

Beyond the Rhine:

Allied Charts & Tables (v1.1)

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American Supply Table

Two Dice	Supply Status												
	2	3	4	5	6	7	8	9	10	11	12	13+	
2-3	1	2	2	3	4	4	5	5	6	7	8	9	
4-5	2	3	3	4	5	5	6	6	7	8	10	11	
6-8	3	4	5	6	7	8	8	9	10	11	12	13	
9-10	3	5	6	6	7	8	9	9	10	11	12	14	
11-12	4	5	6	7	8	9	10	10	11	12	14	15	

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

American Supply Status

5 Sept:	5
8 Sept to 12 Sept:	6
15 Sept to 22 Sept:	7
26 Sept to 5 Oct:	8
8 Oct to 22 Oct:	9
26 Oct on:	10

Commonwealth Supply Table

Two Dice	Supply Status												
	2	3	4	5	6	7	8	9	10	11	12	13+	
2-3	0	1	1	1	2	2	3	3	3	4	4	5	
4-5	1	2	2	2	3	3	4	4	5	6	6	7	
6-8	2	2	3	3	3	4	4	5	6	7	7	8	
9-10	2	3	3	4	4	4	5	5	6	7	8	9	
11-12	2	3	4	4	4	5	5	6	7	8	9	10	

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

Commonwealth Supply Status

5 Sept to 12 Oct:	6
15 Oct to 15 Nov:	7
19 Nov on:	8

Column Modifiers to Supply Status (both American and Commonwealth)

Only one Antwerpen port controlled/repared (1.11): US gets +1, CW gets +1

Both Antwerpen ports controlled/repared (1.11): US gets +2, CW gets +2

Rotterdam port controlled/repared (1.11): US gets +1; CW gets +1

Amsterdam port controlled/repared (1.11): US gets +1; CW gets +1

Random Events: ?

Collapse of the North Flank (4.3c): only Commonwealth gets -2

Alpine Redoubt (4.4c): only US gets -2

Mud Turn: -2

Snow Turn: -1

Important Note: Apply negative shifts before applying positive ones.

Allied Shipping

	Rail	Sea
Sept	0	1
Oct	2	2
Nov	4	4
Dec	6	5
1945	10	6

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

Allied Repl Table

Two Dice:	American Repls					Commonwealth Repls				
	Ftr	Other	Pax	Eq	Misc	Ftr	Other	Pax	Eq	Misc
2 or less	-	-	-	-	-	-	-	-	-	-
3	-	-	-	-	-	-	-	-	-	-
4-5	-	-	-	-	-	-	-	-	-	-
6	-	-	1	-	-	-	-	-	-	-
7	-	-	1	1	-	-	-	-	1	-
8-9	1	1	2*	1	-	1	1	1	1	-
10	2	2	2*	2	1	1	1	1	1	1
11	2	2	2*	3	1	1	1	2	2	1
12 or more	2	2	3*	3	1+	1	1	2	2	1+

Make separate rolls for the Americans and the Commonwealth. American Repls can be used by French as well as US forces. Commonwealth Repls can be used by any Allied forces that are not US or FR.

Modifier: +1 to American rolls if 1945

Misc: The player can rebuild a lost independent combat unit (OCS 3.2f), or recover a step on a reduced arty division in trace supply that is not in a ZOC. Alternately, one dead Truck or Mule/Weasel point can be rebuilt, coming back unloaded.

The “+” indicates a Bridge Check Marker (1.8b) is also received.

In no case can a Misc repl be saved: use it immediately (to rebuild and possibly gain a Bridge Check Marker marker) or lose it.

Pax: The “*” results are reduced by 1 from 1 Nov thru 29 March to reflect Pax covering American trench-foot losses (3.2a).

