




Turn Prep Segment

Variable Ground Conditions Table (roll one die)								
	18PD	18MO	20PD	20MO	20AF	20EV	22EV	23PD
Mud	1-2(x)	1-4	1-5	1-4	1-3	1-2	-	-
Firm	3-6	5-6	6(y)	5-6(y)	4-6(y)	3-6	1-5	1
Frozen	-	-	-	-	-	-	6(z)	2-6
x If Mud is rolled on 18PD, Mud is automatic on 18MO. y If Firm is rolled on this turn, Firm is automatic through 20EV. z If Frozen is rolled on 22EV, Frozen is automatic on 23PD.								

Atmospheric Conditions Table (roll one die)				
Turn	❖ Dense Fog ❖	❖ Fog ❖	❖ Snow ❖	Clear
17PD -18PD - 19PD	1	2-4	-	5-6
16MO - 17MO - 18MO - 19MO	1	2-4	-	5-6
16AF - 17AF - 18AF - 19AF	-	-	-	Clear
16EV - 17EV - 18EV - 19EV	-	-	-	Clear
20PD - 21PD - 22PD	1	2-4*	-	5-6
20MO- 21MO- 22MO	1	2-4*	-	5-6
20AF -21AF	-	-	-	Clear
20EV - 21EV	-	-	-	Clear
22AF - 22EV - 23PD	1	2-4	5	6
23MO and thereafter	-	-	-	Clear
Other Conditions: * Roll again: on a 1, both Fog and Snow Squalls are in Effect in that Army Area. Snow Squalls in effect each turn in the Schnee Eifel from 16MO-22EV; see 3.3.5. Note that Snow Squalls are combat effects not general weather effects; see 3.3.5e.				

Mutual Aircraft Segment

Allied Strategic Bombing Table		
Clear weather day turns beginning 23MO		
See 5.1 for procedures and effects associated with Allied Strategic Bombing.		
	Dice Roll	Result
	2-4	Place a Rubble 2 marker in Houffalize.
	5-6	Place a Rubble 2 marker in Malmedy.
	7	No Effect.
	8-9	Place a Rubble 2 marker in St.Vith
	10-12	Place a Rubble 2 marker in LaRoche.
 		

Tactical Aircraft Table			
Die Roll	US	German	
1-4	P47D	FW190D9	
5	B26G	ME262A	
6	B26G	JU88A4	
Roll a die for each aircraft available as shown on the Turn Record Track.			



P-47



FW-190



Strafe Attack Tables

- Each Strafe attack is resolved with the roll of a red and a white die. Choose a target hex and target.
- The *red* die resolves the strafe against the target using the **Strafe Attack Table**.
- The *white* die resolves return AA fire vs the aircraft using the **AA Return Fire Table**.
- Apply drm for strafe attack vs the ground unit.
- Apply drm for AA return fire vs the aircraft.
- Each AFV in the hex must be strafed first. Then all non-HQ must be strafed.
- After all non-HQ are strafed, each HQ must be strafed.
- Repeat until all enemy hexes in the Patrol Area are strafed, or until the attacker stops or is Aborted.
- Artillery units and HQ that are Disrupted by a Strafe Attack are flipped to March Order.
- Strafe attack has no effect vs infantry in Forest.

Strafe Attack Table					
Die Roll	FW190	JU88	ME262	P47	B26
≤ 2	D	D	D	D	D
3	-	D	-	D	D
4	-	-	-	-	D
≥ 5	-	-	-	-	-
Strafe Attack drm vs Ground Target: Any Fighter vs Truck units in Forest or Marsh -2 Any Fighter vs AFV in Forest or Marsh -1 Each Heavy AA in target hex +2 Each AA in target hex +1 Each Heavy AA adjacent to target hex +1 Any aircraft vs Horse Drawn unit in Forest +1					
D Unit Disrupted. Mark unit with a Disrupt 1 marker, or flip Disrupt 1 to Disrupt 2. If the unit is artillery or HQ place it in March Order.					

