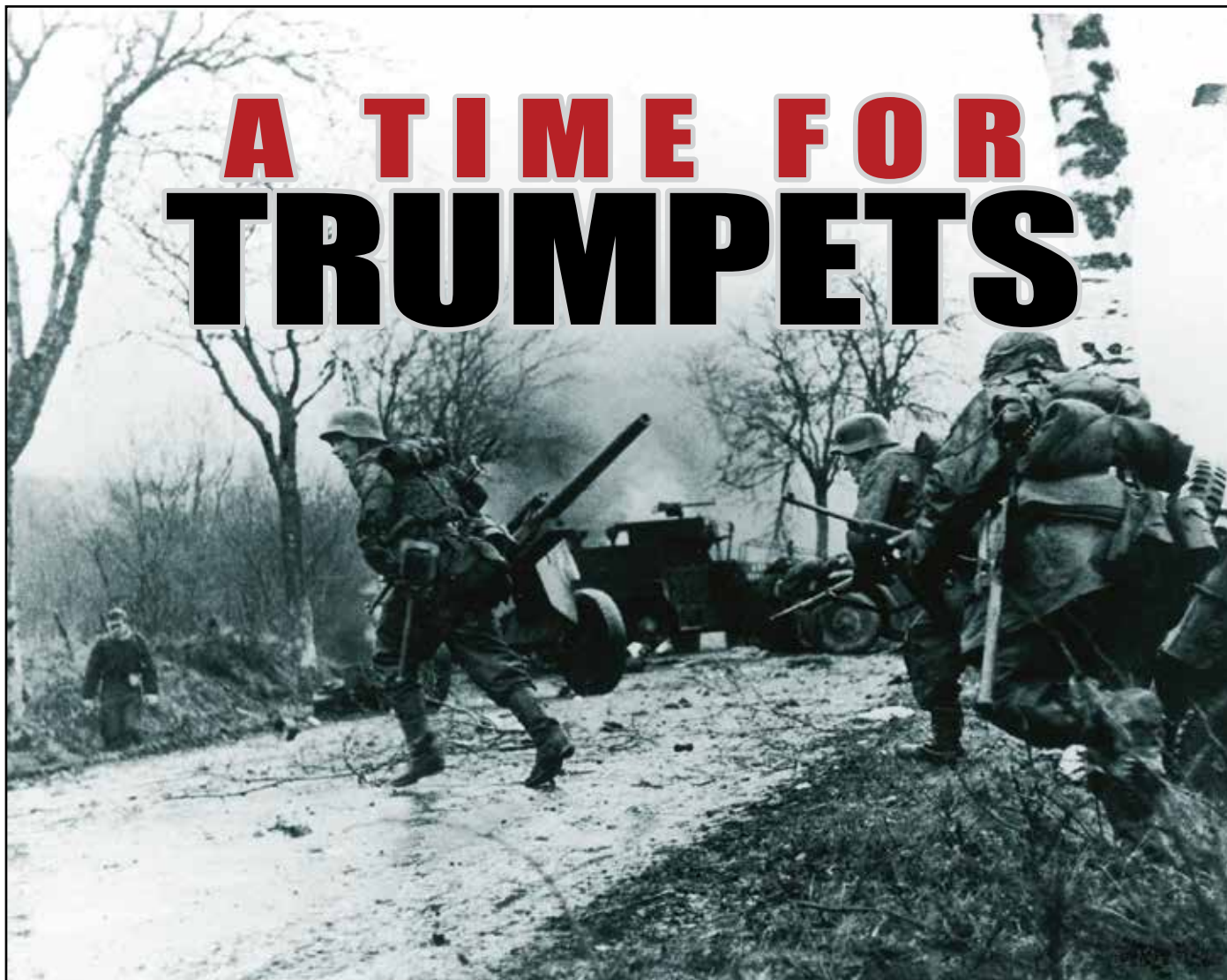


# A TIME FOR TRUMPETS



## PLAY-AID BOOK

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## 78.0 Random Events in the 7A Area

German LXXX Corps Activated: 16MO to 18EV Turns

- The Random Events below occur subject to the activation of German LXXX Corps.
- The 16MO Random Event is rolled with no drm.

die	16MO	16AF	16EV	17PD	17MO	17AF	17EV	18PD	18MO	18AF	18EV
0	-	B	B	G	G	G	G	K	K	K	K
1	A	C	C	B	B	B	B	L	L	L	L
2	-	-	-	C	C	C	C	-	I	I	-
3	-	-	-	-	I	I	-	-	I-J	I-J	-
4	-	-	-	-	J	J	-	-	I-J	I-J	-
5	-	-	D	D	D	D	D	-	J	J	-
6	-	D	E	E	E	E	E	M	M	M	M
7	-	E	F	F-H	F-H	F	F	N	N	N	N

### DRM for LXXX Corps Random Events - 16AF to 18EV

- +1 Echternach occupied by US
- +1 Haller occupied by US
- +1 Mullerthal occupied by US



### DRM for LXXX Corps Random Events - 16AF to 18EV

- 1 Echternach occupied by Germans
- 1 Haller occupied by Germans
- 1 Mullerthal occupied by Germans

#	Event Description
A	Comm disrupted by 16MO barrage. The 422/174 Arty may not provide arty support on the 16MO turn.
B	German Bridge Construction at Wallendorf accelerated. Place Bridge Improved marker.
C	German Bridge Construction at Echternach accelerated. Place Bridge Improved marker.
D	German Bridge Construction at Echternach damaged by US Artillery. Place Bridge Damaged marker.
E	German Bridge Construction at Wallendorf damaged by US Artillery. Place Bridge Damaged marker.
F	US Artillery destroys the bridge under construction at Echternach; it is eliminated.
G	If the 212PzJ Battalion is in 9058, it is ferried to 8959 even if Resting. It may not move again this turn.
H	General Barton finds the 159 Engineer Battalion. It arrives this turn.
I	Luftwaffe Air Support: One Staffel is placed with the LXXX Corps HQ. This Staffel is extra to the normal allocation.
J	US Air Support: The US 8 Corps receives an extra Squadron for a mission anywhere south of the Sure River.
K	The 276 PzJ Battalion arrives this turn.
L	Captured trucks are used to mobilize 7A assets. Assign a truck unit to a 7A foot infantry unit or a unit with a MF of zero.
M	The US may place a Strong Point in any village east of the Blanch Ern.
N	The US may place a Strong Point in any village east of the Alzette.
<b>Event B or C:</b> Bridge Improved random event is resolved using procedure of 75.4 in the Bridge Construction Progress Phase (section 60.3.1). <b>Event D or E:</b> Bridge Damaged random event is resolved using procedure of 75.3 in the Bridge Construction Progress Phase (section 60.3.1). <b>Event L: Captured Trucks:</b> <ol style="list-style-type: none"> <li>Foot Infantry with captured trucks may move with the Truck MF of 8, if they begin a turn with a truck. If the first hex moved is at the truck movement rate, the entire move must be as a truck unit.</li> <li>If the first hex moved by the infantry is as a foot unit, the entire move must be as a foot unit. The truck moves separately. The infantry and the truck may re-unite at the start of a new turn.</li> <li>If foot infantry with captured trucks is forced to retreat into truck prohibited terrain, the truck unit is eliminated, but the foot infantry may retreat. This is not applicable for Motorized Infantry.</li> </ol>	

**German LXXXV Corps Activated: 16MO to 18EV Turns**

- a. The Random Events below occur subject to the activation of German LXXXV Corps.
- b. The 16MO Random Event is rolled with no drm.

die	16MO	16AF	16EV	17PD	17MO	17AF	17EV	18PD	18MO	18AF	18EV
0	-	C	C	H	H	H	H	N	N	N	N
1	A	D	D	I	I	I	G	N	N	N	N
2	-	-	-	D	D	D	D	-	K	K	-
3	-	-	-	-	K	K	-	-	K-L	K-L	-
4	-	-	-	-	L	L	-	-	K-L	K-L	-
5	-	-	-	F	F	F	F	-	L	L	-
6	B	E	F	G	G	G	G	O	O	O	O
7	-	F	G	J	J	M	M	O	O	O	O

**DRM for LXXXV Corps Random Events - 16AF to 16EV**

- +1 Our River Triangle (8455) occupied by US
- +1 Fouhren occupied by US
- +1 Bettendorf occupied by US

**DRM for LXXXV Corps Random Events - 17PD to 17EV**

- +1 Consthum occupied by US units
- +1 Hoscheid occupied by US
- +1 Bourscheid occupied by US
- +1 Ettelbruck occupied by US

**DRM for LXXXV Corps Random Events - 18PD to 18EV**

- +1 Esch-sur-la-Sure occupied by US
- +1 Wiltz occupied by US

**DRM for LXXXV Corps Random Events - 16AF to 16EV**

- 1 Our River Triangle (8455) occupied by Germans
- 1 Fouhren occupied by Germans
- 1 Bettendorf occupied by German

**DRM for LXXXV Corps Random Events - 17PD to 17EV**

- 1 Consthum occupied by German units
- 1 Hoscheid occupied by German units
- 1 Bourscheid occupied by Germans
- 1 Ettelbruck occupied by Germans

**DRM for LXXXV Corps Random Events - 18PD to 18EV**

- 1 Wiltz occupied by Germans
- 1 Mersch occupied by Germans
- 1 Redange occupied by Germans
- 1 Martelange (5757) occupied by Germans

#	Event Description
A	Comm disrupted by 16MO barrage. The 8C/687 Arty may not provide any fire support on the 16MO turn.
B	Based upon local intelligence, the 28/109 is not surprised when attacked on the 16MO turn. <sup>1</sup>
C	Wallendorf Bridge (965) Improved. Place Bridge Improved marker.
D	Roth Bridge (974) Improved. Place Bridge Improved marker.
E	Roth Bridge (974) Damaged. Place Bridge Damaged marker.
F	Wallendorf Bridge (965) Damaged. Place Bridge Damaged marker.
G	US Artillery destroys the bridge under construction at Wallendorf; it is eliminated.
H	5FJ ferries a Stug III Co across the Our River. Pick up and place an 11Stg Co in Vianden. It cannot move this turn.
I	If not yet released, the US 35th Eng Bn moves to Bastogne. Place it in Bastogne or within three hexes. <sup>2</sup>
J	The US may place a Strong Point in Ettelbruck.
K	Luftwaffe Air Support: One Staffel is placed with the LXXXV Corps HQ. This Staffel is extra to the normal allocation.
L	US Air Support: The US 8 Corps receives an extra Squadron for a mission anywhere south of the Wiltz River/Stream.
M	The US may place a Strong Point in Mersch.
N	Captured trucks are used to mobilize 7A assets. Assign a truck unit to a 7A foot infantry unit or a unit with a MF of zero.
O	The US may place an SP in any town or village south the 5PzA-7A Boundary, in hex row 6200 or to the east.

<sup>1</sup> The units of the 28/109 start south of the 5PzA-7A Boundary and west of the Our River.

<sup>2</sup> The 35Eng may not move past the three hex limit until a German moves within 5 hexes or it is the 18PD turn.

**Event C or D:** Bridge Improved random event is resolved using procedure of 75.4 in the Bridge Construction Progress Phase (section 60.3.1).

**Event E or F:** Bridge Damaged random event is resolved using procedure of 75.3 in the Bridge Construction Progress Phase (section 60.3.1).

**Event N:** Captured Trucks:

- Foot Infantry with captured trucks may move with the Truck MF of 8, if they begin a turn with a truck. If the first hex moved is at the truck movement rate, the entire move must be as a truck unit.
- If the first hex moved by the infantry is as a foot unit, the entire move must be as a foot unit. The truck moves separately. The infantry and the truck may re-unite at the start of a new turn.
- If foot infantry with captured trucks is forced to retreat into truck prohibited terrain, the truck unit is eliminated, but the foot infantry may retreat. This is not applicable for Motorized Infantry.



## 88.0 Random Events in the 5PzA Area

### German XLVII Corps Activated: 16MO to 18EV Turns

- The Random Events below occur subject to the activation of German XLVII Corps.
- The 16MO Random Event is rolled with no drm.

die	16MO	16AF	16EV	17PD	17MO	17AF	17EV	18PD	18MO	18AF	18EV
0	-	C	C	G	G	G	O	R	R	W	O
1	A	C	C	H	H	H	G	S	S	R	Y
2	-	-	-	-	-	-	H	G	G	S	R
3	-	-	-	-	-	-	-	-	-	G	S
4	-	-	-	-	-	-	-	-	-	U	T
5	-	-	-	F	K	K	N	N	U	T	X
6	B	D	D	I	L	L	P	P	T	V	Z
7	-	E	F	J	M	N	Q	T	V	X	Q

#### DRM for XLVII Corps Random Events - 16AF to 16EV

- +1 Marnach occupied by US units
- +1 Hosingen occupied by US units
- +1 Heinerscheid occupied by US units

#### DRM for XLVII Corps Random Events - 17PD to 17EV

- +1 Clervaux occupied by US units
- +1 Draffalt occupied by US units
- +1 Wilwerwiltz occupied by US units
- +1 Kautenbach occupied by US units

#### DRM for XLVII Corps Random Events - 18PD to 18EV

- +1 Allerborn occupied by US units
- +1 Longvilly and Mageret occupied by US units
- +1 Noville and Foy occupied by US units
- +1 Wardin and Marvie occupied by US units



#### DRM for XLVII Corps Random Events - 16AF to 16EV

- 1 Marnach occupied by German units
- 1 Hosingen occupied by German units
- 1 Heinerscheid occupied by German units

#### DRM for XLVII Corps Random Events - 17PD to 17EV

- 1 Clervaux occupied by German units
- 1 Draffalt occupied by German units
- 1 Wilwerwiltz occupied by German units
- 1 Kautenbach occupied by German units

#### DRM for XLVII Corps Random Events - 18PD to 18EV

- 1 Allerborn occupied by German units
- 1 Longvilly occupied by German units
- 1 Noville occupied by German units
- 1 Wardin and Marvie occupied by German units



