



3.0 SEQUENCE OF PLAY

BARRAGE PHASE (First Turn Only)

AIR UNIT PHASE [12.0]

Refitted Unit Return Segment
Grounded Unit Refitting Segment

REINFORCEMENT PHASE [8.0]

Reinforcement Segment [8.0]
Replacements Segment [11.2]
Volksturm Deployment Segment [11.3]

COMMAND PHASE [4.0]

Command Segment [4.1.1]
Movement Segment [6.0]
Combat Segment [9.0]

SUPPLY PHASE [10.0]

END OF TURN PHASE

Volksturm Return Segment [11.3]
Sudden Death Victory Segment [13.2]
Turn Advance Segment

Barrage Roll Table

| Die | # of 2-1 attacks |
|-----|------------------|
| 1 | 0 |
| 2-3 | 1 |
| 4-5 | 2 |
| 6 | 3 |

| Barrage | | | | | | | | |
|---------|--------|--------|---------|---------|---------|---------|------|------|
| Die | 1-2 | 1-1 | 2-1 | 3-1 | 4-1 | 5-1 | 6-1 | 7-1 |
| 1 | A1r | Ar2 | Ar | Ar | A1*/Dr | Dr2 | Dr2 | D1r |
| 2 | Ar2 | Ar | Ar | A1*/Dr | Dr2 | Dr2 | D1r | D1r2 |
| 3 | Ar | Ar | A1*/Dr | Dr2 | Dr2 | Ar*/D1r | D1r2 | D2r2 |
| 4 | A1*/Dr | A1*/Dr | Dr2 | Dr2 | Ar*/D1r | D1r2 | D2r2 | D2r2 |
| 5 | Ar*/Dr | Ar*/Dr | Dr2 | Ar*/D1r | D1r2 | D1r2 | D2r2 | D3r2 |
| 6 | D1r | Dr2 | Ar*/D1r | D1r | D1r2 | D2r2 | D3r2 | D3r2 |

A = Attacker
D = Defender

= No. of steps lost
r = Retreat and No. of hexes

* = Forced result if defender does not retreat.

Terrain Effect Chart

| Terrain Type | Movement Cost | Combat Effect | Terrain Type | Movement Cost | Combat Effect |
|--------------|--------------------------------|---|--|--------------------------|---|
| Clear | 1 MP | None | Water Hexside | Not allowed | Not allowed |
| City | 1 MP | Negates first loss & first retreat result | Festung Line | Other terrain | Negates first loss & first retreat result |
| Town | 1 MP | Negates first loss & first retreat result | Defence Line | Other terrain | Negates all retreat results |
| Village | 1 MP | Negates first retreat result | Woods | Mech 2 MP Others 1 MP | 1 shift down |
| Autobahn | 1 MP * | Negates all river effects | Swamps | 2 MP | 1 shift down |
| Road | 1 MP * | Negates all river effects | Supply Source | Other terrain | None |
| Railway | Other terrain Negates river | Negates all river effects | Entry Point | Other terrain | None |
| Minor River | +1 MP** | Attack strength halved | * = ½ MP if using strategic movement | | |
| Major River | Not allowed | Attack strength halved | ** = must stop moving after crossing unbridged river | | |