

Beyond the Rhine:

Axis Charts & Tables (v1.1)

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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

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

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

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

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 unit 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.

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.

Common Rebuild Table

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)

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

Axis Arrival Chart 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.).

Axis Arrival Chart: Full Campaign

5 September 1944

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 Brkdown Rgt
1x 4-3-2 FJ Brkdown Rgt
2-1-2 Ost Bn (570, 627, 675)
2x Truck point (loaded)
3x Wagon point (loaded)

Map B:

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

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)

8 September

Map B:

1x Reserve Marker
2x 3-3-2 Inf Brkdown 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, 111, 110 PzGr, 11 Rec, 90 PJ, 119 Arty)
3x 3-3-2 Inf Brkdown 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 Brkdown Rgt
1x 3-3-2 Inf Brkdown Rgt

Map D:

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

12 September

Map B:

1x Reserve Marker
8-3-3 Inf Dv (Rass)
10.SS.Pz Div (10 PJ)
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, 10 PzGr, 9 Rec, 50 PJ, 102 Arty)

Transfers from South to North

Map D:

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

15 September

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)

19 September

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 Brkdown Rgt
1x 3-3-2 Naval Brkdown 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 Brkdown Rgt

22 September

Map B:

12 SS Corps HQ
48-2-1 Arty Corps (766)
9-5-4 Tiger Bn (506)
4-4-5 PJ Bn (741)

26 September

Map B:

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

29 September

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 Res Inf Div (159) becomes
16-3-3 Inf Div (159)

1 October

Map B:

14-3-2 VG Div (246)
4-4-6 AG Bn (244)
Supply Cache Markers (option): 2

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, 25 Arty)
5-4-3 Pio Rgt (1)
(5)-4-3 PJ Bn (1)
Supply Cache Markers (option): 2

Remove (South):

2-1-2 Ost Bn (654)

5 October

Map D:

16-2-3 Inf Div (416)

Remove (South):

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

8 October

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)

12 October

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)

15 October

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 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)

19 October

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)

22 October

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)

26 October

Map B:

42-2-2 Werfer Bde (15, 16)

*Two-Map Campaigns Only:
3.PzGr Div (all units)
Transfers from South to North*

29 October

Exchange (North):

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

Remove (North):

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

1 November

*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)
Supply Cache Markers (option): 2

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)
Supply Cache Markers (option): 2

Remove (South):

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

5 November

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 PzGr, 25 AG)
36-2-1 Arty Corps (404)
24-2-1 Arty Corps (401)

Add to the dead pile (South):

25.PzGr Div (5 Pz, 25 Recon)

Exchange (South):

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

8 November

Map B:

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

Map D:

14-3-2 VG Div (708)

12 November

Map B:

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

15 November

Map B:

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

19 November

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, 902 PzGr,
2-130 Pz, 130 Rec, 130 PJ, 130
Arty)
14-3-2 VG Div (352)

Exchange (South):

4 Luftwaffe Corps HQ becomes
90 Corps HQ

22 November

Map B:

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

26 November

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)

29 November

Last turn to add to Wacht (2.9a)

Remove (North):

12-3-2 Inf Div (70)

Map D:

63 Corps HQ

1944 Two-Map Campaigns End

1 December

Note: Add Volksturm 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)
Supply Cache Markers (option): 4

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)

5 December

Holland, any City or HQ:

3-4-3 FJ Assault Bn (1)

Map B:

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

Exchange:

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

Map D:

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

8 December

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 Fw.190d (5)

Map D:

Hohne Grp HQ

12 December

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 Brkdwn 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)

15 December

Map B:

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

Map D:

14-3-2 VG Div (257)

Remove:

3-5-5 Tiger Co (Hum)

19 December

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

22 December

Map B:

36-2-1 Arty Corps (410)

Exchange:

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

Map D:

1-5-5 Flm Pz Co (352)

26 December

1x Fw.190d (5)

Map B:

5-5-7 PJ Bn (655)

Map D:

1x 3-5-2 SS Mtn Brkdwn Rgt

Remove:

42-2-2 Werfer Bde (17)

29 December

1x Me.262 (reduced)

Map D:

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

1 January 1945

Map D:

(2)-3-3 PJ Bn (468)
22-2-1 Mortar Bn (20)
Supply Cache Markers (option): 4

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)

5 January

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)

8 January

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)

12 January

Remove:

2x Bf.109 (4)

15 January

Map B:

10.SS.Pz Div (I-10 Pz)

Remove:

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

19 January

Remove:

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

22 January

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)

26 January

Remove:

25.PzGr Div (all 6 units)

January 29

Remove:

2.Pz Div (2 Rec)

1 February

“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)
Supply Cache Markers (option): 4

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)

5 February

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

8 February

1945 Two-Map Campaigns Begin

Holland, any City or HQ:

4-2-3 FJ Rgt (31)

12 February

Two-Map Campaigns Only:

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

Two-Map Campaigns Only:

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

15 February

Map B:

Lehr.Pz Div (1-130 Pz)

Two-Map Campaigns Only:

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

Add to Dead Pile:

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

19 February

Remove (South):

4-4-6 LW AG Bn (111)

Two-Map Campaigns Only:

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

22 February

Two-Map Campaigns Only:

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

26 February

Remove (North):

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

There is no 29 February turn

1 March

Holland, any City or HQ:

26-1-2 Arty Rgt (964)
Supply Cache Markers (option): 2

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 (Ferh)
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 Brkdw Rgt
10-0-1 Arty Bty (L/428)
Supply Cache Markers (option): 2

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)

5 March

Holland, any City or HQ:

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

Map B:

2x Pax

Map D:

2x Pax

8 March

Map B:

6-2-3 Inf Div (Hamb)

Remove (South):

2-3-3 Mtn Inf Bn (201)

12 March

Map B:

6-2-1 Arty Corps (166)

15 March

Holland, any City or HQ:

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

19 March

Map B:

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

Remove (North):

3x Bf-109 (5)

22 March

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, 110 PzGr,
11 Rec, 119 Arty)*

Transfers from North to South

Add to Dead Pile:

*11 Pz.Div (2-15 Pz, 111 PzGr,
90 PJ)*

Transfers from North to South

26 March

Map B:

2-3-2 Inf KG (Knaust)

Holland, any City or HQ:

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

29 March

Map B:

8-3-3 Inf Div (Danu)

1 April

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
Supply Cache Markers (option): 2

Remove (North):

16-3-3 Inf Div (85)

Map D:

6-5-3 SS Inf KG (Schaf)
4-4-5 PJ Bn (Lamb)
Supply Cache Markers (option): 2

Remove (South):

8-3-3 Inf Div (Rass)

5 April

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)

8 April

Map B:

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

12 April

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)

15 April

Map B:

Clwtz.Pz Div (KG vBen)

Map D:

16-3-3 Inf Div (106)

19 April

Map B:

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

22 April

No arrivals or withdrawals

26 April

Map B:

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

29 April

No arrivals or withdrawals

Game ends after this turn

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!