Inexperienced = Green (w/o Leader) or Conscript
- 3 MF
- Cower = Shift 2 columns left on IFT
- B# / X# = -1
- +1 ambush dr modifier

Special DR/dr Rolls to Watch For
- *Doubles* during (non-leader directed) attack Cowers Attacker (shift one or two columns left on IFT)
- 12 on MC or Rally = Casualty reduction or elimination
- 2 during first MMC Self Rally or any MMC CC DR = Possible leader creation
- Unbroken unit fails MC (morale check) by >ELR = drop in unit quality
- Rolling *exact morale* during MC = Pin
- Rolling ≥ SW X (breakdown) number during fire = Broken SW
- Rolling ≤ SW ROF number on red die when firing = Maintain ROF success

Sequence of Play

3.1 Rally Phase [RPh]
Both players attempt to rally their broken units, fix broken equipment, or transfer equipment to another unit in the same location.

Start of Phase
- Attacker: Roll for provisional (SSR) reinforcements and set up off board units entering this turn.
- Recover unpossessed SW in same hex: dr<6 (Attacker first)
- Repair broken SW: dr<R#, 6=eliminate SW (Attacker first)
- Transfer SW within same location (Attacker first)

Rally
- Self Rallies (Attacker also one MMC), +1 DRM for all attempts (Attacker first)
- Unit Rallies (Attacker first). Attempt to rally broken units.

End of Phase
- Remove all DM counters (unless adjacent to Known enemy unit. May opt to keep unless in woods or building).

3.2 Prep Fire Phase (PFPh) and Fire Attacks
Attacker fires eligible units and firegroups.
- Mark units (or stacks) that fire with *Prep Fire* markers.

3.3 Movement Phase (MPh)
Attacker moves all, some, or none of his units provided they did not fire during the PFPh and are neither broken nor held in melee. Remove CX counters as a unit moves (unit cannot CX this turn). Defender may fire on moving units (see 3.3.1).
- Attacker may use CX to increase a unit’s movement points.
- Attacker may use Assault Movement for a one hex move (avoids FFNAM -1 DRM).
- Attacker may attempt to make smoke: dr≤smoke exponent (1 MF in same hex, 2MF in adjacent hex).
- Attacker may attempt to recover SW in same hex as unit: Cost 1MF and dr<6.

3.3.1 Defensive First Fire
Defensive First Fire: Defender may fire on moving attacker units (only). Mark any units that fire with a *First Fire* marker. Leave *Residual FP* counter in hex.
- Subsequent First Fire: DEFENDER may fire on moving attacker units (only) with units already marked with a First Fire marker. Enemy units within normal range, no closer target, ½ FP. Flip First Fire counter to Final Fire side. MGs B# -2. Leave Residual FP counter in hex.

- Final Protective Fire (FPF): DEFENDER may fire on moving attacker units (only) in adjacent hex to units with a Final Fire marker. ½ FP, double FP for PBF, Defender makes NMC. Leave Residual FP counter in hex.

End of Phase
- Remove all Residual FP counters.
- Remove all Smoke markers.

3.4 Defensive Fire Phase (DFPh)
DEFENDER may fire any units not marked with First Fire or Final Fire markers. Defender may also fire any units marked with First Fire markers at adjacent enemies.
- Fire any units not marked with First Fire or Final Fire markers. Mark units with Final Fire counter.
- Fire any units marked with First Fire counters at adjacent units at ½ FP. Mark units with Final Fire counter.

End of Phase
- Remove all First Fire and Final Fire markers.

3.5 Advancing Fire Phase (AFPh)
ATTACKER may fire units not marked with Prep Fire markers at ½ FP
- Eligible units may use Assault Fire (underlined AF).
- HMG/MMGs that moved may not fire.
- MGs cannot make ROF.

End of Phase
- Remove all Prep Fire markers.

3.6 Rout Phase (RtPh)
BOTH players rout eligible units.
- Attacker routs first.
- Check for DM. Mark affected units with a DM counter.
- Broken units not in melee under DM must rout away or be eliminated.
- Check for Interdiction while units rout.

3.7 Advance Phase (APh)
ATTACKER may move unpinned and Good Order units one hex, including into enemy-occupied hexes.
- Attacker may transfer SW between Good Order units.
- Attacker may move units.
- Place CC counter on units that advance into an enemy-occupied hex.

3.8 Close Combat Phase (CCPh)
BOTH players resolve Close Combat between units in the same hex.
- Attacker specifies the order in which multiple hexes containing CC situations are to be resolved.
- Check for possible Ambush.
- Attacker designates all his attacks for a hex first then the Defender.
- Place Melee counter on hexes where CC continues.

End of Phase
- Remove all Pin markers.

3.9 Turn Record Chart
The previous DEFENDER now becomes the ATTACKER and inverts the counter being used to track the turn and, if he was already the ATTACKER this game turn, advances the turn counter one box on the Turn Record Chart.

Natural 2 DR = Possible leader creation