OPERATION MARKET-GARDEN

Quick Start Manual

TABLE OF CONTENTS

COMBAT

Regular Combat

Air Combat

MOVEMENT AFTER COMBAT

Retreat

Advance

BRIDGES AND FERRIES

Allied

Axis

SUPPLY

Allied

Axis

VICTORY !

ALLIED VICTORY

AXIS VICTORY

COMBAT TABLES

Combat Odds

Terrain Effects on Combat

Armor and Tank

AIRBORNE OPERATIONS DETAILS

AXIS REINFORCEMENT SCHEDULE

Introduction
SEPTEMBER 17th, 1944...Three divisions of Allied paratroopers drop into a narrow corridor stretching 60 miles into Nazi-occupied Holland.

THE MISSION...To seize a series of bridges that will allow the Allies to advance across the Rhine River and enter Germany, hastening the end of World War II.The British forces are to attack overland and link up with the paratroopers. The Germans opposing the Allies are the remnants of forces defeated in France, plus units hurriedly formed and thrown into combat.

Objective
OPERATION MARKET-GARDEN is a two-player game based on this...the biggest airborne operation in history. You get to replay this major offensive, which was hampered by bad judgment and poor weather. One player commands the Allied forces --whose goal is to open a route into Germany. The other player commands the Axis forces, their goal is to keep the Allies at bay.

Winning The Game
Controlling territory is the key to winning Operation Market-Garden. Please see the Victory! section for details.

Creating a Game
After you have successfully logged on to the MPG-Net Lobby, click on the Games door. At the next screen, click on the Board Games door. Now click on the door labeled OM-G. This will put you in the OM-G pub, from which you can talk, create games and invite players, as you would in other MPG-Net games.

To play OM-G you must first create a game. At the far right of the Gold Game Bar, you should now have a new icon, a tank. This is the OM-G game icon. Click on this icon, and you will now see three icons on a blue bar. From left to right is the Create Game icon (a bust being sculpted), the Run Game icon (a running shoe) and the Invite icon (a card on a plate). Click Create Game and the Create Game screen appears. You can change the parameters of the game from this screen, but we suggest playing with the standard settings at first. When you have finished, click OK.

This will automatically bring up the Invite screen, which is one of the functions of the Communications Screen. Select an online player, and click Invite. The player you have selected will receive your invitation and may reply. When you receive the 'RSVP' from the person you have selected, acknowledge and click the Run Game icon. This will bring up a menu of OM-G games. To start the game, select the game you wish to play and then click Play Game. The other player(s) you have invited will receive instructions to proceed to the pub, select, and play the selected game.

If you create a game but can find no one to play at this time, or if you decide not to play at this time, the game will be automatically stored unless you delete or cancel it. If you create a game or play halfway through a game before stopping, this menu will allow

you to Load, select, and Play the game in the future. After the OM-G Title screen you will be in the game.

Game Screen

While the game is loading, you will see an OMG Title Screen. Click on this screen to bring up the Game Screen. It is composed of a Short-Range and Long-Range map, and other elements that we'll get to shortly. Immediately, however, you will begin receiving prompts. These prompts differ for the Axis and Allied player. The first prompt, "It is now Turn 0" tells you what Turn the game is in. The second prompt, "Good Weather, Allied forces can land," indicates that the Allied player can now safely land airdrop units. The Allied player always has good weather to begin the game. The third prompt, "Deploy your units and press "END"", indicates that you are now in the Deployment Phase. You can begin the game at anytime.

First however, let's cover the elements of the Game Screen.

Menu Bar

If you place your mouse pointer at the top of the screen a gray menu bar will appear with two Menu items, Game and Help. If you click on the Game button, two choices will appear...Quit and Surrender. If you click on the Help button, the two choices are... Unit/Chit Guide and About/Version #. Clicking on Unit/Chit Guide will give you information about your forces.

Unit/Chit Guide

On your units are symbols which tell you the type of unit your have; tank, engineering, or infantry. This window describes what type of unit the symbols represent.

The box in the lower left hand corner is very important. The three numbers at the bottom of your unit chit show the fire power, defense strength and movement rate. These numbers determine success at attacking and defending in combat, and indicate the number of movements you can make on the Short Range map per Movement Phase.

