**PLAYING SUPPLY CARDS**

The Phasing Player (PP) plays his cards. Lay either 0, 1, 2, or 3 cards face down on table to show possible Turn Options to Opponent. Include any Dummy cards with real Supply cards to hide your real Turn Option commitment from Opponent.

If one real card was played (regardless of the total number of cards played), the PP makes a move and performs a combat phase and the cards are turned up.

If two real cards were played (again, regardless of the total # of cards played), the PP makes a move. Then, if an Assault Turn is chosen, a single round of double-CV combat is played and the cards are turned up. If, instead, an Offensive Turn is chosen, the PP makes a second move (remember that hexside limits are not reset in this case), then fights a single round of normal combat and the cards are turned up.

If three real cards are played, a Blitz Turn is conducted. In this case, the hexside limits are reset after the first combat, allowing more units to cross the same hexsides that were used in movement phase #1.

Now, how does this help bluffing? If I'm attacking some weak, fast units, it's likely that they will run if they believe that I am conducting a single move. That's because the NP will then have a turn and be able to stop them. But, if I played three cards (1 real, 2 blanks), he may believe that I'm going to Blitz and risks being vulnerable if he runs. So he may stand and fight, allowing me to tie up or destroy his units.

The same goes with the two real card options. If I play three cards (2 real, 1 blank), it may force him to stand and fight and if I then pull out an Offensive Turn, I may be able to outflank those units. If I pull out an Assault Turn, I may be able to destroy them.

**MOVEMENT**

Group To move units from one hex, to one or more destination hexes. 
Regroup To move units from and adjacent to a command, to a destination hex. Units that can't complete the movement to the destination hex don't move and remain in their existing location.

**TERAIFFIELD**

Partial Hexsides of below terrain are impassable unless traversed by roads or passes in which case there is no restriction to movement except into battle.

**MOVEMENT RANGE**

See the Combat/Movement Table for basic movement of a unit. Units must stop upon entering a battle hex or entering a hex containing enemy units

**Road Bonuses**

Movement Bonus Charts for extra hex a unit can move into.

**Rommel Move**

Once per turn Axis player may move +1 hex (except '40 campaign)The Rommel Bonus applies to all units involved in a single move.

**Waiver March**

Forced Marches +1 hex move successful on die roll of 4,5,6, otherwise unit fails to move and is instead disrupted. Failed force marches while retreating lose 1cv as well as disruption. You may not attempt to force march units into a hex in excess of the hexside limits, in anticipation that some units will fail to arrive on time.

**MVOING INTO BATTLE**

(2.8) Not more than 2 units per hex if unit is attacking via a pass or moving along a road through impassable terrain

**WITHDRAWALS**

A special Group or Regroup withdrawal requiring NO supply card

**RETREATS**

Any movement out of a battle hex

**REASURING BATTLE**

Partial retreats are NOT allowed

A mixed group of supplied and unsupplied units may not refuse battle

A mixed group of disrupted and undisrupted units may not refuse battle

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**SUPPLY LINES**

Supply Network (7.0). Your supply network consists of every hex which your units are currently tracing a supply line into, out of or through. If a unit has several possible valid supply lines, then all of those contribute to the supply network. However, a supply line cannot be traced so that it loops back on itself. Withdrawal units may only enter hexes of the friendly supply network (but those hexes may also be in the enemy supply network). Redeploying units may only enter hexes of the friendly supply network (and those hexes may not also be in the enemy supply network)

**BUILDPUP SEQUENCE**

A. Advance Month Counter

B. Supply Check: (9.1, 7.0) Determine supply battle Hexsides (3.1) and Battle Hexes (3.1, 7.1). Check for valid Supply Line. Remove "Unsupplied" markers for those units now in supply. All Redeployed units in Supply to same strength as when Disrupted (9.1, including those with "Reft" marker. Eliminate all units that are not in supply or still having an "Unsupplied" marker (9.1).

C. Buildup Points (BP): (9.2)

D. Reinforcements and Rebuild: (1st Buildup Player): (9.3) Place Reinforcements due this Month on friendly Base (no BP cost for Buildup, Redeployment points, Rebuild points (and steps), Minefield points, and points allocated for Extra Supply (Game Record Sheet 4 & 5.) [Note: Do T H in any order, but this order is recommended]

E. Redeployment (1st Buildup Player): (9.3) Units may be redeployed via land supply network to Base at no BP cost. Place "Reft" markers on these units and turn them over as Disrupted. Units not at Base to be Rebuilt this Buildup are redeployed via land supply network to Base at full BP cost. Units at Base since last Buildup may be Rebuilt now.

F. Redevelopment (1st Buildup Player): (9.4, 9.5) Redevelop units - 1BP normal land. Sea Movement (9.5) - 4 BP if Port besieged. Full Port Capacity for Allies, ½ for Axis. May not Redevelop by over-lapping enemy supply line, into battles, or through battles. Can redevelop out of battle not causing a Retreat. (9.5 Errata). Mark BP's on Game Record Sheet.

G. Minefields (1st Buildup Player): (9.7) Build Minefields at 15 BP each. 2 Minefields may be dismantled for each 1 new one built. Note secret location hex (in Supply network) on Game Record Sheet.


I. Buildup For 2nd Player: Repeat 0 to T above for 2nd Player.

J. Re-Supply (Both Players): (9.8) Return all spent Supply cards (plus any Dummies discarded) to Deck and shuffle. Deal out monthly allotment of cards to each player (plus Extra Supply purchased).

K. Initiative: (9.9)Axis player has Initiative every Month. Allied player may challenge by playing 1 card face down. Resolve Initiative with winner getting first turn on Turn Sequence. Flip Turn Record Marker to show new Initiative as "Allied" or "Axis".