

The Mighty Endeavor: Expanded Edition (SCS) v1.1

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0.0 PRELIMINARY INFO AND SPECIAL GAME RULES

0.1 Introduction

The Standard Combat Series games enable both experienced and beginning players to enjoy simple to play and quick to learn games. These games attempt to bring out common wargame themes, terms, and techniques.

0.2 About Version 1.8

These rules contain known errata and new clarifications since the publishing of v1.7.

0.3 How To Learn Rules

Games are meant to be enjoyable pastimes, not tedious tests. In order to learn this game, begin by lightly reading the rules and thumbing through the game's component parts. Don't memorize anything. Punch out a few units from both sides and set them up on the map in any desired fashion. Now, with the rules in hand, follow the Sequence of Play, rereading as needed. Once you are moving along

with your game and rarely have to look things up, set up the real game, and give it a try. By this time the terminology should be well under control and you will be able to play any SCS game with little additional effort.

0.4 The Components

0.4.1 The Map

0.4.1.1 The Hex Numbering System

The numbering system identifies individual hexes on the map. If the game uses more than one map, letters identify the map in question. A hex number pertaining to a given map will begin with that map's letter, as in A10.10. The digits before the decimal point indicate the hex row, reading along the map's horizontal dimension from left to right. The digits after the decimal identify the exact hex along the given hex row, reading along the vertical dimension from bottom to top. Not all hexes have printed numbers, but the numbering applies to all of them. Each

fifth hex (xx.05, xx.10, xx.15) has a printed hex number to create gridlines. For example, to find hex 29.17, follow the gridline for xx.15 until you find the 29.xx hex row, then count two hexes to 29.17.

0.4.1.2 Map Edge Hexes

Only hexes with at least half the hex showing are playable.

0.4.1.3 Off-Map Movement

Off map movement is prohibited. Units are eliminated if they move off the map unless the game/scenario allows it.

0.4.1.4 The East-West Boundary line

- A. This line, running roughly from Salzburg to Lübeck, divides the game into a Western Front and Eastern Front. No unit (of either side) can cross this Boundary. Any unit forced to do so is destroyed.
- B. According to the German Order of Arrival, some German units are transferred to the Eastern Front from the Western Front. Note that these units will not have the Eastern Front stripes at the top of their counters.

0.4.1.5 East Edge Entry Zone

- A. The Axis cannot move into East Edge Entry Zone hexes (marked with a purple dotted line). If they enter there as reinforcements, they must exit immediately in the following Movement Phase.
- B. Any Axis unit forced to retreat into this zone is eliminated.
- C. Axis units can attack into the Zone but cannot advance after combat or Overrun there.

0.4.1.6 Switzerland and Italy

No unit can enter Switzerland or Italy. Any unit forced to do so is eliminated.

0.4.1.7 Charts and Tables

The map may include various charts and tables to facilitate game play. These are sometimes found on separate player aid cards. The Turn Record Track (TRT) provides a place to keep an accurate record of the current turn. Place the Turn Marker there to show the current turn. Advance it one box each time both sides have completed their player-turns.

0.4.2 The Playing Pieces

Each game includes one or more counter sheets. There are two main types of counters: units and markers. The units represent the military formations that took part in the battle. The markers are used for record keeping or to note the status of units.

0.4.3 The Rules

Every Gamers' Brand game contains separate Series and Game rulebooks. The Series rulebook contains the rules generally applicable to all the games in the series. The Game rulebook gives the details needed for a specific game, including any special rules, scenarios, and set up information. If the Game rules contradict the Series rules, the Game rules take precedence.

0.4.4 Abbreviations and Glossary

0.4.4.1 Abbreviations

Abbr	Explanation	Abbr	Explanation
AP	Air Point	OOS	Out of Supply
CRT	Combat Results Table	RP	Replacement Point
EZOC	Enemy Zone of Control	TEC	Terrain Effects Chart
HQ	Headquarters	TRT	Turn Record Track
MA	Movement Allowance	VP	Victory Point
MP	Movement Point	ZOC	Zone of Control

0.4.4.2 Glossary

Attack HQ: An HQ currently flipped to show its attack side.

Beach Port: a port created by a Beach Port marker.

Eastern Player/Side: The player/side who commands the Soviets and the Western Germans.

Real Port: A port printed on the map.

Western Player/Side: The player/side who commands the Western Allies and the Eastern Axis.

0.4.5 Setup Notes

Aside from any special notes in the game rules concerning setup, the following are always true:

- A. Units generally start at full strength and in supply.
- B. The player moving second sets up first.

0.4.6 Cumulative Effects

- A. In all cases where a unit is subject to multiple modifiers, the effects are cumulative. A unit halved for terrain and halved for supply in a combat is quartered overall.
- B. Retain fractions created by this process until after applying all modifiers, then use the Standard Rounding Rule.

0.4.7 Standard Rounding Rule

- A. Round fractions: .01 to .49 down, .50 to .99 up.
- B. Retain fractions until final application.

Example: Three units with attack strengths of 2.5, 3.25, and 4.125 (total 9.875) attack one unit with a defense strength of 2.125. The odds are 9.875 to 2.125 or 4.65 to 1. Apply the standard rounding rule, yielding a 5:1 attack.

0.4.8 Fog of War

- A. Neither side cannot examine units in an enemy stack except when calculating the odds for a declared attack. However, the opposing side can observe the stack's top unit, including looking under any marker(s) that may be covering this top unit.
- B. Once an attack is announced, the attacker cannot cancel it.

0.5 Specific Game: Background

- A. **The Mighty Endeavor** covers the Western Allied invasions of France in 1944, the crossing of the Rhine River in early 1945 and the final push into Germany. Players represent the supreme field commanders on each side responsible for the Second Front in northwestern Europe at the end of World War II.
- B. The **Expansion** game is split such that one player controls the Western Allies and the Axis in the East

while the other player plays the Soviets and the Germans in the West. Both players follow the same turn sequence at the same time on the separate maps. Thus in the Allied/Soviet Player Movement Phase, one player moves the Soviet units while the other moves the Allies.

- C. When playing the entire Expansion, place the East map so that it overlaps the West map, covering up the original Entry Hexes.

0.6 Scale

- Each turn represents ten days in the Summer and half a month during the rest of the year.
- Each hex is about 15 miles across.
- Units generally represent divisions, though the game contains a handful of smaller units.

0.7 Counter Ownership

0.7.1 Colors

Color	Nationality	Color	Nationality
Green	US	Gray	German Army
Brown	UK	Gray-Blue	Luftwaffe
Tan w/White	Canada	Black	SS
Blue	France	Purple	German Marines
Red w/White	Poland	Red	Soviet Guards
Green/Tan	Joint US-CW	Brown and Red	Red Army
Light Red	Czech		
	Polish		
	Romanian		

0.7.2 Units in Expanded Version

- The Soviet side controls all Guards, Red Army, Czech, Polish and Romanian units. All these units function together as Soviet units.
- Axis units are divided into Western (no stripes) and Eastern (white stripes at the top of the counters). The Eastern Axis side controls both German and Hungarian units. These are all effectively German and can stack and/or attack together.

0.8 Units

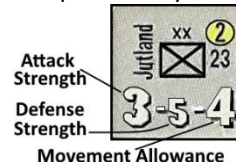
	Infantry		Airborne
	Mountain Infantry		Air Landing
	Luftwaffe		
	Ground Troops		Fallschirmjaeger
	Voldgrenadier		Bicycle
	Jäger		Jäger Ski
	Armor/Panzer		Panzergrenadier

0.8.1 Unit Characteristics

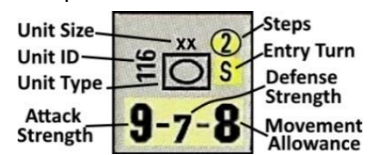
Use the OOA turn entries rather than those on the counters. They are one turn different due to the change SOP for the Reinforcement Phase.

0.8.2 Sample Units

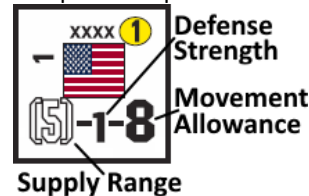
Sample Infantry Unit



Sample Tank Unit



Sample Headquarters



Sample Truck Marker



0.8.3 Unit Sizes

Symbol	Size	Symbol	Size
XXXX	Army	III	Regiment
XXX	Corps	II	Battalion
XX	Division	I	Company/Battery
X	Brigade		

0.8.4 Markers

	Out of Supply (OOS)		Turn
	Air Point		Air Drop Available
	Column Combat Shift (1 or 2)		Defend the Reich!!!
	Air Zone Domination		Real Port Function
	Emergency Attack (Allied)		Beach Port Removal
	Beach Port		

1.0 SEQUENCE OF PLAY

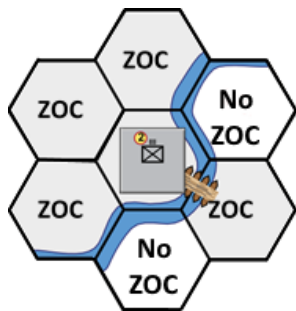
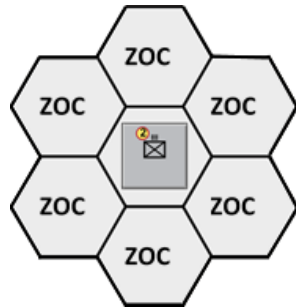
- A game-turn is a sequence of steps, the order of which is the sequence of play (SOP). Each turn consists of two player turns. Each player-turn consists of a set sequence. Both players play through their player-turn to finish a game-turn.
- At the end of the game-turn, advance the Turn Marker and begin the process again. Players must follow the SOP strictly in the order given. The game rulebook identifies who is the first and second Player.
- Going forward, when the term "turn" is used by itself, it means game-turn.
- The Allied and Soviet Player turn is always first.
- The SOP is:
 - Allied and Soviet Player Turn
 - Reinforcement and Replacement Phase
 - Air Point Phase:

- Remove old Air Zone Domination markers.
- Roll to determine available Air Points.
- Expend Air Points for any Air Zones the phasing side wants to dominate, and place markers in those zones.
- c. Invasion Placement Phase
- d. Attack HQ Announcement Phase
- e. Air Drop Phase
- f. Movement Phase
- g. Combat Phase
- h. Exploitation Phase
- i. Supply Phase
- j. Shipping Phase
- k. Attack HQ Un-Flipping Phase
- 2. German Player Turn (East and West)
 - a. Reinforcement and Replacement Phase
 - b. Movement Phase
 - c. Combat Phase
 - d. Exploitation Phase
 - e. Supply Phase

2.0 ZONES OF CONTROL

2.1 In General

- A. A Zone of Control (ZOC) represents a unit's ability to inhibit enemy movement around it. The ZOCs of enemy units are called enemy ZOCs (EZOCs). Friendly ZOCs have no effect on friendly units.
- B. Only units with a printed Attack Strength of 1 or more have ZOCs.
- C. A unit's ZOC consists of hexes adjacent to it that it could move into during regular movement. Thus, if a unit cannot move into a hex, it does not have a ZOC into that hex. In the example to the right, the river blocks the unit's ZOC except at the bridge.

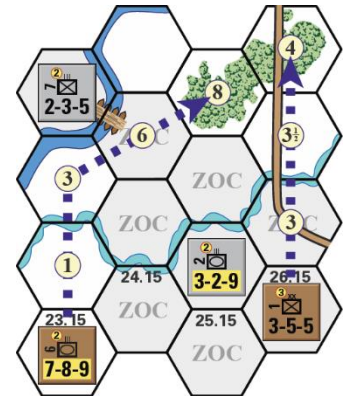


2.2 ZOC Effects

- A. Units pay +2 Movement Points (MPs) to enter a hex containing an EZOC. Given the MPs, units can move directly from EZOC to EZOC and can move into and exit any number of EZOCs.
- B. Units that begin a phase in an EZOC cannot overrun in that phase.
- C. Units that begin the Exploitation Phase in an EZOC cannot move.
- D. A unit can attack only those units in its ZOC.
- E. Remove one step from a stack that retreats into an EZOC. Retreating stacks lose one step total, not one step per unit. Do this for each EZOC hex retreated into.
- F. EZOCs do not inhibit advance after combat (10.0).

- G. EZOCs block supply lines (12.1.B).
- H. Multiple EZOCs give no additional effect.
- I. Friendly units have no effect on EZOCs, other than they negate EZOCs in their hexes for supply purposes.
- J. A hex can have friendly ZOCs and EZOCs simultaneously.

Example: This example shows the MP costs involved in moving units. The numbers in the circles show the accumulation of MPs expended as a unit enters various hexes. The MP cost to enter each hex is taken from the Terrain Effects Chart (TEC). Unit 6 is moving in the gap between units 7 and 2. It costs 1 MP to enter the first open terrain hex, 2 MPs to enter the second hex (1 for open terrain and +1 to cross the stream), 3 MPs to enter hex 24.17 (1 for open and +2 to enter an EZOC), and 2 MPs to enter the woods hex 25.18. At this point Unit 6 could continue on to hex 26.17 but decides to stay in the safety of the woods. Unit 6 could not continue on to hex 26.18 because it has an MA of 9 and it would cost two more MPs to enter hex 26.18, but it has only 1 MP remaining.



Unit 1 spends 3 MPs to enter hex 26.16 (1 for open and +2 to enter an EZOC). It only costs ½ MP to enter 26.17 and another ½ MP to enter 26.18 because Unit 1 is using the road. Although Unit 1 has 1 MP remaining upon reaching 26.18, it does not move further.

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3.0 MOVEMENT

During the Movement Phase, the phasing side can move as many or as few of its units as desired. Each unit can be moved as far as desired within each unit's Movement Allowance (MA) and any other applicable restrictions.

- A. The phasing side moves units individually or as stacks, keeping track of their remaining MA by expending MPs.
- B. Units must follow a contiguous path through the hex grid.
- C. Units can move in any direction or series of directions.
- D. The movement of one unit (or stack) must be completed before starting to move another.

3.1 How to Move Units

3.1.1 In General

- A. The phasing side can move all, some, or none of its units.
- B. A unit cannot expend more MPs in a single phase than its MA (**Exception:** 3.1.2).
- C. Calculate movement using MPs. Each hex or hexside feature costs a number of MPs specified by the TEC. Keep a running total of the number of MPs each unit expends while it moves.

3.1.2 Minimum Movement

- A. A unit with an MA greater than 0 may always move one hex, regardless of the MP cost involved. Such

movement cannot be through or into prohibited terrain nor can it be used to perform an overrun.

- B. MA modifications, such as from supply, and EZOCs have no effect on a unit's ability to use this rule, although units that begin the Exploitation Phase in an EZOC still cannot move.

3.2 Terrain Effects on Movement

- A. Each hex and hexside feature costs MPs. A unit must pay the total MP cost required to enter a hex before entering that hex (**Exception:** 3.1.2).
- B. Units may use roads (or road-like features such as railroads, trails, tracks, or bridges) only when following a continuous path along the road to enter a given hex. Such units pay the road movement cost and ignore the MP costs of the hex entered or hexside crossed.
- C. A hexside feature crossed that is not negated by a road adds its cost to that of the hex.
- D. Units cannot enter or cross prohibited terrain unless negated by roads.
- E. If a hex contains multiple terrain types, use the terrain type with the highest MP cost unless moving along a road.
- F. All bridges, including RR bridges, may be used to cross rivers.
- G. Implied bridges exist where roads cross rivers or Sea Lines, but those are not the "bridge" features affected by this rule. "Bridges" here means only those hexsides with the literal bridge symbol on them.
- H. In all cases, actual bridge symbols allow the hexside to be crossed with a +1 MP cost.

3.3 Restrictions on Movement

- A. Each unit's MA is independent, and one unit's expenditures does not affect other units.
- B. A unit cannot save unused MPs nor transfer them to another unit.
- C. Units cannot enter enemy-occupied hexes.
- D. Only friendly units move during a friendly phase, though combat can force enemy units to retreat.
- E. The map edge is a hard boundary. Destroy units that cross it and count them for victory purposes, unless the game/scenario allows otherwise.
- F. Sea Lines are hexsides that do not allow movement except where a road or bridge crosses them.

3.4 Strategic Movement

3.4.1 In General

- A. During the regular Movement Phase, units may use Strategic Movement in lieu of regular movement provided they:
 - 1. Do not begin in an EZOC and never ever enter an EZOC at any point. Friendly units do not negate EZOCs for Strategic Movement.
 - 2. Do not end their move in a hex that would place them OOS.
- B. Units that utilize Strategic Movement double their MA.

3.4.2 Exploitation-Capable Units

Exploitation-capable units can take advantage of Strategic Movement in the Movement Phase and move normally in

the Exploitation Phase.

3.4.3 Restrictions

- A. OOS units can use Strategic Movement.
- B. Trucks and HQs cannot use Strategic Movement.
- C. Supply trace cannot use Strategic Movement.
- D. Units using Strategic Movement cannot execute Overruns.

4.0 STACKING

- A. Stacking occurs when a hex contains multiple units.
- B. Game markers do not count toward the stacking limit.
- C. Stacking is enforced only at the end of the regular Movement Phase and at the moment of an Overrun combat. Temporary overstacking is allowed at other times.
- D. In the overrun case, count both overrunning units and any units which just happen to be in the hex.
- E. Reinforcements can overstack initially, but these stacks must break up by that phase's end.

4.1 Overstacking

- A. If units are stacked in violation of the limit, eliminate any excess stacking found in any hex (owning side's choice of units).
- B. In the case of overstacking at the moment of overrun, simply put the moving units back into their starting hex and redo their move. Do not eliminate any.
- C. Units which are overstacked after retreating due to a combat result (overrun or regular combat) do not have to eliminate any excess units until the end of the next friendly Movement Phase.
- D. If a hex is attacked while overstacked, all units defend normally.

4.2 Stacking Order

The owning side can arrange its stacks as desired as long as the top unit in every stack has an Attack Strength (not defense only) greater than zero, if such a unit exists in the stack.

4.3 Stacking Limit

- A. Up to four units (of any type or size) can stack in one hex. HQs, Trucks, and game markers do not count for stacking. HQs and Trucks do count as units for shipping.
- B. Also see Allied restrictions (International Cooperation, 14.1.1).

5.0 REINFORCEMENTS, REPLACEMENTS, AND WITHDRAWALS

5.1 Reinforcements

Reinforcements are units that enter after play begins.

5.1.1 In General

- A. Place reinforcements into their entry hexes at the beginning of their entry turn's Movement Phase. Place them into the hex containing the entry area designation. If more than one hex is listed as available for entry, the owner can freely choose among the listed ones, and the units may be split up.
- B. Likewise, in the case of Entry Area A, Germany can choose any of the marked hexes.

- C. Reinforcements must enter on their designated turn. All reinforcements have an entry hex or location listed for them on their Reinforcement Chart.
- D. Reinforcements can overstack on placement provided they split up during that phase. Reinforcements and rebuilt units can overstack when they enter play and are “in supply.”
- E. Reinforcement placement does not cost MPs.
- F. Reinforcements can use their full MA in their first phase.
- G. EZOCs have no effect on reinforcement placement.
- H. Do not place reinforcements into hexes containing enemy units. If the required entry point is not available, the reinforcement arrives at either the England Box (for the Allies) or Entry Area A (for the Germans).
- I. Nationality (for the Allies) does not affect the stacking of newly arrived reinforcements or rebuilds.

5.1.2 Entry Area A Reinforcements

- A. Germany can distribute its Entry Area A reinforcements to any Entry Area A hex(es) as desired, provided they fulfill both of these conditions:
 1. The hex is occupied by a German unit or the last unit to move through it was German, and
 2. The hex can trace a path free of enemy units and EZOCs to a supply source (friendly units do not negate EZOCs for this). If both conditions are not met, the hex cannot be used as a place to bring on reinforcements.
- B. If no Entry Area A hex exists that can accept reinforcements, German reinforcements scheduled for Entry Area A can enter any east map edge hex north of 23.35.
- C. Reinforcements can enter the map in a hex containing an EZOC, but cannot enter any enemy occupied hex.
- D. If no usable Entry Area A hexes exist and the entire east map edge is occupied by enemy units, no German reinforcements appear.
- E. These can enter play at any Entry Area A hex on the western map which is not under the new eastern map edge, or in any German city hex west of the East-West Boundary line. Entry Area A hexes on the east map may not be used; they are for different troops.

5.2 Replacements

- A. Replacements allow both sides to refit reduced units or rebuild dead ones.
- B. Each side receives a number of Replacement Points (RPs) each turn, as listed on the TRT.
- C. Refitting and rebuilding occurs in the Reinforcement and Replacement Phase.
- D. Units in EZOCs can absorb replacements. Dead units can be rebuilt in an EZOC.
- E. Out of Supply (OOS) units cannot absorb replacements.
- F. It costs one RP to rebuild one step of any unit (including Airborne and Armor/Panzer).
- G. A unit can absorb more than one RP in a single turn (i.e., rebuild two steps at once).
- H. RPs cannot be saved from turn to turn; any unused

points are wasted. No side can expend more RPs than it receives during that turn.

5.2.1 German Replacements

- A. The Eastern German side does not receive any RPs, only newly formed units.
- B. German RPs from the west cannot be used to rebuild German units in the east, or to rebuild in the west eliminated German units from the east. However, German units that are transferred from the west to the east and are subsequently eliminated there can be rebuilt in the west.

5.2.2 Soviet Replacements

- A. The Soviets receive RPs only as listed on their Order of Arrival.
- B. Many Soviet RPs are designated as to the type of unit they can replace. If there are no losses in that unit type at the moment the RPs become available, then those RPs are lost.

Exception: Any replacement type can be used to rebuild a Soviet HQ.

- C. Soviet RPs can rebuild their type of unit by up to two steps each; thus, each RP can rebuild an eliminated 2-step unit to full strength. RPs can be used to replace single step losses as well, but the excess rebuild capability of the RP is wasted.
- D. Guards RPs can only be used for Guards units; non-Guards RPs can be used for either Guards or non-Guards units of the types listed.

5.2.3 Allied Replacements

- A. The Allies get separate RPs for the US and CW.
- B. US replacements can be used only for US or French units.
- C. CW replacements can be used only for UK, Canadian or Polish units.
- D. The Joint US-CW unit cannot use replacements.

5.2.4 Dead Units

- A. Place rebuilt dead units at the time the points are expended for them.
- B. Dead units can be rebuilt, with as many steps as have been paid for, at:
 1. Allied: Any supplied HQ or in the England or Med Boxes.
 2. German: Any Entry Area A hex or any hex of Paris if a path free of enemy units or EZOCs can be traced along roads from Paris to the east map edge.

