

◀ = Special rules – Check [SCENARIO] or Dec 16 Pre-dawn rules

SEQUENCE of PLAY [3.2.0] – Pre dawn: [DEC 16 Special Rules]

WEATHER DETERMINATION PHASE [3.3.1] (AM/PM/Night)

a) HISTORICAL Weather Option – [GERMAN TRT].
- Background color of GT-box indicates Atmospheric Condition (see legend on TRT) [21.1.1]
- Ground Conditions appear as text (no text means "Normal" Ground Conditions) [21.1.1]

b) VARIABLE Weather Option:
DEC 16: Atmospheric Conditions is Overcast with Normal Ground Condition [36.1.1]
Start DEC 17 AM [36.1.1] :

a) US player consults Weather Table on German TRT to find DRM [21.1.2]
- First value is for Atmospheric Conditions, second value are Ground Conditions [21.1.2]

b) US 1d10, Atmospheric Conditions, apply DRM found on German TRT [21.1.2]
Night: US 1d10 for Atmospheric Conditions, apply DRM from last GT [21.1.2]

c) US 1d10, Ground Conditions, apply DRM found on German TRT [21.1.2]
Night: US 1d10 for Ground Conditions, apply DRM from last GT + 5 [21.1.2]

- **Start DEC 27 PM:** If Atmospheric Condition is "Partial Overcast" roll 1d10: [21.1.2]
- dr = 0-4 Atmospheric Condition is "Overcast" instead
- **Start Dec 28 AM:** If Atm. Cond. is "Overcast", Ground Cond. results of "Normal" = "Snow" [21.1.2]

2) Adjust Weather and Ground Conditions marker on GE TRT

AIR POINT ALLOCATION PHASE [3.3.2] (AM/PM Turns Only)

1) Both players determine available Air Points for current GT [3.3.2]

a. **HISTORICAL Weather Option:**
- SCENARIO : Check [SCENARIO] for available Air Points
- FULL CAMPAIGN : AP are found on TRT (Already adjusted for Weather) [22.1.0]

b. **VARIABLE Weather Option:**
- SCENARIO : Check [SCENARIO] for available Air Points
- FULL CAMPAIGN :

i) Both sides find AP available current GT [Air Point Allocation Table] [22.1.0]

ii) US player find available Air Supply points [Air Point Allocation Table] [16.7.4a]

iii) Adjust available AP according to Atmospheric Condition – [round up 1.4.0]

2) Both players allocate all APs received to specific sectors on the map [22.1.2]

a. Place appropriate Sector Air Point marker on number allocated column on ARMY TRACK
- An AP assigned to one sector may not be used in another sector [22.1.2]

b) Place US Air Supply Points marker on ARMY TRACK in numbered row corresponding to number of Air Supply Points available [16.7.4b]

c) Any Air Supply Points left over from previous turn are lost and markers are reset to zero [16.7.4b]

GERMAN TRANSPORT PHASE [3.3.3] (AM-Turns Only)

1) Determine available TP this day [TRANSPORT - German TP Table] or [SCENARIO]
NOTE: US may only use TP's to Motorization (never US TP for Fuel or Ammo) [7.9.2/17.0]

2) **AIR:** US may use AP to conduct Supply Interdiction [AIR MISSIONS – Supply Interdiction]

3) GE TP remaining after interdiction is assigned to his armies and cargo is determined [TRANSPORT]

LEADER ACTIVATION PHASE [3.3.4] (Starting DEC 17AM - AM Turns Only)

NOTE: Inactive Leaders provide no benefits but they can perform all other game functions [25.0]

1) Flip active Leader counter to their inactive side

2) Perform Initiative Check to activate leaders [25.1.0]

a) 1d10 for each leader on map [25.1.0]
- dr <= Initiative Rating on Leader counter, leader is activated (flipped to active side) (0=0, not 10)
- Remains active during the entire day (AM/PM/Night/Extended night)

SURRENDER PHASE [3.3.5] (Starting DEC 18AM - AM turns only)

1) **Both players identify isolated units:** Units are considered isolated when it is OOS and not able to trace a valid Supply Path of any length, due to enemy units, to a valid Supply Source and there are no friendly unisolated units within two hexes [16.1.0]

2) **LEADER:** If active leader within 2 hexes of a subordinated, isolated unit [25.2.1a]

a) Roll 1d10, dr <= Leader Initiative Rating = no surrender check on units

3) If leader check fails, player checks to see if isolated units surrender [16.10.1]

- Never surrender: 101AB, 82AB, British Para, German SS [16.10.3]

a) Perform PR check using defensive PR rating on isolated units [16.10.1]
- Failed PR check = unit surrender and are permanently removed from play
- If a Formation HQ is isolated and it surrenders, all units assigned to that Formation that are a) Isolated and b) able to trace a Supply Path to the HQ also surrender.

4) Place Bottleneck marker on first turn as isolated [16.10.1a]
- For each additional day as isolated, +3 day to dr

a) Adjust Bottleneck marker (+3 dr) each day (AM) (after taking Surrender Check)

MUTUAL PLAYER TURN [3.3.6] (US player first, steps 1-8, then German player)

1. **Active player: [CONSTRUCTION PHASE]:**

2. **Active player: [MODE DETERMINATION PHASE]:**

3. **Active player: [MOVEMENT PHASE – Movement and Activities]:**

4. **Active player: RESTING PHASE**

a) Active units in Tactical Mode, not adjacent to an enemy unit and that did not move during the Movement Phase may remove a Resting marker or flip a Fatigue marker.

5. **Non-active Player: [EXPLOITATION PHASE]:**
- Inactive units in Exploit mode may move up to one-half of their movement allowance and may conduct overruns, in this order:

1. Move units using Road movement

2. Move units using Regular movement.
- AM/PM: Each player has two Exploitation Phases each AM and PM turn
- NIGHT: Only one Exploitation Phase during night, either in own or opponent player turn [3.8]
- During night player choose when to perform his Exploitation Phase [3.3.8]

6. **Combat Phase: [COMBAT PHASE – Sequence of Play]**

7. **Active Player: [EXPLOITATION PHASE]:**
- Inactive units in Exploit mode may move up to one-half of their movement allowance and may conduct overruns, in this order:

1. Move units using Road movement

2. Move units using Regular movement.
- AM/PM: Each player has two Exploitation Phases each AM and PM turn
- NIGHT: Only one Exploitation Phase during night, either in own or opponent player turn [3.3.8]
- During night player choose when to perform his Exploitation Phase [3.3.8]

8. **Active player [ADMINISTRATIVE PHASE]:**

X) **Both Players:** End of German Night turn [Extended Night Activity]

WEATHER TABLE [3.3.1]

Atmospheric Condition				Ground Condition			
Condition	Die Roll			Condition	Die Roll		
Overcast	<= 6			Thaw	< = (-1)		
Partial Overcast	7 - 13			Normal	0 - 11		
Snow	14 - 17			Freeze	12 - 20		
Clear	> = 18			Snow	Auto: Ground=Snow		

DRM		16	17	18	19	20	21	22	23	24	25	26	27
AM	A	-	+4	-20	-20	-20	-20	-20	-20	-20	-20	-20	-20
	G	-	0	-20	-20	-20	-20	-20	-20	-20	-20	-20	-20
PM	A	-	+4	-20	-20	-20	-20	-20	-20	-20	-20	-20	-20
	G	-	-1	-20	-20	-20	-20	-20	-20	-20	-20	-20	-20
Night	A	-	+4	-20	-20	-20	-20	-20	-20	-20	-20	-20	-20
	G	-	-4	-20	-20	-20	-20	-20	-20	-20	-20	-20	-20

		28	29	30	31	1	2	3	4	5	6	7	8
AM	A	-20	-20	-20	-20	-20	-20	-20	-20	-20	-20	-20	-20
	G	-20	-20	-20	-20	-20	-20	-20	-20	-20	-20	-20	-20
PM	A	-20	-20	-20	-20	-20	-20	-20	-20	-20	-20	-20	-20
	G	-20	-20	-20	-20	-20	-20	-20	-20	-20	-20	-20	-20
Night	A	-20	-20	-20	-20	-20	-20	-20	-20	-20	-20	-20	-20
	G	-20	-20	-20	-20	-20	-20	-20	-20	-20	-20	-20	-20

AIR POINT ALLOCATION TABLE [22.1.0]

US	16AM/PM	17AM/PM	18AM/PM	19AM/PM	20AM/PM	21 AM/PM →
US Air Points	-	8/8	12/12	24/24 Until end of game		
US Air Supply Points	-	-	1 (total)			4 ASP per day
German	16AM/PM	17AM/PM	18AM/PM	19 AM/PM-22AM/PM		23 AM/PM -->
German Air Points	3/3	3/3	3/3	2/2		6AP first clear 4AP next clear Otherwise 2AP

Adjust for Atmospheric condition [round up 1.4.0]
Clear - Full AP Partial Overcast - Half AP Overcast - no AP

Operation Bodenplatte [22.1.1a]
JAN 1:
- GE receives 12 AP for entire day
- If 8 AP are used "Off map" US loses 6 AP each day for remainder of game

EXTENDED NIGHT ACTIVITY [3.4.0]

*NOTE: Units with MR-bonus **must** perform dr for activation (not auto-activated) [CSW 383]*

A. **Activation [3.4.2]**

1) Each side secretly choose how many units to pledge for activity (US max 10, GE max 20)
- Breakdown units, units in Strat Mode and units OOS are not eligible [3.4.1]

2) Both sides reveal number of pledged units and rolls 1d10 [3.4.1]
- Side with highest pledged units + dr chooses who's the First Player

3) Activate units by rolling 1d10 for each unit [3.4.2]
- All units pledged for must be attempted activated
- Each unit are activated separately, by successful PR check using attack PR
- For Artillery use their single PR-value
- GE units with Att. PR >= 7 gets -1 drm [3.4.2a]
- Leader may attempt to activate all subordinate units [25.2.2b]
- Roll 1d10, dr <= Leader Initiative Rating = success
- If leader fails units are not allowed to try again individually
- If units in Exploit Mode, leader has to be in Exploit Mode as well [3.4.2]

4) Units failing activation remain inactive and are marked with Fatigue Marker, unless eligible for MR-bonus (unit not activated and not fatigued)

NOTE: A German Mech unit uses the fuel status of its Formation in the immediately preceding Night GT [3.4.2b]

B. **First Player-Turn**

1. First Player Movement Phase
- Strategic Road Movement not allowed
- No bridge building during extended night activity

2. Possible Second Player Exploitation Phase (with all MPs)
- If not now, it occurs after second Player Combat.

3. First Player Combat Phase

4. First Player Exploitation Phase (with all MPs)
- If not now, it occurs after Second Player Movement Phase

C. **Second Player-Turn**

1. Second Player Movement Phase
- Strategic Road Movement not allowed
- No bridge building during extended night activity

2. Possible First Player Exploitation Phase (with all MPs)
- If not used in segment 4 above, it occurs now

3. Second Player Combat Phase

4. Second Player Exploitation Phase (with all MPs)
- If not used in segment 2 above, it occurs now.

D. **Mutual Fatigue Phase [3.4.3]**
- Units eligible for MR Bonus are not subject to Fatigue
- Place Fatigue Marker on all activated units
(except units that left MR-mode in the previous AM/PM/Night)
- Place Resting-marker on unit after the Combat phase if unit is: [3.4.3a]
- Unactivated and defending at full strength [3.4.3a]
- Unactivated and suffer a retreat result (GA or Barrage) [3.4.3a]
- Defending units may voluntarily fight a GA ½ strength to avoid Resting status [3.4.3a]
- Non-activated artillery may barrage but are fatigued when doing so [3.4.3a]

ARMY TP – DEC 16 AM →

BEFORE GAME START: Decide initial ammo stockpile [17.3.1]

Small scenario : [SCENARIO]

- a) Place "Army Ammo"-marker on ARMY TRACK according to Ammo Stockpile level of each Army

Dec 16 Campaign scenario/full Campaign: Initial Ammo stockpile = 10 Ammo Points

- a) Allocate Ammo points from initial stockpile to each army by placing "Army Ammo"-marker on ARMY TRACK according to Ammo Stockpile level of each Army

DEC 16 AM – DEC 19 AM - (Allocate TP to fuel, motorization and ammo)**1. Motorization:** [36.1.6]

- a) GE TP are assigned initially for motorization (no "refill" of TP until Dec 20 AM)

SCENARIO: [SCENARIO]**CAMPAIGN:**

[17.5.0]	6th PzA	5th PzA	7th A
Dec 16 AM (Once)	10	8	2

- b) Place "Army-Trucks Motor"-marker on ARMY TRACK according to number of Army TP allocated to Motorization.

2. Fuel:

- Normal fuel status until Dec 20 AM (not allocate TP to Fuel until Dec 20 AM) [17.2.5]
- All GE Mech. Formations have Normal fuel-status until start of Dec 20 AM [17.2.5]
- 2SS and 9SS may still have fuel problems when entering (see 36.6.2) [36.1.2]

3. Ammo:

- Not allowed to allocate TP to increase Ammo Depletion Value until Dec 20 AM [17.5.0]
- a) Use each Army's remaining Ammo Point stockpile
- Dec 16 AM – Dec 19 AM: Use remaining Ammo Points from initial stockpile
- b) Allocate Ammo Points from each army stockpile and add to Ammo Depletion Value [17.3.0]
- Max 4 Ammo Points allocated to each Army each day
 - Each ammo point expended, increases that Army's Ammo Depletion value by one that day
 - Expend (remove) the Ammo Point from the Army stockpile when it is used.
- c) Record that army's new Ammo Depletion Value using provided marker [17.3.0]

German TP [17.5.0]

Date	6th PzA	5th PzA	7th A
Dec 16 AM	10	8	2

DEC20AM ----> 20 TP [35.1.2]

Assigned to each Army as GE
player sees fit
- Max 12 TP each Army [17.1.1]

US TP [7.9.2b]

Date	1st A	3rd A
DEC16 - 18	6	-
DEC19 - 20	12	-
DEC21 - 23	12	10
DEC24 ---->	12	12
101/82nd not counted [7.9.2b]		

ARMY TP – DEC 20 AM →

Decide initial ammo stockpile (scenario or campaign: start later than DEC 20AM) [17.3.1]

Small scenario : [SCENARIO]

Dec 21 Campaign scenario: Initial Ammo stockpile = 6 Ammo Points

Dec 28 Campaign scenario: Initial Ammo stockpile = 10 Ammo Points

- Allocate Ammo points from initial stockpile to each army

DEC 20 AM →**Campaign scenario refill of ammo stockpile: [17.3.1]**

Dec 22 AM : stockpile increased with 8 ammo points

Dec 29 AM : stockpile increased with 8 ammo points

Jan 05 AM : stockpile increased with 6 ammo points

- Allocate Ammo points from initial stockpile to each army

1) Determine available TP [German TP Table] [US TP Table]**2) Allocate each army's TP's to Motorization, Fuel and/or Ammo.**

- a) Place markers on ARMY TRACK in numbered box equal to TP's assigned to that role.
- TP to Motorization are indicated on ARMY TRACK with: "Army Trucks Motor"-marker
 - TP to Fuel are indicated on ARMY TRACK with: "Army Trucks Fuel"-marker
 - TP to Ammo are indicated on ARMY TRACK with: "Army Trucks Ammo"-marker

Restrictions on TP allocation:

- No more than seven TP's can be allocated to "Ammo transport" per army per day [17.1.0]
- No army may never be assigned more than 12 TP [17.1.0]
- Each Army must be allocated at least 1TP for Ammo Transport [17.1.0]
- Otherwise reduce Ammo Depletion Value by 1 (from 3 to 2)

3) Motorization: Use TP directly from ARMY TRACK without any conversion [17.4.0]**4) Fuel:** Use "Transport Table-Fuel" to see how effective transport of Fuel has been: [17.2.0]

- i. 1d10, cross index dr with allocated TP (ARMY TRACK) on "Transport Table-Fuel"
- ii. Place "??Fuel"-marker in numbered box equal to result on ARMY TRACK

DRM	Description
-2	Extended Korps Supply Line [16.4.6]
+4	Bastogne – St. Vith primary road connection [14.9.2e]

DR	Transport Table - FUEL									
TP	0	1	2	3	4	5	6	7	8	9
10	12	12	13	14	14	15	15	16	16	18
9	10	11	11	12	12	12	14	14	16	16
8	9	10	10	11	11	12	12	12	1	14
7	8	9	9	10	10	10	11	11	12	12
6	7	7	8	8	9	9	9	9	10	11
5	5	6	6	7	7	7	8	8	8	9
4	3	4	4	4	5	5	5	5	6	7
3	3	4	4	4	5	5	5	5	6	7
2	2	3	3	3	3	3	4	4	4	5
1	1	1	1	1	2	2	2	2	2	2

(NB! Column-headers starts at zero according to CSW 306)

5) Ammo: Use "Transport Table-Ammo" to see how effective transport of ammo has been:

o. Refill: See 17.3.1

i. Find each Army's Ammo Point stockpile for that day

- a) Use "Transport Table – Ammo" and roll 1d10
- b) Cross index dr with the number of TP (ARMY TRACK) assigned to Ammo Transport
- c) Implement result as described below table

ii. Allocate Ammo Points from each army stockpile and add to Ammo Depletion Value

- Max 4 Ammo Points allocated to each Army each day [17.3.0]
- For each ammo point expended, that army increases its Ammo Depletion value by one for that day
- Expend (remove) the Ammo Point from the Army stockpile when it is used.

