



At Set-up



505 PIR
Place in Mook

505 PIR
50.94

505 PIR
49.99

505 PIR
49.95

Stack with any
Unit of his Command



505 PIR
53.91

505 PIR
55.90

505 PIR
56.88

505 PIR
54.89

Activation Restricted

508 PIR
55.73

508 PIR
59.77

Independent
59.77

508 PIR
56.75



508 PIR
57.79

508 PIR
Place in Groesbeek

508 PIR
48.70

508 PIR
50.71

508 PIR
52.70

Freely Set-up in 82nd AB
Deployment Area



508 PIR x3
Freely Set-up in 82nd AB
Deployment Area

Independent
Freely Set-up in 82nd AB
Deployment Area

x4

Independent
37.86

Independent
36.86

Activation Restricted

Remove one Step from one 505 PIR Unit and one Step from two 508 PIR Units

Reinforcements

1300:



Coldstream Guards
38.70

Command Values

Command Rating: 5 (7 at 1300)
Dispatch Rating: 2 (3 at 1300)
Command Points: 6
Dispatch Points: 6



Korps Feldt

A Near Run Thing Advanced Scenario #2

Reinforcements

0700:

			"Ear" Battalion unit card	"Ear" Battalion unit card	"Ear" Battalion unit card						
--	--	--	---------------------------	---------------------------	---------------------------	--	--	--	--	--	--

Greschik (remove 3 Steps)
Reinforcement Hex B or C

--	--	--	--	--	--	--	--	--	--	--	--	--	--	--

Becker (remove 2 Steps)
Reinforcement Hex A

--	--	--	--	--	--	--	--	--	--	--	--	--

Herrman
Reinforcement Hex E/F

--	--	--	--	--	--	--	--	--	--	--

Goebel (remove 2 Steps)
Reinforcement Hex D

--	--	--	--	--	--	--	--	--	--	--	--	--

Artillery
Artillery Park

Independent
Stack with any other Units

1100:

--	--	--

Artillery
Artillery Park

1300:

--

Artillery
Artillery Park

Command Values

Command Rating: 3
Dispatch Rating: 2

Command Points: 19
Dispatch Points: 1