

GS 2P Unit States 1.0 S0

- **Supply** : road from map edge + 4 hexes not through enemy ; *Roadblock, Bridge, City/Town*, unit and unoccupied **ZOC**
- if crossing a *River*, the path is limited to **1** hex
- *Westwall* blocks Allied *Supply* unless occupied
- **Unit** :
 - may **not** attack on it's own
 - does **not** add to chit draw when attacking
 - **no ZOC** unless stacked, in *City/Town*, German in *Westwall*
- **Dispersed** :
 - has **no ZOC**
 - may **not** move, attack, advance after combat or build an **IP**
 - may retreat **only 1** hex (also applies to units stacked with it)
 - if all defending units are *Dispersed* :
 - [A] may disregard **1** hit
 - [D] may **not** use *CombatTactic*. Allied do **not** draw a card
- **Allied** : *Dispersed* *OutOfContact*. Allied can't be taken as *Reserve*
- **OutOfFuel** :
 - may **not** attack, move, retreat, advance, deploy from *Reserve*
 - [A] may disregard **1** hit
 - **cumulative** with *LowSupply* and *OutOfSupply*
 - do **not** **cumulate** with *Isolated*, the card is still discarded

GS Combat Tactics 1.0 T0

- **Airpower / Artillery** : linked to *Combat Chit*
- **Assault Coordination** : inactive adjacent stacks may attack
- **Bug Out**
 - 16-18 odds are $\geq 3:1$ and *HoldCheck* fail ;
 - 19+ 3+ steps, not *Surrounded* : move **highest** # unit into the nearest empty in *Supply* not *Proximate Position*
- **Combat Engineers / Engineers** :
 - [A] : +1 strength, remove **IP**
 - [D] : place an **IP** if possible unless *Combat Engineer*
- **Corps Artillery** : like *Artillery* and draw a second card
- **Fixed Artillery** : *Artillery* within **FAR** from a *Westwall*
- **Inf Infiltration** : +*Flanked* (not in *City/Town*), -1 hex
- **Panzer/Tank Battalion** : +1 strength, +*Armor*
- **Press the Attack** : \emptyset effects
- **Reinforce Battle** : 1 stack that did not attack or move in the current *Activation* may move and participate in the combat
- Allied : stack with **lowest** #, preserve **Line**, protect **VP**
- German [D] : reinforcing strength \leq defending
- **Screen** : max *Combat Chit* -2

GS Combat Tactics & Chits 1.0 C0

- [A] & [D] : must have 1+ in *Supply* **not** *Dispersed* unit
- German [A] : # *Tactics* / *Activation* \leq card *CommandValue*
- German [D] : 1 *CombatTactic* ... **VDH** [A] / [D] : \emptyset
- Allied [A] : 1 *CombatTactic*
- Allied [D] : if card's **formation** matches any unit and < 4 steps, in *Communication*, not in danger of *Surround* :
 - add **1** matching unit : S \blacktriangle # *Reserve* \Rightarrow \blacktriangle # *OutOfContact*
 - otherwise **1** *CombatTactic*
- **min** *Combat Chit* : # [D] steps
- **max** *Combat Chit* : # non-[unit][A] units:
 - +1 for each [A] *CombatTactic*
 - +1 for each [A] 3+ steps unit
 - +1 if [A] has **Eit** units
 - +1 if the [D] are *OutOfSupply*
 - +2 if the [D] are *Isolated*
 - -2 if Allied [D] played *Tactic* Screen
- **hit adjustments** :
 - **D-1** : [D] in *City/Town*, **IP** (remove it) or German in *Westwall*
 - **A-1** : [D] are all *Dispersed*, *OutOfSupply* or *OutOfFuel*
 - **A=0** : [D] are all *Isolated*