5.3 Withdrawals

- A. A number of units are to be withdrawn from play, as listed on each Reinforcement Chart.
- B. Any unit of the listed type currently in play may be chosen. The unit chosen can be at reduced strength or OOS.
- C. If not enough units of the type indicated are in play, remove one of a similar or higher value (or highest possible) in the order: Pz, PG, Airborne/FJ/Inf, VG/LW, Static.

6.0 OVERRUN COMBAT

- Overrun Combat is combined movement and combat.
- Units can conduct an overrun at a cost of 2 MPs.
- Overruns can occur during the Movement or Exploitation Phases.
- To overrun as a stack, units must begin movement stacked.
- Units that begin the phase in an EZOC cannot overrun.
- Units that overrun can stack (adjacent to the target hex) with units that are not overrunning. That hex's stacking total must be within the stacking limit.
- Adverse combat results only affect the units actually engaged in the overrun.

6.1 Procedure

- Move a unit or stack adjacent to the target hex, paying this adjacent hex's terrain cost and any EZOC costs. The units then expend 2 MPs for the overrun.
- Calculate the odds and roll the dice, applying the results from the Combat Results Table (CRT) as in any combat.
- If all defending units vacate the target hex, the overrunning units must enter it.
- Resolve overruns like regular combat (7.0), but they occur during the Movement Phase immediately after announcing them.
- The attacking units do not enter the defender's hex. The attacking and defending stacks remain in adjacent hexes.
- Only a single stack can overrun a single defending hex.
- Units can overrun only those target hexes that would cost them 2 MPs or fewer to enter in regular movement. For this rule, use the target hex's terrain cost only, ignoring EZOCs.

6.2 Restrictions on Overruns

- Only units allowed to move in the Exploitation Phase can overrun during that phase.
- An attacking stack can overrun only once per phase.
- A given target hex can be overrun only once per phase, but units in that hex can be overrun again if they retreat to another hex.
- Units can overrun during the Movement Phase and attack normally during the Combat Phase. (Properly managed, a unit can attack up to three times in a turn.)
- Supply status has no effect on a unit's ability to overrun, although being OOS may reduce a unit's MA and Attack Strength.
- Units cannot use roads (and road-like features) to execute overruns. Units can use a road to get to the hex adjacent to the overrun target, but cannot use the road to lessen the cost of the target hex to allow overrun.
- Units (overrunning and stationary combined) cannot overstack in the overrun.
- All game-specific modifiers (APs, combined arms modifiers, etc.) apply to overruns like regular combat.

6.3 Overrun Results

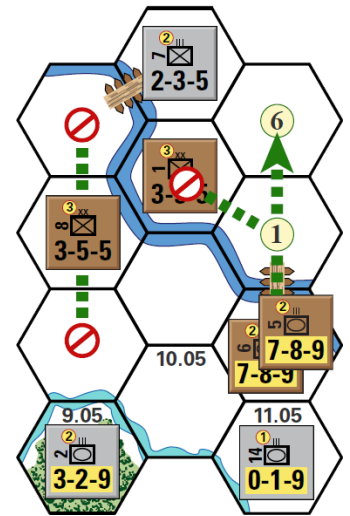
- Overrunning attackers can advance after combat, but

regardless of the result, the overrun ends their regular movement.

- The attacking units must enter (or traverse) the defender's hex if it becomes vacant during an overrun.
- Apply any retreat results the attacker receives in an overrun.

Overrun Example:

Units 5 and 6 are able to overrun because Unit 14 does not exert an EZOC. It does not have a printed Attack Strength of 1 or more. Units 5 and 6 can overrun Unit 14 but instead move to overrun Unit 7. They can do this by moving together as a stack to hex 11.08 and declaring an overrun. The numbers in the circles show the accumulation of MPs expended by the units in each hex. They spend 5 MPs for hex 11.08 because it costs 1 MP to enter the hex, 2 MPs to enter Unit 7's EZOC, and 2 more MPs to execute the overrun. Assuming no modifiers, the odds of the overrun attack would be 14:3 rounding off to 5:1.



Units 5 and 6 cannot overrun Unit 7 from hex 10.07 because the stacking limit for this example is 6 steps per hex, and Units 5, 6 and 1 would have a combined total of 7 steps (6.2.G).

Although Unit 8 can move into hex 9.08, it is not allowed to overrun Unit 7 because road-like features such as the bridge cannot be used to negate the river during an overrun (6.2.F).

Unit 8 can also move to hex 9.06, but it cannot overrun Unit 2 because the MP cost to enter 9.05 in regular movement would be 3 MPs (2 for the woods +1 for the stream) which is greater than the 2-MP limit for overruns (6.1.G).

If Unit 8 waits until after Units 5 and 6 have left hex 11.06, it could overrun Unit 14 from there for a total cost of 4 MPs, as there is no EZOC for Unit 14.

7.0 COMBAT

- Combat is the act of attacking one hex.
- A unit may conduct combat against any enemy-occupied hex in its ZOC.
- Other than overruns, combat occurs only in the Combat Phase.
- No unit is ever forced to attack. Units must defend if attacked.
- Units within a stack cannot be attacked separately. Stacks always defend together.
- Units from more than one hex can engage in the attack on a single hex, but only one hex can be the defender.
- The phasing side may execute attacks in any desired order.

- H. Attacks are announced and resolved one at a time. There is no need to announce all attacks in advance.
- I. To announce an attack, the phasing side reveals all units involved in the attack, then the defender reveals the defending units. This may be modified by the Fog of War Rule (0.4.8).

7.1 Procedure

- A. In games where the defender can respond in some way before the attack is resolved (such as allotting APs), the attacker initially needs only reveal the number of units attacking from each hex before the defender responds.
- B. Compute the basic odds of the combat, then apply any odds modifiers.
- C. Determine the combat's odds.
- D. The attacker rolls two dice to find the result. Both sides apply it as listed below.

7.2 Combat Results

- A. The CRT gives results that affect the attacker (A), the defender (D), or both.
- B. The possible results are:
- Number of steps lost
R# - Number of hexes to be retreated
- C. Implement the result immediately, with the defender implementing its result first.
- D. After implementing the result, proceed to other combats.

Example: A result of A1R1 means the attacker loses one step (strongest unit) and all attacking units retreat one hex.

7.3 Restrictions on Combat

- A. Unit are not required to attack.
- B. Units may not divide their strength between more than one combat. Units in the same stack may attack different hexes, but no single unit can contribute to more than one attack.
- C. Any number of units can attack in a single attack, and attacks can be made from any direction or set of directions.
- D. Attack all units in a hex as a single defense strength. The defender cannot withhold units in a hex from a combat.
- E. Units can attack or be attacked only once per Combat Phase.
- F. Units that retreat to another yet to be attacked hex do not participate in that combat. Only the original units in the hex defend. However, any and all adverse combat results apply to the entire stack.
- G. Units which overrun are eligible to attack in the regular Combat Phase as well.
- H. Units with a printed attack strength of zero can participate in an attack with other non-zero units. While they add nothing in the way of attack strength, such units can help absorb step losses and may advance after combat.
- I. Units without an actual printed attack strength (such as barrage, supply range, or defense only) cannot participate in an attack.

7.4 Terrain Effects on Combat

- A. Combat into or across certain terrain types, as listed on the TEC, is prohibited.
- B. Units cannot attack into terrain they might not otherwise be able to move into from their current hex.
- C. Generally, terrain modifies attacking and defending combat strengths as a multiplier. Alternatively, terrain could shift the final combat odds column instead of affecting the actual strength of the units.
- D. If a hex has more than one terrain type, For combat, use the type which most benefits the defender.

Exception: A Fort counts in addition to any other terrain in the hex.

Example: Hex 18.28 has Rough, Forest and a Fort. By rule, only one of the two, Forest or Rough, applies so the defender is D x2. Both terrain types give the same effect; if they differed, the terrain best for the defender would apply. The Fort is in addition to this multiplier, so the defender, if a German unit, would actually be D x4 in this hex.

- E. Terrain affects only those units that are subject to a condition. (This generally applies to units attacking from different hexes.)
- F. Usually, only the terrain of the defender's hex and the hexsides between the attackers and the defender affect combat.
- G. Sea Lines are hexsides that do not allow combat except where a road or bridge crosses them.
- H. Attacks across the Rhine, Danube, or Sea Lines are allowed only where roads or bridges cross them.

7.5 Odds Determination

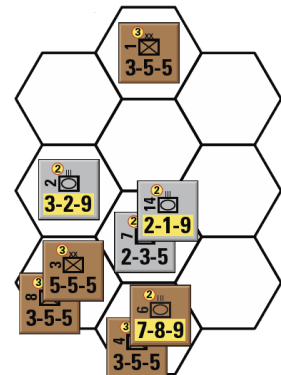
- A. To determine the combat odds, divide the total modified attack strength with the total modified defense Strength.
- B. Apply the Standard Rounding Rule (0.4.7) to the result and express it as a ratio: attacker to defender.
- C. For all combats with rounded odds worse than the lowest column, apply an automatic result of A1.
- D. All combats with rounded odds greater than the highest column are resolved using the highest column.

Design Note: The implications of the standard rounding rule on odds should be clear: this is different from the usual rule to round in favor of the defender.

Examples: 3:4 is 1:1, 5:2 is 3:1, 9:6 is 2:1, and 11 to 8 is 1:1.

7.6 Combat Example

Four friendly units (3, 4, 6, and 8) attack Units 7 and 14. The total attack strength is 18 and the defense strength is 4, making the odds 5:1. Two dice are rolled on the CRT for a result of D2R2. Units 7 and 14 have two steps each. The defender takes one step from each of its units, then retreats the units two hexes.



9.2 Retreat Path

- A. The owner retreats its own units.
- B. Each retreat path hex must be farther away from the unit's original hex than the last.
Example: The second hex retreated is two hexes away from the combat hex.
- C. If possible, the unit must retreat toward a supply source.
- D. When determining a retreat path, a unit may avoid EZOCs even if doing so does not move it toward a supply source.

9.3 No Retreat Option

- A. When the CRT calls for one or more retreat hexes, the owner can opt to convert any retreat amount into step losses, on a one step per one hex basis. Therefore, if the defender suffers an R3 result, it may opt for any of the following:
 - 1. Retreat 3, no step loss;
 - 2. Retreat 2, one step loss;
 - 3. Retreat 1, two step losses; or
 - 4. No retreat, three step losses.
- B. The owner can choose any combination of retreat hexes and step losses to fulfill the retreat result, provided the total equals the table's retreat result. Again, step losses affect single units, retreat hexes affect the entire force involved in the combat.

9.4 Forts and Retreats

- A. German defenders in Fort hexes are doubled and can ignore retreat results. The defender can choose to accept the retreat result (in which case the whole result applies) or ignore it entirely.
- B. Forts have no effect on Allied units that happen to occupy them.

10.0 ADVANCE AFTER COMBAT

- A. When an attack causes the defender's hex to become vacant, the attacker may occupy the hex. The attacker chooses which units, if any, to advance with.
- B. Any unit involved in the combat may advance. Units are eligible if they contributed at least a zero attack strength to the combat.
- C. If the defender retreats farther than one hex, only exploitation-capable units can advance as many hexes as the defender's retreat result.
- D. The defender's original hex must be the first advance hex.
- E. After the first hex, advancing units can go anywhere except for hexes containing enemy units or prohibited terrain.
- F. Advancing units can split up or remain together.
- G. Advancing units ignore EZOCs.
- H. The stacking limit must be observed at the end of any advance.
- I. If the combat destroys the defender leaving an unfulfilled retreat result, the attacker can advance the retreat result's number of hexes.
- J. Calculate advances by the number of hexes, not MPs.
- K. The defender cannot advance after combat.

- L. Attacking units must advance into (or through) the defender's hex if it becomes vacant during an overrun attack.

11.0 EXPLOITATION

- A. The Exploitation Phase allows friendly exploitation-capable units to move up to their full MA. They may also conduct overrun attacks during this phase.
- B. Only units with a yellow box around their unit values are exploitation-capable.
- C. A unit in an EZOC at the beginning of the Exploitation Phase cannot move or overrun in that phase.
- D. Units which are not exploitation-capable (or are not otherwise permitted to operate during the Exploitation Phase) do not have the minimum movement in 3.1.2.
- E. OOS units are never exploitation-capable.

12.0 SUPPLY

SCS games simulate supply in an abstract trace manner.

12.1 Tracing Supply Lines

12.1.1 Allied and German Units

- A. During the Supply Phase, the phasing side checks each of its units (including HQs) independently to determine if a supply line trace exists. If a trace is not possible, such units are OOS. Mark them with an Out of Supply marker.
- B. In a later Supply Phase, if a supply line trace exists for such units, remove the Out of Supply marker.
- C. During the friendly Supply Phase, all HQs must trace a supply line to a Supply Source. HQs able to do so can give trace supply to any friendly unit within its Supply Range.
- D. The supply line must be free of enemy units and their ZOCs, though friendly units negate EZOCs for tracing both back from the HQ and forward to units.
- E. After a successful trace, units are in supply until the next Supply Phase regardless of changing circumstances. Conversely, OOS units must wait until (at least) the next Supply Phase to qualify as being in supply.
- F. Allied units can use Trucks to extend trace supply (14.11).

12.1.2 Soviet Units

- A. Soviet units are in supply if they are within the Supply Range of any Soviet HQ.
- B. A Soviet HQ can supply units if it is able to trace a path of any distance free of enemy units or EZOCs exclusively along road hexes to a supply source. Friendly units negate EZOCs for this purpose.
- C. To be able to supply units, Soviet HQs must be in a road hex themselves.

12.2 Supply Sources

- A. Allied supply sources are any friendly-controlled port, whether it is a non-functional port (for trace supply only), functional port, or Beach Port.
- B. German supply sources are any east map edge hexes north of the 23.xx hex row provided the hexes are not occupied by an Allied unit or a non-negated EZOC.

- C. Soviet supply sources are the five road hexes (7.45, 18.44, 31.45, 36.44 and 41.41) in eastern map Entry Areas C-G.

12.3 Out of Supply Effects

- A. A unit is OOS if it was marked OOS in a preceding Supply Phase and that marker has not yet been removed.
- B. OOS units:
1. Cannot attack.
 - Exception:** Emergency Attacks.
 2. Move at $\frac{1}{2}$ MA.
 3. Defend at $\frac{1}{2}$ defense strength, rounded as per the SCS rules.
 4. Are no longer exploitation-capable.
 5. Do not have ZOCs.
 6. Cannot absorb replacements.
- C. If otherwise eligible, OOS units can use Strategic Movement in order to move at their normal MA. ($\frac{1}{2}$ MA x 2 = Normal.)
- D. OOS Allied units can remain OOS indefinitely without additional ill effects.
- E. No Soviet unit can move using MPs to a location that will make it OOS if it has the option of moving to or remaining in a hex where it would be in supply. If there are no supplied hexes it can move to, there is no extra restriction. Advance after combat is not affected by this rule.

12.4 German Surrender

German OOS units not located in a fortress are destroyed if they are OOS two turns in a row (i.e., marked OOS and still OOS in the following Supply Phase. However, see Defend the Reich!!! (15.3), since the German Surrender rule is no longer in force once the German player has declared Defend the Reich!!!.

12.5 Special German Supply

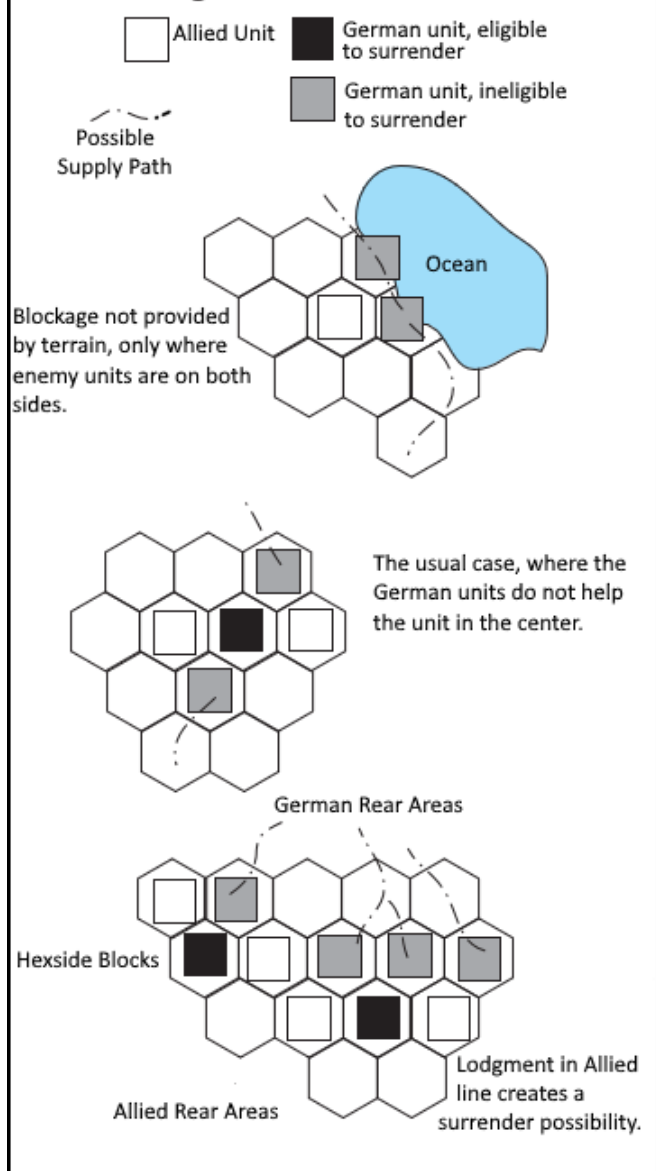
12.5.1 In General

- A. A unit is in supply if it can trace a path of hexes, which it could move through, to a supply source; the path may be of any length but must be free of Allied units or ZOCs. There is no requirement for this trace to be done on roads. See also Defend the Reich!!! (15.3).
- B. There is no Attack HQ requirement for German units, which can attack normally subject to supply rules (12.1).
- C. Ports have no effect on German supply.

12.5.2 The 180-Rule

- A. German units do not negate EZOCs for trace supply if two opposite hexes are occupied by Allied units which project a ZOC.
- B. Ignore the 180-Rule if Defend the Reich!!! (15.3) has been played.
- C. This rule does not apply to the Eastern Front.

180-Rule Diagram and German Surrender

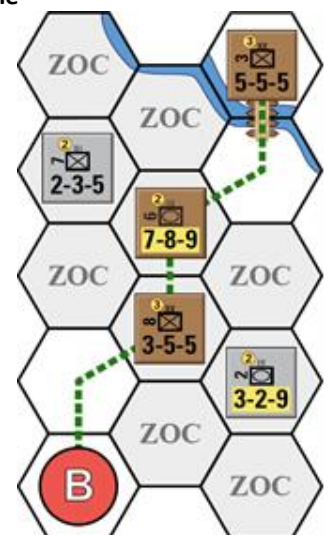


12.6 Allied Attack Supply

Allied units use their HQs to provide Attack Supply. See 14.3.

12.7 Supply Line Trace Example

Shown here is the supply line trace available to our heroes (Units 3, 6, and 8). To be in supply, there must be a supply trace between the good guys and supply source B. The possible trace is marked by the dotted line. Units 6 and 8 negate the EZOCs in their hexes for supply purposes allowing Unit 3 to trace. Likewise, Unit 8 negates an EZOC for Unit 6 (2.2.G). If the bridge or either Unit 6 or Unit 8 were not present, Unit 3 would be out



of supply and marked with an Out of Supply marker.

13.0 HEX CONTROL

- A. Control of a hex is often important for determining victory or other game functions.
- B. A side gains control of a hex by having one of its units occupy or pass through the hex.
- C. A ZOC is not sufficient to gain control of a hex.
- D. Hex control can change back and forth during the course of a game.

14.0 ALLIED SPECIAL RULES

14.1 International Cooperation

14.1.1 Stacking Restrictions

- A. At the end of any Movement Phase or Exploitation Phase, CW (British, Canadian, and Polish) units cannot stack with US or French units, or vice versa.
- B. These units may stack momentarily during movement or at the instant of Overrun, but these stacks must be separated before the phase ends.
- C. These units can stack together freely as the result of retreat or advance after combat, provided the stack is again split up at the end of the next available friendly Movement or Exploitation Phase.

14.1.2 HQ Restrictions

HQs can provide Attack Supply only to units given the above nationality restrictions.

Example: A CW HQ cannot provide Attack Supply to a French unit).

14.1.3 Shipping Ports, Off-Map Boxes, and Rebuilt Units

International stacking is not a concern when it comes to arrival at a shipping port, in an off-map box, or for rebuilt units coming back onto the map.

14.1.4 Combined Attacks and Trace Supply

Except for the restrictions in 14.1.1 and 14.1.2, all Allied units are free to attack together or share HQs for trace supply functions.

14.1.5 Exempt Units

Airborne units and Truck markers are exempt from these restrictions.

14.1.6 Soviet Units

- A. All Soviet-controlled units controlled can freely stack, move, attack and Overrun together.
- B. Any Soviet HQ can provide any Soviet unit with the ability to attack.

14.2 Headquarters

- A. Only the Allies have HQs. HQs have supply functions and, if destroyed, return to play in the next Allied Reinforcement and Replacement Phase at any other supplied Allied HQ..
- B. HQs cannot use Strategic Movement.
- C. HQs have no combat function other than their (limited) defense strength.
- D. HQs have a supply range printed on the counter (the lower left value in brackets). This is the distance in regular MPs the HQ can use to reach forward to units and/or backwards to a Supply Source.

14.3 Attack HQs

14.3.1 In General

- A. An Attack HQ is an HQ that has been flipped to its Attack side during the Attack HQ Announcement Phase.
- B. Only units within supply range of an Attack HQ at the moment of an attack or Overrun can attack.
Exceptions: Units which conduct Air Drops or invasions in the current turn, are adjacent to a Beach Port hex, or are participating in an Emergency Attack can attack without an Attack HQ.
- C. An Attack HQ allows attack by any number of units in range.
- D. Allied units are restricted by nationality in their use of HQs for Attack Supply (14.1.2).
- E. HQs flipped to their Attack side have normal combat and supply values, but a reduced Movement Allowance.

14.3.2 Procedure

The Allies identify and flip HQs to their Attack side during the Attack HQ Announcement Phase. This must be announced for the German side to see, and if the German side doubts the Attack Supply of an HQ, the Allies must show how it is possible.

14.3.3 Ports

Each functional port or Beach Port can support one Attack HQ. The port can be connected to the HQ via one or more Trucks.

Exception: Antwerp and Rotterdam can each support two Attack HQs.

14.3.4 Flipping HQs Back

Attack HQs are flipped back to their normal side during the Attack HQ Un-Flipping Phase.