#	Event Description
A	Comm disrupted by 16MO barrage. US Corps Arty may not provide support to the 28ID on the 16MO turn.
B	Based upon local intelligence, the 28/110 is not surprised when attacked on the 16MO turn. <sup>1</sup>
C	The boldness of a 26VG Assault Company earns a -1 drm during combat; German players choice of Company.
D	The boldness of a 26VG Assault Company causes its loss; German choice. Remove after German Combat Segment, even if idle.
E	The 28/110/II in 6941 (Donnage) is released on this turn.
F	Bottlenecks at Dasburg and Gemund. Add +2MF to cross on those bridges on this turn. If rule 30.3 is in effect, use Event E instead.
G	The 243 Sturmgeschutz Bn, Co 1 and Co 2, which are in transit, arrive this turn. <sup>2</sup>
H	Lehr Panzers in transit reinforce the 559 PzJ Jagd Panther Step. <sup>3</sup>
I	The Tank Destroyer Company in 7237 or the Engineer Company in 7236 is released. American choice.
J	The 44 Engineer Battalion in Wiltz is free to move.
K	An American engineer may place a Prep Bridge Demo marker after it moves on this turn, even if a German unit is adjacent.
L	The US may place a Roadblock in Eschweiler.
M	The 299 Engineer Battalion in Martelange and the 44 Engineer Battalion in Wiltz (if not already released) are free to move.
N	The US may place a Roadblock in Asselborn, Boevange or Troine.
O	Support units exhorted. If The XLVII Corps Echelon chooses Resting Status this turn, the 766 VAK and 15NW may move up to one-half MF and fire despite the restrictions of 13.5.2h. All other XLVII Corps Echelon units must abide by section 13.5.2.
P	The US may place a Roadblock in Allerborn.
Q	Support units exhorted. If the US 8 Corps Echelon chooses Resting Status this turn, the entire 333 FAG, 8C/687 and 8C/275 may move up to One-half MF and fire despite the restrictions of 13.5.2h. All other US 8 Corps Echelon units must abide by 13.5.2.
R	The 653 Jagd Tiger Battalion arrives at or adjacent to the 5PzA HQ. It may not move this turn.
S	2 Pz Recon discovers a gap in the US defense. An attack on this turn with the 2 Pz Recon against a Roadblock negates the Roadblock. Remove the Roadblock before the die is rolled - advance after combat is treated normally.
T	A captured American nurse distracts General Bayerlein. The General may not move this turn nor use any of his attributes.
U	A Belgique farmer misdirects the Panzer Lehr spearheads into a muddy dead-end field. The US player chooses three front line Panzer Lehr units to move with a movement factor of 4MF on this turn. The Germans can only be fooled once by this event.
V	The US may place a Roadblock in Longvilly or Bourcy.
W	General McAuliffe does not unexpectedly detour to Bastogne to visit 8C HQ; see below for details. <sup>4</sup>
X	The US may place Roadblocks in Noville, Mageret, Wardin and Marvie.
Y	The US leaves a bridge intact over the Ourthe River at Ourtheville. It cannot be blown. Mark with a German Cross.
Z	The US may place a Strong Point in Neffe. The remnant of Team Cherry held the Chateau in Neffe until fire burnt them out.
<sup>1</sup> The units of the 28/110 start on or north of the 5PzA-7A Boundary and west of the Our River. <sup>2</sup> The StuG Companies are placed with or adjacent to the Lehr HQ. They cannot move this turn. If the Lehr HQ is Out-Comm or Out-of-Supply, the event does not occur on this turn. <sup>3</sup> Lehr Panzers in transit reinforce the 559PzJ Jagd Panther Step. Replace the Step with the full strength 559PzJ. If the Step that starts the game is eliminated, the flipped 559PzJ is placed within one hex of the Lehr HQ. If the 559PzJ Step or the Lehr HQ is Out-Comm or Out-of-Supply, the event does not occur on this turn. If this event not occurred before the 18PD turn, it occurs on the 18PD turn. <sup>4</sup> General McAuliffe does not unexpectedly detour to Bastogne to see General Middleton, but continues to Werbomont as originally ordered. As a result, he does not fortuitously learn that his mission has been changed to Bastogne and he does not send runners to re-route the 101AB Division. Therefore, McAuliffe and the 101AB continue to Werbomont. Regardless of where the 101AB starts the 18AF turn, at the end of the 18AF US Movement Segment, General McAuliffe is in LaRoche and 101AB is placed in an unbroken column in Strat Move Mode stretching from Bras Haut back to Recogne. After the 18AF turn, the General and the column must travel expeditiously to Werbomont via roads that do not run east or southeast of the road system that travels Recogne-St.Hubert-La Roche-Samree-Manhay-Werbomont. All 101AB combat units must continue until they reach Werbomont or until one of the following releases them to the US Player's control: 1) It is the turn after General McAuliffe or the 101AB HQ entered and stopped in Werbomont. 2) Any unit in the 101AB column runs into a German unit. In this case the unit in Strat Mode is permitted to blunder adjacent to the German unit. At the end of the turn, the Strat Move markers are removed and the Division is released to the US Player's control.	



### LVIII Corps Activated: 16MO to 18EV Turns

- The Random Events (see chart at right) occur subject to the activation of German LVIII Corps.
- The 16MO Random Event is rolled with no drm.

#### DRM for LVIII Corps Random Events - 16AF to 16EV

- +1 Ouren occupied by US units
- +1 Berg Reuland occupied by US units

#### DRM for LVIII Corps Random Events - 17PD to 17EV

- +1 Weiswampach occupied by US units
- +1 Troisvierges occupied by US units
- +1 Basbellain occupied by US units

#### DRM for LVIII Corps Random Events - 18PD to 18EV

- +1 Gouvy occupied by US units
- +1 Cherain occupied by US units
- +1 Houffalize occupied by US units

die	16MO	16AF	16EV	17PD	17MO	17AF	17EV	18PD	18MO	18AF	18EV
0	-	C	C	C	F	F	I	L	L	L	I
1	A	C	C	C	F	F	F	M	M	M	L
2	-	-	-	-	-	-	F	N	N	N	L
3	-	-	-	-	P	P	-	-	P	P	M
4	-	-	-	-	Q	Q	-	-	Q	Q	O
5	-	-	-	-	-	-	H	J	O	O	R
6	B	D	E	E	G	H	J	O	R	R	S
7	-	D	E	E	G	J	K	R	S	S	K

#### DRM for LVIII Corps Random Events - 16AF to 16EV

- 1 Ouren occupied by German units
- 1 Berg Reuland occupied by German units

#### DRM for LVIII Corps Random Events - 17PD to 17EV

- 1 Weiswampach occupied by German units
- 1 Troisvierges occupied by German units
- 1 Basbellain occupied by German units

#### DRM for LVIII Corps Random Events - 18PD to 18EV

- 1 Gouvy occupied by German units
- 1 Cherain occupied by German units
- 1 Houffalize occupied by German units

#	Event Description
A	Comm disrupted by 16MO barrage. US Corps Arty may not provide support to the 28ID on the 16MO turn.
B	Based upon local intelligence, the 28/112 is not surprised when attacked on the 16MO turn. These units include the 28/112/ Bn II in 7738 and all the 28ID units east of the Our River.
C	German knowledge of its own country facilitates attacks against US units occupying German Westwall fortifications. Attacks by the LVIII Corps receive a drm of -1 against US Strong Points east of the Our River.
D	The Jeb Stuart Tank in Weiswampach is released on this turn.
E	The Tank Destroyer Company in 7237 or the Engineer Company in 7236 is released. American choice.
F	Three units in transit arrive at or adjacent to the LVIII HQ. <sup>1</sup>
F+	If the F Random Event is rolled a second time, implement Random Event L - Panzer Steps for 116 Panzer Division.
G	The US may place a Roadblock in Weiswampach.
H	The US may place a Roadblock in Troisvierges or Basbellain.
I	Support units exhorted. If the LVIII Corps Echelon chooses Resting Status this turn, the 401 VAK and the 7NW may move up to one-half MF and fire despite the restrictions of 13.5.2h. All other LVIII Corps Echelon units must abide by section 13.5.2.
J	The US may place a Roadblock in Beho or Bovigny.
K	Support units exhorted. If the US 8 Corps Echelon chooses Resting Status this turn, the entire 174 FAG and 8C/776 may move up to one-half MF and fire despite the restrictions of 13.5.2h. All other 8 Corps Echelon units must abide by section 13.5.2.
L	A one-time event. The 116 Panzer Panthers and MkIV Panzers in transit arrive this turn. <sup>2</sup>
M	On its move west, the 9CCR/2 blunders through major elements of the 116Pz. Immediately reduce the 9CCR/2 by two steps wherever it is located. This can only happen once and only if the 9CCR/2 with full identification is still on the map.
N	The 116 Pz Recon discovers a gap in the US defense. An attack on this turn with the 116 Pz Recon against a Roadblock negates the Roadblock. Remove the Roadblock before the die is rolled - advance after combat is treated normally.
O	The US may place a Roadblock in Limerie, Courtil or Bovigny.
P	Luftwaffe Air Support: One Staffel is placed with the LVIII Corps HQ. This Staffel is extra to the normal allocation.
Q	The US 8 Corps HQ receives an extra Squadron for a ground combat support mission against units of the German LVIII Corps.
R	The US may place a Roadblock in Tavigny, Cherain or Montelban.
S	The US may place a Strong Point in Gouvy.

<sup>1</sup> The 228 PzJ Battalion, Co 1, StuG equipped arrives, but cannot move this turn. The 401 VAK Art Bn III and Art Bn IV arrive in March Order this turn and end their turn. **Note:** If the three units have not arrived before 18PD, they arrive on 18PD and are placed with the LVIII HQ as described.

<sup>2</sup> Each of the six panzer units receives a Step increase. If a MkIV Tank or Panther has been eliminated, it is recovered from the dead pile and replaced at one-step strength. **Note:** If this event has not occurred before 19PD, it occurs on 19PD and the Steps are absorbed as described.

**LXVI Corps Activated: 16MO to 18EV Turns**

- The Random Events below occur subject to the activation of German LXVI Corps.
- The 16MO Random Event is rolled with no drm.
- The five battalions of the 106ID in the Schneifel Forest are released on the 19PD turn, if not released sooner.

die	16MO	16AF	16EV	17PD	17MO	17AF	17EV	18PD	18MO	18AF	18EV
0	-	C	C	E-F	E-F	E-F	E-F	E-G	E-G	E-G	E-G
1	A	-	-	E	E	E	E	E-F	E-F	E-F	E-F
2	-	-	-	-	-	-	-	-	-	-	D
3	-	-	-	-	-	-	-	-	-	D	D
4	-	-	-	-	-	-	-	-	D	D	D-I
5	-	-	-	-	-	-	-	D	D	D-I	D-I
6	B	-	-	-	-	-	D	D	D-I	D-I	D-J
7	-	D	D	D	D	D	D-H	D-I	D-I	D-J	D-H

**DRM for LXVI Corps Random Events - 16AF to 16EV**

- +1 A US supply road into Manderfield, Krewinkel & Roth

**DRM for LXVI Corps Random Events - 17PD to 17EV**

- +1 A US supply road exits into Auw, Bleialf and Schonberg
- +1 The US can trace a supply road into Herrsbach
- +1 The 106/589 or 106/590 eliminated by German attack

**DRM for LXVI Corps - applied east of the Our - 18PD to 18EV**

- +1 A US supply road exits into Bleialf or Schonberg
- +1 The 589 or 590 elim by German overrun or attack
- +1 The 591 Arty eliminated by German overrun or attack

**DRM for LXVI Corps - applied west of the Our - 18PD to 18EV**

- +1 The US can trace a supply road into Steinebruck
- +1 The US can trace a supply road into Meyerrod
- +1 The US can trace a supply road into Grufflingen

**DRM for LXVI Corps Random Events - 16AF to 16EV**

- 1 No US supply road into Manderfield, Krewinkel or Roth

**DRM for LXVI Corps Random Events - 17PD to 17EV**

- 1 No US supply road into Auw, Bleialf or Schonberg
- 1 No US supply road into Herrsbach

**DRM for LXVI Corps - applied east of the Our - 18PD to 18EV**

- 1 No US supply road into Bleialf or Schonberg
- 1 No US supply road into Winterspelt

**DRM for LXVI Corps - applied west of the Our - 18PD to 18EV**

- 1 The US cannot trace a supply road into Steinebruck
- 1 The US cannot trace a supply road into Meyerrod
- 1 The US cannot trace a supply road into Grufflingen

#	Event Description
A	Comm disrupted by 16MO barrage. US Corps Arty may not provide support to the 106ID on the 16MO turn.
B	Based upon local intelligence, the 106ID is not surprised when attacked on the 16MO turn.
C	Comm disrupted for the 106ID. US Corps Arty may not provide support to 106ID units on or east of hex row 8500.
D	The five infantry battalions of the 106/422 and 106/423 in the Schneifel are released this turn.
E	Comm disrupted for the 106ID. US Corps Arty may not provide support to the five Infantry units in the Schnee Eifel.
F	The 10SS Artillery units may move forward, but they cannot cross the Our River.
G	Captured trucks are used to mobilize 5PzA assets. Assign a truck unit to any 5PzA foot infantry unit or a unit with a MF of zero.
H	Support units exhorted. If the US 8 Corps Echelon chooses Resting Status this turn, the entire 402 FAG may move up to one-half MF and fire despite the restrictions of 13.5.2h. All other 8 Corps Echelon units must abide by section 13.5.2.
I	The US may place a Roadblock in Grufflingen or Wallerode.
J	The US may place a Strong Point in St.Vith.
<b>Event G: Captured Trucks:</b>	
1.	Foot Infantry with captured trucks may move with the Truck MF of 8, if they begin a turn with a truck. If the first hex moved is at the truck movement rate, the entire move must be as a truck unit.
2.	If the first hex moved by the infantry is as a foot unit, the entire move must be as a foot unit. The truck moves separately. The infantry and the truck may re-unite at the start of a new turn.
3.	If foot infantry with captured trucks is forced to retreat into truck prohibited terrain, the truck unit is eliminated, but the foot infantry may retreat. This is not applicable for Motorized Infantry.



## 99.0 Random Events in the 6PzA Area

### 1SS Corps Activated: 16MO to 18EV Turns

- The Random Events below occur subject to the activation of German 1SS Corps.
- The 16MO Random Event is rolled with no drm.

die	16MO	16AF	16EV	17PD	17MO	17AF	17EV	18PD	18MO	18AF	18EV
0	-	A	A	F	F	I	K	M	M	M	K
1	A	A	D	D	D	D	D	D	O	O	M
2	A	-	-	-	D	D	D	D	D	D	O
3	-	-	-	-	-	-	-	-	-	-	-
4	-	-	-	-	-	-	-	-	-	-	-
5	-	-	-	-	G	G	G	G	G	G	N
6	B	C	E	G	H	J	J	N	N	N	P
7	-	C	E	H	H	J	L	P	P	P	L

#### DRM for 1SS Corps Random Events - 16AF to 16EV

- +1 Lanzerath vacant or occupied by US units
- +1 Manderfeld occupied by US units

#### DRM for 1SS Corps Random Events - 17PD Turn

- +1 Bullingen occupied by US units
- +1 Herrsbach occupied by US units
- +1 Heppenbach occupied by US

#### DRM for 1SS Corps Random Events - 17MO

- +1 Malmedy occupied by US units
- +1 Ligneuville occupied by US units
- +1 Born or Recht occupied by US units

#### DRM for 1SS Corps Random Events – 17AF to 17EV

- +1 Malmedy occupied by US units
- +1 Stavelot occupied by US units
- +1 Poteau or Petit Thier occupied US
- +1 Wanne or Grand Halleux occupied by US

#### DRM for 1SS Corps Random Events – 18PD

- +1 Stavelot and Vielsalm occupied by US units
- +1 Trois Ponts occupied by US units
- +1 6621 and 6622 occupied by US

#### DRM for 1SS Corps Random Events – 18MO

- +1 La Gleize occupied by US units
- +1 Basse Bodeau and 6221 occupied by US
- +1 Arbrefontaine and Sart occupied by US

#### DRM for 1SS Corps Random Events – 18AF to 18EV

- +1 La Gleize and 6616 occupied by US units
- +1 Habimont and 6016 occupied by US
- +1 Bra occupied by US units
- (+1) Lierneux and Regne occupied by US



#### DRM for 1SS Corps Random Events - 16AF to 16EV

- 2 Lanzerath occupied by German units
- 1 Manderfeld occupied by German units

#### DRM for 1SS Corps Random Events - 17PD Turn

- 1 Bullingen occupied by German units
- 1 Herrsbach occupied by German units
- 1 Heppenbach occupied by Germans

