

Operational Combat Series:

Axis Booklet, revised

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Weather Table

North (see below) South (see below)	Basic Conditions (One Die)						Flight Roll (One Die)	
	Dry	Lt Mud	Mud	Lt Frze	Mod Frze	Dp Frze	Limited	Normal
Jan 1-8	-	-	-	-	-	Auto	1-3	4-6
Jan 12-19	-	-	-	-	1-2	3-6	1-3	4-6
Jan 22-29	-	-	-	1-2	3-4	5-6	1-3	4-6
Feb 1-8	-	-	-	1-2	3-5	6	1-3	4-6
Feb 12-19	-	-	-	1-3	4-6	-	1-4	5-6
Feb 22-26	-	-	-	1-5	6	-	1-4	5-6
March 1-8	-	-	-	Auto	-	-	1-3	4-6
March 12-19	-	1	2-3	4-6	-	-	1-3	4-6
March 22-29	-	1-3	4-5	6	-	-	1-3	4-6
April 1-8	-	1-4	5-6	-	-	-	1-2	3-6
April 12-19	1	2-4	5-6	-	-	-	1-2	3-6
April 22-29	1-3	4-6	-	-	-	-	1-2	3-6
May through Sept	Auto	-	-	-	-	-	1	2-6
Oct 1-8	Auto	-	-	-	-	-	1	2-6
Oct 12-19	1-4	5-6	-	-	-	-	1	2-6
Oct 22-29	1-2	3-5	6	-	-	-	1-2	3-6
Nov 1-8	-	1-3	4	5-6	-	-	1-3	4-6
Nov 12-15	-	1-2	3	4-6	-	-	1-3	4-6
Nov 19-29	-	-	-	1-4	5	6	1-4	5-6
Dec 1-8	-	-	-	1-2	3-4	5-6	1-4	5-6
Dec 12-19	-	-	-	1	2-3	4-6	1-4	5-6
Dec 22-29	-	-	-	-	-	Auto	1-4	5-6

Weather Effects

(operations not specifically mentioned are conducted normally):

Dry None

Lt Mud **Movement:** See Terrain Effects on Movement
First Lt Mud Turn in 1941, apply Panje Wagon Commandeering 2.3a

Mud **Movement:** See Terrain Effects on Movement
First Mud Turn in 1941, apply Panje Wagon Commandeering 2.3a

Lt Freeze Volga Class Rivers are Ice Pak
Apply German Truck Attrition Rule (2.3b), 1941 and one time only
Apply German Frostbite Rule (2.3c), 1941 and one time only.

Mod Freeze Minor Rivers, Kerch Straits, Swamps, Small Lakes are Frozen.
Volga Class Rivers are Ice Pak
Apply German Truck Attrition Rule (2.3b), 1941 and one time only
Apply German Frostbite Rule (2.3c), 1941 and one time only.

Deep Freeze All River types (Minor, Major, Volga), Swamps, Large & Small Lakes are Frozen
Air Bases refit at 1/2 rate,
Apply German Truck Attrition Rule (2.3b), 1941 and one time only
Apply German Frostbite Rule (2.3c), 1941 and one time only.

Flight Effects:
Normal Air Operations are allowed in all phases.

Limited Air Operations allowed in the player's Regular Movement Phase only.
Air refit allowed normally.

North vs South:

North: GBII and EatG Maps (including the overlap between Case Blue and EatG).

South: Case Blue Maps.

German Repls

Two Dice:	Fighter	Other Air	Pax	Eq	Truck	Emergency
1	-	-	-	-	-2	-
2	-	-	-	-	-1	-
3	-	-	-	-	-1	-
4	-	-	-	-	-	-
5	-	-	1	-	-	-
6	-	-	1	-	-	-
7	1	-	2	-	-	-
8	1	-	2	1	-	-
9	1	1	2	1	-	-
10	2	1	2	1	-	-
11	2	1	2	2	1	1
12 or more	2	2	3	2	1	2

Roll once for any combination of complete or short-sheet map sets in play.
If **only** Case Blue maps in play, ignore truck attrition results.

There are no repls for Axis Allies, only German ones,
Axis Allied units *can* be rebuilt using German Repls.

Modifiers:

-1 1941
+0 1942
+1 1943

✓ If not all mapsets in play, roll one die for each Repl point. On a 1-3 it goes to **GBII**, on a 4-5 it goes to **EatG**, on a 6, it goes to the mapsets containing the Schwerpunkt. If only **CB** is in play, a roll of 6 sends the Repl to the **CB** maps.

Air Repls:

- Result is the number of aircraft that can be recovered to full strength. Eq Repls cannot be used to rebuild aircraft in this game.
- Air Repls must be used the instant they are awarded. If no such aircraft exists that can make use of the repl, it is wasted.

Fighters: Bf109, Fw190

Other: Ju88, He111, Ju87

Aircraft types not listed above cannot be replaced.
He111z is not rebuildable, in spite of the He111 entry above.

Axis Allied aircraft cannot be replaced.

✓ **Trucks & Arty:** Add this number of Truck Points as reinforcements (not limited by the dead pile).

✓ **“Negative” Trucks:** The German player must remove the indicated numbers of Truck Points listed if this (bad) modified roll is made (only regular Truck Points, not Organics, can be used for this).

Emergency: Release this number of unit counters (regardless of size or type) from the Emergency Reinforcement Pool.

German Supply Table

Two Dice	Supply Status													
	1 or less	2	3	4	5	6	7	8	9	10	11	12	13+	
2-3	1	2	2	3	4	5	6	7	8	9	10	11	12	13
4-5	2	2	3	4	5	6	8	9	10	11	13	15	18	
6-8	2	3	4	5	6	8	10	11	12	13	15	18	21	
9-10	2	3	5	6	7	9	12	13	14	15	17	20	24	
11-12	3	4	5	6	8	10	13	14	16	18	20	24	28	

Supply Status.

Count the total for all full or short-sheet map sets (do not count partial map sets).

Map Set	Oct-Nov 41	Dec 41-Jan 42	Feb-Mar 42	Apr-Dec 42	Jan 43+
GBII	6	4	5	5	4
EatG	2	1	2	3	4
Case Blue	0	1	1	2	2

Modifiers to Supply Status:

Schwerpunkt **Included** in Active Maps: **+2**

Maikop Oil Fields: **+1**

Grozny Oil Fields: **+1**

German Rail and Sea Caps

	<i>Oct-Nov 1941</i>	<i>Dec-Jan 1941-42</i>	<i>Feb-March 1942</i>	<i>Apr+ 1942</i>
GBII Rail	4	0	4	5
EatG Rail	2	0	2	4
Case Blue Rail	0	0	1	2
Schwerpunkt Rail	+5	+3	+3	+4
Black Sea Shipping	1	1	1	1

German Shipping Cap above available in the Black Sea only when the Germans control Sevastopol and can be used in the Sea of Asov only when **both** Sevastopol and both sides of the Kerch Straits are German controlled.

Supply Table Example:

July 1942 with a scenario using the EatG and CB Maps, some GBII maps are included and the players have short-sheeted CB on their own to save space. The schwerpunkt is on the EatG maps.

The Supply Status is 7 (3 for EatG, 2 for CB (short sheet doesn't matter), 2 for schwerpunkt. The GBII maps in play do not count as that partial was created by the scenario itself, not the players.)

A dice roll of 9 gives the Axis player 12 SPs this turn.

Terrain Effects on Combat

Type	Combat Line	Armor	Mech	Other
Open or Dry Lake	Open	[x2]	[x2]	x1
Light Woods	Close	x1	x1	x1
Heavy Woods	Close	x1/2	x1	x1
Hills	Close	x1	x1	x1
Rough	Very Close	[x1/2]	[x1/2]	x1
Mountain	Extremely Close	x1/3*	[x1/2*]	x1
Swamp	Very Close	x1/2*	x1/2*	x1
Major City	Extremely Close	x1/3	[x1/2]	x1
Minor City	Very Close	x1/2	[x1/2]	x1
Village	Close	x1	x1	x1
Major River	ot	[x1/4]*	[x1/3]	[x1/2]
Minor River	ot	[x1/2]	[x1/2]	[x1/2]
Volga-Class River	ot	P	P	P
Ice-Pak Volga-Class	ot	P	P	P
Lake or Lake Hexside	P	P	P	P
Frozen Lake	Open	P	[x1/2]	[x1/2]
Frozen Kerch Strait	Open	P	[x1/2]	[x1/2]
Frozen Swamp	Close	x1/2	[x1/2]	x1
Frozen Major River or Frozen Lake Hexside	ot	[x1/2]	[x1/2]	[x1/2]
Frozen Minor River	ot	[x1/2]	x1	x1
Frozen Volga-Class River	ot	[x1/4]	[x1/3]	[x1/2]

*Road Only

[#] affects attackers only, defending units are x1.

Features not listed have no effect on Combat, use other terrain to determine any combat terrain effects.

ot—Use Other Terrain

P—Prohibited. Attacks are allowed across P terrain at roads or Pontoon Bridges
in all such cases, the terrain effect is [x1/4]

Terrain Effects on Movement

<i>Weather-></i>	<i>Normal</i>			<i>Lt Mud</i>			<i>Mud</i>		
MA Type->	Track	Truck	Leg	Track	Truck	Leg	Track*	Truck	Leg
Open or Dry Lake	1	1	1	3	8	2	8—3	All	3
Secondary Road	1/2	1/2	1/2	1	2	1	3—1	4	2
Track	1	1	1	1	4	1	6—2	8	2
Railroad	1	1	1	1	4	1	6—2	8	2
Light Woods	2	3	1	6	All	2	All—6	All	4
Heavy Woods	3	4	2	All	All	2	P—All	P	4
Minor River	+3	+5	+1	+3	+5	+1	+3	P	+1
Major River	P	P	All	P	P	All	P	P	All
Volga-Class River	P	P	P	P	P	P	P	P	P
Ice-Pak Volga-Class	P	P	P		NA			NA	
Hills	1	2	1	2	6	1	6—2	All	2
Rough	3	5	2	4	6	2	All—6	All	3
Mountain	P	P	All	P	P	All	P	P	All
Swamp	P	P	3	P	P	4	P	P	6
Lake	P	P	P	P	P	P	P	P	P
Frozen Lake	P	1	1		NA			NA	
Frozen Kerch Strait	P	1	1		NA			NA	
Frozen Swamp	5	6	3		NA			NA	
Frozen Volga-Class River	P	P	All		NA			NA	
Frozen Major River	+4	+6	+2		NA			NA	
Frozen Minor River	+2	+3	ne		NA			NA	

Features not listed have no effect on movement.

