

INCREASE/DECREASE MA [7.4.0]

Reduce MA (cumulative) (round fractions upwards) [7.4.1a]

- ½ Unit OOS
- ½ Unit bears **resting** Marker
- ½ 1st Army units if 1st Army main fuel dump was captured within last 3 GT
- ½ If unit has performed breakdown/build-up during this Move Ph.
- ½ Unit has violated Army Boundary (round down) [see 24.2.0]
- ½ Unit is IB Self Propelled artillery
- ¼ Unit bears a Fatigue Marker
- x Adverse Ground Conditions [Ground Conditions and MA box]
- x Unit is part of a German Mechanized Formation [see 17.2.3]

Increase MA (round fractions upwards) [7.4.1b]

- x1.5 MA, unit in **Strategic Mode**, (except 7.15.0 [MOVEMENT TABLES - Traffic Congestion])
- x Leader is activated [Corps and Army Leaders] [Divisional, Brigade, KG, and CC Leaders]
- x Unit in MR-bonus period [5.5.0] [FUEL – Determine formations actual MA]
- +1 drm in first GT of MR-period [MODE DETERMINATION PHASE – Maneuver Reserve Bonus]
- x Adverse Ground Conditions [Ground Conditions and MA]

GROUND CONDITIONS AND MA [21.2.0]

Ground	Effect
Normal	No-effect
Frozen	+1 MA if not on Road (Ignore Marsh/Soft ground movement penalty)
Snow	-2 MA unless on Primary or Secondary Road
Thaw	-3 MA unless moving only on Primary Road (possible to get 0 MA CSW #1680) +2 MP to enter Marsh/Soft Ground hex

FUEL & RESERVE RELEASE TABLE

Fuel Status	DR	0	1	2	3	4	5	6	7	8	9	Explanation: N=Normal MA #=MA or units with Normal MA #+=MP added to normal MA of unit
0: None		0	0	1	1	2	2	3	3	4	5	
1: Low		2	4	5	5	6	6	6	7	8	9	
2: Norm.		9	11	N	N	N	N	N	N	N	N	DRM +1 Units released from MR this GT -2 If ext. Supply line-Korps to Army
3: MR-Bonus		-	+1	+1	+1	+2	+2	+3	+3	+4	+4	

FUEL [17.2.0]

Allocating FP to MECHANIZED formations

- Formation only eligible if HQ in supply
- Allocate FP to all formations subordinate to Army before units are moved
- a) Find FP to each Army on ARMY TRACK
- b) Choose Formation HQ to receive FP [14.9.2b]
- c) Determine formation fuel status by using the table below

Division	Normal	Low	No Fuel
Brigade	2	1	0
	1	1/2	0

- d) Formations in Low fuel/No fuel status are marked with No/Low marker
- e) FP are used (lost) once allocated (move army's Fuel-marker on ARMY TRACK)

Determine formations actual MA [17.2.3] (◀ Special Rules – Supply)

- Only if formation in Low/No fuel
- a) 1d10, cross ref with formation Fuel Status on Fuel & Reserve Release Table – MR-bonus row
-2 DRM if Extended Korps Supply [16.4.7]
- b) Decide whether result is number of units with full MA or MA of all units

