Case Blue Scenario 7.16
Full-On Moscow Offensive: Guderian's Blitzkrieg
Map Area

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Case Blue Scenario 7.16 - 5 June 1942: Full-On Moscow Offensive: Guderian's Blitzkrieg Map Area

This is a "what if" scenario simulating the German Summer 42 campaign assuming the forces retained for the OPERATION KREMLIN deception plan, plus reinforcements denied Army Group South were actually used for a full-on offensive on Moscow. This a modification of GB II Scenario 7.7 that utilizes the updated research and OOB/OOA work that went it into the Case Blue game. Players will need copies of both Guderian's Blitzkrieg II and Case Blue to play this Scenario.

General Information:
Map Area: GB II Maps A, B, C, D, E, & F
Set Up Order: Russian, Axis (see also the Special Rules below)
First Player on 5 June 42: Russian (see also the Special Rules below)
First Turn: 5 June 42
Last Turn: 29 May 43
Game Length: 104

Special Rules:
1) Russians set up first, including air forces, followed by the Axis
2) Weather on 5 June is Dry, Normal Flight
3) Russians move first:
a) Russians receive 5 June reinforcements and roll for supply and variable replacements
b) Russian can rebuild units per normal
c) Russian movement phase is limited to moving reinforcements, rebuilt units, and supply to the extent of movement/transport capacity. No other ground units may move.
d) Russians may move Reserve Markers, change units to move or combat mode, and rebase air units.
e) Russians may build hedgehogs and airbases
f) At this point, the Russian turn is completed. There is no Axis reaction phase or Russian barrage/combat, or exploit phase
4) Axis move second and have a normal player turn.
5) June 8 and beyond are normal turns
6) For the duration of the scenario, both the Axis Schwerpunkt and the Russian Main Effort are on the GBII mapset
7) Use the variable replacement, supply, and rail cap tables provided in the Revised Axis and Russian OOA booklets dated 2011. The booklets can be downloaded from the OCS Depot at http://www.ocsdepot.com/index.php/27-game-support/12-case-blue-4-10
8) Use the OOA provided with this scenario for reinforcements. For both the Axis and Russian OOAs, if the reinforcement listed has no preface, it automatically arrives on the GBII mapset in accordance with Case Blue rule 1.8.
9) Beginning the 5 June, 1942 turn, the Axis player rolls for reinforcements marked "EATG Variable", "CB Variable", and "11th Army Variable" using the Case Blue Scenario 7.16 Supplemental Charts provided.
10) Beginning the 26 June, 1942 turn, the Russian player rolls for reinforcements marked "EATG Variable" and "CB Variable" using the Case Blue Scenario 7.16 Supplemental Charts provided.
11) Variable reinforcements are listed for the Russian player from 5 through 22 June if players agree to begin the variable rolls earlier prior to the 26 June turn.
12) Implement CB Rule 1.13b - Double Russian Replacements starting the 26 June turn

Russian Information:
Reserve Markers Available: 12
Reinforcements: Use Scenario 7.16 Russian OOA.
Tree-Bark Soup Markers: 7
Massive Attack Markers: 3
Partisan Attacks Remaining: None

Dead Units:
4x MiG.3
Yak.1
3x LaGG.3
2x Yak.7b
Po.2
4x IL.4

19, 32, 52 Army HQ
1 Abn Corps (1, 204, 211 Abn Bde)
6-2-5 Tank Bde (19, 40, 48, 144, 147)
4-1-5 Tank Bde (42)
3-2-5 Tank Bde (141)
5-1-5 Tank Bde (7, 37, 38, 39)
4-1-5 Lt Tank Bde (126, 127, 128)
4-2-4 Tank Bn (18, 205)
4-3-6 MC Rgt (11, 21, 26, 37)
2-3-3 MG Bn (297)
2-2-2 MG Bn (296)
12-2-2 Inf Div (29, 32, 41, 112, 119, 150, 152, 157, 164, 174, 180, 224, 238, 248, 249, 271, 276, 279, 312, 316, 317, 320, 321, 328, 337, 338, 351, 411)
11-1-1 Inf Div (2, 78, 87, 126, 133, 214, 253, 259, 266, 270, 390, 393, 396, 398, 400, 404)
10-0-1 Inf Div (103, 139, 260, 298, 299, 421)
12-1-4 Inf Div (Red Symbol) (106)
12-0-4 Inf Div (Red Symbol) (101)
4-2-2 Inf Bde (12, 43, 102, 133, 143)
3-2-2 Cdt Rgt (USSR)
3-2-2 Inf Rgt (Bryansk, 20.R, 29, 47.R, 183.R, 855, 230.R, 1005, 1042)

6-2-4 Cav Div (47)
6-1-4 Cav Div (45)
5x 26-1-1 Arty Bde
75-1-0 Katy Bde
6-0-rr Rail Arty Rgt
(5)-1-1 UR Bde (3, 4, 5, 6, 8, 13, 15, 17, 62, 64, 65, 66, 68)
3-1-2 NKVD Inf Rgt (34, 37, 156)
21 Tank Corps (64, 198, 199 Tank Bde, 21 Mtrd Inf Bde)
23 Tank Corps (6 Tank Bde)

Set Up:
A13.32:
4-2-2 Inf Bde (14)
3-2-2 Inf Rgt (1291)

A13.33:
4-2-2 Inf Bde (47)
3-2-2 Inf Rgt (653)

A14.33:
4-2-2 Inf Bde (44)
(2)-4-3 NKVD Bdr Rgt (33)

A15.33:
12-2-2 Gd Inf Div (28 Gd)
(2)-4-3 NKVD Bdr Rgt (10)

A16.33:
4-2-2 Inf Bde (45)
3-2-2 Inf Rgt (Comp, 457)
A16.32:
12-2-2 Inf Div (129)

A16.31:
12-2-2 Latvian Inf Div (201 Lat)

A16.30:
12-2-2 Inf Div (364)

A16.29:
12-2-2 Inf Div (397)

A16.28:
4-2-2 Inf Bde (15)

A17.28:
4-2-2 Inf Bde (121)
A17.27:
4-2-2 Inf Bde (37)

A18.26:
4-2-2 Inf Bde (41)

A19.26:
4-2-2 Inf Bde (27)

A21.23:
6-2-5 Tank Bde (83)

A24.22:
4-2-2 Inf Bde (20)

A22.24:
12-2-2 Inf Div (250)

A23.24:
12-2-2 Gd Inf Div (22 Gd)
4-3-2 Inf Bde (86)

A24.24:
12-2-2 Inf Div (23)

A25.25:
53 Army HQ
12-2-2 Inf Div (130)
7-3-6 Tank Bde (177)
26-1-1 Arty Bde

A26.25:
11-1-1 Inf Div (166)

A28.25:
Wagon Extender

A27.26:
12-2-2 Inf Div (235)

A27.27:
12-2-2 Inf Div (241)

A27.28:
12-2-2 Inf Div (163)

A27.29:
11-1-1 Inf Div (170)

A27.30:
10-0-1 Inf Div (171)
7-3-6 Tank Bde (60)
A26.30:
11-1-1 Inf Div (245)
5-1-5 Tank Bde (33)

A28.30:
34 Army HQ
4-2-2 Inf Bde (146)
26-1-1 Arty Bde
75-1-0 Katy Bde

A26.31:
75-1-0 Katy Bde
26-1-1 Arty Bde

A25.31:
12-2-2 Inf Div (55)
4-2-2 Inf Bde (151)

A25.32:
13-3-3 Inf Div (26)
4-2-2 Inf Bde (144)

A24.32:
12-2-2 Inf Div (370)
6-2-5 Tank Bde (69)
4-2-2 Inf Bde (161)

A23.33:
12-2-2 Inf Div (200)
4-2-2 Inf Bde (52)

