

OVERLORD: The Build-Up

Sequence of Play from Turn 2 until the end of the Build-up

Players should move to The Killing Ground sequence of play the game-turn after the completion of both Allied depots (see 26.3.2).

[26.3] Sequence of Play

The Build-up sequence of play follows the standard *The Killing Ground* sequence of play with some additions and modifications. Standard rules apply in all cases except where specifically indicated in the Build-up sequence of play and supporting explanatory rules. **Note:** *The sequence of play text shown in green indicates changes and additions to the standard The Killing Ground sequence of play and rules.*

Each Game-Turn must proceed exactly in the order described in the following outline:

A. WEATHER AND AIR DETERMINATION STAGE

A. Weather Segment: The Allied player reveals the weather die roll for this turn to determine the current weather and rolls for rain if required. The Allied player then rolls for the Sea Condition and moves the markers to the appropriate box on the Weather and Sea Condition display. The Allied player then secretly rolls for the weather for the next turn and records the die roll result (14.1).

The Allied player rolls for Weather Pattern if required (see 26.14.1).

B. Allied Air Segment: The Allied player determines how many Air Points he will receive for the current turn (see 26.15.3). He then allocates Air Points between Movement Interdiction and Ground Support (see 15.2). He then determines the amount of Air Points used for Supply Interdiction.

C. Allied Rail Interdiction Segment: The Allied player may use the last unit from the air units assigned to *Supply Interdiction*; place the unit interdiction side down in the Rail Interdiction display on the map.

D. Allied Naval Bombardment Segment: The Allied player may use Naval Bombardment against coastal WNs or for Naval Fire Protection (see 26.8.2 and 26.8.3).

B. MUTUAL SUPPORT & SUPPLY DETERMINATION STAGE

A. Corps and Artillery Support Segment

The Allied player determines if Support Points must be used (from the Army Reserve SPs) to keep any of his Corps HQs supported.

- Each Corps HQ that is currently *marked unsupported* must be supported with an SP.
- Each Corps HQ that is beyond the current Corps HQ Support Radius must be supported with 1 or more SPs.

Check the Mulberry Construction Track to determine each army's current Corps HQ radius (see 26.10.5). Place an "Unsupported" marker on Corps HQs that cannot be supported (see 26.10.1).

Note: Allied Army Reserve SPs do not get allocated to Corps during the Build-up. Current Daily Corps Support Level is a set value (see Corps HQ Radius Track on the map) and does not change until the Allied Depots are completed (see 26.10.2).

The German player allocates SPs to those Corps that will be supported for the game-turn (10.2.1a and 10.5.5).

Note: The German VII Army is the only army considered activated: One Corps HQ and one artillery unit is supported for free until V Panzer Army becomes activated (see 26.10.6)

Both players may resupply reduced artillery units by spending Army Reserve SPs (see 10.4).

B. Supply Segment: Both players determine the supply status of all their units on the map. Units are determined to be either In Supply, Out of Supply or Isolated. Unit attachments are established at this time (see 11.7). The supply status determined in this phase is in effect until the next Mutual Supply Determination Phase.

Allied Note: All Allied units are In Supply for turns 1-2. After that, units must trace 3 hexes or less to an HQ or beach hex.

German Note: German units with corps designations and mech units must trace supply to a corps HQ. Other units can trace to a city hex within 6 MPs (see 26.11.2)

C. ALLIED PLAYER-TURN

1. Operation Phase (None)

The Allied player cannot conduct operations until both Allied depots are completed. Also, the *German Operational Initiative Segment* is not allowed until V Panzer Army is activated (see 26.12)

2. Army Support and Replacement Phase

A. Army Support Segment:

- Depot Support Points:** The Allied player automatically receives Support Points for each nationality from the Depot Track. The number of SPs each turn is indicated on the Support Points row of the **Allied Depot Track**. These SPs are added to each nationality's Army Support Point total on the **Allied Army Support Points Track** (see 26.10.2.1).

- Sea Landed Support Points:** The Allied player may land SPs in the following manner from each open beach and Mulberry Landing Box:

Landing Box 1 automatically lands one SP; no die is rolled – place an SP Landed marker in Landing Box 1.

Landing Box 2 requires a roll of the die to land SPs (see the **Support Points Landing Table**) – place an SP Landed marker in Landing Box 2.

