

Traffic Jam Chart - 16Dec44			Traffic Jams do not occur in the LXVII Area, which includes all hexes north or northwest of the Stream Olef that flows from 9012 to 9806.
Army Area	Turn	Effect	
6PzA - 1SS Corps	16MO	Any road movement east of hex row 9000 is 2MF per hex for German vehicular units*	
5PzA - 7th Army	16MO	Any road movement E and NE of the Our-Sauer Rivers costs 2MF/hex for all German vehicular units*	
6PzA - 1SS Corps	16AF	Any road movement east of hex row 9000 is 1½MF per hex for German vehicular units*	
5PzA - 7th Army	16AF	Any road movement E and NE of the Our-Sauer Rivers costs 1MF/hex for all German vehicular units*	
6PzA - 1SS Corps	16EV	Any road movement east of hex row 9000 is 1MF per hex for German vehicular units*	
5PzA - 7th Army	16EV	Any road movement E and NE of the Our-Sauer Rivers costs 1MF/hex for all German vehicular units*	
* Vehicular units include AFV, truck units, cross country units and horse drawn artillery.			

Off-Road Movement Chart										
Combat Unit	Clear ◆❖☾*	Woods ◆❖☾*	Broken ◆❖☾*	Forest ◆❖☾	Marsh ◆❖☾*	Town ❖*	City ❖*	Cross Unbridged Stream	Cross Unbridged River	Ford River
Foot Units	1 (1)(1)	1 (2)(1)	2 (3)(2)	3 (3)(3)	4 (4)(1)	1 (1)(1)	1 (1)(1)	+1 (+2)(+0)	(+2)(+2)(+2)	Ford Chart
Horse Drawn	1 (1)(1)	1 (2)(1)	2 (3)(2)	3 (3)(3)	R (R)(1)	1 (1)(1)	1 (1)(1)	R (R)(+0)	Road only	Ford Chart
Cross Country (ooo)	1 (1)(1)	1 (2)(1)	2 (3)(2)	3 (3)(3)	R (R)(1)	1 (1)(1)	1 (1)(1)	R (R)(+1)	Road only	Ford Chart
Truck (oo)	2 (3)(1)	2 (3)(1)	3 (4)(2)	R only	R only	1 (1)(1)	1 (1)(1)	Road only	Road only	Ford Chart
AFV – Med, Light	1 (2)(1)	1 (2)(1)	2 (3)(2)	R only	R only	1 (1)(1)	1 (1)(1)	Road only	Road only	Ford Chart
AFV – Heavy	1 (2)(1)	2 (3)(1)	3 (4)(2)	R only	R only	1 (1)(1)	1 (1)(1)	Road only	Road only	Road only
◆ #	MF Cost to enter hex when ground is firm.									
◆ #	MF Cost to enter hex when ground is muddy.									
◆ #	MF Cost to enter hex when ground is frozen.									
+ #	MF cost to cross hex-side. MF cost to be paid in addition to MF cost to enter adjacent hex.									
☾ Night	Add +1 to enter hex at Night, if not moving along the path of a road.									
◆ Fog	Add +1 to enter hex, if not moving along the path of a road. The MF costs for Night and Fog combined is +1.									
❖ Dense Fog	Add +1 to enter hex, if not moving along the path of a road. The MF costs for Night and Dense Fog combined is +1.									
* Snow	Add +2 to enter hex, if not moving along the path of a road. The MF costs for Night and Snow combined is +2.									
R or R	May only enter a marsh or cross a stream via a road during Firm Ground or Mud.									
R only	May only enter a forest or marsh via a road regardless of the ground condition.									
Road only	May only cross a river or stream via a road regardless of the ground condition.									
River/Stream	Unit must start adjacent to an unbridged river/stream hex-side if it intends to cross at that hex-side.									
(+2)(+2)(+2)	When the unit starts adjacent to an un-bridged river, it must pay +2MF to enter the hex across the river.									
Ford Chart	Consult River Fording Chart and section 30.2 for possibilities. Units need not begin adjacent to river in order to Ford.									

