



SEQUENCE OF BATTLE

If the current mission type is **Attack** or **Assault**, begin the first Combat Round by completing Step 5 and Step 6 below, followed by Steps 4/7/8. Subsequent Combat Rounds will proceed in order as outlined below. If **Assault**, the mission begins with the player executing a free Field Artillery Fire Mission (7.6).

Before combat begins, you may spend one Prestige Point to purchase a Field Artillery CFF, which is resolved immediately on the first Combat Round (in addition to bonus Field Artillery on Assault missions)

1. **Degrade Smoke** and **Reduce Call For Fire** (7.2-1) counters from previous Combat Rounds.
2. **Remove Suppression Markers** (7.2-1) from previous Combat Round.
3. **Resolve CFF** (7.2-2) if an Arty or Mortar CFF Marker has been placed.
4. **Conduct Actions:** (7.2-3) Make two commands from the Command Summary Player Aid (three if your commander possesses and has activated the “Synergy” skill).
5. **Determine Enemy Targeting:** (7.2-4) Roll 1d6 for each enemy unit on the Battle Board that has not yet engaged with you. On a roll of 1, you are now that enemy unit’s target. Your tank is automatically targeted by any enemy unit you have shot at (exception: HCBI Smoke).
6. **Enemy Forces Fire OR Move:** (7.2-4)
 - a. **Fire:** If the enemy unit has targeted your tank and they are not required to move by the current mission type, they will fire as follows.
 - i. If INF, roll on Chart B2 (Tank/SPG target column) to fire MGs or Chart B4 to potentially fire Panzerfaust if at Close Range.
 - ii. If Tank, roll on Chart B1.
 - iii. If SPG, roll on Chart B1.
 - iv. If AT, roll on Chart B1.
 - v. If Recon (MG), roll on Chart B2 (Tank/SPG target column); Recon (2cm/5cm) roll on Chart B1.
 - vi. If Half-Track, roll on Chart B2 (Tank/SPG target column).
 - b. **Move:** Enemy vehicles starting in Areas A or C will move to areas D or E unless the mission type is Attack or Assault. Enemy units will move even if they are not currently actively targeting you.
 - c. If Combat Round 1, Infantry units, if mounted, will dismount as their only action.
 - d. If your tank is hit but not penetrated by a main gun or AT round, check for Shock and Interior Fragmentation (7.3.8).
7. **Event Check** (7.2-5)
 - a. Roll 2d6 on Table B9
 - b. If a “12” result is rolled, a Random Event is triggered instead of the listed Minefield event. Roll 2d6 on Chart C1 to determine the Random Event and resolve as described.
8. **End of Combat Round** (6.3 & 7.1.4)
 - a. Remove Trucks after the first Combat Round
 - b. If Defense mission, decrease range by one.
9. **End of Combat** (7.2-6 & 8.4)
 - a. Combat ends when all German units have been removed from the Battle Board or your tank has been knocked out. The side holding the field at the end is the victor.
 - b. If your tank remains operational and the current mission type is Attack or Assault, roll 1d6 at end of combat. If 6, the mission continues with a German counterattack. Set up the Battle Board again for a Defense mission. Weather and terrain remain the same and there is no chance to resupply.
 - c. Proceed with Sequence of Play Step 6 on the Operations Map.

Mission Summary:

- a. **Attack:** INF dug-in, enemy forces fire first in Combat Round 1. Possible enemy counterattack.
- b. **Assault:** INF dug-in, enemy vehicles Hull Down and will not move. Start the mission with a Field Artillery Fire Mission. After resolving, enemy forces fire first in Combat Round 1. Possible enemy counterattack.
- c. **Movement to Contact:** Same as Attack, but enemy forces not dug-in on 1d6 roll of 1-2. Enemy vehicles in A & C will move to flanking positions D & E if possible on first German turn.
- d. **Defense:** Enemies in areas A & C (except AT) move forward to flanking positions if possible. Range decreased at end of each Combat Round.