

FOG OF WAR [8.6.0]

- A stack of unobserved units may not be examined.

- 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]

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

WHAT HAPPENS AT NIGHT

(+1) MP all hexes if moving off road

(+1) drmm on bridge demolition attempts

(-1) drmm on Barrages

- 1 Left shift during Ground Assault

- Full MA in Exploit Phase

- LOS only to adjacent hex

- All terrain is Covering Terrain, **Exception:** when tracing supply paths, only those terrain types that are Movement Covering Terrain during day turns are Movement Covering Terrain at night [1.1.3]

- Different Sequence of Play concerning Exploit Phases [3.3.8]

- Army and Corps subordinations are made during night

- Max 1 (x10) Armot/AT bonus at night [14.5.3]

- AFV qualify for Armor-bonus alone, if attack into, or defend in Clear terrain **(unless at night)**

- Air points are never available

- Remove two Fuel Dump dimes [29.1.0]

- Special DRM for Ground Conditions when using the "Variable Weather"-rules

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]

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]

ROAD MOVEMENT RESTRICTIONS [xx.xx.xx]

- No road switching during movement unless at an intersection

- Fractions are lost when switching road types during movement.

- Road move can't be used if hex has 3 mech units. (restriction includes starting hex)

- Can't combine road and non-road movement in phase

- Leg units treat movement along a road as clear (even if not using Road Movement)

- Strat Mode units must use Road Movement

BRIDGE BOTTLENECK [7.13.0]

- Place bottleneck marker when first mech unit (Tact. Mode) cross bridge.

- Adjust marker for every passing mech unit in Tact. Mode.

- Flip Bridge Bottleneck marker when it reaches zero.

- No units (any type) may use bridge the remainder of this phase

- Reset to 12 in next movement phase

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

SETUP

1) Place one dimes in each of the followin hexes: Francorchamps (3618NE), Jalhay (3710NE), Tiegé (3413NE), Spa (3215NE), Eupen (4105NE), Louveigne (2412NE), Fleron (2305NE), Theux (2911NE)

2) Place two dimes in Verviers (3208NE)

ISOLATED UNITS [16.1.0]

- 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]

SURRENDER CHECK [16.10.1]

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

- 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 drmm to dr

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

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

EFFECTS OF FATIGUE [15.1.1]

- Combat strengths are quartered

- Movement Allowance is quartered

- Can not receive or contribute RIB

- Can not enter PA or Combat Reserve

- Can not construct bridges and Fieldworks

EFFECTS OF RESTING [15.1.1]

- Combat strengths are halved (round up)

- Movement Allowance is halved (round up)

- Can not receive or contribute RIB

- Can not enter PA or Combat Reserve

- Can not construct bridges and Fieldworks

EFFECTS OF AMMO DEPLETION [12.8.2]

- Artillery may not barrage

- Final Combat Strength of 1

- AT value of 1

- "Red hexagon"-capability is lost

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 durin 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 demlish bridges

- HQ is no longer a valid Supply Source [16.9.2]

