

“Wacht am Rhein” 16 December, 1944 - 2 January, 1945

U.S. NOTES:

R-: Unit sets up or arrives at reduced strength (Introduction).

(XXXX): Unit sets up in Exploitation Reserve (5.4).

[XXXX]: Unit sets up in an Improved Position (9.2).

<XXXX>: Roadblocks (9.3).

{XXXX}: Fuel Depots (Optional Rule 11.3).

A1: Allied Engineer Movement: Rule 10.3 controls engineer movement until 17AM. On 17AM and thereafter, a U.S. engineer that sets up on-map is released when a German combat unit moves within seven hexes of it but may only move one hex on its release turn (Exception: If *KG von der Heydte* lands on 16AM or 16PM within seven hexes of a U.S. engineer unit, the engineer may not move on the turn it lands and the following turn, regardless of Rule 10.3). Allied engineer units that enter as reinforcements are exempt from this rule.

A2: Bel. V Fus. This unit may only use minimal movement (5.1.6): a) from 17AM-18AM if Basic rule 2.5 (German Fuel Capture) is in effect, or b) until both the 5-point and 10-point fuel dumps have been captured, destroyed or evacuated if optional rule 11.3 (Allied Fuel Dumps) is in effect. It may move freely afterward.

A3: 1/16 INF. This unit was held by HQ 1st Army until the situation in its rear area became clearer. It may not move until one of the following occurs: a) *KG von der Heydte* lands at full-strength, b) a German combat unit captures or is adjacent to Spa (3509) or Eupen (4104), or c) the Allied 17PM game turn (10.3).

A4: 5Arm/CCR. This unit may not move until one of the following conditions is met: a) a German combat unit occupies Marche (2119) or crosses the Meuse River, b) a German combat unit captures or is adjacent to Verviers (3505), Eupen (4104) or Rötgen (4503), c) a German combat unit enters Monschau (4606) or d) the U.S. 78th Division captures Kesternich (4905) and holds it through the succeeding German game turn.

A5: VIII/14/32 CAV. In the 16AM Allied exploitation phase, this unit must move to Setz (4814) but remains in reserve. On 16PM, it must operate within three hexes of VIII/14/18 Cav if that unit survives (10.4).

A6: 9Arm/CCB. In the 16PM US Enemy Reaction Phase, 9Arm/CCB must move by the shortest route in Movement Points to St. Vith (4317) and stop there. Beginning on 17AM, 9Arm/CCB must remain within five hexes of St. Vith and is not released until: 1) both the 106/422 and 106/423 infantry regiments are in general supply on 18AM or 19AM, 2) both the 106/422 and 106/423 infantry regiments surrender or have been eliminated, 3) to 20AM game turn.

A7: 7th Armored Division. On 17AM, all 7Arm DIV units must move before any other reinforcements. The three units entering at "P" must use up to 25MP in SM to move within two hexes of Vielsalm (3717) via Verviers (3505) and Stavelot (3812). 7Arm/CCR must move in SM to Poteau (4015) via Eupen (4104), Malmedy (4111) and Recht (4115). Beginning on 17PM, all 7Arm DIV units must operate within six hexes of St. Vith (4317) and are not released until: 1) the 106/422 AND 106/423 infantry regiments are in general supply on 18AM or 19AM; 2) one game turn after the 106/422 AND 106/423 infantry regiments have been eliminated or surrendered; 3) the 20AM game turn.

A8: 3rd Armored Division, CCA: Historically, the two battalions of 3Arm/CCA were assigned to protect Eupen (4104) from a surprise German parachute landing until they were released to VII Corps on 21AM. They both arrive on 18AM at Q and may only operate in a non-forest hex either in or within one hex of Eupen until released; either a) on 21AM or b) when they are attacked by German combat

units or c) when a German combat unit approaches within 8 hexes of the Meuse River. Once released, they can operate anywhere on-map.

A9: 1 Army/740 Tank Bn. When alerted to the German offensive, personnel of the crack 740th Tank Battalion rushed to the U.S. First Army armor repair facility at Sprimont (3008) and rapidly brought 30 broken-down tanks and assault guns into working order by 19AM. This (2-1-7) unit "appears" on-map in hex 3008 in the 19AM replacement phase unless a German combat unit occupies or has passed within one hex of Sprimont beforehand, thereby precluding 1A/740's appearance for the remainder of the game. This unit does not count toward the emergency arrival / release of British units (British Note B7).

A10: Third Army Staging Area. These U.S. Third Army units are restricted to and may only operate within the Third Army Staging Area (marked by a red-dashed line on the map) until released: a) ONE GAME TURN AFTER Bastogne is captured or b) on 22AM. Once released, all U.S. Third Army units may operate anywhere on-map.

A11: Antwerp X/Liège AAA Regiment. This unit was assigned to provide anti-armor and anti-aircraft defense near the city of Liège. On arrival, it must move to and may only operate in hexes 2602, 2702, 2703 and 2704 for the remainder of the game.

A12: ADSEC/29, VIII/342, VIII/366, VIII/392, VIII/118(-), Fr 2/Metz. Only ADSEC/29 may operate on or north of hex row XX20, all others must stay south of hex row XX20 and none of these units may cross the Meuse River.

A13: 5Arm/CCA and CCB. Beginning on the 24AM game turn, these two units enter at "P" ONE GAME TURN AFTER: a) a German combat unit crosses the Meuse River or enters any Liège city hex (2602, 2702, 2703), or b) a German combat unit enters Verviers (3505) or Spa (3509).

A14: 11th Armored Division, 17th Airborne Division Release. 11th Armor Division and 17 Airborne Division may only operate west and south of the Meuse River south of Givet (0523) until they are released: a) if the German player holds Bastogne (3227), or b) the German player captures any of the following towns: Bouillon (1335), Herbeumont (1735), Vireux-Wallerand (0424) or Revin (0129). Otherwise, the 11th Armor DIV is automatically released on the 29AM game turn, and the 17th Airborne Division is released on the 1 JAN AM game turn.

A15: 90th Infantry Division. Beginning on the 26AM game turn, the 90th INF DIV enters the map at B-D when at least one German unit has crossed Meuse River or 65 or more Allied units have been eliminated (including replacements).

A16: 10th Armored DIV. No 10th Armored DIV unit may enter the map in SM. On 26PM, all units of 10th Armor DIV must expeditiously move off the southern map edge if the Allied player controls Bastogne (3227). Otherwise, 10/Arm DIV withdraws as soon as the Allied player captures Bastogne or Houffalize (3422).

OS: (Optional Rule 11.7): “Operation Spätlease” (German 15th Armee offensive). (Optional Rule 11.7). The following units do not arrive in the game if “Operation Spätlease” has been launched: 2nd Arm DIV, 5/Arm CCA & CCB, 9th INF DIV, 83rd INF DIV, 84th INF DIV, VII Corps Artillery, British 33Arm Brigade, British 43rd INF DIV, British 51st INF DIV. Otherwise, they arrive as scheduled.