AA Return Fire Table					
Die Roll	FW190	JU88	ME262	P47	B26
≤ 5	-	-	-	-	-
6	A	-	A	A	-
7	A	A	A	A	A
8	A	A	A	A	A
Return AA Fire drm vs Aircraft: AFV vs Jet Fighter +1 AFV vs Fighter +1 Each Heavy AA in target hex +2 Each AA in target hex +1 Each Heavy AA adjacent to target hex +1					
A Abort. The Patrol Mission is aborted. No further strafe attacks by the aircraft. The aircraft is spent and removed from the map.					

A TIME FOR TRUMPETS

Play-Aid Card 1A Mutual Player Segment

Living Play Aid Chart April 2022



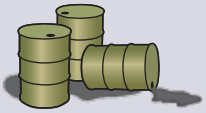
HQ Freshness Determination Chart

Freshness Status is determined during the Mutual Fresh HQ Determination Segment. See 4.0. Night Moves markers have no effect on Freshness – they only designate status for a turn.

Upon Activation	Rested	Fatigue	Exhausted	Determination
Upon activation HQ has these markers...	0	0	0	Fatigued
Upon activation HQ has these markers...	0	1	na	Exhausted
Upon activation HQ has these markers...	1	0	na	Fresh
Upon activation HQ has these markers...	1	1	na	Exhausted
Upon activation HQ has these markers...	2	1	na	Fresh
Upon activation HQ has these markers	na	na	1	Fresh

German Fuel Shortage Table (11.0)

Formation	Low Fuel Dice Roll
KGP	2-3
1SS Pz Div (not KGP)	2-4
12SS Panzer Division	2-5
9SS Panzer Division	2-5
2SS Panzer Division	2-5
116 Panzer Division	2-4
Fuhr Escort Brigade	2-3
Panzer Lehr Division	2-5
2nd Panzer Division	2-5
9th Panzer Division	2-4



drm:
-1 HQ Fatigued on a PD Turn
+1 Turn after Rested earned
+1 For 9 PzDiv: 23PD-23EV

Starting on the 19 PD turn, certain German Panzer formations may experience fuel shortages.

Fuel Shortages are determined after the Mutual Command and Supply Segments.

On a day that follows Exhaustion Status, a Panzer formation does not roll for low fuel.

Cover Panzer Division HQ or Brigade HQ with a “Low Fuel” marker when applicable.

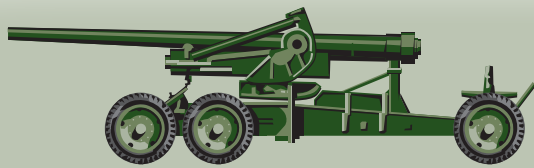
US Fuel Dump Chart (12.0)

Allied Fuel Dump hexes contain units of fuel as shown below. Fuel is captured upon entry into the hex.

The chance for fuel to be captured in these hexes decreases as time passes.

City, Town, Village	Fuel Units Captured			
	16Dec	17Dec	18Dec	After 18Dec
Francorchamps	12	9	6	3
Samree	3	2	1	1
Eupen	3	2	1	1
Spa	3	2	1	1
Verviers (each hex)	3	2	1	1
Stavelot	3	2	1	0
Malmedy	3	2	1	0
Wiltz	2	1	0	0
Other Towns*	1	1	1	1

* One fuel unit may be captured when a German unit enters a town hex for the first time. Roll two dice: On a roll of 2 or 3, one fuel unit is captured. See rule 12.3.1. The rule does not apply for certain towns; fuel cannot be captured in Vianden, Schleiden, Stadkyll, Prum or Bitburg.



