Standard Combat Series:

The Mighty Endeavor—Expansion

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The Mighty Endeavor—Expansion adds the map of Brittany as well as the whole Eastern Front. Use the regular **TME** rules and apply the following additions and/or changes. Rule numbers integrate into the **TME** rulebook directly.

Inspiration: *Battle for Germany*, Jim Dunnigan, 1975
Playtesting: John Best, Joseph Vanden Borre, Ric Van Dyke, Dean Essig, John Essig, Lee Forester, Mike Galandiuk, Gary Phillips
Research: Carl Fung, Roland Leblanc

1.0 General Rules

The Expansion game is split such that one player controls the Western Allies and the Axis in the East while the other player plays the Soviets and the Germans in the West. Both players follow the same turn sequence at the same time on the separate maps. Thus in the Allied/Soviet Player Movement Phase, one player moves the Soviet units while the other moves the Allies.

When playing the entire Expansion, place the East map so that it overlaps the West map, covering up the original Entry Hexes.

1.3 Glossary

Western Player: The player who commands the Western Allies and the Eastern Axis.
Eastern Player: The player who commands the Soviets and the Western Germans.
OOS: Out of Supply

1.11 Counters

The Soviet player controls all Guards (Red), Red Army (brown and red), Czech, Polish and Romanian units (light red). All these units function together as Soviet units.

Axis units are divided into Western (no stripes) and Eastern (white stripes at the top of the counters). The Eastern Axis player controls both German and Hungarian units. These are all effectively German and can stack and/or attack together.

1.1 Sequence of Play

The Allied/Soviet Player turn is always first.

Allied & Soviet Player Turn
- • Reinforcement & Replacement Phase
- • Air Point Phase
   Remove old Air Zone Domination markers
   Roll to determine available Air Points
   Expend Air Points for any Air Zones the player wants to dominate and place markers in those zones

- • Invasion Placement Phase
- • Attack HQ Announcement Phase
   Determine Soviet Attack HQs
- • Air Drop Phase
- • Movement Phase
- • Combat Phase
- • Exploitation Phase
- • Supply Phase
- • Shipping Phase
- • Attack HQ Unflipping Phase

German (East and West) Player Turn
- • Reinforcement & Replacement Phase
- • Movement Phase
- • Combat Phase
- • Exploitation Phase
- • Supply Phase

1.16 Replacements

The Eastern Axis player never gets any Replacement Points (only newly formed units). German Replacement Points from the west cannot be used to rebuild German units in the east, or to rebuild in the west *destroyed* German units from the east. Note that German units that are transferred from the west to the east and get destroyed there *can* be rebuilt in the west.

The Soviets get Replacement Points only as listed on their Order of Arrival and many of them are designated as to the type of unit they can replace—if there are no losses in that type of unit at the moment the Replacement Points become available, then those Replacement Points are wasted. (Exception: Any Replacement type can be used to rebuild a Soviet HQ). Soviet Replacement Points differ from those in the original TME. Soviet Replacements can rebuild their type of unit by up to two steps each (i.e., each Point can rebuild one 2-step unit from "dead" to full strength). Points can be used to replace single step losses as well, but the excess rebuild capability of the Point is wasted.

Guards Replacement Points can only be used for Guards units; non-Guards Replacement Points can be used for either Guards or non-Guards units of the types listed.

Just to be clear, there are no Axis rebuilds in the east and the Soviets can only rebuild based on their Order of Arrival.

1.21 Emergency Attacks

There are no Emergency Attacks available for the Eastern Front (Axis or Soviet).

1.24 The East-West Boundary line

This line, running roughly from Salzburg to Lübeck, divides the game into a Western Front and Eastern Front. No unit (of either side) can cross this Boundary. Any unit forced to do so is destroyed.

According to the German Order of Arrival, some German units are transferred to the Eastern Front from the Western Front. Note that these units will not have the Eastern Front stripes at the top of their counters.

1.25 East Edge Entry Zone

The Axis cannot move into East Edge Entry Zone hexes (marked with a purple dotted line). If they enter there as reinforcements, they must exit immediately in the following Movement Phase. Any Axis unit forced to retreat into this zone is destroyed. Axis units can attack into the Zone but cannot advance after combat or Overrun there.

1.26 Re-entering Units

Two German units (HG LW Pz Div and 18 SS PG Div) are removed from play at one time and re-enter later as reinforcements. These units (unlike the Transfers in 3.8) re-enter at full strength regardless of their condition when they were removed.

2.0 Allied & Soviet Special Rules

2.1 International Cooperation

All units controlled by the Soviet player can freely stack, move, attack and Overrun together. Any Soviet HQ can provide any Soviet unit with the ability to attack.

2.3 Attack HQs

The Soviet HQs must be flipped to their Attack HQ sides to allow any Soviet unit

to attack.

In the Attack HQ Announcement Phase, roll one die per Soviet HQ. If the roll is a 5 or 6 flip the HQ to its Attack HQ side. On any other roll, the HQ remains on its non-Attack HQ side. Soviet HQs must be in trace supply to make this check.

Unlike Western Allied HQs, Soviet HQs remain as Attack HQs until at least one unit uses them to attack or Overrun. If the HQ allows such attacks, flip it to its non-Attack HQ side in the next Attack HQ Unflipping Phase.

2.11 Special Soviet Supply

Soviet units are in supply if they are within the Supply Range of any Soviet HQ. A Soviet HQ can supply units if it is able to trace a path of any distance free of enemy units or EZOCs exclusively along road hexes to a supply source. Friendly units negate EZOCs for this purpose. Note that to be able to supply units, Soviet HQs must be in a road hex themselves.

2.12 Soviet Supply Sources

Soviet supply sources are the five road hexes (7.45, 18.44, 31.45, 36.44 and 41.41) in eastern map Entry Areas C-G.

2.14 Air Points

Neither side on the Eastern Front has Air Points. There are no Air Zones or Domination there.

For the Western Front, Allied Air Zone 4 extends from where it is marked on the original TME map eastward to the East-West Boundary line.

2.15 Air Drop

The Soviet player cannot execute Air Drops.

2.18 Supply Tether

No Soviet unit can move using MPs to a location that will make it OOS if it has the option of moving to or remaining in a hex where it would be in supply. If there are no supplied hexes it can move to, there is no extra restriction. Advance after combat is not affected by this rule.

2.19 Soviet Attack Losses

On any attack by the Soviet player, **double** the losses (both Attacker and Defender as needed). Therefore, an A1D1r1 would become A2D2r1.

Design Note: This represents both the allocation of behind the scenes artillery and

air support (in great numbers) to a Soviet attack as well as the still relatively clumsy tactical style of the Red Army.

3.0 Axis Special Rules

3.2 Tactical Adeptness

Just so it is clear, yes this rule applies to both fronts!

3.3 Special Axis Supply

The 180-rule(3.3d) does not apply on the Eastern Front.

3.4 Supply Sources

For both fronts, trace supply to the East-West Boundary line. If the supply trace touches the line at any point, the supply trace is good.

3.5 Western Entry Area A Reinforcements

These can enter play at any Entry Area A hex on the western map which is not under the new eastern map edge, or in any German city hex west of the East-West Boundary line. Entry Area A hexes on the east map may not be used (they are for different troops!)

3.6 Defend the Reich!!!

Defend the Reich!!! does not apply to the Eastern Front.

3.7 Crippled Remnants

The Soviet player rolls one die for *each* Axis unit arriving via East Map Entry Areas marked with an asterisk on the Axis Reinforcement Chart—TME Expansion (East). Make this roll before the Axis player places the units in their Entry Areas.

1–2	No losses
3–5	Lose 1 step
6	Destroy unit

Single step units which lose a step are destroyed.

Only roll for losses for units entering through Entry Areas B–G

3.8 Transfers

German units that are transferred from the West to the East are simply plucked off the map by the West German player in the Reinforcement & Replacement Phase. They arrive in any city hex east of the East-West Boundary line on the next turn as reinforcements.

The chosen units can be unable to trace

supply and/or at reduced strength. Dead units may not be chosen. If not enough units of the type indicated are in play, remove one of a similar or higher value (or highest possible) in the order: Pz, PG, Airborne/FJ/Inf, VG/LW, Static.

The transfers arrive in the East in whatever step loss status they had when they left the West. Remove any OOS marker the unit might have had.

3.9 Better to Surrender in the West than in the East

Each German player turn (at the beginning of the German Reinforcement & Replacement Phase) when a supplied non-airborne Allied unit is adjacent to or east of the Rhine River **while in any hex inside Germany**, the Allied player rolls one die. Divide the result by 2 and round up. This is the number of steps the Western German player must destroy from his units. He can choose any German unit or units west of the East-West Boundary line to take the required step losses (destroying units if need be).

Design Note: The purpose here is two-fold. First it gives the German player a reason to defend west of the Rhine and second it accurately reflects the collapsing German military once the Allies did get to and cross the river. Obviously, the player will choose the worst units to take losses from these rolls. That's intended.

4.0 Victory Conditions

Determine Victory Points independently on each front as per the original **TME** rules. Award VPs only to the Western Allied and Soviet players. The side with the greater total wins.

Note that in a combined game, the four VP hexes originally along the eastern edge of the **TME** map no longer exist; they have been replaced by other VP hexes deeper inside Germany.

5.0 Additional Scenario Information

5.1 Additional Set Up—Brittany

Use the TME Expansion Reinforcement Charts. Change the set up in 5.1 in TME as follows:

6.07	5-7-5	Inf Div (353)
8.05	6-8-5	FJ Div (3)
8.03	1-2-2	Static Div (343)
12.07	1-2-2	Static Div (265)
15.11	1-2-2	Static Div (266)

Eastern Map Set Up for 5.1
None

5.2 1 Aug 44 Scenario Start

This scenario, played until the campaign stop, starts players with the historical situation on 31 July 44. The Germans are reeling back in Poland after the devastating offensive by the Soviets in Operation Bagration. The Warsaw uprising is just about to begin, right as the Soviet momentum slows, allowing the Germans re-establish their defenses and crush the uprising.

First Turn: Turn 6
Last Turn: Turn 25
Victory: Use the standard victory conditions.
Reinforcements: Use standard reinforcements.
Losses: Units in **bold italics** with an asterisk set up on their reduced side.

German Set Up
Brittany Map

8.03	1-2-2	Static Div (343)
12.07	1-2-2	Static Div (265)

East Map

1.40	9-7-8	Pz Div (6)
2.38	1-2-4	Hun Res Inf iv (5)
	1-2-4	Hun Res Inf Div (23)
	2-3-5	*Hun Inf Div(12)*
4.40	10-8-8	SS Pz Div (3)
	10-8-8	SS Pz Div (5)
5.40	9-7-8	LW Pz Div (HG)
	3-4-6	*Hun Cav Div (1)*
5.41	4-6-5	Inf Div (73)
6.40	9-7-8	Pz Div (19)
9.43	4-6-5	Inf Hiv (17)
10.41	*4-6-5*	*Inf Div (253)*
	3-5-6	*JG Ski Div (1)*
11.43	*4-6-5*	*Inf Div (342)*
	4-6-5	Inf Div (214)
	4-6-5	*Inf Div (291)*
12.42	4-6-5	Inf Div (72)
	4-6-5	*Inf Div (88)*
13.42	*9-7-8*	*Pz Div (17)*
15.37	*9-7-8*	*Pz Div (3)*
	9-7-8	*Pz Div (23)*
	4-6-5	Inf Div (304)
15.43	3-5-4	Inf Div (154)
17.42	9-7-8	Pz Div (24)
18.42	6-8-8	PG Div (20)
	9-7-8	Pz Div (16)
18.43	4-6-5	Inf Div (254)
	4-6-5	*Inf Div (357)*
	4-6-5	*Inf Div (359)*
19.43	*9-7-8*	*Pz Div (1)*
	9-7-8	*Pz Div (8)*

20.43	*5-6-8*	*SS PG Div (18 SS)*
	4-6-5	Inf Div (371)
7.29	2-4-4	VG Div (6)
	2-4-4	VG Div (45)
8.27	4-6-5	VG Div (78)
	2-4-4	VG Div (544)
	2-4-4	VG Div (545)
32.43	3-5-6	JG Div (97)

Soviet Set Up
Dead Pile:
None

Set Up:
None, Use OOA

5.3 11 Sep 44 Scenario Start

This scenario, played until the campaign stop, starts players with the historical situation on 10 Sep 44. The Soviets have stalled their advance along the Vistula and the Germans are in the last legs of putting down the Warsaw uprising. To the south, the Soviets have swept through Rumania and the next stage of battle around Budapest is set.

First Turn: Turn 10
Last Turn: Turn 25
Victory: Use the standard victory conditions.
Reinforcements: Use standard reinforcements.