GS 2P Combat Retreat 1.1 C2

- [D] units retreat **together** and end in the **same** hex, except to **avoid overstacking** at the **end** of the retreat
- **Allied** may break **stacking** but **next hit** is taken as a **retreat**
- *Dispersed* units and *Isolated Infantry* may only retreat **1** hex
- **VDH**, *OutFuel* and *Dispersed* *mechanized* do **not** retreat
- **never retreat** into enemy *City/Town* (Allied : empty *westwall*)
- a 2 hex retreat ends *Dispersed* **2** hexes **away**
- take a **lesser** priority route to **avoid elimination**
- **retreat priority** : **not** in enemy *ZOC*
 - or occupied by **Allied** unit in *Supply*
 - or empty in Allied *Supply* \Rightarrow **1** step loss
 - or occupied/empty not in Allied *Supply* \Rightarrow **1** step loss
 - **only** via *River/Forest* w/o *Bridge/Road* as a **last resort**
- **Allied tie breaker** : *City/Town* \Rightarrow closest to \blacktriangleright \Rightarrow westernmost
- **German 16-19** : across **Army boundary** as a **last resort**
- **German** : check for **17+** *Bridges* demolition then *Roadblocks*
- if the retreat ended with **friendly** units that are **attacked** in the **same** **activation**, these retreating units do **not** **count** in that combat and are **eliminated** if the [D] retreat or are eliminated

GS 2P Supply States 1.0 S1

- **LowSupply** :
 - no *CombatTactic* may be played in that unit's support.
 - may **not** receive *Replacements*
 - German : may **not** **exit** the map
 - **Allied** : may **not** lead an **attack**
- **OutOfSupply** *LowSupply* + :
 - may **not** **attack** or build an **IP**
 - if *mechanized* may move **only 1** hex
 - *OutOfSupply* only : [A] +1 *CombatChit*, **disregard 1** hit
- **Isolated** *OutOfSupply* + :
 - has **no ZOC** (even if in *City/Town*)
 - *mechanized* may **not** move or retreat
 - *infantry* may move or retreat **only 1** hex ;
 - may **not** **exit** an enemy **ZOC**
 - may **not** **enter** enemy *City/Town* or cross enemy *Bridge*
- Allied : may **not** **enter** an empty *Westwall* / hex
- does **not** affect the placement of enemy *Reserve* unit
- **Allied** : *Isolated* *OutOfContact* can't be taken as *Reserve*.
- *Isolated* only : [A] +2 *CombatChits*, **disregard** all hits
- **Surrender** : step loss 1-6 \circ 1-4 \bullet 1-2 \bullet

2P Combat Tactics 1.0 T1

- **Airpower / Artillery** : linked to *Combat Chit*
- **Assault Coordination** : inactive adjacent stacks may attack
- **Bug Out** : retreat 2 hexes, not *Dispersed*, [A] may advance
- **Combat Engineers / Engineers** :
 - [A] : +1 strength, remove **IP**
 - [D] : place an **IP** if possible unless *Combat Engineer*
- **Corps Artillery** : like *Artillery* but reshuffle if not empty
- **Fixed Artillery** : *Artillery* within **FAR** from a *Westwall*
- **Inf Infiltration** : +*Flanked* (not in *City/Town*), -1 hex
- **Panzer Battalion** : +1 strength, +*Armor*
- **Press the Attack** : \emptyset effects
- **Reinforce Battle** : 1 stack that did not attack or move in the current *Activation* may move and participate in the combat
- **Screen** : max *Combat Chit* -2
- **Tank Battalion** : +1 strength, +*Armor*

GS Combat Resolution 1.0 C1

- evenly distribute step loss between units and hexes
- Allied **step loss priority** : \blacktriangledown # multi-step \Rightarrow \blacktriangledown # single-step
- **Allied [D]** (2 hexes retreat \Rightarrow *Dispersed*) :
 - if it has retreated **2** hexes : apply remaining hits as **step loss**
 - if **hits** \geq steps or step loss implies **no ZOC** : **retreat 1** hex
 - *HoldCheck* : **step loss** on \leq **HV** + [D] steps (or retreat);
 - -3 if [D] *Surrounded* or *OutOfCommunication*
 - +2 if [D] have already **retreated 1** hex
 - +2 if all [A] are across a *River* and [D] has not yet retreated
 - +4 if all **retreat** routes require a **step loss**
- **German [A]** :
 - 1st hit : **step loss**
 - up to **2** **more hits** may be absorbed by becoming *Dispersed*
- **German [D]** : may retreat **1** hex/hit, max 2 hexes + *Dispersed*
- **Allied [A]** (step loss priority : **most steps** **stack**) :
 - 1st hit : 1st **step loss**
 - 2nd hit : *Dispersed* if < 4 steps or 2nd **step loss**
 - 3rd hit : *Dispersed*
 - 4th hit : 2nd **step loss** or **ignore**