SPECIAL UNIT ABILITIES AND ALLOWANCES TABLE

Unit Type	Class (Type for movement)		Basic MA		How to motorize	Cost to motorize	Fire when OOB	Type for stacking purpose		Voluntary stop move adjacent to enemy	Enter Strategic Mode	Max Retreat length {G}	
	Leg	Mech	Leg	Mech				IB	OOB			GE	US
Towed Horse IB [7.10.3]	-	Mech	-	0	Mech	-	-	Leg	-	N	N	0	-
Towed Horse OOB [7.10.3]	-	Mech	-	9	Mech	-	N	-	Mech	N	Y	3	-
Towed Motorized IB {D}	-	Mech	-	0	Mech	-	-	Leg	-	N	N	0	1
Towed Motorized OOB {D}	-	Mech	-	12	Mech	{D}	N	-	Mech	N	Y	3	3
Self Propelled IB {A}	-	Mech	-	6	Mech	-	-	Leg	-	Y	N	1	3
Self Propelled OOB	-	Mech	-	12	Mech	-	Y	-	Mech	Y	Y	3	3
GE Nebelw. 150 mm [7.10.5] (SP if mechanized by TP {J})	-	Mech	-	12/6	Mech/TP {J}	½ TP	Half	Leg	Mech	Y	OOB	Unit type	
GE Corps/Army [7.10.4]	-	Mech	-	9/0 {D}	TP {D}	½ TP	N	Leg	Mech	N	OOB	Unit type	
GE H A Art [7.10.4] (Range 18)	-	-	0	0	-	NA	-	Leg	-	-	-	Unit type	
US 105 mm [7.10.2]	-	Mech	-	12 {B}	Mech	-	N	Leg	Mech	N	OOB	Unit type	
US 155 mm [7.10.2]	-	Mech	-	12 {B}	Mech	-	N	Leg	Mech	N	OOB	Unit type	
GE AT Mech [7.9.2c]	-	Mech	6	9	Mech	-	-	Leg [7.9.2c]	-	Y	N	Mech	
GE AT Leg [7.9.2c] {C}	-	Mech	6	-	TP	1 TP	-	Leg [7.9.2c]	-	Y	N	Leg	
German H Bridge Col. [7.9.3]	-	Mech	-	9	Mech	-	-	Mech {F}{K}	-	N	N	-	
HQ	-	Mech	-	12	Mech	-	-	Leg {I}	-	Y	Y	Leg	
Leader	-	Mech [7.2.0]	-	12	Mech	-	-	Not counted	-	Y	Y	Mech	
US AT [7.9.2d]	Leg	Towed (M)	12	12	Choose {H}	-	-	Leg/Mech {E}	-	Y	Y	Leg	
US Leg Engineer [7.9.2d]	Leg	Mech	12	12	Choose {H}	-	-	Leg/Mech {E}	-	Y	Y	Mech	
US Leg units	Leg	-	12	-	Intr./TP	1 TP	-	Leg {E}	-	Y	N	Leg	
GE Leg units	Leg	-	12	-	TP	1 TP	-	Leg	-	Y	N	Leg	
GE Bicycle Unit	Leg	-	12	-	TP	1 TP	-	Leg	-	Y	N	Leg	
Heavy AFV	-	Mech	-	9	Mech	-	-	Mech	-	Y	Y	Mech	
AFV	-	Mech	-	12	Mech	-	-	Mech	-	Y	Y	Mech	
US/German Recon (MECH)	-	Mech	-	14	Mech	-	-	Mech	-	Y	Y	Mech	
US/German Recon (LEG) {L}	Leg	-	12	-	TP	1 TP	-	Leg	-	Y	Y	Leg	
Einheit Stielau	-	Mech	18 hexes		Mech	-	-	-	-	Y	-	-	

Units motorized by TP are not allowed to move adjacent to enemy units

Notes


- A) Use Road movement when IB, still considered Leg for stacking purpose when not moving itself [7.8.3a]
- B) Move one hex when IB. The only Towed Artillery that can move while IB [7.10.2]
- C) May cross Stream as Leg without bridge. Start adj. and use entire MA [7.6.2]
- D) GE Armeekorps artillery has 9 MP if horsedrawn. If motorized (m) only move by using TP (9MP) [7.10.4]
- E) Treated as Mech. for movement and stacking purpose as long as mechanized by TP/Intrinsic TP [7.8.3a]. Considered Leg after movement is finished (exc. Strat Move units [7.9.2e]). [7.9.2d]
- F) Ignored for stacking after deploy or during deployment [7.8.3a]
- G) Artillery are eliminated if forced to retreat further than their "max retreat length [CSW 284]. Artillery must retreat before taking discretionary hits as step losses (if possible). [14.9.4a]
- H) Choose how to motorize by choosing move type (Leg or Mech) and follow move restrictions for chosen type.
- I) Treated as Leg for stacking purpose when not moving itself [7.8.3a]
- J) Considered SP when assigned TP [7.10.5] Halv FP when OOB and Mechanized by TP [12.1.4b]
- K) Mech. Army-Engineers that has not moved in current phase and are stacked with a hvy bridge, deployed or under deployment are considered Leg units [7.9.3]
- L) 12 MP even if Motorized with TP [7.4.0]


