



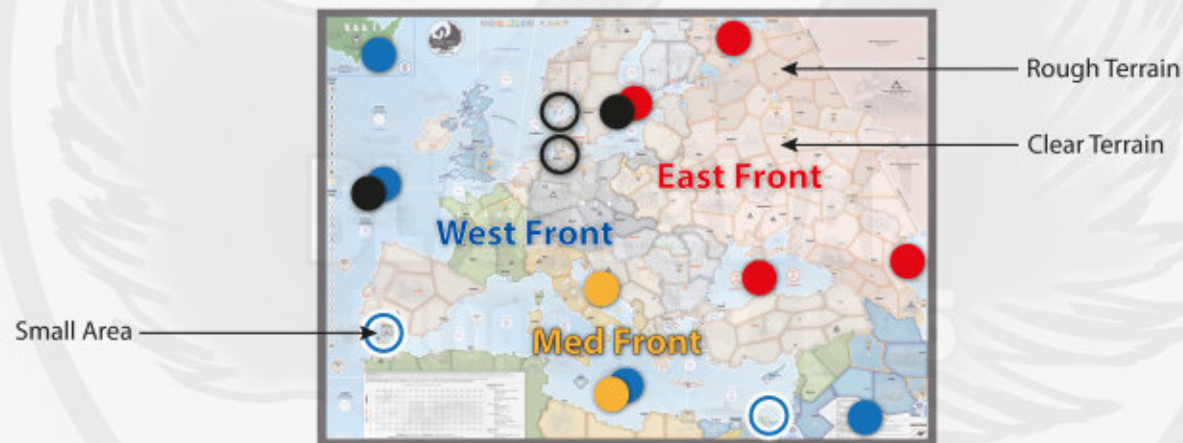
# BLACK SWAN SEQUENCE OF PLAY

## 1.0 PRODUCTION PHASE

- **1.1 DoW and Bodies of Water's Activation:** Deploy newly declared in the war Nation's Opposition Discs and adjust Sea Control accordingly.
- **1.2 Supply Check:** Each Phasing Player's Unit unable to trace Supply to its Capital is marked with a .
- **1.3 Collect PPs:** Each Phasing Side's Nation receives an amount of PPs as reported on the Economic Power Track Marker.
- **1.4 Garrison Check:** -1PP for each ungarrisoned and conquered enemy Capital, Production and Strategic Areas.
- **1.5 Strategic Air Warfare:** If the Non-Phasing Side has at least 8 Aircraft Steps (Raiders) inside the *Blue/Black Strategic Air Warfare Umbrella*, then this number and the number of Phasing Side's Aircraft Steps (Interceptors) inside the same *Umbrella* are indexed on the Combat Results Table (CRT).
- **1.6 Strategic Naval Warfare:** Count the number of steps of all German Naval Units vs Allied escorts (LS and CV steps only) and apply the results indicated by the CRT one by one starting from the North Atlantic Sea Zone.
  - 1941 Milchkuhe:** German subs are automatically considered in supply if Berlin is German controlled.
  - 1942 Snorkeling:** German subs may now move through Sea Zones occupied by enemy Naval Units.
  - 1943 Z-Plan Cancelled:** German subs may be reinforced without any limit.
 Other German Naval Units : total 1 step/season and if eliminated cannot be purchased.
- **1.7 Spend PPs:** Purchase Blitz Disc(s), purchase new Units and reinforce deployed Units.
  - Build Limits:** New Units and Elite steps up to the Nation's Strategic Power; 1 step per each Fort/Naval Unit and Minors.
  - Cost:** 20PPs for each Blitz Disc; 2PPs (1PP for the Soviets once at war) for each new Unit purchased (randomly drawn); 1PP for each Infantry/Sub step; 2PPs for each Tank/LS step; 3PPs for each Art/HS step; 4PPs for each Aircraft/CV step; 5PPs for each Fort/Airborne step.

## 2.0 NAVAL PHASE

- **2.1 Naval Movement:** Each Naval Unit has unlimited MPs, but must stop if it enters a Sea Zone containing enemy Naval Units. An OOS Naval Unit cannot move at all. The stacking limit is four Naval Units per Sea Zone, per Side.



- **2.2 Naval Engagement Die roll:** For each Sea Zone containing Naval Units of enemy Factions, roll a die and add the # of Naval Units and Opposition Discs in the Sea Zone. If the result is 11 or more, then a naval battle occurs and all Naval Units in the Sea Zone are revealed.
- **2.3 Naval Combat:** After all Engagement Die Rolls are done, the Phasing Side starts resolving Naval Combats in each Sea Zone, in the order he chooses. In each Naval Combat, players simultaneously roll the dice per Class in the following order:

**CLASS/PRIORITY of FIRE/COST**

Opp. Fire	CV/1/4	HS/2/3	LS/3/2	Sub/4/1
1. Opposition Fire 2. CV 3. HS 4. LS 5. Sub	If Unopposed Hit Bonus and Chooses the target.	If Unopposed Hit Bonus.	Always Chooses the target. May be hit only if enemy has CV/LS. May not hit/be hit by enemy Sub.	

