

Battles for the Ardennes Expanded Sequence of Play by Donald Johnson 05/29/2022

1. GERMAN PLAYER TURN

A. Mutual Supply Determination Phase - Allied then German

B. Air Power Phase - Air Interdiction Attacks

C. Movement Phase

1. Building Segment - flip Improved Position markers, place new bridge building/IP markers.
2. Battery Segment - may flip artillery to in battery or out of battery.
3. Mode Adjustment Segment - place or remove March Mode (MM) markers.
 - a. Cannot place MM marker if not on road, is stacked, in EZOC, is OOS, or has MA of 1.
4. Movement Segment

D. Combat Phase

For each attack:

1. German player specifies adjacent defending units and attack units summing SPs.
2. German player adds Barrage SPs and air points.
3. Allied player add FPF SPs and air points.
4. Combat odds ratio is calculated.
5. Roll die to find combat result.
6. Defender does results before Attacker.
7. If either D or A hex is now vacant, other may advance.
 - Inf. advance 1, mech inf/cav 2, armor/recon 3, first hex must be opp. hex.

E. Bridge Phase

1. Bridge Blowing Attempts - place bridge cut markers
2. Bridge Construction Completion - flip bridge building markers

2. ALLIED PLAYER TURN

3. GAME TURN RECORD INTERPHASE