CORPS AND ARMY LEADERS

Leader Name and Command	Condition	Influence on movement	Influence on combat
GERMAN			
Manteuffel 5h PzArmy [25.2.4b]	- Starts AM GT stacked with a Korps HQ	- One Mech. division subordinated to HQ gets +1 MP both AM and PM GT	- One combat pr. day (Att/Def) receive 1 shift. May not add that shift to combat shift received from other leader
ALLIED			
Collins VIII Corps [25.2.5b]	- Starts AM GT stacked with a Div HQ	- Movement of Division in any order	

DIVISIONAL, BRIGADE, KG AND CC LEADERS [25.2.2]

BOTH ALLIED AND GERMAN		
Event	Condition	Unit benefit
Movement	Movement Bonus [25.2.2a] - Beginning of friendly movement (or Exploitation Phase if Leader in Exploit Mode) an activated Leader may attempt to increase the MA of ALL subordinated units (including his own MA)	Increased MA of all subordinated units including Leaders own MA
	- Roll 1d10 and check table below 0-1 No effect 2-6 Add 1 MP to MA 7-9 Add 2 MP to MA	

		Exploit Regular Mechanized - Units in Exploit Mode - Not use Road movement rules	Tactical Regular Mechanized - Units in Tactical Mode - Mech. units not using Road movem. - Can use bridges	Tactical Regular Leg - All units not on Road or PA - Never use Road movement - Can use bridges	Prepared Assault (PA) [7.7.0] - Only units in PA mode - Leg units move 1 hex - Ranger move 2 as Leg (5.11.0) - Mech units move 2 hexes	
T E C	Clear	1	1	2	- x -	
	Rough	2	2	2	- x -	
	Location	Other terrain in hex	Other terrain in hex	Other terrain in hex	- x -	
	Village	1	1	2	- x -	
	Town	1	1	2	- x -	
	City	1	1	2	- x -	
	Primary road	Other terrain in hex	Other terrain in hex	2	- x -	
	Secondary road	Other terrain in hex	Other terrain in hex	2	- x -	
	Trail	Other terrain in hex	Other terrain in hex	2	- x -	
	Marsh/Soft ground (Ignore when Ground freeze)	+2 (if Thaw: +4)	+2 (if Thaw: +4)	2	- x -	
Woods	+2	+2	+1	Stop when first such hex entered unless through road hexside (Exc. Rangers [7.14.0])		
Forest	+3	+3	+2			
H e x s i d e s	Constricted terrain [7.6.5]	All MA to enter/exit. On dashed line, only MP for terrain [7.6.5b] - Towed artillery and US AT not allowed unless on dashed line	All MA to enter/exit. On dashed line, only MP for terrain [7.6.5b] - Towed artillery and US AT not allowed unless on dashed line	MP penalty: +2 to enter/exit. No MP Penalty if enter/exit on dash line or road (road treat hex as clear [7.6.5]) - Towed artillery and US AT not allowed unless on dashed line	Stop when first such hex entered unless through road hexside [7.7.0] (Exc. Rangers [7.14.0])	
	Crossing Major river POSSIBLE BRIDGE COLLAPSE [15.5.0] *1) Engineer may not move this MA [18.3.0]	Pay MP for terrain on other side +0 Bridge +3 Ford - GE H Pz never use trail bridge - GE M Pz on trail (Bridge Collapse box)	NB !! - Special rules regarding Engineer-built bridges. [18.5.0] [MOVEMENT TABLES - Bridge Collapse]	Pay MP for terrain on other side +0 Bridge +0 Ford *1) FERRY BY ENGINEER (Tact. M): - Start/end movement in hex with Engineer unit (All MA to cross)	MECH	LEG
	Crossing Minor river POSSIBLE BRIDGE COLLAPSE [15.5.0] *1) Engineer may not move this MA [18.3.0]	Pay MP for terrain on other side +3 Bridge [7.6.3] +3 Ford - GE H Pz never use trail bridge - GE M Pz on trail [MOVEMENT TABLES - Bridge Collapse]		Pay MP for terrain on other side +0 bridge +0 Ford +6 crossing riverbank *1) FERRY BY ENGINEER (Tact. M): - Cross adjacent to Engineer [18.3.0] (+2 MP)	Only at Bridge	Only at Bridge (or Engineer CSW #355)
