

Allied Order of Arrival

Units marked in italics are add on units included in Panzers Last Stand.

Turn	Entry Area	Units
16 Dec 44	See right	w/i 2 C30.11: CCB/9 Arm Bde (CCB/9 Arm HQ (Used, Fat-1) 1 Arty Point, 14 Arm Bn, 27 Arm Inf Bn, <i>D/89 Arm Cav Co, A/811 TD Co</i>) CCB/9 Arm is placed when the Allied player chooses it for an Activation. Place the units according to the above and that is their initial Activation. The player can then try to re-Activate. Place the units on their Move side, if any. Units cannot be placed in EZOC hexes.
17 Dec 44	At 4 ID HQ	4 Inf Div (Luckett Inf TF, 2/22 Inf Bn [4])
	O	1 Inf Div (1/26, 2/26, 3/26 Inf Bn (each [4]))
	C23.24	99 Nor Inf Bn
	P	1 Inf Div (1 Inf HQ (Fat-1), 1x Arty Point, 745 Arm Bn [3], 634 TD Bn [2], 1/18, 2/18, 3/18 Inf Bn (each [4]), 1 Inf Div Combat Trains) 9 Inf Div (9 Inf HQ (Fat-1), 746 Arm Bn [4], 899 TD Bn, 1/47, 2/47, 3/47 Inf Bn (each [4]), 9 Inf Combat Trains)
	See right	w/i 4 C16.11, C22.13, C21.06, and/or C30.11: 7 Arm Div (7 Arm HQ (Used, Fat-1), 87 Arm Cav Bn, Brown, Erlen, Wemple Arm TF, Chap, Rhea, Fuller Arm Inf TF, 33 Eng Bn, 814 TD Bn) The locations used must have a pathway free of German units to Vielsalm (C16.11) or any north map edge Entry Area. Units cannot be placed in EZOC hexes.
	Any Legal Hex	7 Arm Div (7 Arm Combat Trains, Ghost mode)
18 Dec 44	Add	3 Arty Points
	I	CCB /10 Arm Bde (CCB/10 Arm HQ (Fat-1), Cherry Arm TM, Desobry, O'Hara Arm Inf Tm, CCB/10 Arm Combat Trains)
	F	10 Arm Div (10 Arm HQ (Fat-1), 90 Arm Cav Bn, Chmbln, Standish Arm TF, Riley Arm Inf TF, 55 Eng Bn, 609 TD Bn, 10 Arm (-) Combat Trains)
	See Right	w/i 5 Any US Controlled VP hex on Maps A or B, A62.12 (Manhay), C1.20 (Werbomont), D3.21 (Bastogne), or B61.20 (Senonchamps) (pick one for each Division OR send both Divisions to the same location) 82 Abn Div (82 Abn HQ (Used, Fresh), <i>80 Glider AT Bn</i> , 1/504, 2/504, 3/504, 1/505, 2/505, 3/505, 1/508, 2/508, 3/508 Abn Inf Bn, 1/325, 2/325, 2/401 Glider Inf Bn, 307 Abn Eng Bn) 101 Abn Div (101 Abn HQ (Used, Fresh), <i>81 Glider AT Bn</i> , 1/501, 2/501, 3/501, 1/502, 2/502, 3/502, 1/506, 2/506, 3/506 Abn Inf Bn, 1/327, 2/327, 1/401 Glider Inf Bn, 326 Abn Eng Bn), 705 TD Bn (Assigned to 101 Abn, Support) The location chosen must not contain a German unit. Ignore Out of Command Radius units, Unprepared units, HQs and Combat Trains. Units can be placed in any hex that does not contain a German unit (of any type or situation) nor an EZOC.
	Any Legal Hex	82 Abn Div (82 Abn Combat Trains, Ghost mode) 101 Abn Div (101 Abn Combat Trains, Ghost mode)
	O	30 Inf Div (30 Inf HQ (Used, Fat-1), 743 Arm Bn [4], 823 TD Bn, 1/117, 2/117, 3/117, 1/119, 2/119, 3/119, 1/120, 2/120, 3/120 Inf Bn, 105 Eng Bn, 30 Inf Combat Trains)
	P	1 Inf Div (703 TD Bn [2], 1/16, 2/16, 3/16 Inf Bn (each [4]), Davisson TD TF, 1 Eng Bn [3])
19 Dec 44	At HQ assigned	740 Arm Bn [2]