- **2.4 Update Sea Control:** Per each Sea Zone, each Side sums the number of Naval Units and Opposition Discs.
  - If a Side has double or more the amount of the other Side, deploy its Sea Control Disc.
  - If not, the Sea Zone is contested and no Sea Control Disc is deployed.

## 3.0 LAND PHASE

- **3.1 Special Operations:** If Blitz Disc purchased, it is possible to perform Special Operations (Airborne, Amphibious, Combined).



**Inf/5\*/5**  
  
 Elite Bonus.  
 \*When Airborne:  
 Fires First if no Fort and Combined Assault Bonus.

	Absorb	Stacking	MP
Clear	0	4	1
Rough	1	4	1*
Small Areas	1	2	1*
Lakes/Sea Zone*	-	-	1
US and Siberia	-	∞	1*

\*2MPs for Tanks  
 \*Air/Airborne Units only

- **3.2 Land Movement:** The Phasing Side may move each of its in supply Air/Ground Unit up to its max movement allowance, without overstacking at the end of the Land Movement. Ground Units engaging across River/Canal/↔ or Amphibiously are marked with a light blue cube (halved or quartered respectively).
- **3.3 Armistice (France/Italy):** if Paris or Rome is not enemy controlled, France or Italy respectively may ask for an Armistice.
- **3.4 Strategic Land Movement:** Each Major Nation has a # of available Strategic Movement Points (SMP) equal to its Strategic Power. A Ground/Air Unit (not a Fort) may be strategically moved along an unlimited path made of controlled and supplied Land Areas and/or Bodies of Water at the cost of 1 SMP per Unit moved. One additional SMP per unit must be (cumulatively) spent for:
  - Crossing multiple Bodies of Water (one extra SMP each extra Body of Water crossed after the first);
  - Performing a Strategic Movement around the Cape (one extra SMP).

**CLASS/PRIORITY of FIRE/COST**

Fort/1/5	Air/2/4	Art/3/3	Tank/4/2	Inf/5/1
Hit Bonus, Defender fires first. No Attacker's Unopposed Bonus. No Defender Mandatory Retreat. Any Hit scored by the Attacker must be taken by the Fort.	Elite Bonus. Add it to the Force Pool in 1943.	Elite Bonus. Frozen in Siberia until Summer 1941.	Add it to the Force Pool in 1941.	Sniping Bonus in the 11 Sniping Areas.

- **3.5 Land Combat:** Combats are resolved one by one, order chosen by the Phasing Side. In each Land Area, players simultaneously roll per Class following the order:

1. Fort/Airborne
2. Air Units
3. Artillery
4. Tanks
5. Infantry

- **3.6 Retreat after Combat:**
  1. The defender may retreat (Fort is destroyed);
  2. The attacker may retreat;
  3. The attacker must retreat if the Area is Rough/Mud/Fort;
  4. In any other case, the player with the fewest Unit Classes must retreat.
 If a tie, the Side remaining in the Area is the one with:
  - The highest Unit Class: Air > Artillery > Tanks > Infantry;
  - The highest number of steps of the highest Unit Class;
  - The attacker must retreat.

- **3.7 Update Sea Control & Economic/Strategic Power:**

### Terrain/Weather FX on Combat

All are cumulative.

**Rough<sup>1</sup>**  
 No Attacker Unopposed Bonus.  
 No Defender Mandatory Retreat.

**Fort<sup>1</sup>**  
 No Attacker Unopposed Bonus.  
 No Defender Mandatory Retreat.  
 Defender Fires All Units First

**River/Canal<sup>23</sup>**  
 Attacking Ground Units Halved. Frozen in Winter.

**Amphibious Assault<sup>23</sup>**  
 Attacking Ground Units Quartered.

**Bad Weather<sup>4</sup>**  
 No Engaging ↔/Amphibious<sup>4</sup>/Airborne/Combined.  
 Attacking Units Halved<sup>4</sup>.

**Mud<sup>4</sup>**  
 All Terrains are Rough.

### Notes

<sup>1</sup> **Absorb Bonus:**  
 Moscow, Berlin, London, Fort, Rough Terrain, Mud.

<sup>2</sup> **Combined Airborne/Amphibious Assault:**  
 other Attacking Ground Units Halved;  
**Combined Airborne/River Assault:**  
 other Attacking Ground Units not Halved.

<sup>3</sup> No Unopposed Bonus for Attacking Ground Unit.

<sup>4</sup> Except Soviets and Finns in Snow.

## 4.0 BLITZ PHASE

- 4.1 Special Operations
- 4.2 Land Movement
- 4.3 Armistice (France/Italy)
- 4.4 Strategic Land Movement
- 4.5 Land Combat
- 4.6 Retreat after Combat
- 4.7 Update Sea Control & Economic/Strategic Power:

## 5.0 FINAL PHASE

- **5.1 Nations Surrender Check:** a Nation surrenders if her Capital (other than Moscow) is enemy controlled.
- **5.2 Units Surrender Check:** OOS Units surrender (Forts loose 1 step) if still unable to recover supply status and grant the enemy a number of PPs: 1 (Infantry/Sub); 2 (Tank/LS); 3 (Artillery/HS); 4 (Air/CV); 5 (Fort/Airborne).
- **5.3 Victory Check:** check Scenario/Campaign Victory Conditions to determine if there is a winner.