Landed SPs are immediately added to the **Allied Army Support Points** total for the nationality that controls the landing beach (26.10.2).

- The Allied player may expend 1 SP to modify the Mulberry construction die roll (max of 1 per nationality); flip the Mulberry marker to its -2 side (see 26.19.2).

B. Replacement Segment:

- The Allied player may use Replacement Points (RPs) to rebuild eligible reduced units per the replacement rules (see 17.0).
- Purchase RPs:** The Allied Player may add Replacement Points to each nationality's RP total (up to the max indicated on the TRT, for the current turn, at a cost of 1 SP per RP (see 26.17.5).
- Rest Units:** The Allied player may rest eligible regiments; paying 1 SP for each eligible unit (see 26.17.7).
- The Allied Inter-Army Boundary may be changed at a cost of 2 SPs (see 26.18.0).
- Recombine Breakdown Battalions:** Allied breakdown battalions may recombine starting on Game-turn 3 (see 26.17.1, 2, 5 and the Breakdown Battalion Build-up Guide)
- Additional HQs.** An Allied HQ from the Holding Box may be brought onto the map. The Allied player pays 3 SPs, removes the HQ from the Holding Box and places it in the Floating Reserve of the same nationality. (see 26.10.3)
- AGRA Release from the Holding Box.** The Allied player may pay 3 Support Points, plus an Hv artillery unit from the map, to release an AGRA unit from the Holding Box (see 26.16.1)

C. Sea Landing Segment:

- Landing Units** – The Allied player must land any units that are in Beach or Mulberry Landing Boxes to a beach landing hex. Each landing unit rolls on the Build-up row of the **Beach Landing Table**. **Note:** Units already under a Delay marker must be landed first. These units land automatically (no roll is required). **Remove SP Landed markers after all units have attempted to land.** (See 26.4.1)
- Advance Units in Floating Reserve to Landing Boxes** – After all units in the Landing Boxes have attempted to land, units in the Floating Reserve can advance to the empty landing boxes (See 26.4.1).

D. Allied Reinforcements Segment: Allied reinforcements due this turn (indicated on the Game Turn Record Track) are placed in the appropriate Floating Reserve display.

3. Movement Phase

A. Tactical Movement Segment: The Allied player may move any or all of his eligible units by using tactical movement (see 4.3). *Note: No Reserve Movement Segment for the Allies during the Build-up.*

B. Strategic Movement Segment: The Allied player may now move the remainder of his units by using strategic movement.

C. Carpet Bombing Resolution Segment None during the Build-up

4. Combat Phase

A. Combat Segment: Allied units must attack adjacent German units per the normal rules for combat. Units in certain types of terrain may be exempt from mandatory combat. A combat ratio is determined for each attack, modifiers are applied and two dice are rolled. The combat result is determined from the Combat Results Table and attrition losses. Step losses, disorganization, retreats and advances are performed (see 8.0).

B. Reserve Segment: There is no Reserve Movement or Combat during the Build-up.

5. Targeted Air Interdiction Phase

The Allied player may use Movement Interdiction Air Points to conduct Targeted Air Interdiction on specific hexes (15.5.4).

6. Engineering Phase

Improved Positions: The Allied player may flip any IP construction markers to their completed sides. He may now construct new IPs, paying 1 SP for each, and places the construction markers face down (construction side up); limit one per HQ. (See 19.1 and 26.19.4)

Bridge Engineering: The Allied player may attempt to repair and destroy bridges (see 19.3).

Clear Beach Obstructions: roll 2 dice; if the result is less than or equal to the calendar date, reduce the Obstruction level by one (see 26.19.1)

Mulberry Construction: roll 1 die for each nationality to determine if the Mulberry level increases on the **Mulberry Construction Track**. Apply all modifiers (see 26.19.2).

Depot Construction: roll 1 die for each nationality to determine if the depot construction level increases on the Depot track. Apply all modifiers (see map and 26.19.3).

Remove Naval Fire Protection Markers

7. Disorganization/Regroup Phase (both players)

- The Phasing (Allied) player return all units with a Regroup marker on them to normal by removing the marker. The non-Phasing (German) player may regroup any

disorganized unit(s) by flipping the Disorganized marker to its Regroup side.

