

HOLDFAST ATLANTIC 1939-45: SEQUENCE OF PLAY

1. **Reinforcements:** Both players check for reinforcements and place them in ports or in case of submarines and land air units place them off-board. Axis: Germans at Kiel/Narvik and Italians at Taranto. Allies: British at Scapa Flow/Gibraltar/Alexandria and US/Convoys at Norfolk. Russian at Leningrad.
2. **Allied Ship Movement:** Allied player activates units for movement. Surface ships move from ports to connected sea areas. *(1 or 2 areas: 2 only if first is Allied controlled; Convoys only 1 area)*
3. **Axis Ship/Sub Movement:** Axis player activates units for movement and placement. Surface ships move from ports to connected sea areas. *(1 or 2 areas: 2 only if first is Axis controlled)* Submarines to any areas.
4. **Land Air Unit Placement:** Allied player first then Axis.
5. **Repair Damaged Ships:** Both players may repair any damaged ships that did not move and remained in port using RP available and port capacity. *(Allies: T1-3/8RPs, T4-T8/15RPs) (Axis: T1/7RPs, T2-6/9RPs, T7-8/7RPs)*
6. **Perform Combat in Opposed Sea Areas:** Axis player chooses order if more than one area. Combat Sequence:
 - a. Submarine Combat (1 round). Allies count number of ships plus 2 dice per convoy and 1 die per air point. 6 sinks sub/1 disables. Surviving Subs roll *(T1-4/2 dice) (T5+/1 die)* and may gang up on a single ship. Surviving subs stay in sea area. Note: Sunk subs come back 2 turns later on turn track starting Turn 5.
 - b. Air Combat (1 round). Air units can gang up on single target but cannot split values. Sunk/Disabled ships are removed after this phase.
 - c. Ship Combat (1 or more rounds). Simultaneous but Axis surface ships target the Allied surface ships first. Hit results applied but sunk and disabled results do not take effect until AFTER Allied player repeats the process. Sunk ships are removed from the game and disabled ships moved to nearest friendly or neutral port. *(dr=1 disables enemy ship / hit on dr > or = target hit number)*
 - i. 2nd Round of Combat. Allied player first determines if he will stay or withdraw. Axis player next makes same determination.
 1. If both stay then continue combat as per c.
 2. If one decides to withdraw – all ships must withdraw. Other player decides whether to Pursue (optional)
 3. Combat Pursuit Fire. Staying player decides which ships will pursue.

- a. Pursuing ships only fire on “Like” ships. BB vs BB, CA vs CA etc. including CV vs CV w/Air points and Land Air vs Land Air. One per until all “Like” ships targeted then can add more “Like” to pursued ship/unit. *Note: Convoys can only be targeted if no friendly ships left in Battle Stations area.*
 - b. Pursuing ships fire one round of combat and apply results immediately. Surviving withdrawing ships then return fire and apply results. Surviving withdrawing ships then use normal movement and ignore control markers to return to a friendly port.
- 7. **Determine Control of Sea Areas:** Sea Area Control for turn end is checked after all combat is completed.
 - a. Any sea area with no ships is neutral – remove any control marker
 - b. Any sea area with **Allied Ships** and any **Axis Submarines** is neutral – remove any control marker.
 - c. Any sea area with only one sides ships – place that sides control marker
- 8. **Determine NET VP earned in a turn:** Only one player earns VPs for a turn. Whichever player has the most net VPs for the turn gets those added (if already having a positive VP total) or subtracted (if other side has a positive VP total). **MAX 12VPs**
- 9. **End of Turn:** Return all surface ships still on the board to friendly ports using normal movement and ignoring control markers. *NOTE: Convoys remain in their current sea area.* Any submarines and land air units are moved back off-board. Move turn marker one space and begin new turn.
- 10. **VICTORY:** Player with most VPs at the end of Turn 8 is the winner. Axis wins ties.

OPTIONAL RULES:

The BALTIC: Allied British ships are allowed to move into Baltic Sea area but are subject to Germans firing on them. Axis player rolls 3xDice against EACH British ship and applies hits/disabled. Applies for both entry and exit of Baltic Sea Area

Air Raid: Port repair facilities can be attacked by Land Air Units. Before repairs are done at that port – roll 3xDice and rolls of 4-6 hit the port reducing its RP capacity by 2 per hit. Air unit is then removed from board and available next turn.

Task Forces: Allied player has task force blocks that are placed on the board to represent several ships that will move together and can also serve as decoy blocks. Place ships in task force box until needed to be moved to battle board.