

Air Operations Box

Air Box			
V1, LB	FB	F, FB, TCC	MB, HB, SB
Intercepted Off-Map		No-Battlefield Interception	
Air Resupply		Air Resupply	
Air Attack	Close Air Support	Air Interdiction - Air Attack	Close Air Support

1. Transfer available air units each turn from their Air OOA cards to their respective Air Allocation boxes.
2. Move air units from box-to-box and from box-to-map as they are used for each type of air mission.
3. Leave air units on the map for those air missions that require it (i.e. German V-Weapons [4.1], Air Resupply [4.4]).
4. Recycle the air units back to their Air OOA cards when expended.

Divisional Replacement Depot

1. Move the eliminated U.S. or German divisional units from the Replacement Depot to the Turn Record Track of the Game Status Card two days after their elimination.
2. If at any one time, all units of a division occupy the Replacement Depot, move all of them into the Permanently Dead Pile.
3. Use the Replacement Worksheet (Game Rules page 69) to track the accumulation and expenditure of Scheduled (3.1) and Combat (3.2) Replacement Points to Rebuild units on the map (3.3) or Replace eliminated units (3.4).

  **Permanently Dead Pile**  