

Last Blitzkrieg:

German 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

German SNAFU DRMs

December	DRM
16-18	+1
19-23	+0
24+	-1

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	2
2	3
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 some Tiger unit types (TGR or FKL, only). If no eligible Tiger unit needs a replacement, the step(s) can be used for any non-Tiger AV unit.

German Non-AV Repls

Date	Steps Available
17	8
18	8
19	8
20	8
21	8
22	8
23	9
24	9
25	9
26	10
27	10
28	10
29	10
30	10
31	12

German Order of Arrival

Turn	Entry Area	Units
16 Dec 44	B	KG Peiper (501 SS TGR Bn [2], 3,9 SS Pz Pio Bn (-)) 1 SS Pz Div (1 JgPz Bn, I/1, II/1, III/1, I/2, II/2 SS Inf Bn, 1 SS Pz Pio Bn) 150 Pz Bde (150 Pz Bde HQ (HQ is Used), Fresh marker, X, Y, Z Inf KG, 150 Pz Bde Combat Trains)
17 Dec 44	w/i 2 C26.32	vdH LW FJ KG (vdH LW FJ KG HQ (HQ is Done, Fat-1 marker), A, B LW FJ Co)
	A	vdH KG Combat Trains
	A	394, 667 StG Bde [1]
	At 3 FJ HQ	3 LW FJ Div (I/8, III/8 LW FJ Bn)
	At 276 VG HQ	276 VG Div (276 PJ Bn (276 VG, Support))
18 Dec 44	Q	326 VG Div (II/753 Inf Bn)
	A	902 StG Bde [2] 1000+1 STgr Co
	B	2 SS Pz Div (2 SS Pz Div HQ, Fresh marker, Krag SS Pz Recon KG, I/2, II/2 SS Pz Bn, 2 SS JgPz Bn, I/3 SS Bicycle Bn, II/3, III/3, I/4, II/4 SS Inf Bn, III/4 SS PG Bn, 2 SS Pio Bn, 2 SS Pz Combat Trains) 9 SS Pz Div (9 SS Pz Div HQ, Fresh marker, Recke SS Pz Recon Bn, I/9 SS Pz Bn [3], II/9 SS Pz Bn, 9 SS JgPz Bn, I/19, II/19, III/19, I/20, II/20, III/20 Inf Bn, 9 SS Pio Bn, 9 SS Pz Combat Trains) <i>653 JgTg Bn, Roll one die, arrive on a 5 or more. Otherwise does not.</i>
	C	F.Beg Pz Bde (F.Beg Pz Bde HQ, Fresh marker, FB Pz Bn [4], 200 StG Bde [2], I/FB Inf Bn, II/FB PG Bn, 828 Bicycle Bn, F.Beg Bde Combat Trains)
	At 560 VG HQ	560 VG Div (I/1129, II/1129 Inf Bn)
19 Dec 44	Add	2 Arty Points
	A	3 PG Div (3 PG Div HQ, Fat-0 marker, 103 Pz Recon Bn, 3 JgPz Bn, 103 StG Bn [2], I/8, II/8, III/8, I/29, II/29, III/29 Inf Bn, 3 Pio Bn, 3 PG Combat Trains)
	D	Lehr Pz Div (243 StG Bde [2])
	D	F.Gren Pz Bde (F.Gren Pz Bde HQ, Fresh marker, FG Pz Bn [4], 911 StG Bde, 929 Bicycle Bn, Gren Inf Bn, Fus PG Bn, F.Gren Bde Combat Trains)
20 Dec 44	E	11 Pz Div (11 Pz Div HQ, Fresh marker, 11 Pz Recon Bn, I/15 Pz Bn, II/15 Pz Bn [2], 61 JgPz Bn, I/110 PG Bn [5], II/110, I/111, II/111 Inf Bn (each [5]), 209 Pio Bn [3], 11 Pz Combat Trains), <i>Roll one die, the division arrives on a 6 otherwise does not.</i>
	At 560 VG HQ	560 VG Div (1560 PJ Bn (Support))

<i>Turn</i>	<i>Entry Area</i>	<i>Units</i>
21 Dec 44	A	519 JgPz Bn [3] 217 Brm Bn
	A or B	506 TGR Bn [2]
	D	79 VG Div (79 VG Div HQ, Fresh marker, I/208, II/208, I/212, II/212, I/226, II/226 Inf Bn, 179 Pio Bn, 79 VG Combat Trains)
22 Dec 44	C	9 Pz Div (9 Pz Div HQ, Fresh marker, 9 Pz Recon Bn, I/33 Pz Bn [2], II/33 Pz Bn [3], 50 JgPz Bn [2], I/10 PG Bn, II/10 Bicycle Bn, I/11, II/11 Inf Bn, 86 Pio Bn, 9 Pz Divisional Trains)
23 Dec 44	C	741 Hetz Bn [2] 15 PG Div (15 PG Div HQ, Fat-0 marker, 115 Pz Bn [4], 33 JgPz Bn, I/104, II/104, III/104, I/115, II/115, III/115 Inf Bn, 33 Pio Bn, 15 PG Combat Trains)
24 Dec 44	At Lehr Pz HQ	Lehr Pz Div (559 JgPz Bn [2])
	At 326 VG HQ	326 VG Div (326 PJ Bn (Support))
25 Dec 44	Add	5 Arty Asset Points
	A	246 VG Div (246 VG HQ, Fat-1 marker, 246 Fus Bicycle Bn [2], I/352, II/352, I/404, II/404, I/689, II/689 Inf Bn, 246 Pio Bn, 246 PJ Bn (Support), 246 VG Combat Trains)
	C	167 VG Div (167 VG HQ, Fresh marker, I/331, II/331, I/339, II/339, I/387, II/387 Inf Bn, 167 Pio Bn, 167 VG Combat Trains)
	D	9 VG Div (9 VG Div HQ, Fresh marker, I/36 Bicycle Bn, II/36 Inf Bn, 9 VG Combat Trains)
	At 212 VG HQ	212 VG Div (44 Fest MG Bn)
26 Dec 44	D	9 VG Div (I/57, II/57, I/116, II/116 Inf Bn, 9 Pio Bn, 9 PJ Bn (Support))
28 Dec 44	Remove	2 Arty Asset Points 394, 667 StG Bde 150 Pz Bde (150 Pz Bde HQ, X, Y, Z Inf KG)
	At 167 VG HQ	167 VG Div (167 PJ Bn (Support))
29 Dec 44	At 9 Pz HQ	9 Pz Div (301 FKL Tiger Bn)

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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