

COMPLETE TURN SEQUENCE

A - Initiative Phase

1. Roll for Initiative
2. Reform/Disband Squadrons
3. Mark Disrupted ships/squadrons
4. Declare which ships will be on minesweeping duty
5. Electronic Warfare plot
6. Electronic Warfare declaration

B - Movement Phase

1. Recover fighters
2. Alternate disrupted ship movement
3. Alternate disrupted squadron movement
4. Alternate squadron movement
5. Alternate fighter movement
6. Launch fighters
7. Lay or detect mines

C - Combat Phase

1. 1st mine attack segment *
2. Disrupted ships fire missiles
3. Non-disrupted ships fire missiles
4. Fighters conduct combat
5. Disrupted ships fire weapons
6. Non-disrupted ships fire weapons
7. Surviving missiles roll to-hit
8. Minesweeping operations resolved
9. 2nd mine attack segment **
10. Apply all damage effects

* In this segment mines attack all ships and fighters that have entered the hex and not declared to be conducting minesweeping operations.

** In this segment mines attack all minesweeping ships and fighters in the hex.