Operational Combat Series:

Guderian's Blitzkrieg

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Game Contents:

•One Series Rulebook

One Game Rulebook

 Two 280-Counter Countersheets one German, one Soviet (Units with some markers)

•Two Identical 280-Counter

Countersheets filled with markers

 One 140-Counter Countersheet containing Air Units

•Two 22x34" Mapsheets (Map A, Map B)

One 11x17" Player Aid Sheet

•Two 8 1/2 x 11" Player Aid Sheets

•Two Identical Charts and Tables Booklets

One Game Box

•Two Dice

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The Gamers

Introduction

Guderian's Blitzkrieg is a game of the Fall, 1941 campaign to take the Soviet capital of Moscow. It features the advance of the right flank of Army Group Center consisting of 2nd Army, 4th Army, 2nd Panzer Group, and, for a time, 4th Panzer Group, from late September to late December, 1941.

Note: During this battle, OKW renamed the Panzer Groups as Panzer Armies. For the sake of simplicity, these rules refer to them as Panzer Groups throughout. [Besides, by the time they were renamed, they were even smaller than they were at start—so the "group" name is actually more appropriate.]

1.0 General Special Rules 1.1 Terrain, Map, and Counter Notes

Map Errata: The half-hex south of A12.01 should be woods. This problem can be avoided entirely by overlaying Map B above Map A (Map B's north edge is exactly right).

1.1a The 20 Sept 41 Frontline. This line exists on the maps in order to facilitate set up. In the Turn 1 set up, the Germans set up west of the line. The Soviets set up on or east of it.

1.1b Set Up Boundaries. In addition to the frontline, the lateral boundaries of some German Corps and Soviet Armies are given to assist set up. The unit designation printed on the map is inside the named unit's zone. Whenever two forces share a common boundary line, both may set up units on it. The set up lists a single hex number inside the set up zone. This was done to assist players in finding the zone quickly. The set up boundaries are for that purpose only; they do not restrict the use of troops in any way.

 1.1c The Terrain Key is printed along with numerous game specific charts and tables on the Player's Aid Sheets.

1.1d There are a few terrain features (swamp and village) which have an occasional tree included in their symbol. Do not confuse them with the much more dense forest hex features. There are some villages which are within forest hexes. The difference between these and other (non-forest) villages should be obvious. Also, in a number instances surround-

ing woods terrain joins forest hexes. Hexes containing both forest and woods are forest and forest alone.

1.1e Bridges on the map exist for aesthetic purposes. Units may use any road or railroad feature to cross rivers at no extra MP cost whether a printed bridge exists there or not.

1.2 Weather

In order to show the horrendous effects of weather on this portion of the campaign in the East, this game requires two levels of weather effects. The Weather Table determines the type of weather for a given game turn. The type of weather then determines both 'Conditions' and Aircraft Effects.

1.2a Conditions reflect the overall situation and are Normal, Rasputitsa, Deep Freeze and Deep Snow. Conditions affect movement and a number of other factors given below, and are recorded on the Condition Track. The Condition Track Marker is moved when called for by a given weather type, but may adjust to the right only. The marker begins the game (Game Turn 1) in the Normal box. When the weather type first becomes Heavy Rain move the Condition Track Marker to Rasputitsa. On the first turn of Deep Freeze, change the Condition Track Marker to Deep Freeze. On the first Heavy Rain after Deep Freeze, move the marker to Deep Snow, where it will remain for the rest of the game. The key point to remember is that this marker may only move to the right.

In addition to determining changes in Conditions and movement of the Condition Track Marker, each weather type also lists an Aircraft Effect as Clear, Overcast, and Soup. The Weather Table explains the effects of these.

1.2b Rasputitsa

Design Note: Rasputitsa is the season of mud, which occurs twice a year in Russia. The rich soil and poor drainage conspire to create a deep sticky goo which makes movement very difficult. Here in Illinois we have similar soil and similar drainage. Driving tactical vehicles through the stuff is a frustrating and slow procedure. The rules here are meant to give an overall feel for the Rasputitsa, since its effects were in no way uniform—some areas were deeply affected, others hardly at all. The fol-

lowing is an average designed to give the overall effect.

Once the weather is "Heavy Rain" and until it later becomes "Deep Freeze," the Rasputitsa is in effect. Note that after Deep Freeze, additional Heavy Rain results do not bring on another bout of Rasputitsa (thank goodness!), but instead start up Deep Snow (Oh No!). Rasputitsa has the following effects:

A. No ground unit, truck, or wagon may ever expend more than 5 MPs in a movement phase, regardless of its mode, supply level or printed movement allowance, including units in Strategic Move Mode. In effect, all ground units have a maximum movement allowance of 5 or their printed value (after modifiers) whichever is less. Units in Reserve Mode and units in No Supply have a movement allowance of half their printed value; compare this value to 5 to determine how far they may move—in other words, they do not have a maximum movement allowance of 2 1/2. The movement point cost of various terrain types does not change.

B. Reduce loading and unloading costs of trucks and wagons to 1 MP. (This is a reflection of the reduction of their MA to 5, not an indication of any extra efficiency.)

C. Rail movement remains unaffected.

D. There are no additional combat effects.

E. Halve supply draw and issue ranges. They are an exception to the 5 MP restriction in A) above. An HQ with an normal issue range of 18 would be able to throw 9 MPs during the Rasputitsa. This means that HQs and direct draw units can be 3 truck MPs away from the SPs they need.

1.2c Deep Freeze

After the German army survived the Rasputitsa, they faced an even greater problem—the winter cold. In order to show its effects apply the following from the first turn of Deep Freeze until the end of the game:

A. Ignore minor rivers as they are frozen. Major Rivers are in turn treated as Minor Rivers.

B. Consider swamp hexes to be forest hexes for movement purposes. This change does not affect Special Combat Modifiers or any other table modifiers—swamps are still treated as swamps for this purpose.

C. Halve German artillery barrage strengths, in addition to any other modifications, due to their lack of winter oils.

D. German rail capability falls to 6 SPs. The German-built locomotives did not have their water pipes inside their boilers—they would freeze and burst.

E. There are no additional combat effects.

1.2d Deep Snow

From the first turn of "heavy rain" after the Conditions become Deep Freeze until the end of the game, "Deep Snow" is in effect. In addition to the effects of Deep Freeze, use the following:

A. Halve the movement allowance of all German ground units, trucks, and wagons.

B. Halve the movement allowance of Soviet trucks, fully-, and semi-motorized units.

C. Remaining Soviet units (armor, mech and leg) move normally.

D. Halve all supply issue and draw ranges. (5 becomes 3 after rounding.)

E. There is no additional effect on rail movement or on combat.

1.3 Rail Hex Control

There is no concept of rail hex control in this game. As long as a rail hex in question meets the following requirements, either player may use it. The extent of German gauged rail is important. Be sure to mark it with railhead markers. The Bryansk Train is allowed to use any rail hex which is still Soviet Gauge and fulfills condition 1 below.

Conditions Affecting Rail Hex Use

In order to use a rail hex...

 The rail hex may not be destroyed, occupied by or adjacent to an enemy unit.

2. The German player may only use his rail capability (excepting the Bryansk Train) in hexes which have been converted to German Gauge.

 The Soviet player may only use his rail capability in hexes which are still Soviet Gauge.

The intent of this rule is to restrict the use of rail net to hexes which are not occupied by the enemy (or adjacent to them), of the correct gauge, and in good order (not destroyed). To eliminate enemy use of a rail hex you must A. Occupy it, B. Destroy it by spending the MPs to do so, or C. Regauge it using Rail Repair units. This rule specifically avoids the tactic of inhibiting rail use by "being the last through"—if disruption of enemy rail is what you want to do, you must actively do something about it.

1.4 Full Supply/No Supply

This game contains Full Supply and No Supply markers, as opposed to the normal Low and No Supply markers. Most units are in Low Supply most of the time in this game, so it is easier to mark units which are in Full Supply or No Supply and assume that all unmarked units are in Low Supply. This is an exception to the OCS rules concerning the marking of supply status.

1.5 Hip Shoots

The use of OCS rule 14.12d is recommended in this game. If it is used, the German Luftwaffe can conduct Hip Shoots. The Soviet Air force may not do so.

1.6 Airlift Supply

Both players may use their transport aircraft to make trips off map to bring supplies onto friendly airfields. To do so, the player announces his intention to make a supply run (which is assumed to be to Gomel for the Germans or the cities along railroads east of the map for the Soviets), and flies his aircraft to and off the map edge (west edge for the Germans, east for the Soviets). The round trip for either player takes 12 hexes of range, and the plane re-enters the map loaded with SPs via the hex by which it left. The air unit may make as many flights in one phase as its range allows. Either player may bring any number of SPs from off-map limited only by aircraft capabilities and weather.

Only complete round trips off map are allowed. It is all the way or nothing.

1.7 Off-Map Rail Movement

Both players may use their rail capacity to move units and supplies from one map-edge rail hex to any other appropriate (see 1.7b & 1.7c) map-edge rail hex using off-map rail movement. Each player is incapable of disrupting the ability of the enemy to move off-map with the exception of blocking or destroying rail hexes along the map edge to eliminate their use.

1.7a The following conditions apply to both players:

 Nothing may ever end its movement off map—all cargo must begin and end its movement on the game map.

Other than off-map rail movement, no other such movement is allowed and units forced off the map for any reason are destroyed. Destroyed rail hexes on the map edge cannot be repaired from off-map.

1.7b The Soviet Player has the following additional conditions:

 Only movement off of and on to the EAST map edge is allowed.

The points of entry and exit must be railroad hexes which are free from enemy units (in or adjacent to) and must not be destroyed or converted.

1.7c The German Player has the following additional conditions:

 Only movement off of and on to the WEST map edge is allowed.

The points of entry and exit must be converted railroad hexes which are free from enemy units (in or adjacent to) and must not be destroyed.

1.8 Engineer Capabilities

The following units in this game have engineer capabilities, all others do not: All HQs, RR units, and German Assault Engineers.

1.9 Counter Colors

The German player controls all German Army (Field Grey), SS (Black, what else?), and Luftwaffe (Light Blue) units. The Soviet player controls all Red Army (Rust Brown), Guards (Red), and Red Air force (Orange-Tan) units. German multi-counter divisions have a stripe of color to assist in keeping the division's units together. Soviet Guards units have a special identification (star with wreath) which only serves an aesthetic function.

1.10 HQ Limits (Optional)

No HQ has an unlimited ability to funnel supply to units, but to apply a limit is both tedious and subjective. Without going into much detail, the following rule limits HQs to a finite number of units to control. Its cost in playability is fairly high. Use it only if you really want to.

1.10a Each HQ type has a maximum "flow" attached to it. This flow represents the largest number of SPs that the HQ can issue in a single Supply Usage Phase. The flow limit has no effect on any other game function or on SPs used for purposes outside the Supply Usage Phase. There is no scaling factor to apply.

Design Note: If you want to make it proportional over distance—an HQ can flow twice as much over half the distance—have at it. You won't see me doing it that way!

1.10b Maximum Flows.

German HQs: Infantry types (12-0)—6 SPs, Panzer types (18-0)—10 SPs

Soviet HQs: Army HQs—16 SPs, Cavalry Corps HQs—10 SPs

1.10c If a unit isn't included in a issue group of any HQ (because of flow limits), then that unit must draw directly if it is to have supply at all—or suffer on the Attrition Table.

2.0 German Special Rules 2.1 German Initiative

The German attack on Moscow caught the Soviet High Command off-guard (because of the completely unexpected diversion to Kiev), and therefore the German player has the edge in initiative. Ignore the First Player Determination Segment in game turns 1 and 2. The German player always has the selection of going first or second on those two turns.

2.2 The Withdrawal of the 4th Panzer Group

As the battle progressed, the 4th Panzer Group exited the north map edge to join the German northern pincer. During this game the German player may be required to withdraw certain units (both ground and air) from play. During the Weather Determination Phase of Game Turns 4-7 as per the Turn Record Track, the German player makes a die roll to determine if the 4th Pz Group is withdrawn. If he fails this roll, then he must withdraw the list of units in 2.2d from play. Make withdrawals on a unit type basis. The German player is free to choose the units to fill the requirements. Step losses in units do not matter (i.e. if a Panzer Division is to be withdrawn and it is short a battalion, the division is withdrawn and the missing battalion is removed from the rebuild pile). Note that while these units are removed from the dead pile (to eliminate the ability to rebuild them) they still count for victory determination purposes.

2.2a To withdraw units, simply pick them up and remove them from play. Once removed, units never return.

2.2b Air Units can be withdrawn if inactive. If a specific aircraft type is unavailable in sufficient numbers, ignore the missing amount.

2.2c If the German player never fails the die rolls, he gets to keep the 4th Panzer Group.

Units.

2.2d 4th Panzer Group Withdrawal

1x Inf Division 4x Panzer Divisions 2x HQs (Panzer type) rx Ju88a, rx Do17z, 1x He111h, 1x Ju87b, rx Bf.110c, 1x Bf.109e, 2x Bf.109f, 1x Ju52

Note: rx means flip one full strength air unit of that type to its reduced side, or remove one reduced air unit of that type.

2.3 Railway Conversion

The two Rail Repair units at the disposal of the German player may convert any railroad hex they can reach. The extent of German gauge rail at the beginning of the game is listed in the Basic Scenario rules; scenarios later in the period may add their own railhead positions.

2.3a Always use converted rail hexes as single-track type, regardless of their original type.

2.3b Conversion, unlike rail repair, does not cost SPs. A maximum of five hexes per Movement Phase may be converted per rail repair unit, unlike regular rail repair, which proceeds at a three hex rate. Converting a hex does not cost the repair unit additional MPs, it simply moves through the hex paying the normal MP cost for moving on a railroad.

2.3c Neither Rasputitsa nor deep snow affect conversion or rail repair, except when they cut down the MP allowances of repair units. In the latter case, the current MA of the repair unit limits conversion.

2.3d Conversion may only occur in hexes in which repair would also be allowed.

2.3e When rail hexes need to be repaired and regauged at the same time, follow the regular procedure for *repair*, including the supply token cost, and as hexes are finished they are converted as well as repaired. This would be at the three hex per turn rate. In other words, it does *not* take longer todo both jobs at once.



2.4 The Bryansk Armored Train (Optional)

When a German unit enters the hex of Bryansk (A18.01), place the armored train counter in that hex. This train has a movement allowance of 40 MPs to use on unconverted railroad hexes. The German player may use this train as long as he likes; it does not require supplies to operate. The train may not enter hexes containing (or adjacent to) Soviet units, but has no requirement that the railroad be considered "controlled" by the Germans. All railroad hexes the train enters costs it 1 MP. The train may never move off railroads. The capacity of this train is 2T. There is no loading or unloading cost.

The train is has one step and a zero combat strength and action rating. It does not count for stacking. It may be destroyed using the Barrage Table, or whenever an enemy unit enters its hex. It may not be attacked per se using the Combat Table (Soviet units may freely enter its hex if no other German unit is stacked with it and the train would be immediately removed from play). The Soviet player may never capture and make use of this train. If in a defended hex which is attacked in ground combat, destroy the train if attacking units enter the hex.

<u>Design Note:</u> Word to the wise Russian, unless you want to watch a trainload of Germans show up in Moscow and raise the Nazi flag, it might be smart to garrison the railroads leading into town!

Historical Note: This train was captured by the Germans on their entry into Bryansk. While its effect on the campaign was minimal, it is included here as a bit of color. Also, the train was used by the Germans to rapidly deploy troops along a Soviet railroad so as to deny the use of it to the Russians. The benefit of its use along Soviet gauge track can bring up some really hair-raising possibilities, such as that in the above design note.

2.5 German Rail Capacity

German rail capacity over converted lines (exclusive of the Bryansk Train unit) is 20 SPs. The appearance of SPs at Smolensk and Konotop does not count against this total. The German rail capacity exists to move reinforcements and SPs from the two dumps.

Note: After deep freeze comes into effect German rail capacity becomes 6 SPs.

2.6 German Supply

Aside from the dumps set up at start, the German player receives SPs each week during the Reinforcement Placement Segment-at Smolensk (A1.26) and at Konotop (B2.09). Roll for these SPs on the German Supply Table and immediately place the total from that roll in either of the above hexes or split between the two in any manner desiredas long as the total is correct. These supply points appear in those hexes and do not count against German rail capacity. If at any time either of these hexes cannot be connected to the West map edge via contiguous converted railroad hexes, SPs may not enter at the unconnected hex. If both hexes are not connected, the SPs do not enter the game.

2.7 German Reinforcement Entry

Place entering German units in either Smolensk or Konotop at the German player's desire (so long as the hex in question is connected to the west map edge with German rail hexes). Also, German reinforcements may be placed on the map in any primary road, railroad, or secondary road hex along the west map edge. Handle variable reinforcements as follows:

- Pax and wagons appear at any German air base or in the above cities.
- Place SPs from the Variable Reinforcement Table in any German held village or city hex.
- Place trucks and Eq Repls in either Smolensk or Konotop.

2.8 German Unit Withdrawal

The German player (only) may selectively remove units from play in order to lessen his supply load. Remove these units only during the German player's Movement Phase. To be removed, move units until they exit the map via the West map edge. Units may never return after being removed.

The German player must clearly announce to the Soviet player the removal of units or the use of off-map rail movement before taking these actions.

2.9 German Truck Attrition (Optional)

German truck losses due to overuse were massive. These losses were made up by wagons (with a sacrifice of ability). This rule can have a major impact on the game, but it is a pain to use—and for that reason, the rule is optional.

Roll one die for each stack of German trucks during the Replacement and Reorganization Segment each turn. On a roll of six, remove 25% of the truck points in the stack and replace them with an equal number of wagon points. Any other roll has no effect. Apply the standard rounding rule as needed (6 truck points would lose 2, 5 would lose 1, and so on).

2.10 German Variants

2.10a Better winterized Locomotives. Historically the most ill-equipped German units for the Russian winter weren't the combat troops but German railway engines. This variant assumes that German designers of the 20s and 30s understood the future need for engines to withstand ridiculously low temps. German rail capacity remains at 20 for the entire game. This option costs the German player 3 Victory Points.

2.10b A schwerpunkt should be a schwerpunkt. In a fit of idiocy, OKH or Hitler (who gets the blame depends on who gets asked), shifted almost a third of Army Group Center's few trucks to Army Group South. Using this variant, the German player avoids that detachment and is given 12 additional truck points at start. This option costs the German player 4 Victory Points.

2.10c No Northern Pincer. In this case all German effort at Moscow is confined to that shown on the map. Presumably, 9th Army is holding the front north of the map and Panzer Group 3 is still off attacking Leningrad. When using this option the 4th Panzer Group never leaves play; no encirclement is possible when German pincers meet the north map edge (Soviet HQs can trace off the north map edge); SPs arriving each turn for the Germans are multiplied by 1.5; and Soviet reinforcements may enter along the north map edge in any rail hex which players can agree is held by the Soviet player. This option costs the German player 5 Victory Points.

2.10d An Earlier Start. The German High Command allowed the armies to accumulate supplies until October 2nd before initiating the offensive. Even this game starts the week before the actual attack-allowing players to decide for themselves whether it is better to wait one week (more?) to accumulate supplies, or to attack immediately. Certainly, had OKH been more decisive in its planning, preparations for this attack could have started earlier-even with the Kiev foray. To execute this earlier plan option, set up the game normally but add a total of 25 SPs to German supply dumps. This represents about two weeks accumulation based on few attacks and an overall Low supply posture. This option costs the German player 3 Victory Points.

2.10e Full Strength. This option assumes that German losses before the campaign had been light. To regain the shortfall in strength, allow all German Panzer Divisions to deploy with their 3rd Panzer Battalions. This will give them the extra strength they would have without the losses. This gives the appearance of a different German OoB at the beginning of Barbarossa (when the 3rd Bn's were removed to seed new divisions) but actually spreads the increased strength of the "full strength" battalions into a third maneuver element. Also, ignore the infantry step losses in the initial set up. This option costs the German player 5 Victory Points.

2.10f Free Set Up. This variant allows the German player a (nearly) free initial set up. He may set up his initial forces as desired except there must be a German unit at or within two of every hex of the 20 Sept 41 Frontline. If that condition is met, units and dumps not yet deployed may be placed anywhere west of the Frontline. This option costs the German player 10 Victory Points. The German player may decide to use a completely free set up (and ignore the frontline condition), but the cost of that decision will be that all units of the 4th Army will not be used in the game (and may not be brought on later). This option (second version) costs the German player 4 Victory Points.

3.0 Soviet Special Rules 3.1 Soviet Artillery Coordination (or lack thereof...)

While heavy in firepower, Soviet artillery suffered from poor fire direction control during the early part of the war. Soviet guns had to physically place themselves together in order to fire at the same target at the same time.

Only those Soviet artillery or Katyusha units which are stacked together in one hex may engage in a single Barrage or GS-Type Attack against a target. A target may still be attacked only once in a given phase by a Barrage Attack. If one stack fires on a target, other artillery units may not attack that target in the current phase. This rule has no effect whatsoever on Germans, who can always combine attacks from scattered artillery units which are within range.

3.2 Soviet Ground Support Coordination (or lack thereof...)

The Soviet air force was used in dribs and drabs throughout the early period of the war. Indeed, it wasn't until late 1942 and early 1943 that they were able to implement an effective system of coordinating air assets.

No more than three T type Soviet air units may engage in a single GS or Barrage attack. Reduced and full strength units each count as one unit for this purpose. In the case where multiple target types exist in a single hex (trucks, units, and an air base, for example) three T types may be used against each target (in this example, a total of nine air units hit the hex, three against each target type). This rule does not limit the use of F type air units. The series rules (14.14) already limit S types.



3.3 Katyusha Brigades

The Soviet player has a few of these brigades at start, and more

come later from regular reinforcements or Variable Reinforcements. The Soviet player may use them at any time, but must then remove them from play. Place "expended" Katyushas as new reinforcements on the Turn Record Track two game turns later. These brigades function as one shot weapons which need refitting each time.

3.3a Firing Katyusha Brigades does not require combat/barrage supply expenditure (the above refitting takes care of that).

3.3b Low or no supply status does not affect Katyusha fires. Katyusha Brigades must roll for attrition when found to be in no supply, but if they survive they can still fire at full barrage value.

3.3c Katyusha return is automatic.

After firing it, pull the unit off the map and place on the Turn Record Track. Enemy units and terrain do not affect Katyusha Brigade return.

EXAMPLE: Katyusha Return. A Katyusha brigade fires on game turn four. This brigade is immediately removed from play and placed on the Turn Record Track on game turn 6. When turn 6 rolls around, the brigade reappears as a new reinforcement.

3.4 The PVO

A large portion of the Soviet air force's fighter assets were tied up in the PVO or Defense Air force assigned to the protection of Moscow.

3.4a The Soviet player must maintain at least six F type air units as his PVO in Moscow. Reduced strength air units count as one-half for this purpose. Place the PVO in one or more of the air bases in Moscow. These air units may only fly interceptions from their base's location and may never conduct a GS barrage or take up station in any other hex. If these units conduct an interception and win the hex of the air to air combat, they must return to base and become inactive anyway.

3.4b If at any point the Soviet player does not have the required number of air units to make up the PVO requirement, he must then assign all available F type air units to the PVO.

3.4c Release all the PVO units to free use if a German ground unit approaches to or within 5 hexes of any Moscow city hex.

3.5 Soviet Rail Capability

The Soviet player has 45 SPs of rail capability. Railroads which have been converted by the German player may be "reconverted" by the Soviet player during the game. After such lines have been captured, Soviet Rail Repair units may reconvert themin the same manner as they were converted in the first place. Note that a reconverted railroad does resume its original single or multi-track capabilities and is not hindered in the way German use of converted railways is (i.e. restricted to single).

3.6 Soviet Supply

The Soviet player brings supply into play from the Soviet Supply Table and may split it between two locations—any rail hex of Moscow, or Voronezh (B62.08). Split these SPs between either of these locations as desired—so long as the total is correct. SPs may not be placed in any hex that cannot trace a path of rail hexes free of (and not adjacent to) German units off the east map edge. Moscow SPs may not be brought on using the north map edge.

3.7 Mass Surrenders

Whenever a Soviet Army HQ and its subordinate units are both in No Supply status and unable to trace an unblocked path (unblocked = free of enemy units, units adjacent to the path have no effect) of any length from the HQ's hex (inclusive) to the Eastern map edge exclusively along roads or railroads, the army HQ (and its units) is subject to a mass surrender. During the Supply Usage Phase, roll one die each turn in which mass surrender is possible. On a roll of 4 or more, remove the HQ and its units (those units which are unable to draw from another HQ which does not need to roll itself) from play. Roll separately for each army HQ which qualifies.

3.7a Units which are on their own, in No Supply, and without any HQ roll for regular attrition only—not mass surrender. The idea is that HQs decide to mass surrender when they are cut off—not the subordinate units. (If you want to be crass, the units are too stupid to surrender on their own.)

3.7b Units, which survive a mass surrender roll, check for normal attrition afterward.

3.7c All units removed in a mass surrender are considered to be destroyed. Yes, that means the trucks with that army are destroyed and cannot be captured...

3.7d No Soviet HQ may trace its line of communications off the north map edge due to the assumed actions of the left flank of Army Group Center. (This rule is superceded by 2.10c, if that variant is in use.)

3.8 The Soviet Government

The Soviet Government (Stalin) is placed in hex A54.33 (The Krem-

lin). Stalin cannot move in any manner.

Stalin has no combat ability. If any German unit ever enters his hex, he is captured and the war effectively won. German trucks may never enter Stalin's hex. Stalin requires no supply expenditures. He may act as an HQ for the purposes of building or rebuilding units.

3.9 Moscow Defense Zones

These are "Map Printed Fortifications" and OCS rule 16.0 applies to them.

3.10 Soviet Tank Force Reorganization

The Red Army was in a state of flux during the period of the game—for more reasons than one. The Red Army is completely reorganizing itself based on the experience of the first campaign season. Already gone are the unwieldy infantry corps. The armored forces and their doctrine are being revamped. The old-style tank divisions, of which the Soviet player has a number at start, are being reformed into tank brigades using attrition as a means to that end.

Any Soviet tank division may be converted into a single tank brigade if it has 2 or more steps remaining. Tank divisions with only one step may not convert; units with more than two steps only convert into one tank brigade—the excess is lost. The Soviet player decides when a tank division is to convert. Conversion takes place only in the Replacement Reorganization Segment. Only one tank division may convert in a given phase. After converting the tank division, remove it from play and replace it with one randomly drawn tank brigade.

No Soviet tank division may ever be rebuilt from the dead pile using repl units. However, tank divisions still on the map may have steps rebuilt using repls.

3.11 Soviet Tank Brigades

Two types of tank brigade are provided in the game—good and poor. When setting up the game, place all of the provided tank brigades into a cup. Whenever a new tank brigade is needed (for set up or reinforcement), draw a brigade at random from the cup. Place destroyed tank brigades back into the cup; ignore any changes in "cup composition."

3.12 Soviet Reinforcement Entry

Place entering Soviet units in either Moscow or Voronezh as the Soviet player desires (so long as the hex in question is connected to the east map edge with unblocked Sovietrail hexes). Also, Sovietreinforcements may enter the map in any primary or secondary road or railroad hex on the east map edge. Handle variable reinforcements according to the following:

- Pax Repls appear at any Soviet air base or in the above cities.
- Trucks, Katyusha Bdes, and Eq Repls appear in either Moscow or Voronezh as long as the city is connected to the east edge of the map by unblocked rail hexes.

3.13 Penal Unit Return (Optional)

The Soviet player has one penal battalion per army. Whenever an HQ sets up or appears as a reinforcement, the appropriate penal unit comes with it. These units represent comrades who have made "mistakes" before the start of the game and need "re-education." Whenever one of these "example" units is destroyed (any reason) place it in a cup. Whenever a Soviet division-sized unit retreats two or more hexes, draw a random penal unit from the cup and place it in the same hex as any Soviet HQ. If the cup does not contain any penal units, you are out of luck and no "new" troops will show up to defend the motherland.

The above is not meant to imply that penal units are forced to stay stacked with their HQ. They may move and fight freely. (They just do so without enthusiasm.)

Design Note: The penal battalions represent the sort of "free" reinforcement the Soviet player gets by Stalin's insistence on no retreats. Nothing like rounding up a few "examples" and pushing them into the front line!

3.14 Soviet Variants

3.14a Free Set Up. Soviet at start units may set up anywhere east of and including the 20 Sept 41 Frontline. Along the frontline, as a minimum, every third hex must be occupied by a Soviet unit. All remaining Soviet units, dumps, and airbases may set up as desired. This option gives the German player 5 Victory Points.

3.14b No PVO. The Soviet player is free to use all his air units as desired. This option gives the German player 4 Victory Points.

3.14c Coordination or Aren't Air Traffic Controllers and Forward Observers Wonderful? The Soviet air force gets a better idea. Remove the T type GS and Barrage restriction—these units may now swarm at will. Also, Soviet artillery may fire at the same target even if not stacked together. This option gives the German player 5 Victory Points.

3.14d No Retreat. Stalin insists on no retreats. You decide to also. (Besides, it puts you in good with the man on top...) No Soviet unit may take an option result as anything but step losses. No Soviet frontline army (those which set up touching the 20 Sept 41 Frontline) may move its units eastward of its boundary. The units of these armies may move freely inside their boundaries. This rule does not affect air units, units which do not set up in boundaries touching the Frontline, reinforcements, SPs, or trucks. This option costs the German player 5 Victory Points.

Furthermore, the Soviet player may elect to release any army restricted by the above to move freely. For each army he releases, he gives the German player 2 Victory Points. (If he releases them all, the German player will come out 11 VPs ahead—all the releases minus the 5 points above.) The Soviet player may release any number of armies he wants and may release them any time he may move units. Once released, an army stays released for the rest of the game.

3.14e You can't play nice with the other kids. Soviet army commanders were notoriously jealous of their "fellow" army commanders and possessive of "their" assets. Besides, you never know when the other guy might turn you in to the KGB. The Soviet player must specifically assign all units, trucks, dumps and air units to his armies or to STAVKA. After the initial assignment, no asset may be given from one army to another. All of an army's assets must remain within the throw range of their army's HQ at all times. The STAVKA units may be anywhere and with any army as the player sees fit. Only a limited number of STAVKA formations should be designated-if a player is going to circumvent this set of restrictions using STAVKA assignments, don't use this option! Reinforcements must be assigned to an army or STAVKA on the turn they enter. This option costs the German player 3 Victory Points.

4.0 Basic Scenario Rules

4.0a Soviets always set up first, Germans always second.

4.0b "r" means a reduced strength air unit. "1+r" would mean one full strength air unit and a reduced strength air unit of the given type.

4.0c A generic unit type (8-1-1 Inf Div) shows the type of unit with the values from its Combat Mode side. The number in [], if any, following a generic unit type is the historical designation of that unit. The game can be set up much more quickly by using just the generic unit types; the unit IDs are provided for those who wish to use them.

5.0 Teaching Scenarios

The following scenarios are designed to allow players to learn the OCS game system in a step by step manner. They slowly introduce concepts in a logical order.

The goal of each scenario is to maximize the learning involved of the concepts presented, to explore the use of the game's systems, and to allow players to gain experience about the ramifications of various mistakes before making them in a larger scale game. They may also be used again and again by players who already know the system to provide a vehicle to explore the system's subtleties so as to hone their skills for later face to face contests of the full game. Time spent here in careful contemplation of the system's interactions will payoff handsomely later.

All of these scenarios require players to try to win to the best of their ability. Attempting to play to a draw or to avoid the rule sections presented will only defeat the lessons to be learned from these short scenarios.

Scenario 1: Solitaire—Mode and Move

This scenario is designed to allow players to learn the basic mode and movement rules without the additional distractions of combat. One should attempt to use all the available modes to see their effects and their interactions with the turn sequence. While this exercise may seem trivial to some, time spent here will be well spent when it comes time to ram your opponent onto the mat and make him scream for mercy.

Rules Examined: 1.0, 2.0, 3.0, 4.0, 5.0, 6.0, 8.0, 10.0

First Turn: 1 Last Turn: 1

Game Length: 1 turn (One complete turn of two player-turns—ignore the Over Phase and the "enemy" segments and phases.)

Map Area Used: Map B (all)

Soviet Information:

Set up: None Reinforcements: None

German Information:

Set up: 3 Mtr (all, less artillery and MC unit) w/i 2 B5.14

Reinforcements: None

Special Rules:

1. Simulated Attacks—Units must be adjacent to target hex in the Combat Phase. No special modifiers or terrain effects, simply count up the combat strengths adjacent to the target at the time of the simulated attack. One or more attacking units may "advance after combat" to

occupy the combat hex after the simulated combat is "resolved".

- 2. The German player must advance on Orel and make simulated attacks on hexes B14.17, B13.14, and/or B15.17 along the way. German units may not enter these hexes until they have been "attacked."
- 3. It may be easier to keep things straight if the player places a Soviet artillery brigade into each of the simulated attack hexes. Remove these as they are "attacked". It is important to note the effect of enemy units (the simulated attack hexes count as enemy units, artillery brigade or no) on truck movement, see OCS rule 4.1.
- Attempt to maximize the turn sequence by using all the available modes.

Victory Conditions:

Player wins if he conducts simulated attacks on two of the three hexes above with at least 4 strength points and occupies Orel with an Infantry Regiment in Combat Mode at the end of the scenario. (And yes, it can be done!)

Scenario 2: Combat!

This scenario examines regular combat. Overruns, barrages and all that will be saved for later scenarios. This one concentrates on the bare bones of the combat system.

Rules Examined: All the previous plus 9.0 (less 9.5, 9.6, 9.16, and 9.17)

First Turn: 1 Last Turn: 2

Game Length: 2 turns (Ignore the Over Phases)
Map Area Used: Map B (all)

Soviet Information:

Set up: 1x 10-2-1 Inf Div, 1x 8-3-3 Cav Bde, 1x 20-1-3 Tank Div: w/i 4 B20.21 Reinforcements: None

German Information:

Set up: 3 Mtr (less artillery and MC unit), (2-18, 18 MC, 52 Shu)/ 18 Pz, 1x 20-4-3 Inf Div w/i 5 B8.15

Reinforcements: None

Victory Conditions:

German: Destroy at least one division Soviet: Destroy at least 3 German units.

Scenario 3: Achtung Panzer!

This scenario adds the concepts of surprise and overrun to the mix presnted in scenario 2. This scenario is to be played solitaire using the German player only.

Rules Examined: All the previous plus 7.0 and 9.17

First Turn: 1 Last Turn: 1 Game Length: 1 turn Map Area Used: Map B (all)

Soviet Information:

Set up: 1x 10-2-1 Inf Div: B42.10, 1x 10-2-1 Inf Div, 12-4-6 Tk Bde: B46.11 Reinforcements: None

- 1. Soviet units are to sit in their hexes in combat mode (in order to be targets)—there is no Soviet Player Turn.
- 2. There is no Soviet Reaction Phase.
- 3. Soviet units may take option results as retreats and do so.
- 4. Any DG result on a Soviet unit lasts for the remainder of the game.

German Information:

Set up: 3 Mtr (less artillery and MC unit), 18 Pz (less artillery): w/i 5 B38.01 Reinforcements: None

Victory Conditions:

German: Destroy all Soviet units. Soviet: Any other result.

Scenario 4: Enter the Rear Echelons...

This scenario adds supply, specilized units and Barrage Combat. Note that Rail movement is not allowed.

Rules Examined: All the previous plus 9.5, 9.6, 9.16, 11.0 (all), 12.0 (all)

First Turn: 1 Last Turn: 2 Game Length: 2 turn Map Area Used: Map B (all)

Soviet Information:

Set up: 5x 10-2-1 Inf Div, 1x 8-3-3 Cav Bde, 1x 20-1-3 Tank Div, 2x 12-4-6 Tank Bde, 2x 12-3-3 Semi-Mtrd Inf Div, 2x Army HQ, 2x Katyusha Bde, 2x Artillery Bde, 8 Truck Points: Anywhere east of and including 15.xx and west of and including 36.xx B34.29: 40 Supply Points

Remove Katyushas from play instantly after

being fired. They may fire together or separately.

Reinforcements: Turn 1: 20 SP's at B34.29

German Information:

Set up: 3 Mtr, 18 Pz, 3x 20-4-3 Inf Div, 1x 18-0 HQ, 1x 12-0 HQ, 4 Truck Points, 4 Wagon Points, 3x Artillery Rgt [786, 622, 41]: Anywhere west of and including 14.xx B2.09: 20 SP's

Reinforcements: Turn 1: 10 SP's at B2.09

Special Rules:

1. Any unit that is found to be in "No Supply" during a Supply Usage Phase in this scenario (only) is automatically removed from play. Roll on the Attrition Table anyway to see how it works. The point here is that you are to keep your force in supply and that is the purpose of the scenario.

Victory Conditions:

German: Capture Orel. Soviet: Capture Konotop. Draw: Any other result.

Scenario 5: Aluminum Overcast

This scenario adds aircraft to the equation as well as base activities. The ground units in this serve as targets only and have no other functions. Note that players should try to exploit the air system to the max in this, do the full range of air activities to see how they work.

Rules Examined: All the previous plus 14.0 and 15.0

First Turn: 1 Last Turn: 1 Game Length: 1 turn Map Area Used: Map B (all)

Soviet Information:

Set up: Level 2 Air base, 3x MiG3, 4x Il2— B31.30

B34.29: 20 SP's

1x 10-2-1 Inf Div in each of the following hexes: B24.25, B23.30, B29.20, B28.25
Reinforcements: None

German Information:

Set up: Level 2 Airbase, 3x Bf109f, 4x Ju87b—B4.13
B2.09: 20 SP's
1x 20-4-3 Inf Div in each of the following hexes: B13.20, B16.15

100 Flame Panzer Bn: B16.16 Reinforcements: None

Special Rules:

1. Ground units can't move, fight (except for providing flak), destroy rail hexes or anything

else.

2. All rail hexes are fair game to both sides.

3. Supply needs are ignored.

Victory Conditions:

Total the number of RE's, SP's and rail hexes destroyed by each side.

Higher number wins.

Scenario 6:

Forward, At the Run, March!

This scenario integrates the whole thing. It is a sort of graduation exercise. After playing this one, you are probably ready to move on to the shorter scenarios of the actual game. Only brave, veteran gamers should move from this point directly to the campaign game—if you believe in the "total immersion" method, go right ahead. Enjoy.

Rules Examined: All the previous.

First Turn: 1 Last Turn: 2 Game Length: 2 turn Map Area Used: Map B (all)

Soviet Information:

Set up: 5x 10-2-1 Inf Div, 1x 8-3-3 Cav Bde, 1x 20-1-3 Tank Div, 2x 12-4-6 Tank Bde, 2x 12-3-3 Semi-Mtrd Inf Div, 2x Army HQ, 2x Katyusha Bde, 2x Artillery Bde, 8 Truck Points: Anywhere east of and including 15.xx and west of and including 36.xx

Level 2 Air base, 3x MiG3, 4x II2—B31.30 B34.29: 40 SP's

Remove Katyushas from play instantly after being fired. They may fire together or separately.

Reinforcements: Turn 1: 20 SP's at B34.29

German Information:

Set up: 3 Mtr, 18 Pz, 3x 20-4-3 Inf Div, 1x 18-0 HQ, 1x 12-0 HQ, 4 Truck Points, 4 Wagon Points, 3x Artillery Rgt [786, 622, 41]: Anywhere west of and including 14.xx

Level 2 Air base, 3x Bf109f, 4x Ju87b—B4.13 B2.09: 20 SP's

Reinforcements: Turn 1: 10 SP's at B2.09

Victory Conditions:

German: Capture Orel. Soviet: Capture Konotop. Draw: Any other result.

6.0 Standard Scenarios

Scenario 1: Attack on Mozhaysk

This scenario is fairly limited and can be used as an additional teaching scenario if desired. In general terms it covers the Battle of Borodino, 1941.

First Turn: 5 Last Turn: 5 Game Length: 1 Turn Map Area Used: Map A (only): No

Map Area Used: Map A (only): North of and including xx.25, East of and including 31.xx, West of and including 41.xx.

Soviet Information:

Set up

A37.31: 1x 10-2-1 Inf Div [217]

A37.31: 1x 8-0-1 Militia Div [4 Militia]

-1 Step

A38.30: 1x Artillery Bde

A40.30: 1x 8-3-3 Cav Bde [17 Cav], 9 SPs

Reinforcements:

None

German Information:

Set up:

A36.30: (Deutld, Fuhrer, 11 SS, R MC, R Rec)/SS Reich

A36.31: (1-7, 2-7, 69 Shu)/10 Pz

A35.31: R Arty/SS Reich

A35.32: 90/10 Pz

A34.31: (86 Shu, 90 Rec)/10 Pz

A32.31: 6 SPs

Reinforcements:

None

Special Rules:

- 1. No air units in play.
- 2. No rail capacity is available.
- 3. The weather condition is normal at start.
- Determine the first player by the regular die roll method.
- 5. 4th Panzer Group rolls are not made.

Victory Conditions:

German: Capture Soviet Dump hex: A40.30. The hex does not have to contain any SPs, capture of that hex location alone is important.

Soviet: Avoid German conditions.

Scenario 2: The Advance on Mtsensk

The operations shown here are in direct contradiction to Guderian's book. Advancing against stiffening opposition, the 2nd Panzer Group grinds slowly forward. Guderian claims it was the weather, I think it was the Soviet army, which caused his advance to slow to a crawl.

First Turn: 4 Last Turn: 6

Game Length: 3 Turns

Map Area Used: Maps A & B: North of and including Bxx.25, South of and including Axx.05, East of and including 30.xx, West of and including 48.xx.

Soviet Information:

Set up:

A47.05: 1x 10-2-1 Inf Div [363], 10 SPs

A43.02: 5 Cav HQ

B39.34: 1x 8-3-3 Cav Bde [3 Cav]

B39.33: 1x 14-3-3 Inf Div [24]

B40.32: 1x 10-3-4 Tk Bde,

1x 14-3-3 Inf Div [154]

B40.33: 1x Katyusha Bde

B41.32: 1x 8-3-3 Cav Bde [14]

B43.31: 1x 12-4-6 Tk Bde

Reinforcements:

5 SPs each Reinforcement Placement Segment at A47.05

•The following units all enter from A48.05: Turn 5: 1x 12-3-3 Semi-Mtrd Div [22], 1x Artillery Bde, 1x 10-2-1 Inf Div [5] Turn 6: 1x 8-3-3 Cav Bde [31]

German Information:

Set up:

B39.30: 3x AG Bn [177, 202, 203]

B37.29: 43 Aslt Engineer Bn

B37.28: 2x AG Bn [191, 210]

B36.27: 5 MG Bn

B38.31: (34 MC, 2-35, 12 Shu)/ 4 Pz

B37.32: 3T

B35.30: (33 Shu, 7 Rec, 1-35)/ 4 Pz

B35.33: (394 Shu, 3 MC, 1)/3 Pz

B34.32: (2-6, 1-6, 3 Shu)/3 Pz

B33.32: 75/3 Pz

B30.30: 1x Artillery Rgt [622]

B31.30: 103/4 Pz

B31.29: 24 Pz HO. 5 SPs

Reinforcements:

5 SPs each Reinforcement Placement Segment at B31.29

•The following units all enter from B31.30: Turn 5: GD Inf Rgt, 1x Arty Bn [440] Turn 6: (29 Rec, 15, 29 Arty)/ 29 Mtr, 47 Pz HQ, (1-39, 40 Shu, 63 Shu, 27, 2-39, 17 MC)/ 17 Pz, (18 MC, 88 Rec, 1-18, 2-18, 52 Shu, 101 Shu, 88)/ 18 Pz

Special Rules:

1. No air units in play.

2. No rail capacity is available.

3. Reinforcements enter at full supply.

4. The weather condition is normal at start.

Determine the first player using the regular die roll method.

6. The 4th Panzer Group rolls are not made.

Victory Conditions:

German:

Major: Same as above, but clear from B38.32 to A47.05, inclusive.

Minor: By the end of the game clear a road (clear = all hexes free of Soviet units) from B38.32 to A41.01 inclusive.

Soviet:

Major: Kill at least four 5 action-rated units. Attacker losses in German attacks do not count. Minor: Kill at least two 5 action-rated units. Attacker losses in German attacks do not count.

Draw: None of the above. It is technically possible for both sides to win this scenario.

Scenario 3: First Stab at Tula

First Turn: 6 Last Turn: 8

Game Length: 3 Turns

Map Area Used: Maps A & B: North of and including Bxx.25, South of and including Axx.15, East of and including 30.xx, West of and including 58.xx.

Soviet Information:

Set up:

A49.12: 1x 7-3-3 Mtn Inf Div [194 Mtn]

A51.11: 1x 14-3-3 Inf Div [117]

A51.12: 3 Army HQ, 1x Artillery Bde

A51.13: 4 Truck Points

A54.09: 1x 10-3-4 Tk Bde

A52.14: 11 SPs

A48.05: 5 Cav HO

A49.06: 4 SPs

A45.04: 1x 14-3-3 Inf Div [24] -2 Steps

A45.03: 1x 8-3-3 Cav Bde [31 Cav]

A46.04: 1x Artillery Bde

A46.03: 1x 12-3-3 Semi-Mtrd Div [220] -2 Steps

A50.03: 1x 12-4-6 Tk Bde

B51.34: 2x 12-4-6 Tk Bde

B51.33: 1x 12-3-2 Inf Div [135]

B51.32: 1x 10-2-1 Inf Div [238]

B52.33: 1x Katyusha Bde

B52.32: 2x Katyusha Bde

B54.32: 13 Army HQ

B54.29: 4 Truck Points

B54.31: 10 SPs

Reinforcements:

7 SPs each Reinforcement Placement Segment at A52.15

Turn 7 at hex B55.25: 1x Katyusha Bde Turn 8 at hex A49.15: 1x 8-3-3 Cav Bde [108]

German Information:

Set up:

A36.02: 5 MG Bn

B37.28: (29 Rec, 15, 29 Arty)/ 29 Mtr

B37.29: 47 Pz HQ

B38.29: (1-39, 40 Shu)/ 17 Pz

B39.29: (63 Shu, 27)/ 17 Pz

B40.28: (2-39, 17 MC)/ 17 Pz

B34.29: 4 Truck Points, 26 SPs

B37.32: 24 Pz HQ

B35.33: (88 Rec, 101 Shu, 88)/ 18 Pz

B35.34: (52 Shu, 1-18, 2-18, 18 MC)/ 18 Pz

B41.34: 43 Aslt Engineer Bn

B45.33: GD, 1x Artillery Bn [440]

A45.01: (12 Shu, 1-35, 2-35)/ 4 Pz

B44.34: 103/4 Pz

A44.02: 394 Shu/ 3 Pz

A42.01: 622 Artillery Rgt

A42.02: 75/3 Pz

A43.03: (3 Shu, 1)/3 Pz

Reinforcements:

8 SPs each Reinforcement Placement Segment at B34.29

Turn 7 at B31.27: 3x 20-4-3 Inf Div [95, 112, 293], 35 Corps HQ

Special Rules:

1. No air units in play.

2. No rail capacity is available.

3. Reinforcements enter at full supply.

4. The weather condition is Rasputsitsa at start.

Victory Conditions:

German

Major: Hold Tula at the end of the game and lose less than three 5-Action Rated units.

Minor: Hold Tula at the end of the game and lose three or more 5-Action Rated units.

Soviet.

Major: Kill two 5-Action Rated units during Soviet attacks (those killed during German attacks do not count).

Minor: In addition to the Minor condition, capture and mold Mtsensk at the end of the game.

Note: In any case where both players achieve the same level of victory or where neither achieves a victory is a draw. If both players achieve a victory and one has a higher level than the other, the one with the higher level wins.

Scenario 4: The Battle for Tula

First Turn: 7 Last Turn: 8

Game Length: 2 Turns

Map Area Used: Maps A (only): South of and including Axx.15, East of and including 43.xx, West of and including 59.xx.

Soviet Information:

Set up:

A54.14: 1x 12-4-6 Tk Bde A53.12: 1x 10-2-1 Inf Div [238],

1x 12-4-6 Tk Bde

A57.09: 1x 10-3-4 Tk Bde

A51.11: 1x 14-3-3 Inf Div [117], 20 SPs

A51.12: 1x Artillery Bde, 3 Army HQ

A50.11: 1x 7-3-3 Inf Div [194 Mtn]

Reinforcements:

Turn 8 at hex A49.15: 1x 8-3-3 Cav Bde [108]

German Information:

Set up:

A50.09: GD, 1x Artillery Bn [440]

A50.08: 1x Artillery Rgt [622]

A49.07: 24 Pz HQ

A49.06: 43 Aslt Engineer Bn

A47.05: 3 SPs

·A52.08: (75, 3 Shu, 1, 394 Shu)/3 Pz

A54.08: (1-35, 2-35, 12 Shu, 103)/ 4 Pz

A45.02: 10 SPs, 2 Truck Points

A44.02: 1x 20-4-3 Inf Div [112]

A43.02: 1x 20-4-3 Inf Div [95] -1 Step

A46.11: 1x 20-4-3 Inf Div [167] -1 Step

A46.12: 1x 20-4-3 Inf Div [296]

Reinforcements:

Turn 8 at hex A45.02: 10 SPs

ALSO Turn 8 at hex A49.01: (29 Rec, 29 Arty, 15)/29 Mtr, (17 MC, 2-39, 63 Shu, 27)/17 Pz

Special Rules:

1. No air units in play.

2. No rail capacity is available.

3. Reinforcements enter at full supply.

4. The weather condition is Rasputsitsa at start.

Victory Conditions:

German: Hold Tula at the end of the game.

Soviet: Hold Tula at the end of the game.

Scenario 5:

The Pockets are CLEARED!!!

This scenario explores the possibilities of the situation which existed on the entire game map at the moment the mass surrenders occurred at Vyazma and Bryansk. This is a major scenario (lots of units and turn length) and should not be attempted before the system is pretty well mastered by both players. This is especially true since the Soviet player starts out with a disaster handed to him!

First Turn: 5 Last Turn: 10

Game Length: 5 Turns

Map Area Used: Maps A & B all

Soviet Information:

Set up:

A37.30: 1x 8-0-1 Militia Div[4 Militia] -1 Step

A37.31: 1x 10-2-1 Inf Div[217]

A37.32: 1x Cav Bde[17]

A38.30: 1x Artillery Bde

A40.30: 18 SPs

A37.18: 1x 8-0-1 Militia Div[2 Militia]

A38.18: 1x Artillery Bde

A38.19: 4 Truck Points

A39.19: 49 Army HQ, RR & Penal

A41.17: 28 SPs + 2T

A50.10: 4 Truck Points

A50.09: 1x 14-3-3 Inf Div[117]

A51.11: 26 SPs

A52.10: 1x 7-3-3 Mtn Inf Div[194 Mtn]

A44.02: 1x Cav Bde[3], 1x 12-4-6 Tk Bde

A44.03: 1x 14-3-3 Inf Div[24] -2 Steps A45.02; 1x 12-3-3 Semi-Mtr Inf Div[220]

-1 Step

A45.03: 1x Artillery Bde

A46.03: 1x 10-2-1 Inf Div[5],

5 Cav Corps HQ

A46.04: 10 SPs + 2T

B61.09: 1x Artillery Bde

B62.08: 20 SPs + 2T

A55.28: 1x Katyusha Bde

A53.28: 1x Katyusha Bde, 1x Artillery Bde

A49.31: 2x Katyusha Bde

A49.32: 1x Artillery Bde

A48.31: 1x 12-4-6 Tk Bde, 1x 14-3-3 Inf Div[93]

A53.34: 12 SPs + 1T

A54.32: 13 Army HQ

A54.33: Stalin

A54.34: 16 Truck Points

A55.32: 10 SPs

A55.33: 2x Pax Repl

A55.34: 1x Eq Repl

B23.10: 1x 8-1-1 Inf Div[219]

B23.13: 1x 8-1-1 Inf Div[290] -1 Step

B24.14: 1x 8-1-1 Inf Div[293]

B25.14: 1x Artillery Bde

B25.12: 40 Army HQ

B26.14: 1x 12-3-2 Inf Div[135]

B26.12: 40 Army RR & Penal

B27.12: 10 SPs + 1T

B28.13: 1x 20-1-3 Tk Div[69]

B32.12: 1x 12-4-6 Tk Bde, 1x 20-1-3 Tk

Div[10]

B33.13: 2x Artillery Bde

B33.14: 1x 10-3-4 Tk Bde, 1x 10-2-1 Inf

Div[238]

B34.11: 30 SPs + 2T

B34.12: 4 Truck Points, 3 SPs

Soviet Air:

Hex Level Air Units

A40.18 1 2x IL2, 2x Pe2, 1x IL4 A52.12 1 1x MiG3, 3x SB2, 2x IL4 B36.12 1 1x I15, 2x IL4, 1x IL2

B62.07 1 2x Yak1

A51.34 2 2x MiG3, 2x Po2, 1x Hurri2 A56.33 2 1x MiG3, 1x TB3, 2x LaGG3

A57.32 2 3x G2, 6x Li2

Reinforcements:

As per Master Reinforcement Schedule including Variable Reinforcements and Supply

German Information:

Set up:

A5.33: 1x 20-4-3 Inf Div[8] -1 Step

A5.31: 1x 20-4-3 Inf Div[87] -1 Step

A6.29: 1x 20-4-3 Inf Div[28]

A3.31: 1x 12-0 HQ[8]

A2.30: 2 SPs

A2.29: 4 Wagon Points

A3.29: 1x Artillery Rgt[41]

A6.27: 1x 20-4-3 Inf Div[15]

A1.27: 8 Wagon Points

A1.26: 8 SPs + 3T

A2.26: Railhead Marker

A2.25: Railhead Marker

A2.24: 1x Pax Repl

A4.26: 4 SPs

A5.25: 1x 12-0 HQ[9]

A4.23: 1x 20-4-3 Inf Div[137]

A7.25: 1x 20-4-3 Inf Div[263] -1 Step

A7.23: 1x 20-4-3 Inf Div[183]

A7.21: 1x 20-4-3 Inf Div[7]

A6.20: 1x Flame AG Bn[100], 1x Artillery Rgt[786]

A5.21: 1x 12-0 HQ[20], 1x 20-5-3 Inf Div[78 Aslt]

A5.19: 1x 20-4-3 Inf Div[292]

A8.14: 1x 12-0 HQ[7]

A7.13: 1x Police Rgt[13 SS]

A8.19: 1x 20-4-3 Inf Div[268] -1 Step

A9.18: 1x 20-4-3 Inf Div[267],

1x AG Bn[226]

A10.16: 1x 20-4-3 Inf Div[23],

1x AG Bn[192]

A11.16: 2x Artillery Rgt[617, 618]

A12.16: 1x 20-4-3 Inf Div[197] A13.17: 1x 20-4-3 Inf Div[258]

A15.18: 1x 20-4-3 Inf Div[262]

A17.19: (231, 111 Shu)/ 11 Pz

A17.18: (1-15, 61 MC)/ 11 Pz

A18.20: (2-15, 110 Shu)/ 11 Pz A18.18: 119/ 11 Pz

A24.19: 1x 20-4-3 Inf Div[252] -1 Step

A23.19: 2T

A21.16: 1x 18-0 HQ[46 Pz] A20.17: 6 SPs + 2T A20.19: (1-27, 2-27, 19)/ 19 Pz A20.20: 74 Shu/ 19 Pz A20.21: (19 Rec, 73 Shu)/ 19 Pz A20.22: 2x Sg Artillery Bn[768 Sg, 833 Sg], 8/3 Mtr A21.23: 4 SPs + 2T A21.22: 3 Arty/3 Mtr A20.25: 29/3 Mtr A22 25: (53 Rec, MC)/3 Mtr A22.28: 12 Truck Points A20.28: (2 MC, 2 Shu)/2 Pz A20.29: 2-3/2 Pz A21.29: 74/2 Pz A22.30: (1-3, 304 Shu)/2 Pz A23.28: 4 SPs A23.29: 1x 18-0 HQ[40 Pz] A23.32: 112 Shu/ 20 Pz A23.34: (2-21, 59 Shu)/20 Pz A23.35: 92 Rec/ 20 Pz A24.30: 92/20 Pz A25.32: (20 MC, 1-21, 3-21)/20 Pz A26.30: 1x 18-0 HQ[57 Pz] A32.31: 4 SPs A34.31: (90 Rec, 86 Shu)/ 10 Pz A35.32: 90/10 Pz A35.31: R Arty/ SS Reich A36.30: (Fuhrer, Deutld, 11 SS, R MC. R Rec)/ SS Reich A36.31: (1-7, 2-7, 10 MC, 69 Shu)/ 10 Pz A28.13: 116/5 Pz A29.14: (2-31, 14 Shu)/ 5 Pz-A29.12: 55 MC/ 5 Pz A30.12: (1-31, 13 Shu)/5 Pz A10.09: 11 SPs + 1T A19.08: 1x 20-4-3 Inf Div[34] A15.08: 1x 20-4-3 Inf Div[52] A13.06: 1x 20-4-3 Inf Div[31] A13.08: 1x 12-0 HQ[12] A12.05: 1x 12-0 HQ[43] A11.03: 1x 12-0 HQ[53] A15.03: 1x RR Rgt[5], Railhead Marker A15.02: 1x 20-4-3 Inf Div[167] -1 Step A18.01: 1x 20-4-3 Inf Div[131] -1 Step A19.01: 2 SPs A23.07: (2-18, 18 MC)/ 18 Pz A23.08: (1-18, 3-18, 52 Shu)/ 18 Pz A24.07: (88 Rec, 101 Shu, 88)/ 18 Pz B20.34: 1x 18-0 HQ[47 Pz] B18.33: 1-39/17 Pz B19.33: 40 Shu/ 17 Pz A20.01: (63 Shu, 27)/17 Pz A20.02: (2-39, 17 MC)/17 Pz B21.32: 15/29 Mtr B21.30: (29 Rec, MC)/29 Mtr B21.28: 71/29 Mtr B22.31: 29 Arty/ 29 Mtr B25.33: 5 SPs B26.33: 8 Truck Points A34.02: 75/3 Pz A35.02: (1-6, 2-6, 3 Shu)/ 3 Pz A35.03: (1, 3 MC, 394 Shu)/ 3 Pz B43.34: 1x AG Bn[177] B39.33: (7 Rec, 33 Shu)/ 4 Pz B41.30: 2x AG Bn[202, 203], 34 MC/ 4 Pz B39.29: 2x AG Bn[191, 210]

B39.32: 43 Aslt Eng Bn B39.34: (1-35, 2-35, 12 Shu)/ 4 Pz B38.32: 1x Artillery Rgt[622], 103/4 Pz B26.25: 3 SPs B23.24: 10 Arty/ 10 Mtr B22.23: (10 Rec, 20, MC)/ 10 Mtr B24.24: 41/10 Mtr B20.23: 3 SPs B5.29: 3 SPs + 1T B5.28: 1 Arty/ 1 Cav B36.27: 5 MG Bn B34.29: 24 SPs + 3T B34.30: 1x 18-0 HQ[24 Pz] B32.33: Grossdeutschland Inf Rgt, 1x Artillery Bn[440] B33.29: 2 Truck Points B30.27: 1x RR Rgt[1], Railhead Marker A12.01: 1x 20-4-3 Inf Div[296] B11.34: 1x 20-4-3 Inf Div[17] -1 Step B11.33: 1x 20-4-3 Inf Div[260] -1 Step B8.32: 1x 12-0 HQ[13] B7.30: 2/1 Cav B6.26: 1/1 Cav (Cav Type) B6.27: 22/1 Cav B6.28: 21/1 Cav B5.27: 1/1 Cav (Bicycle Type) B10.23: 1x 20-4-3 Inf Div[95] B10.19: 3 SPs B12.20: 1x 12-0 HQ[35] B12.23: 1x 20-4-3 Inf Div[112] B14.23: 1x 20-4-3 Inf Div[293] -1 Step B14.11: 35/25 Mtr B13.11: (25 Rec, 119, MC)/25 Mtr B13.12: 25 Arty/ 25 Mtr B8.14: 1T B9.12: 1x 6-2-2 Sec Div[221] B12.07: 1x 20-4-3 Inf Div[134] -1 Step B12.04: 1x 20-4-3 Inf Div[45] B 10.07: 1x 12-0 HQ[34] B10.03: 1x 6-2-2 Sec Div[403] B7.08: 2 SPs + 1T B3.09: 4 SPs B2.08: Railhead Marker B2.09: 10 SPs + 3T B2.10: 2x Pax Repl B1.09 16 Wagon Points B25.19: (9 Rec, 10 Shu)/ 9 Pz B24.18: 102/9 Pz B24.17: 59 MC/ 9 Pz B23.17: (1-33, 11 Shu)/9 Pz B21.17: 2-33/9 Pz B19.15: 60/ 16 Mtr B18.15: 146 Arty/ 16 Mtr B18.13: (341 Rec, MC)/ 16 Mtr B17.13: 156/ 16 Mtr B16.17: 1x 18-0 HQ[48 Pz] B15.17: 3 SPs B14.16: 2 Truck Points

German Air: Hex Level Air Units A4.25 1x Bf109e, 2x Ju52 A6.14 2 1x Bf109f, 2x Ju87b, 3x He111h B9.15 none B3.08 2 1x Bf109f, 2x Ju52 A23.27 1 1x Bf109f 1x Bf109f, rx Ju87b A21.16 1 B23.33 1 B17.20 1 1x Bf109f, 1+r x Ju87b, 2x Ju88a, 1+rx He111h B18.07 1 none B35.29 1 2x Bf109f, 2x Bf110c, rx Do17z Reinforcements:

As per Master Reinforcement Schedule including Variable Reinforcements and Supply Tables.

