

## Front Commander

### Playing the Soviets in Enemy At The Gates

by Al Smith

EatG is the grandest expression of the OCS system yet published. The good news is that, because there is no surefire, foolproof single way to win the game, it can provide hours of enjoyment and suspense.

The bad news is that there are many, many ways to lose the game.

The fastest way for the Soviets to lose is to operate without a plan. The map is huge. The distances to be covered and victory points to be gathered are immense. Cities are hard to take, hard to supply, and likely to be defended by formidable Axis units. Finally, there's never enough supply available to do everything that should be done.

It's vital, therefore, to have a strategic plan in mind. Strategic is the key word. Don't waste time planning to move individual units to such-and-such hex by game turn so-and-so. The game system is so chock full of opportunities for things to go haywire that such minute planning is useless. Instead, determine in what strategic direction you want your forces to move and which strategic objectives you want to accomplish. The tactical methods and outcomes will resolve themselves as individual battles are fought.

Before you can develop a strategic plan, however, you will need to understand the capabilities of both the Red Army and the Wehrmacht. There are major differences between the two, and unless you understand these differences, you will end up blunting the effectiveness of those wonderful mechanized formations and will likely lose the game. A little history goes a long way in understanding how the two armies work in the game.

### The Interwar Years

Two visionaries were the fathers of armored warfare theory between the wars. In Germany, Heinz Guderian developed the concepts that would govern the use of the Panzerwaffe in World War Two. His Soviet counterpart was M. Tukhachevsky, who authored the doctrine of "Deep Battle."

Originally, German and Soviet doctrines shared many similarities. Both envisioned the use of large armored forces, used primarily in the breakthrough role, penetrating enemy lines. Both emphasized massing mechanized combined arms units, in order to sustain offensive momentum and to allow these groups to operate independently in enemy rear areas. Finally, both theories shared a common purpose that separated them from the "Strategy of Annihilation" that dominated First World War battlefields. The new theorists no longer sought to physically destroy the enemy. Instead, the focus was on unhinging the enemy psychologically and, thus, destroying his ability to resist. Speed, surprise, and maneuver were to replace brute force.

In the 1930s, Soviet theory underwent a drastic, and potentially disastrous, revision. Stalin's purges of the Red Army led to the death of Tukhachevsky and to the discrediting of his "Deep Battle" theories. The massive Soviet tank and mechanized divisions, at that time the largest and most integrated in

the world, were broken up into smaller brigades and independent regiments and were relegated to infantry support tasks. Stalin's cronies drew upon their Civil War experiences and reinstituted the cavalry as the dominant arm of Soviet maneuver warfare. It became politically incorrect, and potentially lethal, to advocate any military doctrine that deviated from these hidebound theories. Then, once again, events overtook the Red Army and led to yet another change in policy.

### Blitzkrieg

The Soviets were shocked by the success of the Wehrmacht in 1939-40. They were particularly appalled by the speed with which the French collapsed and by the awesome effectiveness of the Panzerwaffe. German skill at mechanized warfare stood in sharp contrast to the blundering of the Red Army against the

Finns in the Winter War. Immediate and frantic efforts were made to reconstitute and equip the tank and mechanized divisions that had been broken up only a few years before. These steps, it would turn out, proved to be too little too late.

On June 22, 1941 Hitler unleashed his battle-proven legions against the Red Army in Operation Barbarossa. For five months, the Germans ran wild. The So-

viet tank and mechanized forces were completely outclassed and virtually annihilated. There were several reasons for this.

First, the purges had gutted the leadership ranks of the Red Army. Most of the surviving Soviet divisional commanders were poorly trained, and inexperienced. They had not had time to master the skills necessary to lead large formations in the fluid conditions of mobile warfare. The purges had also stifled any inclination towards the individual initiative so vital to successful command of mechanized troops.

