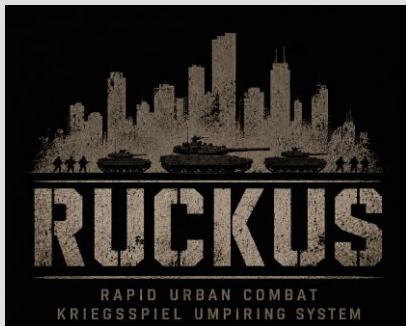
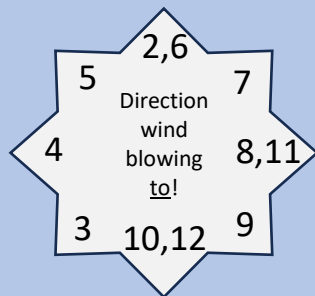




Turn Sequence

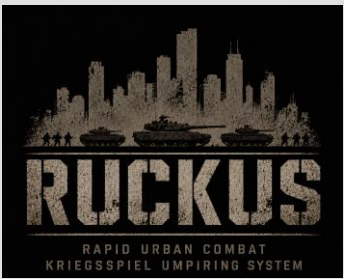
Wind Direction



Weather

Clear (3+)	UAVs OK	
Cloudy (2)	No MALE UAVs	
Rain (1)	No UAVs	

Start of Game	Check Weather	
	Initial ISR/Prep. Fires	
Start of Turn	Initiative (optional)	
	Injects (optional)	
	Special Capabilities (optional)	
Def, Att	ISR	
Def,Att	Fires	
Att	Activate Elements	
	Flip Disrupted	
Def	Activate Elements	
	Flip Disrupted	
End of Turn	Remove Neutralisation	
	Remove Smoke	
	Test Fire & TIC/TIM Spread	
	Move Civilians	
	Assess Elapsed Time (optional)	



Turn Track (+day/hour)

00	01	02	03	04	05
06	07	08	09	10	11
12	13	14	15	16	17
18	19	20	21	22	23

Optional: Turn duration (hrs) = D3+D3 per assault+D3 if 1 or more UAV attacks.

Initiative Side

Active Side

Adverse Opinion Track

00	01	02	03	04	05
06	07	08	09	10	11
12	13	14	15	16	17
18	19	20	21	22	23
24	25				

Event	AO Cost	Event	AO Cost
DP Created	2	Standard CP Damaged	3
Civilian Casualty	5	Special CP Damaged	10
Fire created/spread	5	Enhanced CP Damaged	20
TIC/TIM created	5	Vulnerable Site Combat	3
Utility Out	5	Vulnerable Site Damaged	5
Rubble created	1	Media present	x2
NGO Casualty	7	Media casualty	10

RED ASSETS

Troop Quality



Organic CUAS



Resupply



	Available	Used/Lost
Arty Max Per Turn 		
Mortars Max Per Turn 		
CAS Max Per Turn 		
EW Max Per Turn 		

	Available	Used/Lost
ISR UAV Max Per Turn 		
Bomber UAV Max Per Turn 		
FPV UAV Max Per Turn 		
Special Actions Max Per Turn 		

	Available	Used/Lost
Arty Max Per Turn 		
Mortars Max Per Turn 		
CAS Max Per Turn 		
EW Max Per Turn 		

	Available	Used/Lost
ISR UAV Max Per Turn 		
Bomber UAV Max Per Turn 		
FPV UAV Max Per Turn 		
Special Actions Max Per Turn 		