

ID	Group Type	Unit Type(s)	CPP COST	CG Date Max	CG Maximum			Entry Code
					I	II	III	
F1	FB 44	1-3 FB 44 ¹	2	1	2	0	3‡	—
I1	Inf Pltn	3xSquad; 1xHS ^{qr}	7	4	16	0	5+8*	●●
I2	Para Inf Pltn	3x7-4-7; 1x3-3-7 ^{tr}	8	5	0	12	0	●
I3	Combat Eng Pltn	3x7-4-7 ^{tr}	12	1	1	0	1*	●●●
I4	HMG Pltn	3x .30cal HMG; 1x .50cal HMG ^{cr}	12	1	3	0	1+2*	●●●
I5	Med MTR Sect	2x81 MTR ^{cr}	6	1	2	2	2	●●
I6	Arm'd Inf Pltn	3xSquad; 1xHS; 3xM3 ht; 1xM3A1 ht; 1xM3(MMG) ht ^{hr}	24	1	3	0	1+2*	●●
I7	Arm'd MTR Pltn	3xM4A1 MC ht ^{hr}	12	1	1	0	1+1*	●●
I8	Arm'd MG Pltn	3xM3(HMG) ht ^{qr}	22	1	1	0	1*	●●
V1	Lt Tank Pltn I	5xM5A1 LT ^{hr}	12	2	2	0	2*	●●
V2	Lt Tank Pltn II	2xM24 LT ^{tr}	7	1	1‡	0	1*	●●
V3	Med Tank Pltn I	5xMT ^{tr}	16	2	3	0	3+2*	●●●
V4	Med Tank Pltn II	5xMT ^{tr}	18	1	2‡	0	1+1*	●●
V5	Aslt Gun Pltn	3xM4(105) MT ^{tr}	11	1	1	0	1+1*	●●
V6	TD Sect I	2xM10 TD ^{tr}	7	2	2‡	0	2*	●●●
V7	TD Sect II	1xM36 GMC TD ^{tr}	5	2	1‡	2‡	1*	●●●
V8	Jeep Sect	2x1/2-Ton Jeep tr ^{tr}	2	2	3	2	3	●●●●
V9	Truck Sect I	2x1/2-Ton tr ^{tr}	1	2	3	0	3	●●●●
V10	Truck Sect II	2x2 1/2-Ton tr ^{tr}	2	2	3	0	3	●●●●
V11	Truck Sect III	2x7/2-Ton tr ^{tr}	2	1	1	0	1	●●●●
G1	AT Pltn I	3xM1 57mm AT; 3x1/2-Ton Jeep tr ^{cr}	10	1	1	1‡	1	●●
G2	At Pltn II	3xM1 57mm AT; 3xM3 ht ^{cr}	13	1	1	0	1*	●●
G3	AT Sect	2xM5 3-in. AT; 2xM3 ht ^{cr}	11	1	2	0	0	●
G4	ART Sect	2xM2A1 105mm ART; 2x2 1/2-Ton tr ^{tr}	8	1	2‡	0	0	●
G5	AA Sect	1xM2 90mm AA; 1xM4 Tractor27 ^{tr}	7	2	2‡	0	1‡*	●●
O1	Btln Mortar	80+mm OBA Module ^{mpS}	7	1v	3	2	7 ^o	—
O2	Med Artillery	100+mm OBA Module ^{ps}	8	1v	2‡	1‡	5‡	—
O3	M12 GMC	150+mm OBA Module ^p	4	1v	1 ^s	0	1 ^s	—
B1	Bombardment	^b	8	1	3‡	1‡	6‡	—
M1	Fortifications	15 FPP	1	5	18	10	14	—
M2	Sniper	SAN Increase +1	3	1	7	4	12	—