#### DRM for 1SS Corps Random Events - 17MO

- 1 Malmedy occupied by German units
- 1 Ligneuville occupied by German units
- 1 Born and Recht occupied by Germans

#### DRM for 1SS Corps Random Events – 17AF to 17EV

- 1 Malmedy occupied by German units
- 1 Stavelot occupied by German units
- 1 Poteau and Petit Thier occupied by Germans
- 1 Wanne and Grand Halleux occupied by Germans

#### DRM for 1SS Corps Random Events – 18PD

- 1 Stavelot or Vielsalm occupied by German
- 1 Trois Ponts occupied by German units
- 1 6621 or 6622 occupied by Germans

#### DRM for 1SS Corps Random Events – 18MO

- 1 6619 occupied by German units
- 1 Basse Bodeau or 6221 occupied by Germans
- 1 Arbrefontaine or Sart occupied by Germans

#### DRM for 1SS Corps Random Events – 18AF to 18EV

- 1 La Gleize or 6616 occupied by Germans
- 1 Habimont or 6016 occupied by Germans
- 1 Bra occupied by German units
- 1 Lierneux or Regne occupied by Germans

#	Event Description
A	Comm disrupted by 16MO barrage. US Corps Arty may not provide support to the 99ID on this turn.
B	The approach to 99/394/II (9119) hampers German deployment. A (+1) drm is added to attacks vs 99/394/II this turn.
C	Place 99/394, I&R Platoon (1-7-6) in Lanzerath. <sup>1</sup>
D	German Commandoes on the turn record track are placed with any German HQ and sent back into the Allied rear.
E	The 197 SPAA unit in Waimes is released.
F	KGP can cross and/or attack across the Warche River anywhere west of Lake Butgenbach. <sup>2</sup>
G	A Commando adjacent to an Allied unit is unmasked and captured. Allied players choice, if more than one qualifies.
H	SS Atrocities increase US Resolve. On Dec17 turns the US receives a favorable DRM (-1 or +1) for combat involving SS units.
I	Captured trucks are used to mobilize 6PzA assets. Assign a truck unit to a 6PzA foot infantry unit or a unit with a MF of zero.
J	Sepp Dietrich gets bombed, but not by US aircraft. Sepp may not use his attributes on this turn.
K	Support units exhorted. If The 1SS Corps Echelon chooses Resting Status this turn, the 388 VAK, 402 VAK, 4NW and 9NW and may move up to one-half MF and fire despite the restrictions of 13.5.2h. All other 1SS Corps Echelon units must abide by section 13.5.2.
L	Support units exhorted. If The US 5Corps Echelon chooses Resting Status this turn, the entire US 5 Corps Artillery move up to one-half MF and fire despite the restrictions of 13.5.2h. All other US 5 Corps Echelon units must abide by section 13.5.2.
M	The 519 PzJ Bn (4 Co's) arrives this turn at 9923. Note QQ applies when the 2SS Corps arrives.
N	The US may place a Strong Point in Lierneux, Regne, Arbrefontaine or Sart.
O	1SS Pz Recon discovers a gap in the US defense. An attack on this turn with the 1SS Pz Recon unit against a Roadblock negates the Roadblock. Remove the Roadblock before the die is rolled; advance after combat is treated normally.
P	The US may place a Strong Point in Stoumont.
<sup>1</sup> Place 99/394, I&R Platoon (1-7-6) in Lanzerath and flip to the Fort side; provides 2L if attacked on 16AF turn. If the unit survives until 16EV, the Fort becomes a Strong Point, which provides 1L if attacked to reflect the historical fact that by this time all the men in the platoon were wounded. <sup>2</sup> KGP can cross and/or attack across the Warche River anywhere west of Lake Butgenbach. Also, the restriction that prohibits the 1SS Panzer Division from moving east of the Rollbahn from 7216 to Spa is ended; see 95.6 and 95.7.	
<b>Event I: Captured Trucks:</b>	
1. Foot Infantry with captured trucks may move with the Truck MF of 8, if they begin a turn with a truck. If the first hex moved is at the truck movement rate, the entire move must be as a truck unit. 2. If the first hex moved by the infantry is as a foot unit, the entire move must be as a foot unit. The truck moves separately. The infantry and the truck may re-unite at the start of a new turn. 3. If foot infantry with captured trucks is forced to retreat into truck prohibited terrain, the truck unit is eliminated, but the foot infantry may retreat. This is not applicable for Motorized Infantry.	





### LXVII Corps Activated: 16MO to 17EV Turns

- The Random Events below occur subject to the activation of German LXVII Corps.
- The 16MO Random Event is rolled with no drm.

die	16MO	16AF	16EV	17PD	17MO	17AF	17EV
0	-	D	D	D	D	D	E
1	A	-	-	-	-	-	-
2	B	-	-	-	-	-	-
3	B	-	-	-	-	-	-
4	B	-	-	-	-	-	-
5	B	-	-	-	-	-	-
6	C	-	-	-	-	-	-

#### DRM for LXVII Corps Random Events - 16AF to 16EV

+1 Hofen occupied by US units

#### DRM for LXVII Corps Random Events - 17PD to 17EV

+1 Elsenborn occupied by US units

+1 Monschau occupied by US units



#### DRM for LXVII Corps Random Events - 16AF to 16EV

-1 Hofen occupied by German units

#### DRM for LXVII Corps Random Events - 17PD to 17EV

-1 Elsenborn occupied by German units

-1 Monschau occupied by German units

#	Event Description
A	Comm disrupted by 16MO barrage. US Corps Arty may not provide support to the 99ID on this turn.
B	The 326VG/751/II is lost in the Monschau Forest. It can move only one hex.
C	German Artillery may not fire on Monschau on this turn.
D	The 326VG Hetzer arrives this turn at T. Otherwise it arrives on 17EV.
E	Support units exhorted. If XLVII Corps Echelon chooses Resting Status this turn, the 405 VAK and 17NW may move up to one-half MF and fire despite the restrictions of 13.5.2h. All other XLVII Corps Echelon units must abide by section 13.5.2.





## 107.0 Random Events in the Campaign Game

### 107.1 German LIII Corps Activated: 22PD to 24EV Turns

The Random Events below occur subject to the activation of German LIII Corps.

die	22PD	22MO	22AF	22EV	23PD	23MO	23AF	23EV	24PD	24MO	24AF	24EV
0	C	C	C	C	E	E	E	E	E	E	E	E
1	A	C	C	C	F	F	F	F	F	F-I	F-I	F
2	-	-	-	-	-	-	-	-	-	-	-	-
3	-	-	-	-	-	-	-	-	-	-	-	-
4	-	-	-	-	-	-	-	-	-	-	-	-
5	-	-	-	-	B	B	B	B	B	B	B	B
6	B	B	B	B	G	G	G	G	G	G	G	G
7	D	D	D	D	D	D	D	D	H	H	H	H



#### DRM for LIII Corps Random Events - 22PD Turn and later

- +1 Martelange (5656) occupied by US
- +1 Arsdorf occupied by US
- +1 Eschdorf occupied by US
- +1 Ettelbruck occupied by US
- +1 Bourscheid occupied by US
- +1 Esch-sur-Sure occupied by US

#### DRM for LIII Corps Random Events - 22PD Turn and later

- 1 Martelange (5656) occupied by Germans
- 1 Arsdorf occupied by Germans
- 1 Eschdorf occupied by Germans
- 1 Ettelbruck occupied by Germans
- 1 Bourscheid occupied by Germans
- 1 Esch-sur-Sure occupied by Germans

#	Event Description
A	The FG Bde (Note V V) units that are placed near Bourscheid on 22PD may move with 4MF on this turn.
B	US 3C receives a unit from the 3A Reserve. US Player's choice; see below. Arrive at C or D on the 22AF turn or later.
C	Move up arrival of the 9VG by one turn. This can occur more than once. It normally arrives on 23PD turn at Y or Z.
D	Move up arrival of the 6 Cav Group by one turn. This can occur more than once. It normally arrives on the 24MO turn.
E	The Germans may place an SP in any town or village south the 5PzA-7A Boundary.
F	The Germans may place a Roadblock in any village south the 5PzA-7A Boundary.
G	US 12 Corps receives a unit from 3A Reserve. US Player's choice; see below. Arrive at Mersch or B.
H	The US 35ID reinforces 12 Corps on 26PD at B or C. Each time the event is rolled after the initial roll, the 35ID arrives a turn earlier. The 35ID cannot arrive earlier than the 25PD Turn. If the event is not rolled by the 24EV turn, the 35ID never enters.
I	Luftwaffe Air Support: One Staffel is placed with the LIII Corps HQ. This Staffel is extra to the normal allocation.

#### US 3A Reserve:

128 Hvy AA Bn    456 AW Bn    546 AW Bn    5 Rgr Bn  
 217 Hvy AA Bn    465 AW Bn    550 AW Bn



## REINFORCEMENT CHART INSTRUCTIONS

1. Scenario instructions are always presented as shown below. See sections 70.0-160.0 in the Scenario Booklet.

### Timeframe

### Maps Required

### German Participants

### American Participants

### Applicable Scenario Specific Rules

### Victory Conditions

2. The reinforcements for a scenario are identified in the German Participants or American Participants sections.
3. If there are specific rules regarding the appearance or use of the reinforcements, they will be provided in the section referred to as "Applicable Scenario Specific Rules."
4. In ATFT, each individual reinforcement is graphically depicted on a reinforcement chart. A reinforcement may enter a scenario by itself or with a group of units on a certain turn. Frequently, a reinforcement will arrive as part of a formation.
5. German reinforcements are listed by the turn of arrival and by the Army to which they are assigned. See example below. The units to the right of the designation will arrive to reinforce the 6PzA on the 16AF turn.

6PzA  
16AF

6. Allied reinforcements are listed as entering the map from the north or the south along with the turn of arrival. See example below. The units to the right of the designation will arrive on the 18MO turn in the south.

South  
18MO

7. Information listed above a unit describes where a unit will arrive. It will be a letter or letters indicating road edge entry hexes, or a hex coordinate when the arrival location is a specific hex. For a few units, a note is listed atop the unit directing the players to review a specific rule or instruction before the unit is employed.
8. If there is no information below a reinforcement, the unit may enter the scenario without any special conditions.
9. If there is a note below a unit, the players are directed to the corresponding detailed note or rule that must be reviewed before the unit may be employed.

10. Certain abbreviations (Ft), (SP), (IP6) or (IP5) may also appear beneath the unit; see abbreviations, Rules Booklet, page 63.

11. When the term Arty Sub appears above the unit, the German player has the option to use the German Artillery Formation Substitute counters in order to reduce counter congestion and facilitate ease of play. See rule section 44.0 and the German Artillery Park Cards. The use of the substitutes significantly reduces counter density on the map.

### 12. Map Edge Entry:

- a. Reinforcements may not enter from off-board directly into forest hexes, except along the path of a road.
- b. Reinforcements may not enter from off-board directly onto the board across a river or stream, except along a road.
- c. Place all reinforcements that enter this turn on the board edge adjacent to the hex they intend to enter.
- d. Certain reinforcements may only enter at specific roads or hexes as listed in the scenario rules.
- e. Some reinforcements may be withheld beyond the initial turn of entry in order to enter at adjacent areas.
- f. The adjacent areas that may be entered by reinforcements is specified in the scenario rules.
- g. Reinforcements may enter along the path of a road at the road movement rate.
- h. Reinforcing US infantry units entering from the map edge may always enter with a truck.

13. **Reinforcing HQ and Activation Status:** All HQ reinforcements enter "In Command" and "In Supply," and with a "Rested" marker.

### 14. Status of Subordinate Reinforcements:

- a. Subordinate reinforcements reflect the Activity Status of their parent HQ: Active, Resting or Exhausted.
- b. Reinforcements move when their parent HQ is activated.
- c. If the HQ is Resting, the reinforcements may move 1 hex or half of their MF as described in 14.1, 15.1 and 16.1.
- d. If the HQ is Active, the reinforcements may move normally as described in 14.2, 15.2 and 16.2.
- e. Remember that an Active formation may also be Fatigued.
- f. If the HQ is Exhausted, the reinforcements may move 1 hex or half of their MF as described in 4.3e.

15. **When Reinforcements Move:** Reinforcements move when their parent HQ is activated.

## German Reinforcements - 1

6PzA

16MO

All 6PzA arrivals are restricted.  
See below right.

9912	9912	9912	9912	9914	9914	9914	9914	9914	9914
958	558	558	558	559	758	758	758	758	150
139	139	139	139	139	139	139	139	139	139

9921

9921

9921

9921

9921	9921	9921	9921	9921	9921	9921	9921	9921	9921
369	768	768	768	768	768	768	768	768	88mm
139	139	139	139	139	139	139	139	139	139

9923

9923

9923

9923	9923	9923	9923	9923	9923	9923	9923	9923	9923
659	758	758	758	758	758	758	758	758	88mm
139	139	139	139	139	139	139	139	139	139

All 6PzA 16MO reinforcements have restricted entry as follows:

On the 16MO turn, the 6PzA units entering from the east edge cannot move onto the map until all units of the 6PzA that start on board have completed movement. Also, for each group depicted, the units must enter the map in sequence, starting with the left-most unit.

7A

16MO

9921	9921	9921	9921	9921	9921	9921	9921	9921	9921
7A	7A	7A	7A	7A	7A	7A	7A	7A	7A
6(9)48	6(9)48	6(9)48	6(9)48	6(9)48	6(9)48	6(9)48	6(9)48	6(9)48	6(9)48

6PzA

16AF

9921	9921	9921	9921	9921	9921	9921	9921	9921	9921
448	448	448	448	448	448	448	448	448	448
448	448	448	448	448	448	448	448	448	448

6PzA

17PD

9921	9921	9921	9921	9921	9921	9921	9921	9921	9921
146	146	146	146	146	146	146	146	146	146
146	146	146	146	146	146	146	146	146	146

Note CC Note CC Note CC

Note AA: Six Einheit Steilau Commandoes. Released into the US line. See section 94.2.

Note BB: This Arty Substitute becomes available on this turn. See rule 44.0 and Arty Park Cards.

Note CC: Unit attempts to air-drop into Baraque Michel (7510). See section 94.3.

Note DD: This unit becomes available due to German XLVII Corps Random Event "H".



