Phasing Player makes one move (or two moves in offensive turn)

Rommel Move Once per turn Axis player may move 1 group +1 hex (except ‘40 campaign)

If any units retreat from a battle hex, interrupt movement to conduct the following:

- Non Phasing player decides whether to engage rearguards of partial retreats
- Engaged rearguards fire
- Non phasing player fires at engaged rearguards
- Pursuit fire

Forced Marches +1 hex move successful or die roll of 4,5,6. otherwise unit DOES NOT move, and is instead disrupted

End of Movement Phase: Non Phasing player decides whether to refuse battle
If any battles are refused, units withdraw and may suffer pursuit fire

4. COMBAT TURN Not in pass turns

Assault Turn must be announced at the start of the Combat Phase

Phasing Player decides in which old battles to initiate combat
If combat occurs, Non Phasing player fires followed by the Phasing Player
Once units are revealed, they remain face-up until the battle hex later, they are immediately revealed.

5. BLITZ ONLY Repeat turn 3 & 4

6. SUPPLY CHECK Phasing Players units become disrupted if they were unsupplied at the start of turn and are still unsupplied
Note: Offensive and Assault turns have only one Movement and Combat Phase

7. TURN END Opponent repeats 1-6

BUILDUP SEQUENCE (9.9)

1. ADVANCE MONTH
2. ELIMINATE UNSUPPLIED UNITS
3. ROLL FOR BP'S Both opponents Roll 2d6 and Total sum (1 D6 ea for ‘40 campaign)
4. SPEND/SAVE BP'S Can be actioned in any order
Redeployment (1 BP) units move 2 Hexes + Road, Trail or Track bonus
Sea Movement (1 BP)/(4 BP) Can move between ports that are/were last occupied by friendly units. Number units that can use port movements per build up = to fortress supply value (Allies) or half fortress supply value rounded down (Axis).
Replacements (see BUILD) Damaged units can be repaired at units base ONLY.
Build Cost is to repair one single step. Destroyed units CAN’T be rebuilt.
Minefields (15 BP) Built anywhere within a friendly supply network. Secretly record position on game record sheet. If undefended have no combat effect. Must be revealed as soon as ALL enemy units enter hex.
Extra Supply Cards (10 BP each)
5. RE-SUPPLY
6. INITIATIVE