A22.33:
12-2-2 Inf Div (202)
4-3-2 Inf Bde (127)

A22.34:
11-1-1 Inf Div (282)
4-2-2 Inf Bde (116)

A23.34:
11 Army HQ
4-2-2 Inf Bde (157)
26-1-1 Arty Bde

A25.35:
(5)-1-1 UR Bde (90)
3 SPs

A29.32:
4-2-2 Inf Bde (145)
A31.31:
4-3-6 MC Rgt (34)
(5)-1-1 UR Bde (91)
4 SPs

A12.26:
1 Shock Army HQ
(2)-4-3 NKVD Bdr Rgt (9)
2 SPs

A10.21:
11-1-1 Inf Div (391)
(2)-4-3 NKVD Bdr Rgt (11)

A10.20:
12-2-2 Gd Inf Div (7 Gd)

A10.19:
12-2-2 Inf Div (257)

A10.18:
4-2-2 Inf Bde (31)

A9.18:
11-1-1 Inf Div (33)

A12.21:
Level 1 Airbase

A12.20:
4-2-2 Inf Bde (54)
Wagon Extender

A6.13:
12-2-2 Inf Div (220, less 1 step)

A6.12:
12-2-2 Inf Div (24)

A6.11:
12-2-2 Inf Div (117)
6-2-5 Tank Bde (184)

A6.10:
12-2-2 Inf Div (28)
5-3-3 Mtrd Inf Bde (1)

A7.10:
5-3-3 Mtrd Inf Bde (Ind)

A7.09:
12-2-2 Inf Div (358)
7-3-6 Tank Bde (104)

A8.08:
8-0-1 Inf Div (145)

A14.12:
3 Shock Army HQ
4-3-6 MC Rgt (2)
(1)-0-3 RR Rgt (NW)
26-1-1 Arty Bde
2 SPs
Level 1 Airbase

A11.04:
11-1-1 Inf Div (334)

A15.08:
4 Shock Army HQ
4-3-6 Tank Bde (78)
4-2-2 Inf Bde (26)

A18.01:
10-0-1 Inf Div (355)
4-2-2 Inf Bde (117)

A17.02:
12-2-2 Inf Div (380)

A18.02:
22 Army HQ
11-1-1 Inf Div (155)

A19.03:
41 Army HQ
6-2-5 Tank Bde (21)

A21.07:
7-3-6 Tank Bde (82)
(2)-0-3 NKVD Sec Rgt (53 RR)
(2)-4-3 NKVD Bdr Rgt (31)
26-1-1 Arty Bde
4 SPs
Wagon Extender

A20.13:
11-1-1 Inf Div (188)

A22.01:
13-3-3 Gd Inf Div (17 Gd)
10-0-1 Inf Div (134)

A26.16:
11-1-1 Inf Div (384)
4-2-2 Inf Bde (46, 114)

A28.18:
27 Army HQ
12-2-2 Inf Div (84, 182)
4-3-3 Naval Bde (62)
3-2-2 Naval Bde (84)
2 Truck Points
3 SPs

A27.03:
12-2-2 Inf Div (262)

A28.04:
12-2-2 Inf Div (256, less 1 step)

A28.05:
11-1-1 Inf Div (252)

A28.06:
12-2-2 Gd Inf Div (21 Gd)

A27.07:
39 Army HQ
12-2-2 Inf Div (375)
4-2-2 Inf Bde (131)
26-1-1 Arty Bde

A28.07:
12-2-2 Inf Div (373)

A28.08:
11-1-1 Inf Div (381)

A29.10:
11-1-1 Inf Div (371)

A30.10:
12-2-2 Inf Div (348)

A31.11:
11-1-1 Inf Div (359)
4-4-6 Gd MC Rgt (2 Gd)

A31.13:
30 Army HQ
7-3-6 Tank Bde (28)
4-2-2 Inf Bde (132)
26-1-1 Arty Bde

A31.15:
4-2-2 Inf Bde (130)
(2)-4-3 NKVD Bdr Rgt (13)
3 SPs
Level 1 Airbase

A30.20:
12-2-2 Inf Div (254)

A32.10:
12-2-2 Inf Div (158)
5-1-6 Tank Bde (143)

A33.10:
11-1-1 Inf Div (178)
4-2-2 Inf Bde (136)

A33.09:
11-1-1 Inf Div (369)

A35.11:
29 Army HQ
7-3-6 Tank Bde (35)
2-3-4 Cav Rgt (29)
75-1-0 Katy Bde

A34.08:
12-2-2 Inf Div (246)

A35.08:
12-2-2 Inf Div (183)
6-2-5 Tank Bde (71)

A36.08:
12-2-2 Inf Div (5)
6-4-3 Gd Inf Bde (4 Gd)

A37.08:
13-3-3 Gd Inf Div (16 Gd)
11-1-1 Inf Div (243)

A38.08:
13-3-3 Gd Inf Div (20 Gd)

A39.08:
12-2-2 Inf Div (251)

A40.07:
12-2-2 Inf Div (247)
7-3-6 Tank Bde (81)

A35.29:
4-2-2 Inf Bde (42)

A38.28:
4-2-2 Inf Bde (147)
(1)-0-3 RR Rgt (NW)

A38.16:
6-2-4 Cav Div (54)

A43.22:
12-2-5 Gd Inf Div (Red Symbol)
(2 Gd (m))
(2)-4-3 NKVD Bdr Rgt (88)
6-0-rr Rail Arty Rgt
1 Truck Point
3 SPs
Level 1 Airbase

A45.14:
3-2-2 Inf Rgt (257)
(2)-4-3 NKVD Bdr Rgt (83)
26-1-1 Arty Bde

A52.10:
26-1-1 Arty Bde
4 Truck Points
3 SPs
Level 2 Airbase

A56.06:
Level 2 Airbase

A58.02:
Level 1 Hedgehog
Level 2 Airbase

A43.07:
20 Army HQ
7-3-6 Tank Bde (17)
4-2-2 Inf Bde (28)
75-1-0 Katy Bde

A43.09:
31 Army HQ
4-2-2 Inf Bde (35)
26-1-1 Arty Bde

A41.02:
6-4-3 Gd Inf Bde (1 Gd)
4-2-2 Inf Bde (36)

A41.03:
12-2-2 Inf Div (215)

A41.04:
14-4-3 Gd Inf Div (8 Gd)

A41.05:
4-2-2 Inf Bde (49)

A41.06:
4-3-3 Naval Bde (64)

A41.07:
4-2-2 Inf Bde (40)
12-2-2 Inf Div (331)

A41.08:
75-1-0 Katy Bde

A42.03:
3-2-2 Inf Rgt (930)

D25.17:
Level 2 Airbase

B11.35:
5-3-3 Mtrd Inf Bde (21)

B12.34:
12-2-2 Inf Div (360)

B13.34:
11-1-1 Inf Div (332)

B17.34:
12-2-2 Inf Div (362, 365)

B18.33:
12-2-2 Inf Div (185, 186)

B20.34:
12-2-2 Inf Div (179)

B21.35:
12-2-2 Inf Div (234)
11-1-1 Inf Div (135)

B24.34:
12-2-2 Inf Div (357)
6-2-4 Cav Div (46)

B18.21:
2-2-3 Irrg Bn

B19.21:
2-2-3 Irrg Bn

B20.20:
4 Abn Corps (214 Abn Bde)
1 SP

B21.21:
1 Gd Cav Corps (2 Gd Cav Div)
1 SP

B22.20:
4 Abn Corps (8 Abn Bde)
1 SP

B23.20:
1 Gd Cav Corps (7 Gd Cav Div)
1 SP

B24.20:
2-2-3 Irrg Bn

B24.21:
1 Gd Cav Corps (1 Gd Cav Div)
1 SP

B23.22:
11 Cav Corps (18 Mtn Cav Div)
1 SP

B22.22:
11 Cav Corps (24 Cav Div, 82 Dismounted Cav Div)
1 SP

B20.23:
2-2-3 Irrg Bn

B19.23:
2-2-3 Irrg Bn

B41.35:
12-2-2 Inf Div (50)

