

Operational Combat Series:

Beyond the Rhine (1.1)

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Game Design: Roland LeBlanc

Series Design: Dean Essig

Developer: John Kisner

Research: Roland LeBlanc, Perry Andrus, David J. S. Hughes, Hans Kishel, and Tom Peters

Playtesting and Proofreading: Perry Andrus, Allen Beach, John Bowen, Daniel Brown, Thomas Buettner, Steve Campbell, Carl Fung, Lee Hanna, Ben Hitz, Scott Johnstone, Michael Junkin, John Leggat, John Madison, Carl Martz, Dave Mignerey, Jim Reasoner, Marty Sample, Angela Sutton, Marv Tierney, Shawn Tierney, Mark Veerman, and Tony Zbaraschuk

*Dedicated to the memory of
our good friend Jim Reasoner.*

v1.1 Rules

The original rules were corrected and clarified. There have also been changes. Some of the highlights...

- Full Campaign setup was adjusted.
- Map-edge arrivals get free fuel on their turn of entry (see 1.2e).
- Events process was changed to make Frequent Events more likely.
- Luftflotte Reich planes now stick around for only one turn.
- Namur is now a US hub (3.1).
- Several new options were added.

Introduction

Beyond the Rhine depicts the campaign for Northwest Europe from September 1944 to April 1945. It begins with the German Army reeling from a string of near-fatal defeats, in full retreat to the safety of the West Wall where it hopes to make a stand. The Allies, flush with victory, believe one more push will bring them home for Christmas.

Scale is 3.5 miles per hex with two turns per week.

***Design Note:** The ground scale was chosen due to the density of combat in the West; at the usual 5 miles per hex the stacks were too tall. The time scale did not undergo a corresponding change from the norm, however, due to the relatively slow pace of operations (which can be blamed on a combination of factors, such as mines and chronic fuel shortages).*

1.0 General Rules

1.1 The Armies

The Axis player controls the Wehrmacht (field gray), Waffen-SS (black), Luftwaffe (light blue), Kriegsmarine (dark blue), and Ost units (yellow). Collectively, these are called “German units.”

The Allied player controls the American (green), French (blue), British (brown), Canadian (dark brown), Pol-

ish (red), Belgian (green), and Dutch (orange). Air and airborne units are different shades. Note the pack mules and M-29 Weasels in the Allied mix: they are somewhat exotic forms of transportation points (OCS 3.3) that are functionally very similar to wagons. Collectively, these are called “Allied units.”

Each side’s reserve markers are available in several colors, but the colors need not match the units placed in Reserve Mode. It is also allowed to freely swap one “color” for another. The Allied player’s trucks and mules also come in several colors, but in their case nationality does make a difference: a US truck cannot be exchanged for a Commonwealth truck, etc.

***Play Note:** Because of the limited number of counters, it is suggested that both sides be given some latitude for consolidating trucks, wagons, and mules before bringing in new arrivals or taking losses.*

1.1a Allied Factions. There are three factions (see 3.5) in the Allied command: American (abbreviated “US”), French (abbreviated “FR”), and Commonwealth (abbreviated “CW”). Note that for game purposes the “Commonwealth” is defined as all British, Canadian, Polish, Belgian, and Dutch units. These three factions are (mostly) kept separate when it comes to combat, supplies, and replacements.

1.1b Two-Step Units. All brigades and regiments with a Combat Mode strength of at least ‘10’ have two steps.



This is shown by a yellow band behind the size designation instead of the usual '2' in a yellow circle, but they are handled like multi-step "mini divisions" of 2 RE. This will affect their stacking, as well as combat-supply costs.

- A "division" is never independent (OCS 3.2f), so the multi-step panzer brigades cannot get "free fuel" from a marked HQ or be a Kampfgruppen attachment (5.1).
- Use 3.11a to handle Allied and Axis multi-step artillery units.

1.1c Breakdowns. This game has many nationalities and service branches. In addition to the regular restrictions (OCS 20.0), use of breakdown units is further limited as follows:

- Axis breakdowns can only be created and absorbed by divisions of the same service branch (e.g., SS, Wehrmacht). Note this is especially important for Luftwaffe units, which have a higher combat strength than the others.
- Allied breakdowns can only be created and absorbed by divisions of the same faction: United States, Commonwealth, and France.
- For added (optional) flavor, treat infantry and mountain types as distinct, and also differentiate between British and Canadian breakdowns.

1.1d Engineer Capabilities. HQs have engineer capabilities per OCS 13.8a, with one exception: port repair is handled via 1.11e instead of the usual rule. Both sides also have Pontoon brigades that can perform the special bridging tasks noted in 1.10, but otherwise lack engineer capabilities (so cannot build airfields, etc).

1.1e Nominal HQs. All major city hexes in Germany have nominal German HQs for rebuilding units. The England Box and Allied "arrival cities" (see 3.1) similarly contain nominal HQs for rebuilding units. Nominal HQs are otherwise insignificant: they

are not combat units, cannot throw supply, cannot absorb losses, etc.

1.1f Wagon/Mule/Weasel Capture.

The Germans have no mules and weasels (see 3.4) in their mix; the Allies have no wagons. When captured, such transport points are destroyed instead.

1.2 Reinforcements

The Allied and German arrival charts detail the comings and goings of units during the campaign. A few unusual things to keep in mind:

1.2a Breakdowns. If there is no available breakdown regiment when an arrival is called for, the player can alternately add a step to an appropriate reduced division in trace supply.

1.2b Removals. Some units are called on to be "Removed" by the arrival charts. Such units are literally removed from play, regardless of whatever situation they might be in (on-map, holding box, destroyed) and placed back in the counter-tray (see also 2.9a). No supply is expended for units that would normally need fuel to move.

1.2c Consolidation. Players can substitute an exact unit (per OCS 13.9) for any scheduled exchange or removal. IMPORTANT: This *can* be a unit in the Dead Pile.

1.2d Exchanges. Numerous unit exchanges occur for organizational, equipment, or even simple nomenclature changes. Whatever the reason, such exchanges are always handled the same way: simply pull out the old unit (from whatever its situation) from the game and replace it with the new one. The new unit acquires the same traits as the old unit: out of supply, exhausted internals, in strat mode, etc.

There are three special cases:

- The new unit will always arrive at full strength, regardless of the earlier unit's losses.
- If a replaced unit is in the Dead Pile, the replacing unit will arrive as if a normal reinforcement.
- If a replaced unit is in the Emergency Pool, it remains there.

1.2e Free Fuel. Reinforcements that are entering along a map edge (such as "Map C, west edge") get free fuel in the Movement Phase via the Single-Unit Method (OCS 12.5c). Note this also includes the special edge arrivals in the two-map campaigns (such as "Transfers from south to north").

1.3 Weather

Weather played a critical role during the campaign. The players should pay close attention to weather effects on air operations, ground movement, and supply table rolls.

Weather on the first turn of scenarios is pre-determined (per General Information). On subsequent turns roll separately for Ground Conditions (one die) and Flight Conditions (two dice). Use the line appropriate to the current date. Read across the table to find the column with the range containing the result. The full effects of each weather type result are given on the Weather Table.

1.4 Terrain Notes

1.4a Switzerland. Some hexes on Map D are part of neutral Switzerland and are off-limits to both players.

1.4b Railroads. All railroads in this game are standard gauge and single-track. Conversion of captured rails is not required.

***Design Note:** Multi-track and single-track lines are treated the same on this battlefield due to the systematic bombing earlier in 1944. Treating all track lines the same doesn't create a technically exact representation of the rail system in Western Europe at this time, but works best for game play.*

1.4c Obscured Hexes. Hexes that are covered by objects such as the Normandy Box on Map A are out of play, but if a half-hex is showing the hex is okay to use.

1.4d Dense Ruhr Zones. In the Ruhr east of the Rhine there are clusters of connected city hexes where roads and

railroads “disappear” upon entering. In these zones players are asked to assume all of the adjacent city hexes are connected to one another by railroads. (Exception: for hexes separated by a river, this is only true if there is a bridge symbol.) This allows any and all hexes in the zone to be detrainable if there is an open rail path back to a friendly supply source.

Treatment of the road net is different: due to intense bombing the roads are of marginal utility, so there are no “hidden” roads in a Dense Ruhr Zone. Thus movement between hexes is never less than 1 MP per hex (and is more only if there is an unbridged river to cross).

***Example:** Hex B29.20 has a road leading to the hex due E, a RR leading to the SW, W, and NW, and neither a road nor RR leading to the NE and SE.*

1.5 Fortifications

The map’s printed fortification are permanent and cannot be destroyed.

1.5a The West Wall. Each West Wall hex contains a permanent German hedgehog that can *never* be reduced below Level-1. Only place hedgehog markers in West Wall hexes that have been improved above this minimum level.

There is a German Repl Table result that improves a single West Wall hex by one level (the hex must be in trace supply, but no other construction requirements or costs apply). Note these “free” improvements to the West Wall can be to a maximum of Level-2. The Germans can also use the normal construction rules to improve the West Wall and/or build beyond Level-2.

The West Wall is close terrain (per TEC), but in combat the defender can choose some other terrain in the hex (OCS 9.4c) and still benefit from the special West Wall effects below.

West Wall hexes differ from regular hedgehogs in several ways:

- A) Exploit results are ignored when the Allies attack these hexes.

- B) Only German units receive defensive benefit from the hedgehogs. Allied units in these hexes function as if there is no hedgehog present (but do still benefit from the Close terrain in these hexes).
- C) The Allies cannot build hedgehogs in a West Wall hex, but can reduce an “improved” hex per OCS 16.0c (but of course not below Level-1).
- D) Allied supply path movement (OCS 12.3d) cannot be traced into or out of a West Wall hex that is adjacent to a German combat unit. This is *not* dependent on a ZOC, and applies even if the West Wall hex is occupied by an Allied unit. Note the Allies can, however, still use the “adjacent is good enough” provision (OCS 12.3c) to supply units occupying (or adjacent to) the West Wall. See the illustrated example on page 68.

“The Westwall did not at all offer the support that the returning units hoped for. It had deteriorated over the past several years; the weapons had been removed; and the barbed wire obstacles taken down. Sources for electricity were partially rotted, cable ducts flooded, and ventilation equipment defective. The anti-tank positions were originally built for 37mm anti-tank guns, and the 75mm guns did not fit them. The dragon’s teeth were no longer sufficient as tank obstacles. Fields of fire had to be cleared. No construction staff for the fortifications was present that could hand over the installations; sometimes there were no keys.” — Heinz G. Guderian’s From Normandy to the Ruhr.

1.5b Maginot Forts. The old Maginot Line and some hexes in Belgium and Holland contain a permanent Level-1 hedgehog (that can never be reduced below that level). None of the other special features of the West Wall apply to these hexes (so they can be used by both sides, exploit results are possible, etc.). Both players can follow the

normal series rules to improve printed forts above Level-1.

1.5c Fester Platz. See 2.2.

1.5d Special Hedgehog Reduction. All varieties of hedgehogs are reduced by one level when captured (but West Wall and Maginot forts can never be reduced below Level-1).

1.6 Off-Map Boxes

There are several types of off-map boxes. In these boxes...

- No combat or barrage is allowed.
- Units are always in trace supply.
- There exists an infinite supply dump that can be used to refit air bases and fly SP to the map via Air Transport (see 3.8). No other transport (via truck, rail, or shipping) of this SP to the map is allowed, however!

1.6a Air Boxes. The Allied player has four off-map boxes containing air bases for planes based in England, Normandy, and South France. Movement to and from these boxes is done via Air Entry Points (see 1.7). There are some restrictions: French planes cannot use the England and Normandy Airfields; Commonwealth planes cannot use the South France Airfields. The Interdiction Airfields are a special case restricted per 1.6b.

Air bases in all of these boxes are handled abstractly. There are no restrictions on how many planes can stack, but refit in each box is limited to 14 air units during Dry ground conditions, and to just 7 during Mud or Snow.

Design Note: The seemingly low refit rate in England is due in part to these planes flying from what is essentially a different weather zone.

1.6b Interdiction Box. This air box is handled much like the ones above, but can *only* be used by Allied planes marked with an X. See 3.7 for the pertinent rules.

1.6c England Box. In addition to its airfields, the England Box is an off-

map holding area for Allied ground units. It is mostly used for airborne formations, which can be loaded on transport planes based in England, but also has nominal HQs for rebuilding units. Ground units can move between the England Box and functioning ports using Sea Cap (see 3.3).

Design Note: Historically, two of the airborne divisions were based near Paris in the spring of 1945 and flown from there to Wesel. For simplicity all airborne operations originate in the England Box.

1.6d Luftflotte Reich Box. This is a holding box for the German air units marked with an “X” that are only available on certain turns. See 2.2 for the pertinent rules.

1.7 Air Entry Points

In the North Sea and along the map’s edges are numerous Air Entry Point (AEP) hexes. These mark hexes where air units can transfer to and from the specified Air Boxes, as well as the distance to the connected Holding Box. To move between a Holding Box and an AEP hex, pay the listed range.

Note that for AEP purposes, the Interdiction Box is in Normandy.

1.8 Rhine River

The Rhine River is the major obstacle between the Allies and their ultimate objectives in Germany. In this game the “**Rhine River**” includes all Rhine-Class rivers shown on the map, and a “**Rhine bridge**” is any hexside where a road or railroad crosses a Rhine-Class river.

Note that the special rules below *only* apply to Rhine-class rivers. Bridges over major and minor rivers, or over estuary/blocked hexsides (such as the ones east of Middelburg and south of Dordecht), can never be blown or rebuilt.

1.8a Blowing Rhine Bridges. The German player has the option to destroy a Rhine bridge when the first

Allied combat unit moves adjacent. This is automatically successful unless he chooses (for tactical reasons) not to blow the bridge, or if the Allies spend a “Bridge Check” marker (see 1.8b). If the bridge isn’t blown at this time, the Germans lose the option to destroy it until after they again control both sides of the bridge (allowing them to reset the charges).

Markers are provided to show which bridges have been captured or blown. Since blown bridges along the front-line are the norm, only use markers when a bridge’s status (captured, damaged, or not yet checked) is potentially in doubt.

Per the TEC, a destroyed bridge acts like a ferry — still of limited use for Leg units, but not usable by Truck and Track units.

IMPORTANT: Some Rhine River hexsides have more than one bridge. These are blown (and repaired) individually.

Design Note: Blown bridge hexsides contain the best crossing points for small boats, and a partially destroyed span would still be of limited use. Some engineering work is also being reflected.

1.8b Bridge Check Markers.



Allied player receives these markers via Repl Table. They can be saved (store them in the England Box)

until spent, up to the counter mix limit of three. Each spent marker forces the German player to roll for a bridge-blowing attempt (one marker per bridge), introducing a measure of uncertainty that otherwise isn’t there.

Roll two dice:

- 2-4 = Bridge is not blown
- 5-12 = Bridge is blown

Design Note: Think of Bridge Check markers as representing clever (and not so clever) ruses designed to seize a bridge via surprise attack. Note there is an optional rule (5.6) for players who want to give every bridge a chance of not blowing. This was the preferred method of most playtesters, but we decided to keep it optional since it involves a lot of rolls for snake-eyes.

1.8c Attacking the Rhine. It is imperative that players understand that in OCS an attack can be made only where movement is possible (OCS 9.1f). Per the Terrain Effects Chart, this means that attacks across the Rhine River are limited to certain hexsides and units...

- An intact bridge allows any unit to move and attack normally.
- A Ferry marker (described in 1.10a) or blown bridge only allows units with Leg MA to move and attack. Furthermore, these cannot be used in Snow weather.
- A Rhine hexside lacking a Ferry Marker or bridge never allows ground units of **any type** to move or attack across.

1.8d Defending the Rhine. Hitler didn’t want his armies to retreat behind the Rhine, so the German player isn’t allowed to put Fester Platz (see 2.2) or build new Level-1 hedgehogs in hexes that are adjacent to the Rhine River *and* in Germany (so this doesn’t apply in Holland).

This defensive restriction is permanently lifted when the Allies occupy both sides of an intact (or repaired) Rhine bridge inside (or along) the borders of Germany.

“An organized defense of the Rhine and even the drafting of a plan to evacuate forces over the river was strictly forbidden. Hitler asserted that if any plans were made and defenses were constructed east of the Rhine, the troops would become obsessed with the idea of falling back behind these defenses and thus fail to mount a tenacious defense of the Reich’s western borders.” — Derek Zumbro’s Battle for the Ruhr.

1.9 The Roer River



During his Movement Phase, the German player has the option to break the locks on the Roer River dams. Exception: this cannot be done if Allied combat units occupy (or were the last to occupy) the Roer River dam hex (B10.31). Breaking the locks is a **one-time event** with this effect:

- The Roer is flooded from B10.31 to Roermond (inclusive) for the next four Allied player turns. No movement or combat is allowed across the flooded hexsides (not even via roads).

When the locks are broken, flip the Roer Dam marker (which sets up in B10.31 as a reminder to players of the hex's importance) over to its Roer Flood side. Put it on the Turn Record Track as a reminder of when the flooding will abate. When flooding subsides, the Roer River reverts to normal for the remainder of the game.

Note that historically the locks were broken in early February 1945.

1.10 Pontoon Units



Both sides have Pontoon units to facilitate river crossings. These are especially valuable when dealing with the formidable Rhine River barrier. **Note that HQs cannot perform any of the special Pontoon functions described in this section.**

Major and Minor Rivers. When Engineer-Capable (OCS 13.8a), a Pontoon unit creates new bridges for friendly units across all adjacent minor and major river/canal hexsides (as if a “track” is crossing the river). There is no SP cost to do this. These bridges disappear if the Pontoon unit leaves the hex.

Rhine-Class Rivers. In addition to bridging minor and major rivers per the above, on each non-Snow turn an Engineer-Capable Pontoon unit that is adjacent to the Rhine can do **one** of the following during its Movement Phase:

- Attempt to put a Ferry marker in the hex. See 1.10a. There is no SP cost, but roll two dice to see if the marker is successfully emplaced:
 - 2-7 = Ferry Fails
 - 8-12 = Ferry Succeeds
- Attempt to repair one blown Rhine River bridge in the hex. See 1.10b. This requires no enemy combat units be adjacent to the Pontoon unit. There is no SP cost, but roll two dice to see if repair succeeds:
 - 2-7 = Repair Fails
 - 8-12 = Repair Succeeds
- In 1945 (only), **two** Pontoon units stacked together can make one combined attempt to upgrade an existing Ferry marker in the hex to a Bridge marker. See 1.10c. This requires no enemy combat units be adjacent to the Pontoon units. There is no SP cost, but roll two dice to see if upgrade succeeds:
 - 2-7 = Upgrade Fails
 - 8-12 = Upgrade Succeeds

1.10a Ferry Markers. When a Ferry marker is successfully placed (per “A” above), it creates a limited crossing for friendly units on all adjacent Rhine River hexsides. (Note that prohibited hexsides are **not** considered to be part of the Rhine—these cannot be crossed via these ferries.) Per the Terrain Effects Chart, a ferry crossing is functionally the same as a blown bridge (usable for movement/combat only by Leg units and only on non-Snow turns).

The location of a failed attempt remains a secret, but tell the enemy player when a Ferry marker is placed (put the marker on top of the stack). Remove the Ferry marker if the Pontoon unit leaves the hex.

1.10b Bridge Repair. Successful repair (per “B” above) is permanent (assuming the Germans don’t recapture the bridge and then blow it up), so the Pontoon unit is then free to move elsewhere.

The location of a failed attempt remains a secret, but tell the enemy player when a bridge is repaired (hard to hide, and also important for Luftflotte Reich deployment, 2.2).

1.10c Bridge Markers. These markers (placed per “C” above) create bridges for friendly units across each adjacent Rhine hexside, with an assumed track connecting the hexes.



The location of a failed attempt remains a secret, but tell the enemy player when a Bridge Marker is placed (put the marker on top of the stack).

Remove the Bridge Marker if **both** Pontoon units leave the hex. (It remains as long as one of the Pontoon units stays in place.)

1.11 Ports

The game’s four major ports—the two in Antwerp plus Rotterdam and Amsterdam—are important Allied objectives. By capturing these ports and repairing damage, the Allies will increase the amount of supply that arrives each turn.

1.11a Antwerp. For the Allied player to control the approaches to Antwerp, none of these six towns along the Scheldt Estuary can contain German combat units: Breskens, Terneuzen, Middelburg, Vlissingen, Goes, and Antwerp (both major city hexes).

Important Note: Although they are otherwise treated as separate ports, all mine hits must be cleared from **both** of the Antwerp ports for **either** to be used for shipping or for Supply Table shifts.

“Antwerpen by 1938 had ten square miles of docks that were handling some 60,000 tons of freight a day and could berth a thousand ships at a time. There were 26 miles of quays, 625 cranes, marshaling yards, granaries, cold storage plants, coal hoists and oil tankage.” — J.L.Moulton’s Battle for Antwerp.

“Antwerp is useless unless the Scheldt estuary is cleared of the enemy.” — Rear Admiral W. S. Chalmers.

1.11b Rotterdam. For the Allied player to control the approaches to Rotterdam, none of these four towns can contain German combat units: Hoek van Holland, Maassluis, Brielle, and Rotterdam (both major city hexes).

1.11c Amsterdam. For the Allied player to control the approaches to Amsterdam, none of these four towns can contain German combat units: Beverwijk, Haarlem, Zaandam, and Amsterdam (both major city hexes).

1.11d Approaches, Mines, and Damage. For each of the four major ports to be fully utilized, the Allied player must perform the following steps in order:

- A) Control its approaches (listed in 1.11a thru 1.11c). This must be done before a major port can be repaired.
- B) Sweep its mines. A major port with any mine hits automatically has a Cap of zero.
- C) Repair its damage. Damage reduces a major port’s Cap (per damage tracks on map).

When a major port’s approaches are currently controlled and it has been **fully** swept/repared the Allies gain important shifts on their supply tables.

Mine Damage. Scenario special rules will describe initial hits on major ports (minor ports never begin with damage). When a major port hex is first captured by the Allies, check for its variable level of mine damage. Roll two dice:

2-3	1 mine
4-5	2 mines
6-7	3 mines
8-12	4 mines



Place a “Hits + Mines” marker in the appropriate position on the port’s damage track. **Mine levels**

are treated as extra hits on a major port, above the normal maximum

of 4. Until all of a major port’s mine hits have been repaired, its capacity is always zero.

When all mine levels on a port have been repaired, flip the damage marker to its “no mines” side and move it to the 4 Hits position to show the port is now functional (but heavily damaged), with the normal effects of hits on capacity now taking effect.

Notes:

- A) Minor ports are not affected by mines.
- B) Only roll for mine hits on a major port **once** per game. Additional mine hits can only be added via Random Event.
- C) Hits can be added to major and minor ports using the Barrage vs. Facility Table and OCS 19.0c.

1.11e Port Repair. During his Movement Phase, a player can repair hits on ports that contain a combat unit that does not move and is not in Reserve Mode. Port repair doesn’t have any engineer requirement or cost, but does require a connection (via either draw or throw) to a map edge supply source.

The Allies can repair 1 hit on up to two different ports each turn, but only one of them can be a major port (which must have its approaches cleared). Since Antwerp is treated as two distinct major ports, only one of them can be repaired in a given turn.

The Germans can repair just 1 hit on a single minor port each turn (done for marginal supply, 1.11g).

Note that the above rule replaces OCS 19.0d (which is not used in this game).

1.11f Minor Ports. A clear channel is not required to use minor ports. They can function (and be repaired) even with enemy units and/or mines downstream. This allows, for example, the Allies to use Terneuzen before they control the Scheldt and clear its mines.

1.11g Marginal Supply (Axis Only). Minor ports are not a source of trace supply even if their capacity is 1 SP.

Instead they provide something called “marginal supply” to a number of **Axis** units determined by the minor port’s capacity: each token of current capacity can feed 2 RE of combat units. This is treated as “eating off the map” (OCS 12.6c), but no actual tokens are being shipped or expended. Marginal supply can be obtained by direct draw or supply throw, and an HQ can draw/throw marginal supply from multiple minor ports.

Notes:

- A) Minor ports never provide marginal supply to **Allied** units.
- B) Be aware that units getting marginal supply from a minor port are able to Breakout, since they are technically not in trace supply.
- C) Enemy ZOC can be negated for delivery of Marginal Supply (as in OCS 4.5a/F).
- D) Major ports never provide marginal supply to **either** side’s units. (A major port is potentially an Allied full supply source, but **never** one for German units.)

Design Note: Marginal supply reflects a limited amount of German coastal shipping that could move supplies around. It is not extended to German-controlled major ports because we wanted to limit the potential for them becoming Stalingrads. The Allied relationship with ports is also complicated; in this case we didn’t want to make it too easy to seize a minor port in Exploitation and then have a new base of supply. So minor ports never give the Allies trace supply—they can, however, ship actual tokens into a minor port and “eat off the map” the regular way.

Example 1: A German corps is trapped in NW Holland. This force has no rail link to Germany, but does control the ports of Beverwijk (A57.10) and Amsterdam (A54.07). Amsterdam is a major port, so is useless to the Axis, but Beverwijk (with zero hits) can give marginal supply to 8 RE of combat units. Pocketed units in excess of marginal

supply will need to breakout, eat off the map, or suffer attrition.

Example 2: During a previous Exploitation Phase, a British corps drove into NW Holland. This force is subsequently cut-off from trace supply, but does occupy the ports of Beverwijk and Amsterdam. Amsterdam has mine damage, so it is useless for trace (cap = 0), and a minor port like Beverwijk is never an Allied supply source. Since mines don't affect minor ports, the Allied player can ship some tokens into Beverwijk (from England or another port), allowing some of the Allied force to eat off the map.

1.12 Economic Issues

The most important areas on the maps for the Germans are the Ruhr and the Saar. Loss of these areas will affect the German player's variable supply and replacement arrivals (see tables).

Note that success of the Broadfront Strategy (see 3.10a), by pushing the Germans back to the Rhine River, has a similar impact on the German economy (see tables).

1.12a The Ruhr. Cities of the Ruhr are colored yellow, and note there is special handling of roads and railroads in the dense zone east of the Rhine (1.4d).

“The large-scale development of coal mining and heavy industry in the Ruhr dates from the second half of the 19th century. The iron and steel industry developed rapidly under the management of such internationally famous firms as Krupp, Thyssen and Stynnes. By virtue of its productive capacity, the Ruhr was the core of the German war effort during WWII.”

1.12b The Saar. All the cities of the Saar are colored orange.

“From the German viewpoint, the Saar-Palatine was important both for its economic significance and for the military obstacle it posed to Allied armies. Based on the nearby iron ore of Lorraine and on extensive coal fields in the Saar River basin around Saarbrucken, the heavy industry of the Saar contributed 10 percent of Germany's iron and steel capacity. Coal production totaled 7,000,000 tons annually.”
— Charles MacDonald's *The Last Offensive*.

1.13 Random Events

Random Events are used in all Campaign Games, but not in smaller scenarios. **Roll on the Frequent Events Table** (see page 70) at the beginning of each turn, right after determining the weather. Most events are implemented immediately, but others not until an indicated phase.

Some random events may not be possible due to weather or time considerations, failure to meet preconditions, or they are one-time events that have already happened. **In these situations, the instructions will substitute a different event or ask players to make a new event roll.**

Players should keep a written record of events as a reminder of “one-time only” and “multiple turn duration” events. (A form is provided on page 69.)

1.13a The Two-Map Campaigns.

Some events, such as German Fuel Shortage, affect the entire map so no adjustments are needed in the smaller campaigns. Other events, such as Hitler Interferes, only affect a single location so players will need to make a 50-50 roll to decide if the event “counts.” A third type of event uses the roll of one or two dice to determine a quantity; halve these amounts in a smaller campaign. When in doubt about what to do, just try and be reasonable!

2.0 Axis Special Rules

2.1 Supply and Reinforcements

Hexes on the east edge of Map B or Map D, and also hexes on the north edge of Map B, can be used as a source for trace supply. Both sides of the Breskens Ferry (A37.29 and A39.28) are trace supply sources during the month of September (only).

Major ports are never German supply sources, but all minor ports function as sources of marginal supply per 1.11g.

New air units appear active at any airfield in trace supply. New ground units (SP, reinforcements, Pax, etc.) normally appear in any city (major or minor) within the borders of Germany that can trace to a supply source. Alternately, each turn up to four RE of arrivals for Map B each turn can appear at Amsterdam or Rotterdam (assuming the city is in trace supply). Any exceptions to these general rules will be noted on the Reinforcement Chart.

Important Note: Pay close attention to 1.2c when removing and exchanging units.

2.2 Variable SP and Repls

The German player rolls on the Repl Table and the Supply Table during each of his Reinforcement Phases. There are four special types of Variable Reinforcements that merit special mention:

Emergency Reinforcements. A “Y” result allows up to two Emergency Pool units (player's choice, without regard to size, type, or affiliation), to move from the Unready to Ready side of the Emergency Box. Ignore result if the Unready side of box is empty. See 2.3 for further details.

Alarm Pool. The twelve Alert bat-



talions (9x Wehrmacht, 1x Luftwaffe, 1x Navy, and 1x SS) and the six Luftwaffe Flak battalions are placed in the Alarm Pool at the beginning of the campaign. The eighteen Volkssturm


battalions (but **not** the 3-2-2 Volksturm regiment “Sauer”) are added to this pool on 1 December.

A “Y” result on the Repl Table allows the German player to randomly draw one Alarm unit (until the supply has run out) from the pool. Place the new Alarm unit with any Engineer-Capable (OCS 13.8a) or nominal (1.1e) HQ in trace supply.

See 2.3a for Airdrop Alarms.

An eliminated Alarm Pool battalion is returned to the pool.

‘Pressed by advancing enemy armies on both fronts, Adolf Hitler played his final card in World War II by mobilizing all German civilian males between sixteen and sixty and indoctrinating them for a final apocalyptic defense of the Reich.’ — David K. Yelton’s Hitler’s Volksturm, The Nazi Militia and the Fall of Germany.

Fester Platz Pool. When called for, a  Fester Platz unit is selected randomly and placed, along with 1 SP of bonus/extra supply, in any city (major or minor) or village under Axis control (use common sense). The placement hex must be in trace supply and cannot already contain a Fester Platz or violate the Rhine bridge restriction (1.8d). Remove any existing hedgehog marker from the hex.

An eliminated Fester Platz is returned to the pool. Note they do not “leave behind” a residual hedgehog.

Festerplatz can never move, be transported, or retreat after combat. They are shown as “Attack-Capable” to give them a ZOC when not DG, but are **never allowed to attack** because they are immobile. The counters only have one orientation, Combat Mode, and can never move after placement.

Fester Platz effects on hedgehogs:

Fester Platz have a printed hedgehog level that cannot be improved. Ignore any printed hog in the hex (but other West Wall effects still apply).

Fester Platz effects on combat (when involved in a defense):

All Axis option results must be taken as step losses. A Fester Platz is 1 RE, and can be the “AR unit” only if it is the only Axis unit.

Fester Platz effects on movement:

A unit entering a hex with a Fester Platz — whether by normal movement, retreat (remaining options must be losses), or rail movement — must end the phase in that hex. This only applies to **entering**; they can **leave** the hex at their next movement opportunity.

Fester Platz survival instinct:

A Fester Platz must be the **last** Axis step eliminated in the hex.

Fester Platz and Fog of War:

A Fester Platz is initially deployed on its “?” side. Do not flip to reveal its AR until it is involved in combat, barrage, or attrition.

Player Note: Ideally, the exact value of Fester Platz is unknown to both sides. It is hard for the German player to avoid accidentally “seeing” the hidden side when selecting the counter, however.

The “Fortified Areas” will fulfill the function of fortresses in former historical times. They will ensure that the enemy does not occupy these areas of decisive operational importance. They will allow themselves to be surrounded, thereby holding down the largest possible number of enemy forces, and establishing conditions favorable for successful counterattacks. Fortified area Commandants will pledge their honor as soldiers to carry out their duties to the last.” — from Fuhrer Order No. 11: Fortified Areas and Strong Points, March 11, 1944.

Luftflotte Reich. There are ten air



units that start in this box, the ones marked with a large “X” on the counters. These planes are released for occasional use on the Western Front.

Luftflotte Reich planes are deployed...

- If the Allies made a planned air-drop (see also 2.3a).
- If the Allies repaired a Rhine bridge (or captured a bridge intact due to a Bridge Check).
- If the Repl Table said the Luftflotte Reich is available.
- If Wacht am Rhein was declared (2.9d).

At the end of any phase in which one or more of the conditions above are met, all planes in the Luftflotte Reich Box immediately deploy (active) at any German air bases in trace supply. If released by Wacht am Rhein, the Luftflotte Reich planes lose their special status; ignore the “X” on the planes for the remainder of the game. The Luftflotte Reich Box is no longer used, losses to these planes are not automatically replaced, and all future calls for release of the Luftflotte Reich planes are ignored.

The planes are returned to the Luftflotte Reich Box at the end of the next Axis Clean-Up Phase, where they remain until released again. Any reduced/eliminated planes automatically recover to full strength the instant they return to the Luftflotte Reich Box.

2.3 Emergency Box

The initial contents of the Emergency Box are specified in the scenario setups. These units usually begin the game Unready, and become Ready due to Variable Repl Table results, Airdrop Alarms (see 2.3a), and Gotenbewegung (see 2.3b).

During his Reaction Phase, the German player has the **option** to bring in some or all of the units on the Ready side of the Emergency Box. Place each such arriving unit (or formation) stacked with any Engineer-Capable (OCS 13.8a) or nominal (1.1e) HQ in trace supply, no more than one unit (or formation) per hex. The units are treated as released Reserves, allowing them to “fan out” (moving 1/2 their MA).

Notes:

- A division arriving from the Emergency Pool can spin off breakdown regiments (so it can deploy in multiple hexes).
- The Germans are not **required** to respond to an Airdrop Alarm (2.3a), and will be unable to fully respond if the Alarm, Emergency, and/or Luftflotte Reich pools are empty.
- “Ready” units can be withheld from play indefinitely. The German player is encouraged to wait until a true emergency develops!

2.3a Airdrop Alarm. On a turn in which one or more **planned** Allied airdrops occur, do the following before deciding whether to deploy any Emergency Pool units...

- Deploy the Luftflotte Reich planes.
- “Ready” two Emergency Pool units.
- Roll a die to determine the number of Alarm units (random draws) that can be added to the “Ready” side of the Emergency Box. Note you have the option to choose less than the actual number rolled.

2.3b Gotenbewegung. Beginning in February the German player may declare the “Movement of the Goths” at the beginning of any Reinforcement Phase (before his Repl Table rolls). Doing this causes all units remaining in the Emergency Box (both Ready and Unready) and all units in the Alarm Pool to arrive immediately at any German HQs (and this includes the nominal HQs in Germany’s major cities) in trace supply. All future arrivals slotted for the Emergency Pool are also received at this time.

Choosing this option comes at a price: after Gotenbewegung is declared the German player gets just one last roll on the Repl Table. This roll gets a special +2 modifier, and all normal modifiers are ignored. There will be no more German Repl Table rolls for the remainder of the game.

“When the area around Paderborn was declared a war zone at the end of March 1945, Hitler ordered the ‘Gotenbewegung’ and all training and replacement formations were sent to the front.” — Wilhelm Tieke’s SS-Panzer-Brigade Westfalen.

Design Note: Emergency and Alarm Pool units are not “off map” but are being assembled fairly close to the action. It is not so much a case of the Germans reacting to a crisis or airdrop as it is the Allies moving into their assembly areas.

2.4 German Rail and Shipping

Rail cap starts at 10 RE but is reduced over time by random events (keep track on a sheet of scratch paper). Cargo can be “looped” off the east edge of Map B+D and the north edge of Map B, and back again on a different rail line on those edges.

Sea Cap starts at zero but increases permanently to 1 RE when the Breskens Ferry (2.5) ceases to operate. Note that minor ports can always be used to draw marginal supply (2.1a), even in September.

Note that Rail Cap and Sea Cap **cannot** be used to bring in “extra” SP from off-map.

2.5 Breskens Ferry

The important ferry between Breskens (A37.29) and Vlissingen (A39.28) only operates in September; it no longer functions after 29 September. Only the Germans can use the Breskens Ferry, and remember that both sides of the Breskens Ferry function as German trace supply sources during September (only).

Combat units and transport points must be in Combat or Move Mode, and can move 1/2 their MA to reach the port of embarkation. Fuel is only needed if a unit spends movement points before crossing (no movement

after crossing is allowed). Enemy ZOC never prevent a ferry’s use.

No more than 3 RE (figured per OCS 4.7) can be transferred across the Breskens Ferry each turn.

Note that the Allied player’s Ferry markers (1.10a) have completely different rules.

“Crossings began on 4 September, by the 8th 10,000 men had been ferried from Breskens to Flushing and by the 26th, when the ferry operation ended, 86,100 men, 616 guns, 6,200 horses and 6,200 vehicles had got away across the Scheldt. Some eight divisions crossed at various strengths, or including the regiments of the 70 Infantry Division which made the double crossing, nine.” — J.L.Moulton’s Battle for Antwerp.

2.6 Railroad Artillery



German railroad artillery can only move by rail when in Move Mode. This does not count against Rail Cap limits. Four of the units have a limited ability to move in Combat Mode; the fifth can only move by rail. If **any** of the railroad artillery units is forced to retreat, it is destroyed.

2.7 Hip Shoots & Pilot Quality

All German planes can conduct hip shoots.