Allied Set Up
Brittany Map

7.04	*6-8-6*	*US Inf Div (2)*
	6-8-6	*US Inf Div (29)*

(Change from TME)

Axis Set Up
Brittany Map

8.03	1-2-2	Static Div (343) (OOS)
12.07	1-2-2	Static Div (265) (OOS)

East Map

1.38	9-7-8	Pz Div (6)
1.40	*3-5-4*	*Sec Div (203)*
	4-6-5	*Inf Div (367)*
2.40	*4-6-5*	*Inf Div (129)*
	3-5-6	*JG Div (28)*
2.39	*4-6-5*	*Inf Div (35)*
	4-6-5	*Inf Div (292)*
3.39	2-4-4	VG Div (541)
	4-6-5	*Inf Div (102)*
4.39	*4-6-5*	*Inf Div (7)*
	4-6-5	Inf Div (211)
	3-5-6	JG Div (5)
4.40	10-8-8	SS Pz Div (3 SS)
	10-8-8	SS Pz Div (5 SS)
5.40	*2-3-5*	*Hun Inf Div* (12)
5.41	4-6-5	Inf Div (73)
6.40	1-2-4	Hun Inf Div (5 Res)

7.41	*9-7-8	*Pz Div (19)*
8.40	9-7-8	LW Pz Div (HG)
9.36	*9-7-8	*Pz Div (23)*
9.41	2-4-4	VG Div (6)
9.42	2-4-4	VG Div (45)
9.43	*4-6-5	*Inf Div (17)*
10.41	1-2-4	Hun Inf Div (23 Res)
	*4-6-5	*Inf Div (342)*
10.42	4-6-5	Inf Div (214)
11.43	*4-6-5	*Inf Div (253)*
12.43	*3-5-6	*JG Ski Div (1)*
	*4-6-5	*Inf Div (72)*
12.42	*4-6-5	*Inf Div (88)*
	*4-6-5	*Inf Div (291)*
13.42	*9-7-8	*Pz Div (17)*
13.41	*9-7-8	*Pz Div (1)*
14.41	9-7-8	Pz Div (16)
15.40	*9-7-8	*Pz Div (3)*
15.41	6-8-8	PG Div (20)
16.41	*9-7-8	*Pz Div (24)*
	*4-6-5	*Inf Div (304)*
17.42	4-6-5	Inf Div (371)
	*4-6-5	*Inf Div (359)*
18.39	3-5-4	Inf Div (154)
18.41	*5-6-8	*SS PG Div (18 SS)*
19.42	2-4-4	VG Div (544)
20.40	*9-7-8	*Pz Div (8)*
20.41	4-6-5	VG Div (78)
21.42	2-4-4	VG Div (545)
22.41	4-6-5	Inf Div (68)
	4-6-5	Inf Div (208)
22.42	*4-6-5	*Inf Div (96)*
	4-6-5	Inf Div (168)
	*4-6-5	*Inf Div (357)*
24.42	4-6-5	Inf Div (254)
26.41	*4-6-5	*Inf Div (75)*
28.43	3-5-6	JG Div (100)
	*3-5-6	*JG Div (101)*
29.43	*2-3-5	*Hun Inf Div (6)*
30.42	*2-3-5	*Hun Inf Div (13)*
31.43	*6-5-8	*Hun Pz Div (2)*
32.43	3-5-6	JG Div (97)
34.39	*6-5-8	*Hun Pz Div (1)*
	*2-3-5	*Hun Inf Div (25)*
	*2-3-5	*Hun Inf Div (8)*

Soviet Set Up
Dead Pile:
None

1.41	3-4-5	Gds Inf Div (120 Gd)
2.41	6-7-4	Inf Corps (47)
3.41	8-7-8	Gds Tank Corps (1 Gd)
	8-7-8	Gds Tank Corps (8 Gd)
4.41	6-7-4	Inf Corps (77)
	8-7-8	Gds Tank Corps (9 Gd)
	7-6-8	Tank Corps (9)
5.42	5-5-7	Gds Cav Corps (2 Gd)
	6-7-4	Inf Corps (125)
6.41	8-7-8	Gds Tank Cps (12 Gd)
	6-7-4	Inf Corps (129)
7.42	(6)-1-6	Front HQ (1 Belo) (Non-Attack HQ Side)

	3-4-5	Gds Inf Div (27 Gd)
	3-4-5	Gds Inf Div (74 Gd)
	3-4-5	Gds Inf Div (82 Gd)
8.41	3-4-5	Gds Inf Div (35 Gd)
	3-4-5	Gds Inf Div (47 Gd)
	3-4-5	Gds Inf Div (57 Gd)
8.42	3-4-5	Gds Inf Div (39 Gd)
	3-4-5	Gds Inf Div (79 Gd)
	3-4-5	Gds Inf Div (88 Gd)
8.43	5-5-7	Gds Cav Corps (7 Gd)
9.44	5-6-4	Polish Inf Army (1 Pol)
10.43	6-7-4	Inf Corps (61)
	6-7-4	Inf Corps (91)
10.44	7-6-8	Tank Corps (11)
11.44	6-7-4	Inf Corps (25)
	3-4-5	Gds Inf Div (77 Gd)
12.44	6-7-4	Inf Corps (120)
13.44	6-7-4	Inf Corps (21)
	6-7-4	Inf Corps (76)
13.43	6-7-4	Inf Corps (22)
	6-7-4	Inf Corps (24)
14.42	6-7-4	Inf Corps (74)
	6-7-4	Inf Corps (102)
15.42	8-7-8	Gds Tank Cps (10 Gd)
	10-9-8	Gds Mech Corps (6 Gd)
16.42	7-6-8	Tank Corps (31)
	6-7-4	Inf Corps (27)
	3-4-5	Gds Inf Div (6 Gd)
17.43	(6)-1-6	Front HQ (1 Ukr) (Non-Attack HQ Side)
	6-7-4	Inf Corps (23)
18.42	8-7-8	Gds Tank Corps (4 Gd)
	6-7-4	Inf Corps (15)
19.43	6-7-4	Inf Corps (28)
	6-7-4	Inf Corps (106)
19.44	7-6-8	Tank Corps (25)
	5-5-7	Gds Cav Corps (1 Gd)
20.42	6-7-4	Inf Corps (52)
	6-7-4	Inf Corps (101)
21.43	6-7-4	Inf Corps (67) (OOS)
23.43	5-6-4	Czech Inf Corps (Czech) (OOS)

5.4 16 Dec 44 Scenario Start

This scenario, played until the campaign stop, starts players with the historical situation on 16 Dec 44 right before the start of the Ardennes Offensive in the West and the Vistula-Oder Offensive in the East. The scenario starts with the Soviets ready to conduct their breakout in the north. In the south, Budapest has been cut off and under siege as the Germans attempt to counterattack to relieve the garrison.

First Turn: Turn 17
Last Turn: Turn 25
Victory: Use the standard victory conditions.

Reinforcements: Use standard reinforcements. For the historical Bulge start, use the following entries for the reinforcements on Turn 17:

Hex	Unit(s)	
11.32	4-6-5	FJ Div (8)
17.30	2-4-4	VG Div (47)
	2-4-4	VG Div (344)
20.28	2-4-4	VG Div (62)
	2-4-4	VG Div (277)
22.28	2-4-4	VG Div (167)
	2-4-4	VG Div (340)
	2-4-4	VG Div (560)
24.29	2-4-4	VG Div (9)
	2-4-4	VG Div (79)
	2-4-4	VG Div (212)
26.30	4-6-5	SS Mtn Div (6 SS)
27.31	2-4-4	VG Div (257)
	2-4-4	VG Div (708)

Western Front German Set Up
Dead Pile:
6-8-5 FJ Div (2)
2-3-3 LW Div (16)
2-3-3 LW Div (17)
2-3-3 LW Div (18)
3-4-5 LW Div (19)
4-6-5 Inf Div (16)
4-6-5 Inf Div (64)
2-3-5 Inf Div (70)
4-6-5 Inf Div (77)
4-6-5 Inf Div (85)
4-6-5 Inf Div (91)
2-3-4 Inf Div (148 Trng)
3-5-4 Inf Div (159 Res)
2-3-4 Inf Div (165 Trng)
4-6-5 Inf Div (226)
4-6-5 Inf Div (271)
4-6-5 Inf Div (272)
4-6-5 Inf Div (275)
4-6-5 Inf Div (276)
4-6-5 Inf Div (277)
4-6-5 Inf Div (352)
4-6-5 Inf Div (363)
2-4-4 VG Div (361)
2-4-4 VG Div (462)
1-2-2 Static Div (47)
1-2-2 Static Div (48)
1-2-2 Static Div (49)
1-2-2 Static Div (242)
1-2-2 Static Div (243)
1-2-2 Static Div (244)
1-2-2 Static Div (266)
1-2-2 Static Div (326)
1-2-2 Static Div (331)
1-2-2 Static Div (343)
1-2-2 Static Div (344)
1-2-2 Static Div (348)
1-2-2 Static Div (708)
1-2-2 Static Div (709)
1-2-6 Bicycle Bde (30)

Brittany:

12.07	1-2-2	Static Div (265) (OOS)

West Map:

Hex	Unit(s)	
44.03	3-5-4	Inf Div (158 Res)(OOS)
9.24	1-2-6	Bicycle Bde (20)
11.22	1-2-2	Static Div (346)
	1-2-2	Static Div (712)
11.27	*4-6-5*	*FJ Div (6)*
	2-3-4	Inf Div (Tettau)
12.27	*4-6-5*	*Inf Div (84)*
	4-6-5	Inf Div (190)
13.28	2-3-4	Inf Div (406)
14.28	4-6-5	Inf Div (180)
15.28	4-6-5	FJ Div (7)
16.28	*4-6-5*	*Inf Div (59)*
	4-6-5	*Inf Div (176)*
17.29	2-4-4	VG Div (183)
	2-4-4	VG Div (363)
18.29	*10-8-8*	*SS Pz Div (10 SS)*
	2-4-4	VG Div (246)
18.30	9-7-8	Pz Div (9)
	6-8-8	PG Div (15)
19.29	4-6-5	Inf Div (89)
	5-7-5	*Inf Div (353)*
19.30	6-8-8	PG Div (3)
20.28	2-4-4	VG Div (272)
20.29	10-8-8	SS Pz Div (2 SS)
	10-8-8	SS Pz Div (9 SS)
21.28	*6-8-5*	*FJ Div (3)*
	2-4-4	VG Div (12)
	2-4-4	VG Div (18)
	2-4-4	VG Div (326)
21.29	12-9-8	SS Pz Div (1 SS)
	10-8-8	SS Pz Div (12 SS)
22.28	4-6-5	VG Div (26)
22.29	9-7-8	Pz Div (2)
	9-7-8	Pz Div (116)
	10-8-8	Pz Div (Lehr)
23.29	*5-7-5*	*FJ Div (5)*
	2-4-4	VG Div (276)
	2-4-4	VG Div (352)
24.29	4-6-5	Inf Div (416)
24.31	*9-7-8*	*Pz Div (11)*
	9-7-8	*Pz Div (21)*
25.30	2-4-4	VG Div (19)
	1-2-2	Static Div (719)
26.30	1-2-2	Static Div (347)
	2-4-4	VG Div (36)
26.31	*6-8-8*	*SS PG Div (17 SS)*
26.32	2-4-4	VG Div (559)
27.33	*6-8-8*	*PG Div (25)*
27.35	1-2-2	Static Div (245)
32.31	*4-6-5*	*Inf Div (189 Res)*
32.32	*4-6-5*	*Inf Div (198)*
33.31	4-6-5	Inf Div (269)
	2-4-4	VG Div (16)
34.31	*4-6-5*	*Inf Div (159)*
	1-2-2	Static Div (338)
34.32	1-3-4	SS Inf Div (30 SS)
	1-2-2	Static Div (716)

Note: The following units have Western Front set up locations although they are set up on the East Map; to allow the scenario to be played with the West Map only, if desired, their West Map set up locations are also given as [Wxx.xx].