GS Combat Advance 1.1 C3

- [A] may advance into the **vacated** combat hex **ignoring ZOC**
 - if [D] retreated **2** hexes or is **eliminated** (leaves no path) :
 - [A] *mechanized* may **follow the path** of retreat if **split off** not from *ZOC* to *ZOC* or *River/Forest* w/o *Bridge/Road*
 - **only 1** [A] may cross a *Bridge* into an enemy *ZOC*
 - **only 1** [A] may cross an unbridged *River* and **stop** after, **only** if attacked through or following the path of retreat
 - **German 16-19** : may **not** advance across **Army boundary**
 - **German** : check for **17+** *Bridges* demolition then *Roadblocks*
 - **Allied [A]** advance (\blacktriangle #):
 - do **not** check a lone [unit], treat stacked [unit] as **1**
 - do **not** advance in danger of *Surround* unless into **HV** hex
 - preserve the **Line** unless if advancing into **VP** hex
 - only check the **highest** chance of advance
- | Route of Advance | 0 | 1 | 2+ |
|-------------------------------|---------|-------------|-------------|
| Primary or VP | Advance | 1-7 | \emptyset |
| Secondary or <i>City/Town</i> | 1-8 | 1-4 | \emptyset |
| other | 1-3 | \emptyset | \emptyset |
- # already advanced

GS Allied Reserve Deployment 1.0 **D0**

- never in German *City/Town*, never in danger of *Surround*
- Method A** **16+** S ▲ # *Reserve* ⇒ **18+** ▲ # *OutOfContact*
 - within the *Corps* boundaries
- empty *Position*, in *Supply* were it occupied
- Proximate* to a German unit
- not in Allied **ZOC** unless:
 - HV** is 5+ or deployment fixes *OutOfCommunication*
- Method B** **18+** S ▲ # *Reserve*
 - first with same **Division** unit, in *Supply*, in *Communication*
 - then within the *Corps* boundaries
 - empty *Position*, in *Supply* were it occupied
 - within 3 hexes of a Allied unit in the same **Army**
 - within 4 hexes of a German unit
- tie breaker** :
 - first within 3 hexes same **Division** ⇒ *Corps* ⇒ *Army*
 - then highest **HV** ⇒ westernmost ⇒ closest to German
- OutOfContact** :
 - not *Dispersed*, not *Isolated* in *Communication* and either is:
 - not *Proximate* and it's removal would not create a **GAP**
 - not *Surrounded*, lowest # in a 5+ steps or 8+ points stack

GS British XXX Corps 1.1 **D2**

- if no British XXX Corps unit is on the map:
 - if no German unit are *Proximate* to a hex west of the *Meuse* :
 - deploy all the deploying units as follows :

XXX GA	5 ⇒ 0422	32 ⇒ 0424
XXX 43	129 ⇒ 0117	130 ⇒ 0319
XXX 53	71 ⇒ 0626	158 ⇒ 0826
XXX	29A ⇒ 1126	33A ⇒ 1226
		34A ⇒ 1427

- else deploy the first unit as follows :
 - west of the *Meuse*
 - in an empty Allied *Position InSupply*
 - not in a German *City/Town*
 - Proximate* to or within 3 hexes of a German unit
 - highest **HV** ⇒ closest to a German unit ⇒ northernmost
- else deploy units using normal deployment process and :
 - as attached to the US 1st Army
 - must deploy west of the *Meuse*
 - but not restricted by *Corps* boundaries
- British XXX Corps** units may not cross the *Meuse* until :
 - a German unit is adjacent to the *Meuse* or **26+**

