

# Beyond the Rhine:

# *Allied Charts & Tables (v1.03)*

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## American Supply Table

Two Dice	Supply Status												
	2	3	4	5	6	7	8	9	10	11	12	13+	
2-3	1	2	2	3	4	4	5	5	6	7	8	9	
4-5	2	3	3	4	5	5	6	6	7	8	10	11	
6-8	3	4	5	6	7	8	8	9	10	11	12	13	
9-10	3	5	6	6	7	8	9	9	10	11	12	14	
11-12	4	5	6	7	8	9	10	10	11	12	14	15	

Base column to be used is noted to right of the table.

## Commonwealth Supply Table

Two Dice	Supply Status												
	2	3	4	5	6	7	8	9	10	11	12	13+	
2-3	0	1	1	1	2	2	3	3	3	4	4	5	
4-5	1	2	2	2	3	3	4	4	5	6	6	7	
6-8	2	2	3	3	3	4	4	5	6	7	7	8	
9-10	2	3	3	4	4	4	5	5	6	7	8	9	
11-12	2	3	4	4	4	5	5	6	7	8	9	10	

Base column to be used is noted to right of the table.

### Column Modifiers to Supply Status (both American and Commonwealth)

Only one Antwerpen port controlled/repared (1.11): US gets +1, CW gets +1

Both Antwerpen ports controlled/repared (1.11): US gets +2, CW gets +2

Rotterdam port controlled/repared (1.11): US gets +1; CW gets +1

Amsterdam port controlled/repared (1.11): US gets +1; CW gets +1

Random Events: ?

Collapse of the North Flank (4.3c): only Commonwealth gets -2

Alpine Redoubt (4.4c): only US gets -2

Mud Turn: -2

Snow Turn: -1

Important Note: Apply negative shifts before applying positive ones.

### American Supply Status

5 Sept:	5
8 Sept to 12 Sept:	6
15 Sept to 22 Sept:	7
26 Sept to 5 Oct:	8
8 Oct to 22 Oct:	9
26 Oct on:	10

### Commonwealth Supply Status

5 Sept to 12 Oct:	6
15 Oct to 15 Nov:	7
19 Nov on:	8

### Allied Shipping

	Rail	Sea
<b>Sept</b>	0	1
<b>Oct</b>	2	2
<b>Nov</b>	4	4
<b>Dec</b>	6	5
<b>1945</b>	10	6

*In non-campaign scenarios use the scenario-specific shipping caps.*

## Allied Repl Table

Two Dice:	American Repls					Commonwealth Repls				
	Ftr	Other	Pax	Eq	Misc	Ftr	Other	Pax	Eq	Misc
2 or less	-	-	-	-	-	-	-	-	-	-
3	-	-	-	-	-	-	-	-	-	-
4-5	-	-	-	-	-	-	-	-	-	-
6	-	-	1	-	-	-	-	-	-	-
7	-	-	1	1	-	-	-	-	1	-
8-9	1	1	2*	1	-	1	1	1	1	-
10	2	2	2*	2	1	1	1	1	1	1
11	2	2	2*	3	1	1	1	2	2	1
12 or more	2	2	3*	3	1+	1	1	2	2	1+

Make separate rolls for the Americans and the Commonwealth. American Repls can be used by French as well as American forces. Commonwealth Repls can be used by any Allied forces that are not US or FR.

**Modifier:** +1 to American rolls if 1945

**Misc:** The player can rebuild a lost independent combat unit (OCS 3.2f), or recover a step on a reduced arty division in trace supply that is not in a ZOC. Alternately, one dead Truck or Mule/Weasel point can be rebuilt, coming back unloaded.

The “+” indicates a Bridge Check Marker (1.8b) is also received.

In no case can a Misc repl be saved: use it immediately (to rebuild and possibly gain a Bridge Check Marker marker) or lose it.

**Pax:** The “\*” results are reduced by 1 from 1 Nov thru 29 March to reflect Pax covering American trench-foot losses (3.2a).

**Air Repls (Ftr and Other):** Eq Repls cannot be used to rebuild aircraft in this game. Result is the number of aircraft that can be flipped to full strength and/or taken from the dead pool at full strength. Air Repls must be used the instant they are awarded. If no such aircraft exists to make use of the repl, it is wasted.