31.01	2-4-4	VG Div (256)	[W27.34]
34.01	2-4-4	VG Div (553)	[W30.34]

Available:
No Emergency Attacks
Defend the Reich!!! has been played

Eastern Front Axis Set Up

Hex	Unit(s)	
1.40	2-4-4	VG Div (541)
2.29	9-7-8	Pz Div (20)
2.40	*4-6-5*	*Inf Div (102)*
	3-5-4	*Sec Div (203)*
2.39	*4-6-5*	*Inf Div (129)*
	4-6-5	*Inf Div (292)*
3.39	*4-6-5*	*Inf Div (7)*
	4-6-5	Inf Div (299)
4.39	*4-6-5*	*Inf Div (35)*
	3-5-6	JG Div (5)
5.40	4-6-5	Inf Div (73)
6.40	2-4-4	VG Div (337)
7.41	4-6-5	Inf Div (251)
8.40	*9-7-8*	*Pz Div (25)*
9.41	2-4-4	VG Div (6)
9.42	2-4-4	VG Div (45)
9.43	*4-6-5*	*Inf Div (17)*
10.41	*9-7-8*	*Pz Div (19)*
10.42	4-6-5	Inf Div (214)
11.43	*4-6-5*	*Inf Div (342)*
12.40	*6-8-8*	*PG Div (10)*
	6-8-8	PG Div (20)
12.42	*4-6-5*	*Inf Div (88)*
12.43	*4-6-5*	*Inf Div (72)*
13.42	*4-6-5*	*Inf Div (291)*
14.40	9-7-8	Pz Div (16)
	9-7-8	*Pz Div (17)*
14.41	4-6-5	Inf Div (168)
15.41	4-6-5	Inf Div (68)
16.41	*4-6-5*	*Inf Div (304)*
17.42	4-6-5	Inf Div (371)
18.41	*4-6-5*	*Inf Div (359))*
19.42	2-4-4	VG Div (544)
20.41	4-6-5	VG Div (78)
21.42	2-4-4	VG Div (545)
24.41	*4-6-5*	*Inf Div (253)*
25.34	*3-5-4*	*Inf Div (154))*
26.39	*4-6-5*	*Inf Div (75)*
26.41	1-2-4	Hun Inf Div (5 Res)
27.42	3-5-6	JG Div (100)
28.41	4-6-5	Inf Div (254)
29.42	3-5-6	JG Div (97)
	3-5-6	*JG Ski Div (1)*
30.41	*3-5-6*	*JG Div (101)*
	2-3-5	*Hun Inf Div (16)*
	2-3-5	*Hun Inf Div (24)*
30.37	*4-6-5*	*Inf Div (15)*
30.40	*4-6-5*	*Mtn Div (3)*
	4-6-5	*Mtn Div (4)*
31.40	4-6-5	Inf Div (208)
	4-6-5	*Inf Div (76)*

31.39	*6-8-8*	*SS PG Div (4 SS)*
	3-5-6	*JG Div (8)*
31.38	*9-7-8*	*Pz Div (24)*
	4-6-5	*Inf Div (46)*
32.32	*5-6-8*	*SS PG Div (18 SS)*
32.36	*4-6-5*	*Inf Div (357)*
33.36	*9-7-8*	*Pz Div (8)*
	2-3-4	Inf Div (153 Tng)
	4-6-5	*Inf Div (211)*
34.36	*4-6-5*	*Inf Div (96)*
	2-3-5	Hun Inf Div (Laszlo)
34.38	*5-5-7*	*SS Cav Div (8 SS)*
		(OOS)
	3-3-7	SS Cav Div (22 SS (OOS)
	4-5-8	Pz Div (Feldhle) (OOS)
34.39	*9-7-8*	*Pz Div (13)* (OOS)
	6-5-8	*Hun Pz Div (1)*(OOS)
	2-3-5	*Hun Inf Div (12)* (OOS)
35.35	*6-5-8*	*Hun Pz Div (2)*
35.36	10-8-8	SS Pz Div (3 SS)
	10-8-8	SS Pz Div (5 SS)
36.36	*9-7-8*	*Pz Div (3)*
	9-7-8	*Pz Div (6)*
	2-4-4	VG Div (271)
37.37	*9-7-8*	*Pz Div (23)*
38.36	*9-7-8*	*Pz Div (1)*
39.36	*2-3-5*	*Hun Inf Div (25)*
	1-2-4	Hun Inf Div (23 Res)
40.35	*2-3-5*	*Hun Inf Div (20)*
41.35	2-5-4	SS Inf Div (31 SS)
	4-6-5	Inf Div (71)
	3-5-4	VG Mtn Div (1)

Allied Set Up
Dead Pile:
6-9-5 CW Abn Div (1)
6-8-6 CW Inf Div (50)
5-8-6 CW Inf Div (59)

England Box:
6-9-5 CW Abn Div (6)
4-6-5 US Abn Div (17)
6-4-8 US Arm Div (8)

Brittany:
8.03   Brest Port Marker

West Map:

33.02	6-8-6	US Inf Div (94)
24.02		Cherbourg Port Marker
25.09		Le Havre Port Marker
18.13		Boulogne-sur-Mer Port Marker
30.08	(5)-0-6	Truck Marker
28.17	(5)-0-6	Truck Marker
23.23	(5)-0-6	Truck Marker
24.18	9-6-8	US Arm Div (11)
27.21	6-9-5	US Abn Div (82)
	6-9-5	US Abn Div (101)
15.22		Antwerp Port Marker

Hex	Rating	Unit(s)
16.23	(5)-0-6	Truck Marker
12.24	*9-6-8	CW Arm Div (1 Pol)
	*9-6-8	CW Arm Div (4 Can)
13.26	(5)-1-8	CW Army HQ (1 Can)
	*6-8-6	CW Inf Div (51)
12.26	5-8-6	CW Inf Div (49)
	5-8-6	CW Inf Div (2 Can)
13.27	5-8-6	CW Inf Div (3 Can)
15.26	(5)-1-8	CW Army HQ (2 UK)
14.27	8-6-8	CW Arm Div (11)
	6-8-6	CW Inf Div (3)
15.27	5-8-6	CW Inf Div (15)
	5-8-6	CW Inf Div (53)
16.27	*9-6-8	CW Arm Div (Gds)
	9-6-8	CW Arm Div (7)
	*5-8-6	CW Inf Div (43)
	5-8-6	CW Air Lnd Div (52)
17.28	9-6-8	US Arm Div (7)
	*6-8-6	US Inf Div (29)
	4-5-5	US Inf Div (84)
	6-8-6	US Inf Div (102)
18.27	(5)-1-8	US Army HQ (9)
18.28	10-8-8	US Arm Div (2)
	*6-8-6	US Inf Div (9)
	6-8-6	US Inf Div (30)
	6-8-6	US Inf Div (104)
19.27	10-8-8	US Arm Div (3)
	*8-10-6	US Inf (1)
19.28	9-6-8	US Arm Div (5)
	*6-8-6	US Inf Div (8)
	4-5-5	US Inf Div (78)
	6-8-6	US Inf Div (83)
20.26	(5)-1-8	US Army HQ (1)
20.27	6-8-6	US Inf Div (2)
	4-5-5	US Inf Div (99)
21.27	4-5-5	US Inf Div (106)
22.27	*6-8-6	US Inf Div (28)
23.28	6-4-8	US Arm Div (9)
24.28	*8-10-6	US Inf Div (4)
25.29	6-4-8	US Arm Div (10)
	6-8-6	US Inf Div (90)
26.29	6-8-6	US Inf Div (26)
	6-8-6	US Inf Div (95)
27.28	(5)-1-8	US Army HQ (3)
27.30	9-6-8	US Arm Div (6)
	6-8-6	US Inf Div (5)
	6-8-6	US Inf Div (80)
27.31	6-8-6	US Inf Div (35)
	4-5-5	US Inf Div (87)
27.32	9-6-8	US Arm Div (12)
	6-8-6	US Inf Div (44)
	4-5-5	US Inf Div (100)
28.32	6-8-6	US Inf Div (45)
	4-5-5	US Inf Div (103)
28.33	6-4-8	US Arm Div (14)
28.34	6-8-6	US Inf Div (79)
29.31	(5)-1-8	US Army HQ (7)
30.28	9-6-8	US Arm Div (4)
30.33	*6-8-6	US Inf Div (3)
31.33	6-8-8	French Arm Div (2 FF)
31.32	6-8-6	US Inf Div (36)
31.31	6-8-8	French Arm Div (5 FF)
	6-8-6	French Inf Div (1 FF)
32.30	4-6-4	French Inf Div (3 Alg)
33.30	5-7-6	Fr. Mtn Div (27 Alp)
34.30	4-6-4	Fr. Mtn Div (4 Mor)
35.31	6-8-8	French Arm Div (1 FF)
	4-6-4	French Inf Div (2 Mor)
35.32	4-6-4	French Inf Div (9 Col)
36.30	(5)-1-8	French Army HQ (1 FF)
35.26	(5)-0-6	Truck Marker
44.22	(5)-0-6	Truck Marker
53.24	(5)-0-6	Truck Marker
61.27		Marseille Port Marker

Available for use:
1x Beach Port Marker (Beach Port 6)
5x Air Drop Points
1x Emergency Attack

Port Removals:
None

Ports Captured but Not Yet Activated:
None

Carpet Bombing: Used

Soviet Set Up
Dead Pile:
None

Hex	Rating	Unit(s)
1.41	3-4-5	Gds Inf Div (120 Gd)
2.41	6-7-4	Inf Corps (47)
3.41	8-7-8	Gds Tank Corps (1 Gd)
	8-7-8	Gds Tank Corps (8 Gd)
4.40	6-7-4	Inf Corps (77)
5.41	5-6-4	Polish Inf Army (1 Pol)
6.41	6-7-4	Inf Corps (125)
	6-7-4	Inf Corps (129)
7.42	(6)-1-6	Front HQ (1 Belo) (Attack HQ Side)
	3-4-5	Gds Inf Div (27 Gd)
	3-4-5	Gds Inf Div (74 Gd)
	3-4-5	Gds Inf Div (82 Gd)
7.43	6-7-4	Inf Corps (7)
	6-7-4	Inf Corps (9)
	6-7-4	Inf Corps (32)
	6-7-4	Inf Corps (79)
7.44	10-9-8	Gds Mech Corps (8 Gd)
	8-7-8	Gds Tank Corps (9 Gd)
	8-7-8	Gds Tk Corps (11 Gd)
8.41	8-7-8	Gds Tk Corps (12 Gd)
	3-4-5	Gds Inf Div (35 Gd)
	3-4-5	Gds Inf Div (47 Gd)
	3-4-5	Gds Inf Div (57 Gd)
8.42	3-4-5	Gds Inf Div (39 Gd)
	3-4-5	Gds Inf Div (79 Gd)
	3-4-5	Gds Inf Div (88 Gd)
8.43	5-5-7	Gds Cav Corps (7 Gd)
	5-5-7	Gds Cav Corps (2 Gd)
9.44	6-7-4	Inf Corps (61)
10.43	6-7-4	Inf Corps (25)
	6-7-4	Inf Corps (91)
	3-4-5	Gds Inf Div (77 Gd)
10.44	7-6-8	Tank Corps (9)
	7-6-8	Tank Corps (11)
	6-7-4	Inf Corps (16)
11.44	6-7-4	Inf Corps (22)
12.44	6-7-4	Inf Corps (74)
13.44	6-7-4	Inf Corps (24)
	6-7-4	Inf Corps (27)
	6-7-4	Inf Corps (102)
	3-4-5	Gds Inf Div (6 Gd)
13.43	7-6-8	Tank Corps (25)
	6-7-4	Inf Corps (21)
	6-7-4	Inf Corps (76)
	6-7-4	Inf Corps (120)
14.42	6-7-4	Inf Corps (48)
	6-7-4	Inf Corps (73)
	6-7-4	Inf Corps (78)
14.43	8-7-8	Gds Tk Corps (10 Gd)
	10-9-8	Gds Mech Corps (6 Gd)
15.42	3-4-5	Gds Inf Div (14 Gd)
	3-4-5	Gds Inf Div (15 Gd)
	3-4-5	Gds Inf Div (58 Gd)
	3-4-5	Gds Inf Div (78 Gd)
15.43	8-7-8	Gds Tank Corps (6 Gd)
	8-7-8	Gds Tank Corps (7 Gd)
	6-8-8	Mech Corps (9)
16.42	8-7-8	Gds Tank Corps (4 Gd)
	7-6-8	Tank Corps (31)
	6-7-4	Inf Corps (15)
16.43	10-9-8	Gds Mech Corps (7 Gd)
17.43	(6)-1-6	Front HQ (1 Ukr) (Attack HQ Side)
	6-7-4	Inf Corps (28)
18.42	6-7-4	Inf Corps (106)
18.43	5-5-7	Gds Cav Corps (1 Gd)
19.43	6-7-4	Inf Corps (101)
20.42	6-7-4	Inf Corps (67)
21.43	6-7-4	Inf Corps (52) (OOS)
24.42	5-6-4	Czech Inf Corps (Czech) (OOS)
26.42	6-7-4	Inf Corps (11) (OOS)
28.42	6-7-4	Inf Corps (107) (OOS)
29.43	4-6-5	Mtn Corps (3) (OOS)
30.42	6-7-4	Inf Corps (95)
31.42	6-7-4	Inf Corps (50)
	3-4-5	Gds Inf Div (42 Gd)
31.41	6-7-4	Inf Corps (51)
32.40	6-7-4	Inf Corps (104)
	6-7-4	Inf Corps (33)
32.39	*6-7-4	Inf Corps (49)
	6-7-4	Inf Corps (57)
	3-4-5	Gds Inf Div (72 Gd)
32.38	*5-5-7	Gds Cav Corps (4 Gd)
	*5-5-7	Gds Cav Corps (6 Gd)
33.38	*8-7-8	Gds Tank Corps (5 Gd)
	*10-9-8	Gds Mech Corps (4 Gd)
	*10-9-8	Gds Mech Corps (9 Gd)
33.40	(6)-1-6	Front HQ (2 Ukr) (Non-Attack HQ Side)
	6-7-4	Inf Corps (30)
	3-4-5	Gds Inf Div (25 Gd)
33.42	(6)-1-6	Front HQ (4 Ukr) (Non-Attack HQ Side)
34.37	3-4-5	Gds Inf Div (4 Gd)

