

ADVANCED SEQUENCE OF PLAY (rev.)

As listed in the Advanced Sequence of Play (ASOP), each phase is usually broken down into three main parts (the START, DURING, and END) and several discrete Steps. In each Step Number (e.g., "1.11A"), the player(s) involved is specified as A (ATTACER), D (DEFENDER), or B (Both). The ASOP lists the official order of actions, even for those whose order is not given elsewhere (e.g. as per Steps 3.21A-3.22, units that start the MPh berserk must move before non-berserk units); however, inconsequential violations of sequence should be tolerated in the spirit of good sportsmanship. Should the order of actions given in the body of rules conflict with the ASOP, the latter takes precedence. All activities in the same Step may be conducted in any order unless stated otherwise. Certain mutually exclusive actions may be listed in the same Step despite the fact that they cannot be conducted by the same unit — and many restrictions normally applicable to the listed actions are left unmentioned; in both cases, the normal rules pertaining to such actions still apply.

Sniper Attacks/Checks are possible during the PREP FIRE PHASE, MOVEMENT PHASE, DEFENSIVE FIRE PHASE and ADVANCING FIRE PHASE (A14.1; A14.4; E1.72; E1.76; G12.603, G14.261; RB SSR CG8)

RALLY PHASE

Only one action (attempt) allowed per unit per RPh [EXC: repairing > one SW/Gun (A9.72); leader rallying > one unit (A10.7)].

1.1 START of RPh:

1.11A

- Roll for any provisional (SSR) reinforcements (including Air Support; E7.2).
- Set up, off-board, all forces due to enter in this Player Turn (A2.51-.52 {DD tanks, D16.8; Cloaking, E1.41; Gliders, E8.1; Parachutes, E9.1-.11; LC, G1.664/G14.23}).

1.12A

- Check for Wind Change (B25.65 {Blazing building collapse, B25.6; NVR change, E1.12; Civilian Interrogation, E2.4; Fog level, E3.312; Rain/Falling-Snow intensity, E3.51/-E3.71; Dust, F11.76-.77; Heavy Surf, G13.448; if DYO note also G16.2 footnotes}).
- During Gusts (B25.651), remove Vehicle Dust (F11.74) and Dispersed SMOKE, then flip remaining SMOKE counters to their Dispersed side [EXC to both: SMOKE in cave; G11.8]

1.13B

- May Recombine Good Order HS if Good Order leader present, and/or Unarmed /Guard/Finn/Carrier HS without leader (A1.32).
- May place/remove Animal-Pack counter(s) in *initial* RPh of Game Turn (G10.3) {Pack-TI; G10.11}.
- May (un)load Animal-Pack Gun(s) if halfway through (Un)packing Period (G10.31).

1.14B May attempt to Recover SW/Gun(s) in same Location (A4.44; G.5) {Ski-use dr; E4.21}.

1.2 DURING RPh:

1.21A

- May (attempt to) Deploy Good Order squad(s) if Good Order leader present, and/or Unarmed/Guard(s)/Finn(s)/Carrier-HS/USMC-7-6-8-(s) without leader (A1.31; G17.11).
- Infantry MMC may attempt to Scrounge abandoned vehicle(s) or non-burning wreck(s) (D10.5); place Scrounged and TI markers.

1.22B

- May attempt to repair SW/Gun(s)/vehicular-armament (A9.72; A13.33; D3.7).
- May Transfer SW/Gun(s)/Prisoner(s) (A4.431; A13.33; A20.5; D6.31) { Ski-use dr; E4.21}.

1.23B

- May attempt to Rally broken unit(s) (A10.6); those with Commissar-(A25.222)/Japanese-leader-(G1.41) which fail to Rally are Replaced or eliminated.
- First ATTACKER MMC Rally attempt (or first *two*; RB SSR CG17) may be Self-Rally/Field-Promotion (A10.63; A17.11).

1.24A Determine final Drop Point for each Para Wing, then place all Sticks (i.e., Parachutes; E9.12) onboard on Aerial Locations.