B41.34:
12-2-2 Gd Inf Div (29 Gd)

B41.33:
12-2-2 Inf Div (144)

B42.32:
12-2-2 Inf Div (108, less 1 step)

B42.31:
12-2-2 Inf Div (352)

B42.30:
11-1-1 Inf Div (354)
6-2-5 Tank Bde (20)

B43.30:
4-2-2 Inf Bde (129)
2-3-4 Cav Rgt (2)

B43.29:
12-2-2 Inf Div (110)
4-2-2 Inf Bde (110)

B43.28:
12-2-2 Inf Div (113)
4-2-2 Inf Bde (108)

B43.27:
12-2-2 Inf Div (160)
8-4-8 Gd Tank Bde (2 Gd)

B44.26:
33 Army HQ
5-1-5 Lt Tank Bde (145)
4 Abn Corps (7 "Abn" Inf Bde)
75-1-0 Katy Bde
26-1-1 Arty Bde

B43.26:
12-2-2 Inf Div (222)
3-4-4 Para Inf Rgt (250)

B43.25:
12-2-2 Inf Div (415, less 1 step)

B44.24:
43 Army HQ
5-3-6 MC Bde (1)
75-1-0 Katy Bde
26-1-1 Arty Bde

B42.24:
13-3-3 Gd Inf Div (5 Gd)
12-2-2 Inf Div (53)

B41.24:
12-2-2 Inf Div (17)

B40.23:
13-3-3 Gd Inf Div (30 Gd)

B40.22:
12-2-2 Gd Inf Div (18 Gd)

B40.21:
13-3-3 Mtn Inf Div (194)

B41.21:
49 Army HQ
12-2-2 Inf Div (42)
11-1-1 Inf Div (217, less 1 step)

B41.20:
12-2-2 Inf Div (413)
6-2-5 Tank Bde (11)
4-3-2 Inf Bde (120)

B41.19:
12-2-2 Inf Div (325)
11-1-1 Inf Div (344)

B41.18:
12-2-2 Inf Div (336)
11-1-1 Inf Div (116)
5-1-5 Lt Tank Bde (108)

B42.17:
50 Army HQ
4-3-2 Inf Bde (148)
(2)-4-3 NKVD Bdr Rgt (87)
26-1-1 Arty Bde

B44.18:
10 Tk Corps (178, 183, 186 Tank Bde, 11 Mtrd Inf Bde)
4-3-2 Inf Bde (150)
8-3-3 Mtrd NKVD Inf Div (7)
75-1-0 Katy Bde
4 SPs

B41.17:
12-2-2 Inf Div (69)
11-1-1 Inf Div (173)

B40.16:
11-1-1 Inf Div (58, 146)
4-3-2 Inf Bde (128)

B39.16:
4-3-2 Inf Bde (125)
4-2-2 Inf Bde (105)

B38.15:
11-1-1 Inf Div (329)
4-3-2 Inf Bde (112)

B37.15:
12-2-2 Inf Div (239, less 1 step)

B36.14:
12-2-2 Inf Div (229)

B35.14:
11-1-1 Inf Div (323)
8-4-8 Gd Tank Bde (6 Gd)

B34.13:
10-0-1 Inf Div (385)
4-4-6 Gd MC Rgt (1 Gd)

B33.13:
7-3-6 Tank Bde (32)
11-1-1 Inf Div (379)
10-0-1 Inf Bde (326)

B32.12:
5-1-5 Lt Tank Bde (112)
12-2-2 Inf Div (330, less 1 step)

B32.11:
12-2-2 Inf Div (290)

B32.10:
10-4-5 Gd Inf Div (Red Symbol)
(1 Gd (m))
13-3-3 Gd Inf Div (31 Gd)
4-2-2 Inf Bde (123)

B32.09:
13-3-3 Gd Inf Div (12 Gd)
6-2-5 Tank Bde (146)

B32.08:
12-2-2 Inf Div (322)

B32.07:
13-3-3 Gd Inf Div (11 Gd)
11-1-1 Inf Div (324)

B32.06:
6-2-5 Tank Bde (94)
12-2-2 Inf Div (97)
4-2-2 Inf Bde (4)

B34.11:
10 Army HQ
4-2-2 Inf Bde (19)
(2)-4-3 NKVD Bdr Rgt (16)
26-1-1 Arty Bde

B39.09:
9 Tk Corps (23, 95, 187 Tank Bde,
10 Mtrd Inf Bde)
75-1-0 Katy Bde
26-1-1 Arty Bde
4 SPs
Level 1 Airbase

B33.07:
16 Army HQ
4-2-2 Inf Bde (115)
26-1-1 Arty Bde

B33.04:
5-3-3 Mtrd Inf Bde (3)

B34.03:
12-2-2 Inf Div (387)

B35.03:
6-2-5 Tank Bde (68)
11-1-1 Inf Div (356)

B36.03:
10-0-1 Inf Div (149)
4-2-2 Inf Bde (106)

B35.06:
3 Tk Corps (50, 51, 103 Tank Bde,
3
Mtrd Inf Bde)
26-1-1 Arty Bde

B39.03:
12-2-2 Inf Div (60, less 1 step)

B40.02:
12-2-2 Inf Div (342)

B40.04:
61 Army HQ
4-2-2 Inf Bde (104)

B42.01:
12-2-2 Inf Div (346)

B43.02:
6-2-5 Tank Bde (192)
11-1-1 Inf Div (350)

B45.02:
6-2-4 Cav Div (29)

B45.34:
5 Army HQ
12-2-2 Inf Div (19)
26-1-1 Arty Bde

B47.34:
6 Tk Corps (22, 100, 200 Tank
Bde, 6
Mtrd Inf Rgt)

B47.26:
7-3-6 Tank Bde (18)
3-2-3 Mtrd Inf Rgt (28)
4-2-2 Inf Bde (18)
(2)-4-3 NKVD Bdr Rgt (86)
(1)-0-3 RR Rgt (West)
4 SPs

B49.26:
13-3-3 Gd Inf Div (26 Gd)
3-2-3 Mtrd Inf Rgt (2)
75-1-0 Katy Bde
26-1-1 Arty Bde

B50.33:
4-2-2 Inf Bde (60)
3-2-2 Inf Rgt (282)
(1)-0-3 RR Rgt (Kal)
(2)-4-3 NKVD Bdr (252)
3 SPs

B50.32:
8 Tk Corps (25, 31, 93 Tank Bde,
8 Mtrd Inf Bde)

B53.26:
5 Tk Corps (24, 41, 70 Tank Bde,
5 Mtrd Inf Bde)
26-1-1 Arty Bde
2 Truck Points
4 SPs

B45.04:
6-2-4 Mtn Cav Div (17)
(2)-4-3 NKVD Bdr Rgt (38)

B49.13:
5 Abn Corps (10 Abn Bde)
(1)-0-3 RR Rgt (Brynsk)
2 SPs
Level 2 Airbase

B53.19:
5 Abn Corps (9, 201 Abn Bde)

B56.11:
Level 2 Hedgehog
Level 2 Airbase

B59.05:
11-1-1 Inf Div (284)

B60.06:
Level 2 Hedgehog

B60.07:
Level 1 Airbase

B59.07:
Level 2 Hedgehog
4-2-3 NKVD Inf Bde (69)
3-2-2 Inf Rgt (Tula)
2-1-2 Militia Rgt (Tula)
6-0-rr Rail Arty Rgt
5 SPs