- ^a Roll for armor leader availability on table 8.6206.
- ^b When the U.S. player purchases a pre-game Bombardment, he records a secret Pre-Registered hex for it. To resolve each Bombardment, after all on-map setup is completed he places an AR counter in the Pre-Reg. hex and makes a C1.31 error DR (with the white dr halved; FRU) to determine the Bombardment Center Hex. He then places a FFE:C counter in that Center Hex. All hexes within seven hexes of that hex now undergo Bombardment as per C1.82-823. There are no "spared hexes". After the Bombardment has been fully resolved, its FFE:C is removed and that Bombardment RG is Eliminated. Each Bombardment is fully resolved before conducting another Bombardment (if any). The maximum number of Bombardments useable per CG scenario is equal to the number of new CG Dates since the last CG-Scenario End (e.g., if one Idle Date occurred between scenarios, no > two Bombardments may be conducted for the current scenario). No Bombardment is resolved on an Idle Date.
- ^c Each MG is accompanied by a 3-4-7 HS [EXC: 3-3-7 HS in CG II]; each Gun by a 2-2-7 crew.
- ^d Assault Engineers (A11.5; H1.22) and Sappers (B28.8; B24.7).
- ^e Determine arrival turn, number of FB and presence/lack-of bombs as per E7.2-21. (All bombs are HE.) No > two FB RG may enter play per CG scenario, and no > one (or part thereof) may be in play at any given time during the scenario.
- ^f Available only on 21 PM in CG I and 23 PM in CG m. M12 GMC OBA23 is a 150mm module (HE only) with an Offboard Observer (in lieu of a radio/phone) who in CG I is at Level 0 on/south-of StUI [EXC: he has no LOS to any hex on/north-of hexrow StX], and in CG DI is at Level 3 on/south-of LgKJ; secretly record the actual hex during U.S. setup. Normal OBA rules apply to M12 GMC OBA [EXC: each red chit drawn is automatically mixed back into the Draw Pile; each FFE can affect (i.e., its Blast Area comprises) only the hex containing the FFE counter; the FFE creates no LOS Hindrance].
- ^g The initial Inherent crew of each M4A1 MC halftrack is a 2-2-7 (not a 1-2-6).
- ^h Determine SW and leader type(s) as per 8.6204 and 8.6206 respectively.
- ⁱ Receives a -2 DRM to its Radio Maintenance DR (C1.22).
- ^j As of 23 AM in CG HI, an Offboard Observer (in lieu of a radio/phone) is automatically available for each module (if so desired, and at no extra CPP cost) at Level 3 on/south-of LgKJ; secretly record the actual hex during U.S. setup.
- ^k Increase CPP cost by one per Pre-Registered hex (C1.73) purchased with the module (no module may have > two Pre-Reg. hexes). Each Pre-Reg. hex is Retained as long as the module it is assigned to is Retained (see SSR CG22; 8.4). Barrage (E12.) is NA. See also SSR CG15.
- ^l Determine MMC types as per 8.6202. For RG 16 and 18, see also U.S. Vehicle Note 30.
- ^m Must enter as reinforcements if entered on the CG Date of purchase (SSR CG6c; 8.4) [EXC: 8.6194a]. See also 8.6194b.
- ⁿ May fire only HE and SMOKE [EXC: no Smoke for 80+mm].
- ^o Determine model type(s) as per 8.6203.
- ^p See also SSR CG15 and CG22 (8.4).
- ^q Purchase for use during the Initial Scenario of the CG is NA.
- ^r Each colored number represents the maximum number of such RG that may be purchased for entry (or setup as per 8.6194a) via an Entry Area of that same color (see 8.6197).

INFANTRY-TYPE-PLATOON SW CHART

Platoon Type ^s	MMG	MTR(M2) tm	BAZ 45	FT	DC
Inf	1	1	1		
Para Inf	1	1	1		
Combat Eng	1			1	2
Arm'd Inf		1 ^m			

[†] Each M2 MTR, as well as its manning HS, that is traded for 60mm OBA as per U.S. Ordnance Note 1 is Eliminated. See also SSR CG15 (8.4) and SSR KGP16.

^m See U.S. Vehicle Note 29.

^w WP ammo is available as if it were 1945.

^s Each SW received must set-up/enter stacked with (and possessed by) a unit of its respective RG during the first CG scenario in which its RG participates [EXC: if it is retained off-map for an entire scenario].

