counter to its +1 side (or a RECALL +1 counter).

8.44A Place a "?" on his qualifying Good Order unit/stacks and roll Concealment dr to gain "?" for each of his qualifying Good Order unit.