

## DEC16 PREDAWN [36.1.8]

Pre-dawn is NOT a night GT

- GE Movement
- GE Combat Phase
- GE Barrage
- US Barrage
- GE GA Segment
- GE Admin Phase

NOTE: GE Barrage precedes US.

## ACTIVATION [36.1.5]

- Inactive units may not move, construct fieldworks, destroy bridges, voluntarily change formation, be placed in GA or Exploitation Mode
- Inactive artillery units are allowed to participate in barrage and observe for barrage
- Inactive units in Mand. Combat positions must retreat.
  - If not possible to retreat unit must attack (not attack-capable units are eliminated)
  - This retreat or assault activates the unit
- Units are automatic activated after it has been assaulted (barrage does not count)
- Once a unit is activated it remains active for the rest of the game
- Reinforcements do not count against number of units US side may activate [36.1.11]
- No leaders are activated on Dec 16, may activate normally on Dec 17 AM [36.1.4]



## FRONTLINE [36.1.7]

- The "front line" consists of all hexes to the "German side" of the printed start line (see the original scenario booklet) with one or more sides on the front line, and all hexes adjacent to those hexes.
- In addition, hex 4809SE is also considered "on the front line".
- All bridges along frontline are destroyed [36.0]

## PREDAWN STACKING [36.1.8]

- US may ignore overstack effects in hexes that are overstacked at set-up.
- No new overstacks may be voluntarily created/worsened during the GT

Phase	DEC 16 Pre dawn [36.1.8]	DEC 16 AM	DEC 16 PM ①	DEC 16 Night ②	Dec 17 AM ③	DEC 17 PM	DEC 17 Night
Construction Phase			①	②	③		
Mode Determination Phase	May NOT attempt to destroy bridge [36.1.9]					May attempt to destroy bridge [36.1.12]	
	Assaulted units are automatically activated [36.1.5]						
Activation → [Activation]		32 ArmC Sqdn (Bn) and 1 LtTk Co in Vielsalm 3429NE may activate and move [36.1.5]					
			*1st activation by dr	*2nd activation by dr			
			*Not CCR/CCB 9A	*CCR/CCB 9A			
			*Not 5A Div.	*5Arm Div.			
			Not Army/Corps Art and Engineers [36.1.5]		Army/Corps Art and Engineers activates if "valid supply path of any length" exists		
			Not Units in Fieldworks [36.1.5]		All US units are activated [36.1.5]		
			*Divisional artillery [36.1.10]				
Motorization →					US 2nd Inf Div; all units are activated [36.1.5]		
					*All units with "valid supply path of any length" activates		All US units are activated [36.1.5]
Movement Phase	No US movement						
Combat Phase - Barrage Segment	Obs FW: 2 arty/1 arty						
	-1 dr on all barrages [36.1.8]						
Combat Phase - GA Segment	No ammo depletion checks [36.1.8]		Ammo Dpl. Value: 4	Ammo Depletion Value: 7			
	Rcn take Mndt Step						
Admin Phase - Tracing Supply	May NOT attempt to destroy bridge [36.1.9]					May attempt to destroy bridge [36.1.12]	
	Fully supplied (after DEC 17 Night start tracing supply) [35.5.1]						Supply

**1. Activation on Dec 16 PM [36.1.5]**  
a) [SCENARIO] OR  
b) Restriction on Inactive US units:  
- 1d10 divided by 2 (round down).  
- dr result is activation for both NE and SE maps  
  
- Units of CCB 9 Axx and CCR 9 Axx may not activate  
- Units of 5 Axx may not activate  
- US Div Art. only voluntarily activate if adj. to GE [36.1.10]  
- Units in Fieldworks may not activate

**2. Activation on Dec 16 Night [36.1.5]**  
a) [SCENARIO] OR  
b) Restriction on Inactive US units:  
- 1d10 divided by 2 (round down) for NE map  
- 1d10 divided by 2 (round down) for SE map  
- One of CCB 9 Axx and CCR 9 Axx may activate for free (without dr)  
- If CCB is activated, it must first end its movement within one hex of St Vith (4430NE) before being allowed to move freely for the rest of the game.  
- If CCR is activated it may not move onto NE map until after Dec 18AM  
- Units of 5 Axx may activate  
- Units in Fieldworks may not activate  
- US Div. Art. only voluntarily activate if adjacent to GE [36.1.10]

**3. Activation on Dec 17 AM**  
a) [SCENARIO] OR  
b) Restriction on Inactive US units [36.1.5]:  
- All units with Valid Supply Path of any length may activate  
- US divisional artillery activates  
- Units in Fieldworks may not activate

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- In addition, hex 4809SE is also considered "on the front line".  
- All bridges along frontline are destroyed

### PREDAWN STACKING [36.1.8]

- GE units may not begin bridge construction, but bridge units and Army-level Mech engineer units may be ignored for stacking purposes.  
- GE may ignore effects of overstacks in hexes that are overstacked at set-up time.  
- No new overstacks may be voluntarily created or worsened during GT.



Phase	DEC 16 Predawn	DEC 16 AM	DEC 16 PM	DEC 16 Night	Dec 17 AM	DEC 17 PM	DEC 17 Night
Construction Phase	No Bridge [36.1.8]	Init Bridge [36.1.9]	1d10<4=ok [36.1.10]	Bridge construction do not require dr [36.1.11]			
Mode Determination Phase [Activation]	All German units are active	Von der Heyde is activated on dr=0; on any other dr activated on 17AM [31.1.1]	Einheit Stielau is activated [31.2.0]	150th Pzr Brigade is activated [31.3.0]			
Movement Phase	Only PA-move <b>1</b> Leg AT ignore river HQ - Not move	MR-Mode (Non-Hist)	GE units in MR-Mode are free to be released and moved (Historical option) [36.1.7]				
Combat Phase - Barrage Segment	Max 3 Art [36.1.8] Unobserved [36.1.8]		ADValue: 4 [36.1.10]	Ammo Depletion Value: 3 [36.1.11]			
Combat Phase - GA Segment	1R shift all GA (exc. against US 4 inf) [36.1.3] Recon steps [36.1.8]						
Admin Phase - Tracing Supply	Fully supplied (after DEC 17 Night start tracing supply) [36.1.2]						Supply

### 1. Pre-dawn movement

- Artillery, HQ and units in MR-mode may not move [36.1.7]  
- German units may only move using PA-movement [36.1.7]  
- German Leg AT units may ignore rivers for the purposes of movement and so can PA move across river hexsides [36.1.7]