Air Repls (Ftr and Other): Eq Repls cannot be used to rebuild aircraft in this game. Result is the number of 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: P-38, P-47, P-51, Spitfire, Tempest, Typhoon

Other: A-20, A-26, B-25, B-26, C-47, Mosquito

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

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

Air step	Per Repl Table
Alert Bn	Return to Pool
Armor (or Pz) unit	1x Eq (per step)
AT or PJ Bn (truck/track in Move)	1x Eq
AT or PJ Bn (leg in Move)	1x Pax
Arm Recon Bn	1x Eq
Artillery (truck/track in Move)	2x Eq (per RE)
Railroad Arty (“rr” in Move)	No Rebuild
Assault Engineer Bn	2x Pax
Assault Engineer Rgt	3x Pax
Assault Gun (AG) Bn	1x Eq
Armor unit	1x Eq (per step)
Bicycle unit	1x Pax (per RE)
Breakdown Rgt	No Rebuild
Cavalry Recon Grp	1x Eq
Commando Bde	3x Pax
Flak (Antiaircraft) Bn	1x Eq
Fkl or Flm or FT tank unit	1x Eq
HQ or Pontoon	1x Eq + 1 Pax
Fester Platz	Return to Pool
Glider Inf Rgt	2x Pax
Glider Inf Bde	3x Pax
Infantry unit	2x Pax (per RE)
Lt Tank Bn	1x Eq

Luftwaffe (LW) Bn	1x Pax
Marine or Naval unit	2x Pax (per RE)
Mountain unit	2x Pax (per RE)
Mech Inf Bn, Bde or Rgt (Allied)	1x Eq (per step)
MG Bn (all types)	1x Pax
Mortar Bn	1x Eq
Motorcycle Bn	1x Pax
Mule point	Per Repl Table
Ost or Penal Bn	No Rebuild
Panzer or Arm unit	1x Eq (per step)
PJ or AT Bn (truck/track in Move)	1x Eq
PJ or AT Bn (leg in Move)	1x Pax
Para Inf Bn	1x Pax
Para Inf Rgt or Div (Allied)	3x Pax (per RE)
Para Inf (German)	2x Pax (per RE)
Pio Bn	2x Pax
Police Rgt	2x Pax
PzGr Rgt (German)	1x Eq + 1x Pax
Recon Bn	1x Eq
Rocket or Werfer unit	2x Eq (per RE)
Remnant Bn	No Rebuild
Tank or Pz unit	1x Eq (per step)
Tiger unit	1x Eq (per step)
Truck point	Per Repl Table
VG Inf unit	2x Pax (per RE)
Volksturm Bn	Return to Pool
Wagon point	Per Repl Table
Werfer or Rocket unit	2x Eq (per RE)

Allied Arrival Chart Notes

- 1) Reinforcement groups are marked either Commonwealth (CW), American (US), or French (FR). CW units will be British unless otherwise indicated (Can, Bel, etc.).
- 2) Generics such as brkdwn units, trucks, and planes are preceded by a multiplier, such as “2x Truck point.”
- 3) Reinforcements usually arrive at a map edge, but sometimes there are special instructions. Note that OCS 13.6b can be applied if **any** entry hex in a listed range (such as “north of 25.xx”) is blocked by enemy units.
- 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.).

Allied Arrival Chart: Full Campaign

5 September 1944

CW) Map A, west edge south of 25.xx:

30 Corps HQ
3-4-8 Mech Rec Bn (11 HC)
22-4-3 Inf Div (15)
52.AL Div (157 Mot Bde)

US) Map A, west edge south of 22.xx:

2-2-3 Inf Bn (Norway)

US) Map C, west edge north of 22.xx:

12 Corps HQ
36-2-3 Arty Grp (112)
3-2-8 TD Bn (602)
6-3-6 Tk Bn (774)

8 September

Allies may now plan paradrops.

CW) Map A, west edge north of 25.xx:

4.Can Arm Div (all 4 units)
1.Pol Arm Div (all 4 units)
3-4-7 Can Rec Bn (18)
1x 5-4-3 Can Brkdown Rgt

CW) Map A, west edge south of 25.xx:

12 Corps HQ
3-4-8 Mech Rec Bn (1 RD)
1x (1)-0-0 Pontoon Bde

US) Map C, west edge:

5-3-7 TD Bn (773)

FR Map C, west edge north of 49.xx:

2.Fr.Arm Div (all 5 units)

12 September

Broadfront restrictions begin (3.10)

CW) Map A, west edge south of 25.xx:

8 Corps HQ
22-4-3 Inf Div (3, 43)
3-4-8 Rec Bn (2 HC)

US) Map C, west edge south of 28.xx:

15 Corps HQ
36-2-3 Arty Grp (115, 215)
1x Truck Point (loaded)

US) Map C, south edge from 1.11 to 1.18:

