

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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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 a 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 railroad 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...

1. 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.

3. 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:

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

2. 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:

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

2. 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:

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

2. 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.

2.2d 4th Panzer Group Withdrawal Units.

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 to do 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.

Design Note: 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 desired—as 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:

1. Pax and wagons appear at any German air base or in the above cities.
2. Place SPs from the Variable Reinforcement Table in any German held village or city hex.
3. 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 them in 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 superseded 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 Kremlin). 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 Soviet rail hexes). Also, Soviet reinforcements 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:

1. Pax Repls appear at any Soviet air base or in the above cities.
2. 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/ 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.

4. 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/ 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/ 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 presented 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/ 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, specialized 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:

Setup: Level 2 Air base, 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's 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 Il2—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): 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.
4. 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 HQ, 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.
5. 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

A52.14: 11 SPs

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

A48.05: 5 Cav HQ

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 Rasputitsa 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 Rasputitsa 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 IL5, 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 Tables.

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]
 B10.07: 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 | 2 | 1x Bf109e, 2x Ju52 |
| A6.14 | 2 | 1x Bf109f, 2x Ju87b, 3x He111h |
| B9.15 | 2 | none |
| B3.08 | 2 | 1x Bf109f, 2x Ju52 |
| A23.27 | 1 | 1x Bf109f |
| A21.16 | 1 | 1x Bf109f, r x Ju87b |
| B23.33 | 1 | none |
| B17.20 | 1 | 1x Bf109f, 1+r x Ju87b, 2x Ju88a, 1+r x He111h |
| B18.07 | 1 | none |
| B35.29 | 1 | 2x Bf109f, 2x Bf110c, r x Do17z |

Reinforcements:

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

Special Rules:

1. All GB special rules are in play.
2. The 4th Panzer Group has not yet left the map.
3. 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 Mozhysk at the end of the game.

Minor: Hold Tula, and Mozhysk 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]

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[11]
 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]
 B13.33: 1x 8-1-1 Inf Div[11 Avn]
 B13.31: 1x Artillery Bde
 B12.31: 1x 14-3-3 Inf Div[232],
 Level 1 Hedgehog

B10.29: 1x 14-3-3 Inf Div[299],
 Level 1 Hedgehog
 B10.27: 1x 8-1-1 Inf Div[47 Avn]
 B14.30: 3 Army HQ
 B15.31: 11 SPs
 B17.31: 3 Army RR & Penal
 B12.07: 1x 8-1-1 Inf Div[290]
 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 Bde
 B13.02: 2x 20-1-3 Tk Div[10, 69]
 B14.07: 1x 8-1-1 Inf Div[293]
 B16.08: 40 Army HQ, RR & Penal
 B18.08: 17 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: 24 SPs
 A19.02: 50 Army RR & Penal
 A20.01: 4 Truck Points
 B18.28: 15 SPs
 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]
 B11.24: 1x 10-2-1 Inf Div[307]
 B11.22: 1x 12-3-2 Inf Div[269] -1 Step
 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]
 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
 A37.18: 1x 12-3-3 Semi-Mtrd Div[220]
 A39.17: 7 SPs

A39.19: 49 Army HQ, RR & Penal
 A35.22: 1x 8-0-1 Militia Div[4]
 A52.32: 2T
 A53.32: 12 Truck Points
 A54.31: 20 SPs
 A54.33: Stalin
 A55.32: 1x Pax Repl

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:

| Hex | Level | Air Units |
|--------|-------|------------------------------|
| A23.27 | 1 | 1x IL2 |
| A21.16 | 1 | 1x IL2, 2x LaGG3 |
| A40.18 | 1 | 1x IL2, 3x Pe2, 2x IL4 |
| A52.12 | 1 | 2x SB2, 4x IL4 |
| B23.33 | 1 | 1x IL2, r x Yak1 |
| B17.20 | 1 | r x 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 |

Reinforcements:

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

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
 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]
 A8.12: (55 MC, 116)/ 5 Pz
 A8.11: (2-31, 14 Shu)/ 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]
 A4.23: 1x 20-4-3 Inf Div[137]

A2.26: Railhead Marker
 A2.25: Railhead Marker
 A1.27: 12 Wagon Points
 A1.26: 12 SPs + 2T
 A1.25: 4 Truck Points
 A9.17: 1x AG Bn[226], 1x 20-4-3 Inf Div[267]
 A10.15: 1x AG Bn[192], 1x 20-4-3 Inf Div[23]
 A10.14: 1x 20-4-3 Inf Div[197]
 A9.15: 2x Artillery Rgt[617, 618]
 A8.14: 1x 12-0 HQ[7]
 A11.13: 1x 20-4-3 Inf Div[262]
 A13.11: 1x 20-4-3 Inf Div[258]
 A13.10: 1x 20-4-3 Inf Div[34]
 A11.12: 90/ 10 Pz
 A11.11: 74/ 2 Pz
 A10.10: 4 Truck Points, 4 SPs
 A9.10: 1x 12-0 HQ[12]
 A7.11: (Deutld, R Arty)/ SS Reich
 A6.11: (Fuhrer, R Rec, 11 SS, R MC)/ SS Reich
 A6.12: (53 Rec, 8, 29, 3 Arty, MC)/ 3 Mtr
 A12.08: 1x 20-4-3 Inf Div[52]
 A13.05: 1x 20-4-3 Inf Div[31]
 A11.02: 1x 20-4-3 Inf Div[167] -1 Step
 B9.34: 1x 20-4-3 Inf Div[17] -1 Step
 B7.32: 3 SPs
 B6.30: 2/ 1 Cav
 B5.27: 22/ 1 Cav
 B5.25: 3 SPs + 3T
 B8.22: 15/ 29 Mtr
 B8.20: (17 MC, 2-39, 63 Shu)/ 17 Pz
 B10.21: (29 Rec, 71, MC)/ 29 Mtr
 B11.20: (18 MC, 1-18, 2-18, 3-18, 52 Shu)/ 18 Pz
 B9.19: 1x 18-0 HQ[47 Pz]
 B9.18: 1x RR Rgt[1], Railhead Marker
 B6.16: 12 SPs + 2T
 B8.14: 14 SPs + 1T
 B9.16: 3x AG Bn[177, 202, 203]
 B10.15: 103/ 4 Pz
 B10.17: (41, 10 Arty)/ 10 Mtr
 B11.15: (1-6, 2-6, 3-6, 3 Shu)/ 3 Pz
 B11.17: (10 Rec, 20, MC)/ 10 Mtr
 B12.16: 1x AG Bn[210], (7 Rec, 1-35, 3-35, 33 Shu)/ 4 Pz
 B11.11: 35/ 25 Mtr
 B10.10: 25 Arty/ 25 Mtr
 B8.07: (1-33, 11 Shu)/ 9 Pz
 B7.06: (2-33, 102)/ 9 Pz
 B10.03: 156/ 16 Mtr
 B9.04: 146 Arty/ 16 Mtr
 B6.05: 1x 18-0 HQ[48 Pz]
 B5.07: 2 Truck Points
 B2.08: Railhead Marker
 B2.10: 1x Pax Repl
 B1.09: 8 Wagon Points
 A11.06: 1x 12-0 HQ[43], 1x RR Rgt[5], Railhead Marker
 A13.02: 1x 20-4-3 Inf Div[131] -1 Step
 B10.34: 1x 12-0 HQ[53], 1x 20-4-3 Inf Div[296]
 B8.32: 1x 12-0 HQ[13], 1x 20-4-3 Inf Div[260] -1 Step
 B6.31: 8 Wagon Points
 B5.29: 21/ 1 Cav

B5.26: 1/ 1 Cav (Cav Type)
 B4.26: 1 Arty/ 1 Cav
 B4.27: 1/ 1 Cav (Bicycle Type)
 B7.21: 27/ 17 Pz
 B9.21: 29 Arty/ 29 Mtr
 B10.20: (27 Rec, 1-39, 40 Shu)/ 17 Pz
 B10.19: 88/ 18 Pz
 B10.18: (88 Rec, 101 Shu)/ 18 Pz
 B8.17: 4 Truck Points, 4 SPs
 B7.15: 1x AG Bn[191]
 B9.14: 4 Truck Points, 4 SPs
 B10.14: 1x 18-0 HQ[24 Pz]
 B10.16: 5 MG Bn, 43 Aslt Eng Bn
 B11.14: 1x Artillery Rgt[622], 75/ 3 Pz
 B11.16: (34 MC, 2-35, 12 Shu)/ 4 Pz
 B12.15: (1, 3 MC, 394 Shu)/ 3 Pz
 B11.10: (25 Rec, 119, MC)/ 25 Mtr
 B11.08: Grossdeutschland Inf Rgt, 1x Artillery Bn[440]
 B8.05: (9 Rec, 10 Shu)/ 9 Pz
 B10.05: 60/ 16 Mtr
 B10.01: (341 Rec, MC)/ 16 Mtr
 B7.04: 59 MC/ 9 Pz
 B6.06: 6 SPs
 B2.09: 4 SPs + 3T
 B1.10: 2 Truck Points

German Air:

| Hex | Level | Air Units |
|-------|-------|--|
| A4.25 | 2 | 1x Bf109e, 1+r x Bf109f, 2x Ju52 |
| A6.14 | 2 | 2x Bf109f, 3x Ju87b, 3x He111h |
| B9.15 | 2 | 2x Bf109f, 2x Ju87b, 2x Ju88a, 2x He111h |
| B3.08 | 2 | 1x Do17z, 2x Bf109f, 2x Ju52, 2x Bf110c |

Reinforcements:

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

Special Rules:

1. All GB special rules are in effect.
2. The weather condition is normal at start.

Victory Conditions:

German:

Major: The German player holds Bryansk, Vyazma, Spas Demansk, Kursk and Orel at the end of the scenario.

Minor: The German player holds Spas Demansk, Kursk, Orel and either Bryansk or Vyazma (but not both) at the end of the scenario.

Soviet:

Major: The Soviet player holds Vyazma, Kursk, and Orel.

Minor: The Soviet player holds Kursk and Vyazma at the end of the game.

Draw: Any other result.

**Scenario 7:
 The First Soviet Winter
 Counteroffensive, part 1.**

This scenario examines the early stages of the this first offensive. While the entire offensive lasted until the spring of 1942, this scenario only covers the opening stages on the southern flank.

First Turn: 10

Last Turn: 13

Game Length: 3 Turns

Map Area Used: Maps A & B all

Soviet Information:

Set up:

A48.34: 1x 10-2-1 Inf Div[316]
 A48.33: 1x 10-2-1 Inf Div[363]
 A45.31: 1x 12-4-6 Tk Bde, 1x 12-3-2 Inf Div[114]
 A46.31: 1x Artillery Bde
 A46.30: 1x 14-4-3 Inf Div[6 Gds]
 A46.29: 1x 10-3-4 Tk Bde, 1x 14-4-3 Inf Div[7 Gds]
 A46.28: 1x 14-3-3 Inf Div[185]
 A46.27: 1x 10-2-1 Inf Div[367], 1x 7-3-3 Mtn Inf Div[173 Mtn]
 A47.31: 2x Katyusha Bde
 A47.30: 2x Artillery Bde
 A48.29: 1x 10-2-1 Inf Div[344]
 A50.31: 2 Truck Points
 A53.32: 16 Truck Points
 A54.31: 92 SPs
 A54.33: Stalin
 A55.32: 50 SPs + 1T
 A46.25: 1x 10-2-1 Inf Div[100]
 A47.25: 1x 10-2-1 Inf Div[360]
 A47.26: 2x Artillery Bde
 A50.27: 1x 10-2-1 Inf Div[127]
 A52.26: 1x 10-2-1 Inf Div[144]
 A52.27: 50 Army HQ
 A55.27: 1x 10-2-1 Inf Div[330]
 A48.22: 1x 10-2-1 Inf Div[312]
 A50.20: 1x 8-1-1 Inf Div[239]
 A54.20: 1x 8-1-1 Inf Div[415]
 A56.20: 1x 8-1-1 Inf Div[413]
 A56.21: 10 Army HQ, RR & Penal
 A56.22: 10 SPs
 A57.20: 1x 10-3-4 Tk Bde, 1x 10-2-1 Inf Div[120, 352]
 A57.21: 2x Artillery Bde
 A60.20: 1x 8-1-1 Inf Div[290] -1 Step
 A54.17: 1x 10-2-1 Inf Div[356]
 A54.15: 1x 10-2-1 Inf Div[348]
 A47.16: 1x 10-2-1 Inf Div[19]
 A48.15: 1x Cav Bde[108]
 A48.16: 1x Katyusha Bde
 A48.18: 1x 14-4-3 Inf Div[93]
 A49.18: 1x Artillery Bde, 1x Katyusha Bde
 A50.17: 49 Army HQ
 A52.14: 20 SPs
 A53.14: 1x 12-4-6 Tk Bde, 1x 10-2-1 Inf Div[350]
 A52.12: 1x 12-4-6 Tk Bde, 1x 10-2-1 Inf Div[238]