German planes of a given type can have different air or barrage ratings based on their general level of pilot quality. In the set-ups this is the number in parentheses.

Design Note: Germany’s chronic lack of fuel made it hard to keep planes in the air and to train new pilots.

2.8 Von der Heydte



The only German unit that may airdrop is the von der Heydte battalion. Further-

more, if the turn Wacht am Rhein is declared is No Flight, this unit can be air-dropped *without* using a Ju-52 (no flak, but do roll normally for Air Transport Success) within ten hexes of the HQ chosen in 2.9d.

2.9 Wacht am Rhein (WaR)

Hitler was planning for a large offensive in the West even before our game begins. His goal was to knock the Allies out of the war so that he could concentrate his armies against the Soviet Union. To simulate this surprise offensive, a strong panzer army is assembled off-map in the Wacht am Rhein Box. In the campaign game, some units setup in the box and are joined on 15 Oct by four panzer divisions and several independent units that are withdrawn from play. These comprise the core of the German counter-offensive. During November or December, when preparations are finished and the time seems right, the German player will declare Wacht am Rhein (WaR) and bring these units into play.

Keep the Wacht am Rhein Box, and the Ready/Unready status of panzer divisions, hidden from the Allied player.

“All Hitler wants me to do is cross a river, capture Brussels, and then go on and take Antwerp! And all this in the worst time of the year through the Ardennes where the snow is waist deep and there isn’t room to deploy four tanks abreast let alone armored divisions! Where it doesn’t get light until eight and is dark again at four and with re-formed divisions made up chiefly of kids and sick old men — and at Christmas!” — Sepp Dietrich, commander Sixth Panzer Army.

2.9a Build Up. Some units setup in the Wacht am Rhein Box. Other units are added via Arrival Schedule.

Starting 15 Oct and ending 29 Nov—or the declaring of WaR (2.9c), whichever comes first—the German player also has the option to add

combat units (not air units, SP, or trucks) to the WaR Box. This can be done during the Movement Phase with no cost in fuel or rail cap—just pull the units from the map. Here are the particulars:

A) Any number of units which are *not* part of a multi-unit formation can be added to the WaR Box. Such units must be in trace supply and cannot be in the Dead Pile. They retain current step level, low ammo markers, etc.

These units are always placed on the Ready side of the box.

B) No more than three multi-unit formations can be added to the WaR Box: the 2nd, 116th, and Lehr panzer divisions. An entire division (the on-map elements and units in the Dead Pile) must be withdrawn at the same time. Note the German player is encouraged to use Unit Consolidation (OCS 13.9) before pulling units from the map!

These units are always placed on the Unready side of the box.

2.9b Prep. Starting with the 19 October turn, and every Reinforcement Phase thereafter until WaR declaration (2.9c), the “WaR” column on the Repl Table serves the important function of readying panzer divisions for the offensive. (At other times in the game, this column has no effect.) Each “Y” result allows the German player to move one of these divisions to the Ready side of the Wacht am Rhein Box.

2.9c Declaring. Declaration of WaR is made during the German Player’s Aircraft Refit Phase. The specific turn is the German player’s choice, but the offensive must begin in either November or December. Going early means the accumulation of supply and panzers will be less, but the extra operational surprise might be worth it. Note also that most of the assault troops will be sent to the East Front on 22 January, so waiting too long to declare WaR results in a different set of problems.

2.9d Setup. On the turn WaR is declared, all units in the Wacht am Rhein Box must be deployed (no saving of some units for a later turn). Perform these steps:

A) Units on the Ready side are placed within 6 hexes of any single German HQ (itself not part of WaR) that is in trace supply. The placement hexes and the paths from the HQ must be free of enemy ZOCs. Furthermore, the panzer divisions cannot be placed in hexes adjacent to one another.

B) Panzer divisions on the Unready side must each roll one die to see how many of their units (picked randomly) are placed in the Dead Pile. The remainder arrive this turn as regular reinforcements (2.1), and are not a part of WaR.

C) Deploy supply reserves. These are placed in any cities in Germany that are *east* of the Rhine. Amount is based on when WaR is declared:

If 1 Nov to 12 Nov: 3 SP
If 15 Nov to 29 Nov: 6 SP
If 1 Dec to 12 Dec: 9 SP
If 15 Dec to 29 Dec: 12 SP

D) Deploy the Luftflotte Reich (which no longer has special characteristics per 2.2) and temporarily lift the US Broadfront restrictions (per 2.9e).

2.9e Broadfront Effects. The Allied player’s Broadfront restrictions (3.10) are lifted on the turn WaR is declared, and for a number of *additional* turns based on when WaR is declared:

If 1 Nov to 12 Nov: 1 turn
If 15 Nov to 29 Nov: 2 turns
If 1 Dec to 12 Dec: 3 turns
If 15 Dec to 29 Dec: 4 turns

Place the provided marker on the Turn Record as a memory aid. For example, if WaR is declared on 1 Nov, Broadfront restrictions are ignored until the *end* of the 5 Nov turn. Broadfront restrictions then go back into effect (assuming the Germans are still “Holding the Rhineland” per 3.10b).

2.9f Automatic Initiative (Optional).

The German player automatically wins initiative on the turn following WaR declaration. (This trumps the Ultra random event if that happens to be rolled during WaR.)

Design Note: 2.9f was standard during testing, but the developer ultimately decided it gives WaR too much oomph.

3.0 Allied Special Rules

3.1 Supply and Reinforcements

Commonwealth supply sources are hexes on the west edge of Map A. US/French supply sources are hexes on the west edge of Map A or Map C, and hexes on the south edge of Map C from hex C1.11 to C1.35.

Major ports with a capacity of at least 1 SP are trace supply sources for all Allied factions, but minor ports *never* function as Allied sources of supply.

New air units arrive active at any airfield in trace supply. New ground units appear (usually along a map edge) as specified by the Reinforcement Chart. Any exceptions to these general rules for arrivals will be noted on the Reinforcement Chart. **Most Allied arrivals get “free fuel” on their turn of arrival, per 1.2e.**

Variable reinforcements (3.2) and units returning from Breakout can arrive at the cities listed below, a map-edge trace supply source, or the England Box. Even though no rail cap is actually used, if a listed city is currently unable to unload rail cargo (shipped from a valid supply source) it cannot receive reinforcements.

The CW city is Brussels.

The US/FR cities are **Namur**, Liege, Metz, Verdun, Belfort, and Dijon

See Broadfront Strategy (3.10) for important restrictions on US/FR supply placement and usage during much of the game.

3.2 Variable SP and Repls

During each of his Reinforcement Phases the Allied player rolls separately for new variable arrivals for both American and Commonwealth forces using their unique Repl and Supply Tables. “Variables” include SP, Pax, Eq, air steps, and so on.

Variables received by the Americans can only be used to supply/rebuild American and French units. Similarly, the Commonwealth cannot “share” its replacements and SP with American or French units. There is one exception: Bridge Check markers have no factional restrictions.

Note the England Box has nominal HQs for rebuilding units.

3.2a Trenchfoot. From the beginning of November to the end of March the US Pax arrivals are sometimes reduced (per the American Repl Table). Any reductions are considered “wasted” replacing trench foot losses (a serious problem). Note that CW Pax arrivals are not affected.

“Several officers were relieved of their commands for failure to address trench foot effectively in the winter of 1944-45. A total of 46,107 cases were reported in Bradley’s armies between October 1944 and April 1945, around 9.25 per cent of all casualties, the equivalent of three combat divisions lost to Eisenhower.” — Max Hastings’ Armageddon.

3.3 Allied Rail and Shipping

Rail Cap and Sea Cap vary by month (see charts).

Cargo being railed can be “looped” off the west edge Map of A+C and the south edge of Map C (west of C1.06), and back again on a different rail line on those edges.

Note that Rail Cap and Sea Cap aren’t used in this game to bring in “extra” SP from off-map. It is used only for shipping between detrainable hexes, shipping units between ports, and

shipping units between ports and the England Box.

3.4 Mules and Weasels



A US mule point arrives 12 September. It was used historically in the mountainous Vosges region.



The Allies also have two M-29 Weasel counters (one American and one Commonwealth) that are functionally identical to mules. **It is the Allied player’s choice as to when, or even if, the Weasels arrive.** They are brought into play by swapping them for a truck (1x Weasel for 1x Truck) that starts the phase in a “reinforcement city” (Brussels, **Namur**, Liege, Metz, Verdun, Belfort, or Dijon). These swaps, once made, are permanent.

Mules and Weasels are destroyed when captured (see 1.1f).

Design Note: These counters represent improvised transport (both pack animals and M-29 Weasels). They can be useful in rough and polder, and also in supplying Ferry crossings of the Rhine.

3.5 Allied Cooperation

There are three factions in the Allied army: American, Commonwealth (British, Canadian, Polish, Belgian, and Dutch), and French. Cooperation between factions is restricted in various ways.

Play Note: In an exception to the normal trio of Allied factions, there are only two when it comes to supply, repls, and trucks (3.5e and 3.5f). In these areas—and these areas alone—the US and French units are a combined faction.

3.5a Location. On-map Commonwealth units must remain in the Broadfront Northern Zone. Similarly, on-map French units must remain in the Southern and Central Zones. French planes cannot use the England and Normandy Airfields; Common-

wealth planes cannot use the South France Airfields. Only American units can freely roam all maps and boxes.

3.5b Combat and Barrage. Multiple factions of Allied combat units *can* stack together, and defend together without penalty. Multiple factions *cannot* participate in the same attack or barrage, however, and the “correct spotter” for any barrage must be from the same faction.

3.5c Air Missions. Planes from different Allied factions cannot be in the same mission. Note, however, that cargo carried in an air transport mission *does not* have to be of the correct faction.

3.5d Headquarters. HQs can only throw supply to units of the same faction.

3.5e SP & Repl Handling. Here there are only two factions: the Commonwealth and the combined US/French. The player should always keep dumps and repls for the two factions in separate hexes. Note even though US and French share dumps, their HQ supply throw is still limited per 3.5d.

When units from both of these “supply factions” undertake an allowed mixed activity (such as defensive combat or refit of planes at a joint air base), supply has to be paid as if for two separate stacks.

Play Note: Ideally, the Allied player will seldom, if ever, mix American and Commonwealth forces to the point where there is any possible confusion of dumps.

3.5f Transport Restrictions. Allied truck, mule, and weasel points can only load and unload SP of the same supply faction (3.5e). Note these factional restrictions *do not* apply to air transport/drop missions, Rail Cap, or Sea Cap.

An understanding of the total picture must embrace the fact that the two national armies, British/Canadian and American, had different supply requirements. Many items — ammunition, weapons, wirelens and vehicle parts, even rations — were not interchangeable. Two separate supply organizations were set up to cater for these differing needs.” — Robin Neillands’ The Battle For the Rhine.

3.6 Hip Shoots

All American and Commonwealth air units can conduct hip shoots. French air units cannot conduct hip shoots.

3.7 Interdiction

Roughly a sixth of Allied fighter and tactical air units have been assigned to permanent interdiction duty, so those counters are not in the counter mix. Another sixth, identical in composition, can choose between interdiction and on-map missions (per 3.7a).

Interdiction has these effects:

- When flight conditions are Normal, the German player’s rail cap costs are x2, his air bases only refit one unit per level, and some of his road movement costs are changed per Terrain Effects Chart (but this doesn’t affect supply draw and throw). This effect is *not* applied if the Interdiction Pool is being used on-map, per 3.7b.
- The German Supply Table has column shifts reflecting weather-based interdiction effects. This effect is *always* applied, even if the Interdiction Pool is being used on-map.

3.7a Interdiction Pool. The fourteen Allied air units marked with a large “X” on the counters are considered to be based in Normandy for AEP purposes. The “normal” use of these planes, for interdiction, is performed in the background: no regular mission procedure or need to refit.



Interdiction Pool air units can also do regular missions, but this will cause some interdiction effects to be suspended (see 3.7b). These planes can only fly during the Movement Phase, and are limited to Facility Table barrages (including Trainbusting) and Fighter Sweep missions. They return (inactive) to the Interdiction Box, and any reduced planes automatically recover to full strength the instant they return.

3.7b Suspending Interdiction. If any planes in the Interdiction Pool are currently inactive, the interdiction effects on rail capacity, refit, and roads are immediately suspended. This is the “cost” of using these planes for regular missions.

3.7c Limited Trainbusting. Allied Trainbusting missions can *only* be flown by Interdiction Pool air units. Thus they are allowed only when the player decides to suspend interdiction (3.7b). Note the effects of interdiction and Trainbusting *cannot* be combined: remove any Allied Trainbusting markers from the map the instant interdiction goes back into effect.

3.8 Air Transport & Drops

Regular C-47 units (no attached gliders) can fly all cargo allowed by OCS 14.9c to the continent every turn weather permits. Most importantly, this allows them to fly in “extra” Allied SP (via air transport or air drop) on those turns.

C-47 units *with* attached gliders are only allowed to fly **combat units** as cargo. Furthermore, these must always be planned missions (OCS 14.10b), even if the destination is an air base, and the transported units must either begin or end the move in the England Box. Note that these special C-47 units do not double their towed glider points when flying at half range or less (OCS 14.10e), so capacity remains 2T regardless of range.


Only combat units marked with Commando, Para, or Glider symbols



are drop-capable. (The 52nd Air-Landing Division cannot be dropped, but two of its brigades are “light” and therefore easy to move via air transport.) Note the two airborne HQ cannot be dropped or even moved via air transport (they function as an Allied reserve HQ pool).

3.8a Planning Restriction. An airdrop may never be planned further than twenty hexes from the nearest Allied HQ in trace supply, as determined at the time the drop is planned. This also applies on the turn it is executed (drop must be delayed if there is no qualifying HQ).

Design Note: *Why are so many C-47 units unavailable to fly in SP? The Allies felt that using air transport to bring supplies to the continent was, to say the least, extravagant. They reasoned that transport planes were better utilized for planned paratroop drops or emergency supply missions.*

3.8a Remnants. When an Allied  **regiment or brigade** gets a “failure” result on the Air Transport Success Table, part of the unit survives as a remnant. Place the brigade/regiment in the Dead Pile and an appropriate remnant battalion on the map.

Drop failure is the only way remnant battalions enter play: they are not used as an extra combat step or as breakdown units. At the end of any phase when two remnants of the same nationality, type, mode, and AR are in the same hex (or whenever both are in England), they **must** be exchanged for a dead regiment or brigade.

3.9 Seaborne Assaults

The Allied player can execute a seaborne assault four times during the campaign, but never more than one per turn and never on Snow turns. No advanced planning is needed. A seaborne assault allows troops and SP in a port (or ports) to invade the nearby enemy coast with a simplified version of the OCS amphibious landing rules.

Each of the following applies to seaborne assaults:

- A) They are made during the Movement Phase and are limited to no more than 2 RE of cargo (figured per OCS 4.7).
- B) To be used, a port must have a cap of at least 1T, but otherwise capacity is not a limiting factor — any functioning port can embark the entire 2 RE.
- C) Units must be in Combat or Move Mode and can move 1/2 their MA to reach the port; unloaded SP must have begun the phase in the port. Fuel is only needed if a motorized unit moves to reach its port.
- D) The landing hex (or hexes) can be of any terrain. (Note however that some terrain, such as polder, doesn’t allow motorized units to exit a hex without a road, per OCS 6.1d.)
- E) Hexes being assaulted must be within 10 hexes of the port (or ports) of embarkation. Count this distance as would a moving landing craft, following the coastline and estuaries. The landing craft’s path to the destination hex must be free of enemy combat units.
- F) If a destination hex **does not** contain German combat units, the assault is like an Amphibious Landing with these exceptions: a) there is no ALT roll; b) success is automatic; c) all cargo can be unloaded in the landing hex (even SP); and d) no movement is allowed after landing.
- G) If a destination hex **does** contain German combat units, the landing is like a Beach Assault with these exceptions: a) it is resolved at the end of the current phase (**not** during the Combat Phase); b) OCS 18.6b **cannot** be applied by the defenders; c) if successful, all units (even SP) advance into the destination hex.

3.10 Broadfront Strategy

For most of the campaign, US and French operations are restricted by three zone boundaries (drawn on the map). The Broadfront Zones (BZ) are:

Northern BZ is Map A/B and England.

Central BZ is Map C/D (32xx-62xx)

Southern BZ is Map C/D (1xx-31xx)

See 3.10a for when Broadfront begins and ends. While the US and French are operating under the Broadfront Strategy, the following restrictions on SP usage are in force:

- A) An SP can never be transported to a different zone (by truck, rail, etc.).
Exception: US SP in England’s intrinsic dumps can be flown to any zone.
- B) Supply in one zone can be used in a different zone (for fuel, refit, combat, barrage, etc.), but when this is done the cost is x2.
Exception: The x2 penalty does not apply during the Supply Phase, so eating off the map and replenishing internals are always at normal costs.
- C) US variable SP arrivals must be divided between the three zones as evenly as possible. Do not split SP into tokens; player’s choice which zone(s) will get the uneven SP.

Example: *The US gets 5 SP from the Supply Table. Two of the zones will each get 2 SP, and one of the zones will only get 1 SP. The Allied player decides to short change the Southern BZ, and ends up placing 1 SP at Dijon, 2 SP at Verdun, and 2 SP at Liege.*

Notes:

- It is always ok for draw/throw of trace supply to cross a zone boundary.
- Zone boundaries can be crossed without penalty by fueled units, attacking units, arty barrages, and

by draw/throw paths. Only assess the “different zone” penalty when (and where) SP costs are actually being paid.

- A muti-unit formation straddling two zones will either cost 2 SP (due to the “different zone” penalty) to fuel the entire formation, or units in one zone or the other will not be able get formation-marker fuel.
- A combined barrage made by artillery units in two zones will always incur the “different zone” penalty.
- The “adjacent is close enough” supply provision (OCS 12.3c) should **not** be interpreted to avoid a possible “different zone” penalty.

3.10a Duration. The Broadfront restrictions are imposed on 12 Sep 44. They are lifted...

- During Wacht am Rhein. See 2.9f.
- At the start of an Allied player-turn when it is observed that the Axis is no longer “holding the Rhineland” (see below) in at least **two** of the Broadfront zones. This triggers two **permanent** changes on the game: all Broadfront restrictions are ended and the Axis begins to suffer some negative economic consequences (1.12).

3.10b Holding the Rhineland. To “hold the Rhineland” in a zone, the Axis must occupy at least one city hex in that zone on Map B or Map D that is west of, but not adjacent to, the Rhine/Waal River. Even an airfield or dump counts for occupation (it need not be a combat unit).

Player Note: Keep in mind that the restrictions of Broadfront are lifted by clearing the Rhineland in just **two** of the three zones. Also pay careful attention to which city hexes count. For example...

- The west end of Krefeld (B25.27) is important for Broadfront, but not the part of the city adjacent to the Rhine.
- Dordrecht (A42.13) is west of the Rhine but doesn't count since it is on Map A.

3.10c Scenario Notes. Most scenarios use Broadfront restrictions, but some require special handling:

- In the campaigns (6.1, 6.5, and 6.8) Broadfront is used normally.
- In 2-map scenarios with just a single zone in play (6.2 and 6.9), the Broadfront rules are not used.
- In 2-map scenarios with two zones in play (6.3, 6.6, and 6.10), arriving US supply is divided between them. Player chooses which zone gets any odd SP.
- In small scenarios (6.4 and 6.7) the Broadfront rules are not used.

3.10d Shift (optional). The Allies can shift each printed Broadfront line by up to 3 hexes north or south on the first turn of each month (or start of a 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.

3.11 Arty Ammo & Divisions



Artillery Ammo Markers are acquired via Random Event. There are three Ammo Markers in the pool, two for the US (one is also usable by French) and one for the CW. As noted on the backs of these markers, each is limited to use either in the North (Maps A and B) or the South (Maps C and D). When a player receives a marker, he chooses one of those from the pool (effectively doing a bit of pre-planning for its eventual use) and puts it in the England Box to show ammo stocks. Although there is no limit to how many times the three markers can be acquired (and used) during a campaign, ignore the event if the pool is currently empty (that is, all of them are in the England Box).

An Ammo Marker can be “spent” during a Combat Phase. Remove it from the England Box and place it on an Allied HQ that is both in

Combat Mode and located on the portion of the map indicated by the marker (North or South). The marker halves the cost for all artillery barrages conducted during the phase that use SP thrown by that HQ (rounding fractions up, so a cost of 3T is halved to 2T). Remove the marker at the end of the phase (it can return later via Random Event).

Notes:

- 1) If an Ammo Marker is spent during an “Ammo Shortage” turn (another Random Event), the shortage effects on barrage costs are ignored if the supply comes from the marked HQ.
- 2) All barraging artillery units must conform to the map area and faction named on the reverse side of the marker. (The “North Maps” are A and B; the “South Maps” are C and D.) The barrage itself can be fired into the “wrong” area.

3.11a Artillery Divisions. The 2- and 3-step artillery divisions defend with the strength of their current RE value, and their Barrage strength is reduced in proportion to losses. For instance, a 108-factor, 3-RE group with 1 loss has a Defense strength of 2 and a Barrage strength of $108 \times 2/3 = 72$.

4.0 Victory Conditions

By this point in the war Germany could no longer win a military victory. As the German player, it's up to you to hold on as long as possible and hopefully wear down the Allies into some sort of acceptable peace. As the Allied player, your job is to defeat Germany as quickly as possible with a minimum of casualties. If you move too slowly the war may be over before you get Beyond the Rhine!

4.1 Sudden Death Victory

The game ends early with a German Decisive Victory at the end of March if the Allies do not have an HQ on

Map B that is across the Rhine, in Germany, and on an Allied detrainable hex.

The game ends early with an Allied win if they have earned 5 or more Victory Points (per the 4.2 schedule) at the end of any month. It is counted as a Massive Victory if they accumulate at least 5 Victory Points by the end of 1944, a Decisive Victory if they do so by the end March 1945.

The game also ends early when either side concedes that the other will obviously win.

4.2 Campaign Game Victory

At the end of April, the game ends and the final point tally determines who wins. If the Victory Points (VP) score is 5 or more the outcome is an Allied Minor Win; if 3 or less it is a German Minor Win. (4 VP is counted as a Draw.)

Check current VP total at the end of every month. Points can go up and down; refigure the total each time. The Allies can win a maximum of 6 VP:

- 2 VP for capturing all Ruhr hexes (or if they are out of trace)
- 1 VP for capturing all Saar hexes (or if they are out of trace)
- 1 VP for Liberating Holland (all Dutch major cities must be either captured or out of trace)
- 1 VP for Collapse of the Northern Flank (See 4.3)
- 1 VP for Collapse of the Alpine Redoubt (See 4.4)

4.3 Collapse of Northern Flank

Historically Northwest Germany was the British zone of operations; a lot of the push in this area (off the North Map Edge of Map B) was to deny it to the Russians who seemed poised to overrun all of the ports in Northwest Germany.

The Allied Player may declare the Northern Flank Collapse after meet-

ing the exit requirements (see 4.3a). The required units are simply removed from play, and then the German Player must immediately remove some units of his own (see 4.3b). Note there are a few other changes triggered (see 4.3c).

This VP award is permanent (the Germans cannot do anything later in the game to deny this VP to the Allies).

4.3a Allied Exit Requirements. The Allies must have six infantry divisions, three armor divisions, three armor brigades (must be multi-unit formations), four artillery divisions, three HQs, and three Trucks in hexes along the east edge of Map B between B62.01 and B49.01 (inclusive). These can be any combination of Commonwealth and American units (except for the armor brigades, since the only choices are Commonwealth).

4.3b German Screen Requirements. When the Northern Flank Collapse is announced, the German player must immediately remove four infantry divisions and two HQs from anywhere on Map B. These units must be in trace supply, but don't need to literally move off the map (just pick them up). Alternately, future reinforcements and units in the emergency pool may be used.

***Design Note:** The requirements of 4.3b (and 4.4b) may seem light, but remember by that point the Germans are just screening the Allied advance.*

4.3c Other Collapse Effects. Remove all the Commonwealth air units permanently, and the Commonwealth Supply Table has a -2 shift for the rest of the game. The north edge of the map and the exit area on the east edge (north of B49.01) are no longer supply sources for the Germans.

Important Note: For both 4.3 and 4.4, the exiting requirements are very liberal. It's ok for an infantry division to be down to its last step. Most of an armored division can be in the Dead Pile; just make sure every element still in play gets exited.

4.4 Collapse of Alpine Redoubt

The possibility of the Germans fighting a guerilla war from an Alpine Redoubt was a very real concern for the Allies. In order to safeguard this, the Allies must exit strong forces off Map D.

The Allied Player may declare the Alpine Redoubt Collapse after meeting the exit requirements (see 4.4a). The required units are simply removed from play, and then the German Player must then immediately exit some units of his own (see 4.4b). Note there are a few other changes triggered (see 4.4c).

This VP award is permanent (the Germans cannot do anything later in the game to deny this VP to the Allies).

4.4a Allied Exit Requirements. The Allies must have 12 infantry divisions, six armor divisions, three recon groups, six artillery groups, six HQs, and three Trucks in hexes along the east edge of Map D between hexes D31.01 and D1.01 (inclusive). These can be any combination of American and French units (except for the recon groups, which must be American).

4.4b German Screen Requirements. When the Alpine Redoubt Collapse is announced, the German player must immediately remove four infantry divisions and two HQs from Map D. These units must be in trace supply, but don't need to literally move off the map (just pick them up). Alternately, future reinforcements and units in the emergency pool may be used.

4.4c Other Collapse Effects. Remove all the French air units and the six US C-47+Gldr units permanently. The American Supply Table has a -2 shift for the rest of the game. The exit area on the east edge (south of D31.01) is no longer a supply source for the Germans.

Here, defended by nature and by the most efficient secret weapons yet invented, the powers that have hitherto guided Germany will survive to reorganize her resurrection; here armaments will be manufactured in bombproof factories, food and equipment will be stored in vast underground caverns and a specially selected corps of young men will be trained in guerilla warfare, so that a whole underground army can be fitted and directed to liberate Germany from occupying forces. — Chester Wilmot's The Struggle for Europe.

5.0 Optional Rules

5.1 Kampfgruppen

Players can add one or both of the following to handling of both German and Allied multi-unit formations (panzer divisions, etc.):

- A) When a formation is fueled, it can temporarily “attach” one independent unit (OCS 3.2f). The attached unit must be stacked with a unit of the formation when the fuel cost is paid and must try to remain stacked with the formation. The attachment ends when the fuel marker is cleaned up.
- B) The cost of fuel is based on the formation's current size, made on a per-step basis, counting only units with Track/Truck MA (whether they actually move or not). The modified fuel cost can never exceed 1 SP, however, so this option is designed to only *save* on some costs. For example, the 113th Pz Bde and 2nd Pz Div currently have three and five units, so fuel costs just 3T for the Bde but the Div pays the usual 1 SP. Note an attached unit (per “A” above) *does* count for calculating this possible reduced cost.

5.2 No Retreat

German units defending in any city (major or minor) inside the German border, a West Wall hex (improved or not), or a Rhine bridge hex must turn the first option result into a step loss. The German player may use the remaining option results normally.

“...Every deserter will be prosecuted and will find his just punishment. Furthermore his ignominious behavior will entail the most severe consequences for his family. Upon examination of the circumstances they will be shot.” — Heinrich Himmler, 10 Sept. 1944

5.3 Tigers are Thirsty

All German tank units marked with the notation “Tgr” in the center must always be fueled by the “1T per unit” method.

***Historical Note:** The fuel consumption of a Tiger Tank was twice that of the Pz.IV and Pz.V. Tigers also required extra maintenance and engineering support (such as strengthened bridges).*

5.4 Luftwaffe Flak Divisions

All German Flak Rolls have a +1 bonus due to heavy flak assets.

***Design Note:** Use this option as a game-balancer. Allied plane replacements have been adjusted to reflect indirectly the heavy German flak concentrations.*

5.5 The 34th SS Division

This division and all its predecessors, including the LN battalion and the 7th SS Volunteer Brigade, may never leave the Netherlands. If forced to do so they are eliminated.

5.6 Universal Bridge Checks

Rhine bridges are never automatically blown when playing this option.

Instead 1.8a is changed to require a bridge-check roll every time.

Roll two dice:

- 2 = failure (the bridge doesn't blow)
- 3-11 = success (the bridge is blown)
- 12 = success *unless* a Bridge Check Marker was spent (see below)

Bridge Check Markers (1.8b) are still used when playing this option, but their impact is changed. By spending *one* of the markers (before rolling) the bridge fails to blow on both a ‘2’ and a ‘12’.

***Design Note:** This option employs a lot more rolls, but since each is potentially a game-changer many players will prefer this method.*

5.7 Air and Para Coordination

Allied paratroop and glider units cannot spot for Hip Shoots in 1944. They can begin to do so in 1945.

5.8 Allied Attachments

Under this option, there are some refinements to the Allied cooperation rules:

- The FR 2nd Armored Division can be attached to the US faction (and be treated as a US unit).
- Two US independent units can be attached to the FR faction (and be treated as FR units).

Attachment decisions and changes are made in the Reinforcement Phase.

5.9 American Refit

The Americans rarely pulled entire divisions out of the line for rest and refit, airborne divisions being the notable exception. Battered divisions were often sent to “quiet” sectors but were still in the line resting and absorbing replacements. To reflect this, Pax and Eq stacked with an HQ can rebuild any reduced multi-step unit within throw range of the HQ (using the same mechanic as if throw-

ing supply). The receiving unit must be in Combat or Move mode and becomes DG the instant a new step is absorbed (reflecting time to assimilate replacements). This option is for American units only.

5.10 Allied Independents

Players can add one or both of the following to handling Allied independent (OCS 3.2f) units that are either Yellow-Armor or Red-Mech (OCS 3.2a).

- A) No more than one of these units per hex can attack (no limit defending).
- B) When in Move Mode orientation these units must be fueled via the “1T per unit” method (OCS 12.5c(C)).

Note this second restriction does not prevent a fueled HQ from fueling Yellow-Armor or Red-Mech units that are in Combat Mode orientation, nor does it ever restrict the fueling of “Other” class units (such as artillery).

***Design Note:** The intent of this option is to reflect Allied doctrine. These units were not used as shock and exploitation troops.*

5.11 Don't Fence Me In!

In the design prototype, Broadfront Strategy (3.10) was an optional rule for players wanting more realism. Ultimately it was decided to make Broadfront part of the standard rules in order to put a brake on US operations—it helps prevent rapid shifts in focus and direction that can be very hard for the Axis to cope with.

This option frees the Allies from all zone boundary restrictions. SP arrivals do not need to be spread between zones, SP can be railed and trucked without zone restrictions, and there are no “different zone” penalties.

This option does not, however, lift from the Axis the burden of “holding the Rhineland” and the negative economic consequences of 1.12.

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.*

6.0 Scenarios

<u>Page</u>	<u>Scenario</u>
18	6.1: Grand Campaign
23	6.2: Fall of '44 (Montgomery)
25	6.3: Fall of '44 (Patton)
26	6.4: Operation Queen
28	6.5: Bulge Campaign
39	6.6: A Time for Trumpets
47	6.7: Nordwind
51	6.8: Endkampf Campaign
61	6.9: Spring of '45 (North)
62	6.10: Spring of '45 (South)

Scenario Notes

- a) The scenario being played will determine who will setup and move first.
- b) Reinforcements always come from the order of arrival for campaign scenarios, shorter scenarios will specify if any reinforcements will arrive.
- c) Any division that can support breakdown regiments can setup with regiments split off in any hex where the division itself could set up.
- d) Units in the Commonwealth setups are British unless otherwise specified. Units in the American/French setups are US unless otherwise specified.
- e) Transport points can setup loaded if there is a supply dump in the hex.
- f) See 1.2 for notes regarding exchanges, consolidation, and removals.

Scenario 6.1: Grand Campaign

“A jubilant intelligence summary by British Second Army on 5 September suggested that partisan activity against the Allies would henceforth pose a more serious threat to the Allied advance than the wreckage of the German Army.” — Max Hastings’ Armageddon.

The Grand Campaign scenario starts on September 5, 1944, christened by the Dutch as *dolle Dinsdag* (Crazy Tuesday).

General Information

Setup Order: Allied first

First Player: Allied

Weather: Dry/Limited on 5 Sep

First Turn: 5 September 1944

Last Turn: 29 April 1945

Total Turns: 70 (or less)

Reinforcements: Use campaign arrival schedules. Roll for variable reinforcements each turn.

Special Scenario Rules

Use all maps (A, B, C, D).

Major Ports all begin with maximum damage hits (4). Antwerp (A30.19), the only major port under Allied control, also has 4 mine hits at start.

Unless using the Operation Comet option (see sidebar on page 19), no Allied Airdrop can be *planned* before the September 8th turn (so earliest possible execution would be September 15th).

The Axis player is allowed to fuel two formations as part of setup. Fuel markers for the chosen divisions should be hidden under combat units, so only the Axis player knows which are fueled at start.

Victory Conditions

Use campaign game victory conditions (4.0).

Allied Information

Rail Cap: Per Charts

Sea Cap: Per Charts

Supply: Per Table (roll each turn)

Seaborne Assaults Available: 4

Arty Ammo Markers: 0

Bridge Check Markers: 2

Reserve Markers: 2

Supply Cache Markers (option): 4

Dead Pile: None

Level-1 Air Bases: A15.29, A12.22, A7.21, C42.15, C35.29, C33.25

Level-2 Air Bases: A23.21, A30.19, C54.34

Level-3 Air Bases: None

Commonwealth Setup

A30.19 (Antwerp):

11.Arm Div (159 Mech, Arty)

A29.19:

11.Arm Div (15/19 Tk)

A29.20:

11.Arm Div (29 Mech, less 1 step + low ammo)

A29.25 (Lokeren):

1x 5-4-3 Brkdwn Bde

A28.19 (Kontich):

8.Arm Bde (all 5 units)

12-2-5 SP Arty Rgt (86)

A27.28, w/i 1 hex:

7.Arm Div (all 4 units)

A25.25 (Aalst):

5-3-3 Dutch Inf Bde (RN PI)

A24.22:

22-4-3 Inf Div (50, less 2 steps)

A23.21 (Brussels):

5-3-3 Bel Inf Bde (1)

72-2-3 Arty Div (5)

2 SP

A22.32, w/i 1 hex:

22-4-3 Inf Div (53)

A21.20, w/i 1 hex:

Gds.Arm Div (all 4 units)

A20.25 (Engliem):

1x 5-4-3 Brkdwn Bde

4.Arm Bde (all 5 units)

1 SP

England Box:

1.Para Div (all 3 units)

4-4-3 Polish Para Bde (1)

Normandy Airfields:

6x Spitfire IX

2x Typhoon

England Airfields:

1x C-47

3x C-47+Gldr

2x Mosquito

1x Tempest

American/French Setup

A21.35 (Tournai):

19 Corps HQ

4-3-6 TD Bn (634)

36-2-3 Arty Grp (119)

1x Truck point

4x Pax

1 SP

A21.35 (Tournai), w/i 1 hex:

24-4-3 Inf Div (30)

2-4-2 Flm Tk Bn (743)

6-3-6 Tk Bn (749)

5-3-7 TD Bn (813)

A15.29 (Mons), w/i 2 hexes:

24-4-3 Inf Div (1)

2.Arm Div (all 5 units)

5-3-7 TD Bn (702)

A15.29 (Mons):

1 SP

A14.19:

4-4-7 Mech Cav Grp (113)

A13.26 (Binche):

7 Corps HQ

4-3-6 TD Bn (823, 635)

36-2-3 Arty Grp (107, 207)

2 SP

A12.22 (Charleroi):

4-4-7 Mech Cav Grp (4)

5-3-7 TD Bn (803)

A11.19 and/or A12.19:

3.Arm Div (CCA, CCR, 83 Rec,
Arty)
5-3-7 TD Bn (703)
6-3-6 Tk Bn (745)

A8.16:

1x 5-4-3 Brkdwn Rgt
5-3-7 TD Bn (899)

A8.17:

24-4-3 Inf Div (9, less 1 step)
3.Arm Div (CCB)
1x (1)-0-0 Pontoon Bde
6-3-6 Tk Bn (746)
36-2-3 Arty Grp (219)

A5.24 (Couvain):

24-4-3 Inf Div (79)

C60.25, w/i 2 hexes:

5-3-7 TD Bn (628)
4-3-6 TD Bn (629)
5.Arm Div (all 4 units)

C60.31:

5 Corps HQ
4-4-7 Mech Cav Grp (102)
36-2-3 Arty Grp (105, 205)
2T

C59.23, w/i 1 hex:

24-4-3 Inf Div (4)
(3)-2-3 TD Bn (801)
4-3-6 TD Bn (893)
4-2-8 Lt Tk Bn (759)
6-3-6 Tk Bn (70)

C55.33:

24-4-3 Inf Div (28)
4-2-8 Lt Tk Bn (744)
5-3-7 TD Bn (630)

C52.33:

24-4-3 Inf Div (90)
3-2-8 TD Bn (607)
6-3-6 Tk Bn (712)

C44.12:

4-4-7 Mech Cav Grp (3)

C44.23 (St.Menehould):

20 Corps HQ
36-2-3 Arty Grp (120, 220)
2T

C43.18 (Verdun), w/i 3 hexes:

7.Arm Div (all 4 units; CCB and
CCR are both less 1 step)
24-4-3 Inf Div (5)
(3)-2-3 TD Bn (774)
5-3-7 TD Bn (814, 818)
6-3-6 Tk Bn (735, 737)

C43.18 (Verdun):

1x Truck point
4x Pax
2 SP

C43.31 (Chalons-sur-Marne):

3-2-8 TD Bn (704)
4-4-7 Mech Cav Grp (6)
1 SP

C35.12:

1x 5-4-3 Brkdwn Rgt
6-3-6 Tk Bn (702)

C35.29:

1x P-47
1T

C33.13:

24-4-3 Inf Div (80, less 1 step)
5-3-7 TD Bn (610)

C32.16 (Commercy):

4-4-7 Mech Cav Grp (2)

C31.15, w/i 1 hex:

4.Arm Div (all 4 units)

C28.25, w/i 1 hex:

24-4-3 Inf Div (35)
5-3-7 TD Bn (654)
36-2-3 Arty Grp (212)

C26.17:

4-4-7 Mech Cav Grp (106)

England Box:

82.Para Div (all 3 units)
101.Para Div (all 4 units)
4-4-3 Para Rgt (501, 507, 508)

Normandy Airfields:

3x P-47
3x P-38
1x P-51
1x B-26

England Airfields:

2x B-26
1x C-47
6x C-47+Gldr

Operation Comet (optional)

Operation Comet is assumed to have been cancelled at the start of the game, but if both players agree it can be considered planned to go forward until either executed or cancelled.

