

**\* Note: Activities marked may be affected by presence of Non-Op HQs [22.2].**

## A. Strategic Segment (Both players; any order unless noted)

### 1. Weather Determination Phase:

Determined by Axis player from scenario instructions or the appropriate scenario Weather Table [5.1]. If Storm condition occurs, move all air units in Ready Boxes, plus reinforcing / replacement air units to the Flown Box [9.12], move any flotilla in a sea or coastal hex to nearest in-range friendly port and mark flotillas Do Not Move 1 GT [23.34]. Conduct Moscow Air Bombardment [AGCPB 14.10.2, TyPB 19.5.4] if allowed

### 2. Supply Determination Phase:

- Axis logistics pause [KtRPB 5.1]
- Trace supply to all on-map units [6.1]. In any hex where supply status has changed, remove Emergency/Out of Supply markers if now in general supply [6.62]; place new Emergency Supply markers [6.63]; flip Emergency Supply markers to Out of Supply [6.64]
- Remove MSUs/flip Dumps serving as one-turn Supply Sources. Remove Emergency/Out of Supply markers from hexes now in general supply [6.53]
- Note the number of Attack Supply Points (ASPs) received [6.81]; convert ASPs into MSUs or Dumps using available Supply counters; set aside until friendly Movement Phase [6.83-4]
- Strongpoint deterioration [6.76]
- Axis fuel shortage [KtRPB 5.2]
- Supply Base Unit removal [9.95]
- Place Bridge Units (2/map) [23.22]\*

### 3. Replacement Phase:

a. The Soviet player refers to the scenario Set-Up Card /Replacement Chart [AGSPB, AGCPB, AGNPB 6.4, KtRPB 3.2] for:

1) Use or lose Repl Points [7.24, 7.25] and Strongpoints (including E Type) - note and set aside for the Soviet Engineering Phase [7.21].

2) Type I Repl Points - adjust Infantry Repl marker for:

- new points received [7.22a],
- points received for each eligible Reserve/Militia step converted [7.22b-c].

3) Remove Zap units to place 1-step unit or add 1RP to unit [7.22c].

4) "R" Results: remove one Garrison marker now, or set aside chosen Pool Group(s) to enter as reinforcements - adjust VP marker if necessary [7.26b].

5) "M" Results: Advance Mandated Attack marker [7.26a].

6) "S" Results: Remove OOS / Emergency marker or add 1 ASP.

b. The Axis player refers to the scenario Set-Up Card for:

2) Type A or I Repl Points - adjust Axis Repl markers [7.31 and 7.32].

3) Air Repl Points - expend immediately or lose [7.33].

### 4. Reinforcement/Withdrawal Phase:

- Victory Plan determination [AGSPB 14.8, AGCPB 14.9, Typhoon Rulebook 17.3, KtRPB 10.65].
- Remove available Axis/Soviet reinforcements plus chosen Pool Groups from Set-Up Cards. Adjust VPs as required for Pool Groups. Set aside ground units. Place air units on Air Unit Status Charts [8.21 - 8.23].
- Withdraw required units (or their substitutes) or pay VPs [8.7].

### 5. Air Readiness Phase:

(Refer to Air Unit Status Cards.)

- Resolve readiness for air units in Flown Boxes [9.0].
- Resolve readiness for air units in Damaged Boxes [9.0].
- Optional Air System (AGC/AGS) - Refer to Optional Air System Card

### 6. Axis Air Interdiction Phase:

- Designate Interdiction mission hexes, or Soviet Sea Loss [AGNPB 8.7.2].
- Axis player places air units from Ready Box face down on in-range mission hexes [17.23, AGNPB 8.7.4].
- Soviet player places fighters from Ready Box on mission hexes [17.23]. Exception: Soviet Sea Loss [AGNPB 8.7.3].
- Axis player reveals units; declares mission/firing unit status of dual-purpose fighters [17.31b2]
- Resolve each air combat [17.33]
- Soviet player resolves AA Fire against surviving Axis mission air units [17.4].
- Place Interdiction markers in mission hexes which still contain Axis mission air units [13.14] or roll on Port Int Table or Inset Map Ground Int Table and apply step loss or damage points [AGNPB 8.7.4b3 and 15.13].

## B. Axis Player Segment

### 1. Axis Movement Phase:

- Flip bridge units over non-major rivers [23.23].
- Mark on-map units receiving Replacement points [10.12]
- Execute ground unit movement.
  - Unit types allowed to move: all, including MSUs and Dumps (by rail)
  - Special movement allowed: Reinforcement entry [10.13g]; Railroad [11.1]; Flotilla [11.2]; Strategic [11.3]; Overrun [11.4]; Infiltration [11.5] and One-hex movement [11.9].
- Perform Air Transport missions [11.7]. Convert MSUs to ASPs on Inset Map [AGNPB 15.7].
- Perform Naval Movement, Sea Transport, Amphibious Assault [AGNPB 8.1-8.5].
- Adjust VP Track for VP hexes occupied.

