

Last Blitzkrieg:

Allied Charts & Tables

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Weather

Ground (One Die)

Do not roll on 16 and 17 Dec 44, Ground Conditions on those turns are automatically Normal.

Ground Last Turn	Current Ground	
	Normal	Mud/Freeze*
Normal	1-3	4-6
Mud	1-3	4-6
Freeze	-	1-6

* Result is...

Mud before 23 Dec 44

Freeze on or after 23 Dec 44

Atmosphere (One Die)

Current Ground	Current Atmosphere		
	Good	Fair	Poor
Normal	-	1-2	3-6
Mud	-	1-2	3-6
Freeze	1-3	4-5	6

Visibility (One Die)

Current Atmosphere	Current Visibility		
	Any	2 hexes	1 hex
Good	1-2	3-6	-
Fair	1	2-5	6
Poor	1	2	3-6

Allied Air Points Available

Die	Current Atmosphere		
	Poor	Fair	Good
1	0	3	8
2	0	4	10
3	0	4	12
4	0	5	14
5	0	5	16
6	1	6	18

Replacement Steps

Do not roll or add these on the first turn of any scenario, the set up already has them installed.

German AV Repls

Die	Result
1	1
2	2
3	3
4	3, Tiger 1
5	4, Tiger 1
6	4, Tiger 2

= Steps Available that can be used on any AV unit that is **not** a Tiger.

Tiger # = Number of steps that can be used for any variety of Tiger unit (TGR, STgr, JgTg, FKL). If no Tiger unit needs a replacement, the step(s) can be used for any non-Tiger AV unit.

Allied AV Repls

Die	Dec 17	18-20	21-26	27+
1-2	1	2	3	4
3-4	2	4	6	8
5-6	3	6	8	10

= Steps Available

Non-AV Repls

Date	Steps Available
17	US: 4, German: 8
18	US: 12, German: 8
19	US: 4, German: 8
20	US: 6, German: 8
21	US: 12, German: 8
22	US: 23, German: 8
23	US: 12, German: 9
24	US: 28, German: 9
25	US: 10, German: 9
26	US: 29, German: 10
27	US: 44, German: 10
28	US: 38, German: 10
29	US: 34, German: 10
30	US: 32, German: 10
31	US: 44, German: 12

Allied Order of Arrival

<i>Turn</i>	<i>Entry Area</i>	<i>Units</i>
16 Dec 44	See right	w/i 2 C30.11: CCB/9 Arm Bde (CCB/9 Arm HQ (HQ is Used, Fat-1 marker) 1 Arty Asset Point, 14 Arm Bn, 27 Arm Inf Bn)

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 Div HQ, Fat-1 marker, 1x Arty Asset Point, 745 Arm Bn [3], 634 TD Bn [2], 1 Inf Combat Trains, 1/18, 2/18, 3/18 Inf Bn (each [4])) 9 Inf Div (9 Inf Div HQ, Fat-1 marker, 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 Div HQ (HQ is Used, Fat-1 marker), 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. Place the units on their Move side, if any. Units cannot be placed in EZOC hexes.
	Any Legal Hex	7 Arm Div (7 Arm Combat Trains, Ghost mode)

<i>Turn</i>	<i>Entry Area</i>	<i>Units</i>
18 Dec 44	Add	3 Arty Asset Points
	I	CCB/10 Arm Bde (CCB/10 Arm Bde HQ, Fat-1 marker, Cherry Arm TM, Desobry, O'Hara Arm Inf Tm, CCB/10 Arm Combat Trains)
	F	10 Arm Div (10 Arm Div HQ, Fat-1 marker, 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 Div HQ, HQ is Used, Fresh marker, 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 Div HQ, HQ is Used, Fresh marker, 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 Div HQ, Fat-1 marker, HQ is Used, 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 Bde HQ, Fat-1 marker, Jordan, Love Arm TF, McGrg Arm Inf TF, CCB/3 Arm Combat Trains)
	N	3 Arm Div (3 Arm Div HQ, Fat-1 marker, 83 Arm Cav Bn, Hogan, Kane Arm TF, Orr Arm Inf TF, 23 Eng Bn, 3 Arm (-) Combat Trains) 84 Inf Div (84 Inf Div HQ Fat-0 marker, 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 Asset 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)

