

---

# Bitter Woods Sequence of Play Reminders

Daniel F. Savarese

Last Updated: 2005-02-09

Copyright © 2004, 2005 Daniel F. Savarese<sup>1</sup>

## Annotated Sequence of Play

### Mutual Supply Phase

1. Each player checks unit supply status.
2. Allies perform air drops (German turn only).

Turn	Event
16AM-17PM	<b>Automatic supply</b> (German units only).
17AM-26PM	<b>Surrender check.</b> Surrounded out-of-supply units in stacks with max ER of 3 suffer step loss on die roll of 6.
20AM-26PM	<b>Supply shortage roll</b> (German player).

### Interdiction Phase (German Turn Only)

1. Allies place air units to interrupt German movement.

Turn	Event
17AM, 19AM	After placement of Allied air interdiction, German rolls for random events from DBW Player's Handbook.
18AM only	After placement of Allied air interdiction, German rolls for random events from Section 29 of rule book.

### Reserve Phase

1. Place selected mechanized units in reserve.

Turn	Event
16AM only	<b>Traffic jams.</b> German mechanized units may not be placed in reserve.
17AM only	<b>Kampfgruppe Peiper</b> breakout bonuses.

### Movement Phase

1. Reinforcements arrive.
2. Move eligible units.
3. Build improved positions. Allies also may build fortifications.
4. Start bridge repair.

Turn	Event
16AM only	<b>Traffic jams.</b> German mechanized units reduce movement allowance by 1.
16AM only	<b>SS movement restriction.</b> 1SS, 2SS, and Pz150 may not move.
16AM only	<b>Allied movement restrictions.</b> Only Allied units starting in enemy ZOC may move full allowance. Allied artillery may use 1 MP, US 2nd Infantry may use 3 MP, and remainder may use 2 MP. Advance after combat is unaffected. Allied artillery adjacent to German units may move full movement allowance. Optional rule 34 allows Allied leader units to move full allowance.
16AM-18PM	<b>Army boundary restrictions</b> observed east of termination points. German artillery command and control variant.
16PM-18PM	<b>Panzer Brigade 150</b> may attempt to ignore ZOCs once by rolling 1,2, or 3.
17AM only	<b>Kampfgruppe Peiper</b> breakout bonuses.
18AM-19PM	<b>Mud conditions.</b> Clear terrain costs 2 MP for mechanized and artillery units.
18AM-21PM	<b>German 7th Army garrison restrictions.</b> Mersch, Consdorf, 1134, and 0335 must be occupied or every unit in 7th Army loses one movement factor and 7th Army mechanized units may not move during exploitation phase.
23AM-26PM	<b>Ground freeze.</b> Light woods cost 1 MP for all units.

### Combat and Demolition Phase

1. Resolve combat in any order.
2. **Clervaux bottleneck.** Advance after combat halved; no road bonus for mechanized units.
3. Blow bridges at end of phase.

Turn	Event
16AM only	<b>Allied artillery restriction:</b> may not fire offensive ground support.

---

<sup>1</sup> <https://www.savarese.org/>

<b>Turn</b>	<b>Event</b>
16AM only	<b>Angriff attacks</b> are disallowed.
16AM only	<b>Variable surprise shift (German turn only)</b> . All attacks involving German mechanized units with ER of 5 receive 1 right column shift if a die roll is greater than the highest defender ER. Roll after Allied artillery support is declared.
16AM only	<b>Traffic jams</b> . Combat: German units may attack only Allied units facing their respective army staging areas. Advance after combat: German mechanized units reduce movement allowance by 1 and may not advance farther than number of hexes stated in CRT.
16AM only	<b>Schnee Eifel</b> . German advance or retreat after combat is reduced by one hex in combats against Allied units in Schnee Eifel.
16AM only	<b>Monschau artillery restriction</b> . German may not use artillery support when attacking Monschau.
16AM-16PM	<b>Allied bridge demolition</b> is disallowed.
16AM-18PM	<b>Army boundary restrictions</b> observed east of termination points. German artillery command and control variant in effect.
16PM-17PM	<b>SS Panzer Scare</b> . SS regiment attacks roll die to gain right column shift. Roll $\geq$ highest defending ER gains shift.
21AM-26PM	<b>Combat attrition</b> affects attacking mechanized units in play for 10 or more turns. Attacker applies one combat loss to an unreduced fatigued mechanized unit for CRT results marked with asterisk.

### **Mechanized Exploitation Phase**

1. Move reserve units up to full movement allowance.

<b>Turn</b>	<b>Event</b>
17AM only	<b>Kampfgruppe Peiper</b> breakout bonuses.

### **Bridge Construction Phase**

1. Finish bridge construction.