U.S. (ARM'D) INF PLTN QUALITY

Final dr	MMC Type	drm:
≤1	Elite (6-6-7/3-4-7)	-1 If "Arm'd" RG (I6 or I8)
2-4	1st Line (6-6-6/3-4-6)	
5	2nd Line (5-3-6/2-2-6)	

MED TANK PLTN I ●●

DR	Model Type(s)
2	M4A1 x4; M4A3E2(L)
3	M4A1 x3; M4AE2; M4A1(76)W
4-5	M4 x4; M4A3(76)W
6-8	M4A1 x5
9-10	M4A1 x3; M4 x2
11-12	M4A1 x3; M4A1(76)W; M4

MED TANK PLTN II ●●

DR	Model Type(s)
2	M4A3(76)W x2; M4A3(75)W x2; M4A3E2(L)
3	M4A3 x4; M4A3E2
4-6	M4A3(75)W x4; M4A3(76)W
7-8	M4A3 x5
9-10	M4A3(75)W x3; M4A3(76)W x2
11	M4A3(76)W x5
12	M4A3(76)W x2; M4A3(75)W x2; M4A3E2

LEADER TABLES

Final DR	Personnel Leader	Armor Leader
1	10-3	-
2	10-2	10-2
3	9-2	9-2
4	9-1	9-1
5	8-1	8-1*
6	8-0	-
7-8	7-0	-
9	7-0	-
10	6+1	-
≥11	-	-

DRM:
-1 If all MMC in the RG are Elite (NA to AL).

FORTIFICATION PURCHASE TABLE

Fortification Type	FPP Cost
Trench ^{is}	7
Foxhole ^{fis}	3/2/1 ¹
A-P Mine Factor ^s	1 ²
A-T Mine Factor ^s	3 ²
Roadblock ^{is}	7
“?” ^{fi}	1
HIP ^{fi}	3/2/1/1 ³

¹ For 3-, 2- and 1-squad capacity respectively.

² Cost regardless of whether Hidden or Known (7.1) mines. Each side may spend no > 30 FPP per CG Date per Map Group on mines. During setup, the strength of pre-existing minefields may be increased by the Controlling side, if their strength is known to that side, by adding extra A-P/A-T factors to them (in allowed increments and to allowed maximums). Minefields may not be decreased in this manner. Mine factors purchased on this table cannot be exchanged for Booby Trap (B28.9) capability. A-T mine factors may be used in a Daisy Chain (B28.53 1). See also 7.2.

³ Squad/HS/crew/SMC cost respectively. No > 10% (FRU) of a side's non-Reserve Infantry squads (plus all SW/SMC set up with them in the same Location) may use HIP in a daytime scenario. For Emplaced-Gun HIP see also SSR CG12 (8.4). HIP is NA for Cloaked (including Reserve) units.

⁴ Must be added to a Setup-Area Location. Of the items in this table, only those items marked with an "F" may be set up in a Front-Line Hex.

⁵ Of the items in this table, only those items marked with an "i" may be added to an Isolated Location.

⁶ This type of Fortification may be added only to a Setup Area that contains ≥ one Retained squad-equivalent. Furthermore, the number of all Fortifications (counting each 6-A-P/2-A-T factor minefield [or part thereof], and each "1 S" foxhole capacity, as one Fortification) added to a Setup Area during a RePh cannot exceed the number of squad-equivalents Retained within that Setup Area.