Ftr: P-38, P-47, P-51, Spitfire, Tempest, Typhoon

Other: A-20, A-26, B-25, B-26, C-47, Mosquito

## Common Rebuild Table

Air step	Per Repl Table	MG Bn (all types)	1x Pax
Alert Bn	Return to Pool	Mortar Bn	1x Eq
Armor (or Pz) unit	1x Eq (per step)	Motorcycle Bn	1x Pax
AT or PJ Bn (truck/track in Move)	1x Eq	Mule point	Per Repl Table
AT or PJ Bn (leg in Move)	1x Pax	Ost or Penal Bn	No Rebuild
Arm Recon Bn	1x Eq	Panzer or Arm unit	1x Eq (per step)
Artillery (truck/track in Move)	2x Eq (per RE)	PJ or AT Bn (truck/track in Move)	1x Eq
Railroad Arty (“rr” in Move)	No Rebuild	PJ or AT Bn (leg in Move)	1x Pax
Assault Engineer Bn	2x Pax	Para Inf Bn	1x Pax
Assault Engineer Rgt	3x Pax	Para Inf Rgt or Div (Allied)	3x Pax (per RE)
Assault Gun (AG) Bn	1x Eq	Para Inf (German)	2x Pax (per RE)
Armor unit	1x Eq (per step)	Pio Bn	2x Pax
Bicycle unit	1x Pax (per RE)	Police Rgt	2x Pax
Breakdown Rgt	No Rebuild	PzGr Rgt (German)	1x Eq + 1x Pax
Cavalry Recon Grp	1x Eq	Recon Bn	1x Eq
Commando Bde	3x Pax	Rocket or Werfer unit	2x Eq (per RE)
Flak (Antiaircraft) Bn	1x Eq	Remnant Bn	No Rebuild
Fkl or Flm or FT tank unit	1x Eq	Tank or Pz unit	1x Eq (per step)
HQ or Pontoon	1x Eq + 1 Pax	Tiger unit	1x Eq (per step)
Fester Platz	Return to Pool	Truck point	Per Repl Table
Glider Inf Rgt	2x Pax	VG Inf unit	2x Pax (per RE)
Glider Inf Bde	3x Pax	Volksturm Bn	Return to Pool
Infantry unit	2x Pax (per RE)	Wagon point	Per Repl Table
Lt Tank Bn	1x Eq	Werfer or Rocket unit	2x Eq (per RE)
Luftwaffe (LW) Bn	1x Pax		
Marine or Naval unit	2x Pax (per RE)		
Mountain unit	2x Pax (per RE)		
Mech Inf Bn, Bde or Rgt (Allied)	1x Eq (per step)		

Unless otherwise noted, use the basic unit type. For example, Motorized Infantry rebuilds the same as regular Infantry.

## Weather Table

Date	Ground Conditions			Flight Conditions		
	Dry	Mud	Snow	None	Limited	Normal
September	Auto	—	—	2-3	4-6	7-12
October 1-12	Auto	—	—	2-3	4-6	7-12
October 15-29	1-4	5-6	—	2-4	5-7	8-12
November 1-15	1-2	3-6	—	2-4	5-7	8-12
November 19-29	1-2	3-6	—	2-4	5-8	9-12
December 1-19	1-3	4	5-6	2-5	6-8	9-12
December 22-29	1-2	—	3-6	2-5	6-8	9-12
January 1-19	—	—	Auto	2-5	6-8	9-12
January 22-29	1	—	2-6	2-4	5-8	9-12
February 1-15	1-2	3	4-6	2-4	5-7	8-12
February 19-26	1-2	3-4	5-6	2-4	5-7	8-12
March 1-8	1-3	4-5	6	2-3	4-7	8-12
March 12-19	1-2	3-6	—	2-3	4-6	7-12
March 22-29	1-3	4-6	—	2-3	4-6	7-12
April	1-3	4-6	—	2-3	4-6	7-12

Roll 1 die for Ground Conditions and then 2 dice for Flight Conditions.

