

# 3.0 Sequence of Play

## Detailed Steps of the Game-turn Sequence



### A. WEATHER STAGE

**Determine the Ground Condition** (Frozen or Mud): Roll a die and add the current Game-turn ground modifier (from the TRT) to the die result and set the *Ground Condition Marker* to Frozen or Mud (see 5.1).

**Determine the Visibility** (Clear, Overcast) for the Game-turn: Roll a die and cross reference the number to the *Visibility Table*. If the result is Overcast, roll again. If the result is a 6 then the Visibility is Storm (see 5.2).

### B. MUTUAL AIR STAGE

Both players roll a die to determine their number of Combat Air Support missions using their respective *Air Availability Tables*. The Soviets roll separately for each Front. Add the modifiers to the die roll and cross reference to the current Ground Condition. Place the respective combat Air Support markers on their *Combat Air-Support Track* (see 6.1).

### C. MUTUAL SUPPLY STAGE (conduct in numerical order)

Both players separately conduct the following actions.

- Supply Marker Phase:** Players flip their various *Supply Distribution* markers (SDM) to their front side and redeploy them by placing them on a road hex. That hex must be able to trace a path along a road to its dedicated supply source (see 13.2.1).
- Supply Point Receipt Phase:** Each SDM then receives the number of Supply Points (SPs) indicated on the front side of the SDM. Select the Supply Range Increment indicated on the front side of the SDM that matches the current Ground Condition (Frozen or Mud). Flip each SDM to its back side and reduce the number of received SPs by one SP for each additional Supply Range Increment to its Supply Source (see 14.2).
- Supply Determination Phase:** Players determine the supply status of each of their units: *In-Supply*, *Out-of-Supply 1* (OOS1) or *Out-of-Supply 2* (OOS2). Units that can trace a Supply Path that is less than or equal to the *Supply Range* of its SDM are automatically in supply (see 13.3). Remove *Out-of-Supply* markers from units that are currently In-Supply. Units that are beyond the supply range are Out-of-Supply. Place an OOS1 marker on these units. If these units were already OOS1 or OOS2 then retain the marker (see 13.3 and 13.4).
- Extended Supply of OOS units Phase:** Units that are OOS1 or OOS2 may be placed in-supply by expenditure of Supply Points (SPs) if available from their SDM marker. 1 SP delivers in-supply status to a hex containing OOS1 and/or OOS2 units that are within twice its normal (frozen or mud) *Supply Range Increment*. Note: Extended Range Supply may not be used for artillery resupply, supported combat or engineering action (see 14.7).
- Artillery Resupply Phase:** Players may resupply their in-supply artillery units that are within the *Supply Increment Range* of their SDM by expending the appropriate number of Supply Points from their SDM. Flip resupplied artillery units and/or remove “Out-of-Ammo” markers per 14.4.
- Soviet Air-Drop Supply Phase:** Each Soviet front may attempt an Air-drop Supply to one hex containing OOS units (see 14.8).

### D. GERMAN AIR SUPPLY STAGE

Note: Players must adhere to the following phase sequence.

- Air-Drop Supply Phase:** The German player may conduct Air-Drop Supply to SDMs and/or Out-of-Supply units (OOS1 or OOS2). The German player must have allocated Supply Points to

Air-Drop Supply on the *Uman Airfield Track* during the previous Game-turn (see 14.6.4)

- Korsun Air Supply Phase:** If the Korsun airfield is activated, the German player may conduct Air Supply to the Korsun Airfield. The German player must have allocated SPs to *Korsun Air Supply* on the *Uman Airfield Track* during the previous turn (see 14.6.3).
- Air-Drop Allocation Phase:** The German player may allocate supply points to air-drop missions on the *Uman Airfield Track* to be used in next Game-turn (see 14.6.1).
- Korsun Air Supply Allocation Phase:** If the Korsun Airfield has been previously activated then the German player may allocate supply points to *Korsun Air Supply Missions* on the *Uman Airfield Track* to be used in next Game-turn (see 14.6.2 and 14.6.1)

