

GOSS ATLANTIC WALL Compiled Rulings

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I've fixed some typos and spellings in both the questions and answers. Assume any mistakes are my own and not original authors.

This is a work in progress. I don't suggest any of these answers are "official". I'm not telling you to use them. And provide them only as a resource for enjoyers of this great game.

There are a lot of posts, across many forums. Some are contradictory, or in re: to previous editions of Series or Game Specific rules, or overruled by later posts / errata. I've exercised some curation in which posts to include. I've tried to include source references.

If there's Q&A or errata you believe should be added send me an email with reference.

DJ = Douglas Johnson

JY = Joe Youst

Unanswered

Q: Was removal of "Marsh Hexes are considered OCT." intentional in the AW 2016 rewrite?

A:

Q:

<AW 15.0>

If a German unit enters DZ hex, the DZ is removed from the map at the beginning of the next German player turn.

If Allies retake hex the before next German player turn, is DZ still removed?

Where/How do June 6 PM (and later) glider troops land if their LZ is no longer on the map?

A:

General GOSS

Q: When a units moves into OCT, can it be observed/targeted by a spotter in range? If yes, how about any stationary unit/units in the targeted hex, do they count for density or protection, and do they share any harm the FS attack might generate?

DJ: <https://talk.consimworld.com/WebX?14@@.1dd0a2ac/7972>

A unit's moving status ends at the end of the Movement Phase or Exploit Phase. During the Combat Phase a unit that moved in the previous Movement Phase is treated no different than a unit that did not move.

Q: There are a couple of discrepancies between the Ferrying Rules and the Movement Chart.

DJ: <https://boardgamegeek.com/thread/3577846/ferrying-across-streams-and-rivers>

Major River: 1 Eng step ferries 1 Leg class unit of any size. Eng unit and units being ferried must start in same hex Adj to river. Units halt in 1st hex after crossing. The Eng unit may not move. See 17.2.2 for GA across Major River.

River: 1 Eng step may ferry 1 Leg unit of any size.. The ferried unit expends 1 MP to cross. The Eng unit must start in the starting or destination hex. The Eng unit may not move after ferrying other units. See 17.2.1 for PA procedures.

Stream: 1 Eng step may ferry 1 Leg unit of any size. The ferried unit ignores the MP cost for crossing the stream. The Eng unit must start in the starting or destination hex. The Eng unit may not move after ferrying other units.

Q: Step 1 Reinforcements says that Reinforcements are 'placed'.

JY Dec 3, 2021: <https://boardgamegeek.com/thread/2768962/movement-phase-reinforcements>

Reinforcements enter the map by moving, unless the scenario rules say to place them in a specific hex not along the map edge. e.g., sometimes you are allowed to place a reinforcement at a town or city on the map-in which case no MPs are expended to do so.

Q: Are units allowed to Breakdown into constituent Companies during Setup, or must they wait for the 1st available GT?

JY Nov 25, 2021: <https://boardgamegeek.com/thread/2765046/setup-breakdown>

You may break them down during setup. However, if a specific hex is mentioned as their setup, they must all be placed in that hex-and not violate stacking limits in doing so.

njharman: German breakdown during setup is not allowed in AW per 39.7.0.

Q: GOSS LF 23.0: Instead of providing one combat shift, Wood may provide two combat shifts to any GAs (attack or defense) he is adjacent to.

Couple questions:

- 1) Is this unlimited per GT?
- 2) Is this limited only to adjacent hexes and not applicable to the hex Wood is in?
- 3) Is this limited to GA's involving Units in his own Division (4th Armored) or also applicable to any Formation Units adjacent?

JY Dec 1, 2021: <https://boardgamegeek.com/thread/2768286/leaders-john-wood>

1. per combat phase.
2. in or adjacent.
3. Only his division.

Q: Does the modifier of +1 (E: Other Conditions) for Observing unit on a vantage point apply to AP missions when resolved on the FSM Table for missions that go SNAFU and land on friendly troops?

Additionally, is it negated (note 3) if the friendly unit is also on a vantage point?

JY: <https://boardgamegeek.com/thread/1312766/goss-and-aw-questions>

Yes. No.

Q: Does the movement halt generated by an ET-2 FW apply during the advance after combat portion of GA?

JY: <https://boardgamegeek.com/thread/1312766/goss-and-aw-questions>

After the first hex, yes.

Atlantic Wall Specific

Q: AW breach attempts Ranger is 0-3 no drms, does that include CDO?