14.3.5 Soviet HQs

- A. Soviet HQs must be flipped to their Attack HQ sides to allow any Soviet unit to attack.
- B. In the Attack HQ Announcement Phase, roll one die per Soviet HQ. On a 5 or 6, flip the HQ to its Attack HQ side. On any other roll, the HQ remains on its non-Attack HQ side.
- C. Soviet HQs must be in trace supply to make this check.
- D. Unlike Western Allied HQs, Soviet HQs remain as Attack HQs until at least one unit uses them to attack or Overrun.
- E. If the HQ allows such attacks, flip it to its non-Attack HQ side in the next Attack HQ Un-Flipping Phase.

14.4 Antwerp and Rotterdam

14.4.1 Effect of Estuary Hexes

Antwerp and Rotterdam cannot function as Ports if any German units are in the estuary hexes (marked on the map with yellow diamonds for each Port) connecting that port with the North Sea. These hexes are independent of each other (i.e., the Allies do not need to clear Rotterdam's estuary hexes to get Antwerp to function).

14.4.2 Support Two Attack HQs

Due to their larger size, Antwerp and Rotterdam can support two Attack HQs each.

14.5 Antwerp, Rotterdam, and Boulogne-sur-Mer

- A. To reflect the limited port engineer troops available, only one of these ports can be used for Attack Supply or unit shipping in any single given turn.
- B. There is no limit for trace supply.
- C. The Allies select which (provided they are functional and held by the Allies) to use for that turn at the beginning of the Reinforcement and Replacement Phase.

14.6 Beach Ports

14.6.1 In General

- A. Beach Ports represent the offloading facilities and units designed to help in “over the beach” transshipment.
- B. No more than one Beach Port marker can exist in a coastal hex at the same time.

14.6.2 Beach Port Markers

- A. Beach Port markers are placed during an invasion (14.16) and remain in place for six turns after the invasion.
Example: A Beach Port placed on Turn 1 functions as a port until the end of Turn 7.
- B. Place the appropriate Remove Beach Port marker on the TRT as a reminder when to remove the Beach Port (at the end of the Allied Shipping Phase of the designated turn).
- C. The expended Beach Port is removed from the game permanently.

14.6.3 Effect of Enemy Units

Beach Ports are unaffected by adjacent enemy units, but if an enemy unit enters the Beach Port hex, the Beach Port marker is immediately and permanently removed from play.

14.6.4 Beach Port Capabilities

- A. Beach Ports may be used for trace supply, Attack Supply, and inbound shipping (14.9).
- B. They may not be used for Direct Shipments (14.10) or outbound shipping.

Design Note: Beach Ports work as follows: They are placed during an invasion and exist for six turns after they land. Some may feel it is harsh that the Allies might remove their Beach Ports before any regular ports are functional. This is designed to give the Allied player the same sense of urgency regarding the capture of real ports the historical commanders had. No grading on a curve here: you must take a port and take it fast. Should the real port not become functional fast enough, that's fine... you'll just miss a couple of turns of Attack HQs and get a fine opportunity to use up your Emergency Attacks.

14.7 Port Capture and Functional Ports

14.7.1 Port Capture

- A. A port is captured when an Allied unit first enters its hex.
- B. Roll one die. The result is the number of turns in the future to place that port's Functional Port marker on the TRT. Ports become functional at the very start of that turn.

- C. At that time move the marker from the TRT to the port's hex to show that it is functional.

14.7.2 Captured Port Capabilities

The port can provide trace supply before it is functional, but must become functional before it can be used for unit shipping or to support Attack HQs.

Antwerp and Rotterdam can provide trace supply before becoming functional only if their estuary hexes are also cleared (14.4.1).

14.7.3 Beach Port in Port Hex

If a Beach Port exists in the same hex as a functional port, the Allies must choose which of the to use for the turn. Only one of the two ports can be used at a time.

14.7.4 Recapture

- A. If the Germans recapture a port, keep the Functional Port marker on the TRT as a reminder. If the Allies again take the port, roll one die as above. The result cannot be any sooner than the marker's original position; if the roll indicates a later turn, move the marker to that turn instead.
- B. If the Allies do not retake the port by the marker's turn, the marker has no effect and is removed from the track.
Example: The Allies capture a port on Turn 2 and roll a 6 (port to become functional on Turn 8). The Germans retake the port on Turn 3, but the Allies retake the port on Turn 4 and this time roll a 1. Because of the original Turn 8 result, the port's marker remains in the Turn 8 box.
- C. If the port is functional when recaptured by the Germans and the Allies retake it later, regardless of how many or few turns are involved, roll again to determine when the port becomes functional.

14.8 Port Capacities

- A. Each functional port or Beach Port allows the shipping of one unit each turn. All ports have the same shipping rate.
- B. This one unit is not in addition to the units allowed due to the Beach Class invasion cycle.
- C. A unit for shipping purposes is a combat unit of any size or type, an HQ, or a Truck marker.

14.9 Shipping

14.9.1 Units in England and Mediterranean Boxes

- A. Units in the England Box may ship to any functional port or Beach Port along the Atlantic, Channel or North Sea coasts.
- B. Units in the Med box may ship to any functional or Beach Port along the Mediterranean coast.
- C. No shipment is possible from the England box to the Med box or vice versa.

14.9.2 Capabilities

The Allies have enough shipping to ship the maximum number of units allowed per port each turn.

14.9.3 Units in Port

- A. Units stacked in a functional port (not Beach Port)

during the Shipping Phase can freely move back to the appropriate box in the Shipping Phase.

- B. This outbound shipping has no effect on the port capacity for the turn.
- C. Any number of units (subject to stacking limits) can do so in one turn.

14.10 Direct Shipments

- A. Direct Shipments are reinforcements that can arrive at a functional port if desired. Direct Shipments are in addition to any shipping sent to that port normally.
- B. Direct Shipments list their arrival in the Reinforcement Chart as NO or SO.
- C. North shipments must go to a functional port on the Atlantic, Channel or North Sea coasts or the England Box.
- D. South shipments must go to Marseille (if a functional port) or to the Med Box.

14.11 Trucks

14.11.1 In General

Trucks only exist as a supply range extension back to either a port or another truck. They cannot be used to motorize units or to extend an HQ's supply range forward to units.

14.11.2 Range

- A. Count the supply range of an HQ back to a Truck marker and then the truck's supply range back to another Truck marker or port.
- B. Truck markers can count back to other Truck markers in a chain.

14.11.3 Trace Supply

Units at or within 5 MPs of a Truck marker that is capable of supplying HQs (i.e., it can reach back to a port directly or through a chain of trucks) can use the truck for trace (not Attack) supply.

14.11.4 Capacity

A single Truck marker can support any number of HQs for trace supply.

14.11.5 Movement

Trucks move like any other unit.

14.11.6 Displacement

Trucks cannot be destroyed or captured. If a German unit enters its hex, displace the Truck marker to any Allied HQ, Allied occupied city, or port hex.

14.11.7 Retreat

Trucks can retreat with their stack.

14.11.8 Shipping Trucks

Truck markers count as one unit when being shipped.

14.11.9 Strategic Movement Prohibition

Trucks cannot use Strategic Movement.

14.12 Air Points

14.12.1 Allied Air Points

- A. During each Air Point Phase, the Allies roll two dice on the Allied Air Support Table to determine the number of available Air Points (APs) for that turn.

- B. Unused APs cannot be accumulated from turn to turn.
- C. The Allies receive the number of Air Point markers representing the number of APs awarded.

14.12.2 Sharing AP Status With German Side

The German side is allowed to know the number of remaining APs at all times.

14.12.3 Dominating Air Zones

- A. There are six Air Zones marked on the map; each zone includes all interior hexes plus any hexes making up its boundary.
- B. The Allies can choose to dominate any or all of these Air Zones each turn.
- C. Mark Dominated Air Zones with a Dominate marker in any convenient location to remind both sides.
- D. Each Air Zone costs 1 AP to dominate.
- E. Dominating an Air Zone has the following effects:
 - 1. Road hexes cost 1 MP (not ½) for all German units.
 - 2. Air Drops can be made in hexes in this zone.
 - 3. Each supporting Air Point used in an Allied attack yields two shifts instead of one as long as the defender's hex is in a dominated zone.
 - 4. Armor and PG units conducting Strategic Movement pay double the normal MP cost for all hexes in a Dominated Zone. In effect, this cancels their double movement bonus within such a zone.

14.12.4 Ground Support

- A. An AP shifts a combat by two columns in the Allies' favor in an attack or Overrun against a hex in a Dominated Air Zone and one column otherwise.
- B. Place the Air Point marker "Shift" side up atop the defending stack and remove the marker when the combat is finished. Use an Air Point marker with the correct number of shifts on it.
- C. APs cannot be used in the landing attack of an invasion.
- D. Shifts beyond the 7:1+ column have no additional effect.
- E. Only 1 AP can be used per combat.

14.12.5 Carpet Bombing

- A. Once per game, the Allies can announce that an attack will be supported by Carpet Bombing.
- B. Carpet Bombing permits the Allies to use any number of APs to shift the odds, negating the normal limit of 1 AP per combat (14.12.4.E).
- C. Carpet Bombing can be used for only regular (non-Overrun) combat.

14.12.6 Eastern Front

- A. Neither side on the Eastern Front has APs. There are no Air Zones nor Domination there.
- B. For the Western Front, Allied Air Zone 4 extends from where it is marked on the original TME map eastward to the East-West Boundary line.

14.13 Air Drop

14.13.1 Air Drop Points

The Allies receive a number of Air Drop points at start. Indicate the number of Air Drop points remaining using the Air Drops Available marker on the Air Drops Track.

14.13.2 Capabilities

- A. Each Air Drop point allows the Air Drop of one Airborne Division from the England or Med Box to any Open or Bocage terrain hex (only) in a Dominated Air Zone.
- B. Each Air Drop point can be used only once.

14.13.3 Limits on Air Drops

- A. Up to two units can land by Air Drop in a single hex in one turn.
- B. Regardless of the number of Air Drops available, no more than three units can Air Drop in a single game turn.

14.13.4 Losses While Dropping

- A. Roll one die per unit conducting an Air Drop.
- B. The unit loses a step on a roll of 1 if in Open Terrain or 1-2 if in Bocage or if the hex is occupied by or in the ZOC of a German unit,
- C. On any other roll, the unit lands intact.

14.13.5 Dropping in Enemy-Occupied Hex

- A. If an Air Drop is made into a hex containing any enemy units, the Airborne unit(s) must attack the enemy unit(s) in their hex during Combat Phase.
- B. The Airborne unit(s) attack at half strength.
- C. If any German units remain in the hex after combat, all Airborne units which conducted an Air Drop in that hex are eliminated.
- D. An AP may be applied to such an attack only if other non-dropping units are involved.

14.13.6 Movement and Combat After Drop

- A. Air Drop units cannot move on the turn they land, but they can attack and advance after combat.
- B. Air Drop units can also attack to assist the landing of invading units.
- C. Air Drop units that attack units they do not actually land upon use their normal strength.

14.13.7 Supply After Drop

- A. Air Drop units are automatically in supply in the Supply Phase the turn they drop.
- B. In subsequent turns they must be supplied like any other unit.
- C. Air Drop units do not require Attack Supply the turn they land.
- D. The Soviets cannot execute Air Drops.

14.13.8 Allied Air Landing Division (Optional)

- A. During the Movement Phase, the Allies may fly this unit from the England Box to any friendly occupied hex. This requires the use of one Air Drop Point. It also counts as one of the three air drops allowed in a turn.
- B. The unit may drop any number of times in a game after returning to the England Box as airborne divisions do.

14.14 Invasions

14.14.1 Beach Port Markers

- A. The Allies can make as many invasions in a game as they have remaining Beach Port markers.
- B. No more than three invasion hexes can ever be created in a turn.

- C. The Allies may use available Beach Port markers singly or in groups at any time during the game.
- D. Each Beach Port marker can be used only once to conduct an invasion; it remains in that hex as a Beach Port until removed.

14.14.2 Limits

- A. Invasions can occur in most coastal hexes.
- B. Invasions are created in the Allied Invasion Placement Phase.
- C. While Beach Ports can be used to invade anywhere along the coast, there are restrictions marked on the map on the number of Beach Port hexes that can exist in the various coastal areas at any one time.

14.14.3 Supply During Invasion

Invading units do not require Attack Supply the turn they land.

14.14.4 Movement After Invasion

Units cannot move (other than advance after combat) on the turn they invade.

14.14.5 Procedure

- A. To execute an invasion, place a Beach Port marker with up to the number of allowed Assault Force divisions (per the Beach Classes Chart) adjacent to the desired landing hex.
- B. Only infantry divisions can be chosen as invading divisions, and the International Cooperation rules (14.1) apply.
- C. Regardless of the defending units in the hex, invading units attack the hex using odds based only on the terrain of the hex. These odds columns are marked on the CRT.
- D. Each invading stack can attack only one hex.
- E. If the attack succeeds in clearing the landing hex, move the Beach Port marker and invading units into it; those units cannot advance after combat deeper than the landing hex itself.
- F. The Beach Port marker cannot leave that hex until it is later removed from play.
- G. AP shifts cannot be applied to invasion attacks.
- H. Beach Ports can land without any sort of attack into hexes occupied by non-Airborne Allied units; otherwise they must make invasion attacks.
- I. If the attack fails (a defending unit still occupies the hex), return the units and the Beach Port Marker to the Box from which they came. Both can be used again in future landing attempts.
- J. Invasion combat rolls are made during the Combat Phase at any time in the sequence the Allies desire (i.e., they can be after a regular combat involving other non-invasion units). This is an exception to the normal SCS rule allowing only one combat per defending hex per Combat Phase.
- K. If all invading units are destroyed in the invasion attempt, the invasion fails and no Beach Port is placed, even if the hex is cleared of German units.

14.15 Beach Classes

14.15.1 In General

Each coastal hex has a Beach Class number printed on it in a small star. Based on its Beach Class, a certain number of units can land in that hex in the invasion and by follow-on shipping in both the invasion turn and the following turn.

14.15.2 Function

All Beach Classes allow the landing of one unit each turn beginning two turns after the invasion. This is the normal shipping allowed into a functional port or Beach Port.

14.15.3 Beaches Without Beach Class

Hexes without a Beach Class number cannot be used to invade.

14.15.4 Armored Divisions

Allied armored divisions count as two units for shipping purposes during the Follow-On and 1st Turn After Shipping Phases.

14.15.5 Limits Per Phase

- A. The following table gives the number of units that can land in one hex of each Beach Class.

Phase	Beach Class			
	0	1	2	3
Assault Force	1	1	2	2
Follow-On	1	2	3	4
1st Turn After	1	1	1	2

- B. Assault Force is the number of units that can land with the Beach Port marker to be available to attack in the landing turn's Combat Phase.
- C. Follow-on is the number of units that can ship into the Beach Port's hex in the landing turn's Shipping Phase.
- D. 1st Turn After is the number of units that can land in the Beach Port hex in the Shipping Phase of the turn after the landing.

15.0 GERMAN SPECIAL RULES

15.1 Reaction Restrictions

There are none. Germany may use its units in any desired way.

15.2 Tactical Adeptness

- A. German tactical flexibility, doctrine, and experience results in a more efficient use of units in offensive operations. Therefore, German attacker results given in brackets are reduced by one step (A2 becomes A1, A1 becomes no result). Defender results remain the same unless otherwise modified.

Example: A German attack resulting in [A1]/D2 would incur no German losses, while a result of A1/D2 would incur one German step loss.

- B. This rule applies to both fronts.

15.3 Defend the Reich!!!

- A. Germany receives one Defend the Reich!!! counter at the start of the game. It can be played one time, during the German Reinforcement and Replacement Phase. Once played, it remains in effect until the end of the game; it cannot be later revoked.

- B. The following rules immediately come into effect, many of which directly change the normal rules of play:

1. German lines of supply cannot be longer than 10 hexes and must end in a hex in Germany to be valid. While the trace path still cannot enter prohibited terrain, it otherwise ignores terrain and MP costs; it is merely a hex distance count.
2. The hex in Germany traced to above must connect in a path free of enemy units and EZOCs to a supply source hex. This secondary trace can be of any length.
3. The German Surrender rule (12.4) no longer applies. No German unit is forced to surrender, regardless of the situation.
4. The 180 Rule (12.5.2) no longer applies. In all situations German units negate the EZOC of hexes they occupy for trace purposes.

- C. This rule does not apply to the Eastern Front.

Design Note: Players often ask "What's the downside of choosing Defend the Reich?" The 10 hex supply line limitation is the downside. Think of it as a decision to ditch most of the map in order to get "normal" supply trace (no surrender, friendly units negate EZOCs). Do it too soon and you'll find out rapidly how much it hurts you.

15.4 Crippled Remnants

- A. The Soviets roll one die per Axis unit arriving via East Map Entry Areas marked with an asterisk on the Axis Reinforcement Chart for TME Expansion (East). Make this roll before the Axis places the units in their Entry Areas.

Roll	Effect
1-2	No loss
3-5	Lose 1 step
6	Eliminated

- B. Single step units which lose a step are destroyed.
- C. Only roll for losses for units entering through Entry Areas B-G

15.5 Transfers and Removals

15.5.1 Transfers

- A. German units that are transferred from the West to the East are simply plucked off the map by the West German side during the Reinforcement and Replacement Phase. They arrive in any city hex east of the East-West Boundary line on the next turn as reinforcements.
- B. The chosen units can be OOS and/or at reduced strength.
- C. Dead units may not be chosen.
- D. If not enough units of the type indicated are in play, remove one of a similar or higher value (or highest possible) in the order: Pz, PG, Airborne/FJ/ Inf, VG/LW, Static.
- E. The transfers arrive in the East in whatever step loss status they had when they left the West. Remove any OOS marker the unit might have had.

15.5.2 Removal and Reentering Units

- A. Two German units (HG LW Pz Div and 18 SS PG Div) are

removed from play at one time and reenter later as reinforcements.

- B. These units (unlike the Transfers in 15.5.1) reenter at full strength regardless of their condition when they were removed.

15.6 Better to Surrender in the West than in the East

- A. At the beginning of each German Reinforcement and Replacement Phase, when a supplied non-airborne Allied unit is adjacent to or east of the Rhine while in any hex inside Germany, the Allies roll one die. Divide the result by 2 and round up. This is the number of steps the Western German side must eliminate from its units.
- B. Any German unit or units west of the East-West Boundary line can be chosen to take the required step losses, eliminating units if required.

Design Note: The purpose here is twofold. It gives the German player a reason to defend west of the Rhine and it accurately reflects the collapsing German military once the Allies did get to and cross the river. Obviously, the player will choose the worst units to take losses from these rolls. That's intended.

16.0 VICTORY CONDITIONS

16.1 In General

- A. Victory is determined by the capture of the various Victory Point (VP) hexes on the map. Only the Allies collect VPs.
- B. Count the VPs for controlled hexes when the game ends. A VP hex is controlled if a supplied Allied unit occupies or was the last to move through it.
- C. Each VP hex is marked with the number of VPs it is worth. 48 VPs are possible.
- D. Final Victory is determined by the proportion of the historical Allied victory it represents. The historical victory is represented by 41 VPs.

VPs	Result
≤ 24	German Victory
25 to 33	Draw
≥ 34	Allied Victory

16.2 Expanded Version

- A. For the Expanded version, determine VPs independently on each front per the original TME rules. Award VPs only to the Western Allied and Soviet players. The side with the greater total wins.
- B. In a combined game, the four VP hexes originally along the eastern edge of the TME map no longer exist; they have been replaced by other VP hexes deeper inside Germany.

16.3 Special VP Rule

Wargamers being who they are, I can expect to see them abandon France in an effort to secure only the VP hexes. This being the case, something needs to exist to encourage the Germans to control more of the map.

- A. If the Allies occupy (or cut off from trace supply) the three hexes of Paris before Turn 8, the Allies receive an extra 18 VPs. Make this award in the German Supply

Phase. This rule is negated if the Allies create a Beach Port in any northern coast hex east of the Seine River.

- B. This rule exists only to keep the Germans from cutting and running when the campaign begins. If the Germans lose Paris early in spite of a good faith effort to retain it, do not award these points. Running, but leaving a garrison to die in place in Paris does not constitute a good faith effort.

17.0 SCENARIOS

- A. The counters have either a letter or number on their right side that indicates where the unit sets up or what turn it enters as a reinforcement.
- B. On German counters, S means sets up at start, while a number indicates turn of entry.
- C. On Allied counters, E means the unit starts in the England Box, M means the unit starts in the Med Box, and a number is the turn of entry.
- D. In both cases, at start units have their letter in a yellow box to help avoid confusion with similar looking numbers (S and 5 for example).
- E. Setup codes on the counter only apply to scenarios starting on Turn 1.
- F. Units with an asterisk start with one step loss.
- G. OOS after a series of unit designations means all the units start out of supply.
- H. Soviet HQs have A and NA in superscript, indicating whether they are on their Attack or Non-Attack sides.

17.1 Campaign Game

This scenario covers the entire campaign in the West from the 6 June landings until the end of April, 1945.

17.1.1 German Units at Start

Hex	Strength	Unit(s)
7.23	1-2-2	Static Div (347)
9.24	1-2-6	Bicycle Bde (20)
10.21	2-3-3	LW Div (16)
11.22	1-2-2	Static Div (719)
14.20	2-3-4	Inf Div (165 Trng)
15.20	1-2-2	Static Div (712)
16.17	1-2-2	Static Div (48)
17.14	1-2-2	Static Div (47)
17.16	2-3-3	LW Div (18)
17.20	3-4-5	LW Div (19)
17.22	12-9-8	SS Pz Div (1 SS)
17.30	6-8-5	FJ Div (2)
18.13	1-2-2	2 x Static Div (49, 331)
18.14	2-3-4	Inf Div (182 Trng)
19.14	1-2-2	Static Div (326)
21.13	1-2-2	Static Div (344)
21.15	4-6-5	Inf Div (85)
23.12	1-2-2	2 x Static Div (245, 348)
23.16	9-7-8	Pz Div (2)
24.02	1-2-2	2 x Static Div (243, 709)
24.09	1-2-2	Static Div (346)
24.10	4-6-5	Inf Div (84)
25.09	2-3-3	LW Div (17)
26.05	4-6-5	Inf Div (352)
26.08	1-2-2	Static Div (711)
26.11	9-7-8	Pz Div (116)
27.03	4-6-5	Inf Div (91)

Hex	Strength	Unit(s)
27.04	1-2-6	Bicycle Bde (30)
28.07	1-2-2	Static Div (716)
28.11	10-8-8	SS Pz Div (12 SS)
29.06	9-7-8	Pz Div (21)
30.01	4-6-5	Inf Div (77)
32.08	10-8-8	Pz Div (Lehr)
33.02	5-7-5	FJ Div (5)
37.01	4-6-5	Inf Div (275)
38.09	6-8-8	SS PG Div (17 SS)
41.01	3-5-4	Inf Div (158 Res)
44.03	1-2-2	Static Div (708)
47.18	3-5-4	Inf Div (189 Res)
52.05	9-7-8	Pz Div (11)
54.03	3-5-4	Inf Div (159 Res)
57.25	9-7-8	Pz Div (9)
58.33	2-3-4	Inf Div (148 Trng)
59.12	10-8-8	SS Pz Div (2 SS)
59.22	1-2-2	Static Div (338)
60.20	4-6-5	Inf Div (271)
61.27	1-2-2	Static Div (244)
61.29	1-2-2	Static Div (242)

17.1.2 German Available for Use

Quantity	Type
2	Emergency Attacks
1	Defend the Reich !!!