GS German Events 1.0 **E0**

- Allied Command Crisis** : delay *British Corps* units & Command Cards from December 22 to 23
- Bridge Engineers** : Repair or build a *Bridge*, at least 1 hex must be in German *Supply*, none can be in Allied **ZOC**
- Commandos** : skip next Allied *Impulse*
- Eisenhower Hesitates** : delay 82nd or 101st until December 19
- Fuel Priority** : once per day when drawing cards, discard to prevent a formation from being *OutOfFuel*
- Fury of Bastogne** : **[day]** **VP** +2 **Combat Chits** others -2
- Greif Bridge Protect** : prevent a bridge demolition, counts towards Allied Command Level if played during **G Impulse**
- Ground Freeze** : **[day]** -1MP *Broken, Woods, Forest*
- Manteuffel Directs Traffic** : remove 1 **Roadblock** 2 hexes of a unit in the 5th Panzer Army, stopped unit may continue moving, does not count towards Allied Command Level
- Monty Tidies The Lines** : **[day]** US 1st : Cards 1-10 ⇒ ∅
- Von Der Heydte** : land VDH in an empty hex, not adjacent to any unit, *Clean, Broken or Woods*, non-*City*, north of 0800, 8 hexes of *Westwall*, do not check *Roadblocks* or *Bridges* 2-3 *LowSupply*, 4-7 *OutOfSupply*, 8-9 *Isolated*, 10 *Eliminated*

GS Allied Engineers Events 1.0 **E2**

- Engineers** : conduct 1 of the following in priority order :
 - Replace a *Roadblock* in a **VP** hex or in Allied *Supply* :
 - highest **HV** ⇒ westernmost ⇒ northernmost
 - with an Allied S ▲ # *Reserve* ⇒ ▲ # *OutOfContact*
 - matching closest unit : *Division* ⇒ *Corps* ⇒ *Army*
- Place a *Roadblock* in an empty road hex :
 - HV** ≥ 3
 - within 2 hexes of an in *Supply* German unit
 - in German and Allied *Communication*
 - not adjacent to an Allied unit
 - highest **HV** ⇒ westernmost ⇒ northernmost
 - 17-22** if no *Roadblock* placed proceed to **priority 3**
 - 16,23-29** if no *Roadblock* placed proceed to **priority 4**
- Destroy a *Bridge* in Allied *Supply* adjacent to a German unit
 - highest **HV** ⇒ westernmost
- Place 1 **IP** on an Allied stack in *Supply* not in *City/Town*
 - adjacent to greatest German strength ⇒ westernmost

GS Replacement & German Reserve 1.0 **D1**

- Replacement** is not considered a unit activation :
 - target unit must be *InSupply* and able to trace supply
 - 1 step max / unit in a single *Impulse*
 - G** non-*Elite* before *Elite* units in the eligible *Corps*
 - A** ▼ # only if the *Corps* has at least 2 reduced units
- German Reserve Deployment** :
 - in a valid *SupplyHead* in the *Army* boundaries
 - 3 hexes away from an non-*Isolated* Allied unit, *City/Town*
 - within 3 hexes of the same *Division* ⇒ *Corps* ⇒ *Army*
 - in an *Impulse*, units of a *Division* deploy in the same hex
 - during the *Reserve* Phase **OKW** is released if :
 - 1+ unit adjacent or across the *Meuse* is able to *TraceSupply*
 - move **OKW** units into the *Reserve* box
 - Primary* card ⇒ draw pile, *Supplemental* ⇒ available
 - first **OKW** unit is deployed within 3 hexes of any unit
 - on *Activation* **OKW** units are attached to :
 - 6th Army if all units are within 6th Army boundaries
 - 7th Army if all units are within 7th Army boundaries
 - otherwise to the 5th Army

