

Beyond the Rhine:

Axis Charts & Tables (v1.03)

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German Supply Table

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

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

(Apply all negative shifts before applying positive ones)

German Supply Status

Sept and Oct: 9

Nov: 8

Dec: 9

Jan to May: 8

After Clarion Event: 6

Column Modifiers to Supply Status

-1 All Ruhr hexes out of trace or captured

-1 All Saar hexes out of trace or captured

-1 Allied Broadfront restriction lifted

+1 No-Flight conditions

-1 Normal Flight conditions

? shifts from Random Events

German Repl Table

Two Dice:	Ftr	Jet	Pax	Eq	Misc	FP	HH	Alarm	EP	FA	WaR	LR	WW
3 or less	-	-	-	-	-	1	1	-	Y	Y	-	-	-
4-5	-	-	1	-	-	-	-	Y	-	-	-	-	-
6	-	-	1	-	-	-	-	Y	-	-	-	-	Y
7	1	-	2	1	-	-	-	Y	-	-	-	-	Y
8	1	-	2	1	-	-	-	Y	-	Y	Y	-	Y
9	1	-	2	1	-	-	1	Y	-	Y	Y	-	Y
10	2	1	2	1	1	-	1	Y	Y	Y	Y	Y	Y
11	2	1	3	1	1	1	1	Y	Y	Y	Y	Y	Y
12	2	1	3	2	1	1	1	Y	Y	Y	Y	Y	Y

Die Roll Modifiers

- 1 The Ruhr (all hexes) out of trace supply or captured **and** it is 1945
- 1 The Saar (all hexes) out of trace supply or captured **and** it is 1945
- 1 Allied Broadfront restriction have been **permanently** lifted (3.10a)
- 1 If 1945

Notes:

Y = Yes

Air Repls (Ftr and Jet):

Eq cannot be used to rebuild aircraft.

Result is the number of on-map aircraft that can be flipped to full strength and/or taken from the dead pool at full strength.

Air Repls must be used the instant they are awarded. If no such aircraft exists to make use of the repl, it is wasted.

Ftr: Me 109, Fw 190 (all types)

Jet: Me 262, Arado 264, He 162

Cannot be rebuilt: Ju 52, Ju 88

Misc: Rebuild one dead Artillery, Nebelwerfer, Mortar, HQ, or Pontoon unit. Alternately, one dead Truck or Wagon point can be rebuilt, coming back unloaded. In no case can a Misc repl be saved: use it immediately or lose it.

FP (FesterPlatz): German Player may place one FP unit + 1 SP (bonus). See rule 2.2.

HH (Hedgehog): Place a Level-1 Hedgehog in any hex in trace supply that is both west of and not touching a Rhine-Class river. (No adding to existing hogs, including printed fortifications and West Wall.)

Alarm: One Alarm Pool battalion can arrive (random pick). See rule 2.2.

EP (Emergency Pool): German Player may "Ready" up to two units in the Emergency Box. See rule 2.3.

FA (Fortress Artillery): Germans get one free 15-point barrage (before any pertinent shifts) within 2 hexes of any German-controlled major or minor city. Resolve immediately. Note no actual arty is needed!

WaR (Wacht am Rhein prep): One panzer division moves from Unready to Ready (starting 19 Oct). See rule 2.9b.

LR (Luftflotte Reich): These fighters are released. See rule 2.2.

WW (West Wall): Upgrade a West Wall hex. See rule 1.5a.