Special Rules:

All GB special rules are in play.
 The 4th Panzer Group has not yet left the map.
 The weather condition is normal at start.

Victory Conditions:

German:

Sudden Death: Moscow Victory sudden death victory (see scenario 8) is in effect.

Major: Hold Tula, Kaluga, and Mozhyask at the end of the game.

Minor: Hold Tula, and Mozhyask at the end of the game.

Soviet:

Major: The German player captures none of his victory cities and the Soviet player holds Orel.

Minor: The German player captures one or less of his victory cities but the Soviet player does not hold Orel.

Scenario 6: The Onslaught

This scenario focuses exclusively on the first week of the actual German offensive. This scenario can be a great dress rehearsal primer for the full campaign game as it exposes both players to the many concerns they will have to deal with in the first turns of the full blown game. Most players should be able to play this one to conclusion on a Saturday afternoon and early evening.

First Turn: 2 Last Turn: 2 Game Length: 1 Turn Map Area Used: Maps A & B all

Soviet Information:

Set up:

A9.35: 1x 12-3-2 Inf Div[242] A9.34: 1x 8-1-1 Inf Div[251]

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A9.33: 1x 12-3-2 Inf Div[119]	B10.29: 1x 14-3-3 Inf Div[299],	A39.19: 49 Army HQ, RR & Penal
A9.32: 1x 8-1-1 Inf Div[38]	Level 1 Hedgehog	A35.22: 1x 8-0-1 Militia Div[4]
A9.31: 1x 12-3-2 Inf Div[129],	B10.27: 1x 8-1-1 Inf Div[47 Avn]	A52.32: 2T
Level 1 Hedgehog	B14.30: 3 Army HQ	A53.32: 12 Truck Points
A9.30: 1x 10-2-1 Inf Div[108]	B15.31: 11 SPs	A54.31: 20 SPs
A9.29: 1x Artillery Bde	B17.31: 3 Army RR & Penal	A54.33: Stalin
A11.34: 30 Army HQ	B12.07: 1x 8-1-1 Inf Div[290]	A55.32: 1x Pax Repl
A11.33: 30 Army Penal	B12.05: 1x 12-3-2 Inf Div[135]	
A12.34: 30 Army RR	B13.05: 1x Artillery Bde	Forward Depots: The Soviet player may place
A13.35: 6 SPs	B12.03: 1x 8-1-1 Inf Div[219],	an additional 20 Tokens of supply. These to-
A10.30: 1x Artillery Bde	1x 12-4-6 Tk Bde	kens represent the forward supply dumps of
A10.29: 16 Army HQ	B13.02: 2x 20-1-3 Tk Div[10, 69]	the Soviet forces. These may split up as desired
A10.28: 1x 10-3-4 Tk Bde,	B14.07: 1x 8-1-1 Inf Div[293]	and placed into any hex occupied by Soviet
1x 20-1-3 Tk Div[101]	B16.08: 40 Army HQ, RR & Penal	units. They are given as emergency combat
A11.29: 1x 8-1-1 Inf Div[50]	B18.08: 17 SPs	supply, but may be used for any purpose.
A13.29: 16 Army RR & Penal	A16.07: 1x 10-2-1 Inf Div[278]	
A8.29: 1x 12-3-3 Semi-Mtrd Div[1],	A15.05: 1x 8-1-1 Inf Div[280]	Soviet Air:
Level 1 Hedgehog	A15.04: 1x 8-1-1 Inf Div[260]	Hex Level Air Units
A8.28: 1x 10-2-1 Inf Div[152],	A15.03: 1x 14-3-3 Inf Div[287],	A23.27 1 1x IL2
Level 1 Hedgehog	Level 1 Hedgehog	A21.16 1 1x IL2, 2x LaGG3
A8.26: 1x 12-3-2 Inf Div[64]	A16.02: 1x Artillery Bde	A40.18 1 1x IL2, 3x Pe2, 2x IL4
A8.27: 1x 12-3-3 Semi-Mtrd Div[105]	A16.01: 1x 14-3-3 Inf Div[283]	A52.12 1 2x SB2, 4x IL4
A17.29: 8 SPs	A15.01: 1x 10-2-1 Inf Div[258]	B23.33 1 1x II.2, rx Yak1 B17.20 1 rx MiG1
A18.29: 4 Truck Points	B15.34: 1x Cav Bde[55]	
A22.30: 1x 8-0-1 Militia Div[7 Militia]	A18.01: 50 Army HQ	B18.07 1 none B35.29 1 2x Yak1
A21.30: 1x 8-0-1 Militia Div[18 Militia]	A19.01: 24 SPs	B36.12 1 1x I15, 2x IL4
A20.29: 1x 8-0-1 Militia Div[13 Militia]	A19.02: 50 Army RR & Penal	B62.07 1 2x Yak1
A20.28: 1x 14-3-3 Inf Div[73]	A20.01: 4 Truck Points	A51.34 2 2x MiG3, 4x Po2,
A20.27: 1x 8-0-1 Militia Div[8 Militia]	B18.28: 15 SPs	2x LaGG3
A22.26: 1x 8-0-1 Militia Div[2 Militia]	B17.26: 13 Army RR & Penal	A56.33 2 2x MiG3, 2x TB3
A22.28: 32 Army HQ, 36 SPs	B17.25: 1x Katyusha Bde	A57.32 2 3x G2, 6x Li2
A25.28: 32 Army RR & Penal	B17.24: 2x 10-3-4 Tk Bde, 1x 12-4-6 Tk	
A9.25: 1x 12-3-2 Inf Div[107],	Bde, 1x Cav Bde[4]	Reinforcements:
Level 1 Hedgehog	B18.24: 1x 20-1-3 Tk Div[108]	As per Master Reinforcement Schedule in-
A9.24: 1x 12-3-3 Semi-Mtrd Div[106],	B11.24: 1x 10-2-1 Inf Div[307]	cluding Variable Reinforcements and Supply
		Tables
Level 1 Hedgehog	B11.22: 1x 12-3-2 Inf Div[269] -1 Step	Tables.
Level 1 Hedgehog A9.23: 1x 12-3-2 Inf Div[194],	B11.22: 1x 12-3-2 Inf Div[269] -1 Step B12.20: 1x 12-3-2 Inf Div[143]	l ables.
A9.23: 1x 12-3-2 Inf Div[194],	7000 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0	German Information:
	B12.20: 1x 12-3-2 Inf Div[143]	German Information:
A9.23: 1x 12-3-2 Inf Div[194], Level 1 Hedgehog	B12.20: 1x 12-3-2 Inf Div[143] B14.20: 1x Cav Bde[52]	German Information: Set up:
A9.23: 1x 12-3-2 Inf Div[194], Level 1 Hedgehog A9.22: 1x 12-3-3 Semi-Mtrd Div[103], Level 1 Hedgehog	B12.20: 1x 12-3-2 Inf Div[143] B14.20: 1x Cav Bde[52] B16.20: 13 Army HQ	German Information: Set up: A7.34: 1x 20-4-3 Inf Div[8] -1 Step
A9.23: 1x 12-3-2 Inf Div[194], Level 1 Hedgehog A9.22: 1x 12-3-3 Semi-Mtrd Div[103], Level 1 Hedgehog A10.24: 1x Artillery Bde	B12.20: 1x 12-3-2 Inf Div[143] B14.20: 1x Cav Bde[52] B16.20: 13 Army HQ B16.18: 1x 10-3-4 Tk Bde, 1x 20-1-3 Tk	German Information: Set up: A7.34: 1x 20-4-3 Inf Div[8] -1 Step A7.32: 1x 20-4-3 Inf Div[87] -1 Step
A9.23: 1x 12-3-2 Inf Div[194], Level 1 Hedgehog A9.22: 1x 12-3-3 Semi-Mtrd Div[103], Level 1 Hedgehog A10.24: 1x Artillery Bde A10.23: 1x Artillery Bde	B12.20: 1x 12-3-2 Inf Div[143] B14.20: 1x Cav Bde[52] B16.20: 13 Army HQ B16.18: 1x 10-3-4 Tk Bde, 1x 20-1-3 Tk Div[50]	German Information: Set up: A7.34: 1x 20-4-3 Inf Div[8] -1 Step A7.32: 1x 20-4-3 Inf Div[87] -1 Step A6.29: 1x 20-4-3 Inf Div[28]
A9.23: 1x 12-3-2 Inf Div[194], Level 1 Hedgehog A9.22: 1x 12-3-3 Semi-Mtrd Div[103], Level 1 Hedgehog A10.24: 1x Artillery Bde A10.23: 1x Artillery Bde A12.21: 24 Army HQ A12.22: 1x 12-4-6 Tk Bde,	B12.20: 1x 12-3-2 Inf Div[143] B14.20: 1x Cav Bde[52] B16.20: 13 Army HQ B16.18: 1x 10-3-4 Tk Bde, 1x 20-1-3 Tk Div[50] B16.17: 1x Mtn Cav Bde[21 Mtn]	German Information: Set up: A7.34: 1x 20-4-3 Inf Div[8] -1 Step A7.32: 1x 20-4-3 Inf Div[87] -1 Step A6.29: 1x 20-4-3 Inf Div[28] A3.31: 1x 12-0 HQ[8]
A9.23: 1x 12-3-2 Inf Div[194], Level 1 Hedgehog A9.22: 1x 12-3-3 Semi-Mtrd Div[103], Level 1 Hedgehog A10.24: 1x Artillery Bde A10.23: 1x Artillery Bde A12.21: 24 Army HQ A12.22: 1x 12-4-6 Tk Bde,	B12.20: 1x 12-3-2 Inf Div[143] B14.20: 1x Cav Bde[52] B16.20: 13 Army HQ B16.18: 1x 10-3-4 Tk Bde, 1x 20-1-3 Tk Div[50] B16.17: 1x Mtn Cav Bde[21 Mtn] B14.16: 1x Artillery Bde B12.17: 1x 8-1-1 Inf Div[61 Avn] B13.15: 1x 8-1-1 Inf Div[6] -1 Step	German Information: Set up: A7.34: 1x 20-4-3 Inf Div[8] -1 Step A7.32: 1x 20-4-3 Inf Div[87] -1 Step A6.29: 1x 20-4-3 Inf Div[28] A3.31: 1x 12-0 HQ[8] A3.29: 1x Artillery Rgt[41]
A9.23: 1x 12-3-2 Inf Div[194], Level 1 Hedgehog A9.22: 1x 12-3-3 Semi-Mtrd Div[103], Level 1 Hedgehog A10.24: 1x Artillery Bde A10.23: 1x Artillery Bde A12.21: 24 Army HQ A12.22: 1x 12-4-6 Tk Bde, 1x 20-1-3 Tk Div[102]	B12.20: 1x 12-3-2 Inf Div[143] B14.20: 1x Cav Bde[52] B16.20: 13 Army HQ B16.18: 1x 10-3-4 Tk Bde, 1x 20-1-3 Tk Div[50] B16.17: 1x Mtn Cav Bde[21 Mtn] B14.16: 1x Artillery Bde B12.17: 1x 8-1-1 Inf Div[61 Avn] B13.15: 1x 8-1-1 Inf Div[6] -1 Step B15.13: 1x 10-2-1 Inf Div[137] -1 Step	German Information: Set up: A7.34: 1x 20-4-3 Inf Div[8] -1 Step A7.32: 1x 20-4-3 Inf Div[87] -1 Step A6.29: 1x 20-4-3 Inf Div[28] A3.31: 1x 12-0 HQ[8] A3.29: 1x Artillery Rgt[41] A7.27: 1x 20-4-3 Inf Div[15]
A9.23: 1x 12-3-2 Inf Div[194], Level 1 Hedgehog A9.22: 1x 12-3-3 Semi-Mtrd Div[103], Level 1 Hedgehog A10.24: 1x Artillery Bde A10.23: 1x Artillery Bde A12.21: 24 Army HQ A12.22: 1x 12-4-6 Tk Bde, 1x 20-1-3 Tk Div[102] A12.23: 1x 10-2-1 Inf Div[309]	B12.20: 1x 12-3-2 Inf Div[143] B14.20: 1x Cav Bde[52] B16.20: 13 Army HQ B16.18: 1x 10-3-4 Tk Bde, 1x 20-1-3 Tk Div[50] B16.17: 1x Mtn Cav Bde[21 Mtn] B14.16: 1x Artillery Bde B12.17: 1x 8-1-1 Inf Div[61 Avn] B13.15: 1x 8-1-1 Inf Div[6] -1 Step	German Information: Set up: A7.34: 1x 20-4-3 Inf Div[8] -1 Step A7.32: 1x 20-4-3 Inf Div[87] -1 Step A6.29: 1x 20-4-3 Inf Div[28] A3.31: 1x 12-0 HQ[8] A3.29: 1x Artillery Rgt[41] A7.27: 1x 20-4-3 Inf Div[15] A7.25: 1x 20-4-3 Inf Div[263] -1 Step
A9.23: 1x 12-3-2 Inf Div[194], Level 1 Hedgehog A9.22: 1x 12-3-3 Semi-Mtrd Div[103], Level 1 Hedgehog A10.24: 1x Artillery Bde A10.23: 1x Artillery Bde A10.23: 1x Artillery Bde A12.21: 24 Army HQ A12.22: 1x 12-4-6 Tk Bde, 1x 20-1-3 Tk Div[102] A12.23: 1x 10-2-1 Inf Div[309] A13.23: 1x 10-2-1 Inf Div[133] A13.21: 24 Army RR & Penal	B12.20: 1x 12-3-2 Inf Div[143] B14.20: 1x Cav Bde[52] B16.20: 13 Army HQ B16.18: 1x 10-3-4 Tk Bde, 1x 20-1-3 Tk Div[50] B16.17: 1x Mtn Cav Bde[21 Mtn] B14.16: 1x Artillery Bde B12.17: 1x 8-1-1 Inf Div[61 Avn] B13.15: 1x 8-1-1 Inf Div[6] -1 Step B15.13: 1x 10-2-1 Inf Div[137] -1 Step B17.12: 1x 8-1-1 Inf Div[282] B33.13: 6 SPs	German Information: Set up: A7.34: 1x 20-4-3 Inf Div[8] -1 Step A7.32: 1x 20-4-3 Inf Div[87] -1 Step A6.29: 1x 20-4-3 Inf Div[28] A3.31: 1x 12-0 HQ[8] A3.29: 1x Artillery Rgt[41] A7.27: 1x 20-4-3 Inf Div[15] A7.25: 1x 20-4-3 Inf Div[263] -1 Step A7.23: 1x 20-4-3 Inf Div[183]
A9.23: 1x 12-3-2 Inf Div[194], Level 1 Hedgehog A9.22: 1x 12-3-3 Semi-Mtrd Div[103], Level 1 Hedgehog A10.24: 1x Artillery Bde A10.23: 1x Artillery Bde A10.23: 1x Artillery Bde A12.21: 24 Army HQ A12.22: 1x 12-4-6 Tk Bde, 1x 20-1-3 Tk Div[102] A12.23: 1x 10-2-1 Inf Div[309] A13.23: 1x 10-2-1 Inf Div[133] A13.21: 24 Army RR & Penal	B12.20: 1x 12-3-2 Inf Div[143] B14.20: 1x Cav Bde[52] B16.20: 13 Army HQ B16.18: 1x 10-3-4 Tk Bde, 1x 20-1-3 Tk Div[50] B16.17: 1x Mtn Cav Bde[21 Mtn] B14.16: 1x Artillery Bde B12.17: 1x 8-1-1 Inf Div[61 Avn] B13.15: 1x 8-1-1 Inf Div[6] -1 Step B15.13: 1x 10-2-1 Inf Div[137] -1 Step B17.12: 1x 8-1-1 Inf Div[282]	German Information: Set up: A7.34: 1x 20-4-3 Inf Div[8] -1 Step A7.32: 1x 20-4-3 Inf Div[87] -1 Step A6.29: 1x 20-4-3 Inf Div[28] A3.31: 1x 12-0 HQ[8] A3.29: 1x Artillery Rgt[41] A7.27: 1x 20-4-3 Inf Div[15] A7.25: 1x 20-4-3 Inf Div[263] -1 Step A7.23: 1x 20-4-3 Inf Div[183] A7.21: 1x 20-4-3 Inf Div[7]
A9.23: 1x 12-3-2 Inf Div[194], Level 1 Hedgehog A9.22: 1x 12-3-3 Semi-Mtrd Div[103], Level 1 Hedgehog A10.24: 1x Artillery Bde A10.23: 1x Artillery Bde A10.23: 1x Artillery Bde A12.21: 24 Army HQ A12.22: 1x 12-4-6 Tk Bde, 1x 20-1-3 Tk Div[102] A12.23: 1x 10-2-1 Inf Div[309] A13.23: 1x 10-2-1 Inf Div[133] A13.21: 24 Army RR & Penal A17.21: 1x 8-0-1 Militia Div[17] A16.20: 1x 8-0-1 Militia Div[1]	B12.20: 1x 12-3-2 Inf Div[143] B14.20: 1x Cav Bde[52] B16.20: 13 Army HQ B16.18: 1x 10-3-4 Tk Bde, 1x 20-1-3 Tk Div[50] B16.17: 1x Mtn Cav Bde[21 Mtn] B14.16: 1x Artillery Bde B12.17: 1x 8-1-1 Inf Div[61 Avn] B13.15: 1x 8-1-1 Inf Div[6] -1 Step B15.13: 1x 10-2-1 Inf Div[137] -1 Step B17.12: 1x 8-1-1 Inf Div[282] B33.13: 6 SPs	German Information: Set up: A7.34: 1x 20-4-3 Inf Div[8] -1 Step A7.32: 1x 20-4-3 Inf Div[87] -1 Step A6.29: 1x 20-4-3 Inf Div[28] A3.31: 1x 12-0 HQ[8] A3.29: 1x Artillery Rgt[41] A7.27: 1x 20-4-3 Inf Div[15] A7.25: 1x 20-4-3 Inf Div[263] -1 Step A7.23: 1x 20-4-3 Inf Div[183] A7.21: 1x 20-4-3 Inf Div[7] A8.19: 1x 20-4-3 Inf Div[268] -1 Step
A9.23: 1x 12-3-2 Inf Div[194], Level 1 Hedgehog A9.22: 1x 12-3-3 Semi-Mtrd Div[103], Level 1 Hedgehog A10.24: 1x Artillery Bde A10.23: 1x Artillery Bde A10.23: 1x Artillery Bde A12.21: 24 Army HQ A12.22: 1x 12-4-6 Tk Bde, 1x 20-1-3 Tk Div[102] A12.23: 1x 10-2-1 Inf Div[309] A13.23: 1x 10-2-1 Inf Div[133] A13.21: 24 Army RR & Penal A17.21: 1x 8-0-1 Militia Div[17] A16.20: 1x 8-0-1 Militia Div[1]	B12.20: 1x 12-3-2 Inf Div[143] B14.20: 1x Cav Bde[52] B16.20: 13 Army HQ B16.18: 1x 10-3-4 Tk Bde, 1x 20-1-3 Tk Div[50] B16.17: 1x Mtn Cav Bde[21 Mtn] B14.16: 1x Artillery Bde B12.17: 1x 8-1-1 Inf Div[61 Avn] B13.15: 1x 8-1-1 Inf Div[6] -1 Step B15.13: 1x 10-2-1 Inf Div[137] -1 Step B17.12: 1x 8-1-1 Inf Div[282] B33.13: 6 SPs B32.29: 6 SPs	German Information: Set up: A7.34: 1x 20-4-3 Inf Div[8] -1 Step A7.32: 1x 20-4-3 Inf Div[87] -1 Step A6.29: 1x 20-4-3 Inf Div[28] A3.31: 1x 12-0 HQ[8] A3.29: 1x Artillery Rgt[41] A7.27: 1x 20-4-3 Inf Div[15] A7.25: 1x 20-4-3 Inf Div[263] -1 Step A7.23: 1x 20-4-3 Inf Div[183] A7.21: 1x 20-4-3 Inf Div[7] A8.19: 1x 20-4-3 Inf Div[68] -1 Step A6.20: 1x Flame AG Bn[100], 1x Artillery
A9.23: 1x 12-3-2 Inf Div[194], Level 1 Hedgehog A9.22: 1x 12-3-3 Semi-Mtrd Div[103], Level 1 Hedgehog A10.24: 1x Artillery Bde A10.23: 1x Artillery Bde A10.23: 1x Artillery Bde A12.21: 24 Army HQ A12.22: 1x 12-4-6 Tk Bde, 1x 20-1-3 Tk Div[102] A12.23: 1x 10-2-1 Inf Div[309] A13.23: 1x 10-2-1 Inf Div[133] A13.21: 24 Army RR & Penal A17.21: 1x 8-0-1 Militia Div[17] A16.20: 1x 8-0-1 Militia Div[1] A15.19: 1x 8-0-1 Militia Div[21]	B12.20: 1x 12-3-2 Inf Div[143] B14.20: 1x Cav Bde[52] B16.20: 13 Army HQ B16.18: 1x 10-3-4 Tk Bde, 1x 20-1-3 Tk Div[50] B16.17: 1x Mtn Cav Bde[21 Mtn] B14.16: 1x Artillery Bde B12.17: 1x 8-1-1 Inf Div[61 Avn] B13.15: 1x 8-1-1 Inf Div[6] -1 Step B15.13: 1x 10-2-1 Inf Div[137] -1 Step B17.12: 1x 8-1-1 Inf Div[282] B33.13: 6 SPs B32.29: 6 SPs B61.09: 1x 12-4-6 Tk Bde, 1x Artillery Bde	German Information: Set up: A7.34: 1x 20-4-3 Inf Div[8] -1 Step A7.32: 1x 20-4-3 Inf Div[87] -1 Step A6.29: 1x 20-4-3 Inf Div[28] A3.31: 1x 12-0 HQ[8] A3.29: 1x Artillery Rgt[41] A7.27: 1x 20-4-3 Inf Div[15] A7.25: 1x 20-4-3 Inf Div[263] -1 Step A7.23: 1x 20-4-3 Inf Div[183] A7.21: 1x 20-4-3 Inf Div[7] A8.19: 1x 20-4-3 Inf Div[7] A8.19: 1x 20-4-3 Inf Div[268] -1 Step A6.20: 1x Flame AG Bn[100], 1x Artillery Rgt[786]
A9.23: 1x 12-3-2 Inf Div[194], Level 1 Hedgehog A9.22: 1x 12-3-3 Semi-Mtrd Div[103], Level 1 Hedgehog A10.24: 1x Artillery Bde A10.23: 1x Artillery Bde A10.23: 1x Artillery Bde A12.21: 24 Army HQ A12.22: 1x 12-4-6 Tk Bde, 1x 20-1-3 Tk Div[102] A12.23: 1x 10-2-1 Inf Div[309] A13.23: 1x 10-2-1 Inf Div[133] A13.21: 24 Army RR & Penal A17.21: 1x 8-0-1 Militia Div[17] A16.20: 1x 8-0-1 Militia Div[21] A15.18: 1x 8-0-1 Militia Div[21]	B12.20: 1x 12-3-2 Inf Div[143] B14.20: 1x Cav Bde[52] B16.20: 13 Army HQ B16.18: 1x 10-3-4 Tk Bde, 1x 20-1-3 Tk Div[50] B16.17: 1x Mtn Cav Bde[21 Mtn] B14.16: 1x Artillery Bde B12.17: 1x 8-1-1 Inf Div[61 Avn] B13.15: 1x 8-1-1 Inf Div[6] -1 Step B15.13: 1x 10-2-1 Inf Div[137] -1 Step B17.12: 1x 8-1-1 Inf Div[282] B33.13: 6 SPs B32.29: 6 SPs B61.09: 1x 12-4-6 Tk Bde, 1x Artillery Bde B62.08: 40 SPs	German Information: Set up: A7.34: 1x 20-4-3 Inf Div[8] -1 Step A7.32: 1x 20-4-3 Inf Div[87] -1 Step A6.29: 1x 20-4-3 Inf Div[28] A3.31: 1x 12-0 HQ[8] A3.29: 1x Artillery Rgt[41] A7.27: 1x 20-4-3 Inf Div[15] A7.25: 1x 20-4-3 Inf Div[263] -1 Step A7.23: 1x 20-4-3 Inf Div[183] A7.21: 1x 20-4-3 Inf Div[7] A8.19: 1x 20-4-3 Inf Div[7] A8.19: 1x 20-4-3 Inf Div[7] A6.20: 1x Flame AG Bn[100], 1x Artillery Rgt[786] A5.21: 1x 20-5-3 Inf Div[78 Aslt], 1x 12-0
A9.23: 1x 12-3-2 Inf Div[194], Level 1 Hedgehog A9.22: 1x 12-3-3 Semi-Mtrd Div[103], Level 1 Hedgehog A10.24: 1x Artillery Bde A10.23: 1x Artillery Bde A10.23: 1x Artillery Bde A12.21: 24 Army HQ A12.22: 1x 12-4-6 Tk Bde, 1x 20-1-3 Tk Div[102] A12.23: 1x 10-2-1 Inf Div[309] A13.23: 1x 10-2-1 Inf Div[133] A13.21: 24 Army RR & Penal A17.21: 1x 8-0-1 Militia Div[17] A16.20: 1x 8-0-1 Militia Div[1] A15.19: 1x 8-0-1 Militia Div[21] A15.18: 1x 8-0-1 Militia Div[5]- 1 step A17.19: 33 Army HQ	B12.20: 1x 12-3-2 Inf Div[143] B14.20: 1x Cav Bde[52] B16.20: 13 Army HQ B16.18: 1x 10-3-4 Tk Bde, 1x 20-1-3 Tk Div[50] B16.17: 1x Mtn Cav Bde[21 Mtn] B14.16: 1x Artillery Bde B12.17: 1x 8-1-1 Inf Div[61 Avn] B13.15: 1x 8-1-1 Inf Div[6] -1 Step B15.13: 1x 10-2-1 Inf Div[137] -1 Step B17.12: 1x 8-1-1 Inf Div[282] B33.13: 6 SPs B32.29: 6 SPs B61.09: 1x 12-4-6 Tk Bde, 1x Artillery Bde B62.08: 40 SPs B62.09: 4 Truck Points	German Information: Set up: A7.34: 1x 20-4-3 Inf Div[8] -1 Step A7.32: 1x 20-4-3 Inf Div[87] -1 Step A6.29: 1x 20-4-3 Inf Div[28] A3.31: 1x 12-0 HQ[8] A3.29: 1x Artillery Rgt[41] A7.27: 1x 20-4-3 Inf Div[15] A7.25: 1x 20-4-3 Inf Div[263] -1 Step A7.23: 1x 20-4-3 Inf Div[183] A7.21: 1x 20-4-3 Inf Div[7] A8.19: 1x 20-4-3 Inf Div[7] A8.19: 1x 20-4-3 Inf Div[268] -1 Step A6.20: 1x Flame AG Bn[100], 1x Artillery Rgt[786] A5.21: 1x 20-5-3 Inf Div[78 Aslt], 1x 12-0 HQ[20]
A9.23: 1x 12-3-2 Inf Div[194], Level 1 Hedgehog A9.22: 1x 12-3-3 Semi-Mtrd Div[103], Level 1 Hedgehog A10.24: 1x Artillery Bde A10.23: 1x Artillery Bde A12.21: 24 Army HQ A12.22: 1x 12-4-6 Tk Bde, 1x 20-1-3 Tk Div[102] A12.23: 1x 10-2-1 Inf Div[309] A13.23: 1x 10-2-1 Inf Div[33] A13.21: 24 Army RR & Penal A17.21: 1x 8-0-1 Militia Div[17] A16.20: 1x 8-0-1 Militia Div[21] A15.19: 1x 8-0-1 Militia Div[21] A15.18: 1x 8-0-1 Militia Div[5]- 1 step A17.19: 33 Army HQ A18.18: 33 Army RR & Penal	B12.20: 1x 12-3-2 Inf Div[143] B14.20: 1x Cav Bde[52] B16.20: 13 Army HQ B16.18: 1x 10-3-4 Tk Bde, 1x 20-1-3 Tk Div[50] B16.17: 1x Mtn Cav Bde[21 Mtn] B14.16: 1x Artillery Bde B12.17: 1x 8-1-1 Inf Div[61 Avn] B13.15: 1x 8-1-1 Inf Div[6] -1 Step B15.13: 1x 10-2-1 Inf Div[137] -1 Step B17.12: 1x 8-1-1 Inf Div[282] B33.13: 6 SPs B32.29: 6 SPs B61.09: 1x 12-4-6 Tk Bde, 1x Artillery Bde B62.08: 40 SPs B62.09: 4 Truck Points A49.10: 1x 14-3-3 Inf Div[24]	German Information: Set up: A7.34: 1x 20-4-3 Inf Div[8] -1 Step A7.32: 1x 20-4-3 Inf Div[87] -1 Step A6.29: 1x 20-4-3 Inf Div[28] A3.31: 1x 12-0 HQ[8] A3.29: 1x Artillery Rgt[41] A7.27: 1x 20-4-3 Inf Div[15] A7.25: 1x 20-4-3 Inf Div[263] -1 Step A7.23: 1x 20-4-3 Inf Div[183] A7.21: 1x 20-4-3 Inf Div[7] A8.19: 1x 20-4-3 Inf Div[268] -1 Step A6.20: 1x Flame AG Bn[100], 1x Artillery Rgt[786] A5.21: 1x 20-5-3 Inf Div[78 Aslt], 1x 12-0 HQ[20] A5.19: 1x 20-4-3 Inf Div[292]
A9.23: 1x 12-3-2 Inf Div[194], Level 1 Hedgehog A9.22: 1x 12-3-3 Semi-Mtrd Div[103], Level 1 Hedgehog A10.24: 1x Artillery Bde A10.23: 1x Artillery Bde A10.23: 1x Artillery Bde A12.21: 24 Army HQ A12.22: 1x 12-4-6 Tk Bde, 1x 20-1-3 Tk Div[102] A12.23: 1x 10-2-1 Inf Div[309] A13.23: 1x 10-2-1 Inf Div[133] A13.21: 24 Army RR & Penal A17.21: 1x 8-0-1 Militia Div[17] A16.20: 1x 8-0-1 Militia Div[1] A15.19: 1x 8-0-1 Militia Div[21] A15.18: 1x 8-0-1 Militia Div[5]- 1 step A17.19: 33 Army HQ A18.18: 33 Army RR & Penal A20.17: 16 SPs	B12.20: 1x 12-3-2 Inf Div[143] B14.20: 1x Cav Bde[52] B16.20: 13 Army HQ B16.18: 1x 10-3-4 Tk Bde, 1x 20-1-3 Tk Div[50] B16.17: 1x Mtn Cav Bde[21 Mtn] B14.16: 1x Artillery Bde B12.17: 1x 8-1-1 Inf Div[61 Avn] B13.15: 1x 8-1-1 Inf Div[6] -1 Step B15.13: 1x 10-2-1 Inf Div[137] -1 Step B17.12: 1x 8-1-1 Inf Div[282] B33.13: 6 SPs B32.29: 6 SPs B61.09: 1x 12-4-6 Tk Bde, 1x Artillery Bde B62.08: 40 SPs B62.09: 4 Truck Points A49.10: 1x 14-3-3 Inf Div[24] A50.09: 1x Cav Bde[3]	German Information: Set up: A7.34: 1x 20-4-3 Inf Div[8] -1 Step A7.32: 1x 20-4-3 Inf Div[87] -1 Step A6.29: 1x 20-4-3 Inf Div[28] A3.31: 1x 12-0 HQ[8] A3.29: 1x Artillery Rgt[41] A7.27: 1x 20-4-3 Inf Div[15] A7.25: 1x 20-4-3 Inf Div[263] -1 Step A7.23: 1x 20-4-3 Inf Div[183] A7.21: 1x 20-4-3 Inf Div[7] A8.19: 1x 20-4-3 Inf Div[7] A8.19: 1x 20-4-3 Inf Div[268] -1 Step A6.20: 1x Flame AG Bn[100], 1x Artillery Rgt[786] A5.21: 1x 20-5-3 Inf Div[78 Aslt], 1x 12-0 HQ[20] A5.19: 1x 20-4-3 Inf Div[292] A12.12: (90 Rec, 2-7, 69 Shu)/ 10 Pz, 1x AG
A9.23: 1x 12-3-2 Inf Div[194], Level 1 Hedgehog A9.22: 1x 12-3-3 Semi-Mtrd Div[103], Level 1 Hedgehog A10.24: 1x Artillery Bde A10.23: 1x Artillery Bde A12.21: 24 Army HQ A12.22: 1x 12-4-6 Tk Bde, 1x 20-1-3 Tk Div[102] A12.23: 1x 10-2-1 Inf Div[309] A13.23: 1x 10-2-1 Inf Div[133] A13.21: 24 Army R& Penal A17.21: 1x 8-0-1 Militia Div[17] A16.20: 1x 8-0-1 Militia Div[21] A15.19: 1x 8-0-1 Militia Div[21] A15.18: 1x 8-0-1 Militia Div[5]- 1 step A17.19: 33 Army HQ A18.18: 33 Army RR & Penal A20.17: 16 SPs A10.19: 1x 12-3-2 Inf Div[53]	B12.20: 1x 12-3-2 Inf Div[143] B14.20: 1x Cav Bde[52] B16.20: 13 Army HQ B16.18: 1x 10-3-4 Tk Bde, 1x 20-1-3 Tk Div[50] B16.17: 1x Mtn Cav Bde[21 Mtn] B14.16: 1x Artillery Bde B12.17: 1x 8-1-1 Inf Div[61 Avn] B13.15: 1x 8-1-1 Inf Div[6] -1 Step B15.13: 1x 10-2-1 Inf Div[137] -1 Step B17.12: 1x 8-1-1 Inf Div[282] B33.13: 6 SPs B32.29: 6 SPs B61.09: 1x 12-4-6 Tk Bde, 1x Artillery Bde B62.08: 40 SPs B62.09: 4 Truck Points A49.10: 1x 14-3-3 Inf Div[24] A50.09: 1x Cav Bde[3] A50.10: 1x Katyusha Bde	German Information: Set up: A7.34: 1x 20-4-3 Inf Div[8] -1 Step A7.32: 1x 20-4-3 Inf Div[87] -1 Step A6.29: 1x 20-4-3 Inf Div[28] A3.31: 1x 12-0 HQ[8] A3.29: 1x Artillery Rgt[41] A7.27: 1x 20-4-3 Inf Div[15] A7.25: 1x 20-4-3 Inf Div[263] -1 Step A7.23: 1x 20-4-3 Inf Div[183] A7.21: 1x 20-4-3 Inf Div[7] A8.19: 1x 20-4-3 Inf Div[7] A8.19: 1x 20-4-3 Inf Div[7] A8.19: 1x 20-4-3 Inf Div[7] A6.20: 1x Flame AG Bn[100], 1x Artillery Rgt[786] A5.21: 1x 20-5-3 Inf Div[78 Aslt], 1x 12-0 HQ[20] A5.19: 1x 20-4-3 Inf Div[292] A12.12: (90 Rec, 2-7, 69 Shu)/ 10 Pz, 1x AG Bn[201]
A9.23: 1x 12-3-2 Inf Div[194], Level 1 Hedgehog A9.22: 1x 12-3-3 Semi-Mtrd Div[103], Level 1 Hedgehog A10.24: 1x Artillery Bde A10.23: 1x Artillery Bde A12.21: 24 Army HQ A12.22: 1x 12-4-6 Tk Bde, 1x 20-1-3 Tk Div[102] A12.23: 1x 10-2-1 Inf Div[309] A13.23: 1x 10-2-1 Inf Div[133] A13.21: 24 Army RR & Penal A17.21: 1x 8-0-1 Militia Div[17] A16.20: 1x 8-0-1 Militia Div[21] A15.18: 1x 8-0-1 Militia Div[5]- 1 step A17.19: 33 Army HQ A18.18: 33 Army HQ A18.18: 33 Army RR & Penal A20.17: 16 SPs A10.19: 1x 12-3-2 Inf Div[53] A11.17: 1x 8-1-1 Inf Div[211] A12.16: 1x Artillery Bde	B12.20: 1x 12-3-2 Inf Div[143] B14.20: 1x Cav Bde[52] B16.20: 13 Army HQ B16.18: 1x 10-3-4 Tk Bde, 1x 20-1-3 Tk Div[50] B16.17: 1x Mtn Cav Bde[21 Mtn] B14.16: 1x Artillery Bde B12.17: 1x 8-1-1 Inf Div[61 Avn] B13.15: 1x 8-1-1 Inf Div[6] -1 Step B15.13: 1x 10-2-1 Inf Div[137] -1 Step B17.12: 1x 8-1-1 Inf Div[282] B33.13: 6 SPs B32.29: 6 SPs B61.09: 1x 12-4-6 Tk Bde, 1x Artillery Bde B62.08: 40 SPs B62.09: 4 Truck Points A49.10: 1x 14-3-3 Inf Div[24] A50.09: 1x Cav Bde[3] A50.10: 1x Katyusha Bde A50.12: 4 Truck Points A51.09: 1x Cav Bde[14] A51.10: 1x 14-3-3 Inf Div[154]	German Information: Set up: A7.34: 1x 20-4-3 Inf Div[8] -1 Step A7.32: 1x 20-4-3 Inf Div[87] -1 Step A6.29: 1x 20-4-3 Inf Div[28] A3.31: 1x 12-0 HQ[8] A3.29: 1x Artillery Rgt[41] A7.27: 1x 20-4-3 Inf Div[15] A7.25: 1x 20-4-3 Inf Div[263] -1 Step A7.23: 1x 20-4-3 Inf Div[263] -1 Step A7.23: 1x 20-4-3 Inf Div[7] A8.19: 1x 20-4-3 Inf Div[7] A8.19: 1x 20-4-3 Inf Div[268] -1 Step A6.20: 1x Flame AG Bn[100], 1x Artillery Rgt[786] A5.21: 1x 20-5-3 Inf Div[78 Aslt], 1x 12-0 HQ[20] A5.19: 1x 20-4-3 Inf Div[292] A12.12: (90 Rec, 2-7, 69 Shu)/ 10 Pz, 1x AG Bn[201] A10.12: (2 MC, 2-3, 2 Shu)/ 2 Pz
A9.23: 1x 12-3-2 Inf Div[194], Level 1 Hedgehog A9.22: 1x 12-3-3 Semi-Mtrd Div[103], Level 1 Hedgehog A10.24: 1x Artillery Bde A10.23: 1x Artillery Bde A12.21: 24 Army HQ A12.22: 1x 12-4-6 Tk Bde, 1x 20-1-3 Tk Div[102] A12.23: 1x 10-2-1 Inf Div[309] A13.23: 1x 10-2-1 Inf Div[133] A13.21: 24 Army RR & Penal A17.21: 1x 8-0-1 Militia Div[17] A16.20: 1x 8-0-1 Militia Div[21] A15.18: 1x 8-0-1 Militia Div[5]- 1 step A17.19: 33 Army HQ A18.18: 33 Army HQ A18.18: 33 Army RR & Penal A20.17: 16 SPs A10.19: 1x 12-3-2 Inf Div[53] A11.17: 1x 8-1-1 Inf Div[211] A12.16: 1x Artillery Bde	B12.20: 1x 12-3-2 Inf Div[143] B14.20: 1x Cav Bde[52] B16.20: 13 Army HQ B16.18: 1x 10-3-4 Tk Bde, 1x 20-1-3 Tk Div[50] B16.17: 1x Mtn Cav Bde[21 Mtn] B14.16: 1x Artillery Bde B12.17: 1x 8-1-1 Inf Div[61 Avn] B13.15: 1x 8-1-1 Inf Div[6] -1 Step B15.13: 1x 10-2-1 Inf Div[137] -1 Step B15.13: 1x 10-2-1 Inf Div[282] B33.13: 6 SPs B32.29: 6 SPs B61.09: 1x 12-4-6 Tk Bde, 1x Artillery Bde B62.08: 40 SPs B62.09: 4 Truck Points A49.10: 1x 14-3-3 Inf Div[24] A50.09: 1x Cav Bde[3] A50.10: 1x Katyusha Bde A50.12: 4 Truck Points A51.09: 1x Cav Bde[14]	German Information: Set up: A7.34: 1x 20-4-3 Inf Div[8] -1 Step A7.32: 1x 20-4-3 Inf Div[87] -1 Step A6.29: 1x 20-4-3 Inf Div[87] -1 Step A6.29: 1x 20-4-3 Inf Div[28] A3.31: 1x 12-0 HQ[8] A3.29: 1x Artillery Rgt[41] A7.27: 1x 20-4-3 Inf Div[15] A7.25: 1x 20-4-3 Inf Div[263] -1 Step A7.23: 1x 20-4-3 Inf Div[183] A7.21: 1x 20-4-3 Inf Div[7] A8.19: 1x 20-4-3 Inf Div[268] -1 Step A6.20: 1x Flame AG Bn[100], 1x Artillery Rgt[786] A5.21: 1x 20-5-3 Inf Div[78 Aslt], 1x 12-0 HQ[20] A5.19: 1x 20-4-3 Inf Div[292] A12.12: (90 Rec, 2-7, 69 Shu)/ 10 Pz, 1x AG Bn[201] A10.12: (2 MC, 2-3, 2 Shu)/ 2 Pz A12.11: (1-3, 304 Shu)/ 2 Pz
A9.23: 1x 12-3-2 Inf Div[194], Level 1 Hedgehog A9.22: 1x 12-3-3 Semi-Mtrd Div[103], Level 1 Hedgehog A10.24: 1x Artillery Bde A10.23: 1x Artillery Bde A10.23: 1x Artillery Bde A12.21: 24 Army HQ A12.22: 1x 12-4-6 Tk Bde, 1x 20-1-3 Tk Div[102] A12.23: 1x 10-2-1 Inf Div[309] A13.23: 1x 10-2-1 Inf Div[133] A13.21: 24 Army RR & Penal A17.21: 1x 8-0-1 Militia Div[17] A16.20: 1x 8-0-1 Militia Div[1] A15.19: 1x 8-0-1 Militia Div[21] A15.18: 1x 8-0-1 Militia Div[5]- 1 step A17.19: 33 Army HQ A18.18: 33 Army RR & Penal A20.17: 16 SPs A10.19: 1x 12-3-2 Inf Div[53] A11.17: 1x 8-1-1 Inf Div[211] A12.16: 1x Artillery Bde A12.15: 1x 20-1-3 Tk Div[109]- 2 Steps	B12.20: 1x 12-3-2 Inf Div[143] B14.20: 1x Cav Bde[52] B16.20: 13 Army HQ B16.18: 1x 10-3-4 Tk Bde, 1x 20-1-3 Tk Div[50] B16.17: 1x Mtn Cav Bde[21 Mtn] B14.16: 1x Artillery Bde B12.17: 1x 8-1-1 Inf Div[61 Avn] B13.15: 1x 8-1-1 Inf Div[6] -1 Step B15.13: 1x 10-2-1 Inf Div[137] -1 Step B17.12: 1x 8-1-1 Inf Div[282] B33.13: 6 SPs B32.29: 6 SPs B61.09: 1x 12-4-6 Tk Bde, 1x Artillery Bde B62.08: 40 SPs B62.09: 4 Truck Points A49.10: 1x 14-3-3 Inf Div[24] A50.09: 1x Cav Bde[3] A50.10: 1x Katyusha Bde A50.12: 4 Truck Points A51.09: 1x Cav Bde[14] A51.10: 1x 14-3-3 Inf Div[154] A51.11: 19 SPs A51.12: 5 Cav Corps HQ	German Information: Set up: A7.34: 1x 20-4-3 Inf Div[8] -1 Step A7.32: 1x 20-4-3 Inf Div[87] -1 Step A6.29: 1x 20-4-3 Inf Div[28] A3.31: 1x 12-0 HQ[8] A3.29: 1x Artillery Rgt[41] A7.27: 1x 20-4-3 Inf Div[15] A7.25: 1x 20-4-3 Inf Div[263] -1 Step A7.23: 1x 20-4-3 Inf Div[183] A7.21: 1x 20-4-3 Inf Div[7] A8.19: 1x 20-4-3 Inf Div[7] A8.19: 1x 20-4-3 Inf Div[268] -1 Step A6.20: 1x Flame AG Bn[100], 1x Artillery Rgt[786] A5.21: 1x 20-5-3 Inf Div[78 Aslt], 1x 12-0 HQ[20] A5.19: 1x 20-4-3 Inf Div[292] A12.12: (90 Rec, 2-7, 69 Shu)/ 10 Pz, 1x AG Bn[201] A10.12: (2 MC, 2-3, 2 Shu)/ 2 Pz A12.11: (1-3, 304 Shu)/ 2 Pz A10.11: (10 MC, 1-7, 86 Shu)/ 10 Pz
A9.23: 1x 12-3-2 Inf Div[194], Level 1 Hedgehog A9.22: 1x 12-3-3 Semi-Mtrd Div[103], Level 1 Hedgehog A10.24: 1x Artillery Bde A10.23: 1x Artillery Bde A12.21: 24 Army HQ A12.22: 1x 12-4-6 Tk Bde, 1x 20-1-3 Tk Div[102] A12.23: 1x 10-2-1 Inf Div[309] A13.23: 1x 10-2-1 Inf Div[133] A13.21: 24 Army RR & Penal A17.21: 1x 8-0-1 Militia Div[17] A16.20: 1x 8-0-1 Militia Div[1] A15.19: 1x 8-0-1 Militia Div[21] A15.18: 1x 8-0-1 Militia Div[5]- 1 step A17.19: 33 Army HQ A18.18: 33 Army RR & Penal A20.17: 16 SPs A10.19: 1x 12-3-2 Inf Div[53] A11.17: 1x 8-1-1 Inf Div[211] A12.16: 1x Artillery Bde A12.15: 1x 20-1-3 Tk Div[109]- 2 Steps A13.16: 43 Army HQ	B12.20: 1x 12-3-2 Inf Div[143] B14.20: 1x Cav Bde[52] B16.20: 13 Army HQ B16.18: 1x 10-3-4 Tk Bde, 1x 20-1-3 Tk Div[50] B16.17: 1x Mtn Cav Bde[21 Mtn] B14.16: 1x Artillery Bde B12.17: 1x 8-1-1 Inf Div[61 Avn] B13.15: 1x 8-1-1 Inf Div[6] -1 Step B15.13: 1x 10-2-1 Inf Div[137] -1 Step B17.12: 1x 8-1-1 Inf Div[282] B33.13: 6 SPs B32.29: 6 SPs B61.09: 1x 12-4-6 Tk Bde, 1x Artillery Bde B62.08: 40 SPs B62.09: 4 Truck Points A49.10: 1x 14-3-3 Inf Div[24] A50.09: 1x Cav Bde[3] A50.10: 1x Katyusha Bde A50.12: 4 Truck Points A51.09: 1x Cav Bde[14] A51.10: 1x 14-3-3 Inf Div[154] A51.11: 19 SPs A51.12: 5 Cav Corps HQ A53.11: 1x 14-3-3 Inf Div[117]	German Information: Set up: A7.34: 1x 20-4-3 Inf Div[8] -1 Step A7.32: 1x 20-4-3 Inf Div[87] -1 Step A6.29: 1x 20-4-3 Inf Div[28] A3.31: 1x 12-0 HQ[8] A3.29: 1x Artillery Rgt[41] A7.27: 1x 20-4-3 Inf Div[15] A7.25: 1x 20-4-3 Inf Div[263] -1 Step A7.23: 1x 20-4-3 Inf Div[183] A7.21: 1x 20-4-3 Inf Div[7] A8.19: 1x 20-4-3 Inf Div[7] A8.19: 1x 20-4-3 Inf Div[268] -1 Step A6.20: 1x Flame AG Bn[100], 1x Artillery Rgt[786] A5.21: 1x 20-5-3 Inf Div[78 Aslt], 1x 12-0 HQ[20] A5.19: 1x 20-4-3 Inf Div[292] A12.12: (90 Rec, 2-7, 69 Shu)/ 10 Pz, 1x AG Bn[201] A10.12: (2 MC, 2-3, 2 Shu)/ 2 Pz A12.11: (1-3, 304 Shu)/ 2 Pz A10.11: (10 MC, 1-7, 86 Shu)/ 10 Pz A9.12: 1x 18-0 HQ[40 Pz]
A9.23: 1x 12-3-2 Inf Div[194], Level 1 Hedgehog A9.22: 1x 12-3-3 Semi-Mtrd Div[103], Level 1 Hedgehog A10.24: 1x Artillery Bde A10.23: 1x Artillery Bde A12.21: 24 Army HQ A12.22: 1x 12-4-6 Tk Bde, 1x 20-1-3 Tk Div[102] A12.23: 1x 10-2-1 Inf Div[309] A13.23: 1x 10-2-1 Inf Div[133] A13.21: 24 Army RR & Penal A17.21: 1x 8-0-1 Militia Div[17] A16.20: 1x 8-0-1 Militia Div[1] A15.19: 1x 8-0-1 Militia Div[21] A15.18: 1x 8-0-1 Militia Div[5]- 1 step A17.19: 33 Army HQ A18.18: 33 Army RR & Penal A20.17: 16 SPs A10.19: 1x 12-3-2 Inf Div[53] A11.17: 1x 8-1-1 Inf Div[211] A12.16: 1x Artillery Bde A12.15: 1x 20-1-3 Tk Div[109]- 2 Steps A13.16: 43 Army HQ A14.15: 43 Army RR & Penal	B12.20: 1x 12-3-2 Inf Div[143] B14.20: 1x Cav Bde[52] B16.20: 13 Army HQ B16.18: 1x 10-3-4 Tk Bde, 1x 20-1-3 Tk	German Information: Set up: A7.34: 1x 20-4-3 Inf Div[8] -1 Step A7.32: 1x 20-4-3 Inf Div[87] -1 Step A6.29: 1x 20-4-3 Inf Div[28] A3.31: 1x 12-0 HQ[8] A3.29: 1x Artillery Rgt[41] A7.27: 1x 20-4-3 Inf Div[15] A7.25: 1x 20-4-3 Inf Div[263] -1 Step A7.23: 1x 20-4-3 Inf Div[183] A7.21: 1x 20-4-3 Inf Div[7] A8.19: 1x 20-4-3 Inf Div[7] A8.19: 1x 20-4-3 Inf Div[268] -1 Step A6.20: 1x Flame AG Bn[100], 1x Artillery Rgt[786] A5.21: 1x 20-5-3 Inf Div[78 Aslt], 1x 12-0 HQ[20] A5.19: 1x 20-4-3 Inf Div[292] A12.12: (90 Rec, 2-7, 69 Shu)/ 10 Pz, 1x AG Bn[201] A10.12: (2 MC, 2-3, 2 Shu)/ 2 Pz A10.11: (1-3, 304 Shu)/ 2 Pz A10.11: (10 MC, 1-7, 86 Shu)/ 10 Pz A9.12: 1x 18-0 HQ[40 Pz] A8.12: (55 MC, 116)/ 5 Pz
A9.23: 1x 12-3-2 Inf Div[194], Level 1 Hedgehog A9.22: 1x 12-3-3 Semi-Mtrd Div[103], Level 1 Hedgehog A10.24: 1x Artillery Bde A10.23: 1x Artillery Bde A12.21: 24 Army HQ A12.22: 1x 12-4-6 Tk Bde, 1x 20-1-3 Tk Div[102] A12.23: 1x 10-2-1 Inf Div[309] A13.23: 1x 10-2-1 Inf Div[33] A13.21: 24 Army RR & Penal A17.21: 1x 8-0-1 Militia Div[17] A16.20: 1x 8-0-1 Militia Div[1] A15.19: 1x 8-0-1 Militia Div[21] A15.18: 1x 8-0-1 Militia Div[5]- 1 step A17.19: 33 Army HQ A18.18: 33 Army RR & Penal A20.17: 16 SPs A10.19: 1x 12-3-2 Inf Div[53] A11.17: 1x 8-1-1 Inf Div[211] A12.16: 1x Artillery Bde A12.15: 1x 20-1-3 Tk Div[109]- 2 Steps A13.16: 43 Army HQ A14.15: 43 Army RR & Penal A12.13: 1x 8-1-1 Inf Div[145]	B12.20: 1x 12-3-2 Inf Div[143] B14.20: 1x Cav Bde[52] B16.20: 13 Army HQ B16.18: 1x 10-3-4 Tk Bde, 1x 20-1-3 Tk	German Information: Set up: A7.34: 1x 20-4-3 Inf Div[8] -1 Step A7.32: 1x 20-4-3 Inf Div[87] -1 Step A6.29: 1x 20-4-3 Inf Div[28] A3.31: 1x 12-0 HQ[8] A3.29: 1x Artillery Rgt[41] A7.27: 1x 20-4-3 Inf Div[15] A7.25: 1x 20-4-3 Inf Div[263] -1 Step A7.23: 1x 20-4-3 Inf Div[183] A7.21: 1x 20-4-3 Inf Div[7] A8.19: 1x 20-4-3 Inf Div[7] A8.19: 1x 20-4-3 Inf Div[268] -1 Step A6.20: 1x Flame AG Bn[100], 1x Artillery Rgt[786] A5.21: 1x 20-5-3 Inf Div[78 Aslt], 1x 12-0 HQ[20] A5.19: 1x 20-4-3 Inf Div[292] A12.12: (90 Rec, 2-7, 69 Shu)/ 10 Pz, 1x AG Bn[201] A10.12: (2 MC, 2-3, 2 Shu)/ 2 Pz A10.11: (1-3, 304 Shu)/ 2 Pz A10.11: (10 MC, 1-7, 86 Shu)/ 10 Pz A9.12: 1x 18-0 HQ[40 Pz] A8.12: (55 MC, 116)/ 5 Pz A8.11: (2-31, 14 Shu)/ 5 Pz
A9.23: 1x 12-3-2 Inf Div[194], Level 1 Hedgehog A9.22: 1x 12-3-3 Semi-Mtrd Div[103], Level 1 Hedgehog A10.24: 1x Artillery Bde A10.23: 1x Artillery Bde A10.23: 1x Artillery Bde A12.21: 24 Army HQ A12.22: 1x 12-4-6 Tk Bde, 1x 20-1-3 Tk Div[102] A12.23: 1x 10-2-1 Inf Div[309] A13.23: 1x 10-2-1 Inf Div[133] A13.21: 24 Army RR & Penal A17.21: 1x 8-0-1 Militia Div[17] A16.20: 1x 8-0-1 Militia Div[1] A15.19: 1x 8-0-1 Militia Div[21] A15.18: 1x 8-0-1 Militia Div[5]- 1 step A17.19: 33 Army HQ A18.18: 33 Army RR & Penal A20.17: 16 SPs A10.19: 1x 12-3-2 Inf Div[53] A11.17: 1x 8-1-1 Inf Div[211] A12.16: 1x Artillery Bde A12.15: 1x 20-1-3 Tk Div[109]- 2 Steps A13.16: 43 Army HQ A14.15: 43 Army RR & Penal A12.13: 1x 8-1-1 Inf Div[145] A13.13: 1x Artillery Bde	B12.20: 1x 12-3-2 Inf Div[143] B14.20: 1x Cav Bde[52] B16.20: 13 Army HQ B16.18: 1x 10-3-4 Tk Bde, 1x 20-1-3 Tk	German Information: Set up: A7.34: 1x 20-4-3 Inf Div[8] -1 Step A7.32: 1x 20-4-3 Inf Div[87] -1 Step A6.29: 1x 20-4-3 Inf Div[28] A3.31: 1x 12-0 HQ[8] A3.29: 1x Artillery Rgt[41] A7.27: 1x 20-4-3 Inf Div[15] A7.25: 1x 20-4-3 Inf Div[263] -1 Step A7.23: 1x 20-4-3 Inf Div[183] A7.21: 1x 20-4-3 Inf Div[7] A8.19: 1x 20-4-3 Inf Div[7] A8.19: 1x 20-4-3 Inf Div[268] -1 Step A6.20: 1x Flame AG Bn[100], 1x Artillery Rgt[786] A5.21: 1x 20-5-3 Inf Div[78 Aslt], 1x 12-0 HQ[20] A5.19: 1x 20-4-3 Inf Div[292] A12.12: (90 Rec, 2-7, 69 Shu)/ 10 Pz, 1x AG Bn[201] A10.12: (2 MC, 2-3, 2 Shu)/2 Pz A10.11: (1-3, 304 Shu)/2 Pz A10.11: (1-3, 304 Shu)/2 Pz A10.11: (10 MC, 1-7, 86 Shu)/ 10 Pz A9.12: 1x 18-0 HQ[40 Pz] A8.12: (55 MC, 116)/5 Pz A7.12: 1x 18-0 HQ[46 Pz],
A9.23: 1x 12-3-2 Inf Div[194], Level 1 Hedgehog A9.22: 1x 12-3-3 Semi-Mtrd Div[103], Level 1 Hedgehog A10.24: 1x Artillery Bde A10.23: 1x Artillery Bde A12.21: 24 Army HQ A12.22: 1x 12-4-6 Tk Bde, 1x 20-1-3 Tk Div[102] A12.23: 1x 10-2-1 Inf Div[309] A13.23: 1x 10-2-1 Inf Div[133] A13.21: 24 Army RR & Penal A17.21: 1x 8-0-1 Militia Div[17] A16.20: 1x 8-0-1 Militia Div[1] A15.19: 1x 8-0-1 Militia Div[21] A15.18: 1x 8-0-1 Militia Div[5]- 1 step A17.19: 33 Army HQ A18.18: 33 Army RR & Penal A20.17: 16 SPs A10.19: 1x 12-3-2 Inf Div[53] A11.17: 1x 8-1-1 Inf Div[211] A12.16: 1x Artillery Bde A12.15: 1x 20-1-3 Tk Div[109]- 2 Steps A13.16: 43 Army HQ A14.15: 43 Army RR & Penal A12.13: 1x 8-1-1 Inf Div[145] A13.13: 1x Artillery Bde A14.11: 1x 8-1-1 Inf Div[222]	B12.20: 1x 12-3-2 Inf Div[143] B14.20: 1x Cav Bde[52] B16.20: 13 Army HQ B16.18: 1x 10-3-4 Tk Bde, 1x 20-1-3 Tk Div[50] B16.17: 1x Mtn Cav Bde[21 Mtn] B14.16: 1x Artillery Bde B12.17: 1x 8-1-1 Inf Div[61 Avn] B13.15: 1x 8-1-1 Inf Div[6] -1 Step B15.13: 1x 10-2-1 Inf Div[137] -1 Step B17.12: 1x 8-1-1 Inf Div[282] B33.13: 6 SPs B32.29: 6 SPs B32.29: 6 SPs B61.09: 1x 12-4-6 Tk Bde, 1x Artillery Bde B62.08: 40 SPs B62.09: 4 Truck Points A49.10: 1x 14-3-3 Inf Div[24] A50.09: 1x Cav Bde[3] A50.10: 1x Katyusha Bde A50.12: 4 Truck Points A51.09: 1x Cav Bde[14] A51.10: 1x 14-3-3 Inf Div[154] A51.11: 19 SPs A51.12: 5 Cav Corps HQ A53.11: 1x 14-3-3 Inf Div[17] A38.14: 1x 7-3-3 Mtn Inf Div[194 Mtn] A38.17: 1x 10-3-4 Tk Bde A38.18: 1x Artillery Bde A38.19: 4 Truck Points	German Information: Set up: A7.34: 1x 20-4-3 Inf Div[8] -1 Step A7.32: 1x 20-4-3 Inf Div[87] -1 Step A6.29: 1x 20-4-3 Inf Div[28] A3.31: 1x 12-0 HQ[8] A3.29: 1x Artillery Rgt[41] A7.27: 1x 20-4-3 Inf Div[15] A7.25: 1x 20-4-3 Inf Div[263] -1 Step A7.23: 1x 20-4-3 Inf Div[183] A7.21: 1x 20-4-3 Inf Div[7] A8.19: 1x 20-4-3 Inf Div[7] A8.19: 1x 20-4-3 Inf Div[268] -1 Step A6.20: 1x Flame AG Bn[100], 1x Artillery Rgt[786] A5.21: 1x 20-5-3 Inf Div[78 Aslt], 1x 12-0 HQ[20] A5.19: 1x 20-4-3 Inf Div[292] A12.12: (90 Rec, 2-7, 69 Shu)/ 10 Pz, 1x AG Bn[201] A10.12: (2 MC, 2-3, 2 Shu)/2 Pz A10.11: (1-3, 304 Shu)/2 Pz A10.11: (10 MC, 1-7, 86 Shu)/10 Pz A9.12: 1x 18-0 HQ[40 Pz] A8.12: (55 MC, 116)/5 Pz A7.12: 1x 18-0 HQ[46 Pz], (1-31, 13 Shu)/5 Pz
A9.23: 1x 12-3-2 Inf Div[194], Level 1 Hedgehog A9.22: 1x 12-3-3 Semi-Mtrd Div[103], Level 1 Hedgehog A10.24: 1x Artillery Bde A10.23: 1x Artillery Bde A12.21: 24 Army HQ A12.22: 1x 12-4-6 Tk Bde, 1x 20-1-3 Tk Div[102] A12.23: 1x 10-2-1 Inf Div[309] A13.23: 1x 10-2-1 Inf Div[133] A13.21: 24 Army RR & Penal A17.21: 1x 8-0-1 Militia Div[17] A16.20: 1x 8-0-1 Militia Div[17] A16.20: 1x 8-0-1 Militia Div[21] A15.18: 1x 8-0-1 Militia Div[5]- 1 step A17.19: 33 Army HQ A18.18: 33 Army RR & Penal A20.17: 16 SPs A10.19: 1x 12-3-2 Inf Div[53] A11.17: 1x 8-1-1 Inf Div[211] A12.16: 1x Artillery Bde A12.15: 1x 20-1-3 Tk Div[109]- 2 Steps A13.16: 43 Army HQ A14.15: 43 Army RR & Penal A12.13: 1x 8-1-1 Inf Div[145] A13.13: 1x Artillery Bde A14.11: 1x 8-1-1 Inf Div[222] B13.33: 1x 8-1-1 Inf Div[211] B13.31: 1x Artillery Bde	B12.20: 1x 12-3-2 Inf Div[143] B14.20: 1x Cav Bde[52] B16.20: 13 Army HQ B16.18: 1x 10-3-4 Tk Bde, 1x 20-1-3 Tk Div[50] B16.17: 1x Mtn Cav Bde[21 Mtn] B14.16: 1x Artillery Bde B12.17: 1x 8-1-1 Inf Div[61 Avn] B13.15: 1x 8-1-1 Inf Div[6] -1 Step B15.13: 1x 10-2-1 Inf Div[137] -1 Step B17.12: 1x 8-1-1 Inf Div[282] B33.13: 6 SPs B32.29: 6 SPs B32.29: 6 SPs B61.09: 1x 12-4-6 Tk Bde, 1x Artillery Bde B62.08: 40 SPs B62.09: 4 Truck Points A49.10: 1x 14-3-3 Inf Div[24] A50.09: 1x Cav Bde[3] A50.10: 1x Katyusha Bde A50.12: 4 Truck Points A51.09: 1x Cav Bde[14] A51.10: 1x 14-3-3 Inf Div[154] A51.11: 19 SPs A51.12: 5 Cav Corps HQ A53.11: 1x 14-3-3 Inf Div[17] A38.14: 1x 7-3-3 Mtn Inf Div[194 Mtn] A38.17: 1x 10-3-4 Tk Bde A38.18: 1x Artillery Bde A38.19: 4 Truck Points	German Information: Set up: A7.34: 1x 20-4-3 Inf Div[8] -1 Step A7.32: 1x 20-4-3 Inf Div[87] -1 Step A6.29: 1x 20-4-3 Inf Div[28] A3.31: 1x 12-0 HQ[8] A3.29: 1x Artillery Rgt[41] A7.27: 1x 20-4-3 Inf Div[15] A7.25: 1x 20-4-3 Inf Div[263] -1 Step A7.23: 1x 20-4-3 Inf Div[183] A7.21: 1x 20-4-3 Inf Div[7] A8.19: 1x 20-4-3 Inf Div[7] A8.19: 1x 20-4-3 Inf Div[268] -1 Step A6.20: 1x Flame AG Bn[100], 1x Artillery Rgt[786] A5.21: 1x 20-5-3 Inf Div[78 Aslt], 1x 12-0 HQ[20] A5.19: 1x 20-4-3 Inf Div[292] A12.12: (90 Rec, 2-7, 69 Shu)/ 10 Pz, 1x AG Bn[201] A10.12: (2 MC, 2-3, 2 Shu)/2 Pz A10.11: (1-3, 304 Shu)/2 Pz A10.11: (10 MC, 1-7, 86 Shu)/10 Pz A9.12: 1x 18-0 HQ[40 Pz] A8.12: (55 MC, 116)/5 Pz A7.12: 1x 18-0 HQ[46 Pz], (1-31, 13 Shu)/5 Pz A5.14: 22 SPs + 1T
A9.23: 1x 12-3-2 Inf Div[194], Level 1 Hedgehog A9.22: 1x 12-3-3 Semi-Mtrd Div[103], Level 1 Hedgehog A10.24: 1x Artillery Bde A10.23: 1x Artillery Bde A12.21: 24 Army HQ A12.22: 1x 12-4-6 Tk Bde, 1x 20-1-3 Tk Div[102] A12.23: 1x 10-2-1 Inf Div[309] A13.23: 1x 10-2-1 Inf Div[133] A13.21: 24 Army RR & Penal A17.21: 1x 8-0-1 Militia Div[17] A16.20: 1x 8-0-1 Militia Div[17] A16.20: 1x 8-0-1 Militia Div[21] A15.18: 1x 8-0-1 Militia Div[5]- 1 step A17.19: 33 Army HQ A18.18: 33 Army RR & Penal A20.17: 16 SPs A10.19: 1x 12-3-2 Inf Div[53] A11.17: 1x 8-1-1 Inf Div[211] A12.16: 1x Artillery Bde A12.15: 1x 20-1-3 Tk Div[109]- 2 Steps A13.16: 43 Army HQ A14.15: 43 Army RR & Penal A12.13: 1x 8-1-1 Inf Div[145] A13.13: 1x Artillery Bde A14.11: 1x 8-1-1 Inf Div[222] B13.33: 1x 8-1-1 Inf Div[211] B13.31: 1x Artillery Bde	B12.20: 1x 12-3-2 Inf Div[143] B14.20: 1x Cav Bde[52] B16.20: 13 Army HQ B16.18: 1x 10-3-4 Tk Bde, 1x 20-1-3 Tk	German Information: Set up: A7.34: 1x 20-4-3 Inf Div[8] -1 Step A7.32: 1x 20-4-3 Inf Div[87] -1 Step A6.29: 1x 20-4-3 Inf Div[28] A3.31: 1x 12-0 HQ[8] A3.29: 1x Artillery Rgt[41] A7.27: 1x 20-4-3 Inf Div[15] A7.25: 1x 20-4-3 Inf Div[263] -1 Step A7.23: 1x 20-4-3 Inf Div[183] A7.21: 1x 20-4-3 Inf Div[7] A8.19: 1x 20-4-3 Inf Div[268] -1 Step A6.20: 1x Flame AG Bn[100], 1x Artillery Rgt[786] A5.21: 1x 20-5-3 Inf Div[78 Aslt], 1x 12-0 HQ[20] A5.19: 1x 20-4-3 Inf Div[292] A12.12: (90 Rec, 2-7, 69 Shu)/ 10 Pz, 1x AG Bn[201] A10.12: (2 MC, 2-3, 2 Shu)/2 Pz A10.11: (1-3, 304 Shu)/2 Pz A10.11: (10 MC, 1-7, 86 Shu)/ 10 Pz A9.12: 1x 18-0 HQ[40 Pz] A8.12: (55 MC, 116)/5 Pz A7.12: 1x 18-0 HQ[46 Pz], (1-31, 13 Shu)/5 Pz A5.14: 22 SPs + 1T A5.25: 1x 12-0 HQ[9]
A9.23: 1x 12-3-2 Inf Div[194], Level 1 Hedgehog A9.22: 1x 12-3-3 Semi-Mtrd Div[103], Level 1 Hedgehog A10.24: 1x Artillery Bde A10.23: 1x Artillery Bde A12.21: 24 Army HQ A12.22: 1x 12-4-6 Tk Bde, 1x 20-1-3 Tk Div[102] A12.23: 1x 10-2-1 Inf Div[309] A13.23: 1x 10-2-1 Inf Div[133] A13.21: 24 Army RR & Penal A17.21: 1x 8-0-1 Militia Div[17] A16.20: 1x 8-0-1 Militia Div[21] A15.19: 1x 8-0-1 Militia Div[5]- 1 step A17.19: 33 Army HQ A18.18: 33 Army RR & Penal A20.17: 16 SPs A10.19: 1x 12-3-2 Inf Div[53] A11.17: 1x 8-1-1 Inf Div[211] A12.16: 1x Artillery Bde A12.15: 1x 20-1-3 Tk Div[109]- 2 Steps A13.16: 43 Army HQ A14.15: 43 Army RR & Penal A12.13: 1x 8-1-1 Inf Div[145] A13.13: 1x Artillery Bde A14.11: 1x 8-1-1 Inf Div[222] B13.33: 1x 8-1-1 Inf Div[222] B13.33: 1x 8-1-1 Inf Div[11 Avn]	B12.20: 1x 12-3-2 Inf Div[143] B14.20: 1x Cav Bde[52] B16.20: 13 Army HQ B16.18: 1x 10-3-4 Tk Bde, 1x 20-1-3 Tk	German Information: Set up: A7.34: 1x 20-4-3 Inf Div[8] -1 Step A7.32: 1x 20-4-3 Inf Div[87] -1 Step A6.29: 1x 20-4-3 Inf Div[28] A3.31: 1x 12-0 HQ[8] A3.29: 1x Artillery Rgt[41] A7.27: 1x 20-4-3 Inf Div[15] A7.25: 1x 20-4-3 Inf Div[263] -1 Step A7.23: 1x 20-4-3 Inf Div[183] A7.21: 1x 20-4-3 Inf Div[7] A8.19: 1x 20-4-3 Inf Div[7] A8.19: 1x 20-4-3 Inf Div[268] -1 Step A6.20: 1x Flame AG Bn[100], 1x Artillery Rgt[786] A5.21: 1x 20-5-3 Inf Div[78 Aslt], 1x 12-0 HQ[20] A5.19: 1x 20-4-3 Inf Div[292] A12.12: (90 Rec, 2-7, 69 Shu)/ 10 Pz, 1x AG Bn[201] A10.12: (2 MC, 2-3, 2 Shu)/2 Pz A10.11: (1-3, 304 Shu)/2 Pz A10.11: (10 MC, 1-7, 86 Shu)/10 Pz A9.12: 1x 18-0 HQ[40 Pz] A8.12: (55 MC, 116)/5 Pz A7.12: 1x 18-0 HQ[46 Pz], (1-31, 13 Shu)/5 Pz A5.14: 22 SPs + 1T