iii. Record that army's new Ammo Depletion Value using "??Ammo"-marker [17.3.0]

DRM	Description
-2	Extended Korps Supply Line [14.3.6]
+4	Bastogne – St. Vith primary road connection [16.3.1a]

DR	Transport Table - AMMO									
TP	0	1	2	3	4	5	6	7	8	9
7	+1	+2	+2	+2	+2	+2	+2	+2	+3	+3
6	+1	+1	+2	+2	+2	+2	+2	+2	+2	+3
5	0	+1	+1	+1	+2	+2	+2	+2	+2	+2
4	0	0	+1	+1	+1	+2	+2	+2	+2	+2
3	-1	-1	0	0	+1	+1	+1	+2	+2	+2
2	-1	-1	-1	0	0	0	+1	+1	+1	+2
1	-1	-1	-1	-1	0	0	0	0	+1	+1

(NB! Column-headers starts at zero according to CSW 306)

Result	Effect
-1	Reduce Ammo stockpile by 1
0	No change
+1	Increase Ammo stockpile by 1
+2	Increase Ammo stockpile by 2
+3	Increase Ammo stockpile by 3
- If under extended Korps supply +2 and +3 results are treated as +1	

REMOVE FUEL DUMP MARKERS [29.1.0]

- Starting DEC 18 Night
- Night: Remove 2 Fuel Dump-markers
- AM: Remove 1 Fuel Dump-marker
- PM: Remove 1 Fuel Dump-marker
- Wich is removed is chosen randomly
- Once all markers are removed, fuel dumps may not be captured

FIELDWORK CONSTRUCTION [19.2.0]**Eligibility**

- Must be in Tactical Mode [5.1.0]
- Must be activated [36.1.5]
- Same Engineer may not build IP/ET and bridge simultaneously [18.1.1c]

- 1) Finish construction of Fieldworks
 - Fieldworks (IP/ET) under construction are flipped to their completed side.
- 2) Start construction of Fieldworks
 - IP : Place IP marker (under construction side up) on unit to indicate IP-construction [19.2.1]
 - ET : Place ET marker (under construction side up) on Engineer to indicate ET-construction [19.2.2]

Note:

An engineer could finish/complete an IP during 1 and then immediately start an ET under 2 in the same construction phase (or another unit could finish an IP, and then an engineer in the same hex could begin construction of an ET in that same construction phase) [CSW 1445]

FIELDWORK CONSTRUCTION TIME

Constructing unit	Improve Position (IP) Finished	Entrenchment (ET) Finished
a) Any Combat unit > singl Co [19.2.1]	Next Constr. Phase (unit not spend MP)	NA
b) >= 2 Step of Engineer unit [19.2.3]	End of Movement Phase in same GT (unit not spend MP)	End of Movement Phase in same GT (unit not spend MP,) must start with an IP

DELAYING OR HALTING FIELDWORK CONSTRUCTION [19.2.4]

Construction of Fieldworks is halted and Construction marker is immediately removed if one or more of the units constructing it is either:

- Ground assaulted (regardless of the result)
- Retreats because of a Barrage
- Becomes Fatigued
- Becomes Resting

Removing Fieldworks [19.2.5]

- A FW unoccupied at the end of a Movement phase is removed from the map.
- A FW in a hex which is target of a GA or Barrage that results in the hex being emptied of all defending units is removed at the conclusion of the Barrage or GA

**EFFECTS OF FIELDEWORKS [19.1.1]**

- Fieldworks (FW) and Forts aid occupying units whenever units are barraged or defend in GA
- This aid comes in the form of:
 - DRMs (Barrages) and GAT shifts (specific benefits on Barrage and GA Tables)
 - Negative Armor modifiers for armor units attacking units in FW and Fort
 - Positive AT modifiers for AT and infantry units defending in FW and Fort
 - Engineers attacking FW and Fort may offset GAT column shifts gained by defenders [14.4.1b]
 - Units may observe for more artillery units [12.3.2]
 - Enemy unit must stop when moving adjacent to a hex with units in ET and Fort [7.5.1]
 - Units must stop when they advance after combat adjacent to enemy units in Fort [14.11.0]
 - Recon units may not examine enemy units in FW or Fort [8.6.1]
- FW are Combat Covering terrain
- Fort are Movement Covering terrain.

- All units stacked with FW and Fort obtain these benefits EXCEPT: units in Strat and Exploit mode
- Even if there are units that can receive these benefits, the adverse column shifts for Strat and Exploit mode still apply to the combat
- Note that units in Maneuver Reserve and Combat Reserve modes do benefit from FW and Fort

BRIDGE COLLAPSE [18.5.0]

Certain bridges may be to light to carry German Medium and German Heavy Armor. These bridges are:

1. Non-engineer constructed bridges that carry trails over rivers (not streams)
2. German engineer constructed bridges (except Heavy bridges)
3. US engineer constructed bridges

- German Hvy armor attempt to cross type 1 or 2: Automatic collapse
- German Hvy armor attempt to cross type 3: May collapse, check Bridge Collapse Table
- German Med armor attempt to cross type 1 or 2: May collapse, check Bridge Collapse Table
- No other bridges collapse.

NOTE! Attempt to cross means either trying to move, retreat or conduct GA across the bridge. Units in Armor Standoff during GA do not cause a bridge collapse check.

- 1) **Bridge Collapse check:** roll 1d10 and crosscheck [Bridge Collapse Table]

2) Bridge Collapse Table

Die Roll	0	1	2	3	4	5	6	7	8	9
Bridge Collapse	Y	Y	Y	Y	Y	Y	Y	N	N	N

3) If result is Bridge Collapse:

- Bridge collapses before the unit could move across
- The bridge ceases to exist for movement and combat.
- Place a destroyed bridge marker in a adjacent hex

- If the bridge does **not** collapse, it is never rolled for again.

**BRIDGE CONSTRUCTION [18.1.0]**

NB !! Engineers building a bridge are never in Cover [CSW 1598]

Eligibility

- Enginner must be in Tactical Mode [18.1.1c]
- Enginner must be in Supply [16.9.1]
- Enginner must be activated
- Not during extended night activity [18.1.1c]
- Same Engineer may not build IP/ET and bridge simultaneously [18.1.1c]
- Both hexes on both sides of river has to be friendly controlled to complete the bridge [18.1.1]
- **German Heavy Bridge Column [15.2.0]**
 - Army level engineer unit must be stacked with Heavy bridge marker to build
 - Heavy Bridge Column may be dismantled and moved away (reverse building process)
 - Normal Bridge Construction rules applies (See 2 below)
- 1) Start new bridge construction ◀ Special Rules - Construction Phase
 - Place Bridge Construction and Ace of Spades markers [Bridge Construction Time Table] on any Engineer unit adjacent to river or stream [18.1.1]
- 2) Finish/Continue bridge construction
 - Flip Bridge Construction marker to finished side when construction is finished [18.1.1]
 - Remove one Ace of Spade marker on bridges each GT when under construction [18.1.1]
 - Army level engineers may move away after constructing "Heavy Bridge Column"

Note: Bridge connect Road/Trail when ends of Road/Trail points to each other [18.1.1d]

BRIDGE CONSTRUCTION TIME [18.1.1]

Bridge Construction Time	Minor River		Major river	
a) Single Co Engineers or one step Engineers (15.1.1a)	2 GT	1 Construction 1 Ace of Spades	4 GT	1 Construction 3 Ace of Spades
b) Other Engineers	1 GT	1 Construction	2 GT	1 Construction 1 Ace of Spades

DELAYING OR HALTING BRIDGE CONSTRUCTION [18.1.1a]

- If unit becomes Fatigued or Resting, leaves the hex or eliminated before the bridge is finished, construction halts and bridge construction marker is removed [18.1.1a]
- If a barrage inflicts any result on a hex in wich bridge construction is in progress, the time needed to finish the bridge is increased by one GT. This can occur any number of times before the bridge is actually finished [18.1.1a]

- 1) **Activate units: [Scenario] or [DEC 16 SPECIAL RULES]** ◀ Special Rules – Mode Determ. Ph.
- Activation should occur during Mode Determination Phase [36.1.5]
- 2) **Special Units [31.0] [LEADERS AND SPECIAL UNITS]**
Allied: 4 Inf, 7 Arm, 9 Arm, CCA/5 Arm, 1 US Inf, XXX British Corps, US V Corps
German: von Der Heydt, Einheit Stielau, 150 Pzr Bgd, 10 SS Pz, 11 SS Pz, 653 Panzerjaeger, 217 Sturmpanzer, LXVII Korps, LIII Korps
- 3) **Change Artillery Mode [7.10.0]**
a. Flip artillery counter (In Battery (IB) / Out Of Battery (OOB))
- 4) **Motorization Leg and Artillery [7.9.2]**
a. **US player** determine available TP [TRANSPORT - US TP Table]
b. Place "Trucks"-marker on US ARMY TRACK according to army and number of available TP
a. **GE player** determine available TP to each Army for unit motorization [ARMY TRACK]
b. Use each Army's TP according to restrictions below.
- Until Dec 17 AM:
- No artillery movement (no TP to artillery movement prior to DEC 17AM) [36.1.6]
- No limits within allocated TP on how many TP to use for Motorization of Leg units

- On and after Dec 17 AM: [36.1.6]
- 5th PzArmee: max given 2 TP to motorize artillery [36.1.6]
- 6th Pz Armee: max given 2 TP to motorize artillery [36.1.6]
- 7th Armee: max given 1 TP to motorize artillery [36.1.6]
- No limits within allocated TP on how many TP to use for Motorization of Leg units

c. See [UNIT MOTORIZATION] for How-to-Motorize unit
- 5) **Mode Determination on Units [5.0]**
a. Cycle through units and determine mode for next GT
b. Check eligibility, [Mode Determination Table]
- Remember Offensive Capacity Starts DEC 23AM [COMBAT PHASE - Offensive Capacity]
c. Place mode-marker on unit

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
- Unit 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 the 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]

TRAFFIC CONGESTION [7.15.0]

Unit in Strategic Mode does not increase MA by 50% when:
German: Anywhere between DEC16AM and DEC18AM inclusive
Allied: Between DEC17AM and DEC 18PM inclusive,

- Any units south of V/VIII Corps boundary and North of original 5thPzA and 7thPzA boundary AND only if unit begins or would end movement within 10 hexes of enemy units

MANEUVER RESERVE BONUS [5.5.2]

NOTE: Units are not auto-activated for Extended Night Activity (must perform dr) [CSW 383]

- After a Formation that was in MR mode for at least six GTs leaves MR mode it qualifies for a Maneuver Reserve Bonus.
- This bonus lasts for two full GTs and confers the following benefits to the units of the Formation:
 - **EXPLOIT MODE:** Entire formation is eligible to enter Exploit Mode during any Exploit Phase
 - **ONE GA SHIFT:** Units receive 1 shift in their favour during GA
 - **MOVEMENT BONUS:** Formation consults Fuel & Reserve Release Table [Movement Allowance Sheet] on MR-bonus line to determine how many MP's they may add to it's MA. +1 DRM on first GT of MR-bonus period. Units that enter Exploit Mode during an Am or PM GT must split any MA increase gained from the Fuel & Reserve Release Table in half between the two GT's.
 - **AUTOMATIC SUPPLIED:** All units of formation is automatically in supply
 - **NO FATIGUE:** If units of the Formation are activated during the first Extended Night Activity turn that follows being released from MR, the activated units are not subject to Fatigue. This holds even if the units are out of the MR Bonus period (i.e., they were released from MR on an AM GT.) (This only applies to the first possible Extended Night Activity)

FOG OF WAR [8.6.0]

- A unit in Observation Covering Terrain can only be observed by adjacent enemy units **AND**
 - The unit must either be marked with an Attack or PA-marker **OR**
 - An enemy unit attempting to observe the unit must be so designated.

- A stack of unobserved units may not be examined by the enemy player [8.6.0]
 - Owning player is free to choose any non-HQ unit to be the topmost unit in a stack [8.6.0]

- Observed units under a constructed Fieldworks marker may only be examined if: [8.6.1]
 - Observer is on a vantage point OR [8.6.1]
 - At beginning of Ground Assault resolution. [8.6.1]
- Units in Fortifications may only be examined at the beginning of Ground Assault resolution [8.6.1]

- If a Recon unit ends it movement adjacent to an enemy stack (even if unobserved) the active player may examine the contents of that enemy stack unless the enemy stack is in fieldworks or fort [8.6.2]

- When atmospheric condition is clear, any German stack that is not in Combat Covering terrain is considered Observed (may be examined) regardless of proximity of US ground units [8.5.0]
- Units in Strat mode (even if in Combat Covering terrain) are always considered Observed [8.5.0]

MODE DETERMINATION TABLE			
MODE	DESCRIPTION	ELIGIBILITY	PROCEDURE
<div>Tactical Mode [5.1.0]</div> <div>Most flexible for Maneuver and Combat</div>	<ul style="list-style-type: none">- May breakdown/build-up, receive repl., recover Fatigue, perform construction,- No multi-hex combat as attacker- Never advance more than one hex after combat	<ul style="list-style-type: none">- Unit without Mode-marker is in Tactical Mode	<ul style="list-style-type: none">- Enters automatically when unit leaves another mode
<div>Prepared Assault Mode [5.2.0]</div> <div>Maximizes attack capability and advances after combat at the expence of mobility</div>	<ul style="list-style-type: none">- Max attack (multihex) capability [5.2.1]- More than one hex advance after combat [5.2.1]- Max barrage and air allocation [5.2.1]- Poor move capability (PA-movement)- In Open Terrain for Observation purpose [5.2.1]- One GAT-shift in attacker favour [5.2.1]	<ul style="list-style-type: none">- Never enter PA-mode when: [5.2.0]<ul style="list-style-type: none">- HQ or Artillery- In overstack hex- In Fatigue status- In Resting status- On wrong side Army Bound.- Offensive Capacity (starts Dec 23 AM)	<div><ul style="list-style-type: none">- PA-mrk on unit [COMBAT PHASE – Designating Attacking Units]- When completed movement provided [5.2.0] :<div>a) they were not adjacent to any enemy unit when they began movement AND b) they completed movement in Observation Covering terrain.</div>- if Advancing after Barrage into Obs. Covering terrain [5.2.0]</div>
<div>Combat Reserve Mode [5.6.0]</div> <div>Units are placed in Combat Reserve mode to generate Combat Reserve Bonus for units of same Formations that are involved in a GA.</div>	<ul style="list-style-type: none">- Generates CR Bonus during GA- Max 3 CRB units to each assault- Marked with CR Marker- MA = 0 (not move) when in CR- 1 R shift for Attacking units (not over-running) if defending hex contains any units in CR-Mode	<ul style="list-style-type: none">- Only Inf Bn (armored, Motor, Leg)- Hybrid's with >= 2 step of strength- Must be:<ul style="list-style-type: none">- In Supply- Not Fatigued- Not Resting- Not adjacent to enemy	<ul style="list-style-type: none">- Place Combat Reserve Marker
<div>Exploitation Mode [5.4.0]</div> <div>Moves during friendly Exploitation Phase and may overrun during movement.</div>	<ul style="list-style-type: none">- May conduct movement and overrun- ½ MA in AM/PM, full MA during NIGHT- Spends no additional MP to move adjacent to enemy- Only move adjacent if overrunning OR- In Movement Covering Terrain- Not move if adjacent to enemy in PA- If unit On Hand Supply moves more than 3 MP it goes OOS and must leave Exploit Mode immediately	<ul style="list-style-type: none">- Only Mechanized units- Not Leg, even when Motorized with TP- Not if adjacent to enemy- Units must enter Exploit. Mode as part of formation/sub-formation and ALL mech. units of formation/sub-formation must enter Exploit. Mode [5.4.1]- Divisional asset units can be placed in Exploit Mode along with sub-formation (attached to sub-formation) [5.4.1]- Off. Cap. Starts Dec 23 AM) [30.2.0]	<ul style="list-style-type: none">- Place Exploitation-marker on unit
<div>Maneuver Reserve Mode [5.5.0]</div> <div>MR-Mode represent the withholding of fresh formations from combat so that they can be introduced into battle in such a manner that takes advantage of their rested and supplied state.</div>	<ul style="list-style-type: none">- All units of formation receives MR bonus [Maneuver Reserve Bonus]- MA = 0 (not move) when in MR Mode- Increased MA during MR Bonus [5.5.4]- MR-bonus effects: [Maneuver Reserve Bonus]	<ul style="list-style-type: none">- Entire Formation must enter MR (all units currently on map) [5.5.1]- Artillery operates normal (may barrage)- Attached units enter MR with rest of formation [5.5.1]- Not if <= 2 AM GTs have elapsed since Formations last MR bonus was awarded [5.5.1a]- All units must be: [5.5.1]<ul style="list-style-type: none">- In supply- Within 4 hexes of HQ- At least 6 hex from nearest enemy	<div><ul style="list-style-type: none">- Place MR-marker on HQ- Start DEC 20 AM: GE Mech Formations must receive enough FP for two full GT in Normal fuel status to enter MR Mode [5.5.1b]- This allocation happen during Mode Determination Phase- When they leave MR Mode they are fully fueled for two GT [5.5.1b]</div>
<div>Strategic Mode [5.3.0]</div> <div>Increases mobility on roads and are used for administrative movement over long distance.</div>	<ul style="list-style-type: none">- MA x 50% (except: Traffic Congestion)- Only use Road Movement- Not end Move stacked with Mech. Units- Not voluntarily move adjacent to enemy- Not conduct construction or demolition- Not receive or contribute to RIB- Not move during Extended Night Act.- May not attack, may be attacked [5.3.1]- Not observe for barrage [5.3.1]- Not benefit from FW or Fort [5.3.1]- 2 disfavoured GAT-shift [5.3.1]	<ul style="list-style-type: none">- Only Mech. Units or Leg-units allocated TP (marked with Motor-marker)- Unit must occupy a road-hex- Artillery must be OOB	<div><ul style="list-style-type: none">- Secret assembly area: Write down hex id and Unit Id's assigned to assembly area [5.3.2]- Assembly area may be changed in Movement Phase [5.3.2]- Place Strategic Mode marker on unit</div>