Weather Table

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

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

Ground Effects:

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

Flight Effects:

Normal	Air missions in all phases
Limited	Air missions allowed in the player's Regular Movement Phase only Hip Shoots not allowed Interdiction suspended (3.7b)
None	Air missions not allowed

Refit + air reinforcement arrival *are* allowed

Common Rebuild Table

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

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

Axis Arrival Chart: Full Campaign

Notes:

- 1) Ground units are Wehrmacht unless otherwise indicated to be SS, FJ, etc.
- 2) Generics such as brkdwn units, trucks, and planes are preceded by a multiplier, such as “2x Truck point.”
- 3) Unless a map edge is specified, new ground units (SP, reinforcements, Pax, etc.) normally appear in any city (major or minor) within the borders of Germany on the map indicated. Alternately, up to four RE’s of the new arrivals for Map B each turn may instead arrive at Amsterdam or Rotterdam (assuming they can trace to a supply source).
- 4) Units arriving at a city or with an HQ must be able to trace to a supply source from their placement hex. Furthermore, if arriving with an HQ, the HQ must be oriented to Combat Mode. (If there is no HQ in Combat Mode and in supply, have the units arrive along an appropriate map edge.)
- 5) You are free to use identical units for removals. The unit chosen **can** be from the dead pile.
- 6) Removals occur regardless of where the unit might be (even pocketed) or what the unit’s condition might be (even dead). The player must either remove the named unit from wherever it might be, or an identical unit.
- 7) Removed units cannot be rebuilt, so don’t put them in the dead pile.
- 8) This Arrival Schedule is also used in Two-Map Campaigns. For instance, “Remove(North)” would apply to both full campaigns and 2-Map campaigns using just the North maps. Entries are arranged from North (Map A and B) to South (Map C and D). When it isn’t obvious, there will be an “ignore” note.
- 9) Transfers in Two-Map Campaigns enter the map using road or rail hexes along the connection between the maps in question. They must arrive in a way that would make sense (behind the front line, etc.).

September 5, 1944

Note: Breskens Ferry starts (2.5)

Map A, west edge north of Leie River:

67 Corps HQ
86 Corps HQ
16-4-3 Inf Div (64, less 1 step)
12-3-2 Inf Div (59, 711, 346)
12-3-2 Inf Div (245, less 1 step)
2x 3-3-2 Inf Brkdwn Rgt
1x 4-3-2 FJ Brkdwn Rgt
2-1-2 Ost Bn (570, 627, 675)
2x Truck point (loaded)
3x Wagon point (loaded)

Map B:

1x Reserve Marker
6-5-6 PJ Bn (559)
14-3-3 FJ Div (Erd)
2-2-3 LW Inf Bn (41, 42)

Holland, any City or HQ:

3-4-3 FJ Assault Bn (1)

Map C, south edge west of C1.24:

85 Corps HQ
16-3-3 Inf Div (716, less 1 step)
2-3-3 Bicycle Bn (602)
2-1-2 Ost Bn (439, 665, 663, 666, 681, 798)

Map D:

1x Reserve Marker
4-4-6 FJ AG Bn (111)
8-4-2 Inf Div (Claer)
11-4-2 Inf Div (Boeh)

September 8

Map B:

1x Reserve Marker
2x 3-3-2 Inf Brkdwn Rgt
5-4-3 FJ Rgt (6)
(5)-3-1 PJ Bn (501, 502, 503, 504)
3-4-3 Inf Rgt (Brehm)
2-3-2 FJ Inf Bn (Schafer, Schluk)
2-2-2 LW Inf Bn (12, 14, 16)

Two-Map Campaigns Only:

2.Pz Div (2 Rec Bn)
Transfers from South to North

Map C, south edge from 1.05 to 1.16:

11.Pz Div (2-15 Pz Bn, 111, 110 PzGrRgt,
11 Rec Bn, 90 PJ Bn, 119 Arty Rgt)
3x 3-3-2 Inf Brkdwn Rgt

Map C south edge west of Saone River:

4 Luftwaffe Corps HQ
16-3-3 Inf Div (198, less 1 step)

Map C, west edge south of 5.35:

4-3-3 Naval Bde (Weber)
1x 3-2-2 Inf Brkdwn Rgt
1x 3-3-2 Inf Brkdwn Rgt

Map D:

