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HURTGEN: HELL'S FOREST SCENARIO RULES

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Hurtgen: Hell's Forest depicts the US First and Ninth Armies' fall 1944 campaign to reach the Rhine River before the onset of winter. Initially beset by shoestring logistics, and troops and equipment worn out after the long pursuit from Normandy, the campaign devolved into months of slogging through terrible weather, digging out nests of German entrenchments, and fanatical German resistance. *Hurtgen* is the second game in the *Grand Operational Simulation Series (GOSS)*.

1.0 GAME COMPONENTS

1.1.0 Game Rules

These rules add to, and may modify the rules in the GOSS rulebook. In all cases, the rules in this book take precedence over any in the GOSS rules.

1.2.0 Game Map

The following rules define the unique terrain and rules pertaining to them.

1.2.2 Rivers & Streams

The Meuse (Maas) is a major river. The Rhine River is a great river. All other rivers are considered minor rivers.

1.2.5 Marsh Hexes

There is no “soft ground” Use the Marsh rules and March line on all charts.

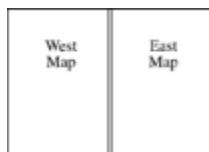
1.8.0 Inventory of Game Parts

A complete game of *Hurtgen: Hell's Forest* includes:

- Two Map sheets: East(E) and West(W) maps. A Game Turn Record Track is printed on these maps. Furthermore, reinforcements are keyed to this track on separate charts.
- Seven counter sheets (1950 counters)
- Two Army Level Record Tracks (one US & one German)
- Two 11 x 17in. game charts (two-sided)
- Two 8.5 x 11 in. unit breakdown charts/unit type charts (two-sided)
- One 8.5 x 11 US & German Transport Table/Miscellaneous Table (two-sided)
- One rules booklet
- One scenario rules booklet
- One full color setup & example of play booklet
- Two ten-sided dice

2.0 SETTING UP THE GAME

The two map sections have been designed so that they overlap each other when they are placed together. Each map is identified by a compass heading: East or West. The West map contains the city of Aachen at hex 2826, while the East map shows the Rhine River. The East map should be placed on the table first. Next, the West map should be placed so that it overlaps with the East map. When placed together correctly, the roads and terrain features should align properly along the hexes on the edges of the maps.



3.0 THE GAME TURN

Use the standard GOSS Sequence of Play.

3.4.0 Extended Night Activity

Extended Night Activity is used. Either side may choose to activate units during this period. Rest GTs have no effect on ENA.

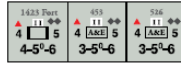
3.5.0 Rest GTs

GOSS 3.5.0 applies.

4.0 UNIT CHARACTERISTICS

GOSS 4.4.4 (Green Divisions) and GOSS 4.5.5 (Kangaroos) are not used.

4.5.3 German Rear Echelon Units



All fortress battalions, static Luftwaffe Flak companies, MG battalions, training units (A&E), Landwehr (Lnds) units, security units (Sec), police units, and the units labeled “Hennecke” and “Stomach” are rear echelon units. Many of these units were under direct command of the training army and Wehrkreis VI. They are identifiable by a white box behind the unit size symbol.

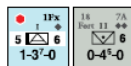
4.5.3a NCO Schools Duren and Julich



These two battalions were composed of first-rate soldiers who were being trained to become NCOs. As such, their loss in combat would not be proportional to any gain they could achieve. The Allied player receives 2VPs (as listed in the scenarios) for each step loss these units incur. Additionally, as soon as they are reduced to their final steps, each unit must be withdrawn from further play. Simply remove them from the map when this happens. These units may not receive replacement steps.

7.0 MOVEMENT

7.10.2 Static Artillery/Flak Units



The fortress AT Btns and Static Flak Coys are considered army/corps asset units.

- The 503 and 504 fortress AT Btns may breakdown into two Z-unit detachments each.
- When received as reinforcements, the Fortress AT Btns may be placed in any Westwall hex or town/city hex adjacent to a Westwall hex. The hex they are placed in must be in GenS. Hvy Flak Coys are placed according to scenario instructions.
- These units are always in command and GenS as long as they can trace a GenS path from any friendly divisional HQ.

- Luftwaffe Flak Coys are considered Hvy Flak. GOSS 11.4.1b applies

Designer's Note: *The Luftwaffe units tended to be under the administration and command of the Reich defense command, so command of these units should be no problem.*

9.0 COMMAND

9.2.0 Command Boundaries

All initial army and corps boundaries are shown on the scenario setup maps. Players may change these boundaries (unless prohibited by any rules below) as they see fit, but may only do so once per game day.

9.2.1 1st US Army



Until the AM GT of October 22 (GD 41), the US 1st Army controls all US units on the map. This includes any units designated as being subordinated to the US Ninth Army.

- The First Army boundary stretches from the southern map edges of maps E and W north to the 21st Army Group boundary.
- On the AM GT of October 22 (GD 41), a boundary between the 1st and 9th Armies must be established. The boundary may be any straight line of hexes running west to east that is north of the city of Aachen (W2926).
- 1st Army PSS is any primary road hex on the west edge of map W within the 1st Army's zone of operations (ZOP).
- On the AM GT of October 15 (GD 34) the 1st Army may use Liege (W0335) as a PSS.

9.2.2 9th US Army

The Ninth US Army is activated on the AM GT of October 22 (GD 41).



- Ninth Army HQ and the 11th Cavalry Group (CavGrp) are placed in Maastricht during the Command Phase of the AM GT of October 22. See 21.5.1 for the composition of the 11th Cav Grp.
- The US XIX Corps and all assigned formations/units are immediately subordinated to Ninth US Army.
- All units designated as Ninth Army assets must immediately move into the Ninth Army ZOP and are assigned to the Ninth Army. Mark all such units OoC until such time as they enter the Ninth Army ZOP. They move as if they were normal fuel and may use their full MA.
- The 9th Army ZOP extends south from the 21st AG October boundary (shown on the game map) to the 1st Army northern boundary (9.2.1).
- The boundary between the 9th Army and 21st AG may not be changed until Geilenkirchen (W3113) is Allied controlled.

- 9th Army PSS is any primary road hex on the west edge of map W within the ZOP of 9th Army.
- On the AM GT of November 2 (GD 52) the 9th Army may use Maastricht (W0820) as a PSS.
- When the US XIII Corps arrives on November 8 (GD 58) it must be subordinated to Ninth Army. The 102nd Division which arrives the same GD must be assigned to the XIII Corps.

9.2.3 US V Corps



Historically during September and October the V Corps was involved in holding the line south of the game maps. Because of this, only the 102nd CavGrp of V Corps (4x units) and the 62/V AFA Btn are allowed on the map when it arrives on October 5 (GD 24). The CavGrp may operate within 6 hexes of the south map edge.

- On the first GT in October or November that an Allied initiated lull ends, the Allied player may move the V Corps boundary north to a line from W1445 direct to W3435, then to W4032 and from there due east (line shown in part on the November set up map). The corps boundary may not be shifted again.
- The V Corps HQ is located off the southern edge of map W. V Corps formations trace their GenS path no longer than 12 MP from Kalterherberg (W3545) or W2845.
- The V Corps is counted as a supported corps for the 1st Army on the GD that the corps boundary is moved. It cannot be listed as not supported. It is considered to have three formations assigned.

9.2.3a Additional V Corps Units

Throughout the course of the game, the Allied may commit additional V Corps assets and assign a limited number of divisions to the V Corps. The below additions may be made the AM GT of the GD listed.

- October 31 (GD 50) the Allied player may assign any one division to the V Corps. The Allied player also randomly selects six V Corps artillery Btms from the V Corps assets held aside in 21.5.1; the 20th, 146th and 1340th combat engineer (CE) Btms. The corps asset units arrive on any primary road hex on the south edge of map W. Ignore the GTRT entry points for the above three CE Btms.
- November 11 (GD 61) CCR of the 5th Armored Division, including the 47th AFA Btn and, one Coy each of M-10, ArmC, and Armored Engineers (ArmE) may be assigned to the V Corps.
- December 2 (GD 82) one additional division may be assigned to the V Corps. Two corps artillery Btms and two CE

Btms may be selected from the available V Corps asset units. The corps asset units arrive on any primary road hex on the south edge of map W.

- If in any AM GT the Allied side has units on the east side of the Roer River and those units are in GenS, all of the remaining V Corps assets arrive as reinforcements on any primary road hex on the south edge of map W. One additional division may be assigned to the V Corps. If the 4th or 28th Divisions have already been withdrawn, one of these divisions may be selected as the additional division and may reenter the map at any primary road hex on the south edge of map W. The remainder of the 5th Armored Division also enters at the same points, assigned to the V Corps.

Designer's Note: *Historically, the 8th and 78th infantry divisions and one combat command of 5th Armored operated in this area during December.*

9.2.4 British 21st AG Boundary

The boundary between the British 21st Army Group and the US 12th Army Group separates most US forces from those of the British. This boundary is shown on each of the scenario maps and on the game maps as the 21st AG Boundary.

- When playing one of the three monthly scenarios, the boundary line may not be moved by the players. It must remain as shown on the scenario and game maps for that month.
- If playing the full campaign game, the boundary may be changed once each calendar month. The line may never be moved south of that shown for November or north of that shown for October.
- British units may never cross the Maas River to the east unless they are moving into already controlled friendly territory that is within the 21AG boundary.
- The PSS for all British units and US units attached to the XXX Corps is any primary road hex west of the MAAS River within the 21st AG ZOP.

Note: Some US formations may be temporarily assigned to 21AG. If so, these formations may operate within that boundary.

9.2.4a XXX Corps



The XXX Corps ZOP is from the 21st AG boundary to the northern map edge. XXX Corps units may not make ground assaults against German units east of the November 16th start line with the exception of hexes within four hexes of Geilenkirchen (W3113), or if a XXX Corps reaction has been triggered.

Designer's Note: *This area was actually the ZOP of more than one British corps at one time or another, but for ease of play,*

XXX Corps is used to represent these various corps.

9.2.4b XXX Corps & US Units

One US Cav Grp may be assigned to the XXX Corps. It may operate in the XXX Corps ZOP. The Cav Grp may not make ground assaults against German units in FWs east of the Maas River. No other US unit or formations may operate in XXX Corps ZOP, unless a XXX Corps reaction has been triggered (see below).

- XXX Corps units or formations may not operate in any US ZOP. Unless specifically allowed, US units may not enter XXX Corps ZOP.
- US reinforcements may move through the XXX Corps ZOP using Strat movement to reach the US ZOP.
- If units are forced across the 21st AG boundary, they are out of command until they reenter the appropriate ZOP.
- November 1 (GD 51) one US infantry division may be attached to XXX Corps. The division may remain assigned to XXX Corps until the town of Geilenkirchen, (W3113) is controlled by the Allied player. Geilenkirchen must be the immediate objective of this division. The division must be released back to the 9th US Army (XIII Corps) the GT after Geilenkirchen is Allied controlled.
- The division may draw GenS from the nearest US Corps, but it is not counted against that corps' command limit, nor does it matter if that corps is in a lull period.
- While assigned to the XXX Corps, any number of units from the British 8th Armored Brigade and the 79th Armored Division may stack and operate with this division with no restrictions.

