

Bitter Woods Charts and Tables (2nd Edition)

| Combat Results Table | | | | | | | | | | | | Die Roll | Angriff Attack | | |
|----------------------|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-------|----------|----------------|-------|-------|
| 1-6 or less | 1-5 | 1-4 | 1-3 | 1-2 | 1-1 | 2-1 | 3-1 | 4-1 | 5-1 | 6-1 | 7-1 + | | 2-1 | 3-1 | 4-1 + |
| A2 | A1 | A1 | ENG | D1* | D3 | D4 | 1D1 | 1D3 | 1D4 | DE | DE | -1 | Adv 2 | Adv 3 | Adv 4 |
| A2 | A2 | A1 | SU | CA | D2 | D3 | D4 | 1D2 | 1D3 | 1D4 | DE | 0 | Adv 2 | Adv 3 | Adv 4 |
| 1A2 | A2 | A2 | A1 | ENG | D1* | D2 | D3 | 1D1 | 1D2 | 1D3 | 1D4 | 1 | Adv 1 | Adv 2 | Adv 3 |
| 1A3 | 1A2 | A2 | A2 | SU | CA | D1* | D2 | D4 | 1D1 | 1D2 | 1D3 | 2 | Adv 1 | Adv 2 | Adv 3 |
| AE | 1A3 | 1A2 | A2 | A1 | FF | CA | D1* | D3 | D4 | 1D1 | 1D2 | 3 | SU | Adv 1 | Adv 2 |
| AE | AE | 1A3 | 1A2 | A2 | ENG | FF | CA | D2 | D3 | D4 | 1D1 | 4 | A1* | Adv 1 | Adv 2 |
| AE | AE | AE | 1A3 | 1A2 | SU | ENG | FF | D1* | D2 | D3 | D4 | 5 | A1 | SU | Adv 1 |
| AE | AE | AE | AE | 1A3 | A1 | SU | ENG | CA | D1* | D2 | D3 | 6 | A2 | A1* | Adv 1 |
| AE | AE | AE | AE | AE | A2 | A1 | SU | FF | CA | D1* | D2 | 7 | A2 | A1 | SU |
| AE | AE | AE | AE | AE | 1A2 | A2 | A1 | ENG | FF | CA | D1* | 8 | 1A2 | A2 | A1* |

DE: Defender eliminated. Attacker may advance 1 or 2 (mech only) hexes
 AE: Attacker eliminated. Defender may advance 1 hex.
 ^D#: Defender takes ^ step loses and must retreat # hexes. Attacker advances # hexes.
 ^A#: Attacker takes ^ step loses and must retreat # hexes. Defender may advance 1 hex.
 CA: Counterattack. In his turn, Defender must withdraw or counterattack if not in a fortification.

SU: Suppressed. No effect.
 ENG: Engaged. Attacker must re-fight original battle in his next turn. Both sides may reinforce. If original defender attacks or withdraws completely from hex, engagement is broken. Armor, Armored Cav and artillery are free to ignore engaged results.
 FF: Both sides take one combat loss.
 *: Attacker attrition. Attacker takes 1 step loss from one full-strength mech unit in attack, which is already in game for 10 turns.
 Adv: Attacking mech advances number of hexes, except into ZOC of defending unit. ZOC of other enemy units stop advance.

| Item | Notes | Combat Effect | | | Others |
|---------------------------------------|---|--------------------|--------------|-------|--------------------|
| | | Strength | Column Shift | DRM | |
| Clear and Lt Woods Combined Arms [32] | | | +1 | | |
| Broken or Forest [9.4] | | | -1 | | |
| Town or River [9.4] | Only if all attacking units across river. | ×2 | | | |
| Town and River [9.4] | Only if all attacking units across river. | ×2 | -1 | | |
| Out of Supply [12.4, 18.3] | Arty may not provide Offensive Fire Support. No Flanking Attacks or Coordinated Defense | Att: ×½ Def: -1 | | | -1 to ER |
| Shock [21.3] | May not conduct Angriff Attack May not conduct Flanking Attack or Coordinated Defense [18.3] May not take losses in lieu of retreat (unless in fortification) | ×½ | | | -1 to ER |
| Improved Position [8.1] | No Attacker ER advantage No Combined Arms Bonus | | | | |
| Fortification [8.2] | No Attacker ER advantage No Combined Arms Bonus No Flanking Attack Bonus Ignore CA results | | | | -1 Bombardment dr. |
| Artillery [10] | Range: 4 hexes. If adjacent to enemy units, may not conduct support fire or bombardment. DF is halved. No Town or River modifiers. | | | | |
| First Turn Surprise [15] | German 16 AM Turn only. | | +1 | | |
| SS Panzer Scare [19] | SS Panzer unit involved in attack. DR equal to or higher than ER of defending unit. 16PM to 18PM only. | | +1 | | |
| Ground Support [11.2] | No more than 1 per combat | | +/- 1 | | |
| Inter-Allied Cooperation [28] | Shift benefits German player | | +/- 1 | | |
| ER Bonus [9.3] | | | | +/- 1 | |
| Flanking Attack [18.1] | 3 units from a mechanised division with ER 5/6 | | | -1 | |
| Coordinated Defense [18.2] | 3 adjacent units from a mechanised division with ER 5/6 | | | +1 | |
| SS Atrocity [29] | SS units only, 18AM to 18PM Only if random event occurs. | | | +1 | |