GS Roadblocks 1.2 **R0**

- the hex is considered empty (Allied *Reserve* Deployment)
- it has the following effects on German units:
 - it blocks *move, Proximity, Supply*
 - it stops adjacent *move* if connected to it by a **Road**
 - Strategic Move* adjacent or would trigger check not allowed
- check priority : highest **HV** ⇒ westernmost
- place a *Roadblock* on a roll ≤ **HV**, once per **Activation**, when a German unit *moves* (advance, retreat, reinforce) into a hex adjacent to :
 - an empty **Road** & *Position* hex in Allied *Supply*
 - not in Allied **ZOC** unless **HV** 5+
 - not a German *City/Town* or adjacent to a German unit
 - 20+** : only if **VP**
- remove a *Roadblock* when :
 - an Allied unit enters its hex
 - during *Supply* Phase it is *OutOfCom* with German or Allied
 - during *German Activation* it is adjacent to an active unit :
 - if in *Supply* or **VP**, replace it on a roll ≤ **HV**
 - with an Allied S ▲ # *Reserve* ⇒ ▲ # *OutOfContact*
 - matching closest unit : *Division* ⇒ *Corps* ⇒ *Army*

GS Allied Events 1.0 **E1**

- Airpower** : remove *OutOfSupply* or *Isolated* marker from 1 unit/stack (strength ⇒ *Isolated* ⇒ lowest #) and it's adjacents. If none eligible, replace your highest CV card in hand with the *Airpower* card, keep it till the end of the day
- Allies Alert** : **[day]** ignore *Combat Chits* with a **[day]**
- Artillery Barrage** : discard 1 German *Division Card* in hand
- Break In The Clouds** : **[day]**, all non-effective card drawn to support Allied in combat is considered as *Airpower*
- German Plans Intercepted** : discard the top card of the draw pile. If empty, discard a random card from your hand
- Ground Freeze** : **[day]** -1MP *Broken, Woods, Forest*
- Raise The Alarm** : deploy the lowest # *Reserve* ⇒ *Next Day*
- Recover** : remove *Dispersed* markers from all Allied units
- Patton On The Move** : accelerate **III Corps** units & Command Cards from December 22 to 21
- Tank Battalion** : remove 1 step from a lone German infantry unit, without **IP**; not in *Town*, adjacent, not across a *River*; to a supplied full strength Allied unit
- Withdrawal** : move 1 *Surrounded* unit/stack in non-**VP** hex (most steps ⇒ easternmost) into an adjacent hex in *Communication* (friendly occupied ⇒ rearward direction) ignoring **ZOC**.

GS Allied Activation 1.0 **A0**

- a formation is eligible for activation if at least 1 unit is :
 - not *Surrounded* but in danger of *Surround*, not in a **VP** hex
 - Dispersed* or *OutOfContact* or *Wandering*
 - eligible to place an **IP** (in *Supply*, not in *City/Town*)
 - 19+** can reinforce and reach a 2:1 with a *Proximate* enemy
 - first activate **Wandering** behind enemy lines ▲ # :
- out of *Communication*, not in *City/Town*, not *Surrounded*
- reach an hex in *Communication* ⇒ *Westwall* ⇒ *City/Town*
- or roll 1 : 1 hex in rearward direction
- 2-6 : place in calendar n days ahead
- tie breaker** : closest to an in *Supply* Allied ⇒ westernmost
- draw 3 action cards ▲ # ⇒ add **IP** ⇒ remove *Dispersed*
- Unit/Stack** : the lead unit and any units it the same hex
- Protect VP** : do not attack from a **VP** hex with < 4 steps do not vacate if *Proximate* or within 2 hexes of German
- Situational strength** (A / 2 across *River*) (D) :
 - x2 : *City, Westwall*
 - +1 : non-**VP** *Town, Forest, IP*
 - 1 : *Clear, OutOfSupply, OutOfFuel*
 - 2 : *Isolated*
- Allied move** ▲ # : ∅ hex ⇒ most **MPs** ⇒ fewest Allied