## Allied Arrival Chart: Full Campaign

Notes:

- 1) Reinforcement groups are marked either Commonwealth (CW), American (US), or French (FR). CW units will be British unless otherwise indicated (Can, Bel, etc.).
- 2) Generics such as brkdwn units, trucks, and planes are preceded by a multiplier, such as “2x Truck point.”
- 3) Reinforcements usually arrive at a map edge, but sometimes there are special instructions. Note that OCS 13.6b can be applied if *any* entry hex in a listed range (such as “north of 25.xx”) is blocked by enemy units.
- 4) Units arriving at a city or with an HQ must be able to trace to a supply source from their placement hex. Furthermore, if arriving with an HQ, the HQ must be oriented to Combat Mode. (If there is no HQ in Combat Mode and in supply, have the units arrive along an appropriate map edge.)
- 5) You are free to use identical units for removals. The unit chosen **can** be from the dead pile.
- 6) Removals occur regardless of where the unit might be (even pocketed) or what the unit’s condition might be (even dead). The player must either remove the named unit from wherever it might be, or an identical unit.
- 7) Removed units cannot be rebuilt, so don’t put them in the dead pile.
- 8) This Arrival Schedule is also used in Two-Map Campaigns. For instance, “Remove (North)” would apply to both full campaigns and 2-Map campaigns using just the North maps. Entries are arranged from North (Map A and B) to South (Map C and D). When it isn’t obvious, there will be an “ignore” note.
- 9) Transfers in Two-Map Campaigns enter the map using road or rail hexes along the connection between the maps in question. They must arrive in a way that would make sense (behind the front line, etc.).

### Ground Effects:

<b>Dry</b>	None
<b>Mud</b>	Move using Mud Column Refit at airbases is halved
<b>Snow</b>	Move using Snow Column Refit at airbases is halved No Seaborne Assaults No Pontoon rolls (1.10)

### Flight Effects:

<b>Normal</b>	Air missions in all phases
<b>Limited</b>	Air missions allowed in the player’s Regular Movement Phase only Hip Shoots not allowed Interdiction suspended (3.7b)
<b>None</b>	Air missions not allowed  Refit + air reinforcement arrival <i>are</i> allowed

### September 5

**CW) Map A, west edge south of 25.xx:**  
30 Corps HQ  
3-4-8 Mech Rec Bn (11 HC)  
22-4-3 Inf Div (15)  
52.AL Div (157 Mot Bde)

**US) Map A, west edge south of 22.xx:**  
2-2-3 Inf Bn (Norway)

**US) Map C, west edge north of 22.xx:**  
12 Corps HQ  
36-2-3 Arty Grp (112)  
3-2-8 TD Bn (602)  
6-3-6 Tk Bn (774)

### September 8

*Note: Allies may now plan paradrops.*

**CW) Map A, west edge north of 25.xx:**  
4.Can Arm Div (all 4 units)  
1.Pol Arm Div (all 4 units)  
3-4-7 Can Rec Bn (18)  
1x 5-4-3 Can Brkdwn Rgt

**CW) Map A, west edge south of 25.xx:**  
12 Corps HQ  
3-4-8 Mech Rec Bn (1 RD)  
1x (1)-0-0 Pontoon Bde

**US) Map C, west edge:**  
5-3-7 TD Bn (773)

**FR Map C, west edge north of 49.xx:**  
2.Fr.Arm Div (all 5 units)

### September 12

*Note: Broadfront restrictions begin (3.10)*

**US) Map C, west edge south of 28.xx:**

15 Corps HQ  
36-2-3 Arty Grp (115, 215)  
1x Truck Point (loaded)

**US) Map C, south edge from 1.11 to 1.18:**

6 Corps HQ  
24-4-3 Inf Div (3, 36, 45)  
108-2-3 Arty Div (7)  
36-2-3 Arty Grp (106, 206)  
1x (1)-0-0 Pontoon Bde  
2-4-7 Mech Cav Bn (117)  
5-3-7 TD Bn (601, 645)  
4-3-6 TD Bn (636)  
6-3-6 Tk Bn (101, 191, 753)  
1x Truck point (loaded)  
1x Mule point (loaded)  
2 SP