The presence of a red, white or black dot on your unit chit indicates your firing success against armored units. Click again on the Unit/Chit Guide to close the screen.
[for more on this subject refer to "Combat Details"]

Short Range Map

The Short Range Map represents the original terrain of the Rhine Valley. Individual hexes represent different types of terrain. A map legend on the lower right corner of the map lists the types of terrain.

Terrain has an effect on Combat and Movement. Wooded areas impede the movement rate of motorized vehicles, and hills give defenders a combat advantage.
[for more on this subject see "Terrain effect on combat"]

Long Range Map
The window to the right of the Short Range Map is the Long Range Map.
This window provides an overview of the area, assisting you in making strategic decisions. Clicking on the Long Range Map automatically moves the Short Range Map to the same location. When in combat, red or gold lightening bolts indicate the hexes of conflict. A gold lightening bolt indicates the current combat.

For both players, this map shows the location of friendly troops, indicated by hexes with red dots. Both players also see the hexes the Allied player is on, or has moved through, indicated by shaded hexes. This gives the Axis player the advantage of knowing what general area the Allied player is in.

Player ID Cards
Along the bottom of the Main Game Screen, at the far right and left, are the Player ID cards. These show the netcard persona of each player in the game. The space directly to the right of the Player ID card is the Phase window. Icons appear in this window indicating the current phase of the game. Initially, both Phase windows display an icon with both Axis and Allied flags, indicating the start of the game.

Force List Window
Between the Player ID Cards is the Force List Window. The top half of this screen displays either "Reinforcements" or "Air drop", depending on the Phase. The bottom half of the screen displays the forces to be deployed. Since there are no forces, yet, this screen is blank at the start of the game.

To the left of this screen are the OK and End buttons. The currently blank screen above these two buttons displays information like movement rates, and air transport points during appropriate phases of the game.

Communicating
To communicate begin typing. This will bring up a message screen. Finish your communiqué and hit return or All. Your message will appear on your opponents screen.

Playing the Game
OMG progresses in a series of Turns, or rounds, each Turn representing one day.
A Turn consists of different Phases for each player. The Allies always go first. The general Phase sequence is as follows:

Turn 0	(starting the game)
Allied	Initial Deployment Ground Forces
Allied	Initial Deployment Airdrop Units
Axis	Initial Deployment

In Turn 0 both forces place their units at the same time.
In succeeding Turns the sequence is:

Allied	Reinforcements
Allied	First Airdrop Deployment
	*Combat
Allied	First Movement Phase
	*Combat
Allied	Second Airdrop
	*Combat
	Second Movement Phase
	*Combat
Axis	Reinforcements
	First Movement Phase
	*Combat
Axis	Second Movement Phase
	*Combat

NOTE. Any time opposing forces move into the same hex, combat will occur.

About the Phases

Controlling Territory
At the beginning of the game, the Axis controls all hexes north of the start line, and the Allies control eight hexes south of the start line. The Allied player quickly takes control of more territory however, by dropping air troops and moving ground troops. Allied players will notice hexes change color as they move through them, denoting Allied control. Shaded hexes remain in Allied control until an Axis unit passes through or remains in the hex.

The Axis player does not know exactly where the Allied units are, but can see the shaded hexes, and therefore knows the path of the Allies. Unshaded hexes are Axis controlled.

Initial Deployment

Allies
At the start of the Allied players first Turn, a window pops up displaying units from the 43rd (Wessex) and 50th (Northumbrian) British Infantry Divisions. Choose three units from each division by clicking on them, then click OK to move to the next phase of initial deployment.

The units you select appear in the Deployment window at the bottom center of your screen, joining your initial forces. Ground deployment must always be made to Allied controlled territory, the eight hexes in the southeast corner of the game map. Click on any unit to highlight these hexes within the map. Click on the hex you wish to move the unit to. Up to three units may be "stacked" on any hex on the map. Stacked units still move individually. Units may violate the stacking limit while retreating, if no other options are possible. You will have to stack the units initially to deploy them all.

Axis

The Axis player starts the game with the historical deployment of German forces. During initial deployment, the Axis player may move any of these units two hexes. Click on a unit and click on the hex you wish to move to. A list of initial deployment forces is in the back of this manual.

