

SEQUENCE OF PLAY

1. LOGISTICS PHASE (7.0)

At the start of Turn 2, 3, 4, 5 and 6 (Player without Initiative first):



A. Declare a Logistics Pause: Regenerate Leader to Full Strength.

B. Activate Leader: Regenerate HOs, Replace Combat Blocks Strength, Deploy Reinforcements (Leningrad 2.6) #=LV. Leader is reduced.

LV - Logistics Value (7.2.1)

Leader Strength

- + # not Exhausted deployed HQ
- + # VP
- +1 for every 10 enemy eliminated Blocks

Snow

2 MP

German Strength Halved

Rivers have No Effect

LV Halved

2. IMPULSES PHASE

The player with the Initiative goes first:





Supply Check (9.0): start of each Impulse. Isolated Blocks can't build DL, move, attack, be activated/replaced/restored.

Rain

3 MP

Strength = 1

LV = Halved

Strategic Impulse, by Spending the Initiative Disc (11.0)

a. Move/build Defensive Line (max #=LV), resolve any number of Battles.

b. Call for Reinforcements: draw and deploy Blocks up to the LV from the Reinforcements Pool (Leningrad 2.6).

Tactical Impulse (10.0)

- **HQ** Activation
 - · Move and Reveal HQ.
- **Command Segment**



- · LW HQs commit Bombers to Airstrike;
- · Tactical HQs command Blocks of the same colour/white in Tactical Range and any Block in the same Area it occupies to either move or (Combat Blocks only) to build Defensive Line. Provide Artillery Fire into adjacent Battles.
- Combat Segment
 - · Resolve Battles, Attacker chooses the order.
- Blitz Segment (Good Weather)
 - · Fast Blocks in TR which have cleared Green Area, may Blitz into uncontested Green Area (Stukas may follow).

Green

Yellow

Red

Victory

German Staging

- - · Activated HQ are reduced and deactivated. Exhausted HQ are destroyed while deactivating.
- Exploitation Movement (Good Weather Soviets in Snow as well)



· Spend the Initiative Disc to move a number of Fast Blocks up to LV. No engagements, No Battles!

Pass (12.0)

1 Block may move OR 1 Combat Block may be reduced to build a Defensive Line.

Can NOT engage (but can disengage). No Battle allowed. After 2 consecutive Passes, go to Final Phase.



Isolation Check (9.3): end of each Impulse. Isolated Blocks are reduced. Isolated DL in a contested Area are destroyed.

3. FINAL PHASE (13.0)

- Destroyed Bombers return. Move the Turn Tracker forward.

COMBAT SEQUENCE (10.13)

- 1. Showdown
- 2. Finnish Sniping
- 3. Defender AA
- 4. Airstrike
- 5. Artillery Fire
- 6. Ground Combat: Defender fires first (unless Tank Attack) and Attacker immediately suffers Damage.

Defender may claim Absorb Bonus (up to 3).

No F

Firepower		
SF	DF	TF
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Absorb

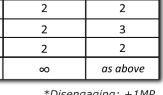
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1

2

2

as above



Stacking

4

*Disengaging: +1MP

MP*

1



River Crossing Blocks (new engagement) have Strength reduced to 1.

