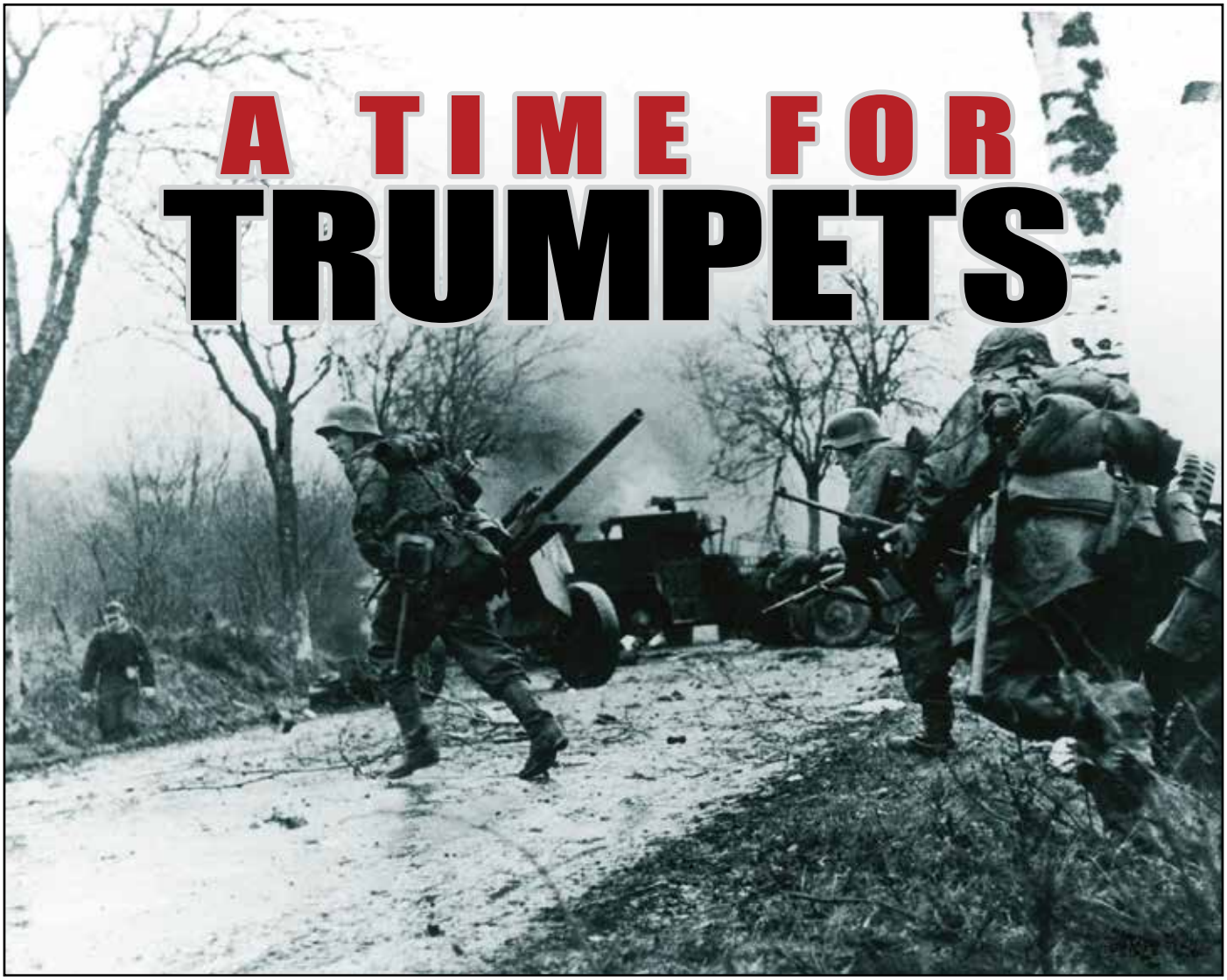

PLAY-AID BOOK

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This is the “Living Play-Aid Book” document for the game. It includes updates and clarifications to the original rules.
To aid readability, updates and clarifications of significance are indicated in blue text.

78.0 Random Events in the 7A Area

German LXXX Corps Activated: 16MO to 18EV Turns

The Random Events below occur when the LXXX Corps is activated. There is no drm for the 16MO Random Event. For later turns, occupied refers to side that last occupied the hex. When two results are listed, both are applied.

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

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

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

DRM for LXXX Corps Random Events - 17PD to 17EV

+1 Consdorf occupied by US
+1 Haller occupied by US
+1 Schrondweiler occupied by US

DRM for LXXX Corps Random Events - 18PD to 18EV

+1 Heffingen occupied by US

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

–1 Echternach occupied by Germans
–1 Haller occupied by Germans
–1 Mullerthal occupied by Germans

DRM for LXXX Corps Random Events - 17PD to 17EV

–1 Consdorf occupied by Germans
–1 Haller occupied by Germans
–1 Schrondweiler occupied by Germans

DRM for LXXX Corps Random Events - 18PD to 18EV

–1 Heffingen occupied by Germans

#	Event Description
A	Comm disrupted by 16MO barrage. The 422/174 Arty may not provide arty support on the 16MO turn.
B	German Bridge Construction at Wallendorf accelerated. Place Bridge Improved marker. See 75.4c.
C	German Bridge Construction at Echternach accelerated. Place Bridge Improved marker. See 75.4c.
D	German Bridge Construction at Echternach damaged by US Artillery. Place Bridge Damaged marker. See 75.3c.
E	German Bridge Construction at Wallendorf damaged by US Artillery. Place Bridge Damaged marker. See 75.3c.
F	US Artillery destroys the bridge under construction at Echternach; it is eliminated.
G	Any one Bn of the LXXX Corps in 9058 is ferried to 8959 even if Resting. It may not move again this turn
H	General Barton finds the 159 Engineer Battalion. It arrives this turn.
I	Luftwaffe Air Support: One Staffel is placed with the LXXX Corps HQ. This Staffel is extra to the normal allocation.
J	US Air Support: The US 8 Corps receives an extra Squadron for a mission anywhere south of the Sure River.
K	The 276 PzJ Battalion arrives this turn.
L	Captured trucks are used to mobilize 7A assets. Assign a truck unit to a 7A foot infantry unit or a unit with a MF of zero.
M	The US may place a Strong Point in any hex east of the Blanch Ernz.
N	The US may place a Strong Point in any hex east of the Alzette.

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

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

Event I: Roll for the aircraft using the Tactical Aircraft Table and place it at the LXXX Corps HQ. It is available for a Combat Air Support Mission or Interception within 20 hexes of the LXXX Corps HQ.

Event J: Roll for the aircraft using the Tactical Aircraft Table and place it at the 8C Corps Lux HQ off the south edge. It is available for a Combat Air Support Mission or Interception anywhere east of the Alzette and south of the Sure.

Event L: See section 105.1.3 for use of captured trucks.

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German LXXXV Corps Activated: 16MO to 18EV Turns

The Random Events below occur when the LXXXV Corps is activated. There is no drm for the 16MO Random Event. For later turns, occupied refers to side that last occupied the hex.

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

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

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

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

+1 Consthum and Hoscheid occupied by US
+1 Bourscheid occupied by US
+1 Welcheid occupied by US
+1 Ettelbruck occupied by US

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

+1 Wiltz occupied by US
+1 Eschdorf occupied by US
+1 Grosbous occupied by US
+1 Mersch occupied by US

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

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

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

–1 Consthum or Hoscheid occupied by Germans
–1 Bourscheid occupied by Germans
–1 Welcheid occupied by Germans
–1 Ettelbruck occupied by Germans

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

–1 Wiltz occupied by US
–1 Eschdorf occupied by US
–1 Grosbous occupied by US
–1 Mersch occupied by US

#	Event Description
A	Comm disrupted by 16MO barrage. The 8C/687 Arty may not provide any fire support on the 16MO turn.
B	Based upon local intelligence, the 28/109 is not surprised when attacked on the 16MO turn.[1]
C	Wallendorf Bridge (965) Improved. Place Bridge Improved marker. See 75.4c.
D	Roth Bridge (974) to Vianden Improved. Place Bridge Improved marker. See 75.4c.
E	Roth Bridge (974) to Vainden Damaged. Place Bridge Damaged marker. See 75.3c.
F	Wallendorf Bridge (965) Damaged. Place Bridge Damaged marker. See 75.3c.
G	US Artillery destroys the bridge under construction at Wallendorf; it is eliminated.
H	5FJ ferries a Stug III Co across the Our River. Pick up and place an 11Stg Co in Vianden. It cannot move this turn.
I	If not yet released, the US 35th Eng Bn moves to Bastogne. Place it in Bastogne or within three hexes.[2]
J	The US may place a Strong Point in Ettelbruck.
K	Luftwaffe Air Support: One Staffel is placed with the LXXXV Corps HQ. This Staffel is extra to the normal allocation.
L	US Air Support: The US 8 Corps receives an extra Squadron for a mission anywhere south of the Wiltz River/Stream.
M	The US may place a Strong Point in Mersch.
N	Captured trucks are used to mobilize 7A assets. Assign a truck unit to a 7A foot infantry unit or a unit with a MF of zero.
O	The US may place an SP in any town or village south the 5PzA-7A Boundary, in hex row 6200 or to the east.

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

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

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

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

Event K: Roll for the aircraft using the Tactical Aircraft Table and place it at the LXXXV Corps HQ. It is available for a Combat Air Support Mission or Interception within 20 hexes of the LXXXV Corps HQ.

Event L: Roll for the aircraft using the Tactical Aircraft Table and place it at the 8C Corps Lux HQ off the south edge. It is available for a Combat Air Support Mission or Interception east of hex row 56, west of hex row 76 and south of the Sure.

Event N: See section 105.1.3 for use of captured trucks.

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88.0 Random Events in the 5PzA Area

German XLVII Corps Activated: 16MO to 18EV Turns

The Random Events below occur when the XLVII Corps is activated. There is no drm for the 16MO Random Event. For later turns, occupied refers to side that last occupied the hex.

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

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

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

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

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

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

+1 Allerborn occupied by US units
+1 Longvilly occupied by US units
+1 Bourcy occupied by US units
+1 Noville occupied by US units
+1 Foy occupied by US units
+1 Mageret occupied by US units
+1 Neffe occupied by US units
+1 Wardin occupied by US units
+1 Marvie occupied by US unit

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

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

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

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

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

–1 Allerborn occupied by German units
–1 Longvilly occupied by German units
–1 Bourcy occupied by German units
–1 Noville occupied by German units
–1 Foy occupied by German units
–1 Mageret occupied by German units
–1 Neffe occupied by German units
–1 Wardin occupied by German units
–1 Marvie occupied by German units

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#	Event Description
A	Comm disrupted by 16MO barrage. US Corps Arty may not provide support to the 28/110 on the 16MO turn.[1]
B	Based upon local intelligence, the 28/110 is not surprised when attacked on the 16MO turn.[1]
C	The boldness of a 26VG Assault Company earns a –1 drm during combat; German players choice of Company.
D	The boldness of a 26VG Assault Company causes its loss; German choice. Remove after German Combat Segment, even if idle.
E	The 28/110/II in 6941 (Donnange) is released on this turn.
F	Bottlenecks at Dasburg and Gemund. Add +2MF to cross on those bridges on this turn. If rule 30.3 is in effect, use Event E instead.
G	The 243 Sturmgeshutz Bn, Co 1 and Co 2, which are in transit, arrive this turn.[2]
H	Lehr Panzers in transit reinforce the 559 PzJ Jagd Panther Step.[3]
I	The Tank Destroyer Company in 7237 or the Engineer Company in 7236 is released. American choice.
J	The 44 Engineer Battalion in Wiltz is free to move.
K	The US may place a Strong Point in Eschweiler.
L	The US may place a Roadblock in Eschweiler.
M	The 299 Engineer Battalion in Martelange and the 44 Engineer Battalion in Wiltz (if not already released) are free to move.
N	The US may place a Roadblock in Asselborn, Boevange or Troine.
O	Support units exhorted. If The XLVII Corps Echelon chooses Resting Status this turn, the 766 VAK and 15NW may move up to one-half MF and fire despite the restrictions of 13.5.2h. All other XLVII Corps Echelon units must abide by section 13.5.2.
P	The US may place a Roadblock in Allerborn, Bourcy or Longvilly.
Q	Support units exhorted. If the US 8 Corps Echelon chooses Resting Status this turn, the entire 333 FAG, 8C/687 and 8C/275 may move up to one-half MF and fire despite the restrictions of 13.5.2h. All other US 8 Corps Echelon units must abide by 13.5.2.
R	The 653 Jagd Tiger Battalion arrives at or adjacent to the 5PzA HQ. It may not move this turn.
S	2 Pz Recon discovers a gap in the US defense. An attack on this turn with the 2 Pz Recon against a Roadblock negates the Roadblock. Remove the Roadblock before the die is rolled - advance after combat is treated normally.
T	A captured American nurse distracts General Bayerlein. The General may not move this turn nor use any of his attributes.
U	A Belgique farmer misdirects the Panzer Lehr spearheads into a muddy dead-end field. The US player chooses three front line Panzer Lehr units to move with a movement factor of 4MF on this turn. The Germans can only be fooled once by this event.
V	The US may place Roadblocks in Mageret, Noville and Foy.
W	General McAuliffe does not unexpectedly detour to Bastogne to visit 8C HQ; see below for details.[4]
X	The US may place Roadblocks in Mageret, Wardin and Marvie.
Y	The US leaves a bridge intact over the Ourthe River at Ourtheuville. It cannot be blown. Mark with a German Cross.
Z	The US may place a Strong Point in Neffe. The remnant of Team Cherry held the Chateau in Neffe until fire burnt them out.

[1] The units of the 28/110 start on or north of the 5PzA-7A Boundary, west of the Our River and in or south of Heinerscheid.

[2] The StuG Companies are placed with or adjacent to the Lehr HQ. They cannot move this turn. If the Lehr HQ is Out-Comm or Out-of-Supply, the event does not occur on this turn.

[3] Lehr Panzers in transit reinforce the 559PzJ Jagd Panther Step. Replace the Step with the full strength 559PzJ. If the Step that starts the game is eliminated, the flipped 559PzJ is placed within one hex of the Lehr HQ. If the 559PzJ Step or the Lehr HQ is Out-Comm or Out-of-Supply, the event does not occur on this turn. If this event has not occurred before the 18PD turn, it occurs on the 18PD turn.

[4] General McAuliffe does not unexpectedly detour to Bastogne to see General Middleton, but continues to Werbomont as originally ordered. As a result, he does not fortuitously learn that his mission has been changed to Bastogne and he does not send runners to re-route the 101AB Division. Therefore, McAuliffe and the 101AB continue to Werbomont. Regardless of where the 101AB starts the 18AF turn, at the end of the 18AF US Movement Segment, General McAuliffe is in LaRoche and 101AB is placed in an unbroken column in Strat Move Mode stretching from Bras Haut back to Recogne. After the 18AF turn, the General and the column must travel expeditiously to Werbomont via roads that do not run east or southeast of the road system that travels Recogne-St.Hubert-La Roche-Samree-Dochamps-Manhay-Werbomont. All 101AB combat units must continue until they reach Werbomont or until one of the following releases them to the US Player's control:

1) It is the turn after General McAuliffe or the 101AB HQ entered and stopped in Werbomont.
2) The US turn begins with an enemy unit on/adjacent to the road system Recogne-St.Hubert-La Roche-Samree-Dochamps-Manhay-Werbomont.

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LVIII Corps Activated: 16MO to 18EV Turns

The Random Events below occur when the LVIII Corps is activated. There is no drm for the 16MO Random Event. For later turns, occupied refers to side that last occupied the hex.

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

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

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

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

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

+1 Gouvy occupied by US units
+1 Cherain occupied by US units
+1 Courtil occupied by US units

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

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

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

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

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

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

–1 Gouvy occupied by German units
–1 Cherain occupied by German units
–1 Courtil occupied by German units

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

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

[2] Each of the six panzer units receives a Step increase. If a Panzer has been eliminated, it is taken from the dead pile and placed at one-step strength at or next to the LVIII HQ. **Note:** If this event has not occurred before 19PD, it occurs on 19PD and the Steps are absorbed as described.

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LXVI Corps Activated: 16MO to 18EV Turns

a. The Random Events below occur subject to the activation of German LXVI Corps. There is no drm on the 16MO turn.

b. On the 18PD to 18EV turns, the die is rolled twice. A roll is made with east of the Our River die roll modifiers and a roll is made with west of the Our River die roll modifiers. When two results are listed, both are applied.

c. The five battalions of the 106ID in the Schneifel Forest are released on the 19PD turn, if not released sooner.

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

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

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

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

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

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

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

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

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

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

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

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

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

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

–1 No US supply road into Schonberg
–1 No US supply road into Winterspelt

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

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

#	Event Description
A	Comm disrupted by 16MO barrage. US Corps Arty may not support the 106ID or the 14Cav in Roth on 16MO.
B	Based upon local intelligence, the 106ID and the 14Cav in Roth are not surprised when attacked on the 16MO turn.
C	Comm disrupted for the 106ID. US Corps Arty may not provide support to 106ID units on or east of hex row 8500.
D	The five infantry battalions of the 106/422 and 106/423 in the Schneifel are released this turn.
E	Comm disrupted for the 106ID. US Corps Arty may not provide support to the five Infantry units in the Schnee Eifel.
F	The 10SS Artillery units may move forward, but they cannot cross the Our River.
G	Captured trucks are used to mobilize 5PzA assets. Assign a truck unit to any 5PzA foot infantry unit or a unit with a MF of zero.
H	Support units exhorted. If the US 8 Corps Echelon chooses Resting Status this turn, the entire 402 FAG may move up to one-half MF and fire despite the restrictions of 13.5.2h. All other 8 Corps Echelon units must abide by section 13.5.2.
I	The US may place a Roadblock in Grufflingen or Wallerode.
J	The US may place a Strong Point in St.Vith.