1x Reserve Marker
14-3-2 VG Div (36, less 1 step)
1x 3-3-2 Inf Brkdwn Rgt
112.Pz Bde (all 3 units)
15.PzGr Div (115 Pz Bn)
4-4-2 Inf KG (C/V)
8-3-3 Inf KG (Jais)

September 12

Map B:

1x Reserve Marker
8-3-3 Inf Dv (Rass)
2-2-2 LW Inf Bn (1, 7, 8, 18, 19)
2-2-3 LW Penal Bn (6 zbV)

Two-Map Campaigns Only:

9.Pz Div (2-33 Pz Bn, 10 PzGrRgt, 9
Rec Bn, 50 PJ Bn, 102 Arty Rgt)
Transfers from South to North

Map D:

1x Reserve Marker
113.Pz Bde (all 3 units)
17.SS Pz Gr (38 PzGrRgt, 17 Arty Rgt)

September 15

Map B:

1x Reserve Marker
2-2-2 LW Inf Bn (2, 3, 6, 11, 13, 17, 20)
14-4-2 VG Div (12)
4-4-6 AG Bn (280)

Map D:

1x Reserve Marker
111.Pz Bde: (all 3 units)

September 19

Map B:

1x Reserve Marker
2-2-2 LW Inf Bn (4, 5, 9, 10)
12-4-7 Pz Bde (107, 108)
2x 3-3-2 Inf Brkdwn Rgt
1x 3-3-2 Naval Brkdwn Rgt
3-2-1 MG Bn (31)
3-5-5 Tiger Co (Hum)
2 FJ Corps HQ
12-2-1 LW Arty Rgt (121)
3-4-5 LW Rec Bn (12)
1x Bf-109 (5)

Remove (North):

1x Ju-88 (12)

Map D:

2x Reserve Markers
58 Pz Corp HQ
3x 3-3-2 Inf Brkdwn Rgt

September 22

Map B:

12 SS Corps HQ
48-2-1 Arty Corps (766)
9-5-4 Tiger Bn (506)

September 26

Map B:

2-2-2 LW Inf Bn (21, 22)
14-3-2 VG Div (183)

September 29

Note: Last turn for Breskens Ferry (2.5)

Map B:

14-3-2 VG Div (363)
36-2-1 Arty Corps (388)

Map D:

2-2-3 Inf Bn z.b.V (291, 292)

Exchange (South):

10-3-2 Reserve Inf Div (159) becomes
16-3-3 Inf Div (159)

October 1

Map B:

14-3-2 VG Div (246)
4-4-6 AG Bn (244)

Exchange (North):

12-3-2 Inf Div (711) becomes
16-3-3 Inf Div (711)
2-4-3 SS Bicycle Bn (Ln) becomes
8-4-3 SS Bicycle Bde (7 SS)

Remove (North):

2-1-2 Ost Bn (669)

Map D:

25.PzGr Div: (35 PzGr Rgt, 25 Arty)
5-4-3 Pio Rgt (1)
(5)-4-3 PJ Bn (1)

Remove (South):

2-1-2 Ost Bn (654)

October 5

Map D:

16-2-3 Inf Div (416)

Remove (South):

Lehr.Pz Div (901 PzGr Rgt, 2-130 Pz Bn)

October 8

Map B:

(5)-4-3 PJ Bn (683)
22-2-1 Mortar Bn (7)

Map D:

14-3-2 VG Div (361)

Exchange (South):

10-3-2 Inf Div (189) becomes
16-3-3 Inf Div (189)

October 12

Map B:

14-3-2 VG Div (256)
4-4-6 AG Bn (667)
(5)-4-3 PJ Bn (682)

Map D:

(5)-4-3 PJ Bn (681)

October 15

Note: Wacht Build Up (2.9a) begins.