	DSQ(1/1 G (G., Time)	~
A2.26: Railhead Marker A2.25: Railhead Marker	B5.26: 1/1 Cav (Cav Type) B4.26: 1 Arty/1 Cav	Scenario 7:
A1.27: 12 Wagon Points	B4.27: 1/1 Cav (Bicycle Type)	The First Soviet Winter
A1.26: 12 SPs + 2T	B7.21: 27/ 17 Pz	Counteroffensive, part 1.
A1.25: 4 Truck Points	B9.21: 29 Arty/ 29 Mtr	Counter offensive, part 1.
A9.17: 1x AG Bn[226], 1x 20-4-3 Inf Div[267]	B10.20: (27 Rec, 1-39, 40 Shu)/ 17 Pz	This scenario examines the early stages of the this first offensive. While the
A10.15: 1x AG Bn[192], 1x 20-4-3 Inf	B10.19: 88/ 18 Pz B10.18: (88 Rec, 101 Shu)/ 18 Pz	entire offensive lasted until the spring of 1942,
Div[23]	B8.17: 4 Truck Points, 4 SPs	this scenario only covers the opening stages on
A10.14: 1x 20-4-3 Inf Div[197]	B7.15: 1x AG Bn[191]	the southern flank.
A9.15: 2x Artillery Rgt[617, 618]	B9.14: 4 Truck Points, 4 SPs	
A8.14: 1x 12-0 HQ[7]	B [0.14: 1x 18-0 HQ[24 Pz]	First Turn: 10 Last Turn: 13
A11.13: 1x 20-4-3 Inf Div[262] A13.11: 1x 20-4-3 Inf Div[258]	B10.16: 5 MG Bn, 43 Aslt Eng Bn B11.14: 1x Artillery Rgt[622], 75/3 Pz	Game Length: 3 Turns
A13.10: 1x 20-4-3 Inf Div[34]	B11.16: (34 MC, 2-35, 12 Shu)/ 4 Pz	Map Area Used: Maps A & B all
A11.12: 90/ 10 Pz	B12.15: (1, 3 MC, 394 Shu)/ 3 Pz	9.40112
A11.11: 74/2 Pz	B11.10: (25 Rec, 119, MC)/ 25 Mtr	Soviet Information:
A10.10: 4 Truck Points, 4 SPs	B11.08: Grossdeutschland Inf Rgt,	Set up:
A9.10: 1x 12-0 HQ[12] A7.11: (Deutld, R Arty)/ SS Reich	1x Artillery Bn[440]	A48.34: 1x 10-2-1 Inf Div[316]
A6.11: (Fuhrer, R Rec, 11 SS, R MC)/ SS	B8.05: (9 Rec, 10 Shu)/ 9 Pz B10.05: 60/ 16 Mtr	A48.33: 1x 10-2-1 Inf Div[363]
Reich	B10.01: (341 Rec, MC)/ 16 Mtr	A45.31: 1x 12-4-6 Tk Bde, 1x 12-3-2 Inf Div[114]
A6.12: (53 Rec, 8, 29, 3 Arty, MC)/ 3 Mtr	B7.04: 59 MC/9 Pz	A46.31: 1x Artillery Bde
A12.08: 1x 20-4-3 Inf Div[52]	B6.06: 6 SPs	A46.30: 1x 14-4-3 Inf Div[6 Gds]
A13.05: 1x 20-4-3 Inf Div[31]	B2.09: 4 SPs + 3T	A46.29: 1x 10-3-4 Tk Bde, 1x 14-4-3 Inf
A11.02: 1x 20-4-3 Inf Div[167] -1 Step B9.34: 1x 20-4-3 Inf Div[17] -1 Step	B1.10: 2 Truck Points	Div[7 Gds]
B7.32: 3 SPs	German Air:	A46.28: 1x 14-3-3 Inf Div[185]
B6.30: 2/1 Cav	Hex Level Air Units	A46.27: 1x 10-2-1 Inf Div[367], 1x 7-3-3 Mtn Inf Div[173 Mtn]
B5.27: 22/1 Cav	A4.25 2 1x Bf109e, 1+r x Bf109f,	A47.31: 2x Katyusha Bde
B5.25: 3 SPs + 3T	2x Ju52 A6.14 2 2x Bf109f, 3x Ju87b,	A47.30: 2x Artillery Bde
B8.22: 15/29 Mtr B8.20: (17 MC, 2-39, 63 Shu)/ 17 Pz	3x He111h	A48.29: 1x 10-2-1 Inf Div[344]
B10.21: (29 Rec, 71, MC)/ 29 Mtr	B9.15 2 2x Bf109f, 2x Ju87b,	A50.31: 2 Truck Points
B11.20: (18 MC, 1-18, 2-18, 3-18, 52 Shu)/	2x Ju88a, 2x He111h B3.08 2 1x Do17z, 2x Bf109f.	A53.32: 16 Truck Points A54.31: 92 SPs
18 Pz	B3.08 2 1x Do17z, 2x Bf109f, 2x Ju52, 2x Bf110c	A54.33: Stalin
B9.19: 1x 18-0 HQ[47 Pz]		A55.32: 50 SPs + 1T
B9.18: 1x RR Rgt[1], Railhead Marker B6.16: 12 SPs + 2T	Reinforcements:	A46.25: 1x 10-2-1 Inf Div[100]
B8.14: 14 SPs + 1T	As per Master Reinforcement Schedule in-	A47.25: 1x 10-2-1 Inf Div[360]
B9.16: 3x AG Bn[177, 202, 203]	cluding Variable Reinforcements and Supply Tables.	A47.26: 2x Artillery Bde
B10.15: 103/4 Pz	Tables.	A50.27: 1x 10-2-1 Inf Div[127] A52.26: 1x 10-2-1 Inf Div[144]
B10.17: (41, 10 Arty)/ 10 Mtr	Special Rules:	A52.27: 50 Army HQ
B11.15: (1-6, 2-6, 3-6, 3 Shu)/ 3 Pz B11.17: (10 Rec, 20, MC)/ 10 Mtr	1. All GB special rules are in effect.	A55.27: 1x 10-2-1 Inf Div[330]
B12.16: 1x AG Bn[210], (7 Rec, 1-35, 3-35,	2. The weather condition is normal at start.	A48.22: 1x 10-2-1 Inf Div[312]
33 Shu)/4 Pz		A50.20: 1x 8-1-1 Inf Div[239]
B11.11: 35/ 25 Mtr	Victory Conditions:	A54.20: 1x 8-1-1 Inf Div[415] A56.20: 1x 8-1-1 Inf Div[413]
B10.10: 25 Arty/ 25 Mtr	German:	A56.21: 10 Army HQ, RR & Penal
B8.07: (1-33, 11 Shu)/ 9 Pz	Major: The German player holds Bryansk,	A56.22: 10 SPs
B7.06: (2-33, 102)/9 Pz B10.03: 156/ 16 Mtr	Vyazma, Spas Demansk, Kursk and Orel at the end of the scenario.	A57.20: 1x 10-3-4 Tk Bde, 1x 10-2-1 Inf
B9.04: 146 Arty/ 16 Mtr	Minor: The German player holds Spas	Div[120, 352]
B6.05: 1x 18-0 HQ[48 Pz]	Demansk, Kursk, Orel and either Bryansk or	A57.21: 2x Artillery Bde
B5.07: 2 Truck Points	Vyazma (but not both) at the end of the	A60.20: 1x 8-1-1 Inf Div[290] -1 Step A54.17: 1x 10-2-1 Inf Div[356]
B2.08: Railhead Marker	scenario.	A54.15: 1x 10-2-1 Inf Div[336]
B2.10: 1x Pax Repl	Condita	A47.16: 1x 10-2-1 Inf Div[19]
B1.09: 8 Wagon Points A11.06: 1x 12-0 HQ[43], 1x RR Rgt[5],	Soviet: Major: The Soviet player holds Vyazma,	A48.15: 1x Cav Bde[108]
Railhead Marker	Kursk, and Orel.	A48.16: 1x Katyusha Bde
A13.02: 1x 20-4-3 Inf Div[131] -1 Step	Minor: The Soviet player holds Kursk and	A48.18: 1x 14-4-3 Inf Div[93]
B10.34: 1x 12-0 HQ[53], 1x 20-4-3 Inf	Vyazma at the end of the game.	A49.18: 1x Artillery Bde, 1x Katyusha Bde A50.17: 49 Army HQ
Div[296]	P	A52.14: 20 SPs
B8.32: 1x 12-0 HQ[13], 1x 20-4-3 Inf Div[260] -1 Step	Draw: Any other result.	A53.14: 1x 12-4-6 Tk Bde, 1x 10-2-1 Inf
B6.31: 8 Wagon Points		Div[350]
B5.29: 21/1 Cav		A52.12: 1x 12-4-6 Tk Bde, 1x 10-2-1 Inf Div[238]
		D[V[230]

A51.1	11: 1x 14	4-3-3 Inf Div[117]	German Information:	B34.30: 1x l	RR R	gt[1]
A51.1	2: 3 An	my HQ, 1x Artillery Bde		B35.31: 6 Tr	ruck l	Points, Railhead Marker
A51.1	3: 4 Tru	ick Points	Set up: A6.20: 4 Wagon Points	A57.19: (17	MC,	27, 2-39, 63 Shu)/ 17 Pz
A.50.1	1: 1x 7-	3-3 Mtn Inf Div[194 Mtn]	A10.29: 4 Truck Points, 4 SPs	A57.14: (29	Rec,	15, 29 Arty)/ 29 Mtr
A57.0)5: 1x 12	2-3-2 Inf Div[279]	A1.25: 8 Truck Points	A55.14: 1-3:		
A57.0	7: 1x 12	2-3-2 Inf Div[322], 1x 14-3-3	A1.25: 8 Truck Points A1.26: 28 SPs + 1T	A55.13: 103		
	Inf	Div[49]	A1.27: 1x RR Rgt[5]	A54.13: (2-3		V-1000000000000000000000000000000000000
A57.0	8: 1x 12	2-4-6 Tk Bde, 1x 14-3-3 Inf	A2.25: Railhead Marker	A53.12: (1, 3)/3 Pz
4.50.0	Div	[113]	A2.26: Railhead Marker	A54.11: 75/		22723
A58.0	3: 1x 10	0-3-4 Tk Bde	A2.27: 2 Truck Points, 2 SPs	A53.11: 394		
A58.0	4: 1x 10	0-3-4 Tk Bde, 1x 12-3-3	A33.32: 4 Wagon Points	A53.04: 25 A		
	Sei	mi-Mtrd Inf Div[30]	A39.30: 16 SPs			35, MC)/ 25 Mtr
A58.0	5: 2x A	rtillery Bde	A36.21: 8 Wagon Points, 8 SPs	A54.04: 119		
A58.0	7: 2x Aı	rtillery Bde, 1x Katyusha Bde	A38.19: 13 SPs + 3T	A48.01: 1x 1	8-0 I	IQ[47 Pz]
A59.0	6: 1x 10	-2-1 Inf Div[340]	A45.34: 1x 20-4-3 Inf Div[98]			tschland Inf Rgt, 1x
A59.0	7: 61 Aı	my HQ, RR & Penal	A45.33: 1x 6-2-2 Sec Div[707]			y Bn[440]
	6: 20 SF		A42.32: 1x 12-0 HQ[8]	A50.08: 1x A	rtille	ry Rgt[622]
B57.3	1: 1x 14	-4-3 Inf Div[3 Gds]	A43.32: 1x Artillery Rgt[41]	A52.07: 1x 1	8-0 H	IQ[24 Pz]
B57.3	2: 1x 12	-4-6 Tk Bde, 1x 12-3-3	A43.31: 2x Sg Artillery Bn[768 Sg, 833 Sg]	A49.07: 19 S		
Deta	Ser	mi-Mtrd Inf Div[82]	A44.31: 1x 20-4-3 Inf Div[28]	A48.05: 8 W		
B54.29	9: 1x 10	-2-1 Inf Div[303]	A44.30: 1x 20-4-3 Inf Div[15], 1x 20-4-3 Inf	A47.05: 3 SP	s + 3	T
B55.29	9: 1x Ka	ityusha Bde	Div[8] -1 Step	A45.03: 3 SP	S	
B52.28	8: 1x 12	-4-6 Tk Bde, 1x 12-3-2 Inf	A44.29: 1x 20-4-3 Inf Div[87] -1 Step	A56.07: 43 A	slt E	ng Bn
D.50.00		[135]	A45.29: (53 Rec, 8, 29)/ 3 Mtr	B54.30: (2-18	, 101	Shu)/ 18 Pz
B52.2	/: 2x Ar	tillery Bde, 3x Katyusha Bde	A44.28: 3 Arty/ 3 Mtr	B52.29: 1x 20)-4-3	Inf Div[112]
		uck Points	A41.26: 1x 20-4-3 Inf Div[292] -1 Step	B51.30: 88/1	8 Pz	0.12V9C0-0.00001.0.75701 2
	5: 80 SP		A48.25: (2-27, 73 Shu, 74 Shu, 19)/ 19 Pz	B51.29: (1-18	, 52 5	Shu)/ 18 Pz
B51.28	S: IX 14	-3-3 Inf Div[110]	A43.24: 1x 20-4-3 Inf Div[7]	B49.27: 1x 20	1-4-3	Inf Div[95] -1 Step
	5: 13 Ar		A43.23: 1x 20-5-3 Inf Div[78 Aslt] -1 Step			
B50.23	2x Ar	tillery Bde, 3x Katyusha Bde	A43.22: 1x 20-4-3 Inf Div[252] -2 Steps	German Air:		
B30.20		4-6 Tk Bde, 1x 14-4-3 Inf	A44.20: 1x 20-4-3 Inf Div[131] -3 Steps	Hex		el Air Units
P40.26		[5 Gds]	A42.22: 1x Artillery Rgt[786]	A4.25		1x Bf109e, 1x Ju52
D49.20	: IX 10-	3-4 Tk Bde, 1x 12-4-6 Tk	A42.23: 1x 12-0 HQ[20]	A6.14	2	
D46 22	X 12-3-2	Inf Div[17]	A39.18: 1x 12-0 HQ[13]	DO 16		2x Helllh
D50.23	: 2x Ca	v Bde[41, 50]	A45.16: 1x 20-4-3 Inf Div[260] -1 Step	B9.15 B3.08	2	none
B30.22		3-4 Tk Bde, 2x 14-3-3 Inf	A45.18: 1x 20-4-3 Inf Div[34] -2 Steps	A23.27	2	1x Bf109f, 2x Ju52
D52.22		[78, 132]	A43.15: 1x 12-0 HQ[43]	A21.16	1	none
D32.23	: 1X 12-	3-2 Inf Div[256], 1x 12-3-3 ni-Mtrd Inf Div[101]	A45.13: 1x 20-4-3 Inf Div[17] -3 Steps	A40.18	1	none
R61 00			A46.12: 1x 20-4-3 Inf Div[296] -2 Steps	B23.33	1	none
	: 28 SPs	illery Bde	A46.11: 1x 20-4-3 Inf Div[167] -2 Steps	B17.20	1	1x Bf109f
			A20.01: Railhead Marker	B18.07	1	none
		3-4 Tk Bde 1-3 Tk Div[69]	B20.23: 16 SPs + 2T	B35.29	1	2x Bf109f, 1+r x Ju87b,
		llery Bde	B21.20: 1x 18-0 HQ[48 Pz]			r x Ju88a, 1+r x Helllh
		1 Inf Div[293]	B8.14: 2 SPs + 3T			
			B6.06: 4 Wagon Points	Reinforcemen	ts:	
		1 Inf Div[219] by HQ, RR & Penal	B2.09: 4 SPs	As per Master	Rei	nforcement Schedule in-
B34.11:			B1.09: Railhead Marker	cluding Variab	le Re	inforcements and Supply
D34.11:	32 SF8		B1.10: 6 Truck Points	Tables.		
Soviet A	ir.		B12.06: 5 SPs			
Hex	Level	Air Units	B15.05: 1x 6-2-2 Sec Div[403] -1 Step	Special Ru	ıles	:
A52.12	1	1x Pe2, 2x I16, 2x MiG3,	B15.08: 1x 12-0 HQ[34]			les are in effect.
	-	3x SB2, 5x IL4	B20.07: 1x 20-4-3 Inf Div[45]	2. The weather	condi	tion is deep freeze at start.
B36.12	1	1x I15, 2x IL4, 3x IL2	B19.10: 1x 20-4-3 Inf Div[134] -1 Steps			roup has already left.
B62.07	1	2x Yak1	B20.16: (341 Rec, MC)/ 16 Mtr		~1 0	roup has already
A51.34	2	2x LaGG3, 1x Hurri2,	B23.16: (156, 146 Arty)/ 16 Mtr	Victory C	ond	itions:
		2x IL2, 2x Po2, 1x MiG3	B26.16: 60/ 16 Mtr		JIId	mons:
A56.33	2	1x MiG3, 1x TB3	w/i 2 B32.18: (9 Rec, 1-33, 2-33, 10 Shu, 11	German:	11.0	1 . M. Cirias
A57.32	2	1x P40c, 3x G2, 6x Li2	Shu, 102)/9 Pz			viet Victory Cities.
			B29.27: 10 Arty/ 10 Mtr	Minor: Hold C	rel o	r Kaluga.
Reinford	cements	:	B30.26: (10 Rec. 20. 41 MCV 10 M			

As per Master Reinforcement Schedule including Variable Reinforcements and Supply Tables. B30.26: (10 Rec, 20, 41, MC)/ 10 Mtr B31.28: 1x 20-4-3 Inf Div[106]

B36.27: 1x 6-2-2 Sec Div[221]

B37.28: 5 MG Bn

B38.28: 1x 20-4-3 Inf Div[293] -1 Step B34.29: 22 SPs

B35.30: 1x 12-0 HQ[35]

Soviet:

Major: Hold Orel, Kaluga, Spas Demansk,

and Vyazma.

Minor: Hold Orel and Kaluga.

Scenario 8: The Campaign to Capture Moscow

This scenario covers the entire action of the right flank of Army Group Center. If there is any chance of taking Moscow, this is it. Add variants at your desire to determine their effects. This scenario starts one week ahead of the actual offensive. Players may use this to evaluate the merits of accumulating supplies against the use of an extra week of good weather. The choice is yours.

First Turn: 1 Last Turn: 13 Game Length: 13 turns Map Area Used: All

Soviet Information:

(All Soviet Armies also contain the appropriate HQ, Penal and RR units) 30th Army:

> 2x 12-3-2 Inf Div [119, 242] 1x 8-1-1 Inf Div [251] Set up inside army boundary, vicinity hex A11.34

16th Army:

1x 12-3-3 Inf Div [1] 2x 12-3-2 Inf Div [64, 129] 2x 10-2-1 Inf Div [108, 152] 2x 8-1-1 Inf Div [38, 50] 1x 20-1-3 Tank Div [101] 1x Tank Bde 2x Arty Bde

Set up inside army boundary, vicinity hex A11.30

32nd Army:

1x 14-3-3 Inf Div [73] 5x 8-0-1 Militia Div [2, 7, 8, 13, 18] Set up inside army boundary, vicinity hex A22.28

24th Army:

1x 8-0-1 Militia Div [6] 1x 20-1-3 Tank Div [102] 3x 12-3-3 Inf Div [103, 105, 106] 2x 12-3-2 Inf Div [107, 194] 2x 10-2-1 Inf Div [133, 309] 1x Tank Bde 2x Arty Bde Set up inside army boundary, vicinity hex A12.24

33rd Army:

4x 8-0-1 Militia Div [1, 5, 17, 21] Set up inside army boundary, vicinity hex A18.18

43rd Army:

1x 12-3-2 Inf Div [53] 3x 8-1-1 Inf Div [145, 211, 222] 1x 20-1-3 Tank Div [109] 2x Arty Bde Set up inside army boundary, vicinity hex A14.15

50th Army:

2x 14-3-3 Inf Div [283, 287] 2x 10-2-1 Inf Div [258, 278] 2x 8-1-1 Inf Div [260, 280] 1x 8-3-3 Cav Bde [55] 1x Arty Bde Set up inside army boundary,

Front Reserve:

1x 20-1-3 Tank Div [108] 1x 8-3-3 Cav Bde [4] 3x Tank Bde 1x Katyusha Bde Set up inside boundary, vicinity hex B17.24

vicinity hex A18.01

3rd Army:

2x 14-3-3 Inf Div [232, 299] 2x 8-1-1 Inf Div [11 Avn, 47 Avn] 1x Arty Bde Set up inside army boundary, vicinity hex B17.30 (HQ must be in B14.30)

13th Army:

2x 12-3-2 Inf Div [143, 269] 2x 10-2-1 Inf Div [137, 307] 3x 8-1-1 Inf Div [6, 282, 61 Avn] 1x 20-1-3 Tank Div [50] 1x 8-4-3 Mtn Cav Bde [21 Mtn] 1x 8-3-3 Cav Bde [52] 1x Arty Bde 1x Tank Bde Set up inside army boundary, vicinity hex B15.20

40th Army:

1x 12-3-2 Inf Div [135] 3x 8-1-1 Inf Div [219, 290, 293] 2x 20-1-3 Tank Div [10, 69] 1x Tank Bde 1x Arty Bde Set up inside army boundary, vicinity hex B16.05

49th Army:

1x 8-0-1 Militia Div [4] 1x 7-3-3 Mtn Inf Div [194 Mtn] 1x 12-3-3 Mtrd Inf Div [220] 1x Tank Bde 2x Arty Bde Set up inside army boundary, vicinity hex A38.17

5th Cavalry Corps:

3x 14-3-3 Inf Div [24, 117, 154] 2x 8-3-3 Cav Bde [3, 14] 1x Katyusha Bde w/i 10 A51.11

Hedgehogs: Ten Level 1 Hedgehogs may set up in any hex containing a Soviet unit or any hex which is east of 20.xx on either map (inclusive). Max one hedgehog per hex.

Soviet Dumps: (Hex[SPs])

These may be set up in any hex (or split among any hexes) at or within 5 hexes of the given hex.

A13.35 [6] A17.29 [8] A22.28 [36] A18.18 [16] A19.01 [32] B15.31 [6] B18.28 [14] B18.08 [16] B33.13 [6] B62.08 [32]

Moscow (any rail hex) [40]

B34.29 [6] A39.17 [6] A51.11[18]

Forward Depots: The Soviet player may place an additional 20 Tokens of supply. These tokens represent the forward supply dumps of the Soviet forces. These may split up as desired and placed into any hex occupied by Soviet units. They are given as emergency combat supply, but may be used for any purpose.

Trucks: 1x 4-point Truck unit at each listed A21.29, A20.01, A38.19, A50.12, A53.32, B62.09

8 Truck Points, in addition to the above, are set up with any Soviet Army or armies.

Airbases:

Level 1: A23.27, A21.16, A40.18, A52.12, B23.33, B17.20, B18.07, B35.29, B36.12, Level 2: A51.34, A56.33, A57.32

Air Units: (Set up as desired on any Soviet air base or combination of Soviet airbases) 2x TB-3, 4x Mig 3, 7x LaGG 3, 6x Yak 1, 8x Il-4, 3x Pe-2, 1x I-15, 1x Mig 1, 4x Il-2, 4x Po-2, 3x G-2, 6x Li-2, 2x SB-2

Stalin: A54.33

Reinforcements:

Use the Master Reinforcement Schedule,

German Information:

Set Up:
9th Army:
8th Infantry Corps
3x 20-4-3 Inf Div [8,28, 87]
1x 12-0 Corps HQ [8]
Set up inside corps boundary,
vicinity hex A5.33

4th Army:

9th Infantry Corps

4x 20-4-3 Inf Div [15, 137, 183, 263]

1x 12-0 Corps HQ [9] Set up inside corps boundary, vicinity hex A4.25

20th Infantry Corps

3x 20-4-3 Inf Div [7, 268, 292] 1x 20-5-3 Inf Div [78 Assault] 1x 12-0 Corps HQ [20] Set up inside corps boundary, vicinity hex A5.20

7th Infantry Corps

3x 20-4-3 Inf Div [23, 197, 267] 1x 12-0 Corps HQ [7] Set up inside corps boundary, vicinity hex A6.15

4th Panzer Group (Lead Elements only):

1x Panzer Div [10] (less 3rd Pz Bn) 1x 18-0 Corps HQ [40 Pz] w/i 2 A2.21

2nd Army:

12th Infantry Corps

4x 20-4-3 Inf Div [34, 52, 258, 262] 1x 12-0 Corps HQ [12] Set up inside corps boundary, vicinity hex A7.10

43rd Infantry Corps

2x 20-4-3 Inf Div [31, 131] 1x 12-0 Corps HQ [43] Set up inside corps boundary, vicinity hex A9.05

53rd Infantry Corps

2x 20-4-3 Inf Div [167, 296] 1x Cav Div [1] 1x 12-0 Corps HQ [53] 8 Wagon Points Set up inside corps boundary, vicinity hex B6.30

2nd Panzer Group:

47 Panzer Corps

> 4 Truck Points w/i 3 B6.17

48 Panzer Corps

Army Group Center Transportation Assets:

4 Truck Points, 8 Wagon Points w/i 2 B2.09 4 Truck Points, 12 Wagon Points w/i 2 A1.26 2 Truck Points B5.24

Other Army Group Assets (may set up with any of the above groups):

5 MG Bn 43 Aslt Engineer Bn 2x (1)-1-3 RR Rgt [1, 5]

5x Artillery Regiments [41, 617, 618, 622, 786]

1x Flame AG Bn [100] 9x AG Bn [177, 192, 201, 202, 203, 226, 191,

243]

4x Level 2 Airbases

Air Units: (Set up as desired on any German air base or combination of German airbases) 2x Ju88a, 1x Do17z, 5x He111h, 5x Ju87b, 2x Bf.110c, 1x Bf.109e, 8x Bf.109f, 4x Ju52

Supply Dumps: (Location [SPs])

A1.26 [26] A5.14 [8] B7.32 [3] B5.25 [3] B6.16 [6] B7.14 [3] B2.09 [20] B6.06 [5]

German Converted Rail Limits:

Railheads: A2.25, A2.26, A6.13, B2.08, B7.17.

Open Lines: (From map edge, through hex listed, to railheads): B3.20, A3.20, B5.15

Pre-Game German Losses

Subtract 13 steps of Infantry from the initial German set up or from German reinforcements (or any combination of the two). (Pre-game armor losses have already been eliminated.)

Reinforcements:

Use the Master Reinforcement Schedule.

Victory Conditions:

In this campaign scenario, victory is a measure of game play, not historical effect. Any German "victory" in the game short of the capture of Moscow would have little, if any, effect on the war as a whole. Historically, the Germans would probably be better off avoiding the whole campaign and saving the cream of their army for 1942 since a "war winning" victory is probably out of reach by this point in 1941.

For game purposes anyway, victory is a measure of game play-a victory in the game shows a higher level of play. It is expected that most or all of the terrain objectives listed will change hands more than once during the game and that a German victory is obtained by not only capturing these cities, but by holding them afterward. An governor of loss counterbalances players who might be heedless of the damage inflicted on the German army by losses in an all-out offensive. To win big, the German player must capture as many of these cities as humanly possible, hold them at the end of the game, and do so at as low a cost as possible-no mean feat! The Soviet player wins by inflicting as high a loss on the Germans as he can and by recapturing the cities.

Sudden Death Victory

The German player wins a "warwinning" victory automatically at the end of any game week if A) he physically occupies with units (see OCS rule 4.8) five of the city hexes of Moscow proper, B) he can supply them (low supply or better) at the end of the immediately following Supply Usage Phase, and C) he takes out Stalin. This level of victory is unaffected by losses.

Victory Point Cities:	Points:
Vyazma (A22.28)	10
Spas Demansk (A18.18)	5
Kaluga (A39.17)	10
Tula (A51.11)	15
Bryansk (A18.01)	10
Orel (B34.29)	10
Kursk (B33.13)	5
Yelets (B56.22)	5
Voronezh (B62.08, B62.09, and B63.09) 10

Points Lost for Losses:

From the total obtained for the German player from the above cities, subtract 1 for each unit (regardless of size) with a 5 action rating in the dead pile at the end of the game. Note that units removed with the 4th Panzer Group (dead ones that is) count for this total. A dead "5" counts even if it is rebuilt later in the game. Units not used in play (such as the 3rd Panzer Battalions) do not count as dead.

Victory Determination:

Massive German Victory:

40 or more victory points

Major German Victory:

30 to 39

Minor German Victory:

20 to 29

Minor Soviet Victory:

10 to 19

Major Soviet Victory:

0 to 9

Massive Soviet Victory:

less than 0 victory points.

7.0 Approximate Historical Set Ups

The following set ups give the historical positions of the various forces at the beginning of each turn in the game. Such exacting set ups are, by nature, approximate.

These set ups can be used as interesting one turn scenarios, or as differing kick-off points for the remainder of the game. Hash out victory in a one-turn game over a cup of coffee afterward, the victory conditions for scneario 8 can be used if the game goes to completition.

Turn: 1

Soviet:

A9.35: 1x 12-3-2 Inf Div[242]

A9.34: 1x 8-1-1 Inf Div[251]

A9.33: 1x 12-3-2 Inf Div[119]

A9.32: 1x 8-1-1 Inf Div[38]

A9.31: 1x 12-3-2 Inf Div[129],

Level 1 Hedgehog

A9.30: 1x 10-2-1 Inf Div[108]

A8.29: 1x 12-3-3 Semi-Mtrd Div[1],

Level 1 Hedgehog

A9.29: 1x Artillery Bde

A10.28: 1x 10-3-4 Tk Bde, 1x 20-1-3 Tk

Div[101]

A10.29: 16 Army HQ

A10.30: 1x Artillery Bde

A11.29: 1x 8-1-1 Inf Div[50]

A13.29: 16 Army RR & Penal

A11.33: 30 Army Penal

A11.34: 30 Army HQ

A12.34: 30 Army RR

A13.35: 6 SPs

A8.28: 1x 10-2-1 Inf Div[152],

Level 1 Hedgehog

A8.26: 1x 12-3-2 Inf Div[64]

A8.27: 1x 12-3-3 Semi-Mtrd Div[105]

A17.29: 8 SPs

A22.30: 1x 8-0-1 Militia Div[7 Militia]

A21.30: 1x 8-0-1 Militia Div[18 Militia]

A21.29: 4 Truck Points

A20.29: 1x 8-0-1 Militia Div[13 Militia]

A20.28: 1x 14-3-3 Inf Div[73]

A20.27: 1x 8-0-1 Militia Div[8 Militia]

A22.28: 32 Army HQ

A22.28: 36 SPs

A22.26: 1x 8-0-1 Militia Div[2 Militia]

A25.28: 32 Army RR & Penal

A9.25: 1x 12-3-2 Inf Div[107],

Level 1 Hedgehog

A9.24: 1x 12-3-3 Semi-Mtrd Div[106],

Level 1 Hedgehog

A9.23: 1x 12-3-2 Inf Div[194],

Level 1 Hedgehog

A9.22: 1x 12-3-3 Semi-Mtrd Div[103],

Level 1 Hedgehog

A10.24: 1x Artillery Bde

A10.23: 1x Artillery Bde A12.23: 1x 10-2-1 Inf Div[309]

A12.22: 1x 12-4-6 Tk Bde, 1x 20-1-3 Tk Div[102]

A12.21: 24 Army HQ

A13.23: 1x 10-2-1 Inf Div[133]

A13.21: 24 Army RR & Penal

A10.19: 1x 12-3-2 Inf Div[53]

A11.17: 1x 8-1-1 Inf Div[211]

A12.16: 1x Artillery Bde

A12.15: 1x 20-1-3 Tk Div[109]

A13.16: 43 Army HQ

A14.15: 43 Army RR & Penal

A12.13: 1x 8-1-1 Inf Div[145]

A13.13: 1x Artillery Bde

A14.11: 1x 8-1-1 Inf Div[222]

A17.21: 1x 8-0-1 Militia Div[17 Militia]

A16.20: 1x 8-0-1 Militia Div[1 Militia]

A15.19: 1x 8-0-1 Militia Div[21 Militia]

A15.17: 1x 8-0-1 Militia Div[5 Militia]

A17.19: 33 Army HQ

A18.18: 33 Army RR & Penal

A18.18: 16 SPs

A16.07: 1x 10-2-1 Inf Div[278]

A15.05: 1x 8-1-1 Inf Div[280]

A15.04: 1x 8-1-1 Inf Div[260]

A15.03: 1x 14-3-3 Inf Div[287], Level 1 Hedgehog

A16.02: 1x Artillery Bde

A16.01: 1x 14-3-3 Inf Div[283]

A15.01: 1x 10-2-1 Inf Div[258]

B15.34: 1x Cav Bde [55]

A18.01: 50 Army HQ

A19.01: 32 SPs

A 19.02: 50 Army RR & Penal

A20.01: 4 Truck Points

B13.33: 1x 8-1-1 Inf Div[11 Avn]

B12.31: 1x 14-3-3 Inf Div[232],

Level 1 Hedgehog

B13.31: 1x Artillery Bde

B14.30: 3 Army HQ

B15.31: 6 SPs

B17.31: 3 Army RR & Penal

B18.28: 14 SPs

B10.29: 1x 14-3-3 Inf Div[299],

Level 1 Hedgehog

B10.27: 1x 8-1-1 Inf Div[47 Avn] B11.24: 1x 10-2-1 Inf Div[307]

B11.22: 1x 12-3-2 Inf Div[269]

B12.20: 1x 12-3-2 Inf Div[143]

B14.20: 1x Cav Bde[52]

B17.26: 13 Army RR & Penal

B17.25: 1x Katyusha Bde

B17.24: 2x 10-3-4 Tk Bde, 1x 12-4-6 Tk

Bde, 1x Cav Bde[4]

B18.24: 1x 20-1-3 Tk Div[108]

B16.20: 13 Army HQ

B16.18: 1x 10-3-4 Tk Bde, 1x 20-1-3 Tk

Div[50]

B16.17: 1x Mtn Cav Bde[21]

B14.16: 1x Artillery Bde

B12.17: 1x 8-1-1 Inf Div[61 Avn]

B13.15: 1x 8-1-1 Inf Div[6]

B15.13: 1x 10-2-1 Inf Div[137]

B17.12: 1x 8-1-1 Inf Div[282]

B12.07: 1x 8-1-1 Inf Div[290]

B14.07: 1x 8-1-1 Inf Div[293]

B16.08: 40 Army HQ, RR & Penal

B12.05: 1x 12-3-2 Inf Div[135]

B13.05: 1x Artillery Bde

B12.03: 1x 8-1-1 Inf Div[219], 1x 12-4-6 Tk

B13.02: 2x 20-1-3 Tk Div[10, 69]

B18.08: 16 SPs B32.29: 6 SPs

B33.13: 6 SPs

B62.08: 16 SPs

B62.09: 4 Truck Points

A53.11: 1x 14-3-3 Inf Div[117]

A51.09: 1x Cav Bde[14 Cav]

A51.10: 1x 14-3-3 Inf Div[154]

A51.11: 18 SPs

A51.12: 5 Cav Corps HQ

A50.09: 1x Cav Bde[3]

A50.10: 1x Katyusha Bde

A50.12: 4 Truck Points

A49.10: 1x 14-3-3 Inf Div[24] A38.14: 1x 7-3-3 Mtn Inf Div[194]

A39.17: 6 SPs

A39.19: 49 Army HQ, RR & Penal

A38.17: 1x 10-3-4 Tk Bde

A38.18: 1x Artillery Bde

A38.19: 4 Truck Points

A37.18: 1x 12-3-3 Semi-Mtrd Div[220]

A36.22: 1x 8-0-1 Militia Div[4 Militia]

A52.32: 20 SPs A54.33: Stalin

A54.31: 20 SPs

A53.32: 12 Truck Points

Forward Depots: The Soviet player may place an additional 20 Tokens of supply. These tokens represent the forward supply dumps of the Soviet forces. These may split up as desired and placed into any hex occupied by Soviet units. They are given as emergency combat supply, but may be used for any purpose.

Soviet Air:

		111111111111111111111111111111111111111
Hex	Level	Air Units
A23.27	1	1x IL2, 2x LaGG3
A21.16	1	1x IL2, 3x LaGG3
A40.18	1	1x IL2, 3x Pe2, 2x IL4
A52.12	1	2x SB2, 4x IL4
B23.33	1	1x IL2, 2x Yak1
B17.20	1	1x MiG1
B18.07	1	none
B35.29	1	2x Yak1
B36.12	1	1x I15, 2x IL4
B62.07	1	2x Yak1
A51.34	2	2x MiG3, 4x Po2,
		2x LaGG3
A56.33	2	2x MiG3, 2x TB3
A57.32	2	3x G2, 6x Li2

German:
A7.34: 1x 20-4-3 Inf Div[8]-1 step
A7.32: 1x 20-4-3 Inf Div[87]-1 step
A6.29: 1x 20-4-3 Inf Div[28]
A3.31: 1x 12-0 HQ[8]
A3.29: 1x Artillery Rgt[41]
A7.27: 1x 20-4-3 Inf Div[15]
A7.25: 1x 20-4-3 Inf Div[263]-1 step
A7.23: 1x 20-4-3 Inf Div[183]
A5.25: 1x 12-0 HQ[9]
A4.23: 1x 20-4-3 Inf Div[137]
A2.25: Railhead Marker
A2.26: Railhead Marker
A1.25: 4 Truck Points
A1.26: 26 SPs
A1.27: 12 Wagon Points
A2.22: 1x 18-0 HQ[40 Pz]
A2.21: (1-7, 86 Shu)/ 10 Pz
A2.20: 90 Arty/ 10 Pz
A2.20. 90 Arty/ 10 PZ
A3.21: 10 MC/ 10 Pz
A3.20: (90 Rec, 2-7, 69 Shu)/ 10 Pz
A5.21: 1x 12-0 HQ[20], 1x 20-5-3 Inf
Div[78 Aslt]
A5.19: 1x 20-4-3 Inf Div[292]
A6.20: 1x Flame AG[100], 1x Artillery
Rgt[786]
A7.21: 1x 20-4-3 Inf Div[7]
A8.19: 1x 20-4-3 Inf Div[268]-1 step
A9.17: 1x 20-4-3 Inf Div[267]
A10.15: 1x 20-4-3 Inf Div[23]
A10.14: 1x 20-4-3 Inf Div[197]
A9.15: 1x Artillery Rgt[618]
A8.14: 12-0 HQ[7]
A6.13: Railhead Marker, 1x RR Rgt[5]
A5.14: 8 SPs
A6.12: 3x AG Bn[192, 201, 226]
A7.13: 1x Artillery Rgt[617]
A11.13: 1x 20-4-3 Inf Div[262]
A11.11: 1x 20-4-3 Inf Div[258]
A9.10: 1x 12-0 HQ[12]
A10.09: 1x 20-4-3 Inf Div[34]
A12.08: 1x 20-4-3 Inf Div[54]
A11.06: 1x 12-0 HQ[43]
A13.05: 1x 20-4-3 Inf Div[31]
A13.02: 1x 20-4-3 Inf Div[131]-1 step
B10.34: 1x 20-4-3 Inf Div[167]-1 step
B8.32: 1x 20-4-3 Inf Div[296], 1x 12-0
HQ[53]
B7.32: 3 SPs
B6.31: 8 Wagon Points
B6.30: 2/1 Cav
B5.29: 21/1 Cav
B5.27: 22/ 1 Cav
B5.26: 1/1 Cav (Cavalry Type)
B5.25: 3 SPs
B4.26: 1 Arty/ 1 Cav
B4.27: 1/1 Cav (Bicycle Type)
B5.24: 2 Truck Points
B4.21: 88 Arty/ 18 Pz
B3.21: 52 Shu/ 18 Pz
B4.20: 2-18/18 Pz
B4.19: (1-18, 3-18)/ 18 Pz
B8.22: 15/29 Mtr
B8.20: 29 Arty/ 29 Mtr
B9.21: (29 Rec, MC)/ 29 Mtr
B9.20: 71/29 Mtr
D7.20: / 1/ 27 IVIU

B10.18:	18 MC/ 1	8 Pz
		101 Shu)/ 18 Pz
		farker, 1x RR Rgt[1]
	1x 18-0 HC	
B6.16: 6		
	2 Truck Po	ints
	5 MG Bn	
	x AG Bn[2101
	3 Aslt En	
	x Artillery	
	2 Truck Po	
B7.14: 3	SPs	
B6.13: 3	x AG Bn[177, 202, 203]
	x AG Bn[
		39, 40 Shu)/ 17 Pz
		2-39, 63 Shu)/ 17 Pz
	27 Arty/ 17	
		C)/ 25 Mtr
		gt, 1x Artillery Bn[440]
B10.06:	(10 Rec, N	MC)/ 10 Mtr
	(20, 41)/1	
B9.06: 1	0 Arty/ 10	Mtr
B10.03:	35/25 Mt	r
B10.04:	119/25 M	[tr
B9.03: 2	25 Arty/ 25	Mtr
B6.05: 1	x 18-0 HQ	[48]
B6.06: 5		
B5.07: 2	Truck Poi	ints
	Railhead M	larker
B2.09: 2		
	Wagon Po	
	Truck Poi	
		Arty)/9 Pz
	9 Rec, 10 S	
	9 MC/9 P	
B4.02: (1-33, 11 S	hu)/ 9 Pz
German	Air:	
Hex	Level	Air Units
A4.25	2	1x Bf109e, 2x Bf109f,

Hex	Level	Air Units
A4.25	2	1x Bf109e, 2x Bf109f
		2x Ju52
A6.14	2	2x Bf109f, 3x Ju87b,
		3x Helllh

B9.15 2 2x Bf109f, 2x Ju87b, 2x Ju88a, 2x He111h B3.08 2 1x Do17z, 2x Bf109f,

2x Ju52, 2x Bf110c

Notes:

Weather condition is Good at start.