The units involved in Operation Comet are the 1st British Parachute Div and the 1st Polish Parachute Bde.

The planned drop hexes are:

A38.01: (Grave): 5-4-3 Para Bde (4)

B43.32: 5-4-3 Para Bde (1)

B39.34: 6-4-3 AL Bde (1 AL)

B39.34: 4-4-3 Para Bde (1 Pol)

They are ready to drop on Turn 1.

“Montgomery initially suggested Operation Comet, a limited airborne coup de main operation that was to be launched on September 2, 1944. Comet envisioned using the 1st Airborne Division, along with the Polish 1st Independent Parachute Brigade, to secure several bridges over the River Rhine to aid the Allied advance into the North German Plain. The Divisional Headquarters for the 1st Airborne Division, along with the 1st Air landing Brigade and the Polish 1st Independent Parachute Brigade were to land at Nijmegen, 1st Parachute Brigade was to land at Arnhem, and 4th Parachute Brigade was to land at Grave. However several days of poor weather and Montgomery’s concerns over increasing levels of German resistance caused him to postpone the operation and then cancel it entirely on September 10, 1944.” — Christopher Hibbert’s Arnhem.

Normandy Interdiction Airfields:

2x CW Spitfire IX
 1x CW Typhoon
 1x CW P-51
 3x US P-47
 1x US P-51
 1x US A-20
 1x US A-26
 2x US B-26
 1x Fr P-47
 1x Fr B-26

German Information**Rail Cap:** 10**Sea Cap:** Per Charts**Supply:** Per Table (roll each turn)**Alarm Pool:** 12x Alert and 6x Flak
(many are in setup)**Reserve Markers:** 5**Supply Cache Markers (option):** 2**Dead Pile:**

2.Pz Div (1-3, 2-3 Pz, 304 PzGr, 38 PJ, 74 Arty)
 9.Pz Div (1-33 Pz, 11 PzGr)
 11.Pz Div (1-15 Pz)
 21.Pz Div (1-22 Pz, 192 PzGr, 200 PJ)
 116.Pz Div (1-16, 2-16 Pz, 228 PJ, 60 PzGr, 146 Arty)
 6-5-6 PJ Bn (654)
 4-4-6 AG Bn (394)
 18-3-3 FJ Div (3)
 5-3-3 FJ Rgt (21)
 4-4-6 FJ AG Bn (121)
 1.SS.Pz Div (1-1 Pz, 1 PJ, 1 Arty, 1 Werfer)
 2.SS.Pz Div (1-2, 2-2 Pz, 4 PzGr, 2 PJ, 2 Arty)
 9.SS.Pz Div (1-9, 2-9 Pz, 20 PzGr, 9 Arty)
 10.SS.Pz Div (21 PzGr, 10 Arty)
 12.SS.Pz Div (1-12 Pz Bn, 26 PzGr Rgt, 12 PJ Bn, 12 Arty Rgt)
 17.SS.PzGr Div (17 AG, 17 PJ)

“Our seriously depleted forces and the impossibility of quickly procuring sufficient reinforcements do not allow the determination of a line which can be held with certainty. Therefore, it is important to gain much time to establish and bring up new units, for the completion of the West (Wall) Position and to destroy enemy forces with individual attacks.” — Adolf Hitler, 3 Sep 1944

Level-1 Air Bases: A35.09, A34.31, A32.05, A29.29, A17.05, A13.07, A11.04, B58.01, B57.03, B53.09, B49.10, B48.08, B48.13, B48.21, B45.06, B44.19, B44.07, B43.31, B37.11, B33.03, B29.22, B28.28, B25.27, B22.24, B13.22, B11.23, B1.07, C56.19, C51.06, C38.08, C33.11, C30.09, D60.04, D57.03, D56.10, D51.10, D49.01, D48.08, D36.11, D22.24, D21.09, D20.05, D8.25, D13.31, C3.30

Level-2 Air Bases: A18.19, A18.11, B61.01, B51.11, B48.16, B28.14, B22.29, B15.23, D54.01, D42.23, D23.05

Level-3 Air Bases: B44.12, B27.01, B23.29

German Setup

Prior to setup remove all of the Flak units from the Alarm Pool. These will setup on the map.

A61.08 (Alkmaar):

1x 3-3-2 Naval Brkdwn Rgt
 2-1-2 Ost Bn (803)

A60.01 (Enkhuizen):

2-1-2 Ost Bn (812)

A57.10 (Beverwijk):

1x Fester Platz (random from pool)
 1 SP

B57.22 (Hoogeveen):

2-4-3 SS Bicycle Bn (LN)

A50.16 (Den Haag):

2-1-2 Ost Bn (787)

B49.34:

1x Alert Bn (random from pool)

A48.18 (Hoek van Holland):

1x Fester Platz (random from pool)
 1 SP

A46.15 (Rotterdam):

2-1-2 Ost Bn (822)
 1x (1)-0-0 Pontoon Bde
 Level-1 Hedgehog

B44.12 (Rheine):

1x Ju.88 (12, reduced)
 2T

A40.27 (Middelburg):

1x 3-3-2 Brkdwn Rgt

A39.28 (Vlissingen):

Level-1 Hedgehog

B39.33 (Nijmegen):

3-2-1 MG Bn (29)

A37.29 (Breskens), w/i 2 hexes and south of the estuary:

89 Corps HQ
 4-4-3 Assault Inf Bn (15)
 2x 3-4-2 Brkdwn Rgt
 1x 3-3-2 Brkdwn Rgt
 4x Level-1 Hedgehog
 5 SP

Note: just one Hedgehog per hex.

A35.09 (Tilburg):

88 Corps HQ
 5-4-3 FJ Rgt (v.Hof)
 6-5-6 PJ Bn (559)

A35.26 (Terneuzen):

1x Fester Platz (random from pool)
 1 SP

A34.33 (Brugge):

1x (5)-4-3 Alarm Flak Bn

A34.31 (Maldegem):

1x (3)-2-3 Alarm Flak Bn

A32.29 (Eeklo):

12-3-2 Inf Div (344, less 1 step)
 1x (4)-3-7 Alarm Flak Bn

A32.05 (Eindhoven):

1x Me.262 (reduced)
 2T

A31.12 (Turnhout), w/i 2 hexes:

16-3-3 Inf Div (85, less 3 steps)

A31.19 (Antwerp):

1x 3-3-2 Brkdwn Rgt

A31.19 (Antwerp), w/i 13 hexes and north of the Albert Canal:

3x Alert Bn (random from pool)
1x 3-2-2 Brkdwn Rgt
1x 3-3-2 Brkdwn Rgt
3-2-1 MG Bn (30)
4-4-3 FJ Rgt (HG)
4-4-6 FJ AG Bn (Schm)
2-1-2 Ost Bn (600, 826 and 827)

A30.06 (Valkenswaard):

16-3-3 Inf Div (353, less 3 steps)

A30.33 (Tielt), w/i 3 hexes:

10-3-2 Inf Div (182)
12-3-2 Inf Div (712)
2-1-2 Ost Bn (628, 680)

B29.22:

1x Fw.190a (5, reduced)
1T

A29.29 (Gent), w/i 2 hexes:

12-3-2 Inf Div (70)
1x (4)-3-7 Alarm Flak Bn

A28.14 (Herentals), w/i 2 hexes:

12-3-2 Inf Div (719)

B28.31 (Venlo):

16-3-3 Inf Div (84)
6-4-5 SP Arty Bn (217)

B27.01:

1x Ju.52
1T

A26.34 (Kortrijk):

1x 3-3-2 Brkdwn Rgt
1x (5)-4-3 Alarm Flak Bn
2T

B25.27 (Krefeld):

1x Fw.190a (5, reduced)
1T

A24.15 (Aarschot):

1x 3-3-2 Brkdwn Rgt

B24.34 (Roermond), w/i 1 hex:

12-3-2 Inf Div (49, less 2 steps)
10-3-2 Inf Div (176)
2-2-2 FJ Bn (2/2)
26-2-2 Arty Rgt (621)
6-0-R RR Arty Bn (725)

A23.16:

1x 3-3-2 Brkdwn Rgt

B23.29 (Monchengladbach):

1x Bf.109 (5; reduced)
1T

A22.16:

5-3-2 KG (Fiebig)

B22.24 (Dusseldorf):

2-2-2 LW Inf Bn (15)
1x (1)-0-0 Pontoon Bde

B22.29 (Rheydt):

1x Fw.190f (4; reduced)
1T

A21.07 (Genk):

3-3-2 Inf KG (Riedel)

A20.09 (Hasselt), w/i 3 hexes:

2 SS Pz Corps HQ
12-2-2 SS Werfer Bn (502)
2-2-6 Lt Pz Co (224)
3 SP

A20.09 (Hasselt):

1x 3-2-2 Brkdwn Rgt

A19.03 (Beek):

9.SS.Pz Div (19 PzGr, 9 Rec)

A19.14 (Tienen):

12-4-7 Pz Bde (105)

A19.20 (Wavre):

9.SS.Pz Div (9 PJ)

A18.11 (St.Truiden):

(4)-3-2 Flak Grp (St.Tr)

A17.05 (Maastricht), w/i 1 hex:

16-3-3 Inf Div (275, less 1 step)

A17.06:

10.SS.Pz Div (22 PzGr, 10 Rec)

A16.08 (Tongeren):

81 Corps HQ
4-4-3 Pio Bn (zbV 600)
4 SP

A16.17, w/i 1 hex:

116.Pz Div (156 PzGr, 116 Rec)
2T

A15.05:

1x 3-3-2 Brkdwn Rgt

A15.19 (Gembloux):

1x 4-3-2 FJ Brkdwn Rgt

B15.35 (Aachen), w/i 1 hex:

74 Corps HQ
10-3-2 Inf Div (526)
26-2-2 Arty Rgt (720)
2x (3)-3-1 Flak Grp (Achn)
3-2-1 MG Bn (33, 34)
4x Pax
8 SP

A14.08:

2-4-3 Inf KG (Schwer)

A14.18:

1x 4-3-2 FJ Brkdwn Rgt
12-2-2 FJ Werfer Bn (121)

B14.30 (Duren):

4-4-6 AG Bn (341)

A13.06:

1x 3-3-2 Brkdwn Rgt

A13.07 (Liege):

2-4-5 Pz Co (319-Fkl)

A13.19:

1x 3-3-2 Brkdwn Rgt

A12.04:

1x 3-3-2 Brkdwn Rgt

A12.18:

1x 3-3-2 Brkdwn Rgt

A11.04 (Verviers):

16-3-3 Inf Div (89; less 3 steps)

A11.05:

1x 3-3-2 Brkdwn Rgt

A11.18:

12-3-2 Inf Div (347, less 2 steps)

A9.15, w/i 1 hex:

1.SS.Pz Div (1, 2 PzGr, 1 Rec)

A10.16:

12.SS.Pz Div (25 PzGr, 12 Werfer)

B10.31:

Roer Dam Marker

A9.16:
12.SS.Pz Div (12 Motorcycle Bn)

A7.17:
2.SS.Pz Div (3 PzGr)
2-1-2 Ost Bn (669)

A6.17:
3-4-2 Eng Bn (78)

A5.18:
2.SS Pz Div (2 Rec)

A4.18 (Beauraing):
2-4-2 Eng Bn (1031)

A2.20 (Fumay):
2.Pz Div (2 PzGr)

B1.07 (Wetzlar):
1x Fw.190a (5; reduced)
1T

C62.21:
2.Pz Div (2 Rec)

C61.14 (Recongne):
80 Corps HQ
2 SP

D60.04:
1x Bf.109 (5; reduced)
1T

C60.18:
2-4-5 SP Arty Bty (2/218)

C60.20:
1x 4-3-2 FJ Brkdwn Rgt

C59.18:
Lehr.Pz Div (901 PzGr, 2-130 Pz)

C58.15:
1x 3-4-2 Brkdwn Rgt

C58.21:
1x 3-3-2 Brkdwn Rgt

C56.19 (Sedan):
1x Alert Bn (random from pool)

D56.10:
1x Fw.190a (5; reduced)
1T

C55.15:
1x 4-3-2 FJ Brkdwn Rgt

C54.12:
4-3-3 Bicycle Rgt (v.Frit)

C53.09:
1x 3-4-2 Brkdwn Rgt

C53.10:
15.PzGr Div (104 Inf)

C52.08:
1x Alert Bn (random from pool)

D52.32 (Trier):
14-3-2 VG Div (19, less 2 steps)
2-1-2 Ost Bn (642)
26-2-2 Arty Rgt (1036)
1x (1)-0-0 Pontoon Bde
4 SP

D52.32 (Trier), w/i 2 hexes:
9.Pz Div (2-33 Pz, 10 PzGr, 9 Rec,
50 PJ, 102 Arty)

C51.06 (Luxembourg City):
4-4-3 Pio Bn (207)
4 SP

C50.09 (Petange):
12-4-7 Pz Bde (106)

C49.10 (Longwy):
1x 3-3-2 Brkdwn Rgt

D48.08 (Darmstadt):
1x Bf.109 (5; reduced)
1T

C46.09 (Audun-le-Roman):
1x Alert Bn (random from pool)

C47.03:
82 Corps HQ
2 SP

C45.07 (Thionville):
2x 3-3-2 Brkdwn Rgt
Level-1 Hedgehog

C44.08, w/i 1 hex:
12-3-2 Inf Div (48)

C42.05, w/i 3 hexes and east of the Moselle River:
14-3-2 VG Div (559)

C40.07:
1x 3-4-2 Brkdwn Rgt

C40.09, w/i 1 hex:
17.SS.PzGr Div (37 PzGr, 17 MC)
8-4-2 Inf Div (462)

C39.03 (Boulay):
13 SS Corps HQ
4-4-3 Assault Inf Bn (1)
26-2-2 Arty Rgt (761)
4 SP

C39.08 (Metz):
2-3-2 SS Inf KG (Berg)
1x Fester Platz (random from pool)
2 SP

C36.08, w/i 2 hexes:
3.PzGr Div (103 AG, 29 PzGr, 103
PJ, 103 Rec, 3 Arty)

C35.11 (Pont-a-Mousson):
3.PzGr Div (8 PzGr)

C34.02 (Morhange):
47 Pz Corps HQ
2 SP

C33.10:
1x 4-3-2 FJ Brkdwn Rgt

C32.07, w/i 1 hex:
15.PzGr Div (115 PzGr, 115 Rec, 33
PJ, 33 Arty)

C32.10:
Level-1 Hedgehog
1x 4-3-2 FJ Brkdwn Rgt

C31.06:
14-3-2 VG Div (553, less 1 step)

C31.10:
1x 3-3-2 Brkdwn Rgt

C30.09 (Nancy):
1x 3-3-2 Brkdwn Rgt
1 SP

C30.10 (Nancy):
2-2-2 LW Inf Bn (I/90)

C30.13 (Toul):
1x Alert Bn (random from pool)

C29.10:

Level-1 Hedgehog
1x 4-3-2 FJ Brkdwn Rgt

C27.06 (Luneville):

2-2-2 LW Inf Bn (IV/90)

C25.09 (Bayon):

Level-1 Hedgehog
1x 3-3-2 Brkdwn Rgt

C24.17 (Neufchateau):

5-4-3 Pol Rgt (19 SS)
Level-1 Hedgehog
1T

D22.24 (Strasbourg):

1x (1)-0-0 Pontoon Bde

C21.26 (Chaumont):

1x 3-3-2 Brkdwn Rgt
1x Alert Bn (random from pool)
Level-1 Hedgehog
1 SP

C20.11, w/i 2 hexes:

21.Pz Div (125 PzGr, 21 Rec, 155 Arty)
3T

C17.34 (Chatillion-sur-Seine):

1x 3-3-2 Brkdwn Rgt
1x Alert Bn (random from pool)

C14.07 (Remiremont):

2-3-3 Bicycle Bn (608)

C14.23 (Langres):

66 Corps HQ
14-3-2 VG Div (16, less 2 steps)
4-4-6 AG Bn (902)
3 SP

C12.20:

2-2-2 LW Inf Bn (II/90)

C11.34:

5-3-2 Inf KG (Browd)

C5.16, w/i 1 hex:

10-3-2 Res Inf Div (159; less 1 step)

D5.33 (Mulhouse):

16-1-3 SS Inf Div (30, less 3 steps)

C4.22 (Gray):

1x 3-2-2 Brkdwn Rgt

C4.30:

10-3-2 Inf Div (189, less 1 step)

C4.05 (Belfort):

2-1-2 Ost Bn (654)
2-2-2 LW Inf Bn (III/90)

C3.30 (Dijon):

64 Corps HQ
1x (3)-2-3 Alarm Flak Bn
1x 3-1-2 SS Brkdwn Rgt
3-2-3 Ost Rgt (4)
1x Truck point
2 SP

C1.21:

16-3-3 Inf Div (338, less 1 step)

Free Setup (with any Axis units):

4 SP
3x Truck point
3x Wagon point

The above can be divided as desired (SP down to tokens; trucks and wagons down to individual transport points).

Emergency Pool (Ready units marked with asterisk; the rest are Unready):

12-4-3 Inf Div (Tett)*
10-3-2 Inf Div (180, 190)*
8-4-3 Inf Div (172, 406, 480)
8-3-3 Inf Div (471, 606, 616)
8-2-3 Inf Div (617)
6-2-3 Inf Div (Bava)
3-3-2 SS Inf KG (Dunk)

Luftlotte Reich:

8x Bf-109 (4)
2x Fw-190a (4)

Wacht am Rhein Box (Ready side):

39 Pz Corps HQ
53 Corps HQ
1SS Pz Corps HQ
24-2-1 Arty Corps (402, 407, 408, 409)
26-2-2 Arty Rgt (617, 762)
42-2-2 Werfer Bde (7, 9, 17, 18)
12-2-2 SS Werfer Bn (508)
9-2-2 SS Arty Bn (501, 502)
9-5-4 SS Tiger Bn (501)
8-3-3 Cdo Bde (150)
2-2-2 FJ Bn (v.d.H.)
5x Reserve Markers

Scenario 6.2:

Fall of '44 (Montgomery)

This two-map campaign starts on September 5 and runs through the end of November. Its focus is on the Allied attempt to clear the Scheldt Estuary and advance toward the Rhine River.

General Information

Setup Order: Allied first

First Player: Allied

Weather: Dry/Limited on 5 Sep

First Turn: 5 September 1944

Last Turn: 29 November 1944

Total Turns: 26

Reinforcements: Use campaign arrival schedules, ignoring entries for the South (Map C and Map D). Roll for variable reinforcements each turn (as modified by Special Scenario Rule).

Special Scenario Rules

Use only Maps A and B.

Random Events are used, but sometimes are modified per 1.13a.

Multiply all German Supply Table results by x1/2 (round all fractions *up*). Multiply all US Supply Table results by x1/3 (round all fractions *up*). For example a 7 SP result on the tables would round to 3 SP for the US and to 4 SP for the Germans.

Multiply all US and German Repl Table arrivals by x1/2 (CW repls are unchanged). Round any resulting fractions in each category (Pax, Eq, etc.) individually by rolling a die (down on a 1-3, up on a 4-6). Examples: EP readies 1 unit (down from 2); LR results in 5 planes (player's choice, down from 10); HH is a 50-50 roll to receive a hedgehog.

Broadfront rules (3.10) are not used.

Wacht am Rhein does not take place in this scenario (unless using "The Great Argument" option), but the German player must still withdraw units for WaR as given on the Arrival Chart.

Major Ports all begin with maximum damage hits (4). Antwerp (B30.19),

the only major port under Allied control, also has 4 mine hits at start.

Unless using the Operation Comet option (see sidebar on page 19), no Allied Air Transport or Airdrop can be **planned** before the September 8 turn (so earliest possible execution would be September 15 turn).

Extra supply sources: Axis can use RRs along the south edge of Map B; Allies can use RRs along the south edge of Map A.

The Axis player is allowed to fuel one formation as part of setup. The Fuel marker for the chosen division can be hidden under combat units, so only the Axis player knows which is fueled at start.

Victory Conditions

Check for a winner at the end of the 29 Nov turn. The Allies win by achieving at least 4 of the geographic objectives listed below. Otherwise, the Germans win.

- Occupy Aachen (A15.01).
- Occupy the Roer Dam hex (1.9).
- Occupy Roermond (B24.34).
- Clear Antwerp’s approaches (1.11a).
- Repair/capture a Rhine bridge.

Allied Information

Rail Cap: Sept Oct Nov
 0 1 2

Sea Cap: Per Charts

Supply: Per Table (roll each turn)

Seaborne Assaults Available: 4

Arty Ammo Markers: 0

Bridge Check Markers: 1

Reserve Markers: 1

Supply Cache Markers (option): 2

Dead Pile: None

Commonwealth Setup

Setup units on Map A per 6.1.

England Box:

1.Para Div (all 3 units)
 4-4-3 Polish Para Bde (1)

Normandy Airfields:

6x Spitfire IX
 2x Typhoon

England Airfields:

1x C-47
 3x C-47+Gldr
 2x Mosquito
 1x Tempest

American Setup

Setup units on Map A per 6.1.

England Box:

82.Para Div (all 3 units)
 101.Para Div (all 4 units)
 4-4-3 Para Rgt (501, 507, 508)

Southern France Airfields:

Not in play

Normandy Airfields:

1x B-26
 1x P-38
 1x P-51
 2x P-47

England Airfields:

2x B-26
 1x C-47
 6x C-47+Gldr

Normandy Interdiction Airfields:

2x CW Spitfire IX
 1x CW Typhoon
 1x CW P-51
 2x US P-47
 1x US A-26
 1x US B-26

The Great Argument (optional)

“Ike has decided that a northern thrust toward the Ruhr under Montgomery is not at the moment to have priority over other operations.”

What if Ike had given Monty command of a northern thrust? This option lets players explore that by changing “Fall of '44 (Montgomery)” per the following:

- A) To win, the Allies must occupy or isolate (cutting them out of German trace supply) all the hexes of the Ruhr. Nothing else matters.
- B) American supply columns are shifted up by 2. (CW supply is unchanged.) German supply columns are shifted up by 1.
- C) Give the Allies 1 extra Bridge Check and Reserve marker at start.
- D) “Fractional” repls (see Special Scenario Rules to left) now round up on a 3-6.
- E) Both sides ignore any Arrival Chart entries that shift troops from “North to South.”

F) The first time the Allies repair/capture a Rhine bridge in Germany, it triggers a change in the WaR column of the Repl Table...

- The next ‘Y’ result means the entire 21st Pz. Division arrives as a “North to South” transfer.
- A second ‘Y’ result (the one after the panzer division gets transferred) makes Wacht am Rhein possible. The German player controls its timing — it can be declared right away or in any subsequent Reinforcement Phase. Because WaR is a possibility, the Germans must go through regular buildup and prep (see 2.9).

German Information

Rail Cap: 5

Sea Cap: Per Charts

Supply: Per Table (roll each turn)

Alarm Pool: 12x Alert and 6x Flak

Reserve Markers: 3

Supply Cache Markers (option): 1

Dead Pile:

2.Pz Div (1-3, 2-3 Pz, 304 Inf, 38 PJ, 74 Arty)

9.Pz Div (1-33 Pz, 11 PzGr)

116.Pz. Div (1-16, 2-16 Pz, 228 PJ, 60 PzGr, 146 Arty)

4-4-6 AG Bn (394)

5-3-3 FJ Rgt (21)

4-4-6 FJ AG Bn (121)

18-3-3 FJ Div (3)

1.SS.Pz Div (1-1 Pz, 1 PJ, 1 Arty, 1 Werfer)

2.SS.Pz Div (1-2, 2-2 Pz, 4.PzGr, 2 PJ, 2 Arty)

9.SS.Pz Div (1-9, 2-9 Pz, 20 Inf, 9 Arty)

10.SS.Pz Div (21 PzGr, 10 Arty)

12.SS.Pz Div (1-12 Pz, 26 PzGr, 12 PJ, 12 Arty)

Emergency Pool (Ready units marked with asterisk; rest are Unready):

12-4-3 Inf Div (Tett)*

10-3-2 Inf Div (180, 190)*

8-4-3 Inf Div (406, 480)

8-3-3 Inf Div (471, 606, 616)

8-2-3 Inf Div (617)

German Setup

During setup only put the 12x Alert units in the Alarm Pool. When setup is complete, add in the Flak units that *aren't* part of the setup back to the Pool.

Setup units on Maps A and B per 6.1.

Free Setup (with any Axis units):

2 SP

2x Truck point

1x Wagon point

The above can be divided as desired (SP down to tokens; trucks and wagons down to individual transport points).

Luftlotte Reich:

4x Bf-109 (4)

1x Fw-190a (4)

Scenario 6.3: Fall of '44 (Patton)

“When you have an adversary staggering and hanging on the ropes, don't let up on him. Keep smashing, keep him of balance and on the run until you have knocked him out completely. That is the way to get this dirty business over quickly and at the smallest cost.” — General George Patton.

This two-map campaign starts on September 5 and runs through the end of November. Its focus is on the Allied attempt to capture the Saar Region and advance toward the Rhine River.

General Information

Setup Order: Allied first

First Player: Allied

Weather: Dry/Limited on 5 Sep

First Turn: 5 September 1944

Last Turn: 29 November 1944

Total Turns: 26

Reinforcements: Use campaign arrival schedules, ignoring entries for the North (Map A and Map B). Roll for variable reinforcements each turn (as modified by Special Scenario Rule).

Special Scenario Rules

Use only Maps C and D.

Random Events are used, but sometimes are modified per 1.13a.

Multiply all German Supply Table results by x1/2 (round all fractions *down*). Multiply all US Supply Table results by x2/3 (round all fractions *down*). For example a 7 SP result on the tables would round to 4 SP for the US and would round to 3 SP for the Germans. Note in this scenario the Allied player cannot receive supply shifts for ports.

Multiply all US and German Repl Table arrivals by x1/2. Round any resulting fractions in each category (Pax, Eq, etc.) individually by rolling a die (down on a 1-3, up on a 4-6). Examples: EP readies 1 unit

(down from 2); LR results in 5 planes (player's choice, down from 10); HH is a 50-50 roll to receive a hedgehog.

The Allies have use of 1x US C-47 (based in England) on up to three turns during the scenario (player's choice). It can only be used to deliver supply from England.

Wacht am Rhein does not take place in this scenario (unless using the “Patton Gets His Chance” option), but the German player must still withdraw units for WaR as given on the Arrival Chart.

Extra supply sources: Axis can use RRs along the north edge of Map D; Allies can be use RRs along the north edge of Map C.

The Axis player is allowed to fuel one formation as part of setup. The Fuel marker for the chosen division can be hidden under combat units, so only the Axis player knows which is fueled at start.

Victory Conditions

If the Allies have repaired/captured a Rhine bridge the game ends immediately in an Allied victory. Otherwise, check for a winner at the end of the 29 Nov turn. The Allies win by achieving at least 3 of the geographic objectives listed below. Otherwise, the Germans win.

- Occupy Colmar (D13.31).
- Occupy Luxembourg (C51.06).
- Occupy Strasbourg (D22.24).
- Occupy Trier (D52.32).
- Occupy Saar (all hexes, see 1.12b)

Allied Information

Rail Cap: Sept Oct Nov
0 1 2

Sea Cap: None

Supply: Per Table (roll each turn)

Seaborne Assaults Available: NA

Arty Ammo Markers: 0

Bridge Check Markers: 1

Reserve Markers: 1

Supply Cache Markers (option): 2

Dead Pile: None

US/French Setup

Setup units on Map C per 6.1.

England Box:

Not in Play

Normandy Airfields:

2x P-38
1x P-47

Normandy Interdiction Airfields:

1x US P-47
1x US P-51
1x US A-20
1x US B-26
1x Fr P-47
1x Fr B-26

German Information

Rail Cap: 5

Sea Cap: None

Supply: Per Table (roll each turn)

Alarm Pool: 12x Alert and 6x Flak

Reserve Markers: 2

Supply Cache Markers (option): 1

Dead Pile:

11.Pz Div (1-15 Pz)
21.Pz Div (1-22 Pz, 192 PzGr, 200 PJ)
6-5-6 PJ Bn (654)
17.SS PzGr Div (17 AG, 17 PJ)

Emergency Pool (Unready):

8-4-3 Inf Div (172)
6-2-3 Inf Div (Bava)
3-3-2 SS Inf KG (Dunk)

German Setup

During setup only put the 12x Alert units in the Alarm Pool. When setup is complete, add the Flak units that aren't part of the setup back to the Pool.

Setup units on Maps C and D per 6.1.

Luftlotte Reich:

4x Bf-109 (4)
1x Fw-190a (4)

Free Setup (with any Axis units):

2 SP
1x Truck point
2x Wagon point

The above can be divided as desired (SP down to tokens; trucks and wagons down to individual transport points).

Scenario 6.4:**Operation Queen**

*Bradley's major autumn offensive, Operation Queen, was envisioned as a replay of Operation Cobra. A massive air strike, paving the way for a quick US Army breakthrough out of congested terrain into open country for a deep envelopment of German defenses. — Steven Zaloga's *The Siegfried Line 1944-45*.*

General Information

Setup Order: Allied first

First Player: Allied

Weather: Mud/Limited on 15 Nov

First Turn: 15 November 1944

Last Turn: 12 December 1944

Total Turns: 9

Reinforcements: Use special scenario arrival schedules. Do not roll for variable reinforcements or supply arrivals in this scenario.

Special Scenario Rules

Use only a portion of Map B. The play boundary is limited to the 23.xx hexrow in the north and the 11.xx hexrow in the south. Hexes east of the Rhine River are also out of play. Units may not move or retreat out of the play area (if forced to they are removed from the game).

German supply sources are detrainable hexes that lead off the North, East, or South map edge. Arriving SP and ground units can be placed in any cit-

Patton Gets His Chance (optional)

The Allied supply levels in this game are based on the historical Broad Front Strategy. What if Ike had given Patton priority for a drive to the Rhine? This option lets players explore that by changing "Fall of '44 (Patton)" per the following:

- To win, the Allies must now repair a Rhine bridge AND achieve at least 3 of the geographic objectives.
- Allies don't reduce their arriving SP and double the scenario rail cap. Also give them 1 extra Bridge Check and Reserve marker.
- Add 2x P-47 and 2x B-26 to US setup in Normandy Box.
- Both sides ignore any Arrival Chart entries that shift troops from "South to North."
- "Fractional" repls (see Special Scenario Rules to left) now round up on a 3-6.

- Germans don't halve arriving SP. Their supply status is '5' and rail cap is '7' for the entire scenario.
- If the Allies have either occupied the Saar Coalfields or repaired/captured a Rhine bridge, it triggers a change in the WaR column of the Repl Table...
 - The next 'Y' result means the entire 116th Pz. Division arrives as a "North to South" transfer.
 - A second 'Y' result (the one after the panzer division gets transferred) makes Wacht am Rhein possible. The German player controls its timing — it can be declared right away or in any subsequent Reinforcement Phase. Because WaR is a possibility, the Germans must go through regular buildup and prep (see 2.9).

ies (major or minor) and detrainable hexes in trace supply.

Allied supply sources are all road and rail hexes that exit the west map edge. Incoming SP are placed with any Combat Mode HQs that are in trace supply; other arriving ground units are placed on any supply source hexes.

Ignore 3.5e in this scenario and allow Commonwealth and US units to draw from a common SP pool. Note that all other Allied Cooperation restrictions are unchanged.

Allied air units are based in the Normandy Box with an assumed AEP number for the west edge of 55.

Strategic Interdiction (3.7) is in effect on Normal Flight turns, affecting German movement costs.

Ignore the Broadfront Strategy (3.10) restrictions in this scenario.

Common Random Event #11 (Carpet Bombing) is in effect on the Allied first turn. Follow the instructions for this event.

Victory Conditions

The Allies win by having a combat unit in all three of the following hexes at the end of the scenario: B14.30 (Duren), B17.31 (Julich), and B20.31. The units must also be in trace supply.

The Germans win if the Allies fail to achieve their victory conditions.

Allied Information

Rail Cap: 0

Supply: Receive 4 SP each turn

Arty Ammo Markers: 1

Bridge Check Markers: 0

Reserve Markers: 2

Supply Cache Markers (option): 2

Dead Pile: None

Commonwealth Setup

B22.34 or B21.35:

22-4-3 Inf Div (43)

2 SP

American Setup

B20.35:

1x 5-4-3 Brkdwn Rgt
2T

B18.35:

24-4-3 Inf Div (102, less 1 step)
6-3-6 Tk Bn (771)

B17.35:

2.Arm Div (all 5 units)
5-3-7 TD Bn (702)

B16.34:

24-4-3 Inf Div (29)
6-3-6 Tk Bn (747)

B16.35:

19 Corp HQ
24-3-3 Inf Div (84)
36-2-3 Arty Grp (119, 219)
18-3-3 Rocket Bn (18)
3 SP

B15.34:

24-4-3 Inf Div (30)
2-4-2 FT Tk Bn (743)
4-3-6 TD Bn (823)

B15.35:

7 Corps HQ
36-2-3 Arty Grp (107, 207)
1x Arty Div (9)
6 SP

B14.33 (Stolberg):

24-4-3 Inf Div (104, less 1 step)
6-3-6 Tk Bn (750)
(3)-2-3 TD Bn (692)

B13.33:

24-4-3 Inf Div (1)
6-3-6 Tk Bn (745)
4-3-6 TD Bn (634)

B13.34:

3.Arm Div (all 5 units)
5-3-7 TD Bn (703)

B13.35:

5 Corps HQ
36-2-3 Arty Grp (105, 205)
6 SP

B12.33:

5.Arm Div (CCR)
24-4-3 (4, less 1 step)
5-3-7 TD Bn (803)

B12.34 or B11.35:

24-4-3 Inf Div (28, less 2 steps)
6-3-6 Tk Bn (707)
4-4-7 Cav Grp (102)

B12.35:

5.Arm Div (CCA, CCB, Div Arty)
5-3-7 TD Bn (628)
4-3-6 TD Bn (629)

With any HQ:

1x Truck point

Air Units:

2x B-26

2x A-20

3x P-38

5x P-47

See Scenario Special Rule for basing

Allied Arrivals

19 November

2x Reserve Markers

24-4-3 Inf Div (8)

1 December

2x Supply Cache (option)

5 December

24-4-3 Inf Div (9)

2-5-3 Rngr Bn (2)

8 December

(3)-2-3 TD Bn (802)

German Information

Rail Cap: 0

Supply: Receive 4 SP each turn

Reserve Markers: 4

Supply Cache Markers (option): 1

Dead Pile: None

German Setup

B22.29 (Rheydt):

9.Pz Div (2-33 Pz, 10 PzGr, 11 Inf, 9
Rec, 50 PJ, 102 Arty)

4-4-6 AG Bn (244)

1 SP

B22.32:

12 SS Corps HQ
1x 2-4-3 Alert Bn
36-2-1 Arty Corp (388)
1 SP

B22.33:

1x 3-3-2 Brkdwn Rgt

B21.34:

Level-2 Hedgehog
16-3-3 Inf Div (176, less 1 step)

B20.34:

Level-2 Hedgehog
14-3-2 VG Div (183, less 2 steps)

B19.35:

Level-2 Hedgehog
2x 3-3-2 Brkdwn Rgt

B18.34:

Level-2 Hedgehog
14-3-2 VG Div (246, less 2 steps)

B17.31:

81 Corps HQ
9-5-4 Tiger Bn (506)
2-4-5 Fkl Co (319)
4-5-5 Fkl Bn (301)
48-2-1 Arty Corps (766)
4 SP

B17.32:

3.PzGr Div (103 Recon, 3 Arty)

B17.34:

Level-2 Hedgehog
2x 3-3-2 Brkdwn Rgt

B16.27:

18-3-3 FJ Div (3)

B16.33:

Level-2 Hedgehog
3.PzGr Div (8 Inf, 103 AG)

B15.33:

Level-2 Hedgehog
14-4-2 VG Div (12, less 1 step)
2-4-6 Pz Co (2-2/103)

B14.30 (Duren):

14-3-2 VG Div (47)

B14.32:

Level 1 Hedgehog
16-3-3 Inf Div (275, less 2 steps)

B13.32:

Level-2 Hedgehog
2x 3-3-2 Brkdwn Rgt

B12.29:

116.Pz Div (60 PzGr, 228 PJ, 146 Arty)
5-5-6 PJ Bn (519)
4-4-6 AG Bn (341)
1 SP

B12.32:

Level-2 Hedgehog
16-3-3 Inf Div (89, less 2 steps)

B11.30:

74 Corps HQ
14-3-2 VG Div (344)
24-2-1 Arty Corps (405)
3 SP

B11.32:

116.Pz Div (1-16 Pz)

B11.33:

Level-1 Hedgehog
1x 3-3-2 Brkdwn Rgt
4-4-6 AG Bn (667)
2-2-2 LW Inf Bn (5)

B11.34:

Level-2 Hedgehog
14-2-2 VG Div (272, less 1 step)

German Reinforcements**22 November**

47 Pz Corps HQ
14-3-2 VG Div (363)
16-3-3 Inf Div (353)
10.SS.Pz Div (21 PzGr, 22 Inf, 10 Rec, 10 PJ, 10 Arty)

26 November

14-3-2 VG Div (340)

29 November

(5)-4-3 PJ Bn (682)

1 December

15.PzGr Div (104 Inf, 115 Rec, 33 PJ, 33 Arty)
1x Supply Cache (option)

5 December

Remove 9.Pz Div (all units)
Remove 10.SS.Pz Div (all units)

8 December

4-4-6 AG Bn (902)

Scenario 6.5:**Bulge Campaign**

“Here, out of the Ardennes, with the objective, Antwerp.” With those words, Adolf Hitler set in motion preparations for a battle that was to assume epic proportions, the greatest German attack in the West since the campaign of 1940 had brought down the Netherlands, Belgium, Luxembourg, and France in swift and ignominious defeat. It was destined to involve more than a million men and to precipitate an unparalleled crisis for the Allied armies. It was also to involve one of the most egregious failures in the history of American battle-field intelligence. Yet it was also to become the greatest battle ever fought by the United States army.
— Charles B. Macdonald’s *“A Time for Trumpets.”*

During The Grand Campaign much rides on the preparation and timing of the Wacht am Rhein counter-offensive. This campaign start is for players who want to get right to it.