- The Allied player resets the Naval Bombardment marker to 0.

D. GERMAN PLAYER-TURN

1. Operation Phase

- The German player may initiate an Operation or continue to support any current ones per the rules for German Operations (12.2). *Note: No German Major Operation until the V Panzer Army is activated* (see 26.20.1 and 12.2.7).
- The German player may transfer SPs to the German Operations SP total (see 12.2.2).

2. Army Support and Replacement Phase

A. Army Support Segment: The German player receives 8 Support Points each turn, minus the number lost to Allied Air Interdiction and control of German supply sources, and adds them to the VII Army SP total (see 10.2.1b and 26.10.7).

B. Replacement Segment: The German player determines how many Replacement Points he receives this turn and may roll on the German Replacement Table to determine the replacement types (17.1.2 and 17.1.3).

- Recombine Breakdown Battalions:** German breakdown battalions may recombine beginning with Game-turn 2 (see 26.17.3)
- Create Panzer-Kampfgruppen:** Panzer-Kampfgruppen from Panzer division steps may be built and/or dissolved (see 26.20.2).
- Reinforcements are placed on the map in an OMM box or in the German Rail Reinforcement box in accordance with the rules for Reinforcements (16.1, 17.2.8 and 26.16.2). *Note: A German Mech unit placed as a reinforcement in an OMM box must have its supply status determined.* (see 26.16.2).
- Artillery Unit Release from the Holding Box:** The German player may release artillery units from the German Holding Box by paying 1 SP for each (see 26.16.2)

3. General Air Interdiction Phase

- The Allied player rolls one die on the Allied Air Interdiction Table to determine the effects of General Air Interdiction on German movement for the upcoming German Movement Phase (see Interdiction rules 15.5.1). *Note: Add the Automatic Air Interdiction Points* (see chart and 26.15.3).
- Determine effectiveness of **Allied Rail Interdiction** on the German Rail capacity (see 26.15.2).

4. Movement Phase

- Tactical Movement Segment:** Same as in the Allied player-turn except the German units move.
- Strategic Movement Segment:** Same as in the Allied player-turn except the German units move. German movement may

be affected by Allied Air Interdiction.

- Units in the OMM Transit Display are moved from one box to another or moved to an OMM box on the map.

C. German Rail Movement Segment:

- Additional SPs can be added to Cherbourg by using a Rail Point (see 26.10.6)
- The German player moves units from the German Rail Reinforcement box onto the map per the German Rail Movement rules (see 26.4.3).
- The Allied player determines German Rail Interdiction (see 26.4.4).
- If the Rail Capacity marker is at -1, flip the marker to its normal side (see 26.10.7).

5. Combat Phase

Same as in the Allied player-turn except the German units attack.

6. Engineering Phase

Same as in the Allied player-turn except that the German player may *not* build Entrenchments (19.2 and 26.19.4).

7. Disorganization/Regroup Phase (both players)

- The Phasing (German) player return all units with a Regroup marker on them to normal by removing the marker. The non-Phasing (Allied) player may regroup any disorganized unit(s) by flipping the Disorganized marker to its Regroup side.
- The Allied player resets the Naval Bombardment marker to 0 and returns all air units to the cup.

E. GAME-TURN INDICATION STAGE

A. Victory Determination Segment: Both players determine the level of victory at the end of any game-turn based on the German victory point level. (see 26.21.1). If play will extend beyond July 5th (turn 30), the victory conditions are ignored and players proceed to the transition for *The Killing Ground* (see 26.21.2)

B. V Panzer Army Activation: The German player determines if the German V Panzer Army is activated (see 26.20.1).

C. Sequence of Play Transition Segment: The players determine if the Build-up ends and the game makes the transition to the standard *The Killing Ground* sequence of play. If both Allied Depots are completed, place the depot counters on the map (see 26.19.3) and apply the transition protocol described in 26.21.2. Starting with the next game turn, use the standard sequence of play as described in rule 3.0. All rules in the original game are in place and supersede the rules used during the Build-up (see 26.21.2).

D. Game-Turn Indication Segment: The Game-Turn marker is advanced on the Game-Turn Record Track to indicate the end of this Game-Turn and beginning of a new Game-Turn.