6 Corps HQ
24-4-3 Inf Div (3, 36, 45)
108-2-3 Arty Div (7)
36-2-3 Arty Grp (106, 206)
1x (1)-0-0 Pontoon Bde
4-4-3 Para Rgt (517)
2-4-7 Mech Cav Bn (117)
5-3-7 TD Bn (601, 645)
4-3-6 TD Bn (636)
6-3-6 Tk Bn (191, 753)
1x Truck point (loaded)
1x Mule point (loaded)
2 SP

US) Add to Southern France Airfields:

1x P-47
1x B-26

FR) Map C, south edge from 1.07 to 1.10:

1 Corps HQ
16-3-3 Inf Div (3 Alg)
12-4-3 Inf Div (9.Col)
36-2-3 Arty Grp (1)

FR) Map C, south edge west of 1.25:

2 Corps HQ
1.Arm Div (all 5 units)
36-2-3 Arty Grp (2)

***Design Note:** The French artillery groups are actually American artillery units supporting the pair of French corps.*

FR) Add to Southern France Airfields:

4x P-47
2x B-26

US Two-Map Campaigns Only:

*24-4-3 Inf Div (79)
Transfers from the North to South*

15 September

CW) Map A, west edge:

22-4-3 Can Inf Div (2, less 2 steps)
1x Truck Point (loaded)
1x Reserve Marker

US) Map A, west edge south of 21.xx:

3-2-8 TD Bn (638)

US) Two-Map Campaigns Only:

5 Corps HQ
4-4-7 Mech Cav Grp (102)
36-2-3 Arty Grp (105, 205)
Transfers from the South to North

US) Map C, west edge:

6.Arm Div (CCB)
1x Reserve marker

FR) Map C, south edge west of 1.20:

12-3-3 Inf Div (1.FF)

19 September

Map A:

2x Reserve Markers

Map C:

2x Reserve Markers

FR) With any FR HQ:

3-2-3 Inf Bde (AL-LO)

22 September

Map A:

1x Reserve Marker

US) Any Map A air base or Normandy:

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

US) Map C, west edge:

1x Reserve Marker
6.Arm Div (CCA, CCR, Arty)
5-3-7 TD Bn (808)
(3)-2-3 TD Bn (691)

US) Any Map C air base or Normandy:

3x P-47

26 September

CW) Map A, west edge:

6.Gd.Tk Bde (all 3 units)
1x Reserve Marker

US) Map A, west edge south of 22.xx:

24-4-3 Inf Div (29)
2-5-3 Rngr Bn (2, 5)
6-3-6 Tk Bn (741, 747)
4-4-7 Mech Cav Grp (15)
(3)-2-3 TD Bn (802)
18-3-3 Rocket Bn (18)

US) Map C, west edge:

(3)-2-3 TD Bn (807)
3-2-8 TD Bn (603)
1x Reserve Marker

US) Map C, south edge west of 1.06:

6-3-6 Tk Bn (756)
FR) Map C, south edge west of 1.06:
16-3-3 Fr Inf Div (2.Mor)

US) Two-Map Campaigns Only:

*7.Arm Div (all 4 units)
Transfers from South to North*

29 September

CW) Map A, west edge:

1 Corps HQ
22-4-3 Brit Inf Div (49)
5-4-3 Commando Bde (4)
3-4-8 Rec Bn (RAC)
2-4-2 Flm Tk Bn (141)
72-2-3 Brit Arty Div (4)

US) Map A, west edge south of

22.xx:

24-4-3 Inf Div (2)
3-2-8 TD Bn (609)
4-3-6 TD Bn (644)
4-4-7 Mech Cav Grp (14)
1x Reserve Marker

US) Two-Map Campaigns Only:

*5-3-7 TD Bn (814)
Transfers from South to North*

FR) Map C, south edge west of 1.06):

5.Fr.Arm Div (all 4 units)
1x Reserve marker

1 October

CW) Map A, west edge:

22-4-3 Can Inf Div (3, less 1 step)
36-2-3 Arty Bde (59)
1x Truck Point (loaded)
1x Reserve Marker

CW) Map A, west edge or Brussels:

2-3-3 Bel Inf Bn (5)

CW) Any Map A air base or England:

2x Typhoon

CW) England Box:

2x B-25

US) Map A, west edge:

6-3-6 Tk Bn (707)
108-2-3 Arty Div (1, 9)
Supply Cache Markers (option): 4

US) Remove (North):

