Unconditional Surrender!

World War 2 in Europe

Operations Phase Flowchart

In faction order, one faction completes both its Sub-Phases before the next faction starts its Operations Phase. A faction completes its Actions Sub-Phase before starting its Supply Check Sub-Phase. **Faction order is Axis, Western, and Soviet.**

Actions Sub-Phase (1.2.1 and 6.0)

First, if the Home Defense policy (10.3.1) is in effect, the phasing faction checks to see if any friendly country is not satisfying that policy. If it is not, see Home Defense Not Satisfied (10.3.1.1). After that, the phasing faction may perform Actions (6.0) with its units.

Actions may be performed in any order. Unless stated otherwise, one unit's action must be completed before another unit is activated. However, certain procedures within them may have a strict order.

After all Actions are done, perform Marker Removal.

Special Marker Action (6.1)

Airdrop (14.1)

Partisans (14.10)

Surprise Attack (14.17)

Take a marker listed below from its Faction Card's Events box and put it in a hex as follows.

Airdrop: Within a 3-hex range of an air unit of the same nationality. The Western marker may be within range of a UK or USA air unit.

Partisans: That contains an enemy: air or ground unit and is within an active or conquered friendly country.

Surprise Attack: No restriction, but if the placement hex is part of a Sea Zone (1.3.6), the phasing faction declares whether the marker is considered in the hex or in the Sea Zone.

Placement Restrictions: For other placement restrictions and effects, see that marker's specific entry in Event Markers (14.0).

Air Actions (6.2)

Air Rebase (6.2.1)

Air Strike (6.2.2)

Air Support (<u>6.2.3</u>)

Air Escort (6.2.4)

Air Interception ($\underline{6.2.5}$)

Bombing Run (6.2.6)

Activate an air unit in a hex or Map Box to perform an Air Action.

Activating an air unit does not cost production points.

An air unit with 6 Sorties or marked with a Strategic Move marker cannot be activated. Check a unit's Sorties each time you want to activate it.

An air unit can be activated multiple times in a phase.

An air unit can perform the same Action multiple times.

More than one air unit can be activated in a phase.

Ground Actions (6.3)

Army Operations (6.3.1)

Amphibious Invasion (6.3.2)

Activate a ground unit in a hex or Map Box to perform a Ground Action.

A ground unit marked with a Strategic Move marker cannot be activated.

To activate a ground unit (regardless of its strength or Supply State) its country must spend production points based on what group the unit belongs.

- · Leg unit costs 1 production point.
- Mobile unit costs 2 production points.

A ground unit can be activated only one time in a phase.

Only one ground unit can be considered activated at one time.

More than one ground unit can be activated in a phase.

Naval Actions (6.4)

Naval Rebase (6.4.1)

Naval Escort (6.4.2)

Naval Interception (6.4.3)

Naval Transport (6.4.4)

Carrier Strike (6.4.5)

Activate a naval unit in a hex or Map Box to perform a Naval Action.

Activating a naval unit does not cost production points.

A naval unit with 6 Sorties cannot be activated. Check a unit's Sorties each time you want to activate it.

A naval unit can be activated multiple times in a phase.

More than one naval unit can be activated in a phase.

More than one naval unit can be considered activated at the same time.

Marker Removal: After all Actions are done, remove any Assault, Airdrop, Partisans, or Surprise Attack marker in a hex or Sea Zone.

Supply Check Sub-Phase (1.2.1 and 7.2)

Each phasing unit in a hex checks to see if it can trace a supply line back to a friendly supply source. If it cannot, its supply state is reduced one level (only once per turn). [*Exception*: The following units are always considered to have traced a supply line to an Unlimited Supply Source: a convoy unit, a unit in a Map Box, a UK garrison ground unit in Gibraltar, a garrison ground unit in a port on an island.]

A supply check is not mandatory. The phasing faction may choose to not supply any number of its units (regardless of type or location). [*Exception*: A unit satisfying a country's Home Defense policy (10.3.1) must make as many supply checks as it can.]