## German Reinforcements - 2

[illegible]

**Note EE:** The FE Brigade begins in or adjacent to Prum. See 83.5.4.

**Note FF:** Unit starts turn with or adjacent to LXVII HQ.

**Note GG:** Starts within one hex of LVIII HQ or 116 Pz HQ. Artillery is in March Order.

**Note HH:** Start within one hex of 560VG Division HQ. Artillery is in March Order.

**Note II:** The HQ has a "Rested" marker.

**Note JJ:** Arrives by Random Event only. Must arrive by 18EV turn, or never.

**Note KK:** Starts turn with or adjacent to Lehr Pz Division HQ.

**Note LL:** May not enter until all units of 3PG have entered on the 18EV turn.

**Note MM:** The 2SSP Corps and Divisions may be assigned to 6PzA or 5PzA. See 105.1.

**Note NN:** Unit already on board SW of Stadkyl on 16MO turn. Released 19PD turn.

**Note OO:** Arty Substitute on the map may be retained. See 105.1.1 and 105.1.2.

[illegible][illegible][illegible][illegible][illegible]

	Note VA	Note VA	Note VA	Note VB	Note VB	Note VB	Note WA	Note WA	Note WA	Note WB	Note WB
<b>7A</b>											
<b>23PD</b>											

**Arty Sub**


**Note PP:** Fuhr Escort can transfer to LVIII Corps this turn or later. See 83.5.4d.

**Note QQ:** Group may remain in 6PzA or follow the 2SS Corps into the 5PzA.

**Note RR:** Unit transfers to 7A. See section 105.4 for details.

**Note SS:** Unit transfers to 7A. See section 105.5 for details.

**Note TT:** The 5FJ HQ may be transferred to LIII Corps. See section 105.3.

**Note UU:** Unit starts in any hex on the road Nollthum-Buderscheid. HQ is rested.

**Note VA and VB:** Place units in accordance to section 105.6.

**Note WA and WB:** Place units in accordance to section 105.7 HQ is rested.

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## Allied Reinforcements - 1

North 16MO	8703 10SH 5AD (2) 4 8 <sup>1</sup>	North 16AF	8301 5AD CCR/10 4 4 8	8302 5AD CCR/10 12 4 8	R	78 317/1 5 4 6	R	78 317/1 5 4 6	R	78 317/1 5 4 6	R	10SH 78 (1) 4 8 <sup>2</sup>	South 17PD	A	3 4 8	A	1 4 12	B	15SH 422 (1) 5 8 <sup>2</sup>	North 17PD	O	10SH 85 (2) 5 8 <sup>1</sup>	Q	5C 187 (1) 5 9 <sup>1</sup>
Note 41													Note 42											
North 17PD	Q	15SH 187 (1) 4 8 <sup>2</sup>	6301 7AD CCR/31 9 4 9	6301 7AD CCR/31 15 4 8	North 17PD	6301 7AD CCR/23 6 4 8	6301 7AD CCA/48 6 4 8	6301 7AD CCA/40 15 4 8	6301 7AD 33 4 4 8	6301 7AD 314 TD 10 4 8	7501 7AD CCR/17 15 4 8	7501 7AD 105H 6 4 8	North 17PD	7501 Note 45										
North 17PD	P	25/1 187 6 5 6	P	15SH 187 6 5 6	South 17MO	A	22/1 4 4 6	B	10SH 29 (1) 4 8 <sup>2</sup>	B	15SH 20 (1) 4 8 <sup>2</sup>	North 17MO	7501 7AD 105H (2) 4 8 <sup>1</sup>	7501 7AD 105H (2) 4 8 <sup>1</sup>	7501 7AD 105H (2) 4 8 <sup>1</sup>	7501 7AD 105H (2) 4 8 <sup>1</sup>	7501 7AD 105H (2) 4 8 <sup>1</sup>	7501 7AD 105H (2) 4 8 <sup>1</sup>	7501 7AD 105H (2) 4 8 <sup>1</sup>	7501 7AD 105H (2) 4 8 <sup>1</sup>	7501 7AD 105H (2) 4 8 <sup>1</sup>	7501 7AD 105H (2) 4 8 <sup>1</sup>	7501 7AD 105H (2) 4 8 <sup>1</sup>	7501 7AD 105H (2) 4 8 <sup>1</sup>
North 17PD	P	25/1 187 6 5 6	P	15SH 187 6 5 6	South 17MO	P	103MW 4 5 9	P	26/1 1 5 12	P	26/1 1 5 12	North 17PD	Note 46											
North 17MO	P	24SH 552 (1) 4 7 <sup>3</sup>	North 17AF	7301 10SH 59 (1) 5 9 <sup>1</sup>	7301 10SH 59 (1) 5 9 <sup>1</sup>	7301 10SH 59 (1) 5 9 <sup>1</sup>	7301 10SH 59 (1) 5 9 <sup>1</sup>	7301 10SH 59 (1) 5 9 <sup>1</sup>	7301 10SH 59 (1) 5 9 <sup>1</sup>	7301 10SH 59 (1) 5 9 <sup>1</sup>	7301 10SH 59 (1) 5 9 <sup>1</sup>	7301 10SH 59 (1) 5 9 <sup>1</sup>	7301 10SH 59 (1) 5 9 <sup>1</sup>	7301 10SH 59 (1) 5 9 <sup>1</sup>	7301 10SH 59 (1) 5 9 <sup>1</sup>	7301 10SH 59 (1) 5 9 <sup>1</sup>	7301 10SH 59 (1) 5 9 <sup>1</sup>	7301 10SH 59 (1) 5 9 <sup>1</sup>	7301 10SH 59 (1) 5 9 <sup>1</sup>	7301 10SH 59 (1) 5 9 <sup>1</sup>	7301 10SH 59 (1) 5 9 <sup>1</sup>	7301 10SH 59 (1) 5 9 <sup>1</sup>	7301 10SH 59 (1) 5 9 <sup>1</sup>	
South 17EV	10SH 609 TD (2) 4 8 <sup>1</sup>	North 17EV	10SH 609 TD (2) 4 8	10SH 609 TD (2) 4 8	Q	5C 187 (1) 5 9 <sup>2</sup>	Q	5C 187 (1) 5 9 <sup>2</sup>	Q	5C 187 (1) 5 9 <sup>2</sup>	Q	5C 187 (1) 5 9 <sup>2</sup>	Q	5C 187 (1) 5 9 <sup>2</sup>	Q	5C 187 (1) 5 9 <sup>2</sup>	Q	5C 187 (1) 5 9 <sup>2</sup>	Q	5C 187 (1) 5 9 <sup>2</sup>	Q	5C 187 (1) 5 9 <sup>2</sup>	Q	5C 187 (1) 5 9 <sup>2</sup>

**Note 41:** Place the 5AD/95 in 8703 In-Battery. Place the 5CCR/10 and 5CCR/47 in Rotgen. They are released with 78ID; see Monschau Setup Chart Note 2.

**Note 42:** Enter on the turn that the 78ID is released; see Monschau Setup Chart Note 2.

**Note 43:** The 7CCB Group must follow the movement orders as specified in section 85.7.1.

**Note 44:** The 7CCA Group has the same stipulations as the 7CCB Group, but with only 4MF.

**Note 45:** The 7AD Army and 7CCR groups must move as specified in 85.7.3 and 85.7.4.

**Note 46:** The 1ID Group enters with 4MF. Each infantry unit receives a truck for two turns.

**Note 47:** Unit must remain within three hexes of Eupen until the 19AF turn to protect against German Paratroopers. See 96.8b for details.

**Note 48:** The 1/18, Bn III moves by truck to garrison 7510. See 96.8b for details.

**Note 49:** Enter at 8563-8963. If entry delayed, may not enter west of Heffingen.

**Note 50:** May enter at Heffingen to Mompach. May not enter west of Heffingen.

**Note 51:** If the US can trace a supply road into Mutzenich, unit must enter Mutzenich before moving elsewhere. See 96.9 for details.

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**Note 56:** Team O'Hara with 4MF moves per 76.10.1 or 85.9.1, depending upon scenario.

**Note 57:** Team Desobry with 3MF moves per 76.10.1 or 85.9.1, depending upon scenario.

**Note 58:** Unit must follow movement orders specified in section 85.11.3.

**Note 59:** On 19MO, the 7AD may be transferred to US 18 Corps. Switch HQ if the transfer occurs.

**Note 60:** Unit must remain within 3 hexes of Eupen for security until 21AF. See 106.2 for details.



## Allied Reinforcements - 3

North 19MO	O to 6504 O to 7502																			
	L to Huy					North 19AF														
	99mm 6(9)48	99mm 445	99mm 445	99mm 445	99mm 445	99mm 445	99mm 445	99mm 445	99mm 445	99mm 445	99mm 445	99mm 445	99mm 445	99mm 445	99mm 445	99mm 445	99mm 445	99mm 445	99mm 445	99mm 445
	Note 61	Note 61	Note 61	Note 61	Note 61	Note 61	Note 61	Note 61	Note 61	Note 61	Note 61	Note 61	Note 61	Note 61	Note 61	Note 61	Note 61	Note 61	Note 61	Note 61
North 20PD	Q																			
	L to Amay					South 20PD														
	99mm (2)59 <sup>1</sup>	99mm (2)58 <sup>1</sup>	99mm (2)58 <sup>1</sup>	99mm (2)58 <sup>1</sup>	99mm (2)58 <sup>1</sup>	99mm (2)58 <sup>1</sup>	99mm (2)58 <sup>1</sup>	99mm (2)58 <sup>1</sup>	99mm (2)58 <sup>1</sup>	99mm (2)58 <sup>1</sup>	99mm (2)58 <sup>1</sup>	99mm (2)58 <sup>1</sup>	99mm (2)58 <sup>1</sup>	99mm (2)58 <sup>1</sup>	99mm (2)58 <sup>1</sup>	99mm (2)58 <sup>1</sup>	99mm (2)58 <sup>1</sup>	99mm (2)58 <sup>1</sup>	99mm (2)58 <sup>1</sup>	99mm (2)58 <sup>1</sup>
	Note 66	Note 66	Note 66	Note 66	Note 66	Note 66	Note 66	Note 66	Note 66	Note 66	Note 66	Note 66	Note 66	Note 66	Note 66	Note 66	Note 66	Note 66	Note 66	Note 66
North 20MO	L-M																			
	L					North 20AF														
	99mm (2)58 <sup>1</sup>	99mm (1)59 <sup>1</sup>	99mm (1)59 <sup>1</sup>	99mm (1)59 <sup>1</sup>	99mm (1)59 <sup>1</sup>	99mm (1)59 <sup>1</sup>	99mm (1)59 <sup>1</sup>	99mm (1)59 <sup>1</sup>	99mm (1)59 <sup>1</sup>	99mm (1)59 <sup>1</sup>	99mm (1)59 <sup>1</sup>	99mm (1)59 <sup>1</sup>	99mm (1)59 <sup>1</sup>	99mm (1)59 <sup>1</sup>	99mm (1)59 <sup>1</sup>	99mm (1)59 <sup>1</sup>	99mm (1)59 <sup>1</sup>	99mm (1)59 <sup>1</sup>	99mm (1)59 <sup>1</sup>	99mm (1)59 <sup>1</sup>
	Note 69	Note 69	Note 69	Note 69	Note 69	Note 69	Note 69	Note 69	Note 69	Note 69	Note 69	Note 69	Note 69	Note 69	Note 69	Note 69	Note 69	Note 69	Note 69	Note 69
North 21PD	M-N																			
	L					North 21PD														
	99mm (2)58 <sup>2</sup>	99mm (1)58 <sup>2</sup>	99mm (1)58 <sup>2</sup>	99mm (1)58 <sup>2</sup>	99mm (1)58 <sup>2</sup>	99mm (1)58 <sup>2</sup>	99mm (1)58 <sup>2</sup>	99mm (1)58 <sup>2</sup>	99mm (1)58 <sup>2</sup>	99mm (1)58 <sup>2</sup>	99mm (1)58 <sup>2</sup>	99mm (1)58 <sup>2</sup>	99mm (1)58 <sup>2</sup>	99mm (1)58 <sup>2</sup>	99mm (1)58 <sup>2</sup>	99mm (1)58 <sup>2</sup>	99mm (1)58 <sup>2</sup>	99mm (1)58 <sup>2</sup>	99mm (1)58 <sup>2</sup>	99mm (1)58 <sup>2</sup>
	Note 73	Note 73	Note 73	Note 73	Note 73	Note 73	Note 73	Note 73	Note 73	Note 73	Note 73	Note 73	Note 73	Note 73	Note 73	Note 73	Note 73	Note 73	Note 73	Note 73
North 21PD	M-N																			
	L					North 21PD														
	99mm 558	99mm 358	99mm 358	99mm 358	99mm 358	99mm 358	99mm 358	99mm 358	99mm 358	99mm 358	99mm 358	99mm 358	99mm 358	99mm 358	99mm 358	99mm 358	99mm 358	99mm 358	99mm 358	99mm 358
	Note 73	Note 73	Note 73	Note 73	Note 73	Note 73	Note 73	Note 73	Note 73	Note 73	Note 73	Note 73	Note 73	Note 73	Note 73	Note 73	Note 73	Note 73	Note 73	Note 73

Note 61: Must move to hex indicated. See 106.1.1a for details. May not cross the Meuse or Vesdre.

Note 62: Arrives if Germans move next to Eupen. See 106.1.1b.

Note 63: Must move to hex indicated. See 106.1.2a and 106.1.2b. May not cross the Meuse.

Note 64: Unit must enter Barvaux (4620) before moving elsewhere. See 106.3 for details.

Note 65: Must go to a Liege hex east of the Meuse. See 106.1.1c

Note 66: Unit arrives with 4MF. Must enter Theux (6308) before moving elsewhere. See 106.4.

Note 67: Place in hex indicated. See section 106.1.3 for details.

Note 68: Must go to a Liege hex west of the Meuse. See section 106.1.2c for details.

Note 69: Unit must move to and remain near Ohéy or Modave until released. See 106.7.

Note 70: Unit must enter Marche before moving elsewhere. If Germans block the move, or if they are in or adjacent to Marche before the unit arrives, the unit may deploy anywhere in the 7C AO.

Note 71: Same as note 70, but unit only has 2MF (trucked) on 20MO turn.

Note 72: 1 of 7 Brits that may cross the Meuse. See 106.10.2 and 106.10.3 for restrictions.

Note 73: Unit can be In-Comm only if it starts north of the Sambre-Meuse Rivers.



## Allied Reinforcements - 4

South 21PD	H 356	H 356	North 21MO	O 18C HQ (1)5 9 <sup>1</sup>	O 203G H (1)4 7 <sup>3</sup>	O 203G H (1)4 7 <sup>3</sup>	O 240H H (1)4 7 <sup>3</sup>	O 240H H (1)4 7 <sup>3</sup>	L 155H H (1)4 8 <sup>2</sup>	L 327 H (1)4 8 <sup>2</sup>	L 333/III H (1)4 6	L 333/III H (1)4 6	L 333/III H (1)4 6	KW 23 Hus H (1)5 8	KW 3RTR H (1)5 8
South 21MO	H 356	H 356	H 356	H 356	H 356	H 356	H 356	H 356	H 356	H 356	H 356	H 356	H 356	H 356	H 356
North 21EV	I 558	I 558	I 558	I 558	I 558	I 558	I 558	I 558	I 558	I 558	I 558	I 558	I 558	I 558	I 558
North 22PD	I 6(9)5 8	I 6(9)5 8	I 6(9)5 8	I 6(9)5 8	I 6(9)5 8	I 6(9)5 8	I 6(9)5 8	I 6(9)5 8	I 6(9)5 8	I 6(9)5 8	I 6(9)5 8	I 6(9)5 8	I 6(9)5 8	I 6(9)5 8	I 6(9)5 8
South 22PD	I 358	I 358	I 358	I 358	I 358	I 358	I 358	I 358	I 358	I 358	I 358	I 358	I 358	I 358	I 358
South 22MO	C-D 448	C-D 448	C-D 448	C-D 448	C-D 448	C-D 448	C-D 448	C-D 448	C-D 448	C-D 448	C-D 448	C-D 448	C-D 448	C-D 448	C-D 448

Note 67: Place in hex indicated. See section 106.1.3 for details.

Note 69: Unit must move to and remain near Ohay or Modave until released. See 106.7.