At 4 ID HQ		4 Inf Div (3/22 Inf Bn [4])
	O	CCB/3 Arm Bde (CCB/3 Arm HQ (Fat-1), Jordan, Love Arm TF, McGrg Arm Inf TF, CCB/3 Arm Combat Trains)
	N	3 Arm Div (3 Arm HQ (Fat-1), 83 Arm Cav Bn, Hogan, Kane Arm TF, Orr Arm Inf TF, 23 Eng Bn, 3 Arm (-) Combat Trains)
		84 Inf Div (84 Inf HQ (Fat-0), 1/334, 2/334, 3/334 Inf Bn (each [5]), 84 Inf Combat Trains)
At 9 ID HQ		9 Inf Div (1/39, 2/39, 3/39 Inf Bn (each [4]), 15 Eng Bn [3])
20 Dec 44	Add	2 Arty Points
	N	84 Inf Div (1/333, 2/333, 3/333, 1/335, 2/335, 3/335 Inf Bn (each [5]), 309 Eng Bn [3], 771 Arm Bn [5], 638 TD Bn)
21 Dec 44	Add	4 Arty Points
At HQ assigned		602 TD Bn
At HQ assigned		551 Abn Bn
At 3 AD HQ		3 Arm Div (Doan, Rich Arm TF)
22 Dec 44	Add	22 Arty Points... yes, twenty-two.
	See right	A8.27 or A12.09: 1/29 Inf Bn
	See right	A6.01 or A6.05: 2/29 Inf Bn
	See right	A24.30, A33.32, or A39.35: 3/29 Inf Bn
	F	5 Inf Div (5 Inf HQ (Fat-0), 808 AT Bn, 1/10, 2/10, 3/10 Inf Bn, 5 Inf Combat Trains)
L or M		29 CW Arm Bde (29 CW Arm HQ (Fat-0), 2 HHC Arm Cav Bn, <i>61 Rec Arm Cav Bn</i> , 2 FFY, 23 Hus, 3 RTR Arm Bn (each [5]), 29 CW Arm Bde Combat Trains)
	N	4 Arm Cav Grp (4 Arm Cav HQ (Fat-0), 4, 24 Arm Cav Bn, 759 Lt Arm Bn, 4 Cav Grp Combat Trains)
	G	80 Inf Div (80 Inf HQ (Fat-0), 1/318, 2/318, 3/318, 1/319, 2/319, 3/319 Inf Bn, 610 TD Bn, 702 Arm Bn [3], 305 Eng Bn, 80 Inf Combat Trains)
	I	4 Arm Div (4 Arm HQ (Fat-0), 25 Arm Cav Bn [3], Irzyk [5], Oden [5] Arm TF, Alanis [5], Cohen [5] Arm Inf TF, 24 Eng Bn [3], 704 TD Bn, 4 Arm Combat Trains)
	H	26 Inf Div (26 Inf HQ Fat-1), 1/104, 2/104, 3/104, 1/328, 3/328 Inf Bn, Hamilton Inf TF, 735 Arm Bn, 818 TD Bn, 101 Eng Bn, 26 Inf Combat Trains)
	N	2 Arm Div (2 Arm HQ Fat-0), 82 Arm Cav Bn, 1/66 Lt Arm Bn, 2/66, 3/66, 1/67, 2/67, 3/67 Arm Bn, 1/41, 2/41, 3/41 Arm Inf Bn, 17 Eng Bn, 702 TD Bn, 2 Arm Combat Trains) 75 Inf Div (75 Inf HQ (Fat-1), 1/289, 2/289, 3/289, 1/290, 2/290, 3/290, 1/291, 2/291, 3/291 Inf Bn, 750 Arm Bn, 275 Eng Bn, 75 Inf Combat Trains)
At HQ assigned		509 Abn Inf Bn
	See Right	w/i 5 Any US Controlled VP hex on Maps A or B, C1.20 (Werbomont), or C23.24 (Malmedy) (pick one): 517 Abn Inf Rgt (517 Abn Inf Rgt HQ (Fresh), 1, 2, 3 Abn Inf Bn, 517 PIR Combat Trains)
23 Dec 44	Add	8 Arty Points

