

D-DAY



BATTLE MANUAL



THE AVALON HILL COMPANY — BALTIMORE, MARYLAND

Contents

	Page
Tournament Game	
How to Win.....	3
Second Invasion	3
Sea Movement	3
Supply	4
Isolation	5
Strategic Air Power	5
Diagrams of Play.....	6
Historical Commentary	10
Appendix	12

For general information about Avalon Hill's series of realistic games and their magazine, The Avalon Hill General, send a stamped, self-addressed envelope to: The Avalon Hill Company, Baltimore, Maryland.

TOURNAMENT GAME

For greater realism we suggest that you get into the play of the Tournament Game as soon as you have mastered the Basic Game. All of the Basic Game rules apply except where indicated in the following rules.

HOW TO WIN

ALLIED player wins if he accomplishes any one of the following conditions of victory:

- (a) destroys all German Units, or
- (b) maintains at least 10 combat Units anywhere east of the Rhine-Ilssel river line between D-10 and AA-16 inclusive for *four consecutive Turns*. If the number of Units drops below 10 during the four Turn span the Allied player must bring this total back up to 10 or more and maintain such for another four-Turn span.

GERMAN player wins if:

- (a) he has managed to keep Allied Units completely off the continent for 10 consecutive Turns, or
- (b) eliminates all Allied Units, or
- (c) avoids the Allied conditions of victory by the 50th Turn.

SECOND INVASION

In any Turn after the 8th Turn the Allied player has the option of conducting another invasion. The second invasion procedure is exactly the same as for the first invasion. The Allied player may assault the same area assaulted in the first Turn or he may choose another one of the seven invasion areas. Starting in the Turn following the second invasion Allied reinforcements may be brought in through both invasion areas for the remainder of the game. The Allied player is not required to make a second invasion and he may not launch more than two invasions in any game.

Thus, the German player's strategy must differ greatly from that of the Basic Game . . . he can no longer withdraw Units from all invasion areas after the first Turn.

SEA MOVEMENT

German Units cannot move anywhere by sea. However, any Allied Unit may move by sea:

- (a) from one previously assaulted invasion area to another previously assaulted invasion area — 10th Turn and thereafter,
- (b) from a previously assaulted invasion area back to Britain, or to an Inland Port.

- (c) from one Coastal Square to another within the same previously assaulted invasion area,
- (d) from one inland port to any other inland port,
- (e) from one inland port back to Britain or to any previously assaulted invasion area.

IMPORTANT: Sea movement is allowed only through captured Inland Ports and Coastal Squares of invaded areas not in enemy zones of control. Use of non-invaded areas for sea movement is not allowed.

Sea Movement procedure is as follows: In one Turn you move your Units to embarkation squares (Coastal Squares or Inland Ports) and then off the board. In the following Turn you place such Units at debarkation squares of your choice after which they may be moved in the same Turn. Units may debark directly onto enemy controlled squares in which event they must end their Turn and attack. Any number of Allied Units may embark and debark through the same square in any one Turn.

SUPPLY

It is assumed that the German supply capacity is great enough to sustain all of his units at anytime during the game. However, the Allied player is somewhat limited in supplies. He cannot have more Units (HQ and combat) on the continent than he can furnish supplies to — and he must be within 17 squares of his source of supplies at all times.

1. In this game, there are no supply counters as such. However, control of certain Coastal Squares and Inland Ports determines the number of Allied Units on the continent that can be supplied. Each Sea Square's red number indicates the number of Units on land that can be supplied through the Coastal Square the arrow points to — each boxed red number refers to the same thing for Inland Port Squares. Supply is allowed only when the Allied Player controls such squares:

- (a) to control Coastal Squares, the Allied player must keep them out of any German HQ or combat Unit's zone of control.
- (b) to control Inland Ports, German zones of control must be removed from every square around that port that contains a blue initial of the port (R for Rouen, etc.).

Example: Control of Rouen, and Coastal Squares R-34, S-35 means that the Allied player can supply a maximum of 17 Units on land per Turn.

- 2. Coastal Squares of non-invaded areas can be used for supply provided they have been captured by normal land attacks and are not in German zones of control. For instance, the Allied player can increase by 5 his supply capacity of the above example if he captures Avranches.
- 3. In cases when German Units have abandoned or not even defended squares of supply, the Allied player must pass through such squares before using them for supply. Garrisoning, however, is not necessary.
- 4. The Allied player cannot have more Units (HQ and combat) on the continent than he can supply through squares that he controls. If successful German counter-attack cuts the Allied supply capacity below the actual number of Allied Units presently on the continent then the Allied player must bring supply capacity back into balance by either:

- (a) increasing the supply capacity in his very next Turn, or
- (b) withdrawing to Britain, via *Sea Movement*, a number of units in his very next Turn so that the number on the continent is not greater than the reduced supply capacity.