DJ: Facebook post

CDO units make breach attempts like Eng, except a CDO unit may make only one attempt.

Q: Utah Beach, do the unused subsectors (planned or actual) have to be cleared for beach to be cleared?

DJ: Facebook post

You are only required to clear the actual beaches. If all German units and obstacles (actual beaches) have been removed or eliminated the beach is clear. Just remove the remaining obstacles.

Q: Do Airborne artillery land in or out of battery?

JY: <https://boardgamegeek.com/thread/3716063/do-airborne-artillery-land-in-or-out-of-battery>

they land OoB. They can't switch to in battery until the start of the normal June 6 am GT

Q: 40.2.4 There are units arriving at Sword on June 14. However the rules say no units can land after June 10. Which is correct?

DJ: <https://talk.consimworld.com/WebX?14@@.ee6bdaa/3706>

Those two units are an exception. I will make a note of that in the lists.

Q: Does German Artillery need to be activated to perform a FS Mission?

Paul MacGillivray: <https://boardgamegeek.com/thread/3716064/does-german-artillery-need-to-be-activated-to-perf>

German Art units can be used to barrage, both offensively and defensively when inactive. That includes any StP and WN with artillery.

<https://talk.consimworld.com/WebX?14@@.ee6bdaa/3400>: Artillery can conduct FSM if not activated. Activation allows them to move. Any unit adjacent to an Allied unit is also activated. Something that should be fully clarified, just never came up before.

Q: How are the Canals on the AW maps treated for movement purposes (example B4612)?

DJ: <https://talk.consimworld.com/WebX?14@@.ee6bdaa/4251>

The Orne Canal and river present a unique situation. Both are considered a single major river in hexes; 5314 thru 5316, and 5217. They are also considered a single major river along the hexside between 5117 and 5218. In all other hexes and hexsides they are considered two separate rivers with the canal treated as a minor river. In hexes where the river and canal do not follow the exact hexside, units are on the side where most of, the hex is located.

Example: Hex 5019 is between the canal and river, units moving from 4918 and 5018 would be crossing the canal, and those moving from 5119 would be crossing the river.

Q: AW 38.5.1 states all Allied Mech movement allowances are halved on June 6

AW 42.11.7c describes the movement costs for units landing at the beaches summarize as follows:

First wave - 2/3 MA (Mech only one half) Second Wave - one half MA Third Wave 1/3 MA

We have assumed that these two states are cumulative - that is mech units landing in the first wave would have a net 1/4 MA (half due to traffic jams and then half due to first wave)

Are we doing this right?

DJ: <https://talk.consimworld.com/WebX?14@@.ee6bdaa/4904>

Yes you are correct.

Q: Re: 42/11.3 Amphibious Movement Restrictions

DJ: <https://talk.consimworld.com/WebX?14@@.ee6bdaa/3866>

42.11.3 bullet 5 is modified to clarify. There is no restriction if the unit starts its move adjacent to (in the same sub-sector). Of course if he entered another sub-sector adjacent to another German unit he would have to stop in that box.

1. A unit that enters a Shingle or Pavilion Box must halt its movement as soon as it moves adjacent to an enemy unit in the same sub-sector. This applies even if there are Allied units in the same box as the German units.

Q: Re: 42.7.1 Required DD Tank Use

DJ: <https://talk.consimworld.com/WebX?14@@.ee6bdaa/3856>

42.7.1 Required DD Tank Use

On all beaches except Omaha, at least one DD tank unit (i.e., one counter) on each beach (one each on Sword, Juno, Gold, and Utah) must be selected to swim ashore. On Omaha Beach, all amphibious units of the 741st Tank Btn (Easy Red 1 and Easy Red 2) must swim ashore. The remainder of the DD units on Omaha may attempt to swim ashore or land normally; the choice is left to the Allied player.

Q: Re: Embarked units

DJ: <https://talk.consimworld.com/WebX?14@@.ee6bdaa/3141>

Units that arrive on the map are considered in GenS and fully fueled on the GD they arrive. Until the first AM GT that a formation HQ is on the map, you do not count the formation for corps ADV purposes. Units that arrive prior to HQ arrival, can be attached to other formations or create a separate independent BG.

Q: Re: AW

DJ: <https://talk.consimworld.com/WebX?14@@.ee6bdaa/3129>

Oh and one more thing, the stockpile limits are only in affect at the beginning of the Logistics and Transport Phase. So what that means is you have as many AmP or fuel in Stockpile as you want at the end of the Logistics Phase, but at the beginning of the next Logistics Phase, if you are over the limit (corps in AW can have 4 of each), you must eliminate those points over the limit.

