# GREAT WAR at Sea TURN SEQUENCE

**Allied Player Initiative Roll**

1

**Non-initiative Player** moves ships, all air assets, then all torpedoes

2

LAY/ADJUST SMOKESCREENS

**Initiative Player** moves ships, all air assets, then all torpedoes

3

LAY/ADJUST SMOKESCREENS

Both sides carry out **Gunnery Combat** in *Sequence*

4

CHECK VISIBILITY

**Non-initiative Player** moves ships, all air assets, then all torpedoes

5

LAY/ADJUST SMOKESCREENS



**Initiative Player** moves ships, all air assets, then all torpedoes

6

LAY/ADJUST SMOKESCREENS



Both sides carry out **Gunnery Combat** in *Sequence*

7

CHECK VISIBILITY

**Non-initiative Player** moves ships, all air assets, then all torpedoes

8

LAY/ADJUST SMOKESCREENS

**Initiative Player** moves ships, all air assets, then all torpedoes

9

LAY/ADJUST SMOKESCREENS

Both sides carry out **Gunnery Combat** in *Sequence*

10

CHECK VISIBILITY

Go to next column to your right

**Non-initiative Player** moves ships, all air assets, then all torpedoes

11

LAY/ADJUST SMOKESCREENS



**Initiative Player** moves ships, all air assets, then all torpedoes

12

LAY/ADJUST SMOKESCREENS



Both sides carry out **Gunnery Combat** in *Sequence*

13

CHECK VISIBILITY

**Non-initiative Player** moves ships, all air assets, then all torpedoes

14

LAY/ADJUST SMOKESCREENS

**Initiative Player** moves ships, all air assets, then all torpedoes

15

LAY/ADJUST SMOKESCREENS

Both sides carry out **Gunnery Combat** in *Sequence*

16

CHECK VISIBILITY

**Attempt Emergency Repairs**

17



AIRCRAFT THEN AIRSHIPS MAY CHANGE ONE ALTITUDE LEVEL

**Check for the conclusion of the Tactical Phase**

18

Use a marker to indicate the current Phase