Event G: See section 105.1.3 for use of captured trucks.

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99.0 Random Events in the 6PzA Area

1SS Corps Activated: 16MO to 18EV Turns

The Random Events below occur when the 1SS Corps is activated. There is no drm for the 16MO Random Event. For later turns, occupied refers to side that last occupied the hex.

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

DRM for 1SS Corps Random Events - 16AF to 16EV
- +1 Lanzerath vacant or occupied by US units
- +1 Manderfeld occupied by US units

DRM for 1SS Corps Random Events - 17PD Turn
- +1 Bullingen occupied by US units
- +1 Herrsbach occupied by US units
- +1 Heppenbach occupied by US

DRM for 1SS Corps Random Events - 17MO
- +1 Malmedy occupied by US units
- +1 Ligneuville occupied by US units
- +1 Born or Recht occupied by US units

DRM for 1SS Corps Random Events – 17AF to 17EV
- +1 Malmedy occupied by US units
- +1 Stavelot occupied by US units
- +1 Vielsalm occupied by US units
- +1 Wanne or Grand Halleux occupied by US

DRM for 1SS Corps Random Events – 18PD
- +1 Stavelot or Vielsalm occupied by US
- +1 Trois Ponts occupied by US units
- +1 6621 and 6622 occupied by US

DRM for 1SS Corps Random Events – 18MO
- +1 La Gleize occupied by US units
- +1 Basse Bodeau or 6221 occupied by US
- +1 Arbrefontaine or Sart occupied by US

DRM for 1SS Corps Random Events – 18AF to 18EV
- +1 La Gleize and 6616 occupied by US
- +1 6016 occupied by US units
- +1 Habiemont occupied by US
- +1 Bra or 5923 occupied by US
- +1 Lierneux or 6025 occupied by US
- +1 Regne occupied by US

DRM for 1SS Corps Random Events - 16AF to 16EV
- –2 Lanzerath occupied by German units
- –1 Manderfeld occupied by German units

DRM for 1SS Corps Random Events - 17PD Turn
- –1 Bullingen occupied by German units
- –1 Herrsbach occupied by German units
- –1 Heppenbach occupied by Germans

DRM for 1SS Corps Random Events - 17MO
- –1 Malmedy occupied by German units
- –1 Ligneuville occupied by German units
- –1 Born and Recht occupied by Germans

DRM for 1SS Corps Random Events – 17AF to 17EV
- –1 Malmedy occupied by German units
- –1 Stavelot occupied by German units
- –1 Vielsalm occupied by German units
- –1 Wanne and Grand Halleux occupied by Germans

DRM for 1SS Corps Random Events – 18PD
- –1 Stavelot and Vielsalm occupied by Germans
- –1 Trois Ponts occupied by Germans
- –1 6621 or 6622 occupied by Germans

DRM for 1SS Corps Random Events – 18MO
- –1 La Gleize occupied by Germans
- –1 Basse Bodeau and 6221 occupied by Germans
- –1 Arbrefontaine and Sart occupied by Germans

DRM for 1SS Corps Random Events – 18AF to 18EV
- –1 La Gleize or 6616 occupied by Germans
- –1 6016 occupied by Germans
- –1 Habiemont occupied by Germans
- –1 Bra and 5923 occupied by Germans
- –1 Lierneux and 6025 occupied by Germans
- –1 Regne occupied by Germans

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#	Event Description
An	Comm disrupted by arty barrage. US 5Corps Arty may not provide support to the 99ID.
As	Comm disrupted by arty barrage. Other than 275FA, US 8Corps Arty may not provide support to the units in 9021 or 9123.
B	Based upon local intelligence, the 106ID/14Cav units in 9021 and 9123 are not surprised when attacked on 16MO.
C	Place 99/394, I&R Platoon (1-7-6) in Lanzerath. The unit cannot leave Lanzerath. If forced to retreat it is eliminated.[1]
D	German Commandoes on the turn record track are placed with any German HQ and sent back into the Allied rear.
E	The 197 SPAA unit in Waimes is released.
F	KGP/1SS Division can cross and/or attack across the Warche River anywhere west of Lake Butgenbach.[2]
G	A Commando adjacent to an Allied unit is unmasked and captured. Allied players choice, if more than one qualifies.
H	SS Atrocities increase US Resolve. On Dec17 turns the US receives a favorable DRM (–1 or +1) for combat involving SS units.
I	Captured Trucks. See 105.1.3. Assign truck unit to a 6PzA foot infantry unit or a unit with an MF of zero.
J	Sepp Dietrich gets bombed, but not by US aircraft. Sepp may not use his attributes on this turn. Flip to spent.
K	Support units exhorted. If The 1SS Corps Echelon chooses Resting Status this turn, the 388 VAK, 402 VAK, 4NW and 9NW and may move up to one-half MF and fire despite the restrictions of 13.5.2h. All other 1SS Corps Echelon units must abide by section 13.5.2.
L	Support units exhorted. If The 5 Corps Echelon chooses Resting Status this turn, the entire 5 Corps Artillery move up to one-half MF and fire despite the restrictions of 13.5.2h. All other US 5 Corps Echelon units must abide by section 13.5.2.
M	The 519 PzJ Bn (4 Co's) arrives this turn at 9923. Note QQ of Reinf Chart 3 applies for 519th when the 2SS Corps arrives.
N	The US may place a Strong Point in Lierneux, Regne, Arbrefontaine or Sart.
O	1SS Pz Recon discovers a gap in the US defense. An attack on this turn with the 1SS Pz Recon unit against a Roadblock negates the Roadblock. Remove the Roadblock before the die is rolled; advance after combat is treated normally.
P	The US may place a Strong Point in Stoumont.

[1] Place 99/394, I&R Platoon (1-7-6) in Lanzerath and flip to the Fort side; provides 2L if attacked on 16AF turn. If the unit survives until 16EV, the Fort becomes a Strong Point, which provides 1L if attacked to reflect the historical fact that by this time all the men in the platoon were wounded.

[2] Random Event F allows the 1SS /KGP to usurp 12SS Rollbahn and lifts the restrictions of 95.6. See 95.7. Also, the 56.1h atmospheric restrictions preventing overrun of arty and/or HQ during advance after combat are suspended during 16EV and 17PD Havoc turns for the 7 KGP Panzer units.

LXVII Corps Activated: 16MO to 17EV Turns

The Random Events below occur when the LXVII Corps is activated. There is no drm for the 16MO Random Event. For later turns, occupied refers to side that last occupied the hex.

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

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

+1 Hofen occupied by US units

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

+1 Elsenborn occupied by US units

+1 Monschau occupied by US units

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

–1 Hofen occupied by German units

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

–1 Elsenborn occupied by German units

–1 Monschau occupied by German units

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

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107.0 Random Events in the Campaign Game

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

The Random Events below occur when LIII Corps is activated. The term occupied requires actual occupation for this Table.

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

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

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

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

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

#	Event Description
A	The FG Bde (Note V V) units that are placed near Bourscheid on 22PD may move with 4MF on this turn.
B	US 3C receives a unit from the 3A Reserve. US Player's choice; see below. Arrive at C or D on the 22AF turn or later.
C	Move up arrival of the 9VG by one turn. This can occur more than once. See 105.9.
D	Move up arrival of the 6 Cav Group by one turn. This can occur more than once. It normally arrives on the 24PD turn.
E	The Germans may place an SP in any town or village south the 5PzA-7A Boundary.
F	The Germans may place a Roadblock in any village south the 5PzA-7A Boundary.
G	US 12 Corps receives a unit from 3A Reserve. US Player's choice; see below. Arrive at Mersch or B.
H	The US 35ID reinforces 12 Corps on 26PD at B or C. Each time the event is rolled after the initial roll, the 35ID arrives a turn earlier. The 35ID cannot arrive earlier than the 25MO Turn. If the event is not rolled by the 24EV turn, the 35ID never enters.
I	Luftwaffe appears: place an extra Staffel with the LIII Corps HQ for ground combat support. Roll for aircraft type.

US 3A Reserve:

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

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Bridge Crossing Chart

Bridge Crossing Point Costs			
Unit Crossing	**Bailey Bridge**	**German J Bridge**	**German B Bridge**
Command Post (CP)	0	0	0
US Disp Foot units	0	0	0
Any Infantry Step	0	0	0
US Disp Truck unit	1	1	1
Any Truck unit Step	1	1	1
US Disp cross-country unit	1	1	1
Any cross-country Step	1	1	1
US Disp AFV	1	1	cannot
Allied AFV Step (3CF or 5CF)	1	1	cannot
Allied AFV Step (7CF or 9CF)	2	2	cannot
Allied AFV (other than any above)	3	3	cannot
Any Self-Propelled Artillery	3	3	cannot
German AFV	1	1	cannot
Battalion-size Foot units	1	1	1
German horse-drawn Arty	2	2	2
Battalion-size Truck units	3	3	3*
Battalion cross-country units	3	3	3*

* Motorized, German Army Level Artillery cannot cross German B Bridge
* Towed US 155G, 203G, 203H and 240H cannot cross German B Bridge
* German and Allied Self-Propelled Artillery cannot cross German B Bridge

Note: German Arty Substitute units must break down into the individual artillery battalions to cross a bridge when the Bridge Crossing Chart is used.

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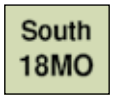
REINFORCEMENT CHART INSTRUCTIONS

1. Scenario instructions are always presented as shown below. See sections 70.0-160.0 in the Scenario Booklet.
   Timeframe
   Maps Required
   German Participants
   American Participants
   Applicable Scenario Specific Rules
   Victory Conditions
2. The reinforcements for a scenario are identified in the German Participants or American Participants sections.
3. If there are specific rules regarding the appearance or use of the reinforcements, they will be provided in the section referred to as "Applicable Scenario Specific Rules."
4. In ATFT, each individual reinforcement is graphically depicted on a reinforcement chart. A reinforcement may enter a scenario by itself or with a group of units on a certain turn. Frequently, a reinforcement will arrive as part of a formation.
5. German reinforcements are listed by the turn of arrival and by the Army to which they are assigned. See example below. The units to the right of the designation will arrive to reinforce the 6PzA on the 16AF turn.

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



7. Information listed above a unit describes where a unit will arrive. It will be a letter or letters indicating road edge entry hexes, or a hex coordinate when the arrival location is a specific hex. For a few units, a note is listed atop the unit directing the players to review a specific rule or instruction before the unit is employed.
8. If there is no information below a reinforcement, the unit may enter the scenario without any special conditions.
9. If there is a note below a unit, the players are directed to the corresponding detailed note or rule that must be reviewed before the unit may be employed.
10. Certain abbreviations (Ft), (SP), (IP6) or (IP5) may also appear beneath the unit; see abbreviations, Rules Booklet, page 63.
11. When the term Arty Sub appears above the unit, the German player has the option to use the German Artillery Formation Substitute counters in order to reduce counter congestion and facilitate ease of play. See rule section 44.0 and the German Artillery Park Cards. The use of the substitutes significantly reduces counter density on the map.
12. **Map Edge Entry:**
    a. Reinforcements may not enter from off-board directly into forest hexes, except along the path of a road.
    b. Reinforcements may not enter from off-board directly onto the board across a river or stream, except along a road.
    c. Place all reinforcements that enter this turn on the board edge adjacent to the hex they intend to enter.
    d. Certain reinforcements may only enter at specific roads or hexes as listed in the scenario rules.
    e. Some reinforcements may be withheld beyond the initial turn of entry in order to enter at adjacent areas.
    f. The adjacent areas that may be entered by reinforcements is specified in the scenario rules.
    g. Reinforcements may enter along the path of a road at the road movement rate.
    h. Reinforcing US infantry units entering from the map edge may always enter with a truck.
13. **Reinforcing HQ and Activation Status:** All HQ reinforcements enter "In Command" and "In Supply," and with a "Rested" marker.
14. **Status of Subordinate Reinforcements:**
    a. Subordinate reinforcements reflect the Activity Status of their parent HQ: Active, Resting or Exhausted.
    b. Reinforcements move when their parent HQ is activated.
    c. If the HQ is Resting, the reinforcements may move 1 hex or half of their MF as described in 14.1, 15.1 and 16.1.
    d. If the HQ is Active, the reinforcements may move normally as described in 14.2, 15.2 and 16.2.
    e. Remember that an Active formation may also be Fatigued.
    f. If the HQ is Exhausted, the reinforcements may move 1 hex or half of their MF as described in 4.3e.
15. **When Reinforcements Move:** Reinforcements move when their parent HQ is activated.

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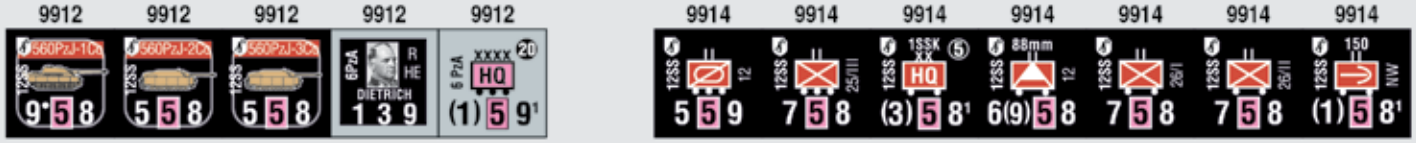
German Reinforcements - 1

6PzA 16MO

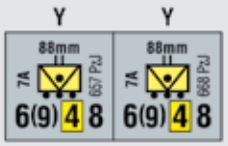
All 6PzA arrivals are restricted. See below right.



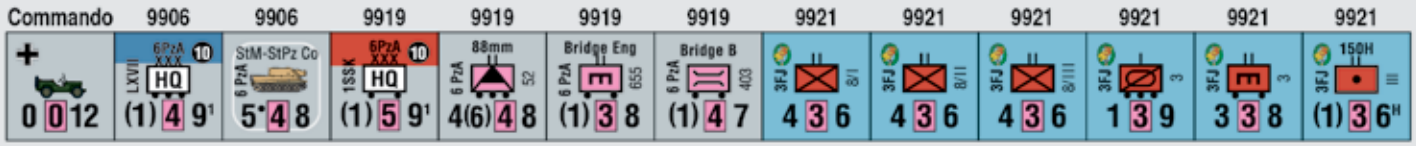
All 6PzA 16MO reinforcements have restricted entry as follows:

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

7A 16AF

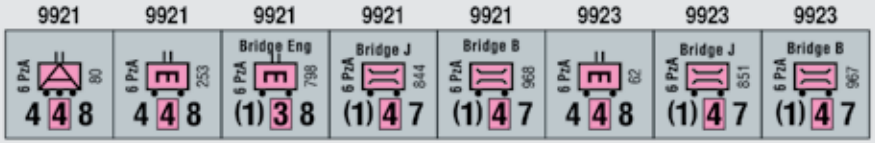


6PzA 16AF

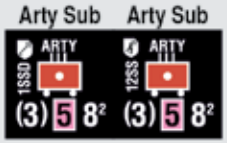


Note AA

6PzA 16AF



6PzA 16AF



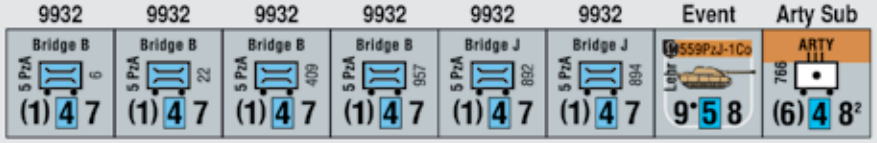
Note BB Note BB

6PzA 17PD

6PzA 17PD

Note CC Note CC Note CC Note CC

5PzA 17PD



Note DD Note BB

7A 17PD

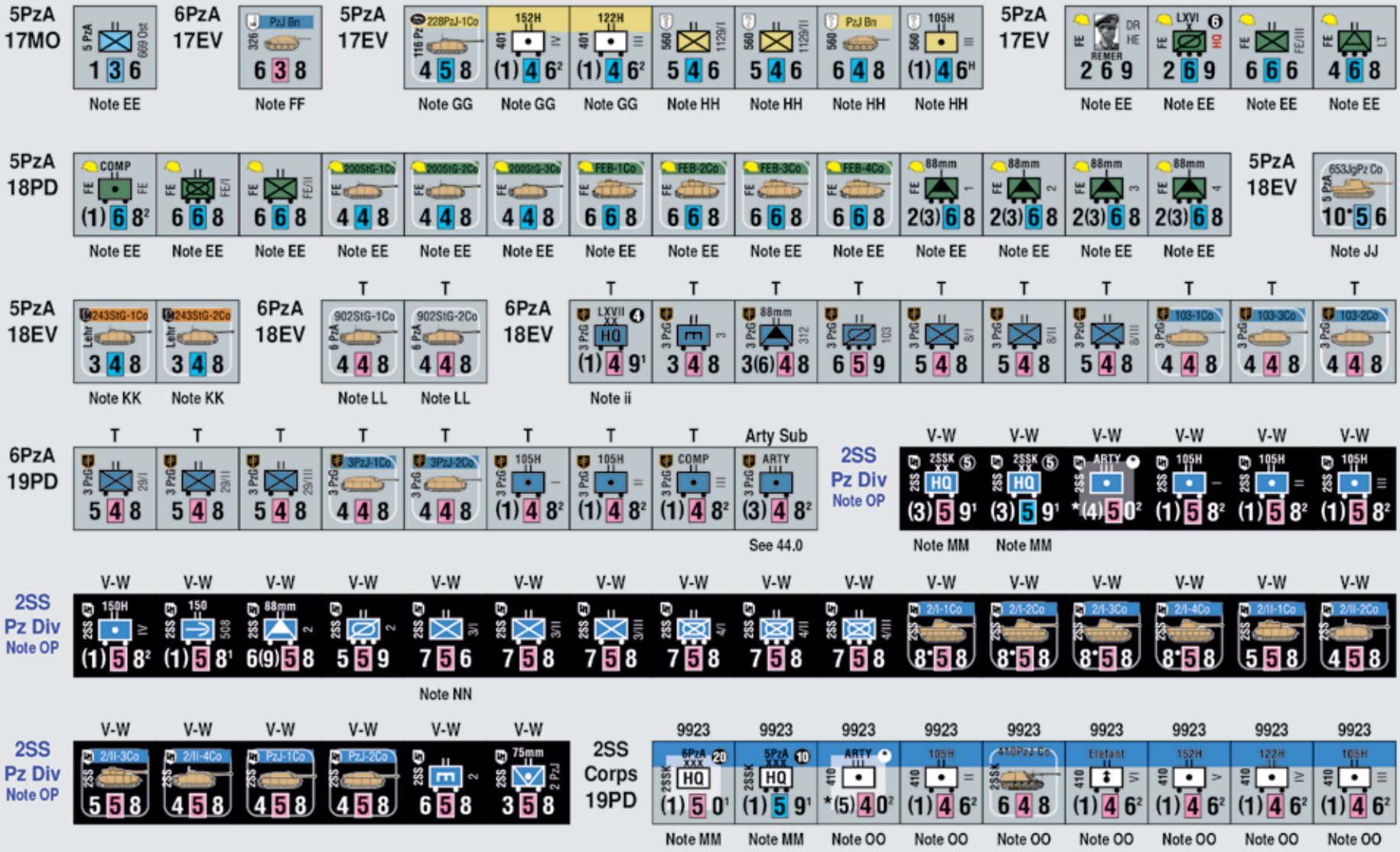
Note AA: Six Einheit Steilau Commandoes. Released into the US line. See section 94.2.

