

# 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 (6.2.3)

Air Escort (6.2.4)

Air Interception (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.