A TIME FOR TRUMPETS

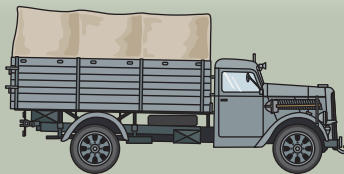
Sequence of Play

MUTUAL PLAYER SEGMENT
1. Consult the <i>Time Record Track</i> on the map for reinforcements.
2. Ground Conditions (3.2 + <i>Variable Ground Conditions Table</i>)
3. Atmospheric Conditions (3.3 + <i>Atmospheric Conditions Table</i>) <ul style="list-style-type: none">Place Clear, Fog, Dense Fog or Snow markers for each German Army.
4. HQ Fresh Determination Segment - PD Turns (4.0 + <i>HQ Freshness Determination Chart</i>)
5. Air Segment. Note number of aircraft on the Time Record Chart. <ul style="list-style-type: none">Resolve Allied Strategic Bombing. (5.1 + <i>Allied Strategic Bombing Table</i>)Roll one die on the <i>Tactical Aircraft Table</i> for each squadron available on this turn. (5.2, 5.3)Allocate each aircraft to Corps HQ. (5.4, 5.5)Assign aircraft to Strafe Missions or reserve them for Ground Support or Interception. (5.6)Launch Strafe Missions. (5.7.1, 5.7.2)Strafe Missions may be intercepted. (5.7.3, 5.7.4) [Advanced Game]Resolve Strafe attacks in each Strafe area. (5.7.5 + <i>Strafe Attack Table</i> + <i>AA Return Fire Table</i>)
6. Command Segment; The Chains of Command are depicted in the German and Allied <i>Chain of Command Play-Aid Charts</i> in the rules.
7. Determine Comm Status for all HQ and subordinate units. (7.0)
8. The Commo Check Summary helps determine the Comm Status of each Army. (7.11)
9. Supply Segment (9.0) <ul style="list-style-type: none">Supply Status is primarily determined on Predawn turns for all HQ and subordinate units.A <i>supply road</i> must be traced from a friendly supply source to each HQ. (9.6)The supply status of a particular HQ has no effect on the supply status of any other HQ.After supply status of a HQ is determined, check the supply status of the subordinate combat units.A subordinate combat unit must trace a <i>supply path</i> from the HQ to the hex it occupies. (9.7-9.14)Supply path to subordinates is at the increased range shown on the back side of the HQ.A supply path from a HQ may be traced through any type terrain and through rubble.Note: Unlike comm path, supply paths may not be traced across un-bridged streams or rivers other than at a Ford.Enemy ZOC prevents the tracing of supply roads and supply paths through a hex.For the tracing of supply, enemy ZOC are not negated by friendly units in a hex.HQ and subordinate units “In Supply” during the Predawn turn are in supply for the rest of the day.
10. US Supply by Air (10.0) Possible during MO and AF turns when aircraft are available.
11. German Fuel Shortages. (11.0) Determine fuel shortages using the <i>German Fuel Shortage Table</i> . <ul style="list-style-type: none">For formations with low fuel, add a “Low Fuel” marker to the HQ.Panzer formation AFV and motorized units with low fuel move may move only one hex.
12. American Supply Dumps (12.0) <ul style="list-style-type: none">German fuel shortages may be circumvented by expenditure of captured fuel. (12.4)Consult the <i>US Fuel Dump Chart</i> to determine the possibility capturing American fuel counters.