1.3 END of RPh:

1.31B

- Roll for Shocked/UK AFV recuperation (C7.42); remove or flip marker/AFV as appropriate.
- May/must remove DM markers from eligible broken units (A10.62).

2. PREP FIRE PHASE

Sniper Attacks/Checks are possible

2.1 START of PFPPh:

2.11A

- Remove his Dispersed SMOKE (checking for any Napalm terrain-Blaze/weapon-destruction; G17.41); then flip his SMOKE counters to their Dispersed side (A24.4).
- Leader(s)/MMC/-CE-AFV may attempt to fire Starshell(s) (E1-91-.921).
- Check for Vehicle Dust removal (F11.77).

2.12A

- May fire ordnance-SMOKE-(C8.5-.51)/MTR-IR-(E1.91; E1.93-.932), after designating Spotter (C9.3) if necessary; resolve ensuing WP NMC.
- May fire MOL-Projector(s) (O10.2). Check for ensuing Flame(s) (A24.32; A10.44).
- Place Prep Fire or Gunflash counter(s) as required.

2.13A May attempt Radio Contact (C1.2; G.7) if necessary (C1.63; E1.22). If successful may (must, for FFE:C; C1.34) attempt (Sighting TC [E7.61] and) Battery Access (C1.21; G14.63); if successful may place AR (C1.3) and either SR (C1.3-.31) or Pre-Reg. FFE/IR (C1.731/E1.931), or must place rocket AR and FFE (C1.9) or remove or replace FFE:C (C1.34-.343; G14.671).

2.14A May (must, for a Creeping Barrage FFE) Correct/Convert or Cancel SR/FFE (C1.33-.337; C1.35-.4; E12.73-.74; E12.76; E12.771) [EXC: rocket Correction is NA; C1.9].

2.15A

- May place OBA SMOKE-(C1.71;E12.51)/IR-(E1.91;E1.93-.932), resolving ensuing WP NMC (C1.71; C3.76; G14.65) and checking for ensuing Flame(s) (A24.32).
- Then resolve HE FFE (C1.5; C1.52-.56; G14.65), checking for shellhole/Flame/rubble creation (B2.1/B6.331/-B25.13/B24.11/G13.7), wire/Roadblock/pillbox removal (B26.52/B29.5/B30.92/G14.56), minefield/panji removal/reduction (B28.62/G9.72/G14.56), and sangar/trip-flare elimination (F8.41/-G.8B).
- Check for Column Disbandment (E11.533) and Reverse Slopes (G14.66-.661).

2.2 DURING PFPPh:

2.21A

- Infantry MMC may become TI and: Mop Up (A12.153) {Casualties; A12.154}, or; attempt to entrench (A25.21;B27.11; F.1B; G3.5; G13.3; G13.82), placig Labor counter if unsuccessful.
- Infantry may make Kindling Attempt(s) (B25.11; MMC requires leader who passes NTC); place Prep Fire counter on each unit involved.

2.22A

- May designate Spotter(s) for MTR(s) that had no original Spotter (C9.3).
- May fire non-Aerial, non-TI Good-Order-unit(s)/manned-and-functioning-weapon(s) {Heavy AA fire; E7.52}, placing Prep Fire of Gunflash counter(s) as required; both sides resolve attacks.
- Infantry /Cavalry may declare Opportunity Fire; place Bounding Fire counter(s) (A7.25).
- Leader (MMC/CE-AFV, if a Starshell/IR has been fired in *no* previous Player Turn) may attempt to fire Starshell(E1.921).
- May destroy/malfunction/dismantle/reassemble SW/Gun(s) (A9.73; A9.8).

2.23A May (un)limber Gun(s) (C10.21; it and crew become TI if unlimbering).

2.3 END of PFPPh:

2.31A

- May change CA of Gun(s) presently able to fire without using Intensive Fire (C3.22).
- May designate/cancel AA mode of weapon(s) that can/do(es) thusly change CA (E7.5).

