

Leader Casualty: If stacked with units that participate in a GA or are subject to a FS mission and any unit in that stack suffers a step loss, roll 2d10; if the result is five (05) or less eliminate the Ldr.

Note: Apply a Ldrs movement bonus prior to any modifications to a unit's MA.

Exception: Do not apply offensive GA Ldr shifts during a Ldr's rest GTs.

Allied Corps/Army Leaders

Patton (US Third Army)

- If stacked with a corps HQ assigned to the 3rd Army, he allows:
 - One Div subordinate to that corps to perform overruns during the regular Movement Phase. A maximum of two stacks may conduct overruns.
 - Units of that same Div increase their advance after GA by one hex.
- -1 DRM to all PRCs made in Ldr's current hex.

Collins (US VII Corps)

- If he is stacked with a Div HQ subordinate to the VII Corps, all of that division's attached units may perform their movement in any order they wish.
- -1 DRM to all PRCs made in Ldr's current hex.

Horrocks (British XXX Corps)

- If stacked with XXX Corps HQ, he allows one Inf Div and one Arm Div subordinate to the XXX Corps to negate the multi-formation combat penalty. Those divisions may observe for FS missions for each other.
- -1 DRM to all PRCs made in Ldr's current hex.

Simonds (II Canadian Corps)

- If stacked with II Canadian Corps HQ, he allows:
 - Two defensive combat shifts during night GTs only.
 - Stacks accompanied by Flail or AVRE AFVs may ignore movement halts generated by enemy units and the night advance restriction.
 - On/after the Aug 1 Night GT, night attacks may be supported with a carpet bombing attack.
 - Up to two formations assigned to the II Canadian Corps may negate Allied night GT restrictions. Use GOSS 3.5.0 procedures for determining rest GT.
- -1 DRM to all PRCs made in Ldr's current hex.

Allied Formation Leaders

Gavin (US, 82nd Airborne Div)

- If Ldr begins GT stacked with HQ, apply a one MP bonus to all subordinate units. Otherwise, apply bonus only to subordinate units adjacent to Ldr. Increase bonus to two MP for subordinate units stacked with Ldr.
- Two favorable combat shift per combat phase to GAs with at least one subordinate unit stacked with or adjacent to Ldr.
- Subordinate units stacked with leader ignore multi-formation GA penalties.
- -1 DRM to all PRCs made in Ldr's current hex.

Ridgeway (US, 82nd Airborne Div)

- -1 DRM to all PRCs made in Ldr's current hex.
- If stacked with HQ, one subordinate sub-formation has its PR values raised one point (maximum of nine).
- If Ldr begins GT stacked with HQ, apply a one MP bonus to all subordinate units. Otherwise, apply bonus only to subordinate units stacked with or adjacent to Ldr.
- One favorable combat shift per combat phase to GAs with at least one subordinate unit stacked with or adjacent to Ldr.
- Subordinate units stacked with leader ignore multi-formation GA penalties.

Taylor (US, 101st Airborne Div)

- -1 DRM to all PRCs made in Ldr's current hex.
- Awards a one-point increase to PR values (both offensive and defensive) to any units subordinate to the 101st AB Div that he is adjacent to or stacked with (maximum of nine).
- If Ldr begins GT stacked with HQ, apply a one MP bonus to all subordinate units. Otherwise, apply bonus only to subordinate units stacked with or adjacent to Ldr.
- One favorable combat shift per combat phase to GAs with at least one subordinate unit stacked with or adjacent to Ldr.
- Subordinate units stacked with leader ignore multi-formation GA penalties.

Robertson (US, 2nd Infantry Div)

- If stacked with the 2nd Inf Div HQ, all the division's attached units may perform their movement in any order they wish.
- If Ldr begins GT stacked with HQ, apply a one MP bonus to all subordinate units. Otherwise, apply bonus only to subordinate units stacked with or adjacent to Ldr.
- One favorable combat shift per combat phase to GAs with at least one subordinate unit stacked with or adjacent to Ldr.
- Subordinate units stacked with leader ignore multi-formation GA penalties.
- -1 DRM to all PRCs made in Ldr's current hex.

