

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