

NEPPAGAMES: ETO™ Turn Sequence

I. Year Start Sequence (Spring Turn)

- A. New WPP Base Calculation, (5.1)
- B. Total WPP Calculation, (5.2)
- C. Germany's Strategic Warfare Construction, (5.3)
- D. Turn Expenditure Limit Calculation, (5.4)

II. Axis Turn

A. DoWs, (1.6)

B. Movement Phase

1. Fleet Base Changes, (6.1)
2. Fleet Interception, (6.5)
3. Resolution of Step 2
4. Air, (7.0) and Ground, (8.0) Unit Movement

C. Combat Phase

1. Attacker Announces all Naval, (6.2-6.4) and Offensive Air, (7.1, 7.5) Missions
2. Defender Announces DAS, (7.2), Interception of Attacker's Naval Missions, (6.5), and Interception of Air Attacks on Fleet Factors in Port, (7.6)
3. Attacker Announces Interception of Defender's DAS, (7.3)
4. Resolution of Steps 2 and 3
5. Complete Sea Transport Missions, (6.2)
6. Airborne Drops, (3.3, 8.0)
7. Combat Resolution, (8.1, 8.2)
 - a. Post-Combat Advance, (8.3)
 - b. Place Bridgehead, (8.4)
 - c. Complete Amphibious Invasion, (6.5)
8. Resolve Air Attacks on Fleet Factors in Port, (7.5)

D. Exploitation Phase

1. Move Exploiting Armor Units to Breakthrough Zone, (8.5)
2. Exploitation Movement, (8.6)
3. Attacker Announces Exploitation Ground Support, (7.1)
4. Defender Announces Exploitation DAS, (7.2)
5. Attacker Announces Interception of Defender's Exploitation DAS, (7.3)
6. Resolution of Step 5
7. Airborne Drops, (8.6)
8. Exploitation Combat Resolution, (8.7)
 - a. Exploitation Post-Combat Advance, (8.8)

E. Strategic Warfare Phase (Only During Allied Turn)

1. U-boat and Fleet Movement, (9.6)
2. ASW Resolution, (9.7)
3. Convoy Resolution, (9.8)

F. Unit Construction Phase

1. Placement of New Units, (10.0)
2. WPP Grants, (10.1, 10.2)

G. Strategic Redeployment Phase

1. SR Units and Grants, (11.0, 11.2)
2. Elimination of Overstacked Units, (8.5, 13.4)

III. Allied Turn