	Crossing Stream NEVER BRIDGE COLLAPSE [15.5.0] *1) Engineer may not move this MA [18.3.0]	Pay MP for terrain on other side +3 crossing stream hexside +0 using bridge - Towed Arty and US AT not allowed to cross unless on bridge or ford - GE mech AT – are not allowed to cross unless on bridge or Ford		Pay MP for terrain on other side: +2 crossing stream hexside +0 using bridge - GE Leg AT - "one hex move" adj., not using bridge or ford - US AT not (unless bridge/ford) *1) FERRY BY ENGINEER (Tact. M): Cross adjacent to engineer:[18.3.0] - +0 MP except GE Leg AT +2 MP	No penalty	No penalty One hex move (exc. Rangers [7.14.0])
Night conditions [7.11]		+1 MP unless on road [7.11]			- x -	
Meet unit from other formation: (Division or independent Brigade) [7.5.5]	No MP penalty if: - Army/Corps asset units. - Company breakdown unit initially from same formation. - Units attached (bearing attached marker) to the formation. 1) Artillery with red hexagon - If moving in hex without Movement Covering Terrain adjacent to enemy hex containing units (not HQ or Artillery) with >= 2 Step of Strength in range of an undepleted, in-supply artillery unit with red hexagon, part of same formation as some adjacent [7.5.1] 2) GE Heavy AT or GE Heavy Flak: - If moving in hex without Movement Covering Terrain adjacent to an in-supply GE Hvy AT or GE Heavy Flak with a red hexagon that has >= 2 step of strength [7.5.1] 3) Adjacent to ET/Fort (not IP) - Moving unit MUST stop if moving adjacent to enemy hex containing units (not HQ or Artillery) with >= 2 Step of Strength in ET/Fort (not IP) regardless if terrain is Movement Covering Terrain [example p.10] [7.5.1] US Rangers , 1d10 > 3 immediately stop, otherwise continue movement [7.14.0] +2 drm if enemy in Fort -3 drm if moving unit in Movement Covering Terrain 150th PzBrigade , 1d10, 0-3 continue, 4-9 Immediately stop	+1 MP penalty for entering hex with friendly units from another formation		Stacking rules [MOVEMENT TABLES - Stacking Limits]	1) Must stop [7.7.0] 2) May start movement adjacent to enemy unit 3) May start movement adjacent to enemy unit and move to another hex adjacent to the same enemy unit or another enemy unit 4) If a unit begins movement adjacent to enemy units, it must also be adjacent to (the same or different) enemy units at the completion of its movement	
Adjacent to enemy unit (IMMEDIATELY STOP) [7.5.1] (Artillery may never voluntarily stop adjacent to enemy [7.10.0])	- Only move adjacent to enemy if in Movement Covering Terrain or intend to conduct overrun - No penalty for moving adjacent to enemy unit - Not move at all if starting adjacent to enemy unit in PA-Mode [7.5.3]	MP penalty [7.5.2] (Not cumulative, use most "expensive" CSW #1839) +2 Enemy in "normal" terrain (not in Fieldwork or Fort) +3 Enemy in IP +4 Enemy in ET or Fort (-1 MP penalty if in Movement Covering Terrain) [7.5.2] - No MP penalty if Mech enemy and hex entered are woods/forest not connected to hex by road [7.5.2] - Intrinsic US Divisional Movement never voluntarily move adj. to enemy unit - US Rangers No extra MP-cost if in Movement Covering Terrain - 150th PzBrigade No extra MP-cost			1) Must stop. 2) May start movement adjacent to enemy unit 3) May start its movement adjacent to enemy unit and move to another hex adjacent to the same enemy unit or another enemy unit	
Start adj. to enemy occup. fort	Allied unit may never move adj. to enemy occupied Fort directly from another hex adj. to that same Fort [7.5.6]					
Starts in overstacked hex					- x -	
Start in hex with another Mech					- x -	

