

## Battalion Combat Series:

*Inflection Point: Kalach*

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**1.0 Kalach Common Special Rules****1.1 Map and Weather**

**1.1a MSRs and Ferries.** For MSR purposes, two road hexes connected across a river by a Ferry hexside are considered contiguous. If at least one of the connecting road hexes contains a track, the road is considered using a **Track** for MSR SNAFU Modifier purposes. Only Soviets can use the Ferries for movement and MSR purposes.

**1.1b Weather.** Kalach is always hot and dry and has no weather die roll. Always use the Weather Table's **far-right column** to determine the Air Points available to the German player.

**1.1c Don River.** The Don River (the only Major River on the map) is considered Blocking Terrain unless one of the endpoint hexes is adjacent to the west side of the Major River. The banks west of the Don River were on average 300 feet higher than the east bank.

**1.2 Series Rules Matters**

**1.2a Repls.** Each player obtains Repls from his Repl Table normally. (*BCS* 2.2) **Important:** Both sides can make use of available Repls (of either kind), **whether or not** there is a Complete MSR.

**1.2b Buddies.** (*BCS Glossary*)

**Soviets.** All Soviet Formations with HQs east of the Don River are Buddies with one another for the duration of the current Activation. If a formation does a second Activation having crossed west of the Don River during the first Activation, it is no longer Buddies with any formation east of the Don.

**Germans.** KG 60 and 60 Mot (-) are Buddies with each other.

**1.2c Recon Unit Types.** Arm Cav and Motorcycle units have Recon Capabilities (*BCS* 1.1f). **Only** units identified as Recon in *BCS* 1.1f can enter Screen (*BCS* 4.6).

**1.2d Support.** Any German unit qualified according to the series rules can enter Support. **Only** those Soviet units with the word "Support" showing on their counter can do so.

**1.2e Supply.** Map edge Supply Sources are marked by side.

**2.0 German Special Rules**

**2.0a Daily DRMs.** German Daily SNAFU DRMs depend on the formation, turn, and if Air Supply Points (2.0b) are used.

German **Spearhead Formations** are the 16 Pz Div, 24 Pz Div, 3 Mot Div, and KG 60 (**not** 60 Mot Div(-)).

- Spearhead Formations have a SNAFU DRM of +1 from 23 Jul to 25 Jul. All other German formations are -1.
- From 26 Jul onwards, all German formations (including Spearhead Formations) are -1.

**2.0b Air Supply Points.** Starting on 26 Jul, the German player receives Air Supply Points based on the Air Points roll on the Weather Table. The bracketed result determines the number of Air Supply markers available to the German player that turn.

If a German Formation does not have a complete MSR, the German player can use one or two Air Supply Points (**maximum** two) at the start of the Preparation segment (step b in *BCS* 3.0), applicable to the first (and any second) activation(s). A Formation that uses Air Supply Point(s) removes any MSR Blocked marker it has or doesn't get one. A Formation using Air Supply Point(s) may maintain or enter Prepared Defense (and hence Recover Fatigue) despite the lack of a complete MSR. During the SNAFU roll, **each** allocated Air Supply Point counts as a +1 DRM. The 'Combat Trains Off-Map -3' SNAFU Table modifier still applies.

**3.0 Soviet Special Rules**

**3.0a Daily DRMs.** Soviet Daily SNAFU DRM are the following:

- Tank Corps (13 Tk, 22 Tk, 23 Tk, and 28 Tk) have a Daily SNAFU DRM of +0.
- All other Soviet formations have a Daily SNAFU DRM of -1.
- Starting on 28 Jul and for the remaining turns, the Soviet Daily SNAFU DRM increases by one to +1 for the Tank Corps and +0 for all other formations.

**Design Note:** On 28 Jul 1942 Stalin issued Order No. 227, the infamous "Not a step back!" order. This inspired (or scared) the Soviet troops to halt the German advance.

**3.0b Zhuravlev.** The Zhuravlev leader represents Colonel Konstantin Andreevich Zhuravlev, flown in to organize units from multiple formations if surrounded by the Germans. His role is to prevent units from suffering lack of Safe Path and Isolation.