1) Select wich unit to motorize

2) Determine class and "How to motorize" [Special Unit Abilities and Allowances Table]

- a) See [Special Unit Abilities and Allowances – Class] to decide unit class (Mech or Leg)
b) See [Special Unit Abilities and Allowances – How to Mech] to decide motorization method

3) Perform the motorization process with proper method for motorization

- a) Mech Unit is a Mech Class unit (no need for motorization)
b) TP See [Motorize by using Truck Points]
c) Choose Choose move type (Leg or Mech) and follow move restrictions of chosen type.
d) US AT/Eng. See [Motorize by US AT and US Engineer units]
e) Intrinsic See [Motorize by Intrinsic US Div Movement]

4) Become Mech again by reconstitution with Parent unit [7.9.1]

- a) Reconstitute with parent unit [MOVEMENT PHASE - Breakdown/Build up – Reform] OR
b) Trace path, not adjacent to enemy units, back to parent unit or their Formation HQ (max 12 Mech MP) and if path established replace Leg Breakdown unit with Mechanized Breakdown unit

[TP] – MOTORIZE BY USING TRUCK POINTS [7.9.2]

NOTE: Units motorized by TP are not allowed to move adjacent to enemy

- 1) Check ARMY TRACK for available TP for motorization
- 2) Determine if chosen unit is eligible for motorization by the use of TP
US: Leg Infantry units
GE: Army/Corps artillery, Leg AT, Leg Infantry, Leg Engineers
- 3) Determine TP-cost to motorize unit [Special Unit Abilities and Allowances – Cost to Motorize]
GE 150 mm Nebelwerfer 0,25 TP [7.10.5]
One Artillery unit 0,5 TP
One Leg unit 1 TP
- 4) Place Motor-marker on unit
- 5) Adjust "Trucks"-marker on ARMY TRACK according to TP's used

[INTRINSIC] – MOTORIZE BY INTRINSIC US DIV MOVEMENT [7.9.2e]

- 1) Choose 3 leg units from any US division
a. Place Motor-marker on chosen unit when it is motorized
- Must follow all Mechanized movement and stacking restrictions during movement
- Never move adjacent to enemy units (Ref. Movement tables)
- 2) Unit is considered a Leg unit (stacking and movement purpose) when movement is finished, even for other units moving in same phase, including those employing Road overment
- 3) Remove Motor-marker when movement is finished

[CHOOSE] – MOTORIZE US/GE AT AND US ENGINEER UNITS [7.9.2d]

- 1) Choose to use either Mech or Leg movement for unit
1.a) Place Motor-marker on chosen unit when it is motorized
- Must follow all Mechanized movement and stacking restrictions during movement
- 2) Unit is considered a Leg unit (stacking and movement purpose) when movement is finished, even for other units moving in same phase, including those employing Road overment (except Strat Move units)



SPECIAL UNIT ABILITIES AND ALLOWANCES TABLE

Unit Type	SP	Towed M	Towed H	Bicycle Leg	Class (Type for movement)		Basic MA		How to motorize	Cost to motorize	Fire when OOB	Type for stacking purpose		Voluntary stop move adjacent to enemy	Enter Strategic Mode	Max Retreat length (G)	
					Leg	Mech	Leg	Mech				IB	OOB			GE	US
Towed Horse IB [7.10.3]					-	Mech	-	0	Mech	-	-	Leg	-	N	N	0	-
Towed Horse OOB [7.10.3]					-	Mech	-	9	Mech	-	N	-	Mech	N	Y	3	-
Towed Motorized IB {D}					-	Mech	-	0	Mech	-	-	Leg	-	N	N	0	1
Towed Motorized OOB {D}					-	Mech	-	12	Mech	- {D}	N	-	Mech	N	Y	3	3
Self Propelled IB {A}					-	Mech	-	6	Mech	-	-	Leg	-	Y	N	1	3
Self Propelled OOB					-	Mech	-	12	Mech	-	Y	-	Mech	Y	Y	3	3
GE Nebelw. 150 mm [7.10.5] (SP if mechanized by TP {J})					-	Mech	-	12/6	Mech/TP {J}	¼ TP	Half	Leg	Mech	Y	OOB	Unit type	
GE Corps/Army [7.10.4]					-	Mech	-	9/0 {D}	TP {D}	½ TP	N	Leg	Mech	N	OOB	Unit type	
GE H A Art [7.10.4] (Range 18)					-	-	0	0	-	NA	-	Leg	-	-	-	Unit type	
US 105 mm [7.10.2]					-	Mech	-	12 {B}	Mech	-	N	Leg	Mech	N	OOB	Unit type	
US 155 mm [7.10.2]					-	Mech	-	12 {B}	Mech	-	N	Leg	Mech	N	OOB	Unit type	
GE AT Mech [7.9.2c]					-	Mech	6	9	Mech	-	-	Leg [7.9.2c]		Y	N	Mech	
GE AT Leg [7.9.2c] {C}					-	Mech	6	-	TP	1 TP	-	Leg [7.9.2c]		Y	N	Leg	
German H Bridge Col. [7.9.3]					-	Mech	-	9	Mech	-	-	Mech {F}{K}		N	N	-	
HQ					-	Mech	-	12	Mech	-	-	Leg {I}		Y	Y	Leg	
Leader					-	Mech [7.2.0]	-	12	Mech	-	-	Not counted		Y	Y	Mech	
US AT [7.9.2d]					Leg	Towed (M)	12	12	Choose {H}	-	-	Leg/Mech {E}		Y	Y	Leg	
US Leg Engineer [7.9.2d]					Leg	Mech	12	12	Choose {H}	-	-	Leg/Mech {E}		Y	Y	Mech	
US Leg units					Leg	-	12	-	Intr./TP	1 TP	-	Leg {E}		Y	N	Leg	
GE Leg units					Leg	-	12	-	TP	1 TP	-	Leg		Y	N	Leg	
GE Bicycle Unit					Leg	-	12	-	TP	1 TP	-	Leg		Y	N	Leg	
Heavy AFV					-	Mech	-	9	Mech	-	-	Mech		Y	Y	Mech	
AFV					-	Mech	-	12	Mech	-	-	Mech		Y	Y	Mech	
US/German Recon (MECH)					-	Mech	-	14	Mech	-	-	Mech		Y	Y	Mech	
US/German Recon (LEG) {L}					Leg	-	12	-	TP	1 TP	-	Leg		Y	Y	Leg	
Einheit Stielau					-	Mech	18 hexes	-	Mech	-	-	-		Y	-	-	

Units motorized by TP are not allowed to move adjacent to enemy units

Notes

- A) Use Road movement when IB, still considered Leg for stacking purpose when not moving itself [7.8.3a]
- B) Move one hex when IB. The only Towed Artillery that can move while IB [7.10.2]
- C) May cross Stream as Leg without bridge. Start adj. and use entire MA [7.6.2]
- D) GE Armee/Korps artillery has 9 MP if horsedrawn. If motorized (m) only move by using TP (9MP) [7.10.4]
- E) Treated as Mech. for movement and stacking purpose as long as mechanized by TP/Intrinsic TP [7.8.3a]. Considered Leg after movement is finished (exc. Strat Move units [7.9.2e]). [7.9.2d]
- F) Ignored for stacking after deploy or during deployment [7.8.3a]
- G) Artillery are eliminated if forced to retreat further than their "max retreat length [CSW 284]. Artillery must retreat before taking discretionary hits as step losses (if possible). [14.9.4a]
- H) Choose how to motorize by choosing move type (Leg or Mech) and follow move restrictions for chosen type.
- I) Treated as Leg for stacking purpose when not moving itself [7.8.3a]
- J) Considered SP when assigned TP [7.10.5] Halv FP when OOB and Mechanized by TP [12.1.4b]
- K) Mech. Army-Engineers that has not moved in current phase and are stacked with a hvy bridge, deployed or under deployment are considered Leg units [7.9.3]
- L) 12 MP even if Motorized with TP [7.4.0]

Movement and activities

- 1) **Attempt to activate unit(s) for Extended Night Activity**
- Only at end of German Night GTs [EXTENDED NIGHT ACTIVITY – Activation]

2) **Change Assembly Area for units in Strategic Mode [5.3.2a]**

- 3) **Receive Reinforcements [SCENARIO] [Reinforcements]**
- **Campaign:** [MASTER REINFORCEMENTS LIST]
- **Scenario:** [SCENARIO]
- If 7th US Arm Division [SPECIAL UNITS – 7th US Armored Division]
- If 5th US Arm Division [SPECIAL UNITS – 5th US Armored Division]

- Withdrawals [23.6.0]
- 150 Pz Brigade – Dec 27 AM - [23.6.1]
- VIII US Corps artillery – Dec 28 PM [23.6.2]
- CCB/9th Arm Div – after Monty's strategic withdrawal [23.6.3]
- 10th Arm Div – Dec 28 PM [23.6.3]

- 4) **Start DEC 17 PM: Demolish bridges ◀ Special Rules – Movement Phase**
- One not moving Engineer step may destroy bridges [Bridge Demolition]

5) **Start DEC 20AM: Allocate Fuel Points to formations [Fuel]**

- a) Allocate FP to all mechanized formations of any mode, subord. to Army before movement

- GE may save 4 FP for each Army from one day to the next [17.2.4]

Captured US supply dumps [29.2.0]

- If Supply Dump captured last GT, one Mech div move at full MA without using FP
- If main US supply dump was captured all mech. div. that can trace a valid supply path to fuel dump (max 12 SPP) move full MA without their army spending fuel points to do so
- US 1st Army units moving as mechanized units move at half their MA for three full turns after the capture of that dump. Thereafter, they move normally

Leave Mode immediately if no FP allocated

- Units of Mech formations automatic leave PA unless assigned one FP [5.2.2]
- GE units in Expl. Mode revert automatic to Tact. Mode if not assigned FP [5.4.3]
- Formation retains fuel status during friendly Exploit phase in enemy GT and Extended Night Activity (Fuel marker is retained until next friendly Movement Phase) [17.2.2]

6) **Units may breakdown or build-up [Breakdown/Build-Up]**

- Breakdown and Build Up may be performed at any time during Movement Phase

7) **Unit become Leg by Dismounting Mech unit [7.9.1]**

- a) Chose mech Infantry or Mech Engineer to dismount
b) Break unit down into Leg Co's of same type [Breakdown/Build up]
c) Mech breakdown Co's become Leg by replacing the Mech Inf counter with a Leg Inf Counter
- Converting a Mech. Co into Leg Co do not cost MP [7.9.1]

8) **German Consolidation [24.5.0]**

- a) German units with the same divisional/brigade ID that have step losses may exchange steps or combine into a single unit
- Units must be in Tactical mode
- The same number of steps must exist after the exchange as before
- To exchange or combine both units must start the Movement phase stacked together
- Combining units can not move or fight during the phase
- Units must be completely of the same type (including type of panzer) and PR rating

9) **Conduct movement in the following order:**

- LEADER **Collins:** [25.2.5b]: [MOVEMENT PROCEDURE – Corps and Army Leaders]
a. All units in **Strategic mode** [MOVEMENT PROCEDURE]
b. All units in **Tactical mode using Road movement** [MOVEMENT PROCEDURE]
c. All units in **Tactical mode using Regular movement** [MOVEMENT PROCEDURE]
d. All units in **Prepared Assault mode** [MOVEMENT PROCEDURE]

10) **Completing Fieldworks [19.2.1/19.2.2]**

- a) Flip Construction marker (IP/ET) on two step Engineers that has not spendt MP to finished side

BRIDGE DEMOLITION [18.4.0] ◀ Special Rules - Movement Phase

- 1) Engineers adjacent to bridge at start of movement phase (not stream) may attempt to destroy bridge (Eng. units are not allowed to use MP and demolish in same movement phase)
EXCEPT:
- Engineers OOS may not blow bridges
- Engineers in Strategic Mode may not blow bridges
- One attempt pr. Engineer pr. Movement Phase
- No attempt to destroy bridge unless enemy units are within 8 hexes of bridge

- 2) 1d10, apply DRM and consult Bridge Demolition Table
Success: Place destroyed bridge marker adjacent to bridge
Failure: Bridge still intact

- 3) Unit has spent all MA for this Movement Phase [CSW 1445]

1d10 Unit	0	1	2	3	4	5	6	7	8	9
Eng. Bn.	Y	Y	Y	Y	Y	Y	Y	Y	N	N
Eng Co.	Y	Y	Y	Y	Y	Y	Y	N	N	N

Drml	Description
+1	Hasty Bridge Demolition (during GA-segment) [18.4.2]
+1	Adjacent enemy unit
+1	Night GT
+1	If Truppeinheit in or adjacent to hexside containing bridge

SOUTHERN MAP EDGE (28.0)

- 1) If no US units in area south of Sauer river and east of Grosbous (hex row 3500) all the way to 6234SE all US reinforcements due to enter in areas A through D are delayed for 6 GT
- 2) If no US units in area between 2200SE hex row and 4000SE hex row and within 10 hexes of SE map edge the reinforcements due to enter in area A through D are 3 GT delayed.
- 3) If both conditions above is true US reinforcements due to enter in area A through D are 9 GT delayed
- 4) As soon as a US unit remains in area for more than 1 GT the restrictions are lifted

FUEL [17.2.0]

Allocating FP to MECHANIZED formations [17.2.1]

- Formation only eligible if HQ in supply
- Allocate FP to all formations subordinate to Army before units are moved
a) Find FP to each Army on ARMY TRACK
b) Choose Formation HQ to receive FP [17.2.1]
c) Determine formation fuel status by using the table below

	Normal	Low	No Fuel
Division	2	1	0
Brigade	1	1/2	0

- d) Formations in Low fuel/No fuel status are marked with No/Low marker
e) Fuel markers remain on HQ until next friendly movement phase

Note: FP are used (lost) once allocated (move army's Fuel-marker on ARMY TRACK)

Determine formations actual MA [17.2.3] (◀ Special Rules – Supply)

- Only if formation in Low/No fuel
a) 1d10, cross ref with formation Fuel Status on Fuel & Reserve Release Table
-2 DRM if Extended Korps Supply [14.3.6]
b) Decide whether result is number of units with full MA (other units may not move) or MA of all units

BREAKDOWN / BUILD UP [20.0]

- Breakdown/Build-up costs 50% of units MA
- Should an overstack result from breaking down, the stack does not suffer movement overstack penalties [see 6.4.2] during the Movement or Exploitation phase in which the breakdown occurred, unless additional units are moved into the hex prior to the overstack being alleviated

Eligibility

- Unit must be in Tactical Mode
- Units with red triangle may never Breakdown or Build-up [20.1.0]
- Only during friendly movement phase
- UNIT BREAKDOWN CHART for examples of units company compositions

Hybrid Units [20.1.0]

- Full strength Hybrid units must break down completely (not detach companies) into its constituent companies

Complete breakdown [20.1.0] (Follow Breakdown Pattern, UNIT BREAKDOWN CHART)

- Number of companies = number of steps parent unit had at moment of breakdown
1) Parent unit is removed from map
2) Place breakdown companies in hex

Detach companies [20.1.0] (Follow Breakdown Pattern, Ref. Unit Breakdown Chart - Play Aid)

- 1) Place breakdown company of same type in hex
2) Reduce steps on parent unit = number of companies detached

Reform [20.2.1]

- All breakdown units must start Movement Phase in same hex
- Remove breakdown units from map
- Replace them with the parent unit
- Total steps = number of reformed companies
- Hybrid units must be reformed to full strength, non-hybrid units do not have this restriction

Reincorporating detached companies [20.2.1]

- Parent unit and detached units must start Move Ph. in same hex
- Remove breakdown companies and increase steps of parent unit

REINFORCEMENTS [23.0] (Info about MASTER REINFORCEMENTS LIST: see 23.5.0)

Arrival and entry [23.1.0]

- Units arriving from off-map are placed next to hex of entry (pay MP-cost for entry-hex) [23.1.0]
- Units that appear on the map are placed in given location and begin movement from there [23.1.0]
- US reinforcements delayed: **Southern Map edge restrictions** (Southern Map edge box below)
- Reinforcing units in Strat mode **may cross army boundaries** and be reassigned from one Army to another without penalty until they reach their assembly areas and leave Strat mode.

Entry Mode [23.1.1]

- Reinforcements enter map in Strategic Mode unless anything else is stated [23.1.1]
- Units entering in Strategic Mode must be assigned a destination hex prior to entering [See 5.3.2]
- When enter at half MA, first half MA then add additional MP due to Strategic Mode [CSW 1708]
- Player may choose to bring reinforcements on to map in PA-mode or Tactical Mode:
- Arrive one turn later than listed entry time [23.1.1]
- Enter within 3 hex of original entry hex [23.1.1]
- Units may not detach companies prior to entry unless entering fully broken down [23.1.2]

Supply [23.2.0]

- Reinforcement units trace normal supply path to the entry hex until HQ enters play.
- Units entering in Strategic Mode are automatically supplied until destination hex is reached.

