

EXAMPLE OF PLAY

AXIS TURN . The Attack on Sebastopol

STRATEGIC WARFARE

The 3 Western Allies Bombers choose Berlin, Kassel and Police as targets.

The Axis player reacts sending one of his 2 Interceptors to Berlin and the other one to Police.

In Berlin the Axis interceptors roll 5 dice and score 3-3-4-5-6. The bombers are hit twice and reduced from 5 to 3 steps. The bombers scores 5-2-4-5-6 but as German Interceptors need 2 hits to be reduced from 5 to 3 steps, it gets no hit at all. Then the AA guns fire at the bombers: 3-4-4-2-6-3, hitting the bomber again and reducing it to 2-step. Finally the bombers roll 2 dice rolling a 3-5, causing 1 PP lost (Western Allies choose 1 Blue PP)

Over Police things go differently: the German Interceptors roll 4-3-5-2-6 hitting twice (so the 5-steps Bombers are reduced to 3-steps) while the American bombers roll 4-5-6-6-6 scoring 3 hits reducing German Interceptors to 2-steps! Then AA miss the target, rolling 4-5-3-2-1-5 and the bombers are cleared to roll 3 dice: 5-6-2 hitting twice. Both the black PP are lost for this turn.

Over Kassel there is no Luftwaffe interception, so the Axis player rolls for AA: 6-6-5-5-3 scoring 2 hits and reducing the bombers to 3-steps. Then British bombers score 4-5-6 hitting twice. 1 red and 1 blue PP are lost for this turn. Results: the axis player lost 2 black PP, 3 Blue PP and 1 Red PP plus 3 steps of German Interceptors. The WA lost several bombers steps but they will be automatically repaired at no cost at the end of this phase, so they will be at full strength for the next month.

SUPPLY PHASE

The Axis player checks ALL his units for supply. As it is June, supply lanes can be extended till their maximum length of 3 hexes. However 1 German Infantry, the 9th Infantry Corp, is completely surrounded by enemy units or by their ZOCs, so it is marked Out of Supply by placing a White Barrel on it: the 9th Infantry Corp cannot be repaired, has MPs halved and cannot attack normally (but may make a Desperate Attack as it is Tech 2).

PRODUCTION PHASE

The Axis player has 36PP, 12 Fuel Barrel, 8 armor PP and 12 Air PP, but has lost some PP due to WA strategic bombing, so it has 36PP, 10 Fuel Barrel, 7 Armor Red PP and 9 Blue Air PP.

First of all, the Axis player must rebuild OKW at full strength by spending 1 yellow PP plus 1 black barrel. Then he repairs 7 more HQ steps at a cost of 1 yellow PP plus 1 black barrel each.

Then he spends 3 Blu PP plus 3 Yellow PP to rebuild damaged interceptors at full strength. Then he rebuilds a previously destroyed German fighter at a cost of 2 yellow plus 2 blue PP for the first step (the "1" number is white) and 1 blue plus 1 yellow PP for the second step (the "2" number is black)

Then he spreads some help to the Finns: 2 yellow PP plus 1 OIL barrel and decides to Save 7 Armor PP (plus 7 yellow PP!) for a future use. 8 yellow PP are spent to repair some infantry/artillery steps. 2 yellow PP are saved for SRM.

STRATEGIC MOVEMENT PHASE

OKW must be activated every turn at the beginning of this phase. Even if it is at full strength (4 Action Points) it can only make 2 Special Actions. The Axis player decides to do 3 Strategic Rail Movements: 2 movements are performed at a cost of 2 yellow PP and one movement is commanded by OKW. So OKW can make 1 more action in the movement phase. Three units are moved by rail: the new rebuilt air unit from Berlin to Kharkov, the Gustav Siege Gun from Lvov to Stalino and the strong 7-steps 4th Infantry Corp from Pskov to Solone Ozero.

MOVEMENT PHASE

The OKW uses its second and last ACTION POINT to make a Naval Movement of a 3-steps infantry Corp from Riga to Helsinki. The Soviet player rolls for the Mine and he scores a 5. The infantry is hit and reduced to 2steps. The infantry lands in Helsinki and has completed its move for this turn. Put it face down to remember that the unit has already been moved during this turn and avoid confusion.

Then the Axis player activates 2 AIR HQs (each at 4-steps) and 3 Armor HQs (each at 3-steps). So he can now move ALL infantry class units, 9 Armor Units (or put an equivalent number of infantry units in reserve mode) and 8 Air Units at Full efficiency (provided they are in a 5-hexes range from an appropriate activated HQ) and can also perform 8 Air Recon attempts. The other two German air units can only make a transfer movement while the other armor units may spend 2 MPs maximum and cannot attack as they are in Limited Supply.