### E. SOVIET PLAYER-TURN

#### 1. Event Phase (in sequence)

- Barrage Unit Deployment Segment:** 1) Any Barrage unit(s) (red) on the current turn of the *Turn Record Track* is moved to its on-map *Artillery Div. Holding Boxes*. 2) Any Barrage unit(s) on the map is transferred to the *Turn Record Track* (current turn plus three turns) and its component artillery units are transferred from the on-map *Artillery Div. Holding Boxes* to the map (see 17.1.5).
- Barrage Unit Creation Segment:** The Soviet player may create on-map artillery Barrage units. Exchange Barrage units from their holding box with their component artillery units on the map (see 17.1.1).
- Artillery Barrage Segment:** Once Barrage units are placed on the map the Soviet Player may execute a *Special Barrage Attack*. Place a Barrage Effects marker for each barrage (see 17.1.3).
- Front Boundary Adjustment Segment:** (see 22.11).

#### 2. Replacement/Reinforcement Phase

- Replacement Segment:** Add any Replacements Points (RPs) designated on the *Turn Record Track* to the corresponding *Soviet Front Replacement Point Track*. RPs on the track may be applied as replacement steps to eligible units during the current turn (see 8.0)
- Reinforcement Segment:** Refer to the current turn of the *Soviet Reinforcement Schedule*. Place any reinforcements adjacent to their map entry hex in accordance with scenario specific instructions. The units may then move onto the map during the *Soviet Movement Phase* (see 7.0). Option: Partisan Displacement (see 18.1.5).

#### 3. Movement Phase

- Reserve Declaration Segment:** The Soviet player may place eligible units in Reserve (see 9.6).
- Movement Segment:** The Soviet player may move some, none or all of his units using Tactical or Strategic Movement (see 9.4).
  - Movement is affected by Terrain (see the TEC and 9.2), German Zones-of-Control/Zones-of-Influence (see 10.2), and German Alarm Units (see 9.12).
  - Units marked as *Reserve* may not move in the *Movement Segment* but may move and attack later in the *Reserve Movement and Combat Segment* (see 9.7).
  - The German player may conduct “Armor Intercept” (see 9.11) during *Soviet Tactical Movement* and may destroy bridges in hexes entered by the Soviet units (see 15.2.1).
  - Place a “No Fire 2” or “No Fire 1” marker on Soviet artillery that move (units with movement subscript only; see 9.10.2).

Continued other side

## 4. Combat Phase

- A. **Combat Declaration Segment:** The Soviet player designates which adjacent German units he intends to attack and which attacks will receive combat air support (see 12.1.1).
- B. **German Armor Reaction Segment:** German armor units may conduct a one hex “reaction” movement after all Soviet attacks have been declared (see 12.1.2).
- C. **Combat Resolution Segment:** Each declared combat is resolved individually using the following sequence (see 12.1.3):
- DECLARATION OF COMBAT SUPPORT**
    - Supported Combat: 1 SP per supported command (12.4)
    - German Combat Air Support (6.2)
    - Attacker Artillery (12.10.2)
    - Defender Artillery (12.10.2)
    - Assault Engineers (12.9.1)
    - No Retreat (12.14)
  - COMBAT ODDS DETERMINATION**
    - Determine ratio of attacker combat strength vs. defender strength. Combat Strength is adjusted for supported combat (12.4), Terrain Effects (12.5), ZOC (12.6), and Disorganized/Regroup (12.17.2).
    - Set initial Combat Odds on the CRT
  - APPLY COMBAT SHIFTS TO THE INITIAL COMBAT ODDS**
    - Artillery (12.10)
    - Combat Air Support (6.2)
    - Soviet Division (12.9.2)
    - Combined Arms (12.7)
    - Armor Superiority (12.8)
    - Hilltop (12.5.2)
    - Assault Engineering (12.9.1)
    - OOS2 effects (13.5.2) and Minefield effects (15.3)
  - RESOLVE COMBAT**
    - Resolve Armor/Anti-armor Combat: (if any; see 12.12.1)
    - Resolve General Combat: Combat results are applied to units in the following order; step losses, disorganization, retreats, advances, breakthrough or no result (see 12.1.3). Place *Disorganized* or *Breakthrough* marker on units that receive those results.
- D. **Breakthrough Segment:** Units with a *Breakthrough* marker may conduct either an additional combat **or** one hex movement after all combats are resolved (see 12.1.4).
- E. **Reserve Movement Segment:** Units stacked with a *Reserve* marker may move per the *Reserve Movement* rules (see 9.7).
- F. **Reserve Combat Segment:** After all units stacked with a *Reserve* marker have moved, they may attack adjacent enemy units per the *Reserve Combat* rules (see 12.1.6).