Map Edge Entry Codes [23.5.1]

- Each US unit on Master Reinforcement List has an entry code in brackets
- For US player there are letter codes printed in circles on map
- The set of roads of a given code includes both the letter in the code and the roads on either side of the letter-code up to the next labeled road
- GE reinforcements always enter on the eastern map edges of the NE/SE map, and use the entry areas coded according to the army which they belong
- US SW-reinforcements are allowed to use the primary road that runs from 2733SW to 4333SW as though it ran through full hexes

Entering on roads [23.3.0]

- Units are lined up on the road off playing area/off map (remember stacking limits)
- Units entering using road movement must expend MPs as though it actually moved along a road
- Units spend MP of each hex/imaginary hex (if off-map) passed through

US Divisional "slices" [23.7.0]

- Asset units of Bn size may enter broken down into company size units [23.7.0]
- If a Division do not arrive as a whole, each sub-formation (regiment/CCB) may contain one third of a division asset units (engineers, TD, ArmC, or TK-support) broken down into companies [20.7.0]

US entry hexes [23.4.0]

- German units may never occupy US entry hexes **OR**
- any map edge entry hex within 3 hexes of an US entry hex
- If a US unit is forced to retreat off the map from one of these hexes it may not return until it has spent one full US GT off map.

- 1) If RANDOM EVENT marker in hex with unit to be moved (OPTIONAL)**
- Determine RE to occur and implement effect
 - a) 1d10 and check RE table
 - b) Leader in one hex of RE may attempt to cancel effect of RE [22.1.5]
 - 1d10 < Initiative Rating, subordinate units may ignore RE effects
 - c) Perform Random event effect on all affected units and remove RE-marker
- 2) Prepared Assault Movement [MOVEMENT TABLES pg. 2 – Prepared Assault]**
- This type of movement does not use MPs.
- 3) Strategic/Road/Regular movement (determine Movement Allowance) [7.4.0]**
- A units MA is the total number of MPs a unit can expend in this phase
- a) Select unit to be moved ◀ Special rules - Movement Phase
- b) Determine unit type and class
[MOVEMENT ALLOWANCE - Special unit Abilities and Allowances table]
- c) Determine units Basic MA
[MOVEMENT ALLOWANCE - Special unit Abilities and Allowances table]
- d) Determine units Final MA (round fractions upwards)
- [GROUND CONDITIONS AND MA]
 - [INCREASE/DECREASE MA]
 - [FUEL]: Start DEC 20AM: If first unit of Mech. Formation
 - MR BONUS:** Units eligible for MR Bonus use the Fuel & Reserve Release Table to determine how many MP's can be added to their MA
 - 1d10 on [Fuel & reserve Release Table – MR-Bonus row] [5.4.4]
 - ACTIVE LEADER:** ◀ Special Rules - Movement Phase
 - [Corps and Army Leaders]
 - [Divisional, Brigade, KG, and CC Leaders]
- 4) Movement - restrictions and eligibility [MOVEMENT TABLES pg. 2,3 and 4]**
- a) Movement [7.1.0]
- Units are moved individually, tracing their path of movement through consecutive hexes
 - There is no "minimum move" (a unit must have enough of its MA remaining to enter a hex)
- b) Calculate MP to enter next hex [MOVEMENT TABLES pg. 2 and 3]
- Player keeps a running total of the number of Movement Points (MPs) expended by the unit during the phase as he moves the unit from hex to hex.
 - Units cannot enter a hex that would take the total above the unit's MA.
 - Use single most expensive terrain MP-cost (based on move class) unless road is used
- c) Supply
- On Hand Supply : Mech/HQ units spend more than 6 MP are OOS [16.6.1]
 - HQ Pocket Supply : Mech unit move 50% of MA, immediately reduce Pocket Supply by 1 on ARMY TRACK [16.7.2]
 - If Pocket Supply marker reaches zero on ARMY TRACK:
 - Units in Pocket are immediately marked On Hand Supply [16.7.2]
 - HQ are marked OOS [16.7.2]
- d) Stacking
- Stacking-limits are not in effect while a unit is moving [6.1.1]:
 - A player may overstack temporarily when moving units (Except Mech on Roads) but a unit may not end movement overstacked. [COMBAT PHASE - Stacking Limit]
- e) Move unit to next hex
- Unit must have more remaining MP than MP-cost to enter next hex
 - Friendly units can't move into hexes containing enemy units (except: Overrun) [7.5.0]
 - Bridge: [GROUND ASSAULT SEGMENT - Bridge Collapse]
- f) Air Interdiction
- For each hex entered check if moving unit is observed (for movement purpose). When unit has moved 4 consecutive hexes being observed, enemy player may announce Air Interdiction [AIR MISSIONS - Air Interdiction]
- g) Markers
- If unit bearing "Under Construction-marker" leave hex, remove marker [19.2.4]
 - If hex bearing IP/ET are abandoned, remove IP/ET markers [19.2.5]
 - If HQ use more than 6 MP, place Ace of Spades on HQ (used in GA resolution)
 - 1 shift in disfavour during GA-resolution
- h) If fuel dump marker in entered hex, US fuel dump is captured [29.2.0]
- One GE Mech division move at full MA next GT without using FP
 - 1d10, dr = number of captured fuel dumps; the main 1st Army fuel dump is captured
- i) V / VIII Corps boundary [27.5.0]
- Boundary line is printed on the NE map
 - US units that **start** Dec 16 scenarios may not cross that boundary until the Dec 18 night.
 - Reinforcements entering map are not affected by this until they reach assembly areas.
- j) German Army boundaries [27.6.0]
- The German army boundaries for the Dec 16 scenarios are all printed on the map.
 - The German boundaries are in effect until the Dec 19 AM game turn.
 - **5th Fsj** may move up to five hexes north of the 7th Army boundary without restrictions.
 - **Pz Lehr** is allowed to use the Heavy Bridge in 5th Fsj Div's sector and move within five hexes of it without suffering the penalties for moving out of its army's sector. [36.1.5]
- k) Crossing Ourthe river [25.3.0]
- When first GE unit crosses Ourthe River in supply Montgomery enters play [SPECIAL UNITS – Montgomery]
- l) Southern map edge [28.1.0]
- If US unit retreats or exits off the SE/SW maps southern edge it may re-enter the map 2 GT later within 3 hexes of where it left (not east of Dec 16 frontline).
- 5) Next unit**

STACKING LIMIT [6.0]	
Limits	
- Constricted : 2 units together (max one battalion and one smaller than Bn size unit) [6.1.0]	
- Any terrain : 3 units together (max two battalions and one smaller than Bn size unit) [6.1.0]	
Battalion	
- Units with battalion symbol (II)	
- Hybrid units with three companies	
- All HQ	
- Even with step losses these units are considered battalions for stacking purpose	

GROUND CONDITIONS AND MA [21.2.0]	
Ground	Effect
Normal	No-effect
Frozen	+1 MA if not on Road (Ignore Marsh/Soft ground movement penalty)
Snow	-2 MA unless on Primary or Secondary Road
Thaw	-3 MA unless moving only on Primary Road (possible to get 0 MA CSW #1680) +2 MP to enter Marsh/Soft Ground hex

INCREASE/DECREASE MA [7.4.0]	
Reduce MA (cumulative) (round fractions upwards) [7.4.1a]	
½ Unit OOS	
½ Unit bears <u>resting</u> Marker	
½ 1st Army units if 1st Army main fuel dump was captured within last 3 GT	
½ If unit has performed breakdown/build-up during this Move Ph.	
½ Unit has violated Army Boundary (round down) [see 24.2.0]	
½ Unit is IB Self Propelled artillery	
¼ Unit bears a Fatigue Marker	
x Adverse Ground Conditions [Ground Conditions and MA box]	
x Unit is part of a German Mechanized Formation [see 17.2.3]	
Increase MA (round fractions upwards) [7.4.1b]	
x1.5 MA, unit in Strategic Mode , (except 7.15.0 [MOVEMENT TABLES - Traffic Congestion])	
x Leader is activated [Corps and Army Leaders] [Divisional, Brigade, KG, and CC Leaders]	
x Unit in MR-bonus period [5.5.0] [FUEL – Determine formations actual MA]	
+1 drm in first GT of MR-period [MODE DETERMINATION PHASE – Maneuver Reserve Bonus]	
x Adverse Ground Conditions [Ground Conditions and MA]	

FUEL [17.2.0]

Allocating FP to MECHANIZED formations

- Formation only eligible if HQ in supply
- Allocate FP to all formations subordinate to Army before units are moved

- Find FP to each Army on ARMY TRACK
- Choose Formation HQ to receive FP [14.9.2b]
- Determine formation fuel status by using the table below

	Normal	Low	No Fuel
Division	2	1	0
Brigade	1	1/2	0

- Formations in Low fuel/No fuel status are marked with No/Low marker
- FP are used (lost) once allocated (move army's Fuel-marker on ARMY TRACK)

Determine formations actual MA [17.2.3] (◀ Special Rules – Supply)

- Only if formation in Low/No fuel

- 1d10, cross ref with formation Fuel Status on Fuel & Reserve Release Table – MR-bonus row
-2 DRM if Extended Korps Supply [16.4.7]
- Decide whether result is number of units with full MA or MA of all units

FUEL & RESERVE RELEASE TABLE												
Fuel Status \ DR	0	1	2	3	4	5	6	7	8	9	Explanation: N=Normal MA #=MA or units with Normal MA +=MP added to normal MA of unit	
0: None	0	0	1	1	2	2	3	3	4	5		
1: Low	2	4	5	5	6	6	6	7	8	9		
2: Norm.	9	11	N	N	N	N	N	N	N	N	DRM +1 Units released from MR this GT -2 If ext. Supply line-Korps to Army	
3: MR-Bonus	-	+1	+1	+1	+2	+2	+3	+3	+4	+4		

CORPS AND ARMY LEADERS [25.2.3]			
Leader Name and Command	Condition	Influence on movement	Influence on combat
GERMAN			
Manteuffel 5h PzArmy [25.2.4b]	- Starts AM turn stacked with a Korps HQ	- One Mech. division subordinated to HQ gets +1 MP both AM and PM turn	- One combat pr. day (Att/Def) receive 1 shift. May not add that shift to combat shift received from other leader
ALLIED			
Collins VIII Corps [25.2.5b]	- Starts AM turn stacked with a Div HQ	- Movement of Division in any order	

DIVISIONAL, BRIGADE, KG AND CC LEADERS [25.2.2]		
BOTH ALLIED AND GERMAN		
Event	Condition	Unit benefit
Movement	Movement Bonus [25.2.2a]	Increased MA of all subordinated units including Leaders own MA
	- Beginning of friendly movement (or Exploitation Phase if Leader in Exploit Mode) an activated Leader may attempt to increase the MA of ALL subordinated units (including his own MA)	
	- Roll 1d10 and check table below	
	0 -1 No effect 2 - 6 Add 1 MP to MA 7 - 9 Add 2 MP to MA	

EXPLOITATION MOVEMENT - PROCEDURE

1) Attempt to activate Exploitation Mode unit(s) for Extended Night Activity
- [SEQUENCE OF PLAY - Extended Night Activity]

2) MR Bonus: Formations may enter Exploit Mode

- Formation in MR Bonus period may enter Exploit Mode [5.5.3]

3) Determine unit MA [7.4.0]

- A units MA is the total number of MPs a unit can expend in this phase

- Select unit to be moved ◀ Special rules - Movement Phase
 - Half MA during AM/PM and full MA during NIGHT
- Determine unit type and class
[MOVEMENT ALLOWANCE - Special unit Abilities and Allowances table]
- Determine units Basic MA
[MOVEMENT ALLOWANCE - Special unit Abilities and Allowances table]
- Determine units Final MA (round fractions upwards)
 - [GROUND CONDITIONS AND MA]
 - [INCREASE/DECREASE MA]
 - [FUEL]: Start DEC 20AM: If first unit of Mech. Formation
 - MR BONUS:** Units eligible for MR Bonus use the Fuel & Reserve Release Table to determine how many MP's can be added to their MA
 - 1d10 on [Fuel & reserve Release Table – MR-Bonus row] [5.5.4]
 - ACTIVE LEADER:** ◀ Special Rules - Movement Phase
 - [MOVEMENT PROCEDURE - Corps and Army Leaders]
 - [MOVEMENT PROCEDURE - Divisional, Brigade, KG, and CC Leaders]

4) Movement - restrictions and eligibility

- Restrictions [5.4.0]
 - [MODE DETERMINATION PHASE - Mode Determination Table]
 - [MOVEMENT TABLES pg. 2 and 3]
 - Only units marked with Exploitation Mode-marker
 - Units are moved individually (not in stacks)
 - Units may move into a hex containing an enemy unit after an successfull overrun

- Abort Exploitation Phase (remove Exploitation marker)
 - Unit should have left Exploit Mode in Movement Phase if not assigned FP
 - Unit must immediately leave Exploitation Mode if going OOS

4) Conduct movement in the following order

- Units using Road movement (follow Road movement restrictions)
- Units using non-Road movement (follow non-Road movement restrictions)

5) Movement

- Use units final MA to move unit by repeating steps 5a - 5g until destination are reached, unit are forced to stop or MA are exhausted
- Calculate MP to enter next hex [MOVEMENT TABLES pg. 2 and 3]
 - +1 MP for the Overrun in addition to MP cost to enter hex being overrun
 - No penalty for moving adjacent to enemy units
 - Only move adj. to enemy if in Cover or intend to overrun
 - Use single most expensive terrain MP-cost unless road is used.
 - Supply
 - On Hand Supply : Mech/HQ units spend more than 6 MP are OOS (16.6.1)
 - HQ Pocket Supply : Mech unit move 50% of MA, immediately reduce Pocket Supply by 1 on ARMY TRACK [16.7.2]
 - If Pocket Supply marker reaches zero on ARMY TRACK:
 - Units in Pocket are immediately marked On Hand Supply [16.7.2]
 - HQ are marked OOS [16.7.2]
 - Stacking
 - Stacking-limits are not in effect while a unit is moving [6.1.1]:
 - A player may overstack temporarily when moving units (Except Mech on Roads) but a unit may not end movement overstacked [COMBAT PHASE - Stacking Limit]
 - Move unit to next hex
 - Unit must have more remaining MP than MP-cost to enter next hex
 - Bridge: [GROUND ASSAULT SEGMENT - Bridge Collapse]
 - Air Interdiction
 - For each hex entered check if moving unit is observed (for movement purpose). When unit has moved 4 consecutive hexes being observed, enemy player may announce Air Interdiction [AIR MISSIONS - Air Interdiction]
 - Markers
 - If unit bearing "Under Construction-marker" leave hex, remove marker [19.2.4]
 - If hex bearing IP/ET are abandoned, remove IP/ET markers [19.2.5]
 - If HQ use more than 6 MP, place Ace of Spades on HQ (used in GA resolution)
 - If fuel dump marker in entered hex, US fuel dump is captured
 - One GE Mech division move at full MA next GT without using FP
 - 1d10, dr = number of captured fuel dumps; the main 1st Army fuel dump is captured
 - V / VIII Corps boundary [27.5.0]
 - Boundary line is printed on the NE map
 - US units that **start** Dec 16 scenarios may not cross boundary until the Dec 18 Night.
 - Reinforcements entering map are not affected until they reach assembly areas.
 - German Army boundaries [27.6.0]
 - The German army boundaries for the Dec 16 scenarios are all printed on the map.
 - The German boundaries are in effect until the Dec 19 AM game turn.
 - **5th Fsj** may move up to five hexes north of 7th Army boundary without restrictions.
 - **Pz Lehr** is allowed to use Hvy Bridge in 5th Fsj sector and move within five hexes of it without suffering the penalties for moving out of its army's sector. [36.1.5]
 - Crossing Ourthe river [25.3.0]
 - When first GE unit crosses Ourthe River in supply Montgomery enters play [SPECIAL UNITS – Montgomery]
 - Southern map edge [28.1.0]
 - If US unit retreats or exits off the SE/SW maps southern edge it may re-enter the map 2 GT later within 3 hexes of where it left (not east of Dec 16 frontline).

