



## 7. HOW A TURN IS PLAYED

Scenarios have a variable number of turns. Each turn equals eight hours of real time, and three turns make up a day.

### PHASES

A turn is divided into six phases:

- Red surface phase
- Red sub phase
- Red air phase
- Green surface phase
- Green sub phase
- Green air phase

At the start of each phase the computer randomly selects an active player (red or green) and prompts that player to select a phasing unit type. The active player must then decide whether to initiate a surface, sub, or air phase (or pass).

To initiate a phase, click on one of the icons in the upper right-hand corner of the OPS display. You may then perform actions on the map with all of your units of the selected type.

After you finish this phase, the computer again randomly selects an active player and prompts him to select a phasing unit type. The process continues until all six phases have been completed.

Instead of selecting a unit type, you may PASS, meaning that the enemy player must select a phasing unit type. Each player may pass once per turn.

Each player must perform precisely one surface, sub, and air phase each turn, for a total of six phases. The computer keeps track of the phases as they are selected, and will not allow a player to select a type more than once per turn.

### STEPS

Each surface and sub phase is divided into a Move step and a Combat step (in that order). These are listed on the top of the OPS display screen. When the Move step is in progress, the words Move and Combat are both shown in green. When the Combat step is in progress, only the word Combat is shown in green.

Air phases have only one step, combining movement and combat functions together.

Movement orders and combat orders may be issued in the Move step. Only Combat orders may be issued in the Combat step. During a step, you may issue orders to as many of your eligible units as you wish. To carry out those orders, click the EXECUTE button. Note: Combat orders issued in a Move step are carried out before the unit moves, but you do not see the results of those combats until the end of the phase.