1x P-47

US) Two-Map Campaigns Only:

*5.Arm Div (all 4 units)
5-3-7 TD Bn (628)
4-3-6 TD Bn (629)
Transfer from South to North*

US) Map C, west edge:

24-4-3 Inf Div (26)
108-2-3 Arty Div (3)
1x Reserve Marker
Supply Cache Markers (option): 4

US) Map C, south edge west of 1.06:

6-4-3 Inf Rgt (442)

US) Two-Map Campaigns Only:

*5-3-7 TD Bn (813)
Transfer from North to South*

FR) Map C, south edge west of 1.06:

3-4-3 Brkdwn Rgt

5 October

CW) Map A, west edge:

2 Canadian Corps HQ
2.Can.Tk Bde (all 3 units)
12-2-5 Can SP Arty Rgt (19)
72-2-3 Can Arty Div (2)
22-4-3 Inf Div (51, less 1 step)
72-2-3 Arty Div (3, 8, 9)

US) Map A, west edge:

8 Corps HQ
36-2-3 Arty Grp (108, 208)

8 October

CW) Map A, west edge:

1x 5-4-3 Brkdwn Rgt

US) Map A, west edge:

5-3-7 TD Bns (776)
6-3-6 Tk Bn (750)

12 October

CW) Map A, west edge:

33.Tk Bde (all 3 units)

15 October

CW) Map A west edge:

52.AL Div (155, 156 Inf Bde)
34.Tk Bde (all 3 units)

US) Map C, west edge:

24-4-3 Inf Div (95)

19 October

CW) Map A west edge:

2-4-2 Flm Tk Bn (1)

US) Map A, west edge:

6-3-6 Tk Bn (771)

US) Map C, west edge:

24-4-3 Inf Div (44)
3-2-8 TD Bn (705)

22 October

US) Map A, west edge:

22-4-3 Inf Div (102, 104)
5-3-7 TD Bn (771)

26 October

US) Map A, west edge:

(3)-2-3 TD Bn (692)

29 October

US) Map A, west edge:

24-4-3 Inf Div (83)
1x Truck Point (loaded)

US) Map C, west edge:

10.Arm Div (all 4 units)
3-4-6 Mech Bn (526)

US) Map C south edge west of 1.06:

24-3-3 Inf Div (100)

1 November

Trenchfoot effect begins (3.2a)

CW) Exchange:

1x Spitfire IX becomes Spitfire XIV

US) Map A, west edge:

13 Corps HQ
3-2-8 TD Bn (811)
2-4-2 Flm Tk Bn (747)
2-4-3 Gld Bn (550)
36-2-3 Arty Grp (113, 213)
Supply Cache Markers (option): 4

US) Add to the Dead Pile (North):

6-3-6 Tk Bn (701, 736, 740)

US) Remove (North):

6-3-6 Tk Bn (747)

US) Exchange (North):

1x P-51 becomes P-47

US) Map C, west edge:

6-3-6 Tk Bn (761, 778, 781)
2x Truck point (loaded)
Supply Cache Markers (option): 4

US) Any Map C air base or Normandy:

1x A-20

US) Add to the Dead Pile (South):

6-3-6 Tk Bn (748)

FR) Exchange:

12-4-3 Inf Div (9.Col) becomes

12-2-3 (9 Col)

5 November

US) Map A, west edge:

24-3-3 Inf Div (99)

US) Map C, west edge:

(3)-2-3 TD Bn (614)

US) Map C, south edge west of 1.06:

24-3-3 Inf Div (103)

8 November

US) Map A, west edge:

24-3-3 Inf Div (84)

9.Arm Div (all 4 units)

US) Any Map C air base or Normandy:

1x B-26

12 November

No arrivals or withdrawals

15 November

CW) Remove:

5-3-3 Bel Inf Bde (1)

US) Map A, west edge:

6-3-6 Tk Bn (709)

24-4-3 Inf Div (8)

US) Map C, south edge west of 1.06:

14.Arm Div (all 4 units, each CC -1 step)

(3)-2-3 TD Bn (824)

US) Remove (South):

6-4-3 Inf Rgt (442)

November 19

CW) Map A, west edge:

1x Truck Point (loaded)

US) Any Map A air base or Normandy:

1x B-26

22 November

US) Map A, west edge:

2-4-3 Para Bn (551)