Zhuravlev is initially placed on map during the Reinforcement Phase. He must stack with a Soviet Combat Unit or a Formation's HQ at least 10 hexes from Kalach (vic B48.28). Zhuravlev cannot be reassigned to another Formation.

Once on the map, he can move with the unit or Formation HQ. If the unit he is stacked with retreats, he remains in the stack through the retreat, or goes to a nearby HQ if the retreating unit has no HQ. If the unit he is stacked with is eliminated, he can be immediately placed on another Soviet Combat Unit or Formation HQ given the initial placement restrictions above. If he is stacked with a Formation HQ and the HQ is Jumped (Soft or Hard), he likewise remains with the stack.

All Soviet units are unaffected by Isolation if within Zhuravlev's CR. Zhuravlev is not considered a unit and cannot be destroyed.

**3.0c Support AT Return.** Soviet AT units (those only capable of being in Support and have a literal "AT" unit type symbol) automatically return to play with one Step when destroyed. They cannot use Repls. Roll one die and they return to their Formation that many turns in the future as a Reinforcement with one Step remaining.

A returning AT unit is exempt from the Complete MSR requirement in *BCS* 2.1c.

Returning AT units are not considered to be "in play" for *BCS* 6.2a. If the Formation has otherwise been destroyed, remove it completely, to include the supposedly returning AT units.

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**3.0d KV Tanks and Bridges.** There are two KV-1 Tank Breakthrough Armor units in the game. They are too heavy to make use of the road bridges over the Don (the game's only Major River). The Don has three kinds of crossings: Road Bridges, RR Bridges, and Ferries. KV Armor **cannot** use Road Bridges but can use the others.

This does not affect other unit types, nor any "assumed" (non-printed) crossings over Minor Rivers.

**3.0e 184 Rifle Div.** The 184th Rifle Division was the 62nd Army's reserve. It was sent to confront the German offensive but was limited by intelligence reports of where the main German threat was.

On the 23 Jul Reinforcement segment, the Soviet player selects one of the entry areas for the 184 Rfl Div to arrive as listed on the Order of Arrival. Write it on a piece of paper and do not tell the German player. On the 24 Jul Reinforcement segment, the 184 Rfl arrives at the selected area.

Units can be placed in any hex that does not contain a German unit (of any type or situation) nor an EZOC. If, for any reason, all of the units (combat units and HQ) cannot be placed free of German units or their EZOCs, then the Soviet player can select either of the other entry areas for the 184 Rfl Div and the formation arrives there immediately.

## 4.0 Kalach Victory Conditions

The Germans win **Kalach** by establishing a supply route to the Don, while the Soviets win by preventing this.

**4.0a Victory Points.** Kalach has both VP hexes and "Route" hexes. VP hexes require the traditional OBJ to take and hold. Route hexes require no OBJ, are controlled merely by moving through. Note that any given Route hex counts for VP tally only if all of a given Route's listed hexes below are under friendly control.

There are two ways the German player can get VPs: Either by the VPs earned controlling one or both VP hexes of Kalach itself (2 VPs maximum), Nizhne-Chirskaya (B27.07), Don Railroad Bridge (B40.12), or controlling the hexes which will create possible routes for the MSRs usable for the 6th Army's push on Stalingrad later this summer. There are 6 possible routes, each meeting its requirements below counts as 1 VP (for 6 VPs total). The German VP maximum is 10.

The German player must control all the listed hexes to earn a Route's VP—but (importantly) need NOT control the ground in between them. Completion of control (connecting the Route hexes used here) occurs after this game ends.