17.1.3 Expanded Version: Brittany

- A. Use the TME Expansion Reinforcement Charts.
B. Add/change the units below to the German setup.

Hex	Strength	Unit
6.07	5-7-5	Inf Div (353)
8.05	6-8-5	FJ Div (3)
8.03	1-2-2	Static Div (343)
12.07	1-2-2	Static Div (265)
15.11	1-2-2	Static Div (266)

17.1.4 Allied Units at Start

17.1.4.1 England Box

Quantity	Strength	Unit(s)
2	(5)-1-8	CW Army HQ (1 Can, 2 UK)
1	(5)-1-8	US Army HQ (1)
1	9-6-8	CW Arm Div (4 Can)
2	5-8-6	CW Inf Div (2 Can, 3 Can)
2	9-6-8	CW Arm Div (Gds, 7)
1	8-6-8	CW Arm Div (11)
3	6-8-6	CW Inf Div (3, 50, 51)
1	5-8-6	CW Inf Div (15)
2	5-8-6	CW Inf Div (43, 49)
1	5-8-6	CW Air Landing Div (52)
2	5-8-6	CW Inf Div (53, 59)
2	6-9-5	CW Abn Inf Div (1, 6)
1	9-6-8	Polish Arm Div (1 Pol)
2	10-8-8	US Arm Div (2, 3)
3	9-6-8	US Arm Div (4, 5, 6)
2	8-10-6	US Inf Div (1, 4)
11	6-8-6	US Inf Div (2, 5, 8, 9, 28, 29, 30, 35, 79, 83, 90)
2	6-9-5	US Abn Inf Div (82, 101)
1	6-8-8	French Arm Div (2 FF)
3	(5)-0-6	Truck Markers

17.1.4.2 Mediterranean Box

Quantity	Strength	Unit(s)
1	(5)-1-8	US Army HQ (7)
1	(5)-1-8	French Army HQ (1 FF)
3	6-8-6	US Inf Div (3, 46, 35)
2	6-8-8	French Arm Div (1 FF, 5 FF)
1	6-8-6	French Inf Div (1 FF)
3	4-6-4	French Inf Div (2 Mor, 3 Alg, 9 Col)
1	4-6-4	French Mtn Inf Div (4 Mor)
2	(5)-0-6	Truck Markers

17.1.4.3 Allied Available for Use

Quantity	Type	Quantity	Type
6	Beach Port markers	12	Air Drop Points
6	Emergency Attacks		

17.2 August 1, 1944 Scenario

This scenario starts with the historical situation the night of 31 July 44 and continues through the end of the campaign game. The Allied landings in Normandy have occurred and the Americans are poised to breakout. The dash for France is about to begin.

17.2.1 General Information

First Turn: Turn 6

Last Turn: Turn 25

17.2.2 Victory Conditions

Use the standard victory conditions.

17.2.3 Reinforcements

Use standard reinforcements.

17.2.4 German Information

17.2.4.1 Dead Pile

Quantity	Strength	Unit(s)
1	10-8-8	Pz Div (Lehr)
1	6-8-5	FJ Div (2)
3	4-6-5	FJ Div (6, 275, 352)
3	1-2-2	Static Div (243, 326, 709)
1	1-2-6	Bicycle Bde (30)

17.2.4.2 On Map

Hex	Strength	Unit(s)
7.23	1-2-2	Static Div (347)
9.23	1-2-6	Bicycle Bde (20)
10.21	2-3-3	LW Div (16)
11.22	1-2-2	Static Div (719)
14.20	2-3-5	Inf Div (70)
	2-3-4	Inf Div (165 Trng)
15.20	1-2-2	Static Div (712)
16.17	1-2-2	Static Div (48)
17.14	1-2-2	Static Div (47)
17.16	2-3-3	LW Div (18)
17.20	3-4-5	LW Div (19)
18.13	1-2-2	2 x Static Div (49, 331)
18.14	2-3-4	Inf Div (182 Trng)
21.14	1-2-2	Static Div (344)
21.15	4-6-5	Inf Div (85)
23.12	1-2-2	2 x Static Div (245, 348)
25.09	2-3-3	LW Div (17)
26.08	1-2-2	Static Div (711)
27.09	1-2-2	2 x Static Div (346, 716)
28.08	4-6-5	Inf Div (272)

Hex	Strength	Unit(s)
29.04	10-8-8	SS Pz Div (2 SS)
	6-8-8	SS PG Div (17 SS)
	9-7-8	Pz Div (21*)
29.05	9-7-8	Pz Div (2)
	6-8-5	FJ Div (3)
29.06	10-8-8	SS Pz Div (10 SS)
	4-6-5	3 x Inf Div (271*, 276, 277*)
29.07	12-9-8	SS Pz Div (1 SS)
	10-8-8	SS Pz Div (9 SS)
29.08	10-8-8	SS Pz Div (12 SS)
	4-6-5	Inf Div (89*)
30.04	9-7-8	Pz Div (116)
	5-7-5	Inf Div (353*)
30.07	4-6-5	Inf Div (84)
31.02	1-2-2	Static Div (266)
31.03	5-7-5	FJ Div (5*)
	4-6-5	Inf Div (91*)
31.04	4-6-5	Inf Div (77*)
33.08	4-6-5	Inf Div (363)
34.08	1-2-2	Static Div (708)
37.10	4-6-5	Inf Div (16)
38.02	3-5-4	Inf Div (158 Res)
47.18	3-5-4	Inf Div (189 Res)
52.05	3-5-4	Inf Div (159 Res)
57.25	9-7-8	Pz Div (9)
59.12	9-7-8	Pz Div (11)
59.22	1-2-2	Static Div (338)
59.33	2-3-4	Inf Div (148 Trng)
61.27	1-2-2	Static Div (244)
61.28	1-2-2	Static Div (242)

17.2.4.3 Available for Use

Quantity	Type	Quantity	Type
2	Emergency Attack	1	Defend the Reich!!!

17.2.4.4 East Map Setup (Expansion)

Hex	Strength	Unit(s)
1.40	9-7-8	Pz Div (6)
2.38	1-2-4	2 x Hun Res Inf Div (5, 23)
	2-3-5	Hun Inf Div (12*)
4.40	10-8-8	2 x SS Pz Div (3, 5)
5.40	9-7-8	LW Pz Div (HG)
	3-4-6	Hun Cav Div (1*)
5.41	4-6-5	Inf Div (73)
6.40	9-7-8	Pz Div (19)
7.29	2-4-4	2 x VG Div (6, 45)
8.27	4-6-5	VG Div (78)
	2-4-4	2 x VG Div (544, 545)
9.43	4-6-5	Inf Hiv (17)
10.41	4-6-5	Inf Div (253*)
	3-5-6	JG Ski Div (1*)
11.43	4-6-5	3 x Inf Div (214, 291*, 342*)
12.42	4-6-5	2 x Inf Div (72, 88*)
13.42	9-7-8	Pz Div (17*)
15.37	9-7-8	2 x Pz Div (3*, 23)
	4-6-5	Inf Div (304)
15.43	3-5-4	Inf Div (154)
17.42	9-7-8	Pz Div (24)
	6-8-8	PG Div (20)
18.42	9-7-8	Pz Div (16)
	4-6-5	3 x Inf Div (254, 357*, 359*)
19.43	9-7-8	2 x Pz Div (1*, 8*)

Hex	Strength	Unit(s)
20.43	5-6-8	SS PG Div (18 SS*)
	4-6-5	Inf Div (371)
32.43	3-5-6	JG Div (97)

17.2.5 Allied Information

Port Removals: Turn 7: Beach Ports 1, 2, and 3

Ports Captured But Not Yet Activated: Cherbourg Active on Turn 9

Carpet Bombing: Used

17.2.5.1 Dead Pile

None (Steps have been taken from units on the map.)

17.2.5.2 England Box

Strength	Unit(s)
(5)-1-8	US Army HQ (9)
6-9-5	2 x US Abn Div (82*, 101*)
9-6-8	US Arm Div (7)
6-8-6	US Inf Div (80)
6-9-5	CW Abn Div (1)
6-8-8	French Arm Div (2 FF)
(5)-0-6	2 x Truck Markers

17.2.5.3 Mediterranean Box

Strength	Unit(s)
(5)-1-8	US Army HQ (7)
6-8-6	3 x Inf Div (3, 36, 45)
(5)-1-8	French HQ (1 FF)
6-8-8	2 x French Arm Div (1 FF, 5 FF)
6-8-6	French Inf Div (1 FF)
4-6-4	3 x French Inf Div (2 Mor, 3 Alg, 9 Col)
4-6-4	French Mtn Inf Div (4 Mor)
(5)-0-6	2 x Truck Markers

17.2.5.4 On Map

Hex	Strength	Unit(s)
25.04		Beach Port 3
	9-6-8	US Arm Div (5)
26.05		Beach Port 2
	(5)-0-6	Truck Marker
26.06		Beach Port 1
	9-6-8	Polish Arm Div (1 Pol)
27.03	6-8-6	2 x US Inf Div (83, 90)
27.04	(5)-1-8	US Army HQ (1)
27.06	(5)-1-8	CW Army HQ (2 UK)
	9-6-8	CW Arm Div (7)
	6-8-6	CW Inf Div (50)
	5-8-6	CW Inf Div (43)
27.07	(5)-1-8	CW Army HQ (1 Can)
	6-8-6	2 x CW Inf Div (3, 51)
	5-8-6	CW Inf Div (3 Can)
27.08	6-9-5	CW Abn Div (6*)
	5-8-6	2 x CW Inf Div (49, 59)
28.03	10-8-8	US Arm Div (2)
	6-8-6	3 x US Inf Div (9, 28, 29*)
28.04	6-8-6	4 x US Inf Div (2, 5, 30, 35)
28.05	9-6-8	CW Arm Div (Gds*)
	8-6-8	CW Arm Div (11)
	5-8-6	CW Inf Div (15*)
28.06	5-8-6	CW AL Div (52)
	5-8-6	CW Inf Div (53)
28.07	9-6-8	CW Arm Div (4 Can*)
	5-8-6	CW Inf Div (2 Can)

Hex	Strength	Unit(s)
29.03	10-8-8	US Arm Div (3)
	8-10-6	2 x US Inf Div (1*, 4)
30.03	9-6-8	2 x US Arm Div (4, 6)
	6-8-6	2 x US Inf Div (8, 79)

17.2.5.5 Available for Use

Quantity	Type	Quantity	Type
3	Beach Port markers (4, 5, 6)	9	Air Drop Points
6	Emergency Attacks		

17.2.6 Soviet Information (Expansion)

17.2.6.1 Dead Pile

None

17.2.6.2 Setup

None. Use OOA.

17.3 September 11, 44 Scenario

- This scenario starts with the historical situation on the night of 10 Sept 44 and continues through the end of the campaign game. Players are put in the position of successful landings on the north and south coasts of France, a successful Falaise Pocket, and a successful dash across France in August.
- The Allied side is ready to launch its own Operation Market Garden and battles for the Rhine valley and the frontier of Germany to win the war.
- The German side is starting to put together a firmer West Wall, build for a winter counteroffensive and a chance to hold on until the Allies sue for peace.
- (Enhanced): The Soviets have stalled their advance along the Vistula and the Germans are in the last legs of putting down the Warsaw uprising. To the south, the Soviets have swept through Rumania and the next stage of battle around Budapest is set.

17.3.1 General Information

First Turn: Turn 10

Last Turn: Turn 25

Victory Conditions: Use the standard victory conditions.

Reinforcements: Use standard reinforcements.

17.3.2 German Information

Defend the Reich has been played.

17.3.2.1 Dead Pile

Quantity	Strength	Unit(s)
1	12-9-8	SS Pz Div (1 SS)
2	10-8-8	SS Pz Div (2 SS, 9 SS, 12 SS)
2	9-7-8	Pz Div (2, 9)
1	6-8-5	FJ Div (3)
1	4-6-5	FJ Div (6)
1	3-4-5	LW Div (19)
2	2-3-3	LW Div (17, 18)
8	4-6-5	Inf Div (77, 91, 271, 272, 276, 277, 352, 363)
2	2-3-4	Inf Div (148 Trng, 182 Trng)
8	1-2-2	Static Div (47, 242, 244, 266, 326, 348, 708, 709)
1	1-2-6	Bicycle Bde (30)

17.3.2.2 West Map

Hex	Strength	Unit(s)
10.21	2-3-3	LW Div (16)
11.22	1-2-6	Bicycle Bde (20)
11.28	10-8-8	SS Pz Div (10 SS*)
13.28	4-6-5	Inf Div (84*)
14.20	2-3-4	Inf Div (165 Trng)
	1-2-2	Static Div (245)
14.23	1-2-2	Static Div (712)
14.29	4-6-5	Inf Div (190)
15.19	1-2-2	2 x Static Div (243, 711) OOS
15.22	1-2-2	Static Div (719)
15.23	6-8-5	FJ Div (2*)
15.24	4-6-5	Inf Div (85*)
15.28	4-6-5	FJ Div (7)
16.19	4-6-5	2 x Inf Div (648, 226*)
16.20	4-6-5	Inf Div (59*)
16.21	2-3-5	Inf Div (70)
16.25	4-6-5	Inf Div (176*)
17.14	1-2-2	Static Div (344) OOS
17.26	9-7-8	Pz Div (116*)
	4-6-5	Inf Div (275)
18.13	1-2-2	2 x Static Div (49, 331) OOS
18.27	5-7-5	Inf Div (353)
	2-4-4	2 x VG Div (12, 246)
20.28	4-6-5	Inf Div (89)
20.28	1-2-2	Static Div (347)
21.28	10-8-8	Pz Div (Lehr*)
23.29	5-7-5	FJ Div (5)
	1-2-2	Static Div (48)
24.29	2-4-4	2 x VG Div (19, 36)
25.09	1-2-2	Static Div (346) OOS
26.27	6-8-8	PG Div (3)
26.28	6-8-8	PG Div (15)
26.30	2-4-4	2 x VG Div (553, 559)
27.28	6-8-8	SS PG Div (17 SS)
	2-4-4	VG Div (462)
30.28	9-7-8	Pz Div (21*)
32.27	4-6-5	Inf Div (16)
33.27	1-2-2	Static Div (716)
35.27	3-5-4	Inf Div (189 Res)
35.28	9-7-8	Pz Div (11)
36.27	4-6-5	Inf Div (198*)
	1-2-2	Static Div (338)
38.27	3-5-4	Inf Div (159 Res)
44.03	3-5-4	Inf Div (158 Rs) OOS

17.3.2.3 Brittany Map (Expansion)

Hex	Strength	Unit(s)
8.03	1-2-2	Static Div (343) OOS
12.07	1-2-2	Static Div (265) OOS

17.3.2.4 East Map (Expansion)

Hex	Strength	Unit(s)
1.38	9-7-8	Pz Div (6)
1.40	3-5-4	Sec Div (203*)
	4-6-5	Inf Div (367*)
2.39	4-6-5	2 x Inf Div (35*, 292*)
2.40	4-6-5	Inf Div (129*)
	3-5-6	JG Div (28*)
3.39	2-4-4	VG Div (541)
	4-6-5	Inf Div (102*)
4.39	4-6-5	2 x Inf Div (7*, 211)

Hex	Strength	Unit(s)
4.39	3-5-6	JG Div (5)
4.40	10-8-8	2 x SS Pz Div (3 SS, 5 SS)
5.40	2-3-5	Hun Inf Div (12*)
5.41	4-6-5	Inf Div (73)
6.40	1-2-4	Hun Inf Div (5 Res)
7.41	9-7-8	Pz Div (19*)
8.40	9-7-8	LW Pz Div (HG)
9.36	9-7-8	Pz Div (23*)
9.41	2-4-4	VG Div (6)
9.42	2-4-4	VG Div (45)
9.43	4-6-5	Inf Div (17*)
10.41	1-2-4	Hun Inf Div (23 Res)
	4-6-5	Inf Div (342*)
10.42	4-6-5	Inf Div (214)
11.43	4-6-5	Inf Div (253*)
12.42	4-6-5	2 x Inf Div (88*, 291*)
12.43	3-5-6	JG Ski Div (1*)
	4-6-5	Inf Div (72*)
13.41	9-7-8	Pz Div (1*)
13.42	9-7-8	Pz Div (17*)
14.41	9-7-8	Pz Div (16)
15.40	9-7-8	Pz Div (3*)
15.41	6-8-8	PG Div (20)
16.41	9-7-8	Pz Div (24*)
	4-6-5	Inf Div (304*)
17.42	4-6-5	2 x Inf Div (359*, 371)
18.39	3-5-4	Inf Div (154)
18.41	5-6-8	SS PG Div (18 SS*)
19.42	2-4-4	VG Div (544)
20.40	9-7-8	Pz Div (8*)
20.41	4-6-5	VG Div (78)
21.42	2-4-4	VG Div (545)
22.41	4-6-5	2 x Inf Div (68, 208)
22.42	4-6-5	3 x Inf Div (96*, 168, 357*)
24.42	4-6-5	Inf Div (254)
26.41	4-6-5	Inf Div (75*)
28.43	3-5-6	2 x JG Div (100, 101*)
29.43	2-3-5	Hun Inf Div (6*)
30.42	2-3-5	Hun Inf Div (13*)
31.43	6-5-8	Hun Pz Div (2*)
32.43	3-5-6	JG Div (97)
34.39	6-5-8	Hun Pz Div (1*)
	2-3-5	2 x Hun Inf Div (8*, 25*)

17.3.2.5 Available for Use

Quantity	Type
1	Emergency Attack

17.3.3 Allied Information

Port Removals: Turn 11: Remove Beach Port 4 and 5

Ports Captured but Not Yet Activated: None

Carpet Bombing: Used

17.3.3.1 Dead Pile

5-8-6 CW Inf Div (59)

17.3.3.2 England Box

Quantity	Strength	Unit(s)
2	6-9-5	US Abn Div (82, 101)
1	4-6-5	US Abn Div (17)
1	6-4-8	US Arm Div (9)
1	6-8-6	US Inf Div (95)

Quantity	Strength	Unit(s)
2	6-9-5	CW Abn Div (1, 6)

17.3.3.3 Mediterranean Box

Quantity	Strength	Unit
1	6-8-8	French Arm Div (5 FF)
1	4-6-4	French Mtn Inf Div (4 Mor)

17.3.3.4 West Map

Hex	Strength	Unit(s)
16.18	9-6-8	CW Arm Div (4 Can*)
	5-8-6	CW Inf Div (2 Can*)
16.22	5-8-6	2 x CW Inf Div (15, 53)
16.23	9-6-8	CW Arm Div (7*)
17.20	9-6-8	CW Arm Div (1 Pol*)
17.21	5-8-6	CW AL Div (52)
17.22	6-8-6	CW Inf Div (3*)
17.23	9-6-8	CW Arm Div (Gds)
	8-6-8	CW Arm Div (11*)
	5-8-6	CW Inf Div (43)
	6-8-6	CW Inf Div (50)
18.14	5-8-6	CW Inf Div (3 Can)
18.21	(5)-1-8	CW Army HQ (2 UK)
	(5)-0-6	Truck Marker
18.24	10-8-8	US Arm Div (2*)
18.25	6-8-6	US Inf Div (30)
19.26	8-10-6	US Inf Div (1*)
20.23	(5)-1-8	US Army HQ (1)
20.24	10-8-8	US Arm Div (3)
20.25	6-8-6	US Inf Div (9)
21.17	[5]-1-8	CW Army HQ (1 Can)
21.26	8-10-6	US Inf Div (4*)
22.26	6-8-6	US Inf Div (28)
23.23	(5)-0-6	Truck Marker
23.26	9-6-8	US Arm Div (5*)
24.02	6-8-6	2 x US Inf Div (26, 104)
	Cherbourg Port Marker	
24.09	6-8-6	CW Inf Div (51*)
25.10	5-8-6	CW Inf Div (49*)
26.26	6-8-6	US Inf Div (90)
27.26	9-6-8	US Arm Div (7*)
28.17	(5)-0-6	Truck Marker
28.25	6-8-6	US Inf Div (80)
29.24	(5)-1-8	US Army HQ (3)
29.25	6-8-6	2 x US Inf Div (5*, 35)
30.08	(5)-0-6	Truck Marker
30.25	9-6-8	US Arm Div (4)
31.01	6-8-6	2 x US Inf Div (2*, 29*) <i>Brittany</i>
31.26	6-8-6	US Inf Div (79)
33.25	6-8-8	FR Arm Div (2 FF)
34.08	(5)-1-8	US Army HQ (9)
35.14	9-6-8	US Arm Div (6*)
37.01	6-8-6	US Inf Div (8*)
37.10	6-8-6	US Inf Div (83)
38.02	6-8-6	US Inf Div (94)
39.24	6-8-8	FR Arm Div (1 FF)
39.25	6-8-6	US Inf Div (45)
40.26	6-8-6	2 x US Inf Div (3, 36)
41.23	6-8-6	FR Inf Div (1 FF)
41.27	4-6-4	FR Inf Div (3 Alg)
	(5)-1-8	US Army HQ (7)
44.25	(5)-0-6	Truck Marker
	(5)-1-8	FR Army HQ (1 FF)

Hex	Strength	Unit(s)
53.24	(5)-0-6	Truck Marker
53.28	4-6-4	FR Inf Div (2 Mor)
		Marseilles Port Marker
58.33	3-4-5	All. Abn Div (1 ABTF*)
60.31		Beach Port 5
60.32		Beach Port 4
61.28	4-6-4	French Inf Div (9 Col)

17.3.3.5 Brittany Map (Expansion)

This is a change from TME.