INDIVIDUAL PLAYER SEGMENT
Individual Player Segment Overview: Steps 13 to 17.
13. HQ Activity Segment (13.0) <ul style="list-style-type: none">All HQ and formations are active on 16MO, 16AF and 16EV.On any turn after the 16EV turn, HQ may choose Active or Resting.Whenever Resting Status is chosen on a turn, cover the HQ with a “Resting” marker.When Active Status is chosen on a PD, MO or AF turn, no marker is placed on the HQ.If Active Status is chosen on an EV turn, place a Night Moves marker on the HQ.
14. Select an Army HQ and Choose Activation Status - Active or Resting (14.0)
15. Select a Corps HQ and Choose Activation Status - Active or Resting (15.0) <ul style="list-style-type: none">When a German Corps is activated, roll its Random Event; see Scenario rules.When a Corps HQ is activated, its subordinate HQ are activated simultaneously.
16. Choose Activation Status for subordinate Div/Bde/KG HQ - Active or Resting (16.0)
17. Reaction Interlude before Combat (17.0) [Advanced Game] <ul style="list-style-type: none">After a German Corps HQ, its subordinate Div HQ, Bde HQ and all combat units have moved, then the <i>Allied Leader Reaction</i> occurs within the enemy movement segment.After an Allied Corps HQ, its subordinate Div HQ, Bde HQ and all combat units have moved, then the <i>German Leader Reaction</i> occurs within the enemy movement segment.
Individual Player Segment Specifics: Steps 18 to 32.
18. Orders Segment (18.0) <ul style="list-style-type: none">Isolated units with printed ER of 3 roll for Surrender beginning on the 18PD turn.Division HQ and Brigade HQ may make unit attachments and detachments - <i>PD turns only</i>.The Germans may place the KGC HQ on the 23PD turn. See Race to the Meuse Scenario.Division HQ and Brigade HQ may designate reserves - <i>PD turns only</i>. [Advanced Game]Certain leaders may designate reserves during the Orders Segment of any turn. [Advanced Game]
19. Defensive Position Construction Segment (19.0) <ul style="list-style-type: none">Front Line Combat units and Combat Support units may construct Improved Positions that display a 5.Engineers may construct Road Blocks, Strong Points and Improved Positions that display a 6.Units that begin construction of defenses are covered with construction markers.Subsequent to this segment, units covered with Construction markers may not be given Eng Ferry markers or Prep Bridge Demo markers, nor may they move or attack.Construction is completed during the Player EOT Segment. (60.2)The benefits of defensive features are listed in the <i>Defensive Positions Chart</i>.

Play-Aid Card 1B Sequence of Play

Living Play Aid Chart April 2022



20. Fording Preparation Segment (20.0) <ul style="list-style-type: none">Combat units that wish to cross a river at a Ford may need Engineer assistance. (30.0)Assisting Engineers must begin this segment adjacent to the Ford in order to assist Fording during the movement segment.Cover the Engineer with an “Eng Ferry” marker during this segment.Engineers covered with Construction marker may not be covered with a Ferry marker.Subsequent to this segment, units with “Eng Ferry” markers may not be given Bridge Demo markers, nor move, nor attack.An Engineer unit may help one unit Ford the river during the movement segment, which could be the Engineer unit itself.
21. Bridge Construction Segment (21.0) <ul style="list-style-type: none">German Bridge Engineers and Army Echelon Engineers may construct Bridges at blown bridge sites.German Bridge and Army Echelon Engineers may dismantle German constructed bridges for use farther west.Allied Army and Corps Engineers may construct Bailey Bridges at blown bridge sites.Bridge Construction progress is updated during the Player EOT Segment. (60.3)
22. Bridge Demolition (22.0) <ul style="list-style-type: none">Place Prep Bridge Demo markers on engineers that are <i>in position</i> to blow bridges. (22.2)Engineers with Construction or Ferry markers may not be given Prep Bridge Demo markers.Demo is resolved during the enemy movement segment or during enemy advance after combat when an enemy unit is at the hex-side crossed by the bridge.
23. Reinforcement Placement (27.0) <ul style="list-style-type: none">Consult the <i>Time Record Chart</i> and the <i>Reinforcement Charts</i> in the scenario book.Place reinforcements that enter this turn at the board edge hex where they intend to enter.<i>HQ</i> enters with a “Rested” marker.Subordinate reinforcements reflect the Activity Status of their HQ.Reinforcements may use Strategic Movement. (28.0 + <i>Strategic Road Movement Chart</i>)
24. Movement Segment <ul style="list-style-type: none">Units may move when their HQ is activated. (14.0-16.0)Off-Road Movement is affected by ground conditions. (3.3 + <i>Off-Road Movement Chart</i>)Movement may also be affected by atmospheric conditions. (3.4 + <i>Road Movement Chart</i> + <i>Off-Road Movement Chart</i>)Aircraft on station in a Patrol Area interdict the movement of enemy combat units. (5.8 + <i>Air Interdiction Chart</i>)Friendly units may affect movement. (6.0, 23.0-24.0)The MF of units may be halved for various reasons (29.2.1).MF is never halved more than once, despite multiple penalties.Low Fuel: The movement of AFV, truck units and cross country units is limited to <i>one hex</i> for Panzer formations with low fuel.Movement is constrained by enemy ZOC. (25.0 + <i>ZOC Chart</i>)German movement is constrained by Army Boundaries. (26.0)Allied movement is constrained by Areas of Operation. (8.0)Traffic Jams affect German movement on the 16MO, 16AF & 16EV turns. (<i>Traffic Jam Chart</i>)Engineers covered with Construction, Ferry or Prep Bridge Demo markers may not move.

