

FAMOUS DIVISIONS:

GUARDS ARMoured DIVISION

Sequence of Play (3.1):

Weather (Phase #1)

Supply (Phase #2)

Activation (Phase #3)

End of Turn (Phase #4)

Replacement Modifiers (4.1):

Clear= -1

Overcast= 0

Fog= +1

Rain= +2

Storm= +3

Snow= +3

Weather Condition (14.0):

1 = Clear

2 = Overcast

3 = Fog*

4 = Rain*

5 = Storm*

6 = Snow*

*Barrage spotting range is reduced to five hexes (see 11.4).

Fortifications Modifiers (15.2):

Trench = +1

Minefield = +2

Dragon's Teeth = +3

Bunker = +4

Fortification MP Costs (15.2):

Trench = +1/+1/NA

Minefield = +H/+H/+H

Dragon's Teeth = +1/NA/NA

Bunker = +4/+0/+1

GERMAN SET-UP

UNIT

LOCATION

HQ I 6P

In Bourg-Leopold

1/I 6P

Within 5 hexes of Bourg-Leop.

2/I 6P

Within 5 hexes of Bourg-Leop.

3/I 6P

Within 4 hexes of Bourg-Leop.

4/I 6P

Within 3 hexes of Bourg-Leop.

HQ II 6P

In Lommel

1/II 6P

Within 3 hexes of Lommel

2/II 6P

Within 2 hexes of Lommel

3/II 6P

Within 1 hex of Lommel

4/II 6P

Within 1 hex of Lommel

HQ Flak 16P

In Hechtel

(2)20/Flak 16P

Within 2 hexes of Hechtel

(1)75/Flak 16P

Within 1 hex of Hechtel

88/Flak 16P

Within 1 hex of Hechtel

57/Flak 16P

Within 2 hexes of Hechtel

HQ Art 6P

In De Groote

(1)105/Art 6P

Within 2 hexes of De Groote

(2)105/Art 6P

Within 1 hex of De Groote

170/Art 6P

Within 1 hex of De Groote

HQ I 2P

In Voort

1/I 2P

Within 5 hexes of Voort

2/I 2P

Within 5 hexes of Voort

3/I 2P

Within 5 hexes of Voort

4/I 2P

Within 5 hexes of Voort

88/I 2P

Within 5 hexes of Voort

HQ Art 2P

Within 5 hexes of Voort

(1)105/Art 2P

Within 5 hexes of Voort

(2)105/Art 2P

Within 5 hexes of Voort

HQ 16 7P

Via Entry Hex A (9th, Eve.)

1/16 7P

Via Entry Hex A (9th, Eve.)

2/16 7P

Via Entry Hex A (9th, Eve.)

3/16 7P

Via Entry Hex A (9th, Eve.)

4/16 7P

Via Entry Hex A (9th, Eve.)

105/16 7P

Via Entry Hex A (9th, Eve.)

HQ KGW

Via Entry Hex B (9th, Eve.)

(1)88 KGW

Via Entry Hex B (9th, Eve.)

(2)88 KGW

Via Entry Hex B (9th, Eve.)

(3)88 KGW

Via Entry Hex B (9th, Eve.)

BRITISH SET-UP

UNIT

LOCATION

HQ 2AR

In Koersel

1 2AR

Within 3 hexes of Koersel

2 2AR

Within 2 hexes of Koersel

3 2AR

Within 1 hex of Koersel

4 2AR

In Koersel

HQ 1WG

In Beringen

A 1WG

Within 3 hexes of Beringen

B 1WG

Within 2 hexes of Beringen

C 1WG

Within 1 hex of Beringen

AT 1WG

Within 2 hexes of Beringen

HQ Eng

In Tervan

3 Eng

Within 3 hexes of Tervan

4 Eng

Within 1 hex of Tervan

HQ 94AA

Within 2 hexes of Tervan

1 94AA

Within 2 hexes of Tervan

HQ 5CG

Via Entry Hex C (7th, Eve.)

Rcn 5CG

Via Entry Hex C (7th, Eve.)

A 5CG

Via Entry Hex C (7th, Eve.)

B 5CG

Via Entry Hex C (7th, Eve.)

C 5CG

Via Entry Hex C (7th, Eve.)