General Information

Setup Order: Allied first

First Player: German

Weather: Snow/No Flight on 15 Dec

First Turn: 15 December 1944

Last Turn: 29 April 1945

Total Turns: 40 (or less)

Reinforcements: Use campaign arrival schedules. Roll for variable reinforcements each turn.

Special Scenario Rules

Use all maps (A, B, C, D).

All German-controlled major ports have 4 hits (mines haven't been rolled). Antwerp ports are both fully repaired.

Wacht am Rhein (1.8) begins on 15 December. Deployment from the WaR Box is reflected in the scenario setup. Use 2.9f, which allows the Germans to control the initiative on 19 December.

Roer River Dam (1.9) locks have not yet been broken.

No Allied airdrops are pre-planned at the start of the scenario.

Allied units *cannot* setup in Reserve mode.

Remember that Broadfront restrictions are temporarily lifted during Wacht am Rhein (see 2.9e).

After both sides have finished their normal setup, the Allied player can have six of his infantry divisions spin off breakdowns into adjacent hexes that do not contain enemy units.

For example...

- *British 15th Div deploys breakdowns in B29.32 & B27.33; 3rd Div deploys one in B36.33.*
- *US 30th Div deploys a breakdown in B16.33; 83rd Div deploys one in B15.32; 78th Div deploys one in B11.34; 1st Div deploys breakdowns in A13.06 & A13.04.*

Victory Conditions

Use campaign game victory conditions (4.0).

Allied Information

Rail Cap: Per Charts

Sea Cap: Per Charts

Supply: Per Table (roll each turn)

Seaborne Assaults Available: 2

Arty Ammo Markers: 1x CW

Bridge Check Markers: 2

Reserve Markers: 16

Supply Cache Markers (option): 4

Dead Pile:

CW:

22-4-3 Inf Div (50)

1.Abn Div (all 3 units)

2-4-2 Flm Tk Bn (1)

1.Pol.Arm Div (10 Tk Bn)

4-4-3 Pol Abn Bde (1)

US:

6-3-6 Tk Bn (701, 748 761)

Level-1 Air Bases: A36.02, A35.09, A34.31, A22.06, A18.11, A17.05, A15.29, A13.07, A12.22, A11.04, A7.21, C56.19, C51.06, C42.15, C38.08, C35.29, C33.11, C33.25, C30.09, C3.30, D22.24

Level-2 Air Bases: A32.05, A29.29, A24.05, A18.19

Level-3 Air Bases: A30.19, A23.21, C54.34

Commonwealth Setup

B40.32:

22-4-3 Inf Div (49)

B39.32:

1x 5-4-3 Can Brkdwn Bde

B39.33 (Nijmegen):

22-4-3 Can Inf Div (3, less 2 steps)

1x All Bridges Intact Marker

B39.35:

3-4-7 Can Rec Bn (18)

72-2-3 Can Arty Div (2)

72-2-3 Arty Div (9)

A39.06:

1x 5-4-3 Brkdwn Bde

A39.10:

4.Can.Arm Div (all 4 units)

A39.14, w/i 1 hex:

1.Pol.Arm Div (3, 10 Mech, Arty)

A38.01 (Grave):

2 Can Corps HQ

2.Can.Tk Bde (all 3 units)

12-2-5 Can SP Arty Rgt (19)

2 SP

B38.32:

1x 5-4-3 Can Brkdwn Bde

B38.33:

22-4-3 Can Inf Div (2, less 1 step)

A37.06 (Hertogenbosch):

22-4-3 Inf Div (51, less 1 step)

A37.19 (Bergen op Zoom):

5-4-3 Cdo Bde (4)

B37.33:

1x 5-4-3 Can Brkdwn Bde

A36.02 (Uden):

1x Spit.IX

2x Typhoon

2T

A35.09 (Tilburg):

1 Corps HQ

3-4-8 Rec Bn (Rac)

33 Tk Bde (all 3 units)

2 SP

B35.33:

22-4-3 Inf Div (3)

A34.31 (Maldegem):

1x Spit.IX

1T

A32.03 (Helmond):

8 Corps HQ

3-4-8 Rec Bn (2 HC)

6.Gd.Tk Bde (all 3 units)

12-2-5 SP Arty Rgt (86)

72-2-3 Arty Div (8)

2 SP

A32.05 (Eindhoven):

1x Spit.IX

2x Typhoon

1 SP

B32.32:

11.Arm Div (159 Mech, 15/19 Tk, Arty)

A31.01 (Deurne):
11.Arm Div (29 Mech)

A30.19 (Antwerp):
5-3-3 Dutch Inf Bde (RNPI)
1x Tempest
2T

A29.29 (Gent):
1x Spit.IX
1T

A28.06:
34.Tk Bde (all 3 units)

B28.32 (Maasbree):
22-4-3 Inf Div (15)

B28.34:
4.Arm Bde (all 5 units)

A26.03 (Weert):
12 Corps HQ
3-4-8 Rec Bn (1RD)
72-2-3 Arty Div (5)
2x Eq
2 SP

A25.01:
22-4-3 Inf Div (53)

A24.03:
8.Arm Bde (all 5 units)

A24.05 (Bree):
1x Spit.XIV
2T

A23.02:
7.Arm Div (all 4 units)

A23.21 (Brussels):
1x Spit.XIV
1x B-25
3x Truck point
4 SP

A23.22 (Brussels):
1 Abn Corps HQ
1x (1)-0-0 Pontoon Bde
36-2-3 Arty Bde (59)
2x Eq

A22.01:
1x 5-4-3 Brkdwn Bde

A22.02:
Gds.Arm Div (all 4 units)

A21.01:
22-4-3 Inf Div (43, less 1 step)
2-4-2 FT Tk Bn (141)

A21.02:
30 Corps HQ (30)
3-4-8 Rec Bn (11HC)
72-2-3 Arty Div (3, 4)
2 SP

A20.02:
52.AL Div (all 3 units)

A12.07:
2-3-3 Bel Inf Bn (5)

England Airfields:
2x Mosquito
1x B-25
1x C-47
3x C-47+Gldr

American/French Setup

A22.06:
1x P-47
2T

A20.01:
13 Corps HQ
4-4-7 Mech Cav Grp (11)
36-2-3 Arty Grp (113, 213)
2 SP

B20.34, w/i 1 hex:
24-3-3 Inf Div (84)
7.Arm Div (all 4 units)
5-3-7 TD Bn (814)
3-2-8 TD Bn (638)

A18.03:
2.Arm Div (all 5 units)

A18.11 (Sint.Truiden):
1x P-47
1T

A18.19:
2x P-47
2T

B18.32 (Linnich), w/i 1 hex and west of Roer River:
24-4-3 Inf Div (29, 102)
6-3-6 Tk Bn (771)
5-3-7 TD Bn (771)
2-4-2 Flm Tk Bn (747)

A17.01 (Heerlen):
19 Corps HQ
4-4-7 Mech Cav Grp (113)
36-2-3 Arty Grp (119, 219)

A17.05 (Maastricht):
5-3-7 TD Bn (702)
1x (1)-0-0 Pontoon Bde
18-3-3 Rocket Bn (18)
108-2-3 Arty Div (9)

B17.34 (Alsdorf):
24-4-3 Inf Div (30)
4-2-8 Lt Tk Bn (744)
2-4-2 Flm Tk Bn (743)
4-3-6 TD Bn (823)

A16.05:
16 Corps HQ
4-4-7 Mech Cav Grp (15)
36-2-3 Arty Grp (116, 216)
2 SP

B16.31:
24-4-3 Inf Div (104)
6-3-6 Tk Bn (750)
(3)-2-3 TD Bn (692)

A15.01 (Aachen), w/i 1 hex:
7 Corps HQ
3.Arm Div (all 5 units)
5-3-7 TD Bn (703, 899)
3-2-8 TD Bn (705)
36-2-3 Arty Grp (107, 207)
2 SP

B15.31:
24-4-3 Inf Div (9)
6-3-6 Tk Bn (746)

B14.31:
24-4-3 Inf Div (83)
6-3-6 Tk Bn (774, 736)
4-3-6 TD Bn (629)

B13.31:
5.Arm Div (CCA, CCB)

A13.05:

24-4-3 Inf Div (1, less 1 step)
6-3-6 Tk Bn (745)
4-3-6 TD Bn (634)

A13.07 (Liege):

3-2-8 TD Bn (643)
2x Truck point
6 SP

B13.32:

5.Arm Div (CCR, Arty)
5-3-7 TD Bn (628)

B12.31:

4-4-7 Mech Cav Grp (4)
4-2-8 Lt Tk Bn (759)
4-3-6 TD Bn (635)

B12.32:

24-4-3 Inf Div (8)
2-5-3 Rngr Bn (2)
3-2-8 TD Bn (817)

A11.04 (Verviers):

5 Corps HQ
1x 5-4-3 Brkdwn Rgt
2 SP

B11.33:

24-3-3 Inf Div (78, less 1 step)
4-3-6 TD Bn (893)
6-3-6 Tk Bn (709)

A10.01:

36-2-3 Arty Grp (105, 205)

B10.33:

4-4-7 Mech Cav Grp (102)
1x 5-3-3 Brkdwn Rgt

B9.34:

1x 5-4-3 Brkdwn Rgt

A8.04:

3-4-6 Mech Bn (526)
2-2-3 Inf Bn (Norway)
108-2-3 Arty Div (1)
2 SP

B8.34:

2x 5-4-3 Brkdwn Rgt
Level-1 Hedgehog

A7.01:

24-4-3 inf Div (2, less 3 steps)
6-3-6 Tk Bn (741)
4-3-6 TD Bn (644)

A7.03 (Malmedy):

9.Arm Div (CCB)
3-2-8 TD Bn (811)

B7.34:

2x 5-3-3 Brkdwn Rgt
Level-1 Hedgehog

B6.33:

24-3-3 Inf Div (99, less 2 steps)
(3)-2-3 TD Bn (801)
Level-1 Hedgehog

B5.34:

4-4-7 Mech Cav Grp (14)
Level-1 Hedgehog
1 SP

A4.03 (St. Vith):

1x 5-3-3 Brkdwn Rgt
Level-1 Hedgehog
1T

A3.01:

1x 5-3-3 Brkdwn Rgt
1T

A3.04:

5-3-7 TD Bn (630)
36-2-3 Arty Grp (108)

B3.34:

24-3-3 Inf Div (106, less 2 steps)
3-2-8 TD Bn (820)
2T

A2.03:

1x 5-4-3 Brkdwn Rgt
Level-1 Hedgehog
2T

A2.05:

9.Arm Div (CCR, Arty)

C61.04:

1x 5-4-3 Brkdwn Rgt
Level-1 Hedgehog
1T

C61.05:

6-3-6 Tk Bn (707)

C61.09 (Bastogne):

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

C57.04:

1x 5-4-3 Brkdwn Rgt
Level-1 Hedgehog

C56.05 (Ettelbruck):

24-4-3 Inf Div (28, less 3 steps)

C55.03:

9.Arm Div (CCA)
2T

C55.35:

2-4-3 Para Bn (551)

C54.01 (Echternach):

1x 5-4-3 Brkdwn Rgt

C54.34:

2x P-47
2T

C52.01:

1x 5-4-3 Brkdwn Rgt

C52.04, w/i 2 hexes:

24-4-3 Inf Div (4, less 3 steps)
6-3-6 Tk Bn (70)
5-3-7 TD Bn (803)
(3)-2-3 TD Bn (802)

C51.34 (Reims), w/i 3 hexes:

18 Abn HQ
82.Abn Div (all 3 units)
101.Abn Div (all 4 units)
4-4-3 Para Rgt (501, 508)

C49.04:

1x 5-4-3 Brkdwn Rgt

C46.35 (Epernay):

4-4-3 Para Bn (517)

C45.04, w/i w/i 1 hex and south of Moselle River:

10.Arm Div (all 4 units)
1x 5-4-3 Brkdwn Rgt
4-4-7 Mech Cav Grp (3)
3-2-8 TD Bn (609)

C45.07 (Thionville):

20 Corps HQ
36-2-3 Arty Grp (120, 220)
2 SP

C44.01, w/i 1 hex:

24-4-3 Inf Div (90, less 1 step)
6-3-6 Tk Bn (712)
5-3-7 TD Bn (773)
3-2-8 TD Bn (607)

D42.34, w/i 1 hex:

24-4-3 Inf Div (95)
6-3-6 Tk Bn (778)
(3)-2-3 TD Bn (774)

C39.08 (Metz):

3 Corps HQ
36-2-3 Arty Grp (103, 203)
3x Truck point
Level-3 Hedgehog
5 SP

C39.09:

24-4-3 Inf Div (26, less 2 steps)
3-2-8 TD Bn (602)

D39.34, w/i 1 hex:

24-4-3 Inf Div (5, less 1 step)
4-4-7 Mech Cav Grp (6)
6-3-6 Tk Bn (735)
5-3-7 TD Bn (818)
(3)-2-3 TD Bn (807)
2-5-3 Rngr Bn (5)
1x Mule point

C38.08:

1x P-47

D36.29:

24-4-3 Inf Div (44, less 1 step)
6-3-6 Tk Bn (749)

D36.30 (Sarreguemines):

24-3-3 Inf Div (87)
5-3-7 TD Bn (610)
3-2-8 TD Bn (704)

D36.31:

24-4-3 Inf Div (35)
4-4-7 Mech Cav Grp (2)
6-3-6 Tk Bn (737)
5-3-7 TD Bn (654)

D36.32 and/or D37.33:

6.Arm Div (all 4 units)
(3)-2-3 TD Bn (691)
3-2-8 TD Bn (603)

D35.25:

24-4-3 Inf Div (45, less 3 steps)

D35.26:

1x 5-4-3 Brkdwn Rgt
5-3-7 TD Bn (645)

D35.27:

24-3-3 Inf Div (100, less 2 steps)
6-3-6 Tk Bn (781)

D35.28:

2x 5-3-3 Brkdwn Rgt
(3)-2-3 TD Bn (824)

D35.29:

1x 5-4-3 Brkdwn Rgt
5-3-7 TD Bn (776)

C35.01:

24-4-3 Inf Div (80)
6-3-6 Tk Bn (702)
5-3-7 TD Bn (808)

D34.24:

1x 5-4-3 Brkdwn Rgt

D34.31 (Sarralbe):

12 Corps HQ
36-2-3 Arty Grp (112, 212)
108-2-3 Arty Div (3)
1 SP

C33.11:

1x P-47
1T

D33.24:

1x 5-4-3 Brkdwn Rgt

C33.25 (Saint Dizier):

1x P-47
1T

D33.31:

12.Arm Div (all 4 units)

D32.21:

1x 5-3-3 Brkdwn Rgt
(3)-2-3 TD Bn (614)

D32.22:

24-4-3 Inf Div (103, less 3 steps)

D32.23:

1x 5-3-3 Brkdwn Rgt

D32.34:

4.Arm Div (all 4 units)

D31.20:

14.Arm Div (CCA)

D31.21:

1x 5-3-3 Brkdwn Rgt

D31.31:

15 Corps HQ
4-4-7 Mech Cav Grp (106)
36-2-3 Arty Grp (115, 215)
2 SP

C30.09 (Nancy):

1x P-47
1T

D30.18:

1x 5-4-3 Brkdwn Rgt
5-3-7 TD Bn (813)

D30.19:

14.Arm Div (CCB, Arty)

D29.18:

24-4-3 Inf Div (79)
6-3-6 Tk Bn (191)

D27.23 (Haguenau):

6 Corps HQ
36-2-3 Arty Grp (106, 206)
14.Arm Div (CCR)
2 SP

D26.28 (Saverne):

2-4-7 Mech Cav Bn (117)
108-2-3 Arty Div (7)
1x (1)-0-0 Pontoon Bde
4 SP

C24.17 (Neufchateau):

6-3-6 Tk Bn (740)

D22.24 (Strasbourg):

24-4-3 Inf Div (3, less 2 steps)
6-3-6 Tk Bn (756)
5-3-7 TD Bn (601)
4-3-6 TD Bn (636)
All Bridges Blown Marker

D20.26 (Erstein):

2.Fr.Arm Div (CCR, Arty)

D18.25:

2.Fr.Arm Div (CCD)

D18.26:

2.Fr Arm Div (CCL)

D18.27:

2.Fr.Arm Div (CCV)

D17.28:

1x 5-4-3 Brkdown Rgt

D17.29:

1x 5-4-3 Brkdown Rgt

D16.29 (Selestat):

1x 5-4-3 Brkdown Rgt

D16.30:

2 Fr Corps HQ
5.Fr.Arm Div (4 Mech)
3-2-3 Inf Bde (AL-LO)
36-2-3 Fr Arty Grp (2)
1x Truck point
2 SP

D15.30:

24-4-3 Inf Div (36, less 2 steps)
6-3-6 Tk Bn (753)

D15.31:

1x 5-4-3 Brkdown Rgt

D15.33:

16-3-3 Fr Inf Div (3.Alg)

D12.34 (Munster):

1x Fr 3-3-3 Brkdown Rgt

C9.02:

1x Fr 3-4-3 Mtn Brkdown Rgt

C7.02:

2x Fr 3-3-3 Brkdown Rgt

C6.01:

16-3-3 Fr Inf Div (2.Mor, less 2 steps)

D6.34:

1x Fr 3-4-3 Mtn Brkdown Rgt

D5.32:

2x 3-2-3 Fr Brkdown Rgt

D5.33 (Mulhouse):

1 Fr Corps HQ (1)
5.Fr.Arm Div (5 Mech)
36-2-3 Fr Arty Grp (1)
1x Truck point
2 SP

D5.34:

16-4-3 Fr Mtn Div (4.Mor, less 2 steps)

C4.01:

1.Fr Arm Div (all 5 units)

D4.31:

12-2-3 Fr Inf Div (9.Col, less 2 steps)

D4.33:

5.Fr.Arm Div (6 Mech, Arty)

England Box:

17.Abn Div (all 3 units)
4-4-3 Para Rgt (507)
2-4-3 Gldr Bn (550)

England Airfields:

2x B-26
1x C-47
6x C-47+Gldr

Southern France Airfields:

1x P-47
1x B-26
4x Fr P-47
2x Fr B-26

Normandy Airfields:

1x P-47
3x P-38
4x B-26
1x A-20
1x A-26

Normandy Interdiction Airfields:

2x CW Spit.IX
1x CW P-51
1x CW Typhoon
3x US P-47
1x US P-51
2x US B-26
1x US A-20
1x US A-26
1x Fr P-47
1x Fr B-26

German Information

Rail Cap: 10

Sea Cap: Per Charts

Supply: Per Table (roll each turn)

Alarm Pool: 12x Alert, 6x Flak, and
18x VS (many are in setup)

Reserve Markers: 21

Supply Cache Markers (option): 2

Dead Pile:

21.Pz Div (200 PJ)
15.PzGr Div (115 PzGr, 115 Recon)
25.PzGr Div (5 Pz)
111.Pz Bde (all 3 units)
112.Pz Bde (all 3 units)
113.Pz Bde (all 3 units)
12-4-7 Pz Bde (105, 107, 108)
16-4-3 Inf Div (64)
14-3-2 VG Div (553)
14-4-2 VG Div (462)
12-4-3 Inf Div (Tett)
11-4-2 Inf Div (Boeh)
5-3-2 Inf KG (Fiebig, Browd)
3-3-2 Inf KG (Riedel)
2-4-3 Inf KG (Schwer)
4-4-6 AG Bn (394, 667)
2-2-6 Lt Tk Co (224)
2-4-5 Arty Bty (2-218)
(4)-3-2 Flk Grp (St.Tr)
(3)-3-1 Flk Grp (Achn x 2)
3-4-2 Eng Bn (78)
2-4-2 Eng Bn (1031)
26-2-2 Arty Rgt (761)
2-3-3 Bicycle Bn (608)
4-3-3 Bicycle Rgt (v.Fritz)
4-3-3 Naval Bde (Weber)
3-2-2 VS Rgt (Sauer)
3-2-1 MG Bn (31, 33, 34)
2-2-2 FJ Bn (2-2)
2-1-2 Ost Bn (570, 675, 680)
2-2-2 LW Inf Bn (1 thru 22)
2-2-2 LW Inf Bn (I/90 thru IV/90)
2-2-3 LW Penal Bn (z.b.V. 6)
10.SS.Pz Div (10 PJ)
17.SS.PzGr Div (17 AG)
3-3-2 SS Inf KG (Dunk)
2-3-2 SS Inf KG (Berg)
1x Truck point

Level-1 Air Bases: B58.01, B57.03, B54.12, B53.09, B49.10, B48.08, B48.13, B48.21, B44.07, B44.19, B43.31, B37.11, B33.03, B29.22, B28.14, B28.28, B25.27, B23.29, B22.23, B22.29, B13.22, B11.23, B1.07, D60.04, D57.03, D56.10, D51.10, D48.08, D36.11, D23.05, D21.09, D20.05, D13.31, D8.25

Level-2 Air Bases: B61.01, B51.11, B48.16, B46.11, B45.06, B15.23, D54.01, D49.01, D42.23

Level-3 Air Bases: B44.12, B27.01

German Setup

A61.08 (Alkmaar):

1x 3-3-2 Naval Brkdwn Rgt
2-1-2 Ost Bn (787)

B61.01 (Oldenburg):

1x Fw.190a (4)
1x Bf.109 (4)
1x Ju.88 (12)
1 SP

B58.01:

1x Fw.190a (4)
1x Ju.88 (9)

A57.10 (Beverwijk):

1x Fester Platz (random from pool)
2-1-2 Ost Bn (822)
2 SP

A54.07 (Amsterdam):

1x 3-3-2 Naval Brkdwn Rgt
Level-1 Hedgehog
2T

A51.15:

4-4-3 FJ Rgt (H.G.)

B51.11:

1x Fw.190a (4)

A50.16 (Den Haag):

2-1-2 Ost Bn (803)
Level-1 Hedgehog

A48.09 (Woerden):

1x 4-3-2 FJ Brkdwn Rgt

A48.18 (Hoek van Holland):

1x Fester Platz (random from pool)
1 SP

B48.08:

1x Bf.109 (5)

B48.13:

1x Fw.190a (5)

B48.16 (Nordhorn):

1x Fw.190d (6)

A47.07 (Utrecht):

88 Corps HQ
4-4-6 LW AG Bn (121)
3-2-1 MG Bn (30)
1x Wagon point
3 SP

A47.12 (Gouda):

1x 2-3-3 Alert Bn

A46.15 (Rotterdam):

1x 2-3-3 Naval Alert Bn
1x (1)-0-0 Pontoon Bde
1x Wagon point
Level-1 Hedgehog
2T

B46.11:

1x Bf.109 (5)

A45.21 (Stellendam):

2-1-2 Ost Bn (812)

B45.06 (Bramsche):

1 SP

A44.13 (Ridderkerk):

30 Corp HQ
1x 2-2-2 Alert Bn
2 SP

B44.07:

1x Bf.109 (5)

B44.12 (Rheine):

2x Bf.109 (5)
1x Bf.109 (4)
1x Me.262
2 SP

B44.19 (Enschede):

1x Fw.190a (4)

A43.02 (Rhenen):

8-4-3 SS Bicycle Bde (7)

A43.06 (Culemborg):

12-3-2 Inf Div (712, less 2 steps)
3-2-1 MG Bn (29)

A42.01 (Kesteren):

1x 3-3-2 Brkdwn Rgt

A42.09 (Gorinchem):

16-3-3 Inf Div (711, less 1 step)
2-1-2 Ost Bn (600)

A42.13 (Dordrecht):

16-3-3 Inf Div (346, less 1 step)
Level-1 Hedgehog

B42.31 (Arnhem):

18-3-3 FJ Div (6, less 1 step)
All Bridges Blown Marker

A41.06 (Geldermalsen):

2-1-2 Ost Bn (826)
1x 3-3-2 Brkdwn Rgt

A41.13:

1x 3-3-2 Brkdwn Rgt

B41.27 (Doetinchem):

18-3-3 FJ Div (2)

A40.06:

1x 3-3-2 Brkdwn Rgt
Level-1 Hedgehog

A40.10:

1x 3-3-2 Brkdwn Rgt
Level-1 Hedgehog

B39.31:

1x 3-3-2 Brkdwn Rgt
Level-2 Hedgehog

B38.31:

16-3-3 Inf Div (84, less 2 steps)
Level-3 Hedgehog

B37.11 (Munster):

1x Bf.109 (5)

B37.30 (Kleve):

1x 4-3-2 FJ Breakdown Rgt
Level-1 Hedgehog

B37.32:

1x 3-3-2 Brkdwn Rgt
1x 2-2-2 Alert Bn

B36.32:

1x 3-3-2 Brkdwn Rgt
Level-2 Hedgehog

B35.32:

16-3-3 Inf Div (190, less 2 steps)
Level-1 Hedgehog

B34.30 (Goch):

3-4-3 Inf Rgt (Brehm)
2T

B33.27 (Xanten):

86 Corps HQ
3-4-3 LW Assault Bn (1)
3 SP

B32.24 (Wesel):

5-4-3 FJ Rgt (z.b.V.)
1x (1)-0-0 Pontoon Bde

B30.28 (Geldern):

10-3-2 Inf Div (526)

B28.14:

1x Bf.109 (4)
1T

B28.28:

1x Bf.109 (4)
1T

B28.31 (Venlo):

10-3-2 Inf Div (180)
Level-1 Hedgehog

B27.01:

2x Bf.109 (4)
1x Ju.52
2T

B27.28:

2 Para Corps HQ
4-4-6 LW AG Bn (Schm)
5-3-3 FJ Rgt (21)
3-4-5 LW Mtrcycle Bn (12)
12-2-2 LW Arty Rgt (121)
12-2-2 LW Werfer Rgt (121)
3 SP

B27.32 (Tegelen):

2x 4-3-2 FJ Brkdwn Rgt
Level-1 Hedgehog

B25.33:

18-4-3 FJ Div (7, less 2 steps)

B25.34:

8-3-3 Inf Div (606)

B24.23 (Ratingen):

1x Truck point
2x Wagon point
4 SP

B24.31:

12 SS Corps HQ
3-5-5 Tgr Co (Hum)
9-5-4 Tgr Bn (506)
5-4-3 FJ Rgt (v.Hof)
24-2-1 Arty Corps (407)
3 SP

B24.32:

15.PG Div (104 PzGr, 115 Pz, 33 PJ,
33 Arty)

B24.34 (Roermond):

5-4-3 FJ Rgt (Hubner)
1x 4-3-2 FJ Brkdwn Rgt

A23.01 (Wessem):

16-3-3 Inf Div (176)
2-2-2 Ost Bn (827)
Level-1 Hedgehog

B22.23:

1x Bf.109 (4)
1T

B22.30:

9.Pz Div (all 7 units)
4-5-5 Pz Bn (301 Fkl)
2-4-5 Pz Co (319 Fkl)

B22.32:

14-3-2 VG Div (183, less 2 steps)
Level-2 Hedgehog

B22.33:

2x 3-3-2 Brkdwn Rgt

B22.34:

16-3-3 Inf Div (59, less 1 step)
Level-1 Hedgehog

B21.30:

10.SS.Pz Div (21, 22 PzGr, 10 Rec)

B21.32:

1x 3-4-2 Brkdwn Rgt

B20.31:

14-4-2 VG Div (340, less 1 step)
Level-1 Hedgehog

B19.23 (Langenfeld):

4 SP

B19.32:

1x 3-3-2 Brkdwn Rgt

B18.31:

1x 3-3-2 Brkdwn Rgt

B17.31 (Julich):

14-3-2 VG Div (363, less 1 step)
(5)-3-1 PJ Bn (501)
Level-1 Hedgehog

B16.30:

14-3-2 VG Div (246)

B15.23 (Köln):

1x Fw.190f (4)
1 SP

B15.28:

81 Corps HQ
4-4-5 PJ Bn (741)
4-4-6 AG Bn (341)
26-2-2 Arty Rgt (621)
36-2-1 Arty Corps (403)
1 SP

B15.30:

1x 3-3-2 Brkdwn Rgt
(5)-4-3 PJ Bn (682)

B14.28:

14-3-2 VG Div (344)

B14.30 (Düren):

14-3-2 VG Div (47, less 1 step)
Level-1 Hedgehog

B13.22:

1x Fw.190f (3)

B13.30:

16-3-3 Inf Div (353)
2-1-2 Ost Bn (627)

B12.30:

16-3-3 Inf Div (85)

B11.23:

1x Fw.190f (3)

B11.29:

74 Corps HQ
5-4-3 Pio Rgt (1)
24-2-1 Arty Corps (409)
1 SP

B11.31:

16-3-3 Inf Div (89, less 1 step)
4-4-3 Assault Bn (15)
Level-1 Hedgehog

B11.32:

14-2-2 VG Div (272, less 1 step)
5-4-3 FJ Rgt (6)
3-2-3 Ost Rgt (4)

B10.23 (Bonn):

6-5-6 PJ Bn (559)

B10.29:

3.PzGr Div (all 6 units)

B10.31:

Roer Dam Marker

B10.32:

14-2-2 VG Div (326, less 1 step)

B9.27, w/i 1 hex:

2 SS Pz Corps HQ
2.SS.Pz Div (all 7 units)
12-2-2 SS Werfer Bn (508)
1 SP

B9.29:

1x 4-3-2 FJ Brkdwn Rgt

B9.31:

67 Corps HQ
4-4-6 AG Bn (902)
(5)-4-3 PJ Bn (683)
24-2-1 Arty Corps (405)
3 SP

B9.32:

42-2-2 Werfer Bde (17)

B9.33:

1x 3-2-2 Brkdwn Rgt

B8.31:

36-2-1 Arty Corps (388)
24-2-1 Arty Corps (402)
26-2-2 Arty Rgt (1020)

B8.32:

12.SS.Pz Div (all 7 units)

B8.33:

14-2-2 VG Div (277)

B7.31:

1 SS Pz Corps HQ
9-5-4 SS Tgr Bn (501)
9-2-2 SS Arty Bn (501, 502)
1x (3)-2-3 Alarm Flak Bn
8-3-3 Cdo Bde (150)
6-5-6 PJ Bn (560)
42-2-2 Werfer Bde (9)
2 Truck point
8 SP

B7.33:

1x 3-4-2 Brkdwn Rgt

B6.21 (Linz):

5 SP

B6.29:

9.SS.Pz Div (all 7 units)
5-5-6 PJ Bn (519)
12-2-2 SS Werfer Bn (502)

B6.32:

14-4-2 VG Div (12, less 1 step)
6-4-5 SP Arty Bn (217)

B5.31:

1.SS.Pz Div (all 7 units)

B5.32:

42-2-2 Werfer Bde (4)

B4.33:

18-3-3 FJ Div (3, less 1 step)

B3.33:

2x 3-3-2 Brkdwn Rgt

A2.02:

116.Pz Div (60 PzGr, 156 Inf)

B2.19 (Neuwied):

10 SP

B2.32:

66 Corps HQ
4-4-6 AG Bn (244)
10.SS.Pz Div (10 Arty Rgt)
2-2-2 FJ Bn (v.d.H)
2 SP

Note the rest of 10.SS is near Rheydt!

B2.33:

14-3-2 VG Div (18, less 2 steps)
1x (3)-2-3 Alarm Flak Bn

B2.34:

14-2-2 VG Div (62)
42-2-2 Werfer Bde (16)

A1.02:

116.Pz Div (1-16, 2-16 Pz, 116 Rec,
228 PJ, 146 Arty)
42-2-2 Werfer Bde (7)

A1.03:

14-3-2 VG Div (560, less 1 step)

Any West Wall hexes in Northern

BZ:

3x Level-2 Hedgehog

C62.01:

58 Pz Corps HQ
4-4-3 Pio Bn (207)
1x (4)-3-7 Alarm Flak Bn
24-2-1 Arty Corps (401)
1x (1)-0-0 Pontoon Bde
3 SP

C62.02:

48-2-1 Arty Corps (766)

C62.03:

2.Pz Div (304 Inf)

D62.33:

42-2-2 Werfer Bde (15)

C61.01:

47 Pz Corps HQ
4-4-3 Pio Bn (z.b.V. 600)
1x (4)-3-7 Alarm Flak Bn
26-2-2 Arty Rgt (762)
7 SP

C61.02:

2.Pz Div (1-3, 2-3 Pz, 2 Rec, 38 PJ,
74 Arty)

C61.03:

2.Pz Div (2 PzGr)

D61.32:

39 Pz Corps HQ
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)
6-0-R RR Arty Bn (725)
2x Truck point (empty)

C60.02:

Lehr.Pz Div (901 PzGr, 130 Rec, 130 PJ, 130 Arty)

C60.03:

14-4-2 VG Div (26, less 1 step)

D60.04:

1x Bf.109 (5)
1T

C59.02:

Lehr.Pz Div (902 Inf, 2-130 Pz)

C58.01:

85 Corps HQ
(5)-4-3 PJ Bn (668)
1x (5)-4-3 Alarm Flak Bn
3 SP

C58.02:

42-2-2 Werfer Bde (18)

C57.01:

26-2-2 Arty Rgt (720)
24-2-1 Arty Corps (406)

D57.03:

1x Fw.190d (5)

D57.34 (Bitburg):

4-4-3 Pio Bn (47)
22-2-1 Mortar Bn (7)

C58.03:

1x 4-3-2 FJ Brkdown Rgt

C57.03:

18-3-3 FJ Div (5, less 1 step)
4-4-6 LW AG Bn (111)

C56.02:

14-3-2 VG Div (352)

D56.10:

1x Fw.190a (5)

D56.34:

80 Corps HQ
24-2-1 Arty Corps (408)
1x (5)-4-3 Alarm Flak Bn
4 SP

C55.01:

14-3-2 VG Div (212, less 1 step)

C55.02:

14-2-2 VG Div (276)

D55.34:

42-2-2 Werfer Bde (8)

D54.01:

1x Fw.190a (4)

D54.03 (Hanau):

3 SP

D54.34:

1x 3-3-2 Brkdown Rgt
(5)-4-3 PJ Bn (657)

D52.32 (Trier):

53 Corps HQ
1x Fester Platz (random from pool)
2 SP

D52.34:

1x 3-3-2 Brkdown Rgt
(5)-3-1 PJ Bn (503)
Level-3 Hedgehog

D51.10:

1x Bf.109 (4)

D51.34:

1x 2-3-3 Alert Bn
(5)-3-1 PJ Bn (504)
Level-3 Hedgehog

C50.01:

1x 2-3-3 LW Alert Bn
(5)-4-3 PJ Bn (681)

D50.01 (Aschaffenburg):

2 SP

C49.02:

1x 3-3-2 Brkdown Rgt

D49.01:

1x Fw.190a (5)
1x Bf.109 (4)

C48.02:

16-2-3 Inf Div (416, less 2 steps)
2-2-3 LW Inf Bn (38)

D48.08 (Darmstadt):

1x Bf.109 (4)

D48.34:

82 Corps HQ
2-2-3 LW Inf Bn (41)
2 SP

C47.03:

1x 2-4-3 Alert Bn
2-2-3 LW Inf Bn (42)

C46.01:

1x 3-2-2 Brkdown Rgt

C46.02:

1x 3-2-2 Brkdown Rgt

D46.34:

1x 3-3-2 Brkdown Rgt

D45.34 (Merzig):

14-3-2 VG Div (19, less 1 step)

D44.33:

1x 3-3-2 Brkdown Rgt

D43.33:

14-3-2 VG Div (559, less 1 step)

D42.20 (Kaiserslautern):

4-4-2 Inf KG (C/V)

D42.23:

12-3-2 Inf Div (48, less 2 steps)
4-4-3 Assault Bn (1)
(2)-3-3 PJ Bn (486)
4 SP

D42.32:

12-3-2 Inf Div (719, less 1 step)
(5)-3-1 PJ Bn (502)

D41.28 (Neunkirchen):

89 Corps HQ
(2)-3-3 PJ Bn (483)
10-0-1 Arty Bty (E/428)
2 SP

D41.33:

2x 3-3-2 Brkdown Rgt

D40.26 (Homburg):

8-3-3 Inf KG (Jais)
10-0-1 Arty Bty (Z/428)

D40.29 (Sankt Ingbert):

13 SS Corps HQ
8-4-3 Inf Div (172)
(2)-3-3 PJ Bn (484)
10-0-1 Arty Bty (638)
3 SP

D40.32 (Volklingen):

14-3-2 VG Div (347, less 2 steps)

D39.30:

17.SS.PzGr Div (17 Arty)

D39.31 (Saarbrücken):

1x Fester Platz (random from pool)
1x VS Bn (random pick)
1 SP

D39.32 (Forbach):

1x 3-3-2 Brkdwn Rgt

D38.26 (Zweibruchen):

25.PzGr Div (25 Arty)
26-2-2 Arty Rgt (1036)

D38.27:

11.Pz Div (119 Arty)
(5)-4-3 PJ Bn (1)

D38.31:

14-3-2 VG Div (36, less 1 step)

D37.24 (Primasens):

8-4-2 Inf Div (Claer)
1x Wagon point

D37.29:

11.Pz.Dv (1-15 Pz, 110 PzGr)

D37.30:

17.SS.PzGr Div (37 Inf, 17 Rec)

D37.31:

17.SS.PzGr Div (38 Inf, 17 PJ)

D36.24:

2x 3-3-2 Brkdwn Rgt

D36.25:

25.PzGr Div (35 Inf, 25 AG)

D36.26:

25.PzGr Div (119 PzGr, 25 Rec)

D36.27:

11.Pz Div (2-15 Pz, 11 Rec)

D36.28:

11.Pz Div (111 Inf, 90 PJ)

D35.17 (Landau in der Pfalz):

8-3-3 Inf Div (Rass)
(6)-5-5 PJ Bn (93)
2-2-2 LW Inf Bn (51, 52)
4 SP

D35.23:

90 Corps HQ
(4)-3-3 PJ Bn (487)
2 SP

D35.24:

14-3-2 VG Div (361, less 2 steps)

D34.20:

21.Pz Div (21 Rec)

D34.23:

1x 3-3-2 Brkdwn Rgt

D33.17:

Grp Hohne HQ
(5)-4-3 PJ Bn (686)
36-2-1 Arty Corps (404)

D33.19:

21.Pz Div (1-22 Pz, 155 Arty)

D33.21:

21.Pz Div (192 Inf)

D33.22:

1x 3-3-2 Brkdwn Rgt

D33.23:

1x 3-3-2 Brkdwn Rgt

D32.19:

16-3-3 Inf Div (245, less 2 steps)
Level-3 Hedgehog

D32.20 (Wissembourg):

21.Pz Div (125 Inf Rgt)

Any West Wall hexes in Central BZ:

6x Level-2 Hedgehog

D31.17:

14-3-2 VG Div (256, less 2 steps)
Level-3 Hedgehog

D31.18:

1x 3-3-2 Brkdwn Rgt
Level-3 Hedgehog

D31.19:

2x 3-3-2 Brkdwn Rgt
Level-3 Hedgehog

D30.15 (Karlsruhe):

1x 3-2-2 Brkdwn Rgt
1x VS Bn (random pick)

D30.16:

1x 3-3-2 Brkdwn Rgt
Level-3 Hedgehog

D30.17:

1x 3-3-2 Brkdwn Rgt
Level-1 Hedgehog

Hitler's Bigger Gamble

These two optional formations can be added to lend an even bigger punch to Wacht am Rhein.

