

## 55. SEQUENCE OF PLAY

### I. Year Start Sequence (YSS)

- A. Play of Axis variants 6 & 10; Allied variants 5 & 7
- B. Strategic Warfare (SW) Resolution (10.2)
- C. BRP Level Calculation
- D. SW Construction (10.4)
- E. Determination of BRP Spending Limits

### II. Game Turn

- A. Play of Allied Variant 9 & 10
- B. Russian Winter dice roll (winter turns only – 44.2)
- C. Determination of Player Turn Order (12.1)
- D. First Player Turn

- 1. Play of Axis Variants 3, 4, 5, 7; Allied Variant 6
- 2. Declarations of War (DoW) (12.21, 21)
- 3. Attacked Minor Countries
  - a) Placement of forces of newly-attacked Minor Countries (22);
  - b) Placement of Forces & Addition of BRPs Derived from newly-activated Minor Allies (25.3, 25.4).
  - c) Activation of Minor Allies (33.63, 33.7)
- 4. Option selections (12.22-12.26)
- 5. Movement & Combat phases of any Minors which have been attacked, but not yet conquered, by opponent. (12.16, 12.262)
- 6. Voluntary Destruction of Units (12.5)
- 7. Movement Phase (13, 19, 42)
  - a) Movement of Fleets (27.231, 29.21)
  - b) Interception Attempts (28.52, 29.5)
  - c) Designation of Supply Fleets (13.8, 27.2)
  - d) Movement of Air & Ground Units (28.2)
  - e) Eliminate any units still over stacked from retreat during enemy Attrition Option (6.13)
- 8. Combat Phase (14, 18)
  - a) Attrition Combat (18) may be performed before or after Offensive Option combat at Attacker's option.
  - b) Attacker announces all naval and air missions (14.11, 28.4, 29.4)
  - c) Resolve all Counterair missions (14.11, 28.432)
  - d) Defender announces DAS missions and any attacks on attacker's naval missions (14.12, 28.5, 29.5)
  - e) Attacker announces DAS interceptions and any attacks on defender's naval missions (14.13, 28.44, 28.454, 29.5)
  - f) Resolve (e) above (14.13)
  - g) Resolve (d) above (14.13)
  - h) Conclude Sea Transport missions
  - i) Airborne drops (14.15, 31)
  - j) Ground Combat Resolution (14.16, 14.2, 29.41, 29.43)
    - 1) Post-Combat Advance (14.29)
    - 2) Place Bridgehead counters (9.2)
    - 3) Conclude Seaborne Invasion missions (29.43)
  - k) Exploiting units move to Breakthrough hexes (14.16, 14.32)
  - l) Resolve air attacks on naval units in port (14.17, 28.45)
  - m) Exploitation movement (14.8, 14.33, 14.34)
  - n) Announce Ground Support missions (14.18)
  - o) Defender announces DAS (14.18)
  - p) Attacker announces & resolves DAS Interceptions (14.18)
  - q) Airborne drops (14.18)
  - r) Exploitation Combat (14.2)
    - 1) Post-Combat Advance (14.29)
    - 2) Place Bridgehead counters (9.2)
  - s) Attrition Combat (18)
  - t) Remove remaining units of any major or minor countries conquered during current phase (24.1, 26.22)
  - u) Hostile major power units in newly-conquered countries choose supply lines (23.23, 26.5)
  - v) Deduct BRPs for failure to recapture a previously controlled capital (24.3, 24.43, 26.4)
  - w) Possible Italian surrender (26.7)
  - x) Relocate Vichy forces and determine status of French colonies (49.1)
- 9. Unit Construction phase (15, 29.8)
  - a) Placement of new units (15.4, 15.6)
  - b) BRP Grants (15.5, 33.6)
  - c) Vichy Activation/Deactivation attempts (49.4)
  - d) Intelligence attempts (33.5)
- 10. Strategic Redeployment (SR) phase (16, 29.6)
  - a) Allied ASW counters may move to and (in spring) from Murmansk box (16.8)
  - b) Movement of Lend-Lease box BRPs (40.3)
  - c) Murmansk Convoys (42)
  - d) Eliminate any units over stacked on a Breakthrough hex (6.14, 14.37)
  - e) Relocate unsupplied airbase counters
- 11. Removal of Unsupplied Units (17)
- 12. Removal of Certain Bridgehead Counters (9.4)
- 13. Possible Russian Surrender (26.92)
- 14. Possible Repair of Kiel Canal (29.13), Suez Canal (47.3)

### E. Second Player Turn

### F. Turn up all inverted air and naval counters