Allied Air Drop

The Allied player also has airborne units to command. These units can be air dropped to any hex on the map. Click on the unit and click on the hex you wish to move it to. If you drop a unit to a hex where an Axis unit is present, combat will occur.

[for more information review "Airborne Operations"]

Reinforcements

At the beginning of each Turn, both sides receive reinforcements. Certain hexes are designated as reinforcement staging and deployment areas. Weather permitting, the Allied player receives both ground and Air units.

Allied Reinforcements

Allied ground reinforcements must enter the map from any one of four hexes in the Allied controlled territory in the south. Click on a reinforcement unit to highlight one of these hexes.

Starting on Turn 2, the Allied player receives three deployment points (DPs) per Turn for the rest of the game. The Allied player uses these DPs to activate regular ground reinforcement; only activated units may enter play. During Reinforcement phase, a window will appear with a selection of forces for you to activate. Click OK when you have made your selection.

Air Drop

At the beginning of each Turn the Allied player receives a "weather report". Air units cannot land during bad weather. Weather permitting, the Allied player receives air transport points (displayed above the OK button), and units available for Air Drop. Click on the unit to select it,and click on a location to "drop" the unit. The point value of that unit will be subtracted from the air transport points. One unit, the British 6-5-3 glider unit, simultaneously drops with a British 2-4-3 unit. These units count as two units for stacking but one for airdrop purposes. You may drop all units in the First Air Drop Phase, or reserve some units for the Second Air Drop Phase.

If you drop a unit into a hex already occupied by Axis forces, combat will ensue after this phase is over. Air combat is different from regular combat and is covered in "Air Combat".

[for more information see " Airborne Operations"]

Axis Reinforcements

The Axis player receives reinforcements Turns 1-7. Axis reinforcements may only enter from the blue and red hexes along the edge of the map. Reinforcements enter from different areas. Click on a reinforcement to highlight available hexes and to move the

Short Range Map to this area. The German player may move his reinforcements within the staging area, or onto the game map, during the regular Movement Phase.
[for more information see " Axis Reinforcement Schedule"]

Once units enter the map they cannot leave. However, enemy units can be eliminated by a forced retreat off the map.

Movement
At the beginning of each Turn you have an **Off-Road** (foot soldier icon) or **Road** (truck icon) movement option. Both options are used each Turn. Whichever option you choose for the First Movement phase, reverses for the Second Movement Phase.

Road movement must be along the highways or through the light green hexes. Off road movement may be along rougher terrain. Poor terrain limits the movement rate.

Click on the unit you wish to move, highlighting your options. Movement is one hex at a time. Click on a hex to move to it. A red arrow shows the path your unit will move along. You may continue moving in this manner up to the allotted movement rate. Your movement rate is displayed above the OK button. Click OK when you want your unit to move along the path you have selected. If you still have movement left, you can select the same unit and move again.

If there are no enemy units in any of the hexes of the path you have selected, you can complete the planned movement. If there is an enemy unit, movement halts at that hex. A lightening bolt appears, denoting combat. The Combat phase does not begin until the Movement phase is over. You can continue moving the rest of your forces, until you end your Movement phase.

HINT Send a scout first to see if enemy units lie along your intended path, before moving all of your forces.

Remember that the Allied forces leave shaded every hex they move through, indicating their control of the territory. When you finish moving your forces click End.

Combat

Regular Combat
After each movement phase, OMG locates and resolves individual combat. The Combat map automatically superimposes itself on the Main map during the Combat phase. The defender, located in the middle hex of the Combat map, always fires first.

Click on the unit you wish to fire on. A red target appears on the enemy unit selected for attack. You can only fire on one enemy unit at a time. Delegate a defender, keeping in mind that each defending unit may only fire once each combat. A lightening bolt appears on the unit. In the upper right hand corner of the Combat screen, the Combat Ratio box shows the statistical outcome of this defender against this attacker. On the

left hand side are graphics representing the attack and defense modifiers, usually terrain related. Select additional defenders if you wish. You may have multiple units firing on one attacker. Firing power is cumulative, as shown in the changing Combat Ratio box. Click on the lightening bolt in the lower right hand corner to commence firing. One of three things may happen; the firing has no effect on the unit, the unit retreats...shown by a reverse arrow, or the unit is eliminated...shown by an explosion. If you see no reverse arrow or explosion, and the game has moved on from this combat screen, there has been no effect on the unit in question.