The 6th.SS Mountain Division was a veteran division accustomed to fighting in arctic conditions. It was considered for use in WaR, but arrived too late. Here it is assumed the Germans transfer this division from northern Finland sooner. Make the following changes:

- Replace either the 12 VG Division (B6.32) or the 3 FJ Division (B4.33) in the front line with the 6th SS Mtn Div. Move the division replaced and stack it with 1st SS Corps HQ (B7.31). If this option is used ignore the reinforcement entries for the 3-5-2 SS Mtn Brkdwn Rgt on December 26 and for 6 SS Mtn Div on January 8.
- At the time WaR started, the 11th Pz Div was in action with Army Group G. This option assumes it was sent north to the Ardennes instead. Place all units of the 11th Pz Div within one of hex of D62.33 (Army Group B Reserve).

D27.18 (Rastatt):

1x 3-2-2 Brkdwn Rgt
1x VS Bn (random pick)
All Bridges Blown Marker

D25.18 (Baden-Baden):

14 SS Corps HQ
2 SP

D23.05 (Stuttgart):

1x Bf.109 (5)
2 SP

D22.23 (Kehl):

8-3-3 Inf Div (405)
1x VS Bn (random pick)
All Bridges Blown Marker

D21.09:

1x Bf.109 (5)

D20.05:

1x Bf.109 (5)

D17.26:

1x 3-3-2 Brkdwn Rgt

D17.27:

16-3-3 Inf Div (198, less 2 steps)

D16.27:

1x 3-3-2 Brkdwn Rgt

D16.28:

14-3-2 VG Div (708, less 1 step)

D15.27:

12-4-7 Pz Bde (106)
4-4-6 AG Bn (280)

D15.28:

64 Corps HQ
2-3-3 Bicycle Bn (602)
2-2-3 Inf Bn (z.b.V. 291, z.b.V. 292)
2 SP

D15.29:

16-3-3 Inf Div (716, less 2 steps)

D14.29:

2x 3-3-2 Brkdwn Rgt

D14.30:

2x 3-3-2 Brkdwn Rgt

D14.31:

16-3-3 Inf Div (189, less 2 steps)

D14.32:

14-3-2 VG Div (16, less 1 step)

D13.31 (Colmar):

1x 3-3-2 Brkdwn Rgt
4-4-3 Assault Bn (19)
2-1-2 Ost Bn (798)
(2)-3-3 PJ Bn (485)
4 SP

D12.33:

16-3-3 Inf Div (269)

D11.29:

1x 3-3-2 Brkdwn Rgt
1x 2-2-2 Alert Bn

D9.26 (Freiburg):

16-1-3 SS Inf Div (30, less 3 steps)
1x 3-3-2 Brkdwn Rgt
1x (1)-0-0 Pontoon Bde
1x Wagon point
3 SP

D9.33 (Guebwiller):

63 Corps HQ
1x 2-4-3 Alert Bn
2-4-3 SS Inf Rgt (Ellwan)
1-4-5 SS PJ Co (RF)
6-5-6 PJ Bn (654)
2 SP

C8.01:

1x 3-3-2 Brkdwn Rgt

C7.01 (Thann):

16-3-3 Inf Div (159, less 2 steps)

D7.29:

18 SS Corps HQ
1x 2-4-3 Alert Bn
1 SP

D7.34:

2x 3-3-2 Brkdwn Rgt

D6.31:

1x 3-3-2 Brkdwn Rgt
2-3-3 Mtn Bn (202)

D6.32:

16-3-3 Inf Div (338, less 1 step)

D6.33:

1x 3-3-2 Brkdwn Rgt
1x 2-3-3 Alert Bn

D5.30 (Mullheim):

1x 3-3-2 Brkdwn Rgt
1x VS Bn (random pick)

D5.31:

1x 3-3-2 Brkdwn Rgt
2-3-3 Mtn Bn (201)

Any West Wall hexes in Southern BZ:

3x Level-2 Hedgehog

Emergency Pool (all Ready):

8-4-3 Inf Div (406, 480)
8-3-3 Inf Div (471, 616)
8-2-3 Inf Div (617)
6-2-3 Inf Div (Bava)

Scenario 6.6:

A Time for Trumpets

This scenario covers the Battle of the Bulge. It lasts just nine turns and uses the special map for this gamette.

General Information

Setup Order: Allied first

First Player: German

Weather: Snow, No Flight on 15 Dec

First Turn: 15 December 1944

Last Turn: 12 January 1945

Total Turns: 9

Reinforcements: Use special scenario arrival schedules. Roll for variable reinforcements each turn (as modified by special scenario rule's -1 drm).

Special Scenario Rules

Use the "A Time for Trumpets" map.

The map has two Broadfront Zones, Northern and Central. The line is between the 25.xx and 26.xx columns.

Both sides have a -1 drm to their Repl Table and Supply Table rolls in this scenario.

Note that Antwerp is fully repaired at start of scenario.

German supply sources are hexes along the east edge with any kind of road or railroad leading off the map. Allied supply sources are hexes along the west or south edge with any kind of road or railroad leading off the map, as well as the Antwerp ports (assuming a cap of at least 1 SP).

Wacht am Rhein begins on 15 December. Deployment from the WaR Box is reflected in the scenario setup. Remember that WaR lifts the Broadfront restrictions for 4 turns (per 2.9e). Use 2.9f, which allows the Germans to control the initiative on 19 Decemeber.

Roer River Dam (1.9) locks have not yet been broken.

The Allies cannot use the South France Box, but other boxes are used normally.

No Allied airdrops are pre-planned at the start of the scenario.

Allied units *cannot* setup in Reserve mode.

The Germans should use the Wacht am Rhein Box as an off-map Air Box (it is divided into Ready and Unready sections). Use the AEPs labelled “Reich” for movement between the map and this box. Refit each turn is limited to the sum of two dice. Note the Ju.52 *can* be used to fly in extra supply.

After both sides have finished their normal setup, the Allied player can have six of his infantry divisions spin off breakdowns into adjacent hexes that do not contain enemy units. For example, the British 15th Division could deploy a breakdown into B29.32. There is an example of these deployments on page 29.

Victory Conditions

The Germans score 1 VP for each of the following cities that is captured or unable to get trace supply (via direct draw or throw) during an Allied Supply Phase: Antwerp, Brussel, Liege, Metz, and Verdun. Note for a multi-hex city, the entire city must be captured/cut-off for the VP to be

scored. The VP for each city can be scored multiple times per game.

The Germans score 1 VP for every city or village *west* of the West Wall that is occupied by a combat unit at the end of the 12 January turn.

The Allies score 1 VP for every city or village that is *in or east* of the West Wall that is occupied by a combat unit at the end of the 12 January turn.

Allied Information

Rail Cap: 6

Sea Cap: NA

Supply: Per Table (roll each turn, -1 drm)

Seaborne Assaults Available: NA

Arty Ammo Markers: 1x CW

Bridge Check Markers: 2

Reserve Markers: 10

Supply Cache Markers (option): 4

Dead Pile:

CW:

22-4-3 Inf Div (50)

1.Abn Div (all 3 units)

2-4-2 Flm Tk Bn (1)

1.Pol.Arm Div (10 Tk)

4-4-3 Pol Abn Bde (1)

US:

6-3-6 Tk Bn (701, 748, 761)

Level-1 Air Bases: T61.11, T60.17, T47.15, T43.20, T42.13, T38.15, T37.31, T36.12, T32.29, T19.28, T14.14, T5.24, T1.17

Level-2 Air Bases: T57.14, T49.14, T43.28

Level-3 Air Bases: T55.28, T48.29

Commonwealth Setup

T62.07:

1x 5-4-3 Can Brkdown Bde

T62.14 (Hertogenbosch):

22-4-3 Inf Div (51, less 1 step)

T62.27 (Bergen op Zoom):

5-4-3 Cdo Bde (4)

T61.11 (Uden):

1x Spit.IX

2x Typhoon

2T

T60.07:

22-4-3 Inf Div (3)

T60.17 (Tilburg):

1 Corps HQ

3-4-8 Rec Bn (Rac)

33 Tk Bde (all 3 units)

2 SP

T57.07/B32.32:

11.Arm Div (159 Mech, 15/19 Tk, Arty)

T57.12/A32.03 (Helmond):

8 Corps HQ

3-4-8 Rec Bn (2 HC)

6.Gd.Tk Bde (all 3 units)

12-2-5 SP Arty Rgt (86)

72-2-3 Arty Div (8)

2 SP

T57.14 (Eindhoven):

1x Spit.IX

2x Typhoon

1 SP

T56.09 (Deurne):

11.Arm Div (29 Mech)

T55.28 (Antwerp):

5-3-3 Dutch Inf Bde (RNPI)

1x Tempest

2T

T53.07 (Maasbree):

22-4-3 Inf Div (15)

T53.09:

4.Arm Bde (all 5 units)

T53.15:

34.Tk Bde (all 3 units)

T50.09:

22-4-3 Inf Div (53)

T51.12 (Weert):

12 Corps HQ

3-4-8 Rec Bn (1RD)

72-2-3 Arty Div (5)

2x Eq

2 SP

T49.12:

8.Arm Bde (all 5 units)

T49.14 (Bree):

1x Spit.XIV
2T

T48.10:

7.Arm Div (all 4 units)

T48.29 (Brussels):

1x Spit.XIV
1x B-25
2x Truck point
4 SP

T48.30 (Brussels):

1 Abn Corps HQ
1x (1)-0-0 Pontoon Bde
36-2-3 Arty Grp (59)
2x Eq

T47.10:

1x 5-4-3 Brkdwn Bde

T47.11:

Gds.Arm Div (all 4 units)

T46.09:

22-4-3 Inf Div (43, less 1 step)
2-4-2 FT Tk Bn (141)

T46.10:

30 Corps HQ
3-4-8 Rec Bn (11HC)
72-2-3 Arty Div (3, 4)
2 SP

T45.11:

52.AL Div (all 3 units)

T37.16:

2-3-3 Bel Inf Bn (5)

England Airfields:

1x Mosquito
1x B-25
1x C-47

American/French Setup

T47.15:

1x P-47
2T

T45.09, w/i 1 hex:

24-3-3 Inf Div (84)
7.Arm Div (all 4 units)
5-3-7 TD Bn (814)
3-2-8 TD Bn (638)

T45.10:

13 Corps HQ
4-4-7 Mech Cav Grp (11)
36-2-3 Arty Grp (113, 213)
2 SP

T43.12:

2.Arm Div (all 5 units)

T43.20 (Sint.Truiden):

1x P-47
1T

T43.28:

2x P-47
2T

**T43.07 (Linnich), w/i 1 hex and
west of the Roer River:**

24-4-3 Inf Div (29, 102)
6-3-6 Tk Bn (771)
5-3-7 TD Bn (771)
2-4-2 Flm Tk Bn (747)

T42.08 (Alsdorf):

24-4-3 Inf Div (30)
4-2-8 Lt Tk Bn (744)
2-4-2 Flm Tk Bn (743)
4-3-6 TD Bn (823)

T42.09 (Heerlen):

19 Corps HQ
4-4-7 Mech Cav Grp (113)
36-2-3 Arty Grp (119, 219)

T42.13 (Maastricht):

5-3-7 TD Bn (702)
1x (1)-0-0 Pontoon Bde
18-3-3 Rocket Bn (18)
108-2-3 Arty Div (9)

T41.06:

24-4-3 Inf Div (104)
6-3-6 Tk Bn (750)
(3)-2-3 TD Bn (692)

T41.14:

16 Corps HQ
4-4-7 Mech Cav Grp (15)
36-2-3 Arty Grp (116, 216)
2 SP

T40.05:

24-4-3 Inf Div (9)
6-3-6 Tk Bn (746)

T40.09 (Aachen), w/i 1 hex:

7 Corps HQ
3.Arm Div (all 5 units)
5-3-7 TD Bn (703, 899)
3-2-8 TD Bn (705)
36-2-3 Arty Grp (107, 207)
2 SP

T39.06/B14.31:

24-4-3 Inf Div (83)
6-3-6 Tk Bn (774, 736)
4-3-6 TD Bn (629)

T38.05:

5.Arm Div (CCA, CCB)

T38.06:

5.Arm Div (CCR, Arty)
5-3-7 TD Bn (628)

T38.13:

24-4-3 Inf Div (1, less 1 step)
6-3-6 Tk Bn (745)
4-3-6 TD Bn (634)

T38.15 (Liege):

3-2-8 TD Bn (643)
2x Truck point
6 SP

T37.06:

4-4-7 Mech Cav Grp (4)
4-2-8 Lt Tk Bn (759)
4-3-6 TD Bn (635)

T37.07:

24-4-3 Inf Div (8)
2-5-3 Rngr Bn (2)
3-2-8 TD Bn (817)

T36.07:

24-3-3 Inf Div (78, less 1 step)
4-3-6 TD Bn (893)
6-3-6 Tk Bn (709)

T36.12 (Verviers):

5 Corps HQ
1x 5-4-3 Brkdwn Rgt
2 SP

T35.08:

4-4-7 Mech Cav Grp (102)
1x 5-3-3 Brkdwn Rgt

T35.10:

36-2-3 Arty Grp (105, 205)

T34.08:

1x 5-4-3 Brkdwn Rgt

T33.09:

2x 5-4-3 Brkdwn Rgt
Level-1 Hedgehog

T33.13:

3-4-6 Mech Bn (526)
2-2-3 Inf Bn (Norway)
108-2-3 Arty Div (1)
2 SP

T32.08:

2x 5-3-3 Brkdwn Rgt
Level-1 Hedgehog

T32.09/A7.01:

24-4-3 inf Div (2, less 3 steps)
6-3-6 Tk Bn (741)
4-3-6 TD Bn (644)

T32.11 (Malmedy):

9.Arm Div (CCB)
3-2-8 TD Bn (811)

T31.08:

24-3-3 Inf Div (99, less 2 steps)
(3)-2-3 TD Bn (801)
Level-1 Hedgehog

T30.08:

4-4-7 Mech Cav Grp (14)
Level-1 Hedgehog
1 SP

T29.12 (St. Vith):

1x 5-3-3 Brkdwn Rgt
Level-1 Hedgehog
1T

T28.08:

24-3-3 Inf Div (106, less 2 steps)
3-2-8 TD Bn (820)
2T

T28.09:

1x 5-3-3 Brkdwn Rgt
1T

T28.12:

5-3-7 TD Bn (630)
36-2-3 Arty Grp (108)

T27.12:

1x 5-4-3 Brkdwn Rgt
Level-1 Hedgehog
2T

T27.14:

9.Arm Div (CCR, Arty)

T24.12:

1x 5-4-3 Brkdwn Rgt
Level-1 Hedgehog
1T

T24.13:

6-3-6 Tk Bn (707)

T24.17 (Bastogne):

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

T20.12:

1x 5-4-3 Brkdwn Rgt
Level-1 Hedgehog

T19.14 (Ettelbruck):

24-4-3 Inf Div (28, less 3 steps)

T18.11:

9.Arm Div (CCA)
2T

T17.10 (Echternach):

1x 5-4-3 Brkdwn Rgt

T15.10:

1x 5-4-3 Brkdwn Rgt

T15.13, w/i 2 hexes:

24-4-3 Inf Div (4, less 3 steps)
6-3-6 Tk Bn (70)
5-3-7 TD Bn (803)
(3)-2-3 TD Bn (802)

T12.12:

1x 5-4-3 Brkdwn Rgt

T8.12, w/i 1 hex and south of

Moselle River:
10.Arm Div (all 4 units)
1x 5-4-3 Brkdwn Rgt
4-4-7 Mech Cav Grp (3)
3-2-8 TD Bn (609)

T8.15 (Thionville):

20 Corps HQ
36-2-3 Arty Grp (120, 220)
2 SP

T7.10, w/i 1 hex:

24-4-3 Inf Div (90, less 1 step)
6-3-6 Tk Bn (712)
5-3-7 TD Bn (773)
3-2-8 TD Bn (607)

T5.09, w/i 1 hex:

24-4-3 Inf Div (95)
6-3-6 Tk Bn (778)
(3)-2-3 TD Bn (774)

T2.08, w/i 1 hex:

24-4-3 Inf Div (5, less 1 step)
4-4-7 Mech Cav Grp (6)
6-3-6 Tk Bn (735)
5-3-7 TD Bn (818)
(3)-2-3 TD Bn (807)
2-5-3 Rngr Bn (5)
1x Mule point

T2.16 (Metz), w/i 1 hex:

3 Corps HQ
24-4-3 Inf Div (26, less 2 steps)
3-2-8 TD Bn (602)
36-2-3 Arty Grp (103, 203)
3x Truck point
Level-3 Hedgehog
5 SP

T1.17:

1x P-47

England Box:

17.Abn Div (all 3 units)
4-4-3 Para Grp (507)
2-4-3 Gldr Bn (550)

England Airfields:

1x B-26
1x C-47

Normandy Airfields:

1x P-47
2x P-38
2x B-26
1x A-20
1x A-26

Normandy Interdiction Airfields:

1x CW Spit.IX
1x CW P-51
1x CW Typhoon
2x US P-47
1x US P-51
1x US B-26
1x US A-20
1x US A-26

Allied Arrivals

15 December

US) west edge Central BZ:

18 Abn HQ
82.Abn Div (all 3 units)
101.Abn Div (all 4 units)
4-4-3 Para Rgt (501, 508)

19 December

CW) England or west edge Northern BZ:

6.Abn Div (all 4 units)

US) west edge Northern BZ:

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

US) west edge Central BZ:

2-4-3 Para Bn (509, 551)
5-3-7 TD Bn (808)

22 December

US) west edge Central BZ:

21 Corps HQ
6.Arm Div (all 4 units)
24-4-3 Inf Div (80)
36-2-3 Arty Grp (121, 221)
6-3-6 Tk Bn (737)
(3)-2-3 TD Bn (772)

US) south edge, west of T1.10:

4.Arm Div (all 4 units)
6-3-6 Arm Bn (740)
3-2-8 TD Bn (704)

26 December

US) west edge Northern BZ:

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

US) west edge Central BZ:

24-4-3 Inf Div (35)
5-3-7 TD Bn (654)
3-2-8 TD Bn (603)

29 December

US) west edge Central BZ:

24-3-3 Inf Div (87)

1 January 1945

Rail & Sea caps increase (see Tables)

Supply Cache Markers (option): 4

CW) west edge Northern BZ:

5-4-3 Cdo Bde (1)

CW) Exchange:

1x Spitfire IX becomes
1x P-51

US) west edge Northern BZ:

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)

5 January

US) west edge Northern BZ:

24-3-3 Inf Div (94)

US) Remove:

2-2-3 Inf Bn (Norway)

8 January

US) west edge Central BZ:

8.Arm Div (all 4 units)

12 January

No arrivals or withdrawals

German Information

Rail Cap: 10

Supply: Per Table (roll each turn)

Alarm Pool: 12x Alert, 6x Flak, and
18x VS (many are in setup)

Reserve Markers: 16

Supply Cache Markers (option): 2

Dead Pile:

21.Pz Div (200 PJ)
15.PzGr Div (115 PzGr, 115 Recon)
25.PzGr Div (5 Pz)
12-4-7 Pz Bde (105, 107, 108)
16-4-3 Inf Div (64)
14-3-2 VG Div (553)
14-4-2 VG Div (462)
12-4-3 Inf Div (Tett)
11-4-2 Inf Div (Boeh)
4-4-6 AG Bn (394, 667)
3-4-2 Eng Bn (78)
26-2-2 Arty Rgt (761)
2-3-3 Bicycle Bn (608)
4-3-3 Bicycle Rgt (v.Fritz)
10.SS.Pz Div (10 PJ)
17.SS.PzGr Div (17 AG)
1x Truck point

Level-1 Air Bases: T53.03, T50.01,
T48.03, T47.04

Level-2 Air Bases: None

Level-3 Air Bases: None

German Setup

T62.04 (Kleve):

1x 4-3-2 FJ Breakdown Rgt
Level-1 Hedgehog

T62.06:

1x 3-3-2 Brkdwn Rgt
1x 2-2-2 Alert Bn
Level-2 Hedgehog

T61.07:

1x 3-3-2 Brkdwn Rgt
Level-2 Hedgehog

T60.06:

16-3-3 Inf Div (190, less 2 steps)
Level-1 Hedgehog

T59.05 (Goch):

3-4-3 Inf Rgt (Brehmer)
Level-2 Hedgehog
2T

T58.01 (Xanten):

86 Corps HQ
3-4-3 LW Assault Bn (1)
3 SP

T55.03 (Geldern):

10-3-2 Inf Div (526)

T53.03:

1T

T53.06 (Venlo):

10-3-2 Inf Div (180)
Level-1 Hedgehog

T52.02:

2 Para Corps HQ
4-4-6 LW AG Bn (Schm)
5-3-3 FJ Rgt (21)
3-4-5 LW Mtrcycle Bn (12)
12-2-2 LW Arty Rgt (121)
12-2-2 LW Werfer Rgt (121)
3 SP

T52.06 (Tegelen):

2x 4-3-2 FJ Brkdwn Rgt
Level-1 Hedgehog

T50.07:

18-4-3 FJ Div (7, less 2 steps)

T50.08:

8-3-3 Inf Div (606)

T49.06:

12 SS Corps HQ
3-5-5 Tgr Co (Hum)
9-5-4 Tgr Bn (506)
5-4-3 FJ Rgt (v.Hof)
24-2-1 Arty Corps (407)
3 SP

T49.07:

15.PG Div (104 PzGr, 115 Pz, 33 PJ,
33 Arty)

T49.09 (Roermond):

5-4-3 FJ Rgt (Hubner)
1x 4-3-2 FJ Brkdwn Rgt

T48.09 (Wessem):

16-3-3 Inf Div (176)
2-2-2 Ost Bn (827)
Level-1 Hedgehog

T47.05:

9.Pz Div (all 7 units)
4-5-5 Pz Bn (301 Fkl)
2-4-5 Pz Co (319 Fkl)

T47.07:

14-3-2 VG Div (183, less 2 steps)
Level-2 Hedgehog

T47.08:

2x 3-3-2 Brkdwn Rgt

T47.09:

16-3-3 Inf Div (59, less 1 step)
Level-1 Hedgehog

T46.04:

10.SS.Pz Div (21, 22 PzGr, 10 Rec)

T46.06:

1x 3-4-2 Brkdwn Rgt

T45.06:

14-4-2 VG Div (340, less 1 step)
Level-1 Hedgehog

T44.06:

1x 3-3-2 Brkdwn Rgt

T43.06:

1x 3-3-2 Brkdwn Rgt

T42.05 (Julich):

14-3-2 VG Div (363, less 1 step)
(5)-3-1 PJ Bn (501)
Level-1 Hedgehog

T41.05:

14-3-2 VG Div (246)

T40.02:

81 Corps HQ
4-4-5 PJ Bn (741)
4-4-6 AG Bn (341)
26-2-2 Arty Rgt (621)
36-2-1 Arty Corps (403)
1 SP

T40.04:

1x 3-3-2 Brkdwn Rgt
(5)-4-3 PJ Bn (682)

T39.03:

14-3-2 VG Div (344)

T39.05 (Duren):

14-3-2 VG Div (47, less 1 step)
Level-1 Hedgehog

T38.04:

16-3-3 Inf Div (353)
2-1-2 Ost Bn (627)

T37.05:

16-3-3 Inf Div (85)

T36.03:

74 Corps HQ
5-4-3 Pio Rgt (1)
24-2-1 Arty Corps (409)
1 SP

T36.05:

16-3-3 Inf Div (89, less 1 step)
4-4-3 Assault Bn (15)
Level-1 Hedgehog

T36.06:

14-2-2 VG Div (272, less 1 step)
5-4-3 FJ Rgt (6)
3-2-3 Ost Rgt (4)

T35.04:

3.PzGr Div (all 6 units)

T35.06:

Roer Dam Marker

T35.07:

14-2-2 VG Div (326, less 1 step)

T34.01, w/i 1 hex:

2 SS Pz Corps HQ
2.SS.Pz Div (all 7 units)
12-2-2 SS Werfer Bn (508)
1 SP

T34.03:

1x 4-3-2 FJ Brkdwn Rgt

T34.05:

67 Corps HQ
4-4-6 AG Bn (902)
(5)-4-3 PJ Bn (683)
24-2-1 Arty Corps (405)
3 SP

T34.06:

42-2-2 Werfer Bde (17)

T34.07:

1x 3-2-2 Brkdwn Rgt

T33.06:

12.SS.Pz Div (all 7 units)

T33.07:

36-2-1 Arty Corps (388)
24-2-1 Arty Corps (402)
26-2-2 Arty Rgt (1020)

T33.08:

14-2-2 VG Div (277)

T32.05:

1 SS Pz Corps HQ
9-5-4 SS Tgr Bn (501)
9-2-2 SS Arty Bn (501, 502)
1x (3)-2-3 Alarm Flak Bn
8-3-3 Cdo Bde (150)
6-5-6 PJ Bn (560)
42-2-2 Werfer Bde (9)
2 Truck point
8 SP

T32.07:

1x 3-4-2 Brkdwn Rgt

T31.04:

9.SS.Pz Div (all 7 units)
5-5-6 PJ Bn (519)
12-2-2 SS Werfer Bn (502)

T31.07:

14-4-2 VG Div (12, less 1 step)
6-4-5 SP Arty Bn (217)

T30.05:

1.SS.Pz Div (all 7 units)

T30.06:

42-2-2 Werfer Bde (4)

T29.08:

18-3-3 FJ Div (3, less 1 step)

T27.09:

14-2-2 VG Div (62)
42-2-2 Werfer Bde (16)

T27.07, w/i 1 hex:

66 Corps HQ
14-3-2 VG Div (18)
1x (3)-2-3 Alarm Flak Bn
4-4-6 AG Bn (244)
10.SS.Pz Div (10 Arty)
2-2-2 FJ Bn (v.d.H)
2 SP

Note the rest of 10.SS is near Rheydt!

T27.11:

116.Pz Div (60 PzGr, 156 Inf)

T26.10:

116.Pz Div (1-16, 2-16 Pz, 116 Rec,
228 PJ, 146 Arty)
42-2-2 Werfer Bde (7)

T26.11:

14-3-2 VG Div (560, less 1 step)

T25.08:

42-2-2 Werfer Bde (15)

T25.10:

58 Pz Corps HQ
4-4-3 Pio Bn (207)
1x (4)-3-7 Alarm Flak Bn
24-2-1 Arty Corps (401)
1x (1)-0-0 Pontoon Bde
3 SP

T25.11:

48-2-1 Arty Corps (766)

T25.12:

2.Pz Div (304 Inf)

T24.06:

39 Pz Corps HQ
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)
6-0-R RR Arty Bn (725)
2x Truck point (empty)

T24.09:

47 Pz Corps HQ
4-4-3 Pio Bn (z.b.V. 600)
1x (4)-3-7 Alarm Flak Bn
26-2-2 Arty Rgt (762)
7 SP

T24.10:

2.Pz Div (1-3, 2-3 Pz, 2 Rec, 38 PJ,
74 Arty)

T24.11:

2.Pz Div (2 PzGr)

T23.11:

Lehr.Pz Div (901 PzGr, 130 Rec, 130
PJ, 130 Arty)

T23.12:

14-4-2 VG Div (26, less 1 step)

T22.10:

Lehr.Pz Div (902 Inf, 2-130 Pz)

T21.10:

85 Corps HQ
(5)-4-3 PJ Bn (668)
1x (5)-4-3 Alarm Flak Bn
3 SP

T21.11:

42-2-2 Werfer Bde (18)

T21.12:

1x 4-3-2 FJ Brkdwn Rgt

T20.08 (Bitburg):

4-4-3 Pio Bn (47)
22-2-1 Mortar Bn (7)

T20.09:

26-2-2 Arty Rgt (720)
24-2-1 Arty Corps (406)

T20.11:

18-3-3 FJ Div (5, less 1 step)
4-4-6 LW AG Bn (111)

T19.09:

80 Corps HQ
24-2-1 Arty Corps (408)
1x (5)-4-3 Alarm Flak Bn
4 SP

T19.11:

14-3-2 VG Div (352)

T18.08:

42-2-2 Werfer Bde (8)

T18.09:

14-3-2 VG Div (212, less 1 step)

T18.10:

14-2-2 VG Div (276)

T17.09:

1x 3-3-2 Brkdwn Rgt
(5)-4-3 PJ Bn (657)
Level-2 Hedgehog

T15.07 (Trier):

53 Corps HQ
1x Fester Platz (random from pool)
2 SP

T15.09:

1x 3-3-2 Brkdwn Rgt
 (5)-3-1 PJ Bn (503)
 Level-3 Hedgehog

T14.08:

1x 2-3-3 Alert Bn
 (5)-3-1 PJ Bn (504)
 Level-3 Hedgehog

T13.10:

1x 2-3-3 LW Alert Bn
 (5)-4-3 PJ Bn (681)

T12.10:

1x 3-3-2 Brkdwn Rgt

T11.09:

82 Corps HQ
 2-2-3 LW Inf Bn (41)
 2 SP

T11.11:

16-2-3 Inf Div (416, less 2 steps)
 2-2-3 LW Inf Bn (38)

T10.11:

1x 2-4-3 Alert Bn
 2-2-3 LW Inf Bn (42)

T9.09:

1x 3-3-2 Brkdwn Rgt

T9.10:

1x 3-2-2 Brkdwn Rgt

T9.11:

1x 3-2-2 Brkdwn Rgt

T8.08 (Merzig):

14-3-2 VG Div (19, less 1 step)
 Level-2 Hedgehog

T7.08:

1x 3-3-2 Brkdwn Rgt

T6.07:

14-3-2 VG Div (559, less 1 step)

T5.07:

12-3-2 Inf Div (719, less 1 step)
 (5)-3-1 PJ Bn (502)
 Level-2 Hedgehog

T4.02 (Neunkirchen):

89 Corps HQ
 (2)-3-3 PJ Bn (483)
 10-0-1 Arty Bty (E/428)
 2 SP

T4.07:

2x 3-3-2 Brkdwn Rgt

T3.04 (Sankt Ingbert):

13 SS Corps HQ
 8-4-3 Inf Div (172)
 (2)-3-3 PJ Bn (484)
 10-0-1 Arty Bty (638)
 3 SP

T3.01 (Homburg):

8-3-3 Inf KG (Jais)
 10-0-1 Arty Bty (Z/428)

T3.07 (Völklingen):

14-3-2 VG Div (347, less 2 steps)
 Level-2 Hedgehog

T2.05 (Saarbrücken):

1x Fester Platz (random from pool)
 1x VS Bn (random pick)
 1 SP

T2.06 (Forbach):

1x 3-3-2 Brkdwn Rgt

T1.01 (Zweibrücken):

26-2-2 Arty Rgt (1036)
 Level-2 Hedgehog

T1.02:

(5)-4-3 PJ Bn (1)
 Level-2 Hedgehog

T1.06:

14-3-2 VG Div (36, less 1 step)

Saar Reserve (T3.01):

17.SS.PzGr Div (all 5 units)

This formation cannot be moved until released. It is released when the Allies capture one or more of the following: Völklingen, Saarbrücken, Sankt Ingbert, Neunkirchen, and Zweibrücken.

Reich Off-Map Bases:

1x Me.262
 5x Bf.109 (4)
 5x Bf.109 (5)
 3x Fw.190a (4)
 1x Fw.190a (5)
 1x Fw.190d (5)
 1x Fw.190d (6)
 1x Fw.190f (3)
 1x Fw.190f (4)
 1x Ju.88 (9)
 1x Ju.88 (12)
 1x Ju.52

(See scenario special rules)

Hitler's Bigger Gamble

These two optional formations can be added to lend an even bigger punch to Wacht am Rhein.

The 6th.SS Mountain Division was a veteran division accustomed to fighting in arctic conditions. It was considered for use in WaR, but arrived too late. Here it is assumed the Germans transfer this division from northern Finland sooner. Make the following changes:

- Replace either the 12 VG Division (T31.07) or the 3 FJ Division (T29.08) in the front line with the 6th SS Mtn Div. Move the division replaced and stack it with 1st SS Corps HQ (T32.05). If this option is used ignore the reinforcement entries for the 3-5-2 SS Mtn Brkdwn Rgt on December 26 and for 6 SS Mtn Div on January 8.
- At the time WaR started, the 11th Pz Div was in action with Army Group G. This option assumes it was sent north to the Ardennes instead. Place all units of the 11th Pz Div at T25.08 (Army Group B Reserve).