If the Allied player cannot bring supply capacity back into balance by the end of his Turn, then all excess combat Units are automatically eliminated. Allied player has the choice of which combat Units to be removed.

5. No Allied Unit can be more than 17 Squares away from his source of supply, namely an Inland Port or Coastal Square he controls. Example: If the eastern most source of supplies is Inland Port Rouen, the closest any Allied Unit, combat and HQ, can be to the Rhine is row 18 that bisects Brussels and Sedan. None of the 17-square line can be in German zones of control. If the result of German attack finds an Allied Unit more than 17 squares away, he must get back to within 17 squares by the end of the 2nd Allied Turn of isolation or be eliminated. EXCEPTION: The 17-square rule does not apply to Units in Fortresses as it is assumed that there is an unlimited source of supply from within. However, Fortresses cannot be used as a source of supplies for Units *outside*.

ISOLATION

1. Any Unit, Allied and German, becomes isolated when it is surrounded by enemy zones of control, or a combination of enemy zones, the Sea, "X" Mountain Squares, neutral countries and board edge. Any Unit that is isolated for two consecutive Turns is automatically eliminated. Example: an Allied Unit that becomes isolated in the German player's 3rd Turn would be eliminated at the end of the Allied player's 5th Turn; and a German Unit that becomes isolated in the Allied player's 3rd Turn would be eliminated at the end of the German player's 4th Turn.
2. To avoid isolation a supply line must be created to the isolated Unit by the end of the 2nd Turn of isolation. A supply line is any line of squares one square wide (not under enemy zones of control) leading to a source of supplies subject, in the Allied case, to the 17-square supply rule.
3. The German source of supplies is any controlled square on the east side and adjacent to the Rhine-IJssel river between squares D-10 and AA-16 inclusive; the allied source of supplies is any controlled Coastal or Inland Port Square.
4. Isolation does not apply to Units in Fortresses. Units surrounded in Fortresses can remain there indefinitely.

STRATEGIC AIR POWER

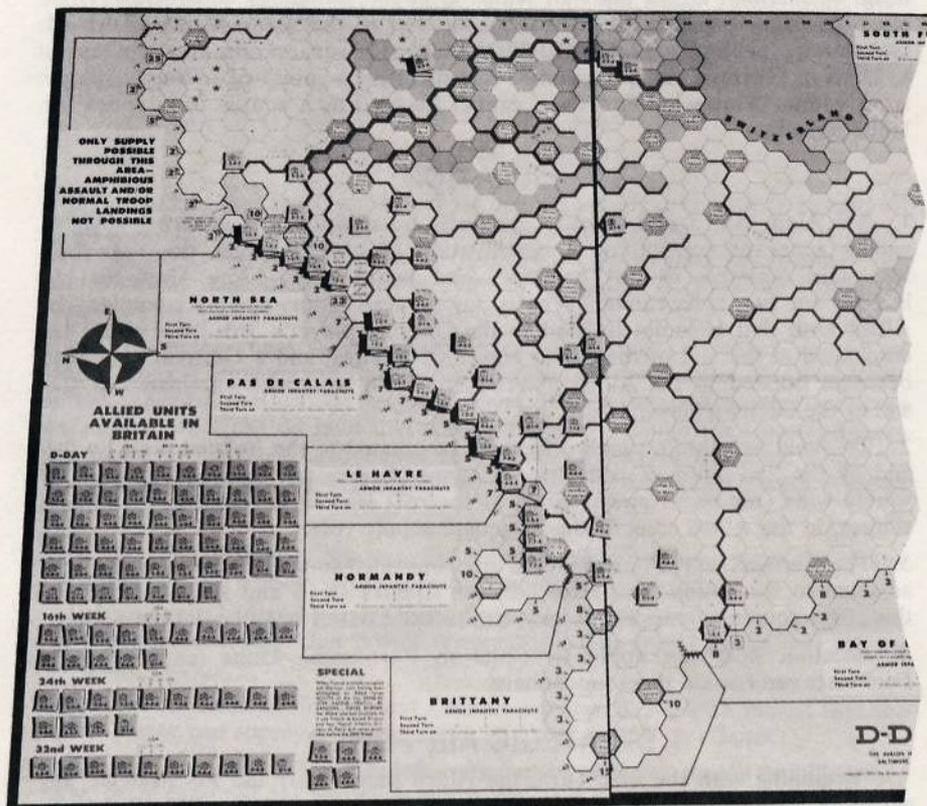
Beginning with the first Turn, the Allied player may use his strategic air capability. He can attack up to 2 squares a Turn by air but no more than 8 squares per game. Air attack takes place during the combat portion of the Allied Turn. The Allied player rolls the die once for each square being attacked and refers to the *table* for its effect.

DIE ROLL	
1 & 2	All German Units in the attacked square are eliminated.
3 & 4	Two German Units in the attacked square are eliminated; both must be Panzer or Panzer Grenadier if possible.
5 & 6	All German Units in the attacked square are immobilized and cannot move in their following Turn.

