Beda Fomm
Sequence of Play

A. ITALIAN PLAYER TURN
1. Movement Phase
   a. Italian Transport units park or unpark
   b. New units arrive
   c. Conduct movement and place Move and Infiltrate markers as necessary
   d. Remove British Artillery Barrage markers
2. Barrage Phase
   a. Italian Player conducts Interception Barrages
   b. British Player conducts Attack Barrages
   c. Italian Player conducts Attack Barrages
3. Antitank Phase
   a. British Player conducts Antitank Fire
   b. Italian Player conducts Antitank Fire
   c. Italian Player removes his Moved markers
4. Regular Combat Phase
   a. Italian Player conducts Regular Combat
   b. Italian Player removes his Infiltrate markers
   c. Artillery units of both sides are flipped back over from their "Fired" side
   d. Artillery markers for both sides are removed (except Italian Barrage markers used for Interdiction)

B. BRITISH PLAYER TURN
1. Movement Phase
   a. New units arrive
   b. Conduct movement and place Move and Infiltrate markers as necessary
   c. Remove Italian Artillery Barrage markers
2. Barrage Phase
   a. British Player conducts Interception Barrages
   b. Italian Player conducts Attack Barrages
   c. British Player conducts Attack Barrages
3. Antitank Phase
   a. Italian Player conducts Antitank Fire
   b. British Player conducts Antitank Fire
   c. British Player removes his Moved markers
4. Regular Combat Phase
   a. British Player conducts Regular Combat
   b. British Player removes his Infiltrate markers
   c. Artillery units of both sides are flipped back over from their "Fired" side
   d. Artillery markers for both sides are removed (except British Barrage markers used for Interdiction)