Q: What are some examples of a River and a Major River on the AW maps? They are nearly indistinguishable.

JY: <https://boardgamegeek.com/thread/1312766/goss-and-aw-questions>

The Dives is a River up until the blue line across the hex around 8 hexes from the coast. Plus there is a fill for Maj Rivers.

njharman: "I-beam" major river markers; C5822/C5922 for Dives, C4722/C4822 for Orne, B4807/B4808 for Douve, and one hexside next to estuary for the Vire River.

Q: Re: Supported Formations

New question on German formation support. During GD June 6 and 7, all Germans units are in supply. Do the Germans have to assign units to higher formations to avoid multi-formation penalties? Or is the 8th when they have to do that due to the logistics's rules?

On Paratroop divisions, can they call on artillery support from the landed ID's per the rules (June 6-9) or are are they a separate formation which cannot?

Thanks, Bob

DJ: <https://talk.consimworld.com/WebX?14@@.ee6bdaa/3721>

Yes you do have to assign them. While they are in GenS supply. The command rules are still in affect.

Yes they can call in additional support. Historically they did get support from naval, air and corps artillery.

Q: 1) A CDO/Ranger unit which uses its 3rd (last) MP to leave the Exit Box have 0 MPs left to move onto the main map. Where are it placed? How many MPs does it have during the upcoming GT, i.e. the 6 June AM?

DJ: <https://talk.consimworld.com/WebX?14@@.ee6bdaa/4958>

The unit would have to convert to a standard unit prior to exiting the beach display. You would have to have enough invasion steps in the exit box for the unit to convert to standard unit of at least one step. In this case the unit would move onto the battlefield map and be placed in the connecting beach landing hex and halt its movement. During the Regular Movement Phase it would have 1/2 of its MA available for movement. All other rules for consolidation and movement from the exit row apply.

2) A CDO/Ranger unit which used its 2nd MP to leave the Exit Box have 1 MPs left to move onto the main map. Where are it placed? How many MPs does it have during the upcoming GT, i.e. the 6 June AM?

DJ: The same as above except it would be able to expend 1 MP after entering the beach hex (i.e., it could expend that one MP to move). It would still be able to move up to one-half of its normal MP during the regular movement phase. Since it is already ashore it would move prior to landing any other units.

3) A CDO/Ranger unit uses its 1st MP to leave the Exit Box have 2 MPs left to move onto the main map. Where are it placed? How many MPs does it have during the upcoming GT, i.e. the 6 June AM?

DJ: again the same as above except that after being placed in the beach landing hex, it would have to 2 MP to expend.and still move one-half its MP during the regular movement phase.

4) Does CDO/Ranger units count against the maximum number of steps that are allowed to leave the Beach Subareas?

DJ: No they would not count against the max number of steps. The one issue that isn't covered is that by moving them off the beach display in the above manner, you may end up with invasion steps that are

unable to consolidate into regular units (because the regular Bns have already entered the map and there none left to consolidate). Those steps would have to wait until the 7 June AM GT, at which time they could automatically be absorbed into any regular CDO/Ranger Bns. that could trace GenS to a landing beach hex on the map. (this was not covered in the rules).

Q: Is 19.5.0 Precipitation checked on Historical Weather GDs, June 6 and 7th?

njharman: No, per charts

From old rules, before 2016 AW Game Specific rules rewrite

njharman: I've not looked over this to see what is parts of these are still applicable.

<https://boardgamegeek.com/thread/1425179/exclusive-rules-errata-possible-errata-and-questio>

Q: 20.7.0 (Anti-aircraft) says that the GOSS AA rules are ignored, but 4.5.2 gives the flak capabilities for some AW units. Am I overlooking a replacement AA rule? JY: No. use those GOSS AA rules where applicable to AW. Also, heavy Flak units should have an AA factor equal to 2 pts per step and have a range of two hexes, reduce the strength to 1 at 2 hex range. HQs also have 1 pt of flak with a range of one hex.

Q: 4.5.5b (StP Artillery) does not specify the orientation of the counters with the fire arcs. (Orient them to be read from the south side of the map?) JY: The top of the counter should be aligned with hex numbers.

Q: 15.8.3 (Beachhead Supply) - Two references to 15.8.2 should be to 15.8.4 instead. JY: Correct.

Q: 16.2.1a (Embarked Unit Modifiers) - In the example, "1d10" should be "2d10".

