The Axis player has 36PP, 12 Fuel Barrels and hascheck ALL his units. The blue PP are lost for this turn. The Axis player checks ALL his units. The Axis player chooses the order in which battles are fought. He decides to do 3 Strategic Rail moves: 2 movements are performed at a cost of 2 yellow PP and one movement is commanded by OKW. OKW can make 1 more action in the movement phase. The 4-step Artillery and ALL supporting units (Aircraft and Artillery, but not infantry class units) can spend 1 MP to move in and attack Sebastopol. 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 4-steps Static Infantry: 6-5 (scoring 1 hit), 1 die for the Artillery: 3 (no hit) and 2 dice for the intranational Fortress: 5-5 (scoring 1 more hit). The Axis player must lose 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 AA roll, and also halved by recon lack. However every unit always rolls at least 1 die (Minimum Fire) rolls 4-3 and Stuka roll 3-4 (No hit). Then the ground combat happens. The Attack to Air rolls 1-5-5. The 4-5 German Artillery is quartered by for- tress and halved by recon lack. So it fires at Minimum Fire and rolls 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 a lone 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. The German panzer Corp is quartered to 3-steps, as it is now the strongest attacking ground unit. Then it was 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 the White Barrel is removed.

**EXPLOITATION PHASE**

During the Exploitation Phase, the Axis player activates only 1 Armor HQ (1st Panzer Army located in Solovets) 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.

**EXAMPLE OF PLAY**

**AXIS TURN - The Attack on Sebastopol**

**STRATEGIC WARFARE**

The 3 Western Allies Bombers choose Berlin, Kassel and the other one to Police. Both the black PP are lost for this turn.

**OVER CASSLER there is no Luftwaffe in-**

The German panzer Corp is reduced to 2-steps, while the American Bombers roll 6 hits reducing German Interceptors to 2-steps! Then AA miss the target, rolling 4-5-5-2-1-5 and the bombers are cleared to roll 3 dice: 5-6-2 hitting twice. Both the black PP are lost for this turn.

The Axis player choose the order in which battles are fought. He decides to do 3 Strategic Rail moves: 2 movements are performed at a cost of 2 yellow PP and one movement is commanded by OKW. OKW can make 1 more action in the movement phase. The three units are moved: the new rebuilt unit from Berlin to Kharkov, the Gustav Siege Gun from Lwow to Stalinlo and the strong 7-steps 4th Infantry Corp from Pskov to Solone Ozero.

**MOVEMENT PHASE**

The OKW uses its second and last AC-

Then the Axis player activates 2 AIR HGs (each at 4-steps) and 3 Armor HGs (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 ap-

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

**EXPLOITATION PHASE**

During the Exploitation Phase, the Axis player activates only 1 Armor HQ (1st Panzer Army located in Solovets) 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.