3. MOVEMENT PHASE

The MPh Sequence of Play is expressed separately in terms of THE MPh and of each moving unit's (or stack's) MPh; i.e., each moving unit has a START, DURING, and END to ITS MPh within the overall context of THE MPh — usually followed by the START of another unit's (or stack's) MPh. However, the MPh of all units that start THE MPh berserk must be

completed before any non-berserk unit may start ITS MPH, and the MPH of all non-berserk units that start THE MPH on the ground (i.e., non-Aerial) must be completed before any Glider/Parachute may start ITS MPH.
Sniper Attacks/Checks are possible

3.1 START of THE MPH:

- 3.11A May designate new mortar Spotter for one eliminated or not in Good Order (C9.3).
- 3.12D Leader(s)/MMC/CE-AFV may attempt to fire Starshell(s) (E1.91-.921).
- 3.13A Place all Gliders, blue-side up (i.e. in Aerial Locations), onboard in their ILH (E8.2).

3.2 START of ITS MPH:

3.21A

- Prepare to move any currently berserk unit/stack required to charge (A15.43);
- then go to step 3.31A [EXC: if no such berserk unit can charge, go to Step 3.22A].

3.22A

- Prepare to move any God-Order/Mobile ground unit/stack [EXC: pinned Infantry; A7.8] not marked with a Prep/Bounding Fire or TI counter (A4.1; D2.1).
- May drop possession of SW/-Gun(s) (A4.43).
- Best leader may make Freedom of Movement dr if Scenario Defender(E1.21).
- Make Movement-(E1.53-.531)/Straying-(E1.53; G2.22; G3.21; G13.83) DR if necessary.
- Infantry may declare Double Time for two extra MF (A4.5; place CX counter), or Assault Movement (A4.61), Dash (A4.63), Sewer entry (B8.4) or Climbing (B11.41).
- Infantry/Cavalry may declare Human Wave (A13.62/A25.23/G18.61 – Banzai Charge if Japanese Infantry; G1.5), or Swimming (E6), movement. Dare-Death Infantry may declare berserk status (G18.6).
- Cavalry (or Wagon) may declare Gallop for 8 (or 4) extra MF unless Cavalry/Horse (or Wagon) is CX (A13.36 or D12.4).
- Remove vehicle's motion counter if it will expend MP/MF.
- Check for Column-(E11.52)/Convoy.(E11.2)/Platoon-(D14.2) movement status.
- Onboard radioless AFV that will use non-Platoon movement takes NTC (D14.23) unless Recalled.
- Flail tank declares TB creation attempt in minefield hex it will enter (B28.7).
- Boat/Non-Aground-LC in Heavy Surf makes any required (un)beaching DR (G13.442/G13.4423).
- Crew abandons or enters vehicle (D5.41-.42).
- Lastly, go to Step 3.32A [EXC: if no ground unit can/wishes-to declare/conduct any Step 3.32A action, go to Step 3.23A if an Aerial Glider/Parachute exists or to Step 3.5 otherwise].

3.23A

- Prepare to conduct Glider/Parachute movement;
- go to Step 3.37D [EXC: if no Aerial Glider exists, go to Step 3.34A]

3.3 DURING ITS MPH:

3.31A

- Berserk unit charges if so required (A15.43-.431; A15.45; G13.491);
- then go to Step 3.35D.