“Normal” weather is everything except Lt Mud or Mud.

Use **Normal** for calculating Draw, Throw and Extender MP counts, regardless of weather. Exception: Use Frozen types if available.

Trucks can load or unload in place, regardless of the weather effects above. Trucks finding themselves locked down due to weather in P terrain, remain in place unaffected, but cannot move and are destroyed if forced to do so.

*—For German Tracked units, apply the MP cost before the dash (if any), Russian ones use the value after the dash.

p—Prohibited

ne—No Effect

NA—Not Applicable

Axis Order of Arrival

Notes:

- 1) Where an entry reads “Bf.109f” or “Truck Point” it is assumed that the entry means One of said item. If more than one is called for, it will be explicitly listed, such as “2x Truck Points”
- 2) Entries specify the map set for the reinforcements. Only use the entries for the full or short-sheet game sets you are using.
- 3) Ignore “Transfers” if both sets of maps are in play. If only one of the map sets is in play, apply as a removal if the listed units are leaving the play area or apply as a reinforcement if the units are entering the play area. Ignore the entry entirely if neither map set is in play. “Partial” map sets count as being in play.
- 4) Transfers can be made using units from the dead pile.
- 5) Transfers must enter their new map set using road or rail hexes forming the connection between the two map sets in question. In other words, they move onto the new map set in a way that would make sense if you were actually moving them from game map to game map.
- 6) You are free to use identical units for removals and transfers but unless the actual historical unit is used, the unit chosen cannot be from the dead pile.
- 7) Withdrawals and removals occur regardless of where the unit might be or what the unit’s condition might be (even dead). The player must either withdraw the named unit from wherever it might be, or an identical unit from the maps specified. In other words, you can’t avoid a withdrawal by shifting units between map sets.
- 8) Units that are removed cannot be rebuilt.

Oct 1941

Historical Schwerpunkt: GBII

1—

GBII: 10 Mtr Div (20, 41 Mtrd Inf Rgt, 10 Arty Rgt, Organic Truck)

EatG: 4-1-2 Hun Sec Div (102 Hun, 108 Hun), 20-4-3 Inf Div (62, 294, 298)

CB—At any German HQ in Trace Supply: 3-5-4 Cossack Cav Bn (Aufk)

CB: Rum Cav Corps HQ, 5-4-4 Rum Cav Bde (5)

5—

GBII: 20-4-3 Inf Div (45, 95, 296)

EatG: 51 Corps HQ, 4-0-2 Hun Sec Div (105 Hun), 20-4-3 Inf Div (44, 79)

CB: 20-4-3 Inf Div (170)

Transfer from EatG to GBII: 25 Mtr Div (25 Aufk Bn, 25 Arty Rgt, Organic Truck)

Transfer from EatG to Case Blue: 20-4-3 Inf Div (24), 7-4-4 Rum Cav Bde (8)

Transfer from Case Blue to EatG: 49 Mtn Corps HQ, 17-5-3 Mtn Inf Div (1, 4)

8—

GBII: 9 Pz Div (Organic Truck), 15-4-3 Inf Div (707)

EatG: 5-4-3 Croat Inf Rgt (369), 20-3-3 Inf Div (75)

Transfer from EatG to GBII: 9 Pz Div (I/33 Pz Bn, 9 Aufk Bn, 59 Krd MC Bn, 10, 11 Mtrd Inf Rgt, 102 Arty Rgt, Organic Truck), 16 Mtr Div (341 Aufk Bn, 165 Krd MC Bn, 60, 156 Mtrd Inf Rgt, 146 Arty Rgt, Organic Truck)

Transfer from GBII Emergency Reinforcements to EatG: 29 Corps HQ, 20-4-3 Inf Div (168, 299)

12—

GBII—Optional: 20-5-4 Spanish Inf Div (250 Sp)

EatG—Remove: 20-4-3 Inf Div (71), 15-4-3 Jg Div (99)

CB: 20-4-3 Inf Div (132), 2x Wagon Points, 2 SPs

Transfer from Case Blue to EatG: LAH Pz Bde (all)

15—

CB—At Any Rumanian HQ in Trace Supply: 5-4-4 Rum Mtrd Cav Rgt (Korne)

19—

22—

26—

GBII: 4-3-2 French Inf Rgt (LVF)

EatG: 20-4-3 Inf Div (111, 113)

Transfer from EatG to Case Blue: Bf.109f

29—

GBII—Remove: 8 Corps HQ, 20-4-3 Inf Div (28)

EatG: 15-4-3 Jg Div (99), 2-3-2 Wach Bn (542), 2x Wagon Points, 2 SPs

Nov 1941

Historical Schwerpunkt: GBII

- 1—
GBII—*Remove*: SS-R Mtr Div (11 SS Inf Rgt), 1 Cav Div (all)
GBII—*Available (GBII rule 2.5h)*: (10)-5-0 Sec KG (Scherer)
EatG: It SM.81
EatG—*Remove*: 6-3-3 Rum Mtn Inf Bde (2), Ju.88, Hun CR.42
CB: 12-2-2 Rum Inf Div (18 Rum)
CB—*At any German HQ in Trace Supply*: 2-3-4 Cossack Bn (Dubrovski)
Transfer from EatG to Case Blue: He.111, 2x Bf.109e
Transfer from Case Blue to EatG: Bf.109f
- 5—
GBII—*Remove*: 7-5-7 Flammpanzer Bn (101)
EatG: 6 Rum Corps HQ, 12-2-2 Rum Inf Div (2 Rum), 1-2-4 Rum Cav Bn (56), 20-2-2 Rum Arty Grp
EatG—*Remove*: 6-4-3 Hun Mtrd Inf Bde (1), 6-3-3 Hun Mtrd Inf Bde (2), 2-4-6 Hun Arm Car Bn (1)
- 8—
- 12—
CB: 42 Corps HQ
Transfer from EatG to Case Blue: 5-5-8 AG Bn (197)
- 15—
GBII—*Remove*: 7-5-7 Flammpanzer Bn (100)
EatG—*Remove from EatG*: He.111
- 19—
EatG or Case Blue: 3-5-3 LW Abn Inf Bn (IV-Sturm), 9-5-3 LW FJ Rgt (2 FJ)
- 22—
GBII: 1-3-3 Ost Bn (601)
EatG—*Remove from EatG*: He.111
- 26—
GBII: 1-3-3 Ost Bn (602, 604)
GBII—*Remove*: 20-4-3 Inf Div (5, 8)
- 29—
GBII: 1-3-3 Ost Bn (605)
GBII—*Remove*: Bf.109f

Dec 1941

Historical Schwerpunkt: GBII

- 1—
GBII—*Add to Emergency Reinforcements*: 39 Pz Corps HQ, 5-3-3 SS Mtrd Inf Rgt (4 SS/2 Bde), 4-4-3 Mtrd Inf KG (Nehring), (3)-3-3 Kor Bn (532, 553, 559, 582, 590)
EatG: 1-3-6 Fr Pz Co (221, 318, 445), 2-3-3 Belgian Inf Bn (Walloon), (1)-2-5 RR Bn (I/3, II/3)
EatG—*Remove*: Ju.88
CB: Ju.87b
CB—*Remove*: Bf.109e
Transfer from Case Blue to EatG: Rum Cav Corps HQ, 5-4-4 Rum Cav Bde (5, 6)
- 5—
GBII: 26-2-2 Arty Grp (if available in dead pile)
GBII—*Remove*: SS-R Mtr Div (Langmarck Inf Rgt)
EatG: Ju.88
CB: (1)-2-5 RR Bn (106)
Transfer from GBII to Case Blue: 2-5-4 Pio Bn (43)
- 8—
GBII: 20-4-3 Inf Div (81)
- 12—
GBII: 5-5-3 LW Sec Bde (Schlemm), 2-2-2 LW Sec Bn (I/Mos)
GBII—*Remove*: 1x Bf.110, 1x He111, 2x Ju87b
- 15—
EatG: 5-5-8 Pz Bn (Mntfort), (1)-2-5 RR Bn (511)
Transfer from Case Blue to EatG: 20-4-3 Inf Div (73)
- 19—
GBII: 20-3-3 Inf Div (205)
- 22—
GBII: 20-3-3 Inf Div (211)
Transfer from EatG to GBII: 55 Corps HQ
- 26—
GBII—*Remove*: Bf.109e
- 29—
GBII: 1-2-2 Sec Bn (480)
EatG: 2-3-2 Wach Bn (617)
Remove: 15-4-3 Jg Div (99)

Jan 1942

Historical Schwerpunkt: GBII

- 1—
EatG: 3-4-3 SS Mtrd Inf Bn (Finn-SS), 12-2-2 Rum Inf Div (10 Rum), He.111
CB: Bf.109e
CB—Remove: 2-5-4 Pio Bn (43)
Transfer from EatG to GBII: 20-4-3 Inf Div (299)
Transfer from GBII to EatG: 5x Truck Points
- 5—
EatG—Remove: 20-4-3 Inf Div (239)
- 8—
GBII: 20-3-3 Inf Div (216)
GBII—Remove: Ju-87b
EatG: 4-0-2 Hun Sec Div (121 Hun)
- 12—
- 15—
GBII: 20-4-3 Inf Div (208), 9-5-3 LW Mtrd Sec KG (Meindl)
GBII—If not already released from Emergency Reinforcements: 5-3-3 SS Mtrd Inf Rgt (4 SS/2 Bde)
EatG: 20-4-3 Inf Div (88), 8-2-3 Werfer Bn (102)
- 19—
GBII: 20-4-3 Inf Div (328)
EatG: 2x Truck Points
- 22—
GBII: 20-4-3 Inf Div (83, 329), 26-2-2 Arty Grp (if available in dead pile), 3-3-2 LW Rgt (1/Meindl), Eq Repl
CB: He.111
- 26—
GBII: 20-3-3 Inf Div (246), 20-4-3 Inf Div (330), 3-3-2 LW Rgt (2/Meindl)
CB: 4-4-4 Rum Ski Bn (Rotta)
- 29—
GBII: 20-4-3 Inf Div (331), 3-3-2 LW Rgt (3/Meindl, 4/Meindl)
GBII—Remove: Bf-109e

