

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 Finland and 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 transports required.
 - c. Use oil counters to offset air, naval and army oil effects.
 - 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 to carry oil; BRP grants.
 - (2) Resolve air and naval interactions.
 - (3) Augment oil reserves from transports.
 - (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.
 - d. 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. Uninvert air and naval units up to uninversion limits. Air and naval units which redeployed remain inverted.
- 13. Remove bridgehead counters.
- 14. Determine resistance levels and surrenders of major powers (Allied turn).
- 15. Resolve U.S. election triggered by British or Russian surrender.
- 16. Remove damage markers.

Research Results Summary

General	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22
General Research		+1	+2	+3	+4	+5	+6	Breakthrough														
Air	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22
Air Nationality DRM			+1	+2	+3	+4	+5	+6	+7	+1 Air Nationality DRM												
Jets	Cancelled					+1		+2	+3/1f	+4/2f	+5/3f	4 jet factors may be built; jets attain maximum range										
Air Range			+1	+2	+3	+4	+5	+6	+7	Air range increase												
Strategic Bombers			+1		+2	+3	+4	+5	Strategic bomber construction permitted; additional results yield a bombing modifier													
Air Defense			+1	+2	+3	+4	Air defense result															
Naval	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22
Naval Nationality DRM			+1	+2	+3	+4	+5	+6	+7	+1 Naval Nationality DRM												
ASW			+1	+2	+3	-1/+1 ASW		-2/+2 ASW														
Torpedoes			+1	+2	+3	+4	-1/+1 Torpedoes															
Advanced Submarines	Cancelled					+1		+2	+3/1f	+4/2f	+5/3f	+6/4f	+7/5f	6 advanced submarine factors may be built								
Harbor Attack			+1	+2	+3	One	Two	Three enemy targets may be attacked in port														
Military	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22
Combat Training Level			+1	+2	+3	+4	+5	+6	+7	+1 CTL												
Heavy Armor			+1	+2	+3	+4	+5	Heavy armor construction allowed														
Rockets	Cancelled					+1		+2	+3/2	+4/4	+5/6	6 rocket bases; rockets attain maximum range and may deliver atomic bombs										
Atomic	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22
Radar			+1	+2	+3	+4	+5	+6	+7	Radar result												
Controlled Reaction	Cancelled			+1	+2	+3	+4	Controlled reaction achieved														
Uranium Separation	-2			-1				3/4	2/4	1/4	1/3	One bomb immediately; one additional bomb every two turns thereafter										
Plutonium Production	-2			-1				3/2	2/2	1/2	One bomb immediately; one additional bomb every two turns thereafter											
Atomic Bomb			+1	Uranium bomb			Plutonium bomb															
Intelligence	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22
Counter-intelligence			+1	+2	One counter-intelligence result achieved																	
Covert Operations			+1	+2	One covert operation																	
Espionage			+1	+2	+3	A spy ring may be placed in a major power or minor country																
Subversion			-1	-2	-3	-4	-5 (“-#” indicates the favorable modifier Russia may apply to an eligible diplomatic target)															
Anglo-French Cooperation			+1	+2		+3	“4-5” = hex restrictions lifted; “6” = stacking restrictions lifted; “7+” = all restrictions lifted															
Notes																						