		(OOS)
34.40	3-4-5	Gds Inf Div (86 Gd)
35.37	3-4-5	Gds Inf Div (34 Gd)
	3-4-5	Gds Inf Div (80 Gd)
35.38	7-6-8	Tank Corps (18)
35.39	*10-9-8*	*Gds Mech Corps (2 Gd)*
	6-7-4	Inf Corps (37)
35.40	3-4-5	Gds Inf Div (66 Gd)
	6-7-4	*Inf Corps (23)*
36.37	*6-7-4*	*Inf Corps (68)*
	3-4-5	Gds Inf Div (93 Gd)
36.38	5-5-7	Gds Cav Corps (5 Gd)
37.38	3-4-5	Gds Inf Div (40 Gd)
37.39	10-9-8	Gds Mech Corps (1 Gd)
	6-8-8	*Mech Corps (7)*
38.37	3-4-5	Gds Inf Div (41 Gd)
39.37	3-4-5	Gds Inf Div (62 Gd)
	3-4-5	Gds Inf Div (69 Gd)
40.36	6-7-4	Inf Corps (64)
40.40	(6)-1-6	Front HQ (3 Ukr)
		(Non-Attack HQ Side)
	7-6-8	Tank Corps (23)
41.36	*6-7-4*	*Inf Corps (75)*

5.5 24 Mar 45 Scenario Start

This scenario, played until the campaign stop, starts players with the historical situation on the night of 23 Mar 45. This is the end game for Germany. Berlin is within reach of the Soviets as the last diehard Germans resist to defend their homeland.

First Turn: Turn 23
Last Turn: Turn 25
Victory: Use the standard victory conditions.
Reinforcements: Use standard reinforcements.

Western Front German Set Up
Transferred East:
12-9-8 SS Pz Div (1 SS)
10-8-8 SS Pz Div (2 SS)
10-8-8 SS Pz Div (9 SS)
10-8-8 SS Pz Div (10 SS)
10-8-8 SS Pz Div (12 SS)
9-7-8 Pz Div (21)
6-8-8 PG Div (25)
2-3-4 Inf Div (182 Trng)
4-6-5 Inf Div (269)
4-6-5 Inf Div (275)
1-2-2 Static Div (711)
1-2-2 Static Div (712)
2-4-4 VG Div (344)

Dead Pile:
1-3-4 SS Inf Div (30 SS)
2-3-3 LW Div (16)
2-3-3 LW Div (17)
2-3-3 LW Div (18)
3-4-5 LW Div (19)
3-5-4 Inf Div (Rassler)

	2-3-4	Inf Div (Tettau)
	4-6-5	Inf Div (16)
	4-6-5	Inf Div (64)
	2-3-5	Inf Div (70)
	4-6-5	Inf Div (77)
	4-6-5	Inf Div (85)
	4-6-5	Inf Div (91)
	2-3-4	Inf Div (148 Trng)
	3-5-4	Inf Div (159 Res)
	2-3-4	Inf Div (165 Trng)
	4-6-5	Inf Div (189 Res)
	4-6-5	Inf Div (226)
	4-6-5	Inf Div (271)
	4-6-5	Inf Div (272)
	4-6-5	Inf Div (276)
	4-6-5	Inf Div (277)
	4-6-5	Inf Div (352)
	4-6-5	Inf Div (363)
	2-4-4	VG Div (9)
	2-4-4	VG Div (246)
	2-4-4	VG Div (256)
	2-4-4	VG Div (276)
	2-4-4	VG Div (352)
	2-4-4	VG Div (462)
	2-4-4	VG Div (708)
	1-2-2	Static Div (47)
	1-2-2	Static Div (48)
	1-2-2	Static Div (49)
	1-2-2	Static Div (242)
	1-2-2	Static Div (243)
	1-2-2	Static Div (244)
	1-2-2	Static Div (245)
	1-2-2	Static Div (266)
	1-2-2	Static Div (326)
	1-2-2	Static Div (331)
	1-2-2	Static Div (343)
	1-2-2	Static Div (344)
	1-2-2	Static Div (348)
	1-2-2	Static Div (708)
	1-2-2	Static Div (709)
	1-2-2	Static Div (716)
	1-2-6	Bicycle Bde (30)

Brittany:
12.07	1-2-2	Static Div (265) (OOS)

West Map:
44.03	3-5-4	Inf Div (158 Res) (OOS)
9.24	1-2-6	Bicycle Bde (20)
11.27	1-2-2	Static Div (346)
	2-4-4	VG Div (361)
11.29	*9-7-8*	*Pz Div (116)*
	6-8-8	*PG Div (15)*
12.28	*4-6-5*	*FJ Div (6)*
	4-6-5	FJ Div (8)
12.29	4-6-5	FJ Div (7)
	4-6-5	*Inf Div (84)*
13.30	*4-6-5*	*Inf Div (180)*
	4-6-5	Inf Div (190)
14.29	*6-8-5*	*FJ Div (2)*
	2-4-4	VG Div (183)
14.30	2-3-4	Inf Div (406)

15.30	1-2-2	Static Div (338)
	4-6-5	*Inf Div (176)*
16.30	*4-6-5*	*Inf Div (59)*
	2-4-4	VG Div (12)
17.31	*5-7-5*	*Inf Div (353)*
	2-4-4	VG Div (62)
	2-4-4	VG Div (363)
17.32	*6-8-5*	*FJ Div (3)*
	2-4-4	VG Div (340)
18.32	*6-8-8*	*PG Div (3)*
	2-4-4	VG Div (272)
	2-4-4	VG Div (277)
19.33	*4-6-5*	*Inf Div (89)*
	4-6-5	*VG Div (26)*
	2-4-4	VG Div (326)
20.33	*5-7-5*	*FJ Div (5)*
21.33	*4-6-5*	SS Mtn Div (6 SS)

East Map:
5.06	3-5-4	Inf Div (166 Res)
21.01	*9-7-8*	*Pz Div (9)*
	9-7-8	*Pz Div (11)*
25.01	*4-6-5*	*Inf Div (198)*
	4-6-5	*Inf Div (159)*
25.03	2-4-4	VG Div (560)
26.03	2-4-4	VG Div (553)
	2-4-4	VG Div (559)
27.03	*9-7-8*	*Pz Div (2)*
28.02	*10-8-8*	*Pz Div (Lehr)*
	4-6-5	Mtn Div (2)
29.03	*4-6-5*	*Inf Div (416)*
	2-4-4	VG Div (79)
30.02	1-2-2	Static Div (719)
	2-4-4	VG Div (212)
31.01	2-4-4	VG Div (16)
	2-4-4	VG Div (19)
	1-2-2	Static Div (347)
31.02	2-4-4	VG Div (36)
	2-4-4	VG Div (47)
31.03	*6-8-8*	*SS PG Div (17 SS)*
37.01	2-4-4	VG Div (257)

Available:
No Emergency Attacks
Defend the Reich !!! has been played

Eastern Front Axis Set Up:
East Map
Hex	Unit(s)	
1.19	1-2-4	Inf Div (Pomrnia)
	2-3-4	*Inf Div (Barwld)*
2.29	9-7-8	Pz Div (20)
3.19	2-3-4	Inf Div (Denke)
4.18	*2-5-4*	*SS Inf Div (33 SS)*
4.19	0-4-2	Static Div (Stettin)
5.18	2-3-4	Marine Div (1)
6.17	*3-5-6*	*JG Div (5)*
7.18	2-3-4	Inf Div (Berlin)
8.18	4-6-5	Inf Div (Dobrtz)
8.19	0-4-2	Static Div (Kustrn)
9.16	4-6-5	FJ Div (9)
9.17	3-4-8	SS PG Div (11 SS)
10.15	*6-8-8*	*PG Div (20)*
10.16	3-3-6	Pz Div (Holstein)

9.20	1-2-4	Inf Div (Ragenr)
	1-2-2	Static Div (712) (transferred from West)
10.18	*10-8-8	SS Pz Div (10 SS) (transferred from West)
	*6-8-8	PG Div (25) (transferred from West)
10.19	0-4-2	Static Div (Frnkft)
11.20	2-5-4	SS Inf Div (32 SS)
12.20	1-3-4	SS Pol Div (35 SS)
	*4-6-5	Inf Div (275) (transferred from West)
13.19	*9-7-8	Pz Div (25)
13.20	*4-6-5	Inf Div (72)
	1-2-4	Inf Div (Mattstk)
14.19	*4-6-5	Inf Div (342)
15.20	2-4-4	VG Div (545)
15.29	0-4-2	Static Div (Breslau) (OOS)
16.20	*6-8-8	PG Div (Brndbg)
17.21	*9-7-8	Pz Div (21) (transferred from West)
18.21	2-4-4	VG Div (6)
18.22	*9-7-8	Pz Div (16)
18.23	*4-6-5	Inf Div (17)
18.24	*2-5-4	SS Inf Div (31 SS)
18.25	*4-6-5	Inf Div (208)
18.26	*4-6-5	Inf Div (269) (transferred from West)
18.27	*4-6-5	Inf Div (359)
19.28	*3-5-6	JG Div (100)
19.29	*9-7-8	Pz Div (19)
	2-4-4	VG Div (45)
20.29	*6-8-8	PG Div (10)
20.30	*4-6-5	Inf Div (168)
21.27	*9-7-8	LW Pz Div (HG)
21.31	2-4-4	VG Div (344) (transferred from West)
22.31	*4-6-5	Inf Div (254)
22.32	*9-7-8	Pz Div (17))
	*4-6-5	Inf Div (371)
22.33	*3-5-6	JG Div (97)
	*3-5-6	Ski JG Div (1)
23.34	*4-6-5	Inf Div (68)
	*4-6-5	Inf Div (75)
23.35	*4-6-5	Inf Div (253)
	2-4-4	VG Div (544)
23.36	*4-6-5	Mtn Div (3)
	*4-6-5	Mtn Div (4)
23.37	*4-6-5	VG Div (78)
24.01	2-4-4	VG Div (18)
	2-4-4	VG Div (167)
24.34	*9-7-8	Pz Div (8)
24.37	*4-6-5	Inf Div (304)
25.38	2-4-4	VG Div (320)
26.33	*5-6-8	SS PG Div (18 SS)
26.38	*4-6-5	Inf Div (15)
27.38	*3-5-6	JG Div (101)
28.37	*4-6-5	Inf Div (76)
29.37	*3-5-6	JG Div (8)
	2-3-4	Inf Div (153 Tng)
30.36	2-4-4	VG Div (271)
31.36	*4-6-5	Inf Div (357)

32.36	*4-6-5	Inf Div (46)
33.37	*4-6-5	Inf Div (211)
34.37	*4-6-5	Inf Div (96)
	1-2-2	Static Div (711) (transferred from West)
35.35	*12-8-8	SS Pz Div (1 SS) (transferred from West)
	*10-8-8	SS Pz Div (2 SS) (transferred from West)
	*10-8-8	SS Pz Div (3 SS)
	*10-8-8	SS Pz Div (12 SS) (transferred from West)
35.37	*6-5-8	Hun Pz Div (2)
	*2-3-5	Hun Inf Div (Laszlo)
36.36	*10-8-8	SS Pz Div (5 SS)
	*10-8-8	SS Pz Div (9 SS) (transferred from West)
37.37	*9-7-8	Pz Div (6)
38.37	4-6-5	Inf Div (44)
	4-6-5	Inf Div (356)
39.36	*2-3-5	Hun Inf Div (20)
39.37	*9-7-8	Pz Div (23)
	*2-3-5	Hun Inf Div (25)
39.38	*9-7-8	Pz Div (1)
	*9-7-8	Pz Div (3)
40.35	3-5-4	VG Mtn Div (1)
41.35	4-6-5	Inf Div (71)
26.25	*3-5-4	Inf Div (154)
32.32	2-3-4	Inf Div (182 Trng) (transferred from West)

Allied Set Up
Dead Pile:
6-9-5 CW Abn Div (1)
6-8-6 CW Inf Div (50)
5-8-6 CW Inf Div (59)
4-5-5 US Inf Div (106)