Axis Arrivals

15 December

Northern BZ:

14-3-2 VG Div (9, 79, 167)
1x 3-3-2 Inf Brkdwn Rgt

Central BZ:

14-3-2 VG Div (257)

Remove:

3-5-5 Tiger Co (Hum)

19 December

Northern BZ:

4-4-6 AG Bn (243)
F.Gren.Bde (all 5 units)
12-3-7 Pz Bde (F.Beg)
42-2-2 Werfer Bde (19)
1x Ar.234

22 December

Northern BZ:

36-2-1 Arty Corps (410)

Exchange:

1x Fw.190a (5) becomes
1x Fw.190d (6)

Central BZ:

6-5-6 PJ Bn (559)
1-5-5 Flm Pz Co (352)

26 December

1x Fw.190d (5)

North BZ:

5-5-7 PJ Bn (655)

Central BZ:

1x 3-5-2 SS Mtn Brkdwn Rgt

Remove:

42-2-2 Werfer Bde (17)

29 December

1x Me.262 (reduced)

Central BZ:

4-4-5 PJ Bn (z.b.V 'G', 708)
1-5-5 Flamm Pz Co (353)

1 January 1945

Supply Cache Markers (option): 2

Central BZ:

(2)-3-3 PJ Bn (468)
22-2-1 Mortar Bn (20)

Exchange:

12-3-2 Inf Div (719) becomes
16-3-3 Inf Div (719)
10-3-2 Inf Div (180) becomes
16-3-3 Inf Div (180)

Remove:

1x Fw.190a (4)
1x Bf.109 (4)

5 January

Northern BZ:

4-4-6 AG Bn (905)

Remove:

42-2-2 Werfer Bde (19)
4-4-6 LW AG Bn (Schm)

8 January

Central BZ:

16-5-3 SS Mtn Div (6, less 1 step)

Remove:

14-3-2 VG Div (344)

12 January

Remove:

1x Bf.109 (4)

Scenario 6.7:

Nordwind

"I want, therefore, in this hour, as spokesman of Greater Germany, to promise solemnly to the Almighty that we shall fulfill our duty faithfully and unshakably in the New Year, in the firm belief that the hour will strike when victory will ultimately come to him who is most worthy of it" —Adolf Hitler, 1 January 1945.

The last German offensive of the Second World War in the West, Operation Nordwind, has begun.

General Information

Setup Order: Allied first

First Player: German

Weather: Snow/Limited on 1 Jan

First Turn: 1 January 1945

Last Turn: 12 February 1945

Total Turns: 13

Reinforcements: Use special scenario arrival schedules. Do not roll for variable reinforcements or supply arrivals in this scenario.

Special Scenario Rules

Use only the part of Map D that is south of the 39.xx hexrow (which is out of bounds). Units may not move or retreat out of the play area.

Allied supply sources are hexes on the west edge of Map D with any kind of road or railroad leading off the map. Incoming SP are placed with any Combat Mode HQs that are in trace supply. Other American ground reinforcements are placed on any supply source hexes north of 25.xx; French ground units arrive south of the 20.xx hexrow

German supply sources are hexes along the east edge of Map D, as well as hexes 38.22, 38.16, and 38.13. Arriving SP and ground units can be placed in any cities (major or minor) and detainable hexes in trace supply.

The only off-map box usable by the Allies in this scenario is South France.

The Allied C-47s can only fly four missions (each) during the scenario.

Allied units moving by rail may exit the West map edge and re-enter the game on a West Map edge by rail.

Ignore the Broadfront Strategy (3.10) restrictions in this scenario.

Strategic Interdiction (3.7) is in effect on Normal Flight turns, affecting German movement costs.

Victory Conditions

If a German combat unit (in trace supply) occupies Strasbourg, the scenario ends immediately in a German sudden death win.

The Germans win if they have combat units (in trace supply) in two of the following cities on the last turn of the game:

- D28.32 (Sarrebouurg)
- D26.28 (Saverne)
- D27.23 (Haguenau)
- D13.31 (Colmar)

The Allies have two ways to win:

- If they occupy all four of the above cities *and* there are no German combat units (in trace supply) both west of the Rhine and below the 20.xx hex row.
- If they occupy three of the cities named above *and* they hold at least one West Wall hex (in trace supply).

If neither player achieves their victory conditions the game is considered a draw.

Allied Information

Rail Cap: 3

Supply: Receive 4 SP each turn in January; 5 SP per turn in February.

Arty Ammo Markers: 1

Bridge Check Markers: 0

Reserve Markers: 4

Supply Cache Markers (option): 4

Dead Pile: None

Level-1 Air Bases: D27.23, D22.24

Level-2 Air Bases: None

Level-3 Air Bases: None

American/French Setup

D36.29:

Level 1 Hedgehog
24-4-3 Inf Div (44, less 2 steps)
6-3-6 Tk Bn (749)

D36.30 (Sarreguemines):

1x 5-4-3 Brkdwn Rgt

D35.28:

1x 5-3-3 Brkdwn Rgt
(3)-2-3 TD Bn (824)

D35.29:

1x 5-4-3 Brkdwn Rgt
5-3-7 TD Bn (776)

D34.25:

2-4-7 Mech Cav Bn (117)

D34.26:

1x 5-3-3 Brkdwn Rgt

D34.27:

24-3-3 Inf Div (100, less 2 steps)

D34.30:

36-2-3 Arty Grp (115, 215)

D33.25:

14.Arm Div (CCR, less 1 step)
5-3-7 TD Bn (645)

D32.20:

1x 5-4-3 Brkdwn Rgt

D32.21:

1x 5-4-3 Brkdwn Rgt
6-3-6 Tk Bn (191)

D32.22:

24-4-3 Inf Div (45, less 2 steps)

D32.23:

1x 5-4-3 Brkdwn Rgt

D31.20:

24-4-3 Inf Div (79, less 2 steps)

D30.17:

1x 5-4-3 Brkdwn Rgt
6-3-6 Tk Bn (781)

D30.18:

1x 5-4-3 Brkdwn Rgt

D30.19:

1x 5-4-3 Brkdwn Rgt
5-3-7 TD Bn (813)

D30.31:

2.Fr.Arm Div (CCD, CCL, CCV,
each less 1 step; CCR, Arty)

D29.18:

1x 5-3-3 Brkdwn Rgt

D27.19:

1x 5-3-3 Brkdwn Rgt
Blown Bridge Marker

D27.23 (Haguenau):

6 Corps HQ
36-2-3 Arty Grp (106, 206)
4 SP

D26.28 (Saverne):

21 Corps HQ
108-2-3 Arty Div (7)
36-2-3 Arty Grp (121, 221)
2 SP

D28.25:

14.Arm Div (CCA, CCB, Arty)

D28.32 (Sarrebouurg):

15 Corp HQ
4-4-7 Mech Cav Grp (106)
1 Truck point
4 SP

D26.20:

1x 5-3-3 Brkdwn Rgt

D24.22:

1x 5-3-3 Brkdwn Rgt

D22.24 (Strasbourg):

24-3-3 Inf Div (42, less 2 steps)
Blown Bridge Marker

D22.27:

2 Fr Corps HQ
3-2-3 Inf Bde (AL-LO)
36-2-3 Fr Arty Grp (2)
2 SP

D19.26:

1x 3-3-3 Fr Brkdwn Rgt

D19.27:

1x 3-2-3 Fr Brkdwn Rgt

D18.27:

12-3-3 Fr Inf Div (1.FF, less 1 step)

D18.35, w/i 1 hex:

5.Fr.Arm Div (4, 5, 6 Mech, each less 1 step; Arty)
1 SP

D17.28:

1x 3-3-3 Fr Brkdwn Rgt

D17.29:

1x 5-4-3 Brkdwn Rgt
6-3-6 Tk Bn (756)

D16.29 (Selestat):

24-4-3 Inf Div (3, less 3 steps)

D15.30:

1x 5-4-3 Brkdwn Rgt
5-3-7 TD Bn (601)

D15.31:

1x 5-4-3 Brkdwn Rgt

D13.35:

16-3-3 Fr Inf Div (3.Alg)

D8.35:

1x 3-4-3 Fr Brkdwn Rgt

D6.35:

16-4-3 Fr Mtn Div (4.Mor, less 2 steps)

D5.32:

12-2-3 Fr Inf Div (9.Col, less 1 step)

D5.33 (Mulhouse):

1 Fr Corps HQ
36-2-3 Fr Arty Grp (1)
16-3-3 Fr Inf Div (2.Mor, less 1 step)
1x Mule point
2 SP

D5.34:

1x 3-3-3 Fr Brkdwn Rgt

D4.31:

1x 3-2-3 Fr Brkdwn Rgt

D5.35:

1x 3-4-3 Fr Mtn Brkdwn Rgt

D2.31:

1.Fr Arm Div (1, 2, 3 Mech, each less 1 step; 3 Rec, Arty)
1 SP

Southern France Airfields:

1x US P-47
1x US B-26
2x US C-47 (limit 4 missions each)
4x Fr P-47
2x Fr B-26

Special Map C bases (see below):

3x US P-47

In addition to bases on Map D and Southern France, these three P-47s (and only these) can be based off-map on Map C. When based off-map they refit at no cost and have an AEP value to any west map-edge hex of 10.

Allied Arrivals

1 January

3-2-8 TD Bn (827)
1x Reserve Marker

5 January

12-2-3 Fr Inf Div (10)
2x Reserve Markers

8 January

24-4-3 Inf Div (36)
4-3-6 TD Bn (636)
1x Reserve Marker

15 January

24-3-3 Inf Div (103)
2x 3-2-8 TD Bn (609, 822)

22 January

101.Para Div (all 4 units)
24-4-3 Inf Div (35)
24-4-3 Inf Div (28, less 2 steps)
24-3-3 Inf Div (75)
5-3-7 TD Bn (630)
10.Arm Div (all units) (optional)

1 February

Start getting 5 SP per turn
12.Arm Div (all 4 units)
6-3-6 Tk Bn (709)
Receive 6 extra SP south of D20.xx
2x Supply Cache Marker (option)

5 February

6-3-6 TK Bn (784)

German Information

Rail Cap: 3

Supply: Receive 4 SP each turn in January; 3 SP per turn in February.

Reserve Markers: 4

Supply Cache Markers (option): 2

Level-1 Air Bases: D36.11, D23.05, D21.09, D20.05, D13.31, D8.25

Level-2 Air Bases: D26.10

Level-3 Air Bases: None

German Setup

D38.16 (Neustadt an der Weinstrasse):

1 SP

D38.25:

21.Pz Div (125, 192 Inf, 1-22 Pz, 21 Rec, 155 Arty)

D38.26 (Zweibruchen):

13 SS Corps HQ
42-2-2 Werfer Bde (20)
36-2-1 Arty Corp (410)
10-0-1 Arty Bty (638)
4-4-3 Assault Bn (1)
(5)-4-3 PJ Bn (1)
Level-2 Hedgehog
6 SP

D38.27:

Level-2 Hedgehog

D38.30:

14-3-2 VG Div (347, less 3 steps)

D37.24 (Primasens):

39 Pz Corps HQ
1x Arty Rgt (621)
1-5-5 Flm Pz co (352)
25.PzGr Div (35 Inf, 119 PzGr)
1x Truck point
2 SP

D37.29:

14-3-2 VG Div (36, less 1 step)

D37.30 and 37.31:

14-3-2 VG Div (19, less 1 step)
(2)-3-3 PJ Bn (486)

D36.25:

90 Corps HQ
36-2-1 Arty Corps (404)
4-4-5 PJ Bn (741)
6 SP

D36.27, w/i 1 hex:

17.SS PzGr Div (all 6 units)
1-5-5 Flm Pz Co (353)

D35.25, w/i 1 hex:

14-3-2 VG Div (559, less 1 step)

D35.21:

89 Corps HQ
(5)-3-1 PJ Bn (501)
5 SP

D34.20:

26-2-2 Arty Rgt (1036)

D34.23:

1x 3-5-2 SS Mtn Brkdwn Rgt

D34.24:

14-3-2 VG Div (257)

D33.13:

10.SS Pz Div (21 PzGr, 10 Rec, 10
Arty)
1 SP + 1T

D33.21, w/i 1 hex:

16-3-3 Inf Div (245; less 1 step)

D33.23:

14-3-2 VG Div (256)

D33.24:

14-3-2 VG Div (361, less 1 step)

D32.19, w/i 1 hex:

14-3-2 VG Div (47)

D31.17, w/i 1 hex:

18-4-3 FJ Div (7)
4-4-6 LW AG Bn (121)

Level-3 Hedgehog in the following:

D32.19, D31.17, D31.18 D31.19,
D30.16

D30.15:

8-3-3 Inf Div (Rass)

D27.18 (Rastatt):

8-3-3 Inf Div (405)
Level-2 Hedgehog
Blown Bridge Marker

D26.10:

2T

D25.18 (Baden-Baden):

14 SS Corps HQ
14-3-2 VG Div (9, less 2 steps)
1x 3-2-2 Brkdwn Rgt
2 SP

D25.20:

1x 3-2-2 Brkdwn Rgt
1x VS Bn (randomly selected)

D25.21:

14-3-2 VG Div (553)
2-4-6 Pz Co (2-2/103)
1x (3)-2-3 Alarm Flak Bn
1x (1)-0-0 Pontoon Bde
Ferry Marker
2 SP

D22.23:

Level 2 Hedgehog
8-4-3 Inf Div (406)
2x VS Bn (randomly selected)
2 SP

D20.05:

2T

D20.22 (Offenburg):

1-4-5 SS PJ Co (RF)

D18.25 and/or 18.26:

16-3-3 Inf Div (198)
12-4-7 Pz Bde (106)

D17.27:

16-3-3 Inf Div (716)
4-4-6 AG Bn (280)

D16.27 and/or 16.28:

2-3-3 Bicycle Bn (602)
14-3-2 VG Div (708)

D15.28:

64 Corps HQ
2-4-3 SS Inf Rgt (Ellwan)
4-4-5 PJ Bn (708)
4 SP

D15.29 and/or 14.29:

4-4-3 Inf Assault Bn (19)
14-3-2 VG Div (16)

D15.33:

1x 3-3-2 Brkdwn Rgt
2-3-3 Mtn Bn (202)

D14.30:

1x 3-3-2 Brkdwn Rgt

Nordwind Options**10 Armored Division**

The 10th Armored Division was supposed to transfer to Devers, but in the end was committed elsewhere. This option assumes that Eisenhower keeps his promise, and the 10th Armored arrives on 22 January.

6th SS Mountain Division

The 6.SS-Mountain Division had not arrived in time for the opening attacks. This option assumes it arrives on time, and the unit sets up (full strength) in D34.23 instead of just the 3-5-2 SS Brkdwn Rgt.

OKW

Hitler wanted a clear breakthrough before releasing Army Group G's panzer reserve. If using this option, the German player must put the 21st Pz Div and the 25th PzGr Div in Reserve Mode on the first turn. Both Divisions can be released from reserve during the German exploit phase only if the German Player rolls a 5 or 6. This restriction is lifted after the first turn.

No Bodenplatte

The German planes that arrive on 5 January turn had participated in Operation Bodenplatte. This option assumes they did not participate in the operation, and instead setup (active) on any German Air Base.

D13.31 (Colmar):

16-3-3 Inf Div (189, less 1 step)
6-5-6 PJ Bn (654)
2x Wagon point
Level-1 Hedgehog
1 SP

D12.34 (Munster):

16-3-3 Inf Div (338, less 1 step)

D11.28:

18 SS Corps HQ
16-1-3 SS Inf Div (30, less 1 step)
1 SP

D9.33 (Guebwiller):

63 Corps HQ
4-4-5 PJ Bn (z.b.V 'G')
2 SP

D7.29:

1x VS Bn (randomly selected)

D7.35 (Than) and/or 6.34:

16-3-3 Inf Div (269)

D6.32, w/i 1 hex:

16-3-3 Inf Div (159, less 1 step)

D6.33:

Level-1 Hedgehog
1x 3-3-2 Brkdwn Rgt
2-3-3 Mtn Bn (201)

D5.30 (Mullheim):

Level-2 Hedgehog
1x VS Bn (randomly selected)

D5.31:

1x 3-3-2 Brkdwn Rgt
1 SP

German Reinforcements

1 January

(2)-3-3 PJ Bn (468)
22-2-1-2 Mortar Bn (20)

5 January

2x Bf.109 (5)
1x Bf.109 (4; reduced)
Me.262 (reduced)

8 January

16-5-3 SS Mtn Div (6, less 1 step)
25.Pz Gr Div (25 AG Bn, 5 Pz Bn)
4-4-6 AG Bn (394, 667)

Remove:

16-3-3 Inf Div (269)

15 January

10.SS Pz Div (1-10 Pz)

26 January

Remove:

25.PzGr Div (all units)

1 February

Start getting 3 SP per turn
1x Supply Cache Marker (option)
16-3-3 Mtn Div (2)
(8)-5-4 PJ Bn (653)
8-2-3 Inf Div (805, 905)

Remove:

10.SS.Pz Div (all units)

5 February

Can arrive at any HQ in trace supply.
3-5-3 SS Inf Bn (506)

Scenario 6.8:

Endkampf Campaign

“The reality of defeat that permeated the German army in 1945 dictated that its strategy would have to be one of defense. It had been the best offensive army that the world has ever seen, but events had overtaken the army of the ‘Blitzkrieg’ and it now had to employ the same tactics that it had derided its British and French enemies for practicing during the glory days of 1940.” The war had come full circle. —Tony Bryan’s The Rhineland 1945.

The final battle for Germany in the West now begins. With most of its panzers now in Poland and Hungary, defense of the Ruhr depends increasingly on the great barrier of the Rhine.

General Information

Setup Order: Allied first

First Player: Allied

Weather: Mud/Limited on 8 Feb

First Turn: 8 February 1945

Last Turn: 29 April 1945

Total Turns: 24 (or less)

Reinforcements: Use campaign arrival schedules. Roll for variable reinforcements each turn.

Special Scenario Rules

Use all maps (A, B, C, D).

The Clarion Event has reduced Axis RR Cap, and effects Axis supply.

Rotterdam and Amsterdam are German-controlled and both have 4 hits (mines haven't been rolled). Antwerp ports are both Allied-controlled and fully repaired.

Roer River Status (1.9): The locks are broken; place the Roer Dam marker on the 19 February turn track (the effect subsides after the Allied portion of that turn).

Note the two French divisions listed as being withdrawn on 8 Feb have already been removed from the setup.

No Allied airdrops can be pre-planned at the start of the scenario.

Victory Conditions

Use campaign game victory conditions (4.0).

Allied Information

Rail Cap: Per Charts

Sea Cap: Per Charts

Supply: Per Table (roll each turn)

Seaborne Assaults Available: 2

Arty Ammo Markers: 1x CW, 1x US

Bridge Check Markers: 2

Reserve Markers: 22

Supply Cache Markers (option): 8

Dead Pile:

CW

22-4-3 Inf Div (50)

1.Abn Div (all 3 units)

1.Pol.Arm Div (10 Tk Bn)

4-4-3 Pol Abn Bde (1)

2-4-2 Flm Tk Bn (1)

US

23-3-3 Inf Div (106)

82.AB Div (505 Para Rgt)

2-4-3 Para Bn (509)

2-4-3 Gldr Rgt (550)

6-3-6 Tk Bn (707)

5-3-7 TD Bn (808)

3-2-8 TD Bn (820)

Level-1 Air Bases: A36.02, A35.09, A34.31, A24.05, A17.05, A15.29, A13.07, A12.22, A11.04, A7.21, C56.19, C51.06, C42.15, C38.08, C35.29, C33.11, C33.25, C30.09, D22.24, D13.31, C3.30

Level-2 Air Bases: A32.05, A29.29, A22.06, A18.11

Level-3 Air Bases: A30.19, A23.21, A18.19, C54.34

Commonwealth Setup

A40.10:

1.Pol.Arm Div (10 Mech, less 1 step)

A40.13:

1.Pol.Arm Div (3 Mech, less 1 step)

B40.31:

1x 5-4-3 Brkdwn Bde

B40.32:

22-4-3 Inf Div (49, less 1 step)

B39.32:

22-4-3 Can Inf Div (2, 3)

B39.33 (Nijmegen):

2 Can Corps HQ

3-4-7 Can Rec Bn (18)

22-4-3 Inf Div (43)

8.Arm Bde (4/7, NY Tk, 12 Mec, 8 SP Arty)

20 SP

B39.35:

2.Can.Tk Bde (all 3 units)

B39.34:

6.Gd.Tk Bde (all 3 units)

72-2-3 Can Arty Div (2)

72-2-3 Arty Div (3)

A38.11 (Oosterhout):

1.Pol.Arm Div (Arty)

B38.32:

3-4-8 Rec Bn (2 HC)

8.Arm Bde (13/18 Tk)

22-4-3 Inf Div (15)

B38.33:

34.Tk Bde (9, 147 Tk)

12-2-5 SP Arty Bn (86)

12-2-5 Can SP Arty Bn (19)

B38.34:

30 Corp HQ

2-4-2 Flm Tk Bn (7)

3-4-8 Rec Bn (11 HC)

72-2-3 Arty Div (4, 5, 9)

18 SP

A38.01 (Grave):

3-2-3 Inf Bde (308)

A38.06, w/i 1 hex:

4.Can.Arm Div (all 4 units)

1x 5-4-3 Brkdwn Bde

A37.13 (Breda):

1 Corps HQ

3-2-3 Inf Bde (307)

3-4-8 Rec Bn (RAC)

2 SP

A37.18:

5-4-3 Cdo Bde (4)

B37.33:

22-4-3 Inf Div (51, 53)

2-4-2 FT Bn (141)

34 Tk Bde (107 Tk)

A36.02 (Uden):

1x Tempest

2x Typhoon

2T

A35.09 (Tilburg):

Gds.Arm Div (all 4 units)

3-2-3 Inf Bde (301)

B35.33:

52.AL Div (all 3 units)

A34.31 (Maldegem):

1x Spitfire IX

2T

A32.03 (Helmond):

1 Abn Corps HQ

6.Abn Div (all 4 units)

A32.05 (Eindhoven):

3-2-3 Inf Bde (305)

1x Spitfire IX

2x Typhoon

1 SP

B31.35 (Deurne):

8 Corps HQ

72-2-3 Arty Div (8)

4.Arm Bde (all 5 units)

3 SP

A30.19 (Antwerp):

5-3-3 Inf Bde (RN PI)

A29.29 (Gent):

1x Spitfire IX

2T

B28.32 (Maasbree):

22-4-3 Inf Div (3)

A27.07 (Neerpelt):

12 Corp HQ

3-4-8 Rec Bn (1 RD)

2SP

B27.34 (Helden):

5-4-3 Cdo Bde (1)

B25.35:

11.Arm Div (159 Mech, 15/19 Tk, Arty)

A24.05 (Bree):

3-2-3 Inf Bde (306)
1x Spitfire XIV
2T

A23.21 (Brussels):

1x Spitfire XIV
1x B-25
3 Truck point
2x (1)-0-0 Pontoon Bde
4 SP

B23.35 (Wessem):

7.Arm Div (all 4 units)

England Airfields:

1x P-51
2x Mosquito
1x B-25
1x C-47 (no glider)
3x C-47 (w/ Gliders)

American/French Setup

B23.34:

4-4-7 Cav Grp (11)

A22.06:

2x P-47
2T

B21.34:

24-4-3 Inf Div (35)
6-3-6 Tk Bn (784)
5-3-7 TD Bn (654)
4-3-6 TD Bn (821)

A20.02:

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

B20.33, w/i 1 hex:

24-4-3 Inf Div (102)
6-3-6 Tk Bn (701)
5-3-7 TD Bn (771)

A18.03:

5.Arm Div (CCA, CCB, CCR, Arty)
5-3-7 TD Bn (628)

A18.11 (St.Truiden):

1x P-51
1x P-47
2T

A18.19:

2x P-47
1 SP

A17.01 (Heerlen):

13 Corps HQ
36-2-3 Arty Grp (113, 213)
2 SP

A17.02 (Kerkrade):

8.Arm Div (all 4 units)

A17.05 (Maasstricht):

4-4-7 Cav Grp (15)

B17.32:

24-4-3 Inf Div (29)

B16.31:

24-4-3 Inf Div (104)
6-3-6 Tk Bn (750)
(3)-2-3 TD Bn (692)

B16.33:

108-2-3 Arty Div (9)
18-3-3 Rckt Bn (18)

A15.01 (Aachen):

2-4-2 Flm Tk Bn (743, 747)
4-3-6 TD Bn (635)
(3)-2-3 TD Bn (801)
2x (1)-0-0 Pontoon Bde

B14.33 (Stolberg):

19 Corps HQ
4-4-7 Cav Grp (113)
36-2-3 Arty Grp (119, 219)
2 SP

A13.07 (Liege):

4-3-6 TD Bn (825)
4x Truck point
35 SP

B13.31:

24-4-3 Inf Div (8)
1x 5-4-3 Brkdown Rgt
6-3-6 Tk Bn (740)
4-3-6 TD Bn (644)

A12.02 (Eupen):

5 Corps HQ
4-4-7 Cav Grp (102)
6-3-6 Tk Bn (786)
3-2-8 TD Bn (817)
108-2-3 Arty Div (1)
36-2-3 Arty Grp (105, 205)
2 SP

B12.31 and/or B11.31:

24-3-3 Inf Div (78, less 1 step)
7.Arm Div (CCR)
4-4-3 Para Rgt (517)
6-3-6 Tk Bn (774)
4-3-6 TD Bn (893)

A11.04 (Verviers):

7.Arm Div (CCA, CCB, Arty)
2-3-3 Bel Inf Bn (5)

A10.05:

2.Arm Div (all 5 units)
5-3-7 TD Bn (702)

A10.07:

7 Corps HQ
4-4-7 Cav Grp (4)
5-3-7 TD Bn (899)
36-2-3 Arty Grp (107, 207)
2 SP

B10.31:

1x 5-4-3 Brkdown Rgt

Note that Roer is flooded, per scenario special rules.

A9.05:

24-3-3 Inf Div (84)
6-3-6 Tk Bn (771)
3-2-8 TD Bn (638)

B09.32:

24-4-3 Inf Div (9, less 1 step)
2-5-3 Rngr Bn (2)
6-3-6 Tk Bn (746)

A8.02:

24-4-3 Inf Div (1, less 1 step)
6-3-6 Tk Bn (745)
5-3-7 TD Bn (703)
4-3-6 TD Bn (634)

A8.06:

24-4-3 Inf Div (83, less 1 step)
6-3-6 Tk Bn (736)
3-2-8 TD Bn (643)

A8.07:

3.Arm Div (all 5 units)

B8.31:

24-4-3 Inf Div (2)
6-3-6 Tk Bn (741)
3-2-8 TD Bn (612)

A7.02:

18 Abn Corps HQ
4-4-7 Cav Grp (14)

B7.32:

24-3-3 Inf Div (99)
1x 5-3-3 Brkdwn Rgt
5-3-7 TD Bn (814)

B6.32:

24-3-3 Inf Div (87)
6-3-6 Tk Bn (735)
3-2-8 TD Bn (607)

A5.05:

24-4-3 Inf Div (30)
3-4-6 Mech Inf Bn (526)
4-3-6 TD Bn (823)
4-2-8 Lt Tk Bn (744)

B5.33:

24-4-3 Inf Div (4)
6-3-6 Tk Bn (70)
5-3-7 TD Bn (610)

A4.01:

11.Arm Div (CCA)

A4.05:

82.Abn Div (504 Para, 325 Glldr)
4-4-3 Para Rgt (507, 508)
2-4-3 Para Bn (551)

A3.02:

11.Arm Div (CCB)

B4.33:

24-4-3 Inf Div (90, less 1 step)
6-3-6 Tk Bn (712)

B4.34:

1x 5-4-3 Brkdwn Rgt
5-3-7 TD Bn (773)

A3.03:

11.Arm Div (CCR, Arty)
3-2-8 TD Bn (602)

A2.03:

6.Arm Div (CCA)
3-2-8 TD Bn (603)

A2.05:

24-4-3 Inf Div (95)
6-3-6 Tk Bn (761)
(3)-2-3 TD Bn (802)

A1.04:

6.Arm Div (CCR)

C62.04:

6.Arm Div (CCB, Arty)

C61.04:

17.Abn Div (513 Para)

C61.09 (Bastogne):

8 Corps HQ
36-2-3 Arty Grp (108, 208)
4-3-6 TD Bn (629)
3-2-8 TD Bn (705)
4-4-7 Cav Grp (6)
4-2-8 Lt Tk Bn (759)
2 SP

C60.04:

17.Abn Div (193 Glldr)

C59.05:

17.Abn Div (194 Glldr)

C57.04:

24-4-3 Inf Div (80)
6-3-6 Tk Bn (702)
3-2-8 TD Bn (811)

C57.09 (Martelange):

3 Corps HQ
36-2-3 Arty Grp (103, 203)
2 SP

C56.05 (Ettelbruck):

36-2-3 Arty Grp (112, 212)

C55.04, w/i 1 hex:

24-4-3 Inf Div (5)
1x 5-3-3 Brkdwn Rgt
6-3-6 Tk Bn (737)
5-3-7 TD Bn (803)

C54.33:

24-3-3 Inf Div (69)

C54.34:

2x P-47
1 SP

C51.04, w/i 3 hexes and west of the Moselle River:

24-3-3 Inf Div (76, less 1 step)
4-4-7 Mech Cav Grp (2)
(3)-2-3 TD Bn (691)

C51.06 (Luxembourg City):

12 Corps HQ
108-2-3 Arty Div (3)

C51.07:

4.Arm Div (all 4 units)

C51.25 (Vouziers):

22 Corps HQ
36-2-3 Arty Grp (122, 222)
1 SP

C45.05, w/i 2 hexes:

24-3-3 Inf Div (94)
2-5-3 Rngr Bn (5)
6-3-6 Tk Bn (748)
3-2-8 TD Bn (704)
(3)-2-3 TD Bn (774)

C45.07 (Thionville):

20 Corps HQ
36-2-3 Arty Grp (120, 220)
2 SP

C44.01, w/i 1 hex:

24-4-3 Inf Div (26)
6-3-6 Tk Bn (778)
5-3-7 TD Bn (818)
4-4-7 Cav Grp (3)

C43.07:

9.Arm Div (all 4 units)

C42.15:

1x P-47
2T

D42.33 (Saarlouis):

24-3-3 Inf Div (70)

C39.08 (Metz):

1x (1)-0-0 Pontoon Bde
4x Truck point
10 SP

C38.08:

1x P-47

D38.32, w/i 1 hex:

24-3-3 Inf Div (63, less 2 steps)
3-2-8 TD Bn (822)

C37.06:

10.Arm Div (all 4 units)
3-2-8 TD Bn (609)

C36.09:

24-4-3 Inf Div (79, less 1 step)
5-3-7 TD Bn (813)

D36.30 (Sarreguemines), w/i 1 hex:

24-4-3 Inf Div (44, less 1 step)
6-3-6 Tk Bn (749)
5-3-7 TD Bn (776)

D34.29, w/i 1 hex:

24-3-3 Inf Div (100)
6-3-6 Tk Bn (781)
(3)-2-3 TD Bn (824)

C33.09:

1x P-47

C33.25 (Saint-Dizier):

1x P-47
2T

D31.28, w/i 1 hex:

24-4-3 Inf Div (45)
6-3-6 Tk Bn (191)
5-3-7 TD Bn (645)

D31.31:

15 Corps HQ
36-2-3 Arty Grp (115, 215)
2 SP

C31.06:

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

C30.09 (Nancy):

1x P-47

D30.26:

24-3-3 Inf Div (103)

D28.25, w/i 1 hex:

101.Abn Div (all 4 units)
4-4-3 Para Rgt (501)
(3)-2-3 TD Bn (807)

C27.06 (Luneville), w/i 1 hex:

24-3-3 Inf Div (75)
6-3-6 Tk Bn (709)
(3)-2-3 TD Bn (648, 679, 772)
1x (1)-0-0 Pontoon Bde
108-2-3 Arty Div (7)

D26.28 (Saverne):

6 Corps HQ
36-2-3 Arty Grp (106, 206)
2-4-7 Mech Cav Bn (117)
4-4-7 Mech Cav Grp (106)
2 SP

D25.23, w/i 2 hexes:

24-4-3 Inf Div (36)
6-3-6 Tk Bn (753)
4-3-6 TD Bn (636)
(3)-2-3 TD Bn (614)

D25.28:

14.Arm Div (all 4 units, each Com-
bat Command less 1 step)

D22.24 (Strasbourg):

16-3-3 Fr Inf Div (3.Alg)

D22.27:

2 Fr Corps HQ
3-2-3 Fr Inf Bde (Al-LO)
36-2-3 Fr Arty Grp (2)
1 SP

D20.26 (Erstein):

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

D14.30:

5.Fr.Arm Div (all 4 units, each bri-
gade less 1 step)

D13.31 (Colmar):

21 Corps HQ
36-2-3 Arty Grp (121, 221)
5-3-7 TD Bn (601)
1x Truck point
1x Mule point
16-4-3 Fr Inf Div (4.Mor, less 1 step)
2 SP

D12.30:

24-4-3 Inf Div (28, less 1 step)
5-3-7 TD Bn (630)

D12.31:

12.Arm Div (all 4 units)
3-2-8 TD Bn (827)

D11.30:

24-4-3 Inf Div (3, less 1 step)
1x 5-3-3 Brkdwn Rgt
6-3-6 Tk Bn (756)

D7.30:

1x 3-2-3 Fr Brkdwn Rgt

D7.32:

1.Fr.Arm Div (all 5 units, each bri-
gade less 1 step)

D6.30:

12-2-3 Fr Inf Div (9.Col, less 1 step)

D5.31:

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

D5.33 (Mulhouse):

1 Fr Corps HQ
36-2-3 Fr Arty Grp (1)
1 SP

Southern France Airfields:

4x Fr P-47
2x Fr B-26

Normandy Interdiction Airfields:

2x CW Spit.IX
1x CW P-51
1x CW Typhoon
3x US P-47
1x US P-51
2x US B-26
1x US A-20
1x US A-26
1x Fr P-47
1x Fr B-26

Normandy Airfields:

1x P-38
1x P-47
2x A-20
1x A-26
4x B-26

England Airfields:

2x B-26
3x C-47 (no gliders)
6x C-47 (w/Gliders)

German Information**Rail Cap:** 6**Sea Cap:** Per Charts**Supply:** Per Table (roll each turn)**Fester Platz Pool:** 18 (6 are setup)**Alarm Pool:** 12x Alert, 6x Flak, and
18x VS (many are in setup)**Reserve Markers:** 16**Supply Cache Markers (option):** 4**Dead Pile:**

3.PzGr Div (103 AG)

15.PzGr Div (115 Recon)

2.Pz Div (2-3 Pz, 2 PzGr)

9.Pz Div (1-33 Pz, 11 PzGr)

116.Pz Div (2-16 Pz)

Lehr.Pz Div (2-130 Pz, 130 Arty)

111.Pz Bde (all 3 units)

112.Pz Bde (all 3 units)

113.Pz Bde (all 3 units)

12-4-7 Pz Bde (105 107, 108)

2-4-6 Pz Co (2-2/103)

2-2-6 Lt Pz Co (224)

(5)-4-3 PJ Bn (682, 686)

16-4-3 Inf Div (64)

16-3-3 Inf Div (189, 245)

14-4-2 VG Div (462)

14-3-2 VG Div (361, 553)

11-4-2 Inf Div (Boeh)

8-4-3 Inf Div (172)

8-3-3 Inf KG (Jais)

5-3-2 Inf KG (Browd, Fiebing)

4-4-2 Inf KG (C/V)

3-4-3 Inf KG (Brehm)

3-3-2 Inf KG (Riedel)

2-4-3 Inf KG (Schw)

2-1-2 Ost Bn (570, 600, 812)

(2)-3-3 PJ Bn (483, 484)

(4)-3-3 PJ Bn (487)

(4)-3-2 Flak Grp (St.Tr)

(3)-3-1 Flak Grp (Achn x2)

26-2-2 Arty Rgt (761)

10-0-1 Arty Bty (E/428)

4-3-3 Bicycle Rgt (v.Frit)

3-2-2 VS Rgt (Sauer)

3-2-1 MG Bn (31, 33, 34)

4-4-3 Pio Bn (zbV 600)

2-4-2 Eng Bn (1031)

3-4-2 Eng Bn (78)

2-3-3 Mtn Bn (202)

4-4-3 Assault Bn (15)

2-3-3 Bicycle Bn (608)

17.SS.PzGr Div (17 PJ Bn)

3-3-2 SS-Inf KG (Dunk)

2-3-2 SS-Inf KG (Berg)

2-4-3 SS-Inf Rgt (Ellwan)

2-2-2 LW Inf Bn (1 thru 22, 42)

2-2-2 LW Inf Bn (I/90 thru IV/90)

2-2-3 LW Penal Bn (z.b.V. 6)

5-4-3 FJ Rgt (v.Hof)

2-2-2 FJ Bn (2-2, v.d.H)

4-3-3 Naval Bde (Weber)

1x Truck point

Emergency Pool (All Ready):

8-4-3 Inf Div (480)

8-3-3 Inf Div (471, 616)

8-2-3 Inf Div (617)

6-2-3 Inf Div (Bava)

Level-1 Air Bases: B58.01, B57.03,

B54.12, B53.09, B49.10, B48.08,

B48.13, B48.21, B45.06, B44.07,

B44.19, B43.31, B37.11, B33.03,

B29.22, B28.28, B25.27, B22.23,

B13.22, B15.23, B11.23, B1.07,

D60.04, D57.03, D56.10,

D54.01, D51.10, D48.08,

D36.11, D27.23, D26.10,

D23.05, D20.05, D21.09, D8.25

Level-2 Air Bases: B61.01, B51.11,

B48.16, B46.11, B28.14, B22.29,

D49.01, D42.23

Level-3 Air Bases: B44.12, B27.01,

B23.29

German Setup**A61.08 (Alkmaar):**

1x 3-3-2 Naval Brkdwn Rgt

B58.01:

1x Ju.88 (9)

1x Ju.88 (12)

A57.10 (Beverwijk):

1x Fester Platz (random from pool)

1 SP

B57.03:

1x Fw.190d (5)

1T

B51.11:

1x Fw.190d (6)

1T

A51.14 (Leiden):

2-1-2 Ost Bn (787, 822)

A48.18 (Hoek van Holland):

1x Fester Platz (random from pool)

1 SP

B48.13:

1x Fw.190d (6)

1T

B48.16 (Nordhorn):

1x Fw.190d (6)

1T

A47.07 (Utrecht):

1x 3-3-2 Naval Brkdwn Rgt

2 SP

A47.18 (Maassluis):

2-1-2 Ost Bn (803)

B46.11:

Me.262

1T

A45.15 (Rotterdam):

4-4-3 FJ Rgt (H.G.)