- A51.11: 1x 14-3-3 Inf Div[117]
- A51.12: 3 Army HQ, 1x Artillery Bde
- A51.13: 4 Truck Points
- A50.11: 1x 7-3-3 Mtn Inf Div[194 Mtn]
- A57.05: 1x 12-3-2 Inf Div[279]
- A57.07: 1x 12-3-2 Inf Div[322], 1x 14-3-3 Inf Div[49]
- A57.08: 1x 12-4-6 Tk Bde, 1x 14-3-3 Inf Div[113]
- A58.03: 1x 10-3-4 Tk Bde
- A58.04: 1x 10-3-4 Tk Bde, 1x 12-3-3 Semi-Mtrd Inf Div[30]
- A58.05: 2x Artillery Bde
- A58.07: 2x Artillery Bde, 1x Katyusha Bde
- A59.06: 1x 10-2-1 Inf Div[340]
- A59.07: 61 Army HQ, RR & Penal
- A62.06: 20 SPs
- B57.31: 1x 14-4-3 Inf Div[3 Gds]
- B57.32: 1x 12-4-6 Tk Bde, 1x 12-3-3 Semi-Mtrd Inf Div[82]
- B54.29: 1x 10-2-1 Inf Div[303]
- B55.29: 1x Katyusha Bde
- B52.28: 1x 12-4-6 Tk Bde, 1x 12-3-2 Inf Div[135]
- B52.27: 2x Artillery Bde, 3x Katyusha Bde
- B54.25: 12 Truck Points
- B55.25: 80 SPs
- B51.28: 1x 14-3-3 Inf Div[110]
- B51.25: 13 Army HQ
- B50.25: 2x Artillery Bde, 3x Katyusha Bde
- B50.26: 1x 12-4-6 Tk Bde, 1x 14-4-3 Inf Div[5 Gds]
- B49.26: 1x 10-3-4 Tk Bde, 1x 12-4-6 Tk Bde, 1x 12-3-2 Inf Div[17]
- B46.23: 2x Cav Bde[41, 50]
- B50.22: 1x 10-3-4 Tk Bde, 2x 14-3-3 Inf Div[78, 132]
- B52.23: 1x 12-3-2 Inf Div[256], 1x 12-3-3 Semi-Mtrd Inf Div[101]
- B61.09: 1x Artillery Bde
- B62.08: 28 SPs
- B35.15: 1x 10-3-4 Tk Bde
- B33.14: 1x 20-1-3 Tk Div[69]
- B33.13: 2x Artillery Bde
- B32.13: 1x 8-1-1 Inf Div[293]
- B31.11: 1x 8-1-1 Inf Div[219]
- B32.12: 40 Army HQ, RR & Penal
- B34.11: 52 SPs

Soviet Air:

| Hex | Level | Air Units |
|--------|-------|--|
| A52.12 | 1 | 1x Pe2, 2x Il6, 2x MiG3, 3x SB2, 5x IL4 |
| B36.12 | 1 | 1x Il5, 2x IL4, 3x IL2 |
| B62.07 | 1 | 2x Yak1 |
| A51.34 | 2 | 2x LaGG3, 1x Hurri2, 2x IL2, 2x Po2, 1x MiG3 |
| A56.33 | 2 | 1x MiG3, 1x TB3 |
| A57.32 | 2 | 1x P40c, 3x G2, 6x Li2 |

Reinforcements:

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

German Information:

Set up:

- A6.20: 4 Wagon Points
- A10.29: 4 Truck Points, 4 SPs
- A1.25: 8 Truck Points
- A1.26: 28 SPs + 1T
- A1.27: 1x RR Rgt[5]
- A2.25: Railhead Marker
- A2.26: Railhead Marker
- A2.27: 2 Truck Points, 2 SPs
- A33.32: 4 Wagon Points
- A39.30: 16 SPs
- A36.21: 8 Wagon Points, 8 SPs
- A38.19: 13 SPs + 3T
- A45.34: 1x 20-4-3 Inf Div[98]
- A45.33: 1x 6-2-2 Sec Div[707]
- A42.32: 1x 12-0 HQ[8]
- A43.32: 1x Artillery Rgt[41]
- A43.31: 2x Sg Artillery Bn[768 Sg, 833 Sg]
- A44.31: 1x 20-4-3 Inf Div[28]
- A44.30: 1x 20-4-3 Inf Div[15], 1x 20-4-3 Inf Div[8] -1 Step
- A44.29: 1x 20-4-3 Inf Div[87] -1 Step
- A45.29: (53 Rec, 8, 29)/ 3 Mtr
- A44.28: 3 Arty/ 3 Mtr
- A41.26: 1x 20-4-3 Inf Div[292] -1 Step
- A48.25: (2-27, 73 Shu, 74 Shu, 19)/ 19 Pz
- A43.24: 1x 20-4-3 Inf Div[7]
- A43.23: 1x 20-5-3 Inf Div[78 Aslt] -1 Step
- A43.22: 1x 20-4-3 Inf Div[252] -2 Steps
- A44.20: 1x 20-4-3 Inf Div[131] -3 Steps
- A42.22: 1x Artillery Rgt[786]
- A42.23: 1x 12-0 HQ[20]
- A39.18: 1x 12-0 HQ[13]
- A45.16: 1x 20-4-3 Inf Div[260] -1 Step
- A45.18: 1x 20-4-3 Inf Div[34] -2 Steps
- A43.15: 1x 12-0 HQ[43]
- A45.13: 1x 20-4-3 Inf Div[17] -3 Steps
- A46.12: 1x 20-4-3 Inf Div[296] -2 Steps
- A46.11: 1x 20-4-3 Inf Div[167] -2 Steps
- A20.01: Railhead Marker
- B20.23: 16 SPs + 2T
- B21.20: 1x 18-0 HQ[48 Pz]
- B8.14: 2 SPs + 3T
- B6.06: 4 Wagon Points
- B2.09: 4 SPs
- B1.09: Railhead Marker
- B1.10: 6 Truck Points
- B12.06: 5 SPs
- B15.05: 1x 6-2-2 Sec Div[403] -1 Step
- B15.08: 1x 12-0 HQ[34]
- B20.07: 1x 20-4-3 Inf Div[45]
- B19.10: 1x 20-4-3 Inf Div[134] -1 Steps
- B20.16: (341 Rec, MC)/ 16 Mtr
- B23.16: (156, 146 Arty)/ 16 Mtr
- B26.16: 60/ 16 Mtr
- w/ 2 B32.18: (9 Rec, 1-33, 2-33, 10 Shu, 11 Shu, 102)/ 9 Pz
- B29.27: 10 Arty/ 10 Mtr
- 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]

- B34.30: 1x RR Rgt[1]
- B35.31: 6 Truck Points, Railhead Marker
- A57.19: (17 MC, 27, 2-39, 63 Shu)/ 17 Pz
- A57.14: (29 Rec, 15, 29 Arty)/ 29 Mtr
- A55.14: 1-35/ 4 Pz
- A55.13: 103/ 4 Pz
- A54.13: (2-35, 12 Shu)/ 4 Pz
- A53.12: (1, 3 Shu)/ 3 Pz
- A54.11: 75/ 3 Pz
- A53.11: 394 Shu/ 3 Pz
- A53.04: 25 Arty/ 25 Mtr
- A54.03: (25 Rec, 35, MC)/ 25 Mtr
- A54.04: 119/ 25 Mtr
- A48.01: 1x 18-0 HQ[47 Pz]
- A50.09: Grossdeutschland Inf Rgt, 1x Artillery Bn[440]
- A50.08: 1x Artillery Rgt[622]
- A52.07: 1x 18-0 HQ[24 Pz]
- A49.07: 19 SPs + 2T
- A48.05: 8 Wagon Points
- A47.05: 3 SPs + 3T
- A45.03: 3 SPs
- A56.07: 43 Aslt Eng Bn
- B54.30: (2-18, 101 Shu)/ 18 Pz
- B52.29: 1x 20-4-3 Inf Div[112]
- B51.30: 88/ 18 Pz
- B51.29: (1-18, 52 Shu)/ 18 Pz
- B49.27: 1x 20-4-3 Inf Div[95] -1 Step

German Air:

| Hex | Level | Air Units |
|--------|-------|---|
| A4.25 | 2 | 1x Bf109e, 1x Ju52 |
| A6.14 | 2 | 1x Bf109f, 1x Ju87b, 2x He111h |
| B9.15 | 2 | none |
| B3.08 | 2 | 1x Bf109f, 2x Ju52 |
| A23.27 | 1 | none |
| A21.16 | 1 | none |
| A40.18 | 1 | none |
| B23.33 | 1 | none |
| B17.20 | 1 | 1x Bf109f |
| B18.07 | 1 | none |
| B35.29 | 1 | 2x Bf109f, 1+r x Ju87b, r x Ju88a, 1+r x He111h |

Reinforcements:

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

Special Rules:

1. All GB special rules are in effect.
2. The weather condition is deep freeze at start.
3. The 4th Panzer Group has already left.

Victory Conditions:

German:

Major: Hold all Soviet Victory Cities.

Minor: Hold Orel or Kaluga.

Soviet:

Major: Hold Orel, Kaluga, Spas Demanska, 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,
vicinity hex A18.01

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

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 hex.
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, B62.07
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**

29 Mtrd Inf Div :w/i 2 B8.20
18 Pz Div:
88 Recon, 18 MC, 101 Shu:
w/i 2 B9.17;
remainder w/i 2 B3.22
17 Pz Div (less 3rd Pz Bn)
w/i 2 B8.12
1x 18-0 Corps HQ [47],
4 Truck Points
w/i 3 B6.17

48 Panzer Corps

1x 10-5-3 Inf Rgt [GD], 1x
ArtyBn [440] B11.08
25 Mtrd Inf Div: 25 Recon Bn B9.10;
Remainder w/i 2 B9.03
10 Mtrd Inf Div w/i 2 B9.06
9 Pz Div (less 3rd Pz Bn)
w/i 2 B2.02
1x 18-0 Corps HQ [48 Pz],
2 Truck Points
w/i 2 B6.05

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, 210, 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 "war-winning" 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:

| City | Points: |
|---------------------------------------|---------|
| Vyazna (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 scenario 8 can be used if the game goes to completion.

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
- A19.02: 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
Bde
- 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:

| 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
 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[52]
 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

B10.18: 18 MC/ 18 Pz
 B10.16: (88 Rec, 101 Shu)/ 18 Pz
 B7.17: Railhead Marker, 1x RR Rgt[1]
 B6.17: 1x 18-0 HQ[47 Pz]
 B6.16: 6 SPs
 B5.16: 2 Truck Points
 B10.14: 5 MG Bn
 B8.15: 1x AG Bn[210]
 B8.14: 43 Aslt Eng Bn
 B7.15: 1x Artillery Rgt[622]
 B6.14: 2 Truck Points
 B7.14: 3 SPs
 B6.13: 3x AG Bn[177, 202, 203]
 B3.13: 1x AG Bn[191]
 B8.13: (27 Rec, 1-39, 40 Shu)/ 17 Pz
 B10.12: (17 MC, 2-39, 63 Shu)/ 17 Pz
 B9.12: 27 Arty/ 17 Pz
 B9.10: (25 Rec, MC)/ 25 Mtr
 B11.08: GD Inf Rgt, 1x Artillery Bn[440]
 B10.06: (10 Rec, MC)/ 10 Mtr
 B10.05: (20, 41)/ 10 Mtr
 B9.06: 10 Arty/ 10 Mtr
 B10.03: 35/ 25 Mtr
 B10.04: 119/ 25 Mtr
 B9.03: 25 Arty/ 25 Mtr
 B6.05: 1x 18-0 HQ[48]
 B6.06: 5 SPs
 B5.07: 2 Truck Points
 B2.08: Railhead Marker
 B2.09: 20 SPs
 B1.09: 8 Wagon Points
 B1.10: 4 Truck Points
 B2.02: (2-33, 102 Arty)/ 9 Pz
 B2.03: (9 Rec, 10 Shu)/ 9 Pz
 B3.02: 59 MC/ 9 Pz
 B4.02: (1-33, 11 Shu)/ 9 Pz

German Air:

| Hex | Level | Air Units |
|-------|-------|--|
| A4.25 | 2 | 1x Bf109e, 2x Bf109f, 2x Ju52 |
| A6.14 | 2 | 2x Bf109f, 3x Ju87b, 3x He111h |
| 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
 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[11 Avn]
 B13.31: 1x Artillery Bde
 B12.31: 1x 14-3-3 Inf Div[232], Level 1 Hedgehog
 B10.29: 1x 14-3-3 Inf Div[299], Level 1 Hedgehog
 B10.27: 1x 8-1-1 Inf Div[47 Avn]
 B14.30: 3 Army HQ
 B15.31: 11 SPs
 B17.31: 3 Army RR & Penal
 B12.07: 1x 8-1-1 Inf Div[290]
 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 Bde
 B13.02: 2x 20-1-3 Tk Div[10, 69]
 B14.07: 1x 8-1-1 Inf Div[293]
 B16.08: 40 Army HQ, RR & Penal
 B18.08: 17 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: 24 SPs
 A19.02: 50 Army RR & Penal
 A20.01: 4 Truck Points
 B18.28: 15 SPs
 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]
 B11.24: 1x 10-2-1 Inf Div[307]
 B11.22: 1x 12-3-2 Inf Div[269] -1 Step
 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]
 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
 A37.18: 1x 12-3-3 Semi-Mtrd Div[220]
 A39.17: 7 SPs
 A39.19: 49 Army HQ, RR & Penal
 A35.22: 1x 8-0-1 Militia Div[4]
 A52.32: 2T
 A53.32: 12 Truck Points
 A54.31: 20 SPs
 A54.33: Stalin
 A55.32: 1x Pax Repl