The tank and mechanized divisions were mostly under-equipped and undermanned. Fuel and ammunition stocks were quickly exhausted, and resupply capability was haphazard and subject to constant interdiction by the Luftwaffe. While superb new tanks like the T-34 and KV-1 were entering production, most of the divisions relied upon obsolete types that were easy prey to the panzers. The small quantity of available new models were dispersed in small numbers throughout the mechanized formations. Only a tiny portion of the tanks had radios. This prevented efficient operational communications and led to rigid and predictable tactics. These serious shortcomings allowed the Germans to crush Soviet mechanized forces whenever they were encountered. The air supremacy enjoyed by the Luftwaffe prevented retreating units from salvaging disabled vehicles and turned withdrawals into routs. As the Wehrmacht surged closer to Moscow, Stalin and his generals recognized that a drastic restructuring of the Red Army was imperative.

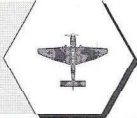
The relocation of Soviet industry to the Urals would delay the production of armored vehicles in the numbers needed to reverse the tide of battle. Furthermore, it would take time for unit commanders to learn the skills needed to lead larger formations. Therefore, the mechanized forces were again downsized into easier to manage and easier to equip brigades

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and regiments. As newer tank types became available, they were fed into independent battalions which could be attached to brigades as the tactical situation dictated.

Operational doctrine also began to change in order to more closely match reality. Unit commanders were instructed to concentrate tanks in the attack and to coordinate artillery, infantry and cavalry for mutual support. It took some time, however, before these lessons were absorbed. Throughout most of 1941, Soviet attacks were poorly executed. Inexperience, poor coordination of combined arms, and unimaginative tactics led to enormous losses. The fanatical bravery of the Soviet troops could not make up for these defects.

The German advance was finally stopped outside of Moscow. While winning nearly every tactical battle, the Wehrmacht had suffered huge losses and was unprepared for the severity of the Russian winter. Meanwhile, the STAVKA had assembled strategic reserves, including hard-bitten Siberian divisions, ready to be hurled at the Germans at the right moment.

## Moscow '41 - Berlin '45

The success of the Soviet counteroffensive in front of Moscow stabilized the strategic situation and bought time for the STAVKA both to build up forces and to analyze the lessons learned to date. These lessons, and the slow build up of tanks and artillery, led to doctrinal changes, and resulted in a radical departure from the German model of mechanized warfare.

No longer would tanks be used as the primary breakthrough tool in offensive operations. Instead, massive concentrations of infantry and artillery would be used to batter a hole in the enemy lines. Only after the line had been ripped open would the armored units be let loose to exploit into the German rear areas. The brigade structure of tank and mechanized forces was retained, but henceforth they would be grouped into corps, along with cavalry and infantry units, instead of being deployed individually. Even larger formations, Tank Armies and Shock Armies were also formed. The purpose of Shock Armies was to tear open a hole for the Tank Armies to dash through. Infantry Armies would widen the breach and provide follow-on support to the Tank Armies. The composition of army-level formations varied according to their intended missions.

Throughout late 1941 and early 1942, this new doctrine succeeded in effecting breakthroughs in a number of operations. Problems remained, however, and ultimately these operations failed to produce strategic victories. The tank and mechanized forces tended to become separated from each other and from their infantry support after exploiting breakthroughs. Shortages of trucks prevented prompt resupply of advanced armored units. Infantry and artillery relied on feet and hooves and could not keep pace with armored formations. Cavalry, while swifter, was too fragile a force to lend adequate support against German mechanized troops. Time after time, the superbly trained Germans were able to isolate the scattered Soviet armored units and defeat

them in detail. On the eve of the Soviet counterblow at Stalingrad, the STAVKA directed that combat mechanized corps were to operate more closely with each other, and to limit the pace of their advance so that closer contact with their supporting units could be maintained. This doctrine is reflected in **Enemy at the Gates** by Rule 3.5, The Stalin Order.