### 2. Axis Attack Declaration Phase:

Declare all attacks; mark defender hexes with Declared Attack markers [12.0].

### 3. Soviet Reaction Phase:

- Execute Motorized Reaction Movement [14.1] and Naval Reaction Movement [AGNPB 8.2.2.b] \*.
- Designate artillery support for defender hexes [14.2].
- Issue Retreat Orders [14.3,22.12] \*.
- Consult Black Sea Fleet table if required [AGSPB 6.5.1.a].

### 4. Axis Combat Phase:

a. CAS missions (if using Optional Air System, see Optional Air System Card - AGS/AGC)

1) Axis player moves air units from Ready Box to in-range mission hexes (hexes with Declared Attack markers) and places them face down [17.24]

2) Soviet player moves air units from Ready Box to in-range mission hexes [17.24].

3) Flip air units and declare mission / firing unit status of any dual-capable fighters [17.31].

4) Resolve air combats in order desired by Axis player [17.33]

5) Both players resolve AA fire as necessary [17.4]

6) Net out surviving opposing CAS points in each mission hex. Convert remaining CAS points in a mission hex into a DRM for that side to apply to the combat die roll [15.13].

b. Axis player designates all Declared Attacks which are Attack Supplied, and designates the MSUs/Dumps which will provide the Attack Supply Points [15.3].

c. Axis player resolves Declared Attacks in any order desired [15.2]. Each Declared Attack is resolved using the following sequence:

1) Axis player allocates artillery support if the attack is receiving Attack Supply [15.4].

2) Axis player totals participating attack and support factors [15.51], adjusting for terrain [15.52] and weather [15.53].

3) Soviet player flips Untried units and removes any with zero defense strength [15.54].

4) Soviet player totals participating defense and support strengths [15.54, 15.55, 22.14] \*.

5) Expend Axis ASP(s) if Attack Supply designated [15.56].

6) Determine Final Odds [15.57].

7) Axis player issues any Retreat Orders [15.58].

8) Any Defender Orders marker is flipped to its known side [15.59].

9) Net out Axis and Soviet DRMs; final DRM cannot exceed +3/-3 [15.6 and 15.7].

10) Resolve the attack on the CRT [15.81a-g].

11) Remove Declared Attack, Orders and Numeric markers [15.81h]

12) Apply Combat Results [16.0].

13) Adjust Step Loss and VP

Tracks as needed [16.25].

15) Advance after combat [16.5]

16) Adjust VP Track for VP hexes captured [25.12]

## 5. Axis Motorized Movement Phase:

- (Not during Snow or Arctic weather)
- Unit types allowed to move: Flotilla, Naval, Mot. units and Cav. (at one-half MA) [see Movement Phase Chart].
  - Special movement allowed: Reinf entry for Mot. and Cav. units only [10.23]; Overrun [11.4]; One-hex movement [11.9]; Flotilla [11.2]; Naval [AGNPB 8.1-8.3].
  - Adjust VP Track for VP hexes captured [25.12].

## 6. Axis Engineering Phase:

- Flip on-map Strongpoint Under Construction markers stacked with Axis engineers; place new Strongpoint Under Construction markers in hexes with qualifying Axis engineers [18.34 & 23.12].
- Axis Railroad Conversion [19.2, AGSPB 6.8.4, AGCPB 6.2.6, KiRPB 4.13].
- Place Fortified Line Destroyed markers, remove Strongpoint markers where allowed [18.13].
- Remove Overrun markers from Soviet units [11.44 note].
- Expend Axis Replacement Points; remove Receiving Replacements markers [7.41]. Reduce Damage Point levels by one.
- Flip/remove 'Do Not Move' markers.
- Conduct bridge repair [KiRPB 4.34]
- Flip bridge units adjacent to major rivers to completed side [23.23c].
- Axis S-H Artillery units may be flipped if they have not been moved during the turn [23.43b].
- Check for Logistics Pause end [KiRPB 5.12]

## C. Soviet Player Segment:

(Note change in phase sequence).

### 1. Soviet Motorized Movement Phase:

- Mark on-map units receiving replacements [10.22].
- Execute ground unit movement:
  - Unit types allowed to move: Cavalry (at one-half MA), Motorized, Arm. Train, Flotilla, Naval, and units activated by Soviet HQs\* (full MA - refer to Movement Phase Chart).
  - Special movement allowed: Reinf Entry-Mot and Cav units only [10.13g]; Overrun [11.4]; Infiltration (Mot only) [11.5]; Flotilla [11.2]; Ar Train [11.12 Exception]; One-hex movement [11.9].
  - Conduct Naval unit and Amphibious Assault Movement [AGNPB 8.1-8.5].
- Adjust VP Track for VP hexes regained [25.12].

### 2. Soviet Attack Declaration Phase:

Declare all attacks; mark defender hexes with Declared Attack markers [12.0].