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

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

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

German Reinforcements - 2



Note EE: Unit begins in or adjacent to Prum. See 83.5.4 for FE brigade.

Note FF: Roll a die: on a 1-3 the unit arrives at T; On a 4-6, it never arrives.

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

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

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

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

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

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

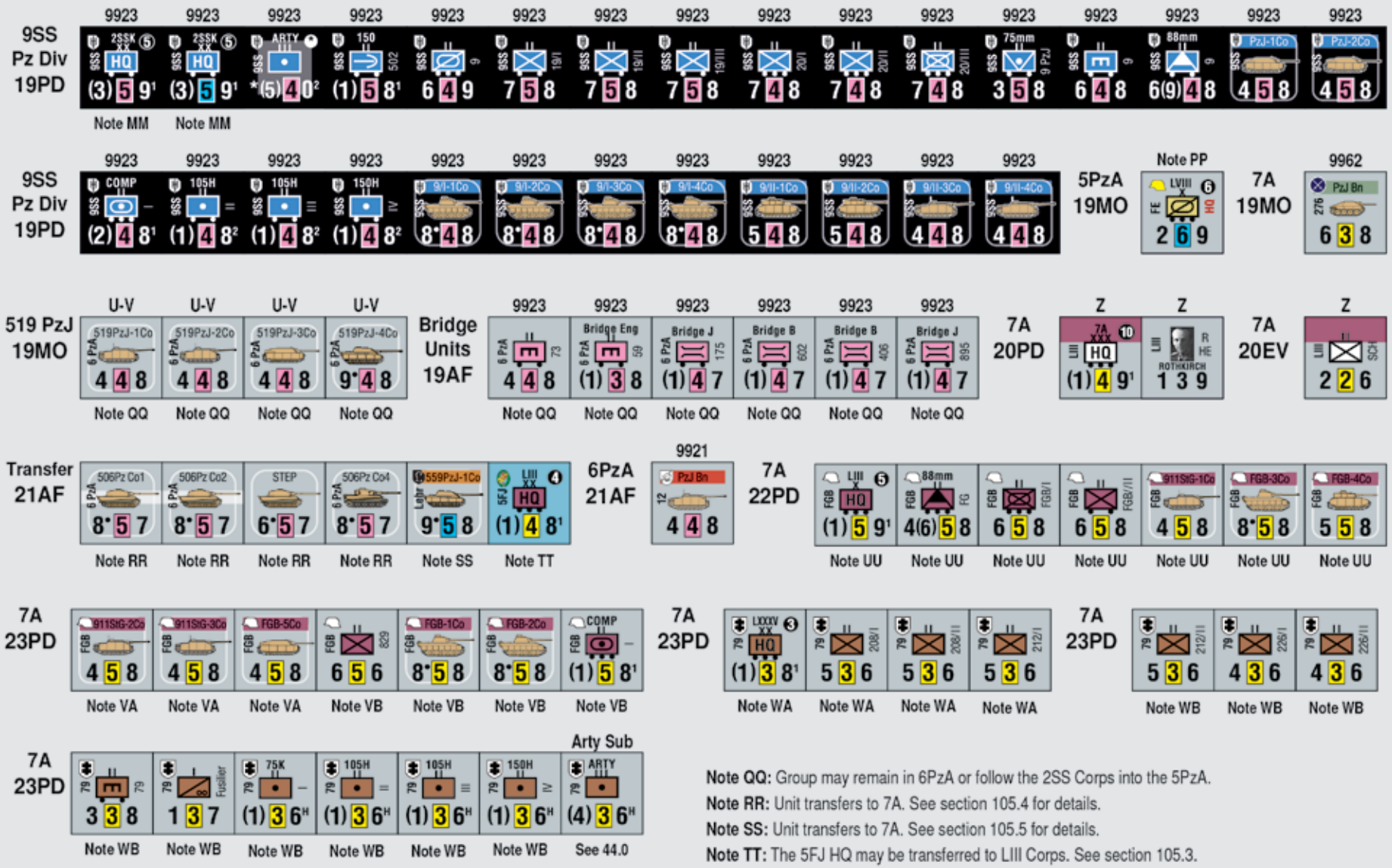
Note MM: See 105.1 for Army assignment. Note ii applies for HQ.

Note NN: Unit equipped with captured trucks. See 105.1.3.

Note OO: Arrival of the 2SS Corps Echelon units is variable. See 105.1.1.

Note OP: Arrival possible on 19PD, but could be delayed. See 105.1.

German Reinforcements - 3



General: 9SSPz HQ, LIII HQ, FGB HQ, 79VG HQ enter with Rested marker.

Note MM: See 105.1 for assignment to 5PzA or 6PzA.

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

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

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

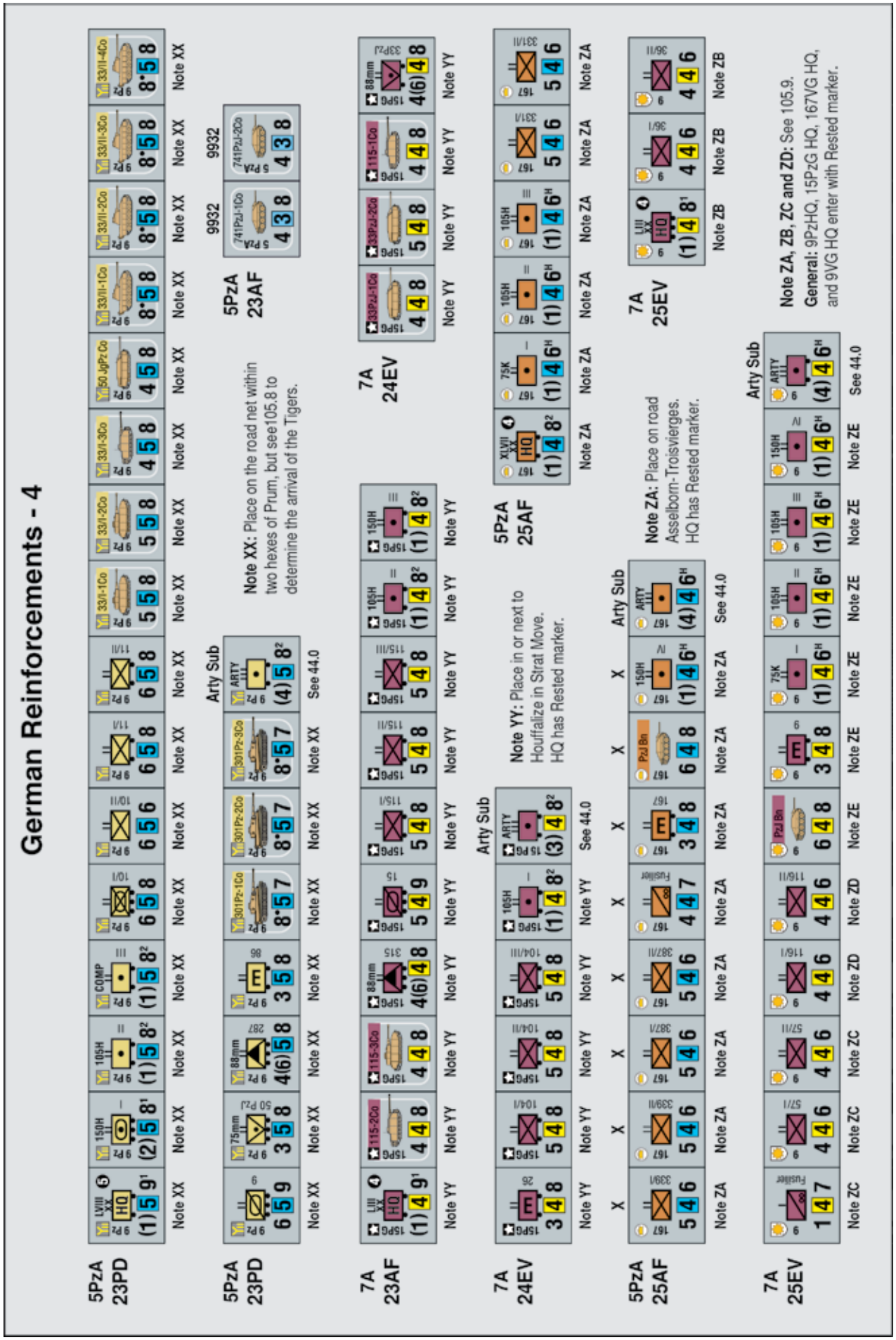
Note SS: Unit transfers to 7A. See section 105.5 for details.

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

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

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

NoteWA and WB: Place units in accordance to section 105.7. HQ is rested.


German Reinforcements - 4
5PzA 23PD
5PzA 23PD
7A 23AF
7A 24EV
5PzA 25AF
7A 25EV
Arty Sub
Note XX: Place on the road net within two hexes of Prum, but see105.8 to determine the arrival of the Tigers.
Note YY: Place in or next to Houffalize in Strat Move. HQ has Rested marker.
Note ZA: Place on road Asselborn-Troisvierges. HQ has Rested marker.
Note ZA, ZB, ZC and ZD: See 105.9.
General: 9PzHQ, 15PzG HQ, 167VG HQ, and 9VG HQ enter with Rested marker.

Allied Reinforcements - 1

Note 41: Place 5AD/95 in 8703 In-Battery. Place 5CCR/10 and 48 in Rotgen. Released per Monschau Setup Chart Note 2. Arty may aid defense of any 1A unit prior to release.

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

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

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

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

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

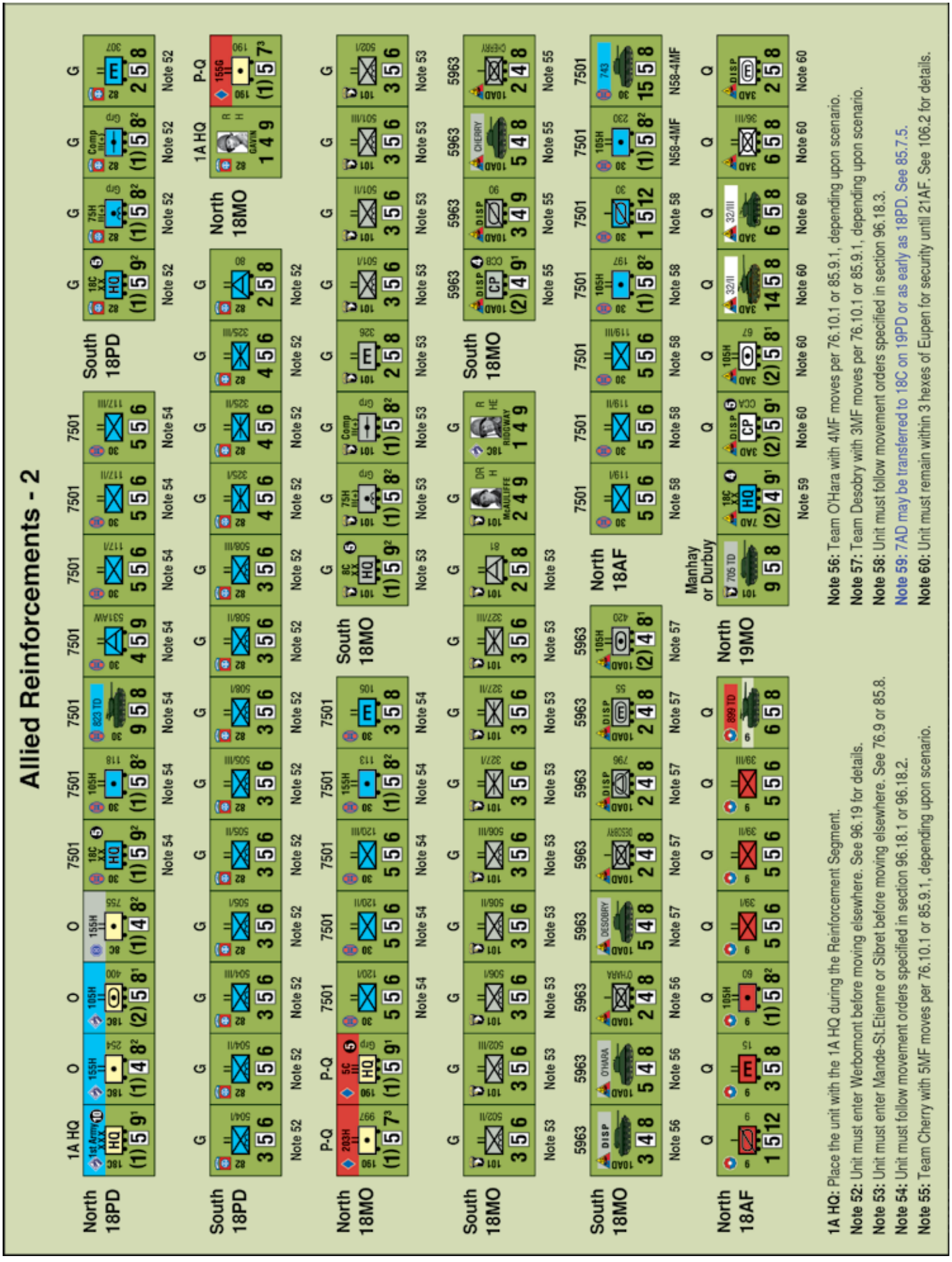
Note 47: Unit must remain within three hexes of Eupen until the 19AF turn to protect against German Paratroopers. See 96.8c for details.

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

Note 49: Enter at Mersch to 8963. See 76.81.1 for details.

Note 50: Enter at Mersch to Mompach. See 76.81.1 for details.

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


Allied Reinforcements - 2
North 18PD
South 18PD
North 18MO
South 18MO
South 18MO
South 18MO
North 18AF
South 18MO
North 19MO
North 18AF
Manhay or Durbuy
1A HQ
North 18MO
South 18PD
1A HQ: Place the unit with the 1A HQ during the Reinforcement Segment.
Note 52: Unit must enter Werbomont before moving elsewhere. See 96.19 for details.
Note 53: Unit must enter Mande-St.Etienne or Sibret before moving elsewhere. See 76.9 or 85.8.
Note 54: Unit must follow movement orders specified in section 96.18.1 or 96.18.2.
Note 55: Team Cherry with 5MF moves per 76.10.1 or 85.9.1, depending upon scenario.
Note 56: Team O'Hara with 4MF moves per 76.10.1 or 85.9.1, depending upon scenario.
Note 57: Team Desobry with 3MF moves per 76.10.1 or 85.9.1, depending upon scenario.
Note 58: Unit must follow movement orders specified in section 96.18.3.
Note 59: 7AD may be transferred to 18C on 19PD or as early as 18PD. See 85.7.5.
Note 60: Unit must remain within 3 hexes of Eupen for security until 21AF. See 106.2 for details.

Allied Reinforcements - 3

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

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

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

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

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

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

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

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

Note 69: Must move to Ohey or Modave until released per 106.7. Released early per 106.5.2.

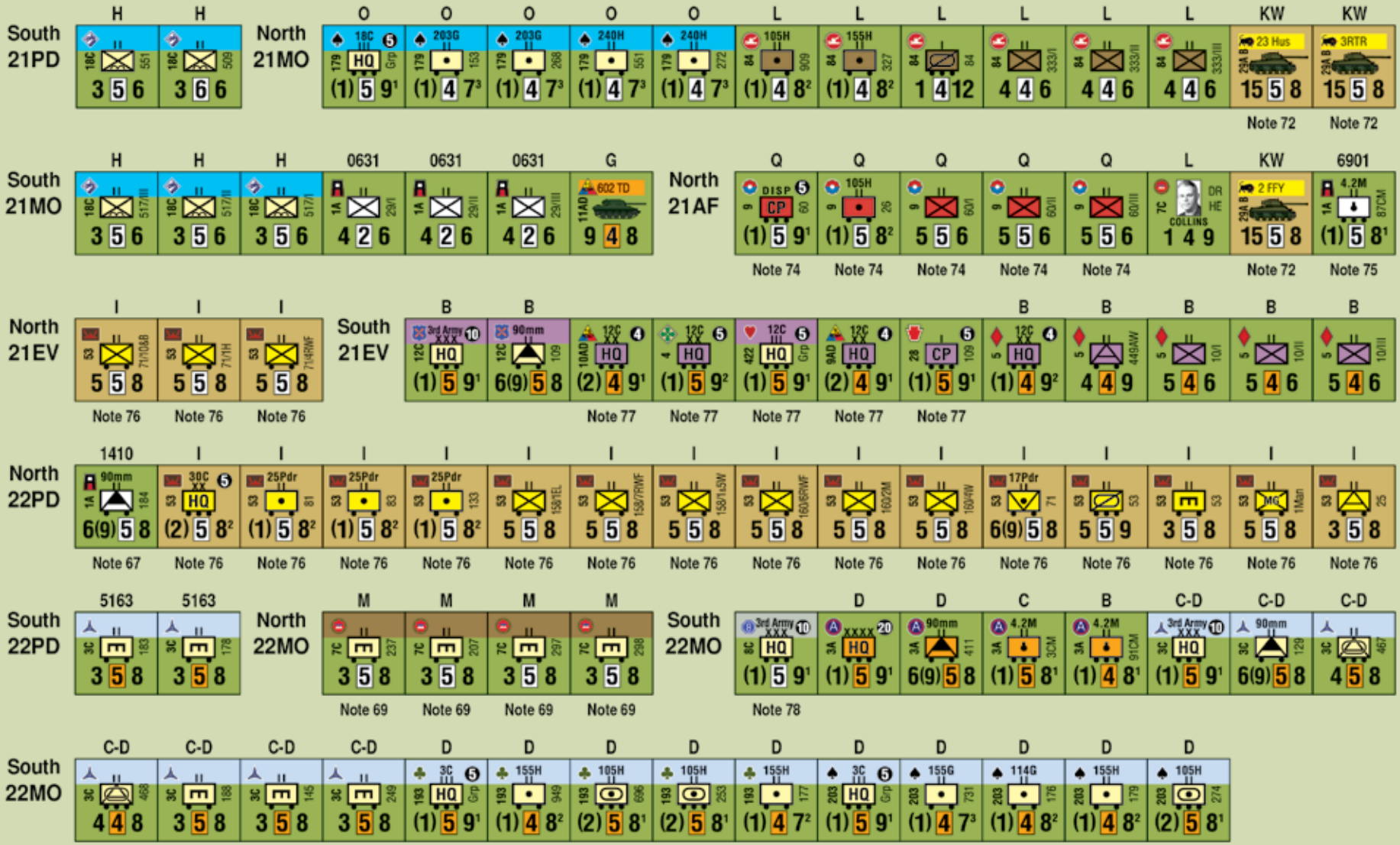
Note 70: Must enter Marche before moving elsewhere. Released immediately per 106.5.1.

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

Note 72: 1 of 7 Brits that may cross the Meuse. See section 106.10a and 106.10.2 to 106.10.4.

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

Allied Reinforcements - 4



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

Note 69: Must move to Ohey or Modave until released per 106.7. Released early per 106.5.2.

Note 72: A Brit that can cross the Meuse. See section 106.10a and 106.10.2 to 106.10.4.

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

Note 75: Must move to Ouffet before moving elsewhere. If blocked, free to deploy in 1A AO.

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

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

Note 78: On 22MO, the U.S. may transfer the 8C with 28ID and 101AB to the US 3A. See 106.13.

Allied Reinforcements - 5

Note 69: Must move to Ohey or Modave until released per 106.7. Released early per 106.5.2.

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

Note 80: Must bivouac until released per 106.9. Released immediately per 106.5.3.

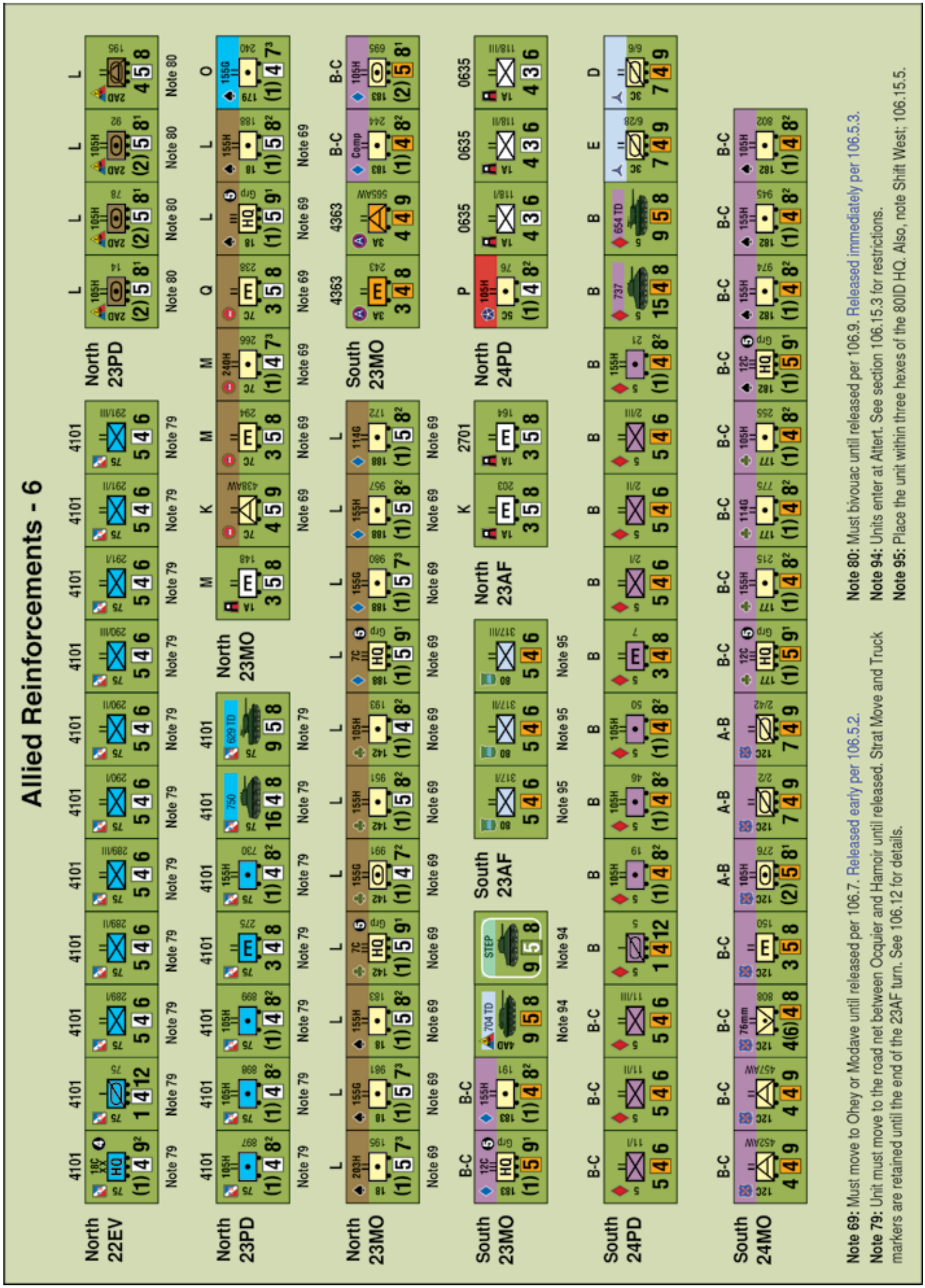
Note 81: See 106.8 for 82Cav Recon Mission, but immediate release supersedes per 106.5.3.

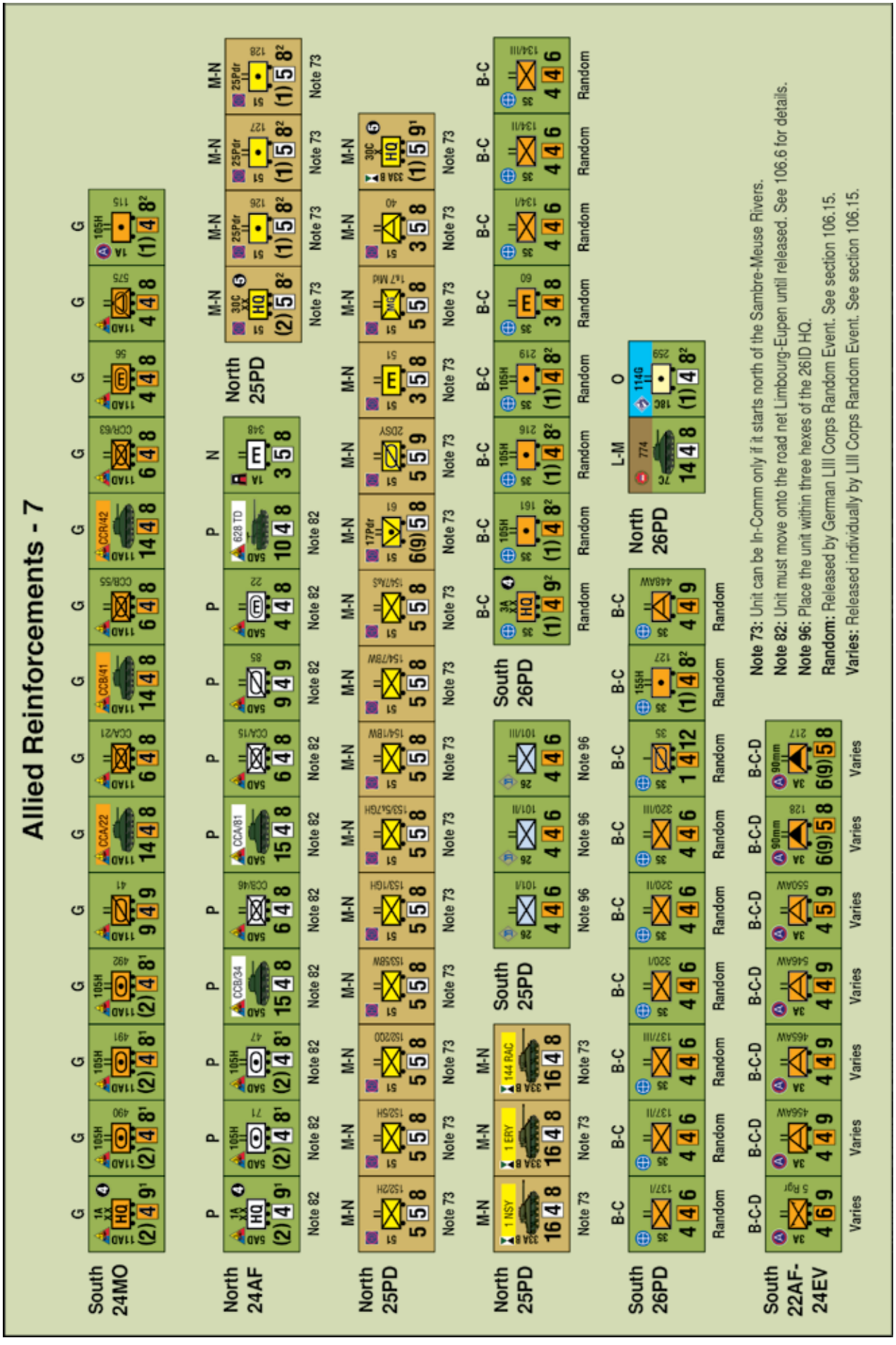
Note 90: Arrive at 5163 or 5262. See section 106.15.1 for restrictions.

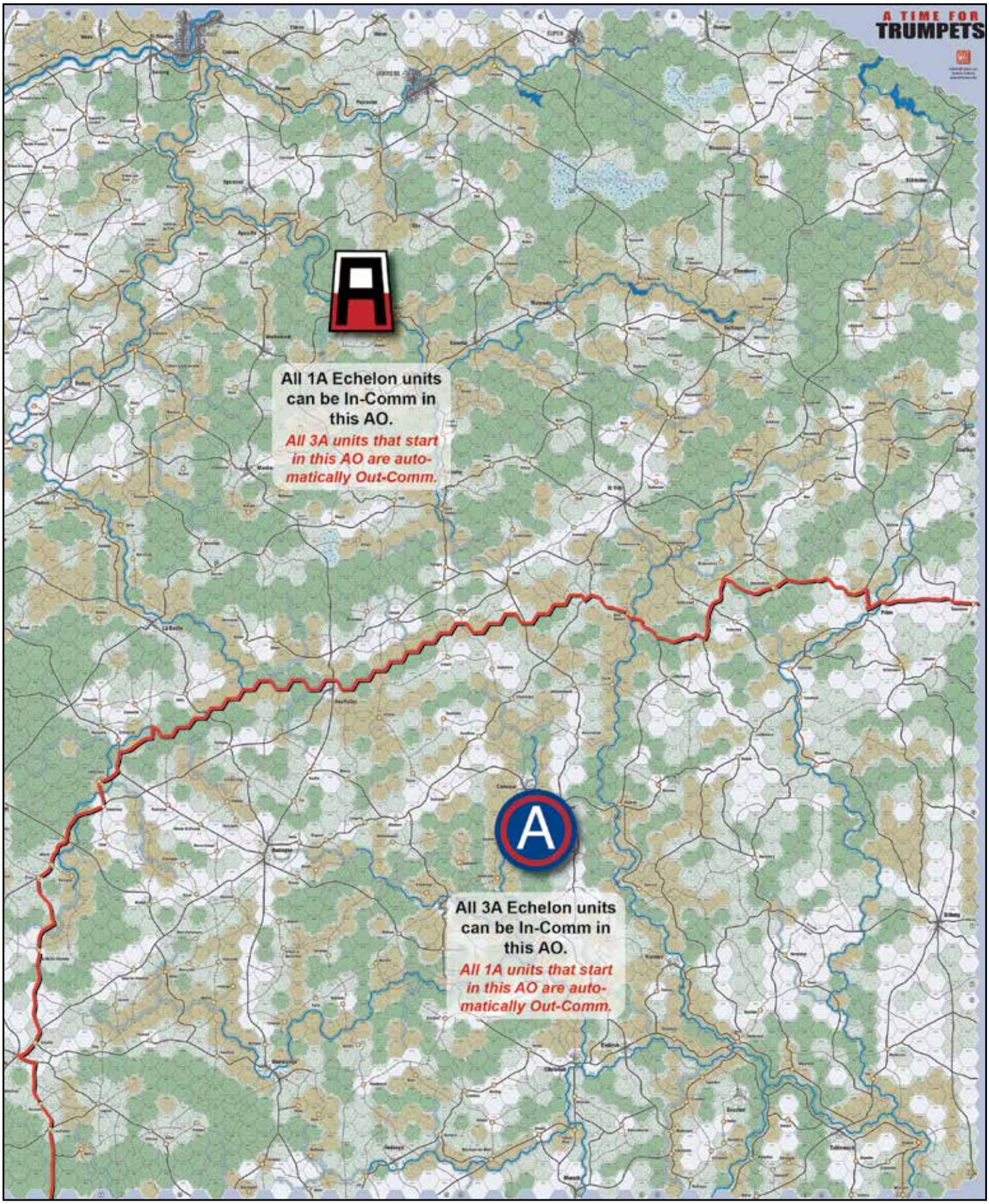
Note 91: Arrive 5662 to Attert. See section 106.15.2 for restrictions.

Note 92: Units set up south of the Attert; see section 106.15.4 for details.

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


Allied Reinforcements - 6
North 22EV
North 23PD
North 23MO
South 23MO
South 23AF
North 23MO
North 24PD
South 24PD
South 24MO
North 23PD
South 23MO
North 24PD
North 23AF
South 23MO
South 24MO
Note 69: Must move to Ohey or Modave until released per 106.7. Released early per 106.5.2.
Note 79: Unit must move to the road net between Ocquier and Hamoir until released. Strat Move and Truck markers are retained until the end of the 23AF turn. See 106.12 for details.
Note 80: Must bivouac until released per 106.9. Released immediately per 106.5.3.
Note 94: Units enter at Attert. See section 106.15.3 for restrictions.
Note 95: Place the unit within three hexes of the 80ID HQ. Also, note Shift West; 106.15.5.


Allied Reinforcements - 7
South 24MO
North 24AF
North 25PD
North 25PD
South 25PD
South 26PD
North 26PD
South 22AF-24EV
North 25PD
Note 73: Unit can be In-Comm only if it starts north of the Sambre-Meuse Rivers.
Note 82: Unit must move onto the road net Limbourg-Eupen until released. See 106.6 for details.
Note 96: Place the unit within three hexes of the 26ID HQ.
Random: Released by German LIII Corps Random Event. See section 106.15.
Varies: Released individually by LIII Corps Random Event. See section 106.15.



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

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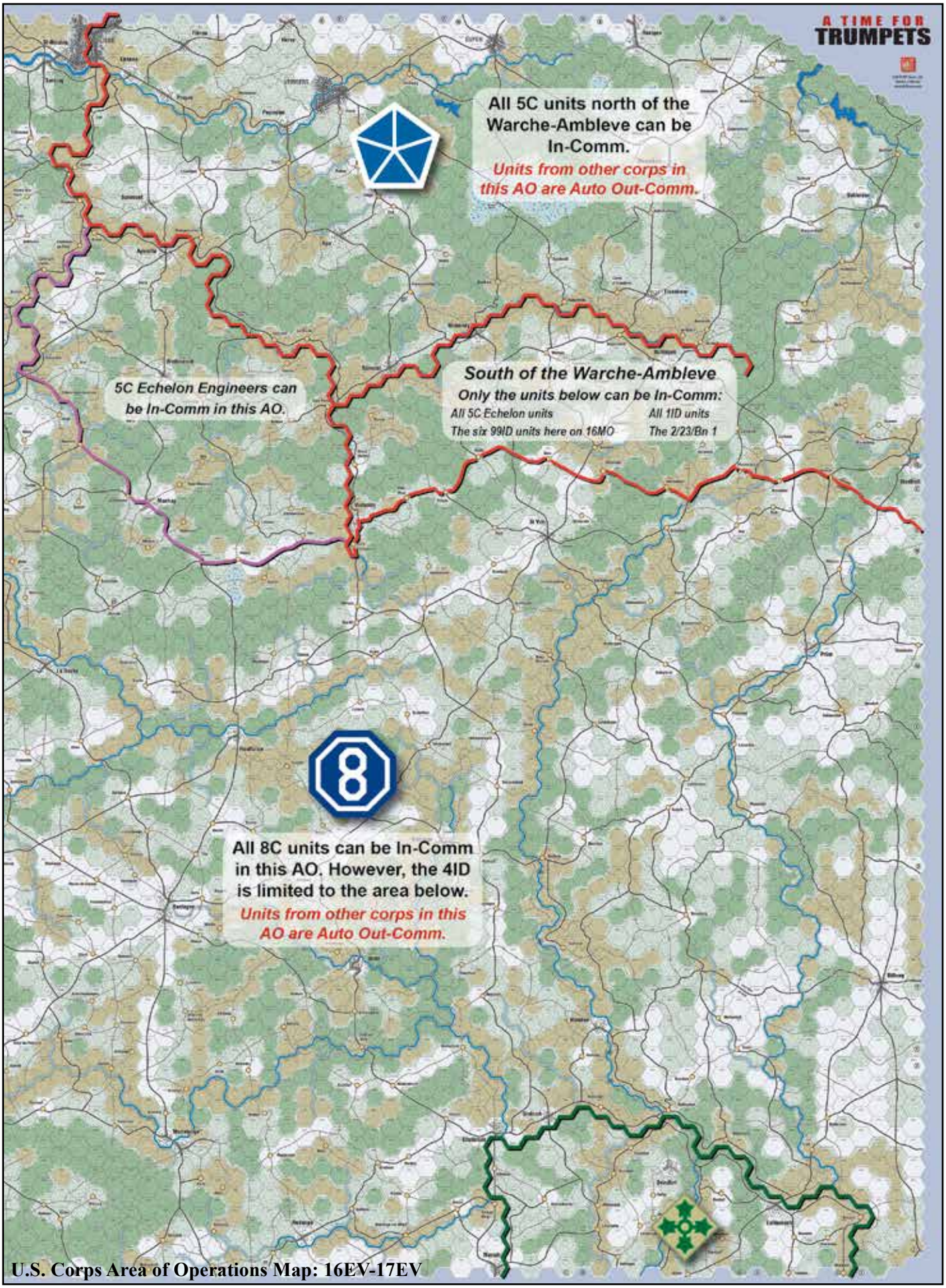
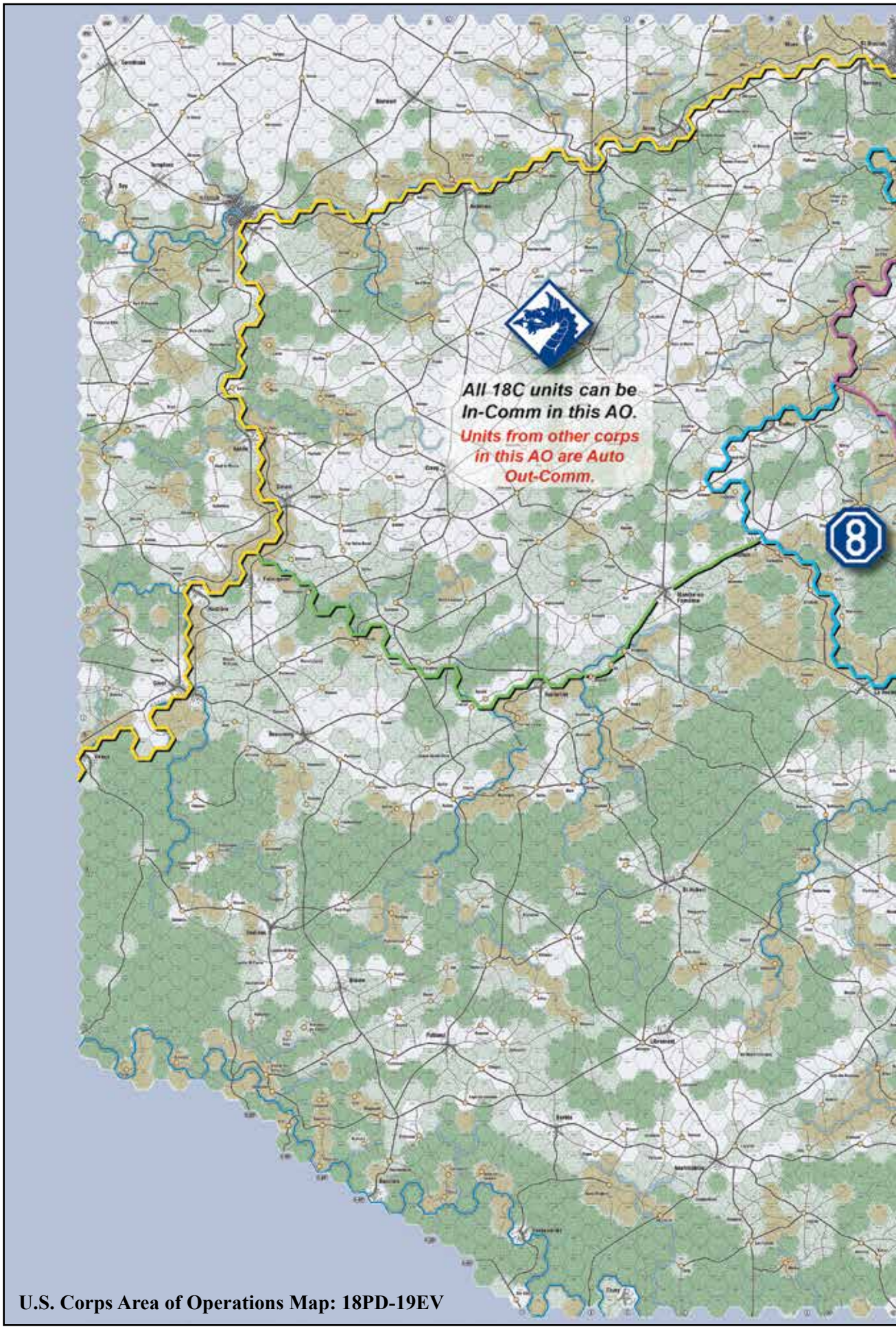
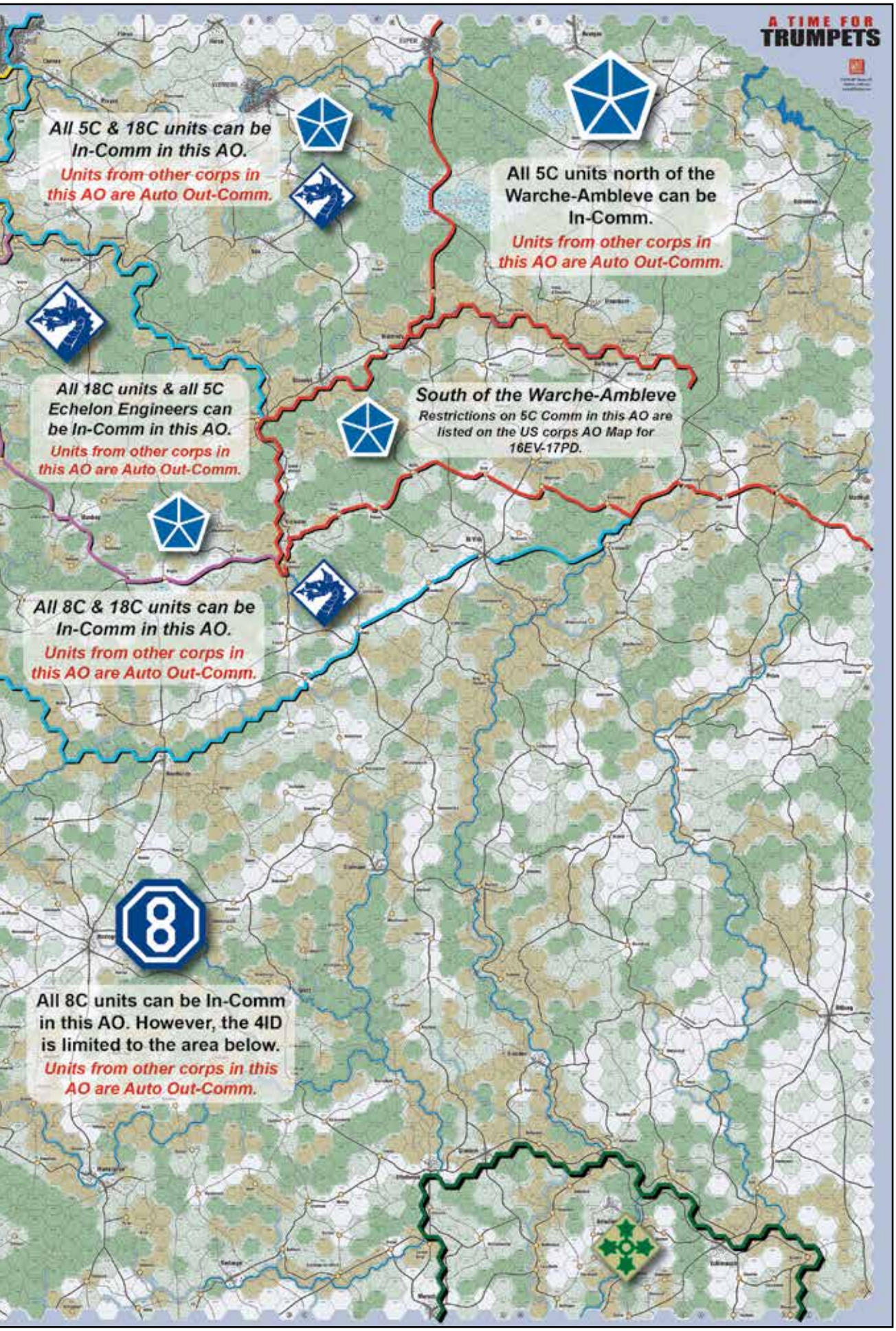


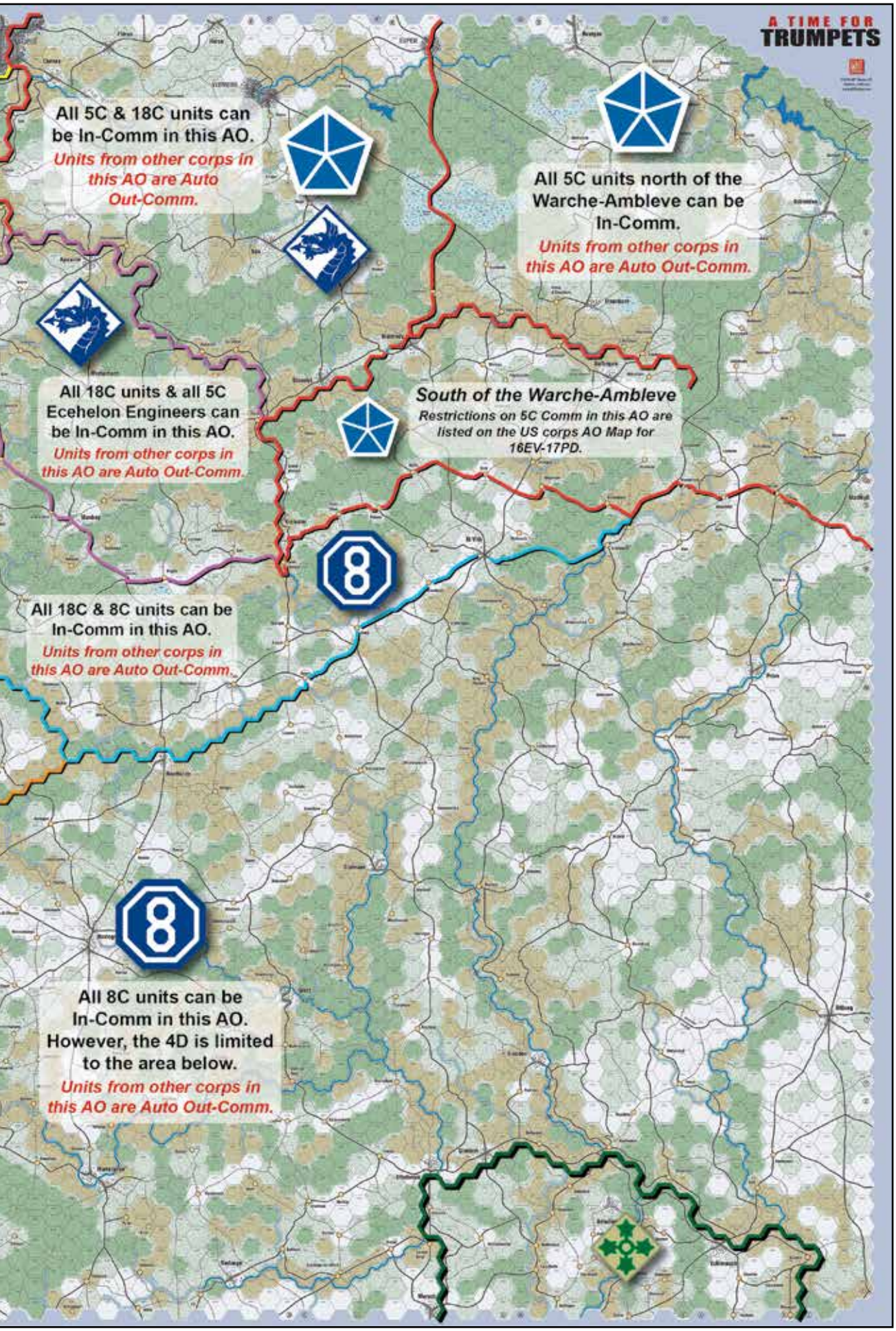
U.S. Corps Area of Operations Map: 16EV-17EV



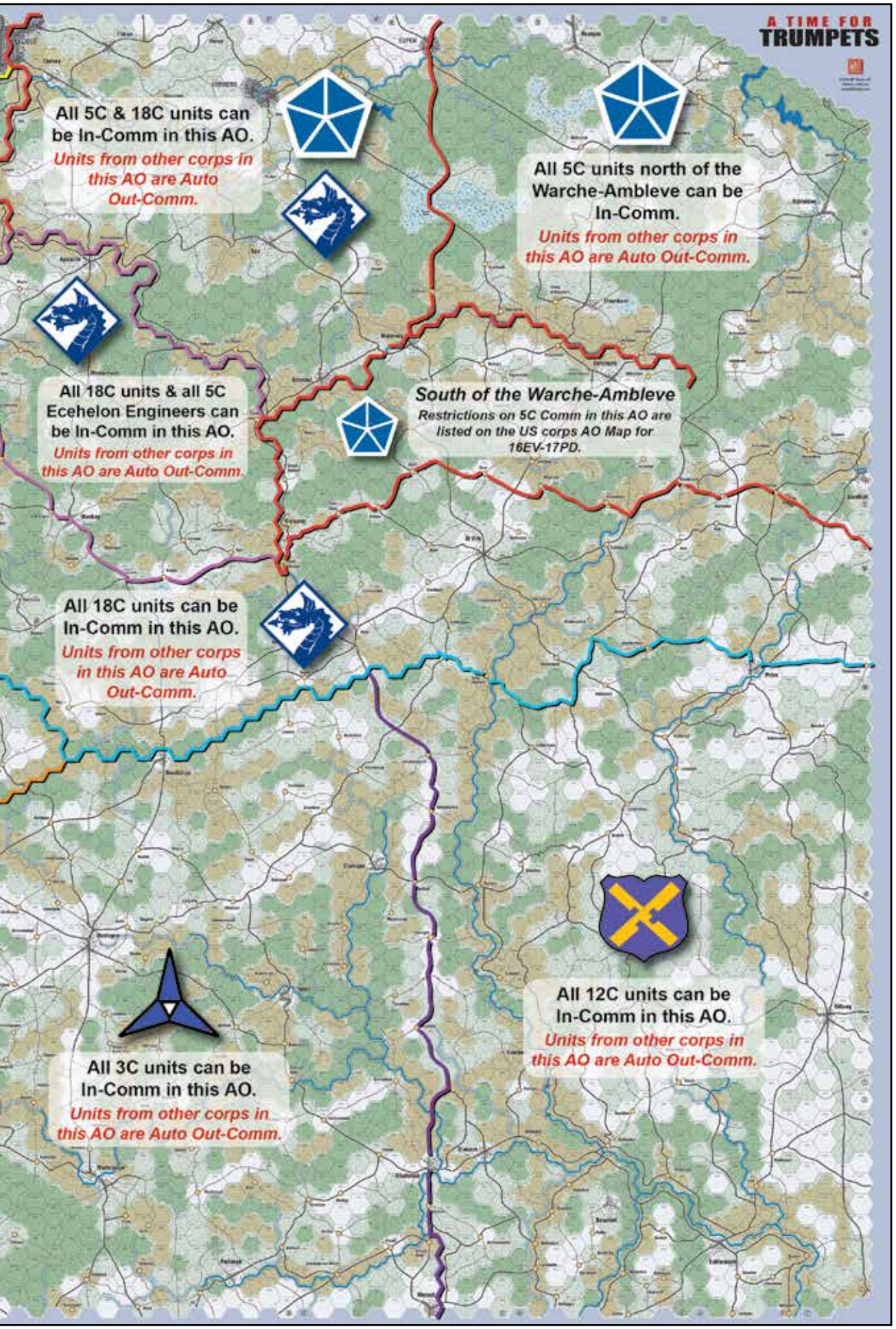
U.S. Corps Area of Operations Map: 18PD-19EV


A TIME FOR TRUMPETS
All 5C & 18C units can be In-Comm in this AO.
Units from other corps in this AO are Auto Out-Comm.
All 5C units north of the Warche-Ambleve can be In-Comm.
Units from other corps in this AO are Auto Out-Comm.
All 18C units & all 5C Echelon Engineers can be In-Comm in this AO.
Units from other corps in this AO are Auto Out-Comm.
South of the Warche-Ambleve
Restrictions on 5C Comm in this AO are listed on the US corps AO Map for 16EV-17PD.
All 8C & 18C units can be In-Comm in this AO.
Units from other corps in this AO are Auto Out-Comm.
8
All 8C units can be In-Comm in this AO. However, the 4ID is limited to the area below.
Units from other corps in this AO are Auto Out-Comm.

U.S. Corps Area of Operations Map: 20PD-21EV


A TIME FOR TRUMPETS
All 5C & 18C units can be In-Comm in this AO.
Units from other corps in this AO are Auto Out-Comm.
All 5C units north of the Warche-Ambleve can be In-Comm.
Units from other corps in this AO are Auto Out-Comm.
All 18C units & all 5C Ecehelon Engineers can be In-Comm in this AO.
Units from other corps in this AO are Auto Out-Comm.
South of the Warche-Ambleve
Restrictions on 5C Comm in this AO are listed on the US corps AO Map for 16EV-17PD.
All 18C & 8C units can be In-Comm in this AO.
Units from other corps in this AO are Auto Out-Comm.
All 8C units can be In-Comm in this AO. However, the 4D is limited to the area below.
Units from other corps in this AO are Auto Out-Comm.

U.S. Corps Area of Operations Map: 22PD-26EV


A TIME FOR TRUMPETS
All 5C & 18C units can be In-Comm in this AO.
Units from other corps in this AO are Auto Out-Comm.
All 5C units north of the Warche-Ambleve can be In-Comm.
Units from other corps in this AO are Auto Out-Comm.
All 18C units & all 5C Ecehelon Engineers can be In-Comm in this AO.
Units from other corps in this AO are Auto Out-Comm.
South of the Warche-Ambleve
Restrictions on 5C Comm in this AO are listed on the US corps AO Map for 16EV-17PD.
All 18C units can be In-Comm in this AO.
Units from other corps in this AO are Auto Out-Comm.
All 12C units can be In-Comm in this AO.
Units from other corps in this AO are Auto Out-Comm.
All 3C units can be In-Comm in this AO.
Units from other corps in this AO are Auto Out-Comm.

END GAME SCENARIO CHARTS

1. The End Game Scenarios have been designed so that they may be merged together to form an End Game Campaign Game involving the play of 5PzA and the German 7A versus the US 1A and 3A.

2. There are five End Game Scenarios. Their start times, however, are staggered—as explained below.

Race to the Meuse	22MO-26EV
Battle of Bastogne	22MO-26EV
US 3 Corps Offensive	22MO-26EV
St.Vith Goose Egg	22AF-26EV
The Salm and the Ourthe	23PD-26EV

3. Players may start with single scenarios, or combine adjacent scenarios, or combine all five into an End Game Campaign.

4. End Game Scenario instructions are always presented as shown below. See sections 110.0-160.0 in the Scenario Booklet.

Timeframe
Maps Required
German Participants
American Participants
Applicable Scenario Specific Rules
Victory Conditions

5. These scenarios involve units that have moved around for days. This accentuates the problem of perfect intelligence. In the later scenarios, players can see weak areas that could not be seen by their historical counterparts. Also, players have knowledge of the arrival of reinforcements. As a result, End Game Scenario rules include historical intelligence limitations.

6. If there are specific rules regarding the appearance or use of the reinforcements, they will be provided in the section referred to as "Applicable Scenario Specific Rules." Occasionally, the reinforcements for an End Game Scenario arrive in accordance with specific parameters not reflected in the basic reinforcement charts on pages 13-23 of the Play-aid Booklet. When that is the case, the specific parameters will be identified in the End Game Scenario charts.

7. German reinforcements are listed by the turn of arrival and bythe Army to which they are assigned. Allied reinforcements are listed as entering the map from the north or the south along with the turn of arrival.

8. Information listed above a unit describes where a unit will arrive. It will be a letter or letters indicating road edge entry hexes, or a hex coordinate when the arrival location is a specific hex. For a few units, a note is listed atop the unit directing the players to review a specific rule or instruction before the unit is employed.

9. If there is no information below a reinforcement, the unit may enter the scenario without any special conditions.

10. If there is a note below a unit, the players are directed to the corresponding detailed note or rule that must be reviewed before the unit may be employed.

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

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

13. Map Edge Entry:

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

14. Reinforcing HQ and Activation Status:

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

15. Status of Subordinate Reinforcements

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

16. When Reinforcements Move:

Reinforcements move when their parent HQ is activated.

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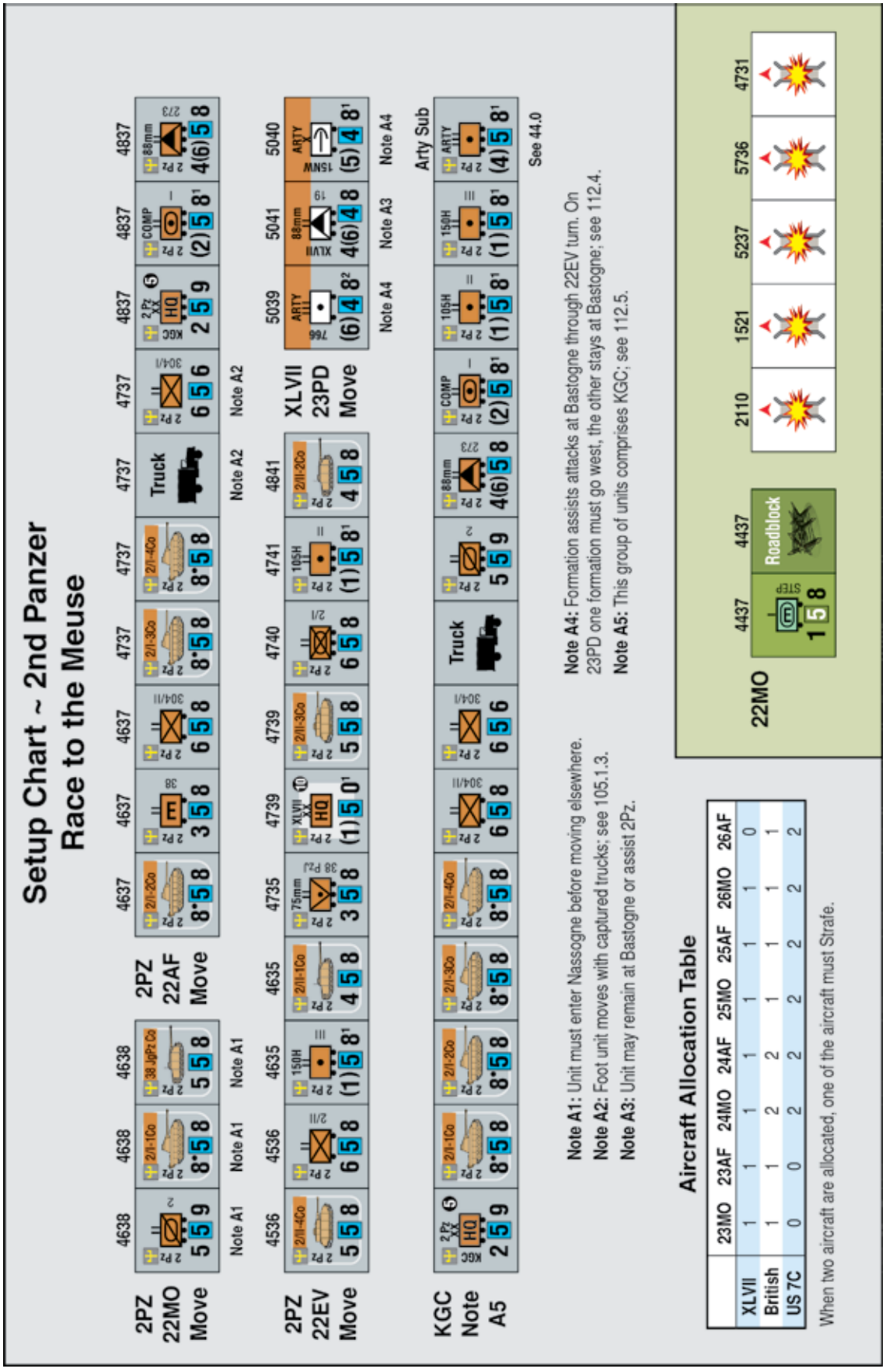

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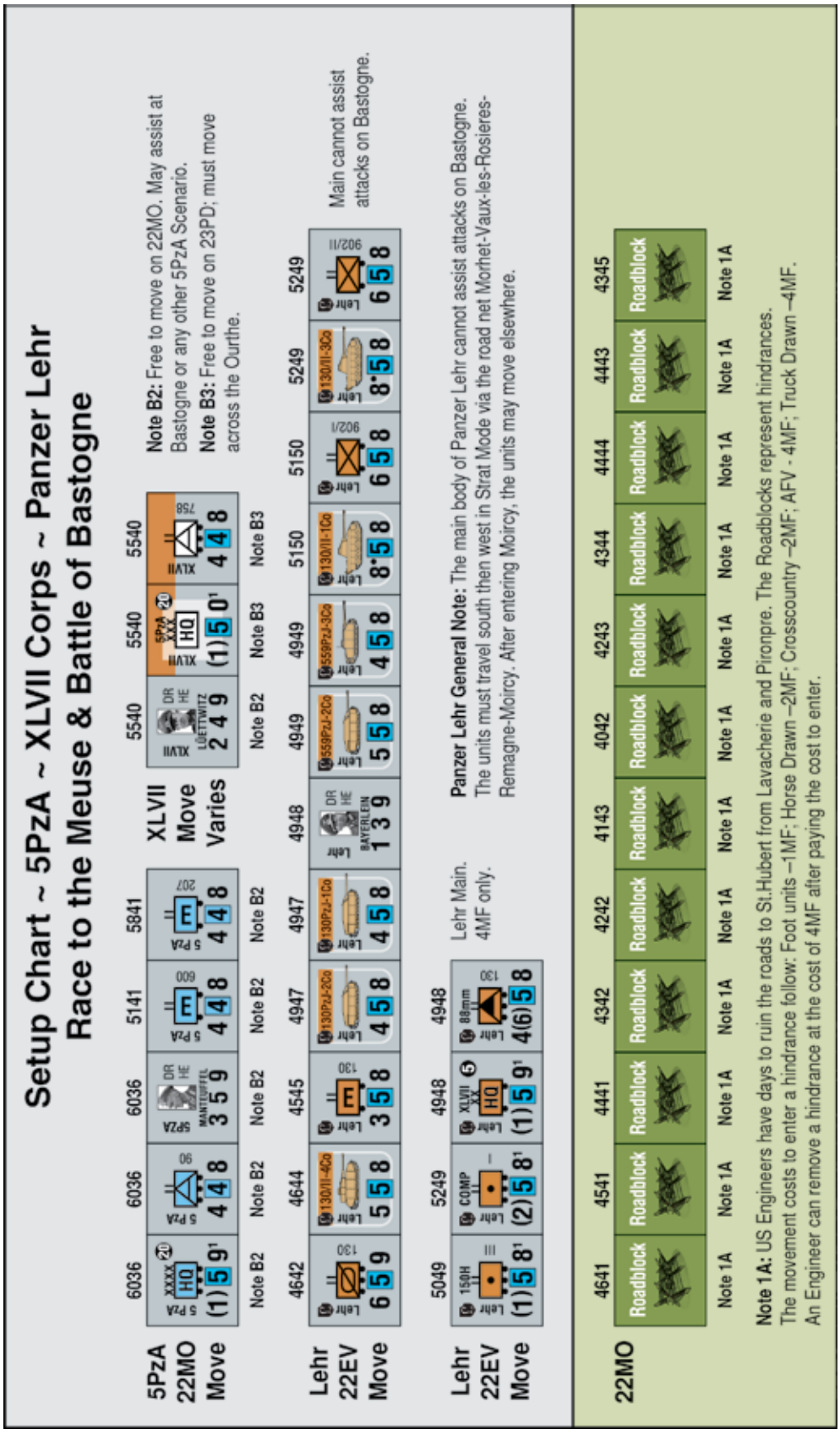

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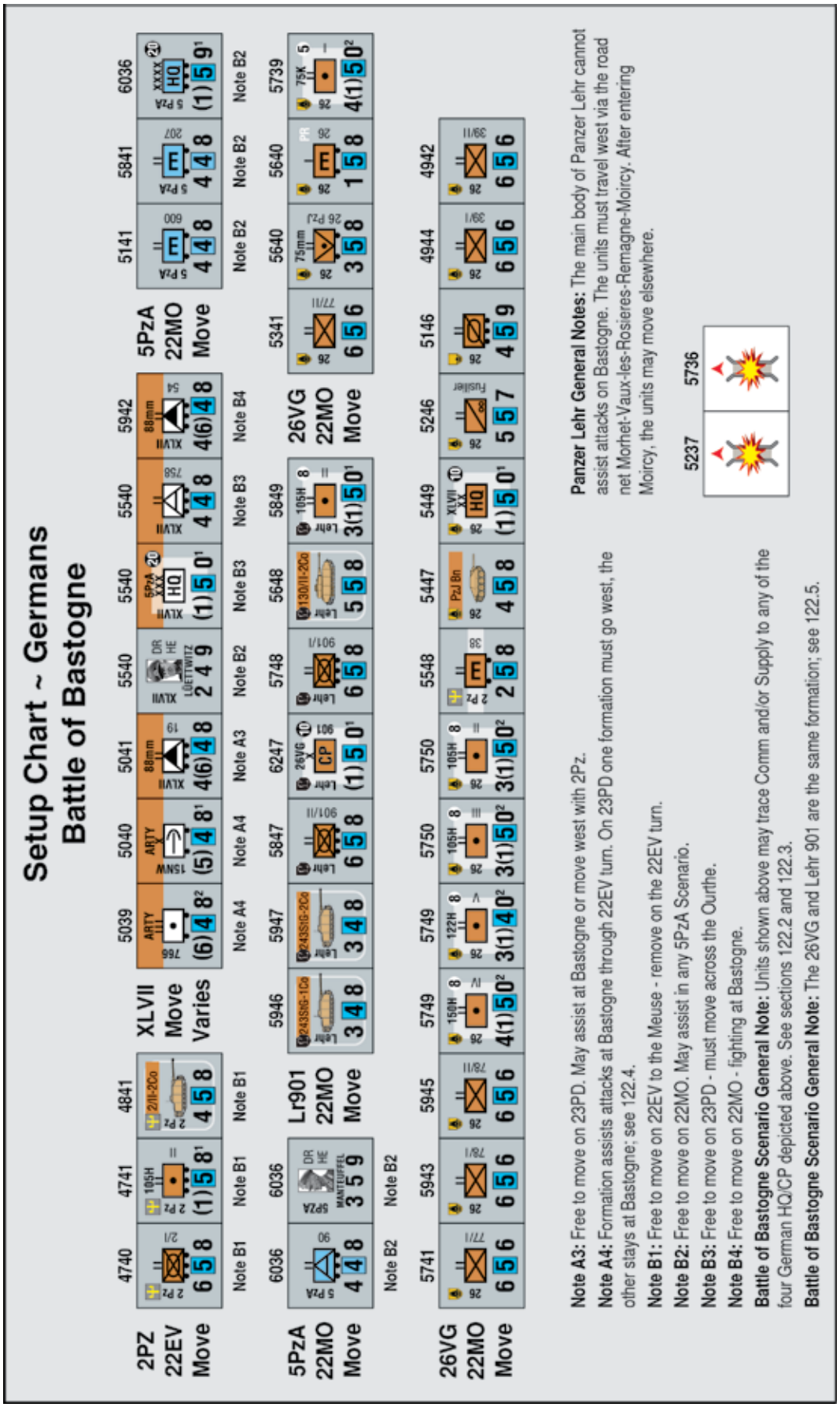

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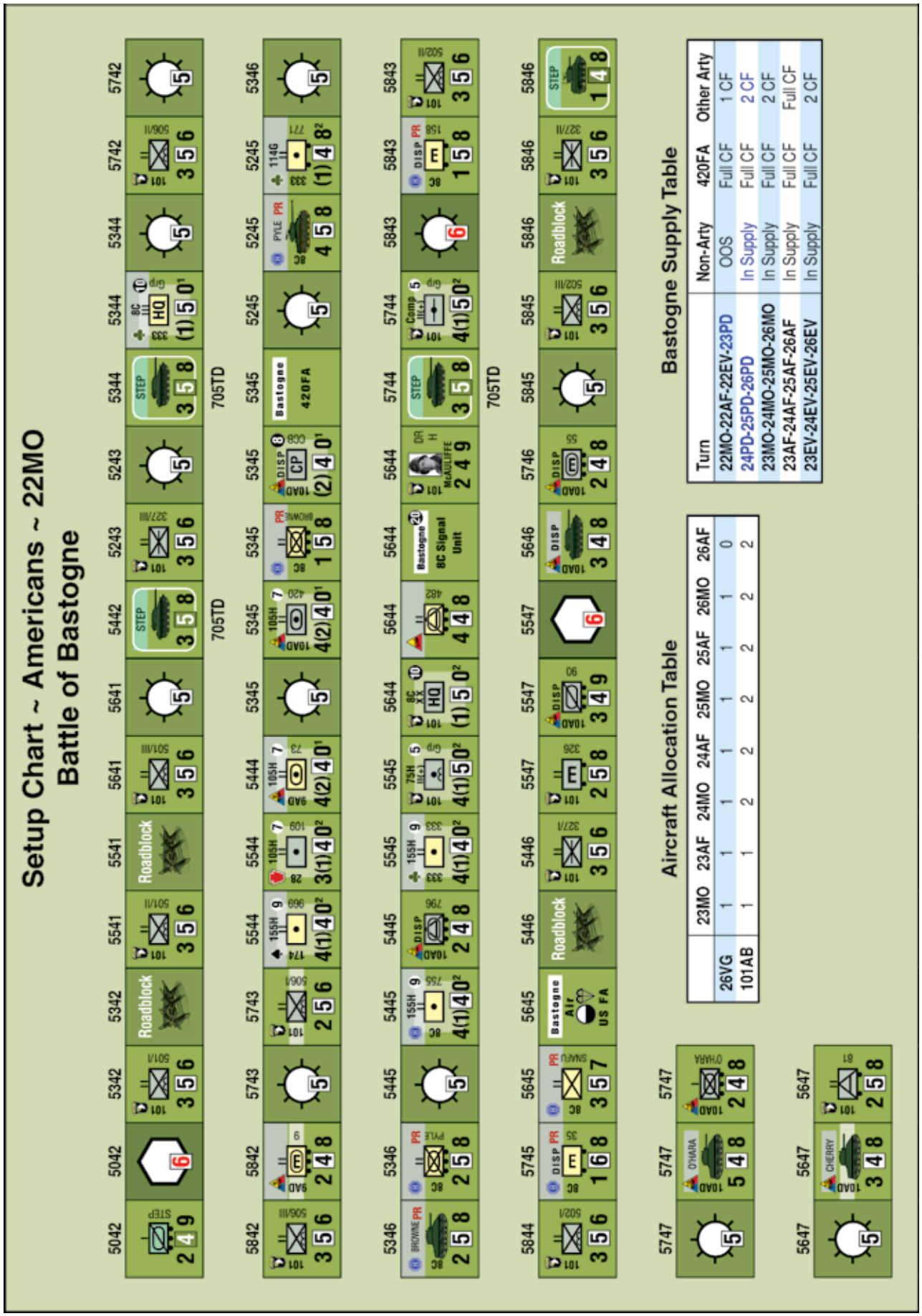

	23MO	23AF	24MO	24AF	25MO	25AF	26MO	26AF
26VG	1	1	1	1	1	1	1	0
101AB	1	1	2	2	2	2	2	2

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

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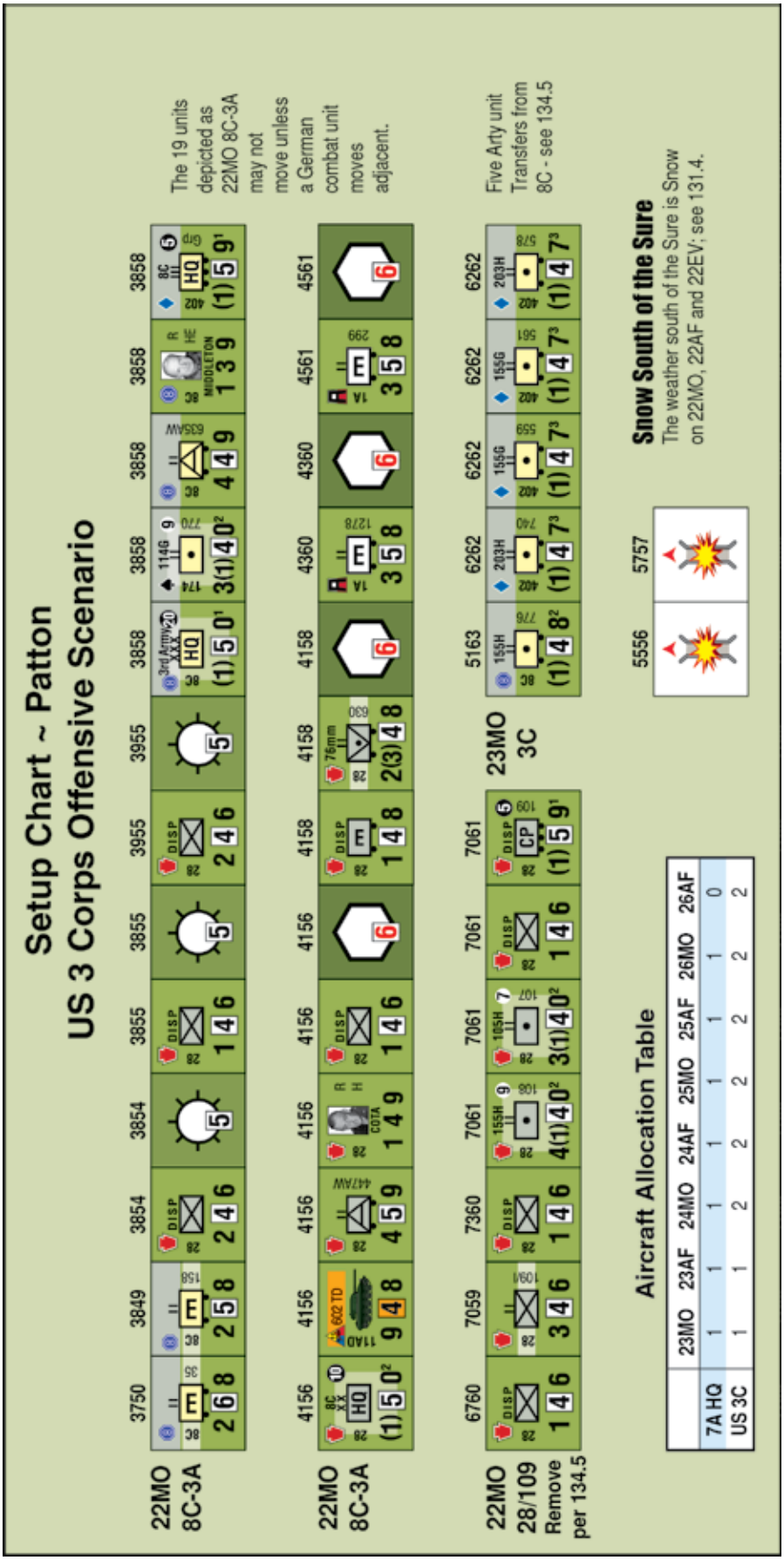

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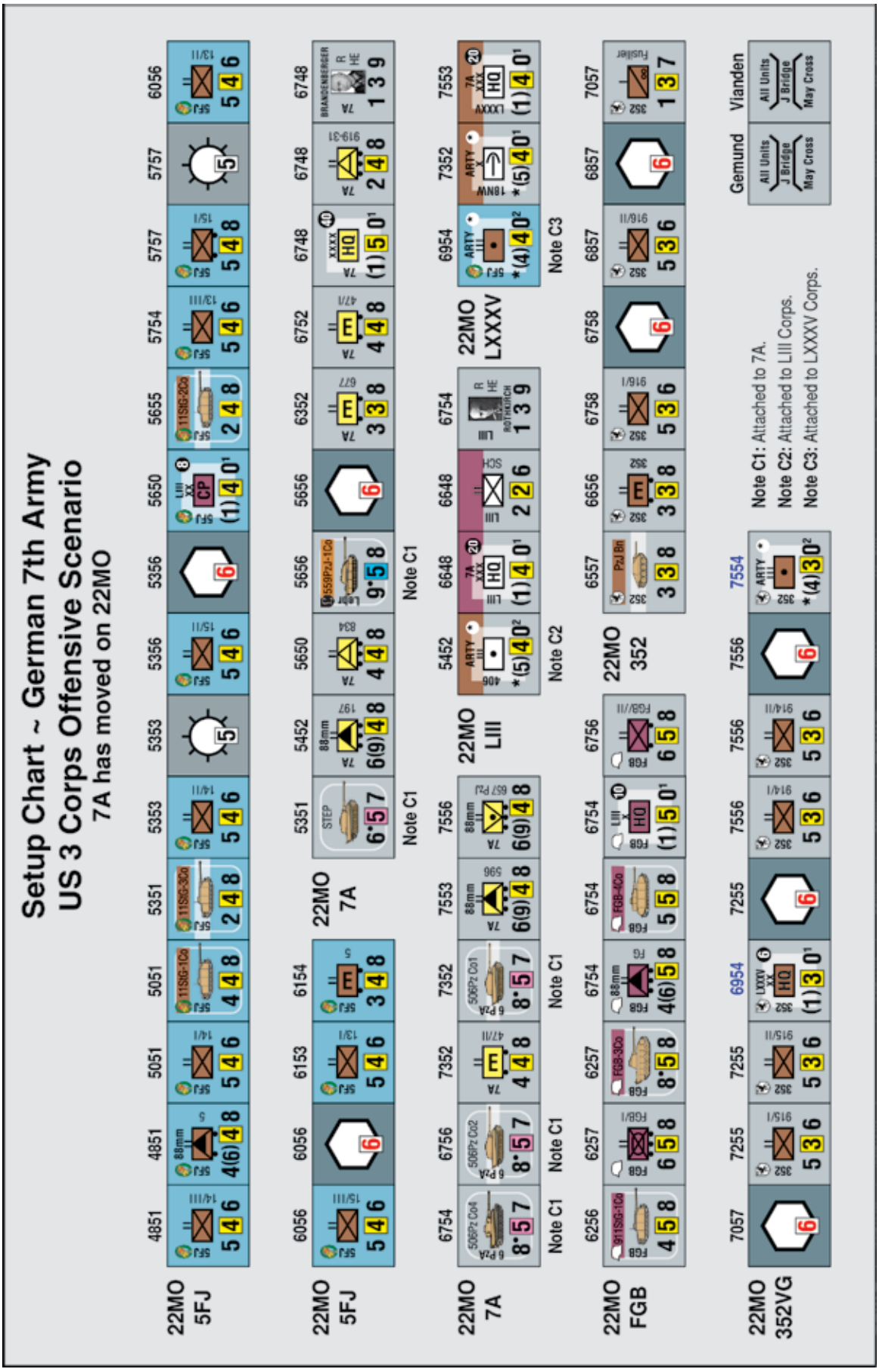

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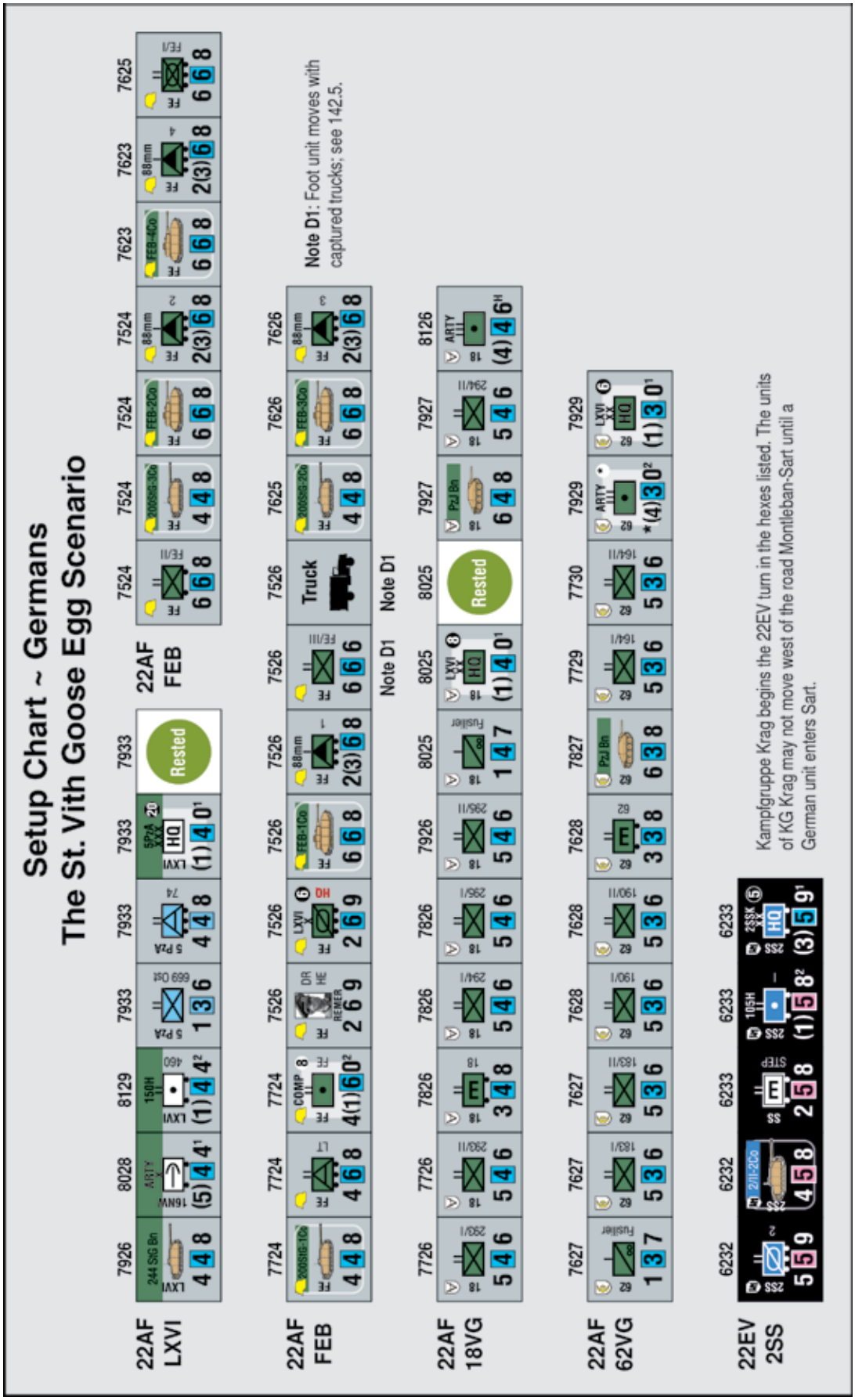

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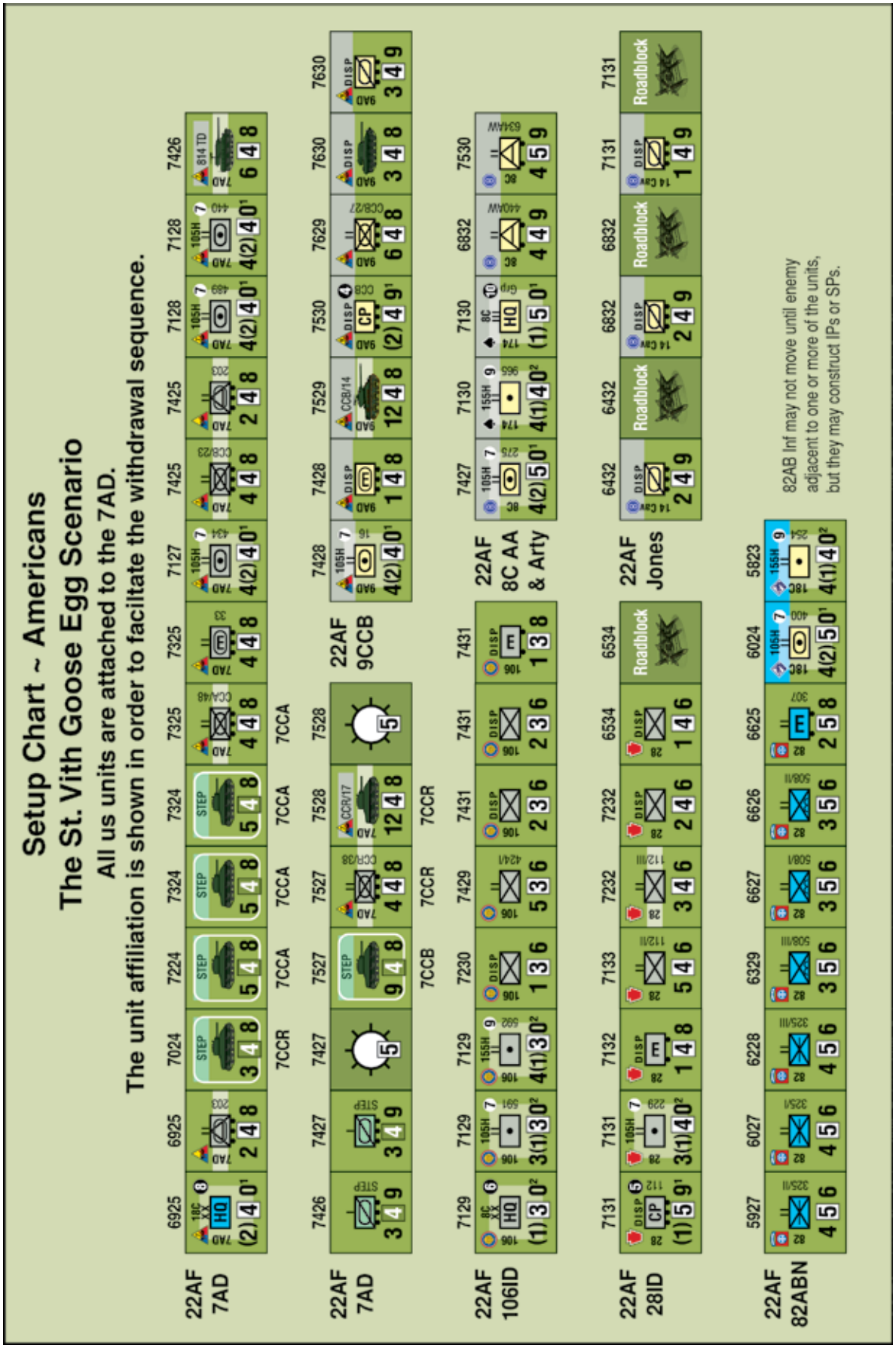

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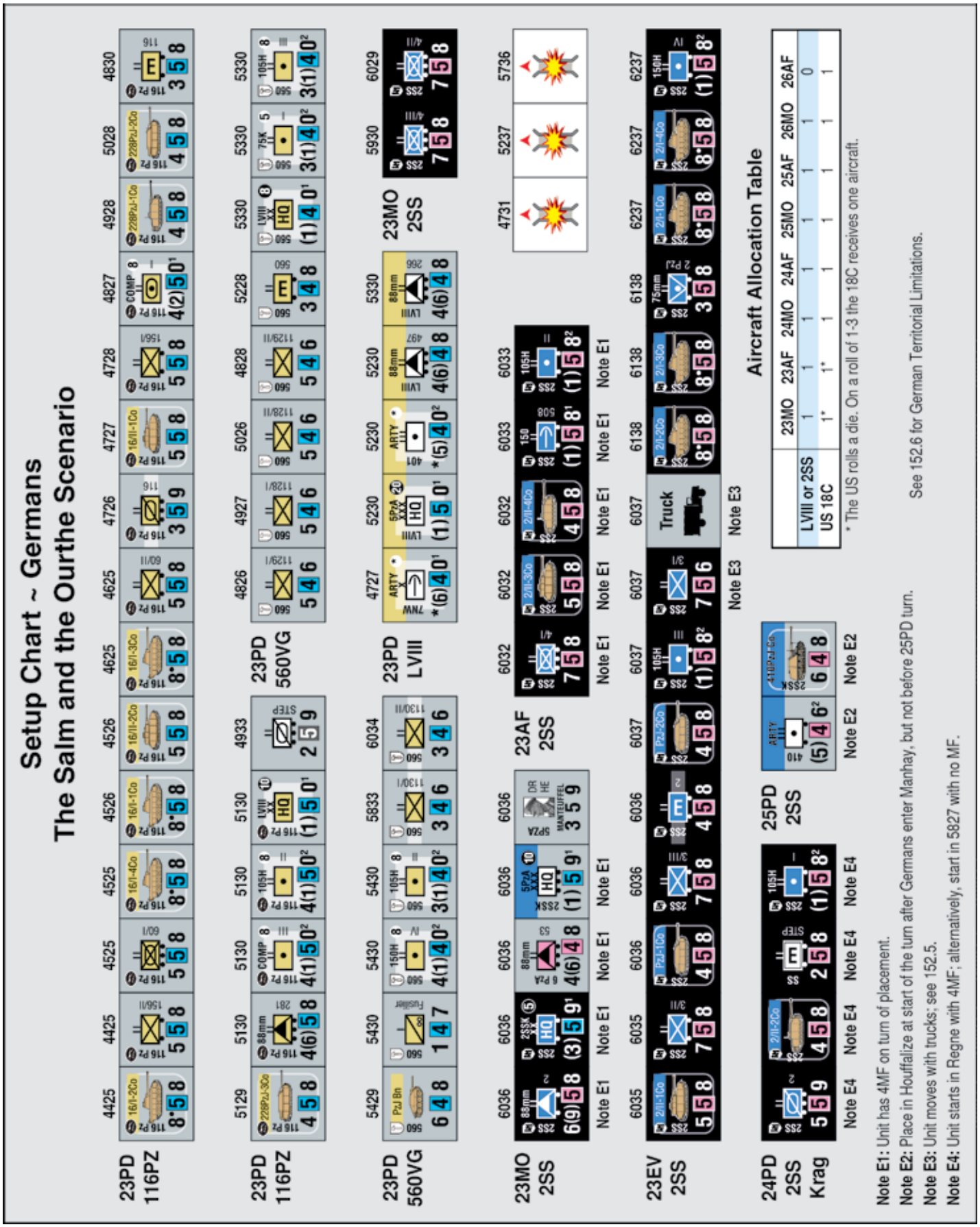

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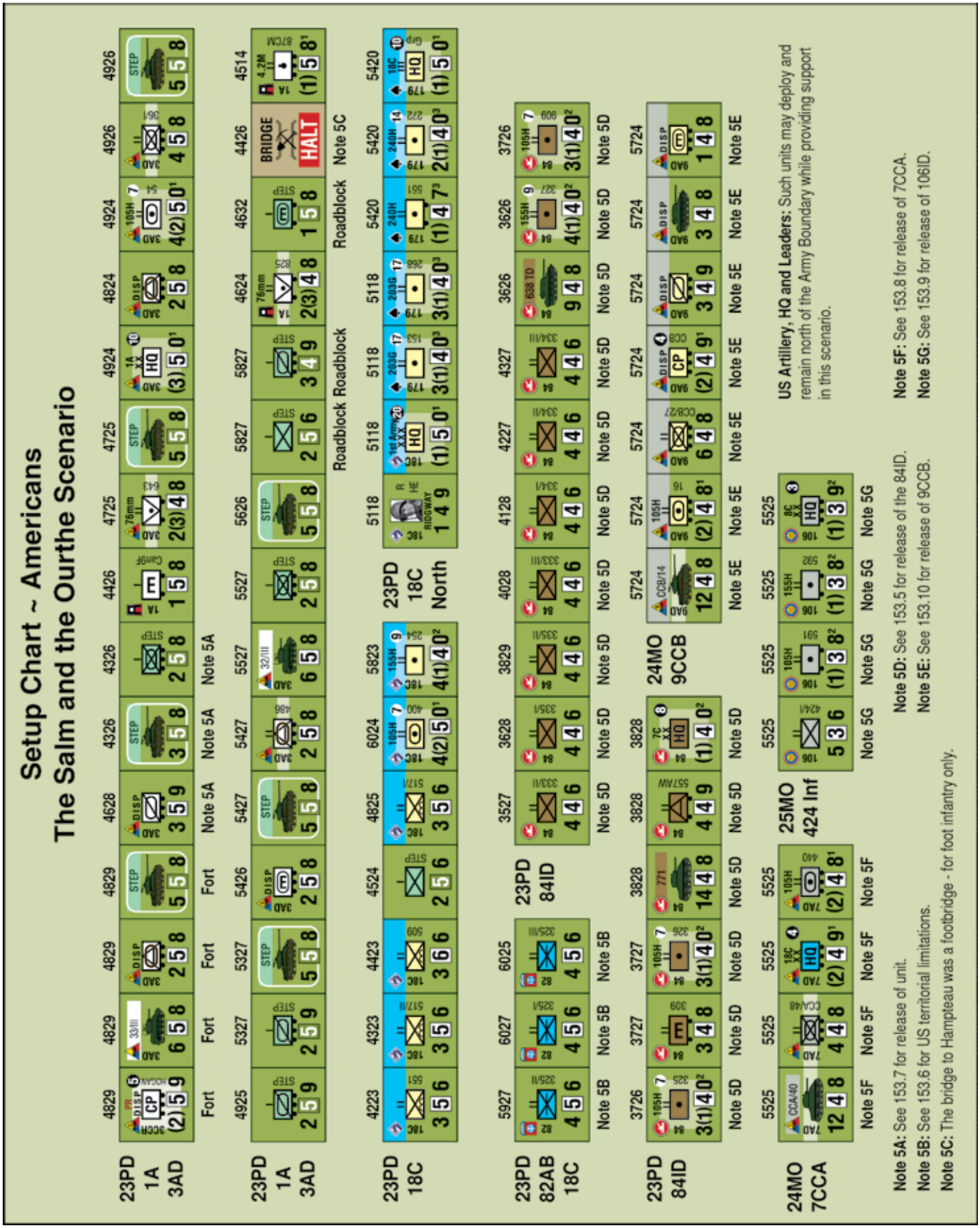

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SS Step Loss Chart

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

KGP Tiger II tanks

KGP Panther tanks

12SS Panther tanks

2SS Panther tanks

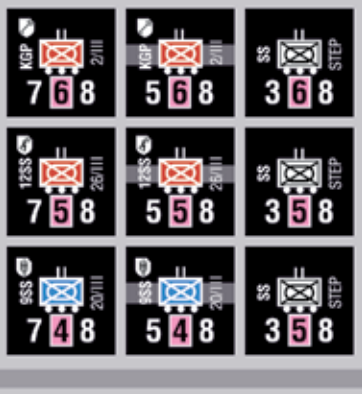
9SS Panther tanks

12SS Jagdpanthers

SS Recon

SS Heavy AA

SS Panzer Grenadiers



SS Cross-Country Motorized Infantry

SS Truck Motorized Infantry

SS Foot Infantry

SS Engineers

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Wehrmacht Step Loss Chart

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

653 Jagdtiger

506 Königstiger VIb (Tiger II)

506 Tiger VIe (Tiger I)

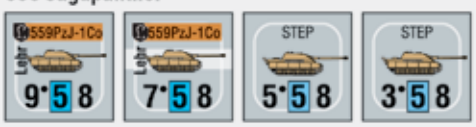
301 Tiger VIe (Tiger I)

5 Pz Army Panther

7th Army Panther

519 Jagdpanther

559 Jagdpanther

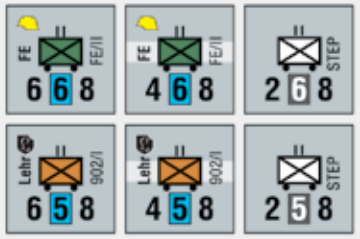


Armored Recon

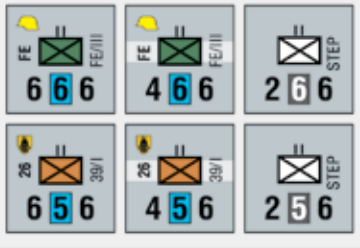
Heavy AA

Panzergrenadier

Truck Motorized Infantry



Foot Infantry



88mm Anti-tank

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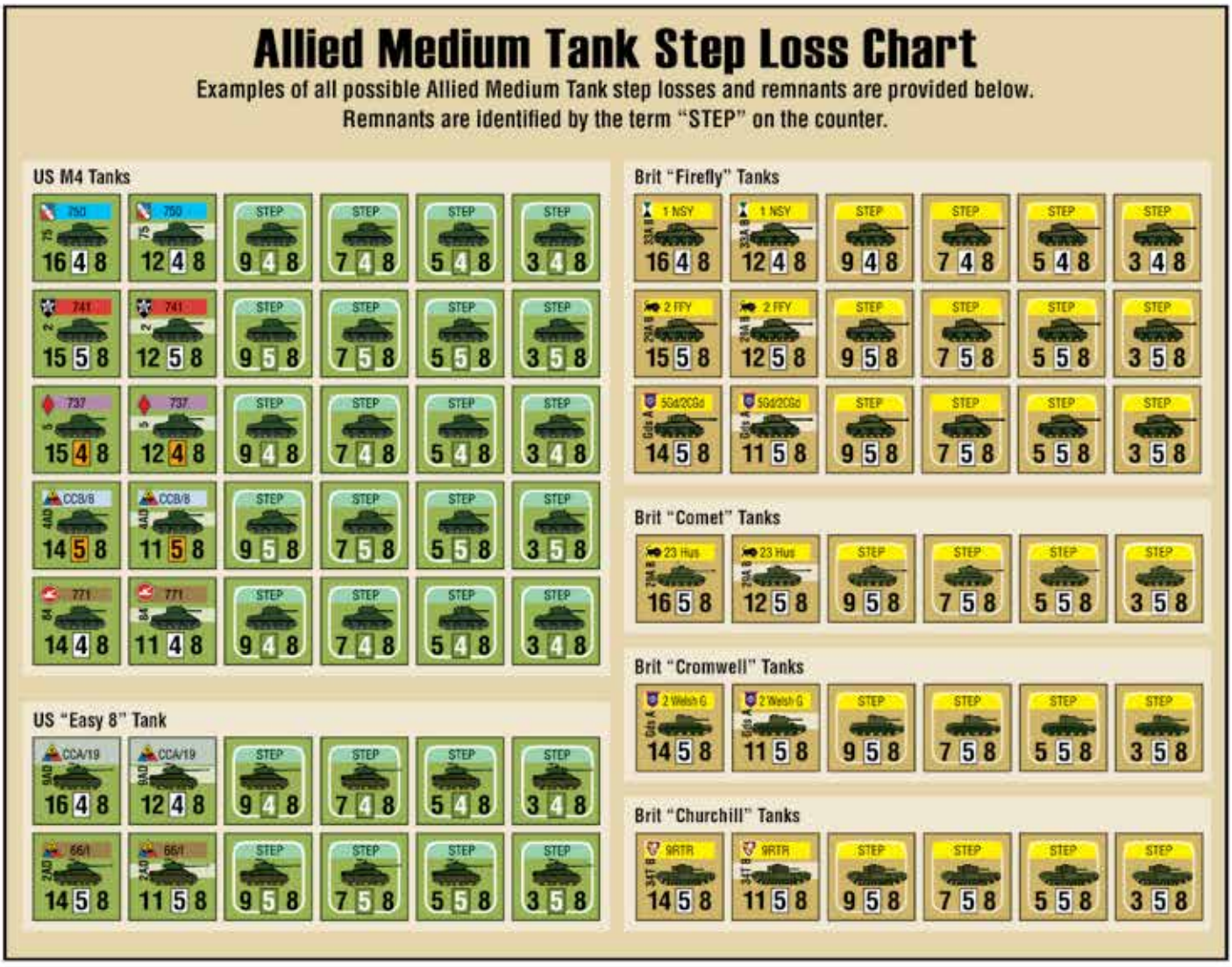
Allied Medium Tank Step Loss Chart

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



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Allied Non-Medium-Tank Step Loss Chart

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

US Infantry

US Armored Infantry

US Armored Engineer

US Armored Cavalry

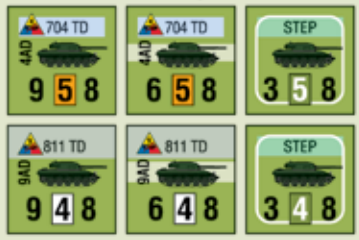
US Heavy Armored Cavalry

US Heavy AA

US M5 "Stuart" Light Tank

US M10 Tank Destroyer

US M18 Tank Destroyer



US M36 Tank Destroyer

Brit 17Pdr Anti-tank

Brit Heavy AA

Brit Armoured Cavalry

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Activity Status - Headquarters and Command Posts

The HQ and CP in the charts below may choose an Activity Status during the HQ Activity Segment (Section 13.0) that differs from its Commanding HQ. If a CP does not appear in the following Charts it must choose the activity status chosen by its Commanding HQ.

5 Panzer Army
5PzA HQ
LXVI Korps HQ
XLVII Korps HQ
LVIII Korps HQ
18VG HQ
62VG HQ
FE HQ
Pz Lehr HQ
2Pz HQ
26VG HQ
167VG HQ
116 Pz HQ
560VG HQ
9 Pz HQ
Lehr 901CP (Scenario)

6 Panzer Army
6PzA HQ
LXVII Korps HQ
1SS Korps HQ
2SS Korps HQ
326VG HQ
272VG HQ
3PzG HQ
1SS Div HQ
KGP HQ
12SS HQ
12VG HQ
277VG HQ
3FJ HQ
150Bde HQ
2SS Div HQ
9SS HQ

7 Army
7A HQ
LXXX Korps HQ
LXXXV Korps HQ
LIII Korps HQ
212VG HQ
276VG HQ
5FJ HQ
352VG HQ
79VG HQ
FG HQ
15PzG HQ
9VG HQ
5FJ CP/LIII Kps

US 1st Army
1Army HQ
1A Echelon: 3AD HQ
1A Echelon: 3CCA CP
1A Echelon: 3CCB CP
1A Echelon: 5AD HQ

5Corps HQ
5C Echelon: 406FAG HQ
5C Echelon: 187FAG HQ
5C Echelon: 190FAG HQ
1ID HQ
2ID HQ
9ID HQ
78ID HQ
99ID HQ

18Corps HQ
18C Echelon: 179FAG HQ
82AB HQ
30ID HQ
75ID HQ

US 1st Army
7Corps HQ
7C Echelon: 18FAG HQ
7C Echelon: 142FAG HQ
7C Echelon: 188FAG HQ
2AD HQ
84ID HQ

30Corps HQ
30C Echelon: 4 AGRA HQ
30C Echelon: 5 AGRA HQ
30C Echelon: 29 Bde HQ
30C Echelon: 33 Bde HQ
30C Echelon: 34 Bde HQ
Gds Arm HQ
43ID HQ
51ID HQ
53 ID HQ

US 1st Army
8Corps HQ
8C Echelon: 174 FAG HQ
8C Echelon: 333FAG HQ
8C Echelon: 402FAG HQ
8C Echelon: 9CCB CP
8C Echelon: 9CCR CP
106ID HQ
28ID HQ
7AD HQ
101AB HQ
10CCB CP

8Corps HQ Lux
8C Echelon Lux: 422FAG HQ
8C Echelon Lux: 9 AD HQ
4ID/12 CP
10AD HQ
28ID/109 CP

US 3rd Army
3A HQ
3A Echelon: 11AD HQ
3A Echelon: 35 ID HQ

3Corps HQ
3C Echelon: 193 FAG HQ
3C Echelon: 203FAG HQ
26ID HQ
80ID HQ
4AD HQ

12Corps HQ
12C Echelon: 177 FAG HQ
12C Echelon: 182FAG HQ
12C Echelon: 183FAG HQ
12C Echelon: 422FAG HQ
9 AD HQ
4ID/12 CP
10AD HQ
28ID/109 CP
5ID HQ

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