Turn: 2

Soviet: A9.35: 1x 12-3-2 Inf Div[242] A9.34: 1x 8-1-1 Inf Div[251] A9.33: 1x 12-3-2 Inf Div[119] A9.32: 1x 8-1-1 Inf Div[38] A9.31: 1x 12-3-2 Inf Div[129], Level 1 Hedgehog A9.30: 1x 10-2-1 Inf Div[108] A9.29: 1x Artillery Bde A11.34: 30 Army HQ A11.33: 30 Army Penal A12.34: 30 Army RR A13.35: 6 SPs A10.30: 1x Artillery Bde A10.29: 16 Army HQ A10.28: 1x 10-3-4 Tk Bde, 1x 20-1-3 Tk Div[101] A11.29: 1x 8-1-1 Inf Div[50] A13.29: 16 Army RR & Penal A8.29: 1x 12-3-3 Semi-Mtrd Div[1], Level 1 Hedgehog A8.28: 1x 10-2-1 Inf Div[152], Level 1 Hedgehog A8.26: 1x 12-3-2 Inf Div[64] A8.27: 1x 12-3-3 Semi-Mtrd Div[105] A17.29: 8 SPs A18.29: 4 Truck Points A22.30: 1x 8-0-1 Militia Div[7 Militia] A21.30: 1x 8-0-1 Militia Div[18 Militia] A20.29: 1x 8-0-1 Militia Div[13 Militia] A20.28: 1x 14-3-3 Inf Div[73] A20.27: 1x 8-0-1 Militia Div[8 Militia] A22.26: 1x 8-0-1 Militia Div[2 Militia] A22.28: 32 Army HQ, 36 SPs A25.28: 32 Army RR & Penal A9.25: 1x 12-3-2 Inf Div[107], Level 1 Hedgehog A9.24: 1x 12-3-3 Semi-Mtrd Div[106], Level 1 Hedgehog A9.23: 1x 12-3-2 Inf Div[194], Level 1 Hedgehog A9.22: 1x 12-3-3 Semi-Mtrd Div[103], Level 1 Hedgehog A10.24: 1x Artillery Bde A10.23: 1x Artillery Bde A12.21: 24 Army HQ A12.22: 1x 12-4-6 Tk Bde, 1x 20-1-3 Tk Div[102] A12.23: 1x 10-2-1 Inf Div[309] A13.23: 1x 10-2-1 Inf Div[133] A13.21: 24 Army RR & Penal A17.21: 1x 8-0-1 Militia Div[17] A16.20: 1x 8-0-1 Militia Div[1] A15.19: 1x 8-0-1 Militia Div[21] A15.18: 1x 8-0-1 Militia Div[5]- 1 step A17.19: 33 Army HQ A18.18: 33 Army RR & Penal A20.17: 16 SPs A10.19: 1x 12-3-2 Inf Div[53] A11.17: 1x 8-1-1 Inf Div[211]

A12.16: 1x Artillery Bde

A14.15: 43 Army RR & Penal

A13.16: 43 Army HQ

A12.15: 1x 20-1-3 Tk Div[109]- 2 Steps

A12.13: 1x 8-1-1 Inf Div[145]	A53.11: 1x 14-3-3 Inf Div[117]	A5.25: 1x 12-0 HQ[9]
A13.13: 1x Artillery Bde	A38.14: 1x 7-3-3 Mtn Inf Div[194 Mtn]	A4.23: 1x 20-4-3 Inf Div[137]
A14.11: 1x 8-1-1 Inf Div[222]	A38.17: 1x 10-3-4 Tk Bde	A2.26: Railhead Marker
B13.33: 1x 8-1-1 Inf Div[11 Avn]	A38.18: 1x Artillery Bde	A2.25: Railhead Marker
B13.31: 1x Artillery Bde	A38.19: 4 Truck Points	A1.27: 12 Wagon Points
B12.31: 1x 14-3-3 Inf Div[232], Level 1 Hedgehog	A37.18: 1x 12-3-3 Semi-Mtrd Div[220]	A1.26: 12 SPs + 2T
B10.29: 1x 14-3-3 Inf Div[299], Level 1	A39.17: 7 SPs	A1.25: 4 Truck Points
Hedgehog	A39.19: 49 Army HQ, RR & Penal	A9.17: 1x AG Bn[226], 1x 20-4-3 Inf
B10.27: 1x 8-1-1 Inf Div[47 Avn]	A35.22: 1x 8-0-1 Militia Div[4]	Div[267]
B14.30: 3 Army HQ	A52.32: 2T	A10.15: 1x AG Bn[192], 1x 20-4-3 Inf
B15.31: 11 SPs	A53.32: 12 Truck Points	Div[23]
B17.31: 3 Army RR & Penal	A54.31: 20 SPs	A10.14: 1x 20-4-3 Inf Div[197]
B12.07: 1x 8-1-1 Inf Div[290]	A54.33: Stalin	A9.15: 2x Artillery Rgt[617, 618]
B12.05: 1x 12-3-2 Inf Div[135]	A55.32: 1x Pax Repl	A8.14: 1x 12-0 HQ[7]
B13.05: 1x Artillery Bde	Forward Donote: The Conintal	A11.13: 1x 20-4-3 Inf Div[262]
B12.03: 1x 8-1-1 Inf Div[219], 1x 12-4-6 Tk	Forward Depots: The Soviet player may place an additional 20 Tokens of supply. These to-	A13.11: 1x 20-4-3 Inf Div[258]
Bde	kens represent the forward supply dumps of	A13.10: 1x 20-4-3 Inf Div[34]
B13.02: 2x 20-1-3 Tk Div[10, 69]	the Soviet forces. These may split up as desired	A11.12: 90/ 10 Pz
B14.07: 1x 8-1-1 Inf Div[293]	and placed into any hex occupied by Soviet	A11.11: 74/2 Pz
B16.08: 40 Army HQ, RR & Penal	units. They are given as emergency combat	A10.10: 4 Truck Points, 4 SPs
B18.08: 17 SPs	supply, but may be used for any purpose.	A9.10: 1x 12-0 HQ[12]
A16.07: 1x 10-2-1 Inf Div[278]	suppry, but may be used for any purpose.	A7.11: (Deutld, R Arty)/ SS Reich
A15.05: 1x 8-1-1 Inf Div[280]	Soviet Air:	A6.11: (Fuhrer, R Rec, 11 SS, R MC)/ SS
A15.04: 1x 8-1-1 Inf Div[260]	Hex Level Air Units	Reich
A15.03: 1x 14-3-3 Inf Div[287], Level 1	A23.27 1 1x IL2	A6.12: (53 Rec, 8, 29, 3 Arty, MC)/ 3 Mtr
Hedgehog	A21.16 1 1x IL2, 2x LaGG3	A12.08: 1x 20-4-3 Inf Div[52]
A16.02: 1x Artillery Bde	A40.18 1 1x IL2, 3x Pe2, 2x IL4	A13.05: 1x 20-4-3 Inf Div[31] A11.02: 1x 20-4-3 Inf Div[167] -1 Step
A16.01: 1x 14-3-3 Inf Div[283]	A52.12 1 2x SB2, 4x IL4	B9.34: 1x 20-4-3 Inf Div[17] -1 Step
A15.01: 1x 10-2-1 Inf Div[258]	B23.33 1 1x IL2, r x Yak1	B7.32: 3 SPs
B15.34: 1x Cav Bde[55]	B17.20 1 rx MiG1	B6.30: 2/1 Cav
A18.01: 50 Army HQ	B18.07 1 none	B5.27: 22/ 1 Cav
A19.01: 24 SPs	B35.29 1 2x Yak1 B36.12 1 1x I15, 2x IL4	B5.25: 3 SPs + 3T
A19.02: 50 Army RR & Penal	B36.12 1 1x I15, 2x IL4 B62.07 1 2x Yak1	B8.22: 15/29 Mtr
A20.01: 4 Truck Points	A51.34 2 2x MiG3, 4x Po2,	B8.20: (17 MC, 2-39, 63 Shu)/ 17 Pz
B18.28: 15 SPs	2x LaGG3	B10.21: (29 Rec, 71, MC)/ 29 Mtr
B17.26: 13 Army RR & Penal	A56.33 2 2x MiG3, 2x TB3	B11.20: (18 MC, 1-18, 2-18, 3-18, 52 Shu)/
B17.25: 1x Katyusha Bde	A57.32 2 3x G2, 6x Li2	18 Pz
B17.24: 2x 10-3-4 Tk Bde, 1x 12-4-6 Tk		B9.19: 1x 18-0 HQ[47 Pz]
Bde, 1x Cav Bde[4]	German:	B9.18: 1x RR Rgt[1], Railhead Marker
B18.24: 1x 20-1-3 Tk Div[108]	A7.34: 1x 20-4-3 Inf Div[8] -1 Step	B6.16: 12 SPs + 2T
B11.24: 1x 10-2-1 Inf Div[307]	A7.32: 1x 20-4-3 Inf Div[87] -1 Step	B8.14: 14 SPs + 1T
B11.22: 1x 12-3-2 Inf Div[269] -1 Step	A6.29: 1x 20-4-3 Inf Div[28]	B9.16: 3x AG Bn[177, 202, 203]
B12.20: 1x 12-3-2 Inf Div[143]	A3.31: 1x 12-0 HQ[8]	B10.15: 103/4 Pz
B14.20: 1x Cav Bde[52]	A3.29: 1x Artillery Rgt[41]	B10.17: (41, 10 Arty)/ 10 Mtr
B16.20: 13 Army HQ	A7.27: 1x 20-4-3 Inf Div[15]	B11.15: (1-6, 2-6, 3-6, 3 Shu)/ 3 Pz
B16.18: 1x 10-3-4 Tk Bde, 1x 20-1-3 Tk	A7.25: 1x 20-4-3 Inf Div[263] -1 Step	B11.17: (10 Rec, 20, MC)/ 10 Mtr
Div[50]	A7.23: 1x 20-4-3 Inf Div[183]	B12.16: 1x AG Bn[210], (7 Rec, 1-35, 3-35,
B16.17: 1x Mtn Cav Bde[21 Mtn]	A7.21: 1x 20-4-3 Inf Div[7]	33 Shu)/ 4 Pz
B14.16: 1x Artillery Bde	A8.19: 1x 20-4-3 Inf Div[268] -1 Step	B11.11: 35/ 25 Mtr
B12.17: 1x 8-1-1 Inf Div[61 Avn]	A6.20: 1x Flame AG Bn[100], 1x Artillery	B10.10: 25 Arty/ 25 Mtr
B13.15: 1x 8-1-1 Inf Div[6] -1 Step	Rgt[786]	B8.07: (1-33, 11 Shu)/ 9 Pz
B15.13: 1x 10-2-1 Inf Div[137] -1 Step	A5.21: 1x 20-5-3 Inf Div[78 Aslt], 1x 12-0	B7.06: (2-33, 102)/9 Pz
B17.12: 1x 8-1-1 Inf Div[282]	HQ[20]	B10.03: 156/ 16 Mtr
B33.13: 6 SPs	A5.19: 1x 20-4-3 Inf Div[292]	B9.04: 146 Arty/ 16 Mtr
B32.29: 6 SPs	A12.12: (90 Rec, 2-7, 69 Shu)/ 10 Pz, 1x AG	B6.05: 1x 18-0 HQ[48 Pz]
B61.09: 1x 12-4-6 Tk Bde, 1x Artillery Bde	Bn[201]	B5.07: 2 Truck Points
B62.08: 40 SPs	A10.12: (2 MC, 2-3, 2 Shu)/ 2 Pz	B2.08: Railhead Marker
B62.09: 4 Truck Points	A12.11: (1-3, 304 Shu)/2 Pz	B2.10: 1x Pax Repl
A49.10: 1x 14-3-3 Inf Div[24]	A10.11: (10 MC, 1-7, 86 Shu)/ 10 Pz	B1.09: 8 Wagon Points
A50.09: 1x Cav Bde[3]	A9.12: 1x 18-0 HQ[40 Pz]	A11.06: 1x 12-0 HQ[43], 1x RR Rgt[5],
A50.10: 1x Katyusha Bde	A8.12: (55 MC, 116)/ 5 Pz	Railhead Marker
A50.12: 4 Truck Points	A8.11: (2-31, 14 Shu)/ 5 Pz	A13.02: 1x 20-4-3 Inf Div[131] -1 Step
A51.09: 1x Cav Bde[14]	A7.12: 1x 18-0 HQ[46 Pz], (1-31, 13 Shu)	B10.34: 1x 12-0 HQ[53], 1x 20-4-3 Inf
A51.10: 1x 14-3-3 Inf Div[154]	/ 5 Pz	Div[296]
A51.11: 19 SPs	A5.14: 22 SPs + 1T	B8.32: 1x 12-0 HQ[13], 1x 20-4-3 Inf
A51.12: 5 Cav Corps HQ		Div[260] -1 Step

B6.31:	8 Wagon	Points	Turn: 3	A15.03: 1
B5.29;	21/1 Cav		Turn. 5	114 00. 1
B5.26:	1/1 Cav (Cav Type)	0.11	A16.02: 1
B4.26:	1 Arty/ 1	Cav	Soviet:	A16.01: 1
B4.27:	1/1 Cav (Bicycle Type)	A9.35: 1x 12-3-2 Inf Div[242]	A15.01: 1
B7.21:	27/ 17 Pz		A9.34: 1x 8-1-1 Inf Div[251]	B15.34: 1
B9.21:	29 Arty/ 2	9 Mtr	A9.33: 1x 12-3-2 Inf Div[119]	A18.01: 5
B10.20	: (27 Rec,	1-39, 40 Shu)/ 17 Pz	A9.32: 1x 8-1-1 Inf Div[38]	A19.01: 2
B10.19	: 88/ 18 P	Z	A11.34: 30 Army HQ	A19.02: 5
B10.18	: (88 Rec,	101 Shu)/ 18 Pz	A11.33: 30 Army Penal	A20.01: 4
B8.17:	4 Truck P	oints, 4 SPs	A12.34: 30 Army RR	B13.33: 1
B7.15:	1x AG Bn	[191]	A13.35: 4 SPs	B12.31: 1
B9.14:	4 Truck P	oints, 4 SPs	A8.27: 1x 12-3-3 Semi-Mtr Inf Div[105]	
B10.14	: 1x 18-0	HQ[24 Pz]	A9.25: 1x 12-3-2 Inf Div[107], Level 1	B10.29: 1
B10.16	: 5 MG B	n, 43 Aslt Eng Bn	Hedgehog	
B11.14	: 1x Artill	ery Rgt[622], 75/3 Pz	A9.24: 1x 12-3-3 Semi-Mtr Inf Div[106],	B10.27: 1:
B11.16	: (34 MC,	2-35, 12 Shu)/4 Pz	Level 1 Hedgehog	B11.24: 1:
B12.15	: (1, 3 MC	, 394 Shu)/ 3 Pz	A9.23: 1x 12-3-2 Inf Div[194], Level 1	B13.31: 1:
B11.10	: (25 Rec,	119, MC)/25 Mtr	Hedgehog	B14.30: 3
B11.08	: Grossder	atschland Inf Rgt,	A9.22: 1x 12-3-3 Semi-Mtr Inf Div[103],	B15.31: 8
220.00	1x Arti	illery Bn[440]	Level 1 Hedgehog	B17.31: 3
B8.05:	(9 Rec, 10	Shu)/9 Pz	A10.24: 1x Artillery Bde	B19.31: 12
	: 60/ 16 M		A10.23: 1x Artillery Bde	B19.30: 12
B10.01	: (341 Rec	c, MC)/ 16 Mtr	A12.23: 1x 10-2-1 Inf Div[309]	B18.29: 15
	59 MC/9	Pz	A12.22: 1x 12-4-6 Tk Bde, 1x 20-1-3 Tk	B18.28: 18
B6.06:			Div[102]	B18.27: 13
	4 SPs + 37		A12.21: 24 Army HQ	B31.12: 1x
B1.10:	2 Truck P	oints	A13.23: 1x 10-2-1 Inf Div[133]	B33.14: 1x
_			A13.21: 24 Army RR & Penal	
Germa			A17.29: 10 SPs + 1T	B33.13: 2x
Hex	Level	Air Units	A 18.29: 4 Truck Points	B35.13: 14
A4.25	2	1x Bf109e, 1+rx Bf109f,	A22.30: 1x 8-0-1 Militia Div[7 Militia]	B61.09: 1x
A6.14	2	2x Ju52	A21.30: 1x 8-0-1 Militia Div[18 Militia]	B62.08: 30
A0.14	2	2x Bf109f, 3x Ju87b, 3x He111h	A20.29; 1x 8-0-1 Militia Div[13 Militia]	B62.09: 4
B9.15	2	2x Bf109f, 2x Ju87b,	A20.28: 1x 14-3-3 Inf Div[73]	A38.14: 1x
D/.13	-	2x Ju88a, 2x He111h	A20.27: 1x 8-0-1 Militia Div[8 Militia]	A40.17: 4 5
B3.08	2	1x Do17z, 2x Bf109f,	A22.28: 32 Army HQ, 34 SPs + 1T	A39.19: 49
	(70)	2x Ju52, 2x Bf110c	A25.28: 32 Army RR & Penal	A38.17: 1x
		e promo e de compres e entresta a como de entresta (1)	A9.31: 1x 12-3-2 Inf Div[129], Level 1	A38.18: 1x
			77 1 1	

Hedgehog

A9.30: 1x 10-2-1 Inf Div[108]

Hedgehog

A8.27: 1x 12-3-2 Inf Div[64]

Div[101]

A11.29: 1x 8-1-1 Inf Div[50]

A13.29: 16 Army RR & Penal

A11.17: 1x 8-1-1 Inf Div[211]

A12.16: 1x Artillery Bde

Step

A18.18: 33 Army RR & Penal

A16.07: 1x 10-2-1 Inf Div[278]

A15.05: 1x 8-1-1 Inf Div[280]

A15.04: 1x 8-1-1 Inf Div[260]

A17.19: 33 Army HQ

A20.17: 14 SPs + 1T

A10.30: 1x Artillery Bde

A10.29: 16 Army HQ

A8.29: 1x 12-3-3 Semi-Mtr Inf Div[1],

Level 1 Hedgehog

A8.28: 1x 10-2-1 Inf Div[152], Level 1

A10.28: 1x 10-3-4 Tk Bde, 1x 20-1-3 Tk

A10.19: 1x 12-3-2 Inf Div[53] -1 Step

A17.21: 1x 8-0-1 Militia Div[17 Militia]

A16.20: 1x 8-0-1 Militia Div[1 Militia]

A15.19: 1x 8-0-1 Militia Div[21 Militia]

A15.18: 1x 8-0-1 Militia Div[5 Militia] -1

A9.29: 1x Artillery Bde

Notes:

Weather Condition is Normal.

1x 14-3-3 Inf Div[287], Level 1 Hedgehog 1x Artillery Bde 1x 14-3-3 Inf Div[283] 1x 10-2-1 Inf Div[258] 1x Cav Bde[55] 50 Army HQ 24 SPs 50 Army RR & Penal 4 Truck Points 1x 8-1-1 Inf Div[11 Avn] 1x 14-3-3 Inf Div[232], Level 1 Hedgehog 1x 14-3-3 Inf Div[299], Level 1 Hedgehog 1x 8-1-1 Inf Div[47 Avn] 1x 10-2-1 Inf Div[307] 1x Artillery Bde 3 Army HQ 8 SPs + 2T3 Army RR & Penal x 10-3-4 Tk Bde x Katyusha Bde x 20-1-3 Tk Div[108] -1 Step 8 SPs + 2T 3 Army RR & Penal x 12-4-6 Tk Bde x 10-3-4 Tk Bde, 1x 10-2-1 Inf Div[238] x Artillery Bde 4 SPs x Artillery Bde 0 SPs + 1T Truck Points x 7-3-3 Mtn Inf Div[194 Mtn] 9 Army HO, RR & Penal x 10-3-4 Tk Bde A38.18: 1x Artillery Bde A37.18: 1x 8-0-1 Militia Div[2 Militia] A36.22: 1x 8-0-1 Militia Div[4 Militia] A38.19: 4 Truck Points B23.13: 1x 12-4-6 Tk Bde B21.10: 1x Artillery Bde B19.10: 1x 12-3-2 Inf Div[135] B18.08: 12 SPs + 2T B17.06: 1x 20-1-3 Tk Div[69] B16.08: 40 Army HQ, RR & Penal B15.08: 1x 8-1-1 Inf Div[293] B12.07: 1x 8-1-1 Inf Div[290] B12.04: 1x 8-1-1 Inf Div[219] B13.02: 1x 20-1-3 Tk Div[10] B40.34: 1x Cav Bde[3] B40.33: 1x Cav Bde[14] A41.01: 6 SPs A47.05: 1x 14-3-3 Inf Div[24] A48.05: 1x 14-3-3 Inf Div[154] A48.06: 1x Katyusha Bde A49.07: 5 Cav Corps HO A49.08: 4 Truck Points, 8 SPs A51.08: 1x 14-3-3 Inf Div[117] A51.11: 8 SPs + 2T A53.10: 1x 12-3-3 Semi-Mtr Inf Div[220] A52.13: 4 Truck Points A52.32: 1T A54.31: 18 SPs + 1T A53.32: 12 Truck Points A54.33: Stalin A55.32: 1x Pax Repl

Soviet Air:			A6.11: (R Rec, Fuhrer, 11 SS, R MC)/	B14.18:	10 Arty/	10 Mtr
Hex	Level	Air Units	SS Reich	B14.17:		
A23.27	1	1x IL2	A6.12: (53 Rec, 8, 29, 3 Arty, MC)/ 3 Mtr			MC, 41, 20)/ 10 Mtr
A21.16	1	1x IL2	A6.13: 2x Sg Artillery Bn[768 Sg, 833 Sg]			Points, 4 SPs
A40.18	1	2x IL2, 2x Pe2, 1x IL4	A5.15: 13 SS Police Rgt	B10.15:		
A52.12	1	2x SB2, 3x IL4	A5.14: 1 SP + 2T			HQ[24 Pz]
B23.33	1	none				
B18.07	1	none	A5.13: (2-15, 110 Shu)/ 11 Pz			1x Artillery Rgt[622]
B36.12	1	1x I15, 2x IL4	A4.13: (231, 1-15, 111 Shu)/ 11 Pz	B11.10:		
B62.07	1	2x Yak1	A4.12: (61 MC, 119)/ 11 Pz	B10.10:		
A51.34	2	1x MiG3, 2x Po2,	A12.08: 1x 20-4-3 Inf Div[52]			Q[48 Pz]
	_	2x LaGG3	A11.06: 1x 12-0 HQ[43]	B10.07:		
A56.33	2	2x MiG3, 2x TB3,	A13.05: 1x 20-4-3 Inf Div[31]			MC)/ 16 Mtr
	•	1x LaGG3	A12.04: 1x RR Rgt[5], Railhead Marker			Inf Div[134] -1 Step
A57.32	2	3x G2, 6x Li2	A13.03: 1x 20-4-3 Inf Div[131] -1 Step	B7.05: 1:		
~			A12.01: 1x 20-4-3 Inf Div[167] -1 Step			Inf Div[45]
German	1:		A11.03: 1x 12-0 HQ[53]	B7.08: 6	SPs + 37	Γ
A7.34: 1x 2	0-4-3 Ir	nf Div[8] -1 Step	B11.34: 1x 20-4-3 Inf Div[296]	B6.08: 2	Truck Po	oints
A7.32: 1x 2	0-4-3 Ir	nf Div[87] -1 Step	B9.34: 1x 20-4-3 Inf Div[17] -1 Step	B1.10: 2		
A6.29: 1x 2			B8.32: 1x 12-0 HQ[13], 1x 20-4-3 Inf	B1.09: 8	Wagon I	Points
A3.31: 1x 1			Div[260] -1 Step			
A3.29: 1x A	Artillery	Rgt[41]	B7.32: 1 SP + 3T	German .		101201221200
A7.27: 1x 2	0-4-3 Ir	nf Div[15]	B6.30: 2/1 Cav	Hex	Level	Air Units
		nf Div[263] -1 Step	B5.29: 21/1 Cav, 4 Wagon Points,	A4.25	2	1x Bf109e, 1x Bf109f,
A7.23: 1x 2			1 SP + 3T			2x Ju52
A5.25: 1x 1			B5.27: 22/1 Cav	A6.14	2	2x Bf109f, 2+r x Ju87b,
A4.23: 1x 2			B5.26: 1/1 Cav (Cav Type)	DO 16	2	3x He111h
		[20], 1x 20-5-3 Inf	B4.26: 1 Arty/ I Cav	B9.15	2	1x Bf109f, 2x Ju88a,
	Div[78 A		B4.27: 1/1 Cav (Bicycle Type)	B3.08	2	2x He111h rx Do17z, 2x Ju52,
A5.19: 1x 2			B19.25: (27 Rec, 1-39, 40 Shu)/ 17 Pz	DJ.00	2	2x Bf110c
		G Bn[100], 1x Artillery	B20.23: (2-18, 18 MC)/ 18 Pz	B17.20	1	2x Bf109f, 2x Ju87b
	Rgt[786		B21.24: (1-18, 3-18, 52 Shu)/ 18 Pz	B35.29	1	1x Bf109f
A7.21: 1x 2			B28.26: (3 MC, 1, 394 Shu)/ 3 Pz			5.1071
		nf Div[268] -1 Step	B29.30: Grossdeutschland Inf Rgt,	Notes:		
		z (zoo) 1 otep	1x Artillery Bn[440]			- !- N1
A4.25: 2 SI	Ps + 1T		B32.28: 5 MG Bn, 43 Aslt Eng Bn			n is Normal.
A4.25: 2 SI A2.25: Rail	Ps + 1T lhead M	larker	B32.28: 5 MG Bn, 43 Aslt Eng Bn B34.29: (2-35, 12 Shu)/ 4 Pz, 4 SPs			n is Normal.
A4.25: 2 SI A2.25: Rail A2.26: Rail	Ps + 1T lhead M lhead M	larker larker	B32.28: 5 MG Bn, 43 Aslt Eng Bn B34.29: (2-35, 12 Shu)/ 4 Pz, 4 SPs B37.32: 34 MC/ 4 Pz, 1 SP	Weather	Condition	n is Normal.
A4.25: 2 SI A2.25: Rail	Ps + 1T lhead M lhead M ruck Poi	larker larker ints	B32.28: 5 MG Bn, 43 Aslt Eng Bn B34.29: (2-35, 12 Shu)/ 4 Pz, 4 SPs B37.32: 34 MC/ 4 Pz, 1 SP B15.18: 3x AG Bn[177, 202, 203],		Condition	n is Normal.
A4.25: 2 SI A2.25: Rail A2.26: Rail A1.25: 4 Ti A1.26: 9 SI	Ps + 1T lhead M lhead M ruck Poi Ps + 1T	larker larker ints	B32.28: 5 MG Bn, 43 Aslt Eng Bn B34.29: (2-35, 12 Shu)/ 4 Pz, 4 SPs B37.32: 34 MC/ 4 Pz, 1 SP B15.18: 3x AG Bn[177, 202, 203], (7 Rec, 1-35, 33 Shu)/ 4 Pz	Weather	Condition	n is Normal.
A4.25: 2 SI A2.25: Rail A2.26: Rail A1.25: 4 Tr A1.26: 9 SI A1.27: 12 V	Ps + 1T lhead M lhead M ruck Poi Ps + 1T Wagon I	larker larker ints	B32.28: 5 MG Bn, 43 Aslt Eng Bn B34.29: (2-35, 12 Shu)/ 4 Pz, 4 SPs B37.32: 34 MC/ 4 Pz, 1 SP B15.18: 3x AG Bn[177, 202, 203], (7 Rec, 1-35, 33 Shu)/ 4 Pz B15.17: 2x AG Bn[191, 210],	Turn	Condition	n is Normal.
A4.25: 2 SI A2.25: Rail A2.26: Rail A1.25: 4 Ti A1.26: 9 SI A1.27: 12 V A16.16: (10	Ps + 1T Ihead M Ihead M ruck Poi Ps + 1T Wagon I O MC, 1	larker larker ints Points -7, 86 Shu)/ 10 Pz	B32.28: 5 MG Bn, 43 Aslt Eng Bn B34.29: (2-35, 12 Shu)/ 4 Pz, 4 SPs B37.32: 34 MC/ 4 Pz, 1 SP B15.18: 3x AG Bn[177, 202, 203], (7 Rec, 1-35, 33 Shu)/ 4 Pz B15.17: 2x AG Bn[191, 210], (1-6, 2-6, 3 Shu)/ 3 Pz	Turn:	Condition	
A4.25: 2 SI A2.25: Rail A2.26: Rail A1.25: 4 Tr A1.26: 9 SI A1.27: 12 V A16.16: (10 A14.15: (90	Ps + 1T lhead M lhead M ruck Poi Ps + 1T Wagon I O MC, 1 O Rec, 2	larker larker ints Points -7, 86 Shu)/ 10 Pz -7)/ 10 Pz	B32.28: 5 MG Bn, 43 Aslt Eng Bn B34.29: (2-35, 12 Shu)/ 4 Pz, 4 SPs B37.32: 34 MC/ 4 Pz, 1 SP B15.18: 3x AG Bn[177, 202, 203], (7 Rec, 1-35, 33 Shu)/ 4 Pz B15.17: 2x AG Bn[191, 210],	Turn: Soviet: A9.35: 1x	4 : 4	Inf Div[242]
A4.25: 2 SI A2.25: Rail A2.26: Rail A1.25: 4 Tr A1.26: 9 SI A1.27: 12 V A16.16: (10 A14.15: (90 A15.14: (1-	Ps + 1T lhead M lhead M ruck Poi Ps + 1T Wagon I O MC, 1 O Rec, 2 3, 304 S	larker larker ints Points -7, 86 Shu)/ 10 Pz -7)/ 10 Pz Shu)/ 2 Pz	B32.28: 5 MG Bn, 43 Aslt Eng Bn B34.29: (2-35, 12 Shu)/ 4 Pz, 4 SPs B37.32: 34 MC/ 4 Pz, 1 SP B15.18: 3x AG Bn[177, 202, 203], (7 Rec, 1-35, 33 Shu)/ 4 Pz B15.17: 2x AG Bn[191, 210], (1-6, 2-6, 3 Shu)/ 3 Pz B8.14: 3 SPs + 1T B15.14: 102/ 9 Pz	Turn: Soviet: A9.35: 1x A9.34: 1x	: 4 : (12-3-2): (8-1-1 Ir	Inf Div[242] nf Div[251]
A4.25: 2 SI A2.25: Rail A2.26: Rail A1.25: 4 Ti A1.26: 9 SI A1.27: 12 V A16.16: (10 A14.15: (90 A15.14: (1- A12.15: 69	Ps + 1T lhead M lhead M ruck Poi Ps + 1T Wagon I O MC, 1 O Rec, 2 3, 304 S Shu/ 10	larker larker ints Points -7, 86 Shu)/ 10 Pz -7)/ 10 Pz Shu)/ 2 Pz 0 Pz, 1x AG Bn[201]	B32.28: 5 MG Bn, 43 Aslt Eng Bn B34.29: (2-35, 12 Shu)/ 4 Pz, 4 SPs B37.32: 34 MC/ 4 Pz, 1 SP B15.18: 3x AG Bn[177, 202, 203], (7 Rec, 1-35, 33 Shu)/ 4 Pz B15.17: 2x AG Bn[191, 210], (1-6, 2-6, 3 Shu)/ 3 Pz B8.14: 3 SPs + 1T B15.14: 102/ 9 Pz B16.14: (59 MC, 1-33, 11 Shu)/ 9 Pz	Turn: Soviet: A9.35: 1x A9.34: 1x A9.33: 1x	: 4 : (12-3-2) : (8-1-1) In : (12-3-2)	Inf Div[242] nf Div[251] Inf Div[119]
A4.25: 2 SI A2.25: Rail A2.26: Rail A1.25: 4 Tr A1.26: 9 SI A1.27: 12 V A16.16: (10 A14.15: (90 A15.14: (1- A12.15: 69 A12.13: 1x	Ps + 1T Ihead M Ihead M ruck Poi Ps + 1T Wagon I O MC, 1 O Rec, 2 3, 304 S Shu/ 10 20-4-3	Tarker Ta	B32.28: 5 MG Bn, 43 Aslt Eng Bn B34.29: (2-35, 12 Shu)/ 4 Pz, 4 SPs B37.32: 34 MC/ 4 Pz, 1 SP B15.18: 3x AG Bn[177, 202, 203], (7 Rec, 1-35, 33 Shu)/ 4 Pz B15.17: 2x AG Bn[191, 210], (1-6, 2-6, 3 Shu)/ 3 Pz B8.14: 3 SPs + 1T B15.14: 102/ 9 Pz B16.14: (59 MC, 1-33, 11 Shu)/ 9 Pz B17.14: (9 Rec, 10 Shu)/ 9 Pz	Soviet: A9.35: 1x A9.34: 1x A11.34: 3	Condition 4 12-3-2 18-1-1 Ir 12-3-2 30 Army	Inf Div[242] nf Div[251] Inf Div[119] HQ
A4.25: 2 SI A2.25: Rail A2.26: Rail A1.25: 4 Tr A1.26: 9 SI A1.27: 12 V A16.16: (10 A14.15: (90 A15.14: (1- A12.15: 69 A12.13: 1x A12.12: 1x	Ps + 1T Ihead M Ihead M ruck Poi Ps + 1T Wagon I O MC, 1 O Rec, 2 3, 304 S Shu/ 10 20-4-3 18-0 Ho	Tarker Ta	B32.28: 5 MG Bn, 43 Aslt Eng Bn B34.29: (2-35, 12 Shu)/4 Pz, 4 SPs B37.32: 34 MC/4 Pz, 1 SP B15.18: 3x AG Bn[177, 202, 203],	Turn: Soviet: A9.35: 1x A9.34: 1x A11.34: 3 A11.33: 3	Condition 4 12-3-2 8-1-1 Ir 12-3-2 30 Army 30 Army	Inf Div[242] nf Div[251] Inf Div[119] HQ Penal
A4.25: 2 SI A2.25: Rail A2.26: Rail A1.25: 4 Tr A1.26: 9 SI A1.27: 12 V A16.16: (10 A14.15: (90 A15.14: (1- A12.15: 69 A12.13: 1x A12.12: 1x	Ps + 1T Ihead M Ihead M Inead	larker larker ints Points -7, 86 Shu)/ 10 Pz -7)/ 10 Pz Shu)/ 2 Pz 0 Pz, 1x AG Bn[201] Inf Div[262] Q[40 Pz] Q[12], (2 MC, 2-3, 2	B32.28: 5 MG Bn, 43 Aslt Eng Bn B34.29: (2-35, 12 Shu)/4 Pz, 4 SPs B37.32: 34 MC/4 Pz, 1 SP B15.18: 3x AG Bn[177, 202, 203],	Soviet: A9.35: 1x A9.34: 1x A11.34: 3 A11.33: 3 A12.34: 3	Condition 4 12-3-2 68-1-1 Ir 12-3-2 60 Army 60	Inf Div[242] nf Div[251] Inf Div[119] HQ Penal
A4.25: 2 SI A2.25: Rail A2.26: Rail A1.25: 4 Tr A1.26: 9 SI A1.27: 12 V A16.16: (10 A14.15: (90 A15.14: (1- A12.15: 69 A12.13: 1x A12.12: 1x S	Ps + 1T lhead M lhead M ruck Poi Ps + 1T Wagon I 0 MC, 1 0 Rec, 2 3, 304 S Shu/ 10 20-4-3 18-0 Ho 12-0 Ho hu)/ 2 F	larker larker ints Points -7, 86 Shu)/ 10 Pz -7)/ 10 Pz Shu)/ 2 Pz 0 Pz, 1x AG Bn[201] Inf Div[262] Q[40 Pz] Q[12], (2 MC, 2-3, 2	B32.28: 5 MG Bn, 43 Aslt Eng Bn B34.29: (2-35, 12 Shu)/4 Pz, 4 SPs B37.32: 34 MC/4 Pz, 1 SP B15.18: 3x AG Bn[177, 202, 203],	Soviet: A9.35: 1x A9.34: 1x A11.34: 3 A11.33: 3 A12.34: 3	2 4 2 3 2 3 3 4 3 4 3 4 3 4 3 4 3 4 3 4	Inf Div[242] nf Div[251] Inf Div[119] HQ Penal RR
A4.25: 2 SI A2.25: Rail A2.26: Rail A1.25: 4 Tr A1.26: 9 SI A1.27: 12 V A16.16: (10 A14.15: (90 A15.14: (1- A12.15: 69 A12.13: 1x A13.12: 1x S A13.11: 1x	Ps + 1T lhead M lhead M ruck Poi Ps + 1T Wagon I 0 MC, 1 0 Rec, 2 3, 304 S Shu/ 10 20-4-3 18-0 Ho 112-0 Ho lhu)/ 2 F 20-4-3	larker larker ints Points -7, 86 Shu)/ 10 Pz -7)/ 10 Pz Shu)/ 2 Pz D Pz, 1x AG Bn[201] Inf Div[262] Q[40 Pz] Q[12], (2 MC, 2-3, 2 Pz Inf Div[258]	B32.28: 5 MG Bn, 43 Aslt Eng Bn B34.29: (2-35, 12 Shu)/ 4 Pz, 4 SPs B37.32: 34 MC/ 4 Pz, 1 SP B15.18: 3x AG Bn[177, 202, 203],	Soviet: A9.35: 1x A9.34: 1x A11.34: 3 A11.33: 3 A12.34: 3	2 4 2-3-2 3 8-1-1 Ir 12-3-2 30 Army 30 Army 2 SPs 12-3-2 12-2 12	Inf Div[242] Inf Div[251] Inf Div[119] HQ Penal RR Inf Div[107], Level 1
A4.25: 2 SI A2.25: Rail A2.26: Rail A1.25: 4 Tr A1.26: 9 SI A1.27: 12 V A16.16: (10 A14.15: (90 A15.14: (1- A12.15: 69 A12.13: 1x A13.12: 1x S A13.11: 1x A14.10: 1x	Ps + 1T Ihead M Ihead M ruck Poi Ps + 1T Wagon I O MC, 1 O Rec, 2 3, 304 S Shu/ 10 20-4-3 18-0 Ho 12-0 Ho Ihu)/ 2 F 20-4-3	larker larker ints Points -7, 86 Shu)/ 10 Pz -7)/ 10 Pz Shu)/ 2 Pz D Pz, 1x AG Bn[201] Inf Div[262] Q[40 Pz] Q[12], (2 MC, 2-3, 2 Pz Inf Div[258]	B32.28: 5 MG Bn, 43 Aslt Eng Bn B34.29: (2-35, 12 Shu)/ 4 Pz, 4 SPs B37.32: 34 MC/ 4 Pz, 1 SP B15.18: 3x AG Bn[177, 202, 203],	Neather (2) Turn: Soviet: A9.35: 1x A9.34: 1x A11.34: 3 A11.33: 3 A12.34: 3 A13.35: 2 A9.25: 1x	2 4 2 3 2 3 3 3 3 3 3 3 3 3 3 3 3 3 3 3	Inf Div[242] Inf Div[251] Inf Div[119] HQ Penal RR Inf Div[107], Level 1
A4.25: 2 SI A2.25: Rail A2.26: Rail A1.25: 4 Tr A1.26: 9 SI A1.27: 12 V A16.16: (10 A14.15: (90 A15.14: (1- A12.15: 69 A12.13: 1x A13.12: 1x S A13.11: 1x A14.10: 1x A11.12: 90/	Ps + 1T Ihead M Ihead M ruck Poi Ps + 1T Wagon I O MC, 1 O Rec, 2 3, 304 S Shu/ 10 20-4-3 18-0 H (12-0 H (hu)/ 2 F 20-4-3 10 Pz	larker larker ints Points -7, 86 Shu)/ 10 Pz -7)/ 10 Pz Shu)/ 2 Pz D Pz, 1x AG Bn[201] Inf Div[262] Q[40 Pz] Q[12], (2 MC, 2-3, 2 Pz Inf Div[258]	B32.28: 5 MG Bn, 43 Aslt Eng Bn B34.29: (2-35, 12 Shu)/ 4 Pz, 4 SPs B37.32: 34 MC/ 4 Pz, 1 SP B15.18: 3x AG Bn[177, 202, 203],	Neather (2) Turn: Soviet: A9.35: 1x A9.34: 1x A11.34: 3 A11.33: 3 A12.34: 3 A13.35: 2 A9.25: 1x	2 4 2-3-2 3 8-1-1 Ir 12-3-2 3 60 Army 2 SPs 12-3-2 1 Hedgeh 12-3-3 3	Inf Div[242] Inf Div[251] Inf Div[119] HQ Penal RR Inf Div[107], Level 1 og Semi-Mtr Div[106], Level
A4.25: 2 SI A2.25: Rail A2.26: Rail A1.25: 4 Tr A1.26: 9 SI A1.27: 12 V A16.16: (10 A14.15: (90 A15.14: (1- A12.15: 69 A12.13: 1x A12.12: 1x A13.12: 1x S A13.11: 1x A14.10: 1x A11.12: 90/ A11.11: 74/	Ps + 1T lhead M lhead M ruck Poi Ps + 1T Wagon I 0 MC, 1 0 Rec, 2 3, 304 S Shu/ 10 20-4-3 18-0 Ho 12-0 Ho lhu)/ 2 F 20-4-3 10 Pz 2 Pz	larker larker ints Points -7, 86 Shu)/ 10 Pz -7)/ 10 Pz Shu)/ 2 Pz D Pz, 1x AG Bn[201] Inf Div[262] Q[40 Pz] Q[12], (2 MC, 2-3, 2 Pz Inf Div[258] Inf Div[34]	B32.28: 5 MG Bn, 43 Aslt Eng Bn B34.29: (2-35, 12 Shu)/ 4 Pz, 4 SPs B37.32: 34 MC/ 4 Pz, 1 SP B15.18: 3x AG Bn[177, 202, 203],	Neather 6 Turn: Soviet: A9.35: 1x A9.34: 1x A11.34: 3 A11.33: 3 A12.34: 3 A13.35: 2 A9.25: 1x	2 4 2 3 2 3 3 3 3 3 3 3 3 3 3 3 3 3 3 3	Inf Div[242] Inf Div[251] Inf Div[119] HQ Penal RR Inf Div[107], Level 1 og Semi-Mtr Div[106], Level
A4.25: 2 SI A2.25: Rail A2.26: Rail A1.25: 4 Tr A1.26: 9 SI A1.27: 12 V A16.16: (10 A14.15: (90 A15.14: (1- A12.15: 69 A12.13: 1x A13.12: 1x S A13.11: 1x A14.10: 1x A11.12: 90/ A11.11: 74/ A10.09: 9 SI	Ps + 1T Ihead M Ihead M Inck Poi Ps + 1T Wagon I O MC, 1 O Rec, 2 3, 304 S Shu/ 10 20-4-3 18-0 Ho 12-0 Ho Inch J 2 F 20-4-3 10 Pz 2 Pz Ps + 1T	larker larker ints Points -7, 86 Shu)/ 10 Pz -7)/ 10 Pz Shu)/ 2 Pz D Pz, 1x AG Bn[201] Inf Div[262] Q[40 Pz] Q[12], (2 MC, 2-3, 2 Pz Inf Div[258] Inf Div[34]	B32.28: 5 MG Bn, 43 Aslt Eng Bn B34.29: (2-35, 12 Shu)/ 4 Pz, 4 SPs B37.32: 34 MC/ 4 Pz, 1 SP B15.18: 3x AG Bn[177, 202, 203],	Neather 6 Turn: Soviet: A9.35: 1x A9.34: 1x A11.34: 3 A11.33: 3 A12.34: 3 A13.35: 2 A9.25: 1x	Condition 12-3-2 68-1-1 Ir 12-3-2 60 Army 60 Army 2 SPs 12-3-2 Hedgeh 12-3-3 1 Hedgeh 12-3-2 1 Hedgeh 1 Hed	Inf Div[242] Inf Div[251] Inf Div[119] HQ Penal RR Inf Div[107], Level 1 og Semi-Mtr Div[106], Level ehog Inf Div[194], Level 1
A4.25: 2 SI A2.25: Rail A2.26: Rail A1.25: 4 Tr A1.26: 9 SI A1.27: 12 V A16.16: (10 A14.15: (90 A15.14: (1- A12.15: 69 A12.13: 1x A13.12: 1x S A13.11: 1x A14.10: 1x A11.12: 90/ A11.11: 74/ A10.09: 9 SI A10.10: 4 Tr	Ps + 1T Ihead M Ihead M ruck Poi Ps + 1T Wagon I O MC, 1 O Rec, 2 3, 304 S Shu/ 10 20-4-3 18-0 H 12-0 H (hu)/ 2 F 20-4-3 10 Pz 2 Pz Ps + 1T ruck Poi	larker larker ints Points -7, 86 Shu)/ 10 Pz -7)/ 10 Pz Shu)/ 2 Pz D Pz, 1x AG Bn[201] Inf Div[262] Q[40 Pz] Q[12], (2 MC, 2-3, 2 Pz Inf Div[258] Inf Div[34]	B32.28: 5 MG Bn, 43 Aslt Eng Bn B34.29: (2-35, 12 Shu)/ 4 Pz, 4 SPs B37.32: 34 MC/ 4 Pz, 1 SP B15.18: 3x AG Bn[177, 202, 203],	Neather (2) Turn: Soviet: A9.35: 1x A9.34: 1x A11.34: 3 A11.33: 3 A12.34: 3 A13.35: 2 A9.25: 1x A9.24: 1x	2 4 2 12-3-2 2 2 2 2 3 8-1-1 Ir 2 12-3-2 3 3 0 Army 30 Army 2 SPs 2 12-3-2 3 1 Hedgeh 2 12-3-3 1 Hedgeh 2 12-3-2 1 Hedgeh	Inf Div[242] Inf Div[251] Inf Div[119] HQ Penal RR Inf Div[107], Level 1 og Semi-Mtr Div[106], Level ehog Inf Div[194], Level 1
A4.25: 2 SI A2.25: Rail A2.26: Rail A1.25: 4 Tr A1.26: 9 SI A1.27: 12 V A16.16: (10 A14.15: (90 A15.14: (1- A12.15: 69 A12.13: 1x A13.12: 1x S A13.11: 1x A14.10: 1x A11.12: 90/ A11.11: 74/ A10.09: 9 SI A10.10: 4 Tr A9.17: 1x 20	Ps + 1T Ihead M Ihead M ruck Poi Ps + 1T Wagon I O MC, 1 O Rec, 2 3, 304 S Shu/ 10 20-4-3 18-0 H0 12-0 H0 Ihu)/ 2 F 20-4-3 10 Pz 2 Pz Ps + 1T ruck Po 0-4-3 In	larker larker ints Points -7, 86 Shu)/ 10 Pz -7)/ 10 Pz Shu)/ 2 Pz D Pz, 1x AG Bn[201] Inf Div[262] Q[40 Pz] Q[12], (2 MC, 2-3, 2 Pz Inf Div[258] Inf Div[34]	B32.28: 5 MG Bn, 43 Aslt Eng Bn B34.29: (2-35, 12 Shu)/ 4 Pz, 4 SPs B37.32: 34 MC/ 4 Pz, 1 SP B15.18: 3x AG Bn[177, 202, 203],	Neather (2) Turn: Soviet: A9.35: 1x A9.34: 1x A11.34: 3 A11.33: 3 A12.34: 3 A13.35: 2 A9.25: 1x A9.24: 1x	Condition 12-3-2; 12-3-2; 12-3-2; 12-3-2; 12-3-2; 14-2; 12-3-2; 14-2; 12-3-2; 14-2; 12-3-2; 15-3-2; 16-3-2; 16-3-2; 17-3-2; 18-3-2; 18-3-2; 18-3-2; 18-3-3; 1	Inf Div[242] Inf Div[251] Inf Div[119] HQ Penal RR Inf Div[107], Level 1 og Semi-Mtr Div[106], Level ehog Inf Div[194], Level 1 og Semi-Mtr Div[108], Level 1
A4.25: 2 SI A2.25: Rail A2.26: Rail A1.25: 4 Tr A1.26: 9 SI A1.27: 12 V A16.16: (10 A14.15: (90 A15.14: (1- A12.15: 69 A12.13: 1x A13.12: 1x SI A13.11: 1x A14.10: 1x A11.12: 90/ A11.11: 74/ A10.09: 9 SI A10.10: 4 Tr A9.17: 1x 20 Bi	Ps + 1T Ihead M Ihead M ruck Poi Ps + 1T Wagon I O MC, 1 O Rec, 2 3, 304 S Shu/ 10 20-4-3 18-0 H0 12-0 H0 Ihu)/ 2 F 20-4-3 10 Pz 2 Pz Ps + 1T ruck Poo 0-4-3 In n[226]	larker larker larker ints Points -7, 86 Shu)/ 10 Pz -7)/ 10 Pz Shu)/ 2 Pz D Pz, 1x AG Bn[201] Inf Div[262] Q[40 Pz] Q[12], (2 MC, 2-3, 2 Pz Inf Div[258] Inf Div[34] ints, 4 SPs f Div[267], 1x AG	B32.28: 5 MG Bn, 43 Aslt Eng Bn B34.29: (2-35, 12 Shu)/ 4 Pz, 4 SPs B37.32: 34 MC/ 4 Pz, 1 SP B15.18: 3x AG Bn[177, 202, 203],	Neather (1) Soviet: A9.35: 1x A9.34: 1x A9.33: 1x A11.34: 3 A11.33: 3 A12.34: 3 A9.25: 1x A9.24: 1x A9.23: 1x	Condition 4 12-3-2 8-1-1 Ir 12-3-2 90 Army 90 Army 12-3-2 Hedgeh 12-3-3 1 Hedgeh 12-3-3 Level 1	Inf Div[242] Inf Div[251] Inf Div[119] HQ Penal RR Inf Div[107], Level 1 og Semi-Mtr Div[106], Level ehog Inf Div[194], Level 1 og Semi-Mtr Div[103], Hedgehog
A4.25: 2 SI A2.25: Rail A2.26: Rail A1.25: 4 Tr A1.26: 9 SI A1.27: 12 V A16.16: (10 A14.15: (90 A15.14: (1- A12.15: 69 A12.13: 1x A13.12: 1x S A13.11: 1x A14.10: 1x A11.12: 90/ A11.11: 74/ A10.09: 9 SI A10.10: 4 Tr A9.17: 1x 20 B1 A10.15: 1x 2	Ps + 1T Ihead M Ihead M ruck Poi Ps + 1T Wagon I O MC, 1 O Rec, 2 3, 304 S Shu/ 10 20-4-3 18-0 H 12-0 H Ihu)/ 2 F 20-4-3 10 Pz 2 Pz Ps + 1T ruck Po 0-4-3 In n[226] 20-4-3 I	larker larker ints Points -7, 86 Shu)/ 10 Pz -7)/ 10 Pz Shu)/ 2 Pz D Pz, 1x AG Bn[201] Inf Div[262] Q[40 Pz] Q[12], (2 MC, 2-3, 2 Pz Inf Div[258] Inf Div[34]	B32.28: 5 MG Bn, 43 Aslt Eng Bn B34.29: (2-35, 12 Shu)/ 4 Pz, 4 SPs B37.32: 34 MC/ 4 Pz, 1 SP B15.18: 3x AG Bn[177, 202, 203],	Neather (1) Soviet: A9.35: 1x A9.34: 1x A9.33: 1x A11.34: 3 A11.33: 3 A12.34: 3 A9.25: 1x A9.24: 1x A9.23: 1x A9.23: 1x	Condition 4 12-3-2 68-1-1 Ir 12-3-2 70 Army 30 Army 30 Army 40 Army 41 Hedgeh 41 12-3-3 1 Hedgeh 41 12-3-3 Level 1 1 1 1 1 1 1 1 1 1	Inf Div[242] Inf Div[251] Inf Div[119] HQ Penal RR Inf Div[107], Level 1 og Semi-Mtr Div[106], Level ehog Inf Div[194], Level 1 og Semi-Mtr Div[103], Hedgehog ery Bde
A4.25: 2 SI A2.25: Rail A2.26: Rail A1.25: 4 Tr A1.26: 9 SI A1.27: 12 V A16.16: (10 A14.15: (90 A15.14: (1- A12.15: 69 A12.13: 1x A13.12: 1x A13.12: 1x A13.11: 1x A14.10: 1x A11.12: 90/ A11.11: 74/ A10.09: 9 SI A10.10: 4 Tr A9.17: 1x 20 B1 A10.15: 1x 2	Ps + 1T Ihead M Ihead M ruck Poi Ps + 1T Wagon I O MC, 1 O Rec, 2 3, 304 S Shu/ 10 20-4-3 18-0 H 12-0 H Ihu)/ 2 F 20-4-3 10 Pz 2 Pz Ps + 1T ruck Po 0-4-3 In n[226] 20-4-3 In n[192]	larker la	B32.28: 5 MG Bn, 43 Aslt Eng Bn B34.29: (2-35, 12 Shu)/ 4 Pz, 4 SPs B37.32: 34 MC/ 4 Pz, 1 SP B15.18: 3x AG Bn[177, 202, 203],	Veather (2) Turn: Soviet: A9.35: 1x A9.34: 1x A11.34: 3 A11.33: 3 A12.34: 3 A13.35: 2 A9.25: 1x A9.24: 1x A9.23: 1x A10.24: 1x A10.23: 1	Condition 4 12-3-2 68-1-1 Ir 12-3-2 70 Army 70	Inf Div[242] Inf Div[251] Inf Div[119] HQ Penal RR Inf Div[107], Level 1 og Semi-Mtr Div[106], Level ehog Inf Div[194], Level 1 og Semi-Mtr Div[103], Hedgehog ery Bde
A4.25: 2 SI A2.25: Rail A2.26: Rail A1.25: 4 Tr A1.26: 9 SI A1.27: 12 V A16.16: (10 A14.15: (90 A15.14: (1- A12.15: 69 A12.13: 1x A13.12: 1x A13.12: 1x A13.11: 1x A14.10: 1x A11.12: 90/ A11.11: 74/ A10.09: 9 SI A10.10: 4 Tr A9.17: 1x 20 B1 A10.15: 1x 2	Ps + 1T Ihead M Ihead M ruck Poi Ps + 1T Wagon I O MC, 1 O Rec, 2 3, 304 S Shu/ 10 20-4-3 18-0 H 12-0 H Ihu)/ 2 F 20-4-3 10 Pz 2 Pz Ps + 1T ruck Po 0-4-3 In n[226] 20-4-3 I n[192] 20-4-3 I	larker la	B32.28: 5 MG Bn, 43 Aslt Eng Bn B34.29: (2-35, 12 Shu)/ 4 Pz, 4 SPs B37.32: 34 MC/ 4 Pz, 1 SP B15.18: 3x AG Bn[177, 202, 203],	Neather 6 Turn: Soviet: A9.35: 1x A9.34: 1x A11.34: 3 A11.33: 3 A12.34: 3 A13.35: 2 A9.25: 1x A9.23: 1x A9.23: 1x A10.24: 1x A10.23: 1x A10.23: 1x	Condition 4 12-3-2 68-1-1 Ir 12-3-2 70 Army 70	Inf Div[242] Inf Div[251] Inf Div[119] HQ Penal RR Inf Div[107], Level 1 og Semi-Mtr Div[106], Level ehog Inf Div[194], Level 1 og Semi-Mtr Div[103], Hedgehog ery Bde Inf Div[309]
A4.25: 2 SI A2.25: Rail A2.26: Rail A1.25: 4 Ti A1.26: 9 SI A1.27: 12 V A16.16: (10 A14.15: (90 A15.14: (1- A12.15: 69 A12.13: 1x A13.12: 1x A13.12: 1x A13.11: 1x: 3 A14.10: 1x: 3 A14.10: 1x: 4 A10.09: 9 SI A10.10: 4 Ti A9.17: 1x 20 B1 A10.15: 1x 2 A9.15: 2x A1	Ps + 1T Ihead M Ihead M ruck Poi Ps + 1T Wagon I O MC, 1 O Rec, 2 3, 304 S Shu/10 20-4-3 112-0 H In In I	larker la	B32.28: 5 MG Bn, 43 Aslt Eng Bn B34.29: (2-35, 12 Shu)/ 4 Pz, 4 SPs B37.32: 34 MC/ 4 Pz, 1 SP B15.18: 3x AG Bn[177, 202, 203],	Neather 6 Turn: Soviet: A9.35: 1x A9.34: 1x A11.34: 3 A11.33: 3 A12.34: 3 A13.35: 2 A9.25: 1x A9.23: 1x A9.23: 1x A10.24: 1x A10.23: 1x A10.23: 1x	Condition 4 12-3-2 68-1-1 Ir 12-3-2 69 Army 30 Army 2 SPs 1 Hedgeh 12-3-3 1 Hedgeh 12-3-3 Level 1 1 1 1 1 1 1 1 1 1	Inf Div[242] Inf Div[251] Inf Div[119] HQ Penal RR Inf Div[107], Level 1 og Semi-Mtr Div[106], Level ehog Inf Div[194], Level 1 og Semi-Mtr Div[103], Hedgehog ery Bde ery Bde Inf Div[309] 3 Tk Div[102], 1x 12-4-6
A4.25: 2 SI A2.25: Rail A2.26: Rail A1.25: 4 Ti A1.26: 9 SI A1.27: 12 V A16.16: (10 A14.15: (90 A15.14: (1- A12.15: 69 A12.13: 1x A13.12: 1x A13.12: 1x A13.11: 1x: 3 A14.10: 1x: 3 A14.10: 1x: 4 A10.09: 9 SI A10.10: 4 Ti A9.17: 1x 20 Bi A10.15: 1x: 2 A9.15: 2x Ai A8.14: 1x: 12 A9.15: 2x Ai A8.14: 1x: 12	Ps + 1T Ihead M Ihead M ruck Poi Ps + 1T Wagon I O MC, 1 O Rec, 2 3, 304 s Shu/ 10 20-4-3 18-0 H (12-0 H (hu)/ 2 F 20-4-3 10 Pz 2 Pz Ps + 1T ruck Po 0-4-3 In n[226] 20-4-3 I n[192] 20-4-3 I rtillery I 2-0 HQ[larker la	B32.28: 5 MG Bn, 43 Aslt Eng Bn B34.29: (2-35, 12 Shu)/ 4 Pz, 4 SPs B37.32: 34 MC/ 4 Pz, 1 SP B15.18: 3x AG Bn[177, 202, 203],	Neather (2) Turn: Soviet: A9.35: 1x A9.34: 1x A11.34: 3 A11.33: 3 A12.34: 3 A12.34: 1x A9.25: 1x A9.25: 1x A9.26: 1x A10.23: 1x A10.23: 1x A10.23: 1x A10.23: 1x	Condition 4 12-3-2 68-1-1 Ir 12-3-2 69 Army 30 Army 30 Army 40 Army 41 Hedgeh 12-3-3 Hedgeh 12-3-3 Level 1 Ix Artille	Inf Div[242] Inf Div[251] Inf Div[119] HQ Penal RR Inf Div[107], Level 1 og Semi-Mtr Div[106], Level ehog Inf Div[194], Level 1 og Semi-Mtr Div[103], Hedgehog ery Bde ery Bde Inf Div[309] Inf Div[309] Inf Div[102], 1x 12-4-6
A4.25: 2 SI A2.25: Rail A2.26: Rail A1.25: 4 Ti A1.26: 9 SI A1.27: 12 V A16.16: (10 A14.15: (90 A15.14: (1- A12.15: 69 A12.13: 1x A13.12: 1x A13.12: 1x A13.11: 1x: 3 A14.10: 1x: 3 A14.10: 1x: 4 A10.09: 9 SI A10.10: 4 Ti A9.17: 1x 20 B1 A10.15: 1x: 2 A9.15: 2x Ai A8.14: 1x: 12 A8.12: (55 M	Ps + 1T Ihead M Ihead M ruck Poi Ps + 1T Wagon I O MC, 1 O Rec, 2 3, 304 S Shu/10 20-4-3 18-0 H 112-0 H In In I	larker la	B32.28: 5 MG Bn, 43 Aslt Eng Bn B34.29: (2-35, 12 Shu)/ 4 Pz, 4 SPs B37.32: 34 MC/ 4 Pz, 1 SP B15.18: 3x AG Bn[177, 202, 203],	Neather 6 Turn: Soviet: A9.35: 1x A9.34: 1x A11.34: 3 A11.33: 3 A12.34: 3 A9.25: 1x A9.24: 1x A9.23: 1x A10.24: 1x A10.23: 1x	Condition 4 12-3-2 68-1-1 Ir 12-3-2 69 Army 30 Army 30 Army 4 Hedgeh 12-3-3 1 Hedgeh 12-3-2 Hedgeh 12-3-3 Level 1 1 1 1 1 1 1 1 1 1	Inf Div[242] Inf Div[251] Inf Div[119] HQ Penal RR Inf Div[107], Level 1 og Semi-Mtr Div[106], Level ehog Inf Div[194], Level 1 og Semi-Mtr Div[103], Hedgehog ery Bde ery Bde Inf Div[309] of Tk Div[102], 1x 12-4-6 ery Bde
A4.25: 2 SI A2.25: Rail A2.26: Rail A1.25: 4 Ti A1.26: 9 SI A1.27: 12 V A16.16: (10 A14.15: (90 A15.14: (1- A12.15: 69 A12.13: 1x A13.12: 1x A13.12: 1x A13.11: 1x: 3 A14.10: 1x: 3 A11.11: 74/ A10.09: 9 SI A10.10: 4 Ti A9.17: 1x 20 Bi A10.15: 1x: 2 Bi A10.14: 1x: 2 A9.15: 2x Ai A8.14: 1x: 12 A8.12: (55 M A8.11: (2-31	Ps + 1T Ihead M Ihead M ruck Poi Ps + 1T Wagon I O MC, 1 O Rec, 2 3, 304 s Shu/ 10 20-4-3 18-0 H (12-0 H (12-0 H (10 Pz 2 Pz Ps + 1T ruck Po 0-4-3 In n[226] 20-4-3 I n[192] 20-4-3 I rtillery I 2-0 HQ[MC, 116 , 14 Shu	larker larker larker larker lints Points -7, 86 Shu)/ 10 Pz -7)/ 10 Pz Shu)/2 Pz 0 Pz, 1x AG Bn[201] Inf Div[262] Q[40 Pz] Q[12], (2 MC, 2-3, 2 Pz Inf Div[258] Inf Div[34] sints, 4 SPs of Div[267], 1x AG of Div[267], 1x AG of Div[197] Rgt[617, 618] 7] 0)/ 5 Pz u)/ 5 Pz u)/ 5 Pz	B32.28: 5 MG Bn, 43 Aslt Eng Bn B34.29: (2-35, 12 Shu)/ 4 Pz, 4 SPs B37.32: 34 MC/ 4 Pz, 1 SP B15.18: 3x AG Bn[177, 202, 203],	Veather (1) Turn: Soviet: A9.35: 1x A9.34: 1x A9.33: 1x A11.33: 3 A12.34: 3 A12.34: 1x A9.25: 1x A9.24: 1x A9.23: 1x A10.24: 1x A10.23: 1x	Condition 12-3-2 (8-1-1 Ir (12-3-2) (8-1-1 Ir (12-3-2)	Inf Div[242] Inf Div[251] Inf Div[119] HQ Penal RR Inf Div[107], Level 1 og Semi-Mtr Div[106], Level ehog Inf Div[194], Level 1 og Semi-Mtr Div[103], Hedgehog try Bde try Bde Inf Div[309] Tk Div[102], 1x 12-4-6 try Bde Inf Div[211]
A4.25: 2 SI A2.25: Rail A2.26: Rail A1.25: 4 Ti A1.26: 9 SI A1.27: 12 V A16.16: (10 A14.15: (90 A15.14: (1- A12.15: 69 A12.13: 1x A13.12: 1x A13.12: 1x A13.11: 1x: 3 A14.10: 1x: 3 A14.10: 1x: 4 A10.09: 9 SI A10.10: 4 Ti A9.17: 1x 20 Bi A10.15: 1x: 2 Bi A10.14: 1x: 2 A9.15: 2x Ai A8.14: 1x: 12 A8.12: (55 M A8.11: (2-31 A7.11: (Deuti	Ps + 1T Ihead M Ihead M ruck Poi Ps + 1T Wagon I O MC, 1 O Rec, 2 3, 304 s Shu/ 10 20-4-3 18-0 H (12-0 H (10) Pz 2 Pz Ps + 1T ruck Po O-4-3 In n[226] 20-4-3 I n[192] 20-4-3 I rtillery I 2-0 HQ[MC, 116 , 14 Shu tld, R A	larker la	B32.28: 5 MG Bn, 43 Aslt Eng Bn B34.29: (2-35, 12 Shu)/ 4 Pz, 4 SPs B37.32: 34 MC/ 4 Pz, 1 SP B15.18: 3x AG Bn[177, 202, 203],	Veather (1) Turn: Soviet: A9.35: 1x A9.34: 1x A9.33: 1x A11.34: 3 A11.33: 2 A9.25: 1x A9.24: 1x A9.23: 1x A10.24: 1x A10.23: 1	Condition 12-3-2 (8-1-1 Ir (12-3-2) (8-1-1 Ir (12-3-3) (8-1-1 Ir (1	Inf Div[242] Inf Div[251] Inf Div[119] HQ Penal RR Inf Div[107], Level 1 og Semi-Mtr Div[106], Level ehog Inf Div[194], Level 1 og Semi-Mtr Div[103], Hedgehog try Bde try Bde Inf Div[309] Tk Div[102], 1x 12-4-6 try Bde Inf Div[211] HQ, RR & Penal
A4.25: 2 SI A2.25: Rail A2.26: Rail A1.25: 4 Ti A1.26: 9 SI A1.27: 12 V A16.16: (10 A14.15: (90 A15.14: (1- A12.15: 69 A12.13: 1x A13.12: 1x A13.12: 1x A13.11: 1x: 1x A14.10: 1x: 3 A14.10: 1x: 4 A10.09: 9 SI A10.10: 4 Ti A9.17: 1x 20 B1 A10.15: 1x: 2 A9.15: 2x Ai A8.14: 1x: 12 A8.12: (55 M A8.11: (2-31 A7.11: (Deut A7.12: 1x: 18	Ps + 1T Ihead M Ihead M ruck Poi Ps + 1T Wagon I O MC, 1 O Rec, 2 3, 304 S Shu/ 10 20-4-3 18-0 H0 12-0 H0 Ihul/ 2 F 20-4-3 10 Pz 2 Pz Ps + 1T ruck Po O-4-3 In n[226] 20-4-3 I n[192] 20-4-3 I rtillery I 2-0 HQ[MC, 116 , 14 Shu Id, R A Id, R A	larker larker larker larker lints Points -7, 86 Shu)/ 10 Pz -7)/ 10 Pz Shu)/2 Pz 0 Pz, 1x AG Bn[201] Inf Div[262] Q[40 Pz] Q[12], (2 MC, 2-3, 2 Pz Inf Div[258] Inf Div[34] sints, 4 SPs of Div[267], 1x AG of Div[267], 1x AG of Div[197] Rgt[617, 618] 7] 0)/ 5 Pz u)/ 5 Pz u)/ 5 Pz	B32.28: 5 MG Bn, 43 Aslt Eng Bn B34.29: (2-35, 12 Shu)/ 4 Pz, 4 SPs B37.32: 34 MC/ 4 Pz, 1 SP B15.18: 3x AG Bn[177, 202, 203],	Neather 6 Turn: Soviet: A9.35: 1x A9.34: 1x A11.34: 3 A11.33: 3 A12.34: 3 A12.34: 1x A9.25: 1x A9.25: 1x A9.26: 1x A10.24: 1x A10.23: 1x A10.	Condition 4 12-3-2 68-1-1 Ir 12-3-2 60 Army 60 Army 60 Army 60 Army 60 Army 61 Army 61 Army 61 Army 62 Army 63 Army 64 Army 65	Inf Div[242] Inf Div[251] Inf Div[119] HQ Penal RR Inf Div[107], Level 1 og Semi-Mtr Div[106], Level ehog Inf Div[194], Level 1 og Semi-Mtr Div[103], Hedgehog ery Bde inf Div[309] is Tk Div[102], 1x 12-4-6 ery Bde Inf Div[211] HQ, RR & Penal Inf Div[53] -1 Step
A4.25: 2 SI A2.25: Rail A2.26: Rail A1.25: 4 Ti A1.26: 9 SI A1.27: 12 V A16.16: (10 A14.15: (90 A15.14: (1- A12.15: 69 A12.13: 1x A13.12: 1x A13.12: 1x A13.11: 1x A14.10: 1x A11.12: 90 A11.11: 74 A10.09: 9 SI A10.10: 4 Ti A9.17: 1x 20 Bi A10.15: 1x 2 A9.15: 2x Ai A8.14: 1x 12 A8.12: (55 M A8.11: (2-31 A7.11: (Deut A7.12: 1x 18	Ps + 1T Ihead M Ihead M ruck Poi Ps + 1T Wagon I O MC, 1 O Rec, 2 3, 304 S Shu/ 10 20-4-3 18-0 H0 In 12-0 H0 In 1	larker la	B32.28: 5 MG Bn, 43 Aslt Eng Bn B34.29: (2-35, 12 Shu)/ 4 Pz, 4 SPs B37.32: 34 MC/ 4 Pz, 1 SP B15.18: 3x AG Bn[177, 202, 203],	Neather 6 Turn: Soviet: A9.35: 1x A9.34: 1x A11.34: 3 A11.33: 3 A12.34: 3 A12.34: 1x A9.25: 1x A9.25: 1x A9.26: 1x A10.24: 1x A10.23: 1x A10.	2 4 2 3 2 3 3 3 3 3 3 3 3 3 3 3 3 3 3 3	Inf Div[242] Inf Div[251] Inf Div[119] HQ Penal RR Inf Div[107], Level 1 og Semi-Mtr Div[106], Level ehog Inf Div[194], Level 1 og Semi-Mtr Div[103], Hedgehog ery Bde ery Bde Inf Div[309] is Tk Div[102], 1x 12-4-6 ery Bde Inf Div[211] HQ, RR & Penal Inf Div[53] -1 Step Militia Div[5 Militia]
A4.25: 2 SI A2.25: Rail A2.26: Rail A1.25: 4 Ti A1.26: 9 SI A1.27: 12 V A16.16: (10 A14.15: (90 A15.14: (1- A12.15: 69 A12.13: 1x A13.12: 1x A13.12: 1x A13.11: 1x A14.10: 1x A11.12: 90 A11.11: 74 A10.09: 9 SI A10.10: 4 Ti A9.17: 1x 20 Bi A10.15: 1x 2 A9.15: 2x Ai A8.14: 1x 12 A8.12: (55 M A8.11: (2-31 A7.11: (Deut A7.12: 1x 18	Ps + 1T Ihead M Ihead M ruck Poi Ps + 1T Wagon I O MC, 1 O Rec, 2 3, 304 S Shu/ 10 20-4-3 18-0 H0 In 12-0 H0 In 1	larker la	B32.28: 5 MG Bn, 43 Aslt Eng Bn B34.29: (2-35, 12 Shu)/ 4 Pz, 4 SPs B37.32: 34 MC/ 4 Pz, 1 SP B15.18: 3x AG Bn[177, 202, 203],	Neather 6 Turn: Soviet: A9.35: 1x A9.34: 1x A11.34: 3 A11.33: 3 A12.34: 3 A12.34: 1x A9.25: 1x A9.25: 1x A9.26: 1x A10.24: 1x A10.23: 1x A10.	Condition 4 12-3-2 68-1-1 Ir 12-3-2 60 Army 60 Army 60 Army 60 Army 60 Army 61 Army 61 Army 61 Army 62 Army 63 Army 64 Army 65	Inf Div[242] Inf Div[251] Inf Div[119] HQ Penal RR Inf Div[107], Level 1 og Semi-Mtr Div[106], Level ehog Inf Div[194], Level 1 og Semi-Mtr Div[103], Hedgehog ery Bde ery Bde Inf Div[309] is Tk Div[102], 1x 12-4-6 ery Bde Inf Div[211] HQ, RR & Penal Inf Div[53] -1 Step Militia Div[5 Militia]

