

Oz77 SEQUENCE OF PLAY

Action Card Draw

Determine availability of Replacements

FIRST MOVEMENT PHASE

Deploy units

Declare TOC action for turn

Allocate Ops points

Attempt to rally broken/shaken/suppressed units

Determine Low Light Movement Type and place markers as needed

Change formations and Move units (enter Reinforcements)/Remove fatigue markers as necessary

Conduct Engineering operations/Place Trip Flares as needed

Attempt to spot; Launch Hand Held Flares;

Resolve close assault and check morale

AIRMOBILE PHASE (NON-PHASING PLAYER)

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;

Resolve close assaults involving helicopters

AIR PHASE (per Action Card Draw for Phasing Player)

Select Target for CAS

Air Defense SAM fire

Air Defense fire on jet aircraft by Target Units

Resolve airstrikes

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 (per Action Card Artillery Fire)

Resolve all fires apply results simultaneously

Attempt to spot firing units;

Check morale

2nd PHASING PLAYER MOVEMENT PHASE

Remove all Non-phasing Player Low Light and Flare markers as required

Same as 1st phase plus reduce accumulated ops points by 2 for each eliminated TOC Rally

REPEAT ALL STEPS FOR NON_PHASING PLAYER (Completes Turn)

Initial Setup:

Cos A and B 74-188 Ar Bn with IDF Leader Nafshi deploy on earthen ramp hexes on Hermonitt and Booster.

All TOCs are off map. Roll for Command Ratings only for Hqs and TOCs listed on respective IDF/Syrian Command-Morale Charts

Off Map: IDF Leader Ben-Gal and 213th Artillery Regiment

Syrian Leader Abrash and ALL Syrian Artillery Units

Oct 6

1400

All Syrian artillery may Area fire at on map deployed IDF units.

Syrians are 1st Phasing Player

Syrian 68th, 85th Infantry Brigades and any 7th ID Divisional Sapper and Recon unit are available to deploy on map through Syrian Flag hexes as desired

1430

75-7 with IDF Leader Eldar enter Hex 622 and move to occupy all Wasset hexes for 1 complete turn.

71 with IDF Leader Karmel enter Hex 622

1500

H Co/77-7 (attached to 75-7) enter Hex 622 move to Wasset

1630

Cos M, V and Z 77-7 with Hq 77-7 and IDF Leader Kahalani enter Hex 1622

2200

Syrian Separate 78th Armor Brigade (attached to 7th ID) enters any Syrian Entry Hex

Oct 7

1100

7th Brigade Log base enter Hex 622 move to Hex 1512 and deploy. May not move for remainder of the Scenario. Resupply base for all IDF units in Scenario.

2000

Syrian 70th Assad Guard (attached to 7th ID) enters any Syrian Entry Hex

Oct 8

0500

Syrian 7th Commando transported by Syrian 1st Air Force Helicopters (Mi-8) enters any Syrian Entry Hex

Oct 9

0200

Syrian 81-3rd Armor Brigade (Attached to 7th ID) enters any Syrian Entry Hex

0400

IDF Leader Ben-Hanan placed with any IDF Replacement unit (on map or reinforcing); All further IDF Replacement Units attached to Ben-Hanan TF 188.