	Strategic Road Movement	Exploitation Road Movement	Tactical Road Movement	
	<ul style="list-style-type: none"> - Only units in Strategic Mode - Not move during Ext Night Activity - MA increased by 50% [except MOVEMENT TABLES - Traffic Congestion] 	<ul style="list-style-type: none"> - Units in Exploitation Mode 	<ul style="list-style-type: none"> - Mech. units in Tactical Mode - Mech. type units - Mechanized Leg units - Must start in road, not mix non-road - Not if two or more Mech in hex 	
T E C	Clear	Moving on road, use Road Movement Rate	Moving on road, use Road Movement Rate	
	Rough	--- " ---	--- " ---	
	Location	--- " ---	--- " ---	
	Village	--- " ---	--- " ---	
	Town	--- " ---	--- " ---	
	City	--- " ---	--- " ---	
	Primary road	0,5	0,5	0,5 [MOVEMENT TABLES - Bridge Bottleneck]
	Secondary road	1	1	1 [MOVEMENT TABLES - Bridge Bottleneck]
	Trail	Clear Terrain: 1 / Other Terrain: 1,5		Clear Terrain: 1 / Other Terrain: 1,5 [MOVEMENT TABLES - Bridge Bottleneck]
	Marsh/Soft ground (ignore when Ground freeze)	Moving on road, use Road Movement Rate	Moving on road, use Road Movement Rate	Moving on road, use Road Movement Rate
Woods	--- " ---	--- " ---	--- " ---	
Forest	--- " ---	--- " ---	--- " ---	
H e x i d e	Constricted terrain	--- " ---	--- " ---	
	Crossing Major river POSSIBLE BRIDGE COLLAPSE [18.5.0]	+0 MP Bridge - GE H Pz may not use trail bridge - GE M Pz on trail (Bridge Collapse box) NB ! Units using Road Movement are not allowed to cross Rivers and Streams using a Ford [7.8.2]	<div style="border: 1px dashed black; padding: 5px; width: fit-content; margin: auto;"> <p>NB !! - Special rules regarding Engineer-built bridges. [18.5.0] [MOVEMENT TABLES - Bridge Collapse]</p> </div>	
	Crossing Minor river POSSIBLE BRIDGE COLLAPSE [18.5.0]	+0 MP Bridge - GE H Pz may not use trail bridge - GE M Pz on trail (Bridge Collapse box) NB ! Units using Road Movement are not allowed to cross Rivers and Streams using a Ford [7.8.2]		
Stream NEVER BRIDGE COLLAPSE [18.5.0]	+0 MP Bridge - No restriction for GE H Pzr and never Bridge Collapse on Stream [18.5.0] NB ! Units using Road Movement are not allowed to cross Rivers and Streams using a Ford [7.8.2]			
M i s c e l l a n e o u s	Night conditions [7.11]	No MP-penalty when using road movement [7.11]		
	Meet unit from other formation: (Division or independent Brigade) [5.3.5]	+1 MP penalty for entering hex with friendly units from another formation No MP penalty if: - Army/Corps asset units. - Company breakdown unit initially from same formation. - Units attached (bearing attached marker) to the formation.		
	Adjacent to enemy unit (IMMEDIATELY STOP) (Artillery may never voluntarily stop adjacent to enemy [7.10.0])	- Units in Strategic Mode may never voluntarily move adjacent to enemy units	<p>1) Artillery with red hexagon - If moving in hex without Movement Covering Terrain adjacent to enemy hex containing units (not HQ or Artillery) with >= 2 Step of Strength in range of an undepleted, in-supply artillery unit with red hexagon, part of same formation/command as some adjacent [7.5.1]</p> <p>2) GE Heavy AT or GE Heavy Flak: - If moving in hex without Movement Covering Terrain adjacent to an in-supply GE Hvy AT or GE Heavy Flak with a red hexagon that has >= 2 step of strength [7.5.1]</p> <p>3) Adjacent to ET/Fort (not IP) - Moving unit MUST stop if moving adjacent to enemy hex containing units (not HQ or Artillery) with >= 2 Step of Strength in ET/Fort (not IP) regardless if terrain is Movement Covering Terrain [7.5.1]</p> <p>US Rangers, 1d10 > 3 immediately stop, otherwise continue movement [7.14.0] +2 drm if enemy in Fort -3 drm if moving unit in Movement Covering Terrain</p> <p>150th PzBrigade, 1d10, 0-3 continue, 4-9 Immediately stop</p>	
	Adjacent to enemy units (Artillery may never voluntarily stop adjacent to enemy [7.10.0])	- Units in Strategic Mode may never voluntarily move adjacent to enemy units	<p>MP penalty [7.5.2] (Not cumulat., use most "expensive" CSW 1839) +2 Enemy in "normal" terrain (not IP/ET/Fort) +3 Enemy in IP +4 Enemy in ET/Fort (-1 if Cover for move purpose) [CSW #519]</p> <p>- no MP penalty if Mech enemy and hex entered are woods/forest not connected to hex by road [7.5.2]</p> <p>- Intrinsic US Divisional Movement never voluntarily move adjacent to enemy unit - US Rangers No extra MP-cost if in Movement Covering Terrain - 150th PzBrigade No extra MP-cost</p>	
	Start adj. to enemy occup. fort	Not allowed to enter Strategic Mode	Allied unit never move adj. to enemy occupied Fort directly from another hex adj. to that same Fort [7.5.6]	
	Starts in overstacked hex	Not allowed to enter Strategic Mode	Not allowed to use Road movement	
	Other Mechanized units in hex This units are treated as Leg: [7.8.3a] - Towed Artillery In-Battery - Static SP Artillery In-Battery - Mech. army level Engineers that has not moved in current phase and are stacked with a heavy bridge, deployed or under deployment [7.9.3] - Mech. Eng. performing constructions - Static HQ - US Leg units that will or has moved using Intrinsic TP this phase (not in Strat. Mode) - Leaders are not counted for stacking at all	- Units in Strategic Mode may never enter a hex with another Mechanized unit [7.5.4] - Units in Strategic Mode may never end Move Phase stacked with another Mechanized unit	<p>1) One Mechanized unit in hex: [7.8.3] - May use road movement to enter hex - Costs 2 extra MP - Movement ends immediately</p> <p>2) Two mechanized units in hex: [7.8.3] - Mech units can not Road move into, or out of, a hex already containing two other Mech units.</p> <p>3) Three Mechanized units in hex: [7.8.3] - Not allowed to leave hex utilizing Road Movement</p> <p>4) Meets units in Strategic Mode - Not allowed to enter hex [7.5.4]</p> <p>5) Meeting Heavy Bridge Column: [7.8.3a] - No Mech units, other than one Army Level Engineer unit is allowed to be stacked with or enter the same hex as Hvy Bridge column, unless it is deployed or under deployment.</p>	