The routes consist of:

| Route | Hexes (in order West to East) |
|-------|-------------------------------|
| A     | A28.27...A35.18...A49.06      |
| B     | A12.15...A22.08...B29.04      |
| C     | B12.32...A21.02...B33.31      |
| D     | B14.22...B28.25...B33.31      |
| E     | B19.17...B29.20...B33.31      |
| F     | B19.17...B26.12...B35.14      |

Rate Victory by the following:

| VPs Controlled | Victory              |
|----------------|----------------------|
| 0              | Soviet Major Victory |
| 1 - 2          | Soviet Minor Victory |
| 3              | Draw                 |
| 4 - 5          | German Minor Victory |
| 6 or more      | German Major Victory |

**4.0b Sudden Death Victory.** A Sudden Death Victory occurs if the Germans control all three hexes of Kalach (B47.29, B48.28, and B49.28) by the end of the 26 July turn. If Sudden Death occurs, ignore the normal Victory Conditions, and the game ends instantly with a German Major Victory.

The historical victory was a Draw. The Germans controlled routes A and B as well as Nizhne-Chirskaya for 3 VPs. The Germans were unable to reach Kalach but had pocketed a large number of Soviet units. Fighting would continue for the remainder of the summer when they would continue their fight into Stalingrad.

## 5.0 Scenarios

### 5.1 Battle for Kalach (Campaign)

*Following the initial success of Case Blue, the German drive is focused south towards the oilfields in the Caucasus. The Sixth Army is directed towards the city that bears Stalin's name. With meager supplies, the army heads towards Kalach in the hopes of clearing the Soviet 62nd and 64th Armies in its path to reach the city quickly. This didn't happen and ultimately led to the months-long fight in urban terrain.*

**Playing Area:** Both Kalach maps

**First Turn:** 23 Jul 42

**Last Turn:** 1 Aug 42

**Game Length:** 10 Turns

**First Player:** German

### German Set Up:

None

### Soviet Set Up:

**192 Rfl Div:**

A23.25: HQ (Used, Fat-0, PD), 417 AT Bn (Support), 676 Inf Rgt

A25.27: 644 Arm Bn

A19.27: 1186 AT Rgt

A27.34: 1/427 Inf Bn (Out of CR)

A20.29: 2/427 Inf Bn

A28.27: 3/427 Inf Bn

A17.23: 1/753 Inf Bn

A17.26: 2/753 Inf Bn

A22.22: 3/753 Inf Bn

A23.26: 40 Arm Bde (Assigned to 192 Rfl)

A22.19: Combat Trains

**33 Gd Div:**

A16.10: HQ (Used, Fat-0, PD, 1 Arty Point),

31 AT Bn (Support), 2/88 Inf Bn

A12.06: 651 Arm Bn

A16.11: 552 AT Rgt

A12.13: 1/84 Inf Bn

A10.12: 2/84 Inf Bn

A12.15: 3/84 Inf Bn

A18.14: 3/88 Inf Bn

A10.05: 1/91 Inf Bn

A12.07: 2/91 Inf Bn

A9.08: 3/91 Inf Bn

A18.05: 1/Kras Cadet Bn

A19.07: 2/Kras Cadet Bn

A17.08: 3/Kras Cadet Bn

A22.11: 555 AT Rgt (Assigned to 33 Gd)

