



German Available Pile

German Starting Hand



Düren

Each in its own Westwall space

### German Set Up Second

(Note that the cards shown as the German Starting Hand and units on the German OOB mat are those historically used. However, the German Player may freely arrange his corps units and choose his seven starting cards; see 4.0).



**BATTLE MANNERS**

**SUPPLY SUMMARY**

**WEATHER CONDITIONS CARD**

**CONTROL MARKERS**

**SEQUENCE OF PLAY**

**PERMANENTLY REMOVED CORPS UNITS**

**TURN RECORD TRACK**

**TERRAIN EFFECTS CHART**

**COMBAT RESULTS**

**BATTLE SEQUENCE**

**OTHER RECONSTITUTED CORPS**

Allied Available Pile

Allied Starting Hand



Aachen

Brussels

Eisenborn

St. Vith

Clerveaux

or

Diekirch



### Allies Set Up First

(Note that the cards shown as the Allied Starting Hand are those historically used. However, the Allied Player may freely choose his four starting cards.)

Rotate these three corps units to signify that they are unavailable for transfer until Patton's 3rd Army arrives as Reinforcement.



REPLACEMENT POOL

ORDER OF BATTLE (OOB) MAT