### Weather Phase (AM only)
- d10 Atmosphere
- d10 Ground Condition

### Air Point Allocation (AM only)

### GE Transport Allocation (AM only)

### Leader Activation (AM only)

### Surrender (AM only)

### US Player Turn

### Construction

### Mode Determination

### Movement
- Engineer Bridge Destruction
- Fuel Allocation (GE player turn only)
- Strat Move (+50% MA)
- strat mode only, road move only
- Road Move
- Regular (Tactical) Move
- Prepared Assault Move
- Engineer Fieldworks Quick Con

### Respite

### GE Exploit (½ MA. Exploit mode only)
- Road Move
- Regular (Tactical) Move

### Combat Phase
- Attack Designation
- US ART Barrage
- GE ART Barrage
- ?Retreat Placement
- Ground Assault Resolution

### US Exploit (½ MA. Exploit mode only)
- Road Move
- Regular (Tactical) Move

### Admin Phase
- Supply Status
- Ammo Replenishment (mutual)
- Replacement
- Reassign Formations → commands

### Change Corps/Army Subordination (only allowed during night turn)

### German Player Turn

### Repeat same phases as US turn (Except as noted above)

### Extended Night Activation
- US up to 10 units
- GE up to 20 units
- d+10, high roll picks turn order
- Must activate # of committed units

#### 1st Side Turn
- Movement
- 2nd Side Exploit
- Combat Phase
- 1st Side Exploit

#### 2nd Side Turn
- Movement
- 1st Side Exploit
- Combat Phase
- 2nd Side Exploit

### Fuel Points
- Ammo Points
- Motorize Units

### DEC 17 or later
- Complete Fieldworks
- Start Fieldworks
- Complete Bridges
- Start Bridges

### Exploit (mech only)
- Tactica
- Prepared Assault
- Combat Reserve
- Maneuver Reserve

### N (Normal Movement Allowance/All Units)
- # Movement allowance of all OR number of units of formation that can move with normal movement allowance
- Modifier: If Corps HQ to which Formation is assigned has an extended Supply path to the Army HQ to which it is assigned, subtract two from the die-roll.

### German Fuel Table

<table>
<thead>
<tr>
<th>Formation Fuel Status</th>
<th>Die Roll</th>
</tr>
</thead>
<tbody>
<tr>
<td>No Fuel</td>
<td>0 1 2 3 4 5 6 7 8 9</td>
</tr>
<tr>
<td>Low Fuel</td>
<td>0 1 2 3 4 5 6 7 8 9</td>
</tr>
<tr>
<td>Normal Fuel</td>
<td>0 1 2 3 4 5 6 7 8 9</td>
</tr>
</tbody>
</table>

- N = Normal Movement Allowance/All Units
- # Movement allowance of all OR number of units of formation that can move with normal movement allowance
- Modifier:If Corps HQ to which Formation is assigned has an extended Supply path to the Army HQ to which it is assigned, subtract two from the die-roll.

### German Reserve Release Table

<table>
<thead>
<tr>
<th>Die Roll</th>
</tr>
</thead>
<tbody>
<tr>
<td>0 1 2 3 4 5 6 7 8 9</td>
</tr>
</tbody>
</table>

- # = Number added to normal movement allowance of unit
- Modifier: Add one to die-roll on the first turn of release.

### German Fuel and Ammo Transport Table

<table>
<thead>
<tr>
<th>Truck Points Allocated to Task</th>
<th>Die Roll</th>
</tr>
</thead>
<tbody>
<tr>
<td>0 1 2 3 4 5 6 7 8 9</td>
<td></td>
</tr>
</tbody>
</table>

- # = Number of Fuel Points (FPs) added to Army’s stockpile
- +, +++, +++++: # of symbols = # of Ammo Points added to Army’s stockpile. If Corps -> Army supply path Extended, treat +++, +++++ as +.
- ±: One Ammo Point removed from Army’s stockpile; if none, Ammo depletion value for Army is two (2) that day.
- #: No change to Army’s Ammo stockpile
- Modifier: Corps -> Army supply path Extended, subtract two from the die-roll.

### Combat Results:
- Roll adjusted combats for both sides
- Roll P checks if needed
- Attacker Mandatory Results ()
- Attacker Discretionary Results
- Reduce DEF results when ATT retreat
  - -1 for each hex of retreat
  - Mandatory then discretionary
- Defender Mandatory Results ()
- Defender Discretionary Results

### Voluntary Retreat Limits (in hexes/losses)

<table>
<thead>
<tr>
<th>Voluntary Retreat Limits</th>
<th>Attacker</th>
<th>Defender</th>
</tr>
</thead>
<tbody>
<tr>
<td>Leg</td>
<td>2</td>
<td>2</td>
</tr>
<tr>
<td>Mech</td>
<td>3</td>
<td>3</td>
</tr>
</tbody>
</table>

Notes:
- Only one loss allowed per unit unless special circumstances.
- Attacker can only advance if he does not retreat.

**Attacker in PA Mode Advance Rules:**
- Advance is # of retreated hexes (usually along retreat path)
- If the def unit retreats, at least 1 unit MUST advance into the defenders hex
- Mech units may deviate from retreat path (1st hex must still be defender’s hex)
- Leg PA 2 hexes max advance; Mech PA 4 hexes max advance
- Mech recog adds one hex to the advance (max still 4)
- A Mech unit cannot advance into more than one contested terrain, forest, woods or marsh/soft ground hex without using roads (they may use roads either before or after advancing one hex into this terrain). A leg unit that advances over a river must stop after crossing the river hexside, unless an intact bridge exists thru that hexside.

**Attacker not in PA Advance Rules:**
- Only hex may attack
- Max 1 hex advance