DIAGRAMS OF PLAY

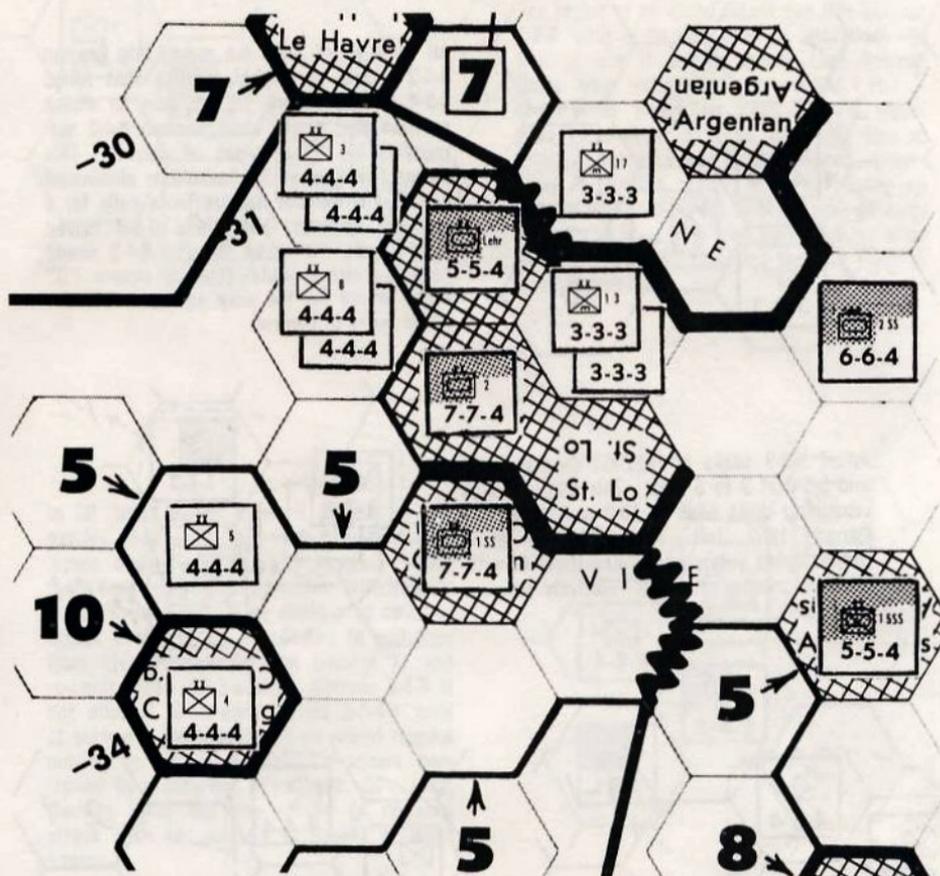
The diagrams shown on the reverse side of the Order of Battle Card should be studied first. They deal basically with defense situations involving attacks upon Units defending on varying terrain. Shown here are the more intricate situations which will give you a broader insight on methods of conducting combat.

PREPARE FOR PLAY



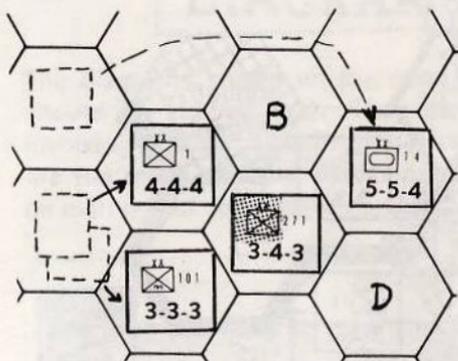
Here is what the board might look like after both players have placed their Units. The Allied commander merely places his Units in Britain. The German commander places his Units in defending positions he thinks will best repulse the Allied invasion. This German setup practically precludes any chance of Allied success when invading areas other than Brittany, Bay of Biscay and South of France. The German player has left these undefended in order to make North Sea, Pas de Calais and Le Havre impregnable. The German player does not worry about the undefended beaches because they are so far away from Germany that he would have plenty of time to form strong defensive lines after the Allied player has committed his attack to one of these areas. The closest the Allied player can attempt an invasion with a reasonable chance of success is at Normandy. Even this is ill advised but for illustrative purpose we shall select this area.

