

Every game turn consists of the following steps:

- a)** A Command marker is randomly drawn from the opaque container (see Rule 5)
- b)** Units of the selected Command are activated and/or cards are played
 - a. At this stage, the opponent can play cards in turn, under the conditions written on the cards themselvesThe drawn Command marker is then placed on the map in the section "Played Commands" ("Comandi giocati")
- c)** The sequence from step a) is repeated until all Command markers have been drawn
- d)** When all Command markers have finished, check if some area has combat units in excess (Rule 9), and then move the current game turn marker to the next box on the Time Line.
- e)** If the game turn marker has gone beyond the End of Game marker, the game is finished and Victory Points are counted for both players to determine the winner. Otherwise:
 - only if this is the first turn of a new year, the "Raid" markers from the map are removed
 - remove the "Activated" markers from the map
 - turn the "Camp" marker upside-down, if it has been moved (Reg.24) in the previous game turn
 - if the box of the current game turn indicates it ("Morale -1"), one is subtracted from the Morale of both armies
 - if there are groups of Reinforcements on boxes of previous Turns, a die is rolled for each group to check if this enters as Reinforcement (Reg.26)
 - the Venetian player can move the Supply marker by sea (Reg.21, Exceptions)
 - place all the Command markers again in the opaque container and restart the sequence with a new game turn from Step a)

The game is anyway finished at the conclusion of Turn Mar.-Apr. 1618.