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:

| Hex | Level | Air Units |
|--------|-------|---------------------------|
| A23.27 | 1 | 1x IL2 |
| A21.16 | 1 | 1x IL2, 2x LaGG3 |
| A40.18 | 1 | 1x IL2, 3x Pe2, 2x IL4 |
| A52.12 | 1 | 2x SB2, 4x IL4 |
| B23.33 | 1 | 1x IL2, r x Yak1 |
| B17.20 | 1 | r x 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]
 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
 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
 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]
 A4.23: 1x 20-4-3 Inf Div[137]
 A2.26: Railhead Marker
 A2.25: Railhead Marker
 A1.27: 12 Wagon Points
 A1.26: 12 SPs + 2T
 A1.25: 4 Truck Points
 A9.17: 1x AG Bn[226], 1x 20-4-3 Inf Div[267]
 A10.15: 1x AG Bn[192], 1x 20-4-3 Inf Div[23]
 A10.14: 1x 20-4-3 Inf Div[197]
 A9.15: 2x Artillery Rgt[617, 618]
 A8.14: 1x 12-0 HQ[7]
 A11.13: 1x 20-4-3 Inf Div[262]
 A13.11: 1x 20-4-3 Inf Div[258]
 A13.10: 1x 20-4-3 Inf Div[34]
 A11.12: 90/ 10 Pz
 A11.11: 74/ 2 Pz
 A10.10: 4 Truck Points, 4 SPs
 A9.10: 1x 12-0 HQ[12]
 A7.11: (Deutld, R Arty)/ SS Reich
 A6.11: (Fuehrer, R Rec, 11 SS, R MC)/ SS Reich
 A6.12: (53 Rec, 8, 29, 3 Arty, MC)/ 3 Mtr
 A12.08: 1x 20-4-3 Inf Div[52]
 A13.05: 1x 20-4-3 Inf Div[31]
 A11.02: 1x 20-4-3 Inf Div[167] -1 Step
 B9.34: 1x 20-4-3 Inf Div[17] -1 Step
 B7.32: 3 SPs
 B6.30: 2/ 1 Cav
 B5.27: 22/ 1 Cav
 B5.25: 3 SPs + 3T
 B8.22: 15/ 29 Mtr
 B8.20: (17 MC, 2-39, 63 Shu)/ 17 Pz
 B10.21: (29 Rec, 71, MC)/ 29 Mtr
 B11.20: (18 MC, 1-18, 2-18, 3-18, 52 Shu)/ 18 Pz
 B9.19: 1x 18-0 HQ[47 Pz]
 B9.18: 1x RR Rgt[1], Railhead Marker
 B6.16: 12 SPs + 2T
 B8.14: 14 SPs + 1T
 B9.16: 3x AG Bn[177, 202, 203]
 B10.15: 103/ 4 Pz
 B10.17: (41, 10 Arty)/ 10 Mtr
 B11.15: (1-6, 2-6, 3-6, 3 Shu)/ 3 Pz
 B11.17: (10 Rec, 20, MC)/ 10 Mtr
 B12.16: 1x AG Bn[210], (7 Rec, 1-35, 3-35, 33 Shu)/ 4 Pz
 B11.11: 35/ 25 Mtr
 B10.10: 25 Arty/ 25 Mtr
 B8.07: (1-33, 11 Shu)/ 9 Pz
 B7.06: (2-33, 102)/ 9 Pz
 B10.03: 156/ 16 Mtr
 B9.04: 146 Arty/ 16 Mtr
 B6.05: 1x 18-0 HQ[48 Pz]
 B5.07: 2 Truck Points
 B2.08: Railhead Marker
 B2.10: 1x Pax Repl
 B1.09: 8 Wagon Points
 A11.06: 1x 12-0 HQ[43], 1x RR Rgt[5], Railhead Marker
 A13.02: 1x 20-4-3 Inf Div[131] -1 Step
 B10.34: 1x 12-0 HQ[53], 1x 20-4-3 Inf Div[296]
 B8.32: 1x 12-0 HQ[13], 1x 20-4-3 Inf Div[260] -1 Step

B6.31: 8 Wagon Points
 B5.29: 21/ 1 Cav
 B5.26: 1/ 1 Cav (Cav Type)
 B4.26: 1 Arty/ 1 Cav
 B4.27: 1/ 1 Cav (Bicycle Type)
 B7.21: 27/ 17 Pz
 B9.21: 29 Arty/ 29 Mtr
 B10.20: (27 Rec, 1-39, 40 Shu)/ 17 Pz
 B10.19: 88/ 18 Pz
 B10.18: (88 Rec, 101 Shu)/ 18 Pz
 B8.17: 4 Truck Points, 4 SPs
 B7.15: 1x AG Bn[191]
 B9.14: 4 Truck Points, 4 SPs
 B10.14: 1x 18-0 HQ[24 Pz]
 B10.16: 5 MG Bn, 43 Aslt Eng Bn
 B11.14: 1x Artillery Rgt[622], 75/ 3 Pz
 B11.16: (34 MC, 2-35, 12 Shu)/ 4 Pz
 B12.15: (1, 3 MC, 394 Shu)/ 3 Pz
 B11.10: (25 Rec, 119, MC)/ 25 Mtr
 B11.08: Grossdeutschland Inf Rgt,
 1x Artillery Bn[440]
 B8.05: (9 Rec, 10 Shu)/ 9 Pz
 B10.05: 60/ 16 Mtr
 B10.01: (341 Rec, MC)/ 16 Mtr
 B7.04: 59 MC/ 9 Pz
 B6.06: 6 SPs
 B2.09: 4 SPs + 3T
 B1.10: 2 Truck Points

German Air:

| Hex | Level | Air Units |
|-------|-------|---|
| A4.25 | 2 | 1x Bf109e, 1+r x Bf109f, 2x Ju52 |
| A6.14 | 2 | 2x Bf109f, 3x Ju87b, 3x He111h |
| 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 Normal.

Turn: 3**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]
 A11.34: 30 Army HQ
 A11.33: 30 Army Penal
 A12.34: 30 Army RR
 A13.35: 4 SPs
 A8.27: 1x 12-3-3 Semi-Mtr Inf Div[105]
 A9.25: 1x 12-3-2 Inf Div[107], Level 1
 Hedgehog
 A9.24: 1x 12-3-3 Semi-Mtr Inf Div[106],
 Level 1 Hedgehog
 A9.23: 1x 12-3-2 Inf Div[194], Level 1
 Hedgehog
 A9.22: 1x 12-3-3 Semi-Mtr Inf 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
 A17.29: 10 SPs + 1T
 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]
 A22.28: 32 Army HQ, 34 SPs + 1T
 A25.28: 32 Army RR & Penal
 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
 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
 Hedgehog
 A8.27: 1x 12-3-2 Inf Div[64]
 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
 A10.19: 1x 12-3-2 Inf Div[53] -1 Step
 A11.17: 1x 8-1-1 Inf Div[211]
 A12.16: 1x Artillery Bde
 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
 Step
 A17.19: 33 Army HQ
 A18.18: 33 Army RR & Penal
 A20.17: 14 SPs + 1T
 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: 24 SPs
 A19.02: 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
 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]
 B13.31: 1x Artillery Bde
 B14.30: 3 Army HQ
 B15.31: 8 SPs + 2T
 B17.31: 3 Army RR & Penal
 B19.31: 1x 10-3-4 Tk Bde
 B19.30: 1x Katyusha Bde
 B18.29: 1x 20-1-3 Tk Div[108] -1 Step
 B18.28: 18 SPs + 2T
 B18.27: 13 Army RR & Penal
 B31.12: 1x 12-4-6 Tk Bde
 B33.14: 1x 10-3-4 Tk Bde, 1x 10-2-1 Inf
 Div[238]
 B33.13: 2x Artillery Bde
 B35.13: 14 SPs
 B61.09: 1x Artillery Bde
 B62.08: 30 SPs + 1T
 B62.09: 4 Truck Points
 A38.14: 1x 7-3-3 Mtn Inf Div[194 Mtn]
 A40.17: 4 SPs + 2T
 A39.19: 49 Army HQ, RR & Penal
 A38.17: 1x 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 HQ
 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:

| Hex | Level | Air Units |
|--------|-------|---------------------------|
| A23.27 | 1 | 1x IL2 |
| A21.16 | 1 | 1x IL2 |
| A40.18 | 1 | 2x IL2, 2x Pe2, 1x IL4 |
| A52.12 | 1 | 2x SB2, 3x IL4 |
| B23.33 | 1 | none |
| B18.07 | 1 | none |
| B36.12 | 1 | 1x I15, 2x IL4 |
| B62.07 | 1 | 2x Yak1 |
| A51.34 | 2 | 1x MiG3, 2x Po2, 2x LaGG3 |
| A56.33 | 2 | 2x MiG3, 2x TB3, 1x LaGG3 |
| 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]
 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 Bn[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
 A4.25: 2 SPs + 1T
 A2.25: Railhead Marker
 A2.26: Railhead Marker
 A1.25: 4 Truck Points
 A1.26: 9 SPs + 1T
 A1.27: 12 Wagon Points
 A16.16: (10 MC, 1-7, 86 Shu)/ 10 Pz
 A14.15: (90 Rec, 2-7)/ 10 Pz
 A15.14: (1-3, 304 Shu)/ 2 Pz
 A12.15: 69 Shu/ 10 Pz, 1x AG Bn[201]
 A12.13: 1x 20-4-3 Inf Div[262]
 A12.12: 1x 18-0 HQ[40 Pz]
 A13.12: 1x 12-0 HQ[12], (2 MC, 2-3, 2 Shu)/ 2 Pz
 A13.11: 1x 20-4-3 Inf Div[258]
 A14.10: 1x 20-4-3 Inf Div[34]
 A11.12: 90/ 10 Pz
 A11.11: 74/ 2 Pz
 A10.09: 9 SPs + 1T
 A10.10: 4 Truck Points, 4 SPs
 A9.17: 1x 20-4-3 Inf Div[267], 1x AG Bn[226]
 A10.15: 1x 20-4-3 Inf Div[23], 1x AG Bn[192]
 A10.14: 1x 20-4-3 Inf Div[197]
 A9.15: 2x Artillery Rgt[617, 618]
 A8.14: 1x 12-0 HQ[7]
 A8.12: (55 MC, 116)/ 5 Pz
 A8.11: (2-31, 14 Shu)/ 5 Pz
 A7.11: (Deutld, R Arty)/ SS Reich
 A7.12: 1x 18-0 HQ[46 Pz], (1-31, 13 Shu)/ 5 Pz
 A7.13: 1x 20-4-3 Inf Div[252] -1 Step

A6.11: (R Rec, Fuhrer, 11 SS, R MC)/ SS Reich
 A6.12: (53 Rec, 8, 29, 3 Arty, MC)/ 3 Mtr
 A6.13: 2x Sg Artillery Bn[768 Sg, 833 Sg]
 A5.15: 13 SS Police Rgt
 A5.14: 1 SP + 2T
 A5.13: (2-15, 110 Shu)/ 11 Pz
 A4.13: (231, 1-15, 111 Shu)/ 11 Pz
 A4.12: (61 MC, 119)/ 11 Pz
 A12.08: 1x 20-4-3 Inf Div[52]
 A11.06: 1x 12-0 HQ[43]
 A13.05: 1x 20-4-3 Inf Div[31]
 A12.04: 1x RR Rgt[5], Railhead Marker
 A13.03: 1x 20-4-3 Inf Div[131] -1 Step
 A12.01: 1x 20-4-3 Inf Div[167] -1 Step
 A11.03: 1x 12-0 HQ[53]
 B11.34: 1x 20-4-3 Inf Div[296]
 B9.34: 1x 20-4-3 Inf Div[17] -1 Step
 B8.32: 1x 12-0 HQ[13], 1x 20-4-3 Inf Div[260] -1 Step
 B7.32: 1 SP + 3T
 B6.30: 2/ 1 Cav
 B5.29: 21/ 1 Cav, 4 Wagon Points, 1 SP + 3T
 B5.27: 22/ 1 Cav
 B5.26: 1/ 1 Cav (Cav Type)
 B4.26: 1 Arty/ 1 Cav
 B4.27: 1/ 1 Cav (Bicycle Type)
 B19.25: (27 Rec, 1-39, 40 Shu)/ 17 Pz
 B20.23: (2-18, 18 MC)/ 18 Pz
 B21.24: (1-18, 3-18, 52 Shu)/ 18 Pz
 B28.26: (3 MC, 1, 394 Shu)/ 3 Pz
 B29.30: Grossdeutschland Inf Rgt, 1x Artillery Bn[440]
 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
 B16.11: 2-33/ 9 Pz
 B14.12: 35/ 25 Mtr
 B13.13: 25 Arty/ 25 Mtr
 B13.12: (25 Rec, 119, MC)/ 25 Mtr
 B2.10: 1x Pax Repl
 B2.09: 5 SPs
 B2.08: Railhead Marker
 B4.17: 4 Wagon Points
 B6.16: 1x 20-4-3 Inf Div[95] -1 Step
 B7.17: 1x 20-4-3 Inf Div[112]
 B8.17: 1x 12-0 HQ[35], 1x 20-4-3 Inf Div[293] -1 Step
 B9.18: 4 Truck Points, 4 SPs
 B9.22: 15/ 29 Mtr
 B10.20: 27/ 17 Pz
 B10.19: 1x RR Rgt[1], Railhead Marker
 B10.18: 1x 18-0 HQ[47 Pz]
 B11.21: 29 Arty/ 29 Mtr
 B11.19: 88/ 18 Pz
 B12.21: (29 Rec, 71, MC)/ 29 Mtr
 B13.21: (17 MC, 2-39, 63 Shu)/ 17 Pz
 B14.19: (88 Rec, 101 Shu)/ 18 Pz

B14.18: 10 Arty/ 10 Mtr
 B14.17: 103/ 4 Pz
 B16.21: (10 Rec, MC, 41, 20)/ 10 Mtr
 B12.16: 4 Truck Points, 4 SPs
 B10.15: 7 SPs + 2T
 B10.14: 1x 18-0 HQ[24 Pz]
 B15.15: 75/ 3 Pz, 1x Artillery Rgt[622]
 B11.10: 60/ 16 Mtr
 B10.10: 146 Arty/ 16 Mtr
 B9.10: 1x 18-0 HQ[48 Pz]
 B10.07: 156/ 16 Mtr
 B9.06: (341 Rec, MC)/ 16 Mtr
 B8.06: 1x 20-4-3 Inf Div[134] -1 Step
 B7.05: 1x 12-0 HQ[34]
 B8.03: 1x 20-4-3 Inf Div[45]
 B7.08: 6 SPs + 3T
 B6.08: 2 Truck Points
 B1.10: 2 Truck Points
 B1.09: 8 Wagon Points

German Air:

| Hex | Level | Air Units |
|--------|-------|-----------------------------------|
| 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 Ju88a, 2x He111h |
| B3.08 | 2 | r x Do17z, 2x Ju52, 2x Bf110c |
| B17.20 | 1 | 2x Bf109f, 2x Ju87b |
| B35.29 | 1 | 1x Bf109f |

Notes:

Weather Condition is Normal.