HOW TO INVADE:



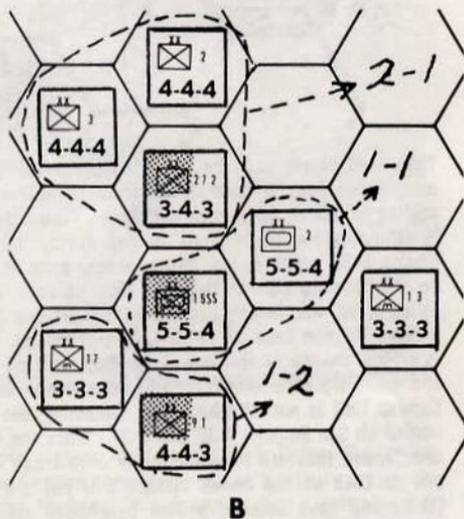
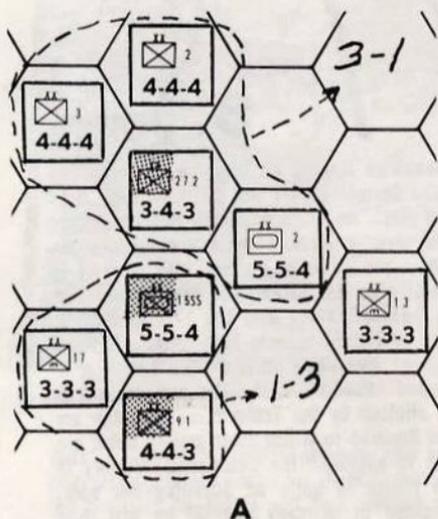
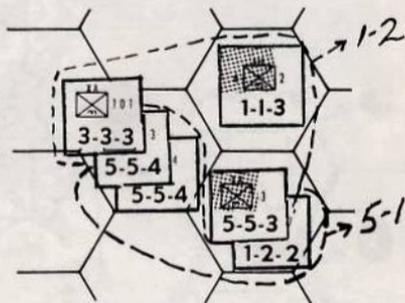
The Allied player must be bold; the conservative approach of landing all invasion Units on the undefended Coastal Squares will prove fatal because the German player will have an easy time sealing off the St. Lo-Bayeux bottleneck. Thus, the Allied player hopes to eliminate this possibility by dropping Parachute Units behind enemy lines. The three Parachute Units are dropped on Square U-33 which is not in any enemy zone of control — the adjacent German Unit at U-34 is on the opposite side of the river thus its zone of control does not extend across to U-33. The Allied player has landed two 4-4-4 Units on Sea Square R-31 and, along with the 17th Parachute, attacks German Lehr at 11-10 (1-1) surrounded. Chance of victory is only 33% although there is a 50% chance of eliminating the German Lehr Unit. Next, the Allied Units on Sea Square R-32 and the Parachute Units on T-33 attack the German 2nd at 14-14 (1-1). The remaining 1SS German Unit is not attacked. The remaining two Units allotted by the Troop Invasion Table are landed on Sea Squares P-32 and P-33. Since the Coastal Squares to which their arrows point are undefended they are moved directly onto those squares to establish the beachhead. Victory in one or both of the above attacks will put the Allied player in quite an advantageous spot: (1) he will have secured a firm beachhead relatively close to Germany and (2) he will have eliminated the only really strong German Units in the vicinity. However the risk is so great, especially to the tactically important Parachute Units (the two Parachute Units, however, have a retreat route to T-32 and U-33 which are on opposite sides of the river to adjacent enemy Units) that we recommend the assault be made instead at Brittany when faced with the above German defensive setup.

HOW TO HAVE COMBAT

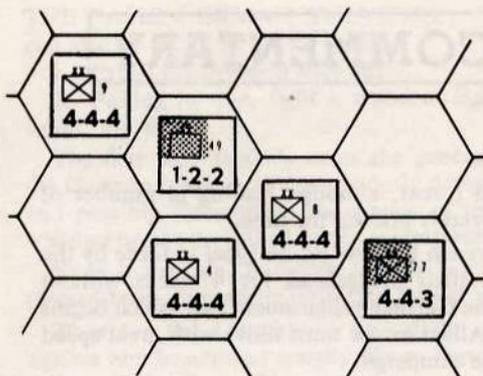


All three Allied Units are moved into German 3-4-3's zone of control. Notice that Allied 5-5-4 circled square "B" to gain an attack position that would leave German 3-4-3 surrounded by Allied zones of control. This means that German 3-4-3 would be eliminated even if the Combat Results Table calls for a retreat. However, had Allied 5-5-4 moved onto square "B" then German 3-4-3 would have a retreat route through square "D" which would be the only square not under Allied zones of control.

Allied 3-3-3 soaks off against German 1-1-3 and 5-5-3 at 3 to 6 odds. This gives Allied's remaining Units odds of 10-2 over remaining German 1-2-2 Unit. This tactic by Allied player forces surviving German Units to withdraw or counter-attack at relatively unfavorable odds.