9.2.4c British Reaction

The British ZOP on the map was not the focus of Allied operations and the Germans were generally happy to keep it dormant.

- During the month of September, German units that did not start the scenario west of the Maas River, may not move to the west side of that river.
- October 1 (GD 20), this restriction is lifted, however, if any German unit is west of the Maas River, or within one hex of Geleen (W1712), the Allied player checks to see if XXX Corps becomes fully active.
- At the start of each GT, if any German units are in violation of the above restrictions, the US 7th Armored Division arrives as a reinforcement on any primary road W0301 and W1601. The division is assigned to the XXX Corps. It may be reassigned one GD later to the US corps that is adjacent to the XXX Corps ZOP.

- While assigned to the XXX Corps the 7th Division uses ammunition and fuel values of the XXX Corps. XXX Corps' HQ is considered to be six MP off the map from any of the above entry hexes.
- On the first AM GT after the 7th Division arrives, and each AM GT thereafter, if there are still German units violating the September or October restrictions, the Allied player may attempt to activate additional British units. All units arrive at the same locations as the 7th Division.
- Count the number of German divisions that have assigned or attached units violating the restrictions (count independent BG as one formation). For each division roll 1d10. If any DR is greater than 4, the Guards Armored Division is activated.
- On the GT after the Guards Armored Division arrives, the XXX Corps HQ, all six of the 5 AGRA artillery Btns, XXX CE Btn, both XXX AT Coy units, two XXX Recon Btns, and three Coys of the 79th Armored Division arrive.
- On the GD after the arrival of the XXX Corps HQ, the British 43rd Division and the 8th Armored Brigade arrive.
- On the GT that there are no German units in violation of the restrictions, The Gds Arm Division, three 5 AGRA artillery Btns, and all but two corps independent units must withdraw to the west side of the Maas River. These units may not conduct offensive ground assaults, participate in FS missions, or move east of the Maas River unless the German side once again violates the original restrictions.
- The 43rd Infantry Division, 8th Armored Brigade, any three artillery Btns, two XXX Corps independent units and the corps HQ may remain east of the Maas River within the XXX Corps ZOP.

9.2.5 German Boundaries

German boundaries are initially placed as shown in the scenario diagrams. They may be modified in accordance with GOSS 9.2.0. When playing the campaign game, the German side may ignore October and November scenario diagrams. Corps and army boundaries must be identified the first AM GT after an HQ arrives.

15.0 SUPPLY

15.3.0 Primary Supply Source

The Allied Primary Supply Sources are detailed in 9.2.1, 9.2.2 & 9.2.4. The German PSS are as follows:

- Any city hex east of the Roer River connected to hexes east of the Rhein by primary road hexes.
- Any primary road hex on the northern map edge east of the Roer River.

- Any Aachen city hex can provide six on hand supply points (OhS) and two Fuel Points (FP) to any one German formation HQ if the HQ is isolated and has a valid OhS supply path to any German controlled Aachen city hex. GOSS 15.5.0 applies.

16.0 LOGISTICS & TRUCKS

Except as noted below, both sides use the GOSS logistic rules covered in 16.0.

16.2.2 US Logistics

Both the 1st and 9th (when activated) track fuel and ammunition. TP are assigned by scenario.

- Beginning November 15 (GD 65) both US armies are no longer required to use the fuel point logistic procedures. All formations/units in GenS are considered to have normal fuel. All TP may be assigned to ammunition delivery and motorization.
- Beginning December 1 (GD 81) both US armies are no longer required to determine ammunition delivery. Each army has an ADV of seven. This ADV is adjusted based on number of corps supported and creation of AmP.

16.2.3 British Logistics

The 21st AG does not use the Logistic Table to determine ammunition or fuel points.

- During all GTs in September and October, all formations/units assigned to the XXX Corps are considered "Low" Fuel.
- Beginning November 1 (GD 51) all formations/units are considered to be "Normal" Fuel.
- If the German player triggers XXX Corps reaction (9.2.4c) all formations/units assigned to the XX Corps have "Normal" Fuel for the remainder of the game.
- XXX Corps has an ADV of 5. There are no adjustments made for number of formations assigned to the corps. The Allied player may create a maximum of two AmP per GD after XXX Corps HQ arrives on the map.

16.2.4 The Fuhrer Ammo Reserve

Hitler had special stocks of ammo and fuel being set aside for the Ardennes Offensive. Had the Allies threatened to breakthrough, he would (and did to a minor extent) release some of these stocks to halt them.

- Beginning November 1 (GD 51) the Germans may draw on this reserve.
- TP are not required, simply add the number of AmP or FP drawn from the reserve to the German stockpile.
- There are 12 AmP and 12 Fuel Points in this stockpile. For each AmP or FP, the German player draws from the reserve,

he must subtract one VP from his total. No more than 12 points of each may be drawn from the reserve.

16.2.5 Truck Points & Lulls

During a lull, both sides must still maintain a minimum number of TPs on fuel and AmP delivery to sustain their armies. Each army must assign at least one TP to carry fuel and one TP to carry AmP. No more than two TPs per GD can ever be assigned to bring in units from the Allied Reinforcement Pool (21.5.0).

17.0 ENGINEERS

17.3.3b ET-2 Construction

GOSS 17.3.3b is modified as follows:

- Only the Axis side is allowed to construct an ET-2 without previously constructing an IP in the hex.
- The village, town or city hex must be within the borders of Germany (see map).
- All clear terrain hexes east of and adjacent to the Roer River and Erf Canal, may be treated as a village, town or city hex for this purpose.

17.3.3c ET-3 Construction

Only the German player may build and/or occupy ET-3.

- Beginning September 26 (GD 15), the German player may replace one ET-2 with one under construction ET-3 at the beginning of a friendly Construction Phase.
- This may only be done every other GD.
- ET-3 can only be placed in hexes that are in GenS, contain a village, town or city and are within the borders of Germany.
- The ET-3 is completed at the beginning of the next friendly Construction Phase.
- There may never be more than ten ET-3 on the map at any given time.
- On GDs in which an ET-3 may be placed, the German player may instead remove one ET-3 and replace it with an ET-2. The removed ET-3 is available for placement two GDs later, as noted above.

17.5.0 Fortified Area Hexes

The only fortified area hexes in Hurtgen are Westwall hexes. GOSS 7.3.5 & 17.4.1f apply. The location of the Westwall are printed on the map (see the TEC). Only German units may receive the full benefit of intact Westwall hexes.

17.5.1 Westwall Upgrade

Due to years of neglect, the Westwall was not battle-ready in September. When playing any scenario that starts in September, all Westwall hex ground assault combat benefits are reduced as follows (FS DRMs are not affected):

- From September 12 (GD 1) to September 14 (GD 3) defending German units receive one column shift in their favor.
- Beginning the AM GT of September 15 (GD 4) they receive two column shifts in their favor.
- On the AM GT of September 18 (GD 7) the full three shift bonus are awarded.

19.0 WEATHER

19.2.1 Historical Weather

Historical weather is shown on the Game Turn Record Track (GTRT). The Turn Record Key explains the format. The atmospheric condition is shown for the AM GT, then the PM GT. The ground condition shown is for the entire GD.

19.2.2 Variable Weather Determination

Variable weather is determined by using the chart and DR modifiers listed on the Weather Table depicted on the GTRT. Either player can roll for weather. Always determine atmospheric conditions prior to determining ground conditions. Apply all GD DRMs to both DR. Ground condition DRMs are used based on current atmospheric conditions. Previous GT ground condition, influences the DR range for determining ground conditions in the current GT. Determine Night GT and ENA ground condition by using the Night Ground Condition chart at the bottom of the Weather Table.

20.0 AIRPOWER

20.1.1 Assignment of Air Points

There are no separate air sectors. AP assigned to missions may support any friendly army anywhere on the map.

20.3.0 Ground Interdiction (GI)

Apply a +1 DRM to all Ground Interdiction Value DRs.

20.4.0 Supply Interdiction (SI)

A maximum of three missions may be conducted each GD.

20.8.0 Carpet Bombing

On the GD that an Allied requested lull ends (they were Side 1), the Allied player may conduct a carpet bombing mission. The mission may be conducted during the AM or PM GT as the first action taken in the Fire Support Segment. Only one Carpet Bombing attack is allowed. The Allied player takes 16 markers of any kind (preferably the blue ace of spade markers) and places them as follows:

- Four in any city hexes within 14 hexes of a friendly unit.
- 12 in any hexes within two hexes of a friendly unit. These 12 markers may be split into two groups of six or retained as a single group of 12. All markers in a group must form a straight line of hexes

along whatever axis is chosen (SW to NE or NW to SE). The groups may be set side by side (i.e., two lines of six markers).

- After all markers have been placed, the Allied player rolls 1d10 for each marker. Apply the following DRMs:
 - +2: Hex is an intact Westwall hex.
 - +1: Hex has an Axis ET present.
- If the modified DR is a 0-4 the marker remains on the map. Remove the marker on a modified DR of 5-9.
- Roll 1d10 for each marker still on the map. If the result is 0-1, one step is eliminated from the hex, and if the result is 2-4 place an AS marker on the units. The choice of what steps are lost is made by the owning player.
- The Carpet Bombing markers remain in place until the Administrative Phase. Any (of either side) unit using Exploit Movement into a hex that contains one of these markers must expend two additional MPs.

21.0 REINFORCEMENTS

21.5.0 US Asset Reinforcements

US Corps and Army asset units (all of those independent artillery, combat engineer, and armor/TD battalions) arrive by being randomly picked from a Reinforcement Pool. Scenario instructions may call for them to start on the map or arrive at a specified time and place.

21.5.1 September Reinforcement Pool

Separate out the following corps and army asset units. They are placed or arrive via scenario instructions.

- 4/VII Cav Grp (4ArmC Btn, 24ArmC Btn, 2x 4C M-5 Coys, 759/VII M-5 Btn, 87/VII AFA Btn, & 297/VII CE Btn); 991/VII AFA Btn; 237/VII CE Btn; 238/VII CE Btn.
- All V Corps asset units (22 units).
- 11/XIII Cav Grp (36ArmC Btn, 44ArmC Btn, 2x11C M-5 Coys); 251/XIII CE Btn.
- 113/XIX Cav Grp (113ArmC Btn, 125ArmC Btn, 744/XIX M-5 Btn, 2x113C M-5 Coys); 178/XIX CE Btn.
- 92/9a Chem Btn, 264/9a FA Btn, 265/9a FA Btn, 266/9a FA Btn, 269/9a FA Btn, and 557/9a FA Btn.

Place the following 58 corps and army assets into an opaque cup. This is the September Reinforcement Pool.

- 1st Army (12 units) This includes the 99th Inf Btn and 2nd Ranger Btn.
- VII Corps (18 units)
- XIX Corps (23 units)
- 9th Army (5 units)

The following units are set aside they are not used.

- Remaining XIII Corps' asset units (18 units).