3.32A

- May move that non-TI Good-Order/Mobile (or must charge with that voluntarily berserk Dare-Death) ground unit/stack after making any required Sewer dr (B8.41) or Mechanical Reliability (D2.51 {Stall}), Bog Removal (D8.3; G12.211-.212) and/or Movement/Straying (E1.53-.531; G2.22; G3.21; G13.83) DR.
- May conduct Infantry OVR (A4.15-.152).
- Infantry may declare Double Time for one extra MF (A4.5; place CX counter), and/or make Manhandling DR (C10.3, E5.2; Pushing unit and Gun/Boat become TI – place Labor counter if unsuccessful).
- Infantry may Place (A23.3) or Set DC (A23.7; roll US#).
- Personnel (etc., for LC; G12.12) may mount/dismount horse (A13.31) or vehicle (D6.4-.5; D12.2; D15.41; G12.4-.45; G13.443).
- Personnel may attempt SW/Gun(s) Recovery (A4.44) {Ski-use dr; E4.21} and/or drop possession of SW/Gun(s)/Prisoner(s) (A4.43; A20.53).
- May declare attempt to Clear rubble (B24.71), wire (B24.73), mines (B24.74), Set DC (B24.75), roadblock (B24.76), Path (G2.7), Panji Covered-hexside(G9.71), or non-Factory Debris (O1.5); unit becomes TI.
- May attempt to Clear Flame (B24.72; unit becomes TI – place Labor counter if unsuccessful).
- May hook up Gun (C10.11; it, Personnel and vehicle become TI).
- May unhook Gun (C10.12; it and Infantry become TI).
- May attempt to place SMOKE Grenades (A24.1; F.10) or use Smoke Dispenser (D13); resolve ensuing WP NMC (A24.31) and check for ensuing Flame (A24.32).
- Japanese Infantry squad/HS within 8 MF and in LOS of enemy AFV may attempt to create T-H Hero (G1.421 {DC Hero; G1.424}).
- Cavalry may declare Gallop (for 4 extra MF) unless Horse is CX (A13.36), and may declare Charge while ≥ 3 hexes from and in LOS of target (A13.6; resolve in target Location).
- Make Bog DR as required (D8.2-.23).
- Recalled vehicle must (attempt to) exit (D5.341; G14.232 [EXC: G14.33]).
- Vehicle may use Bounding First Fire (C5.3; C8.6; D3.3; D7.1; E7.51-.512; G12.5).
- Vehicle may declare Wreck Removal (D10.42), attempt ESB-(D2.5)/HD-Maneuver-(D4.22), and/or place or remove CE counter (D5.33).
- May conduct Armored Assault (D9.31).
- Wagon/Motorcycle resolves any required Wreck Check dr (D12.4/D15.46).
- Units using Impulse movement expend MF/MP in their Impulse before receiving First Fire.
- Check for loss (A12.14-.15; A12.2; A12.33; A12.41-.42) and Column Disbandment (E11.531).
- Infantry resolves any required Lost dr (B8.41), Falling DR (B11.4) or Swimming TC/MC (E6.1/E6.21/E6.5).
- Place appropriate Climb counter for Infantry that successfully ascends or descends (B11.41).
- Resolve Panji MC (G9.41).
- May don/remove Skis (E4.2).
- Check for creation of vehicle Dust (F11.74-.741).
- DD tank may drop screens (D16.11).
- May (un)Beach Boat/LC (E5.23/G12.3).
- LC might run Aground (G12.21; G13.446).
- Check for Swamping (G13.4222) and/or Heavy-Surf Swamping/Immobilization/(un)Beachin/Broaching (G13.44-.4423).
- Infantry/Cavalry Wading in Heavy Surf become CX (G13.447).
- Lastly, go to Step 3.35D.

3.33A

- Aerial Glider takes Evasive Action if necessary (E8.211);
- then go to Step 3.37D.

3.34A

- All Aerial Parachutes drift (E9.2);
- then go to Step 3.38D [EXC: if no Aerial Parachute exists, go to Step 3.5]

3.35D

- During Steps 3.31/3.32 resolve, vs moving ground unit/stack (only), each Residual FP (A8.22; A9.22), FFE (A24.31; C1.51-.53; C1.55-.56; C1.72; C1.9; G12.5; G14.65-.661) and/or minefield (B28.41-.412; B28.42-.42; B28.531; G14.53) attack as it occurs.
- Leader(s) (MMC/CE-AFV, if a Starshell/IR has been fired in no previous Player Turn) may attempt to fire Starshell(s) (E1.921).
- Check for Column Disbandment-(E11.532)/trip-flare-activation-(G.8).
- Lastly, go to Step 3.36D.

