





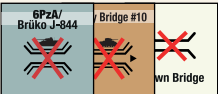









GAME MARKERS CHART

Marker	Place	Remove	Rule
Unsupplied	 No valid supply route in supply phase, German Fuel Shortages, Assault Crossing.	When valid supply trace is achieved in next supply phase, Air Resupply, Infantry receives Engineer Assistance.	2.4, 2.6, 4.4, 5.2.5, 11.17
Isolated	 Unit is unsupplied for two days and completely surrounded by enemy units, OR unit is surrounded by enemy ZOCs and 3 or more hexes away from a friendly unit in general supply.	If condition changes in next supply phase, Air Resupply, When unit surrenders.	2.8, 4.4, 2.9
Bridge Interdiction Fire Air Interdiction V-Weapon	 V-Weapon attack in the day air phase, Successful medium/heavy bomber interdiction in day air phase, V-Weapon interdiction in day air phase, Unsuccessful Bridge Interdiction Fire.	Remove V-Weapon at end of current night turn. Reduce or remove Med/Hvy bomber interdiction at the end of each subsequent game turn, Remove bridge interdiction at end of the current AM game turn.	4.2.3, 4.5.4, 7.7.3
Combat Reserve	 Beginning of owning player's movement phase.	When enemy combat unit moves, advances, retreats adjacent to a combat reserve unit, Unit suffers ENG, A1, A1X, A2X combat result, End of owning player's exploitation phase.	5.4, 5.4.1, 7.10, 8.1
Exploitation Reserve	 Beginning of owning player's movement phase.	When enemy combat unit moves, advances, retreats adjacent to an exploitation reserve unit, Unit suffers ENG, A1, A1X, A2X combat result, When unit is committed to battle on ENG result, When unit moves in enemy reaction phase, When unit moves in exploitation phase.	5.4, 5.4.2, 6.0, 7.10, 7.10.6.1, 8.2
Strategic Movement	 Beginning of owning player's movement phase.	When unit is Unsupplied or Isolated; When Disrupted by Air Attack, When unit suffers "D", "ENG" or "FF" combat result, During the owning player's movement phase either voluntarily or when too close to an enemy combat unit (2 hexes for armored, v4 hexes for non-armored).	2.4, 2.8, 4.6.3, 5.1.3.3, 10.6, 7.10
Blown Bridge	 Successful bridge blowing attempt, Bridge Interdiction Fire.	When repaired in owning player's engineer phase.	5.2.6.3, 9.1, 7.7.3
Intact Bridge (Light/Heavy)	 Bridge Discovery in movement phase, On bridge building completion in owning player's engineer phase.	Successful bridge blowing attempt, Bridge Interdiction Fire.	5.2.6.3, 7.7.3, 9.1,
Fatigued/Resting	 After a unit's forced march in the owning player's Night movement phase.	Flip "Fatigued" markers over to "Resting" at the end of each AM game turn. Remove "Resting" markers at the end of each PM game turn unless the resting unit participated in combat, when it is removed the turn after it does not participate in combat.	5.1.5
Disrupted	 Successful air attack in the day or night air phase.	At the end of the current game turn.	4.6.3
Disorganized/Regrouping	 Attacker retreats after A1, A1X or A2X in the combat phase or reserve combat. If <i>KG von der Heydte</i> "scatters" on landing.	Flip the "Disorganized" marker to "Regrouping" at the end of the current day or night game turn. Remove "Regrouping" markers at the end of the following day or night game turn.	7.10.8
Engaged (ENG)	 Engaged result in combat phase or reserve combat. Montgomery's Reaction "trigger"	When original defending units move or counterattack in their next turn OR, On different combat result in subsequent combat phase or reserve combat.	7.10.6, 7.10.6.2, 11.18
Improved Position (IP)	 In the owning player's engineer phase, number-side down first turn, number-side up second turn (2 turns to complete).	When the occupying unit "switches places" with a like-unit or vacates the hex by movement or combat.	9.2
Roadblock	 In the owning player's engineer phase.	Flip roadblock markers over to "intact" when they are "cleared" in the movement or exploitation phase. Remove "cleared" markers at the end of the current game turn.	9.3