

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)