Gale (British, 6th Airborne Div)

- If stacked with the 6th AB Div HQ:
 - Three (max two per combat) defensive combat shifts per combat phase to GAs with at least one subordinate unit.
 - Two offensive combat shifts per combat phase to GAs with at least one subordinate unit.
- If Ldr begins GT stacked with HQ, apply a one MP bonus to all subordinate units. Otherwise, apply bonus only to subordinate units stacked with or adjacent to Ldr.
- Subordinate units stacked with leader ignore multi-formation GA penalties.
- -1 DRM to all PRCs made in Ldr's current hex.

Roberts (British, 11th Armored Div)

- If stacked with 11th Arm Div HQ, he awards a one hex bonus advance after GA to all units subordinate to the 11th Arm Div.
- If Ldr begins GT stacked with HQ, apply a one MP bonus to all subordinate units. Otherwise, apply bonus only to subordinate units stacked with or adjacent to Ldr.
- One favorable combat shift per combat phase to GAs with at least one subordinate unit stacked with or adjacent to Ldr.
- Subordinate units stacked with leader ignore multi-formation GA penalties.
- -1 DRM to all PRCs made in Ldr's current hex.

Leader Casualty: If stacked with units that participate in a GA or are subject to a FS mission and any unit in that stack suffers a step loss, roll 2d10; if the result is five (05) or less eliminate the Ldr.

Note: Apply a Ldrs movement bonus prior to any modifications to a unit's MA.

Exception: Do not apply offensive GA Ldr shifts during a Ldr's rest GTs.

German Corps/Army Leaders

Eberbach (Pz Grp West)

- If stacked with a panzer corps HQ, he allows all formations subordinate to that corps to attack without being subject to the multi-division attack penalty.
- One favorable combat shift per combat phase for up to two panzer divisions This is in addition to any formation leader shifts.
- -1 DRM to all PRCs made in Ldr's current hex.

Marcks (LXXXIV Corps)

- If stacked with the LXXXIV HQ, he awards two defensive combat shifts . This is in addition to any formation leader shifts.
- -1 DRM to all PRCs made in Ldr's current hex.

vLuettwitz (XLVII Pz Corps) (counter says 2Pz Div leader)

- If stacked with a Div HQ subordinate to XLVII Pz corps, he awards one favorable combat shift per combat phase. This is in addition to any formation leader shifts.
- -1 DRM to all PRCs made in Ldr's current hex.

Meindl (IIFJ Corps)

- If stacked with the IIFJ HQ, he awards one favorable combat shift. This is in addition to any formation leader shifts.
- -1 DRM to all PRCs made in Ldr's current hex.

German Formation Leaders

Meyer (12th SS Pz Division)

- Pure AFV units stacked with Meyer may advance one additional hex after a GA and may ignore all movement halts generated by enemy units.
- If stacked with any unit assigned to the 12SS Pz Div, that unit and all units in the stack may conduct one overrun during a regular friendly Movement Phase. The units must be in tactical mode.
- If Ldr begins GT stacked with HQ, apply a one MP bonus to all subordinate units. Otherwise, apply bonus only to subordinate units stacked with or adjacent to Ldr.
- Two favorable combat shifts per combat phase to GAs with at least one subordinate unit stacked with or adjacent to Ldr.
- Subordinate units stacked with leader ignore multi-formation GA penalties.
- -1 DRM to all PRCs made in Ldr's current hex.

Wunsche (12th SS Pz Division)

- If stacked with any unit subordinate to the 12SS Pz Div, one unit of that stack may advance one extra hex after a GA.
- If Ldr begins GT stacked with HQ, apply a one MP bonus to all subordinate units. Otherwise, apply bonus only to subordinate units stacked with or adjacent to Ldr.
- One favorable combat shift per combat phase to GAs with at least one subordinate unit stacked with or adjacent to Ldr.
- Negate multi-formation GA penalties for subordinate units any number of times during a GT.
- -1 DRM to all PRCs made in Ldr's current hex.