

# LESS THAN 60 MILES SEQUENCE OF PLAY

## 1. Weather Phase

- 1.1. Roll for Fog / Precipitation (29.1.2)
- 1.2. Ground or Unground Aircraft (29.4)

## 2. Events Phase

- 2.1. Both sides receive Air, Electronic Warfare, Engineer and Command Points reinforcements (33)
- 2.2. Both sides roll for Events (34)

## 3. Air Points Phase (both sides)

- 3.1. Roll on the Air Table and adjust Current Air Points (19.2)

## 4. Player 1 Action Phase

### 4.1. Orders Reveal Phase

- 4.1.1. Reveal Order Chits in the current Turn slot and adjust Max CPs accordingly (14.5)
- 4.1.2. Place Current CPs Markers in the same slot of the corresponding Max CPs Markers (14.5)

### 4.2. Order Execution Phase

- 4.2.1. Complete Deployment for Units (14.7)
- 4.2.2. Execute each Revealed Order Chit (14.6)
- 4.2.3. Execute Authorized / Unauthorized Posture Changes (6.1.2, 6.1.3)

### 4.3. Order Issue Phase

- 4.3.1. Issue new Orders and assign them to an appropriate HQ (14.4)

### 4.4. HQ Reconstruction Phase (both sides, 12.5)

### 4.5. Engineering Phase

### 4.6. Attrition Removal Phase

- 4.6.1. Relocate Supply Hubs (30.3.1)
- 4.6.2. Rotate Phasing Units Resting from previous Turn (11.4)
- 4.6.3. Execute Resupply, Rest and Refit for Phasing Units (11.3, 11.4, 11.5)

### 4.7. EW Points Phase

- 4.7.1. Allocate EW Points to HQs (24.1)
- 4.7.2. Deallocate EW Points from HQs (24.2)

### 4.8. Bombardment Phase (both sides)

- 4.8.1. Execute Intelligence Attempts (25)
- 4.8.2. Execute Bombardment and Interdiction missions (20, 21)

### 4.9. Movement Phase (8)

### 4.10. Housekeeping Phase

- 4.10.1. Remove Breakthrough and Interdiction Markers.
- 4.10.2. Remove Engaged and Half-Engaged Markers from Phasing Units.
- 4.10.3. Remove Intelligence Markers.

## 5. Player 2 Action Phase

- 5.1. Player 2 becomes the Phasing Player and repeats all the steps of Phase 4.

## 6. End Phase

- 6.1. Check for removal of Persistent Gas and Nuclear Contamination Markers (26.5, 27.4)
- 6.2. Advance Turn Marker on the Time Track