Note 72: A Brit that can cross the Meuse. See 106.10.2, 106.10.3 and 106.10.4 for details.

Note 74: Unit must follow the movement orders specified in section 106.11.















































































Note 75: Unit must follow the movement orders specified in section 106.5.

Note 76: Unit can be In-Comm only if it starts south of the Sambre and west of the Meuse.

Note 77: On 21EV, the 4ID and 10AD must transfer to 12C; the 422 FA Group, 9AD/9CCA and 28/109 may transfer to 12C. See 106.14.

Note 79: On 22MO, the U.S. may transfer the 8C with 28ID and 101AB to the US 3A. See 106.13.

## Allied Reinforcements - 5

South 22MO	C-D	 3 6 9 (2) 5 9 <sup>1</sup> Note 90	 9 5 8 Note 90	 6 5 8 Note 90	 (2) 5 8 <sup>1</sup> Note 90	 (2) 5 8 <sup>1</sup> Note 90	 (2) 5 9 <sup>1</sup> Note 91	 11 5 8 Note 91	 6 5 8 Note 91	 (2) 5 8 <sup>1</sup> Note 91	 4 5 8 Note 91	 4 5 8 Note 91	 6 5 9 Note 91	 6 5 8 Note 91
		South 22MO												
South 22MO		 (1) 4 9 <sup>2</sup> Note 92	 (1) 4 8 <sup>2</sup> Note 92	 (1) 4 8 <sup>2</sup> Note 92	 16 4 8 Note 92	 4 (6) 4 8 Note 92	 4 4 8 Note 92	 4 4 6 Note 92	 4 4 6 Note 92	 4 4 6 Note 92	 4 4 6 Note 92	 4 4 6 Note 92	 1 4 12 Note 92	 (1) 4 8 <sup>2</sup> Note 92
		South 22MO												
South 22MO		 (1) 4 9 <sup>2</sup> Note 93	 (1) 4 8 <sup>2</sup> Note 93	 (1) 4 8 <sup>2</sup> Note 93	 15 5 8 Note 93	 10 5 8 Note 93	 4 5 9 Note 93	 5 4 6 Note 93	 5 4 6 Note 93	 5 4 6 Note 93	 5 4 6 Note 93	 5 4 6 Note 93	 1 4 12 Note 93	 (1) 4 8 <sup>2</sup> Note 93
		South 22MO												
North 22AF		 14 5 8 Note 93	 14 5 8 Note 93	 14 5 8 Note 93	 5 5 8 Note 93	 5 5 8 Note 93	 5 5 8 Note 93	 5 5 8 Note 93	 5 5 8 Note 93	 5 5 8 Note 93	 5 5 8 Note 93	 5 5 8 Note 93	 5 5 8 Note 93	 5 5 8 Note 93
		North 22AF												
North 22AF		 6 (9) 4 8 Note 80	 (1) 4 8 <sup>1</sup> Note 80	 (1) 4 8 <sup>2</sup> Note 80	 (1) 4 8 <sup>2</sup> Note 80	 (1) 4 8 <sup>2</sup> Note 80	 (1) 4 8 <sup>2</sup> Note 80	 (1) 4 8 <sup>2</sup> Note 80	 (1) 4 8 <sup>2</sup> Note 80	 (1) 4 8 <sup>2</sup> Note 80	 (1) 4 8 <sup>2</sup> Note 80	 (1) 4 8 <sup>2</sup> Note 80	 (1) 4 8 <sup>2</sup> Note 80	 (1) 4 8 <sup>2</sup> Note 80
		North 22AF												
North 22EV		 (3) 5 9 <sup>1</sup> Note 80	 10 5 8 Note 80	 14 5 8 Note 80	 14 5 8 Note 80	 14 5 8 Note 80	 14 5 8 Note 80	 14 5 8 Note 80	 14 5 8 Note 80	 14 5 8 Note 80	 14 5 8 Note 80	 14 5 8 Note 80	 14 5 8 Note 80	 14 5 8 Note 80
		North 22EV												

Note 69: unit must move to and remain near Ohay or Modave until released. See 106.7.

Note 80: Unit must move to the road net Havelange- Evelette-Tahier until released. See 106.9.

Note 81: The 82nd Cav must stop at Havelange on 23PD. On 23MO, it begins Recon Mission to Lesse-L'Homme- Wanne Rivers. See 106.8

Note 90: Arrive at 5163 or 5262. See section 106.15.1 for restrictions.

Note 91: Arrive 5662 to Allert. See section 106.15.2 for restrictions.

Note 92: Units set up south of the Allert. See section 106.15.4 for details.

Note 93: Arrive 7163 to Mersch. Also, note Shift West. See 106.15.5 for details.



## Allied Reinforcements - 6

North 22EV	4101 18C XX HQ (1) 4 9 <sup>2</sup>	4101 75 289/1 II 5 4 6	4101 75 289/1 II 5 4 6	4101 75 289/1 II 5 4 6	4101 75 289/1 II 5 4 6	4101 75 289/1 II 5 4 6	4101 75 289/1 II 5 4 6	4101 75 289/1 II 5 4 6	North 23PD	L 105H 2AD (2) 5 8 <sup>1</sup>	L 105H 2AD (2) 5 8 <sup>1</sup>	L 105H 2AD (2) 5 8 <sup>1</sup>	L 105H 2AD (2) 5 8 <sup>1</sup>	Note 80	Note 80	Note 80
North 23PD	4101 105H 75 (1) 4 8 <sup>2</sup>	4101 105H 75 (1) 4 8 <sup>2</sup>	4101 105H 75 (1) 4 8 <sup>2</sup>	4101 105H 75 (1) 4 8 <sup>2</sup>	4101 105H 75 (1) 4 8 <sup>2</sup>	4101 105H 75 (1) 4 8 <sup>2</sup>	4101 105H 75 (1) 4 8 <sup>2</sup>	4101 105H 75 (1) 4 8 <sup>2</sup>	North 23MO	M 148 7C 3 5 8	M 148 7C 3 5 8	M 148 7C 3 5 8	M 148 7C 3 5 8	Note 69	Note 69	Note 69
North 23MO	L 203H 75 (1) 5 7 <sup>3</sup>	L 155G 75 (1) 5 7 <sup>3</sup>	L 155G 75 (1) 5 7 <sup>3</sup>	L 155G 75 (1) 5 7 <sup>3</sup>	L 155G 75 (1) 5 7 <sup>3</sup>	L 155G 75 (1) 5 7 <sup>3</sup>	L 155G 75 (1) 5 7 <sup>3</sup>	L 155G 75 (1) 5 7 <sup>3</sup>	South 23MO	L 114G 75 (1) 5 8 <sup>2</sup>	L 114G 75 (1) 5 8 <sup>2</sup>	L 114G 75 (1) 5 8 <sup>2</sup>	L 114G 75 (1) 5 8 <sup>2</sup>	Note 69	Note 69	Note 69
South 23MO	B-C 12C HQ (1) 5 9 <sup>1</sup>	B-C 155H 75 (1) 4 8 <sup>2</sup>	B-C 155H 75 (1) 4 8 <sup>2</sup>	B-C 155H 75 (1) 4 8 <sup>2</sup>	B-C 155H 75 (1) 4 8 <sup>2</sup>	B-C 155H 75 (1) 4 8 <sup>2</sup>	B-C 155H 75 (1) 4 8 <sup>2</sup>	B-C 155H 75 (1) 4 8 <sup>2</sup>	North 24PD	P 105H 75 (1) 4 8 <sup>2</sup>	P 105H 75 (1) 4 8 <sup>2</sup>	P 105H 75 (1) 4 8 <sup>2</sup>	P 105H 75 (1) 4 8 <sup>2</sup>	Note 69	Note 69	Note 69
South 24PD	B-C 11/1 II 5 4 6	B-C 11/1 II 5 4 6	B-C 11/1 II 5 4 6	B-C 11/1 II 5 4 6	B-C 11/1 II 5 4 6	B-C 11/1 II 5 4 6	B-C 11/1 II 5 4 6	B-C 11/1 II 5 4 6	South 24MO	L 105H 75 (1) 4 8 <sup>2</sup>	L 105H 75 (1) 4 8 <sup>2</sup>	L 105H 75 (1) 4 8 <sup>2</sup>	L 105H 75 (1) 4 8 <sup>2</sup>	Note 69	Note 69	Note 69
South 24MO	B-C 12C HQ (1) 5 9 <sup>1</sup>	B-C 155H 75 (1) 4 8 <sup>2</sup>	B-C 155H 75 (1) 4 8 <sup>2</sup>	B-C 155H 75 (1) 4 8 <sup>2</sup>	B-C 155H 75 (1) 4 8 <sup>2</sup>	B-C 155H 75 (1) 4 8 <sup>2</sup>	B-C 155H 75 (1) 4 8 <sup>2</sup>	B-C 155H 75 (1) 4 8 <sup>2</sup>	North 24PD	P 105H 75 (1) 4 8 <sup>2</sup>	P 105H 75 (1) 4 8 <sup>2</sup>	P 105H 75 (1) 4 8 <sup>2</sup>	P 105H 75 (1) 4 8 <sup>2</sup>	Note 69	Note 69	Note 69

Note 69: Unit must move to and remain near Ohay or Modave until released. See 106.7.

Note 79: Unit must move to the road net between Occquier and Hamoir until released. Strat Move and Truck markers are retained until the end of the 23AF turn. See 106.12 for details.

Note 80: Unit must move to the road net Havelange-Evelette-Tahier until released. See 106.9.

Note 94: Units enter at Attent. See section 106.15.3 for restrictions.

Note 95: Place the unit within three hexes of the 80ID HQ. Also, note Shift West; 106.15.5.



## Allied Reinforcements - 7

South 24MO	G 1A HQ 11AD (2) 4 9 <sup>1</sup>	G 105H 11AD (2) 4 8 <sup>1</sup>	G 491 11AD (2) 4 8 <sup>1</sup>	G 492 11AD (2) 4 8 <sup>1</sup>	G 41 11AD 9 4 9	G CCA/22 11AD 14 4 8	G CCA/21 11AD 6 4 8	G CDB/41 11AD 14 4 8	G CDB/55 11AD 6 4 8	G CCR/42 11AD 14 4 8	G 648 11AD 4 4 8	G 575 11AD 4 4 8	G 105H 1A (1) 4 8 <sup>2</sup>		
North 24AF	P 1A HQ 5AD (2) 4 9 <sup>1</sup>	P 105H 5AD (2) 4 8 <sup>1</sup>	P 71 5AD (2) 4 8 <sup>1</sup>	P 47 5AD (2) 4 8 <sup>1</sup>	P CDB/34 5AD 15 4 8	P CDB/46 5AD 6 4 8	P CCA/15 5AD 6 4 8	P 5AD 9 4 9	P 5AD 4 4 8	P 628 TD 5AD 10 4 8	North 25PD 3A 1A 3 5 8	M-N 30C HQ 5AD (2) 5 8 <sup>2</sup>	M-N 25Pdr 5AD (1) 5 8 <sup>2</sup>	M-N 25Pdr 5AD (1) 5 8 <sup>2</sup>	M-N 25Pdr 5AD (1) 5 8 <sup>2</sup>
North 25PD	M-N 152H 5AD 5 5 8	M-N 152H 5AD 5 5 8	M-N 152H 5AD 5 5 8	M-N 152H 5AD 5 5 8	M-N 152H 5AD 5 5 8	M-N 152H 5AD 5 5 8	M-N 152H 5AD 5 5 8	M-N 152H 5AD 5 5 8	M-N 152H 5AD 5 5 8	M-N 152H 5AD 5 5 8	M-N 152H 5AD 5 5 8	M-N 152H 5AD 5 5 8	M-N 152H 5AD 5 5 8	M-N 152H 5AD 5 5 8	M-N 152H 5AD 5 5 8
North 25PD	M-N 152H 5AD 5 5 8	M-N 152H 5AD 5 5 8	M-N 152H 5AD 5 5 8	M-N 152H 5AD 5 5 8	M-N 152H 5AD 5 5 8	M-N 152H 5AD 5 5 8	M-N 152H 5AD 5 5 8	M-N 152H 5AD 5 5 8	M-N 152H 5AD 5 5 8	M-N 152H 5AD 5 5 8	M-N 152H 5AD 5 5 8	M-N 152H 5AD 5 5 8	M-N 152H 5AD 5 5 8	M-N 152H 5AD 5 5 8	M-N 152H 5AD 5 5 8
South 25PD	B-C 137/I 35 4 4 6	B-C 137/I 35 4 4 6	B-C 137/I 35 4 4 6	B-C 137/I 35 4 4 6	B-C 137/I 35 4 4 6	B-C 137/I 35 4 4 6	B-C 137/I 35 4 4 6	B-C 137/I 35 4 4 6	B-C 137/I 35 4 4 6	B-C 137/I 35 4 4 6	B-C 137/I 35 4 4 6	B-C 137/I 35 4 4 6	B-C 137/I 35 4 4 6	B-C 137/I 35 4 4 6	B-C 137/I 35 4 4 6
South 22AF- 24EV	B-C-D 5 Fgr 3A 4 6 9	B-C-D 456AW 3A 4 4 9	B-C-D 456AW 3A 4 4 9	B-C-D 456AW 3A 4 4 9	B-C-D 456AW 3A 4 4 9	B-C-D 456AW 3A 4 4 9	B-C-D 456AW 3A 4 4 9	B-C-D 456AW 3A 4 4 9	B-C-D 456AW 3A 4 4 9	B-C-D 456AW 3A 4 4 9	B-C-D 456AW 3A 4 4 9	B-C-D 456AW 3A 4 4 9	B-C-D 456AW 3A 4 4 9	B-C-D 456AW 3A 4 4 9	B-C-D 456AW 3A 4 4 9

Note 73: Unit can be In-Comm only if it starts north of the Sambre-Meuse Rivers.

Note 82: Unit must move onto the road net Limbourg-Eupen until released. See 106.6 for details.

Note 96: Place the unit within three hexes of the 26ID HQ.

Random: Released by German LIII Corps Random Event. See section 106.15.

Varies: Released individually by LIII Corps Random Event. See section 106.15.

Note 73: Unit can be In-Comm only if it starts north of the Sambre-Meuse Rivers.