6) Next unit

FUEL [17.2.0]

Allocating FP to MECHANIZED formations

- Formation only eligible if HQ in supply
- Allocate FP to all formations subordinate to Army before units are moved
- a) Find FP to each Army on ARMY TRACK
- b) Choose Formation HQ to receive FP [14.9.2b]
- c) Determine formation fuel status by using the table below

	Normal	Low	No Fuel
Division	2	1	0
Brigade	1	1/2	0

- Formations in Low fuel/No fuel status are marked with No/Low marker
- FP are used (lost) once allocated (move army's Fuel-marker on ARMY TRACK)

Determine formations actual MA [14.9.2c] (◀ Special Rules – Supply)

- Only if formation in Low/No fuel
- a) 1d10, cross ref with formation Fuel Status on Fuel & Reserve Release Table
 - 2 DRM if Extended Korps Supply [14.3.6]
- b) Decide wether result is number of units with full MA or MA of all units

FUEL & RESERVE RELEASE TABLE

Fuel Status \ DR	0	1	2	3	4	5	6	7	8	9	Explanation: N=Normal MA #=MA or units with Normal MA +=MP added to normal MA of unit
0: None	0	0	1	1	2	2	3	3	4	5	
1: Low	2	4	5	5	6	6	6	7	8	9	
2: Norm.	9	11	N	N	N	N	N	N	N	N	DRM +1 Units released from MR this GT -2 If ext. Supply line-Korps to Army
3: MR-Bonus	-	+1	+1	+1	+2	+2	+3	+3	+4	+4	

GROUND CONDITIONS AND MA [21.2.0]

Ground	Effect
Normal	No-effect
Frozen	+1 MA if not on Road (Ignore Marsh/Soft ground movement penalty)
Snow	-2 MA unless on Primary or Secondary Road
Thaw	-3 MA unless moving only on Primary Road (possible to get 0 MA CSW #1680) +2 MP to enter Marsh/Soft Ground hex

INCREASE/DECREASE MA [7.4.0]

Reduce MA (cumulative) (round fractions upwards) [7.4.1a]

- ½ Unit OOS
- ½ Unit bears resting Marker
- ½ 1st Army units if 1st Army main fuel dump was captured within last 3 GT
- ½ If unit has performed breakdown/build-up during this Move Ph.
- ½ Unit has violated Army Boundary (round down) [see 24.2.0]
- ½ Unit is IB Self Propelled artillery
- ¼ Unit bears a Fatigue Marker
- x Adverse Ground Conditions [Ground Conditions and MA box]
- x Unit is part of a German Mechanized Formation [see 17.2.3]

Increase MA (round fractions upwards) [7.4.1b]

- x1.5 MA, when unit in Strategic Mode, (except 7.15.0 [MOVEMENT TABLES - Traffic Congestion])
- x Leader is activated [Corps and Army Leaders] [Divisional, Brigade, KG, and CC Leaders]
- x Unit in MR-bonus period [5.5.0]
 - Use Fuel & Reserve Release Table to determine how many MP's can be added to their MA
 - 1d10 on Fuel & reserve Release Table – MR-Bonus row
 - [MODE DETERMINATION PHASE – Maneuver Reserve Bonus]
 - +1 drm if in first GT of MR-period [MODE DETERMINATION PHASE – Maneuver Reserve Bonus]
- x Adverse Ground Conditions [Ground Conditions and MA]

Exploitation - Overrun Procedure

- Units expending required MPs may overrun enemy-occupied hexes to which they are adjacent

Eligibility [7.12.0]

- Overrun are only eligible during Exploitation Phase
- +1 MP for conducting the Overrun
- Only one unit at a time may overrun a defending hex
- Artillery, HQ and Motorized Leg units can never conduct overrun
- Units OOS may not conduct Overrun [7.12.1]

Restrictions [7.12.1]

- One hex may be overrun more than once per Exploit Ph. but not overrun again after an unsuccessful overrun
- One unit may continue overrunning in the same Exploit. Ph. until it runs out of MP or lose an overrun.
 - One unit may Overrun several different enemy hexes and units [CSW #1849]
 - One unit may Overrun same enemy unit several times as long as it is in different hexes [CSW #1849]
- Units may overrun enemy units that started the phase adjacent to them.
- If Exploiting units are adjacent to more than one enemy occupied hex the overrun may only be conducted if hex has Cover for movement purpose

Combat [7.12.2]

- Resolved as GA on GAT
- All enemy units in defending hex (up to combat stacking limits) defends against the overrun
- Defending units get a favourable one column shift
- Attacker with MR-bonus receive a favourable shift
- Attacker (by being in Exploit Mode) suffer a one column shift against them
- Neither side may use Combat Reserves

Success [7.12.3]

- If Attacker total hits < def. total hits (discretionary and mandatory) = Success
- A unit may keep moving after a successful overrun if it has MPs remaining.
- If success but defending hex is not empty:
 - Overrunning unit may continue to move (start from defender-hex) and may ignore the overrun unit
 - If overrunning unit do not have MP to continue moving unit must stop in hex where overrun was launched

Failure [7.12.4]

- Attacker unit must halt all movement for remainder of Exploitation Phase in hex from which Overrun launched
- Unit may not remain adjacent to an enemy unit unless occupied hex contains Combat Covering terrain.
- Unit must be marked with a "Possible Retreat" marker.
- All resulting retreats are executed, if necessary, at the end of the Exploitation phase.

SEQUENCE of PLAY [10.1.0]

1. Active player designates attacking units for upcoming GA Segment [Designating Attacking Units].
2. Inactive player conducts Barrages [COMBAT PHASE - BARRAGE SEGMENT]
3. Active player conducts Barrages [COMBAT PHASE - BARRAGE SEGMENT]
4. Status of Attacking units is adjusted [ATTACKER STATUS ADJUSTMENT SEGMENT]
5. GA are resolved in the order chosen by Active player [GROUND ASSAULT SEGMENT]
6. Possible Retreats are resolved [Resolve Possible Retreats].

DESIGNATING ATTACKING UNITS ◀ Special Rules - Activation box

ONLY ATTACK DESIGNATED UNITS MAY PARTICIPATE IN UPCOMING GA-Segment [11.1.0]

1. Identify hexes with units that are **REQUIRED** to attack
 - a) For each hex with active units adjacent to enemy units
 - Check if units are **REQUIRED** to attack.
 - **Required rule:** Active units not in Combat Covering Terrain that are adjacent to enemy units are required to attack and must be marked with an Attack-marker [11.1.1]
 - EXCEPT <ATTACK PROHIBITIONS> and <ATTACK EXCEPTIONS>
 - NOTE: Units in PA-mode are never considered to be in Covering Terrain [11.1.1]**
 - b) Place Ace of spades-marker on units that are required to attack that is not already in PA [11.1.0]
 - c) Inactive units that are required to attack must retreat [36.1.5]
 - If not possible to retreat it must attack
 - Artillery and HQ (prohibited from attacking) are eliminated
 - This retreat or assault activates the unit
2. Identify hexes with units that can **CHOOSE** to attack (Discretionary attacks) [11.1.2]
 - a) For each hex with active units not limited by <ATTACK PROHIBITIONS> adjacent to enemy:
 - Player may choose to attack with (attack designate) one, some or all units in the hex
 - See [Attack Restrictions] and [Attack Limitations] to set up a GA
 - NOTE: In hexes with Combat Cover Terrain, only attack designated units are in Open terrain.**
 - b) Place Ace of spades-marker on units that are chosen to attack [11.1.0]
3. All enemy units adjacent to friendly units (with Attack Marker or in PA-mode) must be attacked by some friendly units during GA Phase unless <ATTACK PROHIBITIONS> applies [11.2.0]

RESOLVE POSSIBLE RETREATS [14.12.0]

- a) Units marked with ?Retreat markers that are adjacent to enemy units they could normally attack must be retreated one hex, according to the retreat rules [14.9.0].
- b) All ?Retreat markers are then removed.

OFFENSIVE CAPACITY [30.0.0]

- STARTING DEC 23
- Limitation on number of divisions of Army that can be put in PA or Exploitation mode and launch any kind of assault into hexes beyond their frontline

- 1) Choose Div for offensive purpose
- 2) Div not chosen - HQ marked with a Hit Marker (Ace of Spades)

US attack limitations [30.2.1]

- 8 Divisions
- 2 Cavalry groups (each consist of 3 non-army units)
- 16 Bn of non divisional arty units assigned to anyone US corps
- Subformation not attached to any division counts as a full division for this purpose
- Only two of 1st Army's Corps may contain offensive divisions
- V Corps must always at least contain one division on the map

German Attack limitations for each German army [30.2.2]

- 6 Divisions
- VG counts as halv division for this purpose
- 7th Army, max 3 divisions
- May be increased by one for each TP assigned to 7th Army

STACKING LIMIT [6.0]

Limits

- Constricted : 2 units together (max one battalion and one smaller than Bn size unit) [6.1.0]
- Any terrain : 3 units together (max two battalions and one smaller than Bn size unit) [6.1.0]

Battalion

- Units with battalion symbol (II)
- Hybrid units with three companies
- All HQ
- Even with step losses these units are considered battalions for stacking purpose

This unit types are treated as **Leg** for Stacking purpose:[7.8.3a]

- Towed Artillery In-Battery
- non-moving SP Artillery In-Battery
- Mech. army level Engineers that has not moved in current phase and are stacked with a heavy bridge, deployed or under deployment
- Mech. Engineers performing constructions
- non-moving HQ
- US Leg units that will or has moved using Intrinsic TP this phase (not in Strat. Mode)

This units are not counted for stacking purpose at all:

- Leaders [6.0]

COVERING TERRAIN [1.1.3]

MOVEMENT Covering Terrain	COMBAT Covering Terrain	OBSERVATION Covering Terrain	SUPPLY PATH Covering Terrain
Fort Woods Forest Town City NIGHT [1.1.3]	Fort Woods Forest Town City Location Village IP ET NIGHT [1.1.3]	Fort Woods Forest Town City Location Village Rough at 3 NIGHT [1.1.3]	Fort Woods Forest Town City
			Night is NOT automatic Cover for tracing supply path [16.4.4]

- Active, attack designated units and Inactive units adjacent to attack-designated units are not considered to be in (any kind of) covering terrain for any purpose for the remainder of the Combat Phase starting the instant the units are designated as attackers.
- Engineer building bridge are never in Cover [CSW 1598]

COMBAT ELIGIBILITY [11.3.0]

ATTACK PROHIBITIONS (holds for the friendly unit) [11.1.3]:

- Never attack into a hex if unit is prohibited from moving into the hex by terrain of either:
 - Hexside common to the hex containing the unit and the target hex OR
 - Target hex itself.
- Artillery units cannot attack.
- If an artillery unit is **required** to attack, place a ?Retreat marker on it.
- Units with parenthesized attack factor cannot attack unless stacked with a unit that has an unparenthesized attack factor and is participating in the same attack.
- If such a unit is **required** to attack, place a ?Retreat marker on it.

- If attacking from an overstacked hex attacker choose wich units to participate in assault [GROUND ASSAULT SEGMENT - Stacking Limits] [6.4.1]

ATTACK EXCEPTIONS (applies to all adjacent enemy units/hexes) [11.1.1]:

- Units are never required to attack across a river (not stream).
- Presence of bridges or fords does not change this.
- Units with parenthesized attack factor across a river, all enemy-occupied hexes across river adjacent to the attacking unit must be attacked.
- Units are never required to attack adjacent enemy units that are in Exploit Mode

ATTACK RESTRICTIONS

- Each unit may max participate in one GA per segment [11.3.3]

Units retreated into assaulting or assaulted hex [11.3.3]

- If a non-active unit retreats into a hex that is subsequently attacked in the same phase:
 - Unit contributes nothing to that defense
 - Unit is affected by any result inflicted on the defenders
- If an active unit retreated into a hex from wich an attack was later launched:
 - Unit contributes nothing to that attack
 - Unit are affected by any result inflicted on the attackers [exception to 11.3.2]

ATTACK LIMITATIONS

- Offensive Capacity [27.0.0] [Offensive Capacity]

Unit participation [11.3.0]

- A hex may be attacked from any of the six adjacent hexes if terrain permits [11.3.0]
- All units in a defending hex can only be attacked as part of the same GA [11.3.0]
- All units in that hex are affected by the combat result of an attack against them [11.3.0]

Multi-hex attacks (11.3.1)

- Units from multiple hexes may attack one defending hex if all attacking units are adjacent to defending hex and in PA mode [11.3.1]
- Units from multiple hexes may attack multiple defending hexes if all attacking units are adjacent to defending hexes and in PA mode.
- If several defending hexes use terrain most favourable to defender on GAT.

- Units in one attacker hex may split and attack several defending hexes as long as all attack requirements are met [11.3.3]
- Active units that don't participate in GA are not affected by the result (unless retreated into hex)

Constricted Terrain [11.3.4]

- Attacks into constricted terrain hexes are limited to at most two units from each adjacent hex
 - Most one can be a battalion
 - Remaining units in attacking hexes are not affected by results of the attack (positive or negative)

Overstacked hex [6.4.1]

- If attacking from/defending in overstacked hex attacker/defender choose wich units (within normal stacking restrictions) to participate [GROUND ASSAULT SEGMENT - Stacking Limits] [6.4.1]
- Overstacked units may not contribute to attack strengt [6.4.1]
- Overstacked units are affected by combat result [6.4.1]

1) Ground Support Mission (GS) using Air Points (22.3.1)

- Use AP's to perform GS mission
- If own Barrage Segment [AIR MISSION - Offensive Ground Support]
- If opposite player Barrage Segment [AIR MISSION - Defensive Ground Support]

2) Barrage fire-mission by artillery units

- a) Remove "Fired"-marker from last GT on Rocket/Nebelwerfer
- b) Select target hex [12.1.1]
- If a friendly artillery unit is adjacent to an enemy unit marked with any kind of Attack Designation Marker it may only barrage an adjacent hex during that barrage segment (barrage range is reduced to one) [12.1.3]
- A hex can only be target for one barrage (multiple volleys) each Barrage Segment
- c) Select Observer [12.2.0]
- One Observer unit can observe for several barrages
- Check if observer has LOS to target hex [Check Line of Sight]
- Units in Strategic Mode can not act as observers [12.3.2g]

Barrage is Observed if Observer has LOS to target hex [12.2.0]

- d) Check observer's artillery limit (12.3.0) ◀ Special Rules - Barrage Segment
- Check limit of participating artillery [Barrage Limits Table]
- Artillery barraging adjacent hex do not count against barrage limits
- Units not assigned to Formation (corps- and army-level assets not assigned to a Formation) are considered to be a Formation unto themselves [12.3.2]
- e) Select participating Artillery Units [12.1.2]
- US artillery may participate in a number of different barrages [12.1.4]
- One BF may only be used once each GT [12.1.4]
- GE artillery units, max participate in one barrage per Barrage segment [12.1.4a]
- On Hand Supply: Units is Ammo Depleted automatically [12.8.2]
- Ammo Depleted: Not allowed to barrage
- OOS: Not allowed to barrage
- Unit has not used all of its Barrage Factors in the current GT
i. If observed, check Chain of Command for Observer vs. artillery formation
- Remember Observation Limits [Barrage Limits]
ii. Check range to target vs. artillery range [12.1.3]
iii. Check if artillery units have barrage factors left [12.1.4]
- f) Total Barrage factors (BF) from participating artillery (White BF = (-1) in enemy Ph.)
- g) Divide BF into Volleys [12.4.0]
- Divide barrage factors in volleys (max 8 BF in each volley)
- Never divide BF into multiple volleys with smaller BF than 8
- Mark unit with "Artillery Fired" marker when all BF is used

3) Resolve each Volley to get Final Barrage Value for target hex [12.5.0]

- If first volley check for Ammo Depletion [Ammo Depletion] ◀ Special Rules
- If Rocket/Nebelwerfer fired, mark with "Fired"-marker (Ace of Spades) (Applies to LOS in enemy player GT)
- Check DRM [Barrage Die Roll Modifiers Table]
- 1d10 (0=0, not 10) and apply drmm's for each Volley
- Check Barrage Table and write down (or remember) result
- Add all Volley results to get Final Barrage Value [12.5.2]

4) Apply barrage result (12.6.0)

- Each HIT requires a step loss or a one hex retreat [12.6.1]
- Barrage result applies to all enemy units in barraged hex
- If Bridge Construction markers in hex which takes barrage result increase construction time one GT (Ace of Spade), unless Engineers are retreated or eliminated (18.1.1a) in the latter case construction marker is removed
- FW construction is halted if constructing units retreats because of a Barrage [19.2.4]
- Remove the construction marker immediately.

Step loss (12.6.1a)

- Even distribution (max 1 hit pr. unit)
- Remember Barrage Magnitude [Barrage Magnitude]
- Record Step Loss on ARMY TRACK for recycling of step losses [24.1.2]
- LEADER: 1d100 <= 5 = leader eliminated [25.4.0]

Retreat 1 hex (12.6.1b)

- Forced if hits > units
- Max 1 hit satisfied by retreats (All units in hex must be retreated)
- Use rules for "Retreat after combat" [Retreat box on GA sheet]
- Retreated units receives AS automatically
- Units in PA revert to Tactical Mode and are Attack Designated

Overkills (12.6.1d)

- If Step Loss and retreats can not satisfy hits, target units are Fatigued

Artillery Shift (AS) (12.6.2) (Max one pr. barrage)**Advance after barrage [12.7.0]**

- After barrage during a friendly Combat phase adjacent attack-designated units may advance into abandoned hex (but no further)
- If hex contains Cover for movement purpose PA may be removed or kept.
- This unit may not observe for later artillery barrages

BARRAGE MAGNITUDE [12.6.1c]

For each Barrage, no affected unit can be forced to lose more than one step, except:

- (1) If no retreat is possible to begin with the units involved must take the step losses
- (2) When units retreat into open terrain adjacent to enemy units step losses due to this retreat condition must be taken

- Hits not satisfied by step loss or retreats are Overkills.
- If Overkill occurs surviving units are marked with a Fatigue marker.