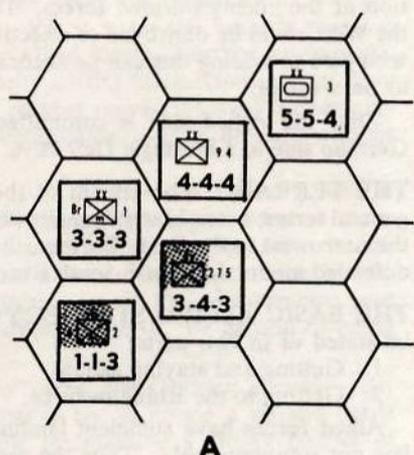


The attacker, Allied in this case, may divide combat in two ways. In (A) combat is resolved in two separate battles. In (B) combat is resolved in three separate battles. Notice that in dividing combat every German Unit that is in an Allied zone of control will be fought. Notice, too, that Allied 17th cannot battle German 272 because they are not in each other's zone of control. And Allied 13th is in no German Unit's zone of control so it cannot engage in combat at all.

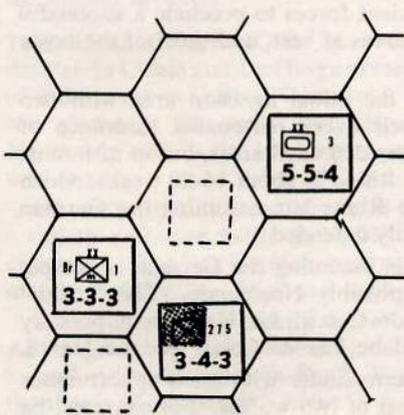


The result of an Allied attack has left German 1-2-2 with a forced soak-off situation. At first glance it would appear that German Units have Allied 8th surrounded. But a closer look finds that German 1-2-2 would have to soak-off at 1 to 8. Since this is greater than 1 to 6 it is not allowed. Therefore, if German player does not bring up enough additional Units to bring soak-off odds down to at least 1-6, then German 1-2-2 must be removed before resolving the 1 to 1 attack against Allied 8th.

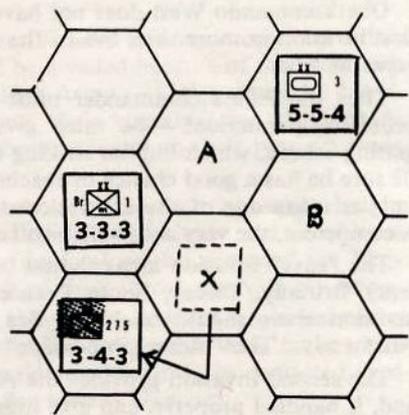
In (a) Allied player resolves combat in two battles. But in (B), the result of both battles leaves opposing Units still engaged. Therefore, German 3-4-3 must either withdraw or attack in his Turn. If he decides to counter-attack as in (C), he is allowed to withdraw from his previous position (square X) and re-enter Allied 3-3-3's zone. German 3-4-3 is not allowed to re-enter Allied 5-5-4's zone at square A because to do so would require moving to square B first—a square controlled by a different Allied Unit. Of course, German 3-4-3 has the option to counter-attack from his original defensive position, square X.



A



B



C

HISTORICAL COMMENTARY

GENERAL SITUATION: The Allied forces, although leading in number of units, combat power and mobility are severely pressed for time.

In order to win, Allied forces must breach the line Rhine-Ijssel in force by the 46th week after D-Day and maintain their bridgehead for 4 weeks without interruption. Because of the effects of the German replacement rate which begins at D-Day plus 16 weeks, however, the Allied forces must move with great speed and decisiveness in the early weeks of the campaign.

If Allied forces are not within striking distance of the Rhine by 16th week, the probability of victory swings to the German side.

Of course, it is an axiom of war that the first objective should be the destruction of the enemy's armed forces. Thus if the huge mass of German forces in the West could be destroyed or effectively neutralized, the Rhine can be breached with ease providing this can be accomplished before German replacements begin to be a factor.

Thus the Allied side is committed to a Strategic Offensive stance and the German side to a Strategic Defensive.

THE TERRAIN: The terrain of the theatre of operations, presented in most general terms, resembles a funnel with the widest part to the West and South and the narrowest to the East. Further, the Eastern constriction is clogged with easily defended mountains, north-south rivers and fortified areas.

THE BASIC ALLIED STRATEGY: In broad terms, the Allied problem can be stated as in two parts:

1. Getting and staying ashore.
2. Getting to the Rhine in force.

Allied forces have sufficient landing craft to attempt two separate invasions, but not simultaneously. Thus the second part of the problem — getting to the Rhine in force — affects the first part.

Oberkommando West does not have sufficient forces to preclude a successful first invasion in more than five of the seven areas at best, and three of the seven areas at worst.

Thus the Allied commander must select the initial invasion area with two problems paramount — he must give himself every reasonable assurance of getting ashore, which implies striking the lesser defended areas, but in turn must be sure he has a good chance of reaching the Rhine in about 16-20 weeks, which implies using one of the areas closest to the Rhine but, assuming the German is competent, the very ones which will be stoutly defended.

The "easy" invasion areas should be (again assuming the German is competent) Brittany, Biscay, South France and possibly Normandy. The "tough" invasion areas should be North Sea, Pas de Calais, Le Havre and possibly Normandy. The "almost impossible" should be Pas de Calais and Le Havre.