Crossing Rivers and Streams at Fords						
Combat Unit	Firm Ground		Muddy Ground		Frozen Ground	
	Cost	Need Eng	Cost	Need Eng	Cost	Need Eng
Foot	+1	no	+2	no	+0	no
Horse Drawn	+2	yes	+3	yes	+1	no
Cross-Country	+4	no	+4	yes	+1	no
Truck	+4	yes	X	X	+3	yes
Light or Med AFV	+7	yes	X	X	+3	no
Heavy AFV	X	X	X	X	X	X
+ #	MF cost to cross hex-side must be paid in addition to MF cost to enter adjacent hex.					
Need Eng (Engineer)	Requires Engineer assistance. 20.0, 30.2.					
Engineer Limitations	Units that require engineer assistance to ford a river or stream cannot advance after combat via a Ford.					
X	Unit may not cross a river or stream at a Ford under the conditions indicated.					

Air Interdiction Chart								Added Cost to Enter Interdicted Hex
	Clear	Marsh	Woods	Broken	Town	City	Forest	Bridge
Foot	+1	+1	+0	+0	+0	+0	+0	+1
Vehicle	+2	+2	+1	+1	+1	+1	+2*	+2
Vehicular units include Horse Drawn, Cross-Country, AFV and Trucks.								The cost for crossing a bridge is in addition to the cost of entering terrain.
* The type of units indicated may attempt to Avoid the Interdiction; see section 33.0.								When roll to avoid is successful, interdicted bridge cost is also avoided.

Avoid Interdiction Table: Forest-Road Hexes							🎲
Die Roll:	1	2	3	4	5	6	
Truck	Go	Go	Stop	Disrupt	Disrupt	Hit+Disrupt	
AFV	Go	Go	Stop	Stop	Disrupt	Disrupt	
Cross-Country	Go	Go	Go	Stop	Stop	Disrupt	
Horse Drawn Arty (H)	Go	Go	Go	Stop	Stop	Disrupt	
Go	Interdiction avoided; proceed without paying Interdiction Cost.						
Stop	Interdiction not avoided; enter hex and then end movement.						
Disrupt	Enter hex, end movement, add Disrupt 1 marker, or flip Disrupt 1 to Disrupt 2. Units that have a Disrupt 2 marker are not further penalized.						

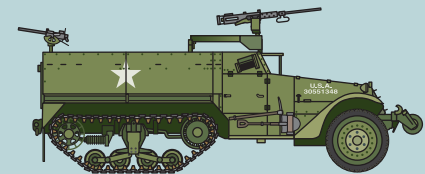
# A TIME FOR TRUMPETS

## Play-Aid Card 2A Movement Segment Living Play Aid Card April 2022

Zone Of Control (ZOC) Chart							
The ZOC Play-aid Chart identifies when each type combat unit exerts a ZOC over enemy units in adjacent hexes.							
Combat Unit	Into Clear ❖❖	Into Woods ◆❖❖	Into Broken ◆❖❖	Into Marsh ◆❖❖☾	Into Forest ◆❖❖☾	Into Town ❖❖	Into City ❖❖
Infantry, Engineers	ZOC	ZOC	ZOC	ZOC	ZOC	ZOC	ZOC
Armored Recon, Cavalry	ZOC	ZOC	ZOC	No ZOC	No ZOC	ZOC	ZOC
AFV	ZOC	ZOC	ZOC	No ZOC	No ZOC	No ZOC	No ZOC
Anti-Tank	ZOC	ZOC	ZOC	No ZOC	No ZOC	No ZOC	No ZOC
Heavy AA	ZOC	ZOC	ZOC	No ZOC	No ZOC	No ZOC	No ZOC
Lt AA, AAAW, MG vs AFV	No ZOC	No ZOC	No ZOC	No ZOC	No ZOC	No ZOC	No ZOC
Lt AA, AAAW, MG vs Non-AFV	ZOC	ZOC	ZOC	No ZOC	No ZOC	No ZOC	No ZOC
Arty, NW	No ZOC	No ZOC	No ZOC	No ZOC	No ZOC	No ZOC	No ZOC
HQ	No ZOC	No ZOC	No ZOC	No ZOC	No ZOC	No ZOC	No ZOC
❖ Fog	No ZOC is exerted into Woods, Broken, Marsh or Forest during Fog turns.						
❖❖ Dense Fog	No ZOC is exerted into an adjacent hex by any unit during Dense Fog turns (or by a unit in Dense Fog).						
❖❖❖ Snow	No ZOC is exerted into an adjacent hex by any unit during Snow turns (or by a unit in Snow).						
☾ Night	No ZOC is exerted into adjacent Marsh or Forest hex by any unit during Night turns.						
Note that Snow is a full turn effect and is not the same as Snow Squalls, which are combat effects.							