A22.15: Combat Trains

**181 Rfl Div:**

A11.01: HQ (Used, Fat-0, PD, 1 Arty Point),

16 AT Bn (Support), 650 Arm Bn

B10.33: 1185 AT Rgt

B15.35: 186 Inf Rgt

B8.32: 1/195 Inf Bn

B10.30: 2/195 Inf Bn

B12.32: 3/195 Inf Bn

A8.03: 1/243 Inf Bn

A8.01: 2/243 Inf Bn

A11.04: 3/243 Inf Bn

B20.31: Combat Trains

**13 Tk Corps:**

A21.02: HQ (Fresh), 166 Arm Bde

A17.02: 163 Arm Bde

B22.32: 169 Arm Bde

A25.02: 20 Inf Bde

B30.33: Combat Trains

**147 Rfl Div:**

B17.25: HQ (Used, Fat-0, PD), 231 AT

Bn (Support), 600 Inf Rgt

B15.25: 645 Arm Bn

B17.24: 881 AT Rgt

B15.28: 1/15 Inf Bn

B12.26: 2/15 Inf Bn

B11.28: 3/15 Inf Bn

B12.24: 1/640 Inf Bn

B12.22: 2/640 Inf Bn

B14.22: 3/640 Inf Bn

B28.25: Combat Trains

**229 Rfl Div:**

B17.17: HQ (Used, Fat-0), 130 AT

Bn (Support), 3/804 Inf Bn

B19.20: 1251 AT Rgt

B13.21: 1/783 Inf Bn

B13.18: 2/783 Inf Bn

B12.20: 3/783 Inf Bn

B17.18: 1/804 Inf Bn

B23.17: 2/804 Inf Bn

B14.16: 1/811 Inf Bn

B15.12: 2/811 Inf Bn

B15.15: 3/811 Inf Bn

B17.19: 121 Arm Bde (Assigned to 229 Rfl)

B24.17: Combat Trains

**196 Rfl Div:**

B30.14: HQ (Fat-0, 1 Arty Point), 228 AT

Bn (Support), 2/884 Inf Bn

B26.11: 1/863 Inf Bn

B26.12: 2/863 Inf Bn

B25.13: 3/863 Inf Bn

B30.13: 1/884 Inf Bn  
 B30.15: 3/884 Inf Bn  
 B30.16: 1/893 Inf Bn  
 B30.17: 2/893 Inf Bn  
 B30.18: 3/893 Inf Bn  
 B29.17: 614 AT Rgt  
 B29.13: 649 Arm Bn (Assigned to 196 Rfl)  
 B35.14: Combat Trains, 1183 AT Rgt (Assigned to 196 Rfl)

**214 Rfl Div:**

B20.05: HQ (Used, Fat-0), 20 AT Bn (Support), 3/788 Inf Bn  
 B18.05: 1252 AT Rgt  
 B16.09: 1/776 Inf Bn  
 B15.08: 2/776 Inf Bn  
 B17.08: 3/776 Inf Bn  
 B14.06: 1/780 Inf Bn  
 B14.05: 2/780 Inf Bn  
 B16.05: 3/780 Inf Bn  
 B19.06: 1/788 Inf Bn  
 B19.05: 2/788 Inf Bn  
 B15.03: 1/154 Marine Bn  
 B17.01: 2/154 Marine Bn  
 B21.01: 3/154 Marine Bn  
 B27.06: Combat Trains

**131 Rfl Div:**

B50.24: HQ (Used, Fat-1, 2 Arty Points), 182 AT Bn (Support), 2/593 Inf Bn  
 B50.27: 397 AT Rgt  
 B47.29: 1/482 Inf Bn  
 B48.28: 2/482 Inf Bn  
 B49.28: 3/482 Inf Bn  
 B50.26: 1/593 Inf Bn  
 B52.25: 3/593 Inf Bn  
 B50.22: 1/743 Inf Bn  
 B46.20: 2/743 Inf Bn  
 B50.20: 3/743 Inf Bn  
 B54.25: 437 MG Bn  
 B60.25: 158 KV Arm Bde (Out of CR)  
 B55.29: Combat Trains

**112 Rfl Div:**

B39.07: HQ (Fat-0, 1 Arty Point), 156 AT Bn (Support), 3/416 Inf Bn  
 B38.09: 1/385 Inf Bn  
 B37.08: 2/385 Inf Bn  
 B40.09: 3/385 Inf Bn  
 B38.06: 1/416 Inf Bn  
 B38.05: 2/416 Inf Bn  
 B39.03: 1/524 Inf Bn  
 B41.02: 2/524 Inf Bn  
 B42.03: 3/524 Inf Bn  
 B40.02: 137 Arm Bde (Assigned to 112 Rfl)  
 B44.11: Combat Trains

**66 Nav Bde:**

B29.05: HQ (Fat-0), 1 Marine Bn  
 B28.04: 2 Marine Bn  
 B29.04: 3 Marine Bn  
 B36.05: Combat Trains

**Formation Activation Markers in Play:**

13 Tk Corps, 33 Gd Div, 112 Rfl Div, 131 Rfl Div, 147 Rfl Div, 181 Rfl Div, 192 Rfl Div, 196 Rfl Div, 214 Rfl Div, 229 Rfl Div, 66 Nav Bde

