

TIGERS IN THE SNOW™

GERMAN UNITS

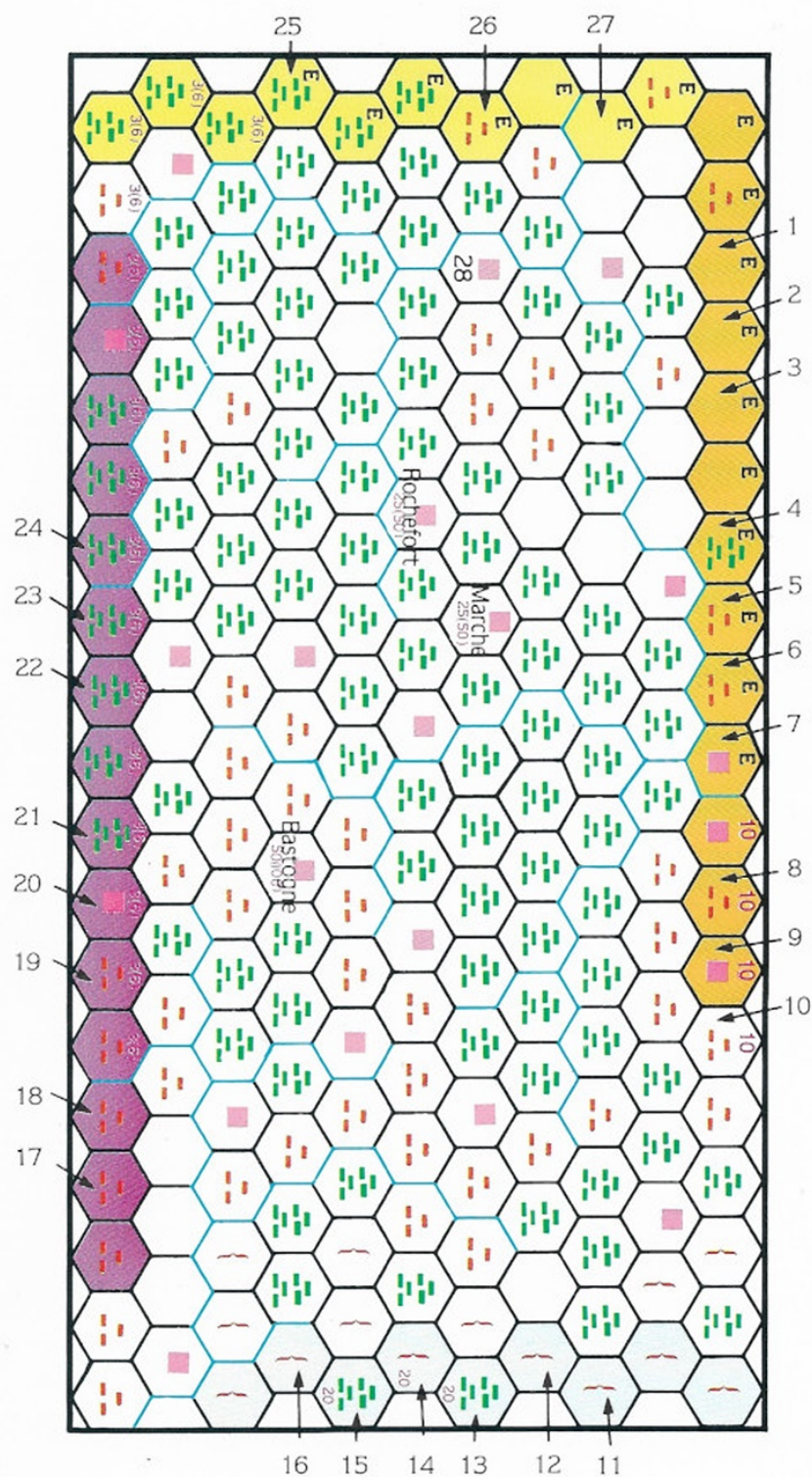
Name	Combat Points	Date of Entry/ Entry Hex
277th VG DIV	55	At Start
272nd VG DIV	50	"
326th VG DIV	50	"
12th VG DIV	55	"
560th VG DIV	50	"
18th VG DIV	35	"
62nd VG DIV	50	"
26th VG DIV	65	"
352th VG DIV	65	"
276th VG DIV	55	"
212th VG DIV	65	"
3rd FJ DIV	70	"
5th FJ DIV	70	"
116th PZ DIV	100	"
2nd PZ DIV	100	"
LEHR PZ DIV	100	"
1st SS PZ DIV	115	"
12th SS PZ DIV	115	16th/13
3rd PZGR DIV	75	16th/12
150th PZ BRIG	45	16th/11
9th SS PZ DIV	115	18th/14
2nd SS PZ DIV	115	18th/13
FBE PZ BRIG	50	18th/12
79th VG DIV	60	22nd/16
15th PZGR DIV	75	22nd/14
9th PZ DIV	100	22nd/15
FGR PZ BRIG	45	22nd/13
167th VG DIV	55	24th/15