21.5.2 Campaign Game US Reinforcement Pool

If a September or October scenario is being played into November or beyond, use the following procedures to adjust the US Reinforcement Pool.

- On the AM GT of October 19 (GD 38), place all remaining Ninth Army and ten randomly drawn XIII corps' asset units into the reinforcement pool. Follow the procedures in 21.5.5.
- On the AM GT of November 8 (GD 58) add the remaining XIII Corps' asset units to the pool. The Allied player draws one unit from the pool each AM GT. The units arrive stacked with or adjacent to the Ninth Army HQ. TP allocation is not required.

21.5.5 Reinforcement Pool Procedures

The Allied player may randomly withdraw units from the Reinforcement Pool. At the start of the Transport and Logistics Phase, the Allied player may expend TP to bring in corps/army asset units in the pool. The TP may not be used for any other purpose that GD. For each TP expended, the Allied player randomly selects three units from the pool. The units appear during any friendly Movement Phase that GD. They are placed on any road hex on the western edge of the map W.

21.6.0 German Reinforcement Pools

The German side receives most of its non-divisional reinforcements by randomly picking units from the Reinforcement Pools. The German player rolls 1d10 during the Transport and Logistics Phase. During all GDs in September a +1 DRM is applied to the DR. The number of units that may be randomly selected from the pools is determined as follows:

- DR 0-1 = 1 unit
- DR 2-5 = 2 units
- DR 6-8 = 3 units
- DR 9+ = 4 units

The German player may draw units as follows:

- All units may be drawn from Group A (21.6.1a), or he may;
- Forego one selection in Group A and then draw one unit from Group B (21.6.1b). Only one draw may be made from Group B.
- If there are not enough units left in Group A to complete the allowed draw, all remaining units may be drawn from Group B.
- On November 1 (GD 51), if there are no units remaining in Group A and B, units may be drawn from Group C (21.6.1c). Units are placed in the following hexes if German controlled and in GenS. No more than one unit may appear at each location.
 - Julich (E0317)
 - Duren (E0925)

- Eschweiler (W3823)
- Heinsberg (W3006)
- Euskirchen (E2435)
- Erkelenz (E0205).

21.6.1 September Reinforcement Pool

The German Reinforcement Pool for September consists of three groups: Group A, Group B & Group C. The following units are not placed in the pool and start the scenario on the map:

- 416/176 and 426/176 Training Rgts (each with 4 units).
 - 211/526 (4 units), 253/526 (3 units), and 536/526 (4 units) Training Rgts.
 - 16Sec, 526Sec, 547Sec, 736Sec, 863Sec Btns.
 - 11th Luftwaffe Fortress Battalion
 - Aachen A&E Btn
 - Hennecke and Duren police units.
 - Julich and Duren NCO Btns.
 - Six Luftwaffe Static Hvy Flak Coys.
- This is a total of 36 units. All remaining rear echelon units and army/corps asset units are placed in the three pools as detailed in 21.6.1a thru c.

21.6.1a Group A. Reinforcement Pool

Place the following 43 units into the Group A1 pool:

- Luftwaffe Fortress Btns (16)
- Heer Fortress Btns (6)
- Landwehr Btns (8)
- Training (A&E) Btns (4)
- MG Btns (7)
- 626Sec Btn
- Stomach Btn

21.6.1b Group B. Reinforcement Pool

Place the following 29 units into the Group B. pool:

- All artillery units labeled 7A (6 units), 81K (3 units), and 74K (2 units); Total (11 units).
- Fortress AT Btns (6 units)
- Luftwaffe Static Hvy Flak Coys (12 units).

Note: The 503 and 504 fortress AT units each have two counters that allow them to split into two smaller units. Set the breakdown counters aside until used.

21.6.1c Group C. Reinforcement Pool

The German player randomly selects ten units from Group A and places them in the Group C pool. He also places the two XII SS Corps artillery units into this pool.

21.7.0 6th Pz Army & Early Activation

Sixth Panzer Army was refitting near the city of Köln during the month of November in preparation for Hitler's planned counteroffensive in December. If the Allies had gotten beyond the Roer River, it is likely that part of this army and other divisions would have been committed to halt any further advance on the Rhine.

- Beginning the AM GT of November 5 (GD 55), anytime an Allied unit, in GenS, is east of the Roer River or within 10 hexes of Euskirchen (E2435), the German player may attempt to activate elements of the 6th Pz Army.
- Roll 1d10, result of 2 or more; ISS Pz Corps HQ, two 6SS Army artillery Btns and the 12SS Pz Division are activated. They are placed on the map in any German controlled hex within ten hexes of Köln (E3117).
- After activation, but prior to placing the 12SS Pz Division, roll 1d10. The result is the number of step losses the 12SS Pz Division's infantry type units have previously suffered. Roll a second 1d10 and halve the result. The result is the number of Pz steps previously suffered. For each seven GDs after the November 5 (GD 55), apply a -2 DRM to each step loss DR.
- If on any GD after November 5, there are elements (any single unit) from a second Allied division that meet the activation trigger, all units of the 2SS Pz Division may be activated. The 2SS is subject to the same step loss DR as the 12SS.
- Once activated, these units remain in play until the German player wishes to withdraw them.

21.7.1 German 347th Infantry Division

The six units of the German 347th Infantry Division are a potential reinforcement. This reinforcement is triggered if the Allied player moves units east of the W3700 hex row and is within 10 hexes of the southern map edge. If triggered, the German player receives the 347th Division as reinforcements from anywhere on the south edge of the maps east of hex row W3500. These units arrive one GT after being triggered.

22.0 REPLACEMENTS

22.3.4 Resurrecting with RE Units

The German player may not resurrect units using RE units prior to the AM GT of September 15 (GD 4).

22.7.0 Luftwaffe Static Flak Coys

Eliminated Luftwaffe Static Flak Coys may not be replaced using RePs nor do they garner RePs when eliminated. Beginning the AM GT of October 1 (GD 20) one Static Flak Coy may be removed from the eliminated units box and placed on the map in any German controlled city or town hex within the borders of Germany. Only one Coy can be placed every seven GDs. There is no cost in ReP.

23.0 LEADERS

23.4.1 Allied Leaders

All leaders have the same bonuses as detailed in GOSS 23.0. In addition, the below leaders have the following benefits.

Collins (VII Corps): If Collins starts the AM GT stacked with a formation HQ subordinate to the VII Corps, that division's subordinate units may perform their movement during a Friendly Movement Phase in any order desired, regardless of the type of movement used.

Terry de la Mesa Allen (104th Inf Div): If Allen is stacked with the 104th HQ, any infantry unit subordinate to the 104th Inf Div HQ may automatically activate during an ENA period. Additionally, PAs made by his division during night GTs do not suffer the -1 column shift to the left.

Maurice Rose (3rd Arm Division): If Rose is stacked with any armor unit subordinate to the 3rd Arm Div, all units in that stack, with any type of AFV symbol and subordinate to the 3rd Arm Div may advance after GA as though they were a Recon unit (GOSS 13.10.2a).

Ernest Harmon (2nd Armored Division): If Harmon is stacked with the division HQ, all subordinate units may increase their advance after combat by one hex (both PA and tactical). If stacked with or adjacent to any subordinate unit conducting an offensive GA, Harmon may provide two favorable column shifts to that one GA.

23.4.2 German Leaders

Manteuffel (5Pz Army): If Manteuffel starts an AM GT stacked with any corps HQ, all units of one Mech division subordinate to that corps HQ receive one additional MP during both the AM and PM GTs of that GD. He also confers a favorable one column shift to any units of that division when attacking or defending in a GA. He may not add that shift to a combat already receiving favorable shifts from any other leader.

Brandenburg (7th Army); If Brandenburg starts a GT stacked with a division HQ that is subordinate to the 7th Army, he may award up to two favorable column shifts to any defensive GA involving units of that division. The shifts may be used for the same GA or split between two different combats and may be combined with other leader generated favorable shifts

vLuettwitz (XLVII Pz Corps): If vLuettwitz starts an AM GT stacked with a division HQ that is subordinate to the XLVII Pz Corps, he confers one favorable shift to one GA (attack or defense) per GD to any unit subordinate to that division HQ. He may not add that shift to a combat already receiving favorable shifts from any other leader.

Waldenburg (116Pz Division): If Waldenburg starts an AM GT stacked with the 116Pz division's HQ, he may confer one favorable shift to one GA (attack or defense) conducted by units subordinate to the 116Pz per GT. All Mech units of that division may increase their maximum retreat from GA by one hex.

27.0 SPECIAL RULES

These rules deal with special situations not covered or organized in the series rulebooks.

27.1.0 Roer River Dams

The Roer River Dams have a potentially huge effect on the course of the battle. With the floodgate valves opened and then destroyed, flood conditions on the Roer River would have existed for at least 12+ full game days (as actually happened in 1945). Temporary bridging and assault crossings would not have been possible during this period, thus greatly complicating any Allied effort east of the river for some time.

27.1.1 Location of Dams

There are two critical dams, the Urft (E0539/E0540) and Schwamanuel Dams (E0637/E0737). As long as the German player controls at least one of the above listed hexes on both dams, he may open the floodgates.

Designer's Note: It is very unlikely that the Germans would actually have destroyed the dams.

27.1.2 Opening the Dam Floodgates

At any time in the game that the German player wishes, he simply announces that he has opened the floodgates. The effect is irreversible by either player. The German player must control both dams to open the floodgates.

27.1.3 Roer River Flood Stage

- Two GTs after the floodgates have been opened, the Roer River is in flood stage.
- Secondary or trail road bridges that cross the Roer are not usable during flood stage.
 - The blue tinted hexes on either side of the Roer River are considered to be marsh hexes except where a town or city hex exists.
 - Any FWs that either side has built in the blue tinted hexes are removed (including those in town and city hexes). FW may not be built in these hexes until flood stage is over (27.1.4).
 - No unit may cross the Roer River unless using a primary road with an intact bridge (engineers may not ferry).
 - Bridge markers are destroyed (remove them from the map). No bridges may be built across the Roer during flood stage.

- GenS paths may not be traced over the Roer River unless using an intact bridge as described above.

27.1.4 Flood Stage Ends

At the start of the tenth GD of flood stage, the German player rolls 1d10. On a roll of 9 or more, flood stage immediately ends. A +2 DRM applies for each GD after the tenth GD. Beginning the GD, the flood stage ends apply the following affects:

- The blue tinted areas are treated as marsh for two additional GDs (current GD +1).
- Secondary road bridges across the Roer are immediately available for all uses.
- The Roer is considered a minor river for all purposes.

28.0 VICTORY POINTS

The victory points and instant victory conditions listed in this section are applicable to scenario 2, 3, 4 and the campaign game.

28.1.0 Cities & Towns

The below listed cities and/or town hexes are worth VPs to the Allied player. The Allied player must control all town or city hexes associated with the named location listed below.

