

# WORLD IN FLAMES™

COLLECTOR'S EDITION

## 3.1 SEQUENCE OF PLAY

The sequence of play in a turn is:

- A. REINFORCEMENT STAGE**
- B. LENDING RESOURCES STAGE**
- C. INITIATIVE STAGE**
- D. ACTION STAGE**

Repeat D1 through D3 until the action stage ends.

### **D1 Determine weather**

### **D2 First side's impulse**

Every major power on the first side performs these steps:

#### **D2.1 Declare war**

#### **D2.2 Choose action**

Choose either a pass, a naval, an air, a land or a combined action.

#### **D2.3 Perform actions**

The major powers that didn't pass perform these steps in this order (their action choice will limit what they can do ~ see action limits table):

- (a) Port attacks
- (b) Naval air missions
- (c) Naval movement
- (d) Your naval combat
- (e) Opponent's naval combat
- (f) Strategic bombardment
- (g) Ground strike missions
- (h) Rail movement
- (i) Land movement
- (j) Air transport
- (k) Debark land units at sea
- (l) Invasions
- (m) Paradrops

- (n) Land combat
- (o) Air rebases
- (p) Reorganisation

### **D2.4 End of action**

Roll to end the action stage. If it doesn't end, advance the impulse marker the number of spaces shown on the weather chart for the current weather roll. If it ends, move on to stage E - the end of turn.

### **D3 Second side's impulse**

If the action stage didn't end, repeat the steps in D2 for the second side. If the action stage doesn't end after the second side's impulse, go back to D1.

## **E. END OF TURN STAGE**

Both sides perform these steps in this order:

### **E1 Partisans**

### **E2 US entry**

### **E3 Return to base**

### **E4 Final reorganisation**

### **E5 Production**

### **E6 Intelligence (option 41)**

### **E7 Peace**

#### **E7.1 Conquest**

#### **E7.2 Allied minor support**

#### **E7.3 Mutual peace**

#### **E7.4 Vichy declaration**

#### **E7.5 Liberation**

#### **E7.6 Surrender**

### **E8 Facility, factory & oil destruction (options 32 & 33)**

### **E9 Victory check**