The second invasion provides the Allied commander with great opportunities and, if handled properly, can give him the best of two worlds. For example, he might strike at an easy area, draw German mobile reserves to him and strike at a hard area later, outflanking the German and make him run like a wet hen between critical areas.

THE BASIC GERMAN STRATEGY: In broad terms, the German problem can also be stated as in two parts:

1. Crush the invasion very early.
2. Failing in that, fight a withdrawing battle to the Meuse, Moselle or, at worst, the Rhine.

The first part depends upon the generosity of the Allied commander. Since the German must, at all costs, stoutly defend North Sea, Pas de Calais, Le Havre and possibly Normandy, his chance of repulsing an invasion is determined by whether or not the Allied forces assault one of those areas.

Even if they do, however, victory is far from certain. The German side is blessed by a great many units, but few of them are mobile or of offensive worth.

Thus for the German to be caught on exterior lines — as counter-attack against any beachhead usually places him — is a thing of great peril and creates a “crust” situation. He must hold at all points or be caught in a debacle, as his “edge” units cannot outrun an enemy breakout.

In fact, the essence of German strategy is to remain on interior lines.

One would think that the German would be better off retreating to, say the Meuse and holding on until the 16th week. Yet it is on the beaches that the German can inflict the most casualties on the Allied forces. Further, an immediate withdrawal means abandoning the majority of the Static Divisions to their fate, and although this loss is hardly great in combat power, it leaves the remaining mobile divisions with the necessity of conducting a crust defense without sufficient reserves.

If the Allied commander selects a “hard” area, the German is usually wise in doing the following: counterattack vigorously, beat a fighting withdrawal when exterior lines become dangerous, maintain a solid mobile striking force to use in sudden thrusts during the withdrawal, form a line in the neck of the funnel, build a mobile reserve to counter Allied thrusts, wait for replacements and eventually smásh the Allies in a vigorous counter-offensive. Be careful of being cut off!

If the Allied commander selects an “easy” area, the German should — depending upon his skill and the circumstances — try to create a mobile battle situation somewhere in central France while maintaining a strong barrier of Static divisions in the North Sea-Pas-Le Havre area to ward off or slow down the second invasion.

THE REAL CAMPAIGN: In real life, the German command concluded that the Pas de Calais and Le Havre areas would be invaded because of the proximity of these areas to Central Germany. Their 15th Army — the strongest by far — was placed in this area. Just before D-Day, their attention was attracted to Normandy and, at the last minute, certain improvements to their position there were made.

Of course, the invasion struck in Normandy. The German 7th Army fought a superb defensive battle and badly delayed the Allied buildup and beachhead expansion. But the German command, for six fatal weeks, regarded the Normandy invasion as a feint and kept the bulk of their forces north of the Seine.

When these forces finally moved south, they arrived in time to witness the Allied breakout and enveloping movement which shattered their front. The second Allied invasion in South France could not be seriously contested, and the shreds of the German Army in the West fled toward Germany.

In December, 1944, they even managed to mount a counter offensive in the Ardennes (Battle of the Bulge), but this was crushed and the end was in sight — Allied forces first closed to the Rhine and then breached it in many areas.

APPENDIX

The following is a series of questions and answers dealing with unusual situations that occur from time to time.

INVASION:

1. Suppose all Allied Units are eliminated in the first Turn, what happens?

Answer: In the Basic Game, the game is over. In the Tournament Game, players immediately proceed to the 9th Turn where the Allied player tries again. Complete elimination again means loss of the game to the German player.

ATTACKING:

1. Why does a combination cross-river and same-side-river attack wipe out the doubled defense factor?

Answer: It is assumed that attack from the same side would draw enough fire from the defender to make river crossing much easier.

2. If a stack of two Units has been surrounded with one eliminated but the other surviving, can the surviving Unit move one square to get better odds in his forced attack?

Answer: No. The only way he can move is if there is room to move out of enemy zones altogether and then re-enter a different square for the attack.

SUPPLY:

1. If a German Unit is next to, but not on, a square containing a letter of the Port, is the Port under Allied control?

Answer: No—for instance, if a German Unit is on any one of Z-41, Z-40, Z-39, Z-38, AA-38, BB-38, CC-39, DD-40, DD-41, DD-42 squares, the Allied player does not control Nantes.

2. Does the Allied player have to control all 17 squares of the supply line when his Units are the maximum distance away from the source of supplies?

Answer: Not exactly—it's just that there can be no German zones of control lapping over on any of those 17 squares. It is not necessary for every supply line square to be directly in Allied zones of control.

3. Can the Allied player land more Units than he is able to supply?

Answer: Yes . . . but he must have them in proper balance by the end of his Turn after combat has been resolved—as all excess Units become eliminated under the supply ruling.

