

Abbreviated Sequence of Play v. 15

(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 or remove minor country forces
 - j. Roll for Effective USAT/USJT [Allied turn]
 - k. Adjust tensions, trigger mobilizations
2. Oil & BRPs
 - a. Place oil
 - b. Move oil by land
 - c. Offset oil effects, uninvert units
 - d. Adjust BRPs: transport levels, mobilizations, gained conquests, diplomacy, restored KEAs
3. DoW
 - a. DoW
 - b. Mine Norway [Allied turn]
 - c. Place forces of DoWed minor countries
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 sea transfers
 - f. Patrols
 - g. Harbor attacks
 - h. Base changes*, SW sea transfers
 - i. Initial supply determination
 - 1) Sea supply; transports for oil/grants; hump grants
 - 2) Air & naval interactions
 - 3) Add oil to reserves
 - 4) Offset oil effects
 - 5) Air supply
 - 6) Unit/hex supply status
 - j. Air and sea transport*
 - 1) Move ground units to bases
 - 2) Announce air/sea transport missions
 - 3) Air & naval interactions
 - k. Ground movement, overruns, movement after 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

- 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. Announce 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) Armor moves onto breakthrough hexes
 - 2) Exploitation movement, overruns
 - 3) GS, DAS, intercept DAS, air combat
 - 4) Airdrops
 - 5) Combat (as in 6.1 above)
- o. Attrition, by zone
7. Post-combat phase
 - a. Deduct BRPs: bombing, partisans, player's lost conquests, opponent's lost KEAs/ICs, German BRP cap
 - b. Remove minor country forces
 - c. Sea supply; assign oil/grants to transports
 - d. Air & naval interactions[‡]
 - e. Unit/hex supply status; 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 BRP increases [Allied turn]
 - c. Force pool additions (mobilization, production)
 - d. Open Persian BRP route, Alaskan highway [Allied turn]
 - e. Offset construction oil effect; iron ore shipment
 - f. Convert unbuilt AAS; build units, ports, forts, railheads
 - g. Convert kamikazes [Axis turn]
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/post-SRs only)
 - f. Fix breakthrough hex & naval base overstacking
10. Conquest of hexes in initially conquered minor countries
11. Voluntary elimination
12. Uninvert units (except redeployed units); convert AAS
13. Remove BHs
14. Surrenders [Allied turn]
15. Remove damage/firestorm markers

* - NAS may transfer between a CV and its port. † - Place air bases.

‡ - Use oil to enable air/naval units & permit front offensives.

(Red outline prefixes indicate steps that are skipped in Historical scenarios.)