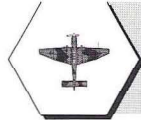
By 1944, Soviet doctrine and the composition of army-level formations had stabilized, and remained basically unchanged through the end of the war. Allied Lend-Lease truck shipments, combined with the rebirth of the Red Air Force and phenomenal domestic production, finally allowed the Red Army to engage in mobile operations with the strength needed to crush the Wehrmacht. The last strategic attack launched by the Panzerwaffe, at Kursk in 1943, proved once and for all that tanks could no longer effect breakthroughs against sufficiently prepared defenses. The fact that circumstances forced the Red Army to realize this, while Hitler never did, assured German defeat in the east, and ultimately in the war.

## Doctrine & Capabilities In EatG

**Enemy at the Gates** accurately reflects the different capabilities and operational methods used by the Red Army and the Wehrmacht at that stage in the war. German panzer and motorized divisions, particularly Waffen SS divisions, generally enjoy higher Action Ratings than Soviet Tank and Mechanized corps. Since the German sub-units tend to be either regiments or battalions, they have greater flexibility in stacking than does the Red Army. This makes them particularly formidable offensive weapons. There are few Soviet formations that can stand up to them on an individual basis. When operating in close cooperation with each other, German combat mechanized formations can break through almost any Soviet position. If used in terrain that doubles their attack strength, these units usually achieve Exploitation results. The addition of dedicated truck units within these formations allows the German player to sustain the momentum of his attack and confers an independence of action that the Soviets do not possess.

Thus German combat mechanized formations are well suited to lead breakthroughs, launch deep operations in the Soviet rear to disrupt supply, and to encircle and defeat exposed Red Army units. German infantry units, particularly





divisions, tend to be both more robust and faster than most of their Russian counterparts. They usually have higher Action Ratings and contain more steps than Soviet infantry. It is easier for them, therefore, to support combat mechanized units. Combined with the Hip Shoot capabilities of the Luftwaffe, the German player has a force structure fully capable of maximizing German operational doctrine.

At first glance, Red Army units in *EatG* appear to possess similar capabilities. This is an illusion. The reason relates specifically to overrun combat. The difference in Action Ratings between the average Red infantry division and the average German equivalent is likely to produce more advantageous surprise rolls for the Axis player when launching mechanized overruns. As a result, overrun combat in breakthrough operations is much more difficult and prone to failure for the Soviets. This disadvantage is magnified by the Stalin Order, which forces the Soviet player to concentrate his combat mechanized corps by the end of the initial Movement Phase. This very concentration makes them attractive targets for German barrage in the Reaction Phase. Furthermore, denied the ability to Hip Shoot, the Red Air Force is a less flexible tool to support offensive ground combat.

For the Soviet player to operate effectively, he needs to fight his army according to Soviet doctrine. By doing so, he not only maximizes the capabilities of his own units, but can also blunt the advantages in quality that the German enjoys. Remember: the Red Army is not the Wehrmacht. It has its own unique strengths and, if properly used, can achieve both tactical and strategic success. How then should the Soviet player conduct his operations?

## Soviet Operational Play

In *EatG* the Soviets will be engaging in four basic types of ground operations: Breakthrough Attacks, Mobile Warfare, Defense Against Counterattack and Siege Warfare. Let's look at each of these in turn.

## Breakthrough Attacks

Forces should be divided into two echelons for these operations. The first echelon is tasked with breaking open the enemy line, while the second echelon has the job of exploiting through these breaches.

A useful technique is to mass infantry near the selected breakthrough hexes. The infantry divisions involved should initially be deployed so that they can mass, during the Movement Phase, to attack the selected target hexes. Commit enough force to the attack that it can still be carried out even if you suffer losses or DG results during the Reaction Phase. Infantry divisions used in this role should be in Combat Mode. Position at least 75% of available artillery to support the breakthrough with barrage attacks during the Combat Phase. Successful barrages can offset many negative results arising from the

Reaction Phase and can enable the breakthrough to proceed. Add an independent combat mechanized sub-unit or two to the infantry force, to raise the Action Rating of critical attacking stacks.

