Pre-Turn Phase		Weather Determination Segment	One player, it is irrelevant which, rolls to determine the weather. The weather affects the entire turn. If weather prohibits flight, any air unit not in a hex containing a friendly air base must immediately return to a friendly base and become inactive.
		First Player Determination Segment	Each player rolls two dice. The player with the higher roll elects to be first or second in the turn. Re-roll any ties.
Allies		**Axis**	Place a numerical marker with a "1" on it in the box of the side which the player with the higher roll has decided to be first in this turn. Place a numerical marker with a "2" on it in the box of the other side.
Air Unit Return Phase			All phasing active air units not on a friendly air base **must** return to any friendly base and become inactive. Remove all railroad interdiction markers generated by the phasing player in his last Player Turn.
Air Unit Refit Phase			The phasing player refits his inactive air units. Pay 1T per base at which the player desires to refit. At such bases, the player can refit up to two air units per base level(which might be modified by enemy interdiction). An air base **cannot** refit air units if an enemy attack-capable unit is adjacent to it (friendly units do not negate this effect).
Reinforcement Phase			The phasing player places any new units in their entry points according to the Arrival Schedules. Place newly arrived air units on any friendly air base (they arrive Active).
			He rolls on his Supply Table to determine the number of new Supply Points available and places them on the map.
			He rolls on his Variable Reinforcement Table and places any resulting reinforcements on the map. Place newly arrived air units on any friendly air base (they arrive Active).
			Conduct any Reorganizations, Unit Rebuilds, and/or Unit Consolidations desired.
Movement Phase		Movement Segment	The phasing player moves his units, obeying mode restrictions, supply and movement rules. As he moves, he selects his units' Modes for the coming turn. He can Overrun and destroy his supply dumps. Active air units can move. He can expend fuel, build or improve air bases, build Hedgehogs, and send out Breakdown Regiments.
		Air/Naval Barrage Segment (No regular artillery Barrages)	Naval units and Air units can stay on station to execute Barrages in the Barrage Segment at the end of this phase.
Supply Phase			The phasing player must replenish any units he has with low (or exhausted) internal stocks.
			The phasing player then determines which of his units can be supplied by trace supply. Those that cannot be supplied by trace supply must expend on-map supply to be supplied. If this is not possible, the units are unsupplied and may be reduced or eliminated by attrition.
Reaction Phase		Movement Segment	The non-phasing player can release reserves which can then move (1/2 their MA) and Overrun. Expend fuel at this time as needed. Regular combat does not occur in this phase. The non-phasing player can destroy his supply dumps, but no other construction-type activities are allowed. Non-phasing air units can move.
		Barrage Segment	Once all other Reaction Phase activities have been performed, the non-phasing player can conduct Barrages with released units, air units and ships.
Combat Phase		Barrage Segment	All Barrages precede any regular combats.
		Combat Segment	Phasing units attack as desired according to mode, supply and combat rules. Combat results can cause some units to enter Disorganized (DG) or Exploitation Mode.
Exploitation Phase		Movement Segment	The phasing player can move (full MA) Reserves he chooses to release, and with Exploitation marked units. Phasing air units can move. Units able to function in this phase can conduct Overruns and movement. Expend fuel as needed.
		Barrage Segment	Units able to function in this phase can conduct Barrages.
		Combat Segment	The phasing player can fight with Reserves he chooses to release, and with Exploitation marked units. Units able to function in this phase can conduct regular combats.
Clean Up Phase			The phasing player removes all DG and Exploitation Markers from his units and removes or 'flips' all his Fueled Markers.
2nd Player, Player Turn			Repeat the above steps for the second player with the roles of phasing and non-phasing player reversed.
Turn End			Move the Turn Record Marker one space forward along its track. Begin the above sequence again for the next turn.