Normal Road Movement Chart						
Combat Unit	Clear/Fog Weather		❖ Dense Fog ❖		* Snow *	
	Primary	Secondary	Primary	Secondary	Primary	Secondary
German Foot	1MF	1MF	1MF	1MF	2MF	2MF
Allied Foot	1MF	1MF	1MF	1MF	2MF	2MF
Horse Drawn Artillery (H)	½MF	½MF	1MF	1MF	2MF	2MF
Cross-country (ooo)	½MF	½MF	1MF	1MF	2MF	2MF
Truck (oo)	½MF	1MF	1MF	1MF	2MF	2MF
AFV	½MF	1MF	1MF	1MF	2MF	2MF

Strategic Road Movement Chart		
Combat Unit	Strategic Movement	
	Primary	Secondary
German Foot	1MF	1MF
Allied Foot	½MF	½MF
Horse Drawn Artillery (H)	½MF	½MF
Cross-country (ooo)	½MF	½MF
Truck (oo)	½MF	½MF
AFV	½MF	½MF
Strategic Movement is not subject to weather.		



Skorzeny Infiltration Table [6th Pz Army Scenario]				🎲
Turn Effects		drm	Condition Effects	drm
16EV, 17PD	–2		Dense Fog	–2
17MO, 17AF	0		Fog	–1
17EV, 18PD	0		Forest Hex	–1
18MO, 18AF	+2		Clear Hex	+1
18EV	+2		Move thru US units	+2
Roll two dice; on a 7 or less, Infiltration is successful.				
• Skorzeny 150th Brigade infiltration is possible on the 16EV through 18EV turns.				
• The 150th Brigade HQ and its three combat units may attempt to ignore ZOC and/or pass through enemy hexes during movement or exploitation. They may infiltrate individually or as a stack. The Skorzeny leader may accompany the unit(s) freely.				
• Prior to infiltration through a US ZOC or a US occupied hex, the infiltration plan must be declared. See the 6th Panzer Army Scenario for complete details.				
• In order to infiltrate through a U.S.-occupied hex, there must be a vacant hex beyond and the infiltrator(s) must have sufficient MF available to reach the vacant hex.				
• An unsuccessful die roll to pass through a U.S Zone of Control, or to pass through a U.S.-occupied hex, or through a string of connected occupied hexes, ends the unit(s) move at the declaration hex.				