CORPS AND ARMY LEADERS				DIVISIONAL, BRIGADE AND KAMPFGRUPPE LEADERS [25.2.2]		
GERMAN [25.2.4]				BOTH ALLIED AND GERMAN		
Leader Name and Command	Condition	Influence on combat	Influence on movement	Event	Condition	Unit benefit
Kreuger 58th Pz Korps [25.2.4e]	- Starts AM GT stacked with a Div. HQ	- One attack with divisions units receives 1 shift		Leader Activation Start DEC17 AM AM turns only	Activating Leaders [25.1.0] - 1d10 <= Leader Initiative Rating = success - Flip leader counter to active side - Leader is active during AM/PM/Night/Ext. Night	Leader is active during AM/PM/ Night and Extended Night
Manteuffel 5h PzArmy [25.2.4b]	- Starts AM GT stacked with a Korps HQ	- One combat pr. day (Att/Def) receive 1 shift. May not add that shift to combat shift received from other leader	- One Mech. division subordinated to HQ gets +1 MP both AM and PM turn		Movement Bonus [25.2.2a] - 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)	Increased MA of all subordinated units including Leaders own MA
vLuetwitz 47Pz Korps [25.2.4d]	- Starts AM GT stacked with a Div HQ	- Units of Division receive 1 shift in their favour twice a day (AM or PM)		Movement	- Roll 1d10 and check table below 0 - 1 No effect 2 - 6 Add 1 MP to MA 7 - 9 Add 2 MP to MA	
Brandenburg 7th Army [25.2.4c]	- Starts AM GT stacked with a Div HQ	- Any Div. HQ he is stacked with receives 2 L shifts per GT. May be used for same GA or two differnt GA.				
Dietrich 6th PzA [25.2.4a]	- Starts AM GT stacked with SS HQ	- Converts PR-hits to Discretionary hits during GA resolution - Attacker loose extra step if any losses occur		Extended Night Activation	Extended Night Activation [25.2.2b] - A leader may attempt to activate all subordinated units at once. - 1d10 <= Leader Initiative Rating = Success and the units are activated for Extended Night Activity	All pledged, subordinate units are activated for extended night activity
ALLIED [25.2.5]						
Leader Name and Command	Condition	Influence on combat	Influence on movement			
Collins VIII Corps [25.2.5b]	- Starts AM GT stacked with a Div HQ	- None	- Movement of Division in any order	Combat	Combat [25.2.2c] - Only Divisional, Brigade and KG leaders may benefit units in combat. - Any such Leader adjacent to attacking subordinate units gives a one column shift on the GAT [CSW 1459] - Only one such bonus each GA segment	One column shift in subordinate units favour on GAT
Patton 3rd Army [25.2.5a]	- Starts AM GT stacked with HQ	- Advance one additional hex after GA. - Units must be in PA - Max adv. rules still apply		Surrender	Surrender [25.2.1a] - Any subordinated units to an active leader within two hexes of that leader may not need to check for surrender. - 1d10 <= Leader Initiative Rating = Success the affected units need not check for surrender on an individual basis.	No subordinate units needs to check for surrender on an individual basis
MONTGOMERY [25.3.0]				Random events	Random Events [xx.xx.xx] - Activated leaders can attempt to cancel the effects of adverse Random Events. - If leader is within one hex a random events marker. - 1d10 <= Leaders Initiative Rating = Success and any units subordinate to that leader may ignore the event.	Units subordinate to leader may ignore effect of Random Events
As soon as an in-supply German unit crosses the Ourthe River: 1) V Corps and 1st Army -> attached to 21st Army Group 2) VIII Corps and 3rd Army -> Patton 3) Army boundaries within 2 hexes of boundaries on 21 DEC Scenario Maps  If Montgomery declares Strategic withdrawal: - All units of one subordinate corps may automatically activate for one extended night activity - Moves before German, closer to supply source and away from enemy masses - Full MA - Not fatigued - Not enter PA mode the following day - US <b>attack limitations</b> takes effect immediatly (MISCELLANEOUS - Offensive Capacity box)						



GENERAL COLLINS, FIELD MARSHAL MONTGOMERY, AND GENERAL RIDGWAY, after a conference at VII Corps headquarters.