Once a defender fires, that unit becomes shaded. If there is more than one attacking unit in this conflict, and you have defenders which have not fired, you may now repeat this process. After the defender has fired with all units, the attacker has the opportunity to fire on the defender in the same manner.

Combat continues until resolved in one of four ways: the defender retreats, the attacker retreats, the defender gets eliminated or the attacker gets eliminated. Retreated units may also sustain permanent damage or be "stepped" back. All units have either one or two steps. Units are reduced in strength when suffering from combat loss.
 [for more information see "Combat Odds"]

Once individual combat is resolved, the game will move to the next area of conflict, or on to the next game Phase..

   Note: A defending unit's fire strength always doubles during a road impulse.

Air Combat
Air combat differs from regular combat in that each defender gets to fire on each dropping unit. Select the unit to fire on and click on the lightening bolt. All defenders automatically fire on the attacker. After this first round, the air drop units have the opportunity to fire back, as in regular combat.

Movement after Combat

Retreat
When units must retreat, the player will be prompted to retreat his or her defeated units into one of the hexes highlighted on the map. In general, these hexes are one or two hexes from the unit's original position. Stacking rules may be violated if no other safe route may be found. Units may not retreat into or through any off-road prohibited hex. Units unable to retreat because of this restriction are eliminated.

Advance
If successful, the player will be prompted to move at least one unit into any hex the retreating player abandons. Units repulsed in the previous attack may not move into the abandoned hex.

Bridges and ferries

Water barriers, rivers and canals, may only be crossed by bridges and ferries. The Allies control only one bridge at the beginning of the game...the bridge connecting the southernmost hexes to the rest of the game. Units may only cross rivers and canals on friendly controlled bridges.

Whenever the Allied player gains control of a hex adjacent to a bridge, the Axis player receives the following prompt "Destroy bridge ?" with a yes or no option. If the attempt succeeds (based on a random die roll) the bridge is immediately destroyed. The Axis player may choose not to destroy the bridge. The Axis player does not receive another opportunity to destroy this bridge until control of both adjacent hexes is regained.

Allied

Allies can build bridges with engineering units. To do so, the Allied player moves into one of the two hexes adjacent to the bridge. There must be no Axis unit on the other hex. If the engineering unit remains in the hex the entire movement phase, without moving or firing, a bridge will appear at the end of the Phase.

An engineering unit can ferry itself, and other units, across water barriers.

Axis

Only the Axis units can use the ferries on the map. Movement via ferry during the Movement phase is limited to one unit per river ferry and two units per canal ferry. During combat, any number of units may retreat by ferry.

Supply

Units require supply for full combat effectiveness. Whatever supply status a unit has at the beginning of a Turn is its supply status for the entire Turn. There are two types of supply: ground supply and airborne supply.

Allied

Units are in supply if they can trace a supply line (a continuous line of connected highlighted hexes) to a ground supply source. The Allied area south of the start line constitutes the regular ground supply sources for Allied units; an Allied unit remains in supply if a line can be traced to this area.

Airborne units are considered supplied if they can trace a line to an airborne supply marker. Any number of airborne units may use the same marker. The supply marker disappears after use on the following turn. Supply lines may only be traced through friendly territory and cannot be traced across rivers or canals except through road hexes. Up to three hexes of the line may be traced through non-road hexes; all other hexes of the supply line must be traced through road hexes.

Axis

The Axis reinforcement entry hexes are the supply sources for Axis units, which remain supplied as long as there is an uninterrupted line between themselves and the source.

Victory !
Game Length
The game automatically ends upon the conclusion of Turn 10. The game may end earlier if the Allied player achieves a strategic victory or if the Allied player surrenders. When the game ends, the computer determines the winner.

Allied Victory

Strategic
The Allied player achieves a Strategic victory if an Allied AFV (tank) makes it to and off the northwestern corner of the map. The Allied player must also be able to trace a line of control from this northern exit hex to the southern supply hexes. This line is traced exactly as a supply line is traced, through an unbroken line of shaded hexes. The game ends immediately when the Allied player achieves this victory condition.