Movement Effects Chart

| Terrain | MP Cost | Notes |
|---------------|---|--|
| Clear | 1 | MP = 2 for Mech and Artillery during Mud. |
| Road | ½ (Ger Inf/Arty) ¼ (Others) | - |
| Lt Woods | 2 (Mech) 1 (Others) | MP = 1 for all during Ground Freeze |
| Broken | 2 | - |
| Forest | 2 | Armor units may enter only on Roads |
| Town | 1 | - |
| River | Special | <ul style="list-style-type: none"> Units must start adjacent to cross. Armor, armored cavalry and artillery must stop upon crossing. Panther, Tiger and JagdTiger may never cross un-bridged river. |
| Meuse River | Special | Infantry and armored infantry only. Entire movement allowance. |
| Out of Supply | MF halved. | <ul style="list-style-type: none"> Cannot build IP or Fort Cannot blow bridges. No offensive fire support. |
| Army Boundary | | <ul style="list-style-type: none"> 16AM to 18PM only. 5 Pz Army and 6 Pz Army may not move/attack across Army Boundary. |
| Interdiction | +2 (Mech) +1 (Others) [Optional: Rule 22] | Allied Player Only |

Sequence of Play

- A. German Player Turn
- Mutual Supply Phase
 - Reserve Phase (German)
 - Interdiction Phase (Allied)
 - Movement Phase (German)
 - Combat/Demo Phase (German)
 - Mechanized Phase (German)
 - Bridge Construction (German)

B. Allied Player Turn
As German Player Turn, except no German Air Interdiction.

C. Record Keeping Phase

Random Events (18AM)

- Von der Heydte Drop Successful
- SS Atrocities Increase US Resolve
- German Commandos Prevent Bridge Demolition
- German Commando Deception
- Operation Bodenplatte
- Jagdtigers reach the Bulge

Initial Surprise

16AM

- 1 shift to right for all German combat. **Optional [31]:** Only if German ER5 unit is attacking, and dr > ER of American defender. Roll die after commitment of American artillery.
- Allied Movement Restriction. Units in German ZOC at start: Normal MP. US 2 Inf Div: 3, Others (except arty): 2.
- US Arty Restriction. MP: 1. If German unit moves adjacent, free to move. No offensive fire.
- German Movement Restriction: 1SS, 12SS PzBde150 may not move.
- No German unit may be placed in reserve. Mech units may not advance further than hexes called for in CRT.
- Restricted Army Targets (inclusive). 5 PZA: 29/110 and 14AC, 6PZA: 14AC and 12AC, 7A: 4/12 and 28/109

16AM-16PM

- No Bridge Demolition for Allied Player

16AM-17PM

- All German units are in automatic supply.

Bridges

Demolition: Must have supplied mechanized or non-mechanized (not Leaders or artillery) occupying hex with bridge hex-side.

| Closest Enemy Unit | Succeeds on (dr) |
|------------------------------------|------------------|
| Enemy occupies far side of bridge. | 1-3 |
| Enemy 1 hex away | 1-4 |

Rebuilding: Unit must start in supply and not move or participate in combat. If far bank is free from enemy unit, unit moves across and removes demolition marker.

German Limit: German player limited to 8 rebuilt bridges.

Fuel Dumps:

Demolition: Must be supplied unit when enemy is adjacent. Friendly unit may be leader and artillery. Each successive attempt gets a -1 bonus.

Attempt succeeds on dr = 1-3

Surrender:

Units with unmodified ER 3 or less and out of supply surrender on dr=6

Bombardment:

2 arty or rocket (same type) units per target hex. Unit in target shocked if dr>ER. +1 to dr if any other 2 units participate.

Peiper Breakout:

17AM only
Ignore enemy ZOC during movement.
Ignore enemy ZOC during exploitation on dr 1-3. May conduct combat after exploitation.

Pz Bde 150

One turn prior to 19AM
On dr=1-3, unit may ignore enemy ZOC. If fail, must end movement.