AMMO DEPLETION [12.8.0]

If Artillery in **Low Supply** performs barrage it is automatic Ammo Depleted

- 1) Find Ammo Depletion Value
◀ Special Rules - Barrage Segment
- Start DEC 20: ARMY TRACK
- 2) Adjust Ammo Depletion Value for Pocket Supply [Pocket Supply box]
- GE depletion value = depletion marker
- US depletion value = depletion marker + 3
- 3) 1d10: (DR - Depletion Number) = Number of In-Supply firing units depleted
+2 Drm if Korps use Extended Supply Path
- 4) Place Ammo Depleted-marker on Ammo Depleted units

CHECK LINE OF SIGHT (LOS)

- 1) Draw imaginary line between center of Observation hex and target hex [8.1.0]
- 2) Check range (include target hex not observer hex) [Observation Range] [8.2.0]
- 3) Check for Blocking terrain between Observer hex and Target hex (none of the hexes included) (8.1.1) [Observation Range] [8.2.0]
- 4) If Observer within range of target and no blocking terrain, the observer has LOS to target hex and it is an observed barrage.

Observed Barrage Definitions

- a) A barrage is observed if there is a friendly unit with LOS [8.1.0] to the target hex.

Air observed: If atmospheric condition is Clear, GE units that are not in Combat Covering Terrain is Observed. Units in Strat Mode are always observed [8.5.0]

- If a hex contains **Air Observed** German units, a Barrage targeting that hex are considered observed if there is a US unit (assigned to a Formation) within five hexes of the target hex.

- US player picks one such unit as his observing unit of that barrage
- Barrage Limit is that given in [12.3.2d]
- Barrage limit is not modified if observer is on a Vantage Point.
- If no such unit exists, the barrage is unobserved.

BARRAGE LIMITS (12.3.0) ◀ Special Rules-Barrage Seqm.

GE Parent formation = Corps/Army

US parent formation = Corps

		Same form.	Parent form.	One other form.
OBSERVED LIMITS				
PA [12.3.2a] (not 1 step units)	US	Unlimited	Unlimited	Unlimited
ET (not Att.) (Also 1 step units) [12.3.2b]	GE	Unlimited	3	---
Fort (not Att.) (Also 1 step units) [12.3.2b]	US	Unlimited	2	---
Improved Position (not Attacking) (also 1 step units) [12.3.2c]	GE	Unlimited	1	---
Other mode [12.3.2d]	US	3/2	0/1	---
Air Observed (only US) [12.3.4]	GE	2/1	0/1	---
1 step units [12.3.2e] (unless IP/ET/Fort)	US		1	
	GE			
UNOBSERVED LIMITS [12.3.3]				
No friendly unit has LOS to hex [12.2.0]	US		1	
	GE		(GE limit DEC16 Pre dawn = 3)	

- Units are **"attacking"** if marked with Attack (or PA mode) marker [12.3.2]
- Units in **Strategic Mode** can not act as observers [12.3.2g]
- Artillery barraging adjacent hex do not count against barrage limits [12.3.0]
- Units **not** assigned to Formation (corps- and army-level assets not assigned to a Formation) are considered to be a Formation unto themselves [12.3.2]
- +1 artillery unit if **Observer on a VP** (also 1 step units) [12.3.2f].
- Not if Air Observed [12.3.4]

BARRAGE DIE ROLL MODIFIERS TABLE

Terrain			
**6 Westwall (Fortification)	*Not this	**Not this drmm if all target	Not cumulative with urban
**4 Entrenchment	DRM in	units are either	
*3 Improved Position	target is in	SP artillery or pure armor	
*3 City	PA or Attack Designated [9.1.1a]	[12.5.1b]	Not cumulative with Westwall
*2 Town			Not cumulative with Westwall
*2 Village			Not cumulative with Westwall
*1 Location			Names without "circle" is only reference

Observer

-4 Unobs. target ◀ Special Rules - Barrage Seqm.	No friendly unit has LOS to hex [12.2.0]
-1 Night Turn	
-1 DEC 16 Predawn/AM (US only) ◀ Special Rules	
+1 Observer in Vantage Point (not if Air Observed)	+0 if target in Vantage point

Target units and Pozit fuze ammo

-2 All target units are pure armor	
-1 Pure Arm. and other units or only SP art [12.5.1b]	SP Arty and Arm Inf/PzGr is mixed [CSW 1380]
-1 Target hex has active, not attack designated units	Active means a unit of phasing player CSW1851]
+1 US fires Pozit Fuse shells (DEC27 AM) [CSW732]	Ignore if units in urban or IP/ET/Fort, not attacking
+4 All target units in Strategic Mode	

Stacking - unit density in hex in target hex

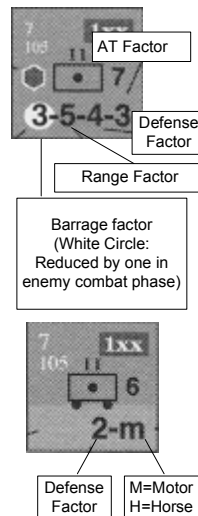
-1 Two or less Company equivalents in target hex	- When deciding unit density in hex, all units in hex are counted for (not only observed) [CSW #1818]
+1 5 or more Company equivalents in target hex	- Only apply one of these.
+2 2 Bn + one unit in target hex (Bn not on last step)	

BARRAGE RESULTS TABLE

Result	1	2	3	4	5	6	7	8
AS	8	6 - 7	5 - 6	4 - 5	3 - 4	2 - 3	1 - 2	0 - 1
1	9 - 10	8 - 10	7 - 9	6 - 9	5 - 8	4 - 6	3 - 4	2 - 3
1AS	11 - 14	11 - 12	10 - 12	10 - 11	9 - 10	7 - 8	5 - 6	4 - 5
2	15	13 - 14	13 - 14	12 - 13	11 - 12	9 - 10	7 - 9	6 - 8
2AS	-	15 +	15 +	14 - 15 +	13 - 14	11 - 12	10 - 11	9 - 10
3	-	-	-	-	15 +	13 - 14	12 - 13	11 - 12
4	-	-	-	-	-	15 +	14 - 15 +	13 - 15 +

OBSERVATION RANGE [8.2.1]

Observer Hex \ Weather or Night	Clear/ Par. Overcast	Overcast	Night
Vantage point	3	2	1
City, Town, Village, Location	2	2	1
Woods, Forest, Rough etc.	1	1	1
- LOS through/or into one or more Rough, range reduced by 1 [8.3.1]. Do not count Observer hex for this.			
- Nebelw./Rocket that fires can be observed from one hex further than units usual observation range (cover terrain has no effect). Max range still 3. (8.3.2)			
BLOCKING TERRAIN	TERRAIN IN LOS		RESULT
Town, City	City, Vantage Point		Blocked
Vantage Point	Vantage Point		Blocked
Any other terrain	Woods, Forest, Vantage Point, City		Blocked
LOS running along hexside in parallell fashion is only blocked if both hexes of that hexside contains blocking terrain (8.1.1 2nd sentence)			



ATTACKER STATUS ADJUSTMENT [13.0]

- During this segment, the status of **attacking units** may be adjusted in the following two ways:

1. Attack-designated units that are:
 - a. No longer adjacent to enemy units **OR**
 - b. Adjacent to only enemy units which they cannot attack due to **<ATTACK PROHIBITIONS>**- These units lose their attack-designation marker and, if in PA mode, revert to Tactical mode
2. Placing Possible Retreat (?Retreat) Markers [13.1.1]
 - If attack-designated units **not in PA mode** are adjacent to enemy units they normally could attack but are not able to due to **<ATTACK RESTRICTIONS>** and **<ATTACK LIMITATIONS>**
 - This can never happen to units in PA mode since :
 - a) units in PA must be selected to attack over units not in PA mode **AND**
 - b) units in PA can always attack with other units in PA mode in same or different hexes
 - During this Segment, such units have their attack designation marker replaced with a ?Retreat marker.

NOTE:

- a) Placing ?Retreat markers is not voluntary.
- b) One cannot decline to attack with an attack-designated unit if it is possible to arrange a combination of attacks so that the unit could legally attack.
- c) One cannot choose to leave a unit as attack-designated if there is no legal attack.
- d) If there are two attack-designated units (not in PA mode) where if one attacked, the other couldn't (and vice-versa) then the active player can choose the unit that will attack.



COMBAT ELIGIBILITY [11.3.0]

ATTACK PROHIBITIONS (holds for the friendly unit) [11.1.3]:

- Never attack into a hex if unit is prohibited from moving into the hex by terrain of either:
 - Hexside common to the hex containing the unit and the target hex **OR**
 - Target hex itself.
- Artillery units cannot attack.
 - If an artillery unit is required to attack, place a ?Retreat marker on it.
- Units with parenthesized attack factor cannot attack unless stacked with a unit that has an unparenthesized attack factor and is participating in the same attack.
 - If such a unit is required to attack, place a ?Retreat marker on it.
- If attacking from overstack attacker choose wch units to participate in GA [6.4.1] [Stacking Limits]

ATTACK EXCEPTIONS (applies to all adjacent enemy units/hexes) [11.1.1]:

- Units are never required to attack across a river (not stream).
 - Presence of bridges or fords does not change this.
- If a unit choose to attack a hex across a river, all enemy-occupied hexes across river adjacent to the attacking unit must be attacked.
- Units are never required to attack adjacent enemy units that are in Exploit Mode

ATTACK RESTRICTIONS

- Each unit may max participate in one GA per segment [11.3.3]

Units retreated into assaulting or assaulted hex [11.3.3]

- If a non-active unit retreats into a hex that is subsequently attacked in the same phase:
 - Unit contributes nothing to that defense
 - Unit is affected by any result inflicted on the defenders
- If an active unit retreated into a hex from wch an attack was later launched:
 - Unit contributes nothing to that attack
 - Unit are affected by any result inflicted on the attackers [exception to 11.3.2]

ATTACK LIMITATIONS

- Offensive Capasity [27.0.0] [Offensive Capacity]

Unit participation [11.3.0]

- A hex may be attacked from any of the six adjacent hexes if terrain permits [11.3.0]
- All units in a defending hex can only be attacked as part of the same GA [11.3.0]
- All units in that hex are affected by the combat result of an attack against them [11.3.0]

Multi-hex attacks [11.3.1]

- Units from multiple hexes may attack one defending hex if all attacking units are adjacent to defending hex and in PA mode [11.3.1]
- Units from multiple hexes may attack multiple defending hexes if all attacking units are adjacent to defending hexes and in PA mode.
- If several defending hexes use terrain most favourable to defender on GAT.

- Units in one attacker hex may split and attack several defending hexes as long as all attack requirements are met [11.3.3]
- Active units that don't participate in GA are not affected by the result (unless retreated into hex)

Constricted Terrain [11.3.4]

- Attacks into constricted terrain hexes are limited to at most two units from each adjacent hex
 - Most one can be a battalion
 - Remaining units in attacking hexes are not affected by results of the attack (positive or negative)

Overstacked hex [6.4.1]

- If attacking from/defending in overstacked hex attacker/defender choose wch units (within normal stacking restricitons) to participate [Stacking Limits] [6.4.1]
- Overstacked units may not contribute to attack strengt [6.4.1]
- Overstacked units are affected by combat result [6.4.1]

OFFENSIVE CAPACITY [30.0.0]

- STARTING DEC 23

- Limitation on number of divisions of Army that can be put in PA or Exploitation mode and launch any kind of assault into hexes beyond their frontline

- 1) Choose Div for offensive purpose
- 2) Div not chosen - HQ marked with a Hit Marker (Ace of Spades)

US attack limitations [30.2.1]

- 8 Divisions
- 2 Cavalry groups (each consist of 3 non-army units)
- 16 Bn of non divisional arty units assigned to anyone US corps
- Subformation not attached to any division counts as a full division for this purpose
- Only two of 1st Army's Corps may contain offensive divisions
- V Corps must always at least contain one division on the map

German Attack limitations for each German army [30.2.2]

- 6 Divisions
- VG counts as halv division for this purpose
- 7th Army, max 3 divisions (may be increased by one for each TP assigned to 7th Army)

STACKING LIMIT [6.0]

Definitions:

Static unit = A unit that is not moving itself [CSW #1851]

Limits

- Constricted : 2 units together (max one battalion and one smaller than Bn size unit) [7.1.0]
- Any terrain : 3 units together (max two battalions and one smaller than Bn size unit) [7.1.0]

Battalion

- Units with battalion symbol (II)
- Hybrid units with three companies
- All HQ
- Even with step losses these units are considered battalions for stacking purpose

This unit types are treated as Leg for Stacking purpose:

- Towed Artillery In-Battery
- Static SP Artillery In-Battery
- Static Mechanized Engineers stacked with a deployed heavy bridge [7.2.0]
- Mech. Engineers performing constructions [CSW 1446] [32.1.5]
- Static HQ

This units are not counted for stacking purpose at all:

- Leaders [CSW #1839]

GROUND ASSAULTS [14.0]

- Active player is always the attacker and the other side the defender.
- Ground Assaults are declared and resolved in any order the Active player chooses.

Each Ground Assault follows the sequence below:

1. Active player indicates which units are attacking and the target hex(es) [14.1.0]

- Units chosen to attack must have been attack-designated during Attacker Designation segment
- This set of units is called the attacking Force.
- The defending Force consists of all units in the hex(es) being attacked.
- Ref. ASSAULT ELIGIBILITY BOX

2. Determine terrain line to be used on the GAT (based on terrain in defending hex) [14.2.0]

- On the GAT, there are four Defender Terrain Lines arranged as follows:
 - a) City (most favorable to the defender)
 - b) Forest, Town, Rough-Woods
 - c) Rough, Woods, Village
 - e) Clear (most favorable to the attacker)
- Use terrain line that matches terrain in defending hex(es)
- If terrain matches more than one of the four lines, use the matching line most favorable to defender (same rule applies if defender is in multiple hexes)

3. Determine the combat strengths of involved units and initial odds column [14.3.0].

- a) Check for Combat surrender
- b) Declare player choices [14.3.1]
 - Whether armor units will adopt a Stand-Off role [14.5.3h]
 - No A-Lead unit is chosen (Armor Standoff) - Ref. GROUND ASSAULT: ASSAULT RESOLUTION SHEET
 - Whether units in On Hand Supply status will go to Out of Supply status [16.5.0]
 - Voluntarily half Combat Strength
 - Whether units defending during Extended Night Activity will go to Resting status [15.0].
 - Voluntarily half Combat Strength
- c) Determine Bridge Status [14.3.2]
 - Determine whether Bridge Collapse occurs [Ref. Bridge Collapse Box]
 - Defending player declares and executes any Hasty Bridge Destruction attempts [18.4.2].
- d) Determine Final Combat Strengths [14.3.3]
 - Ref. GROUND ASSAULT: ASSAULT RESOLUTION SHEET
- e) Determining the Initial GAT Column [14.3.4]
 - Each side totals Final Combat strengths of each involved units and rounds result [14.0].
 - Compare the total strengths to determine the Initial GAT column for that attack in two ways:
 - a) the ratio of the attacker strength to defender strength and
 - b) the difference between the attacker's and defender's strengths.
 - Find column on GAT furthest right on defender's terrain line that doesn't exceed ratio or diff.

4. Determine the DRM [14.5.0].

- Ref. GROUND ASSAULT: ASSAULT RESOLUTION SHEET

5. Determine net column shifts that apply.

- If not zero, shift initial odds column left or right to determine the final odds column [14.4.0].
- Ref. GROUND ASSAULT: ASSAULT RESOLUTION SHEET

6. Combat dr and GAT [14.6.0] - Ref. GROUND ASSAULT: ASSAULT RESOLUTION SHEET

- Determining the Final Dice-Rolls [14.6.1]
- Attacking and defending sides each roll 2d10 ('00' roll equals zero).
- Add the DRM (which may be negative) to both their dice-rolls
- Dr-results are the Final dice-rolls for each side
- Attacker and Defender Results Sections [14.6.2]
- The body of the GAT consists of two sections:
 - In upper section: Attacker's Final dice-roll is used to determine the defender's combat result.
 - In lower section: Defender's Final dice-roll is used to find the attacker's combat result.
- Finding combat result is done by reading down the Final GAT column in appropriate section of the GAT (upper or lower) and looking for the row containing the Final dice-roll.
 - A row with two values separated by a hyphen (or dot) are all dr in that range (inclusive)
 - A row with only one value contains that value and all those that are either greater, or less than that value, depending on the presence of a \geq or \leq sign.
 - A dash indicates that there are no results in that row.
 - If no row contains the given dice-roll, the result is "no effect".
 - Some results are negative or exceed 99; they exist to account for modified dice-rolls.

- Locating Ground Assault Results [14.6.3]

- To determine combat results for each side:
 - Determine whether Final GAT column is right or left of Favorable Attack Line on the GAT
 - If to the right of the line, combat results to use are listed on the far right of each row
 - If to the left of the line, combat results to use are listed on the far left of each row.

How to Read the Ground Assault Results [14.6.4]

- Results can include a proficiency check, discretionary hits, and mandatory step losses.
- Any or all combinations of results might apply to units participating in GA

- Discretionary Hits [14.6.4a]

- Unparenthesized numbers are discretionary hits
- All hits incurred from a failed Proficiency check [4.3.1a] due to an asterisk

Mandatory Step Losses [14.6.4b]

- Parenthesized numbers are mandatory step losses.

Proficiency Checks [14.6.4c]

- If the result contains an asterisk, affected player must take a proficiency check

7. The attacker applies the result against his units
- Ref. GROUND ASSAULT: ASSAULT RESOLUTION SHEET

8. The defender applies the result against his units.
- Ref. GROUND ASSAULT: ASSAULT RESOLUTION SHEET

9. If eligible (and he chooses to, or is required), the attacker advances after combat
Ref. GROUND ASSAULT: ASSAULT RESOLUTION SHEET

The above sequence is followed to completion before the next Ground Assault is resolved.