Location or Status	Allied VP
Roetgen (W3435)	5
Monschau (W3642)	5
Lammersdorf (W3837)	5
Grosshau (E0530)	10
Mariadorf (W3520)	10
Eilendorf (W3226)	10
Stolberg (W3728)	10
Eschweiler (W3823)	10
Alsdorf (W3319)	10
Heerlen (W2418)	10
Aachen (W2926)	10
Linnich (W3912)	10
Heinsberg (W3006)	10
Julich (E0317)	15
Duren (E0925)	15
Euskirchen (E2435)	15
Schleiden (E0844)	15
Erkelenz (E0205)	20
Bonn (E3931)	40
Köln (E3416)	50

28.2.0 Roer River Floodgates

The Allied side receives 40 victory points if the German player opens the floodgates.

28.3.0 Instant Allied Victory

The Allied side wins an instant victory if one of the below requirements is met.

- At the end of September (GD 19) the Allied player has at least one combat unit, in GenS on the east side of the Roer River.
- There is at least one Allied combat unit in GenS that is adjacent to the Rhein River for more than one complete GT. The unit or units must have been

adjacent to the Rhein for two friendly Administration Phases.

29.0 SCENARIOS

This section contains all the setups, special rules and victory conditions for each scenario in the game. There are four scenarios in the game. Recommend that players new to the GOSS system start with the "Bloody Bucket" scenario, as it only uses the rules needed to move and fight in a limited area. Once you have begun to get the feel of the movement and combat systems, you can go on to the full scenarios with greater ease.

29.1.0 Scenario Presentation

Each scenario is a self-contained game representing major combat activity in one of the months of September, October or November. The scenario starting setups and boundaries are shown on the scenario maps for that particular scenario. The rules section for each scenario will list when the scenario begins, its duration, the strength of starting units (if less than full strength), any rules that are used only for that scenario, and the victory conditions for both sides.

29.2.0 Scenario Maps

A scenario map is provided for each scenario. The map depicts all the boundaries, frontlines and major formations at the time the scenario begins. Each scenario map is labeled according to the scenario date.

- Army, Corps, and Formation boundaries are shown on the map as red dashed lines for the Germans and blue dashed lines for the Allies.
- German forces are labeled in red and the Allies are in blue.
- With the exception of the September Rush scenario, the frontline for is shown as a solid orange line. German controlled territory is any hex on or to the east of this line, while the Allies control everything to the west of the line.

Designer's Note: A frontline did not really exist at the beginning of the September.

29.3.0 Scenario Set Up Manifest

Formations including army, corps, divisions and in some cases sub-formations that begin each scenario on map are shown in the ZOP. The following abbreviations were used.

XX: Division

K: is the German shorthand for Korps, therefore "74K" means the 74th Korps.

Rgt: Regiment

Bde: Brigade

Pz: Panzer

PG: Panzergrenadier

R: Recon

CE: Combat engineer

Pio: Pionere (German combat engineers)
AD: Armored Division
CGp: Cavalry Group

Except for the September setup, labeled formations must have a unit in or adjacent to every frontline hex in their sector. The Germans set up first in all scenarios. Detailed scenario information such as number of FWs, step losses, and special units for each formation starting on the map is listed in each for the scenario rules sections presented in this booklet.

Errata: The GTRT scenario numbers are not correct. Use the dates for each scenario as listed here. Ignore those on the GTRT. The scenario 3 on the GTRT is a miss-print, ignore scenario GD 52 to GD 59.

30.0 SCENARIO ONE: BLOODY BUCKET

This scenario represents the attempt by the 28th US Infantry Division to seize the villages of Hurtgen, Vossenack, and Schmidt on the way to capturing one of the Roer River dams. It's a perfect learning scenario. The scenario map encloses the playing area for the scenario and shows the units of both sides and where they start.

30.1.0 Scenario Length

The scenario starts at the beginning of the PM GT of November 2 (GD 52) and ends after the completion of the AM GT of November 9 (GD 59). The scenario is 21 GTs long.

30.2.0 Special Rules

Except for the specific instances described in this scenario, players do not need to read the rules for unit modes, command, observation, supply, truck points and logistics, air power, weather, leaders, lulls, or army reserve. All units are in supply at all times. Only tactical and prepared assault modes are used in this scenario.

30.2.1 Weather

The atmospheric condition for all GTs is overcast, the maximum line of sight (LOS) for ground units is 2 hexes. The Ground condition for all GTs is mud. GOSS 19.4.3 applies.

30.2.2 Fire Support Missions

Air points and naval units are not available. Artillery units are not present in this scenario. Each side is given a number of FS mission points. A

- The German side receives 9 FS mission points per player turn until the AM GT of November 5 (GD 55), when they begin receiving 18 FS mission points per player turn. The German side may allocate no more than 8 FS mission points to a FS mission.
- The US player receives 24 FS mission points each player turn. A maximum of 6

mission points may be allocated to a FS mission, unless the target hex is adjacent to an Allied unit is in PA mode, or if the Allied unit is in an ET. If either is true, 8 mission points may be allocated.

- A maximum of four FS missions may be considered to have Heavy Artillery (GOSS 11.4.1g).
- Both side's mission points may be used anywhere within the playing area (you do not need to count range).

30.2.3 Fieldworks

The German side may place two ET-3. Both must be placed in village hex. No additional ET-3 may be built during the scenario. The German side may also place four ET-2. All placed ET must be occupied by a friendly unit. The US side may place one IP in Germeter (E2330) and one in the hex with the 294 CE Btn.

30.2.4 Command & GenS

30.2.4a German

All German units are considered attached to the 275th VG Division HQ (they do not suffer multi formation penalties). Ignore GOSS 9.6.0. All German units are considered to be in GenS if they are in a Westwall hex, an ET-3 or can trace a path of hexes (of any length) free of enemy units to the east side of the playing area. German units may not move or attack hexes west of the original front line.

30.2.4b Allied

All units are considered attached to the 28th Infantry Division (they do not suffer multi formation penalties). Ignore GOSS 9.6.0. All Allied units are considered to be in GenS if they can trace a path of hexes (of any length) free of enemy units to the west side of the playing area.

30.3.0 Starting Forces

30.3.1 German Starting Forces

The German side starts with the 275th Infantry Division (except for the towed artillery units). Reduce four Inf Btns, one step each and reduce the Pioneer coy by one step.

30.3.2 US Starting Forces

The US side starts with the 294, 20, 146, and the 1340 CE Btns and with all units of the 28th Infantry Division (14 units). The four assigned artillery Btns and the 28th HQ are not used.

30.4.0 Reinforcements

The German player receives the following reinforcements:

- AM GT of November 3 (GD 53): 1055/89 and 1056/89 Rgts (4 units with a total of 7 step losses), 189/89 Pio Coy (1 step loss). Units arrive on the south edge of the playing area east of the current front line.

- AM GT November 5 (GD 55): one KG of the 116th Pz Division consisting of; 1x Aufkl Coy (2-2-14), 4. /II/16P MkV Pz Coy, 5. /II/16P MkV Pz Coy, 3. /I/16P MkIV Pz Coy, and the 60/116 Mot Inf Rgt (-1), 156/116 PzGd Rgt (-1 step from each Btn), 1. /675/116 Pio Coy. Units arrive on the north or east edge of the playing area east of the current front line.

- There are no US Reinforcements

30.5.0 Replacements

The German side has four Inf RePs and one Armor ReP available beginning on the AM GT of November 4 (GD 54).

- The US side has 12 Inf ReP and three Armor ReP available for beginning the AM GT of November 5 (GD 55).

30.6.0 Logistics

Logistic Rules are not used, see 30.2.4 for supply requirements.

30.7.0 Victory Conditions

At the end of the scenario, The US player wins if occupies any three villages that started under German control. If he has two villages, the result is a draw. Anything else is a German victory.

31.0 SCENARIO TWO: THE SEPTEMBER RUSH

The end of the long pursuit through Northern France and Belgium is coming to an end. Now the Allies are about to enter Germany proper and must confront the Westwall fortifications as well as a crazy quilt patchwork of Germans desperate to stop them. Both maps are in play for this scenario.

31.1.0 Scenario Length

The scenario starts at beginning of the AM GT of September 12 (GD 1) and ends after the completion of the PM GT of September 21 (GD 10). The scenario is 29 GTs long.

31.2.0 Special Rules

All GOSS rules are in play except for 24.0 (lulls). Additionally, all of the scenario rules are in play except for the following: rules 9.2.2, 16.4.4g, 16.4.4h, 20.8.0, 21.5.2, 21.5.3, 21.6.2, 21.6.3, 21.7.0, 22.7.0.

31.2.1 Weather

By mutual agreement players may use either historical or variable weather. If using the historical weather

31.2.2 British 21 AG ZOP

9.2.4 applies. Use the September AG boundary marked on the scenario map. The German side must maintain at least one combat unit in every other hex of the front line north of the boundary.

31.2.3 Special German Move

After all units are set up, but before beginning the first GT, the German player is allowed to move his units using tactical mode.

- Units may not move adjacent to US units.
- Units may not move in a westerly direction.
- Mech formations may move up to one-half of their normal MA. Fuel is not a concern.

Upon completion of the German special move, play commences with the first GT.

31.2.4 US Fatigue

On all GTs occurring on September 12, 13 and 14, (GDs 1, 2 & 3) all Allied units are subject to possible fatigue. If a unit moves more than one-half of its MA, or enters PA mode the Allied player conducts the following for each unit that met the above trigger:

- Roll 1d10, if the result is 6-8 the unit suffers one fatigue hit. If the result is 9, the unit suffers two fatigue hits.
- Units checking due to entering PA mode conduct this check immediately upon removing their PA marker.
- Units checking due to moving more than one-half of its MA, conduct the check upon completion of their movement for that phase.

31.2.5 2nd Armored Division

The US 2nd Armored Division is required to conduct fatigue checks as outlined in 31.2.4 for the first nine GTs after arrival.

31.2.6 Air Points

Consult the GTRT to determine the number of AP available each GD. If using historical weather, no more than one-half of the Allied AP may be assigned to single type of mission.

31.3.0 Starting Units

Both sides start with the formations shown on the September setup map and listed below. All starting hex number positions are inclusive. The German side sets up first.

31.3.1 German Initial Force

Army & Corps Units:

- E2435 (Euskirchen); 7 Armee HQ, Brandenburg, 1x LW Static Hvy Flak Coy.
- E1734 (Zulpich); LXXXIV Corps HQ.
- E0317 (Julich); LXXXI Corps HQ, Julich NCO Btn, 1x LW Static Hvy Flak Coy.
- E0925 (Duren); Duren NCO Btn, Duren Police Coy, 1x LW Static Hvy Flak Coy.
- W3823 (Eschweiler); 1x LW Static Hvy Flak Coy.
- W2926 or within 2 hexes of any Aachen city or town hex; 453/Aachen Btn,

Hennecke Police Coy. 2x LW Static Hvy Flak Coy.

176th Div: W0307 to W0720; 2x ET-2, 3x IP, 176 HQ (-1), 1176 Pio Btn (-1), 416 Rgt (4x Btns), 426 Rgt (4x Btns), 16 Sec Btn, 460 Art Btn, III/1176 Art Btn, 1176 AT Z-step, 2x 1-2-6 Inf Coys. Place all other units of the division in the Eliminated Units Box (9 units).