		STATE AND	Part School St. Victoria	
A15.20: 1x 8-0-1 Militia Div[21 Militia]	A49.31: 1x	Katvush	a Bde	A7.14: 4 SPs
A15.21: 1x 10-2-1 Inf Div[133]	A49.32: 1x			A7.13: 13 SS Police Rgt
A17.22: 1x 8-0-1 Militia Div[1 Militia]	A53.28: 1x			A6.13: 2x Sg Artillery Bn[768 Sg, 833 Sg]
A18.22: 1x 8-0-1 Militia Div[17 Militia]	A53.33: 1x			A5.15: 12 Truck Points
A9.32: 1x 8-1-1 Inf Div[38]	A53.34: 16			A24.34: 2-7/ 10 Pz
A9.31: 1x 12-3-2 Inf Div[129], Level 1	A54.32: 13			A24.33: 86 Shu/ 10 Pz
Hedgehog			· ·	A23.32: (10 MC, 69 Shu)/ 10 Pz
A9.30: 1x 10-2-1 Inf Div[108]	A54.33: Sta		ninte	A23.31: (1-7, 90 Rec)/ 10 Pz
A9.29: 1x Artillery Bde	A54.34: 16			A23.30: (1-3, 304 Shu)/ 2 Pz
A8.29: 1x 12-3-3 Semi-Mtr Div[1], Level 1	A55.33: 2x			A23.29: 90/ 10 Pz
	A55.34:1x			A23.28: 1x 18-0 HQ[40 Pz], 4 SPs
Hedgehog	A57.30: 2 S			
A8.28: 1x 10-2-1 Inf Div[152], Level 1			Tk Bde, 1x 20-1-3 Tk	A22.29: 2-3/2 Pz.
Hedgehog		Div[10]		A20.28: (2 MC, 2 Shu)/ 2 Pz
A8.26: 1x 12-3-2 Inf Div[64]	B33.13: 2x			A22.26: 1x 18-0 HQ[57 Pz], (92 Rec, 2-21, 59
A8.27: 1x 12-3-3 Semi-Mtr Div[105]			k Bde, 1x 10-2-1 Inf	Shu)/ 20 Pz
A10.30: 1x Artillery Bde		Div[238]		A22.25: (20 MC, 1-21, 3-21, 112 Shu)/20 Pz
A10.29: 16 Army HQ	B34.11: 32			A25.28: 74/ 2 Pz
A10.28: 1x 20-1-3 Tk Div[101], 1x 10-3-4	B34.12: 4 T			A21.25: 92/20 Pz
Tk Bde	B61.09: 1x			A21.24: (53 Rec, MC, 29)/ 3 Mtr
A11.29: 1x 8-1-1 Inf Div[50]	B62.08: 8 S			A21.23: 3 Arty/3 Mtr, 4 SPs + 2T
A13.29: 16 Army RR & Penal			Semi-Mtr Div[220]	A20.22: 8/ 3 Mtr
A18.06: 1x 10-2-1 Inf Div[278]	A50.10: 4 7			A28.31: (R Rec, Fuhrer, R MC, 11 SS)/ SS
A16.05: 1x 8-1-1 Inf Div[280]	A51.10: 1x	14-3-3 I	nf Div[117]	Reich
A16.04: 1x 8-1-1 Inf Div[260]	A51.11: 20			A27.31: (R Arty, Deutld)/ SS Reich,
A17.04: 1x 14-3-3 Inf Div[287]			tn Inf Div[194 Mtn]	2 SPs + 1T
A18.03: 2 SPs + 1T	A37.18: 1x	8-0-1 M	ilitia Div[2 Militia]	A18.20: (2-15, 110 Shu)/ 11 Pz
A21.04: 1x Cav Bde[55]	A36.22: 1x	8-0-1 M	ilitia Div[4 Militia]	A20.19: 1x 20-4-3 Inf Div[252] -1 Step
A20.02: 50 Army RR & Penal	A38.18: 1x	Artillery	Bde	A23.19: 1 SP + 2T
A16.01: 1x 14-3-3 Inf Div[283], 1x Artillery	A38.19: 4 T	ruck Po	ints	A18.18: 119/11 Pz
Bde	A39.19: 49	Army H	Q, RR & Penal	A17.19: (231, 111 Shu)/ 11 Pz
A15.01: 1x 10-2-1 Inf Div[258]	A41.17: 22	SPs + 1'	Γ	A17.18: (61 MC, 1-15)/ 11 Pz
B13.33: 1x 8-1-1 Inf Div[11 Avn]				A15.18: 1x 20-4-3 Inf Div[262]
B13.31: 1x Artillery Bde	Soviet Air:			A19.18: 1x 18-0 HQ[46 Pz]
B12.31: 1x 14-3-3 Inf Div[232], Level 1	Hex	Level	Air Units	A20.17: 4 SPs + 2T
Hedgehog	A40.18	1	1x LaGG3, 3x IL2,	A20.16: 116/5 Pz
B10.29: 1x 14-3-3 Inf Div[299], Level 1			2x Pe2, 1x IL4	A20.14: (1-31, 13 Shu)/ 5 Pz
Hedgehog	A52.12	1	3x IL4, 4x SB2	A22.15: (2-31, 14 Shu)/ 5 Pz
B10.27: 1x 8-1-1 Inf Div[47 Avn]	B18.07	1	none	A28.13: 55 MC/ 5 Pz
B14.24: 1x 10-2-1 Inf Div[307 -1 Step	B36.12	1	1x I15, 2x IL4	A10.09: 6 SPs + 1T
(Unit is marked No Supply)	B62.07	1	2x Yak1	A14.11: 1x 12-0 HQ[12]
B14.30: 3 Army HQ	A51.34	2	2x MiG3, 2x Po2,	A19.08: 1x 20-4-3 Inf Div[34]
B15.31: 14 SPs			1x Hurri2	A16.08: 1x 20-4-3 Inf Div[52]
B17.31: 3 Army RR & Penal	A56.33	2	2x MiG3, 2x TB3,	A14.05: 1x 20-4-3 Inf Div[31]
B18.30: 4 Truck Points, 6 SPs + 3T,			lx LaGG3	A11.06: 1x 12-0 HQ[43]
13 Army RR & Penal	A57.32	2	3x G2, 6x Li2	A12.04: 1x RR Rgt[5], Railhead Marker
B19.31: 1x 10-3-4 Tk Bde				A14.03: 1x 20-4-3 Inf Div[131] -1 Step
B19.30: 1x 20-1-3 Tk Div[108] -1 Step,	Germai	n:		A13.02: 1x 20-4-3 Inf Div[167] -1 Step
1x Katyusha Bde			f Div[8] -1 Step	A11.03: 1x 12-0 HQ[53]
B18.28: 4 SPs + 2T			f Div[87] -1 Step	A23.04: Grossdeutschland Inf Rgt,
A22.32: 1x 8-0-1 Militia Div[18 Militia]	A6.29: 1x 2			1x Artillery Bn[440]
A21.31: 1x 8-0-1 Militia Div[13 Militia]			100 1 C C C C C C C C C C C C C C C C C	A25.02: (1-18, 3-18, 52 Shu)/ 18 Pz
A18.28: 1x 8-0-1 Militia Div[8 Militia]	A3.31: 1x 1:			A17.02: (1-39, 40 Shu)/ 17 Pz
A27.33: 1x 14-3-3 Inf Div[73] -1 Step	A3.29: 1x A		• • •	A18.01: (27 Rec, 63 Shu)/ 17 Pz
A30.32: 1x 10-2-1 Inf Div[248]	A7.27: 1x 2			A19.01: (17 MC, 2-39)/ 17 Pz, 5 SPs
A32.32: 16 SPs + 3T			Div[263] -1 Step	B20.34: 27/ 17 Pz
B18.07: 1x 8-1-1 Inf Div[219]	A7.23: 1x 20			B22.33: (88 Rec, 101 Shu)/ 18 Pz
B18.09: 1x 8-1-1 Inf Div[290] -1 Step	A5.25: 1x 12		9]	B24.32: 88/ 18 Pz
B21.11: 1x 8-1-1 Inf Div[293]	A2.24: 1x P		•	
B22.12: 1x 12-3-2 Inf Div[135]	A2.25: Raill			B24.33: (18 MC, 2-18)/ 18 Pz
B23.12: 1x Arillery Bde	A2.26: Raill		rker	B25.33: 1x 18-0 HQ[47 Pz]
B25.12: 10 Army HQ	A1.26: 7 SP			B21.29: (29 Rec, MC)/ 29 Mtr
B26.10: 1x 20-1-3 Tk Div[69]	A1.27: 12 W	-		B20.27: 71/29 Mtr
B20.10: 1X 20-1-3 1K DIV[05]	A7.21: 1x 20			B20.26: 29 Arty/ 29 Mtr
B26.12: 40 Army RR & Penal	A6.20: 1x A	rtillery F	Rgt[786], 1x Flame AG	B18.26: 15/29 Mtr
B27.12: 8 SPs		In[100]		B26.25: 3 SPs
B43.31: 1x 12-4-6 Tk Bde	A5.21: lx 12	2-0 HQ[2	20], 1x 20-5-3 Inf Div[78	B24.24: (10 Rec, MC, 41, 10 Arty, 20)/ 10 Mtr
B41.32: 1x Cav Bde[14]		slt]		B20.23: 1x RR Rgt[1], Railhead Marker
B40.32: 1x 10-3-4 Tk Bde, 1x 14-3-3 Inf	A5.19: 1x 20)-4-3 Inf	Div[292]	B22.19: (9 Rec, 10 Shu)/ 9 Pz
Div[154]	A8.19: 1x 20)-4-3 Inf	Div[268] -1 Step	B21.18: 59 MC/ 9 Pz
B40.33: 1x Katyusha Bde	A9.18: 1x 20)-4-3 Inf	Div[267], 1x AG Bn[226]	B20.18: 102/9 Pz
B39.33: 1x 14-3-3 Inf Div[24]	A10.16: 1x 2	20-4-3 In	f Div[23], 1x AG Bn[192]	B20.13: 102/9 PZ B20.17: (1-33, 11 Shu)/ 9 Pz
B39.34: 1x Cav Bde[3]			Rgt[617, 618]	B18.16: 2-33/ 9 Pz
A41.01: 16 SPs + 1T	A12.16: 1x 2		•	
A43.02: 5 Cav Corps HQ	A13.17: 1x 2			B18.15: 60/ 16 Mtr
A48.30: 1x 10-2-1 Inf Div[217]	A8.14: 1x 12			B17.15: 146 Arty/ 16 Mtr

A23.27 1 none A17.04: 1x 14-3-3 Inf Div[287] A52.12 1 1x MiG3, 3x SB2, A21.16 1 none A16.01: 1x 14-3-3 Inf Div[283], B23.33 1 none 1x Anillery Bde B17.20 1 2x Bf109f, 2x Ju87b B12.30: 1x 14-3-3 Inf Div[299] A51.34 2 1x MiG3, 2x Po2, B17.30: 3 Army RR & Penal B17.30: 3 Army RR & Penal B14.30: 3 Army HQ A56.33 2 1x MiG3, 1x TB3, 2x LaGG3 Weather Condition is Normal. B13.29: 1x 8-1-1 Inf Div[47 Avn] B13.31: 1x Artillery Bde B13.33: 1x 8-1-1 Inf Div[232], Level 1			Inf Div[296]	Turn: 5				
A					The foll-	owing unit	s were supplied last tum:	
Bis Sey 21/1 Cav A SPs + 2T Sati turns: Sati turns:	2000-00							
BS 29: 21 / Cav. 4 SPs +2T BS 26: 11 / Cav (Cav Type) BS 26: 12 / Cav (Cav Type) BS 26: 12 / Cav (Cav Type) A93.4: 18 H-1 Inf Div[22] A93.4: 18 H-1 Inf Div[23] A93.1: 12 -3.2 Inf Div[192] BA27: 11 / Avy (Bicycle Type) BB33.1: 64 Mc, 2-35; 12 Shu)/4 Pz BB33.1: 64 Mc, 2-35; 12 Shu)/4 Pz BB34.2: 12 / Avit Eng Bn BB37.2- 34 Anti Eng Bn BB37.3- 34 Anti Eng Bn BB37.3- 34 Anti Eng Bn BB37.3- 34 Anti Eng Bn BB3.3- 35 (Mc, 1-3, 34 Shu)/4 Pz BB34.2- 10 (1-6, 2-6, 3 Shu)/4 Pz BB34.3- 10 (1-6, 2-1) Anti- Normal BB33.2- 75/ 31 Pz BB33.3- 15/ 31 Px BB33.3- 15/ 31 P				The following units were at "No Supply"				
BS.27: L1 Cav (Cav Tyre) B4.26: 1 Any! Cav (Cav Tyre) B4.26: 1 Any! Cav (Cav Tyre) B4.26: 1 Any! Cav (Cav Tyre) B4.27: L1 Any! Glosyle Type) B38.31: GA MC, 2.35, 12 Shu) 4 Pz B35.36: A Reb B191, 2101 B36.27: S MC In B35.36: A Reb B191, 2101 B36.27: S MC In B35.36: A Reb B191, 2101 B36.27: S MC In B35.36: A Reb B191, 2101 B36.27: S MC In B35.30: A Reb B191, 2101 B36.27: S MC In B35.30: In Reb B191, 2101 B36.27: S MC In B36.27: In Reb B191, 2101 B36.27: S MC In B36.27: In Reb B191, 2101 B36.27: S MC In B36.27: In Reb B191, 2101 B36.27: S MC In B36.27: In Reb B191, 2101 B36.27: S MC In B36.27: In Reb B191, 2101 B36.27: In Reb B191,			I OD am	•				
## ## ## ## ## ## ## ## ## ## ## ## ##			4 SPs +2T					
B4.26: 1 Arryl Cav B4.27: 1/1 Arryl (Bicycle Type) B38.31: (34 MC, 2-35, 12 Shu)/4 Pz B38.31: (34 MC, 2-35, 12 Shu)/4 Pz B39.03: 3x OB B6117, 202, 203] B37.28: 12 Arryl B617, 202, 203] B37.29: 12 Arryl B618 B37.28: 2x AG B61[91, 210] B37.28: 2x AG B61[91, 210] B37.28: 2x AG B61[91, 210] B35.30: (7 Rec. 1-57, 33 Shu)/4 Pz B35.30: (7 Rec. 1-57, 35 Shu)/4 Pz B35.30:			'av Tuna)				ry bac	
A9.21 Any (Bicyet Pype)							Militia Div[2 Militia]	
BBB31-(2 A MC 2-35, 12 Shu)/4 Pz BB93-03 - 38 AG Bell [7], 202, 203] BB73-28 - 43 Aul Eng B B. BB72-28 2 AG Bell [91, 210] BB73-29 - 43 Aul Eng B B. BB72-28 2 AG Bell [91, 210] BB53-30 (7) Rec. 1-35, 33 Shu)/4 Pz BB53-30 (7) Rec. 1-35, 33 Shu)/4 Pz BB53-30 (7) Rec. 1-35, 33 Shu)/4 Pz BB34-30 (1-6, 2-6, 35 shu)/3 Pz BB44-21 (1-6, 2-6, 35 shu)/3 Pz BB44-22 (1-6, 2-6, 35 shu)/4 Pz BB33-00 (1-6, 35 shu)/4								
B393.0 s A G Ba[177, 202, 203] B393.0 s A G Ba[177, 202, 203] B393.20 s T A39.10 s Lagebre B493.20							•	
837.22: 43 Ani Bag Ba 837.28: 22 AG Bn[19], 210] 837.28: 22 AG Bn[19], 210] 835.36: (7 Rec, 1-35, 33 Shu)/4 Pz 835.36: (1 Rec, 1-35, 33 Shu)/4 Pz 835.36: (1 Rec, 1-36, 35 Rec, 1-36) Pz 835.36: (1 Rec, 1-36, 36 Rec, 1-36) Pz 835.36: (1 Rec, 1-36, 36					A39.19:	49 Army 1	HQ, RR & Penal	
837.28 2A Affillery Bale 839.72 2A Affillery Bale 849.72 2A Af								
1837.82 & AV Brill [19], 210] 1837.83 (2) Rec. [1-35, 33 Smi)/ 4 Pz 1835.33 (2) Rec. [1-35, 33 Smi)/ 4 Pz 1835.34 (2) Rec. [1-35, 33 Smi)/ 4 Pz 1835.35 (2) Rec. [1-35, 33 Smi)/ 4 Pz 1835.35 (2) Rec. [1-35, 33 Smi)/ 4 Pz 1835.36 (1 Rec. [1-35, 34 Smi)/ 4 Pz 1835.37 (1 Rec. [1-35, 34 Smi)/ 4 Pz 1835.37 (1 Rec. [1-35, 34 Smi)/ 4 Pz 1835.38 (1 Rec. [1-35, 34 Smi)/ 4 Pz 1835.39 (1 Rec. [1-35, 34 Smi)/ 4 Pz 1835.30 (1								
B35.33 (c) (R. c., 1-35, 33 Shu) 4 Pz B35.33 (c) (R. c., 1-36 Shu) 3 Pz B35.33 (c) (R. c., 1-36 Shu) 3 Pz B35.33 (c) (R. c., 1-36 Shu) 3 Pz B35.34 (c) (R. c., 1-36 Shu) 3 Pz B35.35 (c) (R. c., 1-36 Shu) 3 Pz B35.36 (R. c., 1-36 Shu) 3 Pz B35.37 (R. c., 1-36 Shu) 3 Pz B35.38 (R. c., 1-36 Shu) 3 Pz B35.39 ([191, 210]	1 전에 보기되었다면 가면 이 경험에 보면 있다면 되었다. 특별 하나 200 전에			Inf Div[117]	
B35.33; (3 M.C. 1, 394 Shu)/3 Pz B34.32; (14, 2-6, 5 Shu)/3 Pz B34.32; (15, 2-6, 5 Shu)/3 Pz B33.30; (15, 2-1, 2 Shu)/3 Pz B32.22; (15, 2-1, 2 Shu)/3 Pz B32.23; (15, 2-1, 2 Shu)/3 Pz B32.24; (15, 2-1, 2 Shu)/3 Pz B32.25; (15, 2-1, 2 Shu)/3 Pz B32			25 22 Shu\/ 4 D				Atn Inf Div[104 Mtn]	
B443-9, 163/4 P2				A8.28: 1x 10-2-1 Inf Div[152], Level 1				
B34.39 1 18 0 HQ[34 Pz] 21 SPs								
B34.29 1x 18.0 HQ[24 Pc], 2 1SP ₂ A8.2.F 1x 12.9-3 Semi-Mr Int Div[105] B33.32 75 Pc			o ona, o cu				맛	
1833.90 1x Artillery Rgt[622] 1833.90 1x Artillery Rgt[622] 1833.90 1x Artillery Rgt[622] 1833.90 1x Artillery Rgt[622] 1832.92 8 Truck Points 1812.02 45 PS 1812.02 1x 12-0 HQ[35] 1812.02 1x 12-0 HQ[35] 1812.02 1x 12-0 HQ[35] 1812.03 1x Artillery Bde 1813.17 12 FSP 1816.17: 1x 18-0 HQ[48 Pz] 1816.19: 45 PS 1812.20: 1x 20-4-3 Ind Div[23] -1 Step 1812.21: 1x 20-4-3 Ind Div[23] -1 Step 1812.22: 1x 20-4-3 Ind Div[12] 1816.22: 1x 20-4-3 Ind Div[12] 1816.32: 1x 20-4-3 Ind Div[12] 1816.33: 15 C94 Rec, MC/1 19/25 Mtr 1813.11: 25 Rec, MC, 119/25 Mtr 1813.11: 2			Q[24 Pz], 21 SPs			-1 Step	B B	
833.29; 8 Truck Points B14.20; 4 SPs B14.20; 4 SPs B10.49; 4 SPs B10.19; 4 SPs B10.19; 4 SPs B10.19; 4 SPs B10.19; 4 SPs B10.17; 2 SPs B10.18; 0 4 SPs B15.17; 2 SPs B15.17; 2 SPs B15.17; 2 SPs B15.17; 2 SPs B15.19; 2 SPs B10.10; 2 SPs B10.10; 2 SPs B10	B33.32: 1	75/3 Pz		하다 하는 사람들이 가지 않는 것이 되었다. 그리고 하는 하는 사람들이 되었다.				
B33.29 8 Truck Points A10.30 1x Artillery Bde A46.01 10 5 4x PC tops it/					A46.03:			
B14.29 1x 12-0 HQ[35] A11.29 1x 8-1-1 Inf Div[50] A5Ps B10.19 x 4 SPs B10.19 x 4 SPs B10.17 x 18-0 HQ[48 Pz] B15.17 2 SPs B15.17 x 18-0 HQ[48 Pz] B15.17 2 SPs B15.22 1x 20-4-3 Inf Div[23] -1 Step B15.22 1x 20-4-3 Inf Div[23] -1 Step B15.22 1x 20-4-3 Inf Div[23] -1 Step B15.22 1x 20-4-3 Inf Div[95] B16.22 1x 20-4-3 Inf Div[95] B16.19 x 18-0 HQ[48 Pz] A11.34:30 Army RR B15.22 1x 20-4-3 Inf Div[95] A9.24: 1x 12-3-3 Semi-Mr Inf Div[106] -1 Step, Level 1 Hedgehog B16.11 x 12-3 x 20-4-3 Inf Div[95] B16.12 x 20-4-3 Inf Div[95] B16.11 x 12-3 x 20-4-3 Inf Div[95] B16.12 x 20-4-3 Inf Div[95] B16.11 x 12-3 x 20-4-3 Inf Div[95] B16.12 x 20-4-3 Inf Div[95] B16.11 x 12-3 x 20-4-3 Inf Div[95] B16.12 x 20-4-3 Inf Div[14] -1 Step B16.12 x 12-3 x 20-4-3 Inf Div[14] -1 Step B16.12 x 12-3 x 20-4-3 x 20-			oints		14600			
BiO.19; kt 8-0 HQ[48 Pz]			one.					
B16.17: 1x 18-0 HQ[48 Pz]			Q[35]					
A13.43 30 Amy RQ			OIAR D-1					
B14.16: 2 Truck Points A12.94: 30 Army RR A9.25: 1x 12.3-2 Inf Div[107] -1 Step, Level 1 Hedgehog A12.24: 1x 20.4-3 Inf Div[128] A12.24: 1x 20.4-3 Inf Div[129] A12.24: 1x 20.4-3 Inf Div[128] A12.24: 1x 20.4-3 Inf Div[129] A12.25: 1x 20.4-3 Inf Div[120] A12.25: 1x 20.4-3 Inf Div[120] A12.25: 1x 20.4-3 Inf Div[Q[46 FZ]					
B15.22: 1x 20.4-3 Inf Div[123] A40.24: 1x Artillery Bde B10.22: 1x 20.4-3 Inf Div[125] A52.3: 1x 12.3-3 Semi-Mtr Inf Div[106] -1 B16.12: 1x 20.4-3 Inf Div[125] A52.3: 1x 12.3-3 Semi-Mtr Inf Div[106] -1 B17.13: (341 Rec, MC)/ 16 Mtr B15.13: 156/ 16 Mtr B15.13: 156/ 16 Mtr B15.13: 25 Mtr/ 25 Mtr B15.11: (25 Rec, MC, 119)/25 Mtr B15.12: 25 Arty/25 Mtr B15.10: 25 Arty/25 Mtr B10.07: 1x 12.0-4-3 Inf Div[134] -1 Step B10.07: 1x 12.0-43 Inf Div[134] -1 Step B10.07: 1x 12.0-443 Inf Div[134] -1 Step B10.07: 1x 12.0-46 Inf Div[134] -1 Step B10.07: 1x 12.0-46 Inf Div[134] -1 Step B10.07: 1x 12.0-46 Inf Div[134] -1 Step B10.07: 1x 12.0-47 Inf Div[134] -1 Step B10.07: 1x 12.0-47 Inf Div[134] -1 Step B10.07: 1x 12.0-47 Inf Div[135] -1 Step B11.10: 2 Truck Points, 4 Wagon Points B11.10: 2 Truck Points, 5 Wagon Points B11.10: 2 Truck Points, 5 Wagon Points B11.10: 2 Truck Points, 4 Wagon Points B11.10			oints					
B12.22: 1x 20.4-3 Inf Div[112] B10.22: 1x 20.4-3 Inf Div[95] B1.31: 15(9 Is Rec, MC) 16 Mtr B17.13: (341 Rec, MC) 16 Mtr B17.13: (341 Rec, MC) 16 Mtr B14.11: 35/25 Mtr B14.11: 35/25 Mtr B13.11: (25 Rec, MC, 119)/25 Mtr B13.11: (25 Rec, MC, 119)/25 Mtr B13.11: (25 Rec, MC, 119)/25 Mtr B13.12: 25 Any/25 Mtr A1.21: 1x 10-21 Inf Div[103], Level 1 Hedgehog A1.22: 1x 20-4-3 Inf Div[134] -1 Step B10.07: 1x 20-4-3 Inf Div[134] -1 Step B10.08: Railhead Marker A13.19: 1x 12-3-2 Inf Div[21] -1 Step B1.11: 4 Wagon Points A15.20: 1x 8-0-1 Militia Div[11 Militia] A15.20: 1x 8-0-1 Militia Div[11 Militia] A15.21: 1x 10-2-1 Inf Div[13] B1.09: 8 Wagon Points A15.21: 1x 8-0-1 Militia Div[11 Militia] A15.22: 1x 8-0-1 Militia Div[17 Militia] A15.23: 1x 8-0-1 Militia Div[18 Militia] A15.24: 1x 8-0-1 Militia Div[18 Militia] A15.25: 1x 8-0-1 Militia Div[18 Militia] A15.26: 1x 8-0-1 Militia Div[18 Militia] A15.26: 1x 8-0-1 Militia Div[18 Militia] A15.27: 1x 10-2-1 Inf Div[23] B27.12: 10 SPs + 2T B28.13: 1x 20-1-3 Tk Div[69] B23.13: 2x Artillery Bde B33.14: 1x 10-3-4 ft R Bde, 1x 10-2-1 Inf Div[28] B34.11: 30 SPs + 2T B34.11				18 1 2 2 2 2 2 2 2 2 2 2 2 2 2 2 2 2 2 2				
Side					A48.31: Ix 12-4-6 Tk Bde,			
Step. Level Hedgehog A54.32: 13 Army HQ A54.33: Stalin A54.32: 13 Army HQ A54.33: A55.32: 10 SPe A			Inf Div[95]	[1] [1] [1] [1] [1] [1] [1] [1] [1] [1]				
March Marc								
Hedgehog								
A55.32 10 SPs								
B13.12: 25 Arty/ 25 Mir B12.07: 1x 20.4-3 Inf Div[134] - 1 Step A12.21: 1x 10-2-1 Inf Div[309] A55.33: 2x Pax Repl A55.33: 1x Eq Repl B12.04: 1x 20.4-3 Inf Div[45] Tx Bde B12.04: 1x 20.4-3 Inf Div[45] Tx Bde B12.08: 1x 8-1-1 Inf Div[21] - 1 Step B10.07: 1x 12-0 HQ[34] A12.18: 1x 8-1-1 Inf Div[21] - 1 Step B23.10: 1x 8-1-1 Inf Div[293] B23.10: 1x 8-1-1 Inf Div[280] B23.10: 1x 8-1-1								
B12.07: 1x 20.4-3 Inf Div[134] -1 Step B12.04: 1x 20.4-3 Inf Div[45] B12.07: 1x 12-0 HQ[34] B10.07: 1x 12-0 HQ[34] B10.07: 1x 12-0 HQ[34] B10.07: 1x 12-0 HQ[34] B10.07: 1x 12-0 HQ[34] B1.08: 1x 8-1-1 Inf Div[20] -1 Step B1.09: 8x ailhead Marker B12.09: 1S P+ 3T A13.19: 1x 12-3-2 Inf Div[53] -1 Step B1.11: 4 Wagon Points B1.10: 2 Truck Points, 4 Wagon Points B1.10: 2 Truck Points, 4 Wagon Points B1.10: 2 Truck Points, 4 Wagon Points B1.09: 8 Wagon Points B1.09: 8 Wagon Points B1.09: 8 Wagon Points B1.09: 8 Wagon Points B1.09: 1x B1.09e, 1x B1096, 2x Ju52 A6.14: 2 2x B1096, 2+r x Ju87b, 3x He111h B1.09: 2 1x B1096, 2x Ju88a, 2x He111h B1.09: 2 1x B1096, 2x Ju88a, 2x He111h B1.09: 2 1x B1096, 2x Ju88a, 2x He111h B1.09: 2 1x B1096, 2x Ju822 A23.27: 1 none A17.04: 1x 14-3-3 Inf Div[287] A21.16: 1 none A17.04: 1x 14-3-3 Inf Div[287] A21.16: 1 none A17.04: 1x 14-3-3 Inf Div[287] A21.16: 1 none B12.30: 1x 8-1-1 Inf Div[29] B13.29: 1x 8-1-1 Inf Div[29] B13.29: 1x 8-1-1 Inf Div[29] B13.30: 1x 1x 1-1 Inf Div[29] B13.30: 1x 1x 1-1 Inf Div[29] B13.30: 1x 1x 1-1 Inf Div[29] B23.10: 1x 1x 1-1 Inf Div[29] B24.14: 1x 3-1-1 Inf Div[29] B25.14: 1x Artillery Bde B25.12: 40 Army HQ B26.14: 1x 12-3-2 Inf Div[135] B26.12: 40 Army HQ B26.14: 1x 12-3-2 Inf Div[135] B26.12: 40 Army HQ B26.14: 1x 12-3-2 Inf Div[135] B26.12: 40 Army HQ B26.14: 1x 12-3-2 Inf Div[135] B26.12: 40 Army HQ B26.14: 1x 12-3-2 Inf Div[135] B26.12: 40 Army HQ B27.12: 10 SP8 + 1T B28.13: 1x 12-1-1 Inf Div[171 Militial Div[11 Militial Div							ol	
B12.04: 1x 20.43 Inf Div[45] B10.07: 1x 12-0 HQ[34] B10.07: 1x 12-0 HQ[34] B10.07: 1x 12-0 HQ[34] B10.07: 1x 12-0 HQ[34] B1.08: 3 SPs + 3T B2.08: Railhead Marker B2.09: 1 SP + 3T B2.08: Railhead Marker B2.09: 1 SP + 3T B2.01: 1x Pax Repl B1.10: 2 Truck Points, 4 Wagon Points B1.10: 2 Truck Points, 4 Wagon Points B1.10: 2 Truck Points, 4 Wagon Points B1.09: 8 Wagon Points B1.09: 2 Ix Bf109e, 1x Bf109f, 2x Ju88a, 2x He111h B2.15: 1x B1.25: 1x B2.25: 1x B								
B10.07: 1x 12-0 HQ[34] B10.07: 1x 12-0 HQ[34] B10.07: 1x 12-0 HQ[34] B10.08: Railhead Marker B2.08: Railhead Marker B2.09: 1 SP + 3T B2.10: 1x Pax Repl B1.11: 4 Wagon Points B1.10: 2 Truck Points, 4 Wagon Points B1.10: 2 Truck Points, 4 Wagon Points B1.09: 8 Wagon Points B1.09: 1	B12.04:	1x 20-4-3	Inf Div[45]			- CONTROL OF THE STATE OF THE S		
B7.08: 3 SFs + 3T			** *	1. C.				
B2.09: 1 SP + 3T B2.10: 1x Pax Repl B2.10: 1x Pax Repl B1.11: 4 Wagon Points B1.10: 2 Truck Points, 4 Wagon Points B1.09: 8 Wagon Points B1.09: 8 Wagon Points B2.12: 1x B109c, 1x B109c, 1x B109c, 2x Ju52 A6.14								
B2.10: Ix Pax Repl B1.11: 4 Wagon Points B1.10: 2 Truck Points, 4 Wagon Points B1.09: 8 Wagon Points B1.09: 8 Wagon Points B1.09: 8 Wagon Points B1.09: 8 Wagon Points German Air: Level Air Units A4.25 2 1x Bf109c, 1x Bf109f, 2x Ju87b B9.15 2 1x Bf109f, 2x Ju88a, 2x He111h B3.08 2 rx Do17z, 2x Ju52, A16.05: 1x 8-0.1 Militia Div[13 Militia] A18.28: 1x 8-0.1 Militia Div[13 Militia] A19.04: 1x Cav Bde[55] A19.03: 50 Army RR & Penal B26.14: 1x 12-3-2 Inf Div[135] B26.12: 40 Army RR & Penal B27.12: 10 SPs + 1T B28.13: 1x 20-1-3 Tk Div[09] B32.12: 1x 12-4-6 Tk Bde, 1x 20-1-3 Tk Div[10] B33.13: 2x Artillery Bde B33.14: 1x 10-3-4 Tk Bde, 1x 10-2-1 Inf Div[238] B34.11: 30 SPs + 2T B34.12: 4 Truck Points, 3 SPs Soviet Air: Hex Level Air Units A18.06: 1x 10-2-1 Inf Div[278] A19.09: 1x Cav Bde[55] B34.11: 30 SPs + 2T B34.12: 4 Truck Points, 3 SPs Soviet Air: Hex Level Air Units A18.06: 1x 10-2-1 Inf Div[280] A40.18: 1 2x II.2, 2x Pe2, 1x A23.27: 1 none A17.04: 1x 14-3-3 Inf Div[280] A40.18: 1 2x II.2, 2x Pe2, 1x A50.12: 1 1x MiG3, 3x SB2, A21.16: 1 none A16.00: 1x 14-3-3 Inf Div[287] A22.11: 1x Artillery Bde B33.33: 1 none B17.20: 1 2x Bf109f, 2x Ju87b B12.30: 1x 14-3-3 Inf Div[289] A55.29: 1 1x Bf109f B12.30: 1x 14-3-3 Inf Div[258] B17.30: 3 Army RR & Penal B13.31: 1x Artillery Bde B12.30: 1x 8-1-1 Inf Div[47 Avn] B13.31: 1x Artillery Bde B13.33: 1x 8-1-1 Inf Div[11 Avn] B13.31: 1x Artillery Bde B13.33: 1x 8-1-1 Inf Div[272], Level 1			larker					
B1.11: 4 Wagon Points B1.10: 2 Truck Points, 4 Wagon Points B1.10: 2 Truck Points, 4 Wagon Points A15.21: 1x 10-2-1 Inf Div[133] B1.09: 8 Wagon Points A15.22: 1x 8-0-1 Militia Div[17 Militia] -1 Step B2.13: 1x 20-1-3 Tk Div[69] B32.12: 1x 12-4-6 Tk Bde, 1x 20-1-3 Tk Div[10] B32.13: 1x 20-1			N.	23 v 10 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0			•	
B1.10: 2 Truck Points, 4 Wagon Points						B26.12: 40 Army RR & Penal		
Step					B27.12: 10 SPs + 1T			
A18.22: 1x 8-0-1 Militia Div[17 Militia] B32.12: 1x 12-4-6 Tk Bde, 1x 20-1-3 Tk Div[10]								
A21.33: 1x 8-0-1 Militia Div[18 Militia] B33.13: 2x Artillery Bde B33.14: 1x 10-3-4 Tk Bde, 1x 10-2-1 Inf Div[238] B34.11: 30 SPs + 2T B34.12: 4 Truck Points, 3 SPs							Tk Bde, 1x 20-1-3 Tk	
A4.25 2 1x Bf109e, 1x Bf109f, 2x Ju52 A6.14 2 2x Bf109f, 2+r x Ju87b, 3x He111h B9.15 2 1x Bf109f, 2x Ju52, A16.05: 1x 8-0-1 Militia Div[13 Militia] B3.08 2 r x Do17z, 2x Ju52, A16.05: 1x 8-1-1 Inf Div[280] A23.27 1 none A17.04: 1x 14-3-3 Inf Div[287] A21.16 1 none A16.01: 1x 14-3-3 Inf Div[283], B23.13: 1x Bf109f, 2x Ju87b B17.20 1 2x Bf109f, 2x Ju87b B17.30: 3 Army RR & Penal B17.30: 3 Army RR & Penal B13.33: 1x 8-1-1 Inf Div[278] Notes: B33.14: 1x 10-3-4 Tk Bde, 1x 10-2-1 Inf Div[288] B34.11: 30 SPs + 2T B34.12: 4 Truck Points, 3 SPs Soviet Air: Hex Level Air Units A40.18 1 2x II.2, 2x Pe2, 1x A52.12 1 1x MiG3, 3x SB2, 2x II.4 B36.12 1 1x 115, 2x II.4, 1x B36.13 2 2x MiG3, 2x Po2, 1x Hurri2 A56.33 2 1x MiG3, 1x TB3, A57.32 2 3x G2, 6x Li2			0	그리면 그 가는 가는 하는 것이 되었다. 하는 사람이 가는 지수가 하면 하는 것이 되었다. 하는 것이 없는 것이 없는 것이 없는 것이다.			n.	
2x Ju52 A6.14 2 2x Bf109f, 2+r x Ju87b,				가는 문지 않는데 하는데 이번을 하다면 하면 되었다면 되었다면 하면 되었다면 하는데 되었다면 하고 있다면 하면 되었다면 하다그래				
A6.14 2 2x Bf109f, 2+r x Ju87b, 3x He111h	A4.25	2			133.14: 1			
By continuous color	1614	2			B34.11:3			
B9.15 2 1x Bf109f, 2x Ju88a, 2x He111h Al8.06: 1x 10-2-1 Inf Div[278] Al6.05: 1x 8-1-1 Inf Div[280] Ad0.18 1 2x II.2, 2x Pe2, 1x Artillery Bde B17.20 1 2x Bf109f Al5.01: 1x 10-2-1 Inf Div[28] B17.30: 3 Army RR & Penal Al6.05: 1x 10-2-1 Inf Div[28] Ad0.18 1 2x II.2, 2x Pe2, 1x Artillery Bde B17.30: 3 Army RR & Penal Al6.02: 1x 14-3-3 Inf Div[287] Al6.03: 2x Yak1 Al6.03: 1x 14-3-3 Inf Div[287] Al6.03: 2x Yak1 Al6.03: 1x Inf Div[287] Al6.03: 2x Yak1 Al6.03: 1x Inf Div[287] Al6.03: 2x II.4 Al6.03: 3x SB2, Al6.03: 1x Inf Div[287] Al6.03: 3x SB2, Al6.03: 1x Inf Div[287] Al6.03: 3x Inf Div[287] Al6.03: 3x Inf Div[287] Al6.03: 3x II.4 Al6.03: 3x Inf Div[287] Al6.03: 3x Inf Div[287] Al6.03: 3x II.4 Al6.03: 3x Inf Div[287] Al6.03: 3x Inf Div[280] Al6	A0.14	2		- 1990年 - 1997年 - 19				
2x He111h A18.06: 1x 10-2-1 Inf Div[278] A16.05: 1x 8-1-1 Inf Div[280] A2x Bf110c A16.04: 1x 8-1-1 Inf Div[260] A23.27	B9.15	2		이 가게 되었다는 그래요하다 하는 사람들이 맛있다면 하다면 하다면 그렇게 하는 것이다.				
B3.08 2 rx Do17z, 2x Ju52, A16.05: 1x 8-1-1 Inf Div[280] A40.18 1 2x II.2, 2x Pe2, 1x A16.05: 1x 8-1-1 Inf Div[260] A40.18 1 2x II.2, 2x Pe2, 1x A16.05: 1x 8-1-1 Inf Div[260] A52.12 1 1x MiG3, 3x SB2, A21.16 1 none A17.04: 1x 14-3-3 Inf Div[287] A52.12 1 1x MiG3, 3x SB2, A21.16 1 none A16.01: 1x 14-3-3 Inf Div[283], B23.33 1 none 1x Artillery Bde B17.20 1 2x Bf109f, 2x Ju87b B12.30: 1x 14-3-3 Inf Div[299] B12.30: 1x 14-3-3 Inf Div[299] A51.34 2 2x MiG3, 2x Po2, B17.30: 3 Army RR & Penal B17.30: 3 Army RR & Penal B14.30: 3 Army HQ A56.33 2 1x MiG3, 1x TB3, A16.05: 1x Artillery Bde B13.33: 1		-		- 100 BB 100 BB 10 BB	Soviet Ai	ir:		
2x Bf110c A16.04: 1x 8-1-1 Inf Div[260] A40.18 1 2x II.2, 2x Pe2, 1x A23.27 1 none A17.04: 1x 14-3-3 Inf Div[287] A52.12 1 1x MiG3, 3x SB2, A21.16 1 none A16.01: 1x 14-3-3 Inf Div[283], B23.33 1 none Ix Artillery Bde B17.20 1 2x Bf109f, 2x Ju87b B12.30: 1x 14-3-3 Inf Div[299] B35.29 1 1x Bf109f A15.01: 1x 10-2-1 Inf Div[258] A51.34 2 2x MiG3, 2x Po2, B17.30: 3 Army RR & Penal B14.30: 3 Army HQ A56.33 2 Ix MiG3, 1x TB3, B14.30: 3 Army HQ A56.33 2x LaGG3 Weather Condition is Normal. B13.29: 1x 8-1-1 Inf Div[47 Avn] B13.31: 1x Artillery Bde B13.33: 1x 8-1-1 Inf Div[232], Level 1	B3.08	2		1 F C C C C C C C C C C C C C C C C C C		Level	Air Units	
A23.27 1 none A17.04: 1x 14-3-3 Inf Div[287] A52.12 1 1x MiG3, 3x SB2, A21.16 1 none A16.01: 1x 14-3-3 Inf Div[283], B23.33 1 none 1x Artillery Bde B17.20 1 2x Bf109f, 2x Ju87b B12.30: 1x 14-3-3 Inf Div[299] B62.07 1 2x Yak1 B35.29 1 1x Bf109f A15.01: 1x 10-2-1 Inf Div[258] B17.30: 3 Army RR & Penal B14.30: 3 Army HQ A56.33 2 1x MiG3, 1x TB3, 2x LaGG3 Weather Condition is Normal. B13.29: 1x 8-1-1 Inf Div[47 Avn] B13.31: 1x Artillery Bde B13.33: 1x 8-1-1 Inf Div[11 Avn] B12.31: 1x 14-3-3 Inf Div[232], Level 1			집과 이 하게 가니어지가 맛	를 보면 하고 있다면 있었다면 하는 전에 가면 하면 있다면 하는 것이 없다면 하나를 보면 된다면 하다.			2x II.2, 2x Pe2, 1x IL4	
A21.16 1 none A16.01: 1x 14-3-3 Inf Div[283], B23.33 1 none 1x Artillery Bde B17.20 1 2x Bf109f, 2x Ju87b B12.30: 1x 14-3-3 Inf Div[299] A51.34 2 2x MiG3, 2x Po2, 1x Bf109f A15.01: 1x 10-2-1 Inf Div[258] B17.30: 3 Army RR & Penal B14.30: 3 Army HQ A56.33 2 1x MiG3, 1x TB3, 2x LaGG3 Weather Condition is Normal. B13.29: 1x 8-1-1 Inf Div[47 Avn] B13.31: 1x Artillery Bde B13.33: 1x 8-1-1 Inf Div[11 Avn] B12.31: 1x 14-3-3 Inf Div[232], Level 1	A23.27	1	none	[전 : [- [- [- [- [- [- [- [- [- [A52.12	1		
B23.33 1 none			none	- TOTAL TO THE POST OF THE POS	D24 12			
B12.30: 1x 14-3-3 Inf Div[299] A51.34 2 2x MiG3, 2x Po2, 1x Hurri2 Notes: B12.30: 1x 14-3-3 Inf Div[258] B17.30: 3 Army RR & Penal B14.30: 3 Army HQ B14.30: 3 Army HQ Weather Condition is Normal. B13.29: 1x 8-1-1 Inf Div[47 Avn] B13.31: 1x Artillery Bde B13.33: 1x 8-1-1 Inf Div[11 Avn] B12.31: 1x 14-3-3 Inf Div[232], Level 1				요하는 이렇게 되지만 하는 사람이 있는데 되었다면 하셨습니까 내려가 있었다. 그 등에 가장 살폈다.			1x I15, 2x IL4, 1x IL2	
Notes: Notes: Notes:				B12.30: 1x 14-3-3 Inf Div[299]				
Notes: B17.30: 3 Army RR & Penal B14.30: 3 Army HQ Weather Condition is Normal. B13.29: 1x 8-1-1 Inf Div[47 Avn] B13.31: 1x Artillery Bde B13.33: 1x 8-1-1 Inf Div[11 Avn] B12.31: 1x 14-3-3 Inf Div[232], Level 1	B35.29	1	1x Bf109f	가 있는 것이 없는 이번 이번 사람들이 없는 사람들이 되었다면 가게 되었다면 하지만	A31.34	2		
Weather Condition is Normal. B14.30: 3 Army HQ B13.29: 1x 8-1-1 Inf Div[47 Avn] B13.31: 1x Artillery Bde B13.33: 1x 8-1-1 Inf Div[11 Avn] B12.31: 1x 14-3-3 Inf Div[232], Level 1	Nat				A56.33	2		
Weather Condition is Normal. B13.29: 1x 8-1-1 lift Div[47 Avn] B13.31: 1x Artillery Bde B13.33: 1x 8-1-1 lift Div[11 Avn] B12.31: 1x 14-3-3 Inf Div[232], Level 1				N 600 (600 N 100	. 100.00	~	: 10 10 10 10 10 10 10 10 10 10 10 10 10	
B13.31: 1x Artillery Bde B13.33: 1x 8-1-1 Inf Div[11 Avn] B12.31: 1x 14-3-3 Inf Div[232], Level 1	Weather (Condition	is Normal.		A57.32	2		
B12.31: 1x 14-3-3 Inf Div[232], Level 1								
	6000-000							
Hedgehog				Hedgehog				

