Left flowchart

| Weather Phase (AM only) | d10 Atmosphere |
| | d10 Ground Condition |

Air Point Allocation (AM only) 🚫

GE Transport Allocation (AM only)
- Fuel Points
- Ammo Points
- Motorize Units

Leader Activation (AM only) — DEC 17 or later

Surrender (AM only)

US Player Turn
- Construction
  - Complete Fieldworks
  - Start Fieldworks
  - Complete Bridges
  - Start Bridges
- Mode Determination
  - Exploit (mech only)
  - Tactical
  - Prepared Assault
  - Combat Reserve
  - Maneuver Reserve
- 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
- Resting
- 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
  - Attach/Detach Subformations
  - **Change Corps/Army Subordination (only allowed during night turn)**

German Player Turn
- Repeat same phases as US turn (Except as noted above)

Callout boxes

Extended Night Activation

US up to 10 units
GE up to 20 units
+d10, 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	
Mutual Fatigue	

At Night, must choose a phase, but full MA

May Overrun
Must not end move in open adjacent to US unit
May only move adjacent if cover or overrun

These segments are in this order in both player turns.

At night, must choose a phase, but full MA

May Overrun
Must not end move in open adjacent to GE unit
May only move adjacent if cover or overrun

Maximum sub-formation detachment:
- 1 sub-formation + 1 ART unit
- 6 units

Apply both limits at the same time

German Fuel Table

Formation Fuel Status	Die Roll									
	0	1	2	3	4	5	6	7	8	9
No Fuel	0	0	1	1	2	2	3	3	4	5
Low Fuel	2	4	5	5	6	6	6	7	8	9
Normal Fuel	9	11	N	N	N	N	N	N	N	N

- N = Normal Movement Allowance/All Units
- # = Movement allowance of all units 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

Die Roll										
0	1	2	3	4	5	6	7	8	9
0	1	1	1	2	2	3	3	4	4

- # = 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

Truck Points Allocated to Task	Die Roll									
	0	1	2	3	4	5	6	7	8	9
10	12	12	13	14	14	15	15	16	16	18
9	10	11	11	12	12	12	14	14	16	16
8	9	10	10	11	11	12	12	12	13	14
7	8 +	9 ++	9 ++	10 ++	10 ++	10 ++	11 ++	11 ++	12 +++	12 +++
6	7 +	7 +	8 ++	8 ++	9 ++	9 ++	9 ++	9 ++	10 ++	11 +++
5	5 =	6 +	6 +	7 +	7 ++	7 ++	8 ++	8 ++	8 ++	9 ++
4	4 =	5 =	6 +	6 +	6 +	6 ++	7 ++	7 ++	8 ++	8 ++
3	3 -	4 -	4 =	4 =	5 +	5 +	5 +	6 ++	6 ++	7 ++
2	2 -	3 -	3 -	3 =	3 =	3 =	4 +	4 +	4 +	5 ++
1	1 -	1 -	1 -	1 -	2 =	2 =	2 =	2 =	2 +	2 +

- #: 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

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)

	Attacker	Defender
Leg	2	2
Mech	3	3

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 recon adds one hex to the advance (max still 4)
- A Mech unit cannot advance into more than one **constricted 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