FR) Map C, south edge west of 1.06:

3-3-3 Brkdw Rgt

26 November

FR) Map C, south edge west of 1.06:

2x 3-4-3 Mtn Brkdw Rgt

29 November

No arrivals or withdrawals

1944 Two-Map Campaigns End

1 December

CW) Map A, west edge or Brussels:

1 Abn Corps HQ

Supply Cache Markers (option): 8

CW) Exchange:

1x Spitfire IX becomes Spitfire XIV

US) Map A, west edge:

18 Abn Corps HQ

3-2-8 TD Bn (820)

US) England Box:

17.Para Div (all 3 units)

US) Map C, west edge:

12.Arm Div (all 4 units)

US) Exchange:

1x A-20 becomes A-26

FR) Map C, south edge west of 1.06:

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

5 December

US) Map A, west edge:

3-2-8 TD Bn (817)

8 December

US) Map A, west edge:

24-3-3 Inf Div (78, 106)

4-4-7 Cav Grp (11)

3-2-8 TD Bn (643)

US) Map C, west edge:

3 Corps HQ

36-2-3 Arty Grp (103, 203)

24-3-3 Inf Div (87)

FR) Remove:

12-3-3 Inf Div (1.FF)

12 December

US) Map A, west edge:

16 Corps HQ (16)

36-2-3 Arty Grp (116, 216)

US) Map C, south edge west of 1.06:

5-3-3 Brkdw Rgt

15 December

US) Map A, west edge:

2-4-3 Para Bn (509)

19 December

CW) England or Map A, west edge:

6.Abn Div (all 4 units)

US) Map A, west edge:

24-3-3 Inf Div (75)

11.Arm Div (all 4 units)

4-3-6 TD Bn (821)

US) Map C, south edge west of 1.06:

3x 5-3-3 Brkdw Rgt

22 December

US) Map C, west edge:

21 Corps HQ

36-2-3 Arty Grp (121, 221)

(3)-2-3 TD Bn (772)

26 December

US) Map A, west edge:

3-2-8 TD Bn (612)

6-3-6 Tk Bn (784)

FR) Map C, west edge:

12-3-3 Inf Div (1.FF)

29 December

No arrivals or withdrawals

1 January 1945

CW) Map A west edge:

5-4-3 Cdo Bde (1)

Supply Cache Markers (option): 8

CW) Exchange:

1x Spitfire IX becomes P-51

US) Map A, west edge:

22 Corps HQ

36-2-3 Arty Grp (122, 222)

3-2-8 TD Bn (827)

2x Truck point (loaded)

5 January

US) Map C, west edge:
24-3-3 Inf Div (94)

US) Remove:
2-2-3 Inf Bn (Norway)

FR) Map C, west edge:
12-2-3 Inf Div (10)

8 January

US) Map C, west edge:
8.Arm Div (all 4 units)

12 January

US) Map C, south edge west of 1.06:
24-3-3 Inf Div (70, less 3 steps)

15 January

CW) Remove:
33.Tk Bde (all 3 units)

19 January

US) Map A, west edge:
4-3-6 TD Bn (825)

22 January

CW) With any CW HQ:
3-2-3 Inf Bde (305, 306, 307, 308)

US) Map A, west edge:
24-3-3 Inf Div (76)

26 January

US) Map C, west edge:
3-2-8 TD Bn (822)
(3)-2-3 TD Bn (679)

29 January

No arrivals or withdrawals

1 February

CW) any Corps HQ:
3-2-3 Inf Bde (301)
1x (1)-0-0 Pontoon Bde
6x Reserve Markers
Supply Cache Markers (option): 8

CW) Exchange:
36-2-3 Arty Bde (59) becomes
5-4-3 Brkdown Bde

CW) Remove:
11.Arm Div (29 Mech Bde)

US) Map A, west edge:
6-3-6 Tk Bn (786)
1x (1)-0-0 Pontoon Bde

US) Map C, south edge west of 1.06:
24-3-3 Inf Div (63, less 1 step)
(3)-2-3 TD Bn (648)
1x (1)-0-0 Pontoon Bde

US) England Airfields:
2x C-47 (no glider)

5 February

CW) Map A west edge:
2-4-2 Flm Tk Bn (7)

US) Map C; west edge:
24-3-3 Inf Div (69)