Q: 16.4.4c (Allied Fuel Requirements) - How much fuel is required for other Allied division types? (Parachute, French/CW armored, etc.) JY: Parachute divisions 1 fuel pt for normal, half for low. All other Allied divisions require 2 Fps for Full, 1 for Low, Except the 2nd and 3rd US Arm Divs require and 3 for full and 2 for Low (one of the reasons these units did not operate as full divs until July 24).

Q: 20.1.1d (Allied Air Effort) - In the first bullet, is "Map C" correct for the increase of US AP after clearing St. Lô ? JY: Yes.

Q: 20.3.1 (GI Mission, AP Assignment) has some waffling between "Battlefield Maps" and "Strategic Maps". (Presumably it's talking about both.) JY: It's talking about both.

Q: Speaking of which, if using the German simplified reinforcement system, should some Allied APs be deducted to account for missions on the Strategic Map? JY: No it's built in.

Q: 20.6.0 (Air Supply Missions) says Allies get six ASP/day starting June 10, but 39.2.0 (Airpower) says none before June 12. JY: None before June 12 - the date the Airborne divs went off of airhead supply. The way it should work is that for each airborne div using its airhead for GS, two ASP should be deducted. These divs on airhead supply do not count against the Corps ADV until they come off of such supply.

Q: 38.8.0, first bullet - Pointe du Hoc is on map B (not C).

Q: 41.4.1a (FoW Regroup Procedure) has a typo in the DRM specification (RTF only; the printed rules show it to be -1).

Q: 41.5.2 (Mereville Battery Mission) - Is the +2 only for attacks on the battery? JY: Yes.

Q: Merv co shown as Z-step on setup chart, but not on counter. JY: Use the Merv counter as is.

Q: German 711 XX artillery is 1799 in June 6 setup, 1711 on counter. JY: 1711 is correct

Q: I don't see counters for Eberbach and Horrocks. *JY: No counters, their presence is built in to their HQs.

Q: 15.9.1 (German Army HQs) - Should the second bullet be taken to state that the Panzer Group HQ unconditionally arrives/activates on June 30? I'm not finding it in the Master Reinforcement List. JY: Yes.

Q: 38.1.1 (Splitting the June 6 Scenario) - What are the "F and G German reinforcements"? (Are those map numbers from an earlier edition?) JY: F is the strip on the eastern end. G I don't know right now.

Q: 21Pz StGs - The campaign Master Reinforcement List activates all four cos in Lisieux on June 7, but one of the starts on Map C. (I don't see any mention of the ones at Lisieux for the June 6 scenario reinforcements.) JY: One is on the map, the other 3 start at Liseux.

Q: 21Pz Aufkl - If these fail their June 6 AM activation roll (for the June 6 scenario, 38.14.1), should they come in on the PM turn (when they would activate under the campaign order of appearance)? JY: Come in auto on PM turn.

FWIW, the previous two items make me wonder if some 21Pz reinf/activations were left out of the June 6 scenario reinforcement list.

Q: In general, if a unit fails its activation die roll, does it remain inactivated unless/until mentioned again? (modulo any errata) JY: If a unit fails, you roll again next GT (not GDay). If attacked or adj to enemy unit, it is auto activated.

—— Douglas Johnson - Jul 23, 2016 8:53 am (2632 Total: 4112) <https://talk.consimworld.com/WebX?14@@.ee6bdaa/3053>

Artillery, unless ammo depleted defend with their defensive strength (13.6.1c). However if stacked with any other unit and not ammo depleted, 13.6.1b applies.

If the artillery's superior HQ (either formation or corps) ADV is zero all units subordinate to that HQ receive a unfavorable column shift if defending against GA. Attacking units do not receive the unfavorable column shift because to have been marked attacked designated the HQ must have expended AmP thus supplying a few units enabling them to attack (15.4.2c).

If an artillery unit that is subordinate to a HQ that has an ADV of zero conducts a FS mission it is automatically ammo depleted but still fires full strength until it conducts a FS mission thus depleting it. Since the artillery has an ADV of zero it cannot replenish without the expenditure of AmP (15.4.2c)

13.6.1b Defending Units

Halve a unit's current combat strength when a:

- Artillery unit is stacked with any other unit, including another artillery unit (the second artillery unit).