REINFORCEMENTS:

1. Is the number of Units brought in through inland ports subject to the limitations of the troop invasion table.

Answer: Yes.

RETREATS:

1. An attacking Unit is forced to retreat through a square that is in the zone of control of both players. Does this fact neutralize that square allowing the retreating Unit to escape?

Answer: No—that Unit is eliminated. The overlap of a friendly Unit's zone of control does not neutralize such blocking squares.

2. A Unit is forced to retreat in an across-river attack. If it is forced to retreat past the attacking Unit through adjacent squares but still on the opposite side, is it eliminated instead?

Answer: No—since zones of control do not extend across rivers, even though a cross-river attack is made, retreated Units are not eliminated as long as the retreat occurs through squares on the opposite side of the river from the attacker. This also applies to Fortresses in like situations.

AIR DROPS:

1. The rule states that a Paratroop Unit cannot be dropped into an enemy zone of control. Does this mean that they cannot be dropped adjacent to enemy Units?

Answer: In most cases they cannot be dropped adjacent to enemy Units. However, they can be dropped directly adjacent to them in cases where enemy Units do not control those adjacent squares. Thus, if a fortress contains an enemy Unit, Allied Paratroop Units could drop directly onto adjacent squares. Also, they could be dropped adjacent to enemy Units opposite a river line.

LOCATION OF UNIT:

DEFENSE FACTOR IS:

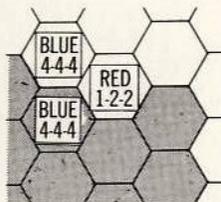
EXAMPLES:

1. Plain Square

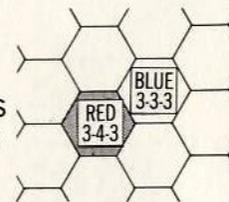
...attacked from any square

Normal

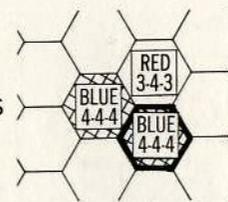
BLUE attacks at 8-2



RED attacks at 3-3



BLUE attacks at 8-4

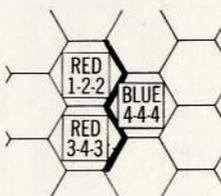


2. Plain Square on river

...attacked from any square on opposite side of river

Doubled

RED attacks at 4-8



BLUE attacks at 4-4



BLUE attacks at 4-4

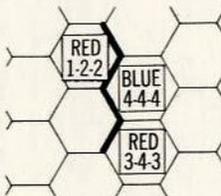


3. Plain Square on river

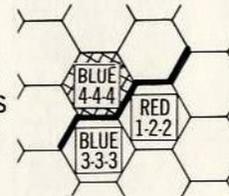
...attacked from squares on opposite and same sides of river

Normal

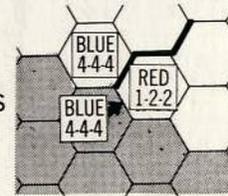
RED attacks at 4-4



BLUE attacks at 7-2



BLUE attacks at 8-2

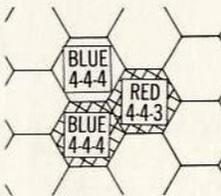


4. City Square

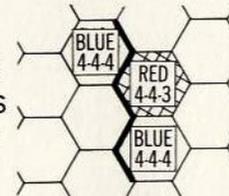
...attacked from any square

Doubled

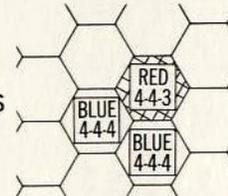
BLUE attacks at 8-8



BLUE attacks at 8-8



BLUE attacks at 8-8

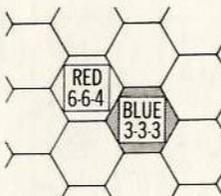


5. Fortified Zone (pink) Mountain Square (brown)

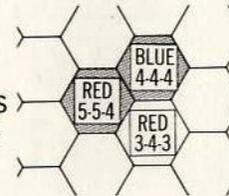
...attacked from any square

Doubled

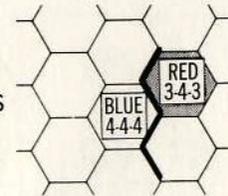
RED attacks at 6-6



RED attacks at 8-8



BLUE attacks at 4-8

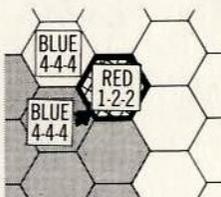


6. Fortress (red encircled)

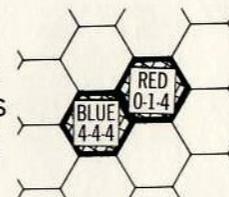
...attacked from any square

Tripled

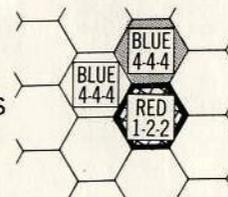
BLUE attacks at 8-6



BLUE attacks at 4-3



BLUE attacks at 8-6



NOTE: In Cities, Fortified Zones, Mountains and Fortresses—across-river attack does NOT further increase the defense factors of Units on these squares.