Hex	Strength	Units
07.04	6-8-6	2 x US Inf Div (2*, 29*) <i>from 31.01</i>

17.3.3.6 Available for Use

Quantity	Type	Quantity	Type
1	Beach Port marker (6)	4	Emergency Attacks
8	Air Drop Points		

17.3.4 Soviet Information

17.3.4.1 Dead Pile

None

17.3.4.2 East Map

Hex	Strength	Unit(s)
1.41	3-4-5	Gds Inf Div (120 Gd)
2.41	6-7-4	Inf Corps (47)
3.41	8-7-8	2 x Gds Tank Corps (1 Gd, 8 Gd)
4.41	6-7-4	Inf Corps (77)
	8-7-8	Gds Tank Corps (9 Gd)
	7-6-8	Tank Corps (9)
5.42	5-5-7	Gds Cav Corps (2 Gd)
	6-7-4	Inf Corps (125)
6.41	8-7-8	Gds Tank Cps (12 Gd)
	6-7-4	Inf Corps (129)
7.42	(6)-1-6	Front HQ (1 Belo) ^{NA}
8.41	3-4-5	3 x Gds Inf Div (35 Gd, 47 Gd, 57 Gd)
8.42	3-4-5	3 x Gds Inf Div (39 Gd, 79 Gd, 88 Gd)
8.43	5-5-7	Gds Cav Corps (7 Gd)
9.44	5-6-4	Polish Inf Army (1 Pol)
10.43	6-7-4	2 x Inf Corps (61, 91)
10.44	7-6-8	Tank Corps (11)
11.44	6-7-4	Inf Corps (25)
	3-4-5	Gds Inf Div (77 Gd)
12.44	6-7-4	Inf Corps (120)
13.43	6-7-4	2 x Inf Corps (22, 24)
13.44	6-7-4	2 x Inf Corps (21, 76)
14.42	6-7-4	2 x Inf Corps (74, 102)
15.42	8-7-8	Gds Tank Cps (10 Gd)
	10-9-8	Gds Mech Corps (6 Gd)
16.42	7-6-8	Tank Corps (31)
	6-7-4	Inf Corps (27)
	3-4-5	Gds Inf Div (6 Gd)
17.43	(6)-1-6	Front HQ (1 Ukr) ^{NA}
	6-7-4	Inf Corps (23)
18.42	8-7-8	Gds Tank Corps (4 Gd)
	6-7-4	Inf Corps (15)
19.43	6-7-4	2 x Inf Corps (28, 106)
19.44	7-6-8	Tank Corps (25)
	5-5-7	Gds Cav Corps (1 Gd)
20.42	6-7-4	2 x Inf Corps (52, 101)
21.43	6-7-4	Inf Corps (67) OOS

Hex	Strength	Unit(s)
23.43	5-6-4	Czech Inf Corps (Czech) OOS

17.4 December 16, 1944 Scenario (Expansion)

This scenario starts with the historical situation on 16 Dec 44 right before the start of the Ardennes Offensive in the West and the Vistula-Oder Offensive in the East, and continues through the end of the campaign game. The Soviets are ready to conduct their breakout in the north. In the south, Budapest has been cut off and under siege as the Germans attempt to counterattack to relieve the garrison.

17.4.1 General Information

First Turn: Turn 17

Last Turn: Turn 25

Victory Conditions: Use the standard victory conditions.

Reinforcements: Use standard reinforcements except as noted.

17.4.2 German Information

A. No Emergency Attacks.

B. Defend the Reich!!! has been played.

17.4.2.1 Western Front Dead Pile

Quantity	Strength	Unit(s)
14	1-2-2	Static Div (47, 48, 49, 242, 243, 244, 266, 326, 331, 343, 344, 348, 708, 709)
1	1-2-6	Bicycle Bde (30)
3	2-3-3	LW Div (16, 17, 18)
1	3-4-5	LW Div (19)
3	2-3-4	Inf Div (70, 148 Trng, 165 Trng)
13	4-6-5	Inf Div (16, 64, 77, 85, 91, 226, 271, 272, 275, 276, 277, 352, 363)
1	3-5-4	159 Res
2	2-4-4	VG Div (361, 462)
1	6-8-5	FJ Div (2)

17.4.2.2 Brittany Map

Hex	Strength	Unit
12.07	1-2-2	Static Div (265) OOS

17.4.2.3 West Map

Hex	Strength	Unit(s)
9.24	1-2-6	Bicycle Bde (20)
11.22	1-2-2	2 x Static Div (346, 712)
11.27	4-6-5	FJ Div (6*)
	2-3-4	Inf Div (Tettau)
12.27	4-6-5	2 x Inf Div (84*, 190)
13.28	2-3-4	Inf Div (406)
14.28	4-6-5	Inf Div (180)
15.28	4-6-5	FJ Div (7)
16.28	4-6-5	2 x Inf Div (59*, 176*)
17.29	2-4-4	2 x VG Div (183, 363)
18.29	10-8-8	SS Pz Div (10 SS*)
	2-4-4	VG Div (246)
18.30	9-7-8	Pz Div (9)
	6-8-8	PG Div (15)
19.29	4-6-5	Inf Div (89)
	5-7-5	Inf Div (353*)
19.30	6-8-8	PG Div (3)
20.28	2-4-4	VG Div (272)
20.29	10-8-8	2 x SS Pz Div (2 SS, 9 SS)
21.28	6-8-5	FJ Div (3*)

Hex	Strength	Unit(s)
21.28	2-4-4	3 x VG Div (12, 18, 326)
21.29	12-9-8	SS Pz Div (1 SS)
	10-8-8	SS Pz Div (12 SS)
22.28	4-6-5	VG Div (26)
22.29	9-7-8	2 x Pz Div (2, 116)
	10-8-8	Pz Div (Lehr)
23.29	5-7-5	FJ Div (5*)
	2-4-4	2 x VG Div (276, 352)
24.29	4-6-5	Inf Div (416)
24.31	9-7-8	2 x Pz Div (11*, 21*)
25.30	2-4-4	VG Div (19)
	1-2-2	Static Div (719)
26.30	1-2-2	Static Div (347)
	2-4-4	VG Div (36)
26.31	6-8-8	SS PG Div (17 SS*)
26.32	2-4-4	VG Div (559)
27.33	6-8-8	PG Div (25*)
27.35	1-2-2	Static Div (245)
32.31	4-6-5	Inf Div (189 Res*)
32.32	4-6-5	Inf Div (198*)
33.31	4-6-5	Inf Div (269)
	2-4-4	VG Div (16)
34.31	4-6-5	Inf Div (159*)
	1-2-2	Static Div (338)
34.32	1-3-4	SS Inf Div (30 SS)
	1-2-2	Static Div (716)
44.03	3-5-4	Inf Div (158 Res) OOS

17.4.2.4 East Map Special Setup

The following units have Western Front set up locations although they are set up on the East Map. To allow the scenario to be played with the West Map only (if desired), use their West Map setup locations.

Hex	Strength	Unit	West Map
31.01	2-4-4	VG Div (256)	27.34
34.01	2-4-4	VG Div (553)	30.34

17.4.2.5 East Map Regular Setup

Hex	Strength	Unit(s)
1.40	2-4-4	VG Div (541)
2.29	9-7-8	Pz Div (20)
2.39	4-6-5	2 x Inf Div (129*, 292*)
2.40	4-6-5	Inf Div (102*)
	3-5-4	Sec Div (203*)
3.39	4-6-5	2 x Inf Div (7*, 299)
4.39	4-6-5	Inf Div (35*)
4.39	3-5-6	JG Div (5)
5.40	4-6-5	Inf Div (73)
6.40	2-4-4	VG Div (337)
7.41	4-6-5	Inf Div (251)
8.40	9-7-8	Pz Div (25*)
9.41	2-4-4	VG Div (6)
9.42	2-4-4	VG Div (45)
9.43	4-6-5	Inf Div (17*)
10.41	9-7-8	Pz Div (19*)
10.42	4-6-5	Inf Div (214)
11.43	4-6-5	Inf Div (342*)
12.40	6-8-8	2 x PG Div (10*, 20)
12.42	4-6-5	Inf Div (88*)
12.43	4-6-5	Inf Div (72*)
13.42	4-6-5	Inf Div (291*)
14.40	9-7-8	2 x Pz Div (16, 17*)

Hex	Strength	Unit(s)
14.41	4-6-5	Inf Div (168)
15.41	4-6-5	Inf Div (68)
16.41	4-6-5	Inf Div (304*)
17.42	4-6-5	Inf Div (371)
18.41	4-6-5	Inf Div (359*)
19.42	2-4-4	VG Div (544)
20.41	4-6-5	VG Div (78)
21.42	2-4-4	VG Div (545)
24.41	4-6-5	Inf Div (253*)
25.34	3-5-4	Inf Div (154*)
26.39	4-6-5	Inf Div (75*)
26.41	1-2-4	Hun Inf Div (5 Res)
27.42	3-5-6	JG Div (100)
28.41	4-6-5	Inf Div (254)
29.42	3-5-6	JG Div (97)
	3-5-6	JG Ski Div (1*)
30.37	4-6-5	Inf Div (15*)
30.40	4-6-5	Mtn Div (3*, 4*)
30.41	3-5-6	JG Div (101*)
	2-3-5	2 x Hun Inf Div (16*, 24*)
31.38	9-7-8	Pz Div (24*)
	4-6-5	Inf Div (46*)
31.39	6-8-8	SS PG Div (4 SS*)
	3-5-6	JG Div (8*)
31.40	4-6-5	2 x Inf Div (76*, 208)
32.32	5-6-8	SS PG Div (18 SS*)
32.36	4-6-5	Inf Div (357*)
33.36	9-7-8	Pz Div (8*)
	2-3-4	Inf Div (153 Tng)
	4-6-5	Inf Div (211*)
34.36	4-6-5	Inf Div (96*)
	2-3-5	Hun Inf Div (Laszlo)
34.38	5-5-7	SS Cav Div (8 SS*) OOS
	3-3-7	SS Cav Div (22 SS) OOS
	4-5-8	Pz Div (Feldhle) OOS
34.39	9-7-8	Pz Div (13*) OOS
	6-5-8	Hun Pz Div (1*) OOS
	2-3-5	Hun Inf Div (12*) OOS
35.35	6-5-8	Hun Pz Div (2*)
35.36	10-8-8	2 x SS Pz Div (3 SS, 5 SS)
36.36	9-7-8	2 x Pz Div (3*, 6*)
	2-4-4	VG Div (271)
37.37	9-7-8	Pz Div (23*)
38.36	9-7-8	Pz Div (1*)
39.36	2-3-5	Hun Inf Div (25*)
39.36	1-2-4	Hun Inf Div (23 Res)
40.35	2-3-5	Hun Inf Div (20*)
41.35	2-5-4	SS Inf Div (31 SS)
	4-6-5	Inf Div (71)
	3-5-4	VG Mtn Div (1)

17.4.2.6 Reinforcement Changes

Reinforcements arrive at the hexes specified below.

Hex	Strength	Unit(s)
11.32	4-6-5	FJ Div (8)
17.30	2-4-4	2 x VG Div (47, 344)
20.28	2-4-4	2 x VG Div (62, 277)
22.28	2-4-4	3 x VG Div (167, 340, 560)
24.29	2-4-4	3 x VG Div (9, 79, 212)
24.31	2-4-4	2 x VG Div (257, 708)
26.30	4-6-5	SS Mtn Div (6 SS)

17.4.3 Allied Information

Port Removals: None

Ports Captured But Not Yet Activated: None

Carpet Bombing: Used

17.4.3.1 Dead Pile

Quantity	Strength	Unit(s)
1	6-9-5	CW Abn Div (1)
1	6-8-6	CW Inf Div (50)
1	5-8-6	CW Inf Div (59)

17.4.3.2 England Box

Quantity	Strength	Unit(s)
1	6-9-5	CW Abn Div (6)
1	4-6-5	US Abn Div (17)
1	6-4-8	US Arm Div (8)

17.4.3.4 Brittany

Hex	Unit
8.03	Brest Port Marker

17.4.3.4 West Map

Hex	Strength	Unit(s)
12.24	9-6-8	2 x CW Arm Div (1 Pol*, 4 Can*)
12.26	5-8-6	2 x CW Inf Div (49, 2 Can)
13.26	(5)-1-8	CW Army HQ (1 Can)
	6-8-6	CW Inf Div (51*)
13.27	5-8-6	CW Inf Div (3 Can)
14.27	8-6-8	CW Arm Div (11)
	6-8-6	CW Inf Div (3)
15.22	Antwerp Port Marker	
15.26	(5)-1-8	CW Army HQ (2 UK)
15.27	5-8-6	2 x CW Inf Div (15, 53)
16.23	(5)-0-6	Truck Marker
16.27	9-6-8	2 x CW Arm Div (Gds*, 7)
	5-8-6	CW Inf Div (43*)
	5-8-6	CW Air Lnd Div (52)
17.28	9-6-8	US Arm Div (7)
	6-8-6	2 x US Inf Div (29*, 102)
	4-5-5	US Inf Div (84)
18.13	Boulogne-sur-Mer Port Marker	
18.27	(5)-1-8	US Army HQ (9)
18.28	10-8-8	US Arm Div (2)
	6-8-6	3 x US Inf Div (9*, 30, 104)
19.27	10-8-8	US Arm Div (3)
	8-10-6	US Inf (1*)
19.28	9-6-8	US Arm Div (5)
	6-8-6	2 x US Inf Div (8*, 83)
	4-5-5	US Inf Div (78)
20.26	(5)-1-8	US Army HQ (1)
20.27	6-8-6	US Inf Div (2)
	4-5-5	US Inf Div (99)
21.27	4-5-5	US Inf Div (106)
22.27	6-8-6	US Inf Div (28*)
23.23	(5)-0-6	Truck Marker
23.28	6-4-8	US Arm Div (9)
24.02	Cherbourg Port Marker	
24.18	9-6-8	US Arm Div (11)
24.28	8-10-6	US Inf Div (4*)
25.09	Le Havre Port Marker	
25.29	6-4-8	US Arm Div (10)
	6-8-6	US Inf Div (90)
26.29	6-8-6	2 x US Inf Div (26, 95)

Hex	Strength	Unit(s)
27.21	6-9-5	US Abn Div (82)
	6-9-5	US Abn Div (101)
27.28	(5)-1-8	US Army HQ (3)
27.30	9-6-8	US Arm Div (6)
	6-8-6	2 x US Inf Div (5, 80)
27.31	6-8-6	US Inf Div (35)
	4-5-5	US Inf Div (87)
27.32	9-6-8	US Arm Div (12)
	6-8-6	US Inf Div (44)
	4-5-5	US Inf Div (100)
28.17	(5)-0-6	Truck Marker
28.32	6-8-6	US Inf Div (45)
	4-5-5	US Inf Div (103)
28.33	6-4-8	US Arm Div (14)
28.34	6-8-6	US Inf Div (79)
29.31	(5)-1-8	US Army HQ (7)
30.08	(5)-0-6	Truck Marker
30.28	9-6-8	US Arm Div (4)
30.33	6-8-6	US Inf Div (3*)
31.31	6-8-8	French Arm Div (5 FF)
	6-8-6	French Inf Div (1 FF)
31.32	6-8-6	US Inf Div (36)
31.33	6-8-8	French Arm Div (2 FF)
32.30	4-6-4	French Inf Div (3 Alg)
33.02	6-8-6 US	Inf Div (94)
33.30	5-7-6	French Mtn Div (27 Alp)
34.30	4-6-4	French Mtn Div (4 Mor)
35.26	(5)-0-6	Truck Marker
35.31	6-8-8	French Arm Div (1 FF)
	4-6-4	French Inf Div (2 Mor)
35.32	4-6-4	French Inf Div (9 Col)
36.30	(5)-1-8	French Army HQ (1 FF)
44.22	(5)-0-6	Truck Marker
53.24	(5)-0-6	Truck Marker
61.27	Marseille Port Marker	

17.4.3.5 Available for Use

Quantity	Type	Quantity	Type
1	Beach Port Marker (6)	5	Air Drop Points
1	Emergency Attack		

17.4.4 Soviet Information

17.4.4.1 Dead Pile

None

17.4.4.2 East Map

Hex	Strength	Unit(s)
1.41	3-4-5	Gds Inf Div (120 Gd)
2.41	6-7-4	Inf Corps (47)
3.41	8-7-8	2 x Gds Tank Corps (1 Gd, 8 Gd)
4.40	6-7-4	Inf Corps (77)
5.41	5-6-4	Polish Inf Army (1 Pol)
6.41	6-7-4	2 x Inf Corps (125, 129)
	(6)-1-6	Front HQ (1 Belo) ^A
7.42	3-4-5	3 x Gds Inf Div (27 Gd, 74 Gd, 82 Gd)
	6-7-4	4 x Inf Corps (7, 9, 32, 79)
7.43	10-9-8	Gds Mech Corps (8 Gd)
	8-7-8	2 x Gds Tank Corps (9 Gd, 11 Gd)
8.41	8-7-8	Gds Tk Corps (12 Gd)
	3-4-5	3 x Gds Inf Div (35 Gd, 47 Gd, 57 Gd)
8.42	3-4-5	3 x Gds Inf Div (39 Gd, 79 Gd, 88 Gd)
8.43	5-5-7	2 x Gds Cav Corps (2 Gd, 7 Gd)

Hex	Strength	Unit(s)
9.44	6-7-4	Inf Corps (61)
10.43	6-7-4	2 x Inf Corps (25, 91)
	3-4-5	Gds Inf Div (77 Gd)
10.44	7-6-8	2 x Tank Corps (9, 11)
	6-7-4	Inf Corps (16)
11.44	6-7-4	Inf Corps (22)
12.44	6-7-4	Inf Corps (74)
13.43	7-6-8	Tank Corps (25)
	6-7-4	3 x Inf Corps (21, 76, 120)
13.44	6-7-4	3 x Inf Corps (24, 27, 102)
	3-4-5	Gds Inf Div (6 Gd)
14.42	6-7-4	3 x Inf Corps (48, 73, 78)
14.43	8-7-8	Gds Tk Corps (10 Gd)
	10-9-8	Gds Mech Corps (6 Gd)
15.42	3-4-5	4 x Gds Inf Div (14 Gd, 15 Gd, 58 Gd, 78 Gd)
15.43	8-7-8	2 x Gds Tank Corps (6 Gd, 7 Gd)
	6-8-8	Mech Corps (9)
16.42	8-7-8	Gds Tank Corps (4 Gd)
	7-6-8	Tank Corps (31)
	6-7-4	Inf Corps (15)
16.43	10-9-8	Gds Mech Corps (7 Gd)
17.43	(6)-1-6	Front HQ (1 Ukr) ^A
	6-7-4	Inf Corps (28)
18.42	6-7-4	Inf Corps (106)
18.43	5-5-7	Gds Cav Corps (1 Gd)
19.43	6-7-4	Inf Corps (101)
20.42	6-7-4	Inf Corps (67)
21.43	6-7-4	Inf Corps (52) OOS
24.42	5-6-4	Czech Inf Corps (Czech) OOS
26.42	6-7-4	Inf Corps (11) OOS
28.42	6-7-4	Inf Corps (107) OOS
29.43	4-6-5	Mtn Corps (3) OOS
30.42	6-7-4	Inf Corps (95)
31.41	6-7-4	Inf Corps (51)
31.42	6-7-4	Inf Corps (50)
	3-4-5	Gds Inf Div (42 Gd)
32.38	5-5-7	2 x Gds Cav Corps (4 Gd*, 6 Gd*)
32.39	6-7-4	2 x Inf Corps (49*, 57)
	3-4-5	Gds Inf Div (72 Gd)
32.40	6-7-4	2 x Inf Corps (33, 104)
33.38	8-7-8	Gds Tank Corps (5 Gd*)
	10-9-8	2 x Gds Mech Corps (4 Gd*, 9 Gd*)
33.40	(6)-1-6	Front HQ (2 Ukr) ^{NA}
	6-7-4	Inf Corps (30)
	3-4-5	Gds Inf Div (25 Gd)
33.42	(6)-1-6	Front HQ (4 Ukr) ^{NA}
34.37	3-4-5	Gds Inf Div (4 Gd) OOS
34.40	3-4-5	Gds Inf Div (86 Gd)
35.37	3-4-5	2 x Gds Inf Div (34 Gd, 80 Gd)
35.38	7-6-8	Tank Corps (18)
35.39	10-9-8	Gds Mech Corps (2 Gd*)
	6-7-4	Inf Corps (37)
35.40	3-4-5	Gds Inf Div (66 Gd)
	6-7-4	Inf Corps (23*)
36.37	6-7-4	Inf Corps (68*)
	3-4-5	Gds Inf Div (93 Gd)
36.38	5-5-7	Gds Cav Corps (5 Gd)
37.38	3-4-5	Gds Inf Div (40 Gd)
37.39	10-9-8	Gds Mech Corps (1 Gd)
	6-8-8	Mech Corps (7*)

Hex	Strength	Unit(s)
38.37	3-4-5	Gds Inf Div (41 Gd)
39.37	3-4-5	2 x Gds Inf Div (62 Gd, 69 Gd)
40.36	6-7-4	Inf Corps (64)
40.40	(6)-1-6	Front HQ (3 Ukr) ^{NA}
	7-6-8	Tank Corps (23)
41.36	6-7-4	Inf Corps (75*)

17.5 March 24, 1945 Scenario (Expansion)

This scenario starts with the historical situation on the night of 23 Mar 45, and continues through the end of the campaign game. This is the end game for Germany. Berlin is within reach of the Soviets as the last diehard Germans resist to defend their homeland.

17.5.1 General Information

First Turn: Turn 23

Last Turn: Turn 25

Victory Conditions: Use the standard victory conditions.

Reinforcements: Use standard reinforcements.

17.5.2 German Information

- A. No Emergency Attacks.
- B. Defend the Reich has been played.

17.5.2.1 Dead Pile

Quantity	Strength	Unit(s)
1	1-3-4	SS Inf Div (30 SS)
4	2-3-3	LW Div (16, 17, 18, 19)
1	3-5-4	Inf Div (Rassler)
1	2-3-4	Inf Div (Tettau)
13	4-6-5	Inf Div (16, 64, 77, 85, 91, 189 Res, 226, 271, 272, 276, 277, 352, 363)
1	2-3-5	Inf Div (70)
2	2-3-4	Inf Div (148 Trng, 165 Trng)
1	3-5-4	Inf Div (159 Res)
7	2-4-4	VG Div (9, 246, 256, 276, 352, 462, 708)
16	1-2-2	Static Div (47, 48, 49, 242, 243, 244, 245, 266, 326, 331, 343, 348, 708, 709, 716)
1	1-2-6	Bicycle Bde (30)

17.5.2.2 Western Front Units Transferred East

This units set up per 17.5.2.6 (and are indicated by a W).