B58.07:
Level 2 Hedgehog

B60.16:
Level 2 Hedgehog
12-2-2 Inf Div (64)
3-2-2 Inf Rgt (Comp)
2 SPs
Level 2 Airbase

B62.21:
Level 3 Hedgehog
2 Gd Cav Corps (3 Gd, 4 Gd, 20 Cav Div)
(1)-0-3 RR Rgt (West)
Level 2 Airbase

B57.20:
Level 2 Hedgehog

B57.21:
Level 3 Hedgehog
12-3-5 Gd Inf Div (Red Symbol) (3 Gd (m))
3-2-2 Inf Rgt (Comp)

B57.22:
Level 2 Hedgehog

B56.22:
Level 2 Hedgehog

B55.23:
4-2-2 Inf Bde (257)

B56.23:
Level 3 Hedgehog
3-2-2 Inf Rgt (Comp)
6-0-rr Rail Arty Rgt

B55.24:
Level 2 Hedgehog

B55.25:
Level 2 Hedgehog

B55.26:
Level 3 Hedgehog
12-3-5 Inf Div (Red Symbol) (82 M)
4-2-2 Inf Bde (153)

B55.27:
Level 2 Hedgehog

B55.28:
Level 2 Hedgehog
3-2-2 Inf Rgt (1310)

B55.29:
Level 2 Hedgehog

B57.28:
4-2-3 NKVD Inf Bde (3)

B58.26:
Level 2 Hedgehog
4-3-6 MC Rgt (38)
(1)-0-3 RR Rgt (West)
Level 2 Airbase

B59.30:
Level 1 Hedgehog
3-2-2 Inf Rgt (Comp)
6-0-rr Rail Arty Rgt
Level 3 Airbase

B61.24:
Level 3 Airbase

B61.26:
Level 3 Hedgehog
11-1-1 Inf Div (340, less 1 step)
4-3-6 MC Rgt (8+9)

B60.26:
(2)-0-3 NKVD Sec Rgt (76 RR)

B61.27:
Level 3 Hedgehog
11-1-1 Inf Div (88)
Level 2 Airbase

B61.29:
Level 2 Hedgehog
6-2-4 Cav Div (73)

B62.30:
12-2-2 Inf Div (49)

E2.34:
Level 1 Hedgehog
10 Abn Corps (23 “Abn”, 24 “Abn”, 25 “Abn” Inf Bde)

E7.34:
12-2-2 Inf Div (16)
6-0-rr Rail Arty Rgt

E2.33:
Level 1 Hedgehog

E1.30:
Level 3 Airbase

E1.29:
Level 3 Airbase

E3.30:
7 Abn Corps (14 “Abn”, 15 “Abn”, 16 “Abn” Inf Bde)
(2)-0-3 NKVD Sec Rgt (151 RR)

E1.27:
Level 1 Hedgehog

E13.26:
6 Abn Corps (11 “Abn”, 12 “Abn”, 13 “Abn” Inf Bde)
8 Abn Corps (17 “Abn”, 18 “Abn”, 19 “Abn” Inf Bde)

E3.29:
Level 3 Airbase

E5.29:
Level 2 Airbase

E2.27:
Stalin
(5)-1-1 UR Bde (Moscow)

E2.25:
Level 3 Hedgehog
13-3-3 Gd Inf Div (9 Gd, less 2 steps)

E6.27:
Level 2 Airbase

E9.26:
(2)-0-3 NKVD Sec Rgt (90 RR)

E5.26:
(2)-0-3 NKVD Sec Rgt (56 RR)

E6.24:
(2)-0-3 NKVD Sec Rgt (78 RR)

E9.25:
12 Tk Corps (30, 86, 97 Tank Bde, 13
Mtrd Inf Bde)

E10.21:
15 Tk Corps (96, 105, 113 Tank Bde, 17
Mtrd Inf Bde)

E2.23:
Level 2 Hedgehog
4 SPs
Level 2 Airbase

E5.15:
13-3-3 Inf Div (258)
11-1-1 Inf Div (303)

E10.17:
9 Abn Corps (20 “Abn”, 21 “Abn”, 22 “Abn” Inf Bde)
Level 1 Airbase

E17.10:
11-1-1 Inf Div (18)
Level 2 Airbase

E2.04:
4-2-2 Inf Bde (248)
Level 1 Airbase

C47.34:
12-2-2 Inf Div (137)

C47.33:
7-3-6 Tank Bde (150)
11-1-1 Inf Div (287)

C48.32:
12-2-2 Inf Div (269)

C49.32:
4-3-6 Tank Bde (79)
12-2-2 Inf Div (283)

C50.31:
14-4-3 Gd Inf Div (6 Gd)

C50.30:
12-2-2 Inf Div (240)

C58.33:
8 Cav Corps (21 Mtn Cav Div, 55, 112 Cav Div)

C54.33:
4-2-2 Inf Bde (109)

C52.32:
3 Army HQ
12-2-2 Inf Div (154)
(2)-4-3 NKVD Bdr Rgt (17)
26-1-1 Arty Bde
75-1-0 Katy Bde
4 SPs

C62.26:
7 Cav Corps (11, 83 Cav Div)

C51.29:
4-2-2 Inf Bde (122)

C52.25:
12-2-2 Inf Div (211)

C52.24:
7-3-6 Tank Bde (202)
12-2-2 Inf Div (280)

C52.23:
14-4-3 Gd Inf Div (1 Gd)

C52.22:
4-2-2 Inf Bde (229)

C52.21:
6-2-5 Tank Bde (80)
12-2-2 Inf Div (8)

C53.21:
3-2-2 Inf Rgt (85)

C55.23:
48 Army HQ
4-2-2 Inf Bde (118)
2 SPs

C53.20:
6-2-5 Tank Bde (129)
11-1-1 Inf Div (132)

C54.18:
11-1-1 Inf Div (143)

C58.17:
13 Army HQ
(2)-4-3 NKVD Bdr Rgt (18)

C55.17:
12-2-2 Inf Div (15)

C55.16:
12-2-2 Inf Div (148)

C55.15:
11-1-1 Inf Div (307)

C55.13:
2-3-4 Cav Rgt (Ind-1)

C55.12:
11-1-1 Inf Div (121)
4-2-2 Inf Bde (141)

C55.11:
12-2-2 Inf Div (6)

C55.10:
11-1-1 Inf Div (160 (II))
7-3-6 Tank Bde (170)

C57.09:
40 Army HQ
4-2-2 Inf Bde (111)

C56.07:
12-2-2 Inf Div (212)

C59.07:
11-1-1 Inf Div (62)
3-2-2 Inf Rgt (86)
(5)-1-1 UR Bde (157)

C54.02:
3-2-3 Mtrd Inf Rgt (1)

C53.03:
7-3-6 Mech Inf Bde (21)

C53.04:
6-2-5 Tank Bde (10)
11-1-1 Inf Div (343)

C53.05:
2-3-4 Cav Rgt (2 Sep)

C54.05:
12-2-2 Inf Div (93)

C55.06:
12-2-2 Inf Div (45)

C57.04:
3-2-3 Mtrd Inf Rgt (156)

C58.05:
(5)-1-1 UR Bde (156)

C62.05:
2-3-4 Cav Rgt (29 Sep)

F19.31:
5 Tank Army HQ
7 Tk Corps (3 Gd, 62, 87 Tank Bde, 7 Mtrd Inf Bde)
(5)-1-1 UR Bde (160)
Level 1 Airbase

F19.32:
11 Tank Corps (53, 59, 160 Tank Bde, 12 Mtr Inf Bde)

F1.19:
2 TK Corps (26, 27, 148 Tank Bde, 2 Mtrd Inf Bde)

F2.18:
11-1-1 Inf Div (305)
2x 26-1-1 Arty Bde
6-0-rr Rail Arty Rgt
2x Truck Points
2x Wagon Points
4 SPs
Level 2 Airbase