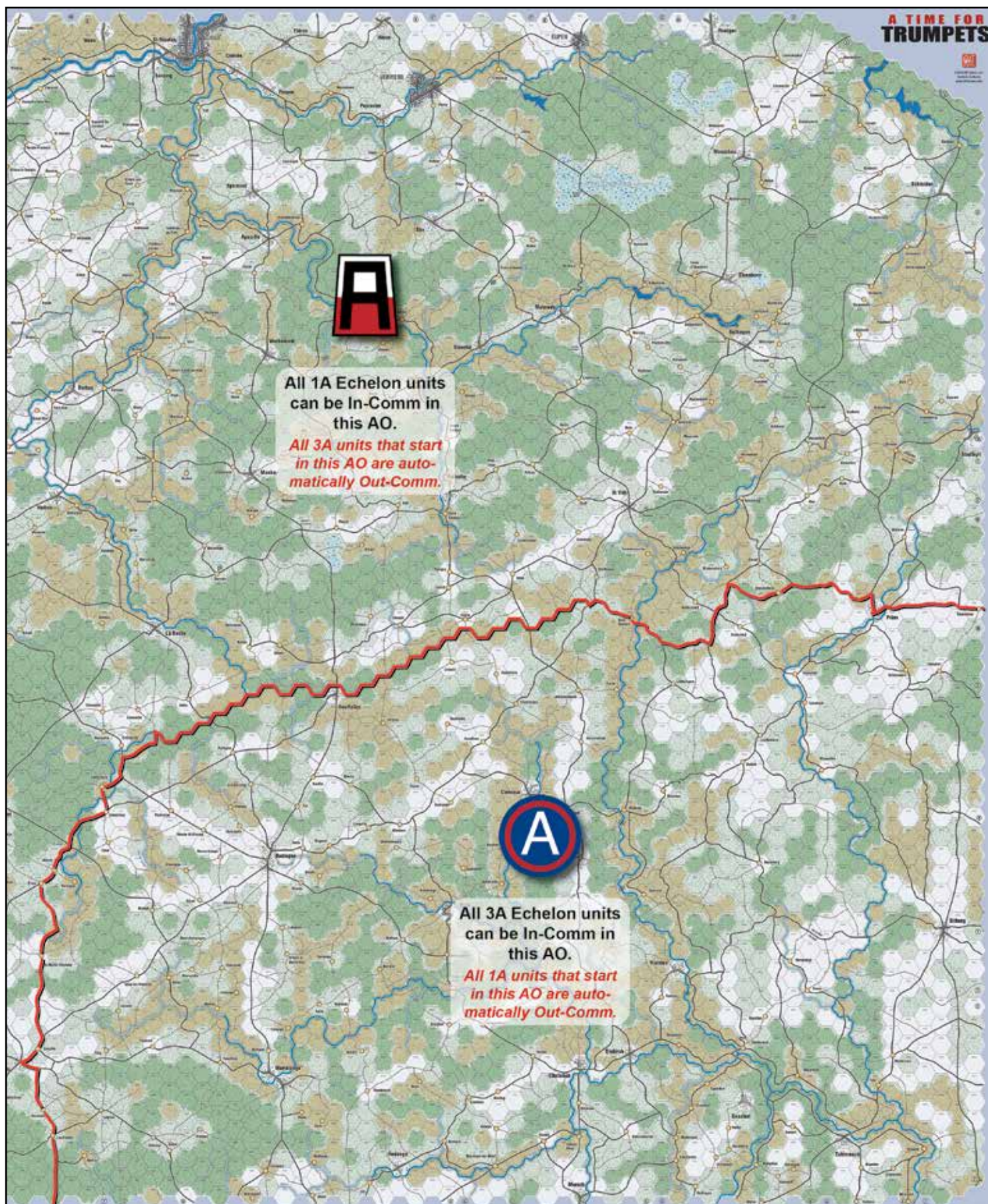
Note 82: Unit must move onto the road net Limbourg-Eupen until released. See 106.6 for details.

Note 96: Place the unit within three hexes of the 26ID HQ.

Random: Released by German LIII Corps Random Event. See section 106.15.

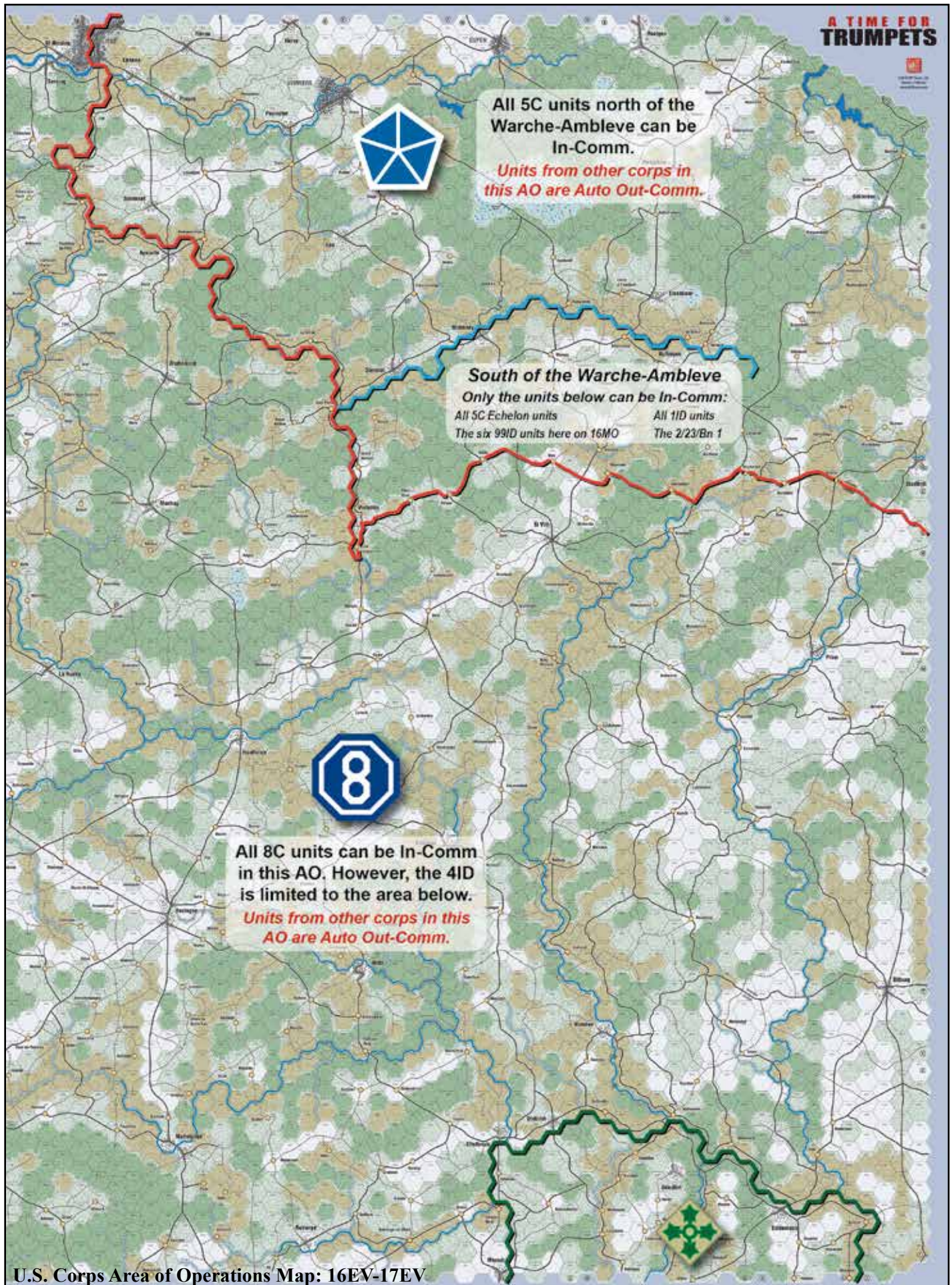
Varies: Released individually by LIII Corps Random Event. See section 106.15.



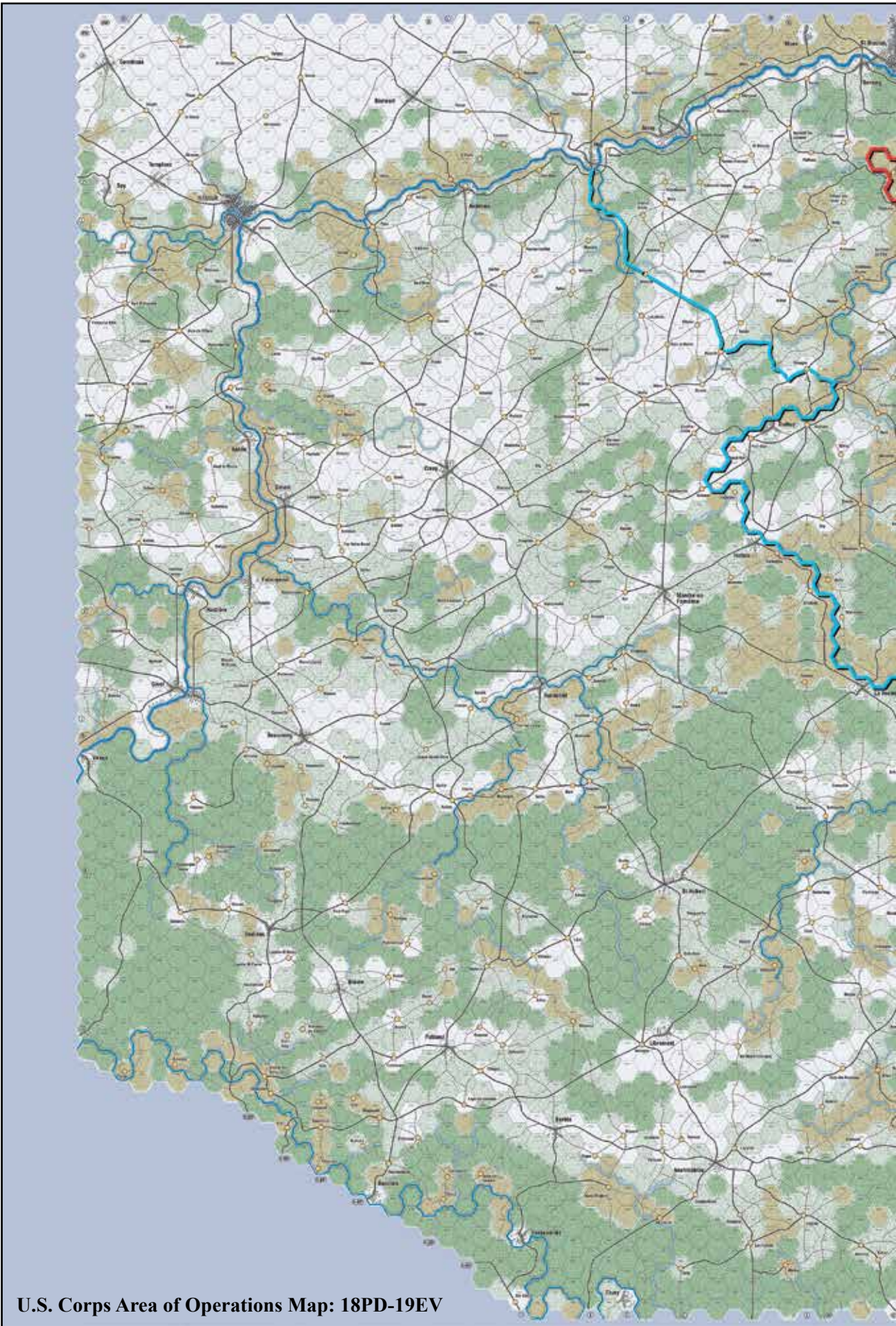


U.S. Army Area of Operation Map: 22PD-26EV









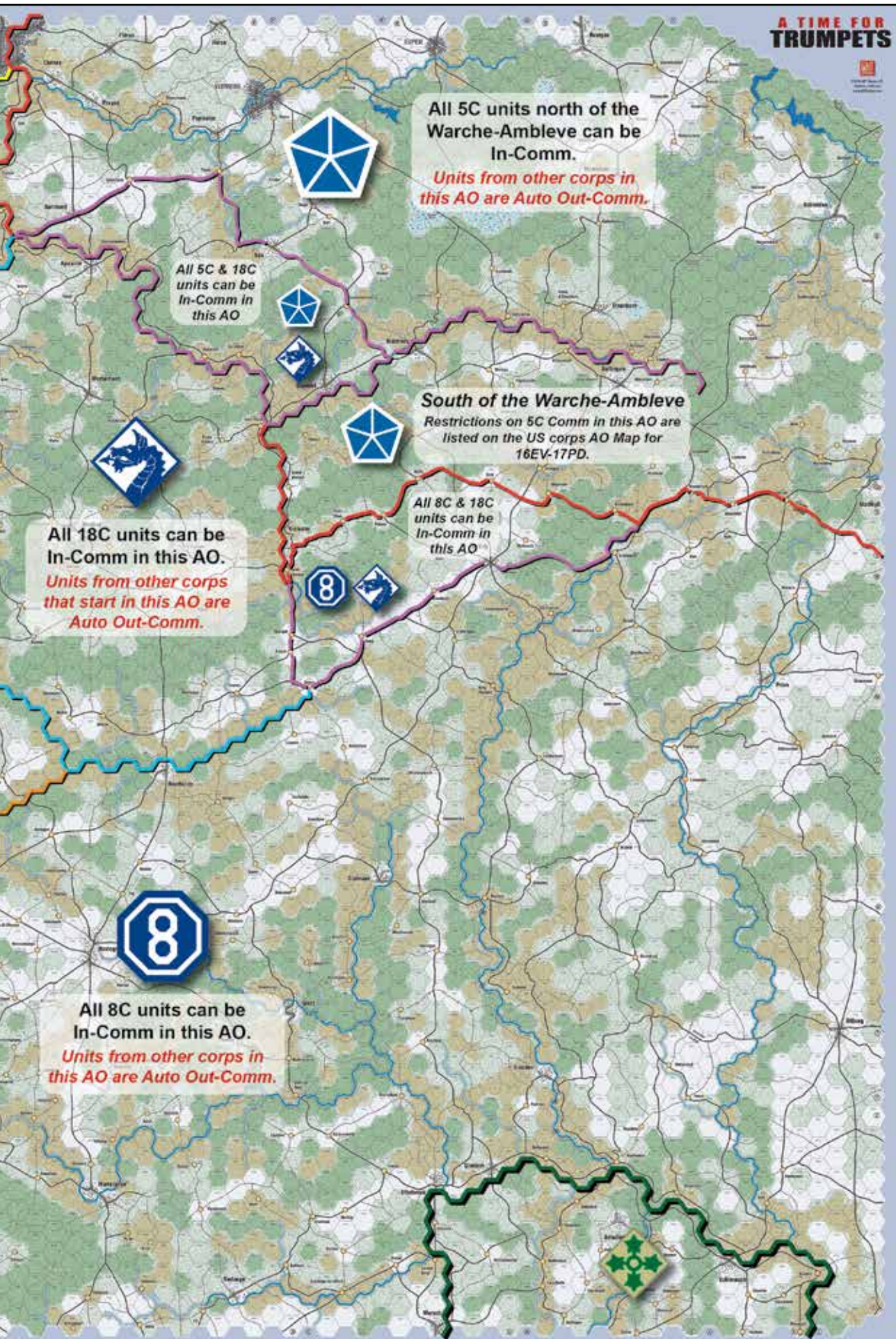






















## END GAME SCENARIO CHARTS

- The End Game Scenarios have been designed so that they may be merged together to form an End Game Campaign Game involving the play of 5PzA and the German 7A versus the US 1A and 3A.
- There are five End Game Scenarios. Their start times, however, are staggered—as explained below.
 

Race to the Meuse	22MO-26EV
Battle of Bastogne	22MO-26EV
US 3 Corps Offensive	22MO-26EV
St.Vith Goose Egg	22AF-26EV
The Salm and the Ourthe	23PD-26EV
- Players may start with single scenarios and later combine all five into an End Game Campaign.
- End Game Scenario instructions are always presented as shown below. See sections 110.0-160.0 in the Scenario Booklet.
 

