

# Sequence of Play

## A. Seasonal Victory Point Check

Performed at the beginning of Seasonal Turns only (Spring, Summer, Autumn, and Winter).

Strategic Value	Marker Side	VP Box #
+15 or more		Axis Total Victory
+12 to +14	Axis Tide	Box 4
+9 to +11	Axis Tide	Box 3
+6 to +8	Axis Tide	Box 2
+3 to +5	Axis Tide	Box 1
+1 or +2	Previous Side	Box 0
0 to -3	Allied Crusade	Box 1
-4 to -7	Allied Crusade	Box 2
-8 to -11	Allied Crusade	Box 3
-12 to -15	Allied Crusade	Box 4
-16 or less		Allied Total Victory

## B. Axis Player Turn

### 1. Seasonal Phase

Performed only during Seasonal turns (Spring, Summer, Autumn, and Winter). On all other Game Turns, players begin their turns with their Initial Administrative Phase.

- 1.1 Option Card Segment
- 1.2 Logistics Marker Placement Segment
- 1.3 Seasonal Reinforcement Segment

### 2. Initial Administrative Phase

- 2.1 Political Events Segment
- 2.2 Convoy Segment
- 2.3 Air & Naval Segment
- 2.4 Organization

### 3. Operational Movement Phase

### 4. Combat Phase

- 4.1 Blitz Combat Segment
- 4.2 Regular Combat Segment

### 5. Reserve Movement Phase

### 6. Final Administrative Phase

- 6.1 War & Peace Segment
- 6.2 Conditional Event Segment

## C. Western Allied Player Turn

## D. Soviet Allied Player Turn

### 7. Game Turn Interphase

- 7.1 Force Pool Delay Segment
- 7.2 Turn Record Marker Segment

## Attack Sequence

**Step 1** – Attacker chooses defending hex, commits all attacking units (plus one HQ).

*If the raw odds at this point are less than 1:3, the attack is prohibited.*

**Step 2** – Defender can commit one HQ.

**Step 3** – Determine odds. *Greater than 9:1 is 9:1; less than 1:3 is 1:3.*

**Step 4** – Apply net column shift(s) for:

Terrain & Mud      Air  
 HQ Support          Armor †  
 Airborne Assault †    Surprise ‡

**Step 5** – Attacker rolls die, gets result.

**Step 6** – Note *italicized* result, modify it for weather, and apply result.

**Step 7** – Apply attrition result: ## losses for attacker/defender.

**Step 8** – If the defender's hex is vacated, attacker may advance/exploit after combat.

† Only applies during a Blitz Segment.

‡ Only allowed as indicated by the Soviet Surprise Attack Option Supplement card.

## Additional Seasonal Replacements (1.2.4, 5, and 6)

### Axis

- Axis Minor Country
- Axis Nationalists
- Axis Italians
- Italian War Economy
- *Festung Europa*, *SS Europa*, or Military Takeover