3.36D

- During Steps 3.31/3.32, may conduct First-Fire-(A8.1)/Subsequent-First-Fire-(A8.3)/PPF-(A8.31) vs moving ground unit/stack {Snap Shot, A8.15; Fire Lane, A9.22; Thrown DC, A23.6; Reaction Fire, D7.2; Sighting TC and FB/DB Ground Support, E7.3-.4/G17.4-.42}.
- Place Residual FP (A8.2; A9.22; G11.82), First/Final/Intensive/No Fire or Gunflash counter(s) as required.
- Place MOL-Projector Smoke and check for any ensuing Flame (O10.44-.45).
- Japanese squad/HS in CC Reaction Fire position may attempt to create T-H Hero (G1.421).

- DEFENDER vehicle may attempt Motion-(D2.401)/Smoke-Dispenser-use-(D13.2).
- ATTACKER may conduct Light AA fire (E7.51) vs attacking FB/DB, placing AA/Prep-/Bounding-Fire or Gunflash counter(s) as required (E7.5).
- Check for Column Disbandment (E11.532).
- Lastly, go to Step 3.41A.

3.37D

- May conduct Light AA First/Subsequent-First Fire vs Aerial Glider (E7.51-.512, E8.21-.211), placing AA/First-/Final-Fire/Gunflash counter(s) as required; then go to Step 3.33A (or to Step 3.42A if no Light AA fire occurred).

3.38D

- May conduct First/Subsequent-First Fire vs all Aerial Parachutes (small arms/Light AA only; E9.3-.33, E7.5-.512), placing AA/First-/Final-Fire/Gunflash counter(s) as required; then go to Step 3.43A.

3.4 END OF ITS MPH:

3.41A

- Non-Bypassing Good Order Infantry/Cavalry may Search (A12.152;G.8; G.8C; G1.63) [Casualties; A12.154]; becomes TI – Defensive-First/Subsequent-First/FPF allowed.
- Broken Infantry in Bypass enter that obstacle (A4.32).
- Sewer unit/stack makes emergence dr (B8.42).
- Unarmed unit(s) may attempt Scrounge Small Arms (A20.552; G17.14).
- Place motion counter on qualifying vehicle(s) (D2.4; F.11) or expend Stop MP.
- Place CC counter if necessary.
- Lastly, go to Step 3.21A.

3.42A

- Glider lands (E8.211 {Landing DR, E8.22; Crash dr, E8.23}); then go to Step 3.23A.

3.43A

- All non-German $\frac{5}{8}$ " Parachutes move one hex; *all* Parachutes then land, and all $\frac{1}{2}$ " Parachutes are flipped over (E9.4; {NMC/NTC, E9.42}); then go to Step 3.5.

3.5 END OF THE MPH:

3.51A

- Each vehicle unable to leave, and each Glider/Parachute that landed in, terrain Blaze Location is eliminated (B25.4; E8.232; E9.42).
- Resolve Wreck Removal (D10.42).
- Air-Dropped pre-1942 German MMC may attempt to locate arms canisters (E9.7).

3.52A Berserk unit(s) with no Known enemy in LOS return(s) to Good Order (A15.46).

3.53B Remove all Residual FP (A8.2; A9.22) and $\frac{1}{2}$ " SMOKE (A24.11 [EXC: G11.85]) counters.

4. DEFENSIVE FIRE PHASE

Sniper Attacks/Checks are possible

4.1 START of DFPh:

4.11D

- May fire ordnance Dispersed-SMOKE-(C8.5)/MTR-IR-(E1.91; E1.93-.932). Resolve ensuing WP NMC.
- May fire MOL-Projector(s) (O10.2). Check for ensuing Flame(s) (A24.32; O10.44).
- Place Final/Intensive/No Fire or Gunflash counter(s) as required.

4.12D

- May attempt Radio Contact (C1.2; G.7) if necessary (C1.63; E12.77).
- If successful may (must, for FFE:C; C1.34) attempt (Sighting TC [E7.61] and) Battery Access (C1.21; G14.63);
- if successful may place AR (C1.3) and either SR (C1.3-.31) or Pre-Reg. FFE/IR (C1.731/E1.931), or must place rocket AR and FFE (C1.9) or remove or replace FFE:C (C1.34-.343; G14.671).