2 SP

B45.06 (Bramsche):

1x Ar.234

1T

A44.05:

8-4-3 SS Bicycle Bde (7)

A44.13 (Ridderkerk):

30 Corps HQ

1x Wagon point

B44.07:

1x Bf.109 (5, reduced)

1T

B44.12 (Rheine):

2x Bf.109 (5, both reduced)

1T

A43.06 (Culemborg):

88 Corps HQ

4-4-3 Assault Bn (25)

1x Truck point

A43.13:

16-3-3 Inf Div (346, less 3 steps)

A42.01 (Kesteren):

1x 4-3-2 FJ Brkdwn Rgt

A42.09 (Gorinchem):

1x Fester Platz (random from pool)

1x 3-3-2 Brkdwn Rgt

1 SP

A42.13 (Dordrecht):

1x Fester Platz (random from pool)

A42.16:

2-1-2 Ost Bn (826)

A41.06:

3-2-1 MG Bn (30)

18-3-3 FJ Div (6, less 3 steps)

A41.13:

1x 3-3-2 Brkdwn Rgt

Level-1 Hedgehog

1 SP

A41.14:

3-3-3 Naval Inf KG (Schindler)

A41.16:

1x 2-3-3 Alert Bn

1 SP

B42.31 (Arnhem):

18-3-3 FJ Div: (2, less 1 step)

1x Fester Platz (random from pool)

1x (1)-0-0 Pontoon Bde

Blown Bridge Marker (both)

A40.06:

1x 4-3-2 FJ Brkdwn Rgt

Level-1 Hedgehog

B39.29:

1x 4-3-2 FJ Brkdwn Rgt

1x VS Bn (randomly selected)

B39.31:

1x 3-4-2 Brkdwn Rgt

1x VS Bn (randomly selected)

Level-2 Hedgehog

1T

B38.28 (Emmerich):

1x (4)-3-7 Alarm Flak Bn

1T

B38.31:

16-3-3 Inf Div (84, less 1 step)

1x VS Bn (randomly selected)

Level-3 Hedgehog

2T

B37.30 (Kleve):

4-4-2 FJ Brkdwn Rgt

1x VS Bn (randomly selected)

Level-2 Hedgehog

2T

B37.31:

Level-2 Hedgehog

B37.32:

2x 3-3-2 Brkdwn Rgt

Level-3 Hedgehog

2T

B36.31:

1x 4-3-2 FJ Brkdwn Rgt

2x VS Bn (randomly selected)

B36.32:

2x 3-3-2 Brkdwn Rgt

Level-2 Hedgehog

2T

B35.27:

Level-1 Hedgehog

B35.32:

2x 3-3-2 Brkdwn Rgt

Level-1 Hedgehog

B34.27:

Level-1 Hedgehog

B33.31:

16-3-3 Inf Div (190, less 2 steps)

B32.24 (Wesel):

4 SP

B32.25, w/i 1 hex:

47 Pz Corps HQ

3-4-3 LW Assault Bn (1)

5-4-3 Pio Rgt (1)

8-4-3 Inf Div (406)

1 SP

B32.28, w/i 1 hex:

86 Corps HQ

5-5-7 PJ Bn (655)

3x Level-1 Hedgehog

1 SP

B30.28 (Geldern), w/i 1 hex:

18-4-3 FJ Div (7, less 2 steps)

1x 4-3-2 FJ Brkdwn Rgt

B28.24:

5 SP

B28.25:

1x (5)-4-3 Alarm Flak Bn

1x Wagon point

B28.31:

1x 3-3-2 Brkdwn Rgt

B27.01:

1x Ju.52

B25.26, w/i 2 hexes:

2 Para Corps HQ

3-4-5 LW Rec Bn (12)

4-4-6 LW AG Bn (121)

12-2-2 LW Arty Rgt (121)

12-2-2 LW Werfer Bn (121)

4-4-6 AG Bn (243)

4-4-5 PJ Bn (741)

6-5-6 PJ Bn (559)

24-2-1 Arty Corps (401)

42-2-2 Werfer Bde (16)

4 SP

B27.31:

16-3-3 Inf Div (180, less 2 steps)

B27.32 (Tegelen):

1x 3-3-2 Brkdwn Rgt

B24.31:

18-3-3 FJ Div (8, less 3 steps)

B24.33:

2x 4-3-2 FJ Brkdwn Rgt

B24.34 (Roermond):

5-3-3 FJ Rgt (21)

B23.33:

16-3-3 Inf Div (176, less 1 step)

2-1-2 Ost Bn (827)

B22.24:

7 SP

1x Truck point

B22.25:

1x (5)-4-3 Alarm Flak Bn

B22.28:

58 Pz Corps HQ

1x VS Bn (randomly selected)

(5)-4-3 PJ Bn (657)

4-4-6 AG Bn (244)

1 SP

B22.30:

12-SS Corps HQ
4-5-5 Fkl Bn (301)
4-4-6 AG Bn (341)
36-2-1 Arty Corps (388)

B22.32:

14-3-2 VG Div (183, less 2 steps)
Level-2 Hedgehog

B22.33:

1x 3-3-2 Brkdown Rgt

B21.27, w/i 1 hex:

116 Pz Div (60, 156 PzGr, 1-16 Pz,
116 Rec, 228 PJ, 146 Arty)

B21.32:

2x 3-3-2 Brkdown Rgt
Level-1 Hedgehog

B20.31:

16-3-3 Inf Div (59, less 3 steps)
Level-1 Hedgehog

B19.32:

1x 3-3-2 Brkdown Rgt
Level-1 Hedgehog

B18.31:

1x 3-3-2 Brkdown Rgt
Level-1 Hedgehog

B17.28, w/i 1 hex:

81 Corps HQ
4-4-3 Assault Bn (5)
48-2-1 Arty Corps (766)
24-2-1 Arty Corps (407)
42-2-2 Werfer Bde (4, 15)
1 SP

B17.31 (Julich):

14-3-2 VG Div (363, less 1 step)
Level-1 Hedgehog

B16.23:

2 SP

B16.30:

1x 3-3-2 Brkdown Rgt

B15.23:

1x (1)-0-0 Pontoon Bde

B15.30:

1x 3-3-2 Brkdown Rgt

B14.30:

1x 3-3-2 Brkdown Rgt
Level-1 Hedgehog

B13.30:

14-4-2 VG Div (12, less 2 steps)

B12.30:

16-3-3 Inf Div (353, less 2 steps)
(5)-3-1 PJ Bn (501)

B11.29:

18-3-3 FJ Div (3)

B11.30:

16-3-3 Inf Div (85, less 3 steps)
1x 3-4-2 Brkdown Rgt

B10.23 (Bonn):

1x 2-4-3 Alert Bn
1x Wagon point
5 SP

B10.27:

1x 3-4-2 Brkdown Rgt

B10.30:

14-2-2 VG Div (272, less 2 steps)
2-1-2 Ost Bn (4)

B9.27 (Euskirchen):

74 Corps HQ
1x VS Bn (randomly selected)
6-4-5 SP Arty Bn (217)
26-2-2 Arty Rgt (762)
1 SP

B9.29, w/i 1 hex:

3.PG Div (8, 29 Inf, 103 Rec, 103
PJ, 3 Arty)

B9.31:

14-2-2 VG Div (62, less 2 steps)
5-4-3 FJ Rgt (6)

B8.30:

14-2-2 VG Div (277, less 1 step)

B7.25:

(6)-5-5 PJ Bn (93)

B7.29:

67 Corps HQ
4-4-6 AG Bn (902)
1 SP

B7.31:

16-3-3 Inf Div (89, less 2 steps)

B6.31:

14-4-2 VG Div (26, less 1 step)

B5.32:

14-3-2 VG Div (246, less 1 step)

B4.28:

66 Corps HQ
4-4-6 AG Bn (905)
4-4-3 Pio Bn (47)
1 SP

B4.29, w/i 1 hex:

9.Pz Div (10 PzGr, 2-33 Pz, 9 Rec,
50 PJ, 102 Arty)

B4.32:

14-3-2 VG Div (18, less 1 step)

A3.01:

14-2-2 VG Div (326)

B3.31:

18-3-3 FJ Div (5)

B3.33:

1x 3-2-2 Brkdown Rgt

B3.34:

14-2-2 VG Div (276, less 1 step)

B2.19 (Neuwied):

2 SP

A2.01:

14-3-2 VG Div (167, less 2 steps)

A2.02:

2x 3-3-2 Brkdown Rgt

A1.03:

14-4-2 VG Div (340, less 1 step)

B1.06:

Fw.190a (5)
1T

B1.33, w/i 1 hex:

2.Pz Div (304 PzGr, 1-3 Pz, 38 PJ,
74 Arty)

B1.34 (Prum):

26-2-2 Arty Rgt (621)

Any West Wall hexes in Northern

BZ:

6x Level-2 Hedgehog

C62.03:

2x 3-3-2 Brkdown Rgt

C61.01:

13 Corps HQ
(5)-4-3 PJ Bn (683)
9-5-4 Tgr Bn (506)
4-4-6 LW AG Bn (111)
2 SP

C61.03:

14-3-2 VG Div (79, less 2 steps)

D61.27, w/i 1 hex:

15.PzGr Div (104, 115 PzGr, 115 Pz,
33 PJ, 33 Arty)
1 SP

D61.29, w/i 1 hex:

2-1-2 Ost Bn (627)
4-4-3 Pio Bn (207)
22-2-1 Mortar Bn (7)
42-2-2 Werfer Bde (8, 9)

C60.03:

1x 3-3-2 Brkdown Rgt

D60.04:

Bf.109 (5)
1T

C59.04:

1x 3-3-2 Brkdown Rgt

C58.01:

53 Corps HQ
(5)-4-3 PJ Bn (668)
42-2-2 Werfer Bde (18)
3 SP

C58.02:

1x 3-3-2 Brkdown Rgt

C58.03:

14-3-2 VG Div (9, less 2 steps)

D58.33:

24-2-1 Arty Corps (409)

C57.03:

14-3-2 VG Div (352, less 2 steps)

D57.34 (Bittburg), w/i 1 hex:

Lehr.Pz Div: (901 PzGr, 902 Inf, 130
Rec, 130 PJ)
1 SP

C56.02:

1x 3-3-2 Brkdown Rgt

D56.10:

Fw-190d (5)
1T

D56.34:

80 Corps HQ
26-2-2 Arty Rgt (720)
2 SP

C55.01:

14-3-2 VG Div (560, less 3 steps)

C55.02:

1x 3-3-2 Brkdown Rgt

D54.34:

14-3-2 VG Div (212, less 2 steps)

D53.33:

1x 3-3-2 Brkdown Rgt

D53.34:

1x 3-3-2 Brkdown Rgt

D52.32 (Trier):

1x Fester Platz (random from pool)
1x VS Bn (randomly selected)
2 SP

D52.34:

1x 2-3-3 Alert Bn
Level-3 Hedgehog

D51.34:

(5)-3-1 PJ Bn (504)
Level-3 Hedgehog

D49.01:

1x Me.262
1T

D49.34:

14-3-2 VG Div (256, less 1 step)

**C48.01, w/i 3 hexes and between
the Saar and Moselle rivers:**

11.Pz Div (all 7 units)
26-2-2 Arty Rgt (1020)
1 SP

D48.08 (Darmstadt):

1x (1)-0-0 Pontoon Bde

D48.31:

82 Corps HQ
4-4-3 Assault Bn (1)
5-5-6 PJ Bn (519)
3 SP

C47.02, w/i 1 hex:

16-2-3 Inf Div (416, less 1 step)

D46.32, w/i 2 hexes:

2x 3-2-2 Brkdown Rgt
2-2-3 LW Inf Bn (38, 41)
2x VS Bn (randomly selected)
1x (4)-3-7 Alarm Flak Bn

D43.30:

85 Corps HQ
1x (3)-2-3 Alarm Flak Bn
1x VS Bn (randomly selected)
2 SP

D42.20 (Kaiserslautern):

1x (3)-2-3 Alarm Flak Bn
1x Truck point
3 SP

D42.23:

Hohne Grp HQ
4-4-5 PJ Bn (z.b.V. G)
4-4-6 AG Bn (394, 667)
(2)-3-3 PJ Bn (486)

**D42.32, w/i 1 hex and east of the
Saar River:**

16-3-3 Inf Div (719, less 1 step)

D40.26 (Homburg):

(5)-4-3 PJ Bn (1)
6-0-R RR Arty Bn (725)
26-2-2 Arty Rgt (617)
10-0-1 SP Arty Bty (638)
2 SP

D40.32 (Völklingen):

(5)-3-1 PJ Bn (503)
1x VS Bn (randomly selected)

D39.31 (Saarbrücken):

14-3-2 VG Div (347, less 2 steps)

D39.32 (Forbach):

1x 3-3-2 Brkdown Rgt

D38.27:

13-SS Corps HQ
36-2-1 Arty Corps (410)
24-2-1 Arty Corps (402)
42-2-2 Werfer Bde (7)
3 SP

D38.30:

1x 3-3-2 Brkdwn Rgt

D37.24 (Primasens):

8-4-2 Inf Div (Claer)
26-2-2 Arty Rgt (1036)

D37.28:

17.SS.PzGr Div (17 Rec, 17 Arty)

D37.29:

17-SS.PzGr Div (37 Inf)

D37.30:

14-3-2 VG Div (19, less 1 step)

D37.31:

1x 3-3-2 Brkdwn Rgt

D36.11:

Bf.109 (5)
1T

D36.28:

17.SS.PzGr Div (17 AG, 38 Inf)

D35.17 (Landau in der Pfalz):

(8)-5-4 PJ Bn (653)
2-2-3 LW Inf Bn (51, 52)

D35.26:

90 Corps HQ
1x VS Bn (randomly selected)
42-2-2 Werfer Bde (20)
2 SP

D35.28:

14-3-2 VG Div (559, less 1 step)

D34.27:

1x 3-3-2 Brkdwn Rgt

D33.27:

2x 3-5-2 SS Mtn Brkdwn Rgt

D32.19:

(5)-3-1 PJ Bn (502)
Level-3 Hedgehog

D32.25:

14-3-2 VG Div (36, less 2 steps)
3-5-3 SS Inf Bn (506)

D32.26:

16-5-3 SS Mtn Inf Div (6, less 2 steps)

Any West Wall hexes in Central BZ:

12x Level-2 Hedgehog

D31.17:

Level-3 Hedgehog

D31.18:

Level-3 Hedgehog

D31.19:

8-3-3 Inf Div (Rass)
Level-3 Hedgehog

D31.25:

1x 3-3-2 Brkdwn Rgt

D30.15 (Karlsruhe):

1x VS Bn (randomly selected)
1x (1)-0-0 Pontoon Bde

D30.16:

Level-3 Hedgehog

D30.20:

89 Corps HQ
1-5-5 Flm Pz Co (352, 353)
3 SP

D30.24:

14-3-2 VG Div (47, less 2 steps)

D29.24:

1x 3-3-2 Brkdwn Rgt

D28.23:

1x 3-3-2 Brkdwn Rgt

D27.22:

1x 3-3-2 Brkdwn Rgt

D27.23 (Haguenau):

14-3-2 VG Div (257, less 2 steps)

D26.21:

8-2-3 Inf Div (905)

D23.21:

16-3-3 Inf Div (716, less 3 steps)

D22.21:

64 Corps HQ
8-3-3 Inf Div (405)
2-2-3 Inf Bn (zbV 292)
2-3-3 Bicycle Bn (602)
3 SP

D22.23 (Kehl):

4-2-3 Inf Bde (Baur)
(2)-3-3 PJ Bn (485)
1x VS Bn (randomly selected)
All Bridges Blown Marker

D21.06:

Bf.109 (5)
1T

D21.09:

Bf.109 (5)
1T

D20.22 (Offenburg):

14-3-2 VG Div (708, less 2 steps)

D11.28:

16-3-3 Mtn Div (2)

D11.29:

1x 3-3-2 Brkdwn Rgt

D9.27, w/i 1 hex:

16-3-3 Inf Div (338, less 2 steps)
10-3-2 Inf Div (526)
8-2-3 Inf Div (805)
12-4-7 Pz Bde (106, less 1 step)
6-5-6 PJ Bn (654)
4-4-5 PJ Bn (708)
4-4-6 AG Bn (280)
4-4-3 Assault Bn (19)
22-2-1 Mortar Bn (20)
1x Wagon point
4 SP

D8.25:

16-3-3 Inf Div (198, less 2 steps)

D7.28:

18-SS Corps HQ
1-4-5 SS-PJ co (RF)
2T

D7.29:

14-3-2 VG Div (16, less 2 steps)
2-3-3 Mtn Bn (201)
All Bridges Blown Marker

D6.28:

63 Corps HQ
2 SP

D5.30 (Mullheim):

1x 3-3-2 Brkdwn Rgt
(2)-3-3 PJ Bn (468)
All Bridges Blown Marker

D4.29:

16-3-3 Inf Div (159, less 2 steps)

Any West Wall hexes in Southern BZ:

3x Level-2 Hedgehog

Scenario 6.9: Spring '45 (North)

This two-map campaign starts on 8 February and runs through the end of April. Its focus is on the Allied attempt to cross the Rhine River and encircle the Ruhr.

General Information

Setup Order: Allied first

First Player: Allied

Weather: Mud/Limited on 8 Feb

First Turn: 8 February 1945

Last Turn: 29 April 1945

Total Turns: 24

Reinforcements: Use campaign arrival schedules, ignoring entries for the South (Map C and Map D). Roll for variable reinforcements each turn (as modified by Special Scenario Rule).

Special Scenario Rules

Use only Maps A and B.

Rotterdam and Amsterdam are German-controlled and both have 4 hits (mines haven't been rolled). Antwerp ports are both Allied-controlled and fully repaired.

Roer River Status (1.9): The locks are broken; place the Roer Dam marker on the 19 February turn track (the

effect subsides after the Allied portion of that turn).

Random Events are used, but sometimes are modified per 1.13a. The Clarion Event has reduced Axis RR Cap, and effects Axis supply.

CW gets their normal Supply Table result. Multiply all German Supply Table results by x1/2 (round all fractions *up*). Multiply all US Supply Table results by x1/3 (round all fractions *up*). For example a 7 SP result on the tables would round to 3 SP for the US and to 4 SP for the Germans.

CW gets their normal Repl Table result. Multiply all US and German Repl Table arrivals by x1/2. Round any resulting fractions in each category (Pax, Eq, etc.) individually by rolling a die (down on a 1-3, up on a 4-6). Examples: EP readies 1 unit (down from 2); HH is a 50-50 roll to receive a hedgehog.

Broadfront rules (3.10) are not used.

No Allied airdrops can be pre-planned at the start of the scenario.

Extra supply sources: Axis can use RRs along the south edge of Map B; Allies can be use RRs along the south edge of Map A.

Victory Conditions

The Allies can earn four possible VPs (see 4.0) in this scenario:

2 VP for capturing all Ruhr hexes (or if they are out of trace)

1 VP for Liberating Holland (all Dutch major cities must be either captured or out of trace)

1 VP for Collapse of the Northern Flank (See 4.3)

The game ends early with a German Decisive Victory at the end of March if the Allies do not have an HQ on Map B that is across the Rhine, in Germany, and on an Allied detrainable hex. The Germans win a Minor Victory by preventing the Allied conditions below.

The game ends early with a Decisive Allied Victory if they have earned 3 or more Victory Points (VP) per the

schedule above at the end of either February or March. It is a Minor Allied Victory if they have 3 VP on the last turn of April.

Allied Information

Rail Cap: 5

Sea Cap: Per Charts

Supply: See Special Scenario Rule

Seaborne Assaults Available: 2

Arty Ammo Markers: 1x CW, 1x US

Bridge Check Markers: 1

Reserve Markers: 13

Supply Cache Markers (option): 4

Dead Pile: Per 6.8.

Commonwealth Setup

Setup units on Map A and B per 6.8.

England Box:

--

England Airfields:

1x P-51

2x Mosquito

1x B-25

1x C-47 (no glider)

3x C-47 (w/ Gliders)

American Setup

Setup units on Map A per 6.8.

Southern France Airfields:

Not in play

England Box:

--

Normandy Airfields:

1x B-26

1x P-38

England Airfields:

2x B-26

1x C-47

6x C-47+Gldr

Normandy Interdiction Airfields:

2x CW Spit.IX

1x CW P-51

1x CW Typhoon

2x US P-47

1x US B-26

German Information**Rail Cap:** 3**Sea Cap:** Per Charts**Supply:** See Special Scenario Rule**Fester Platz Pool:** 18 (6 are setup)**Alarm Pool:** 12x Alert, 6x Flak, and 18x VS (many are in setup)**Reserve Markers:** 9**Supply Cache Markers (option):** 2**Dead Pile:** Per 6.8.**Emergency Pool (All Ready):**

8-4-3 Inf Div (480)

8-3-3 Inf Div (471)

8-2-3 Inf Div (617)

German Setup

Setup units on Maps A and B per 6.8.

**Scenario 6.10:
Spring '45 (South)**

This two-map campaign starts on 8 February and runs through the end of April. Its focus is on the Allied attempt to cross the Rhine River and drive toward Bavaria.

General Information**Setup Order:** Allied first**First Player:** Allied**Weather:** Mud/Limited on 8 Feb**First Turn:** 8 February 1945**Last Turn:** 29 April 1945**Total Turns:** 24

Reinforcements: Use campaign arrival schedules, ignoring entries for the North (Map A and Map B). Roll for variable reinforcements each turn (as modified by Special Scenario Rule).

Special Scenario Rules

Use only Maps C and D.

Multiply all German Supply Table results by $x1/2$ (round all fractions *down*). Multiply all US Supply Table results by $x2/3$ (round all fractions *down*). For example a 7 SP result on the tables would round to 4 SP for the US and would round to 3 SP for the Germans.

Note in this scenario the Allied player cannot receive any supply shifts for ports.

Multiply all US and German Repl Table arrivals by $x1/2$. Round all fractions in each category (Pax, Eq, etc.) individually by rolling a die (down on a 1-3, up on a 4-6). Examples: EP readies 1 unit (down from 2); HH is a 50-50 roll to receive a hedgehog.

Random Events are used, but some are modified per 1.13a. The Clarion Event has reduced Axis RR Cap, and effects Axis supply.

The Allies have use of 1x US C-47 (based in England) on up to three turns during the scenario (player's choice). It can only be used to deliver supply from England. Otherwise, the England Box isn't used.

Extra supply sources: Axis can use RRs along the north edge of Map D; Allies can be use RRs along the north edge of Map C.

Victory Conditions

The Allies can earn two possible VPs (see 4.0) in this scenario:

1 VP for capturing all Saar hexes (or if they are out of trace)

1 VP for Collapse of the Alpine Redoubt (See 4.4)

The game ends with an Allied Victory if they have earned both Victory Points (VP) per the schedule by the end of the scenario. Otherwise, it is a Minor German Victory.

Allied Information**Rail Cap:** 5**Sea Cap:** Per Charts**Supply:** Per Table (roll each turn)**Seaborne Assaults Available:** NA**Arty Ammo Markers:** None**Bridge Check Markers:** 1**Reserve Markers:** 9**Supply Cache Markers (option):** 4**Dead Pile:** Per 6.8.**Allied Setup**

Setup units on Map C and D per 6.8.

Southern France Airfields:

4x Fr P-47

2x Fr B-26

Normandy Airfields:

1x US P-38

1x US A-20

2x US B-26

Normandy Interdiction Airfields:

1x US P-47

1x US P-51

1x US B-26

1x US A-20

1x US A-26

1x Fr P-47

1x Fr B-26

Contact Information

To order other games from MMP, visit
<http://www.multimanpublishing.com/>

For game errata and downloads, visit
www.gamersarchive.net

To chat about OCS and obtain speedy answers to your rules questions, visit
<http://www.consimworld.com/>

To contact the developer directly, email
kisnerjohn@mac.com

German Information

Rail Cap: 3

Sea Cap: None

Supply: See Special Scenario Rule

Fester Platz Pool: 13 are available (6 are in 6.8 setup; 2 are in 6.8 Dead Pile)

Alarm Pool: 12x Alert, 6x Flak, and 18x VS (many are in setup)

Reserve Markers: 7

Supply Cache Markers (option): 2

Dead Pile: Per 6.8.

Emergency Pool (All Ready):

8-3-3 Inf Div (616)

6-2-3 Inf Div (Bava)

German Setup

Setup units on Maps C and D per 6.8.

Designer's Notes

Beyond the Rhine (or **BTR** for short) can trace its lineage back to GDW's excellent game on the campaign in the West, **Road to the Rhine**, published in 1979. So in a small way its designer, Frank Chadwick, is to blame for **BTR**!

A comprehensive game covering the entire Western Front for the same time frame as **BTR** is hard to find (if you can find one at all) and was long overdue. You can find any number of games on various Western Front battles, but they don't view those battles in relation to the whole front. What makes some of these small (and what may seem pointless) battles much more interesting, is how their outcome affected the entire front.

The campaign in the West was by no means a foregone conclusion. The Allied advance in 1944 and 1945 was not the walk-over many believe it was, and players will find either side a challenge. Allied material superiority is (mostly) balanced by German tenacity, terrain, and weather.

Defensive-minded players will be happiest playing the Germans, but players of all temperaments will discover that there is still plenty of torque left in the Axis even at this late stage of the war. The Germans will not go down without a fight.

I will leave further discussion of strategy to the player's notes, and will have John (in his Developer's Notes) address a few decisions made regarding scale and special rules.

Special Thanks

There are so many people I would like to thank that contributed in ways large and small to **BTR**. Check the game credits: every one of those people spent time testing **BTR**, a lot of it was their valuable convention time. Not mentioning them all here does not lessen their contribution. But a few people went above and beyond the normal call of duty:

Every good game has good developer. In that **BTR** was truly blessed. John Kisner put up with me and "just one last change" for what seems I'm sure to him like an eternity. He turned my high school history project into a real game. For that I am truly grateful. John is a class act, a true gentleman, and one of the great guys in the hobby.

Stephen Campbell is my closest friend. He kept me sane throughout this project; he had to that's one of the jobs friends do! In addition he helped me playtest **BTR** which I'm sure to him was several lifetimes. In addition, if I needed to know the probability of a random event happening he was the man! Thanks, Steve.

Another one of the good guys in our little hobby is Dave Mignerey. He's logged more convention time with **BTR** than anybody alive (and more than anybody should have had to). Dave and his Ohio group's input was invaluable. Nobody can whip up a revised playtest kit faster than Dave, and that also counts for something.

Thomas "The Hammer" Buettner also spent many valuable convention

hours play-testing **BTR**. Watching him in the role of Patton was a sight to behold. I should know... I was the German facing him. For the record we beat each other to a pulp in the Lorraine area ending at the West Wall, both of us exhausted by the experience.

In the last couple of years, a lot of testing hours were done on computer via Vassal. Many of those hours were logged by John Leggatt, who kept meticulous spreadsheets of each turn's activity. As of this writing, John has completed at least two full campaign games down to the last turn.

Perry Andrus has an eye for details and their long-term effects that are without compare. We also had many lively discussions about the history behind **BTR**. It's a better game for his involvement.

Finally, Tony Zbaraschuk and Scott Johnstone played this game countless times over the years trying to break it. Sometimes they did, but always offered easy, historical solutions. They would then start again always trying to break the game yet again. Playtesting at its finest.

Selected Bibliography

I thought about writing an historical overview of the campaign (that would bore you to tears), but ultimately chose not to do so. Published authors are far more articulate than I, and they wrote the books that inspired this design. What follows is a list of the best ones. The list is by no means comprehensive, but I think most players will find in this sampling some interesting and informative titles.

General Reading

John N. Rickard's *Advance and Destroy, Patton as Commander in the Bulge*. University Press of Kentucky, 2011.

Joachim Ludwig's *Ruckzug, The German Retreat from France, 1944*. University Press of Kentucky, 2012.

Derek S. Zumbro's *Battle for the Ruhr, The German Army's Final Defeat in the West*. University Press of Kansas, 2006.

Max Hastings' *Armageddon, The Battle for Germany 1944-1945*. Alfred A. Knopf, 2004.

J.L. Moulton's *Battle for Antwerp*. Hippocrene Books, Inc. 1978.

Mark Zuehlke's *Terrible Victory, First Canadian Army and the Scheldt Campaign September 13-November 6, 1944*. Douglas & McIntyre, LTD, 2007.

Mark Zuehlke's *On To Victory, The Canadian Liberation of the Netherlands March 23-May 5, 1945*. Douglas & McIntyre, LTD, 2010.

Samual W. Mitcham Jr.'s *Retreat to the Reich, The German Defeat in France, 1944*. Praeger Publishers, 2000.

Harry Yeide and Mark Stout's *First to the Rhine, The 6th Army Group in World War II*. Zenith Press, 2007

Danny Parker's *To Win the Winter Sky, Air War over the Ardennes, 1944-1945*. Combined Books, 1994.

Danny Parker's *Battle of the Bulge, Hitler's Ardennes Offensive 1944-1945*. Combined Books, 1991.

Charles B. MacDonald's *A Time for Trumpets, The Untold Story of the Battle of the Bulge*. Quill, 1985.

Russell F. Weigley's *Eisenhower's Lieutenants, The Campaign in France and Germany, 1944-1945*. Indiana University Press, 1981.

Chester Wilmot's *The Struggle for Europe*. Wordsworth, 1997.

Major L.F. Ellis' *Victory in the West, Vol. II*. Uckfield, 1968, 2004.

Maps

These are a sampling of the situation maps I consulted for the various scenario setups. Note that various unit histories were used to fill any gaps.

Lage West Stand: 5.9.44, 17.9.44, 15.12.44, 16.12.44, 17.12.44, 1.2.45, and 11.2.45.

Lage Frankreich Stand: 2.1.45 and 8.2.45.

Allied Twelfth Army Group: 4.9.44, 5.9.44, 6.9.44, 15.12.44, and 2.8.45.

Army OBs

The following books were consulted to research orders of battle. This list is also abbreviated, as I have not included any specific unit histories. These are not good reading books but excellent for reference.

Germany

Georg Tessin's *Verbande und Truppen der Deutschen Wehrmacht und Waffen-SS, 1939-1945*. Biblio Verlag, 1973.

J. Dugdale's *Panzer Divisions, Panzer Gr. Divisions, Panzer Brigades of the Army and the Waffen SS in the West Autumn 1944-February 1945, Volume 1 (Part 1, Sept.), Volume 1 (Part 2, Oct.), Volume 1 (Part 3, Nov.), Volume 1 (Part 4a, Dec.), Volume 1 (Part 4b, Dec.)*. Military Press circa 2002 (varies by volume).

Dieter Robert Bettinger's *Die Geschichte der HGru G Mai 1944 bis Mai 1945*. Helios, 2009.

Kurt Mehner's *Die Geheimen Tagesberichte Der Deutschen Wehrmachtfuehrung im Zweiten Weltkrieg 1939-1945 Vol. 11 and Vol. 12*. Biblio Verlag, 1984.

Samuel W. Mitcham Jr.'s *German Order of Battle, Volumes I, II and III*. Stackpole Books, 2007.

The Commonwealth

David Hughes, James Broshot, and Alan Philson's *The British Armies in World War Two, An Organisational History, Vol. 1, 2, 3, 4, 6, 11*. The Nafziger Collection, 1999.

David A. Ryan, Steve Rothwell, and David Hughes' *British Armies in World War Two, An Organisational History*,

Supplement 4 (Orders of Battle 1944-1945). The Nafziger Collection, 2005.

American/French

Shelby L. Stanton's *World War II Order of Battle, An Encyclopedic Reference to U.S. Army Ground Forces from Battalion through Division, 1939-1946*. Stackpole Books, 2006.

George F. Nafziger's *French Order of Battle In World War II, 1939-1945*. The Nafziger Collection, 1995.

Developer's Notes

BTR was in testing back when Bill Clinton was president. It was an ugly duckling, since this was way back when playtest maps were drawn (and colored) by hand. Some years later, after finishing my work on **Baltic Gap**, I was asked by Dean Essig to prep some of the promising prototypes for publication, and we decided a priority should be **BTR**.

The design itself was fundamentally done by then, but much work remained on scenario research. I made one noteworthy command decision for **BTR**, altering its scale. Stacks were too tall with the regular 5-mile hexes, so that was no good, but if changed to **Sicily**-scale (2.5-mile hexes) it would have way too many maps. Ultimately, we picked an intermediate scale for Western Europe of 3 1/2 miles per hex. This gave us a 4-map footprint for **BTR**; big, but not *crazy*-big. Logic dictated a corresponding shift in time—maybe to three turns per week—but that seemed excessive for a long and (at times) static campaign. I recall discussing this problem with Rod Miller, and coming away assured that we could justify using standard OCS time scale because of the slow pacing. The rest, as they say, is history. Overall, the special rules probably lengthened during testing. We tried to restrain ourselves from excess—and did indeed simplify some sections—but at the same time didn't shy away

from adding chrome to give the design that extra sparkle.

“The Allies have it too easy” was a constant concern. A well-researched German OB combines with Allied supply shortages to show how the front stabilized in September. Over time, though, the Allied mobility and ability to concentrate SP seemed an unbeatable 1-2 punch. This led to a fairly simple rule that reflects Ike’s guiding principle: Broadfront. The rule also catered toward producing smaller campaigns (so boundaries are along map edges), limiting the power of a fueled HQ (since the boundaries shorten their reach), and giving the German an integrated motivation to stay west of the Rhine.

Rhine-class rivers presented more challenges. Initially, crossings were limited to printed bridges (blown or intact) because the German position seemed impossible if the Allies could cross anywhere. This worked fine when tests concentrated on 1944, but testers didn’t like how this defied the historical 1945 crossings. It was a long, winding road to the current rules for Pontoon brigades!

Roland has mentioned most of the guys who did heavy lifting during development. They’re quite a group, and I have had the pleasure of playing **BTR** with most of them during the long development. Let me add special thanks to three who helped proof the rules (Tony), maps (Perry), and counters (Steve).

A few others lent critical support. When I hit a dead end on the new maps, Hans Kishel was like a troop of cavalry galloping to the rescue. He researched and drew a new four-map layout at 3.5-mile scale (and even roughed-out a connected “Normandy” layout that was also contemplated). Hans had the knowledge, skill, and talent to get **BTR** over a very high hurdle. We owe you big time, Hans!

Dean Essig, as always, was generous with help and advice. He was a frequent sounding board, helping us through the rough patches.

Finally, I want to emphasize how much fun I had working (and playing) with everyone. Roland has designed a great game, and it is nice to reflect upon how our collaboration has deepened into friendship. I’m very proud to have my name attached to the project!

Allied Player Notes

The Allies begin the game in pursuit mode, with glittering opportunities all along the line. Your chief task, in the early game, will be to decide which of these must be ruthlessly seized, and which reluctantly forgone. You have enough supply to move or to fight, but not both at once. Your army is vast and powerful, but it takes vast amounts of supply to get the Great Beast lumbering forward, and even vaster amounts to keep it moving.

The Good

You begin with many advantages. Air supremacy is the most obvious. The Luftwaffe will never be more than a nuisance, but suppress it anyway; that will free up more of your planes for ground support duty on subsequent turns. Don’t fear losing planes; you have more than enough replacements.

Consider carefully when to use the Interdiction Box planes; their subtle suppression of German movement and rail cap is worth a great deal, but sometimes they can be useful for fighter sweeps and interdicting critical choke points (like the rails around Dijon) on limited-flight turns.

A second advantage is the generally high quality of your units compared to the Germans. Capitalize on this by destroying high-AR German units whenever possible; the gap will widen. (Isolated AR5 units, in particular, should be killed on sight—the German player needs them to mount effective attacks against you, and the long-term payoff is worth it.)

You are more mobile than the Germans, and much more so when the

skies are clear. You can also defend quite well in place—but you must always remember that not all German units are garbage garrison-line holders: they can and will punish overextension, even if they cannot match you in a mobile air/armor battle.

Third, you have the strategic initiative. You have powerful and mobile forces which can go anywhere not actively defended. You can, and must, make the German player dance to your tune, and keep him reacting to your moves and patching holes rather than giving him breathing room to plan and supply a counteroffensive. Threaten attacks everywhere; attack in strength where you plan to make a breakthrough. Try not to settle for just pushing the Germans back a hex. They have amazing powers of reaction and recuperation.

Finally, your airborne reserve is a two-edged sword. Paratroops can seize bridges from the rear, isolate enemy units, and add considerably to the reach of a major attack. But they are very fragile and cannot carry out strategic envelopment on their own. You may want to just ship most of them over (by airlift, or by sea once you capture a port) and use them as additional infantry—but the ability to drop three infantry divisions at once in the German rear provides dazzling opportunities if you can figure out how to use them. An airborne leap to victory—or a bridge too far? You are in command.