### Western Allied

- Western Minor Country
- Western Allied France
- French War Economy

### Soviet Allied

- Soviet Minor Country
- Comintern Support

# Totaler Krieg! Player Aid Sheet

## Combat Results Table

	1-3	1-2	1-1	3-2	2-1	3-1	4-1	6-1	5-1	8-1	9-1+	
	<i>Ex</i>	<i>Ex</i>	<i>Dr1</i>	<i>Dr1</i>	<i>Dr2</i>	<i>Dr2</i>	<i>Dr2</i>	<i>Dr3</i>	<i>Dr2</i>	<i>Dr3</i>	<i>Dr3</i>	
<b>1</b>	1/0	0/0	0/0	0/0	0/0	1/0	0/0	0/1	0/0	0/1	0/1	<b>1</b>
	<i>Ar1</i>	<i>Ex</i>	<i>Ex</i>	<i>Dr1</i>	<i>Dr1</i>	<i>Dr2</i>	<i>Dr2</i>	<i>Dr3</i>	<i>Dr2</i>	<i>Dr3</i>	<i>Dr3</i>	
<b>2</b>	0/0	0/0	0/0	0/0	0/0	0/0	0/0	0/1	0/0	0/1	0/1	<b>2</b>
	<i>Ar1</i>	<i>Ar1</i>	<i>Ex</i>	<i>Ex</i>	<i>Dr1</i>	<i>Ex</i>	<i>Dr2</i>	<i>Dr2</i>	<i>Dr2</i>	<i>Dr3</i>	<i>Dr3</i>	
<b>3</b>	1/0	0/0	0/0	0/0	0/0	0/0	1/1	1/1	0/0	0/2	0/2	<b>3</b>
	<i>Ar1</i>	<i>Ar1</i>	<i>Ar1</i>	<i>Ex</i>	<i>Ex</i>	<i>Dr1</i>	<i>Dr1</i>	<i>Dr2</i>	<i>Dr1</i>	<i>Dr2</i>	<i>Dr2</i>	
<b>4</b>	1/0	1/0	0/0	0/0	0/0	0/1	0/1	0/2	0/1	0/2	0/2	<b>4</b>
	<i>Ar1</i>	<i>Ar1</i>	<i>Ar1</i>	<i>Ar1</i>	<i>Ex</i>	<i>Dr1</i>	<i>Dr1</i>	<i>Dr1</i>	<i>Dr1</i>	<i>Dr2</i>	<i>Dr2</i>	
<b>5</b>	1/0	1/0	0/0	0/0	0/0	1/1	1/2	1/2	1/2	1/3	1/3	<b>5</b>
	<i>Ar1</i>	<i>Ar1</i>	<i>Ar1</i>	<i>Ar1</i>	<i>Ar1</i>	<i>Dr1</i>	<i>Dr1</i>	<i>Dr1</i>	<i>Dr1</i>	<i>Dr2</i>	<i>Dr2</i>	
<b>6</b>	1/0	1/0	1/0	0/0	0/0	0/1	0/2	0/2	0/2	0/3	0/3	<b>6</b>

• **Mud or Snow** affecting the defender's hex reduces *Dr* results as follows:

*Dr3* and *Dr2* become *Dr2* and *Dr1* respectively; *Dr1* becomes *Ex*. Note that *Ex* and *Ar1* results are not affected by weather (see 11.1).

## Blitz Combat Segment (4.1)

**Airdrops (4.1.1):** Supplied airborne corps can “jump” from a land hex. They *can* be placed in a land hex containing enemy ground units.

**Blitz Combat (4.1.2):** 1) The attacker receives an Armor Shift; 2) The attacker *may* receive an Airborne Assault Shift; 3) Hexes affected by Mud cannot be attacked during the *Blitz* Segment of a Mud turn; and 4) Most units cannot attack hexes affected by Snow (11.3) during the *Blitz* Segment of a Snow turn.

**Landings (4.1.3):** Phasing ground units stacked with a friendly Beachhead unit can make an unopposed landing into any adjacent coastal hex *that contains no enemy units* at the **end** of a *Blitz* Segment provided they did *not* participate in combat in that *Blitz* Segment. They need not be in supply to do so.

After attacks and unopposed landings, remove all phasing Airdrop units and place them in the Delay Box. If it is in supply and not stacked with enemy units when removed, replace it with a one-step infantry corps of the same nationality.

## Reserve Movement Phase (5)

**EZOCs:** Units *cannot enter or exit* enemy Zones of Control during the Reserve Movement Phase, *regardless of the presence of friendly units*. This includes port hexes for units using Naval Transport (3.9).

**Supply:** Units need not be in supply to move during the Reserve Movement Phase.

**Rail Movement:** Non-Russian one-step corps units cannot use the 1/2 MP Road/Rail benefit in the Soviet Union during Reserve Movement Phases. Russian one-step corps units cannot use the 1/2 MP Road/Rail benefit outside the Soviet Union during Reserve Movement Phases. These units *can* use the 1 MP multi-step unit Road/Rail benefit. *Note that Soviet minor ally units are not Russian.*

## Axis Permanent Conditional Events (18.1)

1. Conquest of Western Allied Minor Countries
2. Liberation of Soviet Allied Minor Countries
3. Occupation of Axis Minor Countries
4. Axis Coup

## Western Allied Permanent Conditional Events (18.2)

1. Re-activation of Conquered Western Allied Minor Countries
2. Free France
3. Liberation of Axis and Soviet Allied Minor Countries
4. Paris Fortress
5. “Their Finest Hour”
6. Free French Coup

## Soviet Allied Permanent Conditional Events (18.3)

1. Liberation of Axis and Western Allied Minor Countries
2. Emergency Mobilization

## Political Event Tables

### Political Die Roll Modifiers:

Apply the following modifiers to *all* Event Table die rolls, both those on the Option cards and those printed below. Modifiers are cumulative. Modified die rolls less than 1 or greater than 6 are treated as '1' and '6', respectively.

