

# 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, Rumania and Poland
  - b. Moving player reveals DPs in announced targets.
  - c. Moving player activates a DP 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.

- 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) Exploiting armor units placed on breakthrough hexes.
  - (2) Exploitation movement and overruns.
  - (3) Ground support, defensive air support, and resolution of resulting air combat.
  - (4) Airdrops.
  - (5) 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. BRP increases from Russian ICs.
  - b. Force pool increases from mobilization and production.
  - c. Open the Persian BRP route, build the Alaska highway.
  - d. Use oil counters to offset construction oil effects; reduce Germany's construction limit if iron ore shipments interrupted.
  - e. Construction of units, including ports, forts and railheads.
  - f. Conversion of 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 and firestorm 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	+6	+7	Strategic bomber construction permitted; additional results yield a bombing modifier												
Air Defense			+1	+2	+3	+4	+5	+6	+7	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												
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	One bomb immediately; one additional bomb every four turns thereafter										
Plutonium Production	-2			-1					5/2	5/2	3/2	One bomb in two turn; 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																						