Turn: 4

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]
 A11.34: 30 Army HQ
 A11.33: 30 Army Penal
 A12.34: 30 Army RR
 A13.35: 2 SPs
 A9.25: 1x 12-3-2 Inf Div[107], Level 1 Hedgehog
 A9.24: 1x 12-3-3 Semi-Mtr Div[106], Level 1 Hedgehog
 A9.23: 1x 12-3-2 Inf Div[194], Level 1 Hedgehog
 A9.22: 1x 12-3-3 Semi-Mtr Div[103], Level 1 Hedgehog
 A10.24: 1x Artillery Bde
 A10.23: 1x Artillery Bde
 A11.21: 1x 10-2-1 Inf Div[309]
 A12.22: 1x 20-1-3 Tk Div[102], 1x 12-4-6 Tk Bde
 A12.19: 1x Artillery Bde
 A12.18: 1x 8-1-1 Inf Div[211]
 A13.21: 24 Army HQ, RR & Penal
 A13.19: 1x 12-3-2 Inf Div[53] -1 Step
 A14.19: 1x 8-0-1 Militia Div[5 Militia] -1 Step

A15.20: 1x 8-0-1 Militia Div[21 Militia]
 A15.21: 1x 10-2-1 Inf Div[133]
 A17.22: 1x 8-0-1 Militia Div[1 Militia]
 A18.22: 1x 8-0-1 Militia Div[17 Militia]
 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
 A8.29: 1x 12-3-3 Semi-Mtr 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-Mtr Div[105]
 A10.30: 1x Artillery Bde
 A10.29: 16 Army HQ
 A10.28: 1x 20-1-3 Tk Div[101], 1x 10-3-4
 Tk Bde
 A11.29: 1x 8-1-1 Inf Div[50]
 A13.29: 16 Army RR & Penal
 A18.06: 1x 10-2-1 Inf Div[278]
 A16.05: 1x 8-1-1 Inf Div[280]
 A16.04: 1x 8-1-1 Inf Div[260]
 A17.04: 1x 14-3-3 Inf Div[287]
 A18.03: 2 SPs + 1T
 A21.04: 1x Cav Bde[55]
 A20.02: 50 Army RR & Penal
 A16.01: 1x 14-3-3 Inf Div[283], 1x Artillery
 Bde
 A15.01: 1x 10-2-1 Inf Div[258]
 B13.33: 1x 8-1-1 Inf Div[11 Avn]
 B13.31: 1x Artillery Bde
 B12.31: 1x 14-3-3 Inf Div[232], Level 1
 Hedgehog
 B10.29: 1x 14-3-3 Inf Div[299], Level 1
 Hedgehog
 B10.27: 1x 8-1-1 Inf Div[47 Avn]
 B14.24: 1x 10-2-1 Inf Div[307] -1 Step
 (Unit is marked No Supply)
 B14.30: 3 Army HQ
 B15.31: 14 SPs
 B17.31: 3 Army RR & Penal
 B18.30: 4 Truck Points, 6 SPs + 3T,
 13 Army RR & Penal
 B19.31: 1x 10-3-4 Tk Bde
 B19.30: 1x 20-1-3 Tk Div[108] -1 Step,
 1x Katyusha Bde
 B18.28: 4 SPs + 2T
 A22.32: 1x 8-0-1 Militia Div[18 Militia]
 A21.31: 1x 8-0-1 Militia Div[13 Militia]
 A18.28: 1x 8-0-1 Militia Div[8 Militia]
 A27.33: 1x 14-3-3 Inf Div[73] -1 Step
 A30.32: 1x 10-2-1 Inf Div[248]
 A32.32: 16 SPs + 3T
 B18.07: 1x 8-1-1 Inf Div[219]
 B18.09: 1x 8-1-1 Inf Div[290] -1 Step
 B21.11: 1x 8-1-1 Inf Div[293]
 B22.12: 1x 12-3-2 Inf Div[135]
 B23.12: 1x Artillery Bde
 B25.12: 40 Army HQ
 B26.10: 1x 20-1-3 Tk Div[69]
 B26.12: 40 Army RR & Penal
 B27.12: 8 SPs
 B43.31: 1x 12-4-6 Tk Bde
 B41.32: 1x Cav Bde[14]
 B40.32: 1x 10-3-4 Tk Bde, 1x 14-3-3 Inf
 Div[154]
 B40.33: 1x Katyusha Bde
 B39.33: 1x 14-3-3 Inf Div[24]
 B39.34: 1x Cav Bde[3]
 A41.01: 16 SPs + 1T
 A43.02: 5 Cav Corps HQ
 A48.30: 1x 10-2-1 Inf Div[217]

A49.31: 1x Katyusha Bde
 A49.32: 1x Artillery Bde
 A53.28: 1x Artillery Bde
 A53.33: 1x Katyusha Bde
 A53.34: 16 SPs + 1T
 A54.32: 13 Army HQ
 A54.33: Stalin
 A54.34: 16 Truck Points
 A55.33: 2x Pax Repl
 A55.34: 1x Eq Repl
 A57.30: 2 SPs + 2T
 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: 32 SPs + 2T
 B34.12: 4 Truck Points, 8 SPs
 B61.09: 1x Artillery Bde
 B62.08: 8 SPs + 3T
 A50.09: 1x 12-3-3 Semi-Mtr Div[220]
 A50.10: 4 Truck Points
 A51.10: 1x 14-3-3 Inf Div[117]
 A51.11: 20 SPs
 A52.10: 1x 7-3-3 Mtn Inf Div[194 Mtn]
 A37.18: 1x 8-0-1 Militia Div[2 Militia]
 A36.22: 1x 8-0-1 Militia Div[4 Militia]
 A38.18: 1x Artillery Bde
 A38.19: 4 Truck Points
 A39.19: 49 Army HQ, RR & Penal
 A41.17: 22 SPs + 1T

Soviet Air:

| Hex | Level | Air Units |
|--------|-------|-------------------------------------|
| A40.18 | 1 | 1x LaGG3, 3x IL2, 2x Pe2, 1x IL4 |
| A52.12 | 1 | 3x IL4, 4x SB2 |
| B18.07 | 1 | none |
| B36.12 | 1 | 1x IL5, 2x IL4 |
| B62.07 | 1 | 2x Yak1 |
| A51.34 | 2 | 2x MiG3, 2x Po2, 1x Hurri2 |
| A56.33 | 2 | 2x MiG3, 2x TB3, 1x LaGG3 |
| 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]
 A2.24: 1x Pax Repl
 A2.25: Railhead Marker
 A2.26: Railhead Marker
 A1.26: 7 SPs + 1T
 A1.27: 12 Wagon Points
 A7.21: 1x 20-4-3 Inf Div[7]
 A6.20: 1x Artillery Rgt[786], 1x Flame AG
 Bn[100]
 A5.21: 1x 12-0 HQ[20], 1x 20-5-3 Inf Div[78
 Aslt]
 A5.19: 1x 20-4-3 Inf Div[292]
 A8.19: 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]
 A8.14: 1x 12-0 HQ[7]
 A7.14: 4 SPs
 A7.13: 13 SS Police Rgt
 A6.13: 2x Sg Artillery Bn[768 Sg, 833 Sg]
 A5.15: 12 Truck Points
 A24.34: 2-7/ 10 Pz
 A24.33: 86 Shu/ 10 Pz
 A23.32: (10 MC, 69 Shu)/ 10 Pz
 A23.31: (1-7, 90 Rec)/ 10 Pz
 A23.30: (1-3, 304 Shu)/ 2 Pz
 A23.29: 90/ 10 Pz
 A23.28: 1x 18-0 HQ[40 Pz], 4 SPs
 A22.29: 2-3/ 2 Pz
 A20.28: (2 MC, 2 Shu)/ 2 Pz
 A22.26: 1x 18-0 HQ[57 Pz], (92 Rec, 2-21, 59
 Shu)/ 20 Pz
 A22.25: (20 MC, 1-21, 3-21, 112 Shu)/ 20 Pz
 A25.28: 74/ 2 Pz
 A21.25: 92/ 20 Pz
 A21.24: (53 Rec, MC, 29)/ 3 Mtr
 A21.23: 3 Arty/ 3 Mtr, 4 SPs + 2T
 A20.22: 8/ 3 Mtr
 A28.31: (R Rec, Fuhrer, R MC, 11 SS)/ SS
 Reich
 A27.31: (R Arty, Deutld)/ SS Reich,
 2 SPs + 1T
 A18.20: (2-15, 110 Shu)/ 11 Pz
 A20.19: 1x 20-4-3 Inf Div[252] -1 Step
 A23.19: 1 SP + 2T
 A18.18: 119/ 11 Pz
 A17.19: (231, 111 Shu)/ 11 Pz
 A17.18: (61 MC, 1-15)/ 11 Pz
 A15.18: 1x 20-4-3 Inf Div[262]
 A19.18: 1x 18-0 HQ[46 Pz]
 A20.17: 4 SPs + 2T
 A20.16: 116/ 5 Pz
 A20.14: (1-31, 13 Shu)/ 5 Pz
 A22.15: (2-31, 14 Shu)/ 5 Pz
 A28.13: 55 MC/ 5 Pz
 A10.09: 6 SPs + 1T
 A14.11: 1x 12-0 HQ[12]
 A19.08: 1x 20-4-3 Inf Div[34]
 A16.08: 1x 20-4-3 Inf Div[52]
 A14.05: 1x 20-4-3 Inf Div[31]
 A11.06: 1x 12-0 HQ[43]
 A12.04: 1x RR Rgt[5], Railhead Marker
 A14.03: 1x 20-4-3 Inf Div[131] -1 Step
 A13.02: 1x 20-4-3 Inf Div[167] -1 Step
 A11.03: 1x 12-0 HQ[53]
 A23.04: Grossdeutschland Inf Rgt,
 1x Artillery Bn[440]
 A25.02: (1-18, 3-18, 52 Shu)/ 18 Pz
 A17.02: (1-39, 40 Shu)/ 17 Pz
 A18.01: (27 Rec, 63 Shu)/ 17 Pz
 A19.01: (17 MC, 2-39)/ 17 Pz, 5 SPs
 B20.34: 27/ 17 Pz
 B22.33: (88 Rec, 101 Shu)/ 18 Pz
 B24.32: 88/ 18 Pz
 B24.33: (18 MC, 2-18)/ 18 Pz
 B25.33: 1x 18-0 HQ[47 Pz]
 B21.29: (29 Rec, MC)/ 29 Mtr
 B20.27: 71/ 29 Mtr
 B20.26: 29 Arty/ 29 Mtr
 B18.26: 15/ 29 Mtr
 B26.25: 3 SPs
 B24.24: (10 Rec, MC, 41, 10 Arty, 20)/ 10 Mtr
 B20.23: 1x RR Rgt[1], Railhead Marker
 B22.19: (9 Rec, 10 Shu)/ 9 Pz
 B21.18: 59 MC/ 9 Pz
 B20.18: 102/ 9 Pz
 B20.17: (1-33, 11 Shu)/ 9 Pz
 B18.16: 2-33/ 9 Pz
 B18.15: 60/ 16 Mtr
 B17.15: 146 Arty/ 16 Mtr

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B11.34: 1x 20-4-3 Inf Div[296]
 B9.34: 1x 20-4-3 Inf Div[17] -1 Step
 B8.32: 1x 12-0 HQ[13], 1x 20-4-3 Inf Div[260]
 -1 Step
 B7.32: 1T
 B6.30: 2/ 1 Cav
 B5.29: 21/ 1 Cav, 4 SPs +2T
 B5.27: 22/ 1 Cav
 B5.26: 1/ 1 Cav (Cav Type)
 B4.26: 1 Arty/ 1 Cav
 B4.27: 1/ 1 Arty (Bicycle Type)
 B38.31: (34 MC, 2-35, 12 Shu)/ 4 Pz
 B39.30: 3x AG Bn[177, 202, 203]
 B37.32: 3T
 B37.29: 43 Aslt Eng Bn
 B37.28: 2x AG Bn[191, 210]
 B36.27: 5 MG Bn
 B35.30: (7 Rec, 1-35, 33 Shu)/ 4 Pz
 B35.33: (3 MC, 1, 394 Shu)/ 3 Pz
 B34.32: (1-6, 2-6, 3 Shu)/ 3 Pz
 B34.30: 103/ 4 Pz
 B34.29: 1x 18-0 HQ[24 Pz], 21 SPs
 B33.32: 75/ 3 Pz
 B33.30: 1x Artillery Rgt[622]
 B33.29: 8 Truck Points
 B14.20: 4 SPs
 B12.20: 1x 12-0 HQ[35]
 B10.19: 4 SPs
 B16.17: 1x 18-0 HQ[48 Pz]
 B15.17: 2 SPs
 B14.16: 2 Truck Points
 B15.23: 1x 20-4-3 Inf Div[293] -1 Step
 B12.22: 1x 20-4-3 Inf Div[112]
 B10.22: 1x 20-4-3 Inf Div[95]
 B8.14: 1T
 B17.13: (341 Rec, MC)/ 16 Mtr
 B15.13: 156/ 16 Mtr
 B14.11: 35/ 25 Mtr
 B13.11: (25 Rec, MC, 119)/ 25 Mtr
 B13.12: 25 Arty/ 25 Mtr
 B12.07: 1x 20-4-3 Inf Div[134] -1 Step
 B12.04: 1x 20-4-3 Inf Div[45]
 B10.07: 1x 12-0 HQ[34]
 B7.08: 3 SPs + 3T
 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
 B1.09: 8 Wagon Points

German Air:

| Hex | Level | Air Units |
|--------|-------|-----------------------------------|
| 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 Ju88a, 2x He111h |
| B3.08 | 2 | r x Do17z, 2x Ju52, 2x Bf110c |
| A23.27 | 1 | none |
| A21.16 | 1 | none |
| B23.33 | 1 | none |
| B17.20 | 1 | 2x Bf109f, 2x Ju87b |
| B35.29 | 1 | 1x Bf109f |

Notes:

Weather Condition is Normal.