Timeframe
Maps Required
German Participants
American Participants
Applicable Scenario Specific Rules
Victory Conditions
- These scenarios involve units that have moved around for days. This accentuates the problem of perfect intelligence. In the later scenarios, players can see weak areas that could not be seen by their historical counterparts. Also, players have knowledge of the arrival of reinforcements. As a result, End Game Scenario rules include historical intelligence limitations.
- If there are specific rules regarding the appearance or use of the reinforcements, they will be provided in the section referred to as “Applicable Scenario Specific Rules.” Occasionally, the reinforcements for an End Game Scenario arrive in accordance with specific parameters not reflected in the basic reinforcement charts on pages 13-23 of the Play-aid Booklet. When that is the case, the specific parameters will be identified in the End Game Scenario charts.
- German reinforcements are listed by the turn of arrival and by the Army to which they are assigned. Allied reinforcements are listed as entering the map from the north or the south along with the turn of arrival.
- Information listed above a unit describes where a unit will arrive. It will be a letter or letters indicating road edge entry hexes, or a hex coordinate when the arrival location is a specific hex. For a few units, a note is listed atop the unit directing the players to review a specific rule or instruction before the unit is employed.
- If there is no information below a reinforcement, the unit may enter the scenario without any special conditions.
- If there is a note below a unit, the players are directed to the corresponding detailed note or rule that must be reviewed before the unit may be employed.
- Certain abbreviations (Ft), (SP), (IP6) or (IP5) may also appear beneath the unit; see abbreviations, Rules Booklet, page 63.
- When the term Arty Sub appears above the unit, the German player has the option to use the German Artillery Formation

Substitute counters in order to reduce counter congestion and facilitate ease of play. See rule section 44.0 and the German Artillery Park Cards. The use of the substitutes significantly reduces counter density on the map.

### 13. Map Edge Entry:

- Reinforcements may not enter from off-board directly into forest hexes, except along the path of a road.
- Reinforcements may not enter from off-board directly onto the board across a river or stream, except along a road.
- Place all reinforcements that enter this turn on the board edge adjacent to the hex they intend to enter.
- Certain reinforcements may only enter at specific roads or hexes as listed in the scenario rules.
- Some reinforcements may be withheld beyond the initial turn of entry in order to enter at adjacent areas.
- The adjacent areas that may be entered by reinforcements is specified in the scenario rules.
- Reinforcements may enter along the path of a road at the road movement rate.
- Reinforcing US infantry units entering from the map edge may always enter with a truck.

### 14. Reinforcing HQ and Activation Status:

All HQ reinforcements enter “In Command” and “In Supply,” and with a “Rested” marker

### 15. Status of Subordinate Reinforcements





























- Subordinate reinforcements reflect the Activity Status of their parent HQ: Active, Resting or Exhausted.
- Reinforcements move when their parent HQ is activated.
- If the HQ is Resting, the reinforcements may move 1 hex or half of their MF as described in 14.1, 15.1 and 16.1.
- If the HQ is Active, the reinforcements may move normally as described in 14.2, 15.2 and 16.2.
- Remember that an Active formation may also be Fatigued.
- If the HQ is Exhausted, the reinforcements may move 1 hex or half of their MF as described in 4.3e.

### 16. When Reinforcements Move:

Reinforcements move when their parent HQ is activated.



## Setup Chart ~ 2nd Panzer Race to the Meuse

22MO 2PZ	4638	4638	4638	4637	4637	4637	4637	4637	4637	4837
										
22EV 2PZ	4536	4536	4635	4635	4735	4739	4740	4741	4841	5040
										
23PD KGC	4536	4536	4635	4635	4735	4739	4740	4741	4841	5040
										

Note A1: Unit must enter Nassogne before moving elsewhere.

Note A2: Foot unit moves with captured trucks; see 112.6.

Note A3: Unit may remain at Bastogne or assist 2Pz; see 112.4a.









Note A4: Formation may assist at Bastogne through 22EV turn. One of the formations must leave to assist 2Pz on 23PD; see 112.4b-c.

Note A5: This group of units comprises KGC; see 112.5.

### Aircraft Allocation Table

	23MO	23AF	24MO	24AF	25MO	25AF	26MO	26AF
XLVII	1	1	1	1	1	1	1	0
British	1	1	2	2	1	1	1	1
US 7C	0	0	2	2	2	2	2	2

When two aircraft are allocated, one of the aircraft must Strafe.

22MO	4437	4437	4437	2110	1521	5237	5736
							

## Setup Chart ~ Panzer Lehr

Main cannot assist attacks on Bastogne.

### Note A1

22EV MAIN 4MF	5049	5249	4948	4948
Leht	Leht	Leht	Leht	Leht
150H	COMP	XLVII	88mm	130
III	—	HO		
(1) 5 8'	(2) 5 8'	(1) 5 9'	4(6) 5 8	


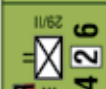




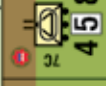






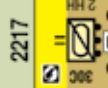
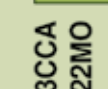












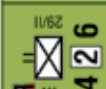




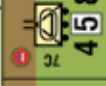








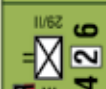




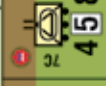








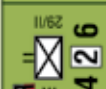




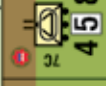






**Panzer Lehr General Note:** The main body of Panzer Lehr cannot assist attacks on Bastogne. The units must travel west via the road net Morhet-Vaux-les-Rosieres-Remagne-Moiry. After entering Moiry, the units may move elsewhere.

[illegible]

**Note 1A:** American Engineers have days to ruin the roads to St.Hubert from Lavacherie and Pironpre. The vacant Roadblocks on the roads represent the hindrances. The movement costs through each vacant roadblock follows:  
Foot units - 1MF; Horse Drawn - 2MF; Crosscountry - 2MF; AFV - 4MF; Truck Drawn - 4MF.  
It is not necessary to place a vacant Roadblock in every hex.



## Setup Chart ~ Allies Race to the Meuse

1A	Givet	1228	1528	1624	1410	1410	Huy	Huy	3713	4514	7C	Ohhey	Ohhey	Ohhey
22MO	 4 4 5	 4 2 6	 4 2 6	 4 4 5	 4 4 5	 6(9) 5 8	 1 4 1	 1 4 1	 3 5 8	 1 4 2	22MO	 7C	 7C	 7C
	Note 2B	Note 2C	Note 2B	Note 2B	Note 2B	Note 2B	Note 2B	Note 2B	Note 2D	Note 2E		Note 2F	Note 2F	Note 2K
22MO	2217	30C	3CCA	3927	3927	3928	3631	3631	22MO	1A	3942	3942	4326	4628
	 6 5 9	 3 5 9	 3 5 9	 2 5 8	 4(2) 5 0 1	 1 1 5 8	 1 1 5 8	 1 1 5 8	 2 2 6	 3 5 8	Roadblock	 Roadblock	 Roadblock	 Roadblock
	Note 2H	Note 2K							Note 2I	Note 2I	3133	3133	3133	Note 2I
22MO	Givet	1624	1724	1724	1511	1835	2538	2332	2332	3133	3133	3133	3730	3730
	 15 5 8	 1 5 9	 5 5 8	 5 5 8	 15 5 8	 1 4 6	 1 4 6	 1 4 6	 1 4 6	 1 4 6	 1 4 6	 1 4 6	 1 4 6	 1 4 6
	Note 2G	Note 2G	Note 2G	Note 2G	Note 2G	Note 2J	Note 2J	Note 2J	Note 2J	Note 2J	Note 2J	Note 2J	Note 2J	Note 2J
84ID	3527	3628	3829	4028	4128	4227	4327	3626	3626	3726	3726	3727	3828	3828
22MO	 4 4 6	 4 4 6	 4 4 6	 4 4 6	 4 4 6	 4 4 6	 4 4 6	 4 4 6	 4 4 6	 4 4 6	 4 4 6	 4 4 6	 4 4 6	 4 4 6
	Note 2L	Note 2L	Note 2L	Note 2L	Note 2L	Note 2L	Note 2L	Note 2L	Note 2N	Note 2N	Note 2N	Note 2N	Note 2N	Note 2N
84ID	3832	3832	3828	22MO	4632	4632	3133							
22MO	 1 4 12	 Roadblock	 7C	22MO	 Roadblock	 Roadblock	 Roadblock	 Roadblock	 Roadblock	 Roadblock	 Roadblock	 Roadblock	 Roadblock	 Roadblock
	Note 2L	Note 2L	Note 2L	Note 2L	Note 2L	Note 2L	Note 2L	Note 2L	Note 2N	Note 2N	Note 2N	Note 2N	Note 2N	Note 2N

Note 2E: Unit free to move - attached to the 84ID.  
Note 2F: Unit cannot move until released. See 106.7.  
Note 2G: Unit deploys per 106.10.3 and 106.10.4c.  
Note 2H: Unit deploys per 106.10.2

## Static

**Note 2B:** Cannot move until enemy moves adjacent, nor may it cross the Meuse.

**Note 2C:** Cannot move until enemy moves adjacent.

**Note 2D:** Cannot move until enemy crosses the Ourthe north of the Army Boundary.

**Note 2E:** Unit free to move - attached to the 84ID.  
**Note 2F:** Unit cannot move until released. See 106.7.  
**Note 2G:** Unit deploys per 106.10.3 and 106.10.4c.  
**Note 2H:** Unit deploys per 106.10.2.

**Note 2i:** Cannot move until released - see 113.7.

**Note 2J:** Cannot move until enemy moves adjacent or until Germans enter Rochefort.

**Note 2K: Free to move anywhere.**

**Note 2L:** Cannot move until released - see 113.5.

**Note 2N:** Cannot move until released - see 113.6.

## Setup Chart ~ Germans Battle of Bastogne

22EV 2PZ	4740	4741	4841	5039	5040	5040	5540	5540	5942	5141	5841	6036
6 5 8	2 1	2 1	2 1	(6) 4 8 <sup>2</sup>	(5) 4 8 <sup>1</sup>	4 6 4 8	4 6 4 8	2 4 9	4 6 4 8	4 4 8	4 4 8	(1) 5 9 <sup>1</sup>
Note B1	Note B1	Note B1	Note B1	Note B2	Note B2	Note B3	Note B3	Note B3	Note B3	Note B3	Note B3	Note B4
22MO 5PZA	6036	6036	22MO 901	5946	5947	5847	6247	5748	5849	5341	5640	5739
4 4 8	3 5 9	3 4 8	3 4 8	3 4 8	3 4 8	6 5 8	(1) 5 0 <sup>1</sup>	6 5 8	3 1 5 0 <sup>1</sup>	6 5 6	3 5 8	4 1 5 0 <sup>2</sup>
Note B4	Note B4	Note B4	Note B4	Note B4	Note B4	Note B4	Note B4	Note B4	Note B4	Note B4	Note B4	Note B4
22MO 26VG	5741	5943	5945	5749	5749	5750	5750	5548	5447	5146	4944	4942
6 5 6	6 5 6	6 5 6	6 5 6	4 1 5 0 <sup>2</sup>	3 1 4 0 <sup>2</sup>	3 1 5 0 <sup>2</sup>	3 1 5 0 <sup>2</sup>	2 5 8	4 5 8	4 5 9	6 5 6	6 5 6

**Note B1:** Unit is at tail end of 2Pz Division and heading west. Cannot participate in attacks on Basatogne.

**Note B2:** Unit is XLVII Echelon Artillery. It may participate in attacks on Bastogne on 22MO, 22AF and 22EV turns. On the 23PD turn, one of these two arty formations must move west in order to assist the 2nd Panzer Division. German Player's choice; see 122.4.

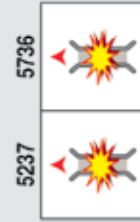
**Note B3:** Unit may assist at Bastogne or move west to assist 2Pz Division. German player's choice.

**Note B4:** Unit is free to move anywhere.

**Battle of Bastogne Scenario General Note:** Units shown above may trace Comm and/or Supply to any of the four German HQ/CP depicted above. See sections 122.2 and 122.3.

**Battle of Bastogne Scenario General Note:** The 26VG and Lehr 901 are the same formation; see 122.5.

**Panzer Lehr General Notes:** The main body of Panzer Lehr cannot assist attacks on Bastogne. The units must travel west via the road net Morhet-Vaux-les-Rosieres-Remagne-Moircy. After entering Moircy, the units may move elsewhere.





## Setup Chart ~ Americans ~ 22MO Battle of Bastogne

5042	5042	5342	5541	5541	5641	5641	5243	5344	5742
STEP 2 4 9	ROADBLOCK 3 5 6	ROADBLOCK 3 5 6	ROADBLOCK 3 5 6	ROADBLOCK 3 5 6	ROADBLOCK 3 5 6	ROADBLOCK 3 5 6	ROADBLOCK 3 5 6	ROADBLOCK 3 5 6	ROADBLOCK 3 5 6
5842	5743	5743	5544	5544	5444	5345	5345	5245	5346
ROADBLOCK 3 5 6	ROADBLOCK 2 5 6	ROADBLOCK 2 5 6	ROADBLOCK 4 (1) 4 0 <sup>2</sup>	ROADBLOCK 4 (1) 4 0 <sup>2</sup>	ROADBLOCK 4 (2) 4 0 <sup>1</sup>	ROADBLOCK 4 (2) 4 0 <sup>1</sup>	ROADBLOCK 4 (2) 4 0 <sup>1</sup>	ROADBLOCK 4 5 8	ROADBLOCK 4 5 8
5346	5346	5445	5445	5545	5644	5644	5644	5744	5843
ROADBLOCK 2 5 8	ROADBLOCK 2 5 8	ROADBLOCK 2 5 8	ROADBLOCK 2 5 8	ROADBLOCK 2 5 8	ROADBLOCK 2 5 8	ROADBLOCK 2 5 8	ROADBLOCK 2 5 8	ROADBLOCK 2 5 8	ROADBLOCK 2 5 8
5844	5745	5645	5446	5446	5547	5547	5646	5845	5846
ROADBLOCK 3 5 6	ROADBLOCK 1 6 8	ROADBLOCK 3 5 7	ROADBLOCK 3 5 6	ROADBLOCK 3 5 6	ROADBLOCK 3 5 6	ROADBLOCK 3 5 6	ROADBLOCK 3 5 6	ROADBLOCK 3 5 6	ROADBLOCK 3 5 6
5747	5747	5747	5747	5747	5747	5747	5747	5747	5747
ROADBLOCK 5 4 8	ROADBLOCK 5 4 8	ROADBLOCK 5 4 8	ROADBLOCK 5 4 8	ROADBLOCK 5 4 8	ROADBLOCK 5 4 8	ROADBLOCK 5 4 8	ROADBLOCK 5 4 8	ROADBLOCK 5 4 8	ROADBLOCK 5 4 8
5647	5647	5647	5647	5647	5647	5647	5647	5647	5647
ROADBLOCK 3 4 8	ROADBLOCK 3 4 8	ROADBLOCK 3 4 8	ROADBLOCK 3 4 8	ROADBLOCK 3 4 8	ROADBLOCK 3 4 8	ROADBLOCK 3 4 8	ROADBLOCK 3 4 8	ROADBLOCK 3 4 8	ROADBLOCK 3 4 8

Bastogne Supply Table

Turn	Non-Arty	420FA	Other Arty
22MO-22AF-22EV	OOS	Full CF	1 CF
23PD-24PD-25PD-26PD	OOS	Full CF	1 CF
23MO-24MO-25MO-26MO	In Supply	Full CF	2 CF
23AF-24AF-25AF-26AF	In Supply	Full CF	Full CF
23EV-24EV-25EV-26EV	In Supply	Full CF	2 CF

Aircraft Allocation Table

	23MO	23AF	24MO	24AF	25MO	25AF	26MO	26AF
7A HQ	1	1	1	1	1	1	1	0
US 3C	1	1	2	2	2	2	2	2

Setup Chart ~ Patton  
US 3 Corps Offensive Scenario

The 18 units west of Bastogne are part of the 3A in the US 3C Offensive Scenario. They may not move until an enemy unit moves adjacent or until the 25PD turn.