BRIDGE COLLAPSE [18.5.0]

Certain bridges may be to light to carry German Medium and Heavy Armor. These bridges are:

1. Non-engineer constructed bridges that carry trails over rivers (not streams)
2. German engineer constructed bridges (except Heavy bridges)
3. US engineer constructed bridges

- German Hvy armor attempt to cross type 1 or 2: Automatic collapse
- German Hvy armor attempt to cross type 3: May collapse, check Bridge Collapse Table
- German Med armor attempt to cross type 1 or 2: May collapse, check Bridge Collapse Table
- No other bridges collapse.

NOTE! Attempt to cross means either trying to move, retreat or conduct GA across the bridge. Units in Armor Standoff during GA do not cause a bridge collapse check.

Bridge Collapse check: roll 1d10 and crosscheck the Bridge Collapse Table

Bridge Collapse Table

Die Roll	0	1	2	3	4	5	6	7	8	9
Bridge Collapse	Y	Y	Y	Y	Y	Y	Y	N	N	N

- If result is Bridge Collapse:
 - Bridge collapses before the unit could move across
 - The bridge ceases to exist for movement and combat.
 - Place a destroyed bridge marker in a adjacent hex
- If the bridge does not collapse, it is never rolled for again.

BRIDGE BOTTLENECK [7.13.0]

- Place bottleneck marker when first mech unit (Tact. Mode) cross bridge.
- Adjust marker for every passing mech unit in Tact. Mode.
- Flip Bridge Bottleneck marker when it reaches zero.
- No units (any type) may use bridge the remainder of this phase
- Reset to 12 in next movement phase

STACKING LIMIT [6.0]

Definitions:
Static unit = A unit that is not moving itself [CSW #1851]

Limits

- Constricted : 2 units together (max one battalion and one smaller than Bn size unit) [7.1.0]
- Any terrain : 3 units together (max two battalions and one smaller than Bn size unit) [7.1.0]

Battalion

- Units with battalion symbol (II)
- Hybrid units with three companies
- All HQ
- Even with step losses these units are considered battalions for stacking purpose

This unit types are treated as Leg for Stacking purpose:

- Towed Artillery In-Battery
- Static SP Artillery In-Battery
- Static Mechanized Engineers stacked with a deployed heavy bridge [7.2.0]
- Mech. Engineers performing constructions [CSW 1446] [32.1.5]
- Static HQ

This units are not counted for stacking purpose at all:

- Leaders [CSW #1839]