Feb 1942

Historical Schwerpunkt: GBII

- 1—
Remove: All Captured Russian Trains
GBII: 3-3-2 LW Rgt (5/Meindl)
EatG: 4-5-4 It Ski Bn (M.Cerv), Ju.87R
- 5—
GBII: 20-4-3 Inf Div (218, 342), 3-2-2 LW Rgt (14/Meindl, 21/Meindl)
Transfer from GBII to EatG: 6-2-2 Sec Div (454)
- 8—
GBII: 5x Ju-87d, Eq Repl
GBII—Remove: 3x Ju-87b
- 12—
GBII: 2-2-2 Sec Rgt (122), 4-0-2 Hun Sec Div (105)
- 15—
GBII: 59 Corps HQ, Eq Repl
- 19—
GBII: 2-2-2 Sec Rgt (61)
- 22—
GBII: 15-5-3 Jg Div (5, 8), 1-3-2 Pol Bn (III/8), 2x Pax Repl
EatG—Exchange: LAH Pz Bde (LAH AG Bn for Schbrg PJ Bn)
- 26—
GBII: 3x Pax Repl, 2x Eq Repl

March 1942

Historical Schwerpunkt: GBII

1—

GBII: 4x Pax Repl

EatG—Remove: (7)-4-3 Flak Bn (277, 278), It MC.200

CB: Ju.88, Bf.109f

Add to Emergency Reinforcements: Dora RR Gun Bn

5—

GBII: 5x Pax Repl, Eq Repl

GBII—Remove: 5-5-8 AG Bn (192)

Transfer GBII to EatG: 3 Pz Div (I/6 Pz Bn, II/6 Pz Bn, III/6 Pz Bn, 394 Mtrd Inf Rgt, 3 Mtrd Inf Rgt, 1 Pz Recon Bn, 3 Krd MC Bn, 75 Arty Rgt, Organic Truck), 5-5-8 AG Bn (177)

8—

GBII: 6x Pax Repl

GBII—If not already released from Emergency Reinforcements: 20-4-3 Inf Div (122)

CB: 22 Pz Div (I/204, II/204, III/204 Pz Bn, 129 PG Rgt, 140 Mtrd Inf Rgt, 24 MC Bn, 140 PJ Bn, 140 Arty Rgt, Organic Truck)

12—

GBII: 7x Pax Repl

EatG: 8 Corps HQ

CB: 5-5-8 AG Bn (249)

Transfer from EatG to GBII: 4-1-2 Hun Sec Div (102)

15—

GBII: 6x Pax Repl

GBII—Remove: 9-5-3 LW Mtrd Sec KG (Meindl)

19—

GBII: 5x Pax Repl

22—

GBII: 4x Pax Repl

26—

GBII: 3x Pax Repl

EatG: 6-4-3 Inf KG (Friedrich)

29—

GBII: 2x Pax Repl

Aufklärungs Battalion Reorganization. *Remove:* All Panzer and Motorized Division Aufk Bns (regardless of their location, dead, alive, or if they are Emergency reinforcements). The only exceptions are the SS Divisions and the GD Mtr Div (they retain their Aufk Bns).

For each Aufk Bn removed alive from the map, the player can return one MC Bn from the dead pile (these do not have to be from the same division). Place the returning MC Bn in any hex containing any other unit of its division.

April 1942

Historical Schwerpunkt: GBII

1—

EatG: 12-2-2 Rum Inf Div (4 Rum), Hs.129b, Hs.123 (reduced)

EatG—Remove: 5-5-8 Pz Bn (Mntfort), 8-2-3 Werfer Bn (102), D'Aosta It Cav Div (all), It SM.81

EatG—Exchange: 13 Pz Div (66 Mtrd Inf Rgt) becomes 13 Pz Div (66 PG Rgt)

CB: 15-4-3 Jg Div (28)

CB—Remove: Bf.109e

Transfer from EatG to GBII: 20-4-3 Inf Div (88), 5-3-3 SS Mtrd Inf Rgt (8 SS, 10 SS)

Transfer from EatG to Case Blue: He.111

Transfer from Case Blue to EatG: Ju.88

5—

GBII: 3 Mtr Div (103 Pz Bn, 3 PJ Bn)

GBII—Remove: 18 Pz Div (III/18 Pz Bn), 4-4-4 SS Cav Rgt (1 SS, 2 SS), 6 Pz Div (all), 10 Pz Div (all)

EatG: 3 Pz Div (543 PJ Bn), 13 Pz Div (13 PJ Bn), 12-2-2 Rum Inf Div (20 Rum)

8—

GBII: 2x Ju-88, 2-2-2 LW Sec Bn (II/Mos)

GBII—Remove: 20-4-3 Inf Div (162), 10-5-4 Mtrd Inf Rgt (IRGD), 7-3-3 Arty Bn (400)

CB: 1-3-6 Fr Pz Co (I/223)

12—

GBII: SS Cav Div (1 SS, 2 SS Cav Rgt, Bicycle Recon Bn, SS Arty Rgt)

15—

GBII: 20-4-3 Inf Div (383)

GBII—Remove: SS-R Mtr Div (R Krd Bn)

19—

GBII: SS-R Mtr Div (R SS Pz Bn)

22—

GBII: 5-4-8 AG Bn (209)

CB: He.111

26—

GBII: 1x He.111, 2x Ju87d

EatG: Bf.109f

29—

GBII—Remove: 3 Mtr Div (103 Pz Bn, 8 Mtrd Inf Rgt, 29 Mtrd Inf Rgt, 53 Krd MC Bn, 3 PJ Bn, 3 Arty Rgt, Organic Truck)

EatG: SS-W Mtrd Inf Div (5 SS PJ Bn), Bf.109g

Transfer from EatG to Case Blue: Bf.109f

May 1942

Historical Schwerpunkt: GBII

1—

GBII: 1 Pz Div (37 PJ Bn)

GBII—Remove: 40 Pz Corps HQ, 20-4-3 Inf Div (106, 167), (10)-5-0 Sec KG (Sherer)

EatG: 23 Pz Div (I/201, II/201, III/201 Pz Bn, 126 PG Rgt, 128 Mtrd Inf Rgt, 23 Krd MC Bn, 128 Arty Rgt, Organic Truck), 20-4-3 Inf Div (384), 1-3-2 Pol Bn (551), 9 Flk Div (I/5, I/7, I/9, I/12 Flak Bn), Ju.87D, Ju.88, Bf.109f, 3x Bf.109e7, 3x Bf.110, It MC.200, It SM.81

EatG—Exchange: 14 Pz Div (103 Mtrd Inf Rgt) becomes 14 Pz Div (103 PG Rgt)

CB: (1)-2-5 RR Bn (83), 30-2-3 Werfer Rgt (1), He.111

Transfer from EatG to Case Blue: Bf.109g

5—

CB: Ju.88

8—

GBII: 20-4-3 Inf Div (93)

GBII—Remove: 2 Pz Div (I/3 Pz Bn), 20-4-3 Inf Div (15)

At any German HQ in Trace Supply: 2-3-4 Cossack Cav Bn (v.Urach)

12—

GBII: 9 Pz Div (III/33 Pz Bn), 19 Pz Div (19 PJ Bn), 4x Eq Repl

EatG: 20-4-3 Inf Div (71, 305), (7)-4-6 Flak Bn (608, 619)

Transfer from Case Blue to EatG: 3x Ju.87b, 5x He.111, Bf.109g, Bf.109f

15—

CB: 1-5-2 Fkl Pz Bn (300)

CB—Remove: 5-4-4 Rum Mtrd Cav Rgt (Korne)

Transfer from Case Blue to EatG: Ju.88

19—

GBII: 17-4-3 Inf Div (82), 5 Pz Div (53 PJ Bn), 26-2-2 Arty Grp (if available in dead pile)

GBII—Add to Emergency Reinforcements, if the division is still there, otherwise add to division where it is: 8 Pz Div (43 PJ Bn)

EatG: Truck Point, Bf.109f

CB: 7 Rum Corps HQ, 1-2-4 Rum Cav Bn (57), Bf.109f

Transfer from Case Blue to EatG: 22 Pz Div (I/204, II/204, III/204 Pz Bn, 129 PG Rgt, 140 Mtrd Inf Rgt, 24 MC Bn, 140 PJ, 140 Arty Rgt, Organic Truck)

22—

GBII: 2 Pz Div (38 PJ Bn)

EatG: Bf.109g

Anywhere on either Case Blue and/or EatG Maps: 6x Eq Repl

26—

EatG: 3x 26-2-2 Arty Grp

GBII: 10-3-3 Inf Div (442zbv), 3 Hun Corps HQ, 1-2-4 Hun Bicycle Bn (3), 2-3-2 Hun Pio Bn (3), 18-1-2 Hun Arty Grp, 7-3-3 Hun Inf Div (6 Hun), 7-2-2 Hun Inf Div (7 Hun, 9 Hun)

GBII—Remove: 8 Pz Div (II/10 Pz Bn)

Transfer from GBII to EatG: 5-5-8 AG Bn (203, 210)

29—

GBII: 20-3-3 Inf Div (377)