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# A TIME FOR TRUMPETS

## Play-Aid Card 2B Miscellaneous Living Play Aid Card April 2022

Combat Unit Stacking Chart	
Combat Unit	Stacking Limit per Hex
<b>German HQ - (23.1)</b>	<b>1 HQ per Echelon: 1 Army, 1 Corps, 1 Division or Brigade, and 1 KG</b>
German Front Line, Combat Support and Arty/NW - (23.3)	3 units per hex, but Arty Formation Substitute limited to 1 per hex
German Arty Formation Substitute Unit - (23.4)	1 per hex. May stack with two other combat battalions per 23.3.
Special German stacking combinations - (24.1 to 24.4)	1SS Pz and 3FJ; 116 Pz and 560VG; KGP and 150 Bde; FE Bde MkIV and AAA
<b>Allied HQ - (23.1)</b>	<b>1 per Echelon: 1 Army, 1 Corps, 1 FA Group, 1 Division or Brigade, and 1 CP</b>
Allied Front Line, Combat Support and Artillery - (23.3)	3 units per hex, but Allied Tank Battalions limited to 1 per hex
Allied Tank Battalion with complete unit ID - (24.7 and 24.8)	1 per hex. May stack with two other combat battalions per 23.3.
Special American stacking combinations - (24.5 and 24.6)	US 4ID and US 10AD; US 101AB and 10CCB



### Disruption Penalty Applications (29.3)

As a result of a Strafe attack (5.7.5).  
Headquarters over-stack (23.2).  
German Artillery Substitutes over-stack (23.4).  
[Failed attempt to avoid interdiction in forest \(33.0j\)](#).  
Allied unit moves next to German Arty substitute (44.1p).  
In-Battery Artillery required to retreat (54.0d).  
Deployed HQ required to retreat (54.0d).  
Enter various restricted hexes (29.3g7).  
[When Shock converts to "Disrupt 1" - \(61.2\)](#).  
When HQ or Arty Disrupted, flip to March Order.  
Reserve units lose Reserve status when Disrupted.



### Bridge Demolition Table

[Prep Demo cannot be placed until 17EV.](#)  
[Bridges cannot be blown until 18PD turn.](#)  
Place “Blown Bridge” marker after Demo.  
Remove “Prep Demo” marker after dice roll.

Bridge Targeted	Roll to Blow
Bailey Bridge	10 or less
German J or B Bridge	10 or less
River Bridge	9 or less
Stream Bridge	8 or less

Bridge Blow dice roll modifications	DRM:
<a href="#">Demo without “Prep Demo”</a>	+2
<a href="#">Engineer Exhausted</a>	+2
<a href="#">Engineer Fatigued or Resting</a>	+1
Enemy Commando at the crossing	+1
Enemy Heavy AFV at the crossing	+1
Enemy Engineer at the crossing	+1

### Movement Factor Reduction Low Fuel (29.2.2)

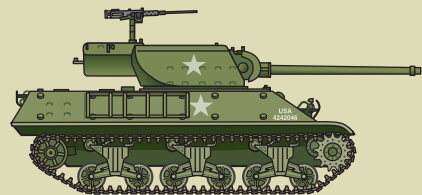
**AFV:** 1 hex movement  
**Truck units:** 1 hex movement  
**Cross Country units:** 1 hex movement  
• FA and NW may Change Mode  
• Horse Drawn Arty not affected  
• Foot units not affected

### Movement Factor Reductions Half MF (29.2.1)

Units beneath a “Disrupt 1” or “Disrupt 2” marker  
Units that are “Resting” or “Exhausted”  
AFV that are OOS  
Truck units that are OOS  
Cross-country units that are OOS  
[All units that are Shocked](#)  
(MF cannot be halved more than once; round up)

### Leader Capability Chart [Advanced Game]

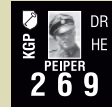
Attribute	Rule Sections	Capability
D	39.5, 18.4	Designate Reserves during Orders Segment of any turn.
R	37, 17.1d, 17.2d	React to movement of an Enemy Corps. Reserves may move.
H	39.7	Hold at all cost ordered to preclude retreat from combat.
E	39.8, 59.2	Exploitation movement ordered for Reserves.



### Reserves Capability Chart [Advanced Game]

**Reserves may be released and/or moved as follows:**

By a Leader for up to half their MF during Leader Reaction to Enemy Movement (17.1d, 17.2d).  
By a Leader or by Division/Brigade HQ for re-positioning during the Exploitation Segment (59.1).  
By a Leader for full MF during the Exploitation Segment (59.2).



