

Unit with lowest Detection Value goes first if both players want to execute a Naval Interception at the same time. (31.8)

Phasing player goes first if both players want to execute Air Missions at the same time. (29)

Air Intercept Mission can be initiated any time opposing player executes an Air Mission (except Air Ferry Mission). (29.20)

	Phasing Player	Non-Phasing Player
First in Move Phase		<ul style="list-style-type: none"> <li>Air Supply Interdiction Missions (if US Player) (29.17)</li> </ul>
Before movement of any Land or Naval Units.	<ul style="list-style-type: none"> <li>Air Ground Strike Mission (29.10)</li> <li>Air Naval Strike Mission (29.19)</li> <li>Air SEAD Mission (29.11)</li> <li>Air Wild Weasel Mission (29.12)</li> <li>Air Ferry Mission (29.13)</li> <li>Air Transport Mission (29.14)</li> <li>Air Strategic Airlift Mission (29.24)</li> <li>Air Airdrop Mission (29.15)</li> <li>Air Resupply Mission (29.16)</li> <li>Air Minelaying Mission (29.18)</li> <li>Helicopter Ferry Mission (30.3)</li> <li>Helicopter Transport Mission (30.6)</li> <li>ASW Surveillance Area attack (31.7)</li> </ul>	<ul style="list-style-type: none"> <li>Air Ground Strike Mission (29.10)</li> <li>Air Naval Strike Mission (29.19)</li> <li>Air SEAD Mission (29.11)</li> <li>Air Wild Weasel Mission (29.12)</li> <li>Air Ferry Mission (29.13)</li> <li>Air Minelaying Mission (29.18)</li> <li>ASW Surveillance Area attack (31.7)</li> </ul>
Movement options.	<ul style="list-style-type: none"> <li>Move one Combat Unit (incl stacked Support Units) (5)</li> <li>Move one Support Unit (5)</li> <li>Move one Naval Unit (31)</li> <li>Move one Task Force (31)</li> <li>Air Naval Strike Mission (29.19)</li> <li>Air Transport Mission (29.14)</li> <li>Air Strategic Airlift Mission (29.24)</li> <li>Air Airdrop Mission (29.15)</li> <li>Air Resupply Mission (29.16)</li> <li>Air Minelaying Mission (29.18)</li> <li>Helicopter Ferry Mission (30.3)</li> <li>Helicopter Transport Mission (30.6)</li> <li>ASW Surveillance Area attack (31.7)</li> </ul>	<ul style="list-style-type: none"> <li>Air Naval Strike Mission (29.19)</li> <li>Naval Interception by qualified On Patrol Naval Units (31.8)</li> <li>ASW Surveillance Area attack (31.7)</li> </ul>
During movement.	Before resolving Ground Combat	
	<ul style="list-style-type: none"> <li>Air Ground Support Mission (29.9)</li> <li>Air SEAD Mission (29.11)</li> <li>Air Ferry Mission (29.13)</li> <li>Helicopter Ground Support Mission (30)</li> </ul>	<ul style="list-style-type: none"> <li>Air Ground Support Mission (29.9)</li> <li>Air SEAD Mission (29.11)</li> <li>Air Ferry Mission (29.13)</li> <li>Helicopter Ground Support Mission (30)</li> </ul>
After movement.	After completed move of Combat Unit	
	<ul style="list-style-type: none"> <li>Air Ground Strike Mission (29.9)</li> <li>Air Naval Strike Mission (29.19)</li> <li>Air SEAD Mission (29.11)</li> <li>Air Wild Weasel Mission (29.12)</li> <li>Air Ferry Mission (29.13)</li> <li>Air Minelaying Mission (29.18)</li> <li>Air Recon Mission (35)</li> </ul>	<ul style="list-style-type: none"> <li>Air Ground Strike Mission (29.9)</li> <li>Air Naval Strike Mission (29.19)</li> <li>Air SEAD Mission (29.11)</li> <li>Air Wild Weasel Mission (29.12)</li> <li>Air Ferry Mission (29.13)</li> <li>Air Minelaying Mission (29.18)</li> <li>Air Recon Mission (35)</li> </ul>
	After completed move of Naval Unit	
	<ul style="list-style-type: none"> <li>Air Naval Strike Mission (29.19)</li> <li>Air SEAD Mission (29.11)</li> <li>Air Wild Weasel Mission (29.12)</li> <li>Air Ferry Mission (29.13)</li> </ul>	<ul style="list-style-type: none"> <li>Air Naval Strike Mission (29.19)</li> <li>Air SEAD Mission (29.11)</li> <li>Air Wild Weasel Mission (29.12)</li> <li>Air Ferry Mission (29.13)</li> </ul>