Quantity	Strength	Unit(s)
1	12-9-8	SS Pz Div (1 SS)
4	10-8-8	SS Pz Div (2 SS, 9 SS, 10 SS, 12 SS)
1	9-7-8	Pz Div (21)
1	6-8-8	PG Div (25)
1	2-3-4	Inf Div (182 Trng)
2	4-6-5	2 x Inf Div (269, 275)
2	1-2-2	Static Div (711, 712)
1	2-4-4	VG Div (344)

17.5.2.3 Brittany Map

Hex	Strength	Unit
12.07	1-2-2	Static Div (265) OOS

17.5.2.4 West Map

Hex	Strength	Unit(s)
9.24	1-2-6	Bicycle Bde (20)
11.27	1-2-2	Static Div (346)
	2-4-4	VG Div (361)
11.29	9-7-8	Pz Div (116*)

Hex	Strength	Unit(s)
11.29	6-8-8	PG Div (15*)
12.28	4-6-5	2 x FJ Div (6*, 8)
12.29	4-6-5	FJ Div (7)
	4-6-5	Inf Div (84*)
13.30	4-6-5	2 x Inf Div (180*, 190)
14.29	6-8-5	FJ Div (2*)
	2-4-4	VG Div (183)
14.30	2-3-4	Inf Div (406)
15.30	1-2-2	Static Div (338)
	4-6-5	Inf Div (176*)
16.30	4-6-5	Inf Div (59*)
	2-4-4	VG Div (12)
17.31	5-7-5	Inf Div (353*)
	2-4-4	2 x VG Div (62, 363)
17.32	6-8-5	FJ Div (3*)
	2-4-4	VG Div (340)
18.32	6-8-8	PG Div (3*)
	2-4-4	2 x VG Div (272, 277)
19.33	4-6-5	Inf Div (26*, 89*)
	2-4-4	VG Div (326)
20.33	5-7-5	FJ Div (5*)
21.33	4-6-5	SS Mtn Div (6 SS*)
44.03	3-5-4	Inf Div (158 Res) OOS

17.5.2.5 East Map

Hex	Strength	Unit(s)
5.06	3-5-4	Inf Div (166 Res)
21.01	9-7-8	2 x Pz Div (9*, 11*)
25.01	4-6-5	2 x Inf Div (159*, 198*)
25.03	2-4-4	VG Div (560)
26.03	2-4-4	2 x VG Div (553, 559)
27.03	9-7-8	Pz Div (2*)
28.02	10-8-8	Pz Div (Lehr*)
	4-6-5	Mtn Div (2)
29.03	4-6-5	Inf Div (416*)
	2-4-4	VG Div (79)
30.02	1-2-2	Static Div (719)
	2-4-4	VG Div (212)
31.01	2-4-4	2 x VG Div (16, 19)
	1-2-2	Static Div (347)
31.02	2-4-4	2 x VG Div (36, 47)
31.03	6-8-8	SS PG Div (17 SS*)
37.01	2-4-4	VG Div (257)

17.5.2.6 Eastern Front East Map

W indicates unit was transferred from West.

Hex	Strength	Unit(s)
1.19	1-2-4	Inf Div (Pomrnia)
	2-3-4	Inf Div (Barwld*)
2.29	9-7-8	Pz Div (20)
3.19	2-3-4	Inf Div (Denke)
4.18	2-5-4	SS Inf Div (33 SS*)
4.19	0-4-2	Static Div (Stettin)
5.18	2-3-4	Marine Div (1)
6.17	3-5-6	JG Div (5*)
7.18	2-3-4	Inf Div (Berlin)
8.18	4-6-5	Inf Div (Dobrtz)
8.19	0-4-2	Static Div (Kustrn)
9.16	4-6-5	FJ Div (9)
9.17	3-4-8	SS PG Div (11 SS)
9.20	1-2-4	Inf Div (Ragenr)
	1-2-2	Static Div (712) W

Hex	Strength	Unit(s)
10.15	6-8-8	PG Div (20*)
10.16	3-3-6	Pz Div (Holstein)
10.18	10-8-8	SS Pz Div (10 SS*) W
	6-8-8	PG Div (25*) W
10.19	0-4-2	Static Div (Frnkft)
11.20	2-5-4	SS Inf Div (32 SS)
12.20	1-3-4	SS Pol Div (35 SS)
	4-6-5	Inf Div (275*) W
13.19	9-7-8	Pz Div (25*)
13.20	4-6-5	Inf Div (72*)
	1-2-4	Inf Div (Mattstk)
14.19	4-6-5	Inf Div (342*)
15.20	2-4-4	VG Div (545)
15.29	0-4-2	Static Div (Breslau) OOS
16.20	6-8-8	PG Div (Brndbg*)
17.21	9-7-8	Pz Div (21*) W
18.21	2-4-4	VG Div (6)
18.22	9-7-8	Pz Div (16*)
18.23	4-6-5	Inf Div (17*)
18.24	2-5-4	SS Inf Div (31 SS*)
18.25	4-6-5	Inf Div (208*)
18.26	4-6-5	Inf Div (269*) W
18.27	4-6-5	Inf Div (359*)
19.28	3-5-6	JG Div (100*)
19.29	9-7-8	Pz Div (19*)
	2-4-4	VG Div (45)
20.29	6-8-8	PG Div (10*)
20.30	4-6-5	Inf Div (168*)
21.27	9-7-8	LW Pz Div (HG*)
21.31	2-4-4	VG Div (344) W
22.31	4-6-5	Inf Div (254*)
22.32	9-7-8	Pz Div (17*)
	4-6-5	Inf Div (371*)
22.33	3-5-6	JG Div (97*)
	3-5-6	Ski JG Div (1*)
23.34	4-6-5	2 x Inf Div (68*, 75*)
23.35	4-6-5	Inf Div (253*)
	2-4-4	VG Div (544)
23.36	4-6-5	2 x Mtn Div (3*, 4*)
23.37	4-6-5	VG Div (78*)
24.01	2-4-4	2 x VG Div (18, 167)
24.34	9-7-8	Pz Div (8*)
24.37	4-6-5	Inf Div (304*)
25.38	2-4-4	VG Div (320)
26.33	5-6-8	SS PG Div (18 SS*)
26.38	4-6-5	Inf Div (15*)
27.38	3-5-6	JG Div (101*)
28.37	4-6-5	Inf Div (76*)
29.37	3-5-6	JG Div (8*)
	2-3-4	Inf Div (153 Tng)
30.36	2-4-4	VG Div (271)
31.36	4-6-5	Inf Div (357*)
32.36	4-6-5	Inf Div (46*)
33.37	4-6-5	Inf Div (211*)
34.37	4-6-5	Inf Div (96*)
	1-2-2	Static Div (711) W
35.35	12-8-8	SS Pz Div (1 SS*) W
	10-8-8	3 x SS Pz Div (2 SS*W, 3 SS*, 12 SS*W)
35.37	6-5-8	Hun Pz Div (2*)
	2-3-5	Hun Inf Div (Laszlo*)

Hex	Strength	Unit(s)
36.36	10-8-8	2 x SS Pz Div (5 SS*, 9 SS*W)
37.37	9-7-8	Pz Div (6*)
38.37	4-6-5	2 x Inf Div (44, 356)
39.36	2-3-5	Hun Inf Div (20*)
39.37	9-7-8	Pz Div (23*)
39.37	2-3-5	Hun Inf Div (25*)
39.38	9-7-8	2 x Pz Div (1*, 3*)
40.35	3-5-4	VG Mtn Div (1)
41.35	4-6-5	Inf Div (71)
26.25	3-5-4	Inf Div (154*)
32.32	2-3-4	Inf Div (182 Trng) W

17.5.3 Allied Information

17.5.3.1 Dead Pile

Quantity	Strength	Unit
1	6-9-5	CW Abn Div (1)
1	6-8-6	CW Inf Div (50)
1	5-8-6	CW Inf Div (59)
1	4-5-5	US Inf Div (106)

17.5.3.2 England Box

Quantity	Strength	Unit
1	6-9-5	CW Abn Div (6)
1	4-6-5	US Abn Div (17)

17.5.3.3 Mediterranean Box

Quantity	Strength	Unit
1	8-6-8	CW Arm Div (5 Can)
1	6-8-6	CW Inf Div (1 Can)

17.5.3.4 Brittany Map

Hex	Unit
08.03	Brest Port Marker

17.5.3.5 West Map

All deployed ports are functional except Marseille.

Hex	Strength	Unit(s)
12.24	9-6-8	2 x CW Arm Div (1 Pol*, 4 Can*)
12.26	5-8-6	CW Inf Div (49)
13.26	(5)-1-8	CW Army HQ (1 Can)
13.28	9-6-8	CW Arm Div (Gds)
	5-8-6	3 x CW Inf Div (43, 2 Can, 3 Can)
13.29	6-8-6	2 x CW Inf Div (3, 51)
	5-8-6	CW Inf Div (15)
	5-8-6	CW Air Lnd Div (52)
14.27	(5)-1-8	CW Army HQ (2 UK)
	9-6-8	CW Arm Div (7)
	8-6-8	CW Arm Div (11)
14.27	5-8-6	CW Inf Div (53)
14.28	6-8-6	2 x US Inf Div (30, 79)
	4-5-5	US Inf Div (75)
15.22		Antwerp Port Marker
15.28	(5)-1-8	US Army HQ (9)
	6-4-8	US Arm Div (8)
	6-8-6	US Inf Div (35)
15.29	9-6-8	US Arm Div (5)
	4-5-5	US Inf Div (84)
	6-8-6	US Inf Div (102)
16.27	6-8-6	US Inf Div (83)
16.29	10-8-8	US Arm Div (2)
	6-8-6	2 x US Inf Div (29, 95)
17.30	6-8-6	US Inf Div (8)
18.13		Boulogne-sur-Mer Port

Hex	Strength	Unit(s)
18.31	10-8-8	US Arm Div (3)
	8-10-6	US Inf (1)
	4-5-5	US Inf Div (78)
	6-8-6	US Inf Div (104)
19.31	(5)-1-8	US Army HQ (1)
	9-6-8	US Arm Div (7)
	6-4-8	US Arm Div (9)
	4-5-5	US Inf Div (69)
19.32	6-8-6	2 x US Inf Div (2, 9)
	4-5-5	US Inf Div (99)
20.32	6-8-6	US Inf Div (28*)
21.32	4-5-5	US Inf Div (87)
22.32	4-5-5	US Inf Div (76)
23.33	4-5-5	US Inf Div (89)
24.02		Cherbourg Port Marker
24.29	(5)-0-6	Truck Marker
25.09		Le Havre Port Marker
26.11	6-4-8	2 x US Arm Div (16, 20)
26.30	4-5-5	US Inf Div (70)
26.33	6-4-8	US Arm Div (10)
27.21	6-9-5	2 x US Abn Div (82, 101)
27.33	6-8-6	2 x US Inf Div (3, 42)
	4-5-5	2 x US Inf Div (71, 100)
28.17	(5)-0-6	Truck Marker
28.33	(5)-1-8	US Army HQ (7)
	6-4-8	US Arm Div (14)
	6-8-6	US Inf Div (36)
	4-5-5	US Inf Div (103)
29.16	3-4-5	US Abn Div (13)
30.08	(5)-0-6	Truck Marker
30.25	(5)-0-6	Truck Marker
30.28	8-10-6	US Inf Div (4*)
30.30	6-4-8	US Arm Div (13)
30.33	6-8-8	French Arm Div (2 FF)
	6-8-6	French Inf Div (1 FF)
31.33	5-7-6	French Mtn Div (27 Alp)
	5-7-6	French Inf Div (10 FF)
32.32	6-8-8	French Arm Div (1 FF)
	4-6-4	French Inf Div (9 Col)
33.02	4-5-5	Inf Div (66)
33.32	(5)-1-8	French Army HQ (1 FF)
	4-6-4	French Inf Div (2 Mor)
	4-6-4	French Mtn Div (4 Mor)
35.26	(5)-0-6	Truck Marker
44.22	(5)-0-6	Truck Marker
53.24	(5)-0-6	Truck Marker
61.27		Marseille Port Marker

17.5.3.6 East Map

Hex	Strength	Unit(s)
26.01	9-6-8	US Arm Div (4, 11)
	6-8-6	US Inf Div (26)
26.02	6-8-6	2 x US Inf Div (5, 90)
27.01	(5)-1-8	US Army HQ (3)
	9-6-8	US Arm Div (6)
	6-8-6	US Inf Div (94)
28.01	6-8-6	3 x US Inf Div (44, 45, 80)
	4-5-5	US Inf Div (63)
30.01	9-6-8	US Arm Div (12)
32.01	6-8-8	French Arm Div (5 FF)
	4-6-4	French Inf Div (3 Alg)

17.5.4 Soviet Information

17.5.4.1 Dead Pile

Quantity	Strength	Unit
1	6-8-8	Mech Corps (7)

17.5.4.2 East Map

Hex	Strength	Unit(s)
2.20	3-4-5	Gds Inf Div (120 Gd)
3.20	6-7-4	Inf Corps (47)
4.20	8-7-8	Gds Tank Corps (1 Gd)
5.19	3-4-5	Gds Inf Div (12 Gd)
5.20	8-7-8	Gds Tank Corps (8 Gd)
6.18	5-6-4	Polish Inf Army (1 Pol)
6.19	7-6-8	Tank Corps (9)
	5-5-7	Gds Cav Corps (7 Gd)
7.19	6-7-4	3 x Inf Corps (77, 125, 129)
7.20	6-7-4	2 x Inf Corps (7, 79)
	3-4-5	Gds Inf Div (52 Gd)
7.21	(6)-1-6	Front HQ (1 Belo) ^A
	8-7-8	2 x Gds Tank Corps (9 Gd, 12 Gd)
	6-8-8	Mech Corps (1)
8.20	6-7-4	2 x Inf Corps (9, 32)
	3-4-5	2 x Gds Inf Div (35 Gd, 60 Gd)
8.27	3-4-5	Gds Inf Div (50 Gd)
9.21	3-4-5	4 x Gds Inf Div (39 Gd, 47 Gd, 57 Gd, 79 Gd)
9.22	7-6-8	Tank Corps (11)
10.20	3-4-5	4 x Gds Inf Div (27 Gd, 74 Gd, 82 Gd, 88 Gd)
10.21	8-7-8	Gds Tk Corps (11 Gd)
	10-9-8	Gds Mech Corps (8 Gd)
11.21	6-7-4	3 x Inf Corps (25, 61, 91)
	3-4-5	Gds Inf Div (77 Gd)
12.21	6-7-4	Inf Corps (16)
12.22	5-5-7	Gds Cav Corps (2 Gd)
13.21	7-6-8	Tank Corps (25)
	6-7-4	3 x Inf Corps (21, 76, 120)
14.20	6-7-4	3 x Inf Corps (24, 27, 102)
	3-4-5	Gds Inf Div (6 Gd)
14.21	8-7-8	2 x Gds Tank Corps (6 Gd, 7 Gd)
	6-8-8	Mech Corps (9)
14.22	8-7-8	Gds Tk Corps (10 Gd)
	10-9-8	Gds Mech Corps (6 Gd)
15.21	3-4-5	4 x Gds Inf Div (13 Gd, 14 Gd, 78 Gd, 95 Gd)
15.24	(6)-1-6	Front HQ (1 Ukr) ^A
15.28	6-7-4	Inf Corps (22)
16.21	8-7-8	Gds Tank Corps (4 Gd)
	7-6-8	Polish Tk Corps (1 Pol)
16.21	3-4-5	Gds Inf Div (15 Gd, 58 Gd)
17.22	5-5-7	Gds Cav Corps (1 Gd)
17.23	10-9-8	Gds Mech Corps (7 Gd)
17.24	6-7-4	Inf Corps (48)
17.25	6-7-4	Inf Corps (73)
17.27	6-7-4	Inf Corps (78)
18.28	6-7-4	Inf Corps (74) (OOS)
19.30	6-7-4	Inf Corps (28) (OOS)
20.31	6-7-4	Inf Corps (106) (OOS)
20.35	(6)-1-6	Front HQ (4 Ukr) ^{NA}
21.33	7-6-8	Tank Corps (31)
	6-7-4	Inf Corps (15)
21.34	6-7-4	Inf Corps (52)
	4-6-5	Mtn Corps (126)
22.34	6-7-4	2 x Inf Corps (95, 101)
	4-6-5	Mtn Corps (127)

Hex	Strength	Unit(s)
22.35	6-7-4	2 x Inf Corps (11, 67)
22.36	6-7-4	Inf Corps (107)
	4-6-5	Mtn Corps (3)
23.39	5-6-4	Cz. Inf Corps
24.38	5-6-4	Inf Army (4 Rom)
25.39	3-4-5	Gds Inf Div (42 Gd)
26.39	6-7-4	Inf Corps (50)
27.39	6-7-4	Inf Corps (51)
28.38	6-7-4	Inf Corps (57)
29.38	6-7-4	Inf Corps (49)
30.37	3-4-5	Gds Inf Div (93 Gd)
	5-6-4	Inf Army (1 Rom)
31.37	10-9-8	Gds Mech Corps (4 Gd*)
31.38	5-5-7	2 x Gds Cav Corps (4 Gd*, 6 Gd*)
32.37	3-4-5	Gds Inf Div (72 Gd)
33.38	3-4-5	Gds Inf Div (25 Gd)
33.39	6-7-4	Inf Corps (23*)
	3-4-5	Gds Inf Div (86 Gd)
34.38	(6)-1-6	Front HQ (2 Ukr) ^A
	10-9-8	Gds Mech Corps (2 Gd*)
	6-7-4	Inf Corps (68*, 75*)
35.38	3-4-5	4 x Gds Inf Div (41 Gd, 62 Gd, 69 Gd, 80 Gd)
35.39	8-7-8	Gds Tank Corps (5 Gd)
	10-9-8	Gds Mech Corps (9 Gd)
36.37	7-6-8	Tank Corps (23*)
	3-4-5	3 x Gds Inf Div (4 Gd, 34 Gd, 40 Gd)
37.38	(6)-1-6	Front HQ (3 Ukr) ^A
	7-6-8	Tank Corps (18)
	6-7-4	Inf Corps (37*)
38.38	10-9-8	Gds Mech Corps (1 Gd)
	6-7-4	Inf Corps (30*)
	3-4-5	Gds Inf Div (68 Gd)
39.39	6-7-4	Inf Corps (33)
40.36	6-7-4	Inf Corps (104*)
40.37	3-4-5	Gds Inf Div (66 Gd)
40.38	5-5-7	Gds Cav Corps (5 Gd)
41.36	6-7-4	Inf Corps (64*)

18.0 REINFORCEMENT CHARTS

18.1 German Reinforcement Chart: West

TR means transfers to the East. The historical divisions are given in parentheses.

Turn	Area	Strength	Unit(s)
2	B	2-3-5	Inf Div (70)
	E	4-6-5	Inf Div (277)
3	A	10-8-8	2 x SS Pz Div (9 SS, 10 SS)
	E	4-6-5	Inf Div (272)
	D	4-6-5	Inf Div (276)
4	A	4-6-5	2 x Inf Div (16, 363)
		4-6-5	FJ Div (6)
5	A	4-6-5	Inf Div (89)
7	A	4-6-5	3 x Inf Div (59, 64, 226)
		2-4-4	VG Div (462)
8	A	6-8-8	2 x PG Div (3, 15)
	E	4-6-5	Inf Div (198)
9	A	4-6-5	2 x Inf Div (176, 190)
		2-4-4	6 x VG Div (12, 19, 36, 246, 553, 559)
		4-6-5	FJ Div (7)
11	A	4-6-5	Inf Div (180)
		2-4-4	VG Div (183)
		2-3-4	Inf Div (Tettau)

Turn	Area	Strength	Unit(s)
12	A	2-4-4	VG Div (363)
		2-3-4	Inf Div (406)
13	A	4-6-5	2 x Inf Div (269, 416)
		2-4-4	3 x VG Div (16, 256, 361)
14	A	4-6-5	Inf Div (159)
		2-4-4	VG Div (352)
15	A	1-3-4	SS Inf Div (30 SS)
		6-8-8	PG Div (25)
		2-4-4	2 x VG Div (18, 272)
		4-6-5	VG Div (26)
16	A	2-4-4	2 x VG Div (276, 326)
	TR	1 x Static Div (711 Stat)	
		1 x Inf Div (182 Trng)	
17	A	4-6-5	SS Mtn Inf Div (6 SS)
		2-4-4	12 x VG Div (9, 47, 62, 79, 167, 212, 257, 277, 340, 344, 560, 708)
		4-6-5	FJ Div (8)
	TR	1 x Inf Div (269)	
18	A	3-5-4	Inf Div (Rassler)
	TR	1 x Static Div (712)	
		1 x VG Div (344)	
		1 x Inf Div (275)	
20	TR	6 x Pz Div (1 SS, 2 SS, 9 SS, 10 SS, 12 SS, 21)	
		1 x PG Div (25)	
21	A	4-6-5	Mtn Inf Div (2)
		3-5-4	Inf Div (166 Res)
23	A	6-6-5	Inf Div (34 SS)
		2-5-4	Inf Div (38 SS)
		4-6-5	FJ Div (11)
24	A	3-5-4	Inf Div (Jutland)
		1-2-4	Inf Div (Schlgr)
25	A	3-3-6	Pz KG (Clw)
		4-6-5	Inf Div (106)
		2-3-4	Inf Div (Bayern)
		1-2-4	Inf Div (Hutten)

18.2 German Reinforcement Chart: East

- A. Asterisk by area means units in that group must roll for losses.
- B. ARR indicates the transfers from the Western Front arrive.