## 5.2 Entry of the Tank Armies (Small)

*The Soviets sought to regain the initiative and throw back the German penetration towards Kalach. They brought in two newly formed Tank Armies, the 1st and 4th, but arrived piecemeal to the battlefield. Not wishing to lose time, they launched their armored counterattack against the German spearhead with part of the 1st Tank Army after the Germans ran out of fuel.*

**Playing Area:** Both Kalach maps, east of 18.xx, south of Axx.15, and north of Bxx.25 inclusive

**First Turn:** 25 Jul 42

**Last Turn:** 27 Jul 42

**Game Length:** 3 Turns

**First Player:** Soviet

**Air Points:** Divide the Table result by two (round fractions down).

**Replacement Points:** Divide the Table result by two (round fractions down).

**Additional Supply Sources:**

A18.14, A40.15 (German)

B18.25, B28.25, B32.25, B44.25 (Soviet)

**Victory Conditions:** Use a modified Kalach Victory (4.0) using the following:

|                |                |
|----------------|----------------|
| VPs Controlled | Victory        |
| 1 or less      | Soviet Victory |
| 2              | Draw           |
| 3 or more      | German Victory |

Routes only consist of the Route hexes that are in the playing area. A Route's VP can be earned even if there is only one or two Route hexes. Route E is not in play.

## German Set Up:

**16 Pz Div:**

A28.06: HQ (Fat-0, 1 Arty Point), 16 PJ Bn (Support), 1/79 Inf Bn  
 A35.10: 16 Krd Pz Recon Bn  
 A35.11: 1/2 Pz Bn  
 A35.12: 16 PG Bn  
 B33.31: II/2 Pz Bn  
 B32.31: I/64 Inf Bn  
 A29.04: II/64 Inf Bn  
 A22.08: II/79 Inf Bn  
 A19.14: 16 Pz Pio Bn, Combat Trains

**3 Mot Div:**

A47.05: HQ (Fat-1, 1 Arty Point), 3 PJ Bn (Support), II/29 Inf Bn  
 B43.35: 53 Krd Pz Recon Bn  
 A44.02: 103 Pz Bn  
 A46.03: I/29 Inf Bn  
 A49.06: III/29 Inf Bn  
 A46.07: 3 Pz Pio Bn, Combat Trains (Ghost)

**KG 60:**

A42.08: HQ (Fat-1), III/92 Inf Bn  
 A42.06: 160 Krd Pz Recon Bn  
 A42.07: 160 Pz Bn  
 A45.10: Combat Trains (Ghost)

**Formation Activation Markers in Play:**

16 Pz Div, KG 60, 3 Mot Div

**Reinforcements:**

None

## Soviet Set Up:

**13 Tk Corps:**

A21.02: HQ (Fat-0)  
 A19.03: 163 Arm Bde  
 A21.03: 166 Arm Bde  
 B22.32: 169 Arm Bde  
 A25.02: 20 Inf Bde  
 B19.27: Combat Trains (Ghost)

**196 Rfl Div:**

B39.29: HQ (Fat-1, 1 Arty Point), 228 AT Bn (Support), 649 Arm Bn (Assigned to 196 Rfl)  
 B38.30: 614 AT Rgt  
 B34.26: 1/863 Inf Bn  
 B33.28: 2/863 Inf Bn  
 B33.29: 3/863 Inf Bn  
 B35.30: 1/884 Inf Bn  
 B35.31: 2/884 Inf Bn  
 B36.31: 3/884 Inf Bn  
 B37.33: 1/893 Inf Bn  
 B39.32: 2/893 Inf Bn  
 B39.30: 3/893 Inf Bn  
 B44.25: Combat Trains (Ghost)

**28 Tk Corps:** (not mixed with 131 Rfl with the 28 Tk HQ east of the Don per 1.2b)

B49.29: HQ (Fresh)  
 B47.28: 55 Arm Bde, 56 Arm Bde  
 B62.28: Combat Trains

**131 Rfl Div:** (not all units are in play)

B52.25: HQ (DONE, Fat-1, 2 Arty Points), 182 AT Bn (Support), 2/593 Inf Bn  
 B47.29: 1/482 Inf Bn  
 B48.28: 2/482 Inf Bn  
 B49.28: 3/482 Inf Bn  
 B51.27: 1/593 Inf Bn  
 B52.26: 3/593 Inf Bn  
 B54.25: 437 MG Bn  
 B60.25: 158 KV Arm Bde (Out of CR)  
 B53.25: 1183 AT Rgt (Assigned to 131 Rfl)  
 B55.29: 397 AT Rgt, Combat Trains

