WORLD AT WAR 85: PLAY FLOWCHART

Game Start

Scenario Rules Specify Initiative

NO

YES → **2.1** Play Initiative Phase

2.2 Conduct Operations Phase ✚

2.3 Conduct Marker Removal Phase ✚

NO

2.4 Has one side gained victory or is turn limit reached?

YES → **Game End**

Start Operation Phase

7.0 or 18.0 Formation Card?

Draw from Formation Card Pile

YES → **7.1** Refresh units in formation → **7.2** Update Command & Leader Status → **7.3** Reload Missiles

NO → **3.0, 4.0, 5.0, or 6.0** Resolve Card

7.6 and 8.0 Active Units or Stacks act ← **7.5** Call in Off-board Artillery Strikes ← **7.4** Remove Disruption markers

Remove Ops Complete and OoC markers

Transfer leaders Deploy active HQ Check hexes for OoC

NO / **YES** → **End Operation Phase**

2nd End Ops card Drawn?

2.3.9 Chemical Strike

2.3.8 Squall

2.3.7 Rebuild Formation Deck

2.3.6 Support Weapon Transfer

2.3.5 Unsuppress HQ

2.3.1 Ops Complete & OoC

2.3.2 Smoke

2.3.3 Electronic Warfare

2.3.4 Fire