4.13D May (must, for Creeping Barrage recorded s "FFE:1-2"; E12.731) Correct/Convert or Cancel SR/FFE (C1.33-.337; C1.35-.4; E12.74; E12.771) [EXC: any such action of Creeping Barrage recorded as "FFE:1" is NA; rocket correction is NA (C1.9)].

4.14D

- May place OBA Dispersed-SMOKE-(C1.71; E12.51)/IR-(E1.91;E1.93-.932), resolving ensuing WP NMC (C1.71; C3.76; G14.65) and checking for ensuing Flame(s)-(A24.32).
- Then resolve HE FFE (C1.5; C1.52-.56; G14.65), checking for shellhole/Flame/rubble creation (B2.1-/B6.331/B25.13/B24.11/G13.7), wire/roadblock/pillbox removal (B26.52/B29.5/B30.92/G14.56), minefield/panji removal/reductions (B28.62/G9.72/G14.56), and sangar/trip-flare elimination (F8.41/G.8B).
- Check for Column Disbandment (E11.533) and Reverse Slopes (G14.66-.661).

4.2 DURING DFPh:

4.21D

- May designate Spotter(s) for MTR(s) that had no original Spotter (C9.3).
- May fire unit(s) *not* marked with First or Final Fire counter {Heavy AA fire; E7.52}, and/or any marked *with* First Fire counter (as Final Fire at adjacent/same-hex target; A8.4), placing AA/Final-/Intensive-/No-Fire or Gunflash counter(s) as required; both sides resolve such attacks.
- Leader(s) (/MMC-/CE-AFV, if a Starshell/IR has been fired in *no* previous Player Turn) may attempt to fire Starshell(s) (E1.921).
- May conduct FB/DB Sighting TC (E7.3) and Ground Support (E7.4; G17.4-.42);
- ATTACKER may conduct Light AA fire (E7.51-.512), placing AA/Prep-/Bounding-Fire (E7.5) or Gunflash counter(s) as required.
- May attempt to Clear Flame(s) (B24.72-.721); unit becomes TI – place Labor counter if unsuccessful).
- Check for Column Disbandment (E11.533).
- May destroy/malfunction/dismantle/reassemble SW/Gun(s) (A9.73; A9.8).

4.22D May (un)limber Gun(s) (C10.21; it and crew becomes TI if unlimbering).

4.3 END of DFPh:

4.31D

- May change CA of Gun(s) presently able to fire without using Intensive Fire (C3.22).
- May designate/cancel AA mode of weapon(s) that can/do(es) thusly change CA (E7.5).

4.32A In daytime scenario, remove all First and Final Fire counters (A3.4; E1.8).

5. ADVANCING FIRE PHASE

Sniper Attacks/Checks are possible

5.1 START of AFPh:

5.11B During Mild Breeze, place Drifting (i.e. Gray) Dispersed SMOKE downwind of each Blaze, and of each white SMOKE, counter that has none (A24.61) [EXC: NA in cave; G11.851].

5.12A May fire ordnance Dispersed WP (C8.6); resolve ensuing NMC (A24.31) and check for ensuing Flame (A24.32).

5.13A During Gusts (B25.561), remove Dispersed SMOKE, then flip remaining SMOKE counters to Dispersed side [EXC to both: NA in cave; G11.8].

5.2 DURING AFPh:

5.21A Place all Glider contents [EXC: vehicle/Gun and its PRC/crew] onboard (E8.4).

5.22A

- All unbroken ground (or sewer; B8.43) units/weapons not marked with Prep/Bounding/Intensive/No Fire or TI counter may fire, using halved FP for non-ordnance [EXC: DC; Non-Motion FT; Opportunity Fire (A7.25)];
- qualified squad(s) may use Assault Fire (A7.36);
- ordnance uses TH Case(s) B/C [EXC: Case B NA for Opportunity Fire; C5.2].
- May (un)limber Gun(s) (C10.21); it and crew become TI if unlimbering.
- Resolve Placed DC attack(s) (A.23.4; C7.346).

5.23A Each berserk unit that eliminated all Known enemy units (at least one) in its Location with halved TPBF returns to Good Order (A15.46).