<i>Turn</i>	<i>Entry Area</i>	<i>Units</i>
21 Dec 44	Add	4 Arty Asset 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 Asset 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 Div HQ Fat-0 marker, 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 Bde HQ, Fat-0, 2 HHC Arm Cav Bn, 2 FFY, 23 Hus, 3 RTR Arm Bn (each [5]), 29 CW Arm Bde Combat Trains)
	N	4 Arm Cav Grp (4 Arm Cav Grp HQ, Fat-0, 4, 24 Arm Cav Bn, 759 Lt Arm Bn, 4 Cav Combat Trains)
	G	80 Inf Div (80 Inf Div HQ, Fat-0 marker, 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 Div HQ, Fat-0 marker, 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 Div HQ Fat-1 marker, 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 Div HQ Fat-0 marker, 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 Div HQ, Fat-1 marker, 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 marker, 1, 2, 3 Abn Inf Bn, 517 PIR Combat Trains)
23 Dec 44	Add	8 Arty Asset Points
	At 9 ID HQ	9 Inf Div (1/60, 2/60, 3/60 Inf Bn (each [4]))

<i>Turn</i>	<i>Entry Area</i>	<i>Units</i>
24 Dec 44	Add	2 Arty Asset 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 Grp HQ, Fat-1 marker, 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)
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26 Dec 44	Add	2 Arty Asset Points
	H or I	6 Arm Div (6 Arm Div HQ, Fat-0 marker, 86 Arm Cav Bn, Davall, LaGrew, Kenndy Arm TF, Brown, Wall, Britton Arm Inf TF, 25 Eng Bn, 603 TD Bn, 6 Arm Combat Trains)
	I	35 Inf Div (35 Inf Div HQ, Fat-1 marker, 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 Asset Points
	N	83 Inf Div (83 Inf Div HQ, Fat-1 marker, 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 Asset Points
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<i>Turn</i>	<i>Entry Area</i>	<i>Units</i>
29 Dec 44	J or K	11 Arm Div (11 Arm Div HQ, Fat-1 marker, 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 Div HQ, Fat-1 marker, 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)
		17 Abn Div (17 Abn Div HQ, Fresh marker, 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)

31 Dec 44	Add	3 Arty Asset Points
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SNAFU Table (10.1)

Two Dice	Result
2 or less	Fail
3-6	Partial
7 or more	Pass

Dice Roll Modifiers (Apply all that apply.)

Always...

- +1 if Fresh
- 1 Coordination Marker
- Fatigue Level
- 1 Mixed Formations (10.1e)
- + Game Specific SNAFU DRMs

If Combat Trains are Legal...

- +1 if Optimal Distance*
- 1 Ghost Trains
- 1 Crossing the Streams

If Combat Trains are not Legal and/or Off Map...

- 3 Combat Trains not in a Legal Hex
- X if Formation has a MSR Blocked marker of Level X

*At least 5 hexes, no more than 15 hexes, see 10.3c. **Automatically** applies if the Combat Trains are in an Entry hex and the HQ is not further than 15 hexes away. If this DRM does not apply, the Combat Trains must enter and stay in Ghost.

Prepared Defense ... Best SNAFU Result is PARTIAL.