ID	Group Type	Full/Depl	Unit Type(s)	CPP COST	CG Date Max	CG Maximum		
						I	II	III
I1	Para Inf Pltn	3/2	4-4-7 ^{dl}	5	3	3	0	2‡
I2	SS Inf Pltn	3/2	6-5-8 ^{dl}	9	2	5	6	4
I3	SS PzGr Pltn	3/2	6-5-8; SPW 251/1 ht ^{dl}	12	2	4	1	4
I4	SS Eng Pltn	3/2	8-3-8 ^{dl}	14	1	1	0	4
V1	Pz IV Sect	2/1	Pz IV H/J MT ^{adj}	8	2	1	1*	3
V2	Pz V Sect	2/1	Pz VG MT ^{adj}	14	3	4	1*	7
V3	Pz VI Sect	2/1	Pz VIB HT ^{adj}	16	1	1	1*	3
V4	AC Sect	3/2	PSW 234/2 AC ^{adj}	7	1	0	0	1
V5	Flam ht Sect	2/1	SPW 251/16 ht ^d	7	1	1	0	1
V6	SPA Sect	2/1	sIG 38(t)M SPA ^d	7	1	0	0	3‡
V7	SPAA Sect	2/1	FlaKPz IV/20 SPAA ^{adj}	8	1	1	0	1
V8	Staff car Sect	2/1	Kfz 1 tr ^d	1	1	1	1	1
V9	Amphib car Sect	2/1	Kfz 1/20 tr ^d	1	1	1	1	1
V10	AAht Sect I	2/1	SdKfz 10/4 AAht ^d	2	1	0	0	1
V11	AAht Sect II	2/1	SdKfz 6/2 AAht ^d	4	1	0	1	0
V12	AAht Sect III	2/1	SdKfz 7/1 AAht ^d	6	1	0	2	0
V13	AAht Sect IV§	2/1	SPW 251/21 AAht ^d	6	1	0	1	1
V14	AAtr Sect	2/1	2cm FlaK LKW AAht ^d	2	1	0	1	0
G1	INF Pltn	2/1	7.5cm IeIG 18 INF; SdKfz 2 htMC ^{cdR}	6	1	1	1	1
G2	AT Sect	2/1	7.5cm PaK 40 AT; SdKfz 11 ht ^{cdR}	8	1	1	0	1
G3	ART Sect	2/1	10.5cm IeFH 18 ART; SdKfz 7 ht ^{cdR}	8	1	0	1	0
G4	AA Sect	2/1	2cm FlaK 38 AA; Opel Blitz trc ^{dir}	6	1	1	1	3
G5	Hvy MTR Sect	2/1	12cm GrW 42 MTR; SdKfz 11 ht ^{cdR}	5	1	0	0	2‡
HW1	SS MG Pltn	dr	HMG x2; MMG x2 ^{cd}	12	1	2	2	2
HW2	SS PzGr HW Pltn	dr	SPW 251/sMG ht; SPW 251/2 ht; SPW 251/9 ht ^{hd}	11	1	2	1	2
O1	Btln Mortar	dr	120+mm OBA Module ^{mpRk}	7	0	2 ^u	1	0
O2	Hvy Artilley	dr	150+mm OBA Module ^{mpRk}	9	1	2 ^u	1	0
M1	Fortifications	-	15 FPP ^R	1	5	15	12	14
M2	Sniper	-	SAN Increase +1 ^R	2	1	4	3	4

- ^a Roll for armor leader availability on table 8.6206.
^c Each MG is accompanied by a 3-4-8 HS; each Gun by a 2-2-8 crew.
^d Subject to Depletion (8.6201).
^e Assault Engineers (A11.5; H1.22) and Sappers (B28.8; B24.7).
^h The initial inherent crew of each SPW 251/2 halftrack is a 2-2-8 (not a 1-2-7).
ⁱ Has IFE of "6" (German Ordnance Note 26).
^j The German player may freely select Pz IV H or J, but each such Section must be of the same model.
^k SW and leader types are determined as per 8.6204 and 8.6206 respectively.
^l Receives a -2 DRM to its Radio Maintenance DR (C1.22).
^m Increase CPP cost by one per Pre-Registered hex (C1.73) purchased with the module (no module may have > two Pre-Reg. hexes). Each Pre-Reg. hex is Retained as long as the module it is assigned to is Retained (see SSR CG22; 8.4). Barrage (E12.) is NA. See also SSR CG15.
ⁿ Cannot be set up in Reserve (SSR CG7a; 8.4).
^o Each German OBA module has Scarce Ammunition, and may fire only HE and smoke.
^p The second module cannot be purchased until the first one has been Eliminated as per SSR CG15 (8.4).
^q Purchase for use during the Initial Scenario of the CG is NA.
^r In CG II, the German may purchase only one of these three Pz Sect RG. Once one is purchased, the remaining two become unavailable.
^s SPW 251/21: When the Luftwaffe began uparming its aircraft with 30mm machine-cannons, numbers of now-surplus MG 151 15mm and 20mm rapid-fire aircraft guns were made available to the Heer. Some of these weapons were installed in specially built halftracks for use in both ground and AA roles. Designated the 251/21, this halftrack carried in its passenger compartment a modified Kriegsmarine pedestal mount with three such guns of the same caliber. Production of the SPW 251/21 began in the late summer of 1944, but relatively few were produced. It was apparently intended that three such vehicles would equip the AA section of the 4th (heavy weapons) platoon in each panzerregiment kompanie. Two SPW 251/21 were left behind in La Gleize by Kampfgruppe Peiper.
^t The MA has AA capability – as signified by "MA: AA" on the counter.

