

## 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 1<sup>st</sup> player received both the AM impulses then the 2<sup>nd</sup> player receives an initial impulse. Otherwise, 1<sup>st</sup> player receives a Limited Impulse, followed by 2<sup>nd</sup> 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.