15.4.2c Not Supported Effects

Corps or formation HQs that have GenS traced to them, but which are not supported (15.3.0), are unable to operate at full operational capacity. Units subordinate to an unsupported corps or formation HQ are affected as follows:

- Subordinate artillery units have an ADV of zero.
- Subordinate units may not be attack designated unless AmP are expended from the army stockpile. Each AmP expended allows the unsupported HQ to attack designate one unit or stack PA or two units or stacks to be designated with a tactical assault marker.
- Unsupported defending units receive unfavorable column shifts.
- Ammo Depleted artillery cannot replenish by DR; AmP must be expended.

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Douglas Johnson - Jul 25, 2016 6:23 pm (2653 Total: 4112) Re: G.I. Value Track

Okay obviously there is some confusion here (caused by how I organized the different values when using the logistical system and when not. so, take a look at the new cases below and see if this doesn't clear up the confusion. In the update, the only other place that Truck, ADV and fuel info will be listed is in the scenarios. If playing a campaign game, you will be referred back to these sections.

16.2.0 Allied Logistic Procedures

When playing any campaign game using the full logistic rules (with or without the Strategic Map) use the following values.

16.2.1 Truck Points

- June 6: 0 TP. Allied divisions cannot utilize their inherent truck point (7.8.5), however Allied Engineer and AT units retain their self-motorization capability (7.9.3 & 7.9.4).
- June 7 until an army HQ is activated: 1TP is assigned to each beachhead/corps HQ for motorization only. Divisions cannot utilize their inherent truck point (7.8.5). Engineer and AT units retain their self-motorization capability (7.9.3 & 7.9.4).
- From the first GD an AG has an activate an army HQ until that AG has an activate depot, each army HQ has 3 TP. TP may only be used to motorize units. TPs assigned to corps HQs are no longer available. Divisions can utilize their inherent truck point. Engineer and AT units retain their self-motorization capability (7.9.3 & 7.9.4).
- Once an AG has an active depot, that army HQ has 10 TP.
- The first GD that an army group has two army HQs with active depots, the army group has 20 TP for use. These TP may be divided between each army as desired. However, each army must have at least one TP assigned to deliver fuel, and for each supported corps assigned to that army there must be at least one TP assigned to deliver ammunition.

16.2.2 ADV

- June 6: Each Beachhead/corps has an ADV of 5. Do not make any adjustments to this value.
- June 7 until an army HQ is activated: Each Beachhead/corps has an ADV of 2. This value may be adjusted by the amphibious logistic procedures and the creating and/or expending AmP.

Exception: The British 6th AB Div, US 82nd and 101st AB Div each have an ADV of 2 until the June 10 AM GT.

- From the first GD an AG has an activate an army HQ until that AG has an activate depot: Each army has an ADV of 3. This value may be adjusted by the amphibious logistic procedures and the creating and/or expending AmP.
- Beginning the GD that an AG has an active depot, all armies subordinate to that AG have an ADV of 4. This value may be adjusted by the standard GOSS logistic procedures (15.0 & 16.0).

16.2.3 Fuel

- June 6: All units are considered to be in a “normal” fuel status. Each army group begins June 6 with one fuel point.
- June 7 until an AG has an active depot: Distribute the total number of FP obtained using the amphibious logistical procedures within the AG.
- Beginning the GD that an army HQ with an active depot, all armies belonging to that army group determine FPs by using the standard GOSS logistic procedures (16.0).

16.2.4 Stockpiles

- Beachheads/corps HQ may stockpile up to 4 AmP and 4 FP.
- When an AG has an activated army HQ, the army may stockpile up to 10 AmP and 10 FP. AmP and FP are no longer stockpiled at the corps level. Any stockpiles at the corps level are transferred to their superior army HQ.
- Each army HQ with at least one active depot may stockpile up to 20 AmP and 20 FP.

16.3.0 Allied Non-Logistic Procedures

When playing any campaign game NOT using the full logistic rules (with or without the Strategic Map) use the following values.

16.3.1 Truck Points

TP are only used to motorize leg units.

- June 6: 0 TP. Allied divisions cannot utilize their inherent truck point (7.8.5), however Allied Engineer and AT units retain their self-motorization capability (7.9.3 & 7.9.4).
- June 7 until an AG has an active depot: 1TP is assigned to each beachhead/corps HQ. Divisions can utilize their inherent truck point. Engineer and AT units retain their self-motorization capability (7.9.3 & 7.9.4).
- Each army HQ with an active depot: 3. Divisions can utilize their inherent truck point. Engineer and AT units retain their self-motorization capability (7.9.3 & 7.9.4).

16.3.2 ADV

- June 6: Each Beachhead/corps has an ADV of 5. Do not make any adjustments to this value.
- June 7 GD: Each Beachhead/corps has an ADV of 3. This value may be adjusted by creating and/or expending AmP.