**US) Add to Southern France Airfields:**

1x P-47  
1x B-26

**FR) Map C, south edge from 1.07 to 1.10:**

1 Corps HQ  
16-3-3 Inf Div (3 Alg)  
12-4-3 Inf Div (9.Col)  
36-2-3 Arty Grp (1)

**FR) Map C, south edge west of 1.25:**

2 Corps HQ  
1.Arm Div (all 5 units)  
36-2-3 Arty Grp (2)

**Design Note:** *The French artillery groups are actually American artillery units supporting the pair of French corps.*

**FR) Add to Southern France Airfields:**

4x P-47  
2x B-26

**US Two-Map Campaigns Only:**

*24-4-3 Inf Div (79)*

*Transfers from the North to South*

### September 15

**CW) Map A, west edge:**

22-4-3 Can Inf Div (2, less 2 steps)  
1x Truck Point (loaded)  
1x Reserve Marker

**US) Map A, west edge south of 21.xx:**

3-2-8 TD Bn (638)

**US) Two-Map Campaigns Only:**

5 Corps HQ  
4-4-7 Mech Cav Grp (102)  
36-2-3 Arty Grp (105, 205)  
*Transfers from the South to North*

**US) Map C, west edge:**

6.Arm Div (CCB)  
1x Reserve marker

**FR) Map C, south edge west of 1.20:**

12-3-3 Inf Div (1.FF)

### September 19

**CW) Map A, west edge south of 25.xx:**

8 Corps HQ  
22-4-3 Inf Div (3, 43)  
3-4-8 Rec Bn (2 HC)  
2x Reserve Markers

**Map C:**

2x Reserve Markers

**FR) With any FR HQ:**

3-2-3 Inf Bde (AL-LO)

### September 22

**Map A:**

1x Reserve Marker

**US) Any Map A air base or Normandy:**

1x A-20  
1x B-26  
4x P-47

**US) Map C, west edge:**

1x Reserve Marker  
6.Arm Div (CCA, CCR, Arty)  
5-3-7 TD Bn (808)  
(3)-2-3 TD Bn (691)

**US) Any Map C air base or Normandy:**

3x P-47

### September 26

**CW) Map A, west edge:**

6.Gd.Tk Bde (all 3 units)  
1x Reserve Marker

**US) Map A, west edge south of 22.xx:**

24-4-3 Inf Div (29)  
2-5-3 Rngr Bn (2, 5)  
6-3-6 Tk Bn (741, 747)  
4-4-7 Mech Cav Grp (15)  
(3)-2-3 TD Bn (802)  
18-3-3 Rocket Bn (18)

**US) Map C, west edge:**

(3)-2-3 TD Bn (807)  
3-2-8 TD Bn (603)  
1x Reserve Marker

**US) Map C, south edge west of 1.06:**

6-3-6 Tk Bn (756)

**FR) Map C, south edge west of 1.06:**

16-3-3 Fr Inf Div (2.Mor)

**US) Two-Map Campaigns Only:**

7.Arm Div (all 4 units)  
*Transfers from South to North*

### September 29

**CW) Map A, west edge:**

1 Corps HQ  
22-4-3 Brit Inf Div (49)  
5-4-3 Commando Bde (4)  
3-4-8 Rec Bn (RAC)  
2-4-2 Flm Tk Bn (141)  
72-2-3 Brit Arty Div (4)

**US) Map A, west edge south of 22.xx:**

24-4-3 Inf Div (2)  
3-2-8 TD Bn (609)  
4-3-6 TD Bn (644)  
4-4-7 Mech Cav Grp (14)  
1x Reserve Marker

**US) Two-Map Campaigns Only:**

5-3-7 TD Bn (814)  
*Transfers from South to North*

**FR) Map C, south edge west of 1.06):**

5.Fr.Arm Div (all 4 units)  
1x Reserve marker

### October 1

**CW) Map A, west edge:**

22-4-3 Can Inf Div (3, less 1 step)  
36-2-3 Arty Bde (59)  
1x Truck Point (loaded)  
1x Reserve Marker

**CW) Map A, west edge or Brussels:**

2-3-3 Bel Inf Bn (5)

**CW) Any Map A air base or England:**

2x Typhoon

**CW) England Box:**

2x B-25

**US) Map A, west edge:**

6-3-6 Tk Bn (707)  
108-2-3 Arty Div (1, 9)