US) Map C, south edge west of 1.06):
24-3-3 Inf Div (42, less 1 step)

US) Exchange:
1x B-26 becomes A-20
1x P-38 becomes P-47
1x P-38 becomes P-51

8 February

1945 Two-Map Campaigns Begin

FR) Remove:
12-2-3 Inf Div (10)
2.Fr Arm Div (all 5 units)

12 February

US) England or Map A, west edge:
13.Abn Div (326 Gld Rgt)

*US) Two-Map Campaigns Only:
17.Abn Div (193, 194 Glder Rgt)
Transfer from South to North*

US) Map C, west edge:
4-4-7 Cav Grp (115)
3-2-8 TD Bn (605, 661)

15 February

CW) Map A, west edge:
4-3-3 Marine Bde (116)

19 February

CW) Map A, west edge:
4-3-3 Inf Bde (115)

US) Map A, west edge:
4-3-8 TD Bn (809)

22 February

*US) Two-Map Campaigns Only:
9.Arm Div (all 4 units)
Transfer from South to North*

US) Map C, west edge:
4-3-8 TD Bn (656)
6-3-6 Tk Bn (777)

US) Any Map C airbase or Normandy:
1x P-47

FR) Map C, south edge west of 1.06:
1x 3-4-3 Brkdown Rgt

26 February

CW) Map A, west edge:
5.Can.Arm Div (all 4 units)

US) England or Map A, west edge:
13.Abn Div (515 Para Rgt)

US) Map C, west edge:
4-4-7 Mech Cav Grp (101)
6-3-6 Tk Bn (717)

There is no 29 February turn

1 March

CW) Map A, west edge:
1 Canadian Corps HQ
2x Truck point (loaded)

US) Exchange (North):
1x P-47 becomes P-51

US) Remove (North):
4-4-3 Para Rgt (517)

US) Remove (South):
101 Abn Div (401 Gld Rgt)
(3)-2-3 TD Bn (679)

US) England or Map A, west edge:
13.Abn Div (517 Gld Rgt)
Supply Cache Markers (option): 4

US) Map C, west edge:
4-4-7 Mech Cav Grp (16)
Supply Cache Markers (option): 4

FR) With any FR HQ:
12-2-3 Fr Inf Div (14)
2-3-3 Mtn Inf Bn (20)

FR) Remove:
12-3-3 Inf Div (1.FF)

5 March

US) Map C, west edge:
24-3-3 Inf Dv (65, 71)

8 March

US) Map C, west edge:
24-3-3 Inf Dv (89)

12 March

No arrivals or withdrawals

15 March

CW) Map A, west edge:
3-4-7 Can Rec Bn (1)
1 Can Tk Bde (all 3 units)

US) Add to dead pile (South):
6-3-6 Tk Bn (787)

19 March

US) Map C, west edge:
4-3-3 Inf Rgt (159)
6-3-6 Tk Bn (772)

22 March

CW) Map A, west edge:
22-4-3 Inf Div (5)

26 March

CW) Map A, west edge:
22-4-3 Can Inf Div (1)
72-2-3 Can Arty Div (1)

US) Map A, west edge:
24-3-3 Inf Div (86, 97)

29 March

No arrivals or withdrawals

1 April

CW) With any CW HQ:
11.Arm Div (29 Mech Bde)
5-3-3 Bel Inf Bde (1)

US) Map A, west edge:
13.Arm Div (all 4 units)
16.Arm Div (all 4 units)
4-4-3 Inf Rgt (474)
Supply Cache Markers (option): 4

US) Two-Map Campaigns Only:
4-3-6 TD Bn (634)
Transfer from North to South

US) Map C:
Supply Cache Markers (option): 4

5 April

US) Map A, west edge:
20.Arm Div (all 4 units)

8 April

US) Map A, west edge:
6-3-6 Tk Bn (782)

12 April

No arrivals or withdrawals

15 April

US) Map C, west edge:
3-2-8 TD Bn (633)

19 April

FR) Map C, west edge:
2.Fr.Arm Div (all 5 units)

22 April

No arrivals or withdrawals

26 April

No arrivals or withdrawals

29 April

CW) England Box:
4-3-3 Marine Bde (117)

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 **Axis** movement during Normal Flight conditions **unless** Interdiction is suspended (3.7b).
 P = Prohibited. If a weather change leaves a Track/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!