England Box:
6-9-5 CW Abn Div (6)
4-6-5 US Abn Div (17)

Med Box:
8-6-8 CW Arm Div (5 Can)
6-8-6 CW Inf Div (1 Can)

Brittany:

8.03		Brest Port Marker

West Map:

33.02	4-5-5	Inf Div (66)
26.11	6-4-8	US Arm Div (16)
	6-4-8	US Arm Div (20)
24.02		Cherbourg Port Marker (Functional)
25.09		Le Havre Port Marker (Functional)
18.13		Boulogne-sur-Mer Port Marker (Functional)
30.08	(5)-0-6	Truck Marker
28.17	(5)-0-6	Truck Marker
30.25	(5)-0-6	Truck Marker
24.29	(5)-0-6	Truck Marker

29.16	3-4-5	US Abn Div (13)
27.21	6-9-5	US Abn Div (82)
	6-9-5	US Abn Div (101)
15.22		Antwerp Port Marker (Functional)
12.24	*9-6-8	CW Arm Div (1 Pol)
	*9-6-8	CW Arm Div (4 Can)
13.26	(5)-1-8	CW Army HQ (1 Can)
12.26	5-8-6	CW Inf Div (49)
13.28	9-6-8	CW Arm Div (Gds)
	5-8-6	CW Inf Div (2 Can)
	5-8-6	CW Inf Div (3 Can)
	5-8-6	CW Inf Div (43)
13.29	6-8-6	CW Inf Div (3)
	5-8-6	CW Inf Div (15)
	6-8-6	CW Inf Div (51)
	5-8-6	CW Air Lnd Div (52)
14.27	(5)-1-8	CW Army HQ (2 UK)
	9-6-8	CW Arm Div (7)
	8-6-8	CW Arm Div (11)
	5-8-6	CW Inf Div (53)
14.28	6-8-6	US Inf Div (30)
	4-5-5	US Inf Div (75)
	6-8-6	US Inf Div (79)
15.28	(5)-1-8	US Army HQ (9)
	6-4-8	US Arm Div (8)
	6-8-6	US Inf Div (35)
15.29	9-6-8	US Arm Div (5)
	4-5-5	US Inf Div (84)
	6-8-6	US Inf Div (102)
16.27	6-8-6	US Inf Div (83)
16.29	10-8-8	US Arm Div (2)
	6-8-6	US Inf Div (29)
	6-8-6	US Inf Div (95)
17.30	6-8-6	US Inf Div (8)
18.31	10-8-8	US Arm Div (3)
	8-10-6	US Inf (1)
	4-5-5	US Inf Div (78)
	6-8-6	US Inf Div (104)
19.31	(5)-1-8	US Army HQ (1)
	9-6-8	US Arm Div (7)
	6-4-8	US Arm Div (9)
	4-5-5	US Inf Div (69)
19.32	6-8-6	US Inf Div (2)
	6-8-6	US Inf Div (9)
	4-5-5	US Inf Div (99)
20.32	*6-8-6	US Inf Div (28)
21.32	4-5-5	US Inf Div (87)
22.32	4-5-5	US Inf Div (76)
23.33	4-5-5	US Inf Div (89)
26.30	4-5-5	US Inf Div (70)
26.33	6-4-8	US Arm Div (10)
27.33	6-8-6	US Inf Div (3)
	6-8-6	US Inf Div (42)
	4-5-5	US Inf Div (71)
	4-5-5	US Inf Div (100)
28.33	(5)-1-8	US Army HQ (7)
	6-4-8	US Arm Div (14)
	6-8-6	US Inf Div (36)
	4-5-5	US Inf Div (103)
30.28	*8-10-6	US Inf Div (4)
30.30	6-4-8	US Arm Div (13)
30.33	6-8-8	French Arm Div (2 FF)
	6-8-6	French Inf Div (1 FF)

31.33	5-7-6	Fr. Mtn Div (27 Alp)
	5-7-6	French Inf Div (10 FF)
32.32	6-8-8	French Arm Div (1 FF)
	4-6-4	French Inf Div (9 Col)
33.32	(5)-1-8	French Army HQ (1 FF)
	4-6-4	French Inf Div (2 Mor)
	4-6-4	Fr. Mtn Div (4 Mor)
35.26	(5)-0-6	Truck Marker
44.22	(5)-0-6	Truck Marker
53.24	(5)-0-6	Truck Marker
61.27		Marseille Port Marker

East Map:

26.01	9-6-8	US Arm Div (4)
	9-6-8	US Arm Div (11)
	6-8-6	US Inf Div (26)
26.02	6-8-6	US Inf Div (5)
	6-8-6	US Inf Div (90)
27.01	(5)-1-8	US Army HQ (3)
	9-6-8	US Arm Div (6)
	6-8-6	US Inf Div (94)
28.01	6-8-6	US Inf Div (44)
	6-8-6	US Inf Div (45)
	4-5-5	US Inf Div (63)
	6-8-6	US Inf Div (80)
30.01	9-6-8	US Arm Div (12)
32.01	6-8-8	French Arm Div (5 FF)
	4-6-4	French Inf Div (3 Alg)

Soviet Set Up
Dead Pile:
6-8-8 Mech Corps (7)

Hex	Unit(s)	
2.20	3-4-5	Gds Inf Div (120 Gd)
3.20	6-7-4	Inf Corps (47)
4.20	8-7-8	Gds Tank Corps (1 Gd)
5.19	3-4-5	Gds Inf Div (12 Gd)
5.20	8-7-8	Gds Tank Corps (8 Gd)
6.18	5-6-4	Polish Inf Army (1 Pol)
6.19	7-6-8	Tank Corps (9)
	5-5-7	Gds Cav Corps (7 Gd)
7.19	6-7-4	Inf Corps (77)
	6-7-4	Inf Corps (125)
	6-7-4	Inf Corps (129)
7.20	6-7-4	Inf Corps (7)
	6-7-4	Inf Corps (79)
	3-4-5	Gds Inf Div (52 Gd)
7.21	(6)-1-6	Front HQ (1 Belo) (Attack HQ Side)
	8-7-8	Gds Tank Corps (9 Gd)
	8-7-8	Gds Tk Corps (12 Gd)
	6-8-8	Mech Corps (1)
8.20	6-7-4	Inf Corps (9)
	6-7-4	Inf Corps (32)
	3-4-5	Gds Inf Div (35 Gd)
	3-4-5	Gds Inf Div (60 Gd)
8.27	3-4-5	Gds Inf Div (50 Gd)
9.21	3-4-5	Gds Inf Div (39 Gd)
	3-4-5	Gds Inf Div (47 Gd)
	3-4-5	Gds Inf Div (57 Gd)
	3-4-5	Gds Inf Div (79 Gd)
9.22	7-6-8	Tank Corps (11)

10.20	3-4-5	Gds Inf Div (27 Gd)
	3-4-5	Gds Inf Div (74 Gd)
	3-4-5	Gds Inf Div (82 Gd)
	3-4-5	Gds Inf Div (88 Gd)
10.21	8-7-8	Gds Tk Corps (11 Gd)
	10-9-8	Gds Mech Corps (8 Gd)
11.21	6-7-4	Inf Corps (25)
	6-7-4	Inf Corps (61)
	6-7-4	Inf Corps (91)
	3-4-5	Gds Inf Div (77 Gd)
12.21	6-7-4	Inf Corps (16)
12.22	5-5-7	Gds Cav Corps (2 Gd)
13.21	7-6-8	Tank Corps (25)
	6-7-4	Inf Corps (21)
	6-7-4	Inf Corps (76)
	6-7-4	Inf Corps (120)
14.20	6-7-4	Inf Corps (24)
	6-7-4	Inf Corps (27)
	6-7-4	Inf Corps (102)
	3-4-5	Gds Inf Div (6 Gd)
14.21	8-7-8	Gds Tank Corps (6 Gd)
	8-7-8	Gds Tank Corps (7 Gd)
	6-8-8	Mech Corps (9)
14.22	8-7-8	Gds Tk Corps (10 Gd)
	10-9-8	Gds Mech Corps (6 Gd)
15.21	3-4-5	Gds Inf Div (13 Gd)
	3-4-5	Gds Inf Div (14 Gd)
	3-4-5	Gds Inf Div (78 Gd)
	3-4-5	Gds Inf Div (95 Gd)
15.24	(6)-1-6	Front HQ (1 Ukr) (Attack HQ Side)
15.28	6-7-4	Inf Corps (22)
16.21	8-7-8	Gds Tank Corps (4 Gd)
	7-6-8	Polish Tk Corps (1 Pol)
	3-4-5	Gds Inf Div (15 Gd)
	3-4-5	Gds Inf Div (58 Gd)
17.22	5-5-7	Gds Cav Corps (1 Gd)
17.23	10-9-8	Gds Mech Corps (7 Gd)
17.24	6-7-4	Inf Corps (48)
17.25	6-7-4	Inf Corps (73)
17.27	6-7-4	Inf Corps (78)
18.28	6-7-4	Inf Corps (74) (OOS)
19.30	6-7-4	Inf Corps (28) (OOS)
20.31	6-7-4	Inf Corps (106) (OOS)
20.35	(6)-1-6	Front HQ (4 Ukr) (Non-Attack HQ Side)
21.33	7-6-8	Tank Corps (31)
	6-7-4	Inf Corps (15)
21.34	6-7-4	Inf Corps (52)
	4-6-5	Mtn Corps (126)
22.34	6-7-4	Inf Corps (95)
	6-7-4	Inf Corps (101)
	4-6-5	Mtn Corps (127)
22.35	6-7-4	Inf Corps (11)
	6-7-4	Inf Corps (67)
22.36	6-7-4	Inf Corps (107)
	4-6-5	Mtn Corps (3)
23.39	5-6-4	Cz. Inf Corps (Czech)
24.38	5-6-4	Inf Army (4 Rom)
25.39	3-4-5	Gds Inf Div (42 Gd)
26.39	6-7-4	Inf Corps (50)
27.39	6-7-4	Inf Corps (51)
28.38	6-7-4	Inf Corps (57)

29.38	6-7-4	Inf Corps (49)
30.37	3-4-5	Gds Inf Div (93 Gd)
	5-6-4	Inf Army (1 Rom)
31.37	*10-9-8*	*Gds Mech Corps (4 Gd)*
31.38	*5-5-7*	*Gds Cav Corps (4 Gd)*
	5-5-7	*Gds Cav Corps (6 Gd)*
32.37	3-4-5	Gds Inf Div (72 Gd)
33.38	3-4-5	Gds Inf Div (25 Gd)
33.39	*6-7-4*	*Inf Corps (23)*
	3-4-5	Gds Inf Div (86 Gd)
34.38	(6)-1-6	Front HQ (2 Ukr) (Attack HQ Side)
	10-9-8	*Gds Mech Corps (2 Gd)*
	6-7-4	*Inf Corps (68)*
	6-7-4	*Inf Corps (75)*
35.38	3-4-5	Gds Inf Div (41 Gd)
	3-4-5	Gds Inf Div (62 Gd)
	3-4-5	Gds Inf Div (69 Gd)
	3-4-5	Gds Inf Div (80 Gd)
35.39	8-7-8	Gds Tank Corps (5 Gd)
	10-9-8	Gds Mech Corps (9 Gd)
36.37	*7-6-8*	*Tank Corps (23)*
	3-4-5	Gds Inf Div (4 Gd)
	3-4-5	Gds Inf Div (34 Gd)
	3-4-5	Gds Inf Div (40 Gd)
37.38	(6)-1-6	Front HQ (3 Ukr) (Attack HQ Side)
	7-6-8	Tank Corps (18)
	6-7-4	*Inf Corps (37)*
38.38	10-9-8	Gds Mech Corps (1 Gd)
	6-7-4	*Inf Corps (30)*
	3-4-5	Gds Inf Div (68 Gd)
39.39	6-7-4	Inf Corps (33)
40.36	*6-7-4*	*Inf Corps (104)*
40.37	3-4-5	Gds Inf Div (66 Gd)
40.38	5-5-7	Gds Cav Corps (5 Gd)
41.36	*6-7-4*	*Inf Corps (64)*

