

Sequence of Play

1. Weather Segment [3.0]: The *German* player rolls on the Weather Table to determine the weather conditions for the current turn, adjusts weather markers on the Zone Weather Tracks, and places Thaw markers in any zone(s) where the Thaw [3.3] is taking effect for the first time.

2. Reinforcement and Replacement Segment [4.0]: Each player receives any land, air, and naval units listed in the current turn's space on his Reinforcement Schedule, and may use Air Replacements to rebuild air units [For placement of reinforcements and replacements, see 4.1-4.2]. All required withdrawals are also made during this segment [4.3]. Reinforcements and replacements are received before withdrawals.

3. Naval Segment

a. Allied Naval Detection Phase [6.1]:

The Allied player may attempt to Detect each German naval stack at sea. If he detects a stack, he may immediately conduct Naval Interception against it [6.2]. If the Allied player chooses to Intercept with air units (either in addition to or instead of naval units), the German player may attempt to detect the air mission and, if successful, conduct Air Interception against it [6.4].

b. German Naval Detection Phase: *Identical to the Allied Naval Detection Phase except that the roles are reversed.*

c. Allied Naval Movement Phase [8.1]: The Allied player moves his naval units one stack (six units maximum) at a time. The German player may attempt to Detect [6.1] each stack in every zone that it enters and, if successful, may conduct Naval Interception against it [6.2]. If he chooses to Intercept with air units [6.4] (either in addition to or instead of naval units), the Allied player may attempt to Detect the air mission and, if successful, conduct Air Interception against it. Moving naval units may trigger Coast Artillery Fire [9.1].

If the Allied player wishes to conduct any Naval Bombardments and/or Naval Combats in Ports [8.3], they are resolved during this phase. The same holds true for any Amphibious Assaults [8.6] and unopposed landings. The Allied player must also announce

which of his naval units will attempt to conduct Naval Gunfire Support [8.4] during his Land Combat Phase. He moves such units from the Strategic Map to the same sea zone on the Operational Map and places them in the "Gunfire Support" box.

Land units that were Naval Transported may unload in friendly ports or unoccupied (excluding Trucks and SPs) enemy controlled ports and may move and fight normally during the following friendly Operations Segment [8.5.1].

d. German Naval Movement Phase:
Identical to the Allied Naval Movement Phase, except that the roles are reversed.

4. German Operations Segment

a. German Land Movement Phase

[11.0]: The German player may move all his land units. After all his units have moved, the German player designates those enemy-occupied hexes that he will attack in the Land Combat Phase (see d. below).

b. German Air Mission Phase [7.0]: The German player may fly Bombing, Air Transport, Air Transfer, and Airborne and Air Transport Assault missions (maximum of eight air points per mission [7.2.2.b]). The Allied player may attempt to Detect each German air mission [6.3] and, if successful, may conduct Air Interception against it [6.4]. If a Parachute Assault, Air Transport Assault, or combined Parachute/Air Transport Assault [7.8] is declared against an eligible hex, it is resolved during this segment. Units that conduct successful Parachute and/or Air Transport Assaults (and any units that have been air transported into friendly air base hexes) may attack adjacent enemy units during the German Land Combat Phase.

c. Allied Air Mission Phase: *Identical to the German Air Mission Phase, except that the roles are reversed.*

d. German Land Combat Phase [12.0]: German land units may choose to conduct Land Combat against Allied land units located in adjacent hexes.

e. German Motorized Movement Phase [11.3]: The German player may move any of his Motorized units that do not possess Out of Supply markers.

5. Allied Operations Segment: All phases are resolved exactly like those in the German

Operations Segment, except for the two new ones (a. and g. below).

a. Norwegian Surrender Phase [13.4]: The supply status of all Norwegian land units is determined, and any that are out of supply Surrender.

b. Allied Land Movement Phase

c. Allied Air Mission Phase

d. German Air Mission Phase

e. Allied Land Combat Phase

f. Allied Motorized Movement Phase

g. Norwegian Mobilization Phase [14.2]: One battalion must mobilize at the mobilization center of each Norwegian infantry and artillery regiment that has units remaining on the Norwegian Mobilization Display. On the Invasion Turn (only) all non-regimental infantry, dragoon, and mountain artillery battalions that remain on the Mobilization Display also mobilize.

6. Repair Segment: Both players simultaneously do the following things:

a. Roll a die for each damaged ship that is located at a friendly naval base; if the result is a zero, the ship counter is flipped to its undamaged (front) side [10.1.1].

b. Roll a die for each damaged coastal artillery unit (fixed or mobile). Remove one hit on a die roll of five or less [10.1.5].

c. Remove one hit (automatically; no die roll is necessary) from each damaged airbase, port, and railroad hex [10.1.2-10.1.4].

d. Move all Air Points in Flown Boxes to Ready Boxes at their respective Airbases.

e. Remove naval units remaining in Naval Gunfire boxes. Place them in the corresponding sea zone on the Strategic Map.

f. At-sea naval units in the same sea zone may be recombined into new naval stacks.

g. Place (or flip) enhanced NDV markers.