F3.18:
1 Tk Corps (1 Gd, 49, 89 Tank Bde, 1 Mtrd Inf Bde)

F6.14:
4 Tk Corps (45, 47, 102 Tank Bde, 4 Mtrd Inf Bde)

F7.18:
4-2-2 Inf Bde (253)

F13.17:
4-3-6 MC Rgt (20)
2-3-4 Cav Rgt (Ind-2)
(5)-1-1 UR Bde (159)
2x Wagon Points
Level 2 Airbase

F21.20:
6 Army HQ
11-1-1 Inf Div (309)
(5)-1-1 UR Bde (161)

F6.05:
(1)-0-3 RR Rgt (SW)
Truck Point
2 SPs

F7.05:
4-2-2 Inf Bde (55)
(5)-1-1 UR Bde (119)

Air Units:
At Any Russian Air Base:
I.16
MiG.3
5x Yak.1
Yak.1 (Gds)
P-40
4x LaGG.3
2x LaGG.3 (Gds)
4x Hurri-IIc
2x P-39
4x Yak.7b
2x Yak.7b (Gds)
10x IL.2
7x Po.2
7x Pe.2
3x IL.4
SB.2
TB.3
4x Li.2

Any Moscow Military District Air Base:
(MMD Air Units only)
2x I.16
4x MiG.3
2x Yak.1
4x LaGG.3
2x Hurri-IIc
P-40
Yak.7b

Emergency Reinforcements:
45 Army HQ
12-2-2 Inf Div (89, 151, 409)
11-1-1 Inf Div (75, 402, 408)
10-3-3 Mtn Inf Div (83)
10-1-2 Mtn Div (68)
15 Cav Corps (1 Mtn Cav Div, 23 Cav Div)
5-1-4 Mtn Cav Div (39)
6-2-5 Tank Bde (207)

Available for Use:
3x 2-2-3 Irrg Bn (See CB Rule 4.4a)

Axis Information:
Reserve Markers Available: 24
Reinforcements: Use Scenario 7.16 Axis OOA.
Tree-Bark Soup Markers: 3
Sausages Used: 0

Dead Units:
Bf.109e
3x Bf.109f
Ju.87b
2x Ju.87d
3x Ju.88
4x He.111
2x Bf.110
1 Pz Div (I/1 Pz Bn)
4 Pz Div (I/35 Pz Bn)
5 Pz Div (Organic Truck)
8 Pz Div (III/10 Pz Bn)
11 Pz Div (Organic Truck)
13 Pz Div (II/4, III/4 Pz Bn)
17 Pz Div (I/39 Pz Bn)
18 Pz Div (I/18 Pz Bn)
20 Pz Div (Organic Truck)
36 Mtrd Inf Div (Organic Truck)
5-3-8 AG Bn (202)
10-5-4 Mtrd Inf Bde (900 L)
4-4-3 Mtrd Inf KG (Nehring)
2x 26-2-2 Arty Grp

Set Up:
German Gauge Railroads:
All hexes west of and including the following railhead hexes have been converted:
A22.30
A11.12
A39.06
A41.04
B46.26
B35.25
B38.09
B34.06
B34.05
C49.11
C51.32
C53.23
C44.07

A1.26:
20-4-3 Inf Div (93)
3-3-2 LW Rgt (1/Meindl)

A2.29:
3-2-2 LW Rgt (14/Meindl)

A4.29:
3-3-2 LW Rgt (3/Meindl)

A10.31:
3-2-2 LW Rgt (21/Meindl)

A10.32:
10 Corps HQ
3-2-2 Sec Bde (202)
2 Wagon Points
4 SPs

A11.32:
3-3-2 LW Rgt (4/Meindl)

A12.32:
20-4-3 Inf Div (81, less 2 steps)

A13.34:
5-5-8 AG Bn (184)

A14.34:
20-4-3 Inf Div (122, less 3 steps)

A15.34:
20-4-3 Inf Div (329, less 2 steps)

A17.30:
SS-T Mtr Div (T Krd MC Bn)

A17.31:
SS-T Mtr Div (SS-T Aufk Bn)

A17.32:
SS-T Mtr Div (2 SS-T Mtrd Inf Rgt)

A17.33:
15-5-3 Jg Div (8)

A18.33:
15-5-3 Jg Div (5)

A19.34:
20-4-3 Inf Div (290, less 3 steps)

A20.33:
4-4-3 Breakdown Rgt

A21.33:
Level 1 Hedgehog
4-4-3 Breakdown Rgt

A22.32:
Level 1 Hedgehog
20-4-3 Inf Div (30, less 2 steps)

A23.32:
Level 1 Hedgehog
4-4-3 Breakdown Rgt

A24.31:
Level 1 Hedgehog
4-4-3 Breakdown Rgt

A24.30:
20-4-3 Inf Div (12, less 2 steps)

A25.30:
Level 1 Hedgehog
SS-T Mtr Div (1 SS-T Mtrd Inf Rgt)

A25.29:
SS-T Mtr Div (SS-T Arty Rgt)
16-2-3 Werfer Bn (2+9)

A26.29:
Level 1 Hedgehog
SS-T Mtr Div (3 SS-T Mtrd Inf Rgt)

A26.28:
20-4-3 Inf Div (32, less 2 steps)

A26.27:
4-4-3 Breakdown Rgt

A26.26:
4-4-3 Breakdown Rgt

A25.26:
4-4-3 Breakdown Rgt

A24.25:
Level 1 Hedgehog
4-4-3 Breakdown Rgt

A23.25:
Level 1 Hedgehog
20-4-3 Inf Div (123, less 2 steps)

A23.27:
2 Corps HQ
5-5-8 AG Bn (600)
SS-T Mtr Div (Organic Truck (Full))
3 Wagon Points
4 SPs
Level 2 Airbase

A22.25:
(7)-4-3 Flak Bn (280)

A21.26:
2-3-3 Alert Bn

A21.28:
2x 26-2-2 Arty Grp

A20.26:
2-3-3 Alert Bn
26-2-2 Arty Grp

A19.27:
2-3-3 Alert Bn
26-2-2 Arty Grp

A18.27:
2-3-3 Alert Bn

A17.29:
(7)-4-3 Flak Bn (272)

A9.21:
20-4-3 Inf Div (218)

A8.20:
3-3-2 LW Rgt (5/Meindl)

A9.19:
3-3-2 LW Rgt (2/Meindl)

A5.19:
8 Pz Div (I/10 Pz Bn, 8, 28 Mtrd Inf Rgt)

A2.18:
39 Pz Corps HQ
8 Pz Div (8 Krd MC Bn, 8 Arty Rgt,Organic Truck (Empty))
2 SPs

A5.12:
4-4-3 Breakdown Rgt

A5.11:
4-4-3 Breakdown Rgt

A4.11:
8 Pz Div (43 PJ Bn)
1-3-3 Ost Bn (605)
(1)-2-5 RR Bn (I/1)
4 Wagon Points
6 SPs
Level 2 Airbase

A3.07:
20-4-3 Inf Div (83, less 2 steps)

A5.02:
20-3-3 Inf Div (205)

A31.02:
(7)-4-3 Flak Bn (271)

A31.03:
20-4-3 Inf Div (86, less 2 steps)

A30.03:
1 Pz Div (1 Mtrd Inf Rgt)

A29.04:
1 Pz Div (1 Krd MC Bn)

A29.05:
1 Pz Div (113 PG Rgt)

A29.06:
1 Pz Div (37 PJ Bn)

A30.04:
26-2-2 Arty Grp

A30.05:
23 Corps HQ
1 Pz Div (II/1 Pz Bn, 73 Arty Rgt, Organic Truck (Empty))
(7)-4-3 Flak Bn (276)
26-2-2 Arty Grp
2 SPs