BRIDGE DEMOLITION [18.4.0] ◀ **Special Rules - Movement Phase**

- 1) Engineers adjacent to bridge at start of movement phase (not stream) may attempt to destroy bridge (Eng. units are not allowed to use MP and demolish in same movement phase)
EXCEPT:
 - Engineers OOS may not blow bridges
 - Engineers in Strategic Mode may not blow bridges
 - One attempt pr. Engineer pr. Movement Phase
 - No attempt to destroy bridge unless enemy units are within 8 hexes of bridge
- 2) 1d10, apply DRM and consult Bridge Demolition Table
Success : Place destroyed bridge marker adjacent to bridge
Failure : Bridge still intact
- 3) Unit has spent all MA for this Movement Phase [CSW 1445]

1d10	0	1	2	3	4	5	6	7	8	9
Unit										
Eng. Bn.	Y	Y	Y	Y	Y	Y	Y	Y	N	N
Eng Co.	Y	Y	Y	Y	Y	Y	Y	N	N	N

Drn	Description
+1	Hasty Bridge Demolition (during GA-segment) [18.4.2]
+1	Adjacent enemy unit
+1	Night GT
+1	If Truppeinheit in or adjacent to hexside containing bridge

BRIDGE COLLAPSE [18.5.0]

Certain bridges may be to light to carry German Medium and German Heavy Armor.

These bridges are:

1. Non-engineer constructed bridges that carry trails over rivers (not streams)
2. German engineer constructed bridges (except Heavy bridges)
3. US engineer constructed bridges

- German Hvy armor attempt to cross type 1 or 2: Automatic collapse
- German Hvy armor attempt to cross type 3: May collapse, check Bridge Collapse Table
- German Med armor attempt to cross type 1 or 2: May collapse, check Bridge Collapse Table
- No other bridges collapse.

*NOTE! Attempt to cross means either trying to move, retreat or conduct GA across the bridge.
Units in Armor Standoff during GA do not cause a bridge collapse check.*

1) Bridge Collapse check: roll 1d10 and crosscheck [Bridge Collapse Table]**2) Bridge Collapse Table**

Die Roll	0	1	2	3	4	5	6	7	8	9
Bridge Collapse	Y	Y	Y	Y	Y	Y	Y	N	N	N

3) If result is Bridge Collapse:

- Bridge collapses before the unit could move across
- The bridge ceases to exist for movement and combat.
- Place a destroyed bridge marker in a adjacent hex

- If the bridge does **not** collapse, it is never rolled for again.

COVERING TERRAIN [1.1.3]

MOVEMENT Covering Terrain	COMBAT Covering Terrain	OBSERVATION Covering Terrain	SUPPLY PATH Covering Terrain
Fort Woods Forest Town City NIGHT [1.1.3]	Fort Woods Forest Town City Location Village IP ET NIGHT [1.1.3]	Fort Woods Forest Town City Location Village Rough at 3 NIGHT [1.1.3]	Fort Woods Forest Town City Night is NOT automatic Cover for tracing supply path [16.4.5]

- Active, attack designated units and Inactive units adjacent to attack-designated units are not considered to be in (any kind of) covering terrain for any purpose for the remainder of the Combat Phase starting the instant the units are designated as attackers.
- Engineer building bridge are never in Cover [CSW 1598]

PROFICIENCY CHECK (PR) [4.3.1a]

- Player which Combat result calls for PR Check (CRT-result contains an asterisk) performs PR dr.
- Always lead unit in combat that takes Proficiency Check

- 1d10 \geq Proficiency Rating = fail (0=0, not 10) [CSW #557]
- 2 drn if in Fortification (not IP/ET)

- Failure of PR Check results in an additional discretionary hit.
- Success nothing happens

SURRENDER CHECK (16.10.0)

- Isolated units perform a PR check (using defensive PR rating)
- **Fail:** Unit surrenders and are removed from play
- **Never surrender:** 101AB, 82AB, British Paratroopers and German SS
- **Division HQ:** Isolated subordinate and attached units that can trace a supply path to HQ surrenders
- For each additional day as isolated add +3 to dr (use Bridge Bottleneck marker)

PROCEDURE

- a) If a GA is made upon an isolated unit, roll for surrender before actual resolution of the attack
 - A Unit are considered isolated when it's not able to trace a valid Supply Path of any length, due to enemy units, to a valid Supply Source and there are no friendly unisolated units within two hexes [SUPPLY – Valid Supply Path]
- b) If active leader within two hexes of surrounded unit (25.2.1a),
 - 1d10, dr \leq Leader Initiative Rating = No Surrender Check on subord units
- c) Defender Performs PR check to see if isolated units surrender.
 - If units failed PR Check, units surrender and are removed from play.

1) Active player conducts Air Re-Supply Missions AM/PM

- [US Air Re-Supply mission]
- [German Air Supply mission]
- Only one US Air Re-Supply mission per day per pocket.

2) Active player reduces amount of supply in each pocket [16.7.2] AM

[Pocket Supply – Decrease supply in Pocket]

3) Determine Supply Status [16.2.0] Start DEC 18AM

[SUPPLY]

4) Mutual Ammo Replenishment

- For each supplied artillery unit, roll 1d10.
 - +1 drm if in opponent player turn
 - +1 drm if Thaw weather [12.6.1a]
- If dr <= current Ammo Depletion value, remove Ammo Depleted marker

5) Replacements

[REPLACEMENTS]

6) Reassign formations

[ASSIGNMENT]

7) Redraw Army Boundary [27.6.0] Start DEC 19AM

ARMY BOUNDARY PENALTIES [27.1.0]

- Units assigned to an HQ of one Army that begin a friendly Player turn in another army's area:
 - MA reduced by 50%
 - One column shift combat penalty for GA
 - May not enter PA mode.
- Units may operate in hexes that are part of a boundary without penalty.
- Formations may switch from one army to another to avoid penalty
 - Units of formation may not enter PA on GT after such switch
 - May use its normal MA to move toward and into its new Army's area of responsibility.
- Reinforcing units in Strat mode may cross army boundaries and be reassigned from one Army to another without penalty until they reach their assembly areas and leave Strat mode.

PzLehr

- Pz Lehr is allowed to use the Heavy Bridge in 5th Fsj Div's sector and move within five hexes of it without suffering the penalties for moving out of its army's sector. [36.1.5]

ULTIMATE SUPPLY SOURCES [16.3.0]

- **US Ultimate Supply sources** are the primary road hexes along originally friendly map edges (i.e., the northern, western, and southern edges of the game map that were not initially under German control on Dec 16th)
- **German Ultimate Supply sources** are the primary road hexes on the east edges of the NE and SE maps and the following towns:
 - Gemünd (6411NE), Schleiden (6313NE), Stadkyll (6526NE), Prüm (5902SE), Waxweiler (5611SE), Oberweiss (5820SE), Bitburg (6319SE) and Trier (6933SE).

The Bastogne – St. Vith Supply Complex [16.3.1a]

- If and when all hexes of Bastogne, St. Vith and the primary Road linking them come under German control, Bastogne becomes an ultimate supply source for one army chosen by the German player and St. Vith an ultimate supply source for a second army.
- Normally these will be the 5PzA and 6PzA, respectively.
- "Control" in this case means that
 - there is a path of primary road hexes from each of named hexes to a map edge German Ultimate Supply source **AND**
 - no American units can trace a LOS to any of the named hexes.
- Once this condition holds, the Complex becomes operational during the German Administrative Phase of the sixth turn after the turn in which these conditions are satisfied.
- The Complex remains operational until the instant the conditions no longer hold.
- If the conditions are reestablished, the German player must again go through the six turn waiting period.



US AIR RE-SUPPLY MISSION [16.7.4]

- Max one US Air Re-supply mission each pocket supply each day
 - Conducted during friendly AM or PM Administrative Phases
 - In AM turns, prior to consuming pocket supply
 - Each mission may attempt to deliver either one or two Air Supply points.
 - Each point successfully delivered increases the Pocket Supply Marker by one.
 - Must be clear atmospheric conditions
 - HQ receiving supply cannot be adjacent to enemy units
- Choose Drop Zone: There must be at least one clear or rough terrain hex within 3 hexes of the HQ to which it can trace a Supply Path.
 - 1d10 for each Air Supply point the US player is attempting to deliver
 - On a modified dr <= 8 the point is successfully delivered
 - Increase the number of Pocket Supply points in the Pocket by one
 - Max 4
- Die Roll Modifier
- +1 For every four German units (round down) within two hexes of the drop zone (heavy Flak units count as two units)
- Success: Deliver one or two Pocket Supply points to the pocket [16.7.4]
 - Each point delivered increases the Pocket Supply Marker by one.

GE AIR SUPPLY MISSION [16.8.0]

- Only one GE Air Supply Mission per day
- Only on turns with Clear and Partially Overcast atmospheric conditions.
- German Air Supply missions are only able to re-supply one KG
- Receiving HQ cannot be adjacent to enemy units
- If KG is in a pocket, pocket supply is not increased nor does a successful mission offset the need to reduce pocket supply on AM turns.

Procedure [16.8.1]

- Choose Drop Zone: There must be at least one clear or rough terrain hex within 2 hexes of HQ with valid Supply Path
 - Allocate Air Point(s) [22.1.0].
 - Air Supply missions require one AP to be allocated.
 - Up to three additional AP may be allocated
 - (-1) drm for each AP allocated
 - Adjust AP-marker on ARMY TRACK for AP used
- c) roll 1d10, dr <= 2 = Success
- Success:
 - All units assigned to the KG HQ are supplied for the turn.
 - Receiving units must be able to trace a supply path (1/2 allowable length, that is, 6SPPs) to the KG HQ unit.

POCKET SUPPLY [16.7.0]

- Division or Independent brigade uses Pocket supply when HQ cannot trace valid supply line or Corps HQ is not a valid Supply Source

Determining the Amount of Pocket Supply [16.7.1]

- Roll 1d10, confer [Determine Amount of Supply in Pocket]
- Amount is recorded on POCKET SUPPLY TRACK using numbered Pocket Supply Points marker
- Place corresponding Pocket Supplied marker (bearing same number) upon the HQ unit

Ammo Depletion [16.7.3]

- Artillery Depletion Value for units in pocket:
 - US = Value of Pocket Supply Marker + 3
 - GE = Value of Pocket Supply Marker

Multiple Formations in a Pocket [16.7.5]

- If multiple formations are encircled in the "same" pocket:
- Each Formation establishes a Pocket Supply dump.
- Each dump is tracked of separately
- Pocket Supply points may be transferred from one dump to another if target Formation HQ can trace a supply path no longer than 12 SPPs to source Formation HQ.
- This transfer happens at AM turns immediately after pocket supply points have been expended of the US Administrative phase of AM turns only.
- Max one point can be transferred.

Destroyed Formation HQs and Pocket Supply [16.7.6]

- If the HQ of a Formation using Pocket Supply is destroyed:
 - Dump is destroyed
 - All units assigned to Formation in pocket is On hand supply or OOS (if already On Hand)

Decrease supply in pocket [16.7.2]

- Each time an individual Mech move 50% of MA immediately reduce Pocket S. by one (14.4.2)
- Each AM Admin Phase, if a Valid Supply Path has not been re-established by the HQ, the Pocket Supply Marker is moved one box towards zero on POCKET SUPPLY TRACK
 - Once Pocket Supply marker reach zero on ARMY TRACK:
 - Units in pocket are marked On Hand Supply (14.4.2)
 - HQ are marked OOS (14.4.2)

Increase supply in Pocket

- US air re-supply [US Air Re-supply Mission]
- German Air Supply [German Air Supply Box]

DETERMINE SUPPLY STATUS [16.2.0] (Start DEC 18 AM)

- a) Determine Supply Status of units in the following order:
1. Army HQs (German only)
 2. Corps HQs
 3. Formation HQ (Division, Independent KG/CC, Brigade)
 - If 4th Infantry Division [LEADER & SPECIAL UNITS – 4th Infantry Division]
 4. All other units
- b) Check Supply Status (if HQ/unit has valid Supply Path) [Valid Supply Path]
- HQ/Unit is either In Supply or OOS (OOS units may also be Isolated)
- i) German XXXX HQ or US XXX HQ is **In Supply** if:
- It can trace a Supply Path [Valid Supply Path] to an Ultimate Supply Source [Ultimate Supply Source] not exceeding the Supply Path Limit [Supply Path Limits] OR
 - It has On-Hand Supply [16.6.0].
- ii) Units are **In Supply** if:
- It has On-Hand Supply **OR**
 - It is a Formation HQ that has Pocket Supply [Pocket Supply] **OR**
 - All of these hold:
 - It can trace a Supply Path to its parent HQ not exceeding the Supply Path Limit **AND**
 - Its parent HQ is In Supply **AND**
 - The Supply Capacity [Supply Capacity] of its parent HQ is not exceeded [16.5.0].
- iii) If a unit is not In Supply it is Out of Supply.
- **EXCEPTION:** Mech units assigned to (even if inherently part of) VG or FJ div must stack with or be adjacent to infantry units assigned to div. to be In Supply. [9.3.1]
 - If not it is immediately marked OOS (skipping On-Hand supply status.) [9.3.1]
- c) A Unit, not already marked either On-Hand Supply or OOS, that is now OOS is either:
- Marked with an On-Hand Supply marker OR
 - if a Formation HQ, a Pocket Supply dump is created [Pocket Supply]
- A unit's supply status remains until next Administrative Phase, **EXCEPT:** units expending On Hand supply immediately go to out of supply state
- NOTE: Units that are OOS suffer the limitations outlined in [Effects of OOS]
- d) **AM:** Both players identify Isolated units.
- A unit is **Isolated** if it is OOS, not within two hexes of a friendly In Supply unit, and it cannot trace a Supply Path of any length to either an Ultimate Supply Source (if a GE XXXX HQ or a US XXX HQ) or to its parent HQ (otherwise).
- e) **AM:** Both players checks to see if Isolated units surrender. [16.10.0]
- Never surrender: 101AB, 82AB, British Para, German SS
 - i) Perform PR check using defensive PR rating. on isolated units
 - Fail PR check = unit surrender and are removed from play.
 - If Div HQ, all subord and attached units with valid supply path to HQ surrenders.
 - Each additional day as isolated, +3 drm to dr (use Bottleneck marker as reminder)
 - ii) If active leader within two hexes of surrendering unit (22.1.4),
 - 1d10, dr <= Leader Initiative Rating = No Surrender Check on subord units

DETERMINE AMOUNT OF SUPPLY IN POCKET [16.7.1a]

- Roll 1d10				
dr	Supply	Die Roll Modifiers		
-1	0	+2	Town or City on Primary Road within two hexes controlled by same side since DEC 16 Pre Dawn (not cumulative)	
0-3	1			
4-5	2	+2	If US HQ	
6-7	3	+1	Village on Primary Road within two hexes controlled by same side since DEC 16 Pre Dawn (not cumulative)	
>=8	4			
		-2	If German HQ	
		-2	If HQ unit could not trace a Supply Path (to a USS or parent HQ, as appropriate) no longer than the supply path limit even in the absence of enemy units	

POCKET SUPPLY [16.7.0]

- Division or Independent brigade uses Pocket supply when HQ cannot trace valid supply line or Corps HQ is not a valid Supply Source

Determining the Amount of Pocket Supply [16.7.1]

- a) Roll 1d10, confer [Determine Amount of Supply in Pocket]
- b) Amount is recorded on POCKET SUPPLY TRACK using numbered Pocket Supply Points marker
- c) Place corresponding Pocket Supplied marker (bearing same number) upon the HQ unit

Ammo Depletion [16.7.3]

- Artillery Depletion Value for units in pocket:
 - US = Value of Pocket Supply Marker + 3)
 - GE = Value of Pocket Supply Marker

Multiple Formations in a Pocket [16.7.5]

- If multiple formations are encircled in the "same" pocket:
- Each Formation establishes a Pocket Supply dump.
 - Each dump is tracked of separately
- Pocket Supply points may be transferred from one dump to another if target Formation HQ can trace a supply path no longer than 12 SPPs to source Formation HQ.
- This transfer happens at **AM** turns immediately after pocket supply points have been expended of the US Administrative phase of AM turns only.
- Max one point can be transferred.

