

Scenario 1 Soviet Setup

Smolensk Campaign (version 4)

Rail Cap: 2 at start
Reserve Markers: 0 available
Supply Cache Markers: 2 available
Reinforcements: Per Order of Arrival
Variable Repls: Per Repl Table

Dead Pile:

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9.06:

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10.08:

	10.12:		13.10:	
--	--------	--	--------	--

13.01:

	13.05:		14.02:	
--	--------	--	--------	--

14.04:

	14.06:		15.01:			
--	--------	--	--------	--	--	--

15.10:

				15.11:	
--	--	--	--	--------	--

17.02:

	17.10:		19.03:		
--	--------	--	--------	--	--

20.00:

				20.02:	
--	--	--	--	--------	--

20.03:

	20.05:		20.07:	
--	--------	--	--------	--

21.07:

--	--

23.12:

--	--	--	--	--

24.03:

--	--	--

27.05:

--	--	--	--	--	--

28.04:

	12.18:		38.05	
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12.31:

		15.19:		15.21:	
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Note: The Soviets are in disarray, so all of their ground units move at 1/2 MA on the first turn. This can be further adjusted by mode effects (e.g., DG).

SMOLENSK

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Smolensk Campaign

17.18 :

17.19:

17.20:

18.13:

18.16:

18.17:

18.18:

18.20:

18.27:

18.28:

19.21:

19.23:

19.26:

19.27:

19.28:

19.32:

20.28:

20.35:

22.19 & 24.19 each:

Note: 134 & 162 Inf Div are in Move Mode. The 25th Rifle Corps was detraining at game start.

22.25:

23.20:

23.27:

24.24:

24.28:

25.23:

26.19:

26.28:

30.29:

32.25:

34.18 & 36.13 each:

56.20 & 60.34 each:

w/in 3 hexes of 34.17 or 34.18:

Stacked with any Soviet HQ:

At any air bases:

Scenario 1 Axis Setup

Smolensk Campaign (version 4)

Rail Cap: 0 at start

Reserve Markers: 14 available

Construction Markers: 3 available

Supply Cache Markers: 2 available

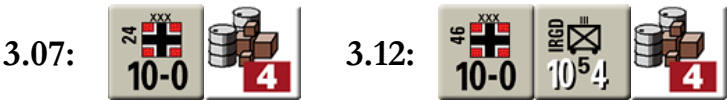
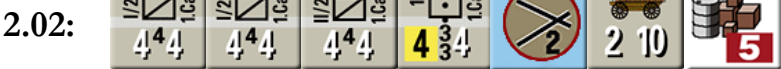
Reinforcements: Per Order of Arrival

Variable Repls: Per Repl Table

Dead
File:



Converted Axis Rails: 1.03 to 2.02, place in 2.02:



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Smolensk Campaign

9.18:

458

558

558

743

743

2033

1F45

10.30:

458

548

548

743

743

2033

1F45

11.31:

254

13.22:

458

658

658

743

743

2033

1F45

14.27:

458

843

843

2033

1F45

15.25:

458

758

758

743

743

1833

1F45

At any air base: (All aircraft begin the game Inactive)

<div>33</div>	<div>41</div>	<div>44</div>	<div>44</div>	<div>44</div>	<div>44</div>	<div>44</div>	<div>53</div>
<div>72</div>	<div>72</div>	<div>106</div>	<div>106</div>	<div>41</div>	<div>41</div>	<div>68</div>	
<div>68</div>	<div>68</div>	<div>68</div>	<div>49</div>	<div>49</div>	<div>49</div>	<div>49</div>	
<div>49</div>	<div>49</div>	<div>183</div>	<div>62</div>	<div>62</div>			

There are twelve German panzer and motorized divisions in the initial setup. Put their formation markers in a cup and randomly pick . . .

- a) 4 that must shift three hexes west of listed location, following road. (For instance, from 11.03 to 9.01.)
- b) 4 others that must have one of their Mtr regiments trade places with the Aufk battalion that starts in the Dead Pile (the Mtr unit is dead and the Aufk is alive).

Design Note: The “shift west” reflects the residual friction of the forced crossing of the Berezina River and the (failed) Soviet attacks near Lepel/ Orsha.

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