A29.07:
20-4-3 Inf Div (110, less 1 step)

A29.08:
20-4-3 Inf Div (102, less 1 step)

A30.06:
26-2-2 Arty Grp

A30.08:
20-4-3 Inf Div (129)

A31.08:
26-2-2 Arty Grp

A31.10:
20-4-3 Inf Div (253)

A32.09:
20-4-3 Inf Div (206)

A32.08:
14 Mtr Div (54 Krd MC Bn, 11 Mtrd Inf Rgt)

A32.07:
14 Mtr Div (53 Mtrd Inf Rgt, 14 Arty Rgt, Organic Truck (Empty))

A33.07:
27 Corps HQ
SS-R Mtr Div (R Pz Bn)

A33.08:
SS-R Mtr Div (Deutld, Führer Mtrd Inf Rgt)

A34.07:
20-4-3 Inf Div (251, less 1 step)

A35.07:
3-3-6 PJ Bn (561)

A36.05:
26-2-2 Arty Grp

A36.07:
Level 1 Hedgehog
4-4-3 Breakdown Rgt

A37.07:
20-4-3 Inf Div (26, less 1 step)

A38.05:
6 Corps HQ
4 SPs
Level 2 Airbase

A38.06:
26-2-2 Arty Grp

A38.07:
Level 1 Hedgehog
4-4-3 Breakdown Rgt

A39.07:
Level 1 Hedgehog
20-4-3 Inf Div (256, less 1 step)

A39.06:
16-2-3 Werfer Bn (3+5)

A39.05:
26-2-2 Arty Grp

A40.06:
Level 1 Hedgehog
20-4-3 Inf Div (6, less 2 steps)

A40.05:
Level 1 Hedgehog
20-4-3 Inf Div (161, less 1 step)

A40.04:
2-2-2 LW Sec Bn (I/Mos, II/Mos)

A40.03:
36 Mtr Div (118 Mtrd Inf Rgt)

A40.02:
36 Mtr Div (87 Mtrd Inf Rgt)

A40.01:
36 Mtr Div (36 Krd MC Bn)

A39.03:
36 Mtr Div (36 Arty Rgt)

B8.34:
1-2-2 Sec Bn (480)

B9.32:
6-3-2 Sec Div (201)

B10.30:
59 Corps HQ
20-4-3 Inf Div (330)

B12.23:
4-3-2 Sec Div (286)
1-3-3 Ost Bn (604)
(1)-2-5 RR Bn (II/5)
6 Wagon Points
2 Truck Points
10 SPs
Level 2 Airbase

B14.18:
6-2-2 Sec Div (403)
Level 2 Airbase

B15.23:
2-4-8 PJ Bn (616)

B6.09:
Level 2 Airbase

B16.10:
4-4-3 Breakdown Rgt
Level 1 Airbase

B22.03:
20-4-3 Inf Div (339)

B23.03:
3-4-3 Sec Bn (III/RONA)

B15.29:
2 Pz Div (II/3 Pz Bn, 74 Arty Rgt)
2 SPs

B17.33:
20-3-3 Inf Div (246)

B21.33:
2 Pz Div (304 Mtrd Inf Rgt)

B22.33:
2 Pz Div (2 Krd MC Bn, 2 Mtrd Inf Rgt, 38 PJ Bn, Organic Truck (Empty))

B17.21:
7-3-2 Sec Div (221)

B19.20:
19 Pz Div (73 Mtrd Inf Rgt)

B20.19:
19 Pz Div (19 PJ Bn)

B21.20:
19 Pz Div (74 Mtrd Inf Rgt)

B21.19:
19 Pz Div (I/27, II/27, III/27 Pz Bn, 19 Arty Rgt, Organic Truck (Full))
2 SPs

B22.19:
19 Pz Div (19 Krd MC Bn)

B23.19:
5-3-3 SS Mtrd Inf Rgt (4 SS/2 Bde)

B26.19:
20-4-3 Inf Div (197, less 1 step)

B25.21:
20-4-3 Inf Div (23, less 2 steps)

B26.20:
5 Pz Div (55 Krd MC Bn, 14 Mtrd Inf Rgt)

B25.22:
1-3-2 Pol Bn (III/8)

B20.24:
Level 1 Hedgehog
SS-Cav Div (2 SS Cav Rgt)

B20.25:
Level 1 Hedgehog
SS-Cav Div (Arty Rgt)

B20.26:
Level 1 Hedgehog
SS-Cav Div (Rec Bicycle Cav Bn)

B19.25:
SS-Cav Div (1 SS Cav Rgt)

B19.26:
26-2-2 Arty Grp

B18.23:
10-3-3 Inf Div (442zbv)

B20.28:
2-2-2 Sec Rgt (122)

B24.25:
2 SPs

B26.27:
5-4-8 AG Bn (209)

B27.28:
(3)-3-3 Kor Bn (582)

B30.28:
2-3-3 Alert Bn

B31.29:
2-3-3 Alert Bn

B31.25:
5 Pz Div (I/31, II/31 Pz Bn, 13 Mtrd Inf Rgt, 53 PJ Bn, 116 Arty Rgt)

B31.32:
4-4-3 Breakdown Rgt

B31.33:
20-4-3 Inf Div (328, less 1 step)

B31.35:
2-3-3 Alert Bn

B32.33:
26-2-2 Arty Grp

B34.25:
3 Pz Gp Army HQ
1-3-3 Ost Bn (601)
(1)-2-5 RR Bn (II/1)
5 Wagon Points
4 SPs

B33.21:
20-4-3 Inf Div (131, less 2 steps)

B32.20:
20-4-3 Inf Div (34, less 1 step)

B35.25:
3-3-2 Pol Rgt (31)
Level 2 Airbase

B36.26:
9 Corps HQ

B37.35:
41 Pz Corps HQ
5-5-8 AG Bn (189)
2 SPs

B40.34:
3-5-10 Flak Co (I/8)

B40.33:
20-4-3 Inf Div (342)

B40.32:
4-4-3 Breakdown Rgt

B41.32:
20-4-3 Inf Div (35, less 2 steps)

B41.31:
20-4-3 Inf Div (252, less 2 steps)

B41.30:
4-4-3 Breakdown Rgt

B42.29:
4-3-2 French Inf Rgt (LVF)

B41.29:
26-2-2 Arty Rgt

B42.28:
4-4-3 Breakdown Rgt
2-4-8 PJ Bn (643)

B42.27:
20-5-4 Inf Div (78, less 1 step)

B42.26:
20-4-3 Inf Div (87, less 2 steps)

B42.25:
20-4-3 Inf Div (7, less 1 step)

B41.28:
46 Pz Corps HQ
2-3-8 PJ Bn (529)

B41.27:
26-2-2 Arty Grp

B41.25:
20-4-3 Inf Div (258, less 2 steps)

B40.24:
20-4-3 Inf Div (292, less 1 step)

B39.25:
26-2-2 Arty Grp

B39.24:
20-4-3 Inf Div (183, less 1 step)

B38.24:
20 Corps HQ
26-2-2 Arty Grp

B38.23:
20 Pz Div (I/21, II/21, III/21 Pz Bn, 92 Arty Rgt)

B39.23:
20 Pz Div (112 Mtrd Inf Rgt)

B39.22:
20 Pz Div (20 Krd MC Bn)

B38.22:
26-2-2 Arty Grp

B39.21:
20 Pz Div (59 Mtrd Inf Rgt)

B40.20:
20-4-3 Inf Div (255, less 2 steps)

B40.19:
20-4-3 Inf Div (268, less 1 step)

B40.18:
4-4-3 Breakdown Rgt

B40.17:
12 Corps HQ
20-4-3 Inf Div (98)

B39.18:
26-2-2 Arty Grp

B39.17:
20-4-3 Inf Div (52, less 2 steps)
20-3-3 Inf Div (216)