When launching breakthrough assaults, try to obtain maximum force concentration in order to increase the possibility of obtaining Exploitation results. It is better to make a few overwhelming attacks than many weaker ones.

Avoid committing cavalry and combat mechanized formations the first echelon. Instead, position these units behind the assault wave and, if possible, out of artillery range of Axis units in Reserve Mode. These formations should all be in Reserve Mode, and will form the second echelon. The remaining 25% of the artillery units should be placed in Move Mode with a Reserve marker atop them. Avoid placing Rocket Artillery in Reserve Mode during breakthrough ops. They are, in most circumstances, too cumbersome to participate

in the mobile battles that a breakthrough will produce.

Second echelon combat mechanized and cavalry formations should be deployed in both Combat and Move Modes, with Reserve markers. The exact percentage of formations in each mode will depend upon the tactical situation at the time, but at least one entire formation should be kept in Move Mode. This will allow for overruns and encirclements during the Exploitation Phase. In formations containing motorized infantry units, keep the sub-units in Move Mode, regardless of the mode of the rest of the formation's units. With the exception of these motorized infantry units, keep the balance of the units of a single formation in the same mode.

During the initial barrage in the Combat Phase, draw supply from the dump farthest away from the front line. Dumps located closer will be used to support attacks in the Exploitation Phase. Barrage only those hexes critical to the success of the breakthrough attack units. Remember that barrage is very expensive and should be used only to support a higher operational purpose. Don't barrage just because you can; barrage only when you absolutely have to. Keep a few infantry divisions in the second echelon, in Movement Mode. These will be useful in both Exploitation Phase combat and to hold open supply lines to the combat mechanized and cavalry formations. They can also "garrison" artillery units moving forward after the breakthrough.

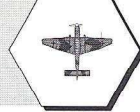
In the Exploitation Phase, once a breakthrough has been obtained, unleash the second echelon forces. Combat mechanized formations should now conduct overruns of enemy HQs, artillery and exposed sub-units. Try to position combat mechanized formations in such a way so that they can also launch ground attacks against critical hexes in the Exploitation Phase. Move cavalry formations to cut off and pocket enemy units in the breakthrough area. Move the artillery units of the second echelon to provide barrage support during the Exploitation Phase. When positioning these artillery units, try to put them in close terrain whenever possible and/or stack them with a ground unit.

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If air units are available, dedicate the majority of ground support attacks to barrage combat in the Exploitation Phase. This will reduce supply expenditure and will multiply the effectiveness of participating artillery units. An umbrella of fighters on station over the breakthrough area will provide some protection against the inevitable German response.

For the breakthrough battle to be a success, you must be able to hold open the "shoulders" of the penetration against counterattack. This will assure resupply and reinforcement of the forces that have broken through, and will enable you to begin the next type of major Soviet operation, Mobile Warfare.

## Mobile Warfare

A handy rule of thumb for the Soviets in mobile warfare is this: the farther away mechanized formations are from supporting infantry, the more vulnerable they are to German counterattacks.

There may be times when you have to "go for broke" to seize important geography. When this happens, set your hair on fire and go for it, flanks be damned! In most cases, however, success in mobile operations will depend on the careful coordination of mechanized and non-mechanized units working closely together to secure limited objectives.

Several techniques are useful when fighting mobile battles. The most important is concentration. Whenever possible, combine several mechanized formations in a single operation. Select targets that can be overwhelmed with the forces available. Even German panzer divisions are vulnerable if this is done correctly. Here's why. If stacked together, these formations can be surrounded. A tight encirclement will prevent retreat options and will cause additional step losses after favorable combat die rolls. Additionally, these stacks make attractive targets for barrages. Unless the German has forces nearby to support relief counterattacks, supplying surrounded formations is difficult. If the Soviet player has assembled sufficient force, even the mightiest panzer division can be ground into dust.