### 3. Axis Reaction Phase:

- Execute Motorized Reaction Movement [14.1] and Naval Reaction Movement [AGNPB 8.2.2.b].

- Designate artillery support for defender hexes [14.2].
- Issue Retreat Orders [14.3].

## 4. Soviet Combat Phase:

- CAS missions (if using Optional Air System, see Optional Air System Card - AGS/AGC)
  - Soviet player moves air units from Ready Box to in-range mission hexes (hexes bearing Declared Attack markers) and places them face down [17.24] \*
  - Axis player moves air units Ready Box to in-range mission hexes [17.24].
  - Flip air units and declare mission / firing unit status of any dual-capable fighters [17.31].
  - Resolve air combats in order desired by Soviet player [17.33]
  - Both players resolve AA fire as necessary [17.4]
  - Net out surviving opposing CAS points in each mission hex. Convert remaining CAS points in a mission hex into a DRM for that side to apply to the combat die roll [15.13].
- Soviet player designates all Declared Attacks which are Attack Supplied, and designates the MSUs/Dumps which will provide the Attack Supply Points [15.3].
- Soviet player resolves Declared Attacks in any order desired [15.2]. Each Declared Attack is resolved using the following sequence:
  - Soviet player allocates artillery support if the attack is receiving Attack Supply [15.4, 22.14] \*.
  - Soviet player totals participating attack and support factors [15.51], adjusting for terrain [15.52] and weather [15.53].
  - Soviet player flips Untried units and removes any with zero defense strength [15.5.4].
  - Axis player totals participating defense and support strengths [15.54, 15.55].
  - Expend Soviet ASP(s) if Attack Supply designated [15.56].
  - Determine Final Odds [15.57].
  - Soviet player issues any Retreat Orders [15.58, 22.12c] \*.
  - Any Defender Orders marker is flipped to its known side [15.59].
  - Net out Axis and Soviet DRMs; final DRM cannot exceed +3/-3 [15.6 and 15.7].
  - Resolve the attack on the CRT [15.81a-g].
  - Remove Declared Attack and Numeric markers [15.81h]
  - Apply Combat Results [16.0].
  - Remove Retreat Orders markers [16.6.1].
  - Adjust Step Loss and VP Tracks as needed [16.25].
  - Advance after combat [16.5].
  - Adjust VP Track for VP hexes captured [25.12].

## 5. Soviet Movement Phase:

- Execute ground unit movement:
  - Unit types allowed to move: All (except for units bearing Activated markers, plus Arm. Trains that moved in

the Mot Move Phase), but Mot units move at one-half MA [see Movement Phase Chart].

- Special Movement Allowed: Reinf Entry [10.13g]; Rail [11.1]; Strategic [11.3]; Overrun [11.4]; Ar Train [10.14]; One-hex movement [11.9]; Infiltration (Cav and Ski) [11.5].
- Movement executed after on-map movement ceases:
  - Flip desired Untried UR/MG units to their Tried sides; remove zero defence strength units; move newly flipped UR/MG units with MA greater than zero if desired [11.6]
  - Air Transport movement [11.7].
  - Zap unit may add 1 type I step to on-map unit [7.22c.2].
  - Sea Transport, Flotilla, and Naval unit Movement [11.2, 11.8, and AGSPB 6.7, AGNPB 8.1-8.5].
- Adjust VP Track for VP hexes regained [25.12].

## 6. Soviet Engineering Phase:

- Flip on-map Strongpoint Under Construction markers; place new Strongpoint Under Construction markers in qualifying hexes [18.33] \*.
- Engineers speed construction [23.11];
- Soviet Engineers required for Soviet rail conversion [19.3]. Cutting Axis rail lines [19.4].
- Remove Strongpoint markers where allowed [18.13], and remove Overrun markers from Axis units [11.44 note].
- Destroy bridges [KiRPB 4.31-4.33].
- Expend Soviet Replacement Points; remove Receiving Replacements markers [7.41-7.42]. Reduce Damage Point levels by one.
- Soviet RR S-H Artillery units may change modes [23.42].
- Remove excess ASP near Kiev prior to GT49 [KiRPB 10.25a]
- Conduct bridge repair [KiRPB 4.34]
- Flip bridge units adjacent to major rivers to completed side [23.23c].

## 7. Soviet Surrender Phase:

Perform surrender checks; Place units which fail in Eliminated Box [21.0]; adjust Step Loss and VP markers [25.13].

## D. Game Turn Interphase

- Remove all Activated markers.
- Soviet player performs Non-Op HQ recovery or disbandment [22.26].
- Axis player converts each Mandated Attack not yet made into VPs if any VP hex captured during the turn and still held at the end of the Soviet player segment; adjust VP Track & set Attacks Not Made back to 0 [7.26a.2].
- Optional Air System (AGS/AGC) - set air point markers back to zero.
- Move Game Turn marker ahead one turn on the Game Turn Track.