275th Div: W0721 to W1129; 1x ET-2, 2x IP, 275 HQ (-1), I/983 Btn (-1), I/984 Btn (-1), II/984 Btn (-1), 275 Pio Coy (-1), 275 AT Coy, 526 Sec Btn, 547 Sec Btn, 11 LW Fort Btn, I/1/1SS SP Art Btn, I/275 Art Btn, III/275 Art Btn. Place all other units of the division in the Eliminated Units Box (6 units).

49th Div: W1329 to W1829; 49 HQ (-1), I/148 Btn (-1), II/148 Btn (-2), 736 Sec Btn, 863 Sec Btn, 149 Pio Coy (-1), 1x 1-1-6 Pio Coy, II/149 Art Btn, 149 AT Z-step, 1x 1-2-6 Inf Coy. Place all other units of the division in the Eliminated Units Box (7 units).

116th Pz Div: W2030 to W2532; 116 Pz HQ (-1) Leader V Walden (within 2 hexes of any Aachen city or town hex), 4. /II/16 MkV Pz Coy, I/60 Btn (-1), II/156 Btn (-1), 116 Auf Btn (-2), 2&3/675 Pio Coy (-1), I/146 Art Btn. Place all other units of the division in the Eliminated Units Box (13 units).

9th Pz Div: W2733 to W3034; 9 Pz HQ (-1), I/2105/105 MkV Pz Coy, I/2105/105 PzGd Btn (-2), I/10 Btn (-2), II/10 Btn (-1), 60 Auf Btn (-2), 1. /86 Pio Coy, 1. /50 PzJ Coy, I/102 Art Btn. Place the 6. /II/33 MkV Pz Coy and I/33 MkIV Pz Btn (3x Coy) in the Eliminated Units Box. The remaining 9th Pz Div units are reinforcements for this scenario (10 units).

526th Training Div: Place in or adjacent to any Westwall hex south of Wurselen (W3122); 211/526 Rgt (4 Btns), 253/526 Rgt (3 Btns), 536/526 Rgt (4 Btns), 1x 1-2-6 AT Coy, 1x 1-2-6 Pio Coy.

These units must be attached to a formation HQ (GOSS 9.6.1a applies).

89th Div: W3541 to W3444; 89 HQ (-1), I/1055 Btn (-1), II/1055 Btn (-1), II/1056 Btn (-2), 189 AT Z-step, II/189 Art Btn. Place all other units of the division in the Eliminated Units Box (8 units).

353rd Div: E0231; 353 HQ. Place all other units of the division in the Eliminated Units Box (11 units).

31.3.2 Allied Initial Force

No unit starts with more than one step loss. Units may not over stack. AT, TD, Tk, Eng, and Recon Btns may be broken down. On the scenario maps, each Rgt or CC is shown in its historical area. Within the hexes listed for each formation, the Allied player sets up the units as depicted on the map, divisional asset units should

be split between the sub-formations as evenly as possible.

1st Army HQ: W0234 (Liege)

VII Corps HQ: W0637 (Vaux-sous-Chevremont); Collins.

3rd Arm Div: All units [19] (-3 from any Hybrid units), 991/VII AFA Btn, Rose, within one hex of W2636, W2436, or W2237.

9th Inf Div: All units [18] of the division within one hex of W1739, W1540, or W1340.

1st Inf Div: All units [18], each Rgt is set up within one hex of its designated hex. Divisional assets should be divided as evenly as possible between the Rgts. W1635, 16 Rgt (3 Btns); W1435, 18 Rgt (3 Btns); W1136, 26 Rgt (3 Btns); (-2 from any Inf Btns).

XIX Corps HQ: W0531

30th Inf Div: All units [18], each Rgt is set up within one hex of its designated hex. Divisional assets should be divided as evenly as possible between the Rgts. W0231, 30 HQ; W0425, 119 Rgt (3 Btns); W0326, 117 Rgt (3 Btns); W0430, 120 Rgt (3 Btns).

113th Cav Grp (XIX): Within one hex of W0933 or W1133; 113 ArmC Btn, 125 ArmC Btn, 744/XIX M-5 Btn, 2x113C M-5 Coys.

31.3.3 Blown Bridges

The following eight bridges start the scenario already been demolished; they may be repaired.

W0433/W0434	W0236/W0237
W0234/W0335	W0827/W0928
W0236/W0336	W0828/W0929
W0236/W0337	W0926/W1025

31.4.0 Reinforcements

Both sides receive the units as indicated in HHF 35.0. Use HHF 21.5.0 & 21.6.0 to receive Allied and German army/corps assets.

31.5.0 Replacements

Both sides use the GOSS 22.0 replacement rules. Each Transport and Logistic Phase each side rolls 1d10 and consults the Replacement Table on the GTRT. Apply all applicable DRMs.

31.6.0 Logistics

Each side consults the GTRT to determine their ammunition delivery value (ADV) and the number of truck points assigned. GOSS 15.0 and 16.0 apply.

31.7.0 Victory Conditions

Refer to 28.0 to determine victory point values. Instant Allied Victory (28.0) applies. If an instant victory is achieved, it is considered an Allied Smashing Strategic Victory. If the Allied side fails to get an instant victory, tally victory points (VPs)

at the end of the scenario to determine the level of victory.

German Strategic Victory: At the end of the scenario there are no Allied controlled town or city hexes in Germany.

German Operational Victory: Allied VPs total less than 30.

Draw: Allied VPs is between 30 and 59 inclusive.

Allied Tactical Victory: Allied VP total is between 60 and 100 inclusive.

Allied Operational Victory: Allied VP total is between 101 and 174 inclusive.

Allied Strategic Victory: Allied VP total is 175 or greater.

32.0 SCENARIO THREE: OCTOBER TRICK OR TREAT

The beginning of October found the First US Army still in the middle of a severe logistic constraint. In fact, the ammunition situation would be at its worst by the middle of October. Aachen still hadn't fallen, and the first real battles in the Hurtgen Forest would begin this month. The Roer River was so close, and yet so far away. Both maps are in play for this scenario.

32.1.0 Scenario Length

The scenario starts at beginning of the AM GT of October 2 (GD 21) and ends after the completion of the PM GT of October 20 (GD 39). The scenario is 56 GTs long.

32.2.0 Special Rules

All basic rules are in play. All of the exclusive rules are in play except for the following: 16.4.4g, 17.5.2, 20.8.0, 21.5.1, 21.5.3, 21.6.1, 21.6.3, 21.7.0.

32.2.1 Weather

By mutual agreement players may use either historical or variable weather.

32.2.2 British 21 AG ZOP

9.2.4 applies. Use the October AG boundary marked on the scenario map. The German side must maintain at least one combat unit in every other hex of the of the front line north of the boundary.

32.2.3 US Attacks

For the first two GTs (AM & PM October 2) all US prepared assaults receive one shift in their favor.

- The VII Corps may not make any ground assaults until the AM GT of October 8 (GD 27).
- The 9th Infantry Division is excepted from this rule. It may conduct any type of ground assault within eight hexes of W3837.
- If the German side conducts any type of ground assault against a unit of the VII Corps (except the 9th Inf Div), the no attack restriction is lifted.

***Designer's Note:** In game terms the Allied side has completed a lull. Hodges kept attacking with the 9th in an attempt to clear out the Hurtgen Forest to prevent German counterattacks from originating there.*

32.2.4 Air Points

Consult the GTRT to determine the number of AP available each GD. If using historical weather, no more than one-half of the Allied AP may be assigned to single type of mission.

32.3.0 Starting Units

Both sides start with the formations shown on the October setup map and listed below. The parenthesized values are the number of step losses each unit or formation starts with. All starting hex number positions are inclusive. The German side sets up first.

32.3.1 German Initial Force

Fieldworks: The German player may place 26x ET-2 and 10x IP in any German controlled hex, not in an intact Westwall hex. He may also place 4x ET-3 in any German controlled village, town or city hex, not in an intact Westwall hex. He may build additional ET-3 starting the AM GT of October 3 (GD 22).

Rear Echelon Units: Follow the procedures outlined in HHF 32.4.2. The RE Btms start with the formations listed below.

Army & Corps Units:

- E2118 (Horrem); 7 Arme HQ, Brandenburg.
- Anywhere in 7A ZOP: 15VW Bde (6 units), 7x 74K, 81K, 7A Art Btms (21.6.2b).
- E0933; LXXIV Corps HQ
- Anywhere in LXXIV ZOP: 409VAK (4 units).
- E0317; LXXXI Corps HQ
- Anywhere in LXXXI ZOP: 408VAK (4 units), 766VAK (5 units).
- E2435 (Euskirchen); 1x LW Static Hvy Flak Coy.
- W3823 (Eschweiler); 1x LW Static Hvy Flak Coy.
- E0925 (Duren); NCO Düren Btn, Duren Police Coy, 1x LW Static Hvy Flak Coy.
- W3912 (Julich); NCO Jülich Btn, 1x LW Static Hvy Flak Coy.
- May be placed in the ZOP of either corps; 6, 26, 253, and 434 Pionere Btms, 59 and 803 Construction Eng Btms, 506 MkVIb Pz Btn (-1), 394 StG Btn (-1), 1012 Stg Btn (-1), 301 MkVI Pz Coy, 1x MkIV Pz Coy, 2x MkV Pz Coy, 1x Hetzer Coy.
- Place in any German controlled Westwall hex, town or city hex: 503, 504, 657 Fortress AT Btms.

176th Div: W1702 to W2911; All assigned units (13 units). Attached; 16 Sec Btn, 460 Art Btn, 1x 0-1-6 AT Z-step, 6x RE Btms.

183rd Div: W3011 to W3115; All assigned units (16 units), 1x RE Btn.

49th Div: W3015 to W2821; All assigned units (13 units), 49 HQ (-1), 1x RE Btn.

246th Div: W2722 to W3325; All assigned units (14 units), 4x RE Btms, 735 fortress AT Btn.

Aachen: Within two hexes of Aachen city or town hex; 453/Aachen Btn, 2x LW Static Hvy Flak Coys.

12th VG Div: W3425 to E0126; All assigned units (16 units), 1x RE Btn.

275th Div: E0226 to W4035; All assigned units (14 units), 275 HQ (-1), 4x RE Btms.

89th Div: W4036 to W3844; All assigned units (14 units), 89 HQ (-1), 3x RE Btms.

32.3.2 Allied Initial Force

Allied AT, TD, Tk, Eng, and Recon Btms may be broken down. Unless otherwise noted, all units are at full strength. Units listed with each formation are considered attached to that formation. Use the procedures outlined in HHF 32.4.1 to determine available US army and corps assets.

XXX BR Corps: W1505 to W1701: 43rd Division [17 units]. 8th Armored Bde [4 units], 3 artillery Btms of the 5 AGRA, and 2 randomly selected XXX Corps asset units. Units are inactive unless German units violate 9.2.4c.

Note: Scenario map shows the 53rd Division, it is incorrect, use the set up listed above.