Soviet Reinforcements

Turn/Area Units

6   Area C
(6)-1-6 Front HQ (1 Belo)
6-7-4 Inf Corps (25)
6-7-4 Inf Corps (61)
6-7-4 Inf Corps (77)
6-7-4 Inf Corps (91)
6-7-4 Inf Corps (125)
6-7-4 Inf Corps (129)
7-6-8 Tank Corps (9)
7-6-8 Tank Corps (11)
5-6-4 Polish Inf Army (1 Pol)
8-7-8 Gds Tank Corps (1 Gd)
8-7-8 Gds Tank Corps (8 Gd)
8-7-8 Gds Tank Corps (9 Gd)
8-7-8 Gds Tank Corps (12 Gd)
5-5-7 Gds Cav Corps (2 Gd)
5-5-7 Gds Cav Corps (7 Gd)
3-4-5 Gds Inf Div (27 Gd)
3-4-5 Gds Inf Div (35 Gd)
3-4-5 Gds Inf Div (39 Gd)
3-4-5 Gds Inf Div (47 Gd)
3-4-5 Gds Inf Div (57 Gd)
3-4-5 Gds Inf Div (74 Gd)
3-4-5 Gds Inf Div (77 Gd)
3-4-5 Gds Inf Div (79 Gd)
3-4-5 Gds Inf Div (88 Gd)
3-4-5 Gds Inf Div (120 Gd)

    Area D
(6)-1-6 Front HQ (1 Ukr)
6-7-4 Inf Corps (15)
6-7-4 Inf Corps (21)
6-7-4 Inf Corps (22)
6-7-4 Inf Corps (23)
6-7-4 Inf Corps (24)
6-7-4 Inf Corps (27)
6-7-4 Inf Corps (28)
6-7-4 Inf Corps (47)
6-7-4 Inf Corps (52)
6-7-4 Inf Corps (67)
6-7-4 Inf Corps (74)
6-7-4 Inf Corps (76)
6-7-4 Inf Corps (101)
6-7-4 Inf Corps (102)
6-7-4 Inf Corps (106)
6-7-4 Inf Corps (120)
7-6-8 Tank Corps (25)
7-6-8 Tank Corps (31)
5-6-4 Czech Inf Corps (Czech)
8-7-8 Gds Tank Corps (4 Gd)
8-7-8 Gds Tank Corps (10 Gd)
10-9-8 Gds Mech Corps (6 Gd)
5-5-7 Gds Cav Corps (1 Gd)
3-4-5 Gds Inf Div (6 Gd)
3-4-5 Gds Inf Div (82 Gd)

10   **Repls:** 2x Any

12   Area D
6-7-4 Inf Corps (48)
6-7-4 Inf Corps (73)
6-7-4 Inf Corps (78)

3-4-5 Gds Inf Div (14 Gd)
3-4-5 Gds Inf Div (15 Gd)
3-4-5 Gds Inf Div (58 Gd)

    Area E
(6)-1-6 Front HQ (4 Ukr)
4-6-5 Mtn Corps (3)
6-7-4 Inf Corps (11)
6-7-4 Inf Corps (30)
6-7-4 Inf Corps (95)
6-7-4 Inf Corps (107)
3-4-5 Gds Inf Div (66 Gd)
3-4-5 Gds Inf Div (86 Gd)

    Area F
(6)-1-6 Front HQ (2 Ukr)
6-7-4 Inf Corps (49)
6-7-4 Inf Corps (50)
6-7-4 Inf Corps (51)
6-7-4 Inf Corps (57)
6-7-4 Inf Corps (75)
6-7-4 Inf Corps (104)
6-8-8 Mech Corps (7)
7-6-8 Tank Corps (18)
7-6-8 Tank Corps (23)
8-7-8 Gds Tank Corps (5 Gd)
10-9-8 Gds Mech Corps (2 Gd)
10-9-8 Gds Mech Corps (4 Gd)
10-9-8 Gds Mech Corps (9 Gd)
5-5-7 Gds Cav Corps (4 Gd)
5-5-7 Gds Cav Corps (5 Gd)
5-5-7 Gds Cav Corps (6 Gd)
3-4-5 Gds Inf Div (25 Gd)
3-4-5 Gds Inf Div (34 Gd)
3-4-5 Gds Inf Div (41 Gd)
3-4-5 Gds Inf Div (42 Gd)
3-4-5 Gds Inf Div (62 Gd)
3-4-5 Gds Inf Div (69 Gd)
3-4-5 Gds Inf Div (72 Gd)
3-4-5 Gds Inf Div (78 Gd)
3-4-5 Gds Inf Div (80 Gd)
3-4-5 Gds Inf Div (93 Gd)

    Repls: 3x Inf Corps, 3x Gds Inf Div, 6x Any

13   Area C
6-7-4 Inf Corps (9)
6-7-4 Inf Corps (16)
6-7-4 Inf Corps (32)

    Area F
6-7-4 Inf Corps (33)

    Repls: 2x Inf Corps

14   Area C
10-9-8 Gds Mech Corps (8 Gd)
8-7-8 Gds Tank Corps (11 Gd)

    Area D
6-8-8 Mech Corps (9)
8-7-8 Gds Tank Corps (6 Gd)
10-9-8 Gds Mech Corps (7 Gd)

    Area G
(6)-1-6 Front HQ (3 Ukr)
6-7-4 Inf Corps (37)
6-7-4 Inf Corps (64)
6-7-4 Inf Corps (68)
3-4-5 Gds Inf Div (4 Gd)

    Repls: 3x Inf Corps, 3 Gds Inf Div

15   Area D
8-7-8 Gds Tank Corps (7 Gd)

    Repls: 1x Inf Corps, 1x Gds Inf Div

16   Area C
6-7-4 Inf Corps (7)
6-7-4 Inf Corps (79)

    Area G
10-9-8 Gds Mech Corps (1 Gd)
3-4-5 Gds Inf Div (40 Gd)
    Repls: 1x Inf Corps, 1x Gds Inf

17   Area C
6-8-8 Mech Corps (1)

    Repls: 4x Inf Corps, 3x Gds Inf Div

18   Area C
3-4-5 Gds Inf Div (12 Gd)
3-4-5 Gds Inf Div (52 Gd)

    Area D
3-4-5 Gds Inf Div (13 Gd)
3-4-5 Gds Inf Div (95 Gd)

    Area G
3-4-5 Gds Inf Div (68 Gd)

    Repls: 6x Inf Corps, 1x Gds Inf Div, 1x Gds Cav Corps, 2x Gds Tk Corps

19   Area D
5-6-4 Inf Army (1 Rom)
5-6-4 Inf Army (4 Rom)

    Repls: 2x Inf Corps, 1x Tank Corps

20   Area D
7-6-8 Polish Tank Corps (1 Pol)

20   Area E
4-6-5 Mtn Corps (126)
4-6-5 Mtn Corps (127)

    Repls: 1x Inf Corps, 2x Gds Inf Div

22   Area C
3-4-5 Gds Inf Div (60 Gd)
3-4-5 Gds Inf Div (50 Gd)

    Repls: 2x Inf Corps

| 23 | Area C |
| | 5-6-4 Polish Inf Army (2 Pol) |

| 24 | Area C |
| | 10-9-8 Gds Mech Corps (5 Gd) |

German Reinforcements— East

Turn/Area   Units

| 4 | Vienna |
| | 9-7-8 LW Pz Div (HG) |

	Area C*
	9-7-8 Pz Div (19)
	10-8-8 SS Pz Div (3 SS)
	10-8-8 SS Pz Div (5 SS)
	4-6-5 Inf Div (73)
	3-4-6 Hun Cav Div (1)
	1-2-4 Hun Inf Div (5 Res)
	1-2-4 Hun Inf Div (23 Res)

	Area D*
	9-7-8 Pz Div (8)
	9-7-8 Pz Div (24)
	5-6-8 SS PG Div (18 SS)
	3-5-4 Inf Div (154)
	4-6-5 Inf Div (359)
	4-6-5 Inf Div (371)

	Berlin
	2-4-4 VG Div (6)
	2-4-4 VG Div (45)
	4-6-5 VG Div (78)
	2-4-4 VG Div (544)
	2-4-4 VG Div (545)

5	Area C*
	9-7-8 Pz Div (6)
	4-6-5 Inf Div (17)

	Area D*
	9-7-8 Pz Div (1)
	9-7-8 Pz Div (3)
	9-7-8 Pz Div (16)
	9-7-8 Pz Div (17)
	9-7-8 Pz Div (23)
	6-8-8 PG Div (20)
	4-6-5 Inf Div (72)
	4-6-5 Inf Div (88)
	4-6-5 Inf Div (214)
	4-6-5 Inf Div (253)
	4-6-5 Inf Div (254)
	4-6-5 Inf Div (291)
	4-6-5 Inf Div (304)
	4-6-5 Inf Div (342)
	4-6-5 Inf Div (357)
	2-3-5 Hun Inf Div (12)

	Area E*
	3-5-6 JG Div (97)
	3-5-6 JG Ski Div (1)

6	Area E*
	4-6-5 Inf Div (68)
	4-6-5 Inf Div (75)
	4-6-5 Inf Div (96)
	4-6-5 Inf Div (168)
	4-6-5 Inf Div (208)
	2-3-5 Hun Inf Div (6)

	Area F*
	6-5-8 Hun Pz Div (1)
	6-5-8 Hun Pz Div (2)
	2-3-5 Hun Inf Div (8)
	2-3-5 Hun Inf Div (13)
	2-3-5 Hun Inf Div (25)
	3-5-6 JG Div (100)
	3-5-6 JG Div (101)

7	Area B* or C*
	4-6-5 Inf Div (7)
	4-6-5 Inf Div (35)
	4-6-5 Inf Div (102)
	4-6-5 Inf Div (129)
	4-6-5 Inf Div (211)
	4-6-5 Inf Div (292)
	4-6-5 Inf Div (367)
	3-5-4 Sec Div (203)
	2-4-4 VG Div (541)
	2-4-4 VG Div (558)
	3-5-6 JG Div (5)
	3-5-6 JG Div (28)

| 10 | Berlin |
| | 9-7-8 Pz Div (25) |

	Area E*
	9-7-8 Pz Div (20)
	4-6-5 Inf Div (15)
	4-6-5 Inf Div (46)
	4-6-5 Inf Div (62)
	4-6-5 Inf Div (76)
	4-6-5 Inf Div (79)
	4-6-5 Inf Div (106)
	4-6-5 Inf Div (161)
	4-6-5 Inf Div (282)
	4-6-5 Inf Div (320)
	2-3-5 Inf Div (335)
	4-6-5 Inf Div (370)
	4-6-5 Inf Div (376)
	4-6-5 Inf Div (384)
	3-5-4 Sec Div (213)
	4-6-5 Mtn Div (3)
	4-6-5 Mtn Div (4)
	3-5-6 JG Div (8)
	5-5-7 SS Cav Div (8 SS)

	Area F*
	6-8-8 PG Div (10)
	2-3-5 Inf Div (306)

	Area F* or G*
	1-2-4 Hun Inf Div (9 Bdr)
	2-3-5 Hun Inf Div (16)
	2-3-5 Hun Inf Div (20)

| | 2-3-5 Hun Inf Div (24) |
| | 2-3-5 Hun Inf Div (27) |

| | Budapest |
| | 9-7-8 Pz Div (13) |

| 11 | Berlin |
| | 2-3-4 Inf Div (153 Trng) |

12	Berlin
	4-6-5 Inf Div (251)
	4-6-5 Inf Div (299)

	Budapest
	2-3-5 Hun Inf Div (Laszlo)
	4-5-8 Pz Div (Feldhle)
	3-3-7 SS Cav Div (22 SS)

| | Area H |
| | 6-8-8 SS PG Div (4 SS) |

| 14 | Budapest, Vienna or Prague |
| | 2-5-4 SS Inf Div (31 SS) |

| | Area H |
| | 3-5-4 VG Mtn Div (1) |

	Berlin
	2-4-4 VG Div (271)
	2-4-4 VG Div (337)

| | **Remove** (Dead or Alive: see 1.26) |
| | 9-7-8 LW Pz Div (HG) |

| 16 | Vienna |
| | 4-6-5 Inf Div (71) |

17	Any City in Eastern Greater Germany
	0-4-2 Static Div (Breslau)
	0-4-2 Static Div (Frnkft)
	0-4-2 Static Div (Kustrn)
	0-4-2 Static Div (Posen)
	0-4-2 Static Div (Stettin)
	0-4-2 Static Div (Warsaw)

| | **Remove** (Dead or Alive: see 1.26) |
| | 5-6-8 SS PG Div (18 SS) |

	East Front Transfer Arrive:
	1x Static Div (historically 711 Static)
	1x Inf Div (historically 182 Trng Div)

18	Berlin
	2-4-4 VG Div (320)
	9-7-8 LW Pz Div (HG) (see 1.26)

| | **East Front Transfer Arrive:** |
| | 1x Inf Div (historically 269 ID) |

19	Berlin
	4-6-5 FJ Div (9)
	3-4-4 Inf Div (Friedlnd)

Area A
3-4-8 SS PG Div (11 SS)
East Front Transfer Arrive:
1x Static Div (historically 712
Static)
1x Inf Div (historically 275 ID)
1x VG Div (historically 344 VG)

20 Berlin
2-3-4 Inf Div (Barwld)
2-3-4 Inf Div (Denke)
4-6-5 Inf Div (Dobrtz)
1-2-4 Inf Div (Pomrnia)
2-5-4 SS Inf Div (32 SS)
2-5-4 SS Inf Div (33 SS)
5-6-8 SS PG Div (18 SS) (cf 1.26)
2-3-4 Marine Div (1)

Area A
6-8-8 PG Div (Brndbg)

Vienna
4-6-5 Inf Div (44)
4-6-5 Inf Div (356)

21 Berlin
3-3-6 Pz Div (Holstein)
2-3-4 Inf Div (Berlin)
1-2-4 Inf Div (Mattstk)
1-2-4 Inf Div (Ragenr)

East Front Transfer Arrive:
6x Pz Div (historically, 1 SS, 2
SS, 9 SS, 10 SS, 12 SS and
21 Pz Divs)
1x PG Div (historically 25 PG)

22 Berlin
1-3-4 SS Pol Div (35 SS)

24 Vienna
3-4-7 SS Cav Div (37 SS)
1-2-2 Static Div (710)
1-2-2 Static Div (715)

Berlin
2-3-4 Inf Div (FL-Jahn)
2-3-4 Marine Div (3)

* These need to roll for losses.