**US) Remove (North):**

1x P-47

**US) Two-Map Campaigns Only:**

5.Arm Div (all 4 units)  
5-3-7 TD Bn (628)  
4-3-6 TD Bn (629)  
*Transfer from South to North*

**US) Map C, west edge:**

24-4-3 Inf Div (26)  
108-2-3 Arty Div (3)  
1x Reserve Marker

**US) Map C, south edge west of 1.06:**

6-4-3 Inf Rgt (442)

*US) Two-Map Campaigns Only:*

5-3-7 TD Bn (813)

*Transfer from North to South*

**FR) Map C, south edge west of 1.06:**

3-4-3 Brkdwn Rgt

**October 5**

**CW) Map A, west edge:**

2 Canadian Corps HQ  
2.Can.Tk Bde (all 3 units)  
12-2-5 Can SP Arty Rgt (19)  
72-2-3 Can Arty Div (2)  
22-4-3 Inf Div (51, less 1 step)  
72-2-3 Arty Div (3, 8, 9)

**US) Map A, west edge:**

8 Corps HQ  
36-2-3 Arty Grp (108, 208)

**October 8**

**CW) Map A, west edge:**

1x 5-4-3 Brkdwn Rgt

**US) Map A, west edge:**

5-3-7 TD Bns (776)  
6-3-6 Tk Bn (750)

**October 12**

**CW) Map A, west edge:**

33.Tk Bde (all 3 units)

**October 15**

**CW) Map A west edge:**

52.AL Div (155, 156 Inf Bde)  
34.Tk Bde (all 3 units)

**US) Map C, west edge:**

24-4-3 Inf Div (95)

**October 19**

**CW) Map A west edge:**

2-4-2 Flm Tk Bn (1)

**US) Map A, west edge:**

6-3-6 Tk Bn (771)

**US) Map C, west edge:**

24-4-3 Inf Dv (44)  
3-2-8 TD Bn (705)

**October 22**

**US) Map A, west edge:**

22-4-3 Inf Div (102, 104)  
5-3-7 TD Bn (771)

**October 26**

**US) Map A, west edge:**

(3)-2-3 TD Bn (692)

**October 29**

**US) Map A, west edge:**

24-4-3 Inf Div (83)  
10.Arm Div (all 4 units)  
1x Truck Point (loaded)

**US) Map C, west edge:**

3-4-6 Mech Bn (526)

**US) Map C south edge west of 1.06:**

24-3-3 Inf Div (100)

**November 1**

*Note: Trenchfoot effect begins (3.2a)*

**CW) Exchange:**

1x Spitfire IX becomes  
1x Spitfire XIV

**US) Map A, west edge:**

13 Corps HQ  
3-2-8 TD Bn (811)  
2-4-2 Flm Tk Bn (747)  
2-4-3 Gld Bn (550)  
36-2-3 Arty Grp (113, 213)

**US) Add to the Dead Pile (North):**

6-3-6 Tk Bn (701, 736, 740)

**US) Remove (North):**

6-3-6 Tk Bn (747)

**US) Exchange (North):**

1x P-51 becomes  
1x P-47

**US) Map C, west edge:**

6-3-6 Tk Bn (761, 778, 781)  
2x Truck point (loaded)

**US) Any Map C air base or Normandy:**

1x A-20

**US) Add to the Dead Pile (South):**

6-3-6 Tk Bn (748)

**FR) Exchange:**

12-4-3 Inf Div (9.Col) becomes  
12-2-3 (9 Col)

**November 5**

**US) Map A, west edge:**

24-3-3 Inf Div (99)

**US) Map C, west edge:**

(3)-2-3 TD Bn (614)

**US) Map C, south edge west of 1.06:**

24-3-3 Inf Div (103)

**November 8**

**US) Map A, west edge:**

24-4-3 Inf Div (84)  
9.Arm Div (all 4 units)

**US) Any Map C air base or Normandy:**

1x B-26

**November 12**

*No arrivals or withdrawals*

**November 15**

**CW) Remove:**

5-3-3 Bel Inf Bde (1)

**US) Map A, west edge:**

6-3-6 Tk Bn (709)  
24-4-3 Inf Div (8)

**US) Map C, south edge west of 1.06:**

14.Arm Div (all 4 units, each CC -1 step)  
(3)-2-3 TD Bn (824)

