

Sequence of Play	
1. Reveal Order Phase	
2. Movement Phase	Movement is simultaneous. If there is a dispute both player to state their intentions (stand, fall back, advance) and pro-rata the movement.
3. Air Action Phase	<p>3.1 Place air stands on Air Recce, Close Support, Level Bombing, Transport or Air Interdiction missions</p> <p>3.2 Place fighters on Counter Air missions</p> <p>3.3 Resolve Counter Air combat (except versus Close Support)</p>
4. Air Landings Phase	
5. Combat Phase	<p>For each combat</p> <p>5.1 Determine supply state of stands involved</p> <p>5.2 Note orders of stands involved</p> <p>5.3 Total Strength Points</p> <p>5.4 Opponent secretly rolls your attack dice</p> <p>5.5 Opponent secretly removes his casualties</p> <p>5.6 Consume LOG for 'M' or 'A' fighting in built up areas</p>
6. Engineering Phase	
7. Advance game clock (usually 2 hours)	
8. Overnight Phase (if applicable)	<p>8.1 Consume LOG</p> <p>8.2 Consume POL</p> <p>8.3 Resupply LOG and POL from off table (if applicable)</p> <p>8.4 Identify stands with 'Cut off' or 'Spent' supply state</p> <p>8.5 Medical Stands recover lost infantry SP</p> <p>8.6 Repair Stands recover lost vehicle SP</p>
9. Reconnaissance Phase	<p>9.1 Announce Recce attempts</p> <p>9.2 Announce Counter-Recce</p> <p>9.3 Resolve Recce</p> <p>9.4 Declare Unit type, SP, and/or Unit Identity as applicable</p> <p>9.5 Remove Recce losses</p> <p>9.6 Place and reveal orders discovered in Recce</p>
10. Replace lost HQ	
11. Return surviving air stands to base	
12. Place New Orders Phase	

Order	What it means	Available to	Next orders allowed	Movement Rates (km / turn)							
				Foot, Wagons	Horse	Tracks, ½ Tracks	Wheels	Light Recce	Amphibians in Water	Boats	Trains
Static	Units in static defensive positions	All except Transport	SMAR-	0	0	0	0	0	-	-	-
Attack	Prepared assault	Combat, Recce, Level Bombers	-MART	2	5	5/8	3/6	-	3	5	0
Mobile	Tactical movement; can involve combat	All	SMART	3	5	5/10	5/10	8/16	-	5	20
Retreat	Rapid flight	All	---RT	5	10	10/15	15/20	20/40	3	5	40
Transit	Rapid non-tactical movement	All	SMART	5	10	15/20	20/30	30/50	-	10	50

Supply State	Cause of Supply State				Effect of Supply State			
	Stand's logistic stand has the necessary LOG or POL	Stand can trace an unblocked route to it's logistic stand	Route to the logistic stand is less than or equal to two turns movement of the Logistic stand	Nights without supply	Marker Colour	Orders allowed	Combat	Surrender when
Normal	Yes	Yes	Yes	-	None	SMART	Normal	SP = 0
Low	Yes	Yes	No	-	Blue	S-ART	Normal	SP = 0
Isolated	Yes	No	-	-	Pink	S-AR-	SP halved in attack	SP = 0
Cut Off	No	-	-	1	Red	S--R-	Cannot initiate combat	SP = 0 or no prospect of resupply
Spent	No	-	-	2+	Yellow	S--R-	Cannot initiate combat; SP halved in defence	SP = 0 or no prospect of resupply

Score	Effect of Reconnaissance				
	Unit type	Order	SP	Unit ID	Recce losses 1 SP
0 or less					✓
0 - 2					
3	✓				
4	✓	✓			
5	✓	✓	±1		
6	✓	✓	±1	✓	
7	✓	✓	Exact	✓	
8 or more	✓	✓	Exact	✓	✓

Modifier	Recce	Modifier	Counter-Recce (add to 1d6)
+1	Recce is Veteran	+1	Counter-Recce is Veteran
-1	Recce is Trained	-1	Counter-Recce is Trained
-2	Recce is Conscript	-2	Counter-Recce is Conscript
-3	Recce is Raw	-3	Counter-Recce is Raw
+1	Recce well equipped with high-tech vision aids	+1	Counter-Recce is Heavy Recce
+1	Recce aircraft		
-2	Recce aircraft spotting in woods or BUA		
-1	Poor weather		
+1	For each attempt after the first		
+1 to +3	Aggressiveness of the attempt		