ABBREVIATIONS

INF — Infantry	VG — Volksgrenadier (infantry)
ARM — Armor (Mechanized)	FGR — Fuehrer Grenadier
AIRB — Airborne	FBE — Fuehrer Begleit
CALV — Armored Calvary (mechanized)	REG — Regiment
FJ — Fallschirmjager	DIV — Division
PZ — Panzer (armor) (mechanized)	BRIG — Brigade
PZGR — Panzer Grenadier (armored infantry) (mechanized)	BATT — Battalion
	XXX / 28 — XXX regiment of 28th division
	CCA — Combat Command A
	CCB — Combat Command B
	CCR — Combat Command R

ALLIED UNITS

Name	Combat Points	Date of Entry/ Entry Hex
2nd INF DIV	80	At Start
99th INF DIV	75	"
4th INF DIV	75	"
106th INF DIV	55	"
112/28 INF REG	20	"
110/28 INF REG	20	"
109/28 INF REG	30	"
9th INF DIV	75	"
CCA/9 ARM REG	45	"
CCB/9 ARM REG	35	"
CCR/9 ARM REG	35	"
14th CALV REG	30	"
CCA/10 ARM REG	40	16th/16
CCB/10 ARM REG	40	16th/20
CCR/10 ARM REG	40	16th/17
CCA/7 ARM REG	40	16th/10
CCB/7 ARM REG	40	16th/9
CCR/7 ARM REG	40	16th/8
82nd AIRB DIV	70	16th/28
101st AIRB DIV	70	16th/24
1st INF DIV	75	17th/10
30th INF DIV	70	19th/8
3rd ARM DIV	100	20th/6
4th ARM DIV	100	20th/21
43rd INF DIV British	65	20th/7
29th ARM BRIG British	45	21st/26
80th INF DIV	70	21st/20
5th INF DIV	70	21st/19
84th INF DIV	70	21st/5
26th INF DIV	55	21st/22
2nd ARM DIV	100	22nd/2
GDS ARM DIV British	100	22nd/1
53rd INF DIV British	65	22nd/27
33rd ARM BRIG British	35	22nd/3
75th INF DIV	70	23rd/25
51st INF DIV British	65	24th/4
35th INF DIV	70	25th/23
83rd INF DIV	70	25th/6



ALTERNATE REINFORCEMENT POSITIONS

If a unit's entry hex is occupied, the unit will attempt to enter on a hex located in the alternate entry hex for the appropriate map edge. The exact hex selected will be either the most northern or most western hex unoccupied.

TERRAIN EFFECTS CHART

Symbol	Name	Movement Cost	Combat Modifier: ATT./DEF.
	Forest	6	1/2
	Rough	4	1/1.5
	Clear	2	1/1
	Westwall	4	German 2/2.75 Allied 1/1
	River		.5/1 (to attack across) (to move across) (to move across)
	Town	3	1/2.25

ALTERNATE REINFORCEMENT HEXES

	North Edge Reinforcements		West Edge Reinforcements
	South Edge Reinforcements		German Reinforcements

NUMERICAL CODE

1-28 Entry Hex	3(6) Victory Points - Human (Computer)
E Exit Hex	

LOCAL SUPPLY STATES AND EFFECTS

Supply State	Defense Modifier	Attack Modifier
isolated	.5	not allowed
limited	.75	.75
supplied	1	1

ZOC MOVEMENT COSTS AND RESTRICTIONS

COSTS

- 4 MP — to move into an enemy ZOC
- 8 MP — to move from one enemy ZOC directly into another enemy ZOC

RESTRICTIONS

Allied Infantry — may only move into a ZOC if it doesn't begin its turn in a ZOC, providing it has enough MP. EXCEPTION: Movement from ZOC to ZOC is permitted in directions 1, 2, and 6.

German Infantry and Allied Mechanized — may move from one ZOC to another if they have the MP to do it. Movement ends.

German Mechanized — may move through ZOC to the limit of their MP.



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