ALLIED ORDER OF BATTLE

35 4-4-4	29 4-4-4	84 4-4-4	75 4-4-4	102 4-4-4	79 4-4-4
37 4-4-4	104 4-4-4	89 4-4-4	4 4-4-4	99 4-4-4	70 4-4-4

30 4-4-4	15 4-4-4	83 4-4-4	78 4-4-4	9 4-4-4	76 4-4-4	69 4-4-4
1 4-4-4	2 4-4-4	97 4-4-4	5 4-4-4	90 4-4-4	26 4-4-4	45 4-4-4

80 4-4-4	71 4-4-4	66 4-4-4	106 4-4-4	94 4-4-4	20 4-4-4
44 4-4-4	100 4-4-4	63 4-4-4	3 4-4-4	12 4-4-4	45 4-4-4

8 4-4-4	103 4-4-4	34 4-4-4	50 4-4-4	52 4-4-4	53 4-4-4	3 4-4-4
43 4-4-4	51 4-4-4	49 4-4-4	2 4-4-4	3 4-4-4	1 4-4-4	9 4-4-4

2 5-5-4	8 5-5-4	3 5-5-4	6 5-5-4	20 5-5-4	9 5-5-4
16 5-5-4	4 5-5-4	11 5-5-4	13 5-5-4	5 5-5-4	7 5-5-4

14 4-4-4	2 4-4-4	3 4-4-4	4 4-4-4	27 4-4-4	1 3-3-3	4 3-3-3
82 3-3-3	101 3-3-3	13 3-3-3	17 3-3-3	1 5-5-4	2 5-5-4	5 5-5-4

10 5-5-4	14 5-5-4	12 5-5-4	79 5-5-4	11 5-5-4	6 5-5-4
7 5-5-4	64 5-5-4	6 5-5-4	4 5-5-4	5 5-5-4	SHARP 0-1-4

1 0-1-4	9 0-1-4	2 0-1-4	7 0-1-4	15 0-1-4	2 0-1-4	1 0-1-4
1 0-1-4	21 0-1-4	12 0-1-4	6 0-1-4	 SPARE	 SPARE	 SPARE

I 5-5-4	II 5-5-4	III 5-5-4	IV 5-5-4	V 5-5-4	VI 5-5-4
------------	-------------	--------------	-------------	------------	-------------

VII 5-5-4	VIII 5-5-4	IX 5-5-4	X 5-5-4	XI 5-5-4	XII 5-5-4	XIII 5-5-4
--------------	---------------	-------------	------------	-------------	--------------	---------------

GERMAN ORDER OF BATTLE

16LW 1-2-2	17LW 1-2-2	18LW 1-2-2	47 1-2-2	48 1-2-2	49 1-2-2
189 1-2-2	242 1-2-2	244 1-2-2	265 1-2-2	264 1-2-2	243 1-2-2

145 1-2-2	102 1-2-2	158 1-2-2	159 1-2-2	148 1-2-2	719 1-2-2	157 1-2-2
245 1-2-2	247 1-2-2	326 1-2-2	244 1-2-2	348 1-2-2	346 1-2-2	219 1-2-2

343 1-2-2	338 1-2-2	708 1-2-2	709 1-2-2	716 1-2-2	711 1-2-2
331 3-4-3	275 3-4-3	276 3-4-3	272 3-4-3	377 3-4-3	271 3-4-3

712 1-2-2	84 4-4-3	85 4-4-3	77 4-4-3	91 4-4-3	352 4-4-3	353 4-4-3
3 5-5-3	5 3-3-3	2 1-1-3	2 7-7-4	9 4-4-4	11 4-4-4	Lehr 5-5-4

21 4-4-4	116 4-4-4	106 2-2-4	155 7-7-4	355 6-6-4	1255 6-6-4
Meth 0-1-4	1 0-1-4	7 0-1-4	19 0-1-4	15 0-1-4	8 0-1-4

955 6-6-4	4955 3-3-4	5155 3-3-4	1755 5-5-4	355 5-5-4	1555 5-5-4	2555 5-5-4
6 0-1-4	 0-1-4	I 0-1-4	II 0-1-4	III 0-1-4	 SPARE	 SPARE

- 1) Abbreviations: Br-British, Fr-French, Ca-Canadian, Po-Polish, LW-German Luftwaffe Ground Divisions, SS-Schutzstaffel (special German Units)
- 2) Allied Units not otherwise identified are United States Army Units
- 3) German Units not otherwise identified are Wehrmacht (regular army) Units.
- 4) Named Units; Guards Armored (British), Panzer Lehr (German).