Exception: The British 6th AB Div, US 82nd and 101st AB Div each have an ADV of 2 until the June 10 AM GT.

- Beginning the first GD that an AG has an activate army HQ, that army has an ADV of 4. This value may be adjusted by creating and/or expending AmP.
- Beginning the first GD that an AG has an activate depot, each army HQ assigned to that AG has an ADV of 5. This value may be adjusted by creating and/or expending AmP.

16.3.3 Fuel

Allied Mech unit printed MA is reduced as follows:

- June 6: No modifications, except on the GT the Mech units land.
- June 7 AM to June 11 AM GT: -4.
- June 12 AM to July 2 AM GT: -2.
- July 3 AM GT to end of scenario: all Mech units have their full printed MA.

Note: Reduce unit MA for ground conditions, GenS status and Exploit movement after reducing for the above.

16.3.4 Stockpiles

AmP are stockpiled in accordance with AW 16.2.4. Fuel Points are not used.

16.4.0 German Logistic Procedures

When playing any campaign game using the full logistic rules (with or without the Strategic Map) use the following values.

16.4.1 Truck Points

- June 6 and June 7: 3. Available for unit motorization only.
- June 8 through July 31: 6
- Aug 1 to end: 5

When PG West is activated, TP may be divided between 7th Army and PG West in any manner the German player wishes. Each army must have a minimum of 1 TP assigned.

16.4.2 ADV

Each active German army has an ADV of:

- June 6: 7. There are no adjustments made to this value.
- June 7: 5. There are no adjustments made to this value.
- June 8 to June 11: 4. Begin using logistic rules outlined in 15.0 and 16.0
- June 12 to June 30: 3
- July 1 to July 31: 4
- August 1 to end: 2

Beginning on the June 12 and ending on July 31, the German side receives one AmP each GD. If the weather in the Eastern Sector is Storm condition, the German side receives two AmP.

- If using the Strategic Map use AW 20.4.3 for DRMs when Allied HB are assigned to Carpet Bombing.
- If not using the Strategic Map, the GD that HB conduct a Carpet Bombing mission, add one AmP to the German Stockpile in one army.

16.4.3 Fuel

- June 6 and June 7: All formations have normal fuel.
- June 8: Begin using the standard GOSS logistic rules with the additions listed below.
- One FP when the atmospheric condition in the eastern sector is clear or POvr.
- Two FP when the atmospheric condition in the eastern sector is Ovr or storm.
- If using the Strategic Map, One FP for use on the Strategic Map only (AW 27.3.2a).

16.4.4 Stockpiles

Each army HQ may stockpile up to 20 AmP and 20 FP.

16.5.0 German Non-Logistic Procedures

When playing any campaign game NOT using the full logistic rules (with or without the Strategic Map) use the following values.

16.5.1 Truck Points

Each German army has the following TP. TP may be used for unit motorization only.

- June 6 and June 7: 3
- June 8 through July 31: 2
- Aug 1 to end: 1
- When PG West is activated, TP may be divided between 7th Army and PG West in any manner the German player wishes.

16.5.2 ADV

German ADV is set as listed below. ADV is adjusted for support (15.4.0) and the creation or use of AmP.

- Use 16.3.2a to determine ADV. Skip Step 4 (use of logistic chart to add or subtract AmP).
- June 6: 7
- June 7 through June 11: 5
- June 12 through June 30: 4
- July 1 through July 31: 5
- August 1 to end: 3
- Beginning on June 7, if, on a AM GT, the atmospheric condition in the eastern sector of the map is overcast with rain or storm, increase the German ADV by one.

16.5.3 Fuel

The following movement restrictions are in effect for both the friendly Movement and Exploitation Phases.

- Beginning on the June 9 AM GT the German side must secretly designate one GT as a "low fuel" GT. On that GT, all German Mech units subtract two from their printed MA.
- During the remaining two GTs of that GD all Mech units may only move up to one-half their printed MA and may only move one hex while in PA mode.
- Each GD the German side may select a number of formations or BG to operate with their full MA.
- Until the July 3 AM GT, one division formation or four Independent BG may operate with their full MA.
- Beginning the July 4 AM GT, two division formations or eight independent BG may operate with their full MA.

Note: Reduce unit MA for ground conditions, GenS status and Exploit movement after reducing for the above.

16.5.4 Stockpiles

Each army HQ may stockpile up to 20 AmP. Fuel points are not used.