Turn	Area	Strength	Unit(s)
4	VN	9-7-8	LW Pz Div (HG)
		9-7-8	Pz Div (19)
		10-8-8	2 x SS Pz Div (3 SS, 5 SS)
		4-6-5	Inf Div (73)
		3-4-6	Hun Cav Div (1)
		1-2-4	2 x Hun Inf Div (5 Res, 23 Res)
	D*	9-7-8	2 x Pz Div (8, 24)
		5-6-8	SS PG Div (18 SS)
		3-5-4	Inf Div (154)
		4-6-5	2 x Inf Div (359, 371)
	BE	2-4-4	4 x VG Div (6, 45, 544, 545)
		4-6-5	VG Div (78)
5	C*	9-7-8	Pz Div (6)
		4-6-5	Inf Div (17)
	D*	9-7-8	5 x Pz Div (1, 3, 16, 17, 23)
		6-8-8	PG Div (20)
		4-6-5	10 x Inf Div (72, 88, 214, 253, 254, 291, 304, 342, 357)
		2-3-5	Hun Inf Div (12)

Turn	Area	Strength	Unit(s)
5	E*	3-5-6	JG Div (97)
		3-5-6	JG Ski Div (1)
6	E*	4-6-5	5 x Inf Div (68, 75, 96, 168, 208)
		2-3-5	Hun Inf Div (6)
	F*	6-5-8	2 x Hun Pz Div (1, 2)
		2-3-5	3 x Hun Inf Div (8, 13, 25)
		3-5-6	2 x JG Div (100, 101)
7	B* or C*	4-6-5	7 x Inf Div (7, 35, 102, 129, 211, 292, 367)
		3-5-4	Sec Div (203)
		2-4-4	2 x VG Div (541, 558)
		3-5-6	JG Div (5, 28)
10	BE	9-7-8	Pz Div (25)
	E*	9-7-8	Pz Div (20)
		4-6-5	12 x Inf Div (15, 46, 62, 76, 79, 106, 161, 282, 320, 370, 376, 384)
		2-3-5	Inf Div (335)
		3-5-4	Sec Div (213)
		4-6-5	2 x Mtn Div (3, 4)
		3-5-6	JG Div (8)
		5-5-7	SS Cav Div (8 SS)
	F*	6-8-8	PG Div (10)
		2-3-5	Inf Div (306)
	F* or G*	1-2-4	Hun Inf Div (9 Bdr)
		2-3-5	4 x Hun Inf Div (16, 20, 24, 27)
	BD	9-7-8	Pz Div (13)
11	BE	2-3-4	Inf Div (153 Trng)
12	BE	4-6-5	2 x Inf Div (251, 299)
	BD	2-3-5	Hun Inf Div (Laszlo)
		4-5-8	Pz Div (Feldhle)
		3-3-7	SS Cav Div (22 SS)
	H	6-8-8	SS PG Div (4 SS)
14	BD, VN or PR	2-5-4	SS Inf Div (31 SS)
	H	3-5-4	VG Mtn Div (1)
	BE	2-4-4	2 x VG Div (271, 337)
	Remove†	9-7-8	LW Pz Div (HG)
16	VN	4-6-5	Inf Div (71)
17	Any City††	0-4-2	6 x Static Div (Breslau, Frnkft, Kustrn, Posen, Stettin, Warsaw)
		5-6-8	SS PG Div (18 SS)
	ARR	1 x Static Div (711)	
		1 x Inf Div (182 Trng Div)	
18	BE	2-4-4	VG Div (320)
		9-7-8	LW Pz Div (HG) †††
	ARR	1 x Inf Div (269)	
19	BE	4-6-5	FJ Div (9)
		3-4-4	Inf Div (Friedlnd)
	A	3-4-8	SS PG Div (11 SS)
	ARR	1 x Static Div (712)	
		1 x Inf Div (275)	
		1 x VG Div (344)	
20	BE	2-3-4	2 x Inf Div (Barwld, Denke)
		4-6-5	Inf Div (Dobrtz)
		1-2-4	Inf Div (Pomrnia)
		2-5-4	2 x SS Inf Div (32 SS, 33 SS)
		5-6-8	SS PG Div (18 SS) †††
		2-3-4	Marine Div (1)
	A	6-8-8	PG Div (Brndbg)
	VN	4-6-5	2 x Inf Div (44, 356)

Turn	Area	Strength	Unit(s)
21	BE	3-3-6	Pz Div (Holstein)
		2-3-4	Inf Div (BE)
		1-2-4	2 x Inf Div (Mattstk, Ragenr)
	ARR	6 x Pz Div (1 SS, 2 SS, 9 SS, 10 SS, 12 SS, 21)	
		1 x PG Div (25)	
22	BE	1-3-4	SS Pol Div (35 SS)
24	VN	3-4-7	SS Cav Div (37 SS)
		1-2-2	2 x Static Div (710, 715)
	BE	2-3-4	Inf Div (FL-Jahn)
		2-3-4	Marine Div (3)
‡ Dead or Alive (16.5.2) ‡‡ in Eastern Greater Germany			
‡‡‡ from prior turn BD: Budapest BE: Berlin			
PR: Prague * Roll for losses for that group			
VN: Vienna ARR: Arrive from Western Front			

18.3 Allied Reinforcement Chart

Turn	Area	Strength	Unit(s)
2	ENG	9-6-8	US Arm Div (7)
4	ENG	(5)-1-8	US Army HQ (9)
		6-8-6	US Inf Div (80)
7	Any‡	(5)-1-8	US Army HQ (3)
	MED	3-4-5	All.Abn Inf Div (1 ABTF)
8	ENG	6-8-6	2 x US Inf Div (94, 95)
		(5)-0-6	Truck Marker
9	ENG	4-6-5	US Abn Inf Div (17)
10	ENG	6-4-8	US Arm Div (9)
	NO	6-8-6	US Inf Div (26)
	SO	6-8-6	US Inf Div (104)
11	NO	6-8-6	US Inf Div (44)
		6-4-8	US Arm Div (10)
12	NO	6-8-6	US Inf Div (102)
		6-4-8	US Arm Div (10)
13	ENG	9-6-8	2 x US Arm Div (11, 12)
		4-5-5	2 x US Inf Div (84, 99)
14	SO	6-4-8	US Arm Div (14)
		4-5-5	US Inf Div (100, 103)
	ENG	4-5-5	2 x US Inf Div (78)
15	ENG	4-5-5	US Inf Div (87)
		(5)-0-6	Truck Marker
	Remove		1 x Abn Inf Div
16	ENG	6-4-8	US Arm Div (8)
	SO	5-7-6	French Mtn Inf Div (27 Alp)
	NO	4-5-5	US Inf Div (106)
17	ENG	4-5-5	US Inf Div (69)
	NO	4-5-5	US Inf Div (75)
18	ENG	4-5-5	US Inf Div (66)
	PA or 37.10	5-7-6	French Inf Div (10 FF)
19	SO	4-5-5	US Inf Div (63)
	NO	4-5-5	US Inf Div (76)
20	NO	6-4-8	US Arm Div (13)
		4-5-5	US Inf Div (89)
		6-8-6	US Inf Div (42)
	SO	4-5-5	US Inf Div (70)
21	NO	3-4-5	US Abn Inf Div (13)
		4-5-5	US Inf Div (71)
22	MED	8-6-8	CW Arm Div (5 Can)
		6-8-6	CW Inf Div (1 Can)
	NO	6-4-8	2 x US Arm Div (16, 20)
23	NO	6-8-6	CW Inf Div (5)
23	NO	4-5-5	3 x US Inf Div (65, 86, 97)
24	ENG	5-8-6	Polish Inf Div (4 Pol)
	33.32 or 47.25	5-7-6	French Inf Div (14 FF)
ENG: England Box MED: Mediterranean Box			

Turn	Area	Strength	Unit(s)
NO/SO: Direct Shipments North/South			
PA: Paris ‡ Any Allied Occupied Hex or box			

18.4 Soviet Reinforcement Chart

Turn	Area	Strength	Unit(s)
6	C	(6)-1-6	Front HQ (1 Belo)
		6-7-4	6 x Inf Corps (25, 61, 77, 91, 125, 129)
		7-6-8	2 x Tank Corps (9, 11)
		5-6-4	Polish Inf Army (1 Pol)
		8-7-8	4 x Gds Tank Corps (1 Gd, 8 Gd, 9 Gd, 12 Gd)
		5-5-7	2 x Gds Cav Corps (2 Gd, 7 Gd)
		3-4-5	10 x Gds Inf Div (27 Gd, 35 Gd, 39 Gd, 47 Gd, 57 Gd, 74 Gd, 77 Gd, 79 Gd, 88 Gd, 120 Gd)
	D	(6)-1-6	Front HQ (1 Ukr)
		6-7-4	16 x Inf Corps (15, 21, 22, 23, 24, 27, 28, 47, 52, 67, 74, 76, 101, 102, 106, 120)
		7-6-8	2 x Tank Corps (25, 31)
		5-6-4	Czech Inf Corps (Czech)
		8-7-8	2 x Gds Tank Corps (4 Gd, 10 Gd)
		10-9-8	Gds Mech Corps (6 Gd)
		5-5-7	Gds Cav Corps (1 Gd)
3-4-5	2 x Gds Inf Div (6 Gd, 82 Gd)		
12	D	6-7-4	3 x Inf Corps (48, 73, 78)
		3-4-5	3 x Gds Inf Div (14 Gd, 15 Gd, 58 Gd)
	E	(6)-1-6	Front HQ (4 Ukr)
		4-6-5	Mtn Corps (3)
		6-7-4	4 x Inf Corps (11, 30, 95, 107)
		3-4-5	2 x Gds Inf Div (66 Gd, 86 Gd)
	F	(6)-1-6	Front HQ (2 Ukr)
		6-7-4	6 x Inf Corps (49, 50, 51, 57, 75, 104)
		6-8-8	Mech Corps (7)
		7-6-8	2 x Tank Corps (18, 23)
		8-7-8	Gds Tank Corps (5 Gd)
		10-9-8	3 x Gds Mech Corps (2 Gd, 4 Gd, 9 Gd)
		5-5-7	3 x Gds Cav Corps (4 Gd, 5 Gd, 6 Gd)
		3-4-5	10 x Gds Inf Div (25 Gd, 34 Gd, 41 Gd, 42 Gd, 62 Gd, 69 Gd, 72 Gd, 78 Gd, 80 Gd, 93 Gd)
13	C	6-7-4	3 x Inf Corps (9, 16, 32)
	F	6-7-4	Inf Corps (33)
14	C	10-9-8	Gds Mech Corps (8 Gd)
		8-7-8	Gds Tank Corps (11 Gd)
	D	6-8-8	Mech Corps (9)
		8-7-8	Gds Tank Corps (6 Gd)
		10-9-8	Gds Mech Corps (7 Gd)
	G	(6)-1-6	Front HQ (3 Ukr)
		6-7-4	3 x Inf Corps (37, 64, 68)
3-4-5		Gds Inf Div (4 Gd)	
15	D	8-7-8	Gds Tank Corps (7 Gd)
16	C	6-7-4	Inf Corps (7, 79)
	G	10-9-8	Gds Mech Corps (1 Gd)
		3-4-5	Gds Inf Div (40 Gd)
17	C	6-8-8	Mech Corps (1)
18	C	3-4-5	2 x Gds Inf Div (12 Gd, 52 Gd)
	D	3-4-5	2 x Gds Inf Div (13 Gd, 95 Gd)
	G	3-4-5	Gds Inf Div (68 Gd)
19	D	5-6-4	2 x Inf Army (1 Rom, 4 Rom)

Turn	Area	Strength	Unit(s)
20	D	7-6-8	Polish Tank Corps (1 Pol)
	E	4-6-5	2 x Mtn Corps (126, 127)
22	C	3-4-5	2 x Gds Inf Div (50 Gd, 60 Gd)
23	C	5-6-4	Polish Inf Army (2 Pol)
24	C	10-9-8	Gds Mech Corps (5 Gd)

18.5 Soviet Replacements Chart

Turn	Inf	Gds Inf	Tk	Gds Tk	Gds Cav	Any
10						2
12	3	3				6
13	2					
14	3	3				
15	1	1				
16	1	1				
17	4	3				
18	6	1		2	1	
19	2		1			
20	1	1				
22	2					

Soviet Replacements Key

Abbr	Meaning
Any	Any unit type
Gds Cav	Guards Cavalry Corps
Gds Inf	Guards Infantry Division
Gds Tk	Guards Tank Corps
Inf	Infantry Corps
Tk	Tank Corps

19.0 UNIT ABBREVIATIONS

Abbr	Explanation	Abbr	Explanation
Abn	Airborne	Inf	Infantry
ABTF	Airborne Task Force	JG	Jäger
Alg	Algerian	LW	Luftwaffe
Alp	Alpine	Mor	Moroccan
Arm	Armored	Mtn	Mountain
Bde	Brigade	Pol	Polish
Can	Canadian	PG	Panzergranadier
Clw	Clauswitz	Pz	Panzer
Col	Colonial	Res	Reserve
CW	Commonwealth	SS	Schutzstaffel
Div	Division	Trng	Training
FJ	Fallschirmjäger	UK	United Kingdom
Gds	Gds Guards	US	United States

20.0 TME DEVELOPER'S NOTES

20.1 Introduction

I got this game from Steve Newhouse in the summer of 2003. He had made great strides in making a wonderful game on this subject, making my job that much easier. My role centered on refinement, some fact checking, and playtesting until the tester's fingers bled. I can honestly say I've played this game more times than any other Gamers release except (perhaps) Afrika and Ardennes (both of which were played very extensively). In terms of raw time devoted to playing the game in its various forms, the several monsters I've designed got more hours, but only they did. I hope you enjoy the result. Below I'll address some of the concepts in the game that might raise an eyebrow.

20.2 Rules

20.2.1 Units on the Beach?

Playtesters became puzzled by the invasion CRT rolls with respect to units occupying beaches with actual units. A superficial look at the rule seems to indicate that having a unit there does the German player no good in deflecting invasions...so, the playtesters reasoned, why not pull all the units off the coast and defend inland?

The problem is they are not looking at what the Allied player has to do to be successful. A normal ("All other terrain") landing will successfully land where there are no German units 100% of the time (even if ugly) in Class 2 or Class 3 beaches. On Class 0 and Class 1 beaches, Attacker losses of 2 steps will kill the invasion (rolls of 5 or less), but that is a product of a poor beach and a bad roll and does not matter to my purpose here. Let's look at only those locations where no matter what the attacker result, the landing makes it (Class 2 and Class 3). So, if you are successful 100% of the time if there is no unit, what happens if you have 1 or 2 steps of Germans in the hex. With one step, you need to roll a 4 or more to get on the beach or a success rate of 92%. Some effect, but not much (given that we are talking about some static division, this is probably correct). With two steps, you now need to roll a 7 or more to succeed, with a success probability of only 58%.

That is the effect of units on the beach. The point of this method is to avoid two problems: 1) you can't gang up on some geek unit at high odds in order to have an *easier* time landing than in clear areas and 2) it avoids putting a major premium on landing adjacent to good units but not right into them (which generates its own problems).

20.2.2 German Supply Freedom vs Tight Allied Supply Ranges

Here the issue is the use (however hampered by airpower) of the French rail net. The Germans have a logistical freedom the Allies do not have (and won't until late in the campaign when rail units begin operating). That and the overall frugality of the German logistical effort (especially compared to the Western Allies) gives them a measure of potential activity far different than the Allies.

20.2.3 German Tactical Aptitude

This rule came about after the first few tests showed that German players would literally never choose to counterattack. Between the masses of Allied units and the Allied air cover, the German player was faced with a series of impossibly low odds attacks and a quick determination that such attacks were not going to benefit him in the long run. Downgrading the attacker losses gave the Germans plenty of incentive to try some counterattacks, even though nothing was certain at the lower odds.

20.2.4 The Removal of Beach Ports

At least one tester wondered why it was the Beach Ports go away after six turns regardless of the situation on the ground. His reasoning was good (that if the Allies were indeed bogged down every effort would be made to keep the beach operating). In the end I left out any chance to

revise the removal based on circumstance as I wanted the Allied player to be as desperate for a real port as the real commanders. There is enough flexibility (6 turns is a long time) to get a port provided the player gives the idea enough emphasis...and if the worst happens he can use another Beach Port landing to help extend his operations. There might be a lag period between the removal of Beach Ports and the beginning of full-function for a real port, but that happens and can be a good time to use some Emergency Attacks.

20.3 Units

20.3.1 Volksgrenadier Units

A number of the VG Divisions in play are actually rebuilds of other units destroyed earlier in the campaign. Rather than track the dead units and replace them with specific VG units, the VG units come on as reinforcements. It is assumed that if Division "X" wasn't killed to bring about the creation of VG Division "X", some other division (call it "Y") was destroyed and the VG Division should technically be called VG Division "Y." This way is simpler yet holds a little confusion regarding who really got rebuilt; still, the strength totals are the same in the end.

20.3.2 79 Arm Div

Originally the game had the 79th Arm Div as a unit that could be deployed like the other CW armored divisions. Roland LeBlanc brought to my attention that the unit never fought as a whole before being dissolved, but was used as individual packets until then. This being the case, I pulled it from the formed units in the game.

20.3.3 52 Air Landing Div

The submission originally had rules allowing this division to be flown into a hex already occupied by another Allied unit (possibly even a recently dropped airborne division). In the course of testing, I found these rules to be almost never used and since they applied to exactly one unit, not to be worth their weight. If you want, as an option, allow the Allied player to fly this unit from the England Box to any friendly occupied hex (during the Movement Phase) at the cost of one of his Air Drop Points. This counts as one of the three air drops allowed in a turn and can be done any number of times in a game (following the "going back to the box" requirements of airborne divisions).

20.3.4 Odds and Ends

There are a couple of units that showed up too late for the campaign. Others were sent off to watch various German-held ports. Lastly a few divisions showed up and were then stranded near Normandy stripped of trucks and their men sent off as individual replacements. All of these have been omitted from the counter-mix.

20.3.5 Panzer Rebuilds

Some playtesters requested that rebuild limits be placed on the Germans who will, not surprisingly, rebuild their best armored units repeatedly. Given the balance seen in the games run in testing, I did not feel such a rule was needed (certainly the Allies will rebuild their best units as well). If anything, the top-of-the-line units would get the first pick of

the available replacement men and equipment. Also, the VG infantry rebuilds have happened outside the player's control. I do not think this sort of rule is needed.

20.4 Map

20.4.1 Brittany

There are two reasons it is not included — historical and physical. Historically, its ports are just too far away and any invasion of that area will provide the Germans with a extended area with reasonably secure flanks. The diversion of effort in the historical battle merely gave the Allies a port that was too far from the front to be worth having. Landing there initially lengthens the approach to Germany for no good benefit.

Physically, the dang thing just doesn't fit without dropping the map scale back on the important play areas. Adding a whole map would destroy the game's one map design parameters and adding some little map extension is just a waste. In the end I dropped it (and the units contained there forever) and never missed it. Ever.

Expanded Edition Note: By the demand of a small number of players, the expanded edition adds the area of Brittany. Now you can judge for yourself if I was right in the first place.

20.4.2 Italy

Here was an interesting design decision. Obviously, the Allies could have sent the forces landing in the South of France into Italy to link with the armies there and advance on Germany from the south. Likewise the Germans could have staged forces there to launch counterattacks against the Anvil-Dragon beaches. My decision to omit these possibilities is based on two concerns. First, not only is a national boundary crossed here, but you move from one major Allied command to another. As a result, to show this area properly, one must include the concerns of the other command, the one already in Italy. Drawing the game boundary such that neither player can cross the theater boundary avoids this problem. Secondly, if units are allowed to flow across this boundary, the temptation to provide units that didn't go to France but were floating in the neighborhood. Frankly, the counters did not exist to provide such options. Keeping the boundary hard has two bad side-effects. First, German units can be trapped against that edge unable to trace supply or retreat as they would historically (and a few did). Second, the Allied player will never dispatch a handful of units to "watch" this area (to preclude Germans from sneaking across the mountains to hit the supply lines in southern France). I can live with these to avoid the earlier mentioned problems.

20.4.3 Dutch Roads

A number of tests (with an earlier map) ended when the Allies came storming across the Rhine deep into Germany via the roads in Holland. Even with the swamps, it was just too easy to traverse Holland. In the end, I decided that the narrow roadways in the Dutch countryside, raised as they are from soft or flooded ground, simply did not warrant the treatment as a "road" in the game sense. Every test since

that change worked much more historically. The addition of the “bridges” allows units to cross some of the river features originally passable by the roads. All in all, it worked very well, even though it really is a bit of “outside the box” thinking.

20.4.4 East Bank of the Rhine in the South

OK, there are map edges...and no way to operate in Bavaria. The zone east of the Rhine south of Mainz is just off limits. Case closed.

21.0 DESIGNER'S NOTES - EXPANDED VERSION

By Dean Essig

To get one thing straight, I’ve never owned or played Battle for Germany. The concept of the two player split from that game was suggested to me by a number of players who wanted to see the Eastern Front added to the Mighty Endeavor. The concept is an elegant way to make sure everyone has a good time in a game where it's a foregone conclusion that the Germans are going to get wiped out. Some have asked about a three-player version. You can do that, if you want, but you’ll need a player with, shall we say, “special” tastes to be the Germans. They will have to really like getting the hell beaten out of them. Rating victory for them is merely a matter of trying to run out the clock with some of the Reich still intact.

Design for the expansion was fairly straightforward. The biggest concern was to keep the Soviets (who are at the end of their logistical tether) from marching forward every turn. Activation by HQ made this work. Yes, it is possible to have games where the Russian activations come fast and furious and others where there might be statistically unlikely pauses. We don’t play these games so they are the same every time, right? Besides, Comrade, Premier Stalin expects results in spite of the minor difficulties you run into.

Early games had issues with the Germans taking advantage of hit and run tactics because they knew the Russians weren’t moving on a particular turn. Some minor tweaks were made to mitigate that behavior — even when the tactic didn’t backfire on the Germans when they’d get stuck in ZOCs and be unable to run away.

Controlling transfers from front to front for the Germans was important, especially when it came to the matters involving the differences in rebuild capabilities between the two fronts. Certainly there was some potential for gamey interplay to take advantage of the West as a “panzer reconstruction area.”

I found that the Soviets typically got to the Oder at about the right time (with reasonable die rolls), but it was absolutely critical to destroy as many Axis units as possible on the way there. Just getting to the Oder with an intact German army in front of you leads to a near impossibility of breaking the river line and taking Berlin. You need the Axis player to be scratching for units to cover the river so that, once the Soviets are across, they use their rather bad reinforcements to try to hold Berlin. Don’t worry, I’ve seen Berlin taken and taken it myself in testing. It can be done;

the trick is not what you do once you get there, but how much you do before you have to try to take it. I’ll grant you it is a tough job.

I decided to not emphasize the drives north off the map or southwest at all. Those units are not there for you to accidentally appropriate in the main effort. Likewise, rules regarding the Warsaw uprising were found to be too excessive when done literally (the uprising was not nearly as long or effective as the game made it seem), so that was cleaned up. This was an enjoyable design project that came together with few problems and just played cleanly. I hope you have as much fun with it as I did!

22.0 PLAYERS NOTES

22.1 Allied Player Notes

First things first, decide where you want to land and how you want to land. You have six Beach Ports. It’s generally a good idea to land with three on Turn 1 just to get lots of men on the ground fast. The others can be used in a number of ways. You can save some for most of the game as a threat which should cause the Germans to defend some coastal areas they would otherwise ignore or, if the Germans abandon them, you can go ahead and start a “second front.” Having some to launch an invasion of southern France might give the Germans too many things to do at once. One playtester advocates always invading in the south on Turn 2. Furthermore, it allows you access to those Med Box troops you might otherwise never see.

