

March on Kyiv Sequence of Play

Each Game-Turn Consists of the Following Phases:

- Initiative Determination - Roll on the tables provided.
- Up to three Player-Turns - In the order determined above - With the phases listed below.
- Turn End - At this point one turn ends and the next turn begins. Advance the turn marker as appropriate.
At this point on the last turn, the game ends and the players determine who won.

Each Player-Turn Consists of the Following Phases:

- Mobilization Phase - (4.0) - During the Mobilization Phase, the attacker removes withdrawals, places reinforcements, performs mobilization, and checks for treachery, in that order.
- 1st Combat Phase - (5.0) - During the Combat Phases, the attacker's units may attack adjacent enemy units.
- 1st Movement Phase - (6.0) - During the Movement Phases, the attacker's units may move.
- 1st Supply Phase - (7.0) - During the Supply Phases, the attacker checks the supply status of each of their units.
- 2nd Combat Phase - (5.0) - During the Combat Phases, the attacker's units may attack adjacent enemy units.
- 2nd Movement Phase - (6.0) - During the Movement Phases, the attacker's units may move.
- 2nd Supply Phase - (7.0) - During the Supply Phases, the attacker checks the supply status of each of their units.
- Player-Turn End - At this point one player-turn ends. When each player completes their turn, the next player begins theirs. When the last player completes their turn, the game-turn ends, and the next game-turn begins, as listed above.

Initiative Determination - in *March on Kyiv*

July III and after - One player rolls one die, and each side takes its turn in the order shown:

- 1 - **Bolsheviks attack/move first**, **Directory second**, Volunteers last
 - 2 - **Bolsheviks attack/move first**, Volunteers second, **Directory last**
 - 3 - **Directory attacks/moves first**, **Bolsheviks second**, Volunteers last
 - 4 - **Directory attacks/moves first**, Volunteers second, **Bolsheviks last**
 - 5 - Volunteers attack/move first, **Bolsheviks second**, **Directory last**
 - 6 - Volunteers attack/move first, **Directory second**, **Bolsheviks last**
- Any allies move with their side.