

Advanced Assault

APPENDIX A. SEQUENCE OF PLAY

ROLL FOR AIR SUPERIORITY

Deploy units

FIRST MOVEMENT PHASE

Record Artillery missions (Both Players)

Declare TOC action for turn

Allocate Ops points

Attempt to rally broken/shaken/suppressed units

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

Determine Low Light Movement Type and place markers as needed

Change formations and 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;

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

Adjust smoke markers/Adjust Artillery Launched Flare markers

Declare all AT missile fire

Attempt to spot units firing AT missiles

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

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

2nd PHASING PLAYER MOVEMENT PHASE

Same as 1st 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)