Tight encirclements of high-value German units should be a feature of Soviet mobile operations.

Availability of reserves is another prerequisite for the Soviet player. Always try to have at least one mechanized formation in Reserve mode near the battle. These can be used in two ways. They can move to blunt German moves in the Reaction Phase, and they can be "released" in the Exploitation Phase to disrupt the enemy and/or to administer the coup de grace to already battered enemy units.

Infantry support is also vital. There is an old adage that applies here: "Tanks can take ground, but only infantry can hold it." If the strategic purpose of the mobile operation is to capture geography, having infantry on hand is particularly important. In any terrain other than clear hexes, infantry can be difficult to dislodge and can anchor the flanks of your mechanized formations.

Finally, the Soviet player needs to think ahead and try to anticipate enemy reactions when fighting mobile battles. Ask yourself: Where are the German mechanized formations located? Can they intervene in this battle and, if so, from what directions? How will I block them? If I need to retreat, where can I safely pull back to? What can I do to disrupt the German plan? Can I DG his counterattack forces with air strikes? Can I overrun his HQs or supply dumps? How can I best support my own spearheads? This all means that you need to think operationally, and not just to focus on the individual tactical battle.

The application of these tactics depends on the proximity of additional friendly troops and supplies. It all comes down to the inescapable fact that the closer you are to the bulk of your army, the more likely you are to win mobile battles. Where and when you fight should be driven by your strategic plan. Battles are expensive. They cost fuel, attack supply and, usually, units. Fight them for a purpose. Maximize your strength and focus it against German weakness. Above all else, maneuver your forces so that they can help each other.

## Defense Against Counterattacks

No matter how well you do, the German is going to attack you many times throughout the game. The OCS system, the nature and strength of the Wehrmacht, and the very size of **Enemy at the Gates** make this inevitable. More bad news: some of these attacks are going to succeed. You can, however, influence whether these defeats are merely tactical setbacks or strategic disasters that cost you ultimate victory.

Historically, Soviet doctrine has been offensive in nature. Defensive operations were viewed as temporary transition periods between offensives. The goal of defense is to set the stage for massive and inevitable attack by the Red Army. Given the victory conditions in **EatG**, it is important that the Soviet player bear this doctrine in mind.

The Soviets have some advantages over the Axis when it comes to defensive combat. Foremost among these is the very size of the Red Army. If you have inflicted sufficient losses on the German early in the game, and have avoided unnecessary losses yourself, he is likely to be forever short of units. His primary mission, after all, is to prevent you from taking large segments of the map. This means that, wherever he attacks, he will still need to maintain defenses elsewhere. This will limit his ability to roll you back everywhere at once. This, in turn, will force him to focus his attacks upon targets of opportunity. It is up to you to reduce the number of these targets. There are several ways of doing this in practice.

Use geography to your advantage. Anchor your flanks in terrain that protects, such as river hexsides, villages, rough hexes etc. Position high-value units like HQs, supply dumps, and extenders in close hexes whenever possible. Provide alternative trace supply routes to front-line units.