Turn: 5

Soviet:

The following units were at "No Supply" last turn:

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
 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 Hedgehog
 A8.26: 1x 12-3-2 Inf Div[64] -1 Step
 A8.27: 1x 12-3-3 Semi-Mtr Inf Div[105]
 A9.28: 1x 20-1-3 Tk Div[101] -1 Step, 1x 10-3-4 Tk Bde
 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
 A9.25: 1x 12-3-2 Inf Div[107] -1 Step, Level 1 Hedgehog
 A10.24: 1x Artillery Bde
 A9.24: 1x 12-3-3 Semi-Mtr Inf Div[106] -1 Step, Level 1 Hedgehog
 A9.23: 1x 12-3-2 Inf Div[194], Level 1 Hedgehog
 A9.22: 1x 12-3-3 Semi-Mtr Inf Div[103], Level 1 Hedgehog
 A11.21: 1x 10-2-1 Inf Div[309]
 A12.22: 1x 20-1-3 Tk Div[102], 1x 12-4-6 Tk Bde
 A12.18: 1x 8-1-1 Inf Div[211] -1 Step
 A13.19: 1x 12-3-2 Inf Div[53] -1 Step
 A13.21: 24 Army HQ, RR & Penal
 A15.20: 1x 8-0-1 Militia Div[21 Militia] -1 Step
 A15.21: 1x 10-2-1 Inf Div[133]
 A17.22: 1x 8-0-1 Militia Div[1 Militia] -1 Step
 A18.22: 1x 8-0-1 Militia Div[17 Militia]
 A21.33: 1x 8-0-1 Militia Div[18 Militia]
 A18.28: 1x 8-0-1 Militia Div[8 Militia] -1 Step
 A20.31: 1x 8-0-1 Militia Div[13 Militia] -1 Step
 A19.04: 1x Cav Bde[55]
 A19.03: 50 Army RR & Penal
 A18.06: 1x 10-2-1 Inf Div[278]
 A16.05: 1x 8-1-1 Inf Div[280]
 A16.04: 1x 8-1-1 Inf Div[260]
 A17.04: 1x 14-3-3 Inf Div[287]
 A16.01: 1x 14-3-3 Inf Div[283], 1x Artillery Bde
 B12.30: 1x 14-3-3 Inf Div[299]
 A15.01: 1x 10-2-1 Inf Div[258]
 B17.30: 3 Army RR & Penal
 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 Hedgehog

The following units were supplied last turn:

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 |

German:

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: (Führer, 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]
 B10.07: 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 | 2 | 1x Bf109e, 2x Ju52 |
| A6.14 | 2 | 1x Bf109f, 2x Ju87b, 3x He111h |
| B9.15 | 2 | none |
| B3.08 | 2 | 1x Bf109f, 2x Ju52 |
| A23.27 | 1 | 1x Bf109f |
| A21.16 | 1 | 1x Bf109f, r x Ju87b |
| B23.33 | 1 | none |
| B17.20 | 1 | 1x Bf109f, 1+r x Ju87b, 2x Ju88a, 1+r x He111h |
| B18.07 | 1 | none |
| B35.29 | 1 | 2x Bf109f, 2x Bf110c, r x Do17z |

Notes:

Weather Condition is Normal

Turn: 6**Soviet:**

A39.31: 1x Cav Bde[17]
 A39.30: 1x 10-2-1 Inf Div[217] -1 Step, 1x Artillery Bde
 A40.30: 16 SPs
 A48.30: 1x 14-4-3 Inf Div[6 Gds]
 A48.31: 1x 12-4-6 Tk Bde
 A49.30: 1x Artillery Bde
 A49.31: 2x Katyusha Bde
 A49.32: 2x Artillery Bde
 A50.31: 2 Truck Points
 A51.31: 8 SPs + 3T
 A52.27: 50 Army HQ
 A53.28: 10 SPs
 A53.32: 16 Truck Points
 A54.33: Stalin
 A55.32: 34 SPs + 1T
 A52.14: 22 SPs + 1T
 A51.11: 1x 14-3-3 Inf Div[117]
 A51.12: 3 Army HQ, 1x Artillery Bde
 A49.12: 1x 7-3-3 Mtn Inf Div[194 Mtn]
 A51.13: 4 Truck Points
 A46.25: 1x 10-2-1 Inf Div[100]
 A47.26: 2x Artillery Bde
 A51.24: 1x 10-2-1 Inf Div[312]
 A51.25: 1x Katyusha Bde
 A49.19: 1x 14-4-3 Inf Div[93]
 A48.16: 1x 10-2-1 Inf Div[19]
 A49.17: 1x Katyusha Bde
 A51.17: 49 Army HQ
 A54.09: 1x 10-3-4 Tk Bde

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A45.05: 1x 14-3-3 Inf Div[24] -2 Steps
 A45.04: 1x Cav Bde[31]
 A46.04: 1x Artillery Bde
 A46.03: 1x 12-3-3 Semi-Mtr Inf Div[220]
 -2 Steps
 A48.05: 5 Cav Corps HQ
 A49.06: 8 SPs
 A50.03: 1x 12-4-6 Tk Bde
 B51.32: 1x 10-2-1 Inf Div[238]
 B51.33: 1x 12-3-2 Inf Div[135]
 B51.34: 2x 12-4-6 Tk Bde
 B52.32: 2x Katyusha Bde
 B52.33: 1x Katyusha Bde
 B54.29: 4 Truck Points
 B54.31: 20 SPs
 B54.32: 13 Army HQ
 B62.08: 24 SPs + 1T
 B61.09: 1x Artillery Bde
 B25.12: 1x 8-1-1 Inf Div[290] -1 Step
 B26.10: 1x 8-1-1 Inf Div[219]
 B30.13: 1x 8-1-1 Inf Div[293]
 B31.13: 1x Artillery Bde
 B32.11: 40 Army HQ
 B32.13: 1x 20-1-3 Tk Div[69]
 B33.12: 40 Army RR & Penal
 B33.13: 1x Artillery Bde
 B33.14: 1x 10-3-4 Tk Bde
 B34.11: 36 SPs
 B34.12: 4 Truck Points, 6 SPs

Soviet Air:

| Hex | Level | Air Units |
|--------|-------|--|
| A52.12 | 1 | 1x MiG3, 3x SB2, 5x IL4 |
| B36.12 | 1 | 1x I15, 2x IL4, 1x I12 |
| B62.07 | 1 | 2x Yak1 |
| A51.34 | 2 | 2x LaGG3, 1x Hurri2, 2x IL2, 2x Po2, 1x MiG3 |
| A56.33 | 2 | 2x MiG3, 1x TB3 |
| A57.32 | 2 | 3x G2, 6x Li2 |

German:

A1.26: 2 SPs + 2T
 A1.27: 1x RR Rgt[5]
 A2.24: 1x Pax Repl
 A2.25: Railhead Marker
 A2.26: Railhead Marker
 A4.26: 1 SP
 A25.30: 5 SPs
 A26.30: 1x Artillery Rgt[41], 2x Sg Artillery Bn[768 Sg, 833 SG]
 A27.31: 1x 6-2-2 Sec Div[707]
 A28.31: 1x 20-4-3 Inf Div[98]
 A30.31: 4 SPs
 A31.32: 1x 18-0 HQ[40 Pz]
 A32.31: 2T
 A36.31: 90/ 10 Pz
 A37.31: R Arty/ SS Reich
 A38.30: (Fuhrer, 11 SS, R MC, R Rec, Deutld)/ SS Reich
 A38.31: (90 Rec, 86 Shu, 1-7, 2-7, 69 Shu) / 10 Pz
 A24.19: 1x 20-4-3 Inf Div[267]
 A25.20: 1x 20-4-3 Inf Div[23], 1x AG Bn[192]
 A26.20: 1x AG Bn[226], 2x Artillery Rgt[617, 618]
 A27.20: 1x 20-4-3 Inf Div[197]
 A28.20: 1x 20-4-3 Inf Div[258]
 A9.29: 1x 20-4-3 Inf Div[137]
 A11.29: 4 Wagon Points, 3 SPs
 A12.26: 1x 20-4-3 Inf Div[263] -1 Step
 A13.27: 1x 20-4-3 Inf Div[183], 1x 12-0 HQ[9]

A13.29: 1x 20-4-3 Inf Div[15]
 A21.28: 8 Truck Points
 A21.29: 1x 20-4-3 Inf Div[87] -1 Step
 A22.30: 1x 20-4-3 Inf Div[28]
 A22.29: 1x 12-0 HQ[8], 1x 20-4-3 Inf Div[8] -1 Step
 A22.28: 7 SPs
 A23.29: 8 Wagon Points
 A15.16: 1x 12-0 HQ[12]
 A20.13: 1x 20-4-3 Inf Div[31]
 A20.14: 1x 20-4-3 Inf Div[52]
 A20.15: 4 Truck Points
 A20.16: 6 SPs
 A21.17: 1x SS Police Rgt[13 SS]
 A21.18: 1x 20-4-3 Inf Div[262]
 A22.18: 1x 12-0 HQ[7]
 A31.15: 1x 20-4-3 Inf Div[167] -1 Step, 1x 20-4-3 Inf Div[34]
 A27.11: 1x 20-4-3 Inf Div[260] -1 Step
 A24.08: 1x 20-4-3 Inf Div[296]
 A23.08: 1x 20-4-3 Inf Div[17] -1 Step
 A22.05: 1x 12-0 HQ[53]
 A21.03: 1x 12-0 HQ[13]
 A20.02: (2, 21)/ 1 Cav
 A19.02: (1(cav), 1(bike), 22)/ 1 Cav
 A19.01: 8 SPs
 A20.01: Railhead Marker
 A18.01: 1 Arty/ 1 Cav
 A17.01: 4 Wagon Points
 A41.24: (2-27, 74 Shu, 73 Shu, 19)/ 19 Pz
 A33.23: 3 SPs
 A34.23: 1x 20-4-3 Inf Div[292]
 A35.24: 1x 20-4-3 Inf Div[252] -1 Step
 A36.23: 1x Artillery Rgt[786], 1x Flame AG Bn[100]
 A37.24: 1x 20-5-3 Inf Div[78 Aslt]
 A38.23: 1x 12-0 HQ[20], 1x 20-4-3 Inf Div[7]
 A37.21: 3 Arty/ 3 Mtr
 A39.21: 29/ 3 Mtr
 A40.20: 1 SP + 2T
 A40.21: 8/ 3 Mtr
 A41.22: (53 Rec, MC)/ 3 Mtr
 A38.19: 1x 20-4-3 Inf Div[131] -1 Step
 A38.18: 2 Truck Points
 A39.19: (13 Shu, 55 MC)/ 5 Pz
 A39.18: 1x 12-0 HQ[43]
 A40.17: 5 SPs
 A40.16: 116/ 5 Pz
 A42.16: (1-31, 2-31, 14 Shu)/ 5 Pz
 B2.08: Railhead Marker
 B3.09: 3 SPs
 B6.14: 2 SPs
 B7.14: 2x Pax Repl
 B8.14: 1T
 B12.07: 4 Wagon Points, 4 SPs
 B13.06: 1x 6-2-2 Sec Div[403]
 B15.08: 1x 12-0 HQ[34]
 B20.07: 1x 20-4-3 Inf Div[45]
 B19.10: 1x 20-4-3 Inf Div[134] -1 Step
 B16.17: 2 Truck Points, 2 SPs
 B18.21: 1x 6-2-2 Sec Div[221]
 B19.17: 25 Arty/ 25 Mtr
 B20.16: (341 Rec, MC)/ 16 Mtr
 B20.17: 119/ 25 Mtr
 B21.18: (25 Rec, 35, MC)/ 25 Mtr
 B21.20: 1x 18-0 HQ[48 Pz]
 B23.16: 156/ 16 Mtr
 B24.17: 146 Arty/ 16 Mtr
 B25.16: 60/ 16 Mtr
 B27.16: (1-33, 11 Shu)/ 9 Pz
 B27.17: 102/ 9 Pz
 B28.16: (9 Rec, 10 Shu)/ 9 Pz

B28.17: 2-33/ 9 Pz
 B20.23: 7 SPs + 2T
 B21.23: 1x 20-4-3 Inf Div[95] -1 Step
 B22.23: 1x 12-0 HQ[35], 1x 20-4-3 Inf Div[293] -1 Step
 B23.24: 1x 20-4-3 Inf Div[112]
 B25.22: 8 Wagon Points, 6 SPs
 B26.25: 3 SPs
 B27.25: (10 Rec, 20, 41, MC)/ 10 Mtr
 B27.26: 10 Arty/ 10 Mtr
 B33.29: 10 Truck Points
 B34.29: 26 SPs + 2T
 B34.30: 1x RR Rgt[1], Railhead Marker
 B36.26: 5 MG Bn
 B37.28: (29 Rec, 15, 29 Arty)/ 29 Mtr
 B37.29: 1x 18-0 HQ[47 Pz]
 B38.29: (1-39, 40 Shu)/ 17 Pz
 B39.29: (63 Shu, 27)/ 17 Pz
 B40.28: (2-39, 17 MC)/ 17 Pz
 A42.01: 1x Artillery Rgt[622]
 A42.02: 75/ 3 Pz
 A43.03: (1, 3 Shu)/ 3 Pz
 A44.02: 394 Shu/ 3 Pz
 B35.33: (88 Rec, 101 Shu, 88)/ 18 Pz
 B35.34: (1-18, 2-18, 18 MC, 52 Shu)/ 18 Pz
 B37.32: 1x 18-0 HQ[24 Pz]
 B41.34: 43 Aslt Eng Bn
 B44.34: 103/ 4 Pz
 A45.01: (1-35, 2-35, 12 Shu)/ 4 Pz
 B45.33: Grossdeutschland Inf Rgt, 1x Artillery Bn [440]

German Air:

| Hex | Level | Air Units |
|--------|-------|--|
| A4.25 | 2 | 1x Bf109e, 2x Ju52 |
| A6.14 | 2 | 1x Bf109f, 2x Ju87b, 3x He111h |
| B9.15 | 2 | none |
| B3.08 | 2 | 1x Bf109f, 2x Ju52 |
| A23.27 | 1 | 1x Bf109f |
| A21.16 | 1 | 1x Bf109f, r x Ju87b |
| A40.18 | 1 | none |
| B23.33 | 1 | none |
| B17.20 | 1 | 1x Bf109f, 1+r x Ju87b, 2x Ju88a, 1+r x He111h |
| B18.07 | 1 | none |

Notes:

Weather Condition is Rasputitsa.

