A. UNION PLAYER TURN

1. REINFORCEMENT PHASE
   a) Reinforcement Points Segment
   b) Facing Mode Segment
   c) Dummy Replacement Segment

2. MOVEMENT PHASE
   a) Movement Supply Segment
   b) Interactive Individual Combat Unit Movement Segment
      1) North movement command control if a unit is
         a. ... within the Washington Security Zone.
         b. ... on a rail hex and moves only by rail (at most 2 units per turn may rail).
         c. ... moving by sea from port to port (at most 2 units per turn may sea move).
         d. ... within 2 hexes of Grant not interdicted by South unit's ZOC.
         e. ... the one chosen unit per turn otherwise outside of command control.
      2) South movement command control if a unit is:
         a. ... within the Richmond-Petersburg Command Control Radius.
         b. ... on a rail hex and moves only by rail (at most 1 unit may move by rail).
         c. ... within 2 hexes of Lee not interdicted by North unit's ZOC.
         d. ... all units stacked with Early.
   c) Leader Movement Segment
      1) a leader is always in command control.
   d) Infantry Unit Substitution Segment
      1) North units after substitution must be from 1 to 15 and from unit pool.
      2) South units after substitution must be from 1 to 6 and from unit pool.

3. COMBAT PHASE
   a) Combat Supply Segment
   b) Combat Segment
      1) Union attack command control if a unit is:
         a. ... within 1 hex of Grant.
         b. ... within the Washington Security Zone.
         c. ... the one unit that was chosen for movement command control that turn.
         d. ... face-up cavalry doing cavalry combat.
      2) South attack command control if a unit is:
         a. ... within 1 hex of Lee.
         b. ... within the Richmond-Petersburg Command Control Radius.
         c. ... one chosen unit stacked with Early.
         d. ... face-up cavalry doing cavalry combat.
   c) Isolation Attrition Segment

B. CONFEDERATE PLAYER TURN (same sequence as Union Player Turn)

C. GAME TURN INDICATION