GERMAN PANZER BRIDGE CLASSES

Panzerjägers/Assault Gun		Tiger "Elefant"	H	Panzers		Sturm Tiger "Brumbar"	H
		Jagdpanther V	H			MkV "Panther"	M
		Jagdpz IV/L70	M			MkIV	M
		SIG III/IV	M			MkVI "Tiger"	H
		"Hetzer"	L			MkVb "Royal Tiger"	H

TRAFFIC CONGESTION [7.15.0]

- Unit in Strategic Mode does not increase MA by 50% when:
 - GERMAN : Between DEC16AM and DEC18AM inclusive
 - ALLIED : Between DEC17AM and DEC 18AM inclusive,
 - Only if unit begins or would end movement within 10 hexes of enemy units and
 - are South of V/VIII Corps boundary and
 - are North of original 5thPzA and 7thPzA boundary

ARMY BOUNDARY PENALTIES [27.1.0]

- Units assigned to an HQ of one Army that begin a friendly Player turn in another army's area:
 - MA reduced by 50%
 - One column shift combat penalty for GA
 - May not enter PA mode.
- Units may operate in hexes that are part of a boundary without penalty.
- Formations may switch from one army to another to avoid penalty
 - Units of formation may not enter PA on GT after such switch
 - May use its normal MA to move toward and into its new Army's area of responsibility.
- Reinforcing units in Strat mode may cross army boundaries and be reassigned from one Army to another without penalty until they reach their assembly areas and leave Strat mode.

PzLehr

- Pz Lehr is allowed to use the Heavy Bridge in 5th Fsj Div's sector and move within five hexes of it without suffering the penalties for moving out of its army's sector. [36.1.5]

COVERING TERRAIN [1.1.3]

MOVEMENT Covering Terrain	COMBAT Covering Terrain	OBSERVATION Covering Terrain	SUPPLY PATH Covering Terrain
Fort Woods Forest Town City NIGHT [1.1.3]	Fort Woods Forest Town City Location Village IP ET NIGHT [1.1.3]	Fort Woods Forest Town City Location Village Rough at 3 NIGHT [1.1.3]	Fort Woods Forest Town City Night is NOT automatic Cover for tracing supply path [16.4.4]

- Active, attack designated units and Inactive units adjacent to attack-designated units are not considered to be in (any kind of) covering terrain for any purpose for the remainder of the Combat Phase starting the instant the units are designated as attackers.
- Engineer building bridge are never in Cover [CSW 1598]

ROAD MOVEMENT RESTRICTIONS

- No road switching during movement unless at an intersection [7.8.1]
- Fractions are lost when switching road types during movement.
- Road move can't be used if hex has 3 mech units. (restriction includes starting hex) [7.8.3]
- Can't combine Road movement and Regular movement in phase [7.8.0]
- Leg units treat movement along a road as clear (even if not using Road Movement) [7.6.1]
- Strat Mode units must use Road Movement [5.3.0]

RIVER CROSSING TABLE

Terrain/ Engineer	RIVER CROSSING TABLE											
	STREAM			MINOR RIVER				MAJOR RIVER				
	Bridge ②	Engineer	Riverbank	Bridge ②	Ford	Engineer	Riverbank	Bridge ②	Ford	Engineer	Riverbank	
Towed artillery	+0	NA	NA	+0	+3	NA	NA	+0	+3	NA	NA	
US AT (Leg) ④	+0	+2	NA	+0	+2	+2	NA	+0	+2	All Ma	NA	
US AT (Mech)	+0	NA	NA	+0	+3	NA	NA	+0	+3	NA	NA	
GE AT (Leg) ④	+0	+2	All Ma	+0	+2	+2	NA	+0	+2	All Ma	NA	
GE AT (Mech)	+0	NA	NA	+0	+2	+2	NA	+0	+2	All Ma	NA	
Leg Infantry Unit	+0	+0③	+2	+0	+0	+2③	+6	+0	+0	All Ma	NA	
Mech unit	+0	NA	+3	+0/+3①	NA/+3	NA	NA	+0/+3①	NA/+3	NA	NA	

1) Remember Bridge Collapse [18.5.0] – MP cost for Road movement/Regular movement
 2) Remember Bridge Bottleneck Marker when Mech units are crossing bridge in Tactical Mode using Road Move
 3) Ignore Stream/treat river as Stream when crossing adjacent to Engineer – **NB!** Engineer may not move this MA [18.3.0]
 4) US AT (leg) and GE AT (Leg) are AT units that are chosen to be moved as Leg units.