## 5. Engineering Phase

The Soviet player may destroy bridges, repair bridges and initiate new bridge construction. The Soviet player may construct minefields per scenario specific rules (see 15.3).

### 6. Disorganization/Regroup Phase (both players)

The Soviet player removes all *Regroup* markers from Soviet units,. The German player flips all German *Disorganized* markers to their regroup side (see 12.17.4). Both players remove their No Fire 1 markers and then flip No Fire 2 markers to their No fire 1 side (see 9.10.3).

## F. GERMAN PLAYER-TURN

### 1. Event Phase

- A. **Continuous Front Release Segment:** If a *Continuous Front* is required in the scenario, then the German player may roll for release from the restriction (see 22.1.4).

- B. **German Declaration Segment:** The German player may (but is not required to) declare any of the following:
- Korsun Isolation/Airfield Activation per 13.1.3
  - Korps Isolation per 16.2
  - Operation Wanda beginning Game-turn 10 per 16.3
  - Korsun Airfield Abandoned 8.6.4
  - Breakout per 16.4
- C. **Armor Reliability Roll** (Optional Rule; see 18.2).

## 2. Replacement/Reinforcement Phase

- A. **Replacement Segment:** Add any replacements points (RPs) designated on the *Turn Record Track* to the corresponding *German Korps Replacement Point Track*. RPs on the track may be applied as replacement steps to eligible units during the current turn (see 8.0) The German player may also receive replacements from artillery, alarm, cadre, SDM and Korsun conversion (see 8.6).
- B. **Reinforcement Segment:** Refer to the current turn on the German Reinforcement Schedule. Place any received reinforcements adjacent to their map entry hex in accordance with the scenario instructions. The units may then move onto the map during the *German Movement Phase* (see 7.0).

## 3. Movement Phase

- A. **Reserve Declaration Segment:** The German player may place eligible units in Reserve (see 9.6).
- B. **Movement Segment:** The German player may move some, none or all of his units using:
- Tactical or Strategic Movement (see 9.4)
  - Rail Movement (reinforcements only; see 9.5)
    - Movement is affected by Terrain (see the TEC and 9.2) and Soviet Zones-of-Control/Zones-of-Influence (see 10.2).
    - Units a *Reserve* marker may not move in the *Movement Segment* but may move and attack later in the *Reserve Movement and Combat Segment*.
    - The Soviets player may conduct “Armor Intercept” and destroy bridges in hexes entered by the Germans (see 9.11).
    - Place a “No Fire 1” marker on any moving artillery unit (with a subscript 1).

## 4. Combat Phase

Same as in the Soviet player-turn (Segments A–F) except that the German units attack, the Soviets defend, and there is no **B. German Armor Reaction Segment**. The following segment is added;

- G. **Night Withdrawal Segment:** German armor units (only) that did not participate in a Breakthrough Movement or Combat may conduct a one hex *Night Withdrawal Movement* (see 9.8).

## 5. Engineering Phase

Same as in the *Soviet Player-Turn* except that the German player does not construct minefields but may construct Improved Positions (IPs) and type “J” and “K” bridges. In addition the Germans have optional rules for alternate airfield and depot construction (see 15.0).

### 6. Disorganization/Regroup Phase (both players)

The German player removes all *Regroup* markers from German units. The Soviet player flips all Soviet *Disorganized* markers to their regroup side (see 12.17.4).

### 7. Breakout Phase

If the German player declared a breakout in the current turn then the German Player attempts a breakout per the breakout rules (see 16.5). Otherwise ignore this phase. If a breakout is attempted, then the scenario ends after the next *Soviet Combat Phase*.

## G. GAME-TURN STAGE

- A. **Victory Determination Segment:** If the last turn of the scenario, then determine victory based on the scenario victory conditions.
- B. **Game-Turn Advance Segment:** Advance the Game-turn marker on the *Turn Record Track*.