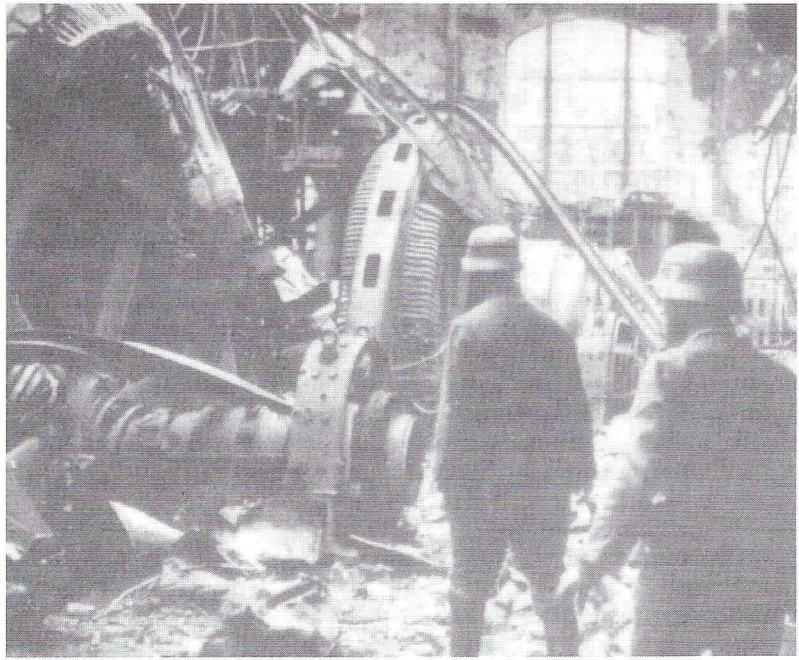
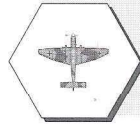
Identify enemy forces and anticipate attacks. Try to keep a clear mental picture of where German panzer and motorized

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divisions are located. They are likely to spearhead most attacks. If the enemy starts to move these closer to a part of your front, or begins to concentrate them in a particular area, chances are that something nasty is afoot. Begin thinking about how you will respond. There are only four general ways to respond. First, you can preempt the attack by launching your own against the enemy assembly. Second, you can divert the attack by unleashing your own offensive at a different part of the front. Third, you can reinforce the threatened sector with troops and supplies, and attempt to ride out his attack. Fourth, you can withdraw to a less vulnerable position. Finally, you can execute several of these options simultaneously. Which option you select will depend upon the overall strategic situation. How you execute these options should be related to Soviet doctrine. If you decide to stand and fight, here are some tips that may be useful.

**Fortify.** If time permits, hedgehogs can really contribute to holding critical hexes.

**Assemble reserves.** Any combat-capable unit in Reserve mode will be important. Reserve artillery can blunt attacks. Reserve cavalry can move to threatened flanks. Reserve infantry can move to a battered hex and reduce attack odds dramatically. Reserve mechanized units can boost defenders' Action Ratings and, perhaps, obtain defensive surprise. Without reserves, you are extremely vulnerable to enemy attack.

**Hide reserves.** Whenever possible place other units on top of units in Reserve mode. This will prevent the German from "popping" your reserves in preparation for his attack. Hide mechanized units underneath other units. The higher Action Ratings of your mechanized forces will come as a shock to the German and, again, may produce defensive surprise.

**Know when to quit.** Prepare yourself mentally for possible defeat by having a plan for withdrawal. Identify what hex losses and what casualty level will force you to pull back. Identify your escape route in advance. Identify your fallback position. It should be near enough to be reached by units in Movement Mode. If possible, prepare it in advance by stationing reserves there and by building hedgehogs. Fall back on your own strength. The direction and location of your fallback position should be chosen so that you get stronger as you retreat. Avoid unhinging other portions of your line when retreating. Not all retreating forces need pull back to the same area. Place some units on the flanks of your withdrawal. If the German advances too recklessly, or has insufficient supporting forces to sustain his attack, opportunity for slashing off and isolating his spearheads may develop. You will need to have strong forces poised on his flanks to exploit these opportunities.

Above all, remember that defensive operations are only temporary conditions and that, ultimately, you must resume the overall offensive as rapidly as possible. Finally, bear in mind that, while lost ground can be retaken, lost units are slow to reappear. You must preserve the bulk of the Red Army for the climactic battles that will determine victory or defeat in the last turns of the game.

