


TIME TRACK

0	0
10	1
20	2
30	3
40	4
50	5
	6
1	7
2	8
3	9

GAME TRACKS

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CASUALTY TRACK

Attacker								Defender								
8 <sub>24</sub>	7 <sub>21</sub>	6 <sub>18</sub>	5 <sub>15</sub>	4 <sub>12</sub>	3 <sub>9</sub>	2 <sub>6</sub>	1 <sub>4</sub>	0	1 <sub>-4</sub>	2 <sub>-6</sub>	3 <sub>-9</sub>	4 <sub>-12</sub>	5 <sub>-15</sub>	6 <sub>-18</sub>	7 <sub>-21</sub>	8 <sub>-24</sub>

RANDOM EVENT TABLE (18.0)

Recon: If a player’s unmodified Initiative die roll is equal to “1”, he may remove the Concealment marker from any enemy-occupied hex within 5 hexes and LOS of a *friendly* unit.

Fate: If a player’s unmodified Initiative die roll is equal to “10”, he must make a subsequent die roll on the Fate Table.

FATE TABLE

die roll	Fate	Results Apply to the Affected Player
1-2	Medic	A prior casualty returns to action. If available, a player randomly selects and returns to play a single MG or infantry section from a platoon that has suffered a casualty and adjusts the Casualty Track accordingly. The returning unit is placed, concealed if in cover terrain, with or as close as possible to a unit of the same platoon ( <i>any platoon if an MG</i> ) and not adjacent to an enemy unit. If no prior casualty, all units in a single hex Recover instead. If no non-vehicular units are in play, recover one AFV selected at random.
3-5/3-4*	Recover	Recover all Disrupted, Regrouping and Shocked units in any single hex.
5-7*/6-7	Sniper	One randomly selected non-hidden platoon leader suffers a casualty. If no platoon leaders are in play, one AFV selected at random is shocked.
8-9	Indecision	Loss of Initiative to the opposing player [ <i>reroll if both players are Indecisive</i> ].
10	Panic	As the sole action for the current turn, all units in a single hex selected by the opposing player are immediately moved four hexes toward, but no further than their FBE [ <i>NA to Towed Guns or Fortified Positions</i> ].

\*The result in red is used if your opponent is Russian/Japanese

SEQUENCE OF PLAY (5.0)

I. Initiative Phase

Both players make a die roll. The player having the Initiative on the previous game turn applies their Initiative die roll modifier, if applicable, to the Initiative *die roll* [*Each mission lists the Initiative die roll modifiers for each player*]. The player with the higher modified die roll wins the Initiative and becomes the active player. The losing player is the non-active player. In the case of ties, the Axis player wins the Initiative if the modified die roll is odd, while the Allied player wins the Initiative if the modified die roll is even. The Initiative Marker is adjusted on the Game Tracks player-aid card to reflect the side that won the Initiative. (A player without a Platoon Leader or an AFV in play at the end of the Initiative Phase—and after any Random Event results—automatically forfeits the Initiative to the other player. If *neither player* has a Platoon Leader or AFV in play, play proceeds to the Fire Resolution Phase.) In all cases, if the unmodified Initiative die roll is 1 or 10, that player must consult the Random Event Table on the Game Tracks player aid [18.0].

II. Activation Phase

The active player conducts Actions with units of friendly activated platoon(s) [7.0], followed by both players conducting Reactions [8.0]. *Units of an activated platoon without a Platoon Leader in play are restricted in their Actions [13.3.4.2]*. Once all platoon Activations and Reactions have been completed, play proceeds to the Fire Resolution Phase.

III. Fire Resolution Phase

Fire attacks are resolved in any order. Each DRM marker in play represents a single Fire attack. (Fire attack die rolls are based on the DRM markers in the hex at the *beginning* of the Fire Resolution Phase, even if players find an error was made when the DRM marker was originally placed.)

IV. Assault Resolution Phase

The active player determines the order in which assaults are resolved [14.0].

V. Mortar Fire Adjustment Phase


- Remove MDRM, Smoke and Illumination markers.
- Determine Mortar Recovery [11.4.8].
- FOs that elect not to extend, or are currently on their Final side, or in a hex *without* a friendly unit, are removed — along with the corresponding Primary Impact marker — and placed in the Mortar Support Pending Box on the Game Tracks player-aid card.
- Conduct Mortar Fire Extensions [11.4.9].

VI. Determine Time Lapse

The active player makes a die roll on the Time Lapse Table to determine the Time Lapse (in minutes) and adjusts the time on the Time Lapse Track accordingly.

VII. Clean Up Phase

- Remove Overwatch and Motion markers from all vehicles that did not conduct an action during the game turn.
- Place returning Platoon Leaders [13.3.4.1].
- The Russian player checks his units, including any possible Ad Hoc units, to determine whether they are in command. Those not in command are marked with an Out of Command marker [*EXC: Ad Hoc – 7.2a*]. Out of Command units remain out of command until step 3 of the next Clean Up Phase.
- Recombine squads [10.3.3].
- Conceal any units not in LOS of an enemy unit.
- Reset counter orientation and record earned Promotion Points [22.2].
- Check whether the Mission Objective or Victory Conditions have been met.



The Last HUNDRED YARDS

MORTAR SUPPORT PENDING

Sections Recover/Extend if ≤ 4  
Platoons Recover/Extend if ≤ 3

MORTAR SUPPORT AVAILABLE

INITIATIVE

In case of ties:  
odd is Axis,  
even is Allies