CAR BEARING GENERAL BRADLEY FORDS A BELGIAN RIVER

<b>GERMAN</b>  von Der Heydte [31.1.1] (6th Pzr Army) <b>DEC 16AM</b> ( <i>Note: Not Dec 16 PM as stated on German Master Reinforcement List</i> ) 1) Take 3 breakdown Co (1-2-0 strength) 2) Drop: 1d10: 0 = units dropped on Dec 16 AM, 1-9 = drop on Dec 17 AM 3) When dropped: Place units together within one hex of 4212NE a) 1d10 each unit, 0-5 unit lost, 6-8 = dr for one hex scatter, 9 = lands in chosen hex [31.1.2] b) Scatter: 1d10: 0=North, 1-2 NE, 3-4 SE, 5=S, 6-7 SW, 8-9 NW [31.1.2] - von Der Heydte units functions normally once on the ground [31.1.3] - Fully supplied first GT after Drop, after that traces to any Div HQ [31.1.3] - Can't observe for artillery [31.1.3] - Never capture fuel markers [31.1.3]  Einheit Stielau (Truppeneinheit) [31.2.0] (6th Pzr Army) <b>DEC 16PM (Released from German Master Reinforcement List)</b> - At any of 6thPzA Ultimate Supply Sources [ADMINISTRITIVE PHASE - Ultimate Supply Source] - Can never attack or be attacked - Moves up to 18 hexes at any type of road - Never be activated for Extended Night activity - Units are always in supply - Can never establish control in a currently US controlled hex - Removed at end of DEC 22PM - If unit enters a hex containing US units: 1d10, 0=Truppeinheit is eliminated  <b>US unit enters hex with Einheit Stielau unit [31.2.2]</b> 1) If hex do not contain Town or City, or an active US leader is not present: a) 1d10, 0-4 GE may move US unit down any road for the remainder of MP 5-7 US unit moves normally 8-9 Truppenheit is eliminated +1 drmm each day after Dec 18  <b>Interfer with allied Bridge Demolition attempts [31.2.2]</b> - +1 drmm to US demolition attempt if Truppenheit unit in or adjacent to hexside containing the bridge - If attempt to interfere fails Truppeneinheit is eliminated  <b>150th Pz Brigade [31.3.0] (6th PzArmy)</b> <b>DEC 16PM</b> - Treated as all other Mech. combat units in the game except: - May not receive replacement - Never pay MP to move adjacent to enemy units - Ignore "hault-conditions" that normally apply when moving adjacent to enemy 1d10: 0-3 continue movement, 4-9 immediatley stop May try this many times during movement as long as successfull  <b>LXVII Korps [31.11.0]</b> <b>DEC 22AM</b> - If Eisenborn, Kalterherberg and Mutzenich have not been taken by Dec 22 AM: - Section of the front marked out of play for Dec 28 scenarios goes out of play immediately AND LXVII Korps HQ, 12th VG Division, and 3rd Panzer Grenadier enter the map between 5123NE-5129NE on next turn. - Additionally, US V Corps units in that area of play also go inactive  <b>LIII Korps [31.12.0]</b> - <b>DEC 21AM:</b> This German HQ enters per the reinforcement chart. - German player can attach any formations he'd like to the HQ, up to the supply limit.  <b>10th SS and 11th SS [31.13.0]</b> <b>DEC 22AM</b> (Released from German Master Reinforcement List) - Both formations are unavailable for any possible use until Dec 22 AM - Conditions for release of <b>10th SS</b> Panzer Division: [31.13.1] - If 6th Pzr Army has at least one full mechanized division across the Meuse (all units) <b>AND</b> - At least one unitof that army has exited the NW map edge - The formation appears in the 6th Pzr Army area of the map edge  - Conditions for release of <b>11th SS</b> Panzer Division: [31.13.2] - If 6th Pzr Army has at least one full mechanized division across the Meuse (all units) <b>AND</b> - At least one unitof that army has exited the NW map edge - The formation appears in the 6th Pzr Army area of the map edge  <b>653rd Panzerjaeger [31.14.0]</b> <b>DEC 16PM:</b> 1d10: If dr=0-2, unit enters during German movement phase in any of 6th Panzer Army's entrance hexes on the east map edge.  <b>217th Sturmpanzer [31.15.0]</b> <b>DEC 16Night:</b> - This unit arrives in either the 5th Pzr or 6th Pzr Army's entrance hexes on the east map edge - In later scenarios, treat the unit as eliminated due to mechanical breakdowns and losses
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<b>ALLIED</b>  <b>4th US Infantry Division [31.4.0]</b> - HQ three hexes down road in 5234SE - All divisional and attached units trace supply to any SE edge between 4834SE and 6034SE - Supply path never be longer than 9 SPP - Units of division may never move out of area defined by 4700SE hex row and Sauer River - If retreated off that area, units must either be attached to other div, moved back into area or off map  <b>9th US Armored Division [31.6.0]</b> - CCB (VIII Corps) and CCR (V Corps) are corps reserves and unavailale to 9th Arm - As an exception to [9.4.0], both CCs may be designated as Independent Sub-formations  - Div HQ and CCA must remain in [31.6.1] a) Triangle formed by Alzette and Sauer Rivers OR b) Within 6 hexes of Colmar (4130SE) (all hexes must be on SE map) That is if the Germans have any units South of Sauer river between Ettlebruck (4100 hex row) and Reisdor (5100 hexrow) c) When all Germans has been cleared south of Sauer river and Ettlebruck is in US control, this division may join VIII Corps further west  <b>7th US Armored Division [31.5.0]</b> - In scenario [36.6.0] and the Dec 16 campaign start, the division (excluding artillery) enters Dec 16 Night along the northern edge of the map in Strat mode. - At this time, the US player must designate on or more assembly areas for the Division, all of which must be within three hexes of Rodt (4129NE) - It must move at maximum possible speed towards these assembly areas - During the Weather Determination segment of Dec 17 AM, US player rolls 1d10 (in secret). - If the result is: 0 or 1: the US player is free to change those assembly areas. 2 through 9: the US player must retain those assembly areas, unless [5.3.2a] comes into effect.  Scenarios [36.2.0] and [36.3.0] have their own special rules about the handling the division.  <b>CCA/5th US Armored Division [31.7.0]</b> Following movement restrictions applies CCA/5th Arm Div: - <b>DEC 16 Night:</b> One two-company hybrid unitis released to backstop the position at Monschau - Must move to Monschau and remain within one hex unless forced to abandon this position. - If so, it is free from any movement restrictions. - <b>DEC 17 AM:</b> Remainder of CCA is released, but may not move further than 10 hexes from Eupen - If German units (other than those of vDHeydte and Truppeneinheit) move to within 10 hexes of Eupen, all units of CCA are freed from all movement restrictions.  - <b>95/5A SPA</b> begins the game attached to the 78th Inf XX and is never subject to these movement restrictions.  <b>1st US Infantry Division [31.8.0]</b> - If any German ground unit other than vDHeydte or a Truppeneinheit moves within eight hexes of Eupen or Verviers (3208NE or 4205NE), the entire 1st Infantry Division is placed on the map within two hexes of 2904NE and is activated.  - Units that have already been activated are not affected (though they would probably have to be attached to some other division until they could get back into command range of the 1st Inf Div's HQ).  <b>RANDOM EVENTS (Starts DEC 17AM)</b>  - No RE until 17 AM [CSW #44] - No more than two RE-markers per side may be on the map [23.1.2] - Both players roll doubles during GA (before DRM) - Affects only side generating the RE (highest dr)  <b>When RE occurs [23.1.0]</b> 1) Place RE marker in the hex the defender was located (this is the RE hex) 2) Determine if Combat or Movement RE - 1d10, 0-4=Combat, 5-9 = Movement  <b>Combat Random Event [23.1.1a]</b> - Immediatly affects the combat that generated the RE - Must be resolved before combat itself are resolved - 1d100 (apply mod) and check RE table (left side) - Immediatly apply effect and remove RE marker  <b>Movement Random Event [23.1.1b]</b> - Affects units that are in or adjacent to the RE hex - Not determine effect until affected units are about to be moved - 1d100 (apply mod) and check RE table (right side) - After all units that could have been affected are moved, remove RE marker
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GROUND INTERDICTION [22.4.0]