- Add the number of VPs in the Box occupied by the VP Marker if it reads "Axis Tide".
- Subtract the number of VPs in the Box occupied by the VP Marker if it reads "Allied Crusade".
- Subtract the US Commitment Level Number (if any) on the Current Western Allied Option card.

#### Allied Guarantee Table

- 1 Roll on Allied Conference Table
- 2 Roll on Aggression Table
- 3 Conflicting Plans – No Result
- 4 Conflicting Plans – No Result
- 5 Roll on Aggression Table
- 6 Roll on Allied Conference Table

#### Aggression Table

- 1 Greater Germany
- 2 Poland
- 3 Yugoslavia
- 4 Greece
- 5 Spain
- 6 Italy

#### Diplomatic Incident Table

- 1 Roll on Allied Guarantee Table
- 2 Coup D'etat
- 3 Neutrality (*Coup D'etat Option*)
- 4 Free Passage
- 5 Border War
- 6 Roll on Aggression Table

#### Allied Conference Table

- 1 Military Aid
- 2 Churchill Pressures Neutrals
- 3 Conflicting Plans – No Result
- 4 Pacific Commitment
- 5 Allies Support Nationalists
- 6 Military Aid

#### Axis Directive Table

- 1 Volksturm
- 2 Special Weapons Failure
- 3 Special Weapons Success
- 4 Hitler Pressures Neutrals
- 5 Hitler Orders Attack
- 6 Hitler Supports Nationalists

#### Assassination Table

- 1 Military Takeover
- 2 Axis Command/Supply Failure
- 3 Axis Command/Supply Failure
- 4 Axis Command/Supply Failure
- 5 Plot Feared, Purges – No Result
- 6 The Usual Rumors – No Result

*Political Event results are listed in rule 17.2.*

### Supply Effects (10.3)

- Range for Air unit placement or contesting during the Air & Naval Segment is traced from a *supplied* unit (2.3.3) of the same nationality.
- Units must be in supply (*and not stacked with an enemy Air Support unit*) to combine (*but not to break down or perform fortress conversions*) during the Organization Segment (2.4.4).
- Units must be in supply to move during the Operational Movement Phase (3.1) *Units need not be in supply to move during the Reserve Movement Phase (5)*.
- Airborne corps must be in supply to make an Airdrop (4.1.1).
- Attacking armor units must be in supply to provide an Armor Shift during *Blitz* Segments (4.2.1).
- HQ units must be in supply to provide ranged support or a HQ Support Shift (4.2.1).
- Units must be in supply to advance or exploit after combat (4.2.4).
- Airdrop units must be in supply to be replaced by infantry corps during Landing Segments (4.1.3.2).

*Important: Weather never affects retreats, nor does it affect land hexes in Libya, Egypt, Palestine, Syria, or Iraq.*

### Mud (11.1 and 11.2; also see *Combat Result Table notes*)

- Air Support units cannot be placed in specific hexes during Mud turns.
- A unit cannot *exit* an enemy Zone of Control during the Operational Movement Phase, regardless of the presence of other friendly units.
- No units can attack hexes affected by mud during the *Blitz* Segment of a Mud turn.
- The defender receives a one-column shift to the left.
- Advance after combat is allowed, but not exploitation (multi-hex advance after combat).