German Reinforcement Chart —West

Turn/Area   Units
2   Area B
2-3-5 Inf Div (70)

Area E
4-6-5 Inf Div (277)

3   Area A
10-8-8 SS Pz Div (9 SS)
10-8-8 SS Pz Div (10 SS)

Area E
4-6-5 Inf Div (272)

Area D
4-6-5 Inf Div (276)

4   Area A
4-6-5 Inf Div (16)
4-6-5 Inf Div (363)
4-6-5 FJ Div (6)

5   Area A
4-6-5 Inf Div (89)

7   Area A
4-6-5 Inf Div (59)
4-6-5 Inf Div (64)
4-6-5 Inf Div (226)
2-4-4 VG Div (462)

8   Area A
6-8-8 PG Div (3)
6-8-8 PG Div (15)

Area E
4-6-5 Inf Div (198)

9   Area A
4-6-5 Inf Div (176)
4-6-5 Inf Div (190)
2-4-4 VG Div (12)
2-4-4 VG Div (19)
2-4-4 VG Div (36)
2-4-4 VG Div (246)
2-4-4 VG Div (553)
2-4-4 VG Div (559)
4-6-5 FJ Div (7)

11   Area A
4-6-5 Inf Div (180)
2-4-4 VG Div (183)
2-3-4 Inf Div (Tettau)

12   Area A
2-4-4 VG Div (363)
2-3-4 Inf Div (406)

13   Area A
4-6-5 Inf Div (269)
4-6-5 Inf Div (416)
2-4-4 VG Div (16)
2-4-4 VG Div (256)
2-4-4 VG Div (361)

14   Area A
4-6-5 Inf Div (159)
2-4-4 VG Div (352)

15   Area A
1-3-4 SS Inf Div (30 SS)
6-8-8 PG Div (25)
2-4-4 VG Div (18)
4-6-5 VG Div (26)
2-4-4 VG Div (272)

16   Area A
2-4-4 VG Div (276)
2-4-4 VG Div (326)

Transfer to East
1x Static Div (historically 711 Stat)
1x Inf Div (historically 182 Trng)

17   Area A
4-6-5 SS Mtn Inf Div (6 SS)
2-4-4 VG Div (9)
2-4-4 VG Div (47)
2-4-4 VG Div (62)
2-4-4 VG Div (79)
2-4-4 VG Div (167)
2-4-4 VG Div (212)
2-4-4 VG Div (257)
2-4-4 VG Div (277)
2-4-4 VG Div (340)
2-4-4 VG Div (344)
2-4-4 VG Div (560)
2-4-4 VG Div (708)
4-6-5 FJ Div (8)

Transfer to East:
1x Inf Div (historically 269 ID)

18   Area A
3-5-4 Inf Div (Rassler)

Transfer to East:
1x Static Div (historically 712 Stat)
1x VG Div (historically 344 VG)
1x Inf Div (historically 275 ID)

20   **Transfer to East:**
6x Pz Div (historically, 1 SS, 2
SS, 9 SS, 10 SS, 12 SS and
21 Pz Divs)
1x PG Div (historically 25 PG)

21   Area A
4-6-5 Mtn Inf Div (2)
3-5-4 Inf Div (166 Res)

23   Area A
6-6-5 Inf Div (34 SS)
2-5-4 Inf Div (38 SS)
4-6-5 FJ Div (11)

24   Area A
3-5-4 Inf Div (Jutland)
1-2-4 Inf Div (Schlgtr)

25   Area A
3-3-6 Pz KG (Clw)
4-6-5 Inf Div (106)
2-3-4 Inf Div (Bayern)
1-2-4 Inf Div (Hutten)

Allied Reinforcement Chart
Turn/Area Units

2 England Box
   9-6-8 US Arm Div (7)

4 England Box
   (5)-1-8 US Army HQ (9)
   6-8-6 US Inf Div (80)

7 Any Allied Occupied Hex or box
   (5)-1-8 US Army HQ (3)

   Med Box
   3-4-5 All.Abn Inf Div (1 ABTF)

8 England Box
   6-8-6 US Inf Div (94)
   6-8-6 US Inf Div (95)
   (5)-0-6 Truck Marker

9 England Box
   4-6-5 US Abn Inf Div (17)

10 England Box
   6-4-8 US Arm Div (9)

   d. North
   6-8-6 US Inf Div (26)
   6-8-6 US Inf Div (104)

11 d. North
   6-8-6 US Inf Div (44)

12 d. North
   6-4-8 US Arm Div (10)
   6-8-6 US Inf Div (102)

13 England Box
   9-6-8 US Arm Div (11)
   9-6-8 US Arm Div (12)
   4-5-5 US Inf Div (84)
   4-5-5 US Inf Div (99)

14 d. South
   6-4-8 US Arm Div (14)
   4-5-5 US Inf Div (103)

   England Box
   4-5-5 US Inf Div (78)
   4-5-5 US Inf Div (100)

15 England Box
   4-5-5 US Inf Div (87)
   (5)-0-6 Truck Marker

   Remove—
   1x Abn Inf Div

16 England Box
   6-4-8 US Arm Div (8)

   d. South
   5-7-6 French Mtn Inf Div (27 Alp)

   d. North
   4-5-5 US Inf Div (106)
17 England Box
   4-5-5 US Inf Div (69)

   d. North
   4-5-5 US Inf Div (75)

18 England Box
   4-5-5 US Inf Div (66)

   Paris or 37.10
   5-7-6 French Inf Div (10 FF)

19 d. South
   4-5-5 US Inf Div (63)

   d. North
   4-5-5 US Inf Div (76)

20 d. North
   6-4-8 US Arm Div (13)
   4-5-5 US Inf Div (89)

   d. South
   6-8-6 US Inf Div (42)
   4-5-5 US Inf Div (70)

21 d. North
   3-4-5 US Abn Inf Div (13)
   4-5-5 US Inf Div (71)

22 Med Box
   8-6-8 CW Arm Div (5 Can)
   6-8-6 CW Inf Div (1 Can)

   d.North
   6-4-8 US Arm Div (16)
   6-4-8 US Arm Div (20)

23 d. North
   6-8-6 CW Inf Div (5)
   4-5-5 US Inf Div (65)
   4-5-5 US Inf Div (86)
   4-5-5 US Inf Div (97)

24 England Box
   5-8-6 Polish Inf Div (4 Pol)

   33.32 or 47.25
   5-7-6 French Inf Div (14 FF)

Designer's Notes
By Dean Essig

To get one thing straight, I've never owned or played Battle for Germany. The concept of the two player split from that game was suggested to me by a number of players who wanted to see the Eastern Front added to the Mighty Endeavor. The concept is an elegant way to make sure everyone has a good time in a game where it's a foregone conclusion that the Germans are going to get wiped out. Some have asked about a three-player version. You can do that, if you want, but you'll need a player with, shall we say, "special" tastes to be the Germans. They will have to really like getting the hell beaten out of them. Rating victory for them is merely a matter of trying to run out the clock with some of the Reich still intact.

Design for the expansion was fairly straight-forward. The biggest concern was to keep the Soviets (who are at the end of their logistical tether) from marching forward every turn. Activation by HQ made this work. Yes, it is possible to have games where the Russian activations come fast and furious and others where there might be statistically unlikely pauses. We don't play these games so they are the same every time, right? Besides, Comrade, Premier Stalin expects results in spite of the minor difficulties you run into.

Early games had issues with the Germans taking advantage of hit and run tactics because they knew the Russians weren't moving on a particular turn. Some minor tweaks were made to mitigate that behavior—even when the tactic didn't backfire on the Germans when they'd get stuck in ZOCs and be unable to run away.

Controlling transfers from front to front for the Germans was important, especially when it came to the matters involving the differences in rebuild capabilities between the two fronts. Certainly there was some potential for gamey interplay to take advantage of the West as a "panzer reconstruction area".

I found that the Soviets typically got to the Oder at about the right time (with reasonable die rolls), but it was absolutely critical to destroy as many Axis units as possible on the way there. Just getting to the Oder with an intact German army in front of you leads to a near impossibility of breaking the river line and taking Berlin. You need the Axis player to be scratching for units to cover the river so that, once the Soviets are across, they use their rather bad reinforcements to try to hold Berlin. Don't worry, I've seen Berlin taken and taken it myself in testing. It can be done; the trick is not what you do once you get there, but how much you do before you have to try to take it. I'll grant you it is a tough job.

I decided to not emphasize the drives north off the map or south-west at all. Those units are

not there for you to accidentally appropriate in the main effort. Likewise, rules regarding the Warsaw uprising were found to be too excessive when done literally (the uprising was not nearly as long or effective as the game made it seem), so that was cleaned up.

This was an enjoyable design project that came together with few problems and just played cleanly. I hope you have as much fun with it as I did!

Player's Notes #1
By John Best

The Soviet Player: One of the oldest adages for coaches is "control what you can control, and don't try to control what you cannot". This advice is pertinent for the Soviet player. You cannot control how many (if any!) of your HQs will activate on any given turn. To address this, you first have to use whatever knowledge you have. You should always know the probability of HQ activation the following turn. If there is a decent probability (50%) that no Soviet HQs will become activated, then the Axis player may be looking for counterattack possibilities that will hamstring you. In this case, make sure your positions across the front is buttoned up—the Axis is on the strategic defensive, but that doesn't mean they have no attack capabilities. If you fail to prepare for the eventuality that no HQs activate, the Axis might need just one good turn of attacks to seriously undermine your chance of victory. It's really that tightly balanced in the East. However, if the odds are good that at least one HQ will activate, the Soviet player needs to assess his willingness to accept risk. If it is low, try to distribute your forces evenly around all the HQs on the map, since at least some of them will be able to attack the next turn. The downside is that because your powerful formations are not concentrated, you may not have enough focused combat strength to make a significant dent in the Axis front.

The Soviet player can try to speculate about which HQ might be most likely to become active in the succeeding turn, and thus concentrate his strength around it in the current turn. This has the disadvantage of potentially telegraphing your intentions to the Axis player (and maybe not having much to do as the Soviets if you concentrate your force around the "wrong" HQ). But this strategy also has a powerful upside: You just may be able to take advantage of some Axis faulty deployments and really hit him hard and hand him losses he cannot recover from. As the Soviet player, it's very satisfying to leave the turn knowing that the Axis East Front player has a real mess on his hands.

Which of these strategies is the right one? The Soviet player needs some situational awareness: What game turn is it? And how many victory points do you currently have? If you are pretty deep into the game, and somewhat behind in victory points, then that seems like a good time for you to go for broke and concentrate your force around a single HQ.

The Axis Player: For you, the most dreaded moment in the game will be the die roll for the number of active Soviet HQs: Most of the time, if you have planned wisely, you are going to be facing a manageable situation. Then there are other times, where, no matter how well you have planned, you are going to be looking at a Turn From Hell. Let's consider both possibilities in detail. Like the Soviet player, you should compute the probabilities of active HQs in the succeeding turn. But you have a big advantage over him: You can move and attack with all your forces every turn. Unlike the Soviet player, you will need to use your movement capabilities offensively and defensively every turn. That means you should be staging your units, including your good units, defensively on most sectors of the East Front. You should always look to keep your line as short as possible. Take advantage of any and all terrain benefits as defensive force multipliers. But you should also be exploiting local attack possibilities. Don't be passive in the face of Soviet concentrations. Think about how you can use some local superiority to nibble around the margins of those concentrations and upset his timetable. If he has some bad die rolls on the HQ activation, then his timetable is going to start getting pretty tight.