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German:	A29.14: (2-31, 14 Shu)/ 5 Pz			ec Div[403]
	A29.12: 55 MC/ 5 Pz	B7.08: 2 SP		
A5.33: 1x 20-4-3 Inf Div[8] -1 Step	A30.12: (1-31, 13 Shu)/ 5 Pz	B3.09: 4 SP		
A5.31: 1x 20-4-3 Inf Div[87] -1 Step	A10.09: 11 SPs + 1T	B2.08: Rail		
A6.29: 1x 20-4-3 Inf Div[28]	A19.08: 1x 20-4-3 Inf Div[34]	B2.09: 10 S	Ps + 3T	•
A3.31: 1x 12-0 HQ[8]	A15.08: 1x 20-4-3 Inf Div[52]	B2.10: 2x P	ax Repl	
A2.30: 2 SPs		B1.09 16 W	agon P	oints
A2.29: 4 Wagon Points	A13.06: 1x 20-4-3 Inf Div[31]	B25.19: (9 I		
A3.29: 1x Artillery Rgt[41]	A13.08: 1x 12-0 HQ[12]			Shaji 712
A6.27: 1x 20-4-3 Inf Div[15]	A12.05: 1x 12-0 HQ[43]	B24.18: 102		
A1.27: 8 Wagon Points	A11.03: 1x 12-0 HQ[53]	B24.17: 59		
	A15.03: 1x RR Rgt[5], Railhead Marker	B23.17: (1-3		
A1.26: 8 SPs + 3T	A15.02: 1x 20-4-3 Inf Div[167] -1 Step	B21.17: 2-3	3/9 Pz	
A2.26: Railhead Marker	A18.01: 1x 20-4-3 Inf Div[131] -1 Step	B19.15: 60/	16 Mtr	
A2.25: Railhead Marker	A19.01: 2 SPs	B18.15: 146	Arty/	16 Mtr
A2.24: 1x Pax Repl	A23.07: (2-18, 18 MC)/ 18 Pz	B18.13: (34	1 Rec,	MC)/ 16 Mtr
A4.26: 4 SPs	A23.08: (1-18, 3-18, 52 Shu)/ 18 Pz	B17.13: 156		
A5.25: 1x 12-0 HQ[9]	A24.07: (88 Rec, 101 Shu, 88)/ 18 Pz	B16.17: 1x		
A4.23: 1x 20-4-3 Inf Div[137]	[1] [1] [1] [1] [1] [1] [1] [1] [1] [1]	B15.17: 3 S		
A7.25: 1x 20-4-3 Inf Div[263] -1 Step	B20.34: 1x 18-0 HQ[47 Pz]	B14.16: 2 T		ints
A7.23: 1x 20-4-3 Inf Div[183]	B18.33: 1-39/ 17 Pz	D14.10. 2 1	IUCK I C	ares .
A7.21: 1x 20-4-3 Inf Div[7]	B19.33: 40 Shu/ 17 Pz	C A!		
A6.20: 1x Flame AG Bn[100], 1x Artillery	A20.01: (63 Shu, 27)/ 17 Pz	German Ai		1 42 FT - 24
Rgt[786]	A20.02: (2-39, 17 MC)/ 17 Pz	Hex		el Air Units
	B21.32: 15/ 29 Mtr	A4.25	2	
A5.21: 1x 12-0 HQ[20], 1x 20-5-3 Inf	B21.30: (29 Rec, MC)/ 29 Mtr	A6.14	2	1x Bf109f, 2x Ju87b,
Div[78 Aslt]	B21.28: 71/ 29 Mtr			3x He111h
A5.19: 1x 20-4-3 Inf Div[292]	B22.31: 29 Arty/ 29 Mtr	B9.15	2	none
A8.14: 1x 12-0 HQ[7]	B25.33: 5 SPs	B3.08	2	1x Bf109f, 2x Ju52
A7.13: 1x Police Rgt[13 SS]		A23.27	1	1x Bf109f
A8.19: 1x 20-4-3 Inf Div[268] -1 Step	B26.33: 8 Truck Points	A21.16	î	1x Bf109f, rx Ju87b
A9.18: 1x 20-4-3 Inf Div[267], 1x AG	A34.02: 75/3 Pz		1	none
Bn[226]	A35.02: (1-6, 2-6, 3 Shu)/ 3 Pz	B23.33		1x Bf109f, 1+r x Ju87b,
A10.16: 1x 20-4-3 Inf Div[23], 1x AG	A35.03: (1, 3 MC, 394 Shu)/ 3 Pz	B17.20	1	
Bn[192]	B43.34: 1x AG Bn[177]			2x Ju88a, 1+rx He111h
A11.16: 2x Artillery Rgt[617, 618]	B39.33: (7 Rec, 33 Shu)/ 4 Pz	B18.07	1	none
(BECONO) : [1] [1] [1] [1] [1] [1] [1] [1] [1] [1]	B41.30: 2x AG Bn[202, 203], 34 MC/ 4 Pz	B35.29	1	2x Bf109f, 2x Bf110c,
A12.16: 1x 20-4-3 Inf Div[197]	B39.29: 2x AG Bn[191, 210]			rx Do17z
A13.17: 1x 20-4-3 Inf Div[258]	B39.32: 43 Aslt Eng Bn			
A15.18: 1x 20-4-3 Inf Div[262]	B39.34: (1-35, 2-35, 12 Shu)/ 4 Pz	Notes:		
A 17 10, /221 111 Sh.,\/ 11 D.,	이 그들이 얼마나 하다 하는 그리는 이렇게 되었다면 하는 그리고 있다면 하는데 그리고 있다면 하는데 그리고 있다.	Tiotes.		
A17.19: (231, 111 Shu)/ 11 Pz	B38.32: 1x Artillery Rgt[622], 103/4 Pz		****	·
A17.19: (251, 111 Shu)/ 11 Pz A17.18: (1-15, 61 MC)/ 11 Pz	B38.32: 1x Anillery Rgt[622], 103/4 Pz	Weather Co	ndition	is Normal
2 TO SEE SEE SEE SEE SEE SEE SEE SEE SEE SE	B26.25: 3 SPs	Weather Co	ndition	is Normal
A17.18: (1-15, 61 MC)/ 11 Pz	B26.25: 3 SPs B23.24: 10 Any/ 10 Mtr			is Normal
A17.18: (1-15, 61 MC)/ 11 Pz A18.20: (2-15, 110 Shu)/ 11 Pz	B26.25: 3 SPs B23.24: 10 Anty/ 10 Mtr B22.23: (10 Rec, 20, MC)/ 10 Mtr	Weather Co		is Normal
A17.18: (1-15, 61 MC)/ 11 Pz A18.20: (2-15, 110 Shu)/ 11 Pz A18.18: 119/ 11 Pz	B26.25: 3 SPs B23.24: 10 Anty/ 10 Mtr B22.23: (10 Rec, 20, MC)/ 10 Mtr B24.24: 41/ 10 Mtr			is Normal
A17.18: (1-15, 61 MC)/ 11 Pz A18.20: (2-15, 110 Shu)/ 11 Pz A18.18: 119/ 11 Pz A24.19: 1x 20-4-3 Inf Div[252] -1 Step A23.19: 2T	B26.25: 3 SPs B23.24: 10 Anty/ 10 Mtr B22.23: (10 Rec, 20, MC)/ 10 Mtr B24.24: 41/ 10 Mtr B20.23: 3 SPs	Turn:		is Normal
A17.18: (1-15, 61 MC)/ 11 Pz A18.20: (2-15, 110 Shu)/ 11 Pz A18.18: 119/ 11 Pz A24.19: 1x 20-4-3 Inf Div[252] -1 Step A23.19: 2T A21.16: 1x 18-0 HQ[46 Pz]	B26.25: 3 SPs B23.24: 10 Anty/ 10 Mtr B22.23: (10 Rec, 20, MC)/ 10 Mtr B24.24: 41/ 10 Mtr B20.23: 3 SPs B5.29: 3 SPs + 1T	Turn: (6	
A17.18: (1-15, 61 MC)/ 11 Pz A18.20: (2-15, 110 Shu)/ 11 Pz A18.18: 119/ 11 Pz A24.19: 1x 20-4-3 Inf Div[252] -1 Step A23.19: 2T A21.16: 1x 18-0 HQ[46 Pz] A20.17: 6 SPs + 2T	B26.25: 3 SPs B23.24: 10 Anty/ 10 Mtr B22.23: (10 Rec, 20, MC)/ 10 Mtr B24.24: 41/ 10 Mtr B20.23: 3 SPs B5.29: 3 SPs + 1T B5.28: 1 Anty/ 1 Cav	Turn: 6 Soviet: A39.31: 1x 6	6 Cav Bde	:[17]
A17.18: (1-15, 61 MC)/ 11 Pz A18.20: (2-15, 110 Shu)/ 11 Pz A18.18: 119/ 11 Pz A24.19: 1x 20-4-3 Inf Div[252] -1 Step A23.19: 2T A21.16: 1x 18-0 HQ[46 Pz] A20.17: 6 SPs + 2T A20.19: (1-27, 2-27, 19)/ 19 Pz	B26.25: 3 SPs B23.24: 10 Anty/ 10 Mtr B22.23: (10 Rec, 20, MC)/ 10 Mtr B24.24: 41/ 10 Mtr B20.23: 3 SPs B5.29: 3 SPs + 1T	Turn: 6 Soviet: A39.31: 1x 6	6 Cav Bde	
A17.18: (1-15, 61 MC)/ 11 Pz A18.20: (2-15, 110 Shu)/ 11 Pz A18.18: 119/ 11 Pz A24.19: 1x 20-4-3 Inf Div[252] -1 Step A23.19: 2T A21.16: 1x 18-0 HQ[46 Pz] A20.17: 6 SPs + 2T A20.19: (1-27, 2-27, 19)/ 19 Pz A20.20: 74 Shu/ 19 Pz	B26.25: 3 SPs B23.24: 10 Anty/ 10 Mtr B22.23: (10 Rec, 20, MC)/ 10 Mtr B24.24: 41/ 10 Mtr B20.23: 3 SPs B5.29: 3 SPs + 1T B5.28: 1 Anty/ 1 Cav	Turn: 0 Soviet: A39.31: 1x 0 A39.30: 1x 1	6 Cav Bde 0-2-1 I	:[17]
A17.18: (1-15, 61 MC)/ 11 Pz A18.20: (2-15, 110 Shu)/ 11 Pz A18.18: 119/ 11 Pz A24.19: 1x 20-4-3 Inf Div[252] -1 Step A23.19: 2T A21.16: 1x 18-0 HQ[46 Pz] A20.17: 6 SPs + 2T A20.19: (1-27, 2-27, 19)/ 19 Pz A20.20: 74 Shu/ 19 Pz A20.21: (19 Rec, 73 Shu)/ 19 Pz	B26.25: 3 SPs B23.24: 10 Anty/ 10 Mtr B22.23: (10 Rec, 20, MC)/ 10 Mtr B24.24: 41/ 10 Mtr B20.23: 3 SPs B5.29: 3 SPs + 1T B5.28: 1 Anty/ 1 Cav B36.27: 5 MG Bn B34.29: 24 SPs + 3T	Turn: 0 Soviet: A39.31: 1x 0 A39.30: 1x 1	Cav Bde 0-2-1 I	:[17] nf Div[217] -1 Step,
A17.18: (1-15, 61 MC)/ 11 Pz A18.20: (2-15, 110 Shu)/ 11 Pz A18.18: 119/ 11 Pz A24.19: 1x 20-4-3 Inf Div[252] -1 Step A23.19: 2T A21.16: 1x 18-0 HQ[46 Pz] A20.17: 6 SPs + 2T A20.19: (1-27, 2-27, 19)/ 19 Pz A20.20: 74 Shu/ 19 Pz A20.21: (19 Rec, 73 Shu)/ 19 Pz A20.22: 2x Sg Artillery Bn[768 Sg, 833 Sg],	B26.25: 3 SPs B23.24: 10 Arty/ 10 Mtr B22.23: (10 Rec, 20, MC)/ 10 Mtr B24.24: 41/ 10 Mtr B20.23: 3 SPs B5.29: 3 SPs + 1T B5.28: 1 Arty/ 1 Cav B36.27: 5 MG Bn B34.29: 24 SPs + 3T B34.30: 1x 18-0 HQ[24 Pz]	Turn: (Soviet: A39.31: 1x (A39.30: 1x 1 1: A40.30: 16 S	Cav Bde 0-2-1 I x Artille	[17] nf Div[217] -1 Step, rry Bde
A17.18: (1-15, 61 MC)/ 11 Pz A18.20: (2-15, 110 Shu)/ 11 Pz A18.18: 119/ 11 Pz A24.19: 1x 20-4-3 Inf Div[252] -1 Step A23.19: 2T A21.16: 1x 18-0 HQ[46 Pz] A20.17: 6 SPs + 2T A20.19: (1-27, 2-27, 19)/ 19 Pz A20.20: 74 Shu/ 19 Pz A20.21: (19 Rec, 73 Shu)/ 19 Pz A20.22: 2x Sg Artillery Bn[768 Sg, 833 Sg], 8/3 Mtr	B26.25: 3 SPs B23.24: 10 Arty/ 10 Mtr B22.23: (10 Rec, 20, MC)/ 10 Mtr B24.24: 41/ 10 Mtr B20.23: 3 SPs B5.29: 3 SPs + 1T B5.28: 1 Arty/ 1 Cav B36.27: 5 MG Bn B34.29: 24 SPs + 3T B34.30: 1x 18-0 HQ[24 Pz] B32.33: Grossdeutschland Inf Rgt,	Turn: (Soviet: A39.31: 1x (A39.30: 1x 1 1: A40.30: 16 S A48.30: 1x 1	Cav Bde 0-2-1 I x Artille GPs 4-4-3 I	:[17] nf Div[217] -1 Step, ery Bde nf Div[6 Gds]
A17.18: (1-15, 61 MC)/ 11 Pz A18.20: (2-15, 110 Shu)/ 11 Pz A18.18: 119/ 11 Pz A24.19: 1x 20-4-3 Inf Div[252] -1 Step A23.19: 2T A21.16: 1x 18-0 HQ[46 Pz] A20.17: 6 SPs + 2T A20.19: (1-27, 2-27, 19)/ 19 Pz A20.20: 74 Shu/ 19 Pz A20.21: (19 Rec, 73 Shu)/ 19 Pz A20.22: 2x Sg Artillery Bn[768 Sg, 833 Sg], 8/3 Mtr A21.23: 4 SPs + 2T	B26.25: 3 SPs B23.24: 10 Arty/ 10 Mtr B22.23: (10 Rec, 20, MC)/ 10 Mtr B24.24: 41/ 10 Mtr B20.23: 3 SPs B5.29: 3 SPs + 1T B5.28: 1 Arty/ 1 Cav B36.27: 5 MG Bn B34.29: 24 SPs + 3T B34.30: 1x 18-0 HQ[24 Pz] B32.33: Grossdeutschland Inf Rgt, 1x Artillery Bn[440]	Turn: (Soviet: A39.31: 1x (A39.30: 1x 1 1: A40.30: 16 S A48.30: 1x 1 A48.31: 1x 1	Cav Bde 0-2-1 L x Artille SPs 4-4-3 L 2-4-6 T	[17] If Div[217] -1 Step, Try Bde If Div[6 Gds] k Bde
A17.18: (1-15, 61 MC)/ 11 Pz A18.20: (2-15, 110 Shu)/ 11 Pz A18.18: 119/ 11 Pz A24.19: 1x 20-4-3 Inf Div[252] -1 Step A23.19: 2T A21.16: 1x 18-0 HQ[46 Pz] A20.17: 6 SPs + 2T A20.19: (1-27, 2-27, 19)/ 19 Pz A20.20: 74 Shu/ 19 Pz A20.21: (19 Rec, 73 Shu)/ 19 Pz A20.22: 2x Sg Artillery Bn[768 Sg, 833 Sg], 8/3 Mtr A21.23: 4 SPs + 2T A21.22: 3 Arty/ 3 Mtr	B26.25: 3 SPs B23.24: 10 Arty/ 10 Mtr B22.23: (10 Rec, 20, MC)/ 10 Mtr B24.24: 41/ 10 Mtr B20.23: 3 SPs B5.29: 3 SPs + 1T B5.28: 1 Arty/ 1 Cav B36.27: 5 MG Bn B34.29: 24 SPs + 3T B34.30: 1x 18-0 HQ[24 Pz] B32.33: Grossdeutschland Inf Rgt, 1x Artillery Bn[440] B33.29: 2 Truck Points	Turn: (Soviet: A39.31: 1x (A39.30: 1x 1 1: A40.30: 16 S A48.30: 1x 1 A48.31: 1x 1 A49.30: 1x A	Cav Bde 0-2-1 I x Artille Ps 4-4-3 I 2-4-6 T Artillery	[17] Inf Div[217] -1 Step, Try Bde Inf Div[6 Gds] k Bde Bde
A17.18: (1-15, 61 MC)/ 11 Pz A18.20: (2-15, 110 Shu)/ 11 Pz A18.18: 119/ 11 Pz A24.19: 1x 20-4-3 Inf Div[252] -1 Step A23.19: 2T A21.16: 1x 18-0 HQ[46 Pz] A20.17: 6 SPs + 2T A20.19: (1-27, 2-27, 19)/ 19 Pz A20.20: 74 Shu/ 19 Pz A20.21: (19 Rec, 73 Shu)/ 19 Pz A20.22: 2x Sg Artillery Bn[768 Sg, 833 Sg], 8/3 Mtr A21.23: 4 SPs + 2T A21.22: 3 Arty/ 3 Mtr A20.25: 29/ 3 Mtr	B26.25: 3 SPs B23.24: 10 Arty/ 10 Mtr B22.23: (10 Rec, 20, MC)/ 10 Mtr B24.24: 41/ 10 Mtr B20.23: 3 SPs B5.29: 3 SPs + 1T B5.28: 1 Arty/ 1 Cav B36.27: 5 MG Bn B34.29: 24 SPs + 3T B34.30: 1x 18-0 HQ[24 Pz] B32.33: Grossdeutschland Inf Rgt, 1x Artillery Bn[440] B33.29: 2 Truck Points B30.27: 1x RR Rgt[1], Railhead Marker	Turn: (Soviet: A39.31: 1x (A39.30: 1x 1 1: A40.30: 16 S A48.30: 1x 1 A48.31: 1x 1 A49.30: 1x A	Cav Bde 0-2-1 I x Artille Ps 4-4-3 I 2-4-6 T Artillery Catyush	[17] Inf Div[217] -1 Step, Inf Div[6 Gds] Inf Bde Bde Bde Bde Bde
A17.18: (1-15, 61 MC)/ 11 Pz A18.20: (2-15, 110 Shu)/ 11 Pz A18.18: 119/ 11 Pz A24.19: 1x 20-4-3 Inf Div[252] -1 Step A23.19: 2T A21.16: 1x 18-0 HQ[46 Pz] A20.17: 6 SPs + 2T A20.19: (1-27, 2-27, 19)/ 19 Pz A20.20: 74 Shu/ 19 Pz A20.21: (19 Rec, 73 Shu)/ 19 Pz A20.22: 2x Sg Artillery Bn[768 Sg, 833 Sg], 8/3 Mtr A21.23: 4 SPs + 2T A21.22: 3 Arty/ 3 Mtr	B26.25: 3 SPs B23.24: 10 Arty/ 10 Mtr B22.23: (10 Rec, 20, MC)/ 10 Mtr B24.24: 41/ 10 Mtr B20.23: 3 SPs B5.29: 3 SPs + 1T B5.28: 1 Arty/ 1 Cav B36.27: 5 MG Bn B34.29: 24 SPs + 3T B34.30: 1x 18-0 HQ[24 Pz] B32.33: Grossdeutschland Inf Rgt, 1x Artillery Bn[440] B33.29: 2 Truck Points B30.27: 1x RR Rgt[1], Railhead Marker A12.01: 1x 20-4-3 Inf Div[296]	Turn: (Soviet: A39.31: 1x (A39.30: 1x 1 1: A40.30: 16 x A48.30: 1x 1 A48.31: 1x 1 A49.30: 1x A A49.31: 2x R A49.32: 2x A	Cav Bde 0-2-1 I x Artille EPs 4-4-3 I 2-4-6 T Artillery Catyush Artillery	i[17] Inf Div[217] -1 Step, Inf Div[6 Gds] k Bde Bde Bde Bde
A17.18: (1-15, 61 MC)/ 11 Pz A18.20: (2-15, 110 Shu)/ 11 Pz A18.18: 119/ 11 Pz A24.19: 1x 20-4-3 Inf Div[252] -1 Step A23.19: 2T A21.16: 1x 18-0 HQ[46 Pz] A20.17: 6 SPs + 2T A20.19: (1-27, 2-27, 19)/ 19 Pz A20.20: 74 Shu/ 19 Pz A20.20: 2x Sg Artillery Bn[768 Sg, 833 Sg], 8/3 Mtr A21.23: 4 SPs + 2T A21.22: 3 Arty/ 3 Mtr A20.25: 29/ 3 Mtr A20.25: (53 Rec, MC)/ 3 Mtr A22.28: 12 Truck Points	B26.25: 3 SPs B23.24: 10 Arty/ 10 Mtr B22.23: (10 Rec, 20, MC)/ 10 Mtr B24.24: 41/ 10 Mtr B20.23: 3 SPs B5.29: 3 SPs + 1T B5.28: 1 Arty/ 1 Cav B36.27: 5 MG Bn B34.29: 24 SPs + 3T B34.30: 1x 18-0 HQ[24 Pz] B32.33: Grossdeutschland Inf Rgt, 1x Artillery Bn[440] B33.29: 2 Truck Points B30.27: 1x RR Rgt[1], Railhead Marker A12.01: 1x 20-4-3 Inf Div[296] B11.34: 1x 20-4-3 Inf Div[17] -1 Step	Turn: (Soviet: A39.31: 1x C A39.30: 1x 1 1: A40.30: 16 S A48.30: 1x 1 A49.30: 1x A A49.30: 1x A	Cav Bde 0-2-1 I x Artille EPs 4-4-3 I 2-4-6 T Artillery Catyush Artillery nuck Poi	i[17] Inf Div[217] -1 Step, Inf Div[6 Gds] k Bde Bde Bde Bde
A17.18: (1-15, 61 MC)/ 11 Pz A18.20: (2-15, 110 Shu)/ 11 Pz A18.18: 119/ 11 Pz A24.19: 1x 20-4-3 Inf Div[252] -1 Step A23.19: 2T A21.16: 1x 18-0 HQ[46 Pz] A20.17: 6 SPs + 2T A20.19: (1-27, 2-27, 19)/ 19 Pz A20.20: 74 Shu/ 19 Pz A20.21: (19 Rec, 73 Shu)/ 19 Pz A20.22: 2x Sg Artillery Bn[768 Sg, 833 Sg], 8/3 Mtr A21.23: 4 SPs + 2T A21.22: 3 Arty/ 3 Mtr A20.25: 29/ 3 Mtr A20.25: (53 Rec, MC)/ 3 Mtr	B26.25: 3 SPs B23.24: 10 Arty/ 10 Mtr B22.23: (10 Rec, 20, MC)/ 10 Mtr B24.24: 41/ 10 Mtr B20.23: 3 SPs B5.29: 3 SPs + 1T B5.28: 1 Arty/ 1 Cav B36.27: 5 MG Bn B34.29: 24 SPs + 3T B34.30: 1x 18-0 HQ[24 Pz] B32.33: Grossdeutschland Inf Rgt, 1x Artillery Bn[440] B33.29: 2 Truck Points B30.27: 1x RR Rgt[1], Railhead Marker A12.01: 1x 20-4-3 Inf Div[296] B11.34: 1x 20-4-3 Inf Div[296] B11.33: 1x 20-4-3 Inf Div[260] -1 Step	Turn: (Soviet: A39.31: 1x C A39.30: 1x 1 1: A40.30: 16 S A48.30: 1x 1 A49.30: 1x 1 A49.30: 2x R A50.31: 2 Tr A51.31: 8 S	Cav Bde 0-2-1 I X Artille EPs 4-4-3 I 2-4-6 T Artillery Catyush Artillery puck Poi	i[17] Inf Div[217] -1 Step, Inf Div[6 Gds] Inf Bde Bde Bde Bde Bde Bde Bde
A17.18: (1-15, 61 MC)/ 11 Pz A18.20: (2-15, 110 Shu)/ 11 Pz A18.18: 119/ 11 Pz A24.19: 1x 20-4-3 Inf Div[252] -1 Step A23.19: 2T A21.16: 1x 18-0 HQ[46 Pz] A20.17: 6 SPs + 2T A20.19: (1-27, 2-27, 19)/ 19 Pz A20.20: 74 Shu/ 19 Pz A20.20: 2x Sg Artillery Bn[768 Sg, 833 Sg], 8/3 Mtr A21.23: 4 SPs + 2T A21.22: 3 Arty/ 3 Mtr A20.25: 29/ 3 Mtr A20.25: (53 Rec, MC)/ 3 Mtr A22.28: 12 Truck Points	B26.25: 3 SPs B23.24: 10 Arty/ 10 Mtr B22.23: (10 Rec, 20, MC)/ 10 Mtr B24.24: 41/ 10 Mtr B20.23: 3 SPs B5.29: 3 SPs + 1T B5.28: 1 Arty/ 1 Cav B36.27: 5 MG Bn B34.29: 24 SPs + 3T B34.30: 1x 18-0 HQ[24 Pz] B32.33: Grossdeutschland Inf Rgt, 1x Artillery Bn[440] B33.29: 2 Truck Points B30.27: 1x RR Rgt[1], Railhead Marker A12.01: 1x 20-4-3 Inf Div[296] B11.34: 1x 20-4-3 Inf Div[17] - 1 Step B11.33: 1x 20-4-3 Inf Div[260] - 1 Step B8.32: 1x 12-0 HQ[13]	Turn: (Soviet: A39.31: 1x C A39.30: 1x 1 1: A40.30: 16 S A48.30: 1x 1 A49.30: 1x 1 A49.30: 1x 2 A49.30: 2x A A50.31: 2 Tr A51.31: 8 SB A52.27: 50 A	Cav Bde 0-2-1 I Cav Bde 0-2-1 I Cav Bde Cav	i[17] Inf Div[217] -1 Step, Inf Div[6 Gds] Inf Bde Bde Bde Bde Bde Bde Bde
A17.18: (1-15, 61 MC)/ 11 Pz A18.20: (2-15, 110 Shu)/ 11 Pz A18.18: 119/ 11 Pz A24.19: 1x 20-4-3 Inf Div[252] -1 Step A23.19: 2T A21.16: 1x 18-0 HQ[46 Pz] A20.17: 6 SPs + 2T A20.19: (1-27, 2-27, 19)/ 19 Pz A20.20: 74 Shu/ 19 Pz A20.21: (19 Rec, 73 Shu)/ 19 Pz A20.22: 2x Sg Artillery Bn[768 Sg, 833 Sg], 8/3 Mtr A21.23: 4 SPs + 2T A21.22: 3 Arty/ 3 Mtr A20.25: 29/ 3 Mtr A20.25: 29/ 3 Mtr A22.25: (53 Rec, MC)/ 3 Mtr A22.28: 12 Truck Points A20.28: (2 MC, 2 Shu)/ 2 Pz A20.29: 2-3/ 2 Pz	B26.25: 3 SPs B23.24: 10 Arty/ 10 Mtr B22.23: (10 Rec, 20, MC)/ 10 Mtr B24.24: 41/ 10 Mtr B20.23: 3 SPs B5.29: 3 SPs + 1T B5.28: 1 Arty/ 1 Cav B36.27: 5 MG Bn B34.29: 24 SPs + 3T B34.30: 1x 18-0 HQ[24 Pz] B32.33: Grossdeutschland Inf Rgt, 1x Artillery Bn[440] B33.29: 2 Truck Points B30.27: 1x RR Rgt[1], Railhead Marker A12.01: 1x 20-4-3 Inf Div[296] B11.34: 1x 20-4-3 Inf Div[260] -1 Step B8.32: 1x 12-0 HQ[13] B7.30: 2/ 1 Cav	Turn: (A39.31: 1x CA39.30: 1x 1 1: A40.30: 16 SA48.30: 1x 1 A49.30: 1x 1 A49.30: 1x 2 A50.31: 2 Tr A51.31: 8 ST A52.27: 50 A53.28: 10 ST A53.2	Cav Bde 0-2-1 L x Artille GPs 4-4-3 L 2-4-6 T Artillery Catyush Artillery uck Poi Ps + 3T Army H	[17] Inf Div[217] -1 Step, Inf Div[6 Gds] Inf Bde Inf
A17.18: (1-15, 61 MC)/ 11 Pz A18.20: (2-15, 110 Shu)/ 11 Pz A18.18: 119/ 11 Pz A24.19: 1x 20-4-3 Inf Div[252] -1 Step A23.19: 2T A21.16: 1x 18-0 HQ[46 Pz] A20.17: 6 SPs + 2T A20.19: (1-27, 2-27, 19)/ 19 Pz A20.20: 74 Shu/ 19 Pz A20.21: (19 Rec, 73 Shu)/ 19 Pz A20.22: 2x Sg Artillery Bn[768 Sg, 833 Sg], 8/3 Mtr A21.23: 4 SPs + 2T A21.22: 3 Arty/ 3 Mtr A20.25: 29/ 3 Mtr A20.25: (53 Rec, MC)/ 3 Mtr A22.28: 12 Truck Points A20.28: (2 MC, 2 Shu)/ 2 Pz A20.29: 2-3/ 2 Pz A21.29: 74/ 2 Pz	B26.25: 3 SPs B23.24: 10 Arty/ 10 Mtr B22.23: (10 Rec, 20, MC)/ 10 Mtr B24.24: 41/ 10 Mtr B20.23: 3 SPs B5.29: 3 SPs + 1T B5.28: 1 Arty/ 1 Cav B36.27: 5 MG Bn B34.29: 24 SPs + 3T B34.30: 1x 18-0 HQ[24 Pz] B32.33: Grossdeutschland Inf Rgt, 1x Artillery Bn[440] B33.29: 2 Truck Points B30.27: 1x RR Rgt[1], Railhead Marker A12.01: 1x 20-4-3 Inf Div[296] B11.34: 1x 20-4-3 Inf Div[17] - 1 Step B11.33: 1x 20-4-3 Inf Div[260] - 1 Step B8.32: 1x 12-0 HQ[13]	Turn: (A39.31: 1x CA39.30: 1x 1 1: A40.30: 16 SA48.30: 1x 1 A49.30: 1x 1 A49.30: 1x 2 A49.31: 2x 3 A50.31: 2 Tr A51.31: 8 SI A52.27: 50 A53.28: 10 SA53.32: 16 Tr	Cav Bde 0-2-1 L x Artiller 2-4-6 T Artillery Catyush Artillery nuck Poi Ps + 3T Army H	[17] Inf Div[217] -1 Step, Inf Div[6 Gds] Inf Bde Inf
A17.18: (1-15, 61 MC)/ 11 Pz A18.20: (2-15, 110 Shu)/ 11 Pz A18.18: 119/ 11 Pz A24.19: 1x 20-4-3 Inf Div[252] -1 Step A23.19: 2T A21.16: 1x 18-0 HQ[46 Pz] A20.17: 6 SPs + 2T A20.19: (1-27, 2-27, 19)/ 19 Pz A20.20: 74 Shu/ 19 Pz A20.21: (19 Rec, 73 Shu)/ 19 Pz A20.22: 2x Sg Artillery Bn[768 Sg, 833 Sg], 8/3 Mtr A21.23: 4 SPs + 2T A21.22: 3 Arty/ 3 Mtr A20.25: 29/ 3 Mtr A20.25: (53 Rec, MC)/ 3 Mtr A22.25: (53 Rec, MC)/ 3 Mtr A22.28: 12 Truck Points A20.28: (2 MC, 2 Shu)/ 2 Pz A20.29: 2-3/ 2 Pz A20.29: 74/ 2 Pz A22.30: (1-3, 304 Shu)/ 2 Pz	B26.25: 3 SPs B23.24: 10 Arty/ 10 Mtr B22.23: (10 Rec, 20, MC)/ 10 Mtr B24.24: 41/ 10 Mtr B20.23: 3 SPs B5.29: 3 SPs + 1T B5.28: 1 Arty/ 1 Cav B36.27: 5 MG Bn B34.29: 24 SPs + 3T B34.30: 1x 18-0 HQ[24 Pz] B32.33: Grossdeutschland Inf Rgt, 1x Artillery Bn[440] B33.29: 2 Truck Points B30.27: 1x RR Rgt[1], Railhead Marker A12.01: 1x 20-4-3 Inf Div[296] B11.34: 1x 20-4-3 Inf Div[260] -1 Step B8.32: 1x 12-0 HQ[13] B7.30: 2/ 1 Cav	Turn: (A39.31: 1x CA39.30: 1x 1 A40.30: 16 SA48.30: 1x 1 A48.30: 1x 1 A49.30: 1x A49.30: 1x A49.31: 2x A49.32: 2x A50.31: 2 TA51.31: 8 SYA52.27: 50 A53.28: 10 SYA53.32: 16 TA54.33: Stal	Cav Bde 0-2-1 Is x Artille SPs 4-4-3 Is 2-4-6 The Artillery Catyush Artillery Catyush Artillery Catyush Artillery Catyush Artillery Catyush Ca	i[17] Inf Div[217] -1 Step, Inf Div[6 Gds] Inf Bde Bde Bde Bde Bde Bde Bde Ond Bde Bde Ond
A17.18: (1-15, 61 MC)/ 11 Pz A18.20: (2-15, 110 Shu)/ 11 Pz A18.18: 119/ 11 Pz A24.19: 1x 20-4-3 Inf Div[252] -1 Step A23.19: 2T A21.16: 1x 18-0 HQ[46 Pz] A20.17: 6 SPs + 2T A20.19: (1-27, 2-27, 19)/ 19 Pz A20.20: 74 Shu/ 19 Pz A20.21: (19 Rec, 73 Shu)/ 19 Pz A20.22: 2x Sg Artillery Bn[768 Sg, 833 Sg], 8/3 Mtr A21.23: 4 SPs + 2T A21.22: 3 Arty/ 3 Mtr A20.25: 29/ 3 Mtr A22.25: (53 Rec, MC)/ 3 Mtr A22.28: 12 Truck Points A20.28: (2 MC, 2 Shu)/ 2 Pz A20.29: 2-3/ 2 Pz A21.29: 74/ 2 Pz A22.30: (1-3, 304 Shu)/ 2 Pz A23.28: 4 SPs	B26.25: 3 SPs B23.24: 10 Arty/ 10 Mtr B22.23: (10 Rec, 20, MC)/ 10 Mtr B24.24: 41/ 10 Mtr B20.23: 3 SPs B5.29: 3 SPs + 1T B5.28: 1 Arty/ 1 Cav B36.27: 5 MG Bn B34.29: 24 SPs + 3T B34.30: 1x 18-0 HQ[24 Pz] B32.33: Grossdeutschland Inf Rgt, 1x Artillery Bn[440] B33.29: 2 Truck Points B30.27: 1x RR Rgt[1], Railhead Marker A12.01: 1x 20-4-3 Inf Div[296] B11.34: 1x 20-4-3 Inf Div[17] -1 Step B11.39: 1x 20-4-3 Inf Div[260] -1 Step B8.32: 1x 12-0 HQ[13] B7.30: 2/1 Cav B6.26: 1/1 Cav (Cav Type)	Turn: (A39.31: 1x CA39.30: 1x 1 1: A40.30: 16 SA48.30: 1x 1 A49.30: 1x 1 A49.30: 1x 2 A49.31: 2x 3 A50.31: 2 Tr A51.31: 8 SI A52.27: 50 A53.28: 10 SA53.32: 16 Tr	Cav Bde 0-2-1 Is x Artille SPs 4-4-3 Is 2-4-6 The Artillery Catyush Artillery Catyush Artillery Catyush Artillery Catyush Artillery Catyush Ca	i[17] Inf Div[217] -1 Step, Inf Div[6 Gds] Inf Bde Bde Bde Bde Bde Bde Bde Ond Bde Bde Ond
A17.18: (1-15, 61 MC)/ 11 Pz A18.20: (2-15, 110 Shu)/ 11 Pz A18.18: 119/ 11 Pz A24.19: 1x 20-4-3 Inf Div[252] -1 Step A23.19: 2T A21.16: 1x 18-0 HQ[46 Pz] A20.17: 6 SPs + 2T A20.19: (1-27, 2-27, 19)/ 19 Pz A20.20: 74 Shu/ 19 Pz A20.21: (19 Rec, 73 Shu)/ 19 Pz A20.22: 2x Sg Artillery Bn[768 Sg, 833 Sg], 8/3 Mtr A21.23: 4 SPs + 2T A21.22: 3 Arty/ 3 Mtr A20.25: 29/ 3 Mtr A20.25: (53 Rec, MC)/ 3 Mtr A20.28: (2 MC, 2 Shu)/ 2 Pz A20.29: 2-3/ 2 Pz A20.29: 2-3/ 2 Pz A21.29: 74/ 2 Pz A22.30: (1-3, 304 Shu)/ 2 Pz A23.28: 4 SPs A23.29: 1x 18-0 HQ[40 Pz]	B26.25: 3 SPs B23.24: 10 Arty/ 10 Mtr B22.23: (10 Rec, 20, MC)/ 10 Mtr B24.24: 41/ 10 Mtr B20.23: 3 SPs B5.29: 3 SPs + 1T B5.28: 1 Arty/ 1 Cav B36.27: 5 MG Bn B34.29: 24 SPs + 3T B34.30: 1x 18-0 HQ[24 Pz] B32.33: Grossdeutschland Inf Rgt, 1x Artillery Bn[440] B33.29: 2 Truck Points B30.27: 1x RR Rgt[1], Railhead Marker A12.01: 1x 20-4-3 Inf Div[296] B11.34: 1x 20-4-3 Inf Div[296] B11.33: 1x 20-4-3 Inf Div[27] -1 Step B8.32: 1x 12-0 HQ[13] B7.30: 2/1 Cav B6.26: 1/1 Cav (Cav Type) B6.27: 22/1 Cav B6.28: 21/1 Cav	Turn: (A39.31: 1x C A39.30: 1x 1 1: A40.30: 16 S A48.30: 1x 1 A49.30: 1x A A49.31: 2x R A49.31: 2x R A50.31: 2 Tr A51.31: 8 SR A52.27: 50 A A53.32: 16 T A54.33: Stal A55.32: 34 S A52.14: 22 S	Cav Bde 0-2-1 In x Artilled SPs 4-4-3 In 2-4-6 The Artillery Catyush Artillery Artill	af Div[217] -1 Step, ary Bde and Div[6 Gds] be Bde and Bde
A17.18: (1-15, 61 MC)/ 11 Pz A18.20: (2-15, 110 Shu)/ 11 Pz A18.18: 119/ 11 Pz A24.19: 1x 20-4-3 Inf Div[252] -1 Step A23.19: 2T A21.16: 1x 18-0 HQ[46 Pz] A20.17: 6 SPs + 2T A20.19: (1-27, 2-27, 19)/ 19 Pz A20.20: 74 Shu/ 19 Pz A20.21: (19 Rec, 73 Shu)/ 19 Pz A20.22: 2x Sg Artillery Bn[768 Sg, 833 Sg], 8/3 Mtr A21.23: 4 SPs + 2T A21.22: 3 Arty/ 3 Mtr A20.25: 29/ 3 Mtr A20.25: (25 Rec, MC)/ 3 Mtr A20.25: (25 Rec, MC)/ 3 Mtr A20.28: (2 MC, 2 Shu)/ 2 Pz A20.29: 2-3/ 2 Pz A21.29: 74/ 2 Pz A22.30: (1-3, 304 Shu)/ 2 Pz A23.28: 4 SPs A23.29: 1x 18-0 HQ[40 Pz] A23.32: 112 Shu/ 20 Pz	B26.25: 3 SPs B23.24: 10 Arty/ 10 Mtr B22.23: (10 Rec, 20, MC)/ 10 Mtr B24.24: 41/ 10 Mtr B20.23: 3 SPs B5.29: 3 SPs + 1T B5.28: 1 Arty/ 1 Cav B36.27: 5 MG Bn B34.29: 24 SPs + 3T B34.30: 1x 18-0 HQ[24 Pz] B32.33: Grossdeutschland Inf Rgt, 1x Artillery Bn[440] B33.29: 2 Truck Points B30.27: 1x RR Rgt[1], Railhead Marker A12.01: 1x 20-4-3 Inf Div[296] B11.34: 1x 20-4-3 Inf Div[17] -1 Step B11.33: 1x 20-4-3 Inf Div[260] -1 Step B8.32: 1x 12-0 HQ[13] B7.30: 2/1 Cav B6.26: 1/1 Cav (Cav Type) B6.27: 22/1 Cav B6.28: 21/1 Cav (Bicycle Type)	Turn: (A39.31: 1x C A39.30: 1x 1 1: A40.30: 16 S A48.30: 1x 1 A49.30: 1x A A49.31: 2x R A49.31: 2x R A50.31: 2 Tr A51.31: 8 SR A52.27: 50 A A53.32: 16 T A54.33: Stal A55.32: 34 S A52.14: 22 S	Cav Bde 0-2-1 In x Artilled SPs 4-4-3 In 2-4-6 The Artillery Catyush Artillery Artill	af Div[217] -1 Step, ary Bde and Div[6 Gds] be Bde and Bde
A17.18: (1-15, 61 MC)/ 11 Pz A18.20: (2-15, 110 Shu)/ 11 Pz A18.18: 119/ 11 Pz A24.19: 1x 20-4-3 Inf Div[252] -1 Step A23.19: 2T A21.16: 1x 18-0 HQ[46 Pz] A20.17: 6 SPs + 2T A20.19: (1-27, 2-27, 19)/ 19 Pz A20.20: 74 Shu/ 19 Pz A20.20: 2x Sg Artillery Bn[768 Sg, 833 Sg], 8/3 Mtr A21.23: 4 SPs + 2T A21.22: 3 Arty/ 3 Mtr A20.25: 29/ 3 Mtr A20.25: (53 Rec, MC)/ 3 Mtr A20.25: (53 Rec, MC)/ 3 Mtr A20.28: (2 MC, 2 Shu)/ 2 Pz A20.29: 2-3/ 2 Pz A20.29: 2-3/ 2 Pz A21.29: 74/ 2 Pz A22.30: (1-3, 304 Shu)/ 2 Pz A23.28: 4 SPs A23.29: 1x 18-0 HQ[40 Pz] A23.32: 112 Shu/ 20 Pz A23.34: (2-21, 59 Shu)/ 20 Pz	B26.25: 3 SPs B23.24: 10 Arty/ 10 Mtr B22.23: (10 Rec, 20, MC)/ 10 Mtr B24.24: 41/ 10 Mtr B20.23: 3 SPs B5.29: 3 SPs + 1T B5.28: 1 Arty/ 1 Cav B36.27: 5 MG Bn B34.29: 24 SPs + 3T B34.30: 1x 18-0 HQ[24 Pz] B32.33: Grossdeutschland Inf Rgt, 1x Artillery Bn[440] B33.29: 2 Truck Points B30.27: 1x RR Rgt[1], Railhead Marker A12.01: 1x 20-4-3 Inf Div[296] B11.34: 1x 20-4-3 Inf Div[17] -1 Step B11.33: 1x 20-4-3 Inf Div[260] -1 Step B8.32: 1x 12-0 HQ[13] B7.30: 2/1 Cav B6.26: 1/1 Cav (Cav Type) B6.27: 22/1 Cav B6.28: 21/1 Cav (Bicycle Type) B10.23: 1x 20-4-3 Inf Div[95]	Turn: (A39.31: 1x C A39.30: 1x 1 1: A40.30: 16 S A48.30: 1x 1 A49.30: 1x A A49.31: 2x k A49.31: 2x k A50.31: 2 Tr A51.31: 8 SR A52.27: 50 A A53.28: 10 S A53.32: 16 T A54.33: Stal A55.32: 34 S A52.14: 22 S A51.11: 1x 1	Cav Bde 0-2-1 In x Artilled Ps 4-4-3 In 2-4-6 The Artillery Catyush Artillery Catyush Artillery For Hoses Fruck Point SPs 171 SPs 171 SPs 171 4-3-3 In	a:[17] Inf Div[217] -1 Step, Inf Div[6 Gds] Inf Bde Inf Bde Inf Bde Inf Bde Inf Bde Inf Div[117]
A17.18: (1-15, 61 MC)/ 11 Pz A18.20: (2-15, 110 Shu)/ 11 Pz A18.18: 119/ 11 Pz A24.19: 1x 20-4-3 Inf Div[252] -1 Step A23.19: 2T A21.16: 1x 18-0 HQ[46 Pz] A20.17: 6 SPs + 2T A20.19: (1-27, 2-27, 19)/ 19 Pz A20.20: 74 Shu/ 19 Pz A20.21: (19 Rec, 73 Shu)/ 19 Pz A20.22: 2x Sg Artillery Bn[768 Sg, 833 Sg], 8/3 Mtr A21.23: 4 SPs + 2T A21.22: 3 Arty/ 3 Mtr A20.25: 29/ 3 Mtr A20.25: 29/ 3 Mtr A20.25: (25/ 3 Rec, MC)/ 3 Mtr A20.25: (25/ 3 Rec, MC)/ 2 Pz A20.29: 2-3/ 2 Pz A20.29: 2-3/ 2 Pz A21.29: 74/ 2 Pz A22.30: (1-3, 304 Shu)/ 2 Pz A23.28: 4 SPs A23.29: 1x 18-0 HQ[40 Pz] A23.32: 112 Shu/ 20 Pz A23.35: 92 Rec/ 20 Pz A23.35: 92 Rec/ 20 Pz	B26.25: 3 SPs B23.24: 10 Arty/ 10 Mtr B22.23: (10 Rec, 20, MC)/ 10 Mtr B24.24: 41/ 10 Mtr B20.23: 3 SPs B5.29: 3 SPs + 1T B5.28: 1 Arty/ 1 Cav B36.27: 5 MG Bn B34.29: 24 SPs + 3T B34.30: 1x 18-0 HQ[24 Pz] B32.33: Grossdeutschland Inf Rgt, 1x Artillery Bn[440] B33.29: 2 Truck Points B30.27: 1x RR Rgt[1], Railhead Marker A12.01: 1x 20-4-3 Inf Div[296] B11.34: 1x 20-4-3 Inf Div[17] -1 Step B11.33: 1x 20-4-3 Inf Div[260] -1 Step B8.32: 1x 12-0 HQ[13] B7.30: 2/ 1 Cav B6.26: 1/ 1 Cav (Cav Type) B6.27: 22/ 1 Cav B6.28: 21/ 1 Cav (Bicycle Type) B10.23: 1x 20-4-3 Inf Div[95] B10.19: 3 SPs	Turn: (A39.31: 1x C A39.30: 1x 1 A40.30: 16 S A48.30: 1x 1 A49.30: 1x 1 A49.30: 1x 2 A49.30: 2x A A50.31: 2 Tr A51.31: 8 SR A52.27: 50 A A53.28: 10 S A53.32: 16 T A54.33: Stall A55.32: 34 S A52.14: 22 S A51.11: 1x 1 A51.12: 3 A	Cav Bde 0-2-1 In x Artille Ps 4-4-3 In 2-4-6 The Artillery Catyush Artillery Arti	af Div[217] -1 Step, cry Bde of Div[6 Gds] k Bde Bde a Bde ints Q Dints f Div[117] c, 1x Artillery Bde
A17.18: (1-15, 61 MC)/ 11 Pz A18.20: (2-15, 110 Shu)/ 11 Pz A18.18: 119/ 11 Pz A24.19: 1x 20-4-3 Inf Div[252] -1 Step A23.19: 2T A21.16: 1x 18-0 HQ[46 Pz] A20.17: 6 SPs + 2T A20.19: (1-27, 2-27, 19)/ 19 Pz A20.20: 74 Shu/ 19 Pz A20.21: (19 Rec, 73 Shu)/ 19 Pz A20.22: 2x Sg Artillery Bn[768 Sg, 833 Sg], 8/3 Mtr A21.23: 4 SPs + 2T A21.22: 3 Arty/ 3 Mtr A20.25: 29/ 3 Mtr A20.25: 29/ 3 Mtr A22.25: (53 Rec, MC)/ 3 Mtr A22.25: (53 Rec, MC)/ 3 Mtr A22.26: 12 Truck Points A20.28: (2 MC, 2 Shu)/ 2 Pz A20.29: 2-3/ 2 Pz A21.29: 74/ 2 Pz A22.30: (1-3, 304 Shu)/ 2 Pz A23.28: 14 SPs A23.29: 1x 18-0 HQ[40 Pz] A23.32: 112 Shu/ 20 Pz A23.35: 92 Rec/ 20 Pz A24.30: 92/ 20 Pz A24.30: 92/ 20 Pz	B26.25: 3 SPs B23.24: 10 Arty/ 10 Mtr B22.23: (10 Rec, 20, MC)/ 10 Mtr B24.24: 41/ 10 Mtr B20.23: 3 SPs B5.29: 3 SPs + 1T B5.28: 1 Arty/ 1 Cav B36.27: 5 MG Bn B34.29: 24 SPs + 3T B34.30: 1x 18-0 HQ[24 Pz] B32.33: Grossdeutschland Inf Rgt, 1x Artillery Bn[440] B33.29: 2 Truck Points B30.27: 1x RR Rgt[1], Railhead Marker A12.01: 1x 20-4-3 Inf Div[296] B11.34: 1x 20-4-3 Inf Div[296] B11.33: 1x 20-4-3 Inf Div[260] -1 Step B8.32: 1x 12-0 HQ[13] B7.30: 2/1 Cav B6.26: 1/1 Cav (Cav Type) B6.27: 22/1 Cav B5.27: 1/1 Cav (Bicycle Type) B10.23: 1x 20-4-3 Inf Div[95] B10.19: 3 SPs B12.20: 1x 12-0 HQ[35]	Turn: (A39.31: 1x C A39.30: 1x 1 A40.30: 16 S A48.30: 1x 1 A49.30: 1x 1 A49.30: 2x R A50.31: 2 Tr A51.31: 8 SR A52.27: 50 R A53.32: 16 T A54.33: Stall A55.32: 34 S A52.14: 22 S A51.11: 1x 1 A51.12: 3 Ar A49.12: 1x 7	Cav Bde 0-2-1 In x Artille Cav Artillery 4-4-3 In 2-4-6 The Artillery Catyush Artillery Artille	af Div[217] -1 Step, ary Bde af Div[6 Gds] k Bde a Bde a Bde a Bde onts Q points f af Div[117] b, 1x Artillery Bde an Inf Div[194 Mtn]
A17.18: (1-15, 61 MC)/ 11 Pz A18.20: (2-15, 110 Shu)/ 11 Pz A18.18: 119/ 11 Pz A24.19: 1x 20-4-3 Inf Div[252] -1 Step A23.19: 2T A21.16: 1x 18-0 HQ[46 Pz] A20.17: 6 SPs + 2T A20.19: (1-27, 2-27, 19)/ 19 Pz A20.20: 74 Shu/ 19 Pz A20.21: (19 Rec, 73 Shu)/ 19 Pz A20.22: 2x Sg Artillery Bn[768 Sg, 833 Sg], 8/3 Mtr A21.23: 4 SPs + 2T A21.22: 3 Arty/3 Mtr A20.25: 29/3 Mtr A20.25: 29/3 Mtr A20.25: (253 Rec, MC)/3 Mtr A22.25: (53 Rec, MC)/3 Mtr A22.28: 12 Truck Points A20.28: (2 MC, 2 Shu)/2 Pz A20.29: 2-3/2 Pz A21.29: 74/2 Pz A22.30: (1-3, 304 Shu)/2 Pz A23.28: 18 SPs A23.29: 1x 18-0 HQ[40 Pz] A23.32: 112 Shu/20 Pz A23.34: (2-21, 59 Shu)/20 Pz A23.35: 92 Rec/ 20 Pz A24.30: 92/20 Pz A25.32: (20 MC, 1-21, 3-21)/20 Pz	B26.25: 3 SPs B23.24: 10 Arty/ 10 Mtr B22.23: (10 Rec, 20, MC)/ 10 Mtr B24.24: 41/ 10 Mtr B20.23: 3 SPs B5.29: 3 SPs + 1T B5.28: 1 Arty/ 1 Cav B36.27: 5 MG Bn B34.29: 24 SPs + 3T B34.30: 1x 18-0 HQ[24 Pz] B32.33: Grossdeutschland Inf Rgt, 1x Artillery Bn[440] B33.29: 2 Truck Points B30.27: 1x RR Rgt[1], Railhead Marker A12.01: 1x 20-4-3 Inf Div[296] B11.34: 1x 20-4-3 Inf Div[17] -1 Step B11.33: 1x 20-4-3 Inf Div[260] -1 Step B8.32: 1x 12-0 HQ[13] B7.30: 2/1 Cav B6.26: 1/1 Cav (Cav Type) B6.27: 22/1 Cav B6.28: 21/1 Cav (Bicycle Type) B10.23: 1x 20-4-3 Inf Div[95] B10.19: 3 SPs B12.20: 1x 12-0 HQ[35] B12.23: 1x 20-4-3 Inf Div[112]	Turn: (A39.31: 1x C A39.30: 1x 1 A40.30: 16 S A48.30: 1x 1 A49.30: 1x 1 A49.30: 1x 2x A49.31: 2x R A50.31: 2 Tr A51.31: 8 SR A52.27: 50 A A53.28: 10 S A53.32: 16 T A54.33: Stall A55.32: 34 S A52.14: 22 S A51.11: 1x 1 A51.12: 3 A A49.12: 1x 7 A51.13: 4 Tr	Cav Bde 0-2-1 In x Artille Ps 4-4-3 In 2-4-6 The Artillery Catyush Artillery Artille	af Div[217] -1 Step, cry Bde of Div[6 Gds] k Bde Bde a Bde ints Q points ff Div[117] g, 1x Artillery Bde tm Inf Div[194 Mtn] ints
A17.18: (1-15, 61 MC)/ 11 Pz A18.20: (2-15, 110 Shu)/ 11 Pz A18.18: 119/ 11 Pz A24.19: 1x 20-4-3 Inf Div[252] -1 Step A23.19: 2T A21.16: 1x 18-0 HQ[46 Pz] A20.17: 6 SPs + 2T A20.19: (1-27, 2-27, 19)/ 19 Pz A20.20: 74 Shu/ 19 Pz A20.21: (19 Rec, 73 Shu)/ 19 Pz A20.22: 2x Sg Artillery Bn[768 Sg, 833 Sg], 8/3 Mtr A21.23: 4 SPs + 2T A21.22: 3 Arty/3 Mtr A20.25: 29/3 Mtr A20.25: 29/3 Mtr A20.25: (253 Rec, MC)/3 Mtr A22.25: (53 Rec, MC)/3 Mtr A22.28: 12 Truck Points A20.28: (2 MC, 2 Shu)/2 Pz A20.29: 2-3/2 Pz A21.29: 74/2 Pz A22.30: (1-3, 304 Shu)/2 Pz A23.28: 18 SPs A23.29: 1x 18-0 HQ[40 Pz] A23.32: 112 Shu/20 Pz A23.34: (2-21, 59 Shu)/20 Pz A23.35: 92 Rec/ 20 Pz A24.30: 92/20 Pz A25.32: (20 MC, 1-21, 3-21)/20 Pz	B26.25: 3 SPs B23.24: 10 Arty/ 10 Mtr B22.23: (10 Rec, 20, MC)/ 10 Mtr B24.24: 41/ 10 Mtr B20.23: 3 SPs B5.29: 3 SPs + 1T B5.28: 1 Arty/ 1 Cav B36.27: 5 MG Bn B34.29: 24 SPs + 3T B34.30: 1x 18-0 HQ[24 Pz] B32.33: Grossdeutschland Inf Rgt, 1x Artillery Bn[440] B33.29: 2 Truck Points B30.27: 1x RR Rgt[1], Railhead Marker A12.01: 1x 20-4-3 Inf Div[296] B11.34: 1x 20-4-3 Inf Div[17] -1 Step B11.33: 1x 20-4-3 Inf Div[260] -1 Step B8.32: 1x 12-0 HQ[13] B7.30: 2/1 Cav B6.26: 1/1 Cav (Cav Type) B6.27: 22/1 Cav B6.28: 21/1 Cav (Bicycle Type) B10.23: 1x 20-4-3 Inf Div[95] B10.19: 3 SPs B12.20: 1x 12-0 HQ[35] B12.23: 1x 20-4-3 Inf Div[12] B14.23: 1x 20-4-3 Inf Div[293] -1 Step	Turn: (A39.31: 1x CA39.30: 1x 1 1: A40.30: 16 SA48.30: 1x 1 A49.30: 1x 1 A49.30: 1x 2 A50.31: 2 Tr A51.31: 8 SF A52.27: 50 A53.32: 16 Tr A54.33: Stall A55.32: 34 Sr A52.14: 22 Sr A51.11: 1x 1 A51.12: 3 Ar A49.12: 1x 7 A51.13: 4 Tr A46.25: 1x 1 A46.25: 1x 1 A54.33: Tr A46.25: 1x 1 A55.32: 3 Ar A49.12: 1x 7 A51.13: 4 Tr A46.25: 1x 1 A54.33: Tr A46.25: 1x 1 A55.32: 3 Ar A49.12: 1x 7 A54.25: 1x 1 A54.33: Tr A46.25: 1x 1 A55.32: 3 Ar A49.12: 1x 7 A54.25: 1x 1 A55.32: 3 Ar A49.12: 1x 7 A55.13: 4 Tr A46.25: 1x 1 A55.32: 3 Ar A49.12: 1x 7 A55.13: 4 Tr A46.25: 1x 1 A55.32: 3 Ar A49.12: 1x 7 A55.13: 4 Tr A46.25: 1x 1 A55.32: 3 Ar A49.12: 1x 7 A55.13: 4 Tr A46.25: 1x 1 A55.32: 3 Ar A49.12: 1x 7 A55.13: 4 Tr A46.25: 1x 1 A55.32: 3 Ar A49.12: 1x 7 A55.13: 4 Tr A46.25: 1x 1 A55.32: 3 Ar A49.12: 1x 7 A55.13: 4 Tr A46.25: 1x 1 A55.32: 3 Ar A49.22: 1x 7 A55.13: 4 Tr A46.25: 1x 1 A55.32: 3 Ar A49.22: 1x 7 A55.13: 4 Tr A46.25: 1x 1 A55.32: 3 Ar A49.22: 1x 7 A55.13: 4 Tr A46.25: 1x 1 A55.32: 3 Ar A49.22: 1x 7 A55.13: 4 Tr A46.25: 1x 1 A55.32: 3 Ar A49.22: 1x 7 A55.13: 4 Tr A46.25: 1x 1 A55.32: 3 Ar A49.22: 1x 7 A55.13: 4 Tr A46.25: 1x 1 A55.32: 3 Ar A49.22: 1x 7 A55.13: 4 Tr A46.25: 1x 1 A55.32: 3 Ar A49.22: 1x 7 A55.13: 4 Tr A46.25: 1x 1 A55.32: 3 Ar A49.22: 1x 7 A55.13: 4 Tr A46.25: 1x 1 A55.32: 4 Tr A46.25: 1x 1 A55.22: 4 Tr A46.25: 1x 1 A55.22: 4	Cav Bde 0-2-1 L x Artillery 4-4-3 L 2-4-6 T Artillery Catyush Catyush Catyus	af Div[217] -1 Step, ary Bde af Div[6 Gds] k Bde Bde a Bde a Bde onts Q points T af Div[117] by 1x Artillery Bde tn Inf Div[194 Mtn] ants af Div[100]
A17.18: (1-15, 61 MC)/ 11 Pz A18.20: (2-15, 110 Shu)/ 11 Pz A18.18: 119/ 11 Pz A24.19: 1x 20-4-3 Inf Div[252] -1 Step A23.19: 2T A21.16: 1x 18-0 HQ[46 Pz] A20.17: 6 SPs + 2T A20.19: (1-27, 2-27, 19)/ 19 Pz A20.20: 74 Shu/ 19 Pz A20.21: (19 Rec, 73 Shu)/ 19 Pz A20.22: 2x Sg Artillery Bn[768 Sg, 833 Sg], 8/3 Mtr A21.23: 4 SPs + 2T A21.22: 3 Arty/3 Mtr A20.25: 29/3 Mtr A20.25: 29/3 Mtr A20.25: (253 Rec, MC)/3 Mtr A22.25: (53 Rec, MC)/3 Mtr A22.25: (53 Rec, MC)/2 Pz A20.29: 2-3/2 Pz A21.29: 74/2 Pz A20.29: 2-3/2 Pz A21.29: 74/2 Pz A23.29: 1x 18-0 HQ[40 Pz] A23.32: 112 Shu/20 Pz A23.34: (2-21, 59 Shu)/20 Pz A23.35: 92 Rec/ 20 Pz A24.30: 92/20 Pz A25.32: (20 MC, 1-21, 3-21)/20 Pz A26.30: 1x 18-0 HQ[57 Pz]	B26.25: 3 SPs B23.24: 10 Arty/ 10 Mtr B22.23: (10 Rec, 20, MC)/ 10 Mtr B24.24: 41/ 10 Mtr B20.23: 3 SPs B5.29: 3 SPs + 1T B5.28: 1 Arty/ 1 Cav B36.27: 5 MG Bn B34.29: 24 SPs + 3T B34.30: 1x 18-0 HQ[24 Pz] B32.33: Grossdeutschland Inf Rgt, 1x Artillery Bn[440] B33.29: 2 Truck Points B30.27: 1x RR Rgt[1], Railhead Marker A12.01: 1x 20-4-3 Inf Div[296] B11.34: 1x 20-4-3 Inf Div[260] -1 Step B8.32: 1x 12-0 HQ[13] B7.30: 2/1 Cav B6.26: 1/1 Cav (Cav Type) B6.27: 22/1 Cav B6.28: 21/1 Cav B5.27: 1/1 Cav (Bicycle Type) B10.23: 1x 20-4-3 Inf Div[95] B10.19: 3 SPs B12.20: 1x 12-0 HQ[35] B12.23: 1x 20-4-3 Inf Div[293] -1 Step B14.23: 1x 20-4-3 Inf Div[293] -1 Step B14.23: 1x 20-4-3 Inf Div[293] -1 Step	Turn: (A39.31: 1x 0 A39.30: 1x 1 A40.30: 16 S A48.30: 1x 1 A49.30: 1x 1 A49.30: 1x 2 A49.31: 2x 8 A49.32: 2x A A50.31: 2 Tr A51.31: 8 SI A52.27: 50 A A53.28: 10 S A53.32: 16 T A54.33: Stal A55.32: 34 S A51.11: 1x 1 A51.12: 3 Ar A49.12: 1x 7 A51.13: 4 Tr A46.25: 1x 1 A47.26: 2x A	Cav Bde 0-2-1 L x Artillery 4-4-3 L 2-4-6 T Artillery Catyush Artillery Catyush Artillery Catyush For + 3T Army H GPs + 17 GPs + 17 4-3-3 L Truck Poi 10-2-1 L Artillery	af Div[217] -1 Step, ary Bde af Div[6 Gds] k Bde Bde Bde Bde Bde onts Q points f f f Div[117] g, 1x Artillery Bde tn Inf Div[194 Mtn] ints f Div[100] Bde
A17.18: (1-15, 61 MC)/ 11 Pz A18.20: (2-15, 110 Shu)/ 11 Pz A18.18: 119/ 11 Pz A24.19: 1x 20-4-3 Inf Div[252] -1 Step A23.19: 2T A21.16: 1x 18-0 HQ[46 Pz] A20.17: 6 SPs + 2T A20.19: (1-27, 2-27, 19)/ 19 Pz A20.20: 74 Shu/ 19 Pz A20.21: (19 Rec, 73 Shu)/ 19 Pz A20.22: 2x Sg Artillery Bn[768 Sg, 833 Sg],	B26.25: 3 SPs B23.24: 10 Arty/ 10 Mtr B22.23: (10 Rec, 20, MC)/ 10 Mtr B24.24: 41/ 10 Mtr B20.23: 3 SPs B5.29: 3 SPs + 1T B5.28: 1 Arty/ 1 Cav B36.27: 5 MG Bn B34.29: 24 SPs + 3T B34.30: 1x 18-0 HQ[24 Pz] B32.33: Grossdeutschland Inf Rgt, 1x Artillery Bn[440] B33.29: 2 Truck Points B30.27: 1x RR Rgt[1], Railhead Marker A12.01: 1x 20-4-3 Inf Div[296] B11.34: 1x 20-4-3 Inf Div[17] -1 Step B11.33: 1x 20-4-3 Inf Div[260] -1 Step B8.32: 1x 12-0 HQ[13] B7.30: 2/1 Cav B6.26: 1/1 Cav (Cav Type) B6.27: 22/1 Cav B6.28: 21/1 Cav (Bicycle Type) B10.23: 1x 20-4-3 Inf Div[95] B10.19: 3 SPs B12.20: 1x 12-0 HQ[35] B12.23: 1x 20-4-3 Inf Div[12] B14.23: 1x 20-4-3 Inf Div[293] -1 Step	Turn: (A39.31: 1x (A39.30: 1x 1 1: A40.30: 16 1x 1 A48.30: 1x 1 A48.31: 1x 1 A49.30: 1x A A49.31: 2x R A49.32: 2x A A50.31: 2 Tr A51.31: 8 SI A52.27: 50 A A53.28: 10 S A53.32: 16 T A54.33: Stal A55.32: 34 S A52.14: 22 S A51.11: 1x 1 A51.12: 3 Ar A49.12: 1x 7 A51.13: 4 Tr A46.25: 1x 1 A47.26: 2x A A51.24: 1x 1	Cav Bde 0-2-1 In x Artiller x Artillery Catyush Catyush C	af Div[217] -1 Step, ary Bde and Div[6 Gds] be Bde a Bde a Bde a Bde and Div[117] be and Div[117] conductive the state of Div[194 Mtn] be and Div[100] be and Div[100] be and Div[100] be and Div[312]
A17.18: (1-15, 61 MC)/ 11 Pz A18.20: (2-15, 110 Shu)/ 11 Pz A18.18: 119/ 11 Pz A24.19: 1x 20-4-3 Inf Div[252] -1 Step A23.19: 2T A21.16: 1x 18-0 HQ[46 Pz] A20.17: 6 SPs + 2T A20.19: (1-27, 2-27, 19)/ 19 Pz A20.20: 74 Shu/ 19 Pz A20.20: 2x Sg Artillery Bn[768 Sg, 833 Sg],	B26.25: 3 SPs B23.24: 10 Arty/ 10 Mtr B22.23: (10 Rec, 20, MC)/ 10 Mtr B24.24: 41/ 10 Mtr B20.23: 3 SPs B5.29: 3 SPs + 1T B5.28: 1 Arty/ 1 Cav B36.27: 5 MG Bn B34.29: 24 SPs + 3T B34.30: 1x 18-0 HQ[24 Pz] B32.33: Grossdeutschland Inf Rgt, 1x Artillery Bn[440] B33.29: 2 Truck Points B30.27: 1x RR Rgt[1], Railhead Marker A12.01: 1x 20-4-3 Inf Div[296] B11.34: 1x 20-4-3 Inf Div[260] -1 Step B8.32: 1x 12-0 HQ[13] B7.30: 2/ 1 Cav B6.26: 1/ 1 Cav (Cav Type) B6.27: 22/ 1 Cav B6.28: 21/ 1 Cav (Bicycle Type) B10.23: 1x 20-4-3 Inf Div[95] B10.19: 3 SPs B12.20: 1x 12-0 HQ[35] B12.20: 1x 12-0 HQ[35] B12.20: 1x 12-0 HQ[35] B12.20: 1x 20-4-3 Inf Div[293] -1 Step B14.11: 35/ 25 Mtr B13.11: (25 Rec, 119, MC)/ 25 Mtr	Turn: (A39.31: 1x (A39.30: 1x 1 1: A40.30: 16 1x 1 A48.30: 1x 1 A48.30: 1x 1 A49.30: 1x A A49.31: 2x R A49.32: 2x A A50.31: 2 Tr A51.31: 8 SI A52.27: 50 A A53.28: 10 S A53.32: 16 T A54.33: Stal A55.32: 34 S A52.14: 22 S A51.11: 1x 1 A51.12: 3 Ar A49.12: 1x 7 A51.13: 4 Tr A46.25: 1x 1 A47.26: 2x A A51.24: 1x 1 A51.25: 1x R	Cav Bde 0-2-1 In x Artiller x Artillery Catyush Artillery Catyush Artillery Catyush Artillery Catyush Artillery Catyush 10-3-3 In Martillery 10-3-3 M Muck Poi 10-2-1 In Catyush	af Div[217] -1 Step, ary Bde and Div[6 Gds] be Bde a Bde a Bde a Bde and Div[117] be and Div[117] conductive the state of Div[194 Mtn] be and Div[100] be and Div[100] be and Div[312] be and Bde and Div[312] be and Div[312]
A17.18: (1-15, 61 MC)/ 11 Pz A18.20: (2-15, 110 Shu)/ 11 Pz A18.18: 119/ 11 Pz A24.19: 1x 20-4-3 Inf Div[252] -1 Step A23.19: 2T A21.16: 1x 18-0 HQ[46 Pz] A20.17: 6 SPs + 2T A20.19: (1-27, 2-27, 19)/ 19 Pz A20.20: 74 Shu/ 19 Pz A20.21: (19 Rec, 73 Shu)/ 19 Pz A20.22: 2x Sg Artillery Bn[768 Sg, 833 Sg], 8/3 Mtr A21.23: 4 SPs + 2T A21.22: 3 Arty/ 3 Mtr A20.25: 29/ 3 Mtr A20.25: (25 Rec, MC)/ 3 Mtr A20.25: (53 Rec, MC)/ 3 Mtr A20.28: (2 MC, 2 Shu)/ 2 Pz A20.29: 2-3/ 2 Pz A20.29: 2-3/ 2 Pz A21.29: 74/ 2 Pz A22.30: (1-3, 304 Shu)/ 2 Pz A23.28: 4 SPs A23.29: 1x 18-0 HQ[40 Pz] A23.32: 112 Shu/ 20 Pz A23.35: 92 Rec/ 20 Pz A24.30: 92/ 20 Pz A24.30: 92/ 20 Pz A25.31: 4 SPs A34.31: (90 Rec, 86 Shu)/ 10 Pz A35.32: 90/ 10 Pz	B26.25: 3 SPs B23.24: 10 Arty/ 10 Mtr B22.23: (10 Rec, 20, MC)/ 10 Mtr B24.24: 41/ 10 Mtr B20.23: 3 SPs B5.29: 3 SPs + 1T B5.28: 1 Arty/ 1 Cav B36.27: 5 MG Bn B34.29: 24 SPs + 3T B34.30: 1x 18-0 HQ[24 Pz] B32.33: Grossdeutschland Inf Rgt, 1x Artillery Bn[440] B33.29: 2 Truck Points B30.27: 1x RR Rgt[1], Railhead Marker A12.01: 1x 20-4-3 Inf Div[296] B11.34: 1x 20-4-3 Inf Div[17] -1 Step B11.33: 1x 20-4-3 Inf Div[260] -1 Step B8.32: 1x 12-0 HQ[13] B7.30: 2/1 Cav B6.26: 1/1 Cav (Cav Type) B6.27: 22/1 Cav B6.28: 21/1 Cav (Bicycle Type) B10.23: 1x 20-4-3 Inf Div[95] B10.19: 3 SPs B12.20: 1x 12-0 HQ[35] B12.20: 1x 12-0 HQ[35] B12.23: 1x 20-4-3 Inf Div[293] -1 Step B14.11: 35/ 25 Mtr B13.11: (25 Rec, 119, MC)/ 25 Mtr B13.11: (25 Rec, 119, MC)/ 25 Mtr B13.11: (25 Rec, 119, MC)/ 25 Mtr	Turn: (A39.31: 1x (A39.30: 1x 1 1: A40.30: 16 1x 1 A48.30: 1x 1 A48.31: 1x 1 A49.30: 1x A A49.31: 2x R A49.32: 2x A A50.31: 2 Tr A51.31: 8 SI A52.27: 50 A A53.28: 10 S A53.32: 16 T A54.33: Stal A55.32: 34 S A52.14: 22 S A51.11: 1x 1 A51.12: 3 Ar A49.12: 1x 7 A51.13: 4 Tr A46.25: 1x 1 A47.26: 2x A A51.24: 1x 1	Cav Bde 0-2-1 In x Artiller x Artillery Catyush Artillery Catyush Artillery Catyush Artillery Catyush Artillery Catyush 10-3-3 In Martillery 10-3-3 M Muck Poi 10-2-1 In Catyush	af Div[217] -1 Step, ary Bde and Div[6 Gds] be Bde a Bde a Bde a Bde and Div[117] be and Div[117] conductive the state of Div[194 Mtn] be and Div[100] be and Div[100] be and Div[312] be and Bde and Div[312] be and Div[312]
A17.18: (1-15, 61 MC)/ 11 Pz A18.20: (2-15, 110 Shu)/ 11 Pz A18.18: 119/ 11 Pz A24.19: 1x 20-4-3 Inf Div[252] -1 Step A23.19: 2T A21.16: 1x 18-0 HQ[46 Pz] A20.17: 6 SPs + 2T A20.19: (1-27, 2-27, 19)/ 19 Pz A20.20: 74 Shu/ 19 Pz A20.21: (19 Rec, 73 Shu)/ 19 Pz A20.22: 2x Sg Artillery Bn[768 Sg, 833 Sg], 8/3 Mtr A21.23: 4 SPs + 2T A21.22: 3 Arty/ 3 Mtr A20.25: 29/ 3 Mtr A20.25: 29/ 3 Mtr A20.25: (29/ 3 Mtr A20.25: (29/ 3 Mtr A20.25: 29/ 3 Mtr A20.28: 12 Truck Points A20.28: (2 MC, 2 Shu)/ 2 Pz A20.29: 2-3/ 2 Pz A21.29: 74/ 2 Pz A22.30: (1-3, 304 Shu)/ 2 Pz A23.28: 4 SPs A23.29: 1x 18-0 HQ[40 Pz] A23.32: 112 Shu/ 20 Pz A23.35: 92 Rec/ 20 Pz A23.36: (2-21, 59 Shu)/ 20 Pz A24.30: 92/ 20 Pz A25.32: (20 MC, 1-21, 3-21)/ 20 Pz A26.30: 1x 18-0 HQ[57 Pz] A35.31: 4 SPs A34.31: (90 Rec, 86 Shu)/ 10 Pz A35.32: 90/ 10 Pz A35.31: R Arty/ SS Reich	B26.25: 3 SPs B23.24: 10 Arty/ 10 Mtr B22.23: (10 Rec, 20, MC)/ 10 Mtr B24.24: 41/ 10 Mtr B20.23: 3 SPs B5.29: 3 SPs + 1T B5.28: 1 Arty/ 1 Cav B36.27: 5 MG Bn B34.29: 24 SPs + 3T B34.30: 1x 18-0 HQ[24 Pz] B32.33: Grossdeutschland Inf Rgt, 1x Artillery Bn[440] B33.29: 2 Truck Points B30.27: 1x RR Rgt[1], Railhead Marker A12.01: 1x 20-4-3 Inf Div[296] B11.34: 1x 20-4-3 Inf Div[260] -1 Step B8.32: 1x 12-0 HQ[13] B7.30: 2/1 Cav B6.26: 1/1 Cav (Cav Type) B6.27: 22/1 Cav B6.28: 21/1 Cav B5.27: 1/1 Cav (Bicycle Type) B10.23: 1x 20-4-3 Inf Div[95] B10.19: 3 SPs B12.20: 1x 12-0 HQ[35] B12.23: 4x 20-4-3 Inf Div[293] -1 Step B14.11: 35/ 25 Mtr B13.11: (25 Rec, 119, MC)/ 25 Mtr B13.12: 25 Arty/ 25 Mtr B8.14: 1T	Turn: (A39.31: 1x (A39.30: 1x 1 1: A40.30: 16 1x 1 A48.30: 1x 1 A48.30: 1x 1 A49.30: 1x A A49.31: 2x R A49.32: 2x A A50.31: 2 Tr A51.31: 8 SI A52.27: 50 A A53.28: 10 S A53.32: 16 T A54.33: Stal A55.32: 34 S A52.14: 22 S A51.11: 1x 1 A51.12: 3 Ar A49.12: 1x 7 A51.13: 4 Tr A46.25: 1x 1 A47.26: 2x A A51.24: 1x 1 A51.25: 1x R	Cav Bde 0-2-1 In x Artiller 2-4-6 The Artillery Catyush Artillery Catyush Artillery Catyush Artillery Catyush Artillery Catyush 4-3-3 In Morek Poin 0-2-1 In Artillery 0-2-1 In Catyush 4-4-3 In	af Div[217] -1 Step, ary Bde and Div[6 Gds] be Bde a bde
A17.18: (1-15, 61 MC)/ 11 Pz A18.20: (2-15, 110 Shu)/ 11 Pz A18.18: 119/ 11 Pz A24.19: 1x 20-4-3 Inf Div[252] -1 Step A23.19: 2T A21.16: 1x 18-0 HQ[46 Pz] A20.17: 6 SPs + 2T A20.19: (1-27, 2-27, 19)/ 19 Pz A20.20: 74 Shu/ 19 Pz A20.21: (19 Rec, 73 Shu)/ 19 Pz A20.22: 2x Sg Artillery Bn[768 Sg, 833 Sg], 8/3 Mtr A21.23: 4 SPs + 2T A21.22: 3 Arty/ 3 Mtr A20.25: 29/ 3 Mtr A20.25: 29/ 3 Mtr A20.25: (29/ 3 Mtr A20.26: (2 MC, 2 Shu)/ 2 Pz A20.29: 2-3/ 2 Pz A20.29: 2-3/ 2 Pz A21.29: 74/ 2 Pz A22.30: (1-3, 304 Shu)/ 2 Pz A23.28: 4 SPs A23.29: 1x 18-0 HQ[40 Pz] A23.32: 112 Shu/ 20 Pz A23.35: 92 Rec/ 20 Pz A24.30: 92/ 20 Pz A25.32: (20 MC, 1-21, 3-21)/ 20 Pz A26.30: 1x 18-0 HQ[57 Pz] A32.31: 4 SPs A34.31: (90 Rec, 86 Shu)/ 10 Pz A35.31: R Arty/ SS Reich A36.30: (Fuhrer, Deutld, 11 SS, R MC, R	B26.25: 3 SPs B23.24: 10 Arty/ 10 Mtr B22.23: (10 Rec, 20, MC)/ 10 Mtr B24.24: 41/ 10 Mtr B20.23: 3 SPs B5.29: 3 SPs + 1T B5.28: 1 Arty/ 1 Cav B36.27: 5 MG Bn B34.29: 24 SPs + 3T B34.30: 1x 18-0 HQ[24 Pz] B32.33: Grossdeutschland Inf Rgt, 1x Artillery Bn[440] B33.29: 2 Truck Points B30.27: 1x RR Rgt[1], Railhead Marker A12.01: 1x 20-4-3 Inf Div[296] B11.34: 1x 20-4-3 Inf Div[27] -1 Step B11.33: 1x 20-4-3 Inf Div[260] -1 Step B8.32: 1x 12-0 HQ[13] B7.30: 2/1 Cav B6.26: 1/1 Cav (Cav Type) B6.27: 22/1 Cav B6.28: 21/1 Cav B5.27: 1/1 Cav (Bicycle Type) B10.23: 1x 20-4-3 Inf Div[95] B10.19: 3 SPs B12.20: 1x 12-0 HQ[35] B12.23: 1x 20-4-3 Inf Div[293] -1 Step B14.11: 35/ 25 Mtr B13.11: (25 Rec, 119, MC)/ 25 Mtr B13.12: 25 Arty/ 25 Mtr B8.14: 1T B9.12: 1x 6-2-2 Sec Div[221]	Turn: (A39.31: 1x (A39.30: 1x 1 1: A40.30: 16 S A48.30: 1x 1 A48.31: 1x 1 A49.30: 1x A A49.30: 1x A A49.31: 2x R A50.31: 2 Tr A51.31: 8 SI A52.27: 50 A A53.32: 16 T A54.33: Stal A55.32: 34 S A52.14: 22 S A51.11: 1x 1 A51.12: 3 Ar A49.12: 1x 7 A51.13: 4 Tr A46.25: 1x 1 A47.26: 2x A A51.24: 1x 1 A51.25: 1x R A49.19: 1x 1	Cav Bde 0-2-1 In x Artilled SPs 4-4-3 In 2-4-6 The Artillery Catyush Artillery Catyush Artillery Catyush Artillery Catyush Artillery Catyush Artillery Catyush Artillery Catyush Artillery Catyush 4-3-3 In Catyush 4-4-3 In Catyush 4-4-1 In Catyush 4-4-3 In Catyush 4-4-3 In Catyush 4-4-3 In Catyush 4-4-3 In Catyush 4-4-3 In Catyush 4-4-3 In Catyush 4-4-3 In Catyush 4-4-3 In	af Div[217] -1 Step, ary Bde and Div[6 Gds] be Bde a Bde a Bde a Bde ants Q Doints G and Div[117] be 1x Artillery Bde ant Inf Div[194 Mtn] ants and Div[312] a Bde and Div[312] a Bde and Div[93] and Div[19]
A17.18: (1-15, 61 MC)/ 11 Pz A18.20: (2-15, 110 Shu)/ 11 Pz A18.18: 119/ 11 Pz A24.19: 1x 20-4-3 Inf Div[252] -1 Step A23.19: 2T A21.16: 1x 18-0 HQ[46 Pz] A20.17: 6 SPs + 2T A20.19: (1-27, 2-27, 19)/ 19 Pz A20.20: 74 Shu/ 19 Pz A20.21: (19 Rec, 73 Shu)/ 19 Pz A20.22: 2x Sg Artillery Bn[768 Sg, 833 Sg], 8/3 Mtr A21.23: 4 SPs + 2T A21.22: 3 Arty/ 3 Mtr A20.25: 29/ 3 Mtr A20.25: 29/ 3 Mtr A20.25: (2 MC, 2 Shu)/ 2 Pz A20.29: 2-3/ 2 Pz A21.29: 74/ 2 Pz A20.29: 2-3/ 2 Pz A21.29: 74/ 2 Pz A22.30: (1-3, 304 Shu)/ 2 Pz A23.28: 18 SPs A23.29: 1x 18-0 HQ[40 Pz] A23.32: 112 Shu/ 20 Pz A23.34: (2-21, 59 Shu)/ 20 Pz A23.35: 92 Rec/ 20 Pz A24.30: 92/ 20 Pz A24.30: 92/ 20 Pz A25.32: (20 MC, 1-21, 3-21)/ 20 Pz A26.30: 1x 18-0 HQ[57 Pz] A32.31: 4 SPs A34.31: (90 Rec, 86 Shu)/ 10 Pz A35.31: R Arty/ SS Reich A36.30: (Fuhrer, Deutld, 11 SS, R MC, R Rec/) SS Reich	B26.25: 3 SPs B23.24: 10 Arty/ 10 Mtr B22.23: (10 Rec, 20, MC)/ 10 Mtr B24.24: 41/ 10 Mtr B20.23: 3 SPs B5.29: 3 SPs + 1T B5.28: 1 Arty/ 1 Cav B36.27: 5 MG Bn B34.29: 24 SPs + 3T B34.30: 1x 18-0 HQ[24 Pz] B32.33: Grossdeutschland Inf Rgt, 1x Artillery Bn[440] B33.29: 2 Truck Points B30.27: 1x RR Rgt[1], Railhead Marker A12.01: 1x 20-4-3 Inf Div[296] B11.34: 1x 20-4-3 Inf Div[17] -1 Step B8.32: 1x 12-0 HQ[13] B7.30: 2/1 Cav B6.26: 1/1 Cav (Cav Type) B6.27: 22/1 Cav B6.28: 21/1 Cav B6.28: 21/1 Cav B5.27: 1/1 Cav (Bicycle Type) B10.23: 1x 20-4-3 Inf Div[95] B10.19: 3 SPs B12.20: 1x 12-0 HQ[35] B12.23: Jx 20-4-3 Inf Div[112] B14.23: 1x 20-4-3 Inf Div[293] -1 Step B14.11: 35/ 25 Mtr B13.11: (25 Rec, 119, MC)/ 25 Mtr B13.12: 25 Arty/ 25 Mtr B8.14: 1T B9.12: 1x 6-2-2 Sec Div[221] B12.07: 1x 20-4-3 Inf Div[134] -1 Step	Turn: (A39.31: lx (A39.30: lx 1 A40.30: l6 S A48.30: lx 1 A49.30: lx 2 A49.30: lx 4 A49.30: lx 4 A49.31: 2x k A49.32: 2x A A50.31: 2 Tr A51.31: 8 SF A52.27: 50 A A53.28: l0 S A53.32: l6 T A54.33: SIA A55.32: 34 S A52.14: 22 S A51.11: lx 1 A51.12: 3 A A49.12: lx 7 A51.13: 4 Tr A46.25: lx 1 A47.26: 2x A A51.24: lx 1 A51.25: lx k A49.19: lx 1 A48.16: lx 1 A49.17: lx k	Cav Bde 0-2-1 In x Artilled SPs 4-4-3 In 2-4-6 The Artillery Catyush Artillery Catyush Artillery Catyush 1-3-3 In In In I	af Div[217] -1 Step, ary Bde af Div[6 Gds] k Bde a Bde a Bde a Bde ants Q Doints C af Div[117] b, 1x Artillery Bde ant Inf Div[194 Mtn] ants af Div[100] be a Bde af Div[312] a Bde af Div[93] and Div[93] a Bde af Div[93] a Bde
A17.18: (1-15, 61 MC)/ 11 Pz A18.20: (2-15, 110 Shu)/ 11 Pz A18.18: 119/ 11 Pz A24.19: 1x 20-4-3 Inf Div[252] -1 Step A23.19: 2T A21.16: 1x 18-0 HQ[46 Pz] A20.17: 6 SPs + 2T A20.19: (1-27, 2-27, 19)/ 19 Pz A20.20: 74 Shu/ 19 Pz A20.21: (19 Rec, 73 Shu)/ 19 Pz A20.22: 2x Sg Artillery Bn[768 Sg, 833 Sg],	B26.25: 3 SPs B23.24: 10 Arty/ 10 Mtr B22.23: (10 Rec, 20, MC)/ 10 Mtr B24.24: 41/ 10 Mtr B20.23: 3 SPs B5.29: 3 SPs + 1T B5.28: 1 Arty/ 1 Cav B36.27: 5 MG Bn B34.29: 24 SPs + 3T B34.30: 1x 18-0 HQ[24 Pz] B32.33: Grossdeutschland Inf Rgt, 1x Artillery Bn[440] B33.29: 2 Truck Points B30.27: 1x RR Rgt[1], Railhead Marker A12.01: 1x 20-4-3 Inf Div[296] B11.34: 1x 20-4-3 Inf Div[296] B11.33: 1x 20-4-3 Inf Div[260] -1 Step B8.32: 1x 12-0 HQ[13] B7.30: 2/1 Cav B6.26: 1/1 Cav (Cav Type) B6.27: 22/1 Cav B6.28: 21/1 Cav B6.28: 21/1 Cav B6.28: 21/1 Cav (Bicycle Type) B10.23: 1x 20-4-3 Inf Div[95] B10.19: 3 SPs B12.20: 1x 12-0 HQ[35] B12.23: 1x 20-4-3 Inf Div[112] B14.23: 1x 20-4-3 Inf Div[293] -1 Step B14.11: 35/ 25 Mtr B13.11: (25 Rec, 119, MC)/ 25 Mtr B13.12: 25 Arty/ 25 Mtr B8.14: 1T B9.12: 1x 6-2-2 Sec Div[221] B12.07: 1x 20-4-3 Inf Div[134] -1 Step B12.04: 1x 20-4-3 Inf Div[145]	Turn: (A39.31: 1x C A39.30: 1x 1 A40.30: 16 S A48.30: 1x 1 A49.30: 1x 1 A49.30: 1x 1 A49.30: 2x R A50.31: 2 T A51.31: 8 SR A52.27: 50 R A53.28: 10 S A53.32: 16 T A54.33: Stan A55.32: 34 S A52.14: 22 S A51.11: 1x 1 A51.12: 3 AR A49.12: 1x 7 A51.13: 4 Tr A46.25: 1x 1 A47.26: 2x R A59.12: 1x 1 A51.25: 1x R A49.19: 1x 1 A48.16: 1x 1 A49.17: 1x R A51.17: 49 R	Cav Bde 0-2-1 In x Artillery 2-4-6 The Artillery Catyush Artillery Catyush Artillery Catyush Artillery 1-3-3 In 1-3-3 In 1-	af Div[217] -1 Step, ary Bde af Div[6 Gds] be Bde a Bde a Bde a Bde a Bde ants Q Doints C af Div[117] be ta Artillery Bde at Inf Div[194 Mtn] ants af Div[100] be de af Div[312] a Bde af Div[93] af Div[93] a Bde Q Q
A17.18: (1-15, 61 MC)/ 11 Pz A18.20: (2-15, 110 Shu)/ 11 Pz A18.18: 119/ 11 Pz A24.19: 1x 20-4-3 Inf Div[252] -1 Step A23.19: 2T A21.16: 1x 18-0 HQ[46 Pz] A20.17: 6 SPs + 2T A20.19: (1-27, 2-27, 19)/ 19 Pz A20.20: 74 Shu/ 19 Pz A20.21: (19 Rec, 73 Shu)/ 19 Pz A20.22: 2x Sg Artillery Bn[768 Sg, 833 Sg], 8/3 Mtr A21.23: 4 SPs + 2T A21.22: 3 Arty/ 3 Mtr A20.25: 29/ 3 Mtr A20.25: 29/ 3 Mtr A20.25: (2 MC, 2 Shu)/ 2 Pz A20.29: 2-3/ 2 Pz A21.29: 74/ 2 Pz A20.29: 2-3/ 2 Pz A21.29: 74/ 2 Pz A22.30: (1-3, 304 Shu)/ 2 Pz A23.28: 18 SPs A23.29: 1x 18-0 HQ[40 Pz] A23.32: 112 Shu/ 20 Pz A23.34: (2-21, 59 Shu)/ 20 Pz A23.35: 92 Rec/ 20 Pz A24.30: 92/ 20 Pz A24.30: 92/ 20 Pz A25.32: (20 MC, 1-21, 3-21)/ 20 Pz A26.30: 1x 18-0 HQ[57 Pz] A32.31: 4 SPs A34.31: (90 Rec, 86 Shu)/ 10 Pz A35.31: R Arty/ SS Reich A36.30: (Fuhrer, Deutld, 11 SS, R MC, R Rec/) SS Reich	B26.25: 3 SPs B23.24: 10 Arty/ 10 Mtr B22.23: (10 Rec, 20, MC)/ 10 Mtr B24.24: 41/ 10 Mtr B20.23: 3 SPs B5.29: 3 SPs + 1T B5.28: 1 Arty/ 1 Cav B36.27: 5 MG Bn B34.29: 24 SPs + 3T B34.30: 1x 18-0 HQ[24 Pz] B32.33: Grossdeutschland Inf Rgt, 1x Artillery Bn[440] B33.29: 2 Truck Points B30.27: 1x RR Rgt[1], Railhead Marker A12.01: 1x 20-4-3 Inf Div[296] B11.34: 1x 20-4-3 Inf Div[17] -1 Step B8.32: 1x 12-0 HQ[13] B7.30: 2/1 Cav B6.26: 1/1 Cav (Cav Type) B6.27: 22/1 Cav B6.28: 21/1 Cav B6.28: 21/1 Cav B5.27: 1/1 Cav (Bicycle Type) B10.23: 1x 20-4-3 Inf Div[95] B10.19: 3 SPs B12.20: 1x 12-0 HQ[35] B12.23: Jx 20-4-3 Inf Div[112] B14.23: 1x 20-4-3 Inf Div[293] -1 Step B14.11: 35/ 25 Mtr B13.11: (25 Rec, 119, MC)/ 25 Mtr B13.12: 25 Arty/ 25 Mtr B8.14: 1T B9.12: 1x 6-2-2 Sec Div[221] B12.07: 1x 20-4-3 Inf Div[134] -1 Step	Turn: (A39.31: lx (A39.30: lx 1 A40.30: l6 S A48.30: lx 1 A49.30: lx 2 A49.30: lx 4 A49.30: lx 4 A49.31: 2x k A49.32: 2x A A50.31: 2 Tr A51.31: 8 SF A52.27: 50 A A53.28: l0 S A53.32: l6 T A54.33: SIA A55.32: 34 S A52.14: 22 S A51.11: lx 1 A51.12: 3 A A49.12: lx 7 A51.13: 4 Tr A46.25: lx 1 A47.26: 2x A A51.24: lx 1 A51.25: lx k A49.19: lx 1 A48.16: lx 1 A49.17: lx k	Cav Bde 0-2-1 In x Artillery 2-4-6 The Artillery Catyush Artillery Catyush Artillery Catyush Artillery 1-3-3 In 1-3-3 In 1-	af Div[217] -1 Step, ary Bde af Div[6 Gds] be Bde a Bde a Bde a Bde a Bde ants Q Doints C af Div[117] be ta Artillery Bde at Inf Div[194 Mtn] ants af Div[100] be de af Div[312] a Bde af Div[93] af Div[93] a Bde Q Q