## Political Restrictions

### Limited War (13.1)

**Allied 2-Step Building Limit:** After setup, Allied multi-step units cannot be increased to their 3-step value.

**Limited Lend-Lease:** Soviet Lend-Lease die rolls have a minus one (-1) die roll modifier.

**Allied "Nice Guys":** Allied players cannot declare war during their respective War & Peace Segments.

### Appeasement & Nazi-Soviet Pact (14.1 and 14.2)

**Soviet Forward Policy:** NAZI-SOVIET PACT only: Soviet units in Soviet Border Regions cannot leave them except to enter that Border Region's associated Minor country or an Axis minor country.

**Economic Cooperation:** *Affected Allied Faction's* (AAF's) Strategic Hexes occupied by Axis ground units and Axis Strategic Hexes occupied by AAF's ground units are *not* counted during Victory Checks.

**Allied Non-cooperation:** NAZI-SOVIET PACT: Western Allied units cannot enter Soviet Allied countries and Soviet Allied units cannot enter Great Britain (or British Dependents). APPEASEMENT: Soviet Allied units cannot enter Western Allied countries (but may enter Conquered Western Allied minor countries) and Western Allied units cannot enter the Soviet Union.

**The AAF's "German Policy"** The AAF's units cannot attack German units or enter Greater Germany. *They are free to attack Axis minor ally units and enter hexes in activated minor countries within the limits of Allied Non-cooperation. Axis minor allies are free to enter the AAF's territories and attack their units.*

1) AAF's Support units cannot be placed in, or contest Superiority in, a land hex in Greater Germany, a land hex occupied by or adjacent to a German ground unit, or a Naval Zone containing a port in Greater Germany. 2) AAF's units cannot enter the Zones of Control of German units during the AAF's Operational Movement Phases, regardless of the presence of other AAF's units. 3) German units' ZOCs do not extend into hexes in the AAF's home country, its minor allied countries, its Dependents (under APPEASEMENT) or, under certain circumstances, Soviet Border Regions (under the NAZI-SOVIET PACT, see 14.1.5).

### Armistice, Change of Government, & Reassess Policy (14.3.1)

• AAF's units cannot *enter* the Zones of Control of Axis units, regardless of the presence of other AAF's units, nor may they attack Axis units during the AAF's *Blitz* and Regular Combat Phases. AAF Support units and Airdrops cannot be placed in a Specific hex within 5 hexes of an Axis ground unit, nor can AAF Support units be placed in, or contest Superiority in, a Naval Zone Box containing an Axis friendly port. The Axis are similarly restricted in their operations against the AAF. Partisan units are not subject to, nor do they subject enemy units to, the effects of Truce Markers upon their faction.

### Negotiation (14.3.2)

AAF units cannot *enter* the Zones of Control of Axis units except for advance or retreat after combat regardless of the presence of other AAF units. Combat *is* permitted by AAF units but Beachhead creation, Airdrops, and Exploitation are prohibited. Beachhead creation, Airdrops, and Exploitation are prohibited within 5 hexes of enemy units.

### Command/Supply Failure (14.4)

**Zone of Control Restrictions:** 5-hex radius. AAF's units may not *enter* EZOCs. AXIS EFFECTS VARY – if Limited War or Military Takeover, may not *enter* EZOCs; if No Retreat or *SS Europa*, may not *exit* EZOCs; otherwise can't *enter* or *exit* EZOCs (this is the usual "General Winter" effect). Partisans *are* affected. Also, units of the affected faction cannot create Beachheads or perform Airdrops within the 5-hex radius, nor Exploit after combat if the defender's hex was within the 5-hex radius.

### Snow (11.1 and 11.3; also see *Combat Result Table notes*)

- Support units cannot be converted into Beachhead units in the North Sea or Baltic Sea.
- Convoy Markers cannot be placed in the Arctic Sea Naval Zone.
- Air units in specific hexes affected by Snow only provide Air Superiority shifts for the hexes they're in, *not adjacent to*.
- A unit must stop immediately upon entering or exiting an enemy Zone of Control in a hex affected by snow during Operational Movement Phases, regardless of the presence of other friendly units in the hex.
- Most units cannot attack hexes affected by snow during a *Blitz* Segment. Phasing German SS units, any German units stacked with or adjacent to phasing German SS units, and all phasing Soviet, Swedish, and Finnish units **can** attack during the *Blitz* Segment of a Snow turn whether or not the defender's hex is affected by snow.