

4-14 Beyond the Rhine (25 Jan 2022)

Credits

Tony Zbaraschuk wrote the Allied Player Notes and Steve Campbell wrote the Axis Player Notes.

Counters

1. A German breakdown on Sheet 6 is AR4 in Move Mode and the correct AR3 in Combat Mode. Sorry!
2. The Allies are short one Reserve marker. Players will need to make their own (or use a withdrawn Axis marker).

Allied Chart Booklet

1. Change "Misc" Repl wording to allow "Mule/Weasel" rebuilds instead of "Wagon."
2. Note 3 (page 3) should be changed to allow the Allied player to force any blocking German units in a listed range to retreat (pushing them out of C1.11, for instance).
3. 6-3-6 Tk Bn (101), which was a Sept 12 Map C south edge arrival, is deleted.
4. This set of units scheduled for Sept 19 appear instead on Sept 12: 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)
5. Transfer US 7th AD from South to North on 26 Sept.
6. On 29 Oct, 10th Arm Div should be Map C (not A).
7. On 8 Nov, the US 84th Inf Div is a 20-3-3 (not 20-4-3).
8. 2-4-3 Para Bn (551) becomes a Nov 22 arrival (Map A west edge)
9. 2-4-3 Para Bn (509) becomes a Dec 15 arrival (Map C west edge)
10. 4-4-3 Para Rgt (517), which was a Jan 1 arrival (Map A, west edge) becomes a Sept 12 arrival (Map C south edge, between 1.11 to 1.18)
11. Delete 101st Div's 506 Rgt from the 1 March arrivals.
12. The 1 March Removal of 401 Gldr is South (not North).

Axis Chart Booklet

1. Clarification: Alarm Pool result includes the Flak units.
2. Remove the 6-5-6 PJ Bn (559), a Sept 5 arrival (Map B), as it now sets up on-map
3. Delete the 2nd entry on 8 Sept for a 2.Pz Div transfer.
4. 10.SS.Pz Div (10 PJ Bn) becomes a 12 Sept Map B arrival
5. One of the Map B 3-3-2's on 19 Sept should be Naval.
6. 4-4-5 PJ Bn (741) becomes a 22 Sept arrival (Map B)
7. The Removals on 29 Oct are for North (not South)

8. 3-4-3 FJ Assault Bn (1), a Sept 5 arrival (Holland, any City or HQ) becomes a Dec 5 arrival (Holland, any City or HQ)
9. 5-5-7 PJ Bn (655), an Oct 26 arrival (Map B) becomes a Dec 26 arrival (Map B)
10. 10.SS.Pz Div (1-10 Pz Bn) becomes a Jan 15 arrival (Map B)
11. Add 2x Truck and 2x Wagon to the 22 Jan removals.
12. Emergency arrivals for South on 1 March are Unready.

Scenarios

Scenario 6.1 Grand Campaign

- (Allied) Add 101st Div's 506 Rgt to England Box. Remove both the 2-4-3 Para Bn (509, 551) from the England Box; both become later OOA arrivals.
- (German) Delete the 3x Trucks from WaR Box.
- Remove the 4-4-5 PJ Bn (741), which sets up in A31.19 (within 13 hexes); it becomes an OOA arrival
- 2-4-5 SP Arty Bty (2/218), which sets up in A13.07 (Liege) moves to C60.18
- 5-3-2 KG (Fiebig), which sets up in A22.17 (Leuven) moves to A22.16
- 10.SS.Pz Div (22 PzGr Rgt, 10 Rec Bn), which set up in A20.09 (Hasselt, within 3 hexes) move to A17.06
- Remove the 10.SS.Pz Div (1-10 Pz Bn, 10 PJ Bn), which set up in A20.09 (Hasselt, within 3 hexes); they become OOA arrivals
- 9.SS.Pz Div (19 PzGr Rgt, 9 Rec Bn), which set up in A20.09 (Hasselt, within 3 hexes) move to A19.03
- 6-4-5 SP Arty Bn (217), which sets up in A16.08 (Tongeren), moves to A28.31 (Venlo)
- 9-2-2 SS Arty Bn (502), which sets up in A20.09 (Hasselt, within 3 hexes) moves to the WAR Box (Ready Side)
- 6-5-6 PJ Bn (559), a Sept 5 arrival (Map B), sets up in A35.09 (Tilburg)

Scenario 6.2 Fall of '44 (Montgomery)

- Add 101st Div's 506 Rgt to England Box. Remove both the 2-4-3 Para Bn (509, 551) from the England Box; both become later OOA arrivals.
- Use the "1/3 round up method" per 6.9 for US supply.
- Axis can use RRs on south edge of Map B for supply; Allies can use RRs on south edge of Map A.
- Axis begin with 3x Reserve markers (not 2).