5.3 END of AFPh:

5.31B Resolve Blaze Spread (B25.6; B25.651) every Player Turn *after* initial appearance.

5.32B Resolve Flame-to-Blaze Spread for each unpinned Flame (B25.15-.151).

5.33B

- Remove all Prep Fire, Intensive Fire, No Fire and Bounding Fire counters.
- If night scenario, also remove all First Fire, Final Fire and Gunflash counters (E1.8).

6. ROUT PHASE

ATTACKER first, then DEFENDER (A3.6).

6.1 START of RtPh:

6.11B

- Unit(s) may Voluntarily Break (A10.41).
- Place DM counter on each non-DM unit/stack that must rout (A10.62).

6.12B Disrupted unit(s) in/ADJACENT-to enemy Infantry/Cavalry Location (might) Surrender (A19.12) {Interrogation; E2.1}.

6.2 DURING RtPh:

6.21B

- Conduct all routs (A10.5-.52; A19.12; E1.54; G14.41); leader(s) may accompany routing unit(s) (A10.71).
- Routing unit(s) may don/remove Skis (E4.2).
- Broken Infantry in/ADJACENT-to Known enemy Infantry/Cavalry might Surrender (A20.21/A20.3) {Interrogation; E2.1}.
- Check for Failure-to-Rout elimination (A10.5; A20.21).
- Resolve Interdiction-(A10.53)/Panji-(G9.41) MC [EXC: if using Low Crawl], and check for trip-flare activation (G.8), as enemy unit/stack routs.
- Resolve, vs routing unit/stack only, each FFE-(C1.51-.53 {C1.71-.72; C1.9; E12.5; G14.65-.661})/minefield-(B28.41-.413) attack as it occurs.
- Check for Column Disbandment (E11.532).

6.3 END of RtPh:

6.31B Eliminate all Infantry unable to leave terrain Blaze Location(s) (B25.4).

7. ADVANCE PHASE

7.1 START of APh:

7.11A May Transfer SW/Gun(s)/Prisoner(s) (A4.43; A20.5) {Ski-use dr; E4.21}.

7.12A Japanese infantry squad/HS ADJACENT to enemy AFV may attempt to create T-H Hero (G1.421).

7.13A Boat/Non-Aground LC in Heavy Surf makes any required (un)Beaching DR (G13.442/-G13.4423).

7.2 DURING APh:

7.21A

- Good Order Infantry not pinned or TI may advance (A4.7 {PAATC, A11.6; vs Difficult Terrain = CX/Panji-MC, A4.72/G9.41}).
- Climbing unit(s) may exchange Climb counter for CX counter if at a proper level (B11.432).
- May don/remove Skis (E4.2).
- May place/remove CE counter(s) (D5.33).
- Sewer unit(s) may emerge (if allowed; B8.42) or advance into CC with adjacent sewer unit(s) (B8.44).
- Check for trip-flare activation (G.8).

7.22A

- Boat(s)/Amphibian(s)/Swimmer(s) might drift in Moderate/Heavy Current (B21.121/E5.23/E6.2);
- Check for OCEAN drift in Heavy Surf (G13.444) [EXC: Pier; G13.734].

7.23D Boat(s)/Amphibian(s)/Swimmer(s) might drift in Heavy Current (B21.121/E5.23/E6.2) [EXC: Pier; G13.734].

7.24A May (un)Beach Boat(s) (E5.23). Boat/Non-Aground-LC in Heavy Surf makes any required (un)Beaching DR (G13.442/G13.4423).

7.25B

- During Steps 7.21-.24 resolve, vs advancing/drifted unit/stack (only), each FFE-(C1.51-.53 {C1.71-.72; C1.9; E12.5; G14.65-.661})/minefield-(B28.41-.412; G14.53) attack as it occurs.
- Check for Column Disbandment (E11.532).

7.26A All ⁵/₈" Parachutes onboard are removed and replaced by their contents (E9.6).

8. CLOSE COMBAT PHASE

Perform all Steps listed under "...LOCATION'S CCPh" in any one CC/Melee Location first, then in the next such Location, etc.

