

## Ardennes Offensive Expanded Sequence of Play by Donald Johnson 08/27/2023

### A. German Player Turn (Turn 6 & later: Roll Die, 1 = Use Standard CRT from then on)

1. Reinforcement Phase: Place units on East map edge.
2. Supply Judgment Phase:
  - a. Remove & place Bridge Cut markers. (Bridge is cut within 3 hexes of Allied unit.)  
(Turn 1: No cuts on German side of start line.)
  - b. Place Unsupplied and Isolated markers. (Turn 1: All German units are in supply.)
3. Initial Movement Phase (Turn 1: None.) (Turn 2: First: Drop vDH paratroop 15.0.)
4. Combat Phase (Turn 1: All possible combat is mandatory, German strength tripled)
5. Mech Movement Phase (Only mech units that did **not** attack.)
6. Cleanup Phase:
  - a. Remove all Unsupplied & Isolated markers.
  - b. Remove Bridge Cut markers no longer within 3 hexes of an Allied unit.

### B. Allied Player Turn

1. Reinforcement Phase: Place units on specified map edge.
2. Supply Judgment Phase:
  - a. Place and remove Bridge Cut markers. (Bridge is cut w/i 3 hexes of German unit.)
  - b. Place Unsupplied & Isolated markers.
3. Initial Movement Phase (Turn 1: None.)
4. Combat Phase (Turn 1: German strength tripled.)
5. Mech Movement Phase (Only mech units that did **not** attack.)
6. Cleanup Phase:
  - a. Remove all Unsupplied & Isolated markers.
  - b. Remove Bridge Cut markers no longer within 3 hexes of a German unit.

### C. Game Turn End

1. If turn 1 to 6, check for German immediate victory. (German has 35 VPs?, 16.2)
2. If turn 1 to 17, then advance turn marker.
3. If turn 18, game is over, check for game victory conditions.
  - a. German must have 35 VPs or Allies win. (German has 35 VPs?, 16.1, 16.3)
  - b. If Germans have 35 VPs, then divide German VPs by Allied VPs to form ratio.
  - c. If ratio  $\geq 1.5$ , then Germans win.  
If ratio  $< 1.0$ , then Allies win.  
If ratio  $\geq 1.0$  and  $< 1.4999$ , then game result is a Draw, no one wins.