GBII—Remove: 5x Ju-87b

EatG: 40 Pz Corps HQ

Transfer from EatG to Case Blue: 2x Ju.87b, He.111

June 1942

Historical Schwerpunkt: EatG

1—

GBII: GD Mtr Div (Rec Aufk Bn, 1 Pz Bn, AG Bn, Füs, Gren Inf Rgt, PJ Bn, 20-4-3 Arty Rgt, Organic Truck), 4 Pz Div (49 PJ Bn), 24 Pz Div (I/24 Pz Bn, II/24 Pz Bn, III/24 Pz Bn, 26 PG Rgt, 21 Mtrd Inf Rgt, 4 Krd MC Bn, 89 Arty Rgt, Organic Truck), 6-3-2 Sec Div (201), 20-4-3 Inf Div (385 less one step, 387)

GBII—Exchange: 11 Pz Div (110 Mtrd Inf Rgt) becomes 11 Pz Div (110 PG Rgt)

GBII—Remove: 5-5-3 LW Sec Bde (Schlemm), 7 Pz Div (all)

EatG: LAH Pz Bde (PJ Bn), Rychla Slovak Mtr Inf Div (12 Lt Pz Bn), 20-4-3 Inf Div (336, 389), 20-3-3 Inf Div (376), (1)-2-5 RR Bn (I/2, II/2), 1-2-2 Sec Bn (416), 30-2-3 Werfer Rgt (2, 3, 70), (1)-1-5 Slovak RR Bn (12), D'Aosta It Cav Div (47 Brs MC Bn, 67 Brs Lt Arm Bn, 13 AG Bn, 90 Mortar Bn, 3 Brs Mtrd Inf Rgt, 6 Brs Mtrd Inf Rgt, 120 Arty Rgt), 6-4-4 It Cav Bde (Barbo), 12-2-2 Rum Inf Div (19 Rum), Ju.87d, Ju.88, Bf.109f, Bf.110, Slovak B.534 (reduced), He.111zbV w/Glider

EatG—Remove: 8-2-3 Werfer Bn (4), Ju.87R

EatG—Exchange: 16 Pz Div (64 Mtrd Inf Rgt) becomes 16 Pz Div (64 PG Rgt)

CB: Ju.88

Any—Remove: 3-5-3 LW Abn Inf Bn (IV-Sturm), 9-5-3 LW FJ Rgt (2 FJ)

Transfer from EatG to Case Blue: 30-2-3 Werfer Rgt (54)

Transfer from GBII to EatG: 5 Corps HQ, 29 Mtr Div (15 Mtrd Inf Rgt, 71 Mtrd Inf Rgt, 29 Krd MC Bn, 29 Arty Rgt, Organic Truck), 4x Truck Points

Transfer from Case Blue to EatG: Bf.109e

5—

GBII: 2x Ju-88

Add to Emergency Reinforcements: 18 Mtr Inf Div (18 PJ Bn)

Transfer from EatG to Case Blue: 30-2-3 Werfer Rgt (Lehr)

8—

GBII—Remove: 4-1-2 Hun Sec Div (102 Hun)

Transfer from GBII to EatG: 57 Pz Corps HQ

12—

GBII: 6-3-4 Cav Rgt (Mitte), (1)-2-5 RR Bn (2)

Transfer from EatG to GBII: 24 Pz Corps HQ, 13 Corps HQ, 13 Pz Div (I/4 Pz Bn, 66 PG Rgt, 93 Mtrd Inf Rgt, 13 Krd MC Bn, 13 PJ Bn, 13 Arty Rgt, Organic Truck), 30-2-3 Werfer Rgt (2, 51, 52), 3x Truck Points

Ignore the 2x Truck Point transfer above if only part of the GBII mapset is in play.

15—

GBII—Remove: 18 Pz Div (I/18 Pz Bn), SS-R Mtr Div (all), 20-4-3 Inf Div (17)

EatG: 60 Mtr Div (160 Pz Bn, 160 PJ Bn), SS-W Mtr Div (5 SS Pz Bn)

19—

GBII: 11 Pz Div (III/15 Pz Bn), 16 Mtr Div (116 Pz Bn, 228 PJ Bn), 20-4-3 Inf Div (340), (7)-4-6 Flak Bn (602)

GBII—Remove: 1 Pz Div (I/1 Pz Bn), 4 Pz Div (I/35 Pz Bn), 17 Pz Div (I/39, III/39 Pz Bn), 19 Pz Div (II/27, III/27 Pz Bn), 20 Pz Div (II/21, III/21 Pz Bn)

EatG: 29 Mtr Div (129 Pz Bn, 29 PJ Bn)

22—

GBII: 11 Pz Div (Lehr MC Bn), 1 Hun Pz Div (1 Pz Recon Bn, I/30, II/30 Pz Bn, 1 Mtrd Inf Rgt, 2 PJ Bn, 1 Arty Rgt)

EatG: Ju.87D

26—

GBII: 7-2-2 Hun Inf Div (19 Hun)

29—

GBII: 3 Mtr Div (103 Pz Bn, 8 Mtrd Inf Rgt, 29 Mtrd Inf Rgt, 53 Krd MC Bn, 3 PJ Bn, 3 Arty Rgt, Organic Truck)

EatG: 20-2-3 Inf Div (370), 17-3-3 Inf Div (323)

July 1942

Historical Schwerpunkt: EatG

1—

GBII: 7-3-3 Hun Inf Div (20 Hun)

EatG: 20-4-3 Inf Div (371), 7-2-2 Hun Inf Div (23 Hun), 1-2-2 Lithuanian Pol Bn (4), He.111, 2x Bf.109g, Go.244b

EatG—Remove: 4-1-2 Hun Sec Div (108 Hun), Bf.109f

CB—Remove: Bf.109f

Transfer from Case Blue to EatG: 1-5-2 Fkl Pz Bn (300), 30-2-3 Werfer Rgt (1), 2x Ju.87b, Ju.88, He.111

Transfer from GBII to EatG: 13 Pz Div (I/4, II/4, III/4 Pz Bn, 66 PG Rgt, 93 Mtrd Inf Rgt, 13 PJ Bn, 13 Krd MC Bn, 13 Arty Rgt, Organic Truck), 7-2-2 Hun Inf Div (19 Hun)

5—

GBII—Exchange: 2 Pz Div (304 Mtrd Inf Rgt) becomes 2 Pz Div (304 PG Rgt)

EatG: 2-2-2 Sec Rgt (46, 57), 7 Hun Corps HQ, (5)-3-3 Hun Mtrd PJ Bn (101), 1-1-4 Hun Bicycle Bn (7), 2-3-2 Hun Pio Bn (7), 2x 18-1-2 Hun Arty Grp, 6x Truck Points, 10x Wagon Points

Transfer from Case Blue to EatG: 12-2-2 Rum Inf Div (18 Rum)

8—

GBII: 3-3-3 SS Pol Rgt (8 SS, 13 SS, 14 SS)

GBII—Remove: 5-5-8 AG Bn (226)

EatG—7-2-2 Hun Inf Div (10 Hun)

Transfer from GBII to EatG: GD Mtr Div (Rec Aufk Bn, 1 Pz Bn, AG Bn, Füs, Gren Inf Rgt, PJ Bn, 20-4-3 Arty Rgt, Organic Truck)

12—

EatG: 4 Hun Corps HQ, 1-1-4 Hun Bicycle Bn (4), 2-3-2 Hun Pio Bn (4), 7-3-3 Hun Inf Div (12 Hun, 13 Hun)

EatG—Remove: LAH Pz Bde (all)

15—

EatG: 2-3-4 Bicycle Bn (326)

CB: 1-3-6 Fr Pz Co (II/223)

Transfer from GBII to EatG: 4 Pz Gp Army HQ, 24 Pz Corps HQ, 48 Pz Corps HQ, 13 Corps HQ, 24 Pz Div (I/24 Pz Bn, II/24 Pz Bn, III/24 Pz Bn, 26 PG Rgt, 21 Mtrd Inf Rgt, 4 Krd MC Bn, 89 Arty Rgt, Organic Truck), 3 Mtr Div (103 Pz Bn, 8 Mtrd Inf Rgt, 29 Mtrd Inf Rgt, 53 Krd MC Bn, 3 PJ Bn, 3 Arty Rgt, Organic Truck), 5-5-8 AG Bn (243), (7)-4-6 Flak Bn (602, 619), 1-3-2 Pol Bn (521), 30-2-3 Werfer Rgt (2, 3, 51, 53), 4x 26-2-2 Arty Grp, 4x Truck Points

19—

GBII—Remove: 20-4-3 Inf Div (23)

Transfer from Case Blue to GBII: 5-4-8 AG Bn (190)

Transfer from Case Blue to EatG: Ju.88

22—

EatG: 6-3-3 Rum Mtn Inf Bde (3)

CB: (7)-4-6 Flak Bn (616)

CB—At any German HQ in Trace Supply: 2-3-4 Cossack Cav Bn (403)

Transfer from EatG to Case Blue: 1 Pz Gp Army HQ, 3 Pz Corps HQ, 40 Pz Corps HQ, 3 Pz Div (I/6 Pz Bn, II/6 Pz Bn, III/6 Pz Bn, 394 Mtrd Inf Rgt, 3 Mtrd Inf Rgt, 3 Krd MC Bn, 75 Arty Rgt, Organic Truck), 13 Pz Div (I/4, II/4, III/4 Pz Bn, 66 PG Rgt, 93 Mtrd Inf Rgt, 13 PJ Bn, 13 Krd MC Bn, 13 Arty Rgt, Organic Truck), 23 Pz Div (I/201, II/201, III/201 Pz Bn, 126 PG Rgt, 128 Mtrd Inf Rgt, 23 Krd MC Bn, 128 Arty Rgt, Organic Truck), SS-W Mtrd Inf Div (5 SS Pz Bn, Germ, Nordld, Westld Mtrd Inf Rgt, 5 SS PJ Bn, 5 SS Pz Recon Bn, 5 SS Arty Rgt, Organic Truck), GD Mtr Div (Rec Aufk Bn, Gren Inf Rgt), Rychla Slovak Mtr Inf Div (20, 21 Mtr Inf Rgt, 11 Bicycle Bn, 12 Lt Tank Bn, 11 Arty Bn), 5-5-8 AG Bn (203), 17-5-3 Mtn Inf Div (4), 20-4-3 Inf Div (73, 125, 198, 298), 2-4-8 PJ Bn (525), 1-3-2 Pol Bn (682, 685), (7)-4-3 Flak Bn (275), 3-5-4 Cossack Cav Bn (Aufk), 3-4-3 SS Mtrd Inf Bn (Finn-SS), 4x 26-2-2 Arty Grp, Slovak B.534, 5x Wagon Points, 4x Truck Points