Destroyed Formation HQs and Pocket Supply [16.7.6]

- If the HQ of a Formation using Pocket Supply is destroyed:
 - Dump is destroyed
 - All units assigned to Formation in pocket is On hand supply or OOS (if already On Hand)

Decrease supply in pocket [16.7.2]

- Each time an individual Mech move 50% of MA immediately reduce Pocket S. by one (14.4.2)
- Each AM Admin Phase, if a Valid Supply Path has not been re-established by the HQ, the Pocket Supply Marker is moved one box towards zero on POCKET SUPPLY TRACK
 - Once Pocket Supply marker reach zero on ARMY TRACK:
 - 1) Units in pocket are marked On Hand Supply (14.4.2)
 - 2) HQ are marked OOS (14.4.2)

Increase supply in Pocket

- US air re-supply [US Air Re-supply Mission]
- German Air Supply [German Air Supply Box]

HQ SUPPLY CAPACITY LIMITS [16.5.0]

HQ trace to →	Supply Source	HQ supply capacity limitations
GE: Army US: Corps	Ultimate Supply Source	- No limitations
GE: Corps	GE: Army HQ	- Max 4 subordinated Corps - At least one Corps must be assigned to each Army at all times [9.1.1]
Formation (Division, ind. brigade, cav. group)	Corps HQ	- Max 5 divisions - 3 mech (Armor, Panzer, Panzergrenadier) - Must always have at least 1 division subordinated
	Army HQ [9.1.2a]	- German formations in Strat mode - Directly assigned to an Army HQ [9.1.2a] - Formation is In Supply as long as it can trace a Supply path (no longer than 12 SPPs) to any Corps HQ assigned to that Army - Does not count against the supply capacity of Corps HQ to which it does trace. - The Formation still requires and uses fuel points
Independent Subformation (CC/KG)	Corps HQ	- This do not count against Corps HQ limits: <ul style="list-style-type: none">- German independent (mech) brigades- Independent subformations - Any number of independent (non-HQ) units may use the Corps HQ to which they are assigned as a supply source
Units	Formation HQ	- All inherent units still assigned to that Formation - Additionally 6 non-inherent units - Attached units [14.2.3] - non-divisional Corps Bn and Army Bn
	Independent Subformation HQ (CC/KG) [See 9.4.0]	- All inherent units still assigned to HQ - Additionally 1 unit that is normally an independent unit (normally assigned to Corps or Army HQ)
Army/Corps Bn (units)	Army/Corps	- Unlimited
	Division	- Max 6 (both Corps and Army units)
	Subformation (CC/KG)	- Max 1

VALID SUPPLY PATH [16.4.0]**Supply Paths [16.4.0]**

- A sequence of contiguous hexes traced from a unit (exclusive) to its supply source (inclusive)
- Supply Path is only valid when its length, in SPP, do not exceed the Supply Path Limit

Supply Path Points [16.4.1]

- Supply Path-length is sum of SPP of each hex/side traversed by the path [Supply Path Cost Table]
- SPP-cost differ depending on Mech (or HQ) or a Leg unit is tracing the path
- US player may choose to trace Supply Path from a given Leg unit using Mech SPP

- Corps and Army HQ units can only trace supply paths along roads [16.4.3]

Supply Paths & Enemy Units [16.4.4]

- A friendly Supply Path cannot be traced into an enemy-occupied hex.
- A friendly Supply Path can be traced into a hex adjacent to an enemy unit if:
 - Hex contains a friendly unit **OR**
 - Hex contains Movement Covering terrain.
 - This clause can be used at most twice per Supply Path

NOTE: All terrain is covering terrain during night do not apply for tracing Supply Path

(WaR) Extended German Corps Supply Paths [16.4.6]

- When SPP from a GE Corps HQ to Parent Army HQ exceeds nine, Supply Path is "Extended."
- Effects of an Extended Supply Path is that all units assigned to that Corps are affected as follows:
 - Add two to all Ammo Depletion die-rolls [12.8.1].
 - Subtract two from the Fuel Table die-rolls [17.2.3].

NOTE: Supply path are not extended when Army HQs are east of Dec 16th frontline [16.4.6a]

SUPPLY PATH LIMITS [16.4.2]

- All Leg units - 12 points.
- All German Mech and HQ units - 12 points.
- US Mech and Formation HQ (or Leg units that trace as a Mech unit) - 18 points.
- Corps HQ units - 24 points.

- Halve these limits for units tracing Pocket Supply [16.5.0]

- Thaw: Add 0.5 SPP to each hex traversed unless on road/trail [16.4.5]

SUPPLY PATH COST [TEC]

	Clear	Rough	Marsh / Soft gr.	Woods	Forest	Stream	Ford	Minor river	Major river	Trail	Secon. road	Primary road
L	1	2	2	2	2	NE	2	+2	+4	1	1	1
M	1	2	3	2	3	NE	2	Bridge		1	1/2	1/3

EFFECTS OF BEING ON HAND SUPPLY [16.6.1]

- Goes OOS when (flip marker to OOS-side):
 - A Mech. or HQ unit expends more than 6 MP during a Movement Phase
 - Unit in Exploit Mode expends more than 2 MP during an Exploitation Phase
 - Combat unit participates in GA with > ½ of its strength (may choose to avoid OOS by using < ½)
- Artillery unit barrages (automatic Ammo Depleted as well [12.8.4])

EFFECTS OF BEING OOS [16.9.1]

- MA x ½
- Units in Exploit Mode immediately enters Tactical Mode (remove marker)
- Combat strength halved
- Armor and AT values are halved
- Artillery may not barrage
- Red Hexagon function are ignored both for AT and Artillery units
- AT Red Hexagon function are ignored
- Engineer may not construct or demolish bridges
- HQ is no longer a valid Supply Source [16.9.2]

GETTING AND USING REPLACEMENT POINTS

- RP categories: Armor/Panzer, Infantry, Tank Destroyer/Panzerjäger/Assault Guns and Specialists [24.1.0]
- Specialist RPs correspond to engineers, AT, recon, HQ and artillery steps [24.1.0]
- All other RP than Infantry and Armor must be used the turn they are received, or they are lost [24.1.3]

1) RECYCLING RP: Recycle eliminated Armor/Infantry units (accumulated on ARMY TRACK) [24.1.2]

- a) To create one RP subtract the following amount from an ARMY TRACK:
- US Infantry = 4 step losses.
 - US Armor = 3 step losses.
 - German Infantry = 5 step losses.
 - German Armor = 6 step losses.
- b) RPs created this way are added to the RP tracks of their corresponding army
- c) Use replacement immediately [Replace Steps]
- d) Save Replacements for later use [Save Replacements]
- e) Rebuild eliminated units [Rebuild eliminated units]

2) SCHEDULED RP: Read Turn Record Track [24.1.1]

- a) If Armor/Infantry Replacements are received from TRT
- Adjust RP-marker of appropriate type/army on ARMY TRACK according to RP recieved from TRT
 - Use replacement immediately [Replace Steps]
 - Save Replacements for later use [Save Replacements]
 - Rebuild eliminated units [Rebuild Eliminated Units]

Note: Number of Infantry replacement steps received is twice the value shown on the TRT [24.1.1a]

- b) If Specialist Bullet on TRT [24.1.4]
- 1d10 on Specialist Replacement Table to determine which Specialist type are arriving
 - If asterisk result: Follow instruction under table Specialist Table
 - Second 1d10 on table if result demands it
 - Use replacements step immediately or they are lost [Replace Steps]
 - 1d10 on TD/LtArmor or PzJgr/Assault guns table
 - Use replacements step immediately or they are lost [Replace Steps]
 - Rebuild eliminated units [Rebuild eliminated units]
- Results marked with one or more asterisks are not RPs, but allow a player to convert a saved infantry RP into an HQ or Armored/Motorized Infantry RP step
- Results with a *** allows US player to replace one SP Artillery Bn unit if no other specialist RPs are taken that turn (no infantry RP is required)
- Scenario rules may list other restrictions on these types of RPs.

3) GE Ersatz Battalions [24.4.0]

- German Ersatz Bn (Erst) may transfer steps directly to any infantry battalions of same division, regardless of proficiency ratings
- The two units must be stacked together during a friendly Administrative Phase when this occurs.

4) DEC 28 AM: US Armor Replacement Pool [24.6.0]

- US receives a one time allotment of 8 armor replacement steps at beginning of Dec 28 AM GT
- May be allotted to any US unit not within 10 hexes of an enemy unit
- Once the point are used it is lost

REPLACE STEPS [24.2.0]

- A Units step losses may only be replaced by RP's of same type
- Never more than 1 RP each unit each turn [24.2.0]
- Units eligible for replacements: [24.2.1]
 - Must be in Tactical Mode
 - May not be Fatigued (may be resting)
 - Must be in Cover Terrain if adjacent to enemy unit
 - Must be In supply
- 1 RP = One step of strength [24.2.0]
- Replace steps by removing hit marker or flip unit counter [24.2.0]
- Unit with **PR of 9** need two repl. steps for each Infantry type step loss recovered [24.2.2]
- Players may take steps from infantry that's similarly rated (meaning at least one of the PR factors is a nine) and use them for replacements on a one for one basis [24.2.2]
- US Armored Inf are treated as Leg Infantry steps for purpose of replacements [24.3.5]
- When GE Panzer replacements are received (GT or culling losses) determine type: [24.2.4]
 - 1d10: 0-3= MKIV, 4-9= MKV
 - Use a breakdown counter of each type on their record tracks to record the type
- Two step Hybrid units must use an Armor RP for first replaced step [24.2.3]
- Three step hybrid units requires Armor RP for first and second replaced step [24.2.3]

SAVE REPLACEMENTS [24.1.3]

- Only infantry and armor RPs may be saved from turn to turn.
- Saved RPs are recorded with Infantry and Armor RP markers on each ARMY TRACK
- When an RP is received, it is assigned to an army by adjusting the RP marker of appropriate type to show the addition of that RP.
- All other types of RPs must be used the turn they are received, or they are lost.

REBUILD ELIMINATED UNITS [21.3.0]

- Units that surrender or is eliminated from play while isolated may not be rebuilt [24.3.0]
- US Parachute/Glider may not be rebuilt [24.3.4]
- German SS Infantry units may not be rebuilt [24.3.4]
- If a HQ is eliminated it must be rebuilt before any subordinate units of same formation may be rebuilt [24.3.3a]
- An eliminated unit that is rebuilt arrives with only one step [24.3.1]
- Two RPs are required to rebuild that first step [24.3.1]
 - First RP must be of same type as last step of the unit [24.3.1]
 - Second RP must an infantry RP [24.3.1]
- Hybrid units can replace their last step with infantry RPs [24.3.1]

HQ Rebuilds [24.3.3]

- HQ is placed in or adjacent to a unit from its Formation.
- If no such unit exists, HQ arrives adjacent to the Corps HQ to which it will be subordinated.

Where Rebuilt Units Arrive [24.3.2]

- Rebuildt division/brigade units arrives in or adjacent to their formation HQ
- Rebuildt Corps units are placed adjacent to their Corps HQ
- Rebuildt Army units arrives adjacent to any Corps HQ

US Specialist Replacements

	0-1	2-3	4-5	6-7	8-9
	★	★	★		★
	★		★		
		★	★	★	★
105	★	2nd roll 1-4	4 days to enter		
155		2nd roll 1-3	★	4 days to enter	
*	★	★	★	★	
**	★	★	2nd roll 1-3	4 days to enter	
			★	★	

- * May replace one Arm Inf with one Inf replacement
- ** May replace one SP Artillery Bn (105mm) if no other specialist unit taken this GT

Tank Destroyer/Lt Armor

Die Roll	0-1	2-3	4-5	6-7	8-9
M5 "Stuart"					
M10					
M18 "Hellcat"					
M36					

May always take an M-10 replacement instead of M-18 or M-36

German Specialist Replacements

	0-1	2-3	4-5	6-7	8-9
	+	+	+	+	
		+			
				+	
	+	2nd roll 1-4		+	4 days to enter
		2nd roll 1-3		+	4 days to enter
*				+	
***		+	+		

- * May replace one PzGr with one Inf repl.
- ** May use to replace one HQ step with one Inf
- *** May replace one Mot Inf with one Inf repl.

Panzerjäger/Assault Gun

Die Roll	0-1	2-3	4-5	6-7	8-9
SG I/IV					
Jagdpan IV/70					
Jdpanther V					
"Hetzer"					

May always take any other instead of JpPzV

- MkV "Panther"
- MkIV
- MkVib "Royal Tiger"

Whenever German player receives an Armor Replacement, he take every even odd-numbered step as a Panther, and every even numbered step as a MkIV replacement step. Two steps may be expended to replace a MkVI step loss of any kind.

REASSIGN FORMATIONS AND COMMANDS

DEFINITIONS:

- **Inherent:** The assignment printed on each combat unit's counter is the unit's inherent assignment.

- **Independent Unit [9.0]:** Combat units whose inherent assignment is to a Corps or Army HQ are called independent units. Most independent units are inherently assigned to Corps HQs, a few are inherently assigned to Army HQs. These units, unless attached elsewhere, are for all game purposes treated as being simultaneously assigned to all of the Corps HQs currently assigned to the Army HQ [9.0]

- **Independent Unit [Glossary]:** a unit that doesn't belong to any Formation (usually a Corps or Army level asset) or one that has been detached from its Formation and made independent

1) Assigning Combat units [9.3.0]

- Limitations to reassignment of combat units:

- No more than six units of a Formation may be attached to other Formations at one time
- No Formation may act as the supply source for more than six attached units [16.5.3].
- German divisional assets attached to Formation cannot confer RIBs [14.5.2d].

a) Place Attachment-marker on units assigned to the new formation

- Attached units are for all purposes treated exactly like units inherent to the Formation.

b) Record change on a piece of paper

- Combat units may be assigned to any Formation, Corps or Army HQ, with these restrictions:
 - **"Inherent" combat units:** May be assigned (attached) to other Formation
 - Combat units inherent to a Formation may be assigned to Corps and Army HQs only when they cannot trace a Supply path (not longer than the Supply Path limit [16.4.2]) to any Formation's HQ.
- **Independent combat units:** May be assigned to Formations or other Corps or Army HQs.

2) Creating Independent sub-formations [9.4.0]

- Only one Independent Sub-formation may exist per Formation at any given time [9.4.1a]
- If 9th Arm Div – [SPECIAL UNITS - 9th US Armored Division]
- CC and KG may be detached from their Formation and made into Independent Sub-formations.
- They may be reattached at a later time.
- Both detachment and re-attachment is recorded on a piece of paper.

a) Choose units to be part of Independent sub-formation

- An Independent Sub-formation may consist of: [9.4.1b]
- Some or all units of chosen Combat Command or Kampfgruppe,
- any other unit of the Formation that is not marked as being part of any CC or KG,
- any artillery unit of Formation regardless of it is marked as being part of a CC or KG,
- at most one independent unit (i.e., inherently assigned to a Corps or Army HQ.)

b) Choose one unit in the sub-Formation to act as its HQ [9.4.1a]

- All other units in sub-Formation trace supply to that unit as it was a Formation HQ [9.4.1a]
- This temporary HQ must trace supply directly to its Corps HQ unit [9.4.1a]

c) Mark the unit chosen with an "Independ(ent)" Marker [9.4.1a]

NOTE: Each British arm sub-Formation, may be attached to one British leg division [31.9.1]

3) NIGHT: Assigning Corps and Formation HQs [9.2.0]

- Assignments of HQs may only happen at this time.
- Assignments should be written down if there may be confusion.

a) **Formation to Corps:** Decide to which Corps HQ formation HQs are assigned for next 3 GTs

- All Formation HQs are assigned to some Corps HQ [9.1.2]
- Any number of Formation HQs may be assigned to a Corps HQ
- At least one division-sized Formation must always be assigned to a Corps HQ [9.1.2]
- Any number of independent units may be assigned to a Corps HQ [9.1.2]
- Formations cannot be assigned directly to an Army HQ [9.1.2]
- **EXCEPTION: Strat mode German Formations**
 - German formations in Strat mode may be directly assigned to an Army HQ as it moves within that army's area of operations
 - Formation is In Supply as long as it can trace a Supply path (no longer than 12 SPPs) to any Corps HQ assigned to that Army
 - Formation does not count against supply capacity of the Corps HQ to which it does trace.
 - The Formation still requires and uses fuel points

b) **Corps to Army:** GE player decide to which Army HQ Corps HQs are assigned for next 3 GTs

- Army HQs are available to the German player only [9.1.1]
- All Corps HQ are assigned to some Army HQ [9.1.1]
- Any number of Corps HQs may be assigned to a given Army HQ
- At least one Corps HQ must always be assign to each Army HQs [9.1.1]
- Any number of independent units may be assigned to an Army HQ [9.1.1]

For both 3a and 3b see [HQ SUPPLY CAPACITY LIMITS]

HQ SUPPLY CAPACITY LIMITS [16.5.0]

HQ trace to →	Supply Source	HQ supply capacity limitations
GE: Army US: Corps	Ultimate Supply Source	- No limitations
GE: Corps	GE: Army HQ	- Max 4 subordinated Corps - At least one Corps must be assigned to each Army at all times [9.1.1]
Formation (Division, ind. brigade, cav. group)	Corps HQ	- Max 5 divisions - 3 mech (Armor, Panzer, Panzergrenadier) - Must always have at least 1 division subordinated
	Army HQ [9.1.2a]	- German formations in Strat mode - Directly assigned to an Army HQ [9.1.2a] - Formation is In Supply as long as it can trace a Supply path (no longer than 12 SPPs) to any Corps HQ assigned to that Army - Does not count against the supply capacity of Corps HQ to which it does trace. - The Formation still requires and uses fuel points
Independent Subformation (CC/KG)	Corps HQ	- This do not count against Corps HQ limits: <ul style="list-style-type: none">- German independent (mech) brigades- Independent subformations - Any number of independent (non-HQ) units may use the Corps HQ to which they are assigned as a supply source
Units	Formation HQ	- All inherent units still assigned to that Formation - Additionally 6 non-inherent units - Attached units [14.2.3] - non-divisional Corps Bn and Army Bn
	Independent Subformation HQ (CC/KG) [See 9.4.0]	- All inherent units still assigned to HQ - Additionally 1 unit that is normally an independent unit (normally assigned to Corps or Army HQ)
Army/Corps Bn (units)	Army/Corps	- Unlimited
	Division	- Max 6 (both Corps and Army units)
	Subformation (CC/KG)	- Max 1

