

# Abbreviated Sequence of Play v. 10

(Colors: diplomacy, oil, supply, air, naval, ground.)

## Game Turn

- A. Research phase
  1. Axis rolls
  2. Allied rolls
  3. Axis spy rings placed & eliminated
  4. Allied spy rings placed & eliminated
- B. Weather
- C. Magic draws
- D. Axis Player Turn
- E. Allied Player Turn

## Player Turn

1. Diplomatic phase
  - a. Announce targets, reaction DRs, Russian demands
  - b. Player reveals DPs
  - c. Activate USAT DP
  - d. Opponent reveals DPs
  - e. Russian subversion
  - f. Player's covert ops, opponent's counter-intelligence
  - g. Opponent's covert ops, player's counter-intelligence
  - h. Diplomatic rolls
  - i. Place or adjust minor forces
  - j. Effective USAT/USJT [Allied turn]
  - k. U.S., Russian mobilizations [Allied turn]
2. Oil & BRPs
  - a. Place oil
  - b. Move oil (by land only)
  - c. Offset oil effects, uninvert units
  - d. Adjust BRPs: transport levels, mobilizations, conquests, diplomacy, restored Key Economic Areas
3. DoW
  - a. DoW
  - b. Mine Norway [Allied turn]
  - c. Place minor forces
4. Voluntary elimination
5. Movement phase
  - a. Place airbases
  - b. Stage\*
  - c. Counterair
  - d. Air attacks on patrolling subs
  - e. Announce base changes, patrols, SW transfers
  - f. Patrols
  - g. Harbor attacks
  - h. Base changes\*, SW transfers
  - i. Initial supply determination
    - 1) Sea supply; assign oil and grants to transports
    - 2) Air & naval interactions
    - 3) Add oil to reserves
    - 4) Offset oil effects
    - 5) Air supply
    - 6) Unit supply status
  - j. Air and sea transport\*
    - 1) Move ground units to bases
    - 2) Announce transport missions
    - 3) Air & naval interactions
  - k. Ground movement, overruns, finish air & sea transport
  - l. Fix attrition overstacking
6. Combat phase
  - a. Announce all air & naval missions
    - 1) counterair, attacks on ports, ground support, strategic bombing, Hump grants

\* - NAS may transfer between a CV and its port.

- 2) seaborne invasions & shore bombardments, raiders, fast-carrier missions
- b. Magic interceptions [Axis turn]
- c. Counterair
- d. Land-based air attacks on ports
- e. Opponent announces air & naval interceptions, DAS, defense against bombing
- f. Intercept DAS
- g. Air & naval interactions
- h. Announce patrol/fast-carrier-mission air missions (attack bases, GS, intercept DAS); resolve base attacks
- i. Air combat for bombing missions
- j. Raiders, SW combat, Flying Bombs & Rockets
- k. Announce and conduct airdrops
- l. Ground combat, seaborne invasions
  - 1) Designate attack, low-odds DAS, intercept DAS
  - 2) Tactical nukes, attacker first
  - 3) Combat roll, remove losses
  - 4) Additional combat rounds
  - 5) Advance
  - 6) Place BH, breakthrough markers
- m. Ships return to port
- n. Exploitation
  - 1) Use oil to enable armor
  - 2) Armor moves onto breakthrough hexes
  - 3) Exploitation movement, overruns
  - 4) GS, DAS, intercept DAS, air combat
  - 5) Airdrops
  - 6) Combat (as in 6.1 above)
- o. Attrition, by zone
7. Post-combat phase
  - a. Deduct BRPs: bombing, partisans, conquests
  - b. Remove minor forces
  - c. Sea supply; assign oil and grants to transports
  - d. Air & naval interactions
  - e. Unit supply status; then gain control of isolated hexes
  - f. Eliminate unsupplied ground units, airbases, BHs
  - g. Add oil to reserves
  - h. Offset oil effects
8. Unit construction phase
  - a. Scorched earth
  - b. IC increases
  - c. Force pool additions (mobilization, production)
  - d. Open Persian BRP route, Alaskan highway [Allied turn]
  - e. Offset construction, economic oil effects; iron ore
  - f. Convert unbuilt AAS; build units, ports, forts, railheads
  - g. Convert kamikazes
9. Redeployment phase
  - a. TRs, Air Transport\*
  - b. SRs, Air Transport (pre-NRs only)
  - c. NRs\*, sea escort, SW transfers
  - d. SRs, Air Transport
  - e. TRs, Air Transport\* (post-NRs and post-SRs only)
  - f. Fix breakthrough hex & naval base overstacking
10. Conquest of hexes in minor countries
11. Voluntary elimination
12. Uninvert units (except redeployed units); convert AAS
13. Remove BHs
14. Surrenders [Allied turn]
15. U.S. elections triggered [Allied turn]
16. Remove damage markers