

# Sequence of Play

## Game turn

- A. Research phase.
  1. Axis announce and make research die rolls.
  2. Allies announce and make research die rolls.
  3. Axis place spy rings; Allies eliminate Axis spy rings.
  4. Allies place spy rings; Axis eliminate Allied spy rings.
- B. Weather die rolls.
- C. Ultra and Magic draws.
- D. European Axis and Japanese player turns.
- E. Western Allied and Russian player turns.

## Player turn

1. Diplomatic phase.
  - a. Moving player announces all diplomatic targets and reaction die rolls, including Russian demands on Rumania (Allied turn).
  - b. Moving player reveals DPs in announced targets.
  - c. Moving player activates DPs for USAT.
  - d. Non-moving player reveals DPs in moving player's diplomatic targets.
  - e. Russia targets a selected diplomatic target for subversion.
  - f. Moving player announces covert operations; non-moving player announces counter-intelligence.
  - g. Non-moving player announces covert operations; moving player announces counter-intelligence.
  - h. Moving player makes diplomatic die rolls.
  - i. Placement of forces of newly activated minor allies and associated minor countries.
  - j. Minor allies surrender or switch sides.
  - k. Die roll to determine effective US tension levels (Allied turn).
  - l. Check tension levels for Russian and American mobilizations (Allied turn).
2. Oil and BRP adjustments.
  - a. Place newly produced oil counters on oil centers.
  - b. Move oil counters to oil reserves unless shipment by sea is required.
  - c. Use oil counters to offset air, naval and army oil effects; first opportunity to uninvert air and naval units.
  - d. Add or subtract BRPs for transport levels, mobilizations, conquests, minor countries and restored key economic areas.
3.
  - a. Declarations of war.
  - b. Allied mining of Norwegian waters (Allied turn).
  - c. Placement of forces of newly attacked minor countries.
4. Voluntary elimination of units.
5. Movement phase.
  - a. Placement of airbase counters.
  - b. Staging of air units.
  - c. Attacker announces, then resolves, counterair missions.
  - d. Attacker resolves air attacks on patrolling submarines.
  - e. Attacker announces naval base changes, patrols and movement of naval units to and from SW boxes.
  - f. Resolve patrols.
  - g. Announce and resolve harbor attacks.
  - h. Resolve base changes and movement of naval units to and from SW boxes.
  - i. Initial supply determination.
    - (1) Sea supply; assign transports or Axis destroyers to carry oil; BRP grants.
    - (2) Resolve air and naval interactions.
    - (3) Augment oil reserves from shipments by sea.
    - (4) Use oil counters to offset air, naval and army oil effects.
    - (5) Air supply.
    - (6) Determine supply status of attacker's units.
  - j. Air and sea transport:
    - (1) Movement of ground units to their base of embarkation prior to being air and sea transported.
    - (2) Air and sea transports announced.
    - (3) Resolution of air and naval interactions arising out of the interception of air and sea transport.
  - k. Ground unit movement and the execution of overruns, including completing the movement of air and sea transported ground units.
    - l. Eliminate units still overstacked from retreat during enemy attrition option.
6. Combat phase.
  - a. Attacker announces land-based air and naval missions.
  - b. Magic interceptions.
  - c. Resolve counterair missions announced during combat phase.

- g. Resolve land-based air attacks on naval units in port.
- e. Defender announces air and naval interceptions, defensive air support and opposition to enemy bombing.
- f. Attacker announces land-based air interception of defensive air support.
- g. Resolve air and naval interactions.
- h. Attacker announces all carrier air missions and resolves carrier-based air attacks on enemy bases.
- i. Resolve air combat between bombing and defending air units.
- j. Resolve raiders and SW combat.
- k. Announce and resolve airdrops.
- l. Resolve ground combat, including seaborne invasions. For each attack:
  - (1) Designate attacking and defending ground units.
  - (2) Attacker announces tactical atomic attacks.
  - (3) Defender announces tactical atomic attacks.
  - (4) Combat die roll.
  - (5) Remove ground combat losses.
  - (6) Resolve any additional rounds of ground combat.
  - (7) Advance units after combat.
  - (8) Place bridgehead and breakthrough counters.
- m. All naval forces at sea return to port.
- n. Exploitation.
  - (1) Use oil counters to enable armor units to exploit.
  - (2) Exploiting armor units placed on breakthrough hexes.
  - (3) Exploitation movement and overruns.
  - (4) Ground support, defensive air support, and resolution of resulting air combat.
  - (5) Airdrops.
  - (6) Resolve exploitation combat.
- o. Resolve attrition combat.
  - (1) Announce front for which attrition combat is being resolved.
  - (2) Make attrition die roll.
  - (3) Defender removes attrition losses.
  - (4) Attacker selects hexes for attrition advance.
  - (5) Defender retreats units from selected hexes.
  - (6) Attrition advance.
7. Post-combat phase adjustments.
  - a. Deduct BRPs for strategic bombing, enemy partisans and the loss of previously-controlled BRP areas, key economic areas and Russian ICs.
  - b. Remove conquered minor country units.
  - c. Sea supply; assign transports to carry oil; BRP grants.
  - d. Resolve air and naval interactions.
  - e. Determine supply for previously unsupplied units and hexes.
  - f. Eliminate unsupplied ground units, airbase counters and bridgeheads.
  - g. Augment oil reserves from transports.
  - h. Use oil counters to offset air, naval and army oil effects.
8. Unit construction phase.
  - a. Implementation of scorched earth policies.
  - b. BRP increases from Russian ICs.
  - c. Force pool increases from mobilization and production.
  - d. Open the Persian BRP route, build the Alaska highway.
  - e. Use oil counters to offset construction and economic oil effects; reduce Germany's construction limit if iron ore shipments interrupted.
  - f. Construction of units, including ports, forts and railheads.
  - g. Conversion Japanese AAF to kamikazes.
9. Redeployment phase.
  - a. Tactical redeployments (TRs).
  - b. Strategic redeployments (SRs) (units which are attempting to NR only).
  - c. Naval redeployments (NRs); sea escort of ground/air units.
  - d. Resolve air and naval interactions.
  - e. SRs.
  - f. TR of units which NRed and/or SRed.
  - g. Eliminate units overstacked on breakthrough hexes.
10. Uncontrolled hexes in initially conquered minor countries come under control of the conquering major power.
11. Voluntary elimination of units.
12. Last opportunity to uninvert air and naval units; air and naval units which redeployed remain inverted.
13. Remove bridgehead counters.
14. Determine resistance levels and surrenders of major powers (Allied turn).
15. Remove damage markers.