**US) Remove (South):**

6-4-3 Inf Rgt (442)

**November 19**

**CW) Map A, west edge:**

1x Truck Point (loaded)

**US) Any Map A air base or Normandy:**

1x B-26

**November 22**

**FR) Map C, south edge west of 1.06:**

3-3-3 Brkdwn Rgt

**November 26**

**FR) Map C, south edge west of 1.06:**

2x 3-4-3 Mtn Brkdwn Rgt

**November 29**

*No arrivals or withdrawals*

*Note: 1944 Two-Map Campaigns End*

**December 1**

**CW) Map A, west edge or Brussels:**

1 Abn Corps HQ

**CW) Exchange:**

1x Spitfire IX becomes  
1x Spitfire XIV

**US) Map A, west edge:**

18 Abn Corps HQ  
3-2-8 TD Bn (820)

**US) England Box:**

17.Para Div (all 3 units)

**US) Map C, west edge:**

12.Arm Div (all 4 units)

**US) Exchange:**

1x A-20 becomes  
1x A-26

**FR) Map C, south edge west of 1.06:**

16-4-3 Mtn Div (4.Mor, less 3 steps)

**December 5**

**US) Map A, west edge:**

3-2-8 TD Bn (817)

**December 8**

**US) Map A, west edge:**

24-3-3 Inf Div (78, 106)  
4-4-7 Cav Grp (11)  
3-2-8 TD Bn (643)

**US) Map C, west edge:**

3 Corps HQ  
36-2-3 Arty Grp (103, 203)  
24-3-3 Inf Div (87)

**FR) Remove:**

12-3-3 Inf Div (1.FF)

**December 12**

**US) Map A, west edge:**

16 Corps HQ (16)  
36-2-3 Arty Grp (116, 216)

**US) Map C, south edge west of 1.06:**

5-3-3 Brkdwn Rgt

**December 15**

*No arrivals or withdrawals*

**December 19**

**CW) England or Map A, west edge:**

6.Abn Div (all 4 units)

**US) Map A, west edge:**

24-3-3 Inf Div (75)  
11.Arm Div (all 4 units)  
4-3-6 TD Bn (821)

**US) Map C, south edge west of 1.06:**

3x 5-3-3 Brkdwn Rgt

**December 22**

**US) Map C, west edge:**

21 Corps HQ  
36-2-3 Arty Grp (121, 221)  
(3)-2-3 TD Bn (772)

**December 26**

**US) Map A, west edge:**

3-2-8 TD Bn (612)  
6-3-6 Tk Bn (784)

**FR) Map C, west edge:**

12-3-3 Inf Div (1.FF)

**December 29**

*No arrivals or withdrawals*

**January 1, 1945**

**CW) Map A west edge:**

5-4-3 Cdo Bde (1)

**CW) Exchange:**

1x Spitfire IX becomes  
1x P-51

**US) Map A, west edge:**

22 Corps HQ  
36-2-3 Arty Grp (122, 222)  
4-4-3 Para Rgt (517)  
3-2-8 TD Bn (827)  
2x Truck point (loaded)

**January 5**

**US) Map C, west edge:**

24-3-3 Inf Div (94)

**US) Remove:**

2-2-3 Inf Bn (Norway)

**FR) Map C, west edge:**

12-2-3 Inf Div (10)

**January 8**

**US) Map C, west edge:**

8.Arm Div (all 4 units)

**January 12**

**US) Map C, south edge west of 1.06:**

24-3-3 Inf Div (70, less 3 steps)

**January 15**

**CW) Remove:**

33.Tk Bde (all 3 units)

**January 19**

**US) Map A, west edge:**

4-3-6 TD Bn (825)

**January 22**

**CW) With any CW HQ:**

3-2-3 Inf Bde (305, 306, 307, 308)

**US) Map A, west edge:**

24-3-3 Inf Div (76)

**January 26**

**US) Map C, west edge:**

3-2-8 TD Bn (822)  
(3)-2-3 TD Bn (679)

**January 29**

*No arrivals or withdrawals*

**February 1**

6x Reserve Markers

**CW) any Corps HQ:**

3-2-3 Inf Bde (301)  
1x (1)-0-0 Pontoon Bde

**CW) Exchange:**

36-2-3 Arty Bde (59) becomes  
5-4-3 Brkdwn Bde

**CW) Remove:**

11.Arm Div (29 Mech Bde)

