

TURN SEQUENCE

1) SUPPLY CHECK

Unit Supply
Disruption Recovery

2) TURN OPTION

Commit Supply

3) MOVEMENT

Refuse Battle
Accept Battle

4) BATTLE TURN

Non-Moving Player Fire
Moving Player Fire

5) BLITZ ONLY

Repeat (3) and (4)

6) SUPPLY CHECK

Unit Disruption

7) TURN ENDS

Opponent Repeats 1-6

BUILDUP SEQUENCE

1) ADVANCE MONTH

2) ELIMINATE UNSUPPLIED UNITS

3) ROLL FOR BP's

(2d6) + (2d6)

4) SPEND/SAVE BP's

Redeployments (1BP)
Sea Movement (1BP) (4BP)
Replacements (see Combined Chart)
Minefields (15BP)
Extra Supply (10BP)

5) RE-SUPPLY

6) INITIATIVE

COMBINED CHART				Target Unit								
				Armor		Infantry			AT	Arty		
				Recon	Armor	Mech Inf	Mot Inf	Foot Inf	Paratroop	Mech AT	Anti-Tank	SPA
Firing Unit	Armor	Recon	4	3	SF	DF	SF	TF				
		Armor	3	3								
	Infantry	Mech Inf	3	2	SF	SF	DF	TF				
		Motor Inf	2	2								
		Foot Inf	1	1								
		Paratroop	1	1								
	AT	Mech AT	3	3	DF	SF	SF	TF				
		Anti-Tank	2	3								
	Arty	SPA	•	3	SF	DF	DF	SF				
		Artillery	•	1								
NOTES						HITS						
Outline						Required target						
<u>Underline</u>						Only if unsupported						
• Artillery						Must fire first						
						SF: 6						
						DF: 5,6						
						TF: 4,5,6						

<i>Turn Options</i>		
Supply	Turn Type	Sequence
1	Basic	MB
2	Offensive	MMB
	Assault	MBB
3	Blitz	MBMB
M = Move Phase B = Battle Phase		

<i>Terrain Chart</i>			
Feature	Move	Supply	Combat
Salt Marsh	Impassable: No movement or supply through full hexsides		
Escarpe-ment	Impassable: No movement or supply through full hexsides		
Mountain	Along roads only		1 unit per hexside
Pass	Along roads only		1 unit per hexside
Fortress	As other terrain	[] units	Defender doubled
Clear	Basic	1 hex	2 units per hexside
Coast Road	Basic + 4 hexes	No limit	As other terrain
Track	Basic + 2 hexes	3 hexes	As other terrain
Trail	Basic + 1 hex	2 hexes	As other terrain