Turn: 7

Soviet:

A48.34: 1x 10-2-1 Inf Div[363]
 A48.32: 1x 10-2-1 Inf Div[316]
 A48.31: 2x Artillery Bde
 A48.30: 1x 14-4-3 Inf Div[6 Gds]
 A47.30: 2x Artillery Bde
 A47.31: 2x Katyusha Bde
 A46.31: 1x Artillery Bde
 A45.31: 1x 12-4-6 Tk Bde, 1x 12-3-2 Inf Div[114]
 A46.29: 1x 10-3-4 Tk Bde, 1x 14-4-3 Inf Div[7 Gds]
 A49.29: 1x 10-2-1 Inf Div[344]
 A46.27: 1x 14-3-3 Inf Div[185]
 A46.25: 1x 10-2-1 Inf Div[100]
 A47.26: 2x Artillery Bde
 A50.31: 2 Truck Points
 A51.31: 8 SPs + 3T

A52.27: 50 Army HQ
 A53.28: 6 SPs + 3T
 A53.32: 16 Truck Points
 A54.31: 20 SPs
 A54.33: Stalin
 A55.32: 50 SPs + 1T
 A48.22: 1x 10-2-1 Inf Div[312]
 A50.21: 1x Artillery Bde, 1x Katyusha Bde
 A49.20: 1x Cav Bde[108 Cav]
 A48.18: 1x 14-4-3 Inf Div[93]
 A48.16: 1x Katyusha Bde
 A47.16: 1x 10-2-1 Inf Div[19]
 A50.17: 49 Army HQ
 A58.18: 1x 8-1-1 Inf Div[290] -1 Step
 A58.19: 4 SPs
 A54.14: 1x 12-4-6 Tk Bde
 A52.14: 40 SPs
 A57.09: 1x 10-3-4 Tk Bde
 A53.12: 1x 12-4-6 Tk Bde, 1x 10-2-1 Inf Div[238]
 A51.11: 1x 14-3-3 Inf Div[117]
 A51.12: 3 Army HQ, 1x Artillery Bde
 A51.13: 4 Truck Points
 A50.11: 1x 7-3-3 Mtn Inf Div[194 Mtn]
 B53.28: 1x 12-4-6 Tk Bde, 1x 12-3-2 Inf Div[135]
 B54.26: 3x Katyusha Bde
 B55.24: 8 Truck Points
 B55.25: 38 SPs
 B55.27: 13 Army HQ
 B55.28: 1x Katyusha Bde
 B53.23: 1x 12-4-6 Tk Bde, 1x 14-4-3 Inf Div[5 Gds]
 B28.11: 1x 8-1-1 Inf Div[219]
 B30.13: 1x 8-1-1 Inf Div[293]
 B31.13: 1x Artillery Bde
 B31.11: 1x 8-1-1 Inf Div[219]
 B32.13: 1x 20-1-3 Tk Div[69]
 B33.14: 1x 10-3-4 Tk Bde
 B33.13: 1x Artillery Bde
 B33.12: 40 Army HQ, RR & Penal
 B34.12: 50 SPs + 1T
 B61.09: 1x Artillery Bde
 B62.08: 30 SPs

Soviet Air:

| Hex | Level | Air Units |
|--------|-------|--|
| A52.12 | 1 | 5x IL4, 3x SB2, 1x MiG3 |
| B36.12 | 1 | 1x I15, 2x IL4, 1x IL2 |
| B62.07 | 1 | 2x Yak1 |
| A51.34 | 2 | 2x LaGG3, 1x Hurri2, 2x IL2, 2x Po2, 1x MiG3 |
| A56.33 | 2 | 2x MiG3, 1x TB3 |
| A57.32 | 2 | 3x G2, 6x Li2 |

German:

A2.24: 1x Pax Repl
 A2.25: Railhead Marker
 A2.26: Railhead Marker
 A1.26: 1 SP
 A1.27: 1x RR Rgt[5]
 A20.16: 4 Truck Points
 A20.17: 4 SPs
 A26.30: 4 Wagon Points, 2T
 A30.31: 1x 20-4-3 Inf Div[56]
 A36.30: 1x 20-4-3 Inf Div[263] -1 Step
 A37.31: 1x 12-0 HQ[9], 1x 20-4-3 Inf Div[183]
 A38.30: 1x 20-4-3 Inf Div[137]
 A38.31: 8 Truck Points
 A39.30: 14 SPs + 2T
 A39.31: 8 Wagon Points
 A40.30: 1x 20-4-3 Inf Div[15]
 A41.31: 2x Sg Artillery Bn[768 Sg, 833 Sg]
 A42.31: 1x 12-0 HQ[8]
 A42.32: 1x 6-2-2 Sec Div[707]
 A41.33: 1x Artillery Rgt[41]
 A42.34: 1x 20-4-3 Inf Div[98]
 A43.30: 1x 20-4-3 Inf Div[87] -1 Step
 A43.31: 1x 20-4-3 Inf Div[8] -1 Step
 A43.32: 1x 20-4-3 Inf Div[28]
 A45.29: (53 Rec, 8, 29)/3 Mtr
 A44.28: 3 Arty/3 Mtr
 A44.26: 1x 20-4-3 Inf Div[292]
 A43.25: (2-27, 73 Shu, 74 Shu, 19)/19 Pz
 A43.24: 1x 20-4-3 Inf Div[7], 1x Flame AG Bn[100]
 A43.23: 1x 20-5-3 Inf Div[78 Aslt]
 A43.22: 1x 20-4-3 Inf Div[252] -1 Step
 A42.22: 1x Artillery Rgt[786]
 A42.23: 1x 12-0 HQ[20]
 A41.23: 7 SPs
 A44.20: 1x 20-4-3 Inf Div[131] -1 Step
 A40.20: 2T
 A38.23: 1x 20-4-3 Inf Div[258]
 A37.24: 1x 20-4-3 Inf Div[197]
 A36.23: 2x Artillery Rgt[617, 618], 1x AG Bn[226]
 A35.24: 1x AG Bn[192], 1x 20-4-3 Inf Div[23]
 A34.23: 1x 20-4-3 Inf Div[267]
 A32.22: 1x 12-0 HQ[7]
 A31.22: 1x 20-4-3 Inf Div[262]
 A27.20: 1x 20-4-3 Inf Div[52]
 A26.20: 1x 20-4-3 Inf Div[31]
 A25.20: 1x 12-0 HQ[12]
 A24.19: 1x Police Rgt[13 SS]
 A38.18: 2 Truck Points
 A39.17: 5 SPs
 A39.18: 1x 12-0 HQ[43]
 A40.17: 1x 20-4-3 Inf Div[34]
 A41.17: 1x 12-0 HQ[13]
 A43.15: 1x 12-0 HQ[53]
 A44.15: 1x 20-4-3 Inf Div[260] -1 Step
 A45.14: 1x 20-4-3 Inf Div[17] -1 Step
 A46.12: 1x 20-4-3 Inf Div[296]
 A46.11: 1x 20-4-3 Inf Div[167] -1 Step
 A50.09: Grossdeutschland Inf Rgt, 1x Artillery Bn[440]
 A50.08: 1x Artillery Rgt[622]
 A52.08: (1, 3 Shu, 394 Shu, 75)/3 Pz
 A54.08: (1-35, 2-35, 12 Shu, 103)/4 Pz
 A49.07: 1x 18-0 HQ[24 Pz]
 A49.06: 43 Aslt Eng Bn
 A47.05: 3 SPs + 3T
 A46.03: 2 Truck Points
 A45.03: 16 SPs
 A44.02: 1x 20-4-3 Inf Div[112]
 A43.02: 1x 20-4-3 Inf Div[95] -1 Step
 B36.26: 5 MG Bn
 B36.28: 1x 20-4-3 Inf Div[293] -1 Step
 B34.30: 1x RR Rgt[1], Railhead Marker
 B35.30: 1x 12-0 HQ[35]
 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 Arty)/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
 A19.02: (1 (Cav), 1 (Bike), 22)/1 Cav
 A18.01: 1 Arty/1 Cav

A17.01: 4 Wagon Points
 B27.25: (10 Rec, 20, 41, MC)/10 Mtr
 B27.26: 10 Arty/10 Mtr
 B26.25: 3 SPs
 B25.25: 1x 6-2-2 Sec Div[221]
 B30.22: (25 Rec, 35, 119, 25 Arty, MC) /25 Mtr
 B28.16: (9 Rec, 10 Shu, 102, 59 MC)/9 Pz
 B28.17: 2-33/9 Pz
 B27.16: (1-33, 11 Shu)/9 Pz
 B25.16: 60/16 Mtr
 B23.16: (156, 146 Arty)/16 Mtr
 B20.23: 10 SPs + 2T
 B21.20: 1x 18-0 HQ[48 Pz]
 B20.16: (341 Rec, MC)/16 Mtr
 B16.17: 2 Truck Points
 B19.10: 1x 20-4-3 Inf Div[134] -1 Step
 B20.07: 1x 20-4-3 Inf Div[45]
 B15.05: 1x 6-2-2 Sec Div[403]
 B15.08: 1x 12-0 HQ[34]
 B12.07: 4 Wagon Points, 2 SPs
 B8.14: 1T
 B7.14: 2x Pax Repl
 B6.14: 1 SP + 2T
 B3.09: 3 SPs
 B2.09: 8 Truck Points
 B2.08: Railhead Marker

German Air:

| Hex | Level | Air Units |
|--------|-------|---|
| A4.25 | 2 | 1x Bf109e, 1x Ju52 |
| A6.14 | 2 | 1x Bf109f, 1x Ju87b, 2x He111h |
| B9.15 | 2 | none |
| B3.08 | 2 | 1x Bf109f, 2x Ju52 |
| A23.27 | 1 | none |
| A21.16 | 1 | none |
| A40.18 | 1 | none |
| B23.33 | 1 | none |
| B17.20 | 1 | 1x Bf109f, 1+r x Ju87b, 1+r x Ju88a, 1+r x He111h |
| B18.07 | 1 | none |
| B35.29 | 1 | 2x Bf109f, 1+r x Bf110c |

Notes:

Weather Condition is Rasputitsa

Turn: 8**Soviet:**

A48.34: 1x 10-2-1 Inf Div[316]
 A48.33: 1x 10-2-1 Inf Div[363]
 A45.31: 1x 12-4-6 Tk Bde, 1x 12-3-2 Inf Div[114]
 A46.31: 1x Artillery Bde
 A46.30: 1x 14-4-3 Inf Div[6 Gds]
 A46.29: 1x 10-3-4 Tk Bde, 1x 14-4-3 Inf Div[7 Gds]
 A46.28: 1x 14-3-3 Inf Div[185]
 A47.30: 2x Artillery Bde
 A47.31: 2x Katyusha Bde
 A48.31: 2x Artillery Bde
 A48.29: 1x 10-2-1 Inf Div[344]
 A46.25: 1x 10-2-1 Inf Div[100]
 A47.26: 2x Artillery Bde
 A52.27: 50 Army HQ
 A50.31: 2 Truck Points
 A51.31: 4 SPs
 A53.32: 16 Truck Points
 A54.31: 60 SPs

A54.33: Stalin
 A55.32: 50 SPs + 1T
 A48.22: 1x 10-2-1 Inf Div[312]
 A47.16: 1x 10-2-1 Inf Div[19]
 A48.16: 1x Katyusha Bde
 A48.18: 1x 14-4-3 Inf Div[93]
 A49.15: 1x Cav Bde[108]
 A49.18: 1x Katyusha Bde, 1x Artillery Bde
 A50.17: 49 Army HQ
 A56.22: 2 SPs + 3T
 A56.21: 10 Army HQ, RR & Penal
 A57.20: 1x 10-3-4 Tk Bde, 2x 10-2-1 Inf Div[120, 352]
 A57.21: 2x Artillery Bde
 A59.19: 1x 8-1-1 Inf Div[290] -1 Step
 A52.14: 30 SPs
 A54.14: 1x 12-4-6 Tk Bde
 A53.12: 1x 12-4-6 Tk Bde, 1x 10-2-1 Inf Div[238]
 A51.11: 1x 14-3-3 Inf Div[117]
 A51.12: 1x Artillery Bde, 3 Army HQ
 A51.13: 4 Truck Points
 A50.11: 1x 7-3-3 Mtn Inf Div[194 Mtn]
 B31.11: 1x 8-1-1 Inf Div[219]
 B32.13: 1x 8-1-1 Inf Div[293]
 B33.14: 1x 20-1-3 Tk Div[69]
 B33.13: 2x Artillery Bde
 B33.12: 40 Army HQ, RR & Penal
 B34.11: 32 SPs
 B35.15: 1x 10-3-4 Tk Bde
 B55.28: 1x Katyusha Bde
 B55.27: 13 Army HQ
 B53.28: 1x 12-4-6 Tk Bde, 1x 12-3-2 Inf Div[135]
 B54.26: 3x Katyusha Bde
 B55.25: 54 SPs
 B55.24: 8 Truck Points
 B56.22: 2x Katyusha Bde
 B55.22: 1x 14-4-3 Inf Div[3 Gds]
 B54.22: 1x 10-3-4 Tk Bde, 1x 12-4-6 Tk Bde, 1x 12-3-2 Inf Div[17]
 B53.23: 1x 12-4-6 Tk Bde, 1x 14-4-3 Inf Div[5 Gds]
 B61.09: 1x Artillery Bde
 B62.08: 16 SPs

Soviet Air:

| Hex | Level | Air Units |
|--------|-------|--|
| A52.12 | 1 | 5x IL4, 3x SB2, 2x MiG3, 2x I16 |
| B36.12 | 1 | 1x I15, 2x IL4, 3x IL2 |
| B62.07 | 1 | 2x Yak1 |
| A51.34 | 2 | 2x LaGG3, 1x Hurri2, 2x IL2, 2x Po2, 1x MiG3 |
| A56.33 | 2 | 1x MiG3, 1x TB3 |
| A57.32 | 2 | 1x P40c, 3x G2, 6x Li2 |

German:

A6.29: 4 Wagon Points
 A2.26: Railhead Marker
 A2.25: Railhead Marker
 A2.24: 1x Pax Repl
 A1.26: 28 SPs + 2T
 A1.27: 1x RR Rgt[5]
 A18.29: 8 Truck Points
 A19.29: 8 Wagon Points
 A30.13: 4 Wagon Points, 2 SPs
 A22.06: 2 Truck Points
 A20.01: Railhead Marker
 A19.01: 1 SP + 3T
 A43.34: 1x 20-4-3 Inf Div[98]
 A43.33: 1x 6-2-2 Sec Div[707]
 A43.32: 1x 20-4-3 Inf Div[28]
 A43.31: 1x 20-4-3 Inf Div[8] -1 Step
 A43.30: 1x 20-4-3 Inf Div[87] -1 Step
 A41.33: 1x Artillery Rgt[41]
 A42.31: 1x 12-0 HQ[8]
 A41.31: 2x Sg Artillery Bn[768 Sg, 833 Sg]
 A39.30: 9 SPs + 2T
 A42.29: 1x 20-4-3 Inf Div[15]
 A44.26: 1x 20-4-3 Inf Div[292]
 A44.28: 3 Arty/3 Mtr
 A45.29: (53 Rec, 8, 29)/3 Mtr
 A46.11: 1x 20-4-3 Inf Div[167] -1 Step
 A46.12: 1x 20-4-3 Inf Div[296]
 A45.13: 1x 20-4-3 Inf Div[17] -1 Step
 A43.25: (2-27, 73 Shu, 74 Shu, 19)/19 Pz
 A43.24: 1x Flame AG Bn[100], 1x 20-4-3 Inf Div[7]
 A43.23: 1x 20-5-3 Inf Div[78 Ash]
 A40.23: 4 Truck Points, 2 SPs + 2T
 A42.23: 1x 12-0 HQ[20]
 A41.23: 2 SPs
 A42.22: 1x Artillery Rgt[786]
 A43.22: 1x 20-4-3 Inf Div[252] -1 Step
 A39.18: 1x 12-0 HQ[13]
 A39.17: 1 SP
 A40.20: 2T
 A44.20: 1x 20-4-3 Inf Div[131] -1 Step
 A45.18: 1x 20-4-3 Inf Div[34]
 A45.16: 1x 20-4-3 Inf Div[260] -1 Step
 A43.15: 1x 12-0 HQ[43]
 A55.13: (1-35, 2-35, 12 Shu, 103)/4 Pz
 A56.09: (17 MC, 2-39, 63 Shu, 27)/17 Pz
 A53.10: (1, 3 Shu, 394 Shu, 75)/3 Pz
 A55.03: (29 Rec, 15, 29 Arty)/29 Mtr
 A50.09: Grossdeutschland Inf Rgt, 1x Artillery Bn[440]
 A50.08: 1x Artillery Rgt[622]
 A50.07: 1x 18-0 HQ[24 Pz]
 A49.07: 8 SPs
 A49.06: 43 Aslt Eng Bn
 A48.06: 8 Wagon Points
 A47.05: 3 SPs + 3T
 A52.02: 1x 20-4-3 Inf Div[112]
 B52.34: (2-18, 101 Shu)/18 Pz
 B52.31: (1-18, 52 Shu)/18 Pz
 B51.34: 88/18 Pz
 A48.01: 1x 18-0 HQ[47 Pz]
 B48.32: 1x 20-4-3 Inf Div[95]
 A45.03: 9 SPs
 B37.32: 6 Truck Points, 6 SPs
 B28.16: (9 Rec, 10 Shu, 102, 59 MC)/9 Pz
 B28.17: 2-33/9 Pz
 B27.16: (1-33, 11 Shu)/9 Pz
 B25.16: 60/16 Mtr
 B23.16: (156, 146 Arty)/16 Mtr
 B20.16: (341 Rec, MC)/16 Mtr
 B34.26: 5 MG Bn
 B36.28: 1x 20-4-3 Inf Div[293] -1 Step
 B34.29: 10 SPs
 B35.30: 1x 12-0 HQ[35]
 B34.30: 1x RR Rgt[1], Railhead Marker
 B30.22: (25 Rec, 35, 119, 25 Arty, MC)/25 Mtr
 B27.25: (10 Rec, 20, 41, MC)/10 Mtr
 B27.26: 10 Arty/10 Mtr
 B26.25: 3 SPs
 B25.25: 1x 6-2-2 Sec Div[221]
 B20.23: 10 SPs
 B21.20: 1x 18-0 HQ[48 Pz]
 B16.17: 2 Truck Points
 B19.10: 1x 20-4-3 Inf Div[134] -1 Step
 B20.07: 1x 20-4-3 Inf Div[45]
 B15.05: 1x 6-2-2 Sec Div[403]
 B15.08: 1x 12-0 HQ[34]
 B8.14: 1T

B7.14: 2x Pax Repl
 B6.14: 3 SPs
 B4.06: 4 Wagon Points
 B2.09: 3 SPs
 B1.10: 4 Truck Points
 B1.09: Railhead Marker

German Air:

| Hex | Level | Air Units |
|--------|-------|---|
| A4.25 | 2 | 1x Bf109e, 1x Ju52 |
| A6.14 | 2 | 1x Bf109f, 1x Ju87b, 2x He111h |
| B9.15 | 2 | none |
| B3.08 | 2 | 1x Bf109f, 2x Ju52 |
| A23.27 | 1 | none |
| A21.16 | 1 | none |
| A40.18 | 1 | none |
| B23.33 | 1 | none |
| B17.20 | 1 | 1x Bf109f, 1+r x Ju87b, 1+r x Ju88a, 1+r x He111h |
| B18.07 | 1 | none |
| B35.29 | 1 | 2x Bf109f, 1+r x Bf110c |

Notes:

Weather Condition is Rasputitsa

Turn: 9

Soviet:

A48.34: 1x 10-2-1 Inf Div[316]
 A48.33: 1x 10-2-1 Inf Div[363]
 A48.31: 2x Artillery Bde
 A45.31: 1x 12-4-6 Tk Bde, 1x 12-3-2 Inf Div[114]
 A46.31: 1x Artillery Bde
 A46.30: 1x 14-4-3 Inf Div[6 Gds]
 A46.29: 1x 10-3-4 Tk Bde, 1x 14-4-3 Inf Div[7 Gds]
 A46.28: 1x 14-3-3 Inf Div[185]
 A46.27: 1x 7-3-3 Mtn Inf Div[173 Mtn], 1x 10-2-1 Inf Div[367]
 A47.31: 2x Katyusha Bde
 A47.30: 2x Artillery Bde
 A48.29: 1x 10-2-1 Inf Div[344]
 A46.25: 1x 10-2-1 Inf Div[100]
 A47.26: 2x Artillery Bde
 A47.25: 1x 10-2-1 Inf Div[360]
 A50.27: 1x 10-2-1 Inf Div[127]
 A50.31: 2 Truck Points
 A48.22: 1x 10-2-1 Inf Div[312]
 A50.20: 1x 8-1-1 Inf Div[239]
 A52.26: 1x 10-2-1 Inf Div[144]
 A52.27: 50 Army HQ
 A53.32: 16 Truck Points
 A54.31: 66 SPs
 A54.33: Stalin
 A55.32: 50 SPs + 1T
 A61.28: 1x 10-2-1 Inf Div[340]
 A55.27: 1x 10-2-1 Inf Div[330]
 A56.22: 10 SPs + 3T
 A56.21: 10 Army HQ, RR & Penal
 A57.21: 2x Artillery Bde
 A57.20: 1x 10-3-4 Tk Bde, 2x 10-2-1 Inf Div[120, 352]
 A59.19: 1x 8-1-1 Inf Div[290] -1 Step
 A47.16: 1x 10-2-1 Inf Div[19]
 A48.15: 1x Cav Bde[108]
 A48.16: 1x Katyusha Bde
 A48.18: 1x 14-4-3 Inf Div[93]
 A49.18: 1x Artillery Bde, 1x Katyusha Bde

A50.17: 49 Army HQ
 A54.14: 1x 12-4-6 Tk Bde
 A52.14: 34 SPs
 A53.12: 1x 12-4-6 Tk Bde, 1x 10-2-1 Inf Div[238]
 A51.11: 1x 14-3-3 Inf Div[117]
 A51.12: 3 Army HQ, 1x Artillery Bde
 A51.13: 4 Truck Points
 A50.11: 1x 7-3-3 Mtn Inf Div[194 Mtn]
 B54.29: 1x 10-2-1 Inf Div[303]
 B55.28: 1x Katyusha Bde
 B53.28: 1x 12-4-6 Tk Bde, 1x 12-3-2 Inf Div[135]
 B52.27: 1x 14-3-3 Inf Div[110]
 B53.27: 3x Katyusha Bde
 B51.26: 1x 12-4-6 Tk Bde, 1x 14-4-3 Inf Div[5 Gds]
 B52.24: 13 Army HQ, 1x 14-4-3 Inf Div[3 Gds]
 B52.23: 3x Katyusha Bde
 B50.24: 1x 12-4-6 Tk Bde, 1x 10-3-4 Tk Bde, 1x 12-3-2 Inf Div[17]
 B50.23: 1x 12-3-2 Inf Div[256]
 B53.25: 2x Artillery Bde
 B53.24: 2x Artillery Bde
 B54.25: 12 Truck Points
 B55.25: 46 SPs
 B48.20: 2x Cav Bde[41, 50]
 B52.21: 1x 10-3-4 Tk Bde, 1x 12-4-6 Tk Bde, 2x 14-3-3 Inf Div[78, 132]
 B55.23: 1x 12-3-3 Semi-Mtrd Inf Div[101]
 B56.23: 1x 12-3-3 Semi-Mtrd Inf Div[82]
 B61.09: 1x Artillery Bde
 B62.08: 20 SPs
 B35.15: 1x 10-3-4 Tk Bde
 B33.14: 1x 20-1-3 Tk Div[69]
 B33.13: 2x Artillery Bde
 B33.12: 40 Army HQ, RR & Penal
 B34.11: 54 SPs
 B32.13: 1x 8-1-1 Inf Div[293]
 B31.11: 1x 8-1-1 Inf Div[219]

Sovlet Air:

| Hex | Level | Air Units |
|--------|-------|--|
| A52.12 | 1 | 2x Il16, 2x MiG3, 3x SB2, 5x IL4 |
| B36.12 | 1 | 1x Il15, 2x IL4, 3x IL2 |
| B62.07 | 1 | 2x Yak1 |
| A51.34 | 2 | 2x LaGG3, 1x Hurri2, 2x IL2, 2x Po2, 1x MiG3 |
| A56.33 | 2 | 1x MiG3, 1x TB3 |
| A57.32 | 2 | 1x P40c, 3x G2, 6x Li2 |

German:

A1.26: 36 SPs
 A1.24: 1x Pax Repl
 A1.27: 1x RR Rgt[5]
 A2.25: Railhead Marker
 A2.26: Railhead Marker
 A10.29: 8 Truck Points, 8 Wagon Points, 16 SPs
 A20.28: 4 Wagon Points, 4 SPs
 A20.17: 4 Truck Points
 A25.10: 2 Truck Points, 1 SP + 3T
 A32.15: 4 Wagon Points
 A20.01: Railhead Marker
 A45.35: 1x 20-4-3 Inf Div[98]
 A44.32: 1x 6-2-2 Sec Div[707]
 A44.31: 1x 20-4-3 Inf Div[28]
 A44.30: 1x 20-4-3 Inf Div[8] -1 Step

A42.32: 1x 12-0 HQ[8]
 A41.31: 2x Sg Artillery Bn[768 Sg, 833 Sg]
 A41.33: 1x Artillery Rgt[41]
 A39.30: 6 SPs
 A42.29: 1x 20-4-3 Inf Div[15]
 A43.30: 1x 20-4-3 Inf Div[87] -1 Step
 A45.29: (53 Rec, 8, 29)/ 3 Mtr
 A44.28: 3 Arty/ 3 Mtr
 A44.26: 1x 20-4-3 Inf Div[292]
 A43.25: (2-27, 73 Shu, 74 Shu, 19)/ 19 Pz
 A43.24: 1x 20-4-3 Inf Div[7], 1x Flame AG Bn[100]
 A43.23: 1x 20-5-3 Inf Div[78 Aslt]
 A43.22: 1x 20-4-3 Inf Div[252] -1 Step
 A42.23: 1x 12-0 HQ[20]
 A42.22: 1x Artillery Rgt[786]
 A44.20: 1x 20-4-3 Inf Div[131] -1 Step
 A39.17: 2 SPs
 A39.18: 1x 12-0 HQ[13]
 A45.18: 1x 20-4-3 Inf Div[34] -1 Step
 A45.16: 1x 20-4-3 Inf Div[260] -2 Steps
 A43.15: 1x 12-0 HQ[43]
 A45.13: 1x 20-4-3 Inf Div[17] -3 Steps
 A46.12: 1x 20-4-3 Inf Div[296] -1 Step
 A46.11: 1x 20-4-3 Inf Div[167] -2 Steps
 A49.07: 8 SPs
 A49.06: 43 Aslt Eng Bn
 A57.19: (2-39, 63 Shu)/ 17 Pz
 A57.16: (17 MC, 27)/ 17 Pz
 A55.13: (1-35, 2-35, 12 Shu, 103)/ 4 Pz
 A58.08: (29 Rec, 15, 29 Arty)/ 29 Mtr
 A53.10: (1, 3 Shu, 394 Shu, 75)/ 3 Pz
 A50.09: Grossdeutschland Inf Rgt, 1x Artillery Bn[440]
 A50.08: 1x Artillery Rgt[622]
 A52.07: 1x 18-0 HQ[24 Pz]
 B54.32: (2-18, 101 Shu)/ 18 Pz
 B53.32: 88/ 18 Pz
 B50.30: 1x 20-4-3 Inf Div[112]
 B51.29: (1-18, 52 Shu)/ 18 Pz
 B47.28: 1x 20-4-3 Inf Div[95] -1 Step
 A48.04: 119/ 25 Mtr
 A47.05: 3 SPs + 3T
 A47.04: 25 Arty/ 25 Mtr
 A48.01: 1x 18-0 HQ[47 Pz]
 A48.02: (25 Rec, 35, MC)/ 25 Mtr
 A45.03: 8 SPs
 B41.28: 1x 20-4-3 Inf Div[293] -1 Step
 B36.31: 8 Wagon Points, 8 SPs
 B35.31: 6 Truck Points, Railhead Marker
 B34.30: 1x RR Rgt[1]
 B34.26: 5 MG Bn
 B34.29: 20 SPs
 B35.30: 1x 12-0 HQ[35]
 B33.29: 1x 6-2-2 Sec Div[221]
 B30.26: (10 Rec, 20, 41, MC)/ 10 Mtr
 B29.27: 10 Arty/ 10 Mtr
 B31.17: 2-33/ 9 Pz
 B30.16: (9 Rec, 10 Shu, 102, 59 MC)/ 9 Pz
 B29.17: (1-33, 11 Shu)/ 9 Pz
 B26.16: (341 Rec, MC, 60)/ 16 Mtr
 B23.16: (156, 146 Arty)/ 16 Mtr
 B20.23: 19 SPs
 B21.20: 1x 18-0 HQ[48 Pz]
 B20.19: 1x 20-4-3 Inf Div[106]
 B17.18: 4 Truck Points, 4 SPs
 B16.17: 2x Pax Repl
 B19.10: 1x 20-4-3 Inf Div[134] -1 Step
 B20.07: 1x 20-4-3 Inf Div[45]
 B15.05: 1x 6-2-2 Sec Div[403] -1 Step
 B15.08: 1x 12-0 HQ[34]