## Siege Warfare

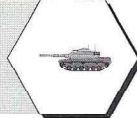
These operations consist of battles against fortified or built-up positions, usually after those positions have been encircled by Soviet forces. In conducting these operations, the Soviet player would be well advised to keep in mind the following.

**Practice economy of force.** Deploy only enough units to contain the encircled troops, provide sufficient units for selective attacks, and adhere to the **EatC** rules. Every unit tied down in siege operations, in excess of these requirements, hinders your success elsewhere and jeopardizes victory.

**Selection of forces used in siege operations is important.** Infantry divisions with low mobility are a natural for this type of battle. Rocket artillery is very useful in siege operations. It should be deployed in hexes that allow it the greatest potential coverage over the area of the pocket. At least one cavalry or mechanized corps should be kept in Combat mode, with a Reserve marker on top, near the siege. This formation can be used to respond to breakout attempts, relief attempts, or opportunities to follow up success during the Exploitation Phase. Small numbers of mechanized units should be deployed to raise the Action Ratings of attack forces in reduction operations. Do not, however, deploy too many mechanized units. They are useless when attacking into urban hexes, and can best assist the siege by fully occupying enemy attention elsewhere.

**Confine attacks to critical hexes.** Don't attack everywhere at once. This seldom produces instant victories, and it sucks up supply like mad. Instead, launch selective attacks against important targets only. Ideal target hexes are those which unhinge defense lines, deny reinforcements to the enemy (e.g. air bases), compress his perimeter and kill valuable units (like artillery, mechanized units, HQs). When attacking, do not overstack (i.e. more than 5 REs) in a single hex. Instead, launch ground attacks from several adjacent hexes. All attacks should be preceded by barrages of maximum intensity. Whenever possible, keep several artillery units in Reserve Mode. That will allow you to barrage particularly stubborn hexes twice in a single turn (once in Combat Phase and again in the Exploitation Phase). If air support is available, use it to maximum levels in siege operations. The goal of your attacks should not be to crush the entire pocket. This would be too expensive in most





## Stalingrad Pocket II: Historical Setup

cases. Rather, the goal is to reduce the pocket cheaply and at minimal cost to yourself. The trace supply attrition rules in *EatG* will eventually work their magic in making surrounded enemy units "go away." Your job is only to help them along.


Calculate your needs. Figure out what it will cost in supply points to launch one or two attacks, supported by barrages, in both the Combat Phase and the Exploitation Phase. This is the minimum supply level that you will consume each turn that the siege lasts. Then calculate the supply costs to fuel and fight your mechanized units for one full turn. That number is the minimum supply point level that you should always have available during a full game turn, in case the unexpected happens. (It will.) Position HQs in such a way that Pax & Eq reinforcements can be funneled to besieging troops to replace losses. You want, whenever possible, to rebuild damaged units instead of adding new ones to the siege.

As the pocket is reduced, promptly free up redundant units for operations elsewhere. This particularly applies to mechanized and cavalry units. In the end, siege doctrine can be summarized as follows:

- Isolate
- Barrage & attack selectively
- Unhinge & compress, and
- Do it all at minimal cost

### Conclusions

The Red Army is an extremely powerful tool if used properly. Correct use requires "the three Ps": a Plan, a Purpose and Patience. The component parts of the Red Army only achieve maximum effectiveness if they work together with the other parts. Your success or failure largely depends upon your ability and willingness to orchestrate their capabilities. Understanding Soviet doctrine is a necessary first step in accomplishing this.

Win or lose, the Soviet player will be awarded the Order of the HSU. Whether this stands for "Hero of the Soviet Union" or for "Historically Stupid Unfortunate" is up to you. Good luck! 

Use this information to set up Scenario 2, or use the appropriate portions to set up Scenario 1.