**US) Map A, west edge:**

6-3-6 Tk Bn (786)  
1x (1)-0-0 Pontoon Bde

**US) England Airfields:**

2x C-47 (no glider)

**US) Map C, south edge west of 1.06:**

24-3-3 Inf Div (63, less 1 step)  
(3)-2-3 TD Bn (648)  
1x (1)-0-0 Pontoon Bde

**February 5**

**CW) Map A west edge:**

2-4-2 Flm Tk Bn (7)

**US) Map C; west edge:**

24-3-3 Inf Div (69)

**US) Map C, south edge west of 1.06:**

24-3-3 Inf Div (42, less 1 step)

**US) Exchange:**

1x B-26 becomes  
1x A-20  
1x P-38 becomes  
1x P-47  
1x P-38 becomes  
1x P-51

**February 8**

*Note: 1945 Two-Map Campaigns Begin*

**FR) Remove:**

12-2-3 Inf Div (10)  
2.Fr Arm Div (all 5 units)

**February 12**

**US) England or Map A, west edge:**

13.Abn Div (326 Gld Rgt)

*US) Two-Map Campaigns Only:*

17.Abn Div (193, 194 Gld Rgt)  
*Transfer from South to North*

**US) Map C, west edge:**

4-4-7 Cav Grp (115)  
3-2-8 TD Bn (605, 661)

**February 15**

**CW) Map A, west edge:**

4-3-3 Marine Bde (116)

**February 19**

**CW) Map A, west edge:**

4-3-3 Inf Bde (115)

**US) Map A, west edge:**

4-3-8 TD Bn (809)

**February 22**

*US) Two-Map Campaigns Only:*

9.Arm Div (all 4 units)  
*Transfer from South to North*

**US) Map C, west edge:**

4-3-8 TD Bn (656)  
6-3-6 Tk Bn (777)

**US) Any Map C airbase or Normandy:**

1x P-47

**FR) Map C, south edge west of 1.06:**

1x 3-4-3 BrkdwN Rgt

**February 26**

**CW) Map A, west edge:**

5.Can.Arm Div (all 4 units)

**US) England or Map A, west edge:**

13.Abn Div (515 Para Rgt)

**US) Map C, west edge:**

4-4-7 Mech Cav Grp (101)  
6-3-6 Tk Bn (717)

*Note: There is no 29 February turn*

**March 1**

**CW) Map A, west edge:**

1 Canadian Corps HQ  
2x Truck point (loaded)

**US) Exchange (North):**

1x P-47 becomes  
1x P-51

**US) Remove (North):**

4-4-3 Para Rgt (517)

**US) Remove (South):**

101 Abn Div (401 Gld Rgt)  
(3)-2-3 TD Bn (679)

**US) England or Map A, west edge:**

13.Abn Div (517 Gld Rgt)

**US) Map C, west edge:**

4-4-7 Mech Cav Grp (16)

**FR) With any FR HQ:**

12-2-3 Fr Inf Div (14)  
2-3-3 Mtn Inf Bn (20)

**FR) Remove:**

12-3-3 Inf Div (1.FF)

**March 5**

**US) Map C, west edge:**

24-3-3 Inf Dv (65, 71)

**March 8**

**US) Map C, west edge:**

24-3-3 Inf Dv (89)

**March 12**

*No arrivals or withdrawals*

**March 15**

**CW) Map A, west edge:**

3-4-7 Can Rec Bn (1)  
1 Can Tk Bde (all 3 units)

**US) Add to dead pile (South):**

6-3-6 Tk Bn (787)

**March 19**

**US) Map C, west edge:**

4-3-3 Inf Rgt (159)  
6-3-6 Tk Bn (772)

**March 22**

**CW) Map A, west edge:**

22-4-3 Inf Div (5)

**March 26**

**CW) Map A, west edge:**

22-4-3 Can Inf Div (1)  
72-2-3 Can Arty Div (1)

**US) Map A, west edge:**

24-3-3 Inf Div (86, 97)