- Only Ground Interdiction during **Clear** weather
- When enemy units moved 4 or more consecutive hexes being observed
- Each AP = 0,5 barrage value (round down, never below 0)
- Each moving unit only Ground Interdicted once each Movement or Exploitation phase

**Procedure**

- 1) Choose target hex
- 2) Active player announce how many AP's to use on:
  - a) Ground Interdiction mission (Mission AP)
  - b) Escort mission (Escort AP) (Escort AP's must come from same sector as Mission AP)
- 3) Opposing player announce number of AP's to use on Interception (Intercept AP)
  - Intercept AP's must come from same sector as Mission AP
- 4) Resolve Interception mission (Air Superiority) [22.6.2]
  - a) For each escorting AP, one intercepting AP is driven off
  - b) For each remaining intercepting AP, one mission AP does not contribute to the mission
  - c) The mission is then conducted by remaining (nonescorting) mission APs
- 5) Use remaining Mission AP to calculate Barrage Value
  - 1 AP = 0,5 Barrage Value
- 6) Use Barrage resolution process to resolve GS mission
- 7) Apply Barrage result
- 8) Move AP marker on Army Track when AP has been used

OFFENSIVE GROUND SUPPORT [22.3.0]

- Occurs during own Barrage segment
- Only one GS mission each hex each turn
- No artillery barrages against same hex the same turn