#### Set Up:

##### 1 Rum Corps

- 1 Rum Corps HQ 4.13
- 51 Cavalry Bn 4.13
- 8 Hvy Artillery Rgt 4.13
- 7 Infantry Div
  - 16 Infantry Rgt 2.14
  - 14 Infantry Rgt 2.14
  - 37 Infantry Rgt 1.14
  - Artillery Bde 1.14
- 11 Infantry Div
  - 2 Infantry Rgt 4.14
  - 3 Infantry Rgt 3.15
  - 19 Infantry Rgt 4.14
  - Artillery Bde 3.15

##### 2 Rum Corps

- 2 Rum Corps HQ 8.14
- 2 Hvy Artillery Rgt 8.15
- 52 Cavalry Bn 8.15
- 9 Infantry Div
  - 40 Infantry Rgt 6.15
  - 36 Infantry Rgt 7.15
  - 84 Infantry Rgt 5.15
  - Artillery Bde 6.15
- 14 Infantry Div
  - Infantry Group 9.16
  - Artillery Bde 9.16

##### 5 Rum Corps

- 5 Rum Corps HQ 12.19
- 5 Hvy Artillery Rgt 12.19
- 5 Infantry Div
  - 32 Infantry Rgt 8.19
  - 9 Infantry Rgt 10.20
  - 8 Infantry Rgt 8.18
  - Artillery Bde 8.19
- 6 Infantry Div
  - 27 Infantry Rgt 12.21
  - 15 Infantry Rgt 14.22
  - 10 Infantry Rgt 11.21
  - Artillery Bde 12.21
- 55 Cavalry Bn 9.20

##### 4 Rum Corps

- 4 Rum Corps HQ 18.21
- 4 Hvy Artillery Rgt 18.21
- 54 Cavalry Bn 15.23
- 13 Infantry Div
  - Infantry Group 17.22
  - Artillery Bde 17.22
- 15 Infantry Div
  - 12 Infantry Rgt 16.20
  - 25 Infantry Rgt 16.22

- 10 Infantry Rgt 16.20
- Artillery Bde 16.20

##### 1 Cav Division

- 1 Ros Cavalry Rgt 19.23
- 2 Ros Cavalry Rgt 19.24
- Carda Cavalry Rgt 19.23
- 1 Artillery Rgt 19.24

##### Army Troops

- 430 Rum Infantry Bn 18.22
- 7 Rum Cav Div
  - Ros 11 Cavalry Rgt 10.14
  - Cal 11 Cavalry Rgt 9.14
  - 5 Artillery Rgt 9.14
- KG Lepper PJ Bn 20.23
- KG Simons 15.16

##### Pz Reserve Heim

- 1 Rum Pz Div
  - Aufk Bn 15.18
  - 1 Pz Rgt 15.19
  - 3 Infantry Rgt 15.19
  - 4 Infantry Rgt 15.18
  - 1 Artillery Rgt 15.18
- 22 German Pz Div
  - 1-204 Pz Bn 15.13
  - 129 Infantry Rgt 16.12
  - 24 MC Motorcycle Bn 15.13
  - 140 Artillery Rgt 16.12
  - Aufk Bn 15.13

##### 14 Pz Div

- 2-36 Pz Bn 22.20
- 4 Artillery Rgt 22.20

##### 11 Corps

- 11 Corps HQ 24.25
- 51 Werfer Rgt 24.25
- 376 Infantry Div
  - 672 Infantry Rgt 20.24
  - 673 Infantry Rgt 21.26
  - 767 Infantry Rgt 22.26
  - 376 Artillery Rgt 21.26
- 44 Infantry Div
  - Aufk Bn 26.28
  - 131 Infantry Rgt 24.27
  - 132 Infantry Rgt 23.27
  - 134 Infantry Rgt 24.28
  - 96 Artillery Rgt 24.27
- 384 Infantry Div
  - 534 Infantry Rgt 28.29
  - 535 Infantry Rgt 31.29
  - 536 Infantry Rgt 29.29
  - 384 Artillery Rgt 29.29