

WITE Turn Guide (courtesy dlazov66)

As a general rule of thumb what I do is (always toggle enemy hexes, unit modes and isolated/supplied on. Also I like to show combat (attack/defense) values on units, when you click on a unit it always shows the available MP, once you get use to this I think it works best in this mode) :

1. Check the Logistic Phase Event Log

- Scanning the Refit/Normal Replacement to see if anything jumps out (0 men were returned... or 99 damaged AFVs were not repairable)
- Check tons of ammo delivered to front line units
- See if any units were renamed, upgraded or if any leaders were killed, dismissed, promoted or increased in skill
- Check the status of trucks lost
- Check the tons of supplies added
- Check on production values produced and consumed
- Check manpower added
- Check on Pilot training
- Briefly check losses by type

2. Show battle sites (F11)

- Scan the map to see what the AI or Human player did their turn
- Hover over icons of interest
- Click on icons of interest for more details

3. Show losses screen

- View Axis/Soviet ground losses in men, guns and AFV
- Check total men KIA, captured and disabled for both sides
- Perform mental analysis of said losses with the logistic phase in mind
- View total air losses of both sides
- Reference total and type of destroyed units thus far

4. Show OOB

- Quick check of men, guns, AFVs and aircraft by nation
- Quick check to see if any HiCom leaders changed (and if so why? Halder, Vatutin, Bock, etc.)

5. Show Victory Points

- Brief scan to see what it is and where I am at compared to historical commanders

6. Check the Action Point totals and the Motor Pool numbers

- More/less AP determines if I save or use them for SU attachments, corps build ups or Soviet builds
- If motor pool is getting low then somebodies need to go into static (sec or non-used rifle)

7. Show the Weather Zones in bad weather

- Check to see if mud, snow, blizzard, etc., in all zones or only some

8. Show withdrawals/arrivals

- Make a note of who may be withdrawing
- Make a note of who arrived

9. Soft Factors check

- Flip on Supplies and scan map and note who is low, in danger or isolated (both sides)
- Flip on Fuel and scan map and note which Tank, Mech or Motorized units are low or high on fuel

10. Planning Phase (dynamic, analytical, varied, situation dependent, coffee, wife, children, dog, etc.)

- Support unit attachment (HQ first then combat units)
- TOE checks
- Air Recon
- Bomb airfield
- Bomb ground
- Bomb city
- Air Supply
- Implement planned moves (hasty/deliberate attacks)
- Take advantage of opportunities that arise
- Rail, Sea or Air Transport
- Rail Repair
- Construction
- Air base movement

11. End turn items

- Check CR for units too distant from HQ
- Check/scan map for units out of command radius (same as above but on map may use either or both)
- Check/scan map for units out of supply range (can also use CR)
- Check/scan map for units low on fuel
- Check/scan map for any units not moved
- Make sure to set modes for units per item 10 above (refit, reserve, etc.)
- Make sure pockets closes
- Make sure infiltration is set (pushing/slicing through a line)
- Make sure air bases in range of front lines
- Make sure HQs are where they are supposed to be from item 10 above

- Double check F11
- Double check losses
- Double check OOB