B38.16:
20-4-3 Inf Div (260, less 1 step)

B37.16:
20-4-3 Inf Div (263, less 1 step)

B36.15:
20-4-3 Inf Div (137)

B35.16:
43 Corps HQ
5-5-8 AG Bn (226)
26-2-2 Arty Grp

B35.15:
4-4-3 Breakdown Rgt

B34.14:
20-4-3 Inf Div (31, less 1 step)

B33.14:
20-4-3 Inf Div (267, less 1 step)

B32.13:
10 Mtr Div (41 Mtrd Inf Rgt)

B30.14:
56 Pz Corps HQ
(7)-4-3 Flak Bn (274)
2 SPs

B31.14:
10 Mtr Div (40 Krd MC Bn, 10 Arty Rgt, Organic Truck (Empty))
Level 1 Airbase

B31.13:
10 Mtr Div (20 Mtrd Inf Rgt)

B31.12:
20-4-3 Inf Div (331)

B31.11:
2-4-6 PJ Bn (559)

B28.10:
17 Pz Div (III/39 Pz Bn)

B31.10:
17 Pz Div (40 Mtrd Inf Rgt)

B31.09:
17 Pz Div (17 Krd MC Bn)

B31.08:
18 Pz Div (63 PG Rgt)

B31.07:
18 Pz Div (52 Mtrd Inf Rgt)

B30.08:
17 Pz Div (II/39 Pz Bn, 27 Arty Rgt, Organic Truck (Empty))

B30.07:
18 Pz Div (88 Arty Rgt)

B29.05:
18 Pz Div (II/18 Pz Bn, 101 Mtrd Inf Rgt, 18 Krd MC Bn, Organic Truck (Empty))

B33.02:
26-2-2 Arty Grp

B33.03:
20-4-3 Inf Div (208, less 1 step)

B34.02:
20-3-3 Inf Div (211)

B35.02:
4-4-3 Breakdown Rgt

C42.34:
4-4-3 Breakdown Rgt

C41.34:
20-4-3 Inf Div (56, less 2 steps)

C40.33:
4-4-3 Breakdown Rgt

C39.34:
20-4-3 Inf Div (134, less 1 step)

C38.34:
4-4-3 Breakdown Rgt

C39.31:
47 Pz Corps HQ

C10.30:
Level 1 Airbase

C10.08:
1-3-2 Pol Bn (581)
Level 2 Airbase

C13.18:
Level 2 Airbase

C19.06:
1-3-2 Pol Bn (521)

C28.31:
4-4-3 Breakdown Rgt

C28.32:
15-4-3 Inf Div (707)
2x Wagon Points
4 SPs
Level 1 Airbase

C28.33:
3-4-3 Sec Bn (I/RONA)

C29.32:
1-3-3 Ost Bn (602)
(1)-2-5 RR Bn (I/5)

C29.33:
3-4-3 Sec Bn (IV/RONA)

C30.34:
2-2-2 Sec Rgt (61)

C31.34:
34 Corps HQ

C30.16:
Level 1 Airbase

C31.11:
57 Pz Corps HQ
7 Corps HQ
6-3-2 Sec Div (213)
26-2-2 Arty Grp
2x Truck Points
Level 1 Airbase

C34.30:
6-3-2 Sec Div (203)
3-4-3 Sec Bn (II/RONA)
2 SPs
Level 1 Airbase

C39.16:
GD Mtr Div (Rec Aufk Bn, 1 Pz Bn, Füs Inf Rgt, Gren Inf Rgt, AG Bn, PJ Bn, Arty Rgt, Organic Truck (Empty))

C38.27:
20-4-3 Inf Div (383)

C43.35:
20-4-3 Inf Div (296, less 1 step)

C43.33:
53 Corps HQ
16-2-3 Werfer Bn (6+8)
2-4-8 PJ Bn (543)

C43.26:
20-4-3 Inf Div (385)

C42.26:
11 Pz Div (I/15, II/15 Pz Bn, 110 PG Rgt, 111 Inf Rgt, 61 Krd MC Bn, 119 Arty Rgt)

C43.27:
2 Pz Grp Army HQ
5-5-3 MG Bn (5)
5x Wagon Points
3 SPs

C44.27:
26-2-2 Arty Grp
Level 1 Airbase

C46.31:
25 Mtr Div (25 Krd MC Bn, 25 Arty Rgt, Organic Truck (Empty))

C46.32:
25 Mtr Div (119 Mtrd Inf Rgt)

C46.33:
20-4-3 Inf Div (112, less 1 step)

C47.32:
25 Mtr Div (35 Mtrd Inf Rgt)

C48.31:
4 Pz Div (49 PJ Bn)

C49.31:
4 Pz Div (12 Mtrd Inf Rgt)

C49.30:
4 Pz Div (33 Mtrd Inf Rgt)

C49.29:
4 Pz Div (34 Krd MC Bn)

C48.29:
4 Pz Div (II/35 Pz Bn, 103 Arty Rgt, Organic Truck (Empty))
26-2-2 Arty Grp
Level 1 Airbase

C49.28:
4-4-3 Breakdown Rgt

C49.27:
20-4-3 Inf Div (293, less 1 step)

C50.26:
4-4-3 Breakdown Rgt

C50.25:
20-4-3 Inf Div (262, less 1 step)

C49.25:
35 Corps HQ

C51.25:
4-4-3 Breakdown Rgt

C51.24:
2-4-8 PJ Bn (521)

C51.23:
4-4-3 Breakdown Rgt

C51.22:
20-4-3 Inf Div (45, less 2 steps)

C50.20:
4-4-3 Breakdown Rgt

C51.19:
4-4-3 Breakdown Rgt

C51.18:
20-4-3 Inf Div (299, less 2 steps)

C52.17:
5-3-3 SS Mtrd Inf Rgt (8 SS/1 Bde)

C52.16:
5-3-3 SS Mtrd Inf Rgt (10 SS/1 Bde)

C52.15:
4-4-3 Breakdown Rgt

C52.14:
20-4-3 Inf Div (95, less 2 steps)

C52.13:
4-4-3 Breakdown Rgt

C52.12:
9 Pz Div (59 Krd MC Bn)

C53.11:
9 Pz Div (11 Mtrd Inf Rgt)

C53.10:
9 Pz Div (10 Mtrd Inf Rgt)

C53.09:
4-4-3 Breakdown Rgt

C53.08:
20-4-3 Inf Div (88, less 1 step)

C53.07:
4-4-3 Breakdown Rgt

C52.07:
2-4-6 PJ Bn (611)

C50.10:
9 Pz Div (I/33, II/33, III/33 Pz Bn, 102 Arty Rgt, Organic Truck (Empty))

C49.11:
55 Corps HQ
1 SP

C43.18:
5-5-8 AG Bn (191)

C42.08:
16 Mtr Div (60, 156 Mtrd Inf Rgt)

C41.09:
16 Mtr Div (165 Krd MC Bn, 146 Arty Rgt, Organic Truck (Empty))

C41.11:
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 (Empty))

C40.10:
20-4-3 Inf Div (387)
20-3-3 Inf Div (377)
26-2-2 Arty Grp
1 SP
Level 1 Airbase

C52.05:
7-2-2 Hun Inf Div (9 Hun)

C50.06:
5-5-8 AG Bn (243)

C51.04:
1-2-4 Hun Bicycle Bn (3)

C50.03:
7-3-3 Hun Inf Div (6 Hun)
18-1-2 Hun Arty Grp

C49.02:
7-2-2 Hun Inf Div (7 Hun)

C45.05:
3 Hun Corps HQ
2-3-2 Hun Pio Bn (3)

C44.07:
1-3-6 Fr Pz Co (318)
2x 26-2-2 Arty Grp

C37.04:
4 Pz Grp Army HQ
48 Pz Corps HQ
17-4-3 Inf Div (82)
30-2-3 Werfer Rgt (3, 53)
2x Truck Points

C38.03:
(7)-4-6 Flak Bn (619)
26-2-2 Arty Grp

Free Setup (with any Axis unit):
15 SP
Note: The above can be divided as desired (SP down to tokens) and may start loaded in organic trucks.