The first Recon attempt is done over the hex north of Sebastopol. The AA rolls 4-6. The Recon is negated. Then a second attempt is done over the same hex. The AA roll 5-1, failing to shot down German Recon plane. As the weather is Sunny, the hex is clear and German fighters are Tech 2, no

die-roll is needed and the attempt is successful. The Soviet player must reveal his units by tipping them down with face up: a 1-step Soviet infantry, a 1-step Soviet Artillery and a 0-step Airborne Corp. Germans decides to commit his best units to overrun this position in the attempt to conquer Sebastopol during the Blitz Phase and cross the unguarded Kerch Strait in the Exploitation Phase. As Armor units cannot cross straits if the other side is not friendly and ZOCs do not extend over river/strait hex, he needs to put 30th Infantry Corp (located in Kerch) in Reserve Mode using 1 Action point of 1st Panzer Army. Then he moves the Gustav Siege Gun, plus 4th Infantry Corp, plus 47th Panzer Corp plus 11th Army artillery to the hex north of Sebastopol. The other 2 Air Recon attempts are tried over Sebastopol: the first is negated by AA rolls of 1-2-3-5-6, while the second plane succeeded in avoiding the AA fire, but failed to take a good picture of the area, as it rolled a 5 and 1 or 2 was needed to Recon a Fortress hex with Sunny weather and Tech 2 Fighters.

After the Axis player has completed his moves, the Soviet player can react.

REACTION PHASE

The Soviet player sees a dangerous threat incoming in Crimea. He decides to activate the 4-step Air HQ in Rostov (a reacting HQ must be activated in the hex where it is) and flies 2 fighters to the battle-hex north of Sebastopol, where the Axis player is trying to open the road to the fortress, and a third fighter to another battle hex.

COMBAT PHASE

The Axis player choose the order in which battles are fought. He decides to start from the most important one, the strike on Sebastopol. Germans have the 7-step Infantry Corp, the 4-step 47th Armor Corp, the 11th Army Artillery, the strong 4-steps Gustav Siege Gun, the 5-steps Fighter and the 4-steps Stuka.

Air to Air combat: die-roll is simultaneously. The 2 4-steps Soviet fighters rolls 8 dice 5-4-6-4-2-2-1-4 scoring only 1 hit, while the Axis player rolls 4-5-5-6-1 with fighters and 5-6-6-3 with Stukas. While the Axis player has suffered only 1 hit (not enough to reduce the strongest unit) the Soviet player has suffered 5 hits, causing the 2 4-steps fighters to be reduced to 2 and 1 step respectively. The Soviet player choose to withdraw his air force from the battle in order to preserve them for future use. The Axis player decides to stay. The soviet player rolls 2 dice for

AA: 5-6. The german fighter, which was hit before, now get a second hit and is reduced to 3-steps. Then the 3-steps fighter and the 4-steps Stukas can attack. The fighters strife on ground rolling 4-5-2 (no hits), while the Stukas rolls 4 dice plus 2 more dice for the Jericho Trompete Optional Rule: 4-5-2-2-1-6 (2 hits). Both the 1-step Soviet infantry and the 1-step Soviet Artillery are destroyed, while the 0-step Airborne Corp remains alone with enemy units and is destroyed too. After all the other combats are resolved, the Axis player goes to the Blitz Phase

BLITZ PHASE

The 4-step Armor and ALL supporting units (Aircraft and Artillery, but not other infantry class units) can spend 1 MP to move in and attack Sebastopol. The soviet player cannot react in the Blitz Phase.

Air Recon previously failed to reveal enemy units in the Sebastopol hex. As the Soviet player has no air units, skip the Air-to-Air Combat and go directly to the AA phase. The Soviet player rolls 2 dice for the 2-steps Static

Infantry: 6-5 (scoring 1 hit), 1 die for the Artillery: 3 (no hit) and 2 dice for the intrinsic AA of the Fortress: 4-5 (scoring 1 more hit). The Axis player must reduce the expensive Stukas to 3-steps and then can choose to reduce the last step from either the fighter or the Stukas. He chooses to reduce the cheap fighter to 2-steps. Now both fighters and Stukas can attack on ground, but are both quartered by the fortress and also halved by recon lack. However every unit always rolls at least 1 die (Minimum Fire). Fighters roll a 3 and Stukas roll 3-4. (No hits). Then the ground combat happens. The Attacker Artillery fires first. The 4-steps German Artillery is quartered by fortress and halved by recon lack. So it fires at Minimum Fire rolling a 4. The Gustav Siege Gun is not affected by recon lack and instead receives a bonus when attacking a fortress. It rolls 4 dice 4-3-5-1 and scores 2 hits. The Soviet reduces the static to 1-step and the artillery to 0-step. However even if it is at zero step it is not embattled alone and it is not eliminated. However it can not return fire. Both the Gustav

and 11th army artillery are reduced to 2step after have fired. The 1-step Static Infantry fires rolling 1 die: 4, 1 hit. The German panzer Corp is reduced to 3-steps, as it is now the strongest attacking ground unit. Then it fires quartered, rolling only 1 die: 4. The first round of combat is finished. Then a new round may happen in which the remaining 1-step Static Infantry, after AA roll, is destroyed by Stuka Attack.

FINAL SUPPLY CHECK

only units marked as out of supply during the initial supply phase are checked. The 9th Infantry Corp is now supplied and so the White Barrel is removed.

EXPLOITATION PHASE

During the Exploitation Phase, the Axis player activates only 1 Armor HQ (the 1st Panzer Army located in Solone Ozero) allowing the 30th Infantry Corp kept in reserve to cross the Kerch strait, as now the Axis controls Sebastopol.

The Soviet player now can make its own turn.