	At 9 ID HQ	9 Inf Div (1/60, 2/60, 3/60 Inf Bn (each [4]))
24 Dec 44	Add	2 Arty Points
	B6.32	2/118 Inf Bn
	F	5 Inf Div (737 Arm Bn [4], 1/2, 2/2, 3/2, 1/11, 2/11, 3/11 Inf Bn, 7 Eng Bn)
	G	80 Inf Div (1/317, 2/317, 3/317 Inf Bn)
	I	6 Arm Cav Grp (6 Arm Cav HQ (Fat-1), 6, 28 Arm Cav Bn, 6 Cav Combat Trains)
	H	26 Inf Div (1/101, 2/101, 3/101 Inf Bn)
	At 75 ID HQ	75 Inf Div (629 TD Bn)
	At 3 AD HQ	3 Arm Div (628 TD Bn)
25 Dec 44	B57.01	4 Arm Div (Abrams [4] Arm TF, Jaques [4] Arm Inf TF)
26 Dec 44	Add	2 Arty Points
	H or I	6 Arm Div (6 Arm HQ (Fat-0), 86 Arm Cav Bn, Davall, LaGrew, Kennndy Arm TF, Brown, Wall, Britton Arm Inf TF, 25 Eng Bn, 603 TD Bn, 6 Arm Combat Trains)
	I	35 Inf Div (35 Inf HQ (Fat-1), 654 TD Bn, 1/134, 2/134, 3/134, 1/137, 2/137, 3/137, 1/320, 2/320, 3/320 Inf Bn (each [5]), 60 Eng Bn [3], 35 Inf Combat Trains)
27 Dec 44	Remove	10 Arm Div (all)... this does not apply to CCB/10 Arm!
	Add	3 Arty Points
	N	83 Inf Div (83 Inf HQ (Fat-1), 774 Arm Bn, 772 AT Bn, 1/329, 2/329, 3/329, 1/330, 2/330, 3/330, 1/331, 2/331, 3/331 Inf Bn (each [4]), 308 Eng Bn [3], 83 Inf Combat Trains)
28 Dec 44	Add	3 Arty Points
29 Dec 44	J or K	11 Arm Div (11 Arm HQ (Fat-1), 41 Arm Cav Bn, 22 Arm Bn, Blue, Poker Arm TF, Pat, White Arm Inf TF, 55 Arm Inf Bn, 56 Eng Bn, 11 Arm Combat Trains)
30 Dec 44	J	87 Inf Div (87 Inf HQ (Fat-1), 761 Arm Bn, 1/345, 2/345, 3/345, 1/346, 2/346, 3/346, 1/347, 2/347, 3/347 Inf Bn, 312 Eng Bn, 87 Inf Combat Trains)
	L	17 Abn Div (17 Abn HQ (Fresh), 155 Glider AT Bn, 1/507, 2/507, 3/507, 1/513, 2/513, 3/513 Abn Inf Bn, 1/193, 2/193, 1/194, 2/194, 550 Glider Inf Bn, 139 Abn Eng Bn, 17 Abn Combat Trains)
	L	6 CW Abn Div (6 CW Abn HQ (Fat-0), 1/3 Canadian Abn Bn, 8/3, 9/3, 7/5, 12/5, 13/5 CW Abn Bn, 12 Dev, 2 OBLI, 1 RUR CW Glider Inf Bn, 6 CW Abn Combat Trains)
31 Dec 44	Add	3 Arty Points
	L	53 CW Inf Div (53 CW Inf HQ (Fat-0), 1 NY, 144 RAC CW Arm Bn, 71 RA AT Bn, 53 Rec CW Arm Cav Bn, 1 OBLI, 1 HLI, 4 RWF, 7 RWF, 1 ELnc, 1/5 Wcb, 6 RWF, 2 Mon, 4 Wcb, 53 CW Inf Combat Trains)
1 Jan 45	Remove	29 CW Arm Bde (2 HHC Arm Cav Bn)
5 Jan 45	At 6 AbnD HQ	6 CW Abn Div (6 CW Abn Arm Cav Bn, 107 RAC)
	N	51 CW Inf Div (51 CW Inf HQ (Fat-0), 1 ERY CW Arm Bn, 61 RA CW AT Bn, 2 DY CW Arm Cav Bn, 2 Sea, 5 Sea, 5 QOCH, 1 Gdn, 5/7 Gdn, 1 BW, 5 BW, 7 BW, 7 ASH CW Inf Bn, 51 CW Inf Combat Trains)
6 Jan 45	At 87 ID HQ	87 Inf Div (691 AT Bn)
7 Jan 45	H	90 Inf Div (90 Inf HQ (Fat-0), 773 TD Bn, 1/357, 2/357, 3/357, 1/358, 2/358, 3/358, 1/359, 2/359, 3/359 Inf Bn, 315 Eng Bn [3], 90 Inf Combat Trains)

8 Jan 45 At 90 ID HQ **90 Inf Div** (712 Arm Bn)