

LARGE UNIT COMPOSITION

Players may use the platoons and companies of one or more counter-sets to form higher echelon units as per the illustration below, and other higher echelon units as per the charts on pages 10 to 13.

BATTALION =

| | | | | | | | | | | | | | | |
|---|---|---|---|---|---|---|----|----|---|---|----|-----|---|---|
| 3 | 1 | 6 | 6 | 1 | 3 | 3 | M | 12 | 2 | H | 12 | 0 | C | 0 |
| 8 | 1 | 6 | 1 | 6 | 1 | 3 | 81 | 1 | 2 | 0 | 1 | 411 | 3 | |

X3 X6 X1 X2 X2 X2

REGIMENT = 2 Battalions PLUS:

| | | | | | | | | |
|---|----|----|----|---|----|---|---|-----|
| 2 | H | 12 | 15 | M | 20 | 0 | C | 0 |
| 2 | 15 | 1 | 10 | 2 | 94 | 0 | 1 | 412 |

X2 X2 X2 X4

DIVISION = 3 Regiments PLUS:
(standard German infantry div. by late '44)

| | | | | | |
|---|-----|----|---|-----|---|
| 0 | C | 0 | 0 | C | 0 |
| 1 | 421 | 12 | 1 | 414 | 3 |

X4 X15

| | | | | | | | | |
|---|----|---|---|---|---|---|----|----|
| 6 | 1 | 3 | 3 | 1 | 6 | 3 | M | 12 |
| 6 | 15 | 1 | 8 | 1 | 1 | 3 | 82 | 1 |

X2 X1 X1

| | | |
|----|-----|---|
| 3 | 1 | 4 |
| 10 | 113 | 1 |

X6 X6 X1

| | | | | | | | | |
|----|---|----|----|---|----|----|---|----|
| 20 | H | 28 | 40 | H | 32 | 60 | H | 36 |
| 2 | 1 | 0 | 2 | 1 | 0 | 2 | 0 | 2 |

X3 X4 X4 X2

ADDITIONAL UNITS

150mm Rocket Launcher Battery ("Nebelwerfer")

| | | | | | | | |
|--|---------------------------|---------------------------|---------------------------|--------------------------|-------------------------------|------------------|-------------------|
| | 50 H 80 170mm 2 0 0 | 60 H 36 150mm 2 0 0 | 40 H 32 105mm 2 0 0 | 20 H 28 75mm 2 0 0 | 60 H 16 1 Nebelwerfer 0 | TANK BRIDGE J | TRUCK BRIDGE B |
|--|---------------------------|---------------------------|---------------------------|--------------------------|-------------------------------|------------------|-------------------|

TAKE NOTE! - There are a number of units in these charts which are NOT included in the game. Two of them, the BRIDGE units, require special rules for use. The "B" class bridge requires two engineer units and 10 turns to emplace. You simply move the bridge (on a vehicle) up to the obstacle to be crossed, along with the engineer units (who must remain adjacent and take part in no other action, like attacking or moving, although they may be attacked) for 10 turns. The "J" class bridge requires four engineer units and 15 turns to emplace. The mines, which are carried like any other unit in trucks or wagons, require 16 turns to emplace using one engineer unit. Two units can do it in eight turns and, four units in four turns. Mines may not be emplaced any faster.—Does NOT apply to mines in Situation Cards

40 24 8 H 12
2 M 13 12
37mm
1 0

These extra units are NOT available from Avalon Hill. You must make them up yourself.

GERMAN DIVISIONAL ARTILLERY

Add the indicated number of platoons to the Divisions shown on page 12.

| DIVISIONS (HIGH ECHELON UNIT) | ADDITIONAL LOW ECHELON UNITS DIRECTLY ATTACHED TO HIGH ECHELON UNITS | | | | | | |
|------------------------------------|---|-----------------------------|------------------------------|------------------|------------------|------------------|-------------------------------|
| | 44 Infantry | 40 H 32 WISSE 5 621 8 | 60 H 24 HUMMEL 6 631 8 | 50 H 80 2 0 0 | 60 H 36 2 0 0 | 40 H 32 2 0 0 | 60 H 16 1 Nebelwerfer 0 |
| Panzergranadier | 2 | 1 | | 2 | 2 | | |
| SS Panzer | 2 | 1 | 2 | 2 | 2 | | 3 |
| Panzer | 2 | 1 | | 2 | | | 2 |