Scenario 6.3 Fall of '44 (Patton)

- Axis can use RRs on north edge of Map D for supply; Allies can use RRs on north edge of Map C.
- Change the third Special Rules paragraph to read: The US player rolls for full supply on the first two game turns (5 Sept and 8 Sept). Thereafter, multiply US supply rolls by two-thirds, rounding UP (so a 7 SP result would round to 6 SP). Multiply all German Supply Table results by x1/2 and round German fractions down. Note in this scenario the Allied player cannot receive supply shifts for ports.

Scenario 6.4 Operation Queen

- Minor edits to values in the US setups: The 84th Inf Div is a 24-3-3 and the 745th Tk Bn is a 6-3-6.

Scenario 6.5 Bulge Campaign

- (Allied) Add 101st Div's 506 Rgt to C51.34.
- 6-3-6 Tk Bn (101), which sets up in D35.25, is removed and does not appear.
- Correction: German-controlled ports have not yet been checked for Mine hits.
- (German) Add to setup at D61.32: 39 Pz Corps HQ, 725 RR Arty Bn, 2-4-6 Pz Co (2-2/103), 4-4-3 Assault Bn (5), 26-2-2 Arty Rgt (617), 42-2-2 Werfer Bde (20), and 2x Truck Points (empty). Add 1x Truck to German dead pile.
- 10.SS.Pz Div (1-10 Pz Bn), which sets up in the Dead Pile is removed; it is a later OOA arrival.
- 5-5-7 PJ Bn (655), which sets up in B21.30 is removed; it is a later OOA arrival.
- 15.PG Div (115 Rec Bn), which sets up in B24.32, is removed and does not appear.
- The 9-2-2 SS Werfer Bn (502), which sets up in hex B6.29 is mislabeled. It should be a 12-2-2.

Scenario 6.6 A Time for Trumpets

- (Allied) Add to US arrival list, appearing on 22 Dec anywhere along South Edge west of T1.10: 4.Arm Div (all 4 units), 6-3-6 Arm Bn (740), and 3-2-8 TD Bn (704).
- Add 101st Div's 506 Rgt to Dec 15 arrivals.
- (Axis) Add to setup at T24.06: 39 Pz Corps HQ, 725 RR Arty Bn, 2-4-6 Pz co (2-2/103), 4-4-3 Assault Bn (5), 26-2-2 Arty Rgt (617), 42-2-2 Werfer Bde (20), and 2x Truck Points (empty). Add 1x Truck to German dead pile.
- 10.SS.Pz Div (1-10 Pz Bn), which sets up in the Dead Pile is removed.
- 5-5-7 PJ Bn (655), which sets up in T46.04/B21.30, becomes a Dec 26 arrival (Central BZ)

- 15.PG Div (115 Rec Bn), which sets up in T49.07/B24.32, is removed and does not appear.
- The 9-2-2 SS Werfer Bn (502), which sets up in hex T31.04/B6.29 is mislabeled. It should be a 12-2-2.

Scenario 6.7 Nordwind

- To clarify, the 39.xx hexrow is out of bounds
- (Allied) 2-4-7 Mech Cav Bn (117), which sets up in D27.23, moves to D34.25
- 5-3-7 TD Bn (645), which sets up in D34.25, moves to D33.25
- 6-3-6 TK Bn (101), which sets up in D33.23, is deleted.
- (German) The 10.SS.Pz Div (1-10 Pz Bn) and the 5-5-7 PJ Bn (655), which set up in D33.13, are both removed. The 1-10 Pz Bn will arrive as a scenario reinforcement on Jan 15. The 5-5-7 PJ Bn (655) does not appear.
- Add the 36-2-1 Artillery Corps (404) to D36.25.