Two other good uses for spare Beach Ports are to 1) invade in waves or 2) to invade to provide logistical support. You can establish a 1-2 punch by landing in one place, then waiting a few turns and landing in another spot now stripped of troops the Germans sent to face your first landing. In the second case, if you are having trouble getting a real port operational to keep your armies in Attack Supply and the original Beach Ports are going to go away, you can land a couple more in areas you already have in order to rebuild your logistical effort for a while longer.

Where to land? A Class 3 beach (of which there are very few) will get you 8 units on the ground by the end of the turn after the invasion. Class 2 gives 6, Class 1 gives 4 and Class 0 gives 3. By the second turn after the invasion, all Beach Classes are the same. Some players insist that they are stuck landing only in the Normandy and southern France Class 3 beaches. Admittedly, these are the best available (almost like somebody at SHAEF thought this out), but the use of Class 2s should not be overruled as dogma simply because of the extra two units. Some Class 2s are in very unprotected areas, so the two units will not be missed that much. That, and nobody said your secondary landings couldn’t happen in the Class 3s so as to get the “meat on the street”. Use your imagination here and you’ll see that there is more to it than “just land in the 3s”.

OK...so you’ve landed in France. Now the fun begins. As the Allied player you must, I say again, **MUST** be violent in your execution, aggressive and willing to take chances. Try to bag a pile of Panzers via the Surrender rule (it can be done, but

you must move fast). Whatever you do, do not wait to get yourself some real ports...you cannot afford to wait. Regardless, you must move rapidly toward Germany before the Germans can catch their breath and form a line to slow you. Play it safe and you'll be wintering-over in your beachhead and will lose the game.

Once you've moved fast and hard, the Germans are generally able to form a line in the fall to defend the border of the Reich (your goal was to make sure that line was as far toward the northeast as possible). Plan ahead so you have the trucks you need when you need them! During the winter, you must grind down the Germans (kill at least three steps every turn, so they never get out ahead in Repls). Fighting through the West Wall (especially in terrain) takes time and much effort. Work at it methodically so you can be in a good position in the spring.

If you did your job, you should be able in the spring of 1945 to force the Rhine and start gobbling up VP hexes. Don't get so excited by driving around the Autobahn that you forget to step on VP hexes — it has happened. Keep an idea of what you have and what you need and spare no expense in getting the hexes you need. It's fairly easy to get sidetracked and then, come Turn 25, to end up with a map that looks like a dramatic Allied victory, but counts out to a Draw, or worse, some sort of silly-looking German "victory."

22.2 German Player Notes

Let's face it, you got the shorter end of the stick here. Barring some sort of major Allied ineptitude, you will not push them back into the sea, or any other such Führer Bunker-induced daydream. They will land successfully and give you some real fits.

That said, what you'll need to become is a specialist in economy of force, cost-benefit analysis, and force preservation.

You will have numerous chances to slap around Allied units. The best being when you can damage an Allied formation and then withdraw to a safe area. Sometimes, however, that plan goes dangerously awry and you end up stuck in the Allied line unable to run to freedom. In those cases, your best units might get pounded into oblivion, but that is the price you'll pay. I've seen games where the Germans hunted CW units until the Brits were literally driven out of the war. Later in the game, you should be constantly reevaluating if a position must be held or given up, or when an attack should be done or not done based on the losses that might happen to you. Some hexes are vitally important; these will become clear to all after a few plays. The German Tactical Aptitude rule gives you plenty of incentive to launch attacks...just watch out for attacks that appear successful but actually cause you problems, such as when you insert yourself into the Allied line in an overrun only to find yourself out of supply due to the 180-rule.

It is easy to run out of live troops toward the end of the game, you must do what you can to keep your army intact.

Don't get tunnel vision with part of the front. It's easy to fall

into the trap of an "at all costs" defense of some key point and allow it to absorb too many units, such that some other part of the front is a paper-tiger and unable to withstand a tap by the Allies. I've seen this happen where a path opened to and across the Rhine in a matter of moments through what was a reasonable looking line the turn before. The resulting US armored flood could not be stopped.

In the end, your job is to dent the Allies as much as possible (so they are always operating at a deficit) while preserving your army as much as you can for the last few turns.

22.3 Expanded Edition Player's Notes #1

By John Best

22.3.1 The Soviet Player

One of the oldest adages for coaches is "control what you can control, and don't try to control what you cannot". This advice is pertinent for the Soviet player. You cannot control how many (if any!) of your HQs will activate on any given turn. To address this, you first have to use whatever knowledge you have. You should always know the probability of HQ activation the following turn. If there is a decent probability (50%) that no Soviet HQs will become activated, then the Axis player may be looking for counterattack possibilities that will hamstring you. In this case, make sure your positions across the front are buttoned up — the Axis is on the strategic defensive, but that doesn't mean they have no attack capabilities. If you fail to prepare for the eventuality that no HQs activate, the Axis might need just one good turn of attacks to seriously undermine your chance of victory. It's really that tightly balanced in the East. However, if the odds are good that at least one HQ will activate, the Soviets need to assess their willingness to accept risk. If it is low, try to distribute your forces evenly around all the HQs on the map, since at least some of them will be able to attack the next turn. The downside is that because your powerful formations are not concentrated, you may not have enough focused combat strength to make a significant dent in the Axis front.

The Soviet player can try to speculate about which HQ might be most likely to become active in the succeeding turn, and thus concentrate strength around it in the current turn. This has the disadvantage of potentially telegraphing your intentions to the Axis player (and maybe not having much to do as the Soviets if you concentrate your force around the "wrong" HQ). But this strategy also has a powerful upside: You just may be able to take advantage of some Axis faulty deployments and really hit them hard and hand them losses they cannot recover from. As the Soviet player, it's very satisfying to leave the turn knowing that the Axis East Front player has a real mess on his/her hands.

Which of these strategies is the right one? The Soviet player needs some situational awareness: What game turn is it? And how many VPs do you currently have? If you are pretty deep into the game, and somewhat behind in VPs, then that seems like a good time for you to go for broke and concentrate your force around a single HQ.

22.3.2 The Axis Player

For you, the most dreaded moment in the game will be the die roll for the number of active Soviet HQs. Most of the time, if you have planned wisely, you are going to be facing a manageable situation. Then there are other times, where, no matter how well you have planned, you are going to be looking at a Turn From Hell. Let's consider both possibilities in detail. Like the Soviets, you should compute the probabilities of active HQs in the succeeding turn. But you have a big advantage over them: You can move and attack with all your forces every turn. Unlike the Soviets, you will need to use your movement capabilities offensively and defensively every turn. That means you should be staging your units, including your good units, defensively on most sectors of the East Front. You should always look to keep your line as short as possible. Take advantage of any and all terrain benefits as defensive force multipliers. But you should also be exploiting local attack possibilities. Don't be passive in the face of Soviet concentrations. Think about how you can use some local superiority to nibble around the margins of those concentrations and upset his timetable. If he has some bad die rolls on the HQ activation, then his timetable is going to start getting pretty tight.

Don't get too attached to any of your units. You are going to lose a lot of them no matter what. Spend your units to keep the Soviet player off balance. Sooner or later, there's a chance that the Soviet player will get multiple HQs activated on the same turn. When that happens, it's going to be a long turn for the Axis player as the carnage unfolds on a massive scale. When play finally comes back to you, analyze the map geographically. You will probably need to give up some terrain, and you will be playing the rest of the game closer to Germany than you might have wished. But identify likely axes of Soviet advance, and get your powerful reinforcements to any chokepoints that you can. If you can manage this, chances are still good that you can delay the Soviets long enough to hang on for a victory.

22.4 Expanded Edition Player's Notes #2

By Ric VanDyke

I had the honor of playing the expanded version of The Mighty Endeavour at the final HomerCon, October 4-8, 2011. Joseph Vanden Borre and I started with a game that Dean and his son had been playing. We then played a game from the start. My notes will give the general feel of the play for the Eastern Front, since the Western Front is the same as in the original TME.

22.4.1 Axis Player

The game will start with just the Western Front and for several turns the game will play just like it did before. Then on the East front, your units start to appear as the German army falls back toward Berlin. They are decent units, but the problem is that you have to roll for their status. And if you roll like I tend to, you'll soon discover that you really don't have much to work with. You'll get a few turns to position these forces before the Soviet juggernaut comes barreling onto the map.

It is vital that you know the road network. Keep the roads

blocked as much as possible. Any road intersection is worth covering, even if it's only for one turn. You are playing for TIME. Soviet HQs are required to stay on the road and Soviet units must trace to an HQ to be able to attack. Thus each turn you block a road, you hold up the entire Soviet advance on that front.

You'll quickly see that the Soviets have you outgunned. You have good units but far too few. The Soviets, on the other hand, don't have great quality but do have quantity. When the Soviets attack, they will likely go all out and even accept crazy odds in the attacks. Each step you lose is crucial. If the Soviets lose a couple of steps for each of yours, it's not an issue to them. They've got plenty, at least in comparison to the Axis. So you must aim at defense in depth. It's going to be all about rivers, bridges, intersections and roads in any defensible terrain. Hold the line as long as you can. When it's falling apart, you will need to leave a unit behind to hold while you move to the next to setup the next line of defense. Knowing how long to stick around is vital. Stay too long and you might lose several units. Leave too soon and he might beat you to the next river or defensive point.

You also need to attack here and there. If you have a shot at an HQ, take it. In one game I did get a Soviet HQ. It cost me a couple of good units but it did mess up the Soviet advance quite a bit. So while it hurt a lot to do it, it was worth it.

22.4.2 Soviet Player

You must be ready to attack on every turn. And when you get the green light to attack, go all out. The CRT is rather bloody and you'll lose units but so will the Axis, and they can ill afford any losses. You can't be totally stupid in attacks but you really need to attack, even with poor odds. You can afford far more losses than the Axis. I must stress this again: if you get an HQ able to attack for a turn, ATTACK. Don't wait. Maybe you're not really ready to attack. Tough. Attack anyway.

Keeping the HQs on the road is really frustrating. That and waiting for high command to give you the supplies and green light to attack (i.e. Attack HQs) will be the bane of your game. If you could attack every turn, you'd likely be in Berlin in a couple of turns. The road network has a few good routes to the prize city in the north area in particular. The first line of rivers in the north isn't too bad to get through. Taking Warsaw isn't too bad; the good news there is the river is on the wrong side of town for the Axis. The terrain isn't really super for defensive strongholds in the north.

The area around Budapest is quite a hard nut to crack. The Danube River is a major pain, and you're just going to have to blast your way in and it isn't going to be pretty. On top of that, there are likely going to be times you can't attack, so the Axis player will be able to redeploy safely. The mountain area in Slovakia will keep your armies split. You can try to send units down from the north, but it's really easy for the Axis to keep those roads blocked. By the time those roads are clear it won't matter because you'll have pushed too far into Germany at that point.

Keep up the pressure on Budapest; you'll need to tie up whatever German units are down there for as long as you can. Once you get over the Danube, you'll likely have beaten up the Axis so much they don't have much to slow you down with. You will likely put it into fast gear up to Vienna, where you have a choice of staying along the Danube or turning north toward Prague. Do your best to keep the Axis guessing which way you will go. They'll be running low on units and likely at this time your northern armies will be a serious threat. They'll have to take some gambles on where you're going.

By the time you get to Berlin, there's a decent chance the Axis won't have much, but then they've only a few hexes to defend. So it will be a bloodbath as you blast them out of the city. The Axis will be a cornered rat and you are the one with the big stick beating the daylights out of them. They really can't do much, but they're not going to roll over either.

I had a great time playing and I always had something to do. I played as both players and loved playing it each time. The East front does move in fits and starts. There can be several turns for the Soviets that they can't attack. Then all hell breaks loose for a bit. It gives you time to consider your options and plan both as the Axis and the Soviet player. You'll need this too. It's quite the chess game on the east front. Have a great time with this one: I sure did!

23.0 RESEARCH NOTES

By Carl Fung

When I first learned of the expansion to *The Mighty Endeavor* and its premise, flashbacks of playing "Battle for Germany" arose, as I assume it did for many others. I got such enjoyment out of playing Dunnigan's classic and felt the same way with this game.

Dean tapped me to help with the research for the expansion after Roland LeBlanc laid out the initial OB. What we had at the onset was a list of units which participated on the Eastern Front at various points in time during the game timespan, as well as their rough time and place of entry. The next steps were to polish the raw material and verify some of the information. Until then I had shied away from East Front research as the subject was too vast and seemingly overwhelming. This was a rude awakening yet an enlightening experience at the same time. I started with Samuel Mitcham's book, *The German Defeat in the East*. It was my first foray into German fanboy literature, and I vowed not repeat the mistake. I continued reading and gathering (better) material and became more and more interested in the subject and the research, in turn, was invested back into the design.

The game starts right after the destruction of Army Group Center in Bagration in the north and the parallel disaster in Romania. Given the harried nature of the fighting, it was initially difficult to determine which German units existed only on paper or which ones escaped and made it on the map. Dean included the Crippled Remnants rule, which gave the game some variability as the Axis player gets to

see who escapes from the Soviet war machine. As I read more, I became curious about the units and their lifespan during the game's timespan. Most of the books with detailed unit information concentrated on particular campaigns, such as Budapest, the Vistula-Oder campaign, or the final assault on Berlin. Each provided a picture of the Order of Battle specific to that campaign but only at certain milestones. There wasn't much to trace a unit's comings and goings from late-Summer '44 to the fall of Berlin — if it had even survived that long. In addition, the game doesn't cover the whole of the East Front, where areas like East Prussia, Eastern Hungary, and anything south of Lake Balaton is off the map. Determining which units would enter on the map against OOBs that listed everything was tricky. To remedy these issues, I created a tracking spreadsheet for all the units on the East Front from July 1944 to end of April 1945. I could record which higher formation they were attached and the general area where they were month by month. This helped tremendously in adjusting counters values, their turn entry and location, and scenario setup.

German information was readily at hand. Websites like Lexikon-der-Wehrmacht contained the tracking information I needed month by month. Any gaps were filled in by other sources. When I finished, I had a complete picture of what the German Army looked like from July 1944 to the end of April 1945. At this stage of the war, the Germans were still a stubborn force. They had a number of good divisions left, particularly the mechanized forces, although they were often depleted. The Axis player gets to play with many "cool" units like the 3rd *Totenkopf* and 5th *Wiking* SS Panzer Divisions and famous named divisions like *Herman Goring*, *Feldherrnhalle*, and *Brandenburg* divisions. The *Grossdeutschland* Division is just to the north, unfortunately. This is not to discount the other Panzer and Panzergrenadier Divisions that did yeomen work blunting the Soviet drive. The rest of the German OOB has the hodgepodge of Infantry, Volksgrenadier, Security, Mountain, Kriegsmarine, Static units transferred from Italy, Fortress, Jaeger, eclectic SS, and one Ski Jaeger division. The Hungarians are present too, the last Axis ally to fight by Hitler's side. The Soviets at first appeared to be more difficult to track until I learned that the Soviets kept quite extensive OOB records. They had produced monthly records for all of their units by theater and front down to quite a detailed level. Luckily, the information was online. The problem was that it was all in Russian using Russian military abbreviations. As a straight Google translation would not have sufficed, I exported the text into Excel and painstakingly did a find and replace for all Russian abbreviations into English military terms. The outcome showed a number of corrections that needed to be made to the initial OOB and where and when they entered. Given the game size, a few slight compromises were needed, as not all of the Soviet Guards Divisions that fought on the map can be in the game. Likewise, the 2nd Byelorussian Front isn't in the game because during the final push on Berlin, the Front frontages were shifted south to allow

Zhukov's 1st Byelorussian Front to compete with Konev's 1st Ukrainian Front for the grand prize. Rokossovsky's 2nd Byelorussian would make an appearance on the map but his full force would only appear for a game turn or two and not worth including a large number of additional counters to beat up on an already hurting enemy.

The Soviets in this final year really represented two types of forces: very powerful mechanized forces, and an infantry force that was becoming brittle due to manpower shortages (yes, even for the Soviets). Their offensive power was still potent but required weeks of preparation. This explains the pauses in front of the Oder and Vistula. Once the offensive was unleashed, however, it was devastating. There is a good representation from their Tank and Mechanized Corps, and even the Cavalry Corps that still served a useful role while surrounded by human-made vehicles. A number of Soviet allies make their appearance: Poles, Czechs, and Romanians, the latter turning on their former ally after a coup.

Now that the list of units which fought in the game had been accounted for, I needed to know where they were located at various times in the campaign to help with the scenario setups. This information came from the OKH maps, which I found online and showed the positions of German and known Soviet units for given dates. It was great to find the exact location of units of both armies for the scenario setups as I strained over zoomed-in maps trying to read the unit designations. Campaign starts for scenarios in the expansion match with the corresponding ones in the original game and include two new scenarios for both fronts: mid-December (Bulge/Oder) and late-March (Varsity/Vistula) starts.

The expansion includes additional counters for the West, with the late arriving American units and German Brittany static units while the updated countersheet of the western half includes the British 59th Division and two ad hoc German infantry units that fought in and after Market-Garden.

Getting to learn about the last year of the war on the East Front was fascinating.

24.0 BIBLIOGRAPHY

By Carl Fung

Nevenkin, Kamen. *Fire Brigades: The Panzer Divisions, 1943-1945*.

This indispensable book details all Wehrmacht, SS, and Luftwaffe Panzer Divisions from 1943 to the end of the war. It lists the combat history, organization, monthly condition reports and attachments for each division during this period. The book is heavy, expensive, but completely worth it.

Hastings, Max. *Armageddon: The Battle for Germany 1944-1945*.

Hastings excels at the human story of war, in this case retelling the story from personal perspectives of Western Allies, Germans, and Soviets and their allies from

September 1944 to the defeat of the Reich. Not necessarily a research book but a good read otherwise.

East Front

Some recent books don't cover the area or timespan for TME like *Ostfront* (before and east of the map), *Battleground Prussia* (north of the map), or *Panzerschlacht* (east of the map) while others cover specific campaigns like the Vistula-Oder, Hungarian, or Berlin campaigns. Here are some of the books I found useful about this period:

McAteer, Sean M. *500 Days: The War in Eastern Europe, 1944-1945*.

I came across this title as it covered the whole of the Eastern Front in the last year of the war and wasn't an Osprey, Stackpole, or Glantz title. This appears to be an independent effort and despite some dry moments, is a commendable effort from an unknown author.

Ziemke, Earl F. *Stalingrad to Berlin: The German Defeat in the East*.

Similar in scope to John Erickson's *The Road to Berlin*, this book is a classic account part of the two-volume history of the East Front.

Other Titles:

Duffy, Christopher. *Red Storm on the Reich: The Soviet March on Germany, 1945*.

Ungvary, Krisztian. *Battle for Budapest: 100 Days in World War II*. (Translated by Ladislaus Lob).

West Front

Not a whole lot of recommendations, as many titles cover individual battles, campaigns, or memoirs like *I Cleaned Up After Patton's Terrier: Memoir of a REMF*. I'm also biased towards Weigley's opus and shied away from Doubler's and Mansoor's books, which aren't histories but rather counter-arguments to Weigley and S.L.A. Marshall's controversial work.

Atkinson, Rick. *The Guns at Last Light: The War in Western Europe, 1944-1945*.

Not published at the time of the new version's design but recommended nonetheless. This is Atkinson's last book in the Liberation Trilogy. He weaves vignettes together to retell the campaign. While many of the stories have already been told in the numerous other books on the various campaigns, it's a very readable account. You can retire your copy of Ambrose's *Citizen Soldier* and replace it with this.

Weigley, Russell. *Eisenhower's Lieutenants: The Campaign of France and Germany, 1944-1945*.

Weigley's book is a masterpiece, despite folks that may disagree with his assessment of American doctrine and leadership during the campaign and limited coverage of the other Western Allied actions (it is after all, an appraisal of American performance). It is the best single volume on the Northwest Campaign.

25.0 SCS DESIGNER'S NOTES

This series was designed for two reasons. First, it was meant to offset our other series which, by an order of magnitude,

are much more complicated than the SCS. Second, it was designed to be a basic – read FUN – game which can be played at times when the others seem like too much of a good thing. These games are made for the “break out the beer and pretzels, and here we go” type of evening. While none of our games are designed with the beginner as their *raison d’être*, the SCS was designed as something the beginner would be able to handle – as opposed to being devoured by.

I want to make the reasons behind a few things in this series known. First of all is our standard rounding rule. I have been forever pained by the “11 to 6? Oh, I’m so sorry, that’s only a 1 to 1 attack.” More importantly, watching players scrounge the map looking for a strength point or two to “make the odds break” is downright embarrassing. By making the “table break” happen at the ½ value, I hope to make players spend less time pre-calculating and more time just shooting from the hip. It’s the shoot from the hip gun fight that is fun in wargaming, not the ravings of the accountant gone mad looking for each individual strength point. If your opponent starts to precalculate combats in *this* system (even after making it tougher on him), feel free to slap him silly! Sure, /she can start scrounging for enough points to make that last 0.5, **but only if you let him/her dodge around the Fog of War rule!**

Quite a few people seem to think our Standard Rounding Rule is an attempt at limited intelligence – it isn’t. The Fog of War rule is the limited intelligence part of this game. The Standard Rounding Rule merely represents a different way of expressing what happens to the remainder in odds (and other) expressions.

Another very carefully set up set of rules involves the determination of who gets to conduct exploitation, and who doesn’t, specifically the effect of EZOCs on the matter. Because of the EZOC restriction, the development and use of reserves is rewarded. Each side must be aware of its units. One cannot assume that just because a unit is “mech” it will be able to function in the Exploitation Phase. Likewise, units are also restricted in their ability to overrun if they begin movement in an EZOC. The assumption here is that units in contact with the enemy will not have the ability to quickly disengage, reconsolidate, and plan future movements so as to take advantage of fleeting opportunities. Units in a “safe” reserve location can, and it’s those units which I feel should be allowed to overrun and use the Exploitation Phase.

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to take advantage of fleeting opportunities. Units in a “safe” reserve location can, and it’s those units which I feel should be allowed to overrun and use the Exploitation Phase.

These version 1.8 rules can be used directly with any of the games in the series. It reflects a continual process of refinement and correction which will make each of our series rules the best they can possibly be. Players all over the world have added their voice here to make these rules and the system better by pointing out weak points and errors – for them and their effort we are grateful.

26.0 CREDITS

26.1 Standard Combat Series (SCS)

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26.2 The Mighty Endeavor

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26.3 The Mighty Endeavor: Expansion

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