

# *Advanced Assault*

## APPENDIX A. SEQUENCE OF PLAY

### **ROLL FOR AIR SUPERIORITY**

#### **ARTILLERY PLOT PHASE**

Record fire/air strike mission

Deploy units

#### **FIRST MOVEMENT PHASE**

Declare TOC action for turn

Allocate Ops points

Attempt to rally broken/shaken/suppressed units

Perform logistics operations (1. Resupply; 2.MRO)

Change formations/Deploy Naval ships/Determine Low Light Movement Type and place markers as needed

Move units/Remove fatigue markers as necessary/Conduct Engineering operations/Place Trip Flares as needed

Attempt to spot; Conduct EW warfare, Launch Hand Held Flares; Record On-call fire missions

Resolve close assault and check morale

#### **AIRMOBILE PHASE (NON-PHASING PLAYER)**

Roll for Airdrop/LAPES availability

Conduct Air-drops and LAPES

Allocate ops points for helicopters

Attempt to rally broken/shaken/suppressed helicopters

Change formation

Move helicopters and resolve ADA fire, check morale

Attempt to spot; Conduct EW warfare, Place Low Light markers

Resolve close assaults involving helicopters

#### **AIR PHASE**

CAS ingress to targets

(Resolve ADA opportunity fire on moving aircraft)

Direct fire on jet aircraft by Target Units

Resolve airstrikes

CAS conduct egress movement

(Resolve ADA opportunity fire on moving aircraft)

#### **FIRE PHASE**

Declare all AT missile fire

Adjust smoke markers/Adjust Artillery Launched Flare markers

Resolve indirect fire/Counterbattery/C-RAM/Place Artillery launched Flares/On-call Fire Missions

Attempt to spot units firing AT missiles

Resolve all fires, apply results simultaneously, check morale

Attempt to spot firing units; Conduct EW warfare, Remove all Low Light and Flare markers as required

#### **2<sup>nd</sup> PHASING PLAYER MOVEMENT PHASE**

Same as 1<sup>st</sup> phase plus reduce accumulated ops points by 2 for each eliminated TOC

Rally Airdrop-LAPES units suppressed from last friendly Air-mobile phase

#### **REPEAT FOR NEXT PLAYER (COMPLETES TURN)**