

USN DELUXE FIRE & MOVEMENT ARTICLE #3

By Joseph Miranda

USN Deluxe has a complex sequence of play. The design is interactive, with land, naval and air forces being involved, as well as considerable logistical operations. Players will find this useful in determining where they are in the Sequence of Play

SEQUENCE OF PLAY TRACK

Phase 1: Reinforcements	A) Placement				
Phase 2: Japanese Air and Sea Movement	A) Air Transfer	B) Initial Naval Movement	C) Embarkation/ Disembarkation	D) Emergency Transport	E) Naval Bombardment
	F) Naval Engagement	G) Coastal Defense Bombardment	H) Final Naval Movement	I) Refueling	
Phase 3: Allied Land Movement	A) Movement	B) Entrenching	C) Base Building	D) Recombining	
Phase 4: Allied Air and Sea Movement	A) Air Transfer	B) Initial Naval Movement	C) Embarkation/ Disembarkation	D) Emergency Transport	E) Naval Bombardment
	F) Naval Engagement	G) Coastal Defense Bombardment	H) Final Naval Movement	I) Refueling	
Phase 5: Allied Land Attack Phase, Mutual Air Strike Phase	A) Amphibious Assault	B) Airborne Assault	C) Land Attack Allocation	D) Naval Ground Support Allocation	E) Air Mission Allocation
	F) Air Placement	G) Air-to-Air Combat Execution	H) Allied Air-Naval Strike Execution	I) Japanese Air-Naval Strike Execution	J) [skipped]
	K) Allied Air-Land Strikes	L) Japanese Air-Land Strikes	M) Air-Ground Support Allocation	N) Allied Land Attacks	O) Air Basing
Phase 6: Allied Air and Sea Movement	A) Air Transfer	B) Initial Naval Movement	C) Embarkation/ Disembarkation	D) Emergency Transport	E) Naval Bombardment
	F) Naval Engagement	G) Coastal Defense Bombardment	H) Final Naval Movement	I) Refueling	
Phase 7: Japanese Land Movement	A) Movement	B) Entrenching	C) Base Building	D) Recombining	
Phase 8: Japanese Air and Sea Movement	A) Air Transfer	B) Initial Naval Movement	C) Embarkation/ Disembarkation	D) Emergency Transport	E) Naval Bombardment
	F) Naval Engagement	G) Coastal Defense Bombardment	H) Final Naval Movement	I) Refueling	
Phase 9: Japanese Land Attack Phase, Mutual Air Strike Phase	A) Amphibious Assault	B) Airborne Assault	C) Land Attack Allocation	D) Naval Ground Support Allocation	E) Air Mission Allocation
	F) Air Placement	G) Air-to-Air Combat	H) Japanese Air-Naval	I) Allied Air-Naval Strike	J) [skipped]

		Execution	Strike Execution	Execution	
	K) Japanese Air-Land Strikes	L) Allied Air-Land Strikes	M) Air-Ground Support Allocation	N) Japanese Land Attacks	O) Air Basing
Phase 10: Administration	A) Fuel Status	B) Damage	C) Neutralization Recovery	D) Emergency Supply Removal	E) Turn Indication

USN DELUXE NAVAL UNIT ROSTERS

Players can use these rosters to track the number of turns of fuel remaining, and amount of damage, for naval units (instead of using the markers provided in the game).

Japanese Carriers	Turns of Fuel Remaining	Damage
CV-1		
CV-2		
CV-3		
CV-4		
CV-5		
CV-6		
CV-7		
CV-8		
CV-9		
CV-10		
CV-11		
CV-12		
CV-13		
CV-14		
CVL-1		
CVL-2		
CVL-3		
CVL-4		
CVL-5		
CVL-6		
CVL-7		
CVE-1		
CVE-2		
CVE-3		
CVE-4		
CVE-5		

Japanese Capital Ships	Turns of Fuel Remaining	Damage
BB-1		
BB-2		
BB-3		
BB-4		
BB-W1		
BC-1		
BC-2		
B-1		
B-2		

Japanese Cruisers and	Turns of Fuel Remaining	Damage
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Destroyers		
CA-1		
CA-2		
CA-3		
CA-4		
CA-5		
CL-1		
CL-2		
DD-1		
DD-2		
DD-3		
DD-4		
DD-5		
DD-6		
DD-7		
DD-8		
DD-9		
DD-10		
C-1		
C-2		
D-1		

Japanese Logistical Units	Turns of Fuel Remaining	Damage
Oil-1		
Oil-2		
TR-1		
TR-2		
TR-3		
TR-4		
TR-5		

Japanese Submarines	On Station
SS-1	
SS-2	
SS-3	
SS-4	

Japanese Task Forces	Turns of Fuel Remaining
TF-1	
TF-2	
TF-3	
TF-4	
TF-5	
TF-6	
TF-7	

TF-8	
TF-9	
TF-10	

Allied Carriers	Turns of Fuel Remaining	Damage
CV-1		
CV-2		
CV-3		
CV-4		
CV-5		
CV-6		
CV-7		
CV-8		
CV-9		
CV-10		
CV-11		
CV-13		
CV-15		
CV-16		
CV-18		
CV-19		
CV-20		
CV-21		
CV-31		
CV-36		
CV-I		
CV-II		
CVL-22		
CVL-A		
CVL-B		
CVL-C		
CVL-D		
CVE-16		
CVE-1		
CVE-27		
CVE-28		
CVE-A		
CVE-B		
CVE-C		
CVE-D		
CVE-E		
CVE-F		
CVE-G		

CVE-H		
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Allied Capital Ships	Turns of Fuel Remaining	Damage
BB-1		
BB-2		
BB-3		
BB-4		
BB-5		
BB-6		
BB-7		
BB-8		
BB-W1		
BB-W1		
BB-I		
BC-1		
B-1		
B-2		
B-3		
B-4		

Allied Cruisers	Turns of Fuel Remaining	Damage
CA-1		
CA-2		
CA-3		
CA-4		
CA-5		
CA-6		
CA-7		
CL-1		
CL-2		
CL-3		
CL-4		
CL-5		
CL-6		
CL-7		
CL-8		
CL-9		
CL-10		
CL-11		
CL-I		
C-1		
C-2		
C-3		

Allied Destroyers	Turns of Fuel Remaining	Damage
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DD-1		
DD-2		
DD-3		
DD-4		
DD-5		
DD-6		
DD-7		
DD-8		
DD-9		
DD-10		
DD-11		
DD-12		
DD-13		
DD-14		
DD-15		
DD-16		
DD-17		
DD-A		
DD-B		
DD-C		
DD-D		
DD-E		
DD-F		
DD-G		
DD-H		
DD-J		
DD-K		
DD-I		
DD-II		
D-1		
D-2		

Allied Logistical Units	Turns of Fuel Remaining	Damage
Oil-1		
Oil-2		
Oil-3		
Oil-4		
Oil-5		
TR-1		
TR-2		
TR-3		
TR-4		
TR-5		
TR-6		

AT-1		
AT-2		
AT-3		
AT-4		

Allied Task Forces	Turns of Fuel Remaining
TF-1	
TF-2	
TF-3	
TF-4	
TF-5	
TF-6	
TF-7	
TF-8	
TF-9	
TF-10	

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