

Sequence of Play

Phase	Summary
Preparation	Active Player... <ul style="list-style-type: none"> • Flips over own inverted Reusable Events (🔄). • Puts Returnable Events (📄) back to the appropriate Event Deck/Array (4.2.4). • Checks for Malta Surrender (8.4). • If Vichy Attacked on last Allied turn, place Axis Control markers on all Vichy Areas not under Allied Control (8.5).
Action	Active Player... <ul style="list-style-type: none"> • Take one Action (6.0), if an Attack or Event Action, resolves using the Conflict Resolution Procedure (7.0), then • May be able to take a further Bonus Action or Actions (7.9). • Certain circumstances may trigger a Reshuffle (5.4) and/or the End of Year procedures (5.5). • After <i>each</i> Action and possible Bonus Action(s) above, the players conduct a Cleanup (7.8).

Actions

Action	Notes
Annual Reorganize (6.1)	Discard and refresh own Conflict card Hand for a Hand Size cost or benefit to opponent. Flip Year Marker to its non-star side. Note: Ends player turn.
Fortify (6.2)	Place a Fortification marker. Note: Ends player turn.
Reinforce (6.3)	Two types: <ul style="list-style-type: none"> • place a Fleet marker (6.3.1) • acquire a Big Push (6.3.2) Note: Ends player turn.
Event Action (6.4)	Acquire an available Event through Conflict Resolution. Note: Bonus Action possible (7.9).
Attack Action (6.5)	Attack an Area or Zone through Conflict Resolution. Note: Bonus Action possible (7.9).
Big Push (6.6)	Conduct multiple Actions in one turn: <ul style="list-style-type: none"> • two Event Actions (6.6.2) or • two Attack Actions (6.6.3)
Operation (6.7)	Conduct multiple Actions in one turn. Three types: <ul style="list-style-type: none"> • Barbarossa (6.7.2, Axis) • Overlord (6.7.3, Allied) • Bagration (6.7.4, Allied)

HITLER'S REICH

WW2 in Europe

Player Aid Card #1

Conflict Resolution Procedure

Step (<i>Active Player goes first in each Step</i>)	Rule
1. Play Event or Events	7.2
2. Play Conflict cards	7.3
3. Roll Conflict and Bonus Dice	7.4
4. Resolve Event and Marker Effects	7.5
5. Resolve Conflict Card Special Properties	7.6
6. Determine Winner	7.7
7. Cleanup	7.8
8. Bonus Action or Actions	7.9

Bonus Action

Step	Summary
Success Bonus	If, in the <i>first</i> Action of your player turn, you win an Event Action, or win an Attack on Land or Sea, the next Bonus Action may be one of either. <ul style="list-style-type: none"> • Reorganize (6.1) • Fortify (6.2) • Reinforce (6.3) • Event Action (6.4) • Attack Action (6.5)
Production Center Bonus	If, in <i>any</i> Attack of your player turn, you take Control of a Production Center: <ul style="list-style-type: none"> • Optional Event Action (6.4)
Blitzkrieg Bonus (max 3 per turn/side)	If, in <i>any</i> Attack of your player turn, you take Control of any Land Area, <ul style="list-style-type: none"> • Optional Blitzkrieg Attack (7.9.2, 6.5)

Bonus Conflict Resolution Dice

Sea and Land Bonuses

(No Conflict Resolution may exceed max of 5 dice/side)

Bonus Type	Summary
Event Bonus	Some Events (4.2) afford a Bonus Die (to maximum of 5).
<i>At Sea</i>	
Sea Zone Bonus	When a Sea Zone is Attacked, either player gains a Bonus Die if the player is the only player Controlling one or more Land Areas adjacent to or inside that Sea Zone. If each player Controls at least one Land Area inside or adjacent to that Sea Zone, neither gains that Bonus Die.
Fleet Bonus	When a Sea Zone is Attacked, the player with a Fleet in the Zone gains a Bonus Die. If both players have a Fleet present, each gains a Bonus Die. See 7.5 for a Fleet's Amphibious Attack effect.
<i>On Land</i>	
Land Area Bonus	When a Land Area is Attacked, each player totals the number of Land Areas and Sea Zones the player Controls which are adjacent to the target area. <i>Do not count the target Land Area itself.</i> If the attacker's total of Land and Sea Areas is higher, the attacker gains a Bonus Die. In all other cases, neither player receives a Bonus Die.
Capital Defense Bonus	An Axis player defending Berlin, or an Allied player defending Moscow or London, automatically gains a Bonus Die.

Marker Effects

Effect Type	Summary
Fortification Bonus	If you are defending in an Attack against a Land Area, and have a Fortification marker there, you may use it to change the number showing on any <i>one</i> of your dice. <ul style="list-style-type: none"> • If the Land Area has a Production Center, change it to a 5. • If there is no Production Center, change it to a 4.
Fleet Effect	If you are the attacker in an Amphibious Attack, and have a Fleet in the Sea Zone from which the Amphibious Attack is being made, you may now reroll one die when resolving the Amphibious Attack. Note: You may also use the Allied FLEET CARRIERS Event in an Amphibious Attack. If combined with using a Fleet, it gives you two optional rerolls for that Land Attack.
Events Effect	Some Event cards (4.2) enable the player to Reroll some of his own or the opponent's dice. <i>Example: The Axis Only Event ROMMEL affords the option of rerolling a die of the player's choice (either Axis or Allied).</i>



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