December 16 Rules

- **GS** Allied 424, 106 XVIII infantry ⇒ *Reserve*, Allied 16.1.V infantry ⇒ hex 0608
- **2P** German first plays 3 *Impulses* in a row (Allied can't play any card) in which he:
- **GS** first *Impulse* hand is 9 cards not 6, Allied Command Level is 10, he:
- **2P** must activate formations in **different Corps**, may **not** activate a **unit twice**
- may only play a card for *Activation* or *CombatTactic*
- may **only attack**, **CommandCards** for Allied units under attack
- **GS** do **not draw** *CommandCards* for Allied units under attack
- only **1** German unit **per activation** may **cross** a *Bridge* (another may as if unbridged)
- Allied **infantry** move only **1 hex** (unless via *Reinforce Battle* or **2P** *Raise the Alarm*)
- **2P** Allied may **not** blow *Bridges* or play *Artillery*; but may play *Corps Artillery*
- **GS** Allied *Engineers* do **not** blow *Bridges*, only place *Roadblock* or **IP**
- **GS** Allied *Tactic Artillery* is treated as a **no tactic**, *Corps Artillery* still occurs
- **GS** Allied do **not deploy** more than **1** unit from the *Reserve*
- **GS** Allied VIII.9A are also deployed by the XVIII Corps, within the VIII Corps area

GS 2P Definitions

1.3 D0

- **Supply** :
- the hex checked may be in an enemy **ZOC**
- may **not** pass through enemy *Bridges*, *City/Town* or **ZOC**
- a **4** hexes path (1 if crosses an unbridged *River*) to :
- a **Supply Head** : road hex connected to a friendly map edge
- **GS Communication** :
- the hex checked may be in an enemy **ZOC**
- may **not** pass through enemy *City/Town* or **ZOC**
- may pass through any terrain (including unbridged *River*)
- **GS Surrounded** : Allied units do not prevent surrounding :
- **GS Behide Enemy Lines** :
- **out of Communication**, **not** in *City/Town*, **not Surrounded**
- **Strategic Movement** : (Mech:x2 - **G** Inf:5 - **A** Inf:9)
- a unit in *Supply*, on a road hex, not adjacent to **any** enemy
- must follow road hexes, not adjacent to **any** enemy unit
- may **not** enter enemy *City/Town* or cross enemy *Bridges*
- **G** may **not** move :
- further west than the westernmost unit in its army
- adjacent to or trigger a *Roadblock*, into a map edge hex
- **A** may **not** enter a *Westwall* hex

GS Daily Sequence Key Points

1.1

- ### I. Reserve Phase
- **18+** deploy delayed (by 2 days) **G Reserve**
 - release **OKW** if **1+** *InSupply* unit adj/ across the *Meuse*
- ### III. Supply Phase
- **21+** draw **1** Allied card, if *Airpower*, *Army*, *Army Group* :
⇒ replace highest CV card with it, skip first **G Impulse**
 - **G** may play **1+** *Bridge Engineers*
 - **17+** check **A Supply** , **19+** check **G Supply**
 - remove *Roadblocks* not in **G** & **A Communication**
- ### IV. Command Phase
- **20+** check **G OutOffuel**, may use *Fuel Depots/Priority*
 - **German Activation** :
 - adjacent *Roadblock* removal & *Reserve* check
 - **17+** : check *Bridge* demolition if **A Supply** across it
 - then check *Roadblocks* (**20+** only **VP**)
 - **Allied Impulse** :
 - **Expedite** : next day units ⇒ *Reserve* (*Map* if ≤ 2 cards)
 - **22+** **No Command** : complete then **draw another** card

updated since previous upload to BGG

- GS** Daily Sequence Key Points 1.1
- I. Reserve Phase
- **18+** deploy delayed (by 2 days) **G** Reserve
 - release **OKW** if 1+ *InSupply* unit adj / across the *Meuse*
- III. Supply Phase
- **21+** draw 1 Allied card, if *Airpower*, Army, Army Group :
⇒ replace highest CV card with it, skip first **G** *Impulse*
 - **G** may play 1+ *Bridge Engineers*
 - **17+** check **A** *Supply*, **19+** check **G** *Supply*
 - remove *Roadblocks* not in **G** & **A** *Communication*
- IV. Command Phase
- **20+** check **G** *OutOfFuel*, may use *Fuel Depots/Priority*
 - **German** Activation :
 - adjacent *Roadblock* removal & Reserve check
 - **17+** : check *Bridge* demolition if **A** *Supply* across it
 - then check *Roadblocks* (**20+** only **VP**)
 - **Allied** *Impulse* :
 - **Expedite** : next day units ⇒ *Reserve* (Map if ≤ 2 cards)
 - **22+** No Command : complete then draw another card