**Formation Activation Markers in Play:**

13 Tk Corps, 28 Tk Corps, 131 Rfl Div, 196 Rfl Div

**Reinforcements:**

26 Jul 42:

28 Tk HQ: 28 Tk Corps (39 Arm Bde, 32 Inf Bde, 1254 AT Rgt)

## German Order of Arrival

| Turn             | Entry Area | Units  |
|------------------|------------|--|
| <b>23 Jul 42</b> | A          | <b>3 Mot Div</b> (HQ (Fat-0, 1 Arty Point), 53 Krd Pz Recon Bn, 103 Pz Bn, 3 PJ Bn, I/29, II/29, III/29 Inf Bn, 3 Pio Bn, Combat Trains)   |
|                  | B          | <b>KG 60</b> (HQ (Fat-0), 160 Krd Pz Recon Bn, 160 Pz Bn, III/92, Combat Trains)   |
|                  | B          | <b>60 Mot Div</b> (HQ (Fat-0, 1 Arty Point), 160 PJ Bn, II/92, II/120, III/120 Inf Bn, 9 MG Bn, 160 Pio Bn, Combat Trains)   |
|                  | C          | <b>113 Inf Div</b> (HQ (Fat-0, 1 Arty Point), 113 PJ Bn, 113 Aufk Bicycle Bn, I/260, II/260, III/260, I/261, II/261, III/261, I/268, II/268, 113 Pio Bn, Combat Trains)<br>521 PJ Bn ( <i>Assigned to 113 Inf</i> )<br>244 StG Bn ( <i>Assigned to 113 Inf</i> ) |
|                  | D          | <b>16 Pz Div</b> (HQ (Fat-0, 1 Arty Point), 16 Krd Pz Recon Bn, I/2, II/2 Pz Bn, 16 PG Bn, I/64, II/64, I/79, II/79 Inf Bn, 16 Pz Pio Bn, 16 PJ Bn, Combat Trains)   |
|                  | E or F     | <b>297 Inf Div</b> (HQ (Fat-0), 297 PJ Bn, 297 Aufk Bicycle Bn, I/522, II/522, III/522, I/523, II/523, III/523, I/524, II/524, III/524, 297 Pio Bn, Combat Trains)   |
|                  | G          | <b>71 Inf Div</b> (HQ (Fat-0), 171 PJ Bn, 171 Aufk Bicycle Bn, I/191, II/191, III/191, I/194, II/194, III/194, I/211, II/211, III/211, 171 Pio Bn, Combat Trains)  |
| <b>24 Jul 42</b> | B          | <b>100 Jg Div</b> (HQ (Fat-0), 100 Aufk Bicycle Bn, 100 PJ Bn, II/54, III/54, II/227, III/227 Inf Bn, I/369, II/369, III/369 Croatian Inf Bn, 100 Pio Bn, Combat Trains)<br>177 StG Bn ( <i>Assigned to 100 Jg</i> )   |
|                  | D or E     | <b>44 Inf Div</b> (HQ (Fat-0, 1 Arty Point), 44 Aufk Bicycle Bn, 46 PJ Bn, I/131, II/131, III/131, I/132, II/132, III/132, I/134, II/134, III/134 Inf Bn, 80 Pio Bn, Combat Trains)<br>245 StG Bn ( <i>Assigned to 44 Inf</i> )                                  |
| <b>25 Jul 42</b> | F or G     | <b>24 Pz Div</b> (HQ (Fat-0, 1 Arty Point), 4 Krd Pz Recon Bn, I/24, II/24, III/24 Pz Bn, 40 PJ Bn, I/26 PG Bn, I/21, II/21, II/26 Inf Bn, 40 Pz Pio Bn, Combat Trains)  |
| <b>27 Jul 42</b> | 3 Mot HQ   | <b>3 Mot Div</b> (I/8, II/8, III/8 Inf Bn)   |
|                  | A or B     | <b>305 Inf Div</b> (HQ (Fat-0), 305 PJ Bn, I/576, II/576, III/576, I/577, II/577, III/577, I/578, II/578, III/578 Inf Bn, 305 Pio Bn, Combat Trains)   |
| <b>30 Jul 42</b> | Any HQ     | 1x Arty Asset  |

