

## **SEQUENCE OF PLAY**

### ***ROLL FOR AIR SUPERIORITY***

*Deploy units*

#### **Phasing Player FIRST MOVEMENT PHASE**

Record Artillery missions (Both Players)  
Declare TOC action for turn  
Allocate Ops points  
Attempt to rally broken/shaken/suppressed units  
Perform logistics operations (1. Resupply; 2.MRO)  
Determine Low Light Movement Type and place markers as needed  
Change formations and Move units/Remove fatigue markers as necessary  
Conduct Engineering operations/Place Trip Flares as needed  
Attempt to spot; Conduct EW warfare, Launch Hand Held Flares;  
Resolve close assault and check morale

#### **AIRMOBILE PHASE (NON-PHASING PLAYER)**

Roll for Airdrop/LAPES availability Conduct Air-drops and LAPES Allocate ops points for helicopters  
Attempt to rally broken/shaken/suppressed helicopters  
Change formation  
Move helicopters and resolve ADA fire, check morale  
Attempt to spot; Conduct EW warfare, Place Low Light markers  
Resolve close assaults involving helicopters

#### **AIR PHASE (Phasing Player)**

CAS ingress to targets  
(Resolve ADA opportunity fire on moving aircraft) Direct fire on jet aircraft by Target Units  
Resolve airstrikes  
CAS conduct egress movement  
(Resolve ADA opportunity fire on moving aircraft)

#### **FIRE PHASE (Both Players)**

Adjust smoke markers/Adjust Artillery Launched Flare markers  
Declare all AT missile fire  
Attempt to spot units firing AT missiles  
Resolve indirect fire/Counterbattery/C-RAM/Place Artillery launched Flares/On-call Fire Missions (Both Players)  
Resolve all fires, apply results simultaneously  
Check morale  
Attempt to spot firing units;  
Conduct EW warfare  
Remove all Low Light and Flare markers as required

#### **Phasing Player SECOND MOVEMENT PHASE**

Same as 1<sup>st</sup> phase plus reduce accumulated ops points by 2 for each eliminated TOC  
Rally Airdrop-LAPES units suppressed from last Friendly Air-mobile Phase

#### **REPEAT ALL STEPS FOR NON\_PHASING PLAYER (Completes Turn)**