26—

GBII—If not already released from Emergency Reinforcements: 20-4-3 Inf Div (126)

Transfer from EatG to Case Blue: GD Mtr Div (1 Pz Bn, AG Bn, Füs Inf Rgt, PJ Bn, 20-4-3 Arty Rgt, Organic Truck)

29—

Transfer from EatG to Case Blue: 44 Corps HQ, 57 Pz Corps HQ, 15-4-3 Jg Div (97, 101), 5-5-8 AG Bn (210)

Aug 1942

Historical Schwerpunkt: EatG

1—

GBII: 18 Pz Div (88 PJ Bn)**GBII—Exchange:** 9 Pz Div (10 Mtrd Inf Rgt) becomes 9 Pz Div (10 PG Rgt)**GBII—Remove:** 5-3-3 SS Mtrd Inf Rgt (8 SS, 10 SS)**EatG:** 14 Pz Div (4 PJ Bn), 16 Pz Div (16 PJ Bn), 3-3-3 SS Pol Rgt (6 SS), 1-3-2 Pol Bn (698), 2 It Corps HQ, 12-3-3 It Inf Div (Ravenna, Sfszsa), 3-3-3 It CCNN Assault Bn (2, 15, 30), 2 Rum Corps HQ, 1-1-2 Rum Penal Bn (430), Ju.87d, Hun Re.2000, It MC.202, It Br.20 (reduced)**EatG—Remove:** Ju.87b, Ju.88, 2x Bf.109e7, Bf.110**CB:** 1-1-8 Oil Exploitation Bde (Krasnodar), 6-3-3 Rum Mtn Inf Bde (2), 3-5-4 Turk FJ Bn (Bergmn), 9 Rum Cav Div (3 Ros, 13 Cal Cav Rgt, 13 Ros Mtrd Cav Rgt, 6 Arty Rgt)**CB—At any German HQ in Trace Supply:** 5-3-4 Cossack Cav Rgt (Platov, Sinegorski), 1-2-3 N.Cauc Ost Bn (801)**CB—Remove:** 20-5-4 Inf Div (22), 20-4-3 Inf Div (170), (1)-2-5 RR Bn (106), (7)-4-3 Flak Bn (22), (7)-4-6 Flak Bn (610), Dora RR Gun Bn, Odin RR Gun Bn, Thor RR Gun Bn, 2x 36-2-1 Siege Arty Bn, 2x 26-2-2 Arty Group, 16-0-rr RR Gun Bn (459, 688)**Transfer from EatG to Case Blue:** 5 Corps HQ, 49 Mtn Corps HQ, 17-5-3 Mtn Inf Div (1), 20-4-3 Inf Div (9), 30-2-3 Werfer Rgt (1), 1-3-2 Pol Bn (693), 6-3-3 Rum Mtn Bde (3), He.111, 2x Bf.109g, Bf.110**Transfer from EatG to GBII:** 20-4-3 Inf Div (57, 68), 17-3-3 Inf Div (323)**Transfer from GBII to Case Blue:** 16 Mtr Div (116 Pz Bn 165 Krd MC Bn, 60, 156 Mtrd Inf Rgt, 228 PJ Bn, 146 Arty Rgt, Organic Truck)**Transfer from Case Blue to EatG:** Bf.109f**Transfer from Case Blue to GBII:** 5-5-8 AG Bn (197)

5—

GBII: 20 Pz Div (92 PJ Bn), 2-2-2 Sec Rgt (27)**EatG:** 4-3-3 It MG Bn (2, 102), 1x 24-2-2 It Arty Grp, 1-2-4 Rum Cav Bn (52)**EatG—Remove:** 20-4-3 Inf Div (257), 1-5-2 Fkl Pz Bn (300)**Transfer from EatG to Case Blue:** 52 Corps HQ, 20-4-3 Inf Div (111), 20-2-3 Inf Div (370), (7)-4-3 Flak Bn (279), Rum Cav Corps HQ, 5-4-4 Rum Cav Bde (5, 6), 2x Ju.88, He.111**Transfer from GBII to Case Blue:** 5-5-8 AG Bn (191)

8—

GBII: Hs-129b**EatG:** Alpini It Corps HQ, 13-4-3 It Mtn Inf Div (Cunense, Julia, Tridntina), 1x 24-2-2 It Arty Grp, 1 Rum Corps HQ, 14-3-3 Rum Inf Div (13 Rum), 1-2-4 Rum Cav Bn (51), 2x 20-2-2 Rum Arty Grp**At any German HQ in Trace Supply:** 2x Porter (1000 Turk, 1001 Turk), Terek Camels

12—

GBII: 4-3-4 Bicycle Rgt (36), 5-4-8 AG Bn (667)**EatG:** 12-3-3 It Inf Div (Cosseria), 8-3-3 It CCNN Inf Bde (23 Mar)**Transfer from GBII to Case Blue:** 30-2-3 Werfer Rgt (52)**Transfer EatG to Case Blue:** 6-2-2 Sec Div (454), 1-3-6 Fr Pz Co (445), 2-3-2 Wach Bn (617), 3-4-3 Penal Bn (500 zbV), 4-3-4 Bicycle Rgt (4), 2-3-4 Bicycle Bn (755)

15—

GBII: 1-5-6 Pz (T-34) Co (2/66zbV), 3-5-3 Jg Bn (7)**EatG:** 6-1-2 It Sec Div (Vicenza), 2-3-6 It PJ Bn (10), 4-3-3 It MG Bn (109, 156), (1)-1-5 It RR Bn (8), 1-0-3 It Ter Bn (215, 217, 218, 247, 441, 450, 454), 2x 24-2-2 It Arty Grp**At any German HQ in Trace Supply:** 5-4-4 Cossack Cav Rgt (v.Jung), 1-2-3 Georg Ost Bn (795), 1-2-3 Azerb Ost Bn (805), 1-2-3 Turk Ost Bn (450, 452)**Remove:** 30 Corps HQ, 54 Corps HQ, 15-4-3 Jg Div (28), 20-4-3 Inf Div (24), 2-3-4 Cossack Cav Bn (v.Urach, Dubrovski)**Transfer from EatG to Case Blue:** (1)-2-5 RR Bn (I/2, II/2), (1)-1-5 Slovak RR Bn (12)**Transfer from Case Blue to GBII:** GD Mtr Div (Rec Aufk Bn, 1 Pz Bn, AG Bn, Füs, Gren Inf Rgt, PJ Bn, 20-4-3 Arty Rgt, Organic Truck)

19—

GBII: 4-3-4 Bicycle Rgt (183)**CB:** 2x Ju.52**CB—Remove:** 20-4-3 Inf Div (72)**Transfer from Case Blue to EatG:** 2x Ju.88, He.111, 2x Bf.109g

22—

GBII: 2-2-2 Sec Rgt (44)**EatG:** 1 Rum Pz Div (1 MC Bn, I/1, II/1 Lt Pz Bn, 3, 4 Mtrd Inf Rgt, 1 Arty Rgt)**Transfer from Case Blue to EatG:** He.111

26—

EatG: 14-3-3 Rum Inf Div (5 Rum)

EatG—Remove: Bf.109f

CB—Remove: 20-4-3 Inf Div (132)

29—

EatG—Remove: Bf.109g

Transfer from Case Blue to EatG: He.111

Sept 1942

Historical Schwerpunkt: EatG

1—

GBII—Remove: Bf.110

EatG: 1-2-2 Sec Bn (380), Ju.87d, Croat Bf.109g (reduced), Rum IAR.81 (reduced), Rum JIS.79 (reduced), Rum Bf.109e, 2x Truck Points

EatG—Remove: 2x Ju.87b

CB: 2x Truck Points, Rum IAR.80

Transfer from Case Blue to EatG: 20-4-3 Inf Div (298), 30-2-3 Wefer Rgt (Lehr)

Transfer from EatG to GBII: 20-3-3 Inf Div (75)

5—

GBII: Fw.190a

GBII—Remove: Bf-109f

EatG: 2-5-4 LW FJ MG Co (4/VII)

CB—Remove: (7)-4-6 Flak Bn (616), 4-4-4 Rum Ski Bn (Rotta)

8—

CB—Add to Emergency Reinforcements: 16-3-3 Inf Div (381 Trng),

12—

GBII: 20-4-3 Inf Div (72)

15—

GBII: SS Cav Div (3 SS Cav Rgt), 3-5-3 Jg Bn (2, 4)

CB: 1-3-3 LW Ost Bn (1 Cauc), Rychla Slovak Mtr Inf Div (31 Arty Rgt)

19—

GBII: 3-5-3 Jg Bn (9)

GBII—Remove: 2-2-2 LW Sec Bn (I/Mos, II/Mos)

GBII—Release from Emergency Reinforcements, if not already: 7 LW Flg Div (1, 3, 4 Para Inf Rgt)

Transfer from EatG to Case Blue: Ju.88

22—

GBII: Truck Point

EatG: 12-2-2 Rum Inf Div (11 Rum, 14 Rum)

26—

GBII: 3-5-3 Jg Bn (5)

EatG—At Any Italian HQ: 2-4-4 It Cossack Cav Bn (Savoia)

29—

GBII—Remove: Meindl LW Div (1, 2, 3, 4, 5, 14, 21 LW Rgts)

EatG: 8-3-3 It CCNN Inf Bde (3 Gen)