Scenario 6.8 Endkampf Campaign

- Correction: The Emergency Pool units begin Ready.
- Correction: Place Roer Dam marker on 19 February turn (effect ends after the Allied player turn).
- (Allied) 6-3-6 Tk Bn (101), which sets up in D31.28 (within 1 hex), is removed and does not appear.
- Add 101st Div's 506 Rgt to D28.25.
- (German) Add 1x Truck to German dead pile.
- Add 2-1-2 Ost Bn (787) at A51.14.
- Change 15.PzGr Div (all 6 units), which set up in D61.27, within 1 hex, to 15.PzGr Div (104 PzGr Rgt, 115 PzGr Rgt, 115 Pz Bn, 33 PJ Bn, 33 Arty Rgt). The 115 Rec Bn is removed and does not appear.
- Clarion Event also affects Axis Supply Table

Scenario 6.9 Spring of '45 (North)

- Add 1x Truck to German dead pile.
- Correction: The Emergency Pool units begin Ready.
- Correction: Place Roer Dam marker on **19 February** turn (effect ends after the Allied player turn).
- Axis can use RRs on south edge of Map B for supply; Allies can use RRs on south edge of Map A.
- Clarion Event also affects Axis Supply Table

Scenario 6.10 Spring of '45 (South)

- Add 1x Truck to German dead pile.
- Add 101st Div's 506 Rgt to D28.25.
- Correction: The Emergency Pool units begin Ready.
- Axis can use RRs on north edge of Map D for supply; Allies can use RRs on north edge of Map C. (6.3 & 6.10).
- Delete paragraph 3 of Scenario Special Rules.
- Clarion Event also affects Axis Supply Table

Rules

1. FP units (2.2) are always in Combat Mode. They can never move after placement. "German held" locations are on the Axis side of the front (use common sense).
2. Use 3.11a to handle the German 2-step Werfer units.
3. 1.8d does not limit West Wall upgrades.
4. All arrivals on a map edge arrive fueled (1T method).
5. Option 5.1 can also be applied to Allied formations.
6. The Example #2 at the end of 1.11 Ports implies you can ship SP from England to a Port on the Continent. Change the last sentence in the sample to read: "Since mines don't affect minor ports, the Allied player can ship some tokens into Beverwijk (from another port), allowing some of the Allied force to eat off the map."
7. 2.2 Variable SP and Repls. Change the Luftlotte Reich second paragraph, second sentence to read: "The planes are returned to the Luftlotte Reich Box either the instant they go inactive or at the end of the next Axis Clean-Up Phase, where they remain until released again."

Clarifications

1. Some unit abbreviations in setups are wrong. "Lr" should be "Lehr", "Fu.Gr" should be "F.Gren", and "Fuhr" should be "F.Beg".
2. The Pontoon rules (1.10) are written from the Allied perspective, but the German units have the same abilities. Note only **friendly** units can use Ferry & Bridge markers.
3. Interdiction (3.7) can affect both road and autobahn costs, in both Dry and Snow weather. The TEC is right.
4. At starts of Bulge and Endkampf, the Axis controls all ports north of Middleburg (A40.27).

House Rule Option

The Allies can shift each printed Broadfront line by up to 3 hexes north or south on the first turn of each month (or

scenario). The shifted lines remain straight, and the combined number of shifted hexes cannot exceed 6. (So, if one line is shifted six hexes the others cannot be shifted at all.) Give SP and restricted factions (that cannot change zones) one turn to conform to a shifted boundary.

New Optional Rules:

5.12 Axis Attrition (new)

As the war wended down, more German units chose surrender over fighting for a lost cause. To reflect this...

- Axis units apply a +1 DRM to Attrition rolls in 1945.
- Axis units cannot use Breakout in 1945.

Exception: Stacks containing Waffen SS and/or Fester Platz units ignore both of these changes.

5.13 Supply Caches (new)

Those wanting to use the Supply Cache option, new to the v4.3 series rules, will find them integrated into these living rules as fixed (non-variable) reinforcements (see Arrival Charts) and additions to the setups. If you don't have the official markers, use coins or poker chips!

- Note they are sometimes listed as "US" or "CW" but this is just to show which map set they are on in the 2-map campaigns. The Allied factions share a common Supply Cache pool!

5.14 Ship Barrage (new)

The Allies have at their disposal a Ship Barrage (OCS 18.3a) with each Seaborne Assault (BTR 3.9).

- The barrage is resolved on the 25-40 column on the Barrage Table as though ships are present. Apply all the appropriate shifts.
- The hex barraged must be on or adjacent to the landing site.

Design Note: The Ship barrage represents the British Battleship HMS Warspite and the Monitors HMS Erebus and Roberts supporting the seaborne landings in the Scheldt.

5.15 Patton's Thrust (new)

In Scenario 6.1: Grand Campaign or Scenario 6.3: Fall of '44 (Patton), the Allied player may setup two armored divisions on Map C fueled (at no SP cost).

Design Note: The Allies have a very lean supply net in September, and this option gives them a somewhat higher octane opening in the South