Operational
The Allied player wins an Operational victory if a line of shaded hexes can be traced from an Allied unit north of the Lower Rhine/Ijssel Rivers to a regular Allied ground supply source. Note: The Lower Rhine/Ijssel River is the northernmost river that bisects the map, forming a triangle in the northwestern corner, hexside to hexside.

Tactical
The Allied player wins a Tactical victory if a line can be traced from a unit north of the Lower Rhine/Ijssel Rivers to a regular Allied supply source. This line is also similar to a supply line except that it may be traced through enemy territory. It may also be traced across water barriers only at Allied controlled bridges.

Axis Victory

Tactical
The Axis player wins a Tactical victory if the Allied player does not fulfill any of the above victory conditions.

Operational
The Axis player wins an Operational victory if there are no Allied units north of the Maas River. Note: The Maas River, in the middle of the map, is the first river Allied forces will encounter that bisects the widest part of the map from east to west**.**

Combat Tables

Combat Odds

The following chart details the combat odds the game uses to resolve combat. Players do not have to refer to this chart in order to play the game, but players should know that the higher the odds for the attacking or defending player, the better the chances for victory. The odds are fluid and may alter due to a variety of factors, especially terrain.

DIE ROLL	1:2	1:1	3:2	2:1	3:1	4:1	5:1	6:1	7:1	8:1
1	R	R	R	LR	LR	LR	E	E	E	E
2	NE	R	R	R	LR	LR	LR	E	E	E
3	NE	NE	R	R	R	LR	LR	LR	E	E
4	NE	NE	NE	R	R	R	LR	LR	LR	E
5	NE	NE	NE	NE	R	R	R	LR	LR	LR
6	NE	NE	NE	NE	NE	R	R	R	LR	LR

Key: NE = no effect; R = retreat/repulse; LR = loss and retreat/repulse; E = eliminated.

Terrain Effects on Combat

In OMG, the game's interface calculates all terrain effects on combat. These effects are cumulative, except that a unit will never have its firing strength more than doubled. In addition, the defense strength of an attacking unit will never be doubled.

During the off-road impulse, the game doubles the fire strength of a defending unit firing on a unit attacking across a bridge or ferry hexside. In the road impulse, the fire strength of a defending unit doubles, regardless of terrain.

The fire strength of any unit (attacking or defending) doubles if the unit is on a hill hex and fires on a unit not on a hill hex. As the interface handles all these matters, the Terrain Effects Chart below has been provided only for your convenience and need not be used to play the game.

Terrain	Combat Effect
Clear	No effect
Woods	Defender's defense strength doubled
Marsh	Defender's defense strength doubled
City	Defender's defense strength doubled
Polder	No effect
Hill on	Unit's fire strength doubled against units not hills

Airfield	No effect

Hex sides

River	No combat possible across
Canal	No combat possible across
Bridge	Defender's fire strength doubled
Ferry	Defender's fire strength doubled

Armor and Tank

OMG's AFV, mechanized, and reconnaissance units generally sustain less damage from enemy fire than non-armored units. Enemy units well-equipped with antitank weapons, however, make such units more vulnerable to enemy fire. The three types of armored units have different capabilities. Mechanized and reconnaissance units have light armor and are more vulnerable to fire than the typical AFV.

OMG codes all units for antitank fire capability. A unit with a red dot has full antitank capability; its fire strength is not affected when firing on an armored unit. A unit with a black or white dot has partial antitank

capability; its fire strength halves when firing on an AFV but is unaffected when firing on a mechanized or reconnaissance unit. A unit with no dot has very limited antitank capability; its fire strength halves when firing on a mechanized or reconnaissance unit.

Airborne Operations Details

The Allied player has a number of airborne units. These units plus airborne supply may enter play through air transport. Airborne infantry and airfield repair units, however, cannot make airdrops as they are not designated as paratroopers, but must instead land by air transport into captured airfields.

