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## Sequence of play

Strategic Sequence (once per cycle)

Logistics Segment - reinforcement, cargo movement, MS relocation

Ground Segment - upkeep or attrition, cycle construction

Naval Segment - attrition (CGO), yard and repair, fueling, TF reassignment

Submarine Segment - sub vs MS, ASW, mine vs MS, convoy escort, sub move, sub fueling

Air Segment - attrition, supply, ASW assignment, strategic strike (CGO), economic repair (CGO)

Japanese player turn (once per week, four per cycle)

Air operations phase - air transfers, search assignment

First naval phase - refit repair and fueling (30 mp), 1st naval move (embark 30 mp),

First reaction phase - reaction roll, reaction naval movement

Search phase - mutual air searches for TFs, may result in 1st or 2nd round spots

First strike phase - mutual air strikes against 1st spotted TF or land targets

Second naval phase - 2nd naval move, limited mp, engagement (30 mp)

Second reaction phase - 2nd reaction naval move, disengagement and engagement (30 mp)

Second strike phase - mutual air strikes against 1st or 2nd spotted TF or land targets

Surface combat phase - engaged TFs resolve surface naval combat

Landing phase - naval bombardment, unloading

Third naval segment - 3 naval move (embark 30 mp), staging naval move for inactive TF

Third reaction segment - 3rd reaction naval move, must return to a friendly port

Ground segment - ground movement and construction, ground combat

Allied player turn (once per week, four per cycle)

Same as Japanese player turn; TF that have already acted Limited moves only

Turns 2-4 as above

Next cycle