Air Units:
At Any Axis Air Base:
Bf.109g
6x Bf.109f
3x Bf.110
5x Ju.87d
Do.17z
6x Ju.88
7x He.111
2x Ju.52

Emergency Reinforcements:
18 Mtrd Inf Div (30, 51 Mtrd Inf Rgt, 38 Krad MC Bn, 18 Arty Rgt, Organic Truck)
20-4-3 Inf Div (126)
7 Flg FJ Div (1, 3, 4 FJ Rgt)
(3)-3-3 Kor Bn (532, 553, 559, 590)
Ju.52

Available for Use:
1-5-3 Commando Co (9/800zvb, 10/800zvb) (See CB Rule 6.1 for options)

(3)-3-3 Kor Bn (531, 550, 580, 585, 593) (See CB Rule 2.4)

4x Alarm KG HQ (See CB Rule 2.6e)

Victory:
The Axis must hold all major and minor city hexes west of and including Voronezh, Lipetsk, Kolomna, Yegor'yevsk, Noginsk, Pushkino, and Kalinin or it is a Russian win.

Case Blue Scenario 7.16
Supplemental Charts

Axis Variable Reinforcement Table

Beginning 5 June, 1942 turn

Ground Units (1 die)

	Success	Failure
EATG Variable Reinforcements	1-3	4-6
CB Variable Reinforcements	1-3 & 6	4-5
11th Army Variable Reinforcements	1-3 & 6	4-5

Air Units (2 dice)

EATG Variable Reinforcements	2-6	7-12
CB Variable Reinforcements	2-7	8-12

If roll is successful, reinforcement arrives normally, unless otherwise noted in the OOA. If roll is unsuccessful, unit is removed from the game.

Russian Variable Reinforcement Table

Beginning 26 June, 1942 turn

Ground Units (1 die)

	Success	Failure
EATG Variable Reinforcements	1-3	4-6
CB Variable Reinforcements	1-3 & 6	4-5

Air Units (2 dice)

EATG Variable Reinforcements	2-5	6-12
CB Variable Reinforcements	2-6	7-12

If roll is successful, reinforcement arrives normally, unless otherwise noted in the OOA. If roll is unsuccessful, unit is removed from the game.

Scenario 7.16
Axis OOA

June 1942
5 -
2x Ju.88

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

8 -

12 -
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), 6-3-4 Cav Rgt (Mitte), (1)-2-5 RR Bn (2), 3x Truck Points

15 -
Remove: SS-R Mtr Div (all)

19 -
5 Corps HQ, 11 Pz Div (III/15 Pz Bn), 16 Mtr Div (116 Pz Bn, 228 PJ Bn), 29 Mtr Div (15 Mtrd Inf Rgt, 71 Mtrd Inf Rgt, 29 Krd MC Bn, 129 Pz Bn, 29 PJ Bn, 29 Arty Rgt, Organic Truck), 20-4-3 Inf Div (340), (7)-4-6 Flak Bn (602)

22 -
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)

26 -
7-2-2 Hun Inf Div (19 Hun)

29 -
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)

Variable EATG Reinforcements: 20-2-3 Inf Div (370), 17-3-3 Inf Div (323)

July 1942

1 -
7-3-3 Hun Inf Div (20 Hun)

Variable EATG Reinforcements: 20-4-3 Inf Div (371), 7-2-2 Hun Inf Div (23 Hun), 1-2-2 Lithuanian Pol Bn (4), 2x Bf.109g

5 -
Exchange: 2 Pz Div (304 Mtrd Inf Rgt) becomes 2 Pz Div (304 PG Rgt)

Variable EATG Reinforcements: 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, 3x Truck Points, 5x Wagon Points

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

Remove: 5-5-8 AG Bn (226)

Variable EATG Reinforcements: 7-2-2 Hun Inf Div (10 Hun)

12 -
Variable EATG Reinforcements: 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)

15 -
Variable CB Reinforcements: 1-3-6 Fr Pz Co (II/223)

Variable EATG Reinforcements: 2-3-4 Bicycle Bn (326)

19 -
5-4-8 AG Bn (190)

Remove: 20-4-3 Inf Div (23)

22 -
40 Pz Corps HQ, 29 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, 543 PJ Bn, 75 Arty Rgt, Organic Truck)

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

26 -
If not already released from Emergency Reinforcements: 20-4-3 Inf Div (126)

29 -

August 1942

1 -
18 Pz Div (88 PJ Bn), 20-4-3 Inf Div (57, 68), 17-3-3 Inf Div (323), 5-5-8 AG Bn (197)

Exchange: 9 Pz Div (10 Mtrd Inf Rgt) becomes 9 Pz Div (10 PG Rgt)

Remove: 5-3-3 SS Mtrd Inf Rgt (8 SS, 10 SS)

Variable EATG Reinforcements: 3-3-3 SS Pol Rgt (6 SS), 1-3-2 Pol Bn (698), Ju.87d, Hun Re.2000

5 -
20 Pz Div (92 PJ Bn), 2-2-2 Sec Rgt (27)

8 -
Hs-129b

12 -
4-3-4 Bicycle Rgt (36), 5-4-8 AG Bn (667)

15 -
1-5-6 Pz (T-34) Co (2/66zbV), 3-5-3 Jg Bn (7)

19 -
4-3-4 Bicycle Rgt (183)

22 -
2-2-2 Sec Rgt (44)

26 -
Variable 11th Army Reinforcements: 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), 2x 26-2-2 Arty Group

Variable 11th Army Reinforcements: Add to Emergency Reinforcements: Dora RR Gun Bn, Odin RR Gun Bn, Thor RR Gun Bn, 2x 36-2-1 Siege Arty Bn, 16-0-rr RR Gun Bn (459, 688)

29 -
Variable 11th Army Reinforcements: 1-5-2 Fkl Pz Bn (300)

Truck Point

September 1942

1 -
20-3-3 Inf Div (75)

Remove: Bf.110

Variable EATG Reinforcements: 1-2-2 Sec Bn (380), Truck Point, Ju.87d

Variable CB Reinforcements: 2x Truck Points

5 -
Fw.190a

Remove: Bf-109f,

Variable EATG Reinforcements: 2-5-4 LW FJ MG Co (4/VII)

8 -
Variable CB Reinforcements: Add to Emergency Reinforcements: 16-3-3 Inf Div (381 Trng)

Variable 11th Army Reinforcements: 30 Corps HQ, 54 Corps HQ, 20-4-3 Inf Div (24), 15-4-3 Jg Div (28)

12 -
20-4-3 Inf Div (72)

15 -
SS Cav Div (3 SS Cav Rgt), 3-5-3 Jg Bn (2, 4)

19 -
3-5-3 Jg Bn (9)

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

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

Variable 11th Army Reinforcements: 20-4-3 Inf Div (132)

22 -
3-5-3 Jg Bn (5)

29 -
Remove: Meindl LW Div (1, 2, 3, 4, 5, 14, 21 LW Rgts)

October 1942

1 -
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)

Variable EATG Reinforcements: 3-4-3 Mtrd LW Bn (1 zbV), 1-2-2 Sec Bn (798), Bf.109g

Variable CB Reinforcements: 6-5-3 Mtrd Commando Rgt (287.Snd)

5 -

8 -
Remove: SS-T Mtr Div (all)

Variable EATG Reinforcements: Add to Emergency Reinforcements: 16-3-3 Inf Div (382 Trng)

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