8.1 START of LOCATION'S CCPh:

8.11B Place onboard beneath a "?" all hidden items, then reveal Strength Factors of all concealed units (eliminating Dummies) (A11.19).

8.12B Resolve Ambush if advance into CC (not Melee) was into woods/building/jungle/bamboo/kunai (A11.4; G.6) and/or by/vs "?" (automatic ATTACKER Ambush for Street Fighting; A11.8) {night Ambush dr; E1.77}.

8.13D Japanese Infantry squad/HS in same Location with enemy AFV may attempt to create T-H Hero (G1.421).

8.14B

- Check for Sequential CC if vehicle(s)/Ambush/Prisoner(s) involved (A11.3);
- Prisoner(s) of broken Guard(s) may declare escape attempt(s) (A20.55).
- Infantry may declare attempt to capture escorted Abandoned vehicle(s) (A21.2).

8.15B May (must, if non-Disrupted/non-Guard broken Infantry; A11.16) declare Withdrawal(s) from Melee (ATTACKER first; A11.2), dropping possession of any SW/Gun(s) that would prevent Withdrawal (A4.43).

8.16B Declare each SMC's solo status or pari it with another SMC or MMC (A11.14) – ATTACKER first (A11.12).

8.2 DURING LOCATION'S CCPh:

8.21B

- Declare first/next sequential CC attack (A111.3-.34) – or, ATTACKER first (A11.12; G13.495), all simultaneous CC attacks if no sequential CC exists.
- Declare if Hand-to-Hand (G1.64; G18.62; J2.31; SSR RB11) and/or Capture attempt (A11.52; A20.22).
- Reveal(A12.31) all units declared to be making/directing a CC attack (A11.19).

8.22B *44-45 German(s) or Japanese T-H Hero(es), may make ATMM dr (C13.7; G1.4231).

8.23B Japanese Personnel may attempt/commit Hara-Kiri (G1.641) vs CC Capture attempt.

8.24B

- Resolve that sequential CC attack, or all simultaneous CC attacks if no sequential CC exists.
- Successfully Withdrawing unit(s) enter(s) Accessible Location(s) (A11.21-.22); resolve, vs Withdrawing unit/stack (only), each FFE-(C1.51-.53 {C1.71-.72; C1.9; E12.5; G14.65-.661})/minefield-(B28.41-.412) attack as it occurs, and check for Column Disbandment-(E11.533)/trip-flare-activation-(G.8)/Panji-MC-(G9.41).
- Berserk unit(s) that eliminated all Known enemy units (at least one) in Location return(s) to Good Order (A15.46).
- Lastly, go to Step 8.21B if further sequential CC can be declared.

8.25B May Interrogate new Prisoner(s). (E2.1; G1.621; G18.71).

8.3 END of LOCATION'S CCPh:

8.31B

- Automatic capture of unescorted abandoned vehicle(s) (A11.7).
- Flip/remove CC, or retain/remove Melee, counter as appropriate.

- Dare-Death Infantry remain berserk only if in Melee (G18.6).

8.4 END of CCPH:

8.41B Declare and resolve (sequentially; ATTACKER first) all Aerial Combat (E7.22-.226).

8.42B

- Remove all non-Flame Clearance attempts (B24.7; B28.7; G2.7; G9.71; O1.5); place Labor counter if unsuccessful (B24.8).
- Eliminate all Recovered tunnel entrances (B8.61).

8.43B

- Remove all I [EXC: Ammo replenishment (E10.3); Animal-Pack (G10.11)] and Pin counters.
- Flip each Stun counter to its +1 side (D5.34) [EXC: cumulative Stuns (G12.111; G14.33)].
- Check for Ammo Replenishment (E10.3).

8.44A Place a "?" on his qualifying non-concealed, Good Order unit(s) or stack(s) (A12.12-.122; E1.32; E3.712; F11.601; G1.63; RB SSR CG15).

8.45B If night, remove all Starshells (E1.923) and IR (E1.933), and all Acquisition not Illuminated by Blaze/Flame (E1.74).

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