## Soviet Order of Arrival

| Turn              | Entry Area | Units   |
|-------------------|------------|---|
| <b>23 Jul 42</b>  | see 3.0e   | Soviet player selects one of the following for the 184 Rfl Div to arrive on 24 Jul:<br><b>Hill 213.0:</b> w/i 3 of A25.21<br><b>Sukhanovsky:</b> w/i 3 of A35.10<br><b>Kachalinskaya:</b> w/i 3 of B32.32   |
| <b>24 Jul 42</b>  | see 3.0e   | <b>184 Rfl Div</b> arrives at location selected on 23 Jul:<br><b>184 Rfl Div</b> (HQ (Fat-0), 415 AT Bn, 1177 AT Rgt, I/262, 2/262, 3/262, 1/294, 2/294, 3/294, 1/297, 2/297, 3/297, Combat Trains (Ghost))   |
|                   | I or J     | <b>28 Tk Corps</b> (HQ (Fresh), 55, 56 Arm Bde, Combat Trains)  |
| <b>25 Jul 42</b>  | see 3.0b   | Zhuravlev   |
|                   | Any HQ     | 648 Arm Bn  |
|                   | 28 Tk HQ   | Roll one die, the following arrives if the roll is 4 or more. Otherwise, the formation arrives on 26 Jul.<br><b>28 Tk Corps</b> (39 Arm Bde, 32 Inf Bde, 1254 AT Rgt)   |
| <b>26 Jul 42</b>  | 28 Tk HQ   | If remainder of <b>28 Tk Corps</b> did not enter last turn, the units arrive this turn.   |
|                   | I or J     | Roll one die for each of the following. The respective formation arrives if the roll is 5 or more. Otherwise, try again on 27 Jul.<br><b>22 Tk Corps</b> (HQ (Fresh), 51 Mtc Bn, 133 KV Arm Bde, 173, 176, 182 Arm Bde, 22 Inf Bde, 1253 AT Rgt, Combat Trains)<br><b>23 Tk Corps</b> (HQ (Fresh), 99, 189 Arm Bde, 9 Inf Bde, 398 AT Rgt, Combat Trains) |
| <b>27 Jul 42</b>  | Any HQ     | 508 AT Rgt  |
|                   | I or J     | Roll one die each for <b>22 Tk Corps</b> and <b>23 Tk Corps</b> . The respective formation arrives if the roll is 5 or more. Otherwise, they arrive on 28 Jul.  |
| <b>28 July 42</b> | I          | <b>204 Rfl Div</b> (HQ (Fresh), 193 AT Bn, 1/700, 2/700, 3/700, 1/706, 2/706, 3/706, 1/730, 2/730, 3/730 Inf Bn, Combat Trains)   |
|                   | I          | <b>118 UR Bde</b> (HQ (Fresh), 161, 172 MG Bn, Combat Trains)   |
|                   | I or J     | If <b>22 Tk Corps</b> or <b>23 Tk Corps</b> did not enter last turn, the formation arrives this turn.   |
| <b>29 Jul 42</b>  | I          | <b>321 Rfl Div</b> (HQ (Fresh), 345 AT Bn, 1/484, 2/484, 3/484, 1/488, 2/488, 3/488, 1/493, 2/493, 3/493 Inf Bn, Combat Trains)   |
| <b>31 Jul 42</b>  | Any HQ     | 4x Arty Assets  |
|                   | 118 UR HQ  | <b>118 UR Bde</b> (173, 176, 177, 178 MG Bn)  |