Map B:

2x 3-3-2 Inf Brkdwn Rgt

Remove and add to the WaR Box (using 1.2b). The panzer divisions are Unready, the rest are Ready:

2 Pz SS Corps HQ
9-2-2 SS Arty Bn (502)
12-2-2 SS Werfer Bn (502)
1.SS.Pz Div (all 7 units)
2.SS.Pz Div (all 7 units)
9.SS.Pz Div (all 7 units)
12.SS.Pz Div (all 7 units)

October 19

Note: Wacht Prep (2.9b) begins.

Map B:

1x 3-3-2 Inf Brkdwn Rgt
1x Fw.190a (5)

Exchange (North):

14-3-3 FJ Inf Div (Erd) becomes
18-4-3 FJ Inf Div (7)
12-3-2 Inf Div (347) becomes
14-3-2 VG Div (347)

Map D:

1x 3-3-2 Inf Brkdwn Rgt
2-3-3 Mtn Bn (202)

October 22

Map B:

14-3-2 VG Div (18)
1x 3-2-2 Inf Brkdwn Rgt

Map D:

2-3-3 Mtn Bn (201)

Withdraw (South):

5-4-3 SS Mtrd Pol Rgt (19)

October 26

Map B:

5-5-7 PJ Bn (655)
42-2-2 Werfer Bde (15, 16)

Two-Map Campaigns Only:

3.PzGr Div (all units)
Transfers from South to North

October 29

Exchange (North):

10-3-2 Inf Div (176) becomes
16-3-3 Inf Div (176)

Remove (South):

12-3-2 Inf Div (49)
1x Fw-190f (4)

November 1

Note: Wacht may be declared in either November or December (2.9c)

Holland, any City or HQ:

30 Corps HQ
5-4-3 FJ Rgt (Hubner)

Map B:

14-2-2 VG Div (272)
(2)-3-3 PJ Bn (483, 484)
(4)-3-3 PJ Bn (487)
3-2-2 Volkssturm Rgt (Sauer)
4-4-3 Pio Bn (47)
26-2-2 Arty Rgt (1020)

Remove (North):

10-3-2 Inf Dv (182)

Map D:

16-3-3 Inf Div (269)
(2)-3-3 PJ Bn (485, 486)
(5)-4-3 PJ Bn (686)

Remove (South):

2-1-3 Ost Bn (439, 642, 663, 665, 681)

November 5

Map B:

24-2-1 Arty Corps (405, 406)
5-5-6 PJ Bn (519)
4-4-3 Assault Bn (5)
4-5-5 Pz Fkl Bn (301)

Exchange (North):

10-3-2 Inf Div (190) becomes
16-3-3 Inf Div (190)
12-3-2 Inf Div (344) becomes
14-3-2 VG Div (344)

Map D:

4-4-3 Assault Bn (19)
25.PzGr Div (119 PzGrRgt, 25 AG Bn)
36-2-1 Arty Corps (404)
24-2-1 Arty Corps (401)

Add to the dead pile (South):

25.PzGr Div (5 Pz Bn, 25 Recon Bn)

Exchange (South):

8-4-2 Inf Div (462) becomes
14-4-2 VG Div (462)

November 8

Map B:

14-2-2 VG Div (277)
14-3-2 VG Div (212)

Map D:

14-3-2 VG Div (708)

November 12

Map B:

2-4-6 Pz Co (2-2/103)

November 15

Map B:

14-4-2 VG Div (26)
36-2-1 Arty Corps (403)

November 19

Map B:

3x Bf.109 (5)
18-3-3 FJ Dv (6)
14-4-2 VG Div (340)

Map D:

Lehr.Pz Div (901 PzGr Rgt, 902 PzGr Rgt, 2-130 Pz Bn, 130 Rec Bn, 130 PJ Bn, 130 Arty Rgt)
14-3-2 VG Div (352)

Exchange (South):

4 Luftwaffe Corps HQ becomes
90 Corps HQ

November 22

Map B:

2x Bf.109 (4)
3x Fw.190a (4)