### KGP Breakout Chart [6th Panzer Army Scenario]

**Function (see section 95.0 for details)**

Place KGP in Reserve at the start of the movement segment of the 16EV and/or 17PD turns.  
The KGP HQ and its subordinate units may be placed in reserve, even if adjacent to a US combat unit.  
After the movement segment, place “Alert” markers on US units next to German combat units.  
Road Movement for KGP units during Breakout turns is per the Normal Road Movement Chart.  
KGP units ignore American ZOC during Exploitation on the 16EV and/or 17PD turns.  
KGP units exert no ZOC during Exploitation on the 16EV and/or 17PD turns.  
US units that are not Alert may be Surprised.  
Conditions for KGP overruns at night versus surprised units are easier to achieve.  
KGP can overrun Honsfeld even though it is a village.  
A KGP panzer unit may commandeer a battalion of the 3FJ.  
Usually, the KGP may not fully usurp the southern Rollbahn of the 12SS Panzer Division.  
The KGP may fully usurp the southern Rollbahn of the 12SS Panzer Division per scenario rules.  
During the 16EV and 17PD Breakout turns, KGP may attack during Exploitation.  
During the Breakout, KGP may move, attack and advance after combat multiple times.  
KGP receives a Column Shift Right for Surprise.  
KGP receives a Column Shift Right for Panzer Scare when a Tiger II attacks.  
KGP receives a Column Shift Right for Night Superiority.  
Surprised US units may not receive artillery support during combat.  
Surprised American units receive no defensive benefits for IP's, SP's or Roadblocks.

### End of Combat Segment Admin (58.0)

Remove “Attack” markers.  
Remove “Abort” markers.  
Remove aircraft on ground combat support missions.  
Do not remove “Fired” markers from any firing battalion.  
Do not remove Allied Formation “Fired” markers.  
Do not remove applicable “CA” or “Engaged” markers.  
Do not remove “Shock” markers.  
Do not flip spent Leaders back to their front sides.

### Player End of Turn Segment (60.0)

Complete construction of Defensive Positions (60.2).  
Remove vacant Defensive Positions (60.2).  
Progress Bridge Construction (60.3).  
Withdraw American Artillery (60.5).  
[Do not remove “Shock” markers.](#)  
Remove “Fired” from Allied FA after each player EOT (60.7).

### Mutual End of Turn Segment (61.0)

Place “Rested” marker on HQ covered with “Resting” marker.  
Remove “Disrupt 1” markers from all units.  
Flip “Disrupt 2” marker to “Disrupt 1” marker for all units.  
[Convert all Shock markers to "Disrupt 1" markers.](#)  
All “Rubble” markers stacked with an Engineer are removed.  
“Rubble 1” markers are removed without aid of an Engineer.  
“Rubble 2” markers flip to “Rubble 1” without an Engineer.  
Remove all “Engineer Ferry” markers.  
Remove ground condition markers.  
Remove atmospheric condition markers.  
Remove all Aircraft.  
Remove all Allied Formation “Fired” markers.  
Swap Arty Substitutes for the battalions or vice versa.  
[Remove German Fired and Low Fuel markers.](#)  
[Flip all spent Leaders back to their front sides.](#)  
Remove all “Reserve” markers, if it is the end of an EV turn.  
Remove “Night Moves” - if it is the end of an EV turn.  
Advance the turn marker.

### Commando Misdirection Table (94.2.3)

Dice Roll	Result
2-4	No movement factor loss; commando team eliminated
5-6	No movement factor loss *
7	No movement factor loss; place commando team with any German HQ
8-9	No movement factor loss *
10	Allied units lose 1MF; if they have less than 1MF, they lose their remaining MF *
11	Allied units lose 2MF; if they have less than 2MF, they lose their remaining MF *
12	Allied units lose 3MF; if they have less than 3MF, they lose their remaining MF *

\* Place the commando team on the next turn of the turn record track.



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