- GS** Roadblocks 1.2 **R0**
- the hex is considered **empty** (Allied Reserve Deployment)
 - it has the following **effects** on German units :
 - it **blocks** *move*, *Proximity*, *Supply*
 - it **stops** adjacent *move* if **connected** to it by a **Road**
 - *Strategic Move* adjacent or would trigger check **not** allowed
 - **check priority** : highest **HV** ⇒ **westernmost**
 - **place** a *Roadblock* on a roll ≤ **HV**, once par *Activation*, when a German unit *moves* (advance, retreat, reinforce) into a hex **adjacent** to :
 - an empty **Road** & *Position* hex in Allied *Supply*
 - not in Allied **ZOC** unless **HV** 5+
 - not a German *City/Town* or adjacent to a German unit
 - **20+** : only if **VP**
 - **remove** a *Roadblock* when :
 - an Allied unit **enters** its hex
 - during *Supply Phase* it is *OutOfCom* with German or Allied
 - during *German Activation* it is **adjacent** to an active unit :
 - if in *Supply* or **VP**, replace it on a roll ≤ **HV**
 - with an Allied **S** ▲ # Reserve ⇒ ▲ # *OutOfContact*
 - **matching** closest unit : *Division* ⇒ *Corps* ⇒ *Army*

- GS** British XXX Corps 1.1 **D2**
- if no British XXX Corps unit is on the map:
 - if no German unit are *Proximate* to a hex west of the *Meuse* :
 - deploy **all** the deploying units as follows :
- | | | | |
|--------|------------|------------|------------|
| XXX GA | 5 ⇒ 0422 | 32 ⇒ 0424 | |
| XXX 43 | 129 ⇒ 0117 | 130 ⇒ 0319 | 214 ⇒ 0420 |
| XXX 53 | 71 ⇒ 0626 | 158 ⇒ 0826 | 160 ⇒ 0927 |
| XXX | 29A ⇒ 1126 | 33A ⇒ 1226 | 34A ⇒ 1427 |
- **else** deploy the **first** unit as follows :
 - west of the *Meuse*
 - in an empty Allied *Position InSupply*
 - not in a German *City/Town*
 - *Proximate* to or within **3** hexes of a German unit
 - highest **HV** ⇒ **closest** to a German unit ⇒ northernmost
 - **else** deploy units using normal deployment process **and** :
 - as attached to the US 1st Army
 - must deploy west of the *Meuse*
 - but not restricted by *Corps* boundaries
 - **British XXX Corps** units may not cross the *Meuse* until :
 - a German unit is adjacent to the *Meuse* or **26+**

- GS** 2P Definitions 1.3 **D0**
- **Supply** :
 - the hex checked may be in an enemy **ZOC**
 - may **not** pass through enemy *Bridges*, *City/Town* or **ZOC**
 - a **4** hexes path (1 if crosses an unbridged *River*) to :
 - a **Supply Head** : road hex connected to a friendly map edge
 - **GS** **Communication** :
 - the hex checked may be in an enemy **ZOC**
 - may **not** pass through enemy *City/Town* or **ZOC**
 - may pass through any terrain (including unbridged *River*)
 - **GS** **Surrounded** : Allied units do not prevent surrounding
 - **GS** **Behide Enemy Lines** :
 - **out** of *Communication*, **not** in *City/Town*, **not** *Surrounded*
 - **Strategic Movement** : (Mech.x2 - **G** Inf:5 - **A** Inf:9)
 - a unit in *Supply*, on a road hex, not adjacent to **any** enemy
 - must follow road hexes, not adjacent to **any** enemy unit
 - may **not** enter enemy *City/Town* or cross enemy *Bridges*
 - **G** may **not** move :
 - further west than the westernmost unit in its army
 - adjacent to or trigger a *Roadblock*, into a map edge hex
 - **A** may **not** enter a *Westwall* hex