	THE STYLE OF				100		
A 45 05. 1-	14 2 2 1	nf Div[24] -2 Steps					
A45.04: 1x			A13.29: 1x 20-4-3 Inf Div[15]	B28.17: 2-33/ 9 Pz			
A46.04: 1x			A21.28: 8 Truck Points	B20.23: 7 S			
		Semi-Mtr Inf Div[220]	A21.29: 1x 20-4-3 Inf Div[87] -1 Step		B21.23: 1x 20-4-3 Inf Div[95] -1 Step		
	-2 Steps		A22.30: 1x 20-4-3 Inf Div[28]	B22.23: 1x 12-0 HQ[35], 1x 20-4-3 Inf			
A48.05: 5 C		s HQ	A22.29: 1x 12-0 HQ[8], 1x 20-4-3 Inf] -1 Step			
A49.06: 8 SPs			Div[8] -1 Step			of Div[112]	
A50.03: 1x 12-4-6 Tk Bde			A22.28: 7 SPs	oints, 6 SPs			
B51.32: 1x	10-2-1 Is	nf Div[238]				omis, o srs	
B51.33: 1x	12-3-2 I	nf Div[135]	A23.29: 8 Wagon Points	B26.25: 3 S		41 MCV 10 Mrs	
B51.34: 2x			A15.16: 1x 12-0 HQ[12]			, 41, MC)/ 10 Mtr	
B52.32: 2x			A20.13: 1x 20-4-3 Inf Div[31]	B27.26: 10	-		
B52.33: 1x			A20.14: 1x 20-4-3 Inf Div[52]	B33.29: 10			
B54.29: 4 T			A20.15: 4 Truck Points	B34.29: 26			
B54.31: 20		ans	A20.16: 6 SPs	B34.30: 1x	RR Rgt[1], Railhead Marker	
B54.31: 20		0	A21.17: 1x SS Police Rgt[13 SS]	B36.26: 5 N	ИG Bn		
B62.08: 24			A21.18: 1x 20-4-3 Inf Div[262]			, 29 Arty)/ 29 Mtr	
			A22.18: 1x 12-0 HQ[7]	B37.29: 1x	18-0 HQ	[47 Pz]	
B61.09: 1x			A31.15: 1x 20-4-3 Inf Div[167] -1 Step,	B38.29: (1-	39, 40 Sh	nu)/ 17 Pz	
		f Div[290] -1 Step	1x 20-4-3 Inf Div[34]	B39.29: (63	Shu, 27)/ 17 Pz	
B26.10: 1x			A27.11: 1x 20-4-3 Inf Div[260] -1 Step	B40.28: (2-	39, 17 M	C)/ 17 Pz	
B30.13: 1x			A24.08: 1x 20-4-3 Inf Div[296]	A42.01: 1x	Artillery	Rgt[622]	
B31.13: 1x			A23.08: 1x 20-4-3 Inf Div[17] -1 Step	A42.02: 75			
B32.11: 40			A22.05: 1x 12-0 HQ[53]	A43.03: (1,		3 Pz	
B32.13: 1x			A21.03: 1x 12-0 HQ[13]	A44.02: 39			
B33.12: 40	Army R	R & Penal	A20.02: (2, 21)/1 Cav			1 Shu, 88)/ 18 Pz	
B33.13: 1x	Artillery	Bde	A19.02: (1(cav), 1(bike), 22)/ 1 Cav			18 MC, 52 Shu)/ 18 Pz	
B33.14: 1x	10-3-47	k Bde	A19.01: 8 SPs	B37.32: 1x			
B34.11: 36	SPs		A20.01: 8 SFS A20.01: Railhead Marker		-		
B34.12: 4 T	ruck Poi	ints, 6 SPs		B41.34: 43	-	ы	
			A18.01: 1 Arty/ 1 Cav	B44.34: 103		12 Sh-V/ 4 P-	
Soviet Air:			A17.01: 4 Wagon Points	A45.01: (1-35, 2-35, 12 Shu)/ 4 Pz			
Hex	Level	Air Units	A41.24: (2-27, 74 Shu, 73 Shu, 19)/ 19 Pz			chland Inf Rgt,	
A52.12	1	1x MiG3, 3x SB2,	A33.23: 3 SPs		lx Artille	ery Bn [440]	
7102.12	•	5x IL4	A34.23: 1x 20-4-3 Inf Div[292]				
B36.12	1	1x I15, 2x ILA, 1x II2	A35.24: 1x 20-4-3 Inf Div[252] -1 Step	German Ai		22.00	
B62.07	1	2x Yak1	A36.23: 1x Artillery Rgt[786], 1x Flame AG	Hex	Level	Air Units	
A51.34			Bn[100]	A4.25	2	1x Bf109e, 2x Ju52	
A31.34	2	2x LaGG3, 1x Hurri2,	A37.24: 1x 20-5-3 Inf Div[78 Aslt]	A6.14	2	1x Bf109f, 2x Ju87b,	
155.00	•	2x II.2, 2x Po2, 1x MiG3	A38.23: 1x 12-0 HQ[20], 1x 20-4-3 Inf			3x Helllh	
A56.33	2	2x MiG3, 1x TB3	Div[7]	B9.15	2	none	
A57.32	2	3x G2, 6x Li2	A37.21: 3 Arty/ 3 Mtr	B3.08	2	1x Bf109f, 2x Ju52	
			A39.21: 29/3 Mtr	A23.27	1	1x Bf109f	
Germa	n:		A40.20: 1 SP + 2T	A21.16	1	1x Bf109f, rx Ju87b	
A1.26: 2 S			A40.21: 8/3 Mtr	A40.18	1	none	
A1.27: 1x		51	A41.22: (53 Rec, MC)/3 Mtr	B23.33	1	none	
A2.24: 1x		-	A38.19: 1x 20-4-3 Inf Div[131] -1 Step	B17.20	1	1x Bf109f, 1+r x Ju87b,	
A2.25: Rai			A38.18: 2 Truck Points	217.20	•	2x Ju88a, 1+r x He111h	
A2.26: Rai			A39.19: (13 Shu, 55 MC)/ 5 Pz	B18.07	1	none	
A4.26: 1 S		aikei	A39.18: 1x 12-0 HQ[43]	D10.07		lidie	
			A40.17: 5 SPs	NT - 4			
A25.30: 5 3		Pariati 2 Ca Adillani	A40.16: 116/5 Pz	Notes:			
A20.30: 1X		y Rgt[41], 2x Sg Artillery		s Rasputitsa.			
107.21.1		Sg, 833 SG]	A42.10: (1-31, 2-31, 14 Shu)/ 3 PZ				
		ec Div[707]	B2.08: Railhead Marker	<u> </u>			
A28.31: 1x		ni Div[98]	B3.09: 3 SPs	Turn:	7		
A30.31: 4 S			B6.14: 2 SPs				
A31.32: 1x		2[40 Pz]	B7.14: 2x Pax Repl				
A32.31: 2T			B8.14: 1T	Soviet:			
A36.31: 90	/ 10 Pz		B12.07: 4 Wagon Points, 4 SPs	Points, 4 SPs A48 34: 1x 10-2-1 Inf Div[363]			
A37.31: R	Arty/SS	Reich	B13.06: 1x 6-2-2 Sec Div[403]			of Div[316]	
A38.30: (Fu	hrer, 11	SS. R MC, R Rec,	B15.08: 1x 12-0 HQ[34]	A48.31: 2x			
1	Deutld)/	SS Reich	B20.07: 1x 20-4-3 Inf Div[45]		0: 1x 14-4-3 Inf Div[6 Gds]		
A38.31: (90	Rec, 86	Shu, 1-7, 2-7, 69 Shu)	B19.10: 1x 20-4-3 Inf Div[134] -1 Step	A47.30: 2x			
/ 10 Pz			B16.17: 2 Truck Points, 2 SPs	A47.31: 2x			
A24.19: 1x 20-4-3 Inf Div[267]			B18.21: 1x 6-2-2 Sec Div[221]	A46.31: 1x			
A25.20: 1x	20-4-3 I	nf Div[23], 1x AG	B19.17: 25 Arty/ 25 Mtr			k Bde, 1x 12-3-2 Inf	
	Bn[192]		B20.16: (341 Rec, MC)/ 16 Mtr		Div[114]		
		226], 2x Anillery	B20.17: 119/25 Mtr			k Bde, 1x 14-4-3 Inf	
	Rgt[617,		B21.18: (25 Rec, 35, MC)/ 25 Mtr				
A27.20: 1x			B21.20: 1x 18-0 HQ[48 Pz]		Div[7 Gd		
		nf Div[258]	B23.16: 156/16 Mtr	A49.29: 1x			
A9.29: 1x 2			B24.17: 146 Arty/ 16 Mtr	A46.27: 1x			
		Points, 3 SPs	B25.16: 60/ 16 Mtr	A46.25: 1x			
	-	인트일까지(CONTROL IN 1985 - 1985) - 1985 - 1985 - 1985 - 1985 - 1985 - 1985 - 1985 - 1985 - 1985 - 1985 - 1985 - 1	B27.16: (1-33, 11 Shu)/ 9 Pz	A47.26: 2x			
		Inf Div[263] -1 Step	B27.17: 102/9 Pz	A50.31: 2 T		nts	
		Inf Div[183],	B28.16: (9 Rec, 10 Shu)/ 9 Pz	A51.31: 8 S	Ps + 3T		
1	x 12-0 I	1Q[9]	22010 (7 Noc, 10 Silu)/ 7 FZ				