Game Specific SNAFU DRMs

Last Blitzkrieg:

December:	16-18	19-23	24+
Germans	+1	+0	-1
December:	16-17	18-21	22+
Allies	-2	-1	+0

SNAFU Result Effects

Action	Pass	Partial	Fail
Objectives:			
HQ Created?	2	1	0
Recon Created?	Yes	Yes	No
Movement:			
Movement?	Yes (Truck is 1/2 MA on Mud turns)	1/2 MA	No
Voluntary Retreat?	Yes	Yes	Yes
Flipping from one counter side to the other?	Yes	Yes	Yes
Combat Trains?	Yes	Yes	Yes
Barrage:			
Artillery Barrage?	Yes	1/2 Arty Points *	No
Air Point Barrage?	Yes	Yes	No
Combat:			
Combat Table Attacks & Assist, Engagements, Shock Attacks, Attack by Fire?	Yes	Yes	No
Other:			
Prepared Defense?	Yes	Yes	Yes
Remove Support Dropped markers?	Yes	Yes	Yes

* Round down if needed.

Fatigue Increase Table (10.4b)

Use the most *likely to Increase* version that applies. Roll one die if a roll is required. If none of the situations apply, there is no Fatigue Increase.

Any Combat OBJ markers placed

Increase Fatigue on a roll of 1.

The Engagement Table or Attack by Fires used

Increase Fatigue on a roll of 1-2.

The Combat Table (Regular or Shock Attack) used

Increase Fatigue on a roll of 1-3.

...On any other roll, there is no increase.

Unit Capabilities Chart

Unit Type	Regular Attack (7.2)	Fire Events			Assist (7.2i)	Support Attack	Support Defense	Recon (4.3d)	Spot Barrage (8.1a)	2nd Unit in Defense
		Engage (7.1)	Shock Attack (7.3) ONLY if Tac MA	Attack by Fire (8.3)						
Assault Arrow	X		X		X			X	X	X
Red AV (1.2c)		X	X	X	X			X	X	X
Limited AV (1.2c)		X		X	X				X	X
Dual	X	X	X	X	X			X	X	X
Red AV Support						X	X			
Limited AV Support							X			
Stand Off Support (7.1m)		X		X			X			
Unprepared (1.2d)								X		X
HQ (9.1)								X		
Combat Train (10.3)										

Last Blitzkrieg Terrain Effects

Terrain	Movement Type			Terrain for Combat/Barrage?	Blocking Terrain?	Defensible Terrain?
	Leg	Tac	Truck			
Open	1	2 [1]	2	-	-	-
Primary Road	1/2	1/2	1/4	-	-	-
Secondary Road	1/2	1/2	1/2	-	-	-
Track	1/2	1	1	-	-	-
RR	1	2	2	-	-	-
Woods	1	STOP	STOP	Yes	Yes	-
Forest	2	STOP	STOP	Yes	Yes	-
Marsh	All	P	P	Yes	-	-
Rolling	1	3 [2]	4 [3]	Yes	Yes	-
Slope	+1	P	P	Yes	Yes	-
Ford	+1	+2	+3	Yes ⁽¹⁾	-	-
Major River	All	P	P	Yes ⁽¹⁾	-	Yes
River	+2	P	P	Yes ⁽¹⁾	-	Yes
Stream	+1	+1	+4	Yes ⁽¹⁾	-	-
Point of Interest	ot	ot	ot	-	-	-
Village	ot	ot	ot	Yes	Yes	-
City	ot	ot	ot	Yes	Yes	Yes
West Wall effect on...						
... Allies	STOP ⁽²⁾	STOP ⁽²⁾	STOP ⁽²⁾	-	-	-
... Germans	ot	ot	ot	Yes	-	Yes
Sea Line	P	P	P	-	-	-

ot = use other terrain in the hex for this purpose.

STOP = See 5.2e

[X] = Cost during Freeze.

Notes:

⁽¹⁾ Apply the Hexside Terrain DRM on the Combat Table for these Terrain Features if the Attack unit is attacking across it. These never apply to Engagements or Attack by Fire.

⁽²⁾ These hexes are STOP Terrain even if the moving unit is following a road (of any type).

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