<ul style="list-style-type: none">Reinforcements move when their HQ is activated (27.0) and they may move with Strategic Movement. (28.0)Movement across un-bridged rivers and streams and across fords is limited. (30.0 + <i>River Fording Chart</i>)German AFV, truck units, cross country units and horse drawn artillery units using forest-roads may attempt to avoid interdiction. (33.0 + Avoid Interdiction Table).Allied units may use Off-Board movement. (34.0)Overrun is possible during the movement segment. (35.0, 36.0)Pz Bde 150 units and Otto Skorzeny may move through enemy ZOC and/or enemy units using the <i>Skorzeny Infiltration Table</i>.Kampfgruppe Peiper may break-out on the 16EV and/or 17PD turns (<i>KGP Breakout Chart</i>).
25. Reaction Interlude before Combat <ul style="list-style-type: none">When an activated Corps has completed all movement, the opposing player is informed and the active player's turn is interrupted for the Enemy Leader Reaction Phase.
26. Leader Reaction Phase <ul style="list-style-type: none"><i>Leader Reaction</i> occurs within the enemy movement segment after an activated enemy Corps HQ and all its subordinates have moved. (Item 17 of the sequence and rule section 38.0)
27. Ground Combat <ul style="list-style-type: none">Follow the procedures listed on the <i>Ground Combat Procedures Play-Aid Chart</i>.
28. Blitzkrieg Tactics <ul style="list-style-type: none">Alternative types of attacks may be used during the ground combat segment above.Attackers may attempt subterfuge to advance past defenders via Ardennes 44 or Tigers in the Mist attacks (57.0).
29. End of Combat Segment Admin <ul style="list-style-type: none">After completion of a German or Allied Combat Segment note the procedures in 58.0 and the <i>End of Combat Segment Admin Chart</i>.
30. Exploitation Segment <ul style="list-style-type: none">Units in Reserve may be repositioned with half their MF and retain Reserve Status. (59.1)Units in Reserve may be released for Exploitation by certain Leaders. (39.8 and 59.2)
31. Player End of Turn Segment <ul style="list-style-type: none">Construction of IP(ER5), IP(ER6), Strong Points and Roadblocks started during the Construct Defenses Segment (19.0) are completed. (60.2)Bridge construction is completed or progressed. (60.3)Withdraw artillery from depleted American Divisions. (60.5)
32. Mutual End of Turn Segment; Occurs after the Allied Player End of Turn Segment is completed. <ul style="list-style-type: none">Place “Rested” markers on “Resting” HQ. (61.1)Adjust markers using the Mutual End of Turn Segment Chart.