EatG—Remove: 3-3-3 It CCNN Assault Bn (Tagliamento)

Oct 1942

Historical Schwerpunkt: EatG

1—

GBII—At or adjacent to any German HQ in Trace Supply: 27 Pz Div (127 Pz Bn, 140 Mtrd Inf Rgt, 127 PJ Bn, 127 Arty Rgt)

EatG: 3-4-3 Mtrd LW Bn (1 zbV), 1-2-2 Sec Bn (798), 5 Rum Corps HQ, 12-2-2 Rum Inf Div (7 Rum), 2-3-4 Rum Cav Bn (55), Ju.88, Bf.109g, Hun Bf.109f

EatG—*Remove*: He.111, 3x Bf.109f, Hun Re.2000, Go.244b

CB: 6-5-3 Mtrd Commando Rgt (287.Snd), 5-4-3 Turk Inf Rgt (Bergmn)

CB—*At any German HQ in Trace Supply*: 5-3-4 Cossack Cav Rgt (Lehman)

CB—*Remove*: 3-5-4 Turk FJ Bn (Bergmn)

Transfer from GBII to EatG: 1 Hun Pz Div (1 Pz Recon Bn, I/30, II/30 Pz Bn, 1 Mtrd Inf Rgt, 2 PJ Bn, 1 Arty Rgt), Bf.110

Transfer from EatG to Case Blue: Ju.88, Croat Bf.109g (reduced)

5—

Transfer from EatG to Case Blue: Ju.88

8—

GBII—*Remove*: SS-T Mtr Div (all)

EatG—*Add to Emergency Reinforcements*: 16-3-3 Inf Div (382 Trng)

CB: 2-4-8 AG Co (287)

12—

15—

CB—*At any German HQ in Trace Supply*: 2-3-4 Kalmuck Cav Bn (66)

19—

GBII: 2 LW Corps HQ

EatG—*Exchange*: 1 Rum Pz Div (I/1, II/1 Lt Pz Bn) with 1 Rum Pz Div (I/1, II/1 Pz Bn)

22—

GBII: 12-2-2 LW Div (2 Fld, 3 Fld, 4 Fld)

CB: 23 Pz Div (128 PJ Bn)

Transfer from EatG to Case Blue: 3x Ju.88, He.111

26—

GBII: 17-5-3 Mtn Inf Div (3)

GBII—*Remove*: 20-4-3 Inf Div (161)

EatG: 24 Pz Div (40 PJ Bn)

CB: 3x Wagon Points

CB—*At any German HQ in Trace Supply*: 1-2-3 Cossack Inf Bn (580)

29—

GBII—*Remove*: Ju-88

EatG: 4 Rum Corps HQ, 1-2-4 Rum Cav Bn (54), 20-2-2 Rum Arty Grp, 3x Wagon Points

Nov 1942

Historical Schwerpunkt: EatG

1—

GBII: 17 Pz Div (27 PJ Bn), 9 Pz Div (50 PJ Bn), 1-3-3 Ost Bn (618, 620), 5-1-2 Ost Arty Bn (621)

EatG: 12-2-2 Rum Inf Div (9 Rum), 7-4-4 Rum Cav Bde (1), 7 Rum Cav Div (5 Ros, 11 Cal, 11 Ros Mtrd Cav Rgt, 5 Arty Rgt), 2-4-3 Estonian Pol Bn (36)

EatG—At any German HQ in Trace Supply: 1-2-3 Russian Ost Bn (448),

EatG—Remove: Bf.109f, He.111zbV w/Glider

CB—At any German HQ in Trace Supply: 1-2-3 Armen Ost Bn (808)

CB: Slovak Bf.109e (reduced)

CB—Remove: Ju.88

5—

EatG: 14-3-3 Rum Inf Div (6 Rum), 12-2-2 Rum Inf Div (15 Rum)

CB—At any German HQ in Trace Supply: 1-2-3 Turk Ost Bn (781, 782, 783), 1-2-3 Georg Ost Bn (796), 1-2-3 N. Cauc Ost Bn (800)

Transfer from Case Blue to EatG: Ju.88

8—

EatG: 1-2-3 Ukrainian Ost Bn (551)

CB—At any German HQ in Trace Supply: 1-2-3 Turk Ost Bn (784), 1-2-3 N.Cauc Ost Bn (802), 1-2-3 Azerb Ost Bn (804, 806), 1-2-3 Armen Ost Bn (809)

12—

GBII: Fw.190a

GBII—Remove: Bf-109f

EatG—At Any German Airbase in Trace Supply: 7-5-3 Mtrd Pio KG (Linden)

CB—At any German HQ in Trace Supply: 1-3-4 Cossack Cav Bn (299), 1-2-3 Cossack Inf Bn (581), 1-2-3 Turk Ost Bn (811)

Transfer from GBII to EatG: 2-4-6 PJ Bn (559)

15—

GBII: 11 Pz Div (231 PJ Bn)

CB—Remove: 3x Ju.88

19—

GBII: 20-4-3 Inf Div (337)

Transfer from Case Blue to EatG: Bf.109f

22—

GBII: 20-4-3 Inf Div (291)

EatG: 2-5-8 AG Co (17 Lehr), Bf.109f

EatG—At any Axis Airbase or HQ in Trace Supply: Mieth Corps HQ, 6-5-3 LWKG (Stahel), (4)-4-4 Mtrd Inf KG (Adam, Heilman, Huffman, Spang), (4)-4-3 LW KG (Heinemann)

CB—At any German HQ in Trace Supply: 6-5-5 Cossack Cav KG (v.Pannwitz)

CB—Available as Emergency Reinforcements: 12-3-2 LW Div (5 Fld)

26—

EatG: 6 Pz Div (I/11 Pz Bn, II/11 Pz Bn, 6 Krad MC Bn, 4 Mtr Inf Rgt, 114 PG Rgt, 76 Arty Rgt, Organic Truck), 3-3-5 Lt Pz Bn (700 zbV), 1-5-2 Fkl Pz Co (Abndrth)

Transfer from Case Blue to EatG: He.111

Transfer from GBII to EatG: 5-5-8 AG Bn (190), Ju.52

29—

EatG: *At any German HQ in Trace Supply:* 12-2-2 LW Div (15 Fld)

Transfer from GBII to EatG: 11 Pz Div (I/15 Pz Bn, II/15 Pz Bn, III/15 Pz Bn, 111 Mtrd Inf Rgt, 110 PG Rgt, 61 Krd MC Bn, Lehr MC Bn, 231 PJ Bn, 119 Arty Rgt, Organic Truck), 20-4-3 Inf Div (26)

Transfer from Case Blue to EatG: 57 Pz Corps HQ, 23 Pz Div (I/201, II/201, III/201 Pz Bn, 126 PG Rgt, 128 Mtrd Inf Rgt, 128 PJ Bn, 23 Krd MC Bn, 128 Arty Rgt, Organic Truck), Ju.88, Bf.109f

Note: 23 Pz Div (I/201, II/201, III/201 Pz Bn) arrive in the Dead Pile.

Dec 1942

Historical Schwerpunkt: EatG

1—

GBII: 1-3-3 Ost Bn (615, 616, 617, 619)**GBII—Remove:** 20-4-3 Inf Div (328)**EatG:** 2-3-2 Wach Bn (591), 3x Ju.88, He.177, Hun Re.2000, 1x Ju.52**EatG—Remove:** Hs.129**EatG—If not already released from Emergency Reinforcements:** 1x Ju.52**CB—Exchange:** 5-3-4 Kalmuck Cav Rgt (Dr. Droll) for 2-3-4 Kalmuck Cav Bn (66)**CB—Remove:** He.111**Transfer from GBII to EatG:** 2x Ju.52

5—

GBII—If not already released from Emergency Reinforcements: 8 Pz Div (I/10, III/10 Pz Bn, 8, 28 Inf Rgt, 59 Aufk Bn, 8 Krad Bn, 43 PJ Bn, 8 Arty Rgt, Organic Truck)**EatG—Add to Emergency Reinforcements:** 2-3-3 SS Cav KG (Fegelein)**Transfer from GBII (release from Emergency Reserves and then transfer if needed) to EatG:** 12-2-2 LW Div (7 Fld, 8 Fld)

8—

GBII: 20 Mtr Div (76, 90 Mtrd Inf Rgt, 30 Krad MC Bn, 20 Arty Rgt, Organic Truck)**EatG:** 5-5-8 AG Bn (228)**CB—Add to Emergency Reinforcements:** 16-4-3 Inf Div (153 Trng)**Transfer from GBII to EatG:** 27 Pz Div (127 Pz Bn, 140 Mtrd Inf Rgt, 127 PJ Bn, 127 Arty Rgt)

12—

EatG—In any Axis HQ hex in trace supply: 20-4-3 Ost Inf Div (v.Stumpfld)**EatG—At any Italian HQ hex in trace supply:** 2-4-8 AG Co (393), 4-5-4 Mtrd Inf Bn (393 Sturm)**Transfer from GBII to EatG:** 17 Pz Div (II/39 Pz Bn, 40 Mtrd Inf Rgt, 63 Mtrd Inf Rgt, 17 Krd MC Bn, 27 PJ Bn, 27 Arty Rgt, Organic Truck), 20-4-3 Inf Div (387), 20-4-3 Inf Div (385), 5-4-8 AG Bn (209), (1)-2-5 RR Bn (2)

15—

GBII—Remove: 1-5-3 Commando Co (9-800 zbV, 10-800 zbV), 1x He.111, 2x Ju.88**EatG:** 7-4-3 SS Mtrd Inf Bde (Schulte)**EatG—At any Italian HQ in Trace Supply:** 2-4-8 PJ Bn (654)**Transfer from Case Blue to EatG:** 5-5-8 AG Bn (203)

19—

EatG: 3-5-3 LW Abn Inf Bn (100 zbV), 17-2-3 Inf Div (304), 17-3-3 Inf Div (306), 5-5-3 Mtn Inf KG (Krysg), 4-5-4 Mtrd Inf KG (I-Pohlmn), 3-5-6 Pz KG (II-Pohlmn)**Transfer from Case Blue to EatG:** 20-4-3 Inf Div (111, less one step), 6-2-2 Sec Div (454), Ju.88

