

Game Sequence Player Aid Card

Initial Phase

1. Build units (and place lend lease; indicate Russian factories being redeployed)
2. Collect production point income (but not lend lease points)
3. Determine initiative (winner decides to take or give away the initiative)

Action Phase

4. Movement (player with the initiative goes first – alternating chit draws begin)
 - a. Ground units move one space or strategically rail
 - b. Air units move range or strategically redeploy or rail
 - c. Naval units move up to 2 spaces and conduct amphibious invasions, 4 tactically, 6 for economic or port attacks or 8 for strategic redeployment.
5. Mark attacks and counter-offensives
6. Air unit reaction (player with the initiative goes first). For Air units that have not moved only. Adjacent movement only.
7. Resolve battles (player with initiative picks order of their attacks).

Order of resolution is

 - 1) Counter-offensives
 - 2) Strategic attacks (port and economic)
 - 3) Air only battles
 - 4) Naval combat
 - 5) Ground combat
8. Mechanized movement & combat (player with initiative goes first)
 - a. Mark mechanized attacks and counter-offensives
 - b. Air unit mechanized support adjacent reaction with mech units only (player with the initiative goes first)
 - c. Resolve mechanized counter-offensives, if successful, move counteroffensive units
 - d. Resolve mechanized attacks (player with the initiative picks order of their attacks)

* Summer turn second mechanized move (player with the initiative goes first)
9. Mark controlled sea zones - controlled by surface combat ship or combat air.
10. Land Air Units - Move within range to friendly owned territory at turn start.

Concluding Phase

11. Non-combat movement & place strategic redeployed units (player with the initiative goes first)
 - a. Ground units move one space (into any friendly owned territory - including those taken on mechanized phase)
 - b. Air units move up to range x2. May not land in territories taken during the mechanized phase.
 - c. Naval units move up to 8 to friendly port. (transports move 4 if picking up from multiple and/or non-adjacent territories).
 - d. Place strategically railed/redeployed units/leaders. May not be placed in territories taken during the mechanized phase. No rail through territories taken during mechanized phase.
12. Determine supply
 - a. Mark territories and/or units out of supply in the following order: naval units, armor/mechanized, air units, artillery (including AA and AT), infantry.
 - b. Remove sea zone control markers and/or port damage markers
13. Collect lend lease points (and add to their income)
14. Determine minor allies status
15. Determine victory / surrender conditions
16. Place builds

Ground Units

- Unit 1: Attack Combat Value 2, Defense Combat Value 3
- Unit 2: Mech, AA, AE, Defense Combat Value 7, 7
- Unit 3: Mech, AA, AE, Defense Combat Value 6, 3
- Unit 4: AA Value 2, Mech, AA, AE, Defense Combat Value 6

Air Units

- Unit 1: Air to Air Combat Value 6, 2, Ground Combat Value 3, 3
- Unit 2: Range (1), (#) Bomber only air unit (2), Ground Combat Value 6, 5, Naval Combat Value 5, 5
- Unit 3: Range (2), (#) Bomber only air unit (3), Ground Combat Value 5, 5, Naval Combat Value 5, 5

Naval Units

- Unit 1: 2 Hit Designation, 2 Hits, Naval Combat Value 7, AA Combat Value 4
- Unit 2: Transport Capacity, 1 AA, Unit Type

Leaders

- Rommel: Name, Mech move Designation, Initiative 4, Strategic Leadership 3, Tactical Leadership 2/1
- Montgomery: Name, Initiative 1, Strategic Leadership 8, Tactical Leadership 1/1