**March 29**

*No arrivals or withdrawals*

**April 1**

**CW) With any CW HQ:**

11.Arm Div (29 Mech Bde)  
5-3-3 Bel Inf Bde (1)

**US) Map A, west edge:**

13.Arm Div (all 4 units)  
16.Arm Div (all 4 units)  
4-4-3 Inf Rgt (474)

*US) Two-Map Campaigns Only:*

4-3-6 TD Bn (634)  
*Transfer from North to South*

**April 5**

**US) Map A, west edge:**

20.Arm Div (all 4 units)

**April 8**

**US) Map A, west edge:**

6-3-6 Tk Bn (782)

**April 12**

*No arrivals or withdrawals*

**April 15**

**US) Map C, west edge:**

3-2-8 TD Bn (633)

**April 19**

**FR) Map C, west edge:**

2.Fr.Arm Div (all 5 units)

**April 22**

*No arrivals or withdrawals*

**April 26**

*No arrivals or withdrawals*

**April 29**

**CW) England Box:**

4-3-3 Marine Bde (117)

### Terrain Effects on Combat

Type	Combat Line	Armor	Mech	Other
Open	Open	[x2]	[x2]	x1
Hills	Close	x1	x1	x1
Woods	Close	x1	x1	x1
Heavy Woods	Very Close	x1/2	x1	x1
Polder or Swamp	Very Close	x1/2**	x1/2**	x1
Mountain	Extremely Close	x1/3*	[x1/2]*	x1
Village	Close	x1	x1	x1
Minor City	Very Close	x1/2	[x1/2]	x1
Major City	Extremely Close	x1/3	[x1/2]	x1
Minor River or Canal (Dry/Mud)	ot	[x1/2]	[x1/2]	[x1/2]
Minor River or Canal (Snow)	ot	[x1/2]	[x1/2]	x1
Major River or Canal	ot	[x1/4]*	[x1/3]	[x1/2]
Rhine River	ot	[x1/4]*	[x1/3]*	[x1/2]*
Rhine ferry/blown bridge	ot	-	-	[x1/4]
Blocked (sea/lake/estuary)	ot	[x1/4]*	[x1/4]*	[x1/4]*
West Wall	Close	x1	x1	x1

\* = Road only                      [#] = affects attackers only, defending units are x1                      ot = Use Other Terrain

Features not listed have no effect on Combat, use other terrain to determine any combat terrain effects.

\*\* = Road only for some Mobility Types during some ground conditions (per chart below).

### Terrain Effects on Movement

Ground Condition	Dry			Mud			Snow		
	Track	Truck	Leg	Track	Truck	Leg	Track	Truck	Leg
Open	1	1	1	4	8	2	2	2	2
Hills	2	3	1	4	6	2	3	6	2
Light Woods	2	3	1	6	All	2	4	5	3
Heavy Woods	3	5	2	All	All	2	4	6	3
Polder	P	P	2	P	P	3	P	P	2
Swamp	P	P	3	P	P	4	5	6	3
Mountain	P	P	All	P	P	All	P	P	All
Village	ot	ot	ot	ot	ot	ot	ot	ot	ot
City (Major or Minor)	1	1	1	1	1	1	1	1	1
Minor River/Canals	+3	+5	+1	+4	+6	+2	+3	+5	+1
Major River/Canals	P	P	All	P	P	All	P	P	All
Rhine River	P	P	P	P	P	P	P	P	P
Rhine ferry/blown bridge*	P	P	All	P	P	All	P	P	P
Blocked (sea/lake/estuary)	P	P	P	P	P	P	P	P	P
Roads	1/2**	1/2**	1/2**	1	2	1	1	1	1
Autobahns	1/3**	1/3**	1/3**	1	1	1	1/2**	1/2**	1/2**
Railroads or Tracks	1	1	1	1	4	1	1	1	1

\* A repaired Rhine Bridge reverts to normal road/track/railroad costs.                      ot = Use Other Terrain

\*\* Increase the cost to 1 MP for **German** movement during Normal Flight conditions *unless* Interdiction is suspended (3.7b).

P = Prohibited. If a weather change leaves a Track or Truck MA unit in prohibited terrain, such as a swamp that unfreezes, it is stuck there until the ground freezes again (assuming no road). So be careful!