

Detailed Sequence of Play

A. The Night Turn

1. Night Inter-Turn Phase

- **Weather Determination Phase (8.0)**
 - Add Supply Points (7.6.2)
 - Add Replacement points (9.3)
 - Check for Motorization for both sides (19.10 Allied / 20.1 German)
- **Mulberry Harbor Construction (19.4.1)**
 - Check for Destruction in Storm (19.4.2)
- **Cherbourg Port Destruction Phase (20.4)**
- **Allied Naval Movement Phase (10.9)**
 - Move Naval Units
 - Flip all Naval units to their Ready side
- **Replacement & Reinforcement Phase (9.0)**
 - Both players place Reinforcements (9.2)
 - Allied Replacement Segment (9.3-9.6)
 - Check Cotentin Peninsula for Supply & Replacement situation (20.2)
 - German Replacement Segment (9.3-9.6)
- **Air Allocation Phase (11.1 - skip on Heavy Rain or Storm turns)**
 - Both players allocate Air or AAA Points
 - Reveal assignments
 - Resolve air interdiction
 - Place the Allied Current Turn Ground Support marker (11.4)

2. Allied Night Player Turn

- **Allied Engineering Phase (14.0)**
 - Bridge Destruction (14.1)
 - Bridge Repair (14.2)
 - Return previously elim HQs (7.8)
- **Flip Allied Artillery units to Ready side**
- **Allied Night Movement Phase (10.7 – halved, rounded up)**
- **Allied Night Combat/Artillery Phase**

3. German Night Player Turn

- **German Engineering Phase (14.0)**
 - Bridge Destruction (14.1)
 - Bridge Repair (14.2)
 - Build Entrenchments (14.3)

- Return previously elim HQs (7.8)
- **Flip German Artillery units to Ready side**
- **German Night Movement Phase (10.7)**
- **German Night Combat/Artillery Phase**
 - Check for Strongpoint isolation (18.9.4)

3. End of Turn Phase

- Check for OST Battalion Isolation (20.4) and Strongpoints (18.9.4)
- Advance Turn Marker

B. The A.M. Turn

1. Allied A.M. Player Turn

- **Flip Allied Artillery Units to Ready side (12.5.2)**
- **Allied Movement Phase (10.0)**
- **Allied Combat/Artillery Phase (12.0)**
- **Allied Mechanized Movement Phase (10.5)**

2. German A.M. Player Turn

- **Flip German Artillery Units to Ready side (12.5.2)**
- **German Movement Phase (10.0)**
 - Check Interdiction 11.2)
- **German Combat/Artillery Phase (12.0)**
 - Check for Counter-Battery if applicable (13.4)
 - Check for Strongpoint isolation (18.9.4)
- **German Mechanized Movement Phase (10.5)**
- **Allied Recon Air Attack Phase**

3. End of Turn Phase

- Check for OST Battalion Isolation (20.4)
- Advance Turn Marker

C. The P.M. Turn Identical to the A.M. Turn

D. End of Day Phase

- Check for Victory (follow scenario instructions)
- Advance Turn Marker