**Procedure**

- 1) Choose target hex and state how many APs to use
  - a) Calculate max Barrage Value: Observer in PA 8AP, else 4 AP [22.3.2]
- 2) Active player announce how many AP's to use on:
  - a) GS mission (Mission AP)
  - b) Escort mission (Escort AP) (Escort AP's must come from same sector as Mission AP)
- 3) Opposing player announce number of AP's to use on Interception (Intercept AP)
  - Intercept AP's must come from same sector as Mission AP
- 4) Resolve Interception mission (Air Superiority) [22.6.2]
  - a) For each escorting AP, one intercepting AP is driven off
  - b) For each remaining intercepting AP, one mission AP does not contribute to the mission
  - c) The mission is then conducted by remaining (nonescorting) mission APs
- 5) Use remaining Mission AP to calculate Barrage Value
  - Own barrage segment = offensive GS mission: 1 AP = 1 Barrage Value [22.3.3]
- 6) Use Barrage resolution process to resolve GS mission
- 7) Apply Barrage result
- 8) Move AP marker on Army Track when AP has been used

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

- a) Choose DZ: At least one clear or rough hex within 3 hexes of HQ to which it can trace Supply
- b) 1d10 for each Air Supply point the US player is attempting to deliver
  - On a modified dr <= 8 the point is successfully delivered
  - b) 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)
- c) Success: Deliver one or two Pocket Supply points to the pocket [16.7.4]
  - Each point delivered increases the Pocket Supply Marker by one.

DEFENSIVE GROUND SUPPORT [22.3.0]

- Occurs during own Barrage segment
- Only one GS mission each hex each turn
- No artillery barrages against same hex the same turn

**Procedure**

- 1) Choose target hex and state how many APs to use
  - a) Calculate max Barrage Value: Observer in PA 8AP, else 4 AP [22.3.2]
- 2) Active player announce how many AP's to use on:
  - a) GS mission (Mission AP)
  - b) Escort mission (Escort AP) (Escort AP's must come from same sector as Mission AP)
- 3) Opposing player announce number of AP's to use on Interception (Intercept AP)
  - Intercept AP's must come from same sector as Mission AP
- 4) Resolve Interception mission (Air Superiority) [22.6.2]
  - a) For each escorting AP, one intercepting AP is driven off
  - b) For each remaining intercepting AP, one mission AP does not contribute to the mission
  - c) The mission is then conducted by remaining (nonescorting) mission APs
- 5) Use remaining Mission AP to calculate Barrage Value
  - Own barrage segment = offensive GS mission: 1 AP = 0,5 Barrage Value [22.3.3]
- 6) Use Barrage resolution process to resolve GS mission
- 7) Apply Barrage result
- 8) Move AP marker on Army Track when AP has been used

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]**

- a) Choose DZ: At least one clear or rough hex within 2 hexes of HQ to which it can trace Supply
- b) 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
- d) Success:
  - All units assigned to the KG HQ are supplied for the turn.
  - Receiving units must trace supply path (1/2 allowable length, that is, 6SPPs) to KG HQ unit.

SUPPLY INTERDICTION [22.5.0]

- Only US player may perform Supply Interdiction
- If SI mission is successful it "consumes" one TP
- US player can allocate AP from any map-sector for Supply Interdiction

**Procedure**

- 1) Choose target hex
- 2) US player announce how many AP's to use on:
  - a) SI mission (Mission AP)
    - Min 2 AP and max 3 AP can attack each Truck Point (participate in a SI mission)
  - b) Escort mission (Escort AP) (Escort AP's must come from same sector as Mission AP)
- 3) German player announce number of AP's to use on Interception (Intercept AP)
  - Intercept AP's must come from same sector as Mission AP
- 4) Resolve Interception mission (Air Superiority) [22.6.2]
  - a) For each escorting AP, one intercepting AP is driven off
  - b) For each remaining intercepting AP, one mission AP does not contribute to the mission
  - c) The mission is then conducted by remaining (nonescorting) mission APs
- 5) If remain Mission AP >= 2 then resolve SI mission
  - a) 1d10 <= 2, TP is "consumed" and not available for its dedicated role
  - 1 drm if remaining Mission AP = 3
- 8) Move AP marker on Army Track when AP has been used