Each turn, the Allied player receives a number of air transport points (ATPs) given according to the following schedule:

Turn	1	2	3	4	5	6	7	8	9	10
ATPs	33	30	29	20	20	14	10	6	2	2

At the beginning of each Allied player's turn, the Allied player's ATPs will appear above a display of those units available for air transport during that particular turn. Unused Allied ATPs are lost if not used. They may not be accumulated. The following chart describes the ATP cost for each type of unit available for air transport:

Unit	ATP cost
parachute infantry	1
parachute engineer	1
"GP' glider infantry	1
glider infantry	3
glider engineer	3
air landing infantry	5
airfield repair	5
airborne supply	5

Note: Except for airfield repair units, all Allied airborne units must enter play through air transport. Allied repair units may enter play through air transport or may enter play the same as Allied regular ground units, at the Allied player's option.

Airdrop

After the Allied player has chosen an impulse, the game provides him with a message concerning the weather. Click on OK with the LMB to continue.

If the weather is marginal or good, the Allied player may proceed with the air transport part of his turn. After the Allied player completes his air transport phase, the interface determines the effects of marginal weather, and the effects of terrain on the landings. Surviving airborne units may move during the Allied movement phase, but only if they were not involved in combat during their landing.

Weather

The game randomly generates three distinct types of weather that affect airdrops: good, marginal, and poor. Good weather has no effect on airdrops. Marginal weather may cause units to scatter from their intended target or may prevent units from landing at all. Poor weather prevents the Allies from even attempting air drops in the first place.

Anti-aircraft Fire

Airborne operation are hazardous and OMG takes these hazards into account. The following chart demonstrates the type of combat results that may occur during the airborne operations phase of the game. (The game will calculate these results for you):

Landing ADJACENT to Axis:

Die	unit	controlled city	controlled airfield
1	L	AL	AL
2	NE	L	AL
3	NE	NE	L
4	NE	NE	NE
5	NE	NE	NE
6	NE	NE	NE

Landing ON Axis:

Die	unit	controlled city	controlled airfield
1	L	AL	AL
2	L	AL	AL
3	NE	L	AL
4	NE	NE	L
5	NE	NE	NE
6	NE	NE	NE

Key: NE = no effect; L = the unit suffers a loss and lands in its target hex; AL = abort and loss. The unit loses one step and fails to land on its target hex. The unit may attempt to land on a subsequent turn.

Landing
When Allied units land, the Axis player will notice that the hexes they land in will be highlighted on his map, unless the airborne units land in a hex controlled by an Axis unit. The combat resolution phase of the game determines who controls such a contested hex.

Air Landing
Air landings, as opposed to airdrops, may only be made in Allied controlled airfields. One advantage of landing in an airfield is that units landing in airfields do not scatter during marginal weather. However, except for Allied repair units, Allied airborne units may only land at repaired friendly airfields. Only Allied repair units may land at friendly controlled airfields. (See Airfields, for further information concerning this topic.)

Airborne Supply
Airborne supply markers, used to support Allied airborne units, do not count against stacking, may not move, and cannot prevent Axis units from entering a hex. If the Axis player ever gains control of a hex occupied by an airborne supply marker, the marker is eliminated.
Airborne supply markers may not be dropped into enemy territory. Allied players must therefore choose targets in friendly territory in order to airdrop supplies. If a marker scatters into enemy territory during a marginal weather drop, the marker is eliminated. It may also be eliminated if it takes a loss due to AA (anti-aircraft) fire.

Airfields
Axis forces control four airfields at the start of the game. When the Allied player gains control of an airfield's hex, the airfield automatically sustains damage. Air landing infantry units may not land at that captured airfield until it is repaired by an airfield repair unit.

Airfield repair units are road bound. They may move only during the movement phase of the road impulse. (They may not move, in other words, during the off-road impulse.) Airfield repair units may be air landed in either impulse. Airfield repair units do not count against stacking when in a friendly controlled airfield hex.

During the road impulse, an airfield repair unit may repair a damaged airfield. The unit successfully repairs the airfield if the unit starts the Phase on the airfield and spends the entire Phase at the airfield without moving or firing. The airfield repair unit is eliminated if the German player ever regains control of the hex.