GERMAN STRENGTH TABLE

DR	RG Strength	DRM:
≤11	Full Strength	+1 Per day after Dec 19N
≥12	Depleted	-1 If "V" or "G"-type RG

GERMAN STRENGTH DRM TABLE

Date	19N	20AM	20PM	20N	21AM	21PM	21N	22AM	22PM	22N	23AM	23PM
DRM	-0	-1	-1	-1	-2	-2	-2	-3	-3	-3	-4	-4

INFANTRY-TYPE-PLATOON SW CHART

Platoon Type‡§	LMG	Lt MTR	PSK	FT	DC
Para Inf	1	1			
SS Inf	2		1		
SS PzGr	1		1		
SS Eng	1			1	2

- ‡ If the platoon is Depleted, each listed SW is received only on a dr of ≤4.
§ Each SW received must set-up/enter stacked with (and possessed by) a unit of its respective RG during the first CG scenario in which its RG participates [EXC: if it is retained off-map for an entire scenario].

GERMAN HW PLTN: If Depleted, each equipment (with manning Infantry) is received only on a dr of ≤3. At least two pieces must be received, reroil all if not.

LEADER TABLES

Final DR	Personnel Leader	Armor Leader
1	10-3	-
2	10-2	10-2
3	9-2	9-2
4	9-1	9-1
5	8-1	8-1*
6	8-1	-
7-8	8-0	-
9	7-0	-
10	6+1	-
≥11	-	-

- DRM:**
-1 If all MMC in the RG are Elite (NA to AL).
+1 If the RG is Depleted.
+1 If the current CG Date is on/ after 21 Dec PM.

* Exchange for a 9-1 AL if for a Pz VIB RG.

FORTIFICATION PURCHASE TABLE

Fortification Type	FPP Cost
Trench ^S	7
Foxhole ^{FIS}	3/2/1 ¹
A-P Mine Factor ^S	1,5 ²
A-T Mine Factor ^S	4 ²
Roadblock ^S	7
⚡?F ⁱ	1
HIP ^{Fⁱ}	3/2/1/1 ³

- ¹ For 3-, 2- and 1-squad capacity respectively.
² Cost regardless of whether Hidden or Known (7.1) mines. Each side may spend no > 30 FPP per CG Date per Map Group on mines. During setup, the strength of pre-existing minefields may be increased by the Controlling side, if their strength is known to that side, by adding extra A-P/A-T factors to them (in allowed increments and to allowed maximums). Minefields may not be decreased in this manner. Mine factors purchased on this table cannot be exchanged for Booby Trap (B28.9) capability. A-T mine factors may be used in a Daisy Chain (B28.53 1). See also 7.2.
³ Squad/HS/crew/SMC cost respectively. No > 10% (FRU) of a side's non-Reserve Infantry squads (plus all SW/SMC set up with them in the same Location) may use HIP in a daytime scenario. For Emplaced-Gun HIP see also SSR CG12 (8.4). HIP is NA for Cloaked (including Reserve) units.
^F Must be added to a Setup-Area Location. Of the items in this table, only those items marked with an "F" may be set up in a Front-Line Hex.
ⁱ Of the items in this table, only those items marked with an "i" may be added to an Isolated Location.
^S This type of Fortification may be added only to a Setup Area that contains ≥ one Retained squad-equivalent. Furthermore, the number of all Fortifications (counting each 6-A-P/2-A-T factor minefield [or part thereof], and each "1 S" foxhole capacity, as one Fortification) added to a Setup Area during a RePh cannot exceed the number of squad-equivalents Retained within that Setup Area.