Don't get too attached to any of your units. You are going to lose a lot of them no matter what. Spend your units to keep the Soviet player off balance. Sooner or later, there's a chance that the Soviet player will get multiple HQs activated on the same turn. When that happens, it's going to be a long turn for the Axis player as the carnage unfolds on a massive scale. When play finally comes back to you, analyze the map geographically. You will probably need to give up some terrain, and you will be playing the rest of the game closer to Germany that you might have wished. But identify likely axes of Soviet advance, and get your powerful reinforcements to any chokepoints that you can. If you can manage this, chances are still good that you can delay the Soviets long enough to hang on for a victory.

Player's Notes #2
By Ric VanDyke

I had the honor of playing the expanded version of The Mighty Endeavour at the final HomerCon, October 4–8, 2011. Joseph Vanden Borre and I started with a game that Dean and his son had been playing. We then played a game from the start. My notes will give the general feel of the play for the Eastern Front, since the Western Front is the same as in the original TME.

Axis Player: The game will start with just the Western Front and for several turns the game will play just like it did before. Then on the East front, your units start to appear as the German army falls back toward Berlin. They are decent units, but the problem is that you have to roll for their status. And if you roll like I tend to, you'll soon discover that you really don't have much to work with. You'll get a few turns to position these forces before the Soviet juggernaut comes barreling onto to the map.

It is vital that you know the road network. Keep the roads blocked as much as possible. Any road intersection is worth covering, even if it's only for one turn. You are playing for TIME. Soviet HQs are required to stay on the road and Soviet units must trace to an HQ to be able to attack. Thus each turn you block a road, you hold up the entire Soviet advance on that front.

You'll quickly see that the Soviets have you out-gunned. You have good units but far too few. The Soviets, on the other hand, don't have great quality but do have quantity. When the Soviets attack, they will likely go all out and even accept crazy odds in the attacks. Each step you lose is crucial. If the Soviets lose a couple of steps for each of yours, it's not an issue to them. They've got plenty, at least in comparison to the Axis. So you must aim at defense in depth. It's going to be all about rivers, bridges, intersections and roads in any defensible terrain. Hold the line as long as you can. When it's falling apart, you will need to leave a unit behind to hold while you move to the next to setup the next line of defense. Knowing how long to stick around is vital. Stay too long and you might loss several units. Leave too soon and he might beat you to the next river or defensive point

You also need to attack here and there. If you have a shot at an HQ, take it. In one game I did get a Soviet HQ. It cost me a couple of good units but it did mess up the Soviet advance quite a bit. So while

it hurt a lot to do it, it was worth it. Soviet player: You must be ready to attack on every turn. And when you get the green light to attack, go all out. The CRT is rather bloody and you'll lose units but so will the Axis, and they can ill afford any losses. You can't be totally stupid in attacks but you really need to attack, even with poor odds. You can afford far more losses than the Axis. I must stress this again: if you get an HQ able to attack for a turn, ATTACK. Don't wait. Maybe you're not really ready to attack. Tough. Attack anyway

Keeping the HQs on the road is really frustrating. That and waiting for high command to give you the supplies and green light to attack (i.e. Attack HQs) will be the bane of your game. If you could attack every turn. you'd likely be in Berlin in a couple of turns. The road network has a few good routes to the prize city in the north area in particular. The first line of rivers in the north isn't too bad to get thru. Taking Warsaw isn't too bad; the good news there is the river is on the wrong side of town for the Axis. The terrain isn't really super for defensive strongholds in the north.

The area around Budapest is quite a hard nut to crack. The Danube River is a major pain, and you're just going to have to blast your way in and it isn't going to be pretty. On top of that, there are likely going to be times you can't attack, so the Axis player will be able to redeploy safely. The mountain area in Slovakia will keep your armies split. You can try to send units down from the north, but it's really easy for the Axis to keep those roads blocked. By the time those roads are clear it won't matter because you'll have pushed too far into Germany at that point.

Keep up the pressure on Budapest; you'll need to tie up whatever German units are down there for as long as you can. Once you get over the Danube, you'll likely have beaten up the Axis so much they don't have much to slow you down with. You will likely put it into fast gear up to Vienna, where you have a choice of staying along the Danube or turning north toward Prague. Do your best to keep the Axis player guessing which way you will go. He'll be running low on units and likely at this time your northern armies will be a serious threat. He'll have to take some gambles on where you're going.

By the time you get to Berlin, there's a decent chance the Axis player won't have much, but then he only has a few hexes to defend. So it will be a blood bath as you blast him out of the city. The Axis will be the cornered rat and you are the man with the big stick beating the daylights out of

him. He really can't do much but he's not going to roll over either.

I had a great time playing and I always had something to do. I played as both players and loved playing it each time. The East front does move in fits and starts. There can be several turns for the Soviets that they can't attack. Then all hell breaks lose for a bit. It gives you time to consider your options and plan both as the Axis and the Soviet player. You'll need this too. It's quite the chess game on the east front. Have a great time with this one: I sure did!

Research Notes
By Carl Fung

When I first learned of the expansion to The Mighty Endeavor and its premise, flashbacks of playing "Battle for Germany" arose, as I assume it did for many others. I got such enjoyment out of playing Dunnigan's classic and felt the same way with this game.

Dean tapped me to help with the research for the expansion after Roland LeBlanc laid out the initial OB. What we had at the onset was a list of units which participated on the Eastern Front at various points in time during the game timespan, as well as their rough time and place of entry. The next steps were to polish the raw material and verify some of the information. Until then I had shied away from East Front research as the subject was too vast and seemingly overwhelming. This was a rude awakening yet an enlightening experience at the same time. I started with Samuel Mitcham's book The German Defeat in the East. It was my first foray into German fanboy literature, and I vowed not repeat the mistake. I continued reading and gathering (better) material and became more and more interested in the subject and the research, in turn, was invested back into the design.

The game starts right after the destruction of Army Group Center in Bagration in the north and the parallel disaster in Romania. Given the harried nature of the fighting, it was initially difficult to determine which German units existed only on paper or which ones escaped and made it on the map. Dean included the Crippled Remnants rule, which gave the game some variability as the Axis player gets to see who escapes from the Soviet war machine. As I read more, I became curious about the units and their lifespan during the game's timespan. Most of the books with detailed unit information concentrated on particular campaigns, such as Budapest, the Vistula-Oder campaign, or the final assault on Berlin. Each provided

a picture of the Order of Battle specific to that campaign but only at certain milestones. There wasn't much to trace a unit's comings and goings from late-Summer '44 to the fall of Berlin — if it had even survived that long. In addition, the game doesn't cover the whole of the East Front, where areas like East Prussia, Eastern Hungary, and anything south of Lake Balaton is off the map. Determining which units would enter on the map against OOBs that listed everything was tricky. To remedy these issues, I created a tracking spreadsheet for all the units on the East Front from July 1944 to end of April 1945. I could record which higher formation they were attached to and the general area where they were month by month. This helped tremendously in adjusting counters values, their turn entry and location, and scenario setup.

German information was readily at hand. Websites like Lexikon-der-Wehrmacht contained the tracking information I needed month by month. Any gaps were filled in by other sources. When I finished, I had a complete picture of what the German Army looked like from July 1944 to the end of April 1945. At this stage of the war, the Germans were still a stubborn force. They had a number of good divisions left, particularly the mechanized forces, although they were often depleted. The Axis player gets to play with many "cool" units like the 3rd "Totenkopf" and 5th "Wiking" SS Panzer Divisions and famous named divisions like "Herman Goring", "Feldherrnhalle", and "Brandenburg" divisions. The "Grossdeutschland" Division is just to the north, unfortunately. This is not to discount the other Panzer and Panzergrenadier Divisions that did yeomen work blunting the Soviet drive. The rest of the German OOB has the hodgepodge of Infantry, Volksgrenadier, Security, Mountain, Kriegsmarine, Static units transferred from Italy, Fortress, Jaeger, eclectic SS, and one Ski Jaeger division. The Hungarians are present too, the last Axis ally to fight by Hitler's side.

The Soviets at first appeared to be more difficult to track until I learned that the Soviets kept quite extensive OOB records. They had produced monthly records for all of their units by theater and front down to quite a detailed level. Luckily, the information was online. The problem was that it was all in Russian using Russian military abbreviations. As a straight Google translation would not have sufficed, I exported the text into Excel and painstakingly did a find and replace for all Russian abbreviations into English military terms. The outcome showed a number of corrections that needed to be made to the initial OOB and where and when they entered. Given the game size, a few slight

compromises were needed, as not all of the Soviet Guards Divisions that fought on the map can be in the game. Likewise, the 2nd Byelorussian Front isn't in the game because during the final push on Berlin, the Front frontages were shifted south to allow Zhukov's 1st Byelorussian Front to compete with Konev's 1st Ukrainian Front for the grand prize. Rokossovsky's 2nd Byelorussian would make an appearance on the map but his full force would only appear for a game turn or two and not worth including a large number of additional counters to beat up on an already hurting enemy.

The Soviets in this final year really represented two types of forces: very powerful mechanized forces, and an infantry force that was becoming brittle due to manpower shortages (yes, even for the Soviets). Their offensive power was still potent but required weeks of preparation. This explains the pauses in front of the Oder and Vistula. Once the offensive was unleashed, however, it was devastating. There is a good representation from their Tank and Mechanized Corps, and even the Cavalry Corps that still served a useful role while surrounded by human-made vehicles. A number of Soviet allies make their appearance: Poles, Czechs, and Romanians, the latter turning on their former ally after a coup.

Now that the list of units which fought in the game had been accounted for, I needed to know where they were located at various times in the campaign to help with the scenario setups. This information came from the OKH maps, which I found online and showed the positions of German and known Soviet units for given dates. It was great to find the exact location of units of both armies for the scenario setups as I strained over zoomed-in maps trying to read the unit designations. Campaign starts for scenarios in the expansion match with the corresponding ones in the original game and include two new scenarios for both fronts: mid-December (Bulge/Oder) and late-March (Varsity/Vistula) starts.

The expansion includes additional counters for the West, with the late arriving American units and German Brittany static units while the updated countersheet of the western half includes the British 59th Division and two ad hoc German infantry units that fought in and after Market-Garden.

Getting to learn about the last year of the war on the East Front was fascinating.

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By Carl Fung

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This indispensable book details all Wehrmacht, SS, and Luftwaffe Panzer Divisions from 1943 to the end of the war. It lists the combat history, organization, monthly condition reports and attachments for each division during this period. The book is heavy, expensive, but completely worth it.

Hastings, Max. Armageddon: The Battle for Germany 1944-1945.

Hastings excels at the human story of war, in this case retelling the story from personal perspectives of Western Allies, Germans, and Soviets and their allies from September 1944 to the defeat of the Reich. Not necessarily a research book but a good read otherwise.

East Front

Some recent books don't cover the area or timespan for TME like Ostfront (before and east of the map), Battleground Prussia (north of the map), or Panzerschlacht (east of the map) while others cover specific campaigns like the Vistula-Oder, Hungarian, or Berlin campaigns. Here are some of the books I found useful about this period:

McAteer, Sean M. 500 Days: The War in Eastern Europe, 1944-1945.

I came across this title as it covered the whole of the Eastern Front in the last year of the war and wasn't an Osprey, Stackpole, or Glantz title. This appears to be an independent effort and despite some dry moments, is a commendable effort from an unknown author.

Ziemke, Earl F. Stalingrad to Berlin: The German Defeat in the East.

Similar in scope to John Erickson's The Road to Berlin, this book is a classic account part of the two-volume history of the East Front.

Other Titles:
Ungvary, Krisztian. Battle for Budapest: 100 Days in World War II. (Translated by Ladislaus Lob).

Duffy, Christopher. Red Storm on the Reich: The Soviet March on Germany, 1945.

West Front

Not a whole lot of recommendations, as many titles cover individual battles, campaigns, or memoirs like "I Cleaned Up After Patton's Terrier: Memoir of a REMF". I'm also biased towards Weigley's opus and shied away from Doubler's and Mansoor's books, which aren't histories but rather counter-arguments to Weigley and S.L.A. Marshall's controversial work.

Weigley, Russell. Eisenhower's Lieutenants: The Campaign of France and Germany, 1944-1945.

Weigley's book is a masterpiece, despite folks that may disagree with his assessment of American doctrine and leadership during the campaign and limited coverage of the other Western Allied actions (it is after all, an appraisal of American performance). It is the best single volume on the Northwest Campaign.

Atkinson, Rick. The Guns at Last Light: The War in Western Europe, 1944-1945.

Not published at the time of the new version's design but recommended nonetheless. This is Atkinson's last book in the Liberation Trilogy. He weaves vignettes together to retell the campaign. While many of the stories have already been told in the numerous other books on the various campaigns, it's a very readable account. You can retire your copy of Ambrose's Citizen Soldier and replace it with this.