22—

GBII: 26-2-2 Arty Grp (if available in dead pile)**EatG:** 1-3-3 SS Pol Bn (I/15 SS), 5-4-8 Pz Bn (138), 5-5-8 AG Bn (232), 2-5-8 AG Co (901 Lehr), 8-5-6 PG Rgt (901 Lehr)**CB—Release from Emergency Reinforcements, if not already:** 12-3-2 LW Div (5 Fld)

26—

EatG: 7 Pz Div (I/25 Pz Bn, II/25 Pz Bn, 6 PG Rgt, 7 Mtrd Inf Rgt, 7 Krd MC Bn, 78 Arty Rgt, Organic Truck)**Transfer from GBII to EatG:** 19 Pz Div (I/27 Pz Bn, 73, 74 Mtrd Inf Rgt, 19 Krd MC Bn, 19 PJ Bn, 19 Arty Rgt, Organic Truck)

29—

Transfer from Case Blue to EatG: SS-W Mtrd Inf Div (5 SS Pz Bn, Germ, Nordld, Westld Mtrd Inf Rgt, 5 SS PJ Bn, 5 SS Pz Recon Bn, 5 SS Arty Rgt, Organic Truck)

Jan 1943

Historical Schwerpunkt: EatG

1—

GBII—*Remove*: 9 Pz Div (III/33 Pz Bn)

EatG: Cramer Corps HQ, 5-5-5 Tgr Pz Bn (503), Bf.109g, 2x He.111zbV, Ju.86, Fw.200, Do.17 w/Glider, He.46 w/Glider, He.111zbV w/Glider, He.111z w/Glider

EatG—*Remove*: Bf.109e7

CB: He.111

CB—*At any German HQ in Trace Supply*: 5-3-4 Cossack Cav Rgt (Kuban), 1-2-3 Armen Ost Bn (810)

CB—*Remove*: (7)-4-3 Flak Bn (279), 7-4-4 Rum Cav Bde (8), 2x Porter (1000 Turk, 1001 Turk), Terek Camels

Transfer from GBII to EatG: 5-3-8 AG Bn (202)

Transfer from Case Blue to EatG: 16 Mtrd Inf Div (116 Pz Bn, 60, 156 Mtrd Inf Rgt, 165 Krd MC Bn, 228 PJ Bn, 146 Arty Rgt, Organic Truck), 1-2-3 Turk Ost Bn (450, 782, 811)

5—

GBII: 20-3-3 Inf Div (321)

EatG: 2-5-5 Tgr Pz Co (2-502)

Transfer from EatG to Case Blue: Ju.87d

Transfer from Case Blue to EatG: 3-4-3 SS Mtrd Inf Bn (Finn-SS)

8—

GBII: 12-2-2 LW Div (6 Fld, 21 Fld)

EatG—*At any Hungarian HQ hex in trace supply*: 4-5-4 Mtrd Inf Bn (395 Sturm)

CB—*Remove*: 1-3-6 Fr Pz Co (II/223)

Transfer from Case Blue to EatG: 3 Pz Corps HQ

12—

GBII: 3-5-3 Jg Bn (11)

GBII—*Remove*: 5-5-8 AG Bn (197)

EatG: 3-5-8 AG Bn (242)

15—

EatG: 20-3-3 Inf Div (302)

Transfer from Case Blue to EatG: 1 Pz Gp Army HQ, 40 Pz Corps HQ, 3 Pz Div (I/6, II/6, III/6 Pz Bn, 3, 394 Mtrd Inf Rgt, 3 Krd MC Bn, 543 PJ Bn, 75 Arty Rgt, Organic Truck), 5-4-4 Cossack Cav Rgt (v.Jung), 5-3-4 Kalmuck Cav Rgt (Dr. Droll), 5-4-3 Turk Inf Rgt (Bergmn), 1-2-3 N.Cauc Ost Bn (802), 1-2-3 Azerb Ost Bn (805), 30-2-3 Werfer Rgt (1)

Note: 3 Pz Div (II/6, III/6 Pz Bn) arrive in the Dead Pile

19—

EatG: 2-5-8 Pz Co (Lehr), 17-3-3 Inf Div (320), 20-3-3 Inf Div (335)

Transfer from GBII to EatG: GD Mtr Div (Gren Inf Rgt)

22—

Transfer from GBII to EatG: GD Mtr Div (1 Pz Bn, AG Bn, Füs Inf Rgt, PJ Bn, 20-4-3 Arty Rgt, Organic Truck)

26—

GBII: Truck Point, 2x Fw.190a

GBII—*Remove*: 4x Bf.109f

EatG: 2-4-8 AG Co (395)

EatG—*At any German HQ in Trace Supply*: 3-3-3 Inf Bn (Ftr-Pico)

EatG—*Remove*: 3x Bf.109f

CB—*Remove if not currently in an Oil Field Hex*: 1-1-8 Oil Exploitation Bde (Krasnodar)

Transfer from GBII to EatG: GD Mtr Div (Rec Aufk Bn)

29—

EatG: SS Pz Corps HQ, SS-AH Pz Div (1-AH, 2-AH Pz Bn, 1 SS Mtrd Inf Rgt, 2 SS PG Rgt, AH AG Bn, AH PJ Bn, AH Pz Recon Bn, AH Arty Rgt, Organic Truck), SS-DR Pz Div (R Aufk Bn, 1-DR, 2-DR Pz Bn, DR AG Bn, Führer PG Rgt, Deutld Mtrd Inf Rgt, DR PJ Bn, DR Arty Rgt, Organic Truck), 16-2-8 SS Werfer Bn (SS)

EatG—*Remove*: 1-5-2 Fkl Pz Co (Abndrth)

Feb 1943

Historical Schwerpunkt: EatG

1—

EatG: SS-DR Pz Div (Tiger Co), 20-4-3 Inf Div (17), 1-2-3 Don Ost Inf Bn (557), 1-2-3 Kuban Ost Inf Bn (558), He.111**EatG—Exchange:** 3 Pz Div (3 Mtrd Inf Rgt) becomes 3 Pz Div (3 PG Rgt)**EatG—Remove:** 11 Pz Div (I/15 Pz Bn), 3-3-5 Lt Pz Bn (700 zbV), Ju.88, He.177, Bf.109g, It SM.81, It MC.202, 4x Ju.52**CB:** Hs.129, Slovak Bf.109f (reduced)**CB—At any German HQ in Trace Supply:** 1-2-3 Cossack Ost Inf Bn (123)**CB—Remove:** Slovak Bf.109e (reduced)**Transfer from EatG to Case Blue:** 2x Bf.109g**Transfer from Case Blue to EatG:** He.111

5—

GBII—Remove: Ju-88**EatG:** 20-3-3 Inf Div (333), 5-3-6 AG Bn (905), 6-4-3 Inf KG (Steinbr), 1-1-3 Russian Ost Bn (555, 556)**EatG—Remove:** 60 Mtr Div (160 Pz Bn)**Transfer from Case Blue to EatG:** 1-3-6 Fr Pz Co (445)

8—

EatG—Convert into Repls: 22 Pz Div (all living parts)**EatG:** SS-TK Pz Div (Thule Mtrd Inf Rgt), SS-AH Pz Div (Tiger Co)**Transfer from Case Blue to EatG:** 52 Corps HQ

12—

EatG: Raus Corps HQ, 5-4-6 PG Bn (Brgsthr)

15—

EatG: GD Mtr Div (2 Pz Bn), SS-TK Pz Div (3 Aufk Bn, 1-TK, 2-TK Pz Bn, TK AG Bn, 1 PG Rgt, 3 Mtrd Inf Rgt, TK PJ Bn, TK Arty Rgt, Organic Truck)**EatG—Remove:** 27 Pz Div (127 Pz Bn)**CB—At any German HQ in Trace Supply:** 1-2-3 Turk Ost Bn (785)

19—

EatG: SS-TK Pz Div (Tiger Co)**EatG—Exchange:** GD Mtr Div (26-4-3 Arty Rgt) for GD Mtr Div (20-4-3 Arty Rgt)

22—

EatG: 8-3-2 Rum Inf Div (Asov)

26—

GBII: Ju-88**EatG:** 17-3-3 Inf Div (39), 20-3-3 Inf Div (332), (7)-4-3 Flak Bn (289)

March 1943

Historical Schwerpunkt: EatG

1—

EatG: GD Mtr Div (Tiger Co), 20-4-3 Inf Div (106, 167), Bf.109g, Hun Bf.109g

EatG—*First Entry of SS-DR units into Kharkov this turn or after, place into that hex:* SS-DR Pz Div (zbV T-34 Tank Bn)

EatG—*Remove:* 3-4-3 SS Mtrd Inf Rgt (Finn-SS), 2-5-8 Pz Co (Lehr), Ju.87d, Ju.88, He.111, Hs.123, Hun Bf.109f, Fw.200

Transfer from EatG to Case Blue: Ju.88

5—

GBII: Ju-88

Transfer Case Blue to EatG: 42 Corps HQ

8—

GBII—*Remove:* 7 LW Flg Div (all)

EatG: 1-2-2 Sec Bn (Seidel)

12—

15—

EatG: 5-4-8 AG Bn (911), 20-4-3 Inf Div (15)

EatG—*Remove:* 5-5-3 Mtn Inf KG (Krysg)

19—

22—

26—

29—

April 1943

Historical Schwerpunkt: EatG

1—

GBII: 5-3-8 AG Bn (904)

EatG: 17-3-3 Inf Div (38), 20-4-3 Inf Div (257), 20-4-3 Inf Div (282, less 1 step), 5-4-8 AG Bn (909), Ju.87d, Ju.88, Fw.190a5