	A			Kalana assault			
A52.27: 50	0 Army	HQ	A41.31: 2x Sg Artillery Bn[768 Sg, 833 Sg]	A17.01: 4	Wagon Po	oints	
A53.28: 6	SPs + 3	Γ	A42.31: 1x 12-0 HQ[8]	B27.25: (, 41, MC)/ 10 Mtr		
A53.32: 10		Points	A42.32: 1x 6-2-2 Sec Div[707]	B27.26: 1	0 Arty/ 10	Mtr	
A54.31: 20			A41.33: 1x Artillery Rgt[41]	B26.25: 3	D:-(221)		
A54.33: Si		_	A42.34: 1x 20-4-3 Inf Div[98]	B25.25: 1:	c Div[221]		
A55.32: 50			A43.30: 1x 20-4-3 Inf Div[87] -1 Step	B30.22: (25 Rec, 35, 119, 25 Arty, MC) / 25 Mtr			
A48.22: 1x 10-2-1 Inf Div[312]			A43.31: 1x 20-4-3 Inf Div[8] -1 Step	Shu, 102, 59 MC)/ 9 Pz			
A40 20: 1:	X Artille	y Bde, 1x Katyusha Bde	A43.32: 1x 20-4-3 Inf Div[28]	B28.10: (5 B28.17: 2		snu, 102, 39 MC)/ 9 PZ	
A49.20: 17	14 4 2	de[108 Cav] Inf Div[93]	A45.29: (53 Rec, 8, 29)/3 Mtr	B28.17: 2 B27.16: (1		ul/ Q Pz	
A48.16: 1:	Katana	ha Bde	A44.28: 3 Any/3 Mtr	B25.16: 6		iuji 712	
A47.16: 1:	x 10-2-1	Inf Div[19]	A44.26: 1x 20-4-3 Inf Div[292]			rty)/ 16 Mtr	
A50.17: 49	9 Army	HO HO	A43.25: (2-27, 73 Shu, 74 Shu, 19)/ 19 Pz A43.24: 1x 20-4-3 Inf Div[7], 1x Flame AG		0 SPs + 27		
A58.18: 1:	x 8-1-1 I	nf Div[290] -1 Step	Bn[100]	B21.20: 1:			
A58.19: 4	SPs	Dr.(270) Totep	A43.23: 1x 20-5-3 Inf Div[78 Aslt]			IC)/ 16 Mtr	
A54.14: 1:	x 12-4-6	Tk Bde	A43.22: 1x 20-4-3 Inf Div[252] -1 Step	B16.17: 2	Truck Poi	nts	
A52.14: 40			A42.22: 1x Artillery Rgt[786]	B19.10: 1:	20-4-3 Is	of Div[134] -1 Step	
A57.09: 1:	x 10-3-4	Tk Bde	A42.23: 1x 12-0 HQ[20]	B20.07: 1:			
A53.12: 13	x 12-4-6	Tk Bde, 1x 10-2-1 Inf	A41.23: 7 SPs			Div[403]	
	Div[23		A44.20: 1x 20-4-3 Inf Div[131] -1 Step	B15.08: 1:			
A51.11: 1:	x 14-3-3	Inf Div[117]	A40.20: 2T			ints, 2 SPs	
A51.12: 3	Army H	Q, 1x Artillery Bde	A38.23: 1x 20-4-3 Inf Div[258]	B8.14: 1T			
A51.13: 4			A37.24: 1x 20-4-3 Inf Div[197]	B7.14: 2x			
A50.11: 12	x 7-3-3 !	Mtn Inf Div[194 Mtn]	A36.23: 2x Artillery Rgt[617, 618], 1x AG	B6.14: 1 S			
B33.28: 13		Tk Bde, 1x 12-3-2 Inf	Bn[226]	B3.09: 3 S			
B54.26: 32	Div[13:		A35.24: 1x AG Bn[192], 1x 20-4-3 Inf	B2.09: 8 T			
B55.24: 8			Div[23]	B2.08: Rai	iinead Mai	KCI	
B55.25: 38		ouits	A34.23: 1x 20-4-3 Inf Div[267]	German A	ir.		
B55.27: 13		HO	A32.22: 1x 12-0 HQ[7] A31.22: 1x 20-4-3 Inf Div[262]	Hex	Level	Air Units	
B55.28: 12			A27.20: 1x 20-4-3 Inf Div[52]	A4.25	2	1x Bf109e, 1x Ju52	
		Tk Bde, 1x 14-4-3 Inf	A26.20: 1x 20-4-3 Inf Div[31]	A6.14	2	1x Bf109f, 1x Ju87b,	
	Div[5 C	Gds]	A25.20: 1x 12-0 HQ[12]			2x Helllh	
B28.11: 12	x 8-1-1 I	nf Div[219]	A24.19: 1x Police Rgt[13 SS]	B9.15	2	none	
		nf Div[293]	A38.18: 2 Truck Points	B3.08	2	1x Bf109f, 2x Ju52	
B31.13: 12			A39.17: 5 SPs	A23.27	1	none	
		nf Div[219]	A39.18:.1x 12-0 HQ[43]	A21.16	1	none	
		Tk Div[69]	A40.17: 1x 20-4-3 Inf Div[34]	A40.18	1	none	
B33.14: 1x			A41.17: 1x 12-0 HQ[13]	B23.33	1	none	
B33.13: 1x			A43.15: 1x 12-0 HQ[53]	B17.20	1	1x Bf109f, 1+r x Ju87b,	
		IQ, RR & Penal	A44.15: 1x 20-4-3 Inf Div[260] -1 Step			1+r x Ju88a,	
B34.12: 50 B61.09: 1x			A45.14: 1x 20-4-3 Inf Div[17] -1 Step	D10.07	1	1+r x Hell1h	
B62.08: 30		y Buc	A46.12: 1x 20-4-3 Inf Div[296] A46.11: 1x 20-4-3 Inf Div[167] -1 Step	B18.07 B35.29	1	none 2x Bf109f, 1+r x Bf110c	
DO2.00. 30	, 51 3		A50.09: Grossdeutschland Inf Rgt,	D33.29		2x 511091, 141 x 51110C	
Soviet Air			1x Artillery Bn[440]	Notes:			
Hex	Level	Air Units	A50.08: 1x Artillery Rgt[622]				
A52.12	1	5x IL4, 3x SB2,	A52.08: (1, 3 Shu, 394 Shu, 75)/ 3 Pz	Weather C	ondition is	Rasputsitsa	
		1x MiG3	A54.08: (1-35, 2-35, 12 Shu, 103)/4 Pz				
B36.12	1	1x I15, 2x IL4, 1x IL2	A49.07: 1x 18-0 HQ[24 Pz]	T	•		
B62.07	1	2x Yak1	A49.06: 43 Aslt Eng Bn	Turn:	8		
A51.34	2	2x LaGG3, 1x Hurri2,	A47.05: 3 SPs + 3T				
		2x IL2, 2x Po2, 1x MiG3	A46.03: 2 Truck Points	Soviet:			
A56.33	2	2x MiG3, 1x TB3	A45.03: 16 SPs			401 (44.0)	
A57.32	2	3x G2, 6x Li2	A44.02: 1x 20-4-3 Inf Div[112]		A48.34: 1x 10-2-1 Inf Div[316]		
			A43.02: 1x 20-4-3 Inf Div[95] -1 Step	A48.33: 1x 10-2-1 Inf Div[363]			
Germa	n:		B36.26: 5 MG Bn	A45.31: 1x 12-4-6 Tk Bde, 1x 12-3-2 Inf			
			B36.28: 1x 20-4-3 Inf Div[293] -1 Step		Div[114] A46.31: 1x Artillery Bde		
A2.24: 1x Pax Repl A2.25: Railhead Marker			B34.30: 1x RR Rgt[1], Railhead Marker				
	lhead Ma		B35.30: 1x 12-0 HQ[35]	A46.30: 1x 14-4-3 Inf Div[6 Gds]			
A2.25: Rail		arker		A46.29: 1x 10-3-4 Tk Bde, 1x 14-4-3 Inf			
A2.25: Rail A2.26: Rail	lhead Ma	arker	B34.29: 20 SPs	A46.29: 1x			
A2.25: Rail A2.26: Rail A1.26: 1 Sl	lhead Ma P		B34.29: 20 SPs B33.30: 8 Wagon Points	-	Div[7 Gds	3	
A2.25: Rail A2.26: Rail A1.26: 1 Sl A1.27: 1x I	lhead Ma P RR Rgt[:	5]	B34.29: 20 SPs B33.30: 8 Wagon Points B46.34: 1x 18-0 HQ[47 Pz]	A46.28: 1x	Div[7 Gd: 14-3-3 In	s] f Div[185]	
A2.25: Rail A2.26: Rail A1.26: 1 SI A1.27: 1x I A20.16: 4 7 A20.17: 4 S	lhead Ma P RR Rgt[: Truck Po SPs	5] ints	B34.29: 20 SPs B33.30: 8 Wagon Points B46.34: 1x 18-0 HQ[47 Pz] B50.33: (17 MC, 2-39)/ 17 Pz	A46.28: 1x A47.30: 2x	Div[7 Gds 14-3-3 In Artillery	s] f Div[185] Bde	
A2.25: Rail A2.26: Rail A1.26: 1 SI A1.27: 1x I A20.16: 4 T A20.17: 4 S A26.30: 4 V	lhead Ma P RR Rgt[: Truck Po SPs Wagon P	5] ints oints, 2T	B34.29: 20 SPs B33.30: 8 Wagon Points B46.34: 1x 18-0 HQ[47 Pz] B50.33: (17 MC, 2-39)/ 17 Pz B49.33: (63 Shu, 27)/ 17 Pz	A46.28: 1x A47.30: 2x A47.31: 2x	Div[7 Gds 14-3-3 In Artillery Katyusha	s] f Div[185] Bde Bde	
A2.25: Rail A2.26: Rail A1.26: 1 SI A1.27: 1x I A20.16: 4 7 A20.17: 4 S A26.30: 4 V A30.31: 1x	lhead Ma P RR Rgt[: Truck Po SPs Wagon P 20-4-3 l	oints, 2T for Div[56]	B34.29: 20 SPs B33.30: 8 Wagon Points B46.34: 1x 18-0 HQ[47 Pz] B50.33: (17 MC, 2-39)/ 17 Pz B49.33: (63 Shu, 27)/ 17 Pz B48.32: (1-39, 40 Shu)/ 17 Pz	A46.28: 1x A47.30: 2x	Div[7 Gds 14-3-3 In Artillery Katyusha Artillery	s] f Div[185] Bde Bde Bde	
A2.25: Rail A2.26: Rail A1.26: 1 SI A1.27: 1x I A20.16: 4 7 A20.17: 4 S A26.30: 4 V A30.31: 1x A36.30: 1x	Ihead Ma P RR Rgt[S Fruck Po SPs Wagon P 20-4-3 I 20-4-3 I	ints oints, 2T inf Div[56] inf Div[263] -1 Step	B34.29: 20 SPs B33.30: 8 Wagon Points B46.34: 1x 18-0 HQ[47 Pz] B50.33: (17 MC, 2-39)/ 17 Pz B49.33: (63 Shu, 27)/ 17 Pz B48.32: (1-39, 40 Shu)/ 17 Pz B45.31: (29 Rec, 15, 29 Any)/ 29 Mtr	A46.28: 1x A47.30: 2x A47.31: 2x A48.31: 2x A48.29: 1x	Div[7 Gds 14-3-3 In Artillery Katyusha Artillery 10-2-1 In	s] f Div[185] Bde Bde Bde f Div[344]	
A2.25: Rail A2.26: Rail A1.26: 1 Sl A1.27: 1x I A20.16: 4 7 A20.17: 4 S A26.30: 4 V A30.31: 1x A36.30: 1x A37.31: 1x	Ihead Ma P RR Rgt[3 Fruck Po SPs Wagon P 20-4-3 I 20-4-3 I 12-0 HO	5] ints oints, 2T inf Div[56] inf Div[263] -1 Step [[9], 1x 20-4-3 Inf	B34.29: 20 SPs B33.30: 8 Wagon Points B46.34: 1x 18-0 HQ[47 Pz] B50.33: (17 MC, 2-39)/ 17 Pz B49.33: (63 Shu, 27)/ 17 Pz B48.32: (1-39, 40 Shu)/ 17 Pz B45.31: (29 Rec, 15, 29 Any)/ 29 Mtr B42.30: (88 Rec, 18 MC, 1-18, 2-18, 52 Shu,	A46.28: 1x A47.30: 2x A47.31: 2x A48.31: 2x A48.29: 1x A46.25: 1x	Div[7 Gds 14-3-3 In Artillery Katyusha Artillery 10-2-1 In 10-2-1 In Artillery	s] f Div[185] Bde Bde Bde f Div[344] f Div[100] Bde	
A2.25: Rail A2.26: Rail A1.26: 1 Sl A1.27: lx I A20.16: 4 7 A20.17: 4 S A26.30: 4 V A30.31: lx A36.30: lx A37.31: lx	lhead Ma P RR Rgt[3 Fruck Po SPs Wagon P 20-4-3 1 20-4-3 1 12-0 HO Div[183	5] ints oints, 2T inf Div[56] inf Div[263] -1 Step 2[9], 1x 20-4-3 Inf	B34.29: 20 SPs B33.30: 8 Wagon Points B46.34: 1x 18-0 HQ[47 Pz] B50.33: (17 MC, 2-39)/ 17 Pz B49.33: (63 Shu, 27)/ 17 Pz B48.32: (1-39, 40 Shu)/ 17 Pz B45.31: (29 Rec, 15, 29 Any)/ 29 Mtr B42.30: (88 Rec, 18 MC, 1-18, 2-18, 52 Shu, 101 Shu, 88)/ 18 Pz	A46.28: 1x A47.30: 2x A47.31: 2x A48.31: 2x A48.29: 1x A46.25: 1x A47.26: 2x A52.27: 50	Div[7 Gds 14-3-3 In Artillery Katyusha Artillery 10-2-1 In 10-2-1 In Artillery Army HQ	f Div[185] Bde Bde Bde F Div[344] f Div[100] Bde	
A2.25: Rail A2.26: Rail A1.26: 1 Sl A1.27: lx l A20.16: 4 7 A20.17: 4 S A26.30: 4 V A30.31: lx A36.30: lx A37.31: lx	Ihead Ma P RR Rgt[5 Fruck Po SPs Wagon P 20-4-3 I 20-4-3 I 12-0 HO Div[183 20-4-3 I	5] ints oints, 2T inf Div[56] inf Div[263] -1 Step Q[9], 1x 20-4-3 Inf] inf Div[137]	B34.29: 20 SPs B33.30: 8 Wagon Points B46.34: 1x 18-0 HQ[47 Pz] B50.33: (17 MC, 2-39)/ 17 Pz B49.33: (63 Shu, 27)/ 17 Pz B48.32: (1-39, 40 Shu)/ 17 Pz B45.31: (29 Rec, 15, 29 Any)/ 29 Mtr B42.30: (88 Rec, 18 MC, 1-18, 2-18, 52 Shu,	A46.28: 1x A47.30: 2x A47.31: 2x A48.31: 2x A48.29: 1x A46.25: 1x	Div[7 Gds 14-3-3 In Artillery Katyusha Artillery 10-2-1 In 10-2-1 In Artillery Army HQ	f Div[185] Bde Bde Bde F Div[344] f Div[100] Bde	
A2.25: Rail A2.26: Rail A1.26: 1 Sl A1.27: 1x I A20.16: 4 7 A20.17: 4 S A26.30: 4 N A30.31: 1x A36.30: 1x A37.31: 1x A38.30: 1x A38.30: 1x A38.31: 8 7	Ihead Ma P RR Rgt[5 Truck Po SPs Wagon P 20-4-3 I 20-4-3 I 12-0 HO Div[183 20-4-3 I Truck Po	5] ints coints, 2T inf Div[56] inf Div[263] -1 Step 2[9], 1x 20-4-3 Inf inf Div[137] ints	B34.29: 20 SPs B33.30: 8 Wagon Points B46.34: 1x 18-0 HQ[47 Pz] B50.33: (17 MC, 2-39)/ 17 Pz B49.33: (63 Shu, 27)/ 17 Pz B48.32: (1-39, 40 Shu)/ 17 Pz B45.31: (29 Rec, 15, 29 Any)/ 29 Mtr B42.30: (88 Rec, 18 MC, 1-18, 2-18, 52 Shu, 101 Shu, 88)/ 18 Pz A20.01: Railhead Marker	A46.28: 1x A47.30: 2x A47.31: 2x A48.31: 2x A48.29: 1x A46.25: 1x A47.26: 2x A52.27: 50	Div[7 Gds 14-3-3 In Artillery Katyusha Artillery 10-2-1 In 10-2-1 In Artillery Army HQ Truck Poin	f Div[185] Bde Bde Bde f Div[344] f Div[100] Bde	
A2.25: Rail A2.26: Rail A1.26: 1 Sl A1.27: 1x I A20.16: 4 7 A20.17: 4 S A26.30: 4 N A30.31: 1x A36.30: 1x A37.31: 1x A38.30: 1x A38.30: 1x A38.31: 8 7 A39.30: 14	lhead Mi P RR Rgt[: Truck Po SPs Wagon P 20-4-3 l 12-0 HC Div[183 20-4-3 l Truck Po SPs + 2	foints, 2T inf Div[56] inf Div[263] -1 Step 2[9], 1x 20-4-3 Inf] inf Div[137] ints	B34.29: 20 SPs B33.30: 8 Wagon Points B46.34: 1x 18-0 HQ[47 Pz] B50.33: (17 MC, 2-39)/ 17 Pz B49.33: (63 Shu, 27)/ 17 Pz B48.32: (1-39, 40 Shu)/ 17 Pz B45.31: (29 Rec, 15, 29 Any)/ 29 Mtr B42.30: (88 Rec, 18 MC, 1-18, 2-18, 52 Shu, 101 Shu, 88)/ 18 Pz A20.01: Railhead Marker A20.02: (2, 21)/ 1 Cav	A46.28: 1x A47.30: 2x A47.31: 2x A48.31: 2x A48.29: 1x A46.25: 1x A47.26: 2x A52.27: 50 A50.31: 2	Div[7 Gds 14-3-3 In Artillery Katyusha Artillery 10-2-1 In 10-2-1 In Artillery Army HQ Truck Poin SPs	f Div[185] Bde Bde Bde F Div[344] F Div[100] Bde Bde	
A2.25: Rail A2.26: Rail A1.26: 1 Sl A1.27: 1x I A20.16: 4 1 A20.17: 4 S A26.30: 4 N A30.31: 1x A36.30: 1x A37.31: 1x A38.30: 1x A38.30: 1x A38.31: 8 1 A39.30: 14 A39.31: 8 N	ihead Mi P RR Rgt[: Truck Po SPs Wagon P 20-4-3 l 12-0 HC Div[183 20-4-3 l Truck Po SPs + 2 Wagon P	foints, 2T inf Div[56] inf Div[263] -1 Step 2[9], 1x 20-4-3 Inf] inf Div[137] ints	B34.29: 20 SPs B33.30: 8 Wagon Points B46.34: 1x 18-0 HQ[47 Pz] B50.33: (17 MC, 2-39)/ 17 Pz B49.33: (63 Shu, 27)/ 17 Pz B48.32: (1-39, 40 Shu)/ 17 Pz B45.31: (29 Rec, 15, 29 Any)/ 29 Mtr B42.30: (88 Rec, 18 MC, 1-18, 2-18, 52 Shu, 101 Shu, 88)/ 18 Pz A20.01: Railhead Marker A20.02: (2, 21)/ 1 Cav A19.01: 4 SPs + 3T	A46.28: 1x A47.30: 2x A47.31: 2x A48.31: 2x A48.29: 1x A46.25: 1x A47.26: 2x A52.27: 50 A50.31: 2	Div[7 Gds 14-3-3 In Artillery Katyusha Artillery 10-2-1 In 10-2-1 In Artillery Army HQ Truck Poir SPs 6 Truck P	f Div[185] Bde Bde Bde F Div[344] f Div[100] Bde Bde	

		1000000000000000000000000000000000000		K MANUFACTURE	5 .13 6/26	221 Str. 12 - 10 Sept. 15 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1	
A54.33: S	talin		A43.31: 1x 20-4-3 Inf Div[8] -1 Step	B7.14: 2x 1	Day Danl		
A55.32: 5	0 SPs + 1	Т	A43.30: 1x 20-4-3 Inf Div[87] -1 Step				
A33.32. 3	- 10.2.1	Inf Div[312]	A41 33. 1 A -: 11 - D - (41)		B6.14: 3 SPs		
A48.22. 1	- 10-2-1	Inf Div(512)	A41.33: 1x Antillery Rgt[41]		B4.06: 4 Wagon Points		
A47.16: 1x 10-2-1 Inf Div[19]			A42.31: 1x 12-0 HQ[8]	B2.09: 3 S	B2.09: 3 SPs		
A48.16: 1x Katyusha Bde A48.18: 1x 14-4-3 Inf Div[93]			A41.31: 2x Sg Artillery Bn[768 Sg, 833 Sg]	B1.10: 4 T	B1.10: 4 Truck Points		
A48.18: 13	x 14-4-3	Inf Div[93]	A39.30: 9 SPs + 2T	B1.09: Rai	lhead Mar	rker	
A49.15: 17	x Cav Bd	e[108]	A42.29: 1x 20-4-3 Inf Div[15]				
A49.18: 12	x Katyus	ha Bde, 1x Artillery Bde	A44.26: 1x 20-4-3 Inf Div[292]	German A	ire		
A50.17: 49	9 Amy I	Ю	A44.28: 3 Arty/3 Mtr	Hex	Level	Air Units	
A56.22: 2	SPs + 37		A45.29: (53 Rec, 8, 29)/ 3 Mtr				
		IQ, RR & Penal	A46.11. 1: 20.4.27.47.	A4.25	2	1x Bf109e, 1x Ju52	
A50.21: 10	10.2.4	T. D.L. 2. 10.2 . T.	A46.11: 1x 20-4-3 Inf Div[167] -1 Step	A6.14	2	1x Bf109f, 1x Ju87b,	
A57.20: 13		Tk Bde, 2x 10-2-1 Inf	A46.12: 1x 20-4-3 Inf Div[296]			2x He111h	
	Div[120		A45.13: 1x 20-4-3 Inf Div[17] -1 Step	B9.15	2	none	
A57.21: 2x			A43.25: (2-27, 73 Shu, 74 Shu, 19)/ 19 Pz	B3.08	2	1x Bf109f, 2x Ju52	
A59.19: 1x	x 8-1-1 Ir	if Div[290] -1 Step	A43.24: 1x Flame AG Bn[100], 1x 20-4-3	A23.27	1	none	
A52.14: 30		A 10 10 10 10 10 10 10 10 10 10 10 10 10	Inf Div[7]				
A54.14: 1x		Tk Bde	A43.23: 1x 20-5-3 Inf Div[78 Aslt]	A21.16	1	none	
		Tk Bde, 1x 10-2-1 Inf	A40.22. A.T. J. D. int Div[/8 Askt]	A40.18	1	none	
AJJ.12. 1A			A40.23: 4 Truck Points, 2 SPs + 2T	B23.33	1	none	
	Div[238		A42.23: 1x 12-0 HQ[20]	B17.20	1	1x Bf109f, 1+r x Ju87b,	
		Inf Div[117]	A41.23: 2 SPs			1+r x Ju88a,	
A51.12: 1x	Artiller,	y Bde, 3 Army HQ	A42.22: 1x Anillery Rg1[786]			1+r x He111h	
A51.13: 4	Truck Po	ints	A43.22: 1x 20-4-3 Inf Div[252] -1 Step	B18.07	1	none	
		ftn Inf Div[194 Mtn]	A39.18: 1x 12-0 HQ[13]	B35.29			
		f Div[219]	A39.17: 1 SP	D33.29	1	2x Bf109f, 1+r x Bf110c	
		f Div[293]					
			A40.20: 2T	Notes:			
		Tk Div[69]	A44.20: 1x 20-4-3 Inf Div[131] -1 Step		ondista	is Desputite-	
B33.13: 2x			A45.18: 1x 20-4-3 Inf Div[34]	rreamer C	onuluon 1	is Rasputitsa	
B33.12: 40	Army H	Q, RR & Penal	A45.16: 1x 20-4-3 Inf Div[260] -1 Step				
B34.11: 32			A43.15: 1x 12-0 HQ[43]				
B35.15: 1x	10-3-47	Tk Bde	A55.13: (1-35, 2-35, 12 Shu, 103)/4 Pz	Turn:	9		
B55.28: 1x			A56.09: (17 MC, 2-39, 63 Shu, 27)/ 17 Pz	Aui II.	,		
B55.27: 13			A53.10. (1.25), 63 Shu, 27)/ 17 Pz				
D50.27: 13	Anny H	Q	A53.10: (1, 3 Shu, 394 Shu, 75)/ 3 Pz	Soviet:			
		Tk Bde, 1x 12-3-2 Inf	A55.03: (29 Rec, 15, 29 Any)/29 Mtr				
	Div[135]		A50.09: Grossdeutschland Inf Rgi,	A48.34: 1x 10-2-1 Inf Div[316]			
B54.26: 3x	Katyush	a Bde	1x Artillery Bn[440]	A48.33: 1x	10-2-1 In	f Div[363]	
B55.25: 54			A50.08: 1x Artillery Rgt[622]	A48.31: 2x Artillery Bde			
B55.24: 87	Truck Po	ints	A50.07: 1x 18-0 HQ[24 Pz]	A45.31: 1x	12-4-6 Tk	Bde, 1x 12-3-2 Inf	
B56.22: 2x			A49.07: 8 SPs	Div[114]			
D56.22. 2x	Katyush	a Bde				D.1-	
B55.22: 1x	14-4-31	nf Div[3 Gds]	A49.06: 43 Aslt Eng Bn	A46.31: 1x Artillery Bde A46.30: 1x 14-4-3 Inf Div[6 Gds]			
B54.22: 1x	10-3-47	k Bde, 1x 12-4-6 Tk Bde,	A48.06: 8 Wagon Points	A46.30; IX	14-4-3 In	f Div[6 Gds]	
1x 12-3-2 I	nf Div[1	7]	A47.05: 3 SPs + 3T	A46.29: 1x	10-3-4 Tk	Bde, 1x 14-4-3 Inf	
B53.23: 1x	12-4-6 T	k Bde, 1x 14-4-3 Inf	A52.02: 1x 20-4-3 Inf Div[112]	I	Div[7 Gds	:]	
	Div[5 Go		B52.34: (2-18, 101 Shu)/ 18 Pz	A46.28: 1x	14-3-3 Int	f Div[185]	
B61.09: 1x			B52.31: (1-18, 52 Shu)/ 18 Pz	A46.27: 1x	7-3-3 Mtr	Inf Div[173 Mtn],	
B62.08: 16	CD.	Bue	B51.34: 88/ 18 Pz		lx 10-2-1	Inf Div[367]	
D02.08: 10	SPS	1/2		A47.31: 2x	Vaturala	Dir Div[30/]	
DER BROWN			A48.01: 1x 18-0 HQ[47 Pz]				
Soviet Air:			B48.32: 1x 20-4-3 Inf Div[95]	A47.30: 2x	Artillery	Bde	
Hex	Level	Air Units	A45.03: 9 SPs	A48.29: 1x	10-2-1 Inf	f Div[344]	
A52.12	1	5x IL4, 3x SB2,	B37.32: 6 Truck Points, 6 SPs	A46.25: 1x	10-2-1 Int	f Div[100]	
	•		B28.16: (9 Rec, 10 Shu, 102, 59 MC)/ 9 Pz	A47.26: 2x	Artillery 1	Bde	
D26 10		2x MiG3, 2x I16	B28.17: 2-33/9 Pz	A47.25: 1x	10-2-1 In	f Div[360]	
B36.12	1	1x I15, 2x IL4, 3x IL2		A50 27. 1-	10.2 1 1	f Div(1971	
B62.07	1	2x Yak1	B27.16: (1-33, 11 Shu)/ 9 Pz	A50.27: 1x	10-2-1 IN	DIV[12/]	
A51.34	2	2x LaGG3, 1x Hurri2,	B25.16: 60/ 16 Mtr	A50.31: 2 T	ruck Poin	its	
		2x II.2, 2x Po2, 1x MiG3	B23.16: (156, 146 Arty)/ 16 Mtr	A48.22: 1x	10-2-1 Int	f Div[312]	
A56.33	2	1x MiG3, 1x TB3	B20.16: (341 Rec, MC)/ 16 Mtr	A50.20: 1x	8-1-1 Inf	Div[239]	
A57.32	2	1x P40c, 3x G2, 6x Li2	B34.26: 5 MG Bn	A52.26: 1x	10-2-1 Int	f Div[144]	
	2	1X P40C, 3X UZ, 0X L1Z	B36.28: 1x 20-4-3 Inf Div[293] -1 Step	A52.27: 50	Army HO)	
~	~		하게 보았다. 한 경기를 하는 살이 있다면 그들은 것이 하는 그 날이 있다면 하게 되었다. 하는 사이를 보면 하는 것이 되었다면 하는데	A53.32: 16			
German	n:		B34.29: 10 SPs	A54.31: 66		una	
			B35.30: 1x 12-0 HQ[35]				
A6.29: 4 Wa	agon Pou	nts	B34.30: 1x RR Rgt[1], Railhead Marker	A54.33: Sta			
A2.26: Raili	nead Mar	ker	B30.22: (25 Rec, 35, 119, 25 Any, MC)	A55.32: 50			
A2.25: Raill	head Mar	ker	/ 25 Mtr	A61.28: 1x	10-2-1 Int	f Div[340]	
A2.24: 1x P	ax Repl		B27.25; (10 Rec, 20, 41, MC)/ 10 Mtr	A55.27: 1x	10-2-1 In	f Div[330]	
A1.26: 28 S	Ps + 2T			A56.22: 10	SPs + 3T		
A1.27: 1x R	RRaife		B27.26: 10 Arty/ 10 Mtr				
A18.29: 8 T	[Clight as		B26.25: 3 SPs			RR & Penal	
A10 20: 0 11	luck Poir	its	B25.25: 1x 6-2-2 Sec Div[221]	A57.21: 2x			
A19.29: 8 W	agon Po	ints	B20.23: 10 SPs			Bde, 2x 10-2-1 Inf	
A30,13:4 W	Vagon Po	inte 2 SPe	B21.20: 1x 18-0 HQ[48 Pz]	1	Div[120, 3	352]	
722.00: 2 Ti	nuck Poir	ite				Div[290] -1 Step	
A20.01: Rail	lhead Ma	rker	B16.17: 2 Truck Points	A47.16: 1x	10-2-1 In	f Div[19]	
A19.01: 1 SI	P + 3T		B19.10: 1x 20-4-3 Inf Div[134] -1 Step	A48.15: 1x			
A43.34- 1- 2	20 427	6 D: 1001	B20.07: 1x 20-4-3 Inf Div[45]				
A43.34: 1x 2	CO-4-3 In	DIV[98]	B15.05: 1x 6-2-2 Sec Div[403]	A48.16: 1x			
	5-2-7 Sec	Div[707]	B15.08: 1x 12-0 HQ[34]	A48.18: 1x			
A4422	10 40 4	F D:(201		A49.18: 1x	Artillery 1	Bde, 1x Katyusha Bde	
A43.32: 1x 2	20-4-3 In	1 1217[28]	B8.14: 1T			,,	

A50.17: 49	Amy H	0	A42.32: 1x 12-0 HQ[8]	B12.06: 3 S				
A54.14: 1x 12-4-6 Tk Bde			A41.31: 2x Sg Artillery Bn[768 Sg, 833 Sg]	B8.05: 4 Wagon Points				
A52.14: 34 SPs			A41.33: 1x Artillery Rgt[41]	B8.14: IT				
A53.12: 1x 12-4-6 Tk Bde, 1x 10-2-1 Inf			A39.30: 6 SPs	B6.14: 2 SPs + 2T				
Div[238]			A42.29: 1x 20-4-3 Inf Div[15]	B2.09: 1 SP				
A51.11: 1x	14-3-3 Ir	nf Div[117]	A43.30: 1x 20-4-3 Inf Div[87] -1 Step	B1.10: 2 Tr	uck Poin	IS		
A51.12: 3 A	Army HQ	, 1x Artillery Bde	A45.29: (53 Rec, 8, 29)/ 3 Mtr	B1.09: Rail	head Mai	rker		
A51.13: 47	Truck Poi	nts	A44.28: 3 Arty/ 3 Mtr		S.			
A50.11: 1x	7-3-3 Mt	in Inf Div[194 Mtn]	A44.26: 1x 20-4-3 Inf Div[292]	German Al		All Profes		
B54.29: 1x	10-2-1 Ir	of Div[303]	A43.25: (2-27, 73 Shu, 74 Shu, 19)/ 19 Pz	Hex	Level			
B55.28: 1x	Katyusha	Bde	A43.24: 1x 20-4-3 Inf Div[7], 1x Flame	A4.25	2	1x Bf109e, 1x Ju52		
B53.28: 1x	12-4-6 T	k Bde, 1x 12-3-2 Inf	AG Bn[100]	A6.14	2	1x Bf109f, 1x Ju87b,		
	Div[135]		A43.23: 1x 20-5-3 Inf Div[78 Aslt]	2015	2	2x Helllh		
B52.27: 1x	14-3-3 Ir	of Div[110]	A43.22: 1x 20-4-3 Inf Div[252] -1 Step	B9.15	2	none		
B53.27: 3x	Katyusha	Bde	A42.23: 1x 12-0 HQ[20]	B3.08	2	1x Bf109f, 2x Ju52		
		k Bde, 1x 14-4-3 Inf	A42.22: 1x Artillery Rgt[786]	A23.27	1	none		
	Div[5 Gd		A44.20: 1x 20-4-3 Inf Div[131] -1 Step	A21.16	1	none		
		Q, 1x 14-4-3 Inf Div[3	A39.17: 2 SPs	A40.18	1	none		
	Gds]	24	A39.18: 1x 12-0 HQ[13]	B23.33	1	1x Bf109f		
B52.23: 3x			A45.18: 1x 20-4-3 Inf Div[34] -1 Step	B17.20	1	none		
		k Bde, 1x 10-3-4 Tk	A45.16: 1x 20-4-3 Inf Div[260] -2 Steps	B18.07	1	2x Bf109f, 1+r x Bf110c,		
		2-3-2 Inf Div[17]	A43.15: 1x 12-0 HQ[43]	B35.29	1	1+r x Ju87b, r x Ju88a,		
B50.23: 1x	12-3-2 II	ii Div[256]	A45.13: 1x 20-4-3 Inf Div[17] -3 Steps			1+r x He111h		
B53.25: 2x			A46.12: 1x 20-4-3 Inf Div[296] -1 Step			141 X HOTTIN		
B53.24: 2x			A46.11: 1x 20-4-3 Inf Div[167] -2 Steps	**				
B54.25: 12 B55.25: 46		oints	A49.07: 8 SPs	Notes:				
		(41. 50)	A49.06: 43 Ash Eng Bn	Weather Condition is Deep Freeze				
B48.20: 2x			A57.19: (2-39, 63 Shu)/ 17 Pz					
		k Bde, 1x 12-4-6 Tk	A57.16: (17 MC, 27)/ 17 Pz	Turn:	10			
		4-3-3 Inf Div[78, 132]	A55.13: (1-35, 2-35, 12 Shu, 103)/4 Pz					
		emi-Mtrd Inf Div[101] emi-Mtrd Inf Div[82]	A58.08: (29 Rec, 15, 29 Arty)/ 29 Mtr A53.10: (1, 3 Shu, 394 Shu, 75)/ 3 Pz	0-1-4-				
B61.09: 1x		Fig. (20) (1) (1) (1) (1) (1) (1) (1) (1) (1) (1	A50.09: Grossdeutschland Inf Rgt,	Soviet:				
B62.08: 20		Buc	1x Artillery Bn(440)	A48.34: 1x	10-2-1 I	nf Div[316]		
B35.15: 1x		k Bde	A50.08: 1x Artillery Rgt[622]	A48.33: 1x 10-2-1 Inf Div[363]				
B33.14: 1x			A52.07: 1x 18-0 HQ[24 Pz]	A45.31: 1x 12-4-6 Tk Bde, 1x 12-3-2 Inf				
B33.13: 2x			B54.32: (2-18, 101 Shu)/ 18 Pz	r	Div[114]			
		Q, RR & Penal	B53.32: 88/ 18 Pz	A46.31: 1x Artillery Bde				
B34.11: 54			B50.30: 1x 20-4-3 Inf Div[112]	A46.30: 1x	14-4-3 I	nf Div[6 Gds]		
B32.13: 1x		Div[293]	B51.29: (1-18, 52 Shu)/ 18 Pz	A46.29: 1x 10-3-4 Tk Bde, 1x 14-4-3 Inf				
B31.11: 1x			B47.28: 1x 20-4-3 Inf Div[95] -1 Step	Div[7 Gds]				
			A48.04: 119/ 25 Mtr	A46.28: 1x 14-3-3 Inf Div[185]				
Soviet Air:			A47.05: 3 SPs + 3T	A46.27: 1x	10-2-1 I	nf Div[367], 1x 7-3-3		
Hex	Level	Air Units	A47.04: 25 Arty/ 25 Mtr			Div[173 Mtn]		
A52.12	1	2x I16, 2x MiG3,	A48.01: 1x 18-0 HQ[47 Pz]	A47.31: 2x				
		3x SB2, 5x IL4	A48.02: (25 Rec, 35, MC)/ 25 Mtr	A47.30: 2x				
B36.12	1	1x I15, 2x IL4, 3x IL2	A45.03: 8 SPs	A48.29: 1x				
B62.07	1	2x Yakl	B41.28: 1x 20-4-3 Inf Div[293] -1 Step	A50.31: 2 T				
A51.34	2	2x LaGG3, 1x Hurri2,	B36.31: 8 Wagon Points, 8 SPs					
		2x IL2, 2x Po2, 1x MiG3	B35.31: 6 Truck Points, Railhead Marker	A53.32: 16 A54.31: 92		oints		
A56.33	2	1x MiG3, 1x TB3	B34.30: 1x RR Rgt[1]					
A57.32	2	1x P40c, 3x G2, 6x Li2	B34.26: 5 MG Bn	A54.33: Stalin				
			B34.29: 20 SPs	A55.32: 50 SPs + 1T				
German	n:		B35.30: 1x 12-0 HQ[35]	A46.25: 1x 10-2-1 Inf Div[100]				
A1.26: 36 S			B33.29: 1x 6-2-2 Sec Div[221]	A47.25: 1x 10-2-1 Inf Div[360]				
A1.24: 1x P			B30.26: (10 Rec, 20, 41, MC)/ 10 Mtr	A47.26: 2x				
A1.27: 1x RR Rgt[5]			B29.27: 10 Arty/ 10 Mtr	A50.27: 1x 10-2-1 Inf Div[127]				
A2.25: Railhead Marker			B31.17: 2-33/ 9 Pz			nf Div[144]		
A2.26: Railhead Marker		ker	B30.16: (9 Rec, 10 Shu, 102, 59 MC)/ 9 Pz B29.17: (1-33, 11 Shu)/ 9 Pz	A52.27: 50		1 To		
A10.29: 8 Truck Points, 8 Wagon Points,		its, 8 Wagon Points,	B26.16: (341 Rec, MC, 60)/ 16 Mtr	A55.27: 1x				
16 SPs			B23.16: (156, 146 Arty)/ 16 Mtr	A48.22: 1x				
A20.28: 4 W	Vagon Poi	ints, 4 SPs	B20.23: 19 SPs	A50.20: 1x	8-1-1 Int	f Div[239]		
A20.17: 4 Truck Points		ts	B21.20: 1x 18-0 HQ[48 Pz]	A54.20: 1x	8-1-1 In	f Div[415]		
A25.10: 2 T	ruck Poin	ts, 1 SP + 3T	B20.19: 1x 20-4-3 Inf Div[106]	A56.20: 1x	8-1-1 Inf	f Div[413]		
A32.15: 4 Wagon Points		nts	B17.18: 4 Truck Points, 4 SPs	A56.21: 10	Army H	Q, RR & Penal		
A20.01: Rai	lhead Ma	rker	B16.17: 2x Pax Repl	A56.22: 10	SPs			
A45.35: 1x 2	20-4-3 In	f Div[98]	B19.10: 1x 20-4-3 Inf Div[134] -1 Step	A57.20: 1x	10-3-4 T	k Bde, 1x 10-2-1 Inf		
A44.32: 1x 6	6-2-2 Sec	Div[707]	B20.07: 1x 20-4-3 Inf Div[134] -1 Step	D	iv[120,	352]		
A44.31: 1x 2	20-4-3 Inf	f Div[28]	B15.05: 1x 6-2-2 Sec Div[403] -1 Step					
	20 4 2 T-6	Div[8] -1 Step	12.03. 14 0-7-5 occ Div[403] -1 31cb			A57.21: 2x Artillery Bde		
A44.30: 1x .	20-4-3 Ini	Birlel	B15.08: 1x 12-0 HQ[34]					

A60.20: 1x 8-1-1 Inf Div[290] -1 Step				w/i 2 B32	.18: (9 Re	ec, 1-33, 2-33, 10 Shu, 11
A54.17: 1x 10-2-1 Inf Div[356]	Soviet Air:			,, , , ,	Shu, 102	
A54.15: 1x 10-2-1 Inf Div[348]	Hex	Level	Air Units	B29.27: 1		
A47.16: 1x 10-2-1 Inf Div[19]	A52.12	1	1x Pe2, 2x I16, 2x MiG3,			0, 41, MC)/ 10 Mtr
A48.15: 1x Cav Bde[108]	D0.6.10		3x SB2, 5x IL4			Inf Div[106]
A48.16: 1x Katyusha Bde	B36.12	1	1x I15, 2x IL4, 3x IL2	B36.27: 1	x 6-2-2 S	ec Div[221]
A48.18: 1x 14-4-3 Inf Div[93]	B62.07 A51.34	1	2x Yak1	B37.28: 5	MG Bn	
A49.18: 1x Artillery Bde, 1x Katyusha Bde	A31.34	2	2x LaGG3, 1x Hurri2, 2x IL2, 2x Po2, 1x MiG3	B38.28: 1	x 20-4-3	Inf Div[293] -1 Step
A50.17: 49 Army HQ	A56.33	2	1x MiG3, 1x TB3	B34.29: 2		
A52.14: 20 SPs	A57.32	2	1x P40c, 3x G2, 6x Li2	B35.30: 1		
A53.14: 1x 12-4-6 Tk Bde, 1x 10-2-1 Inf				B34.30: 1	-	
Div[350] A52.12: 1x 12-4-6 Tk Bde, 1x 10-2-1 Inf	German	1:				ints, Railhead Marker
Div[238]	A6.20: 4 W		vinte			7, 2-39, 63 Shu)/ 17 Pz
A51.11: 1x 14-3-3 Inf Div[117]	A10.29: 47					5, 29 Arty)/ 29 Mtr
A51.12: 3 Army HQ, 1x Artillery Bde	A1.25: 8 Tr			A55.14: 1		
A51.13: 4 Truck Points	A1.26: 28 S			A55.13: 1 A54.13: (2		Chu)/A Da
A50.11: 1x 7-3-3 Mtn Inf Div[194 Mtn]	A1.27: 1x F			A53.12: (
A57.05: 1x 12-3-2 Inf Div[279]	A2.25: Rail		-	A54.11: 7		JIZ
A57.07: 1x 12-3-2 Inf Div[322], 1x 14-3-3	A2.26: Rail	head M	arker	A53.11: 3		Pz.
Inf Div[49]	A2.27: 2 Tr	uck Poi	nts, 2 SPs	A53.04: 2		
A57.08: 1x 12-4-6 Tk Bde, 1x 14-3-3 Inf	A33.32: 4 \	Wagon I	Points			5, MC)/ 25 Mtr
Div[113]	A39.30: 16			A54.04: 1		
A58.03: 1x 10-3-4 Tk Bde		-	Points, 8 SPs	A48.01: 1		
A58.04: 1x 10-3-4 Tk Bde, 1x 12-3-3	A38.19: 13					schland Inf Rgt,
Semi-Mtrd Inf Div[30]	A45.34: 1x					ery Bn[440]
A58.05: 2x Artillery Bde			ec Div[707]	A50.08: 1	x Artiller	y Rgt[622]
A58.07: 2x Artillery Bde, 1x Katyusha Bde	A42.32: 1x			A52.07: 1		
A59.06: 1x 10-2-1 Inf Div[340]	A43.32: 1x		llery Bn[768 Sg, 833 Sg]	A49.07: 1		
A59.07: 61 Army HQ, RR & Penal	A44.31: 1x			A48.05: 8	-	
A62.06: 20 SPs B57.31: 1x 14-4-3 Inf Div[3 Gds]			Inf Div[15],	A47.05: 3		
B57.32: 1x 12-4-6 Tk Bde, 1x 12-3-3			3 Inf Div[8] -1 Step	A45.03: 3		- D-
Semi-Mtrd Inf Div[82]			Inf Div[87] -1 Step	A56.07: 4:		Shu)/ 18 Pz
B54.29: 1x 10-2-1 Inf Div[303]	A45.29: (53					nf Div[112]
B55.29: 1x Katyusha Bde	A44.28: 3 /	Arty/3 M	Atr	B51.30: 8		III DIV[112]
B52.28: 1x 12-4-6 Tk Bde, 1x 12-3-2 Inf	A41.26: 1x	20-4-3	Inf Div[292] -1 Step		17	hu)/ 18 Pz
Div[135]			Shu, 74 Shu, 19)/ 19 Pz			nf Div[95] -1 Step
B52.27: 2x Artillery Bde, 3x Katyusha Bde	A43.24: 1x					and the first
B54.25: 12 Truck Points			Inf Div[78 Aslt] -1 Step	German A	ir:	
B55.25: 80 SPs			Inf Div[252] -2 Steps	Hex		Air Units
B51.28: 1x 14-3-3 Inf Div[110]	A44.20: 1x A42.22: 1x		Inf Div[131] -3 Steps	A4.25	2	1x Bf109e, 1x Ju52
B51.25: 13 Army HQ	A42.23: 1x			A6.14	2	1x Bf109f, 1x Ju87b,
B50.25: 2x Artillery Bde, 3x Katyusha Bde B50.26: 1x 12-4-6 Tk Bde, 1x 14-4-3 Inf	A39.18: 1x			B9.15	2	2x HeIIIh none
Div[5 Gds]			Inf Div[260] -1 Step	B3.08	2	1x Bf109f, 2x Ju52
B49.26: 1x 10-3-4 Tk Bde, 1x 12-4-6 Tk			Inf Div[34] -2 Steps	A23.27	1	none
Bde, 1x 12-3-2 Inf Div[17]	A43.15: 1x			A21.16	1	none
B46.23: 2x Cav Bde[41, 50]	A45.13: 1x	20-4-3	Inf Div[17] -3 Steps	A40.18	1	none
B50.22: 1x 10-3-4 Tk Bde, 2x 14-3-3 Inf			Inf Div[296] -2 Steps	B23.33	1	none
Div[78, 132]			Inf Div[167] -2 Steps	B17.20 B18.07	1	1x Bf109f
B52.23: 1x 12-3-2 Inf Div[256], 1x 12-3-3	A20.01: Ra			B35.29	1	none 2x Bf109f, 1+r x Ju87b,
Semi-Mtrd Inf Div[101]	B20.23: 16			033.23		rx Ju88a, 1+rx He111h
B61.09: 1x Artillery Bde	B21.20: 1x		2[48 Pz]			i a vacca, i i i a i ci i i i
B62.08: 28 SPs	B8.14: 2 SF		·	Notes:		
B35.15: 1x 10-3-4 Tk Bde	B6.06: 4 W B2.09: 4 SF	-	ints		Candition	is Deep Freeze.
B33.14: 1x 20-1-3 Tk Div[69]	B1.09: Rail		rkor	Weather C	noninino	is Deep Freeze.
B33.13: 2x Artillery Bde	B1.10: 6 Tr					
B32.13: 1x 8-1-1 Inf Div[293]	B12.06: 5 S		113			
B31.11: 1x 8-1-1 Inf Div[219]			ec Div[403] -1 Step			
B32.12: 40 Army HQ, RR & Penal	B15.08: 1x	12-0 H	D[34]			
B34.11: 52 SPs	B20.07: 1x					
			nf Div[134] -1 Steps			
	B20.16: (34	1 Rec, 1	MC)/ 16 Mtr			
			Arty)/ 16 Mtr			
	B26.16: 60/	16 Mtr				

Designer's Notes

This design has to be the biggest cut 'n paste research job I ever want to come across. I had a bunch of sources, and all of them conflicted. Eventually, after a couple of aborted attempts, I sat down and copied every unit from every source into a data base. Then I proceeded to attempt to confirm each one through at least one other source. While nowhere near perfect, this method got the job done. Every source I could get my hands on was entered into the data base. For instance, the Scorched Earth OoB for Army Group Center was dumped in with everyone else. For the Germans, every unit had to be confirmed using Tessin's Verbande und Truppen. The Soviets were even worse. The bulk of the Soviet OoB came from Fugate's Operation Barbarossa. Poirier & Conner's The Red Army Order of Battle was used as a confirming source (with a great deal of salt).

At best, the units and their positions can be called "representative." To generate the historical locations, I plotted the known positions from a number of sources and "force-fit" the rest of the army as needed. They ended up pretty good—not perfect—and give a good idea of the situation for the 10 turns they cover. Turn one is the most accurate (for the Germans) as I had the Lange-Ost maps for that one. Should anybody sharpshoot either the OoB or the exact positions of the units—have a nice time, as you will hit your mark.

Others have helped me greatly in this effort. Stephen Barratt helped in refining the OoBs for both sides. The air OoB is the work of Al Wambold with some adjustments made by Owen Fuller. I am indebted to their ability to dig out these ridiculously hard to find facts.

Some of the Panzer Divisions in this game have had their 3rd Battalion removed. This was done even before Barbarossa began, usually to help form a new Panzer Division for the Russian Campaign. In the full strength variant, these "cuts" are given back to make up for the strength shortfall in the other panzer battalions. I used them in this manner so as to avoid having players (when using the full strength variant) to have to do some sort of calculation every time a panzer battalion is used for something. Usually, play will proceed without these units. The use of these units in this manner is not meant to suggest a different TO&E, but the additional strength of the existing battalions. A couple of the Panzer Division Recon Battalions had been disbanded or sent elsewhere by this time. Unlike the Panzer Battalions, these have

been cut from the OoB entirely.

Of the original Soviet OoB, a number of divisions which were destroyed and rebuilt arrive at their rebuild times. Most of these would be worthless in their original form, so I omitted them from the early set ups and brought them on later at their (cough) full strength level. This is also true of two useless Soviet Army HQs, the 20th and the 19th. Both were all but destroyed before the game begins and were disbanded shortly afterward. I have chosen to drop their HQs and army support units. The few divisions still assigned to these two armies were either reassigned to the other armies in their vicinity or fell into the "rebuilt" later category. Regardless of the status of the subordinate units, I have chosen to disband the armies a turn or two earlier than actually happened so as to save on unnecessary counters.

True to form, Soviet Cavalry divisions are little more than brigades. To reflect their true size, their counters are marked as non-divisional brigades, not divisions.

One of the great eyebrow raisers in this game is the action ratings of the SS Division "Reich." Contrary to Nazi-o-phile myth, the early SS divisions were hardly supermen. At that point, while fanatical and all that, their command and staff functions left much to be desired. Examine if you will the "great" handling of the 3rd SS as documented in the book Soldiers of Destruction. Sure they fought hard, but in doing even simple operations (by army standards) they would invariably manage to bloody themselves. The SS troops had a decent amount of training at this point, but their commanders, and especially their staffs, were substandard.

The German motorcycle battalions are given Truck-type movement points on their Move Mode side. This represents the lack of armored protection these units have and that they would need to be more careful in skirting enemy units than, say, armored recon battalions. In Combat Mode these units have Leg-type movement points because they can be assumed to be taking greater care in moving through enemy lines. The difference between the two sides and their types of MPs in conjunction with the "no-ZOC" provisions in OCS rule 4.1 give a good representation of the real capabilities of these units.

The air units (as shown on the counters) are in their summer camouflage patterns. This was done to avoid having a bunch of white and grey aircraft.

The Bf 110c was rated as a "T" aircraft, not an "F" on the advice of Owen Fuller. While this aircraft was without a doubt a fighter in design and use in the Battle

of Britain, Owen contended that a doctrinal use shift occurred after that debacle which greatly influenced the aircraft's use in the Russian Campaign. I tend to agree and the aircraft is rated as such. Feel free to disagree with this assessment and to re-rate the Bf 110c with an "F" and take the parenthesis from its Air to Air rating.

Players may note the lack of partisans in the game. Most of the partisans in this area were generated by the lost Soviet units in the Vyazma and Bryansk pockets and were of little effectiveness until the Soviet offensive really got rolling after the new year. Their inclusion would only tradeoff more rules for a very limited amount of effectiveness.

After reading numerous German accounts, I can only be struck by the exaggeration of the effect of the Rasputitsa-in terms of generalizing its worst effects over the whole of the battle area-and by the strange insistence by Guderian in Panzer Leader that his advance was crippled by a mud season which seems to have started three weeks earlier for him than anyone else. I also cannot help but note that he makes little reference to what those "sub-human" Russians are doing to slow him down (except when they trot out a tank, the T-34, which is vastly superior to his own armor!) Strange too are the number of sources listing the beginning of the mud season at the same time as does Schnell Heinz, but also manage to list him as the source of this information. Draw your own conclusions, but if you want to see the effects of the mud season these Nazis seem to be trying to convince us about, make the Rasputitsa start on turn 3 (no exceptions), have it last until turn 6 (inclusive) and enforce a rule that only leg and tracked units may move at all and they are limited to 1 hex only. Anything counted in truck MPs is limited to the hex adjacent, such as HQ supply throw and draw. Trucks themselves cannot move. I wish you good luck as the German Army will be starving to death by turn 5 and will be physically incapable of doing what they actually did.

As per the OCS standards, the AT gun and anti-aircraft have been parcelled out to, and assembled within, the other combat units of the game.

The rest of Army Group Center is assumed to be operating just off the North map edge in a roughly historical fashion. They will not be able to take Moscow—it falls on the shoulders of the units on the map to do so. The off-map forces, however, do make encirclements possible.

The German player is given one corps of the 9th Army (the 8th Army Corps) which is the furthest south element of the 9th

Army. These units are given to the German player freely so as to avoid unnaturally stretching the 4th Army to cover a completely unrealistic area.

Player's Notes

Here are just a few comments to help you get rolling in GB. More elaborate hint articles have already appeared in our magazine Operations and I cannot best them here.

German Player

•Have a plan. The most important thing for the German player to do is to assign priorities and stick to them. You do not have enough supply to conduct an all out attack everywhere. Some sectors will have to be delegated to secondary roles. It is possible to rapidly shift the weight of your effort and that can be used as a tool to keep your opponent from becoming complacent in "quiet" zones.

•Full speed, or don't bother. Be sure to go full tilt where you decide to put your marbles. That means make all the decent overrun attacks you can as soon as you launch your offensive. Overrun, overrun, overrun, and surprise, surprise, surprise! Waiting till the Combat Phase to attack is inexcusable and will hardly be worth the effort. Time is limited, you must make your gains fast (before the mud season). A half-hearted effort will be a waste of time. If you are an overly cautious player, you should probably be playing the Russians!

*Conserve Supplies. In spite of what I just said, the German player must never expend supply like there is no tomorrow. Later in the game (maybe as early as turn three) such flippancy will come back to haunt you. It is very easy to push so hard and fast (burning combat supply at a prodigious rate) that the coffers will be drained in a turn or two.

•Make the 'Fat-Boy's' (Goering's, that is) Air Force work for you, not the other way around! Make the best use of the Luftwaffe you can. Use it to generate DG stacks to hit with overruns (talk your opponent into the Hip Shoot rule, if he'll let you), break Soviet railroads (difficult, since any unbroken line can negate all the damage), and, above all, take out his air force. If you fail to destroy large portions of the Red Air Force on the ground, you will have to expend far too much of the Luftwaffe's limited strength to ward off Soviet air strikes on the panzer spearheads.

•Keep your ducks in line. Only an organized, efficient German effort will get very far. The organization of your rear areas can make or break your offensive.

•Be Imaginative. Remember, Moscow is a war winning objective, but other combinations of cities will win the game for you. Don't dismissalternative strategies which might ignore Moscow.

Divide, Encircle, and Conquer. Never forget that it is easier to pocket Russians and make them go away by mass surrender, than to attack them to death. You cannot ignore your losses (they will come back to haunt you), so any unnecessary attacking should be avoided. You can, however, use your great mobility to pocket large numbers of Russians and isolate them for group destruction. The latter method is much better for you.

•Move Fast! You only have about four game-weeks to run amok. Beginning with the Rasputitsa, you will find yourself consolidating your gains and preparing for the Soviet counteroffensive. The first four turns can be played as a "quick" scenario if you want to examine the optimum German initial offensive. If you want to save SPs for a turn, do so, but do not wait till turn four to get going. By that time, your ability to drive will drop radically.

•The Mud Season is on its way. Be Prepared! Somewhere around turn five the mud season will start. You should be aware of this. A smart player will "contract" his units toward his HQs and SPs so as to go into "mud season operating mode" early so he won't be caught short when it does happen. The decrease in operational tempo will be of only limited effect on your efforts at that point, but the avoidance of not being caught "out in the cold" is well worth it.

Good luck and always remember to put your fangs out and set your hair on fire total aggressiveness is the only way to go!

Soviet Player

Your army is mediocre, low in strength, and slow as molasses. The German forces will dance around and through you. Any unit left out on its own will be turned into a grease spot by panzer treads and surprise rolls. That's the bad news. So, now what can you do about it?

•DON'T PANIC! You will be as busy as a one-armed paper hanger in the first few turns just trying to survive. Your turn will come. You can expect the Germans to take out huge chunks of the map and your army. You can afford huge losses as an exchange for time (reinforcements will make up your losses) and the German spearheads are much more fragile than they look, and German supply lines are more so.

•Have a plan—Know the system— Organize your retreat. Use the game system to your advantage and leave nothing of use for the Germans to capture. Retreat your forces according to your own plan and not according to the enemy's whims. Concentrate on important things because you can't save everything.

*Counterattack whenever possible. Weak points exist in the German machine. You can attack them in a limited manner early in the game and the effect of these little attacks will A) slow him down and disrupt his plans, B) make him look over his shoulder, and C) expose things that he fears greatly (so you can take advantage of them later. He may panic showing you very clearly what to hit next—it will be the thing he scuttles to defend in sheer terror!

 You must develop the correct Russian appreciation of space. The Germans will be able to advance most of the way across the map, but will not be able to firmly hold onto it. They will also be at the end of a precarious supply line, and their condition will only get worse with time. Use the space you have and don't attach too much importance to any small part of it (aside, that is, from Moscow itself).

*Push as much supply forward as you can to the frontline armies. That way you avoid worrying about mass surrender for a few turns after being surrounded. A seemingly 'perpetual' pocket will sap both German strength and morale, as well as mess up his efforts to keep his supply lines simple.

•Hide your units. Because of the series rule forbidding the examination of enemy stacks, you can camouflage your frontline forces (at important points, anyway) using things like mode markers and hedgehogs. A useful trick is to deploy penal battalions and other useless units in dense terrain under a hedgehog marker. The German player will have to attack these units as if they were strong, expending MPs (if an overrun), and combat supply which he canot afford. It is also best to mix in a few good units with the 'dummies' as the German might decide that all those hedgehogs are easy targets—until a German battalion accidentally attacks a strong, dug-in division in a forest!

•Use the Red Air Force. In the first Reaction Phase of the German offensive, you will have a golden opportunity to bring the Germans to their knees. Execute barrage attacks against the German spearhead units. If you get some of them DG'd, then you will have gone a long way to de-railing his attack.

*Defend choke points and routes of advance. The German army is highly road-bound. Do not waste your strength "guarding" the entire front (it can't be done). Instead, set up completely occupied lines around things like road junctions, road crossings in forest, and any other restrictive terrain. The German army is poor in tight terrain. Drag them into the forests and make them squirm!

•Use your Strategic Mobility to make up for your lack of Tactical Mobility. One of the strongest assets you possess is your rail movement capability. It can go a long way toward making up for your unit's weak tactical mobility. Pay careful attention to the rules about entraining and detraining. If all your railroads are doing is moving supplies, then they are being under-utilized.

•Your Time Will Come! From the Rasputitsa on the game will turn to your advantage. The Germans will be strung out attempting to hold onto their gains. You will have time to develop a strong offensive force with which to counterattack and retake your lost cities. The more the German takes early on (unless he is an extremely good player) the easier it will be to grab the prizes back.

Playing the Soviets in GB takes a high level of guts, determination, and stalwartness. As long as you keep in mind that your job is to defeat the Germans, and not to keep them at their start line, you'll survive. If not, Uncle Joe is right behind you, and he's armed...

German Reinforcements and Withdrawals

WI	thdrawals
(Histor Turn	ical Entries, in (), are for your information only) Units
1	1x 12-0 Corps HQ [13], 2x 20-4-3 Inf Div [17, 260] (Northern portion, Map B) 2x Pz Div [3,4 (less 3rd Pz Bn)], 1x Mtrd Inf Div [16], 1x 18-0 Corps HQ [24], Reich SS Mtrd Inf Div (Map B) 2x Pz Div [2 (less 3rd Pz Bn), 5 (less 3rd Pz Bn)], 1x Mtrd Inf Div [3], 1x 18-0 Corps HQ [46], 4 Truck Points (Map A)
2	2x 12-0 Corps HQ [34, 35], 5x 20-4-3 Inf Div [45, 95, 112, 134, 293] (Map B) 1x Pz Div [11 (less 3rd Pz Bn)], 1x 20-4-3 Inf Div [252] 13 SS Pol Rgt, 2x Sg Artillery Bn [768, 833] (Map A)
3	1x Pz Div [20], 1x 18-0 Corps HQ [57], 4 Truck Points (Map A)
4	1x Pz Div [19 (less 3rd Pz Bn)] (Map A) 2x 6-2-2 Sec Div [221, 403] (Either Map) 4th Panzer Group Roll: Failure if roll is 6
5	1x 20-4-3 Inf Div [98], 1x 6-2-2 Sec Div [707] (Either Map) 4th Panzer Group Roll: Failure if roll is 5-6
6	1x 20-4-3 Inf Div [56] (Either Map) 4th Panzer Group Roll: Failure if roll is 4-6
7	None 4th Panzer Group Roll: Failure if roll is 3-6
8	1x 20-4-3 Inf Div [106] (Either Map) W/D: 1x Ju88a
9	None
10	1x 20-4-3 Inf Div [339] (Either Map) W/D: 2x Bf.109f
11	None
12	None

Soviet Reinforcements

Turn 1	Units 1x Tank Bde, 1x Arty Bde
2	1x Tank Bde, 2x Arty Bde, 1x 10-2-1 Inf Div [238], 4 Truck Points
3	1x Tank Bde, 2x Arty Bde, 2x Katyusha Bde, 2x 10-2-1 Inf Div [217, 248], 1x Hurri2, 2x SB-2
4	2x Tank Bde, 2x Arty Bde, 1x Katyusha Bde, 1x 10-2-1 Inf Div [5], 1x 14-4-3 Inf Div [93], 1x 8-3-3 Cav Bde [17 Cav], 1x I-15, 1x Il-2
5	2x Tank Bde, 3x Arty Bde, 2x Katyusha Bde, 3x 10-2-1 Inf Div [19, 100, 312], 1x 14-4-3 Inf Div [6 Gds], 1x 8-3-3 Cav Bde [31 Cav], 1x Pe-2, 2x IL-4, 4 Truck Points
6	2x Tank Bde, 3x Arty Bde, 1x Katyusha Bde, 3x 10-2-1 Inf Div [316, 344, 363], 2x 14-4-3 Inf Div [5 Gds, 7 Gds], 1x 14-3-3 Inf Div [185], 1x 12-3-2 Inf Div [114], 1x 8-3-3 Cav Bde [108 Cav]
7	2x Tank Bde, 2x Arty Bde, 1x Katyusha Bde, 2x 10-2-1 Inf Div [120, 352], 1x 14-4-3 Inf Div [3 Gds], 1x 12-3-2 Inf Div [17], 10 Army [Hq, RR & Penal], 1x P-40c, 2x II-2, 2x I-16
8	2x Tank Bde, 4x Arty Bde, 1x Katyusha Bde, 7x 10-2-1 Inf Div [127, 144, 303, 330, 340, 360, 367], 3x 14-3-3 Inf Div [78, 110, 132], 2x 12-3-3 Inf Div (semi-mtrd) [82, 101], 1x 12-3-3 Inf Div [256], 1x 8-1-1 Inf Div [239], 1x 7-3-3 Mtn Inf Div [173 Mtn], 2x 8-3-3 Cav Bde [41, 50 Cav], 4 Truck Points
9	3x Tank Bde, 4x Arty Bde, 1x Katyusha Bde, 3x 10-2-1 Inf Div [348, 350, 356], 2x 14-3-3 Inf Div [49, 113], 2x 8-1-1 Inf Div [413, 415], 1x 12-3-3 Inf Div (semi-mtrd) [30], 2x 12-3-2 Inf Div [279, 322], 61 Army [HQ, RR & Penal], 1x Pe-2
10	3x Tank Bde, 4x Arty Bde, 2x Katyusha Bde, 5x 10-2-1 Inf Div [342, 346, 385, 387, 391], 1x 12-3-2 Inf Div [212]
11	3x Tank Bde, 4x Arty Bde, 1x Katyusha Bde, 4x 10-2-1 Inf Div [16, 60, 201, 328], 1x 14-3-3 Inf Div [273], 2x 12-3-2 Inf Div [12, 124], 1x 8-3-3 Cav Bde [20 Cav], 4x 8-4-3 Cav Bde [1 Gds, 2 Gds, 3 Gds, 4 Gds], 2x Cav Corps HQ [1 Cav, 2 Cav], 4 Truck Points
12	2x Tank Bde, 1x Arty Bde, 3x 10-2-1 Inf Div [325, 327, 329], 2x 12-3-2 Inf Div [148, 233], 1x 8-1-1 Inf Div [160], 1x 7-3-3 Mtn Div [77 Mtn]
13	None

None

13