Axis Reinforcement Schedule

The following chart spells out in more detail the type of reinforcements the Axis receives for each Turn:

MapLoc.	Unit Rating	Anti-Tank	Service Branch	Unit Type	Historical Unit ID
Turn 1					
E:	2-4-6	p	A	Motorized Infantry II	406: Furst
NE:	9-5-8	f	SS	Reconnaissance II	10SS: 10
N:	2-3-3	p	A	Security II	vT: I/26
	4-5-6	p	SS	Motorized Infantry II	9SS: 9P KG
	3-5-6	p	SS	Motorized Infantry II	9SS: 9S KG
	8-6-6	f	SS	Panzer IV II	10SS: II/10
	1-2-6	l	SS	Motorized Infantry II	vT: Helle
	2-2-3	p	N	Infantry II	vT: 10 Sst
SW:	6-4-3	p	A	Infantry II	59: I/1034
	4-5-6	p	A	Motorized Infantry II	59: Fus
	3-3-6	l	A	Motorized Infantry II	Tlbg
Turn 2					
E:	3-4-3	p	A	Infantry II	406: I/6 UL
	4-5-3	p	A	Infantry II	406: II/6 UL
	4-5-3	p	A	Infantry II	406: II/6 UL
	2-3-3	l	A	Infantry II	406: Mnst
	4-5-3	l	A	Infantry II	406: Jul
	2-3-3	l	A	Security II	406: 6
	4-3-3	l	A	Infantry II	406: 39 FEA
	1-3-3	l	A	Infantry II	406: R
	4-4-6	p	LW	Motorized Infantry II	Bckr
NE:	6-5-6	f	SS	Motorized Infantry II	10SS: II/21
	4-5-6	f	SS	Motorized Infantry II	10SS: II/22
N:	2-2-3	l	A	Labor II	251
	2-3-3	P	A	Security II	908
	4-4-3	f	A	Infantry II	KG Knst
SW:	6-4-3	p	A	Infantry II	59: II/1034
	6-4-3	p	A	Infantry II	59: I/1035
	4-4-3	p	A	Infantry II	59: 159E
	4-4-3	p	A	Engineer II	59: 159
Turn 3					
SE:	7-4-6	f	A	Mechanized Infantry II	2107
	20-8-6	f	A	Panther II	2107
E:	3-4-3	l	LW	Fortress II	17
NE:	2-3-3	p	N	Infantry II	642
NW:	2-3-3	l	LW	Infantry II	2 Fh
W:	4-4-6	p	LW	Motorized Infantry II	Mrmn
	4-4-3	f	LW	Infantry II	I/HGa
	5-4-3	f	LW	Infantry II	II/HGa
Turn 4					
NE:	2-3-3	p	A	Machinegun II	37
	2-3-3	p	A	Machinegun II	41
	7-4-6	p	A	Mechanized II	Brhns
	8-7-5	f	A	Tiger II	502/4
NW:	3-4-3	p	SS	Infantry II	3 Ned
W:	3-4-3	p	LW	Parachute Infantry II	I/2
	5-4-3	f	A	Infantry II	85: KG

Turn 5

NE:	7-5-3	f	A	Assault Engineer II	9 Lehr
NW:	2-3-3	l	LW	Infantry II	3 Fh

Turn 6

NE:	24-10-5	f	A	King Tiger II	506
W:	3-3-3	p	A	Machinegun II	29
	3-3-3	p	A	Machinegun II	30

Turn 7

E:	2-3-3	p	A	Engineer II	190: 20 PEA
	3-3-6	p	A	Motorized Infantry II	190: 76 GEA
	3-3-6	p	A	Motorized Infantry II	190: 90 GEA
	3-3-3	p	A	Infantry II	190: 90 FE
	3-3-3	p	A	Infantry II	190: 6 GEA
	3-3-3	p	A	Infantry II	190: 46 GEA
	4-3-3	p	A	Infantry II	190: 469 GE
	5-3-3	p	A	Infantry II	190: 26 GE
	4-3-3	p	A	Infantry II	190: 376 GE

Notice that the chart specifies from which direction reinforcements are available. During the game turns when reinforcements are available, the German player should take note of where these units appear on the game map's edge. For example, in game turn 4, the German player has the option of bringing into play units from three directions, the northeast, the northwest, and the west. Clicking on the units with the LMB reveals where the reinforcements may be placed on the game map. The German player may enter the units from these areas or may switch between these areas. In other words, the German reinforcements on the western edge of the map in turn 4 may be moved into an adjacent staging area such as the northwest or southwest. After maneuvering his or her reinforcements in the above manner, the German player may then choose the order of the impulses and proceed with the normal player turn.