Eng 5CG

Via Entry Hex C (7th, Eve.)

AT 5CG

Via Entry Hex C (7th, Eve.)

(A)SPG

Via Entry Hex C (7th, Eve.)

5CG

Via Entry Hex C (7th, Eve.)

(B)SPG

Via Entry Hex C (7th, Eve.)

5CG

Via Entry Hex C (7th, Eve.)

HQ 2SG

Via Entry Hex C (7th, Night)

Rcn 2SG

Via Entry Hex C (7th, Night)

A 2SG

Via Entry Hex C (7th, Night)

B 2SG

Via Entry Hex C (7th, Night)

C 2SG

Via Entry Hex C (7th, Night)

Eng 2SG

Via Entry Hex C (7th, Night)

AT 2SG

Via Entry Hex C (7th, Night)

(A)SPG

Via Entry Hex C (7th, Night)

2SG

Via Entry Hex C (7th, Night)

(B)SPG

Via Entry Hex C (7th, Night)

2SG

Via Entry Hex C (7th, Night)

HQ 2IG

Via Entry Hex C (8th, Morn.)

Scout 2IG

Via Entry Hex C (8th, Morn.)

Rcn 2IG

Via Entry Hex C (8th, Morn.)

AT 2IG

Via Entry Hex C (8th, Morn.)

1 2IG

Via Entry Hex C (8th, Morn.)

Location Hex Numbers:

German

Bourg-Leopold (2605)
Lommel (4111)
Hechtel (2620)
De Groote (4415, 4516,
4515, 4516 or 4617)
Voort (1118)

British

Koersel (1509
or 1510)
Beringen (1305)
Tervan (1602)

BRITISH SET-UP (continued from R22)

UNIT	LOCATION
2 2IG	Via Entry Hex C (8 th , Morn.)
3 2IG	Via Entry Hex C (8 th , Morn.)
ARV 2IG	Via Entry Hex C (8 th , Morn.)
HQ MG	Via Entry Hex C (8 th , Day)
HW MG	Via Entry Hex C (8 th , Day)
A MG	Via Entry Hex C (8 th , Day)
B MG	Via Entry Hex C (8 th , Day)
C MG	Via Entry Hex C (8 th , Day)
D MG	Via Entry Hex C (8 th , Day)
AT MG	Via Entry Hex C (8 th , Day)
(A)SPG MG	Via Entry Hex C (8 th , Day)
(B)SPG MG	Via Entry Hex C (8 th , Day)
HQ Art	Via Entry Hex C (8 th , Night)
(A)153rd Art	Via Entry Hex C (8 th , Night)
HQ Div.	Via Entry Hex C (7 th , Morn.)

“Famous Divisions” Combat Results Table (10.1)

Dice Roll:	1-4	1-3	1-2	1-1	2-1	3-1	4-1	5-1
2	DC	DC	DD	DE	DE	DE	DE	DE
3	DR	DC	DC	DD	DE	DE	DE	DE
4	-	DR	DC	DC	DD	DE	DE	DE
5	AR	-	DR	DC	DC	DD	DE	DE
6	AC	AR	-	DR	DC	DC	DD	DE
7	AC	AC	AR	-	DR	DC	DC	DD
8	AD	AC	AC	AR	-	DR	DC	DC
9	AP	AD	AC	AC	AR	-	DR	DC
10	AP	AP	AD	AC	AC	AR	-	DR
11	AE	AP	AP	AD	AC	AC	AR	-
12	AE	AE	AP	AP	AD	AC	AC	AR

Combat Results:

- AE** = Attacker Eliminated: All attacking units are eliminated.
- AP** = Attacker Pulverized: Half of the attacking units are eliminated (round down any fractions).
- AD** = Attacker Decimated: One attacking unit must be eliminated.
- AC** = Attacker Casualties: One attacking unit must be depleted.
- AR** = Attacker Retreat: All attacking units must retreat two hexes.
- = No Effect.
- DR** = Defender Retreat: All defending units must retreat two hexes.
- DC** = Defender Casualties: One defending unit must be depleted.
- DD** = Defender Decimated: One defending unit must be eliminated.
- DE** = Defender Eliminated: All defending units are eliminated.