EatG—*Remove:* 23 Pz Div (II/201 Pz Bn), 5-4-8 Pz Bn (138), Bf.110, 2x He.111zbV, Ju.86, Do.17 w/Glider, He.46 w/Glider, He.111zbV w/Glider, He.111z w/Glider

CB—*At any German HQ in Trace Supply:* 1-2-3 Cossack Inf Bn (5, 126, 161)

Transfer from EatG to Case Blue: 2x Ju.87d, Ju.88, He.111, Bf.109g

5—

GBII—*Rebuild Allowed:* Bf.110 to full strength

EatG—*At any German HQ in Trace Supply:* 1-2-6 Cap Pz Co (1 Ost, 2 Ost)

Transfer from GBII to EatG: 17-5-3 Mtn Inf Div (3)

8—

GBII—*Remove:* 10-3-3 Inf Div (442 zbV)

12—

15—

19—

22—

CB—*At any German HQ in Trace Supply:* 1-2-3 Turk Ost Bn (909, 943)

26—

EatG—*Remove:* SS-W Mtrd Inf Div (Nordld Mtrd Inf Rgt), 5-4-4 Cossack Cav Rgt (v.Jung)

CB—*Remove:* 5-3-4 Cossack Cav Rgt (Kuban, Lehman, Platov)

29—

May 1943

Historical Schwerpunkt: EatG

1—

GBII—*Remove*: 5 Pz Div (I/31 Pz Bn)

EatG: He.111, Hun Bf.109g

EatG—*Remove*: 3-5-3 LW Abn Inf Bn (100 zbV), 6 Pz Div (I/11 Pz Bn), SS-AH Pz Div (I-AH Pz Bn), SS-DR Pz Div (I-DR Pz Bn)

CB—*Remove*: 13 Pz Div (III/4 Pz Bn)

Transfer from Case Blue to EatG: 2x Ju.87d

5—

8—

12—

EatG: 20-4-3 Inf Div (161)

15—

Transfer from EatG to Case Blue: Bf.109g

19—

22—

26—

29—

✓ Common Rebuild Table

Aerosan	No Rebuild	Naval Bde (Soviet)	2x Pax
Alert Bn	Return to Pool	Mech Infantry Bde (Soviet)	1x Eq, 1x Pax
Alert Bde	Return to Pool	MG Bn	1x Pax
Aircraft	Only via Repl Table	Militia Div Step	1x Pax
Arm Car Bn	1x Eq	Militia Rgt	1x Pax
Arm Recon Bn	1x Eq	Mortar Bn	1x Eq
Artillery Bde	2x Eq	Motorcycle (MC) Bn (Track Mvt)	1x Eq
Artillery Bn	1x Eq	Motorcycle (MC) Bn (Truck Mvt)	1x Pax
Artillery Battery	1x Eq rebuilds two	Motorcycle (MC) Bde (Truck Mvt)	2x Pax
Artillery Grp	2x Eq	Motorcycle (MC) Rgt (Truck Mvt)	2x Pax
Artillery Rgt	2x Eq	Mtn Cav Div	2x Pax
Assault Engineer Bn	2x Pax	Nehring Inf KG	1x Pax
Assault Gun (AG) Bn	1x Eq	Oil Exploitation Bde	No Rebuild
Assault Gun Co	No Rebuild	Ost Bn	1x Pax rebuilds two
Anti-Tank (AT) Bn	1x Eq	Panzer Bn	1x Eq
German Aufk (Arm Recon) Bn	No Rebuild	Para Infantry Bde (Soviet)	3x Pax
Bicycle Bn	1x Pax	Para Inf Rgt	3x Pax
Bicycle Cavalry Bn	1x Pax	Para Inf Bn	2x Pax
Bicycle Rgt	2x Pax	PG (Arm Inf) Rgt	1x Eq, 1x Pax
Border (Bdr) Rgt	No Rebuild	Pio Bn	2x Pax
Blackshirt (Blk) Rgt	2x Pax	PJ (Antitank) Bn	1x Eq
Bryansk Train	No Rebuild	Pol Bn	1x Pax rebuilds two
Cap Pz Co (or T-34 Pz Bn)	No Rebuild	Pol Rgt	1x Pax
Cavalry Bde	2x Pax	Pontoon Grp	1x Eq
Cavalry Bn	1x Pax	RR Arty Bn	No Rebuild
Cavalry Div	2x Pax	RR Arty Rgt	No Rebuild
Cavalry Div (dismounted)	2x Pax	RR Bn or Rgt	1x Pax
Cavalry Rgt	2x Pax	Schnell Bn	1x Pax
Cavalry Artillery Bn	1x Eq	Sec Bde	1x Pax
Cavalry Artillery Rgt	2x Eq	Sec Bn	1x Pax rebuilds two
Commando Co	No Rebuild	Sec Div Step	1x Pax
Fkl Pz Co	No Rebuild	Sec Rgt	1x Pax
Flak (Antiaircraft) Co	1x Eq rebuilds two	Ski Bn	Return to Pool
Flak (Antiaircraft) Bn	1x Eq	Ski Bde	1x Pax
Fln Panzer Bn	No Rebuild	Stalin	No Rebuild
HQ (any size or type))	1x Eq, 1 Pax	Tank Bde (non-Soviet)	2x Eq
Infantry Bn	1x Pax	Tank or Lt Tank Bde (Soviet)	1x Eq
Infantry Bde	2x Pax	Tank Bn	1x Eq
Infantry Div Step	2x Pax	Tank Co	1x Eq rebuilds two
Infantry Div (Red Symbol) Step	2x Pax	Territorial Bn	1x Pax rebuilds two
Infantry Rgt	2x Pax	UR Bde	1x Pax
Irregular (Irrg) Bn	Return to Pool	Werfer Bn	1x Eq
Jäger (Jg) Div Step	2x Pax	Werfer Rgt	2x Eq
Jäger (Jg) Bn	1x Pax		
Katyusha Bde	2x Eq		
Katyusha Rgt	2x Eq		
Korück (Kor) Bn	1x Pax		
Luftwaffe (LW) Div (or KG) Step	1x Pax		
Luftwaffe (LW) Rgt	1x Pax		

Use the basic version above for Mountain or Motorized variants.

For example, a Mtn Inf Rgt would rebuild the same as a regular Inf Rgt.

Terrain Effects on Movement

<i>Weather-></i>	<i>Normal</i>			<i>Lt Mud</i>			<i>Mud</i>		
MA Type->	Track	Truck	Leg	Track	Truck	Leg	Track*	Truck	Leg
Open or Dry Lake	1	1	1	3	8	2	8—3	All	3
Secondary Road	1/2	1/2	1/2	1	2	1	3—1	4	2
Track	1	1	1	1	4	1	6—2	8	2
Railroad	1	1	1	1	4	1	6—2	8	2
Light Woods	2	3	1	6	All	2	All—6	All	4
Heavy Woods	3	4	2	All	All	2	P—All	P	4
Minor River	+3	+5	+1	+3	+5	+1	+3	P	+1
Major River	P	P	All	P	P	All	P	P	All
Volga-Class River	P	P	P	P	P	P	P	P	P
Ice-Pak Volga-Class	P	P	P		NA			NA	
Hills	1	2	1	2	6	1	6—2	All	2
Rough	3	5	2	4	6	2	All—6	All	3
Mountain	P	P	All	P	P	All	P	P	All
Swamp	P	P	3	P	P	4	P	P	6
Lake	P	P	P	P	P	P	P	P	P
Frozen Lake	P	1	1		NA			NA	
Frozen Kerch Strait	P	1	1		NA			NA	
Frozen Swamp	5	6	3		NA			NA	
Frozen Volga-Class River	P	P	All		NA			NA	
Frozen Major River	+4	+6	+2		NA			NA	
Frozen Minor River	+2	+3	ne		NA			NA	

Features not listed have no effect on movement.

“Normal” weather is everything except Lt Mud or Mud.

Use **Normal** for calculating Draw, Throw and Extender MP counts, regardless of weather. Exception: Use Frozen types if available.

Trucks can load or unload in place, regardless of the weather effects above. Trucks finding themselves locked down due to weather in P terrain, remain in place unaffected, but cannot move and are destroyed if forced to do so.

*—For German Tracked units, apply the MP cost before the dash (if any), Russian ones use the value after the dash.

p—Prohibited

ne—No Effect

NA—Not Applicable

Terrain Effects on Combat

<i>Type</i>	<i>Combat Line</i>	<i>Armor</i>	<i>Mech</i>	<i>Other</i>
Open or Dry Lake	Open	[x2]	[x2]	x1
Light Woods	Close	x1	x1	x1
Heavy Woods	Close	x1/2	x1	x1
Hills	Close	x1	x1	x1
Rough	Very Close	[x1/2]	[x1/2]	x1
Mountain	Extremely Close	x1/3*	[x1/2*]	x1
Swamp	Very Close	x1/2*	x1/2*	x1
Major City	Extremely Close	x1/3	[x1/2]	x1
Minor City	Very Close	x1/2	[x1/2]	x1
Village	Close	x1	x1	x1
Major River	ot	[x1/4]*	[x1/3]	[x1/2]
Minor River	ot	[x1/2]	[x1/2]	[x1/2]
Volga-Class River	ot	P	P	P
Ice-Pak Volga-Class	ot	P	P	P
Lake or Lake Hexside	P	P	P	P
Frozen Lake	Open	P	[x1/2]	[x1/2]
Frozen Kerch Strait	Open	P	[x1/2]	[x1/2]
Frozen Swamp	Close	x1/2	[x1/2]	x1
Frozen Major River				
or Frozen Lake Hexside	ot	[x1/2]	[x1/2]	[x1/2]
Frozen Minor River	ot	[x1/2]	x1	x1
Frozen Volga-Class River	ot	[x1/4]	[x1/3]	[x1/2]

*Road Only

[#] affects attackers only, defending units are x1.

Features not listed have no effect on Combat, use other terrain to determine any combat terrain effects.

ot—Use Other Terrain

P—Prohibited. Attacks are allowed across "P" terrain at roads or Pontoon Bridges in all such cases, the terrain effect is [x1/4]