B12.06: 3 SPs
 B8.05: 4 Wagon Points
 B8.14: 1T
 B6.14: 2 SPs + 2T
 B2.09: 1 SP
 B1.10: 2 Truck Points
 B1.09: Railhead Marker

German Air:

| Hex | Level | Air Units |
|--------|-------|---|
| A4.25 | 2 | 1x Bf109e, 1x Ju52 |
| A6.14 | 2 | 1x Bf109f, 1x Ju87b, 2x He111h |
| B9.15 | 2 | none |
| B3.08 | 2 | 1x Bf109f, 2x Ju52 |
| A23.27 | 1 | none |
| A21.16 | 1 | none |
| A40.18 | 1 | none |
| B23.33 | 1 | none |
| B17.20 | 1 | 1x Bf109f |
| B18.07 | 1 | none |
| B35.29 | 1 | 2x Bf109f, 1+r x Bf110c, 1+r x Ju87b, r x Ju88a, 1+r x He111h |

Notes:

Weather Condition is Deep Freeze

Turn: 10**Soviet:**

A48.34: 1x 10-2-1 Inf Div[316]
 A48.33: 1x 10-2-1 Inf Div[363]
 A45.31: 1x 12-4-6 Tk Bde, 1x 12-3-2 Inf Div[114]
 A46.31: 1x Artillery Bde
 A46.30: 1x 14-4-3 Inf Div[6 Gds]
 A46.29: 1x 10-3-4 Tk Bde, 1x 14-4-3 Inf Div[7 Gds]
 A46.28: 1x 14-3-3 Inf Div[185]
 A46.27: 1x 10-2-1 Inf Div[367], 1x 7-3-3 Mtn Inf Div[173 Mtn]
 A47.31: 2x Katyusha Bde
 A47.30: 2x Artillery Bde
 A48.29: 1x 10-2-1 Inf Div[344]
 A50.31: 2 Truck Points
 A53.32: 16 Truck Points
 A54.31: 92 SPs
 A54.33: Stalin
 A55.32: 50 SPs + 1T
 A46.25: 1x 10-2-1 Inf Div[100]
 A47.25: 1x 10-2-1 Inf Div[360]
 A47.26: 2x Artillery Bde
 A50.27: 1x 10-2-1 Inf Div[127]
 A52.26: 1x 10-2-1 Inf Div[144]
 A52.27: 50 Army HQ
 A55.27: 1x 10-2-1 Inf Div[330]
 A48.22: 1x 10-2-1 Inf Div[312]
 A50.20: 1x 8-1-1 Inf Div[239]
 A54.20: 1x 8-1-1 Inf Div[415]
 A56.20: 1x 8-1-1 Inf Div[413]
 A56.21: 10 Army HQ, RR & Penal
 A56.22: 10 SPs
 A57.20: 1x 10-3-4 Tk Bde, 1x 10-2-1 Inf Div[120, 352]
 A57.21: 2x Artillery Bde

A60.20: 1x 8-1-1 Inf Div[290] -1 Step
 A54.17: 1x 10-2-1 Inf Div[356]
 A54.15: 1x 10-2-1 Inf Div[348]
 A47.16: 1x 10-2-1 Inf Div[19]
 A48.15: 1x Cav Bde[108]
 A48.16: 1x Katyusha Bde
 A48.18: 1x 14-4-3 Inf Div[93]
 A49.18: 1x Artillery Bde, 1x Katyusha Bde
 A50.17: 49 Army HQ
 A52.14: 20 SPs
 A53.14: 1x 12-4-6 Tk Bde, 1x 10-2-1 Inf Div[350]
 A52.12: 1x 12-4-6 Tk Bde, 1x 10-2-1 Inf Div[238]
 A51.11: 1x 14-3-3 Inf Div[117]
 A51.12: 3 Army HQ, 1x Artillery Bde
 A51.13: 4 Truck Points
 A50.11: 1x 7-3-3 Mtn Inf Div[194 Mtn]
 A57.05: 1x 12-3-2 Inf Div[279]
 A57.07: 1x 12-3-2 Inf Div[322], 1x 14-3-3 Inf Div[49]
 A57.08: 1x 12-4-6 Tk Bde, 1x 14-3-3 Inf Div[113]
 A58.03: 1x 10-3-4 Tk Bde
 A58.04: 1x 10-3-4 Tk Bde, 1x 12-3-3 Semi-Mtrd Inf Div[30]
 A58.05: 2x Artillery Bde
 A58.07: 2x Artillery Bde, 1x Katyusha Bde
 A59.06: 1x 10-2-1 Inf Div[340]
 A59.07: 61 Army HQ, RR & Penal
 A62.06: 20 SPs
 B57.31: 1x 14-4-3 Inf Div[3 Gds]
 B57.32: 1x 12-4-6 Tk Bde, 1x 12-3-3 Semi-Mtrd Inf Div[82]
 B54.29: 1x 10-2-1 Inf Div[303]
 B55.29: 1x Katyusha Bde
 B52.28: 1x 12-4-6 Tk Bde, 1x 12-3-2 Inf Div[135]
 B52.27: 2x Artillery Bde, 3x Katyusha Bde
 B54.25: 12 Truck Points
 B55.25: 80 SPs
 B51.28: 1x 14-3-3 Inf Div[110]
 B51.25: 13 Army HQ
 B50.25: 2x Artillery Bde, 3x Katyusha Bde
 B50.26: 1x 12-4-6 Tk Bde, 1x 14-4-3 Inf Div[5 Gds]
 B49.26: 1x 10-3-4 Tk Bde, 1x 12-4-6 Tk Bde, 1x 12-3-2 Inf Div[17]
 B46.23: 2x Cav Bde[41, 50]
 B50.22: 1x 10-3-4 Tk Bde, 2x 14-3-3 Inf Div[78, 132]
 B52.23: 1x 12-3-2 Inf Div[256], 1x 12-3-3 Semi-Mtrd Inf Div[101]
 B61.09: 1x Artillery Bde
 B62.08: 28 SPs
 B35.15: 1x 10-3-4 Tk Bde
 B33.14: 1x 20-1-3 Tk Div[69]
 B33.13: 2x Artillery Bde
 B32.13: 1x 8-1-1 Inf Div[293]
 B31.11: 1x 8-1-1 Inf Div[219]
 B32.12: 40 Army HQ, RR & Penal
 B34.11: 52 SPs

Soviet Air:

| Hex | Level | Air Units |
|--------|-------|--|
| A52.12 | 1 | 1x Pe2, 2x Il6, 2x MiG3, 3x SB2, 5x IL4 |
| B36.12 | 1 | 1x Il5, 2x IL4, 3x IL2 |
| B62.07 | 1 | 2x Yak1 |
| A51.34 | 2 | 2x LaGG3, 1x Hurri2, 2x IL2, 2x Po2, 1x MiG3 |
| A56.33 | 2 | 1x MiG3, 1x TB3 |
| A57.32 | 2 | 1x P40c, 3x G2, 6x Li2 |

German:

A6.20: 4 Wagon Points
 A10.29: 4 Truck Points, 4 SPs
 A1.25: 8 Truck Points
 A1.26: 28 SPs + 1T
 A1.27: 1x RR Rgt[5]
 A2.25: Railhead Marker
 A2.26: Railhead Marker
 A2.27: 2 Truck Points, 2 SPs
 A33.32: 4 Wagon Points
 A39.30: 16 SPs
 A36.21: 8 Wagon Points, 8 SPs
 A38.19: 13 SPs + 3T
 A45.34: 1x 20-4-3 Inf Div[98]
 A45.33: 1x 6-2-2 Sec Div[707]
 A42.32: 1x 12-0 HQ[8]
 A43.32: 1x Artillery Rgt[41]
 A43.31: 2x Sg Artillery Bn[768 Sg, 833 Sg]
 A44.31: 1x 20-4-3 Inf Div[28]
 A44.30: 1x 20-4-3 Inf Div[15], 1x 20-4-3 Inf Div[8] -1 Step
 A44.29: 1x 20-4-3 Inf Div[87] -1 Step
 A45.29: (53 Rec, 8, 29)/ 3 Mtr
 A44.28: 3 Arty/ 3 Mtr
 A41.26: 1x 20-4-3 Inf Div[292] -1 Step
 A48.25: (2-27, 73 Shu, 74 Shu, 19)/ 19 Pz
 A43.24: 1x 20-4-3 Inf Div[7]
 A43.23: 1x 20-5-3 Inf Div[78 Aslt] -1 Step
 A43.22: 1x 20-4-3 Inf Div[252] -2 Steps
 A44.20: 1x 20-4-3 Inf Div[131] -3 Steps
 A42.22: 1x Artillery Rgt[786]
 A42.23: 1x 12-0 HQ[20]
 A39.18: 1x 12-0 HQ[13]
 A45.16: 1x 20-4-3 Inf Div[260] -1 Step
 A45.18: 1x 20-4-3 Inf Div[34] -2 Steps
 A43.15: 1x 12-0 HQ[43]
 A45.13: 1x 20-4-3 Inf Div[17] -3 Steps
 A46.12: 1x 20-4-3 Inf Div[296] -2 Steps
 A46.11: 1x 20-4-3 Inf Div[167] -2 Steps
 A20.01: Railhead Marker
 B20.23: 16 SPs + 2T
 B21.20: 1x 18-0 HQ[48 Pz]
 B8.14: 2 SPs + 3T
 B6.06: 4 Wagon Points
 B2.09: 4 SPs
 B1.09: Railhead Marker
 B1.10: 6 Truck Points
 B12.06: 5 SPs
 B15.05: 1x 6-2-2 Sec Div[403] -1 Step
 B15.08: 1x 12-0 HQ[34]
 B20.07: 1x 20-4-3 Inf Div[45]
 B19.10: 1x 20-4-3 Inf Div[134] -1 Steps
 B20.16: (341 Rec, MC)/ 16 Mtr
 B23.16: (156, 146 Arty)/ 16 Mtr
 B26.16: 60/ 16 Mtr

w/ 2 B32.18: (9 Rec, 1-33, 2-33, 10 Shu, 11 Shu, 102)/ 9 Pz

B29.27: 10 Arty/ 10 Mtr
 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]
 B34.30: 1x RR Rgt[1]
 B35.31: 6 Truck Points, Railhead Marker
 A57.19: (17 MC, 27, 2-39, 63 Shu)/ 17 Pz
 A57.14: (29 Rec, 15, 29 Arty)/ 29 Mtr
 A55.14: 1-35/ 4 Pz
 A55.13: 103/ 4 Pz
 A54.13: (2-35, 12 Shu)/ 4 Pz
 A53.12: (1, 3 Shu)/ 3 Pz
 A54.11: 75/ 3 Pz
 A53.11: 394 Shu/ 3 Pz
 A53.04: 25 Arty/ 25 Mtr
 A54.03: (25 Rec, 35, MC)/ 25 Mtr
 A54.04: 119/ 25 Mtr
 A48.01: 1x 18-0 HQ[47 Pz]
 A50.09: Grossdeutschland Inf Rgt, 1x Artillery Bn[440]
 A50.08: 1x Artillery Rgt[622]
 A52.07: 1x 18-0 HQ[24 Pz]
 A49.07: 19 SPs + 2T
 A48.05: 8 Wagon Points
 A47.05: 3 SPs + 3T
 A45.03: 3 SPs
 A56.07: 43 Aslt Eng Bn
 B54.30: (2-18, 101 Shu)/ 18 Pz
 B52.29: 1x 20-4-3 Inf Div[112]
 B51.30: 88/ 18 Pz
 B51.29: (1-18, 52 Shu)/ 18 Pz
 B49.27: 1x 20-4-3 Inf Div[95] -1 Step

German Air:

| Hex | Level | Air Units |
|--------|-------|---|
| A4.25 | 2 | 1x Bf109e, 1x Ju52 |
| A6.14 | 2 | 1x Bf109f, 1x Ju87b, 2x He111h |
| B9.15 | 2 | none |
| B3.08 | 2 | 1x Bf109f, 2x Ju52 |
| A23.27 | 1 | none |
| A21.16 | 1 | none |
| A40.18 | 1 | none |
| B23.33 | 1 | none |
| B17.20 | 1 | 1x Bf109f |
| B18.07 | 1 | none |
| B35.29 | 1 | 2x Bf109f, 1+r x Ju87b, r x Ju88a, 1+r x He111h |

Notes:

Weather Condition is Deep Freeze.

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-ophile 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 trade-off 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 dismiss alternative 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 cannot 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

(Historical Entries, in (), are for your information only)

| Turn | 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 |
| 13 | None |

Soviet Reinforcements

| Turn | Units |
|------|---|
| 1 | 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 IL-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 |