The units of the 28ID may not move east of the road net Halma-Libin-Recogne-Neuf-chateau-Les Fosses.

Five Arty unit  
Transfers from 8C - see 134.5

22MO 8C-3A	3750	3849	3854	3854	3855	3855	3955	3955	3858	3858	3858	3858	3858	3858	3858
	2 6 8	2 5 8	2 4 6	2 4 6	1 4 6	5	2 4 6	5	3 5 0	4 4 9	3 5 8	4 4 9	1 3 9	2 0 9	1 5 9
22MO 8C-3A	4156	4156	4156	4156	4156	4158	4158	4158	4158	4360	4360	4360	4561	4561	4561
	(1) 5 0	9 4 8	4 5 9	1 4 9	1 4 6	1 4 8	2 3 4 8	6	3 5 8	6	3 5 8	6	3 5 8	6	6
22MO 28/109 Remove per 134.5	6760	7059	7360	7061	7061	7061	7061	7061	23MO 3C	5163	6262	6262	6262	6262	6262
	1 4 6	3 4 6	1 4 6	4 1 4 0	3 1 4 0	1 4 6	1 4 6	1 4 6	2 3 MO 3C	(1) 4 8	(1) 4 7	(1) 4 7	(1) 4 7	(1) 4 7	(1) 4 7

Aircraft Allocation Table

	23MO	23AF	24MO	24AF	25MO	25AF	26MO	26AF
7A HQ	1	1	1	1	1	1	1	0
US 3C	1	1	2	2	2	2	2	2

Snow South of the Sure

The weather south of the Sure is Snow on 22MO, 22AF and 22EV; see 131.4.



7A has moved on 22MO

22MO  
5FJ

## Setup Chart ~ Germans The St. Vith Goose Egg Scenario

7926	8028	8129	7933	7933	7933	7933	7524	7524	7524	7524	7524	7623	7623	7625
244 SIG Bn LXVI	ARTY 16NW	150H LXVI	5 P 15	5 P 15	5 P 15	5 P 15	FE/II II	FE/II II	FE/II II	FE/II II	FE/II II	FE/II II	FE/II II	FE/II II
4 4 8	(5) 4 4 1	(1) 4 4 2	1 3 6	4 4 8	(1) 4 0 1	Restored	6 6 8	4 4 8	6 6 8	6 6 8	2 (3) 6 8	6 6 8	2 (3) 6 8	6 6 8
22AF LXVI							22AF FEB							
7724	7724	7724	7526	7526	7526	7526	7526	7526	7526	7526	7526	7626	7626	7626
200SH-10	COMP 8	DR HE REMER	FE/II II	FE/II II	FE/II II	FE/II II	FE/II II	FE/II II	FE/II II	FE/II II	FE/II II	FE/II II	FE/II II	FE/II II
4 4 8	4 6 8	2 6 9	2 6 9	2 6 9	2 6 9	2 6 9	2 6 9	2 6 9	2 6 9	2 6 9	2 6 9	2 6 9	2 6 9	2 6 9
22AF FEB														
7726	7726	7826	7826	7826	7826	7826	7826	7826	7826	7826	7826	7927	7927	8126
230/II	230/II	230/II	230/II	230/II	230/II	230/II	230/II	230/II	230/II	230/II	230/II	230/II	230/II	230/II
5 4 6	5 4 6	3 4 8	5 4 6	5 4 6	5 4 6	5 4 6	5 4 6	5 4 6	5 4 6	5 4 6	5 4 6	5 4 6	5 4 6	5 4 6
22AF 18VG														
7627	7627	7627	7628	7628	7628	7628	7628	7628	7628	7628	7628	7628	7628	7628
Fusilier	Fusilier	Fusilier	Fusilier	Fusilier	Fusilier	Fusilier	Fusilier	Fusilier	Fusilier	Fusilier	Fusilier	Fusilier	Fusilier	Fusilier
1 3 7	1 3 7	1 3 7	1 3 7	1 3 7	1 3 7	1 3 7	1 3 7	1 3 7	1 3 7	1 3 7	1 3 7	1 3 7	1 3 7	1 3 7
22AF 62VG														
6232	6232	6232	6233	6233	6233	6233	6233	6233	6233	6233	6233	6233	6233	6233
105H	105H	105H	105H	105H	105H	105H	105H	105H	105H	105H	105H	105H	105H	105H
5 5 9	5 5 9	5 5 9	5 5 9	5 5 9	5 5 9	5 5 9	5 5 9	5 5 9	5 5 9	5 5 9	5 5 9	5 5 9	5 5 9	5 5 9
22EV 2SS														

Note D1: Foot unit moves with captured trucks; see 142.5.

Note D1

Note D1





















































































Kampfgruppe Krag begins the 22EV turn in the hexes listed. The units of KG Krag may not move west of the road Monteban-Sart until a German unit enters Sart.



**All us units are attached to the 7AD.  
The unit affiliation is shown in order to facilitate the withdrawal sequence.**

[illegible]

## Setup Chart ~ Germans The Salm and the Ourthe Scenario

23PD 116PZ	4425	4425	4525	4525	4526	4625	4726	4727	4728	4827	4928	5028	4830	
														
23PD 116PZ	5129	5130	5130	5130	5130	4933	23PD 560VG	4826	4927	5026	4828	5228	5330	5330
														
23PD 560VG	5429	5430	5430	5430	5833	6034	23PD LVIII	4727	5230	5230	5230	5330	5330	5330
														
23MO 2SSPZ	5930	6029	23AF 2SSPZ	6032	6032	6032	6033	6033	6033	6033	6037	6138	6237	6237
														
23EV 2SSPZ	6035	6035	6036	6036	6036	6037	6037	6037	6037	6138	6138	6237	6237	6237
														
23EV 2SSK	6541	6541	7442	7442	7442	7442	7442	7442	7442	7442	7442	7442	7442	7442
														

General Note: the 2SS Pz Corps and 2SS Pz Division units have movement limits; see 152.6.

23AF-2SS units have 4MF on turn of arrival.

Aircraft Allocation Table													
	23MO	23AF	24MO	24AF	25MO	25AF	26MO	26AF					
LVIII	1	1	1	1	1	1	1	0					
US 18C	1*	1*	1	1	1	1	1	1					

Note E2: Infantry unit has captured trucks; see 152.5.

Note E2

Note E2

General Note: the 2SS Pz Corps and 2SS Pz Division units have movement limits; see 152.6.

23AF-2SS units have 4MF on turn of arrival.

### Aircraft Allocation Table

	23MO	23AF	24MO	24AF	25MO	25AF	26MO	26AF
LVIII	1	1	1	1	1	1	1	0
US 18C	1*	1*	1	1	1	1	1	1

\* The US rolls a die. On a roll of 1-3 the 18C receives one aircraft.

Note E2: Infantry unit has captured trucks; see 152.5.

Note E2



## Setup Chart ~ Americans

[illegible]

# SS Step Loss Chart

Examples of all possible German SS combat unit step losses and remnants are provided below.  
Remnants are identified by the term "STEP" on the counter.

## KGP Tiger II tanks



## KGP Panther tanks



## 12SS Panther tanks



## 2SS Panther tanks



## 9SS Panther tanks



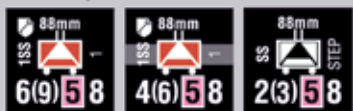
## 12SS Jagdpanthers



## SS Recon



## SS Heavy AA



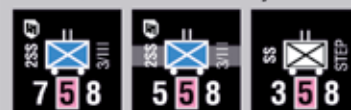
## SS Panzer Grenadiers



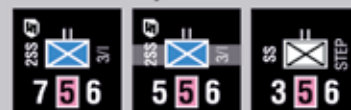
## SS Cross-Country Motorized Infantry



## SS Truck Motorized Infantry



## SS Foot Infantry



## SS Engineers





# Wehrmacht Step Loss Chart

Examples of all possible Wehrmacht combat unit step losses and remnants are provided below.  
Remnants are identified by the term "STEP" on the counter.

## 653 Jagdtiger



## Heavy AA



## 506 Königstiger Vlb (Tiger II)



## Panzergranadier



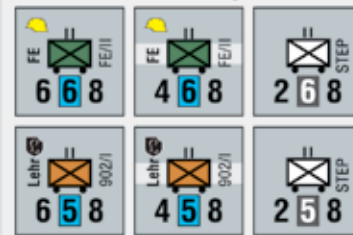
## 506 Tiger Vle (Tiger I)



## 301 Tiger Vle (Tiger I)



## Truck Motorized Infantry



## 5 Pz Army Panther



## Foot Infantry



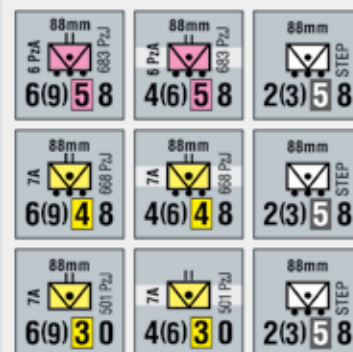
## 7th Army Panther



## 519 Jagdpanther



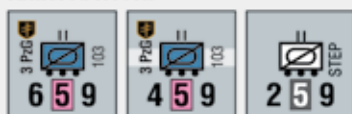
## 88mm Anti-tank



## 559 Jagdpanther



## Armored Recon



# Allied Medium Tank Step Loss Chart

Examples of all possible Allied Medium Tank step losses and remnants are provided below.  
Remnants are identified by the term "STEP" on the counter.

## US M4 Tanks

 250	 750	STEP	STEP	STEP	STEP
16 4 8	12 4 8	9 4 8	7 4 8	5 4 8	3 4 8
 741	 741	STEP	STEP	STEP	STEP
15 5 8	12 5 8	9 5 8	7 5 8	5 5 8	3 5 8
 737	 737	STEP	STEP	STEP	STEP
15 4 8	12 4 8	9 4 8	7 4 8	5 4 8	3 4 8
 CCB/8	 CCB/8	STEP	STEP	STEP	STEP
14 5 8	11 5 8	9 5 8	7 5 8	5 5 8	3 5 8
 771	 771	STEP	STEP	STEP	STEP
14 4 8	11 4 8	9 4 8	7 4 8	5 4 8	3 4 8

## US "Easy 8" Tank

 CCA/19	 CCA/19	STEP	STEP	STEP	STEP
16 4 8	12 4 8	9 4 8	7 4 8	5 4 8	3 4 8
 661	 661	STEP	STEP	STEP	STEP
14 5 8	11 5 8	9 5 8	7 5 8	5 5 8	3 5 8

## Brit "Firefly" Tanks

 1 NSY	 1 NSY	STEP	STEP	STEP	STEP
16 4 8	12 4 8	9 4 8	7 4 8	5 4 8	3 4 8
 2 FFY	 2 FFY	STEP	STEP	STEP	STEP
15 5 8	12 5 8	9 5 8	7 5 8	5 5 8	3 5 8
 504/20Gd	 504/20Gd	STEP	STEP	STEP	STEP
14 5 8	11 5 8	9 5 8	7 5 8	5 5 8	3 5 8

## Brit "Comet" Tanks

 23 Hus	 23 Hus	STEP	STEP	STEP	STEP
16 5 8	12 5 8	9 5 8	7 5 8	5 5 8	3 5 8

## Brit "Cromwell" Tanks

 2 Welsh G	 2 Welsh G	STEP	STEP	STEP	STEP
14 5 8	11 5 8	9 5 8	7 5 8	5 5 8	3 5 8

## Brit "Churchill" Tanks

 94TR	 94TR	STEP	STEP	STEP	STEP
14 5 8	11 5 8	9 5 8	7 5 8	5 5 8	3 5 8



# Allied Non-Medium-Tank Step Loss Chart

Examples of all other possible Allied step losses and remnants are provided below.

Remnants are identified by the term "STEP" on the counter.

## US Infantry



## US M5 "Stuart" Light Tank



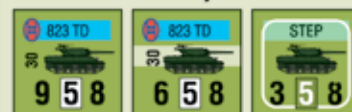
## Brit 17Pdr Anti-tank



## US Armored Infantry



## US M10 Tank Destroyer



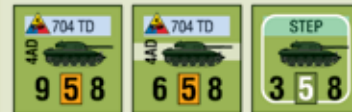
## Brit Heavy AA



## US Armored Engineer



## US M18 Tank Destroyer



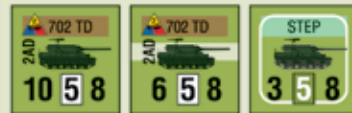
## Brit Armoured Cavalry



## US Armored Cavalry



## US M36 Tank Destroyer



## US Heavy Armored Cavalry



## US Heavy AA



**SIDE A****Mutual Player Segment**

Variable Ground Conditions Table  
 Atmospheric Conditions Table  
 Allied Strategic Bombing Table  
 Strafe Attack Table  
 AA Return Fire Table  
 Tactical Aircraft Table  
 HQ Freshness Determination Chart  
 German Fuel Shortage Table  
 US Fuel Dump Chart

**PLAY-  
AID  
CARD  
1****SIDE B****Sequence of Play**

Mutual Player Segment  
 Individual Player Segment

**Movement Segment**

Traffic Jam Chart - 16Dec44  
 Off-Road Movement Chart  
 Crossing Rivers at Fords  
 Air Interdiction Chart  
 Avoid Interdiction Table  
 Zone of Control Chart  
 Normal Road Movement Chart  
 Strategic Road Movement Chart  
 Skorzeny Infiltration Table

**PLAY-  
AID  
CARD  
2****Miscellaneous**

Combat Unit Stacking Chart  
 Disruption Penalty Applications  
 Movement Factor Reduction Charts  
 Movement Factor Reduction -Low Fuel  
 KGP Breakout Chart • Bridge Demolition Table  
 Leader Capability Chart • Reserves Capability Chart  
 Commando Misdirection Table  
 End of Combat Segment Admin  
 Player End of Turn Segment  
 Mutual End of Turn Segment

**Combat Segment**

Ground Combat Procedure  
 Nebelwerfer Attack Support Chart  
 Field Artillery Attack Support Chart  
 Field Artillery Defense Support Chart  
 Air Support for Combat

**PLAY-  
AID  
CARD  
3****Combat Segment**

Bombardment Shock Table ~ Firing at Attackers  
 Bombardment Shock Table ~ Firing at Defenders

**Combat Segment**

Weapons Effects on Ground Combat  
 Effects of Defensive Positions  
 Terrain Effects on Ground Combat  
 Blitzkrieg Attack Table

**PLAY-  
AID  
CARD  
4****Combat Segment**

Ground Combat Results Table  
 AFV Step Loss Suffered by Attacker  
 AFV Step Loss Suffered by Defender  
 Step Loss Suffered by Attacker  
 Step Loss Suffered by Defender  
 Enhanced AFV Combat - German Anti Tank  
 Enhanced AFV Combat - German Heavy Armor  
 Advance After Combat Chart



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