

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

BRITISH NOTES:

BRITISH ARRIVALS: British XXX Corps historically arrived on the battlefield in limited numbers and kept the bulk of their forces just off-map in preparation for a major counter-attack. This was in keeping with Montgomery's desire to shape the battlefield as the German offensive progressed and minimize friction with American forces operating south of the Meuse River. It also kept his forces fresh for future Allied offensives and allowed them to be committed decisively in the event of a German crossing of the Meuse or an American collapse. See the British Deployment Table for each unit's arrival information.

British units with a B1, B2 or B3 Historical Arrival Restriction may only move on their turn of entry (using any type of movement) but then must remain stationary until their Historical Release Date occurs or they are “activated” by a German combat unit moving within three hexes of them. If a British unit's Historical Release Date occurs without its being “activated”, it may move freely and operates under its Historical Release Restrictions for the rest of the game. If it is “activated” before its Historical Release Date, it may move freely and operate under its German Activation Restrictions for the rest of the game.

Beginning on 22AM, British units marked a B4, B5, B6 or B7 Emergency Arrival Condition that are not already on map arrive at their Emergency Entry Areas ONE GAME TURN after each Emergency Arrival Condition is met and operate under their Emergency Operating Restrictions for the rest of the game.

B1: May only operate in hexes north or west of the Meuse River between Givet (0523) and Cointe (2603) inclusive.

B2: May only operate in hexes north or west of the Meuse River between Givet (0523) and Cointe (2603) inclusive or one hex across a Meuse River bridge. Also see the Replacement Rule (3.0).

B3: May only operate within four hexes of a Liège city hex (2602, 2702, 2703).

B4: Emergency Arrival - Northwest Crossing: Beginning 22AM, this unit arrives at its Emergency Entry Area ONE GAME TURN after one or more German combat units enters any hex north of the Sambre or Meuse Rivers between Velaine (0110) and Wanze (1707) inclusive and operates under its Emergency Operating Restrictions for the rest of the game.

B5: Emergency Arrival - North Crossing: Beginning 22AM, this unit arrives at its Emergency Entry Area ONE GAME TURN after one or more German combat units enters any hex north of the Meuse River between Huy (1807) and Cointe (2603) inclusive and operates under its Emergency Operating Restrictions for the rest of the game.

B6: Emergency Arrival - Broad Crossing: Beginning 22AM, this unit arrives at its Emergency Entry Area ONE GAME TURN after German combat units have triggered BOTH the B4 and B5 emergency arrival conditions and operates under its Emergency Operating Restrictions for the rest of the game.

B7: Emergency Arrival - Allied Collapse: Beginning 22AM, this unit arrives at its Emergency Entry Area ONE GAME TURN after 65 or more Allied units (including replaced units) have been destroyed and operates under its Emergency Operating Restrictions for the rest of the game.

B8: When released, this unit may only operate in any hex north of hexrow XX26 AND west of the Ourthe or West Ourthe Rivers.

B9: XXX-R-Force must withdraw off the map on 23AM. 31T/1FFY/B is attached to and may only operate with U.S. 2nd Armor DIV anywhere on map.

OS: (Optional Rule 11.8) “Operation Spätlese” (German 15th Army offensive): This unit is not available if “Operation Spätlese” has been launched.