Sequence of Play Flowchart In faction order: complete one Phase before the next Phase is started. [Exceptions: Weather and Strategic Warfare Phases] Faction order is Axis, Western, and Soviet. The Axis faction rolls one die each for the Cold, Mild, and Warm weather zones (11.1). Find the results on the Player Aid Weather Sheet's Weather table and adjust the Weather Track's markers. The Allied factions do not roll for weather. Phase The phasing faction may declare war (10.1) on any number of neutral countries. If war is declared on a country, it is activated **Declare** and joins an enemy faction per Country Activation (13.1). War Independent of declaring war on a country, the phasing Axis faction may declare war on the Western faction if the **Phase** Appeasement policy is in effect and/or declare war on the Soviet faction if the Nazi-Soviet Pact policy is in effect. Determine each active country's Factory Count Determine each active country's Germany, UK, USA, or Production Points (9.1.1). (9.1.2). A country's Factory Count equals the number USSR may transfer its **Economy** of friendly factories in its Mainland and Overseas Production Points to Phase Production Points equal a Areas. [Éxceptions: For Germany, UK, and the country's Factory Count friendly countries; one USSR, Factory Count equals On-Map Factory Count point per receiving multiplied by is Production minus Factories Lost (if this total is less than zero. Multiplier. country (9.1.3). raise it to zero) plus Extra Factories] Remove all Bombed If USSR Fac Lost marker is on the On-Map If UK Fac Lost marker is on the On-Strategic markers (if any) from the Factory Count Track and the Moscow Treaty Map Factory Count Track, resolve a Warfare strategic combat between the Axis and map (9.2.1). is not in effect, resolve a strategic combat **Phase** between the Axis and Soviet factions (9.2.1). Western factions (9.2.1). Check if any friendly country is Remove Strategic Move one supplied air or Remove any unit or Strategic not satisfying the Home Move marker from ground unit using Strategic marker if required Movement Movement (4.1.2). Defense policy (10.3.1). map. Put it in its in the scenario. **Phase** Events Box. **Supply Check Sub-Phase Actions Sub-Phase Operations Phase** First check if any friendly country is not A unit in a hex checks to see if it can trace a Each faction completes both Subsatisfying the Home Defense policy (10.3.1). supply line back to a Supply Source (7.3). If it Phases before the next faction Then activate a unit to perform an Action cannot, its Supply State is reduced one level starts its Operations Phase. (no more than one time per turn). (6.0). When actions are done, proceed to See Operations Phase Flowchart Supply Check Sub-Phase. No Supply A phasing unit with No Supply is reduced or A phasing unsupplied ground unit or a phasing supplied or eliminated (7.5.1). Phase unsupplied air or naval unit may be eliminated (7.5.2). Spend production points to improve a phasing unit in a hex or Map Box. Flip a reduced strength ground unit over to its Replacements full strength side or remove up to two Sorties from an air or naval unit (8.1). Phase Upgrades A scenario designated unit in a hex or Map Box may be replaced with its respective Upgrade unit (8.2). Phase Spend production points to mobilize a unit that is in its Faction Card's Mobilization box and/or to buy back a Surprise Mobilization Attack Marker that is in its Surprise Attack Marker Holding box (8.3). Phase The Diplomacy Phase is skipped unless one or more of these policies are in effect: Appeasement, Nazi-Soviet Pact, or Moscow Treaty. Otherwise, you may spend five production points to do one of the following (10.2). **Diplomacy** Randomly pull one event marker from the Diplomacy Cup and resolve it (10.2.1). Phase From the Diplomacy Cup Marker Holding Box, take one marker and put it in the Diplomacy Cup. Then, if there is a No Event marker remaining in the Holding Box, take one of them and put it in the Diplomacy Cup. Victory Check Check to see if a faction achieved the scenario's victory conditions (12.1). Phase Advance the Turn marker one turn. Put any counter in the entered box in its Move all units in a Faction **End of Turn** respective location. If it is a Variable Entry Reinforcement, roll a die to determine Card's Eliminated Box to its Phase its Entry Turn. [Exception: Do not remove the Scenario Ends marker.] (12.2) Mobilization Box (12.2).