# *Great War at Sea* Tactical Sequence

1. Determine which player has the initiative (during the second and subsequent rounds; for the first round, initiative is determined before ships are placed on the tactical map).

2. The initiative player moves all his groups with a speed of 2+.

3. Both players conduct gunnery combat.

4. Both players conduct torpedo combat.

5. The player without initiative moves all his groups with speed of 2+.

6. The initiative player moves all his groups with a speed of 2 or 2+.

7. Both players conduct gunnery combat.

8. Both players conduct torpedo combat.

9. The player without initiative moves all his groups with a speed of 2 or 2+.

10. The initiative player moves all his groups with a speed of 1, 2, or 2+ (all ships except those rated 1 slow).

11. Both players conduct gunnery combat.

12. Both players conduct torpedo combat.

13. The player without initiative moves all his groups with a speed of 1, 2, or 2+ (all ships except those rated 1 slow).

14. The initiative player moves all his groups.

15. Both players conduct gunnery combat.

16. Both players conduct torpedo combat.

17. The player without initiative moves all his groups.

18. The initiative player moves all his groups.

19. Both players conduct gunnery combat.

20. Both players conduct torpedo combat.