November 26

Map B:

5-4-3 FJ Rgt (z.b.V)
(5)-4-3 PJ Bn (657)

Remove (North):

2-3-2 FJ Bn (Schafer, Schluk)

Map D:

(5)-4-3 PJ Bn (668)

November 29

Note: Last turn to add to Wacht (2.9a)

Remove (North):

12-3-2 Inf Div (70)

Map D:

63 Corps HQ

Note: 1944 Two-Map Campaigns End

December 1

Note: Add Volkssturm to Alarm Pool

Map B:

14-2-2 VG Div (276, 326)
14-3-2 VG Div (47)
(6)-5-5 PJ Bn (93)
6-5-6 PJ Bn (560)

Exchange:

12-3-2 Inf Div (59) becomes
16-3-3 Inf Div (59)
12-3-2 Inf Div (245) becomes
16-3-3 Inf Div (245)
12-3-2 Inf Div (346) becomes
16-3-3 Inf Div (346)

Remove:

16-3-3 Inf Div (275)

December 5

Map B:

18-3-3 FJ Div (5)
42-2-2 Werfer Bde (4, 8)

Exchange:

1x Fw.190a (5) becomes
1x Fw.190d (6)

Map D:

2-2-3 Lw Inf Bn (38, 51, 52)

December 8

1x Bf.109 (5)

Map B:

14-2-2 VG Div (62)
14-3-2 VG Div (560, less 1 step)

Exchange:

1x Fw.190a (5) becomes
1x Fw.190d (5)

Map D:

Hohne Grp HQ

December 12

2x Bf.109 (5)
2x Fw.190f (3)
1x Fw.190f (4)
1x Ju.88 (12)
1x Ju.88 (9)

Map B:

18-3-3 FJ Dv (2)
42-2-2 Werfer Bde (20)

Remove:

2-1-3 Ost Bn (628, 666)

Map D:

14 SS Corps HQ
18 SS Corps HQ
8-3-3 Inf Div (405)
1x 3-3-2 Inf Brkdown Rgt
2-4-3 SS Inf Bn (Ellwan)
1-4-5 PJ Co (RF-SS)
10-0-1 Arty Bty (638, E/428, Z/428)

December 15

Map B:

14-3-2 VG Div (9, 79, 167)
1x 3-3-2 Inf Brkdown Rgt

Map D:

14-3-2 VG Div (257)

Remove:

3-5-5 Tiger Co (Hum)

December 19

Map B:

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

December 22

Map B:

36-2-1 Arty Corps (410)

Exchange:

1x Fw.190a (5) becomes
1x Fw.190d (6)

Map D:

1-5-5 Flm Pz Co (352)

December 26

1x Fw.190d (5)

Map D:

1x 3-5-2 SS Mtn Brkdown Rgt

Remove:

42-2-2 Werfer Bde (17)

December 29

1x Me.262 (reduced)

Map D:

4-4-5 PJ Bn (z.b.V 'G', 708)
1-5-5 Flamm Pz Co (353)

January 1, 1945

Map D:

(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:

5-4-3 FJ Rgt (z.b.V)
16-3-3 Inf Div (711)
16-1-3 SS Inf Div (30)
12-3-2 Inf Div (48)
1x Fw.190a (5)
1x Fw.190a (4)
1x Bf.109 (4)

January 5

Map B:

4-4-6 AG Bn (905)

Remove:

10-0-1 Arty Bty (Z/428)
42-2-2 Werfer Bde (19)
4-4-6 LW AG Bn (Schm)

January 8

Map D:

16-5-3 SS Mtn Div (6, less 1 step)

Remove:

16-3-3 Inf Div (269)
12-3-2 Inf Div (712)
14-3-2 VG Div (344)
3-2-1 MG Bn (29)
2-4-5 SP Arty Bty (2/218)

January 12

Remove:

2x Bf.109 (4)

January 15

Remove:

2-4-5 Pz Co (319 FKL)
2x Fw.190f (3)
1x Fw.190f (4)

January 19

Remove:

2x Bf.109 (5)
2x Fw.190a (4)

January 22

Remove:

1 SS Pz Corps HQ
2 SS Pz Corps HQ
1.SS.Pz Div (all 7 units)
2.SS.Pz Div (all 7 units)
9.SS.Pz Div (all 7 units)
12.SS.Pz Div (all 7 units)
9-5-4 SS Tiger Bn (501)
6-5-6 PJ Bn (560)
9-2-2 SS Arty Bn (501, 502)
12-2-2 SS Werfer Bn (502, 508)
8-3-3 Cmdo Bde (150)
F-Gren.Bde (all units)
36-2-1 Arty Corps (403, 404)
24-2-1 Arty Corps (405, 406, 408)
2x Truck point
2x Wagon point
5x Reserve Markers
7x Bf.109 (4)
2x Fw.190a (4)

January 26

Remove:

25.PzGr Div (all 6 units)

January 29

Remove:

2.Pz Div (2 Rec Bn)

February 1

Note: "Gotenbewegung" (2.3b) is allowed

Map B or D:

13 Corps HQ
18-3-3 FJ Div (8)
16-3-3 Mtn Div (2)
8-2-3 Inf Div (805, 905)
(8)-5-4 PJ Bn (653)

Holland, any City or HQ:

3-3-3 Naval Inf Rgt (Schindler)
4-4-3 Inf Assault Bn (25)

Remove:

39 Pz Corps HQ
10.SS.Pz Div: (all 6 units)
21.Pz Div: (all 6 units)
12-3-7 Pz Bde (F.Beg)
12-4-3 Inf Div (Tett)
8-3-3 Inf Div (606)
5-4-3 FJ Rgt (Hubner)
2-1-2 Ost Bn (675, 680, 798)
2-2-3 Inf Bn z.b.V (291)
(5)-4-3 PJ Bn (681)

Exchange:

1x Bf.109 (5) becomes
1x Fw.190d (6)

February 5

Map D:

4-2-3 Inf Bde (Baur)

Map D, any City or HQ:

3-5-3 SS-Inf Bn (506)

Remove:

14 SS Corps HQ

February 8

Note: 1945 Two-Map Campaigns Begin

Holland, any City or HQ:

4-2-3 FJ Rgt (31)

February 12

Two-Map Campaigns Only:

15.PzGr Div (all 6 units)
Transfers from South to North

Two-Map Campaigns Only:

1x 3-3-2 Inf Brkdown Rgt
Transfers from North to South

February 15

Map B:

Lehr.Pz Div (1-130 Pz Bn)

Two-Map Campaigns Only:

Lehr.Pz Div (901, 902 PzGr Rgt, 130
Rec Bn, 130 PJ Bn)
Transfers from South to North

Add to Dead Pile:

Lehr.Pz Div (2-130 Pz Bn, 130 Arty Rgt)
Transfers from South to North

February 19

Remove (South):

4-4-6 LW AG Bn (111)

Two-Map Campaigns Only:

11.Pz Div (all 7 units)
Transfers from South to North

February 22

Two-Map Campaigns Only:

16-3-3 Inf Div (338, less 2 steps)
12-4-7 Pz Bde (106)
Transfers from South to North

February 26

Remove (North):

1x Ju.88 (12)
1x Ju.88 (9)

Note: There is no 29 February turn

March 1

Holland, any City or HQ:

26-1-2 Arty Rgt (964)

Add to Emergency Pool (North), all Unready:

Ems Corps HQ
8-3-3 Inf Div (490)
West.Pz Bde (all 3 units)
10-4-6 Pz Bde (vHobe)
8-4-6 Pz Bde (Frank)
3-3-3 Inf Bde (Burg)
3-4-2 FJ KG (Oesau)
3-4-2 SS Inf KG (Thole)
4-4-2 Inf Rgt (GD/W, GD/P)
3-5-4 Pz Bn (Pad)
2-3-7 Pz Co (Kum)
2-4-5 Pz Co (Berg)
2-5-4 Pz Co (Ferah)
3-5-4 Tiger Co (3-510, 3-511)

Remove (North):

2-1-2 Ost Bn (787)

Exchange (North):

8-4-3 Bicycle Bde (7 SS) becomes
16-4-3 Inf Div (34 SS)

Map D:

2x 3-2-2 Inf Brkdown Rgt
10-0-1 Arty Bty (L/428)

Add to Emergency Pool (South), all Unready:

12 Corps HQ
8-3-6 Pz Bde (Thur)
16-5-3 SS Inf Div (38, less 3 steps)

March 5

Holland, any City or HQ:

10-3-2 Naval Inf Divs (11, 16)

Map B:

2x Pax

Map D:

2x Pax

March 8

Map B:

6-2-3 Inf Div (Hamb)

Remove (South):

2-3-3 Mtn Inf Bn (201)

March 12

Map B:

6-2-1 Arty Corps (166)

March 15

Holland, any City or HQ:

8-3-3 Inf Div (Jutl, 149)

March 19

Map B:

2-4-2 Inf KG (Stelter)
(8)-5-4 PJ Bn (512)

Remove (North):

3x Bf-109 (5)

March 22

Holland, any City or HQ:

12-3-2 Inf Div (219, 249, 703; each less 1 step)

Remove (North):

2-1-2 Ost Bn (803, 822)

Two-Map Campaigns Only:

11 Pz.Div (1-15 Pz Bn, 110 PzGrRgt,
11 Rec Bn, 119 Arty Rgt)

Transfers from North to South

Add to Dead Pile:

11 Pz.Div (2-15 Pz Bn, 111 PzGrRgt,
90 PJ Bn)

Transfers from North to South

March 26

Map B:

2-3-2 Inf KG (Knaust)

Holland, any City or HQ:

18-3-3 FJ Div (20, less 2 steps)

March 29

Map B:

8-3-3 Inf Div (Danu)

April 1

Map B:

8-2-3 Inf Div (Baye)
10-3-2 Naval Inf Div (2)
4-4-5 Luftwaffe PJ Bn (3)
16-3-3 Inf Div (166, less 2 steps)
1x He.162

Remove (North):

16-3-3 Inf Div (85)

Map D:

6-5-3 SS Inf KG (Schaf)
4-4-5 PJ Bn (Lamb)

Remove (South):

8-3-3 Inf Div (Rass)

April 5

Map B:

3-3-3 Naval Inf Rgt (Kempf)
2-2-3 PJ Bn (Ltzw)
2-2-3 PJ Bn (West)

Add to Emergency Pool (North), all Unready:

3-4-6 SS PzGr KG (Wik)

April 8

Map B:

2.Pz Div (2 Rec Bn)
14-3-2 Inf Div (Pots, Scha, UvH; each less 2 steps)

April 12

Map B:

Clwtz.Pz Div (KG Wall)

Remove (North):

3-3-3 Inf Bde (Burg)
4-4-6 AG Bn (243, 394)
(8)-5-4 PJ Bn (653)

April 15

Map B:

Clwtz.Pz Div (KG vBen)

Map D:

16-3-3 Inf Div (106)

April 19

Map B:

18-3-3 FJ Div (11, less 3 steps)

April 22

No arrivals or withdrawals

April 26

Map B:

14-3-2 Inf Dv (FvS, less 2 steps)

April 29

No arrivals or withdrawals

Game ends after this turn

German Shipping

Rail Cap 10*

Sea Cap 1**

* Rail Cap is reduced by events

** Sea Cap begins in October

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

Terrain Effects on Combat

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

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

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

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

Terrain Effects on Movement

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

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

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

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