

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
 - 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)
 - 8. Combat Phase (14, 18)
 - 9. Unit Construction phase (15, 29.8)
 - 10. Strategic Redeployment (SR) phase (16, 29.6)
 - 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