The Bad

Now, for the disadvantages. Your supply situation is abysmal. Clearing Antwerp is a very high priority, probably your first. There will be many opportunities pulling you eastward, but without Antwerp you will not have the supply to exploit them properly. Resist the temptation, and realize that clearing Antwerp is likely to be a hard slugging match. If you can take one of the blocking points easily and cheaply, do it fast—that will save you the time and casualties you take later. For a heavy assault, use two divisions, each

with tank backing (yes it's polder, but most of your targets can be reached by local roads, and AR4 armor is easier to replace for one EQ than AR4 infantry for two Pax). One attacks, while the second waits in reserve to finish the job. Study the amphibious attack rules carefully; Walcheren will need all the force you can get, but you may have chances to use them to speed up the process elsewhere. You may be able to speed things up with American help.

The Broadfront rule has many quirks (such as only being able to move empty trucks between zones), and will require you to build up separate stockpiles in each sector before resuming sustained operations. Air supply should supplement your most important drive (so probably all to the British till Antwerp is cleared), but it will not solve all your problems. Decisive operations will require saving up enough supply to keep the offensive going, which must be balanced against the need to pressure the Germans to keep them off-balance.

The Arsenal of Democracy provides many machines, but few men. Preserve your infantry; even for the Americans, losses will be hard to replace, and much more so for British and French. Use planes and tanks as much as possible (a one-EQ step is easier to replace than a two-Pax step). Keep armored divisions at full strength for breakthrough and exploitation.

Finally, the sunny summer is nearly over. The weather will be as much an enemy as the Germans. Use airpower to the maximum extent possible, but you may need to use artillery sometimes to maintain the advance or support a successful operation. This, of course, takes more supply—every barrage you fire means a division doing nothing next turn.

The Ugly (Operations)

The opening September is a time for deep-driving boldness in pursuit. The weather is (usually) good, the Germans are (usually) thin on the ground, and you have (not quite enough) mobile units to pursue and

surround. Bounce river lines if you can. The English move is obvious: take Antwerp and clear the Scheldt. The Americans can help with this, or try to keep up pressure on the Germans, but pick your line of operations carefully. Breaching the Westwall on a wide front will be difficult if it is defended (you need to take and hold three adjacent hexes to bring supply through for operations beyond it). If you cannot break through on the fly, you will have to wait and build up enough troops and supply to make a full breach quickly, and this will likely require a force of four or five divisions with artillery support.

As the pursuit sputters to a halt and the German defensive lines thicken in late September and through October, you will need to consider operations on a different scale. Until Antwerp is open, the British have only 3-4 SPs per turn, and each American zone only 2-3 — but major offensives require more than that. You will need to build airfields, fuel HQs, move reinforcements to the front — and accumulate the surplus to the point where you can do something worthwhile with it. You want to spread out all along the German line to force them to extend as well; you want to concentrate hard for attacks to breach the Westwall (say around Aachen) or open a hole through which armored divisions can pour (say in Lorraine or the Belfort Gap), but in either case a sustained offensive will take at least 6-7 SP, and more likely 10 SP or more. It will not be easy to accumulate supply while forcing the Germans to use all their reinforcements and Emergency Pool units to patch holes so they have nothing left to stop a breakthrough.

November and December should see an improved supply situation, but also bad weather and a German counter-offensive. (Yes, the historical Allies were not expecting Wacht am Rhein, but we can't stop you from reading the rules, can we? Still, you don't know where or when it will happen.) Be wary, keep reserves handy, make sure crossroads behind the lines are

garrisoned, and don't let yourself get unbalanced.

January and February are still bad weather, but the Germans have (probably) shot their bolt and you can start pressing forward with greater force. Airpower is still not easily available, and the winter floods make the Rhine uncrossable much of the time, but you should be trying to defeat the Germans west of the Rhine before they can withdraw behind that formidable barrier. Remember, take ruthless advantage of your mobility to punish any German mistakes and exploit any holes that develop in their defense. Making the war go mobile is your objective here. Study the Rhine bridge rules CAREFULLY—you will need a rail bridge across the river to avoid sudden death, and you want to avoid getting thrown back across the Rhine because you attacked with insufficient force.

March and April should be your months of triumph, with better weather and adequate supplies, if the game lasts that long. (Bribe the German player with burritos as big as your head, if necessary.) The Great Green Beast is finally free to charge—see what the US Army and Army Air Force in full force look like, and hope the British, French, and Canadians are still around to hold their flanks as Germany collapses.

Amateurs Study Tactics

Most usual OCS tactics apply: study the terrain and use the appropriate troops to attack, try to DG the enemy before attacking (preferably with air), arrange your attacks to ZOC-block enemies as they are forced to retreat, have reserves ready to exploit successful attacks, and above all else DO NOT SPEND UNNECESSARY SUPPLY. You want to destroy German units whenever possible, but unless you are in pursuit of a beaten enemy or exploiting a major breakthrough, you want to save supply to make major and meaningful attacks, not just push the Germans back a hex or trade

an AR4 armor battalion for an AR2 alert battalion over and over again.

Lead with armor where you can; it's easier to replace machines than men. Concentrate intact divisions in vital areas and for major attacks, while you screen off areas where you aren't planning to attack (the Vosges and the Ardennes are good candidates), though you may want to consider attacking through areas where the Germans have left inadequate garrisons. Remember, mobility can be a major advantage and 1T will move one of your infantry divisions a very long way.

You have a superfluity of air; it is often more useful to have pairs of planes attacking all along the enemy line on the 17+ column than to try and pile on the air to guarantee a DG of any particular hex—more attacks, more DGs, and then choose where to attack. If you must clear a particular hex (like one of the Scheldt ports, or a particular bridge hex, or one of three adjacent Westwall hexes you need to take), pile on the air. You can reach the 41+ column if you try. But if it's that urgent, make sure you have artillery for backup, and reserve artillery for use in exploit.

Try to surround enemy units whenever possible. If they try to break out or roll on the Attrition Table, you may destroy them without using supply or risking losses. This will let you keep pressing the offensive further and faster. Move infantry forward with tank/TD backing and a minimum of fuel (one HQ for a lot of units) to close the German line and threaten offensives in many places; don't move armored divisions unless they have something important to do.

Professionals Study Logistics

Two things bear repeating: clear Antwerp as fast as you can, and **DO NOT SPEND UNNECESSARY SUPPLY**. The British may have opportunities to drive east and do significant damage to the Germans, or even seize a crossing over the Rhine. No matter how great the opportunity, think long and

hard before doing anything else but clearing the Antwerp approaches. Lack of supply limits everything you will ever do for a very long time. So since you have so little, spend what you get wisely.

Clearing either Dutch major port would be extremely useful, but you have two Rhine-class rivers to cross and taking Holland is unlikely to lead to significant German casualties. Going for Holland or not is a major operational choice, and you should carefully consider the requirements and the implications.

Still, even threatening an operation in this area may force the Germans to keep troops here that will not then be in position to help guard the Westwall and the Rhine.

Allied reserve markers are very short early on -- save them ruthlessly for your most important operations, and do not bother with reserve artillery early in the game—you should be able to use airpower against German counterattacks. As you get more reserve markers, you can do more (particularly with infantry reserves near thin German front lines). By the time December rolls around you should have a fair amount of reserve artillery in position—it will be critical for defense against Wacht am Rhein. Try and keep a few move-mode armored divisions in reserve to backstop any areas threatened by German assaults.

Finale

Despite the overwhelming superiority of your airpower, and the great strength of your ground forces, you will spend much of the game trammelled by supply shortages. Plan around them; learn to make every bit of supply count. Keep a close eye for weaknesses in German deployment, and sudden opportunities that will be gone next turn.

Can you get Beyond the Rhine before the Russians reach it? Or before the Air Forces eviscerate the German economy? This is your chance.

— Tony Zbaraschuk

German Player Notes

As it was historically, the Germans are going to have to slow down the Allied forces until reinforcements can be rushed to the Western Front. As the German player you start with the survivors of the retreat across France falling back towards Germany. These forces are inadequate to form a solid front. The Allies, if they want to risk it, can try and drive through the holes toward the Rhine. It is a perilous situation.

The Germans are not without options. Consider the Fifteenth Army, retreating towards the port and ferry at Breskens (these are the units that arrive on 5 September on Map A's west edge). If it stays south of the Schelde Estuary and adopts an aggressive posture, this army can tie down a significant portion of Commonwealth forces that will otherwise be heading towards the vital port of Antwerp. Alternately, the army can be moved via Breskens Ferry as rapidly as possible to Middelburg, at which point the player must decide how many regiments will try to redeploy to Germany and how many will stay behind to defend Festung Breskens. (Carefully read OCS 4.7b to ensure you maximize your ability to ferry troops.)

While dealing with the escape of the 15th Army, you must also defend Antwerp. It is vital to delay the capture of the ports' approaches while minimizing your own losses. The longer Antwerp is not functioning, the longer the Allies will be constrained by supply.

The Americans on the Commonwealth flank will probably try and take Liege and Maastricht, or make a lunge for Aachen. This area is easily bottled up by Germans using Aachen as an entry area for reinforcements, but note the Allies have many options in the North and these are just some of the obvious ones.

South of the Ardennes the German player should try and defend the Metz-Nancy line, and generally try and keep the Franco-Americans as far to the west as possible to preserve

ground to give up over time. You must be very careful in the far south, since it is easy for your units to be cut off by the Allies that arrive on the South edge.

The key thing as the German player is to keep your nerve, since it always looks bleak early on. You are on the defensive and will be very busy just trying to get enough forces on the map to have a solid front line. If the Allied player is a risk-taker do not panic when he tries a deep penetration. Your reinforcements are coming and you should see this as a chance to engage overstretched Allied units. If the Allied player is cautious there will be fewer attack opportunities, but to compensate you will have more terrain to yield when the pressure becomes irresistible. Against every kind of opponent there will be opportune moments for small counterattacks—take advantage of those occasions to mess with the Allies' head. But at the same time, be patient and build up supply for the time when you can punch hard. Doggedness and patience are cardinal virtues, but a touch of rabid dog won't hurt either.

Strategically, the game's first three months seem to be dominated by preparation for Wacht am Rhein, and the game's last three are spent trying to hang on for a victory. What often separates victory and defeat is how early the Allies are able to lift their Broadfront Restrictions, and thus it is essential that the Germans "hold" at least two of the zones as deep into the game as possible.

When it comes time to launch Wacht am Rhein you will have many choices. Is it best to focus on territorial gains, with an eye toward Broadfront or the capture of Antwerp? Or should the focus instead be on inflicting serious losses, attacking where the Allies are most vulnerable, to hurt them enough to ensure victory. This offensive is Germany's trump card, so don't play it before the time is right.

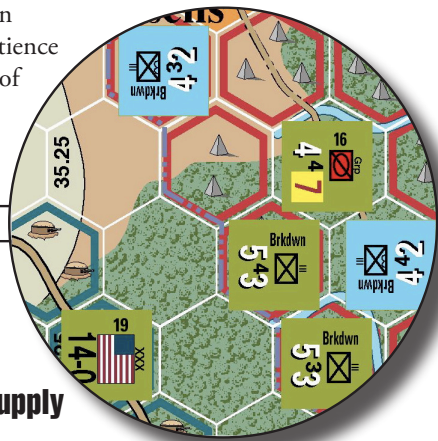
The key is to have a plan from the beginning. Will you fight hard for every hex? Or, as river and canal lines

are breached, will you retreat to the next defensible line? The first strategy attempts to make the Allies spend supply for every hex, but at the same time risks pocketing. The latter tries to maximize your defensive strength by using terrain effects to inflict maximum losses on the enemy when they attack.

Force preservation is equally important. It may seem like you have an unlimited supply of units—the Repl Table is pretty generous, as are the Arrival lists—but many of your units are small and will quickly die when the Allied war machine revs into high gear. The German army peaks in strength during Wacht am Rhein, but January's sudden withdrawals to the Eastern Front take a heavy toll. So look with care at the Arrival Schedule, and be planning a few turns ahead.

Generally speaking, you cannot defend everything so prioritize what needs to be held. Strive to keep the Allies far from the Rhine, because this mighty river is not an impenetrable barrier; it is an obstacle the Allies can and will overcome in time. You are on the strategic defensive, but that doesn't mean you must fight passively. Remain alert for chances to inflict pain, and savor that one major offensive with which to seriously disrupt Allied plans. And never give up.

— Stephen Campbell



Close-Up: The West Wall Effect on Supply

This is an illustration showing how hard it can be for the Allies to throw/draw supply through the West Wall. (The important rule being highlighted is 1.5a(D).)

The two US breakdowns are ok, because the US HQ can easily throw supply to adjacent hexes (and "adjacent is good enough"). The HQ has enough Throw range to reach the armored cav unit, but since the path would have to go through West Wall hexes that are *next to German combat units* this is not allowed. Notice that the 4-4-2 is not in the West Wall and could even be DG (no ZOC); all that matters is that a German combat unit be adjacent to those West Wall hexes.

In the short run the Allies could truck an SP to the 5-4-3's hex—to let the armored cav eat off the map—or possibly move the HQ into that hex so it can lob supply from/to adjacent hexes (no further, since Draw/Throw is prohibited in a West Wall hex adjacent to a German). A proper breakthrough, however, will require they widen the gap in the West Wall, which can be hard to do.

6.0 Scenarios

Page	Scenario
18	6.1: Grand Campaign
23	6.2: Fall of '44 (Montgomery)
25	6.3: Fall of '44 (Patton)
27	6.4: Operation Queen
29	6.5: Bulge Campaign
40	6.6: A Time for Trumpets
47	6.7: Nordwind
51	6.8: Endkampf Campaign
61	6.9: Spring of '45 (North)
62	6.10: Spring of '45 (South)

Unit Designation Abbreviations

A - Armored	Fr - French	RAC - Royal Armoured Corps
Abn - Airborne	Freiw - Freiwilligen (Volunteer)	Rass - Rasser
Achn - Aachen	FBeg - Fuhrer Escort	RD - Royal Dragoons
AG - Assault Gun	FGren - Fuhrer Grenadier	Rgt - Regiment
AL - Airlanding	FvS - Ferdinand von Schill	Rmnt - Remnant
Al-Lo - Alsace Lorraine	Georg - Georgisches	RNPI - Royal Netherlands Princess Irene
Alg - Algerian	GG - Grenadier Guards	Rngr - Ranger
Armen - Armenisches	Gr - Grenadier	RR - Railroad
Arty - Artillery	Grp - Group	RS - Royal Scots Greys
AT - Anti-Tank	Hamb - Hamburg	Rus - Russische
Bty - Battery	HQ - Headquarters	sar - South Alberta Regiment
Bava - Bavaria	HC - Household Cavalry	Sauer - Sauerland
Baye - Bayern	H.G. - Hermann Goering	Schaf - Schaffmann
Bde - Brigade	Holz - Holzer	Scha - Scharnhorst
Berg - Bergen	Hum - Hummel	Schluk - Schluckebier
Bn - Battalion	Inf - Infantry	Schm - Schmitz
Boeh - Boehm	Ioc - Inns of Court	Schw - Schwerin
Brit - British	Jutl - Jutland	SG - Scots Guards
Brkdwn - Breakdown	KG - Kampfgruppe	Stelt - Stelter
Browd - Browdowski	Kos - Kosaken	St.Tr - St.Truidon
Can - Canadian	Kum - Kummersdorf	Thur - Thuringen
Cav - Cavalry	LN - Landstorm Nederland	Tk - Tank
Cdo - Commando	Lr - Lehr	TD - Tank Destroyer
CG - Coldstream Guards	Lw - Luftwaffe	UvH - Ulrich von Hutton
Clwtz - Clausewitz	LN - Landstorm Nederland	v.d.H - Von der Hydte
Col - Colonial	Ltzw - Lutzow	v.Frit - Von Fritzchen
Co - Company	MG - Machine Gun	VAK - Volks-Artillerie Korp
Com - Commonwealth	Mor - Moroccan	VG - Volksgrenadier
Danu - Danube	Mtn - Mountain	VS - Volksstrum
Div - Division	Mtrd - Motorised	v.Ben - Von Benningsen
Dunk - Dunkmann	Nord - Nordkaukas	v.Fritz - Von Fritzschen
Ellwan - Ellwangen	NY - Nottinghamshire Yeomanry	v.Hobe - Von Hobe
Eng - Engineer	Ober - Oberrhein	v.Hof - Von Hoffman
ER - East Riding of Yorkshire Yeomanry	P - Poeschmann	W - Wackernagel (German)
Erd - Erdmann	Pad - Paderborn	WRAC - Welsh Guards RAC
Ferh - Fehrman	Para - Parachute	Wall - Wallenberg
FJ - Fallschirmjager	PG - Panzer Grenadier	Werfer - Volkswerfer
Fkl - Funklenk (radio-controlled tanks)	PJ - Panzerjager	West - Westfalen
FP - Festerplatz (Fortified Area)	Pol - Polish (Red)	Wik - Wiking
Frank - Franken	Pol - Police	Wolga - Wolgatatar
FF - Free French	Pots - Potsdam	z.b.V - For Special Employment
	Pz - Panzer	

Campaign Event Record & Notes

<u>1944</u>	8 Dec	15 Mar
5 Sept	12 Dec	19 Mar
8 Sept	15 Dec	22 Mar
12 Sept	19 Dec	26 Mar
15 Sept	22 Dec	29 Mar
19 Sept	26 Dec	1 Apr
22 Sept	29 Dec	5 Apr
26 Sept	<u>1945</u>	8 Apr
29 Sept	1 Jan	12 Apr
1 Oct	5 Jan	15 Apr
5 Oct	8 Jan	19 Apr
8 Oct	12 Jan	22 Apr
12 Oct	15 Jan	26 Apr
15 Oct	19 Jan	29 Apr
19 Oct	22 Jan	
22 Oct	26 Jan	
26 Oct	29 Jan	
29 Oct	1 Feb	
1 Nov	5 Feb	
5 Nov	8 Feb	
8 Nov	12 Feb	
12 Nov	15 Feb	
15 Nov	19 Feb	
19 Nov	22 Feb	
22 Nov	26 Feb	
26 Nov	1 Mar	
29 Nov	5 Mar	
1 Dec	8 Mar	
5 Dec	12 Mar	

One-Time Events Checklist

- Railway Strike (C36)
- Elite Tank Destroyers (C41)
- Luftwaffe Closes... (U11)
- Truck Failure (U15)
- Dutch Liberation (U21)
- Operation Manna (U21)
- SS Leopoldville Disaster (U23)
- Pershings Arrive... (U43)
- V-Weapons Hit Ports 2 (U45)
- Operation Hammelburg (U51)
- Operation Clarion (U53)
- De Gaulle (U61)
- Ground-to-Air Missiles (R1)
- Norway (R2)
- Courland (R3)
- Dam Busters (R4)
- Guderian Has His Way (R5)
- Hitler Suspends... (R6)

Random Events

Random Events require an 11-66 roll; use the colored die as the tens digit and the white die as the ones digit. For instance, a red '6' and a white '5' would be read as a roll of '65' — note the instructions for this event require a check for an Uncommon Event, so the dice are rolled again and that event listing is consulted.

At the beginning of each turn, right after determining the weather, [roll on the Frequent Events Table and follow the table's instructions from there.](#)

Most events are implemented immediately, but others are delayed until an indicated phase or circumstance.

Notes:

- Some events have weather or time considerations, situational pre-conditions, or are one-time only. Sometimes there will be an event substituted (per the italicized

instructions). **When an event is disallowed, players should start the event process over again with a roll for Frequent Events. As a reminder, events with this possibility are marked with a “†” symbol.**

- Events involving aircraft are sometimes changed on no-flight turns, but sometimes occur anyway. The inconsistency is intentional. Also note that when an event calls for a temporary withdrawal of planes, they must be “in play” (not taken from Dead Pile).

Examples:

The Frequent Events roll is '15' so this turn US and French artillery barrages cost twice the usual SP.

The Frequent Events roll is '44', which requires a check of the Common Events. That roll is an '11' (Carpet Bombing), which will be changed to the special “Storms” event if the turn's weather is

No Flight, and to the “Eighth Air Force Raids 1” event if it is September.

The Frequent Events roll is “63” which requires a check of the Common Events. This roll is a ‘52’, which is exciting because now a roll for an Uncommon Event is needed. That roll is a ‘44’ (Pershings Arrive...). Per the italicized notes, if it is 1944 this event cannot occur so a new roll is made for Frequent Events; if it is 1945 the event happens and players check-off this one-time event (it cannot happen again).

Common Events (11-66)

11 Carpet Bombing. The Allied player can do a special carpet bombing mission. Designate 1 or 2 target hexes (if two hexes are barraged, they must be adjacent to one another) during the Allied Movement Phase (before conducting any air missions). Don't actually resolve the barrages until the Combat Phase, when each of the designated hexes is hit by a free 117+ barrage. Collateral damage is a risk: on barrage rolls of 4 or less, every adjacent Allied-occupied hex suffers an 8-11 column barrage. No column shifts, flak, or interception are applied to Carpet Bombing missions.

Exception: In September change to Event 12 below; on a no-flight turn, change to Storms (below).

Storms. The turn must be simulcast (OCS 2.4). Storms reduce the MA of air and ground units to zero, so the only possible movement is by rail or sea (including the Breskens Ferry). Also wait until both players have finished checking trace supply before changing any unit modes. To reflect the tenuous Allied logistical tail, reduce American and Commonwealth supply columns by 2,

Frequent Events (11-66) — Start Here!

11-13 Allied Arty Ammo Stockpile. Receive one Arty Ammo Marker (3.11).

Exception: Change to No Event (with no event re-roll) if all three markers are currently in the England Box.

14-16 US Arty Ammo Shortage. This turn the supply cost of US/FR artillery barrages is doubled to reflect shell shortages. (CW barrages are normal.)

21-23 Double Trouble! Apply both “US Arty Ammo Shortage” and “German Fuel Shortage” (above and below).

Exception: In 1945 change the above to: Apply both “Allied Arty Ammo Stockpile” and “German Fuel Shortage.”

24-26 German Fuel Shortage. The “1T per unit method” (OCS 12.5c) must be used for fuel expenditures this turn. (Already fueled HQs and formations are handled normally.)

31-33 Weather Forecast. The Allied player gets to immediately roll for the next turn's flight condition (not ground condition). The result is not revealed to the German player until the next turn's Weather Phase.

34-36 Hitler Interferes. During his turn the German player must attack a West Wall hex or named location (city or village). A ground combat of any size will satisfy this event.

Penalty for a non-attack: German player rolls a die during Clean-Up and removes that number of reserve markers from play. (Take units out of reserve if necessary to satisfy the result.) The markers return to play in the German reinforcement phase of the next game turn.

41-66 Common Event. Roll for a Common Event.

and modify their Repl Table rolls by -2.

12 Eighth Air Force Raids 1.

Heavy raids by the Eighth Air Force help maintain strategic interdiction over the maps this turn. Roll two dice for the number of planes in the Interdiction Box that are allowed to fly Sweep and Facility Table Barrage missions between now and next turn's Allied Refit without triggering 3.7b.

Exception: If a no-flight turn, change to Storms (see above).

13 Eighth Air Force Raids 2.

Heavy raids by the Eighth Air Force on railroad marshaling yards. Roll a die to see how much the German rail cap is reduced (for this turn only).

Exception: If a no-flight turn, change to Storms (see above).

14 Ocean Storms. Poor weather affects the ability to unload ships at ports. Reduce both American and Commonwealth supply columns by 1 for this turn.

15 Luftwaffe Night Bombers.

The German player selects a hex and immediately conducts an 8-point barrage on that hex. No shifts of any kind are ever applied.

Exception: If a no-flight turn, change to Storms (see above).

16 The Fuhrer is Ill. Roll a die to determine the number of turns Hitler is ill (extend the illness if he is already ill). During the illness, the Germans can use the five reserve markers that setup in the WaR Box, any event with "Hitler" in the title is ignored, and the No Retreat option (5.2) is suspended. The extra reserve markers are returned to the WaR Box at the very end of the last turn of illness.

Two exceptions: During WaR the Germans do not receive any additional reserve markers because the full allotment is already in play. After the 22 Jan withdrawals the reserve markers will come from those withdrawn (not the WaR Box, which will be empty).

21 Allies attack V-Weapon sites.

The Allies make it a priority to attack V-Weapon sites in Holland (or other similar targets). Roll a die to determine the number of non-Interdiction air units with a barrage value of '8' or more that the Allied player immediately removes from play (put them in the Interdiction Box for safe-keeping). If possible, the planes being removed must be from England or Normandy. The planes return to play Active at any appropriate off-map box during next turn's Reinforcement Phase.

22 Bad Weather Off-Map (†).

Severe weather affects Allied air operations. Roll a die to determine which off-map box cannot be used for missions this turn. (Note that refit, strategic interdiction, and return-to-base are not affected.)

1-3 = England
4-5 = Normandy
6 = South France

Pre-condition: Must be between 15 Oct and 26 Feb (inclusive).

23 US Rear Area Comb-Out.

Roll one die and immediately give the US that number of Pax.

24 Hitler Declares a Fortress (†).

The Allied player must designate a German-held city to be declared a fortress. The German player immediately places an FP unit in the city (take one from the Dead Pile if the pool is empty).

Precondition: The city must be within 3 hexes of an Allied unit.

25 Dismissal by Hitler.

A German Army Commander has been dismissed by Hitler. Roll a die and immediately remove that many German reserve markers from play. (German player takes units out of reserve if necessary to satisfy the result.) The markers return to play in the German reinforcement phase of the next game turn.

26 Uprising (†).

An uprising causes a city to be declared "open" by insurgents. The Allied player immediately chooses an enemy-held city and inflicts a DoI. The Germans must retreat (cannot take the option as a loss) unless they are either totally surrounded, or there is an SS or Fester Platz unit in the stack.

Precondition: The city must be within 3 hexes of an Allied unit that is east of the Rhine.

31 Partisans.

Divide the roll of a die by 3 (round all fractions up). This is the number of Trainbusting markers the Allies immediately place in unoccupied hexes that are outside Germany. The markers clean-up at the end of the next German player-turn, and their effect can be combined with effects of Strategic Interdiction (ignore 3.7c).

32 Luftwaffe Drops Mines.

Every major port hex in Allied control takes 1 hit of damage.

Note: Ignore any hits in excess of 8 hits (4 mines + 4 damage).

33 Escort Help.

Fighters are called upon to help protect strategic bombers over Germany. Roll two dice to determine the number of

- US non-Interdiction fighters the Allies must immediately remove from play (put them in the Interdiction Box for safe-keeping). The planes return Active at any appropriate off-map box during next turn's Reinforcement Phase.
- 34 Ultra (†).** No initiative rolls this turn. The Allied Player gets to decide who will go first this turn. (Exception during WaR: see 2.9e.)
- Precondition: Must be 15 September or after.*
- 35 Local Gauleiter.** A local Gauleiter (Nazi party leader) appropriates supply on his own authority. Reduce the German supply column by 1 for this turn.
- 36 Double Event!** Both of the following occur:
- Railway Strike.** Dutch railway workers go on strike. German rail cap costs for moves through Holland are x2 for the remainder of the game.
- Railway Jam.** The Allied player rolls a die and reduces his rail cap by that amount, for a number of turns equal to the same number.
- Rail Strike is a one-time event, but not Rail Jam.*
- Historical Note: In mid-November, a serious jamming up of trains began to develop in the forward area, and quickly extended back from the railheads. By November 20, eastbound trains occupied every block from the Belgian border to Namur. Within another few days the entire Belgian rail system became so choked with traffic that it was necessary to clear selected trains from the main track at stations near the French border and release the crews and engines.*
- 41 Elite Tank Destroyers.** Immediately upgrade any three of the American 5-3-7 tank destroyer battalions (must be in trace supply, a future arrival, or in **Dead Pile**) to the generic 5-4-7 "Event" counters.
- This is a one-time event. If this event is rolled again, change to Extra Seaborne Assault (below).*
- Extra Seaborne Assault.** The Allies increase the number of allowable assaults by one.
- 42 Black Market.** Reduce the Commonwealth and American supply columns by 1 this turn.
- "The cornucopia of American goods coming into a Europe that had been at war for five years led to the greatest black market of all time." — Citizen Soldiers*
- 43 West Wall Construction.** Roll a die to determine the number of West Wall hexes that are immediately improved one level (German player's choice; hexes must be in trace supply and hexes can already be at Level-2 or Level-3). No single hex can be improved more than one level.
- Exception: If 1945, change to West Wall Decay (below).*
- West Wall Decay.** Divide the roll of a die by 2 (round fractions up) to determine the number of West Wall hexes that are immediately reduced one level (German player's choice; hexes chosen can be anywhere but must have been improved above the minimum Level-1). No single hex can decay more than one level.
- 44 German Fighters.** The Luftwaffe is called up to attack American strategic bombers. Divide the roll of a die by 2 (round fractions up) to determine the number of fighters the Germans must immediately remove from on-map bases (put them in the Luftflotte Reich Box for safe-keeping). Withdrawn planes that are not part of the Luftflotte Reich return Active at any German air base during next turn's Reinforcement Phase.
- 45 Mutiny (†).** Mutiny in an Ost battalion: the German player removes one from the map.
- Pre-condition: There must still be an Ost battalion in play.*
- 46 V-Weapons Hit Ports 1.** Every major port hex in Allied control takes 1 hit of damage.
- Note: Ignore any hits in excess of 4 (mine hits cannot be added).*
- 51-66 Uncommon Event.** Roll for an Uncommon Event.
- "†"** This symbol is a reminder that an event re-roll is required if otherwise there would be No Event.

Uncommon Events (11-66)

- 11-12 Luftwaffe Closes the Fighter Schools (†).** Roll a die and immediately give the Germans that number of Pax. All future German Ftr and Jet repls are halved (roll a die to round resulting fractions, 1-3 = down and 4-6 = up).
- Precondition: Must be 1945.*
- This is a one-time event.*
- 13-14 Captured Maps.** The Germans find themselves in possession of Allied maps detailing upcoming movements. Roll a die during the German Reaction Phase for

the number of combat units (must be in either Combat or Move mode) that can move as if they were released reserves.

Note: If this event is rolled a second time, switch it to captured German maps (reversing the effects). Alternate thereafter.

- 15-16 Truck Failure (†).** Due to faulty engines, the Commonwealth loses a large part of its trucking capacity. The Commonwealth supply column is reduced by 1 for a number of turns equal to the roll of a die.

This is a one-time event.

- 21-22 Dutch Liberation (†).** The Allies receives an extra VP if they liberate the Netherlands (4.2) by the end of 1944.

Exception: If 1945, change to Operation Manna (below).

This is a one-time event.

“The Dutch prime minister in exile pleaded with Eisenhower’s Chief of Staff, Bedell-Smith, for the liberation of his country by December 1, before the worst of winter came.” — Armageddon.

Operation Manna (†). The Allies fly food into German-occupied Holland for the starving Dutch population. To reflect shifting air assets, the Allies can no longer use the Interdiction Pool for anything other than strategic interdiction for the remainder of the game.

Pre-condition: Must be 1945.

This is a one-time event.

Historical Note: the Allied bombers flew completely unarmed because of an agreement between Brigadier General Walter Bedell-Smith, Eisenhower’s Chief of Staff and Reichskommissar Dr. Artur Seyss-Inquart whereby the Germans would not interfere with the missions.

- 23-24 SS Leopoldville Disaster (†).**

Deduct two steps from the next arriving American division (infantry or armored). Allies select randomly if there is a choice.

Precondition: Must be 15 October or after.

This is a one-time event.

- 25-26 Lack of Aviation Fuel.** Roll a die. The Germans cannot refit planes for that number of player turns (extend the duration of the shortage if this is already in effect).

- 31-32 Allied Intelligence Failure.**

No initiative roll this turn. The German player decides who will go first this turn.

- 33-34 Lost Courier.** A German courier wanders into Allied lines seeking directions! After being taken prisoner, detailed plans are found on him. The game’s next German attack that gains “attacker surprise” is changed to “defender surprise.”

Note: If this event is rolled a second time, switch it to an Allied lost courier (reversing the effects). Alternate thereafter.

- 35-36 Operation Annie.** An Allied-operated radio station pretending to be inside Germany convinces the enemy to abandon a position. At the end of his Combat Phase, the Allied player selects a German-occupied hex west of the Rhine and then rolls a die. On a 1-3, the stack is DG. On a 4-6, any Fester Platz is destroyed and other German units retreat one hex (no option to take a loss unless totally surrounded).

- 41-42 Der Gross Schlag (†).** The Luftwaffe has all available fighters try and turn the tide against the strategic bombing campaign. All German fighters are removed from play (put them in the

Luftflotte Reich Box for safe-keeping). Roll a die to determine fighter steps lost in this (futile) action; assign no more than one loss per unit, but otherwise it is German player’s choice. Withdrawn planes that are not part of the Luftflotte Reich return Active at any German air base during next turn’s Reinforcement Phase.

Precondition: May only occur prior to the launch of WaR.

- 43-44 Pershings Arrive in Significant Numbers (†).** Immediately upgrade CCA of both the US 3rd and 9th Armored Divisions (retaining current location and status, including losses) to the ‘Event’ CCA counters (AR 5).

Pre-condition: Must be 1945.

This is a one-time event.

- 45-46 V-Weapons Hit Ports 2 (†).** Every major port hex in Allied control takes 2 hits of damage.

Note: Ignore any hits in excess of 4 (mine hits cannot be added).

Precondition: Must be 15 September or after.

This is a one-time event.

- 51-52 Operation Hammelburg (†).** The Allied player selects a two-step American combat command to immediately suffer a loss. If possible, the unit chosen must be within 3 hexes of a German unit and also full-strength.

This is a one-time event.

On March 26, 1945 the XII Corps of 3rd Army sent a Task Force from the 4th Armored Division (Baum) through German lines trying to liberate Offizierslager XIII-B, an American Officers prison camp. Task Force Baum was totally destroyed in the attempt.

53-54 Pluto Pipeline. Due to heavy unauthorized tapping of the pipeline, gasoline flows to a trickle where they need it most. The Allies must use the “1T per unit method” (OCS 12.5c) to fuel units this turn. (Already fueled HQs and formations are handled normally.)

Exception: If 1945, change to Operation Clarion (below).

Operation Clarion (†). The Allied Air Forces launch an all-out effort to destroy the German transportation network. Immediately roll a die for the number of truck and/or wagon points removed to the dead pile (German player’s choice). German Supply Status and Rail Cap are both set at ‘6’ for the remainder of the game. Neither side is allowed to fly any air missions this turn (but refit and strategic interdiction are unaffected).

This is a one-time event.

55-56 Sabotage. German agents do severe damage to one of the gas pipelines in France. Reduce both the Commonwealth and American supply columns by 2 this turn.

61-62 De Gaulle (†). General De Gaulle requests some divisions be pulled out of the line in order to train new units. Allied Player must immediately remove three French infantry divisions from the game. Just pick up any three and put them in the counter tray. Units in the dead pile and/or future reinforcements can be used to satisfy the request.

This is a one-time event.

63-64 Werewolf (†). A prominent city official who collaborated with the Allies is assassinated by Werewolf. In their Movement Phase, the Allies must

move two attack-capable units to a captured major/minor German city (German player’s choice of city, not units) where they cease movement for the turn.

Precondition: The Allies must control a major/minor city within Germany’s borders.

65-66 Rare Event! Roll a die to see which one...

1 Ground-to-Air Missiles (†). The Germans develop ground-to-air missiles. Increase the German supply column by 1 for the rest of the game.

Pre-condition: Must be 1945.

This is a one-time event.

2 Norway (†). Hitler authorizes the evacuation of Norway! Reduce the German supply column by 1 for the remainder of the game. German player immediately gets four “Miscellaneous” rebuilds (see Axis Repl Table; these *can* be saved for later) and a number of Pax equal to the roll of two dice.

This is a one-time event.

3 Courland (†). Army Group Courland is evacuated. German player immediately gets two “Miscellaneous” rebuilds (see Axis Repl Table; these *can* be saved for later) and a number of Pax equal to the roll of one die.

This is a one-time event.

4 Dam Busters (†). The Royal Air Force successfully attacks the Roer River Dams (B10.31). See 1.9 for effects of locks being broken.

Precondition: May only occur before the Germans break the locks, and the Allies always have choice not to carry out this event.

This is a one-time event.

5 Guderian Has His Way (†). Wacht am Rhein becomes a lower priority. The Germans cannot do any more buildup (2.9a) or prep (2.9b), and the extra SP received during WaR setup (2.9d) is halved. Equally important, the Sixth Panzer Army (the Arrival Chart’s 22 January withdrawals) is removed earlier and the game ends early:

- If this event happens in December, the withdrawal is made 6 turns from now. If before December, the withdrawal is made on 22 December.
- If this event happens in Sep/Oct, the game’s last turn is 22 March. If in Nov/Dec, the game’s last turn is 22 April.

Precondition: May only occur prior to the launch of WaR.

This is a one-time event.

6 Hitler Suspends the Geneva Convention (†). Believing the Allies to be in violation of the Geneva convention, Hitler wanted captured Allied crews shot for bombing German civilians. Historically he was talked out of this idea, but not here. Increase the German supply column by 1 for the remainder of the game (due to resulting changes in strategic bombing).

Pre-condition: Must be 1945.

This is a one-time event.

“I order that all bomber crews shot down these last few months or in the future are to be turned over to the SD at once and liquidated.”

—Adolf Hitler, April 1945.

“†” **This symbol is a reminder that an event re-roll is required if otherwise there would be No Event.**