

Summary Sheet - Order of Play

Replenish Cards Phase (6.0): Draw 6 new cards, keeping a maximum of 7 in your hand.

Operation Phases 1 - 5: Play the following steps completely for each phase 1 thru 5.

- 1. Place New Blocks:** Each scenario will specify if blocks enter at the beginning of an Operation Phase.
- 2. May Play a Card (7.1):** At the beginning of each new Operation Phase, each player **may** play a card to either: Collect reinforcement Cubes **or** Increase the number of orders for that operation phase **or** Activate a Historical Event card. The player(s) **without** the initiative (starting on the northern front) plays and declares first.
- 3. Place Orders (7.2):** The player with initiative on a front decides if he or his opponent places the first order. Then players alternate placing orders. One order **must** always be a 'Recon' order. In 4 player games, all orders are first placed in the north.
- 4. Execute 'Forced March' Orders (7.31):** The player with initiative on a front decides if he wishes to reveal and execute all of his 'Forced March' orders first. Infantry move up to 2 areas, Cavalry up to 3 areas. Units battle at half-strength rounded down.
- 5. Execute 'Recon' Orders (7.2):** The player with initiative on a front decides if he will execute his 'Recon' order first.
- 6. Execute 'Move' Orders (7.31):** The player with initiative on a front decides if he wishes to reveal and execute all of his 'Move' orders first. Infantry move 1 area, Cavalry up to 2 areas. Divisional units may be split to create smaller brigade unit(s). There is a 4 unit stacking limit per area, except if a battle is taking place.
- 7. Execute 'Withdraw' Orders (7.2):** The player with initiative on a front executes all of his 'Withdraw' orders first. Units lose 1SP, unless they are only cavalry attacked by infantry.

8. Battles (7.4): Smallest battles are resolved first. For each battle players:

May play a card with a Battle Event: Attacker decides first if he will play a battle event card face down.

Then must play a Combat Modifier card: Attacker decides first if he will draw a combat modifier card from the deck or play a card from his hand face down. Playing from his hand adds a +1 Combat Modifier Bonus.

Resolve Combat: Combat results are resolved simultaneously.

All players reveal their blocks, battle card and combat modifier cards to calculate their Attack Value.

Attack Value = SPs of the units in battle + the Combat Modifier -2SP per Flank Attack Penalty.

(Force March and Reorganizing Blocks fight at half strength ($1/2 \times$ SPs rounded down).)

Determine the number of SP losses inflicted on each opponent.

Modify the SP losses due to Battle Cards - 1SP for **Defend Orders (7.42)** - 1SP for Fortifications (1.2).

Remove SP losses. Strongest units lose SPs first. If a garrison is present, it takes the first loss.

The player with the most SP losses is the battle loser and must retreat (7.42). The winner must keep at least one unit in the battle area. The winner's remaining units may pull back to the area they last moved from (7.43). The defender wins in case of a draw.

Great Victory (7.44): If the loser lost 4 or SSPs in a battle, his opponent receives 1VP.

Initiative Track: For each battle, the player holding the initiative increases an initiative point if he won the battle by inflicting more SP losses than his current initiative level. The player holding the initiative loses an initiative point if he lost the battle.

- 9. Execute 'Reorganize' Orders (7.5):** The player with initiative on a front executes his 'Reorganize' orders first. Increase one unmoved block's strength by 1SP per order. Units battle at half-strength rounded down.
- 10. Execute 'Rail Transport' Orders (7.7):** The player with initiative decides if he wishes to reveal and execute his 'Rail Transport' order first. Up to 4 blocks may be transported by rail and may end up in different areas up to 8 areas away.
- 11. Check Supply (7.8):** Units must have a clear path to an in-supply key city. Infantry within 3 areas, Cavalry within 5 areas. Units out of supply lose 1SP (7.81). Units destroyed due to 'out of supply' are removed from the game.
- 12. Victory Points (7.9):** Update VPs for Key Cities taken and for eliminated 'out of supply' or no retreat blocks.

Reinforcement Phase:

- 1. Replace Garrisons (8.1):** All players replace garrison counters in key cities that they occupy.
- 2. Combine Blocks (8.2):** Players may combine division and/or brigade block(s) into other division block(s) in the same area.
- 3. Strengthen and/or Create New Blocks (8.3 & 8.4):**
All players reinforce existing units or create new units by paying reinforcement cubes collected during the operations phases or from strategic reinforcement cities. Front line blocks may receive only 1SP reinforcement per area (8.31).

Summary Sheet - Order of Play

REPLENISH CARDS PHASE

OPERATION PHASES 1 - 5

Place on map any new blocks specified by the scenario being played.

May play a card for either: Reinforcement Cubes or Additional Orders or a Historical Event

PLACE ALL ORDERS - Out of Supply may only 'Move Out', 'Withdraw' or 'Defend Area'

Execute **FORCED MARCH** Orders



+1 Move
x 1/2 SPs

Execute **RECON** Orders



Execute **MOVE** Orders



Execute **WITHDRAW** Orders



-1 SP

Resolve BATTLES

In addition to an optional Battle Event Card, each player participating in the battle must play a card that will modify their Combat Value. (+1 Bonus if played from hand.)

Combat Value					
Unit(s) Strength Points + Card Combat Bonus - Flank Penalty					
0·3	4·6	7·9	10·12	13·17	18+
0	1	2	3	4	5
				+ 1VP to the winner	
Strength Point (SP) Losses Inflicted on the Opponent					
-1SP for a Fortification and/or a Defend Order +/- Battle Event Card +/- Reaction Event					

Retreat and Advance Blocks

Execute **REORGANIZE** Orders



+1 SP

Execute **RAIL TRANSPORT** Orders



4 blocks up
to 8 Areas

CHECK SUPPLY

VICTORY POINTS

REINFORCEMENT PHASE