

SEQUENCE OF PLAY

Sequence of Play Outline.

1. Weather, Air Support and AM Initiative Determination Section.

If neither player wants to compete for the initiative a lull is declared.

2. AM Section.

A Initial impulse.

- 1- Initial move (12 MPs)
- 2-Combat
 - a Barrage fire.
 - b Voluntary defender retreats.
 - c Defensive fire (regular or AT)
 - d Voluntary attacker retreats.
 - e Offensive fire (regular or AT).
 - f Defensive fire (regular or AT, not employed in the first fire)
 - g Offensive fire (regular or AT, not employed in the first fire)
 - h Voluntary motorised defender retreats.
 - I Close combat.
- 3-Direct fire
- 4-Remove involved markers

B Initiative decision.

C Limited impulse.

- 1- Move (8MPs)
- 2- Combat (as above)
- 3- Direct fire
- 4-Remove involved markers

D. Suppression and disruption recovery.

3. PM Section.

If the 1st player received both the AM impulses then the 2nd player receives an initial impulse. Otherwise, 1st player receives a Limited Impulse, followed by 2nd player receiving a limited impulse.

B Suppression and disruption recovery.

4. Night Section.

A Night initiative determination.

B First night impulse.

- 1-Movement (8 MPs)
- 2-Combat (As above with surprise)
- 3-Direct Fire
- 4-Remove involved markers

C Second night impulse. (As above).

D Suppression and disruption recovery.

E Resupply.

5. Game turn indication.