1st Army HQ: W1739

XIX Corps HQ: W1620

113th Cav Grp (XIX): W1604 to W1808: 113ArmC Btn, 125ArmC Btn, 744/XIX M-5 Btn, 2x113C M-5 Coys. Attached: 65/XIX AFA Btn.

29th Inf Div: W1909 to W2914: [18 units].

2nd Arm Div: within two hexes of W2418: Harmon [19 units].

30th Inf Div: W2915 to W2524: all 18 units.

VII Corps HQ: W2636

4th Cav Grp (VII): W3837 to W3639; 4 ArmC Btn, 24 ArmC Btn, 2x 4C M-5 Coys, 759/VII M-5 Btn, 87/VII AFA Btn, 297/VII CE Btn.

102nd Cav Grp (V): W3640 to W3726; 38 ArmC Btn, 102 ArmC Btn, 2x 102C M-5 Coy, 62/V AFA Btn.

1st Inf Div: W2424 to W2527 and W3038 to W3426: all 18 units. Attached: 1106 Engineer Group.

1106 Eng Grp: W2627 to W2929: 237/VII & 238/VII CE Btms.

3rd Arm Div: W3527 to W3828: Rose, all 19 units, 991/VII AFA Btn. Attached: W3928 to W3931: 47/9 Rgt (3 Btms), 1x AT Coy, 1x M-10 Coy, 1x Eng Coy.

9th Inf Div: W3933 to W3937: except those detached to 3rd Arm Div [15 units]. 298/VII CE Btn.

32.3.3 Blown Bridges

There are two blown bridges at W1603/W1604 & W1805/W1806.

32.4.0 Reinforcements

Both sides receive the units as indicated in HHF 35.0. Ignore GD 38 reinforcements.

32.4.1 US Reinforcement Pool

Follow the instructions in 21.5.1 except:

- Randomly draw out 41 units, leaving 17 units in the cup. Set the drawn units aside, they are placed on the map within their assigned army/corps ZOP.
- These 17 units form the October Reinforcement Pool. They arrive using the procedures outlined in HHF 21.5.4.

32.4.2 German Reinforcement Pool

The procedure for determining each GD's random reinforcements still apply (21.6.0). Create three Reinforcement Pools (A, B, and C) using the following procedures:

- All units listed in HHF 21.6.1 except for the Luftwaffe Static Hvy Flak Coys are removed from play.
- The units listed in HHF 21.6.1a are set aside as the draw pool. They will be used to create the Reinforcement Pools.

32.4.2a Group A. Reinforcement Pool

Group A is created by selecting the following units:

- Randomly draw 10 units from the draw pool.
- Add 4 randomly selected artillery Btns from the 7A, 81K and 74K.
- Add 8 Luftwaffe Static Hvy Flak Coys. These 22 units are the Group A. Reinforcement Pool.

32.4.2b Group B. On Map Units

Create Group B. as follows:

- Randomly draw 20 units from the draw pool.
- Add the 7 remaining artillery Btns from 74K, 81K, and 7A
- Add 6 Luftwaffe Static Hvy Flak Coys. These 33 units will start play on the game map.

32.4.2c Group C. Reinforcement Pool

Create Group C. as follows:

- Randomly draw 10 units from the draw pool.
- Remove the 3 remaining units in the draw pool from play.
- The 4 remaining Luftwaffe Static Hvy Flak Coys are placed in the eliminated units pile, they may be replaced in accordance with HHF 22.7.0.

Group C. will only be used if play extends past the AM GT of November 1 (GD 51).

32.5.0 Replacements

Both sides use the GOSS 22.0 replacement rules. Each Transport and Logistic Phase both sides roll 1d10 and consults the Replacement Table on the GTRT. Apply

any applicable DRMs. No replacements have been accumulated at the start of the scenario.

32.6.0 Logistics

Each side consults the GTRT to determine their ammunition delivery value (ADV) and the number of truck points assigned. GOSS 15.0 & 16.0 apply.

- US 1st Army has six AmP and six fuel points in stockpile.
- German 7th Army has four AmP and three fuel points in stockpile.

32.7.0 Victory Conditions

Refer to HHF 28.0 to determine victory point values. Instant Allied Victory (HHF 28.3.0) applies. If an instant victory is achieved, it is considered an Allied Smashing Strategic Victory. If the Allied side fails to get an instant victory, tally victory points (VPs) at the end of the scenario to determine the level of victory.

German Victory: Allied VP total is less than 90.

Allied Tactical Victory: Allied VP total is between 90 and 130 inclusive.

Allied Operational Victory: Allied VP total is between 131 and 199 inclusive.

Allied Strategic Victory: Allied VP total is 200 or greater.

33.0 SCENARIO FOUR: NOVEMBER'S TURKEY SHOOT

After two months of slogging through fortifications, bad weather and a desperate German defense, the Americans were gathering for what they hoped would be a knock-out blow that would carry them over the Roer River, if not all the way to the Rhine. The logistical situation had improved, and the presence of the Ninth US Army in the lineup shifted the force ratio further in favor of the Allies. Even Monty got into the act by committing the British 43rd Infantry Division (part of XXX Corps) on a supporting maneuver to take the town of Geilenkirchen. Would all this be enough? With Hitler massing forces for the Ardennes counteroffensive, it might be a close-run thing.

33.1.0 Scenario Length

The entire map is in play for this scenario. The scenario starts at the beginning of the AM GT of November 16 (GD 66) and ends after the completion of the PM GT of November 29 (GD 79). The scenario is 41 GTs long.

33.2.0 Special Rules

All GOSS rules are in play. Both players may request lulls.

33.2.1 Weather

By mutual agreement players may use either historical or variable weather. If

using variable weather, the weather is clear and normal for the first GD.

33.2.2 British 21 AG ZOP

HHF 9.2.4 applies. The 84th US Infantry Division must be assigned to the XXX Corps until Geilenkirchen is Allied controlled. Use the November AG boundary marked on the scenario map and consider the 84th as within that ZOP. The German side must maintain at least one combat unit in every other hex of the of the front line north of the boundary.

33.2.3 XIII US Corps

Until Geilenkirchen is Allied controlled, the XIII Corps is under the following restrictions:

- 102nd Infantry Division may not conduct any ground assaults.
- 7th Armored Division may only attack with up to six units per friendly GT. The same units are not required to be used each GT, however only six units can be in PA or Tactical Assault mode in any given GT.
- 84th Infantry Division and 113th Cav Grp must remain assigned to the British XXX Corps.

Once Geilenkirchen is Allied controlled, the XIII is under no further restrictions. 84th Division is automatically reassigned to the XIII the next GT, and the 113th Cav Grp may be reassigned to the XIII the next AM GT.

33.2.4 Air Points

Consult the GTRT to determine the number of AP available each GD. If using historical weather, no more than one-half of the Allied AP may be assigned to single type of mission.

33.2.5 Carpet Bombing

The Allied player must conduct a carpet bombing attack on the AM GT of November 16 (GD 66). Refer to HHF 20.8.0.

33.3.0 Starting Units

Both sides start with the formations shown on the November setup map and listed below. All units are at full strength unless noted otherwise. The parenthesized values are the number of step losses each unit or formation starts with. All starting hex number positions are inclusive. The German side sets up first.

33.3.1 German Initial Force

The following German formations and/or units have been permanently eliminated, remove them from play.

- 108th and 105th Pz Bdes
- KG Wegelein (2 units), KG Von Fritzchen (3 units), KG Diefenthal (3 units).
- Aachen Btn, Duren & Julich NCO Btms, Hennecke Pol Btn.

33.3.1a Fifth Panzer Army

The XLVII Pz Corps and XII SS Corps are assigned to the 5th Pz Army. The 5th Pz Army and XLVII Corps HQ withdraw on GD 75. The XII SS Corps is reassigned to the 7th Army at that time.

Designer's Note: *Historically 7th Army was replaced by 15th Army, but here it remains the same to keep things simpler.*

Fieldworks: The German player may place 36x ET-2 and 12x IP in any German controlled hex, not in an intact Westwall hex. He may also place 10x ET-3 in any German controlled village, town or city hex, not in an intact Westwall hex.

Rear Echelon Units: Follow the procedures outlined in 21.6.3. The RE Btns start with the formations listed below. 14 heavy Flak companies

Army & Corps Units:

- E2118 (Horrem): 7 Armee HQ. In army ZOP: 15 NW Brigade (6 units)
- E1734 (Zulpich): LXXIV Corps HQ. In corps ZOP: 409 VAK (4 units)
- E0416/E0317 (Julich): LXXXI Corps HQ, 1x LW Static Hvy Flak Coy. In corps ZOP: 408 VAK (4 units).
- E0205 (Erkelenz): 5th Pz Armee HQ. In army ZOP: 766 VAK (5 units)
- W3006 (Heinsberg): XII SS Corps HQ. In corps ZOP: 407 VAK (4 units).
- W3606 (Ratheim): XLVII Pz Corps HQ.
- E2435 (Euskirchen): 1x LW Static Hvy Flak Coy,
- E0925 (Duren): 1x LW Static Hvy Flak Coy, Duran Police Coy,
- W3823 (Eschweiler): 1x LW Static Hvy Flak Coy
- Any German controlled village, town, or city hex (no more than one per hex): 10x LW Static Hvy Flak Coys.

Miscellaneous Units (may be assigned to any army, corps or formation):

- Place in any German controlled intact Westwall hex: 503, 504, 657 Fortress AT Btns (Two Btns have suffered one step loss each).
- Place in any German controlled hex, east of the front line: 6, 26, 253, and 434 Pio Btns; 59, 803 Construction Eng Btns; 1x MkV Pz Coy; 1x Hetzer Coy; 506 MkVIb Pz Btn (-1); 394 StG Btn (-2); 1012 StG Btn (-1); 341 AG Btn (-1); 217 AG Btn (2 units); 902 AG Btn (-2); 741 PzJ Btn (-2); 519 PzJ Btn (-1); 662 AT Btn (-1); 682 AT Btn (-1); 301 MkVI Pz Coy; 1 Pio Sturm Bde (600,601 & 603 Pio Btns) (-5).

176th Division: W1702 to W2911: all units; 460 Art Btn; 2x 0-1-6 AT Z-step; 6x RE Btns.

183rd Div: W3013 to W3415: all units; 1x RE Btn.

246th Div: W3416 to W3321: all units; 2x RE Btns; 735 Fortress AT Btn.

3rd PG Div: W3322 to W3322: all units; Div HQ (-1); 2x RE Btns.

12th VG Div: W3425 to E0226: all units; 1x RE Btn.

275th Div: E0227 to E0332: all units; Div HQ (-1); 2x RE Btns.

89th Div: E0432 to E0136: all units; Div HQ (-1).

272nd Div: W4036 to W3945: all units; 2x RE Btns.

15th PG Div: In army reserve within 2 hexes of W3303: all units; 3/115 PzJ Coy (eliminated); (-3 Inf steps).

9th Pz Div: In army reserve within 2 hexes of W3303: all units: 5/II/33 Pz Coy, 3/I/33 Pz Coy, 2/50PzJ Coy (eliminated). (-4 Inf, -1 PzGd, -1 Recon steps).

116th Pz Div: Within 4 hexes of E0324: all units; I/156PzG Btn (-1); II/156PzG Btn (-1); II/60PzG Btn (-1); 2&3/675Pio Coy (-1); 116Auf Btn (-1); 2/I/16 Pz, 3/I/16 Pz, 4/II/16 Pz, 2./228 PzJ Coys (eliminated).

33.3.2 Allied Initial Force

Allied AT, TD, Tk, Eng, and Recon Btns may be broken down. Unless otherwise noted, all units are at full strength. Units listed with each formation are considered attached to that formation. Use the procedures outlined in 21.5.3 to determine available army and corps assets.

33.3.2a British Units

The Gds Arm Div. three 5 AGRA artillery Btns, and all but two other corps asset units listed below are inactive (9.2.4).

XXX Corps HQ: W1414

5th AGRA: In XXX Corps ZOP (6 units).

Corps units: 210/211/XXX CE Btn, 73/XXX AT Coy (2 units), 2HH/XXX Recon Btn, 3 Recon Btn.

79th Arm Div: In XXX Corps ZOP, within one hex of 43rd or 84th Divisional unit, (4 units).

Gds Arm Div: W1504 to W1701: all 14 units.

43rd Div: W2914 to W1908: all 17 units. Attached: 8th Armored Bde (4 units).

33.3.2b US Units

9th Army HQ: W0921

113th Cav Grp (XIX): W1807 to W1604: 113ArmC Btn, 125ArmC Btn, 744/XIX M-5 Btn, 2x113C M-5 Coys. Attached: 65/XIX AFA Btn. Attached to XXX Corps.

84th Inf Div: W3215 to W3014: all 17 units, Attached to XXX Corps.

XIII Corps HQ: W1619

7th Arm Div: within one hex of W2414: all 16 units.

XIX Corps HQ: W1924

11th Cav Grp (XIII): Within 3 hexes of W1924; 36ArmC Btn, 44ArmC Btn, 2x M5 Coys

2nd Arm Div: W3417 to W3316: Harmon, all 19 units.

29th Inf Div: W3220 to W3418: all 18 units.

30th Inf Div: W2933 to W3221: all 18 units. Attached 405/104 Inf Rgt (3 units).

1st Army HQ: W1739

VII Corps HQ: W2636

104th Inf Div: W3527 to W2924: Allen, all 15 units (- 405 Rgt).

3rd Arm Div: W3728 to W36278: Rose, all 19 units.

1st Inf Div: E0128 to W3828: all 18 units. Attached 47/9 Inf Rgt (3 units) E0127 to E0128.

4th Inf Div: E0132 to E0129: all 19 units.

V Corps: See 9.2.3 for position of HQ and available V Corps Assets.

8th Inf Div: W3936 to E0232: all 17 units.

4th Cav Grp (VII): W3739 to W3937: 4 ArmC Btn, 24 ArmC Btn, 2x 4C M-5 Coys, 759/VII M-5 Btn, 87/VII AFA Btn, 297/VII CE Btn.

102nd Cav Grp (V): W3726 to W3639: 38 ArmC Btn, 102 ArmC Btn, 2x 102C M-5 Coy, 62/V AFA Btn.

33.3.3 Blown Bridges

There is one blown bridge at W1805/W1806.

33.3.4 Reinforcements

Both sides receive the units as indicated in HHF 35.0. The 28th Inf Division has already been withdrawn and the 8th Inf Division starts on the map.

33.3.4.1 US Reinforcement Pool

Randomly select nine XIII Corps units. These units are the November Reinforcement pool.

- Set up all other corps/army asset units within their assigned army/corps ZOP.
- The Allied player randomly selects one unit from the pool each AM GT. TP allocation is not required.

33.3.4.2 German Reinforcement Pool

There are no Reinforcement Pools. Set up units according to scenario instruction and as follows:

- All army or corps artillery units except the 403 VAK and 388 VAK are placed on the map. They may be placed in any German controlled hex, in GenS.
- 14 Luftwaffe Static Flak Coys are setup according to the scenario instructions. The remaining four are in the eliminated units pile and may be replaced.
- The RE Btns listed in 21.6.1 are removed from play.
- Place all units (43) listed in 21.6.1a in one pile.
- Randomly select 16 RE Btns from the remaining RE Btns.
- The RE Btns are setup in any friendly controlled hex within two hexes of the frontline. The number of RE Btns attached to each division is listed in the scenario instructions.

- The remaining 27 RE Btms are removed from play.

33.5.0 Replacements

Both sides use the GOSS 22.0 replacement rules. Each Transport and Logistic Phase both sides roll 1d10 and consults the Replacement Table on the GTRT. Apply any applicable DRMs. The 1st and 9th US Armies each have separate DRs for ReP. No replacements have been accumulated at the start of the scenario.

33.6.0 Logistics

The Allied player does not use the logistics table. All HQ are considered to be Normal Fuel. GOSS 15.0 applies. GOSS 16.3.2a, Step 1 through Step 5 apply (ignore Step 6 through 9). TP listed on the GTRT are used for motorization only. German side continues to use the Logistics Table and all procedures outlined in GOSS 15.0 and 16.0. Both sides consult the GTRT to determine their ammunition delivery values (ADV) and the number of truck points assigned to each side.

- US 1st and 9th Armies have four AmP in their stockpiles.
- German 7th Army has four AmP and three fuel points in stockpile.
- German 15th Pz Army has three AmP and two fuel points in stockpile.

33.7.0 Victory Conditions

Refer to 28.0 to determine victory point values. Instant Allied Victory (28.3.0) applies. If an instant victory is achieved, it is considered an Allied Smashing Strategic Victory. If the Allied side fails to get an instant victory, tally victory points (VPs) at the end of the scenario to determine the level of victory. The Allied side is awarded VP (in addition to 28.0) for the following:

- 30VP: German side does not withdraw the 116th Pz Div.
- 30VP: German side activates the 12th SS Pz Div.
- 30VP: German side activates the 2nd SS Pz Div.

The above VP conditions are cumulative.

German Victory: Allied VP total is less than 160.

Allied Tactical Victory: Allied VP total is between 160 and 200 inclusive.

Allied Operational Victory: Allied VP total is between 201 and 239 inclusive.

Allied Strategic Victory: Allied VP total is 240 or greater.

34.0 CAMPAIGN SCENARIO: HELL'S FOREST

The US Army's three-month campaign to bash through the Westwall north of the Ardennes was highly controversial. Should the Americans have bypassed Aachen and the forest complex altogether? Should the 1st Army have been put on a reduced

logistical scale in September to allow Montgomery his chance to outflank the Rhine? Tough questions. But, you get the chance to explore some of them by putting together scenarios 2, 3, and 4 and playing through to December 13. See if you can do better.

34.1.0 Scenario Length

Both maps are in play for the scenario. Players may start the campaign at the beginning of scenario, 2 through 4.

34.2.0 Special Rules

All GOSS rules are in play. Use the special rules according to the time frame used to start the scenario. Once a new month is begun, remember to use any appropriate new special rules, and discard any that would no longer apply.

34.2.1 Weather

By mutual agreement players may use either historical or variable weather. If using variable weather, the weather is clear and normal for the first GD.

34.2.2 Air Points

Consult the GTRT to determine the number of AP available each GD. If using historical weather, no more than one-half of the Allied AP may be assigned to single type of mission.

34.2.3 Lulls & Attack Restrictions

The only mandated lull is that for September; after that lull players only have to initiate them as they see fit. The VII and XIII US Corps do not have any attack constraints during October and November.

34.3.0 Starting Units

Use the initial setups for the correct month you are starting the scenario in.

34.4.0 Reinforcements/Withdrawals

Both sides receive and withdraw units as indicated in HHF 35.0.

34.5.0 Replacements

Both sides use the GOSS 22.0 replacement rules. Each Transport and Logistic Phase both sides roll 1d10 and consults the Replacement Table on the GTRT. Apply any applicable DRMs. The 1st and 9th US Armies each have separate DRs for ReP. No replacements have been accumulated at the start of the scenario.

34.6.0 Logistics

GOSS 15.0 & 16.0 apply. Do not use the scenario stockpile starting numbers in scenario 3 & 4. Both sides consult the GTRT to determine their ammunition delivery values (ADV) and the number of truck points assigned to each side.

34.7.0 Victory Conditions

Refer to HHF 28.0 to determine victory point values. Instant Allied Victory (HHF 28.3.0) applies. If an instant victory is

achieved, it is considered an Allied Smashing Strategic Victory. If the Allied side fails to get an instant victory, tally victory points (VPs) at the end of the scenario to determine the level of victory. The Allied side is awarded VP (in addition to HHF 28.0) for the following:

- 10VP: German side must withdraw the 408 VAK, 409 VAK, 766 VAK, and 366 VAK by the end of the Night GT of December 10 (GD 90). The Allied side gains 10VP for each of the formations above, if there are any units of that formation on the map.
- 20VP: For each Pz or PzGd division not withdrawn, if that division was called to be withdrawn after the night GT of the November 24 (GD 74).

The above VP conditions are cumulative.

German Victory: Allied VP total is less than 169.

Allied Tactical Victory: Allied VP total is between 170 and 219 inclusive.

Allied Operational Victory: Allied VP total is between 220 and 239 inclusive.

Allied Strategic Victory: Allied VP total is 240 or greater.

35.0 REINFORCEMENTS

All reinforcements are listed by Game Day, and then game turn of that day (i.e. 24/AM). When withdrawing units, they must exit the map no later than the end of the Night GT on the GD of withdrawal. Ignore any losses incurred to units prior to withdrawal when returning German units to play after withdrawal.

Designer's Note: The below arrival list supersedes the GTRT reinforcements.

35.1.0 German Reinforcements

GD 1/AM: E0925 (Duren); 394 StG Btn (-2).

GD 2/AM: E0925 (Duren); 9th Pz Div: 4./II/33 MkV Coy; II/11 Inf Btn (-1); 2&3/86 Pio Coy (-1); 2./50 PzJ Coy; II/102 Art Btn.

GD 3/AM: E0925 (Duren); 9th Pz Div: 5./II/33 MkV Coy; I/11 Inf Btn (-1); 3./50 PzJ (AT) Coy; 301 MkVI Coy; III/102 Art Btn.

GD 4/AM: E0925 (Duren); 12th VG Div: 27 Inf Rgt (2 Btms); 1./12 PzJ (AT) Coy.

PM: E0317 (Julich); 803/7A Con Btn.

GD 5/AM: W3823 (Eschweiler); 1012 StG Btn (-2); E0925 (Duren); 59/7A Con Btn; 12th VG Div: 12 HQ; 48 Inf Rgt (2 Btms); 12Fus Btn; 2./12 PzJ (AT) Coy; 12Pio Btn; I/12 Art Btn.

GD 6/AM: E0925 (Duren); 408VAK (4 Art Btms),

PM: E0317 (Julich); 183 VG Div (16 units).

GD 7/AM: E0925 (Duren); 253/7A Eng Btn; W3823 (Eschweiler); 902 StG Btn (-2).

PM: E0925 (Duren); 12th VG Div: 6 remaining units.
GD 8/AM: E0925 (Duren): 26/7A Eng Btn.
PM: E2435 (Euskirchen); 409VAK (4 Art Btns).
GD 9: Any remaining steps of 105th Pz Bde may be consolidated with units from the 9th Pz Div. Both units are permanently removed from play.
GD 10/PM: E0317 (Julich); 246th VG Div (14 units).
GD 11: Withdraw all units of 9th and 116th Pz Div. Two Coy of AFV from each division may be left on the map and attached to other formations (use breakdown coys to represent these units).
GD 13/AM: E0925 (Duren); 506Pz Btn (3x MkVIb Coys).
GD 14/AM: E2435 (Euskirchen); 6/7A Eng Btn.
GD 15: German side can begin to place ET-3.
GD 18/AM: E0317 (Julich); 15VW Bde (6 NW Btns).
GD 19/AM: E0205 (Erkelenz); 434/7A Eng Btn.
GD 20/PM: E0925 (Duren); 766VAK (5 Art Btns).
GD 21/AM: E0925 (Duren); 341 StG Btn (-2).
GD 24/AM: E0925 (Duren); 662 AT Btn.
GD 25/AM: E2435 (Euskirchen); KG v. Frit (3 Inf Btns).
GD 26/AM: E2435 (Euskirchen); 108Pz Bde (2 units).
PM: E0925 (Duren); 1/7A Sturm Pio Rgt (3 Eng Btns).
GD 27/AM: E0925 (Duren); KG Dief/1ss Pz (2 PzGd Btns).
GD 28/AM: E0925 (Duren); 217 JPz Btn (2 Coys).
GD 29/AM: E2435 (Euskirchen); 116th Pz Div; 116Pz HQ (v. Walden); 60 Inf Rgt (2 Btns); 116Auf Btn; 2&3/675 Pio Coy; 1/24/16 MkV Coy; 3. /228 PzJ (AT) Coy; II/146 Art Btn. E0925 (Duren); 1SS Pz Corps HQ. 116th Pz Div arrives assigned to this Corps HQ.
GD 30/AM: W3601; XII SS Corps HQ; E2435 (Euskirchen); KG Wegelein (2 Inf Btns).
GD 31/AM: E2435 (Euskirchen); 116th Pz Div: 156 Inf Rgt (2 Btns); 4. II/16 MkV Coy; 1. /228 PzJ Coy; I/146 Art Btn.
GD 32/AM: E2435 (Euskirchen); 116th Pz Div: 1. /I/16 MkIV Coy; 1. /675 Pio Coy; III/146 Art Btn. Place in the Eliminated Units Box: 2. /I/16 MkIV Coy; 3. /I/16 MkIV Coy; 5. /II/16 MkV Coy; 2. /228 StG Coy.
GD 33/AM: 3rd PzGd Div: Place in Eliminated Units Box; 2. /103 PzJ (AT) Coy; 2. /103 StG Coy; 3. /103 StG Coy. Remainder of units (15) in E0925 (Duren); (-2 Inf Steps, -1 PzGd step, -1 Auf step).

3rd PzGd Div arrives assigned to 1SS Pz Corps HQ.
GD 35/AM: W3601; 407VAK (4 Art Btns).
GD 38/AM: E0925 (Duren); 741 Hetz Btn (-1).
GD 39/PM: E0317 (Julich); 519 JPz Btn (2 Coys).
GD 44: Withdraw all units of the 116th Pz Div. Two Coy of AFV may be left on the map and attached to other formations (use breakdown coys to represent these units).
GD 46: 49th VG Division is disbanded. All Inf and Pio steps are transferred to any adjacent friendly Inf divisions and then removed from play. HQ, Art Btns and AT Coy are removed from play.
GD 49: Withdraw 1SS Pz Corps HQ.
GD 52/AM: E2435 (Euskirchen); 272nd VG Div (14 units). Div immediately enters Army Reserve (GOSS 25.0). E0925 (Duren); 682 AT Btn. Withdraw KG Dief (2 units).
GD 54/AM: E0317 (Julich); 5th Pz Army HQ, Mantfl.
GD 56/AM: 116th Pz Div; place in Eliminated Units Box; 3. /228 PzJ Coy. Remainder of division (19 units) E0925 (Duren) placed in Army Reserve (-3 Inf steps, -1 PzGd step, -1 Auf step).
GD 57/AM: E0209; Place in Army Reserve; XLVII Pz Corps HQ. 9th Pz Div; place in Eliminated Units Box; 2. /I/33 MkIV Coy, 3. /I/33 MkIV Coy, 2. /50 PzJ Coy. Remainder of division (18 units) E1605 (Grevembroich) in Army Reserve (-4 Inf steps, -1 PzGd step, -1 Auf step).
GD 60/AM: 15th PzGd Div; place in Eliminated Units Box; 3. /115 StG Coy. Remainder of division (17 units) E1605 (Grevembroich) in Army Reserve (-3 Inf steps, -1 PzGd step, -1 Auf step).
GD 66/AM: Place in Army Reserve; E0925 (Duren); 47th VG Div (15 units), v. Luettw.
GD 69/AM: E0946; 344th VG Div (13 units). E2435 (Euskirchen); 403VAK (4 Art Btns). E0925 (Duren); 340th VG Div (14 units). Withdraw 275th VG Div (14 units).
GD 70: Withdraw 353rd VG Div (12 units).
GD 71/AM: E0925 (Duren); 474 MkVIb Coy.
GD 72/AM: 10SS Pz Div; place in Eliminated Units Box; 1. /II/10 MkIV Coy, 2. /II/10P MkIV Coy. E0701; All remaining units (18 units) (-3 Inf steps, -1 PzGd step, -1 Auf step).
PM: E2435 (Euskirchen); 9/3FJ (3 Btns).
GD 73/AM: E0701; 388VAK (5 Art Btns). E0317 (Julich); 667 Stg Btn (-2).
GD 75: Withdraw 116th Pz Div (all units); 5th Pz Army HQ.
GD 77/AM: E2435 (Euskirchen); 353rd VG Div, all 12 units (-7 Inf steps, -1 Eng

step, div AT Coy is z-step). Withdraw 344th VG Div, all 13 units.
GD 78/AM: E2435 (Euskirchen); 3FJ Div, remainder of units (12 units).
GD 79: Withdraw all units of the 3rd PzGd (18 units) and 47 VG Divisions (15 units).
GD 80/AM: E0317 (Julich); 363rd VG Div all 13 units. Withdraw; 9th Pz Div (21 units), 246th VG Div (14 units), 12th VG Div (16 units).
GD 82: Withdraw 340th VG Div (14 units), 766VAK (5 units), 388VAK (5 units).
GD 85: Withdraw 15th PzGd Div, all 18 units.
GD 90/AM: E2435 (Euskirchen); 47th VG Div, all units (15 units).
GD 91/AM: E2435 (Euskirchen); 85th VG Div, all units (13 units).
Note: 1/2105 Mk V Pz Coy does not form a Z-step unit when suffering a step loss.
35.2.0 Allied Reinforcements
GD 2/AM: W3346; 4th Cav Grp (VII); 4ArmC Btn, 24ArmC Btn, 2x 4C M-5 Coys, 759/VII M-5 Btn, 87/VII AFA Btn, & 297/VII CE Btn).
GD 4/AM: W0209 to W0215; 2nd Arm Div, all units (19) (-1 step each to 2 Hybrid units) Harmon. 31.2.4a applies.
GD 10/AM: W0701; Belgian Bde (4 units); 1x Archer Coy; 1x AT Coy; 1x Eng Coy; 4/5 AGRA SP Art Btn.
GD 14/AM: W0215; 29th Inf Div, all 19 units (17). (-2 Inf steps).
GD 15/AM: W0209; 7th Arm Div, all units (16), (-1 hybrid step) available for British reaction (9.2.4c).
GD 17/AM: W0215; 178/XIX CE Btn.
GD 18/PM: W0215; 251/XIII CE Btn.
GD 20/AM: W0215; 279/XIII CE Btn.
PM: W0215; 1276/XIII CE Btn.
GD 24/AM: W3546; 102nd Cav Grp (V); 38ArmC, 102ArmC, 2x 102C M-5 Coy, 62/V AFA Btn.
GD 34/AM: W0701; Guards Arm Div, all units (14), XXX Corps HQ, 5 AGRA (remaining 5 Art Btns), 210/211/XXX CE Btn, 73/XXX AT Btn (2x Coys), 2HH Recon Btn, 3 Recon Btn, and four Coys of the 79th Armored Division are available as reaction force (9.2.4c).
GD 38: Place remaining 9A Art Btns (6 units) in the reinforcement pool (21.5.4).
GD 41/AM: W0219; 9A HQ, XIX Corps is assigned to 9A.
GD 50/AM: W2746; 28th Inf Div, all 19 units, 20/V CE Btn, 146/V CE Btn, 1340/V CE Btn. Remaining V Corps asset units not listed in 9.2.3 are placed in reinforcement pool.
GD 53: Withdraw all 18 units of the 9th Inf Div and 1Bel Bde (4 units).
GD 54/AM: If not on map, W0701; XXX Corps HQ.
GD 55/AM: W2746; 4th Inf Div, all units (19). W0701; The following units are

active in accordance with HHF 9.2.4; 43rd Inf Div, all 17 units, 210/211/XXX CE Btn, 73/XXX AT Btn (2x Coys), 2HH Recon Btn, 3 Recon Btn. 5AGRA (6 Art Btms).

GD 56/AM: W0209; 8th Arm Bde (4 units).

GD 58/AM: W0209; XIII Corps HQ, assigned to 9A. Remaining XIII Corps assets (not listed in HHF 21.5.1 are placed in reinforcement pool. 102nd Inf Div, all 17 units, Div assigned to XIII Corps. 11/XIII Cav Grp, 36ArmC Btn, 44ArmC Btn, 2x11C M-5 Coys.

GD 59/AM: W0209; 84th Inf Div, all 20 units, must assigned to XIII Corps.

GD 61/AM: W2746; CCR/5A, 47/5A AFA Btn, 1x M-10 Coy, 1x Recon Coy, 1x Arm Eng Coy.

GD 62/AM: If not on the map, W0209; 7th Arm Div all units (16) (-2 Hybrid steps), assigned to the XIII Corps.

GD 63/AM: W0219; 104th Inf Div, all units (20), Allen.

GD 66: Withdraw all 19 units of the 28th Inf Div.

GD 67/AM: W2746; 8th Inf Div, all 17 units.

GD 78/AM: W2746; Remainder of 5th Arm Div (12 units). Note: 1x M-10, 1x Recon, 1x Arm Eng Coys already on map.

GD 84/AM: W2746; 9th Inf Div, all units (18). Withdraw all 19 units of 4th Inf Div.

GD 85/AM: W2746; 83rd Inf Div, all units (17).

GD 87/AM: W0134; 78th Inf Div, all units (16).