

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.

OR

B. **Activate Leader**: Regenerate HQs, 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

2. IMPULSES PHASE

The player with the Initiative goes first:

Bad Weather Check (8.0): *dieroll starting from 1st Axis Impulse of October.*

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

A. Strategic Impulse, by Spending the Initiative Disc (11.0)

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



OR

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

B. Tactical Impulse (10.0)

a. HQ Activation

· Move and Reveal HQ.

b. 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.

c. Combat Segment

· Resolve Battles, Attacker chooses the order.

d. **Blitz Segment** (Good Weather)

· Fast Blocks in TR which have cleared Green Area, may Blitz into uncontested Green Area (Stukas may follow).

e. Deactivation Segment

· Activated HQ are reduced and deactivated. Exhausted HQ are destroyed while deactivating.

f. 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!

Rain

3 MP
Strength = 1
LV = Halved

Snow

2 MP
German Strength Halved
Rivers have No Effect
LV Halved

C. 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).



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

	Absorb	Stacking	MP*
Green	0	4	1
Yellow	1	2	2
Red	2	2	3
Victory	2	2	2
German Staging	as above	∞	as above

*Disengaging: +1MP

Firepower

No F



SF



DF



TF





Fast HQ: 5 MP
(dark background)

Fast Combat Block: 5 MP
(dark background)

Strength (4)

Block Name
(18th Army HQ)

Army Colour
(yellow)

Blitz HQ
(Bolt Icon)

Slow HQ: 3 MP
(light background)

Slow Combat Block: 3 MP
(light background)

Strength (4)

Block Name
(Leningrad Front HQ)

Front Colour
(light blue)

LW HQ

“V” Block
(available if Velikiye Luki is German controlled)

Fast HQ: 5 MP
(dark background)

Fast Combat Block: 5 MP
(dark background)

Strength (1)

Block Type
(Cavalry)

Block Name
(Cavalry Brigade)

Army Colour
(white)

Finnish Sniping

Slow HQ: 3 MP
(light background)

Slow Combat Block: 3 MP
(light background)

Strength (4)

Front Colour
(white)

Block Name
(3rd Shock Army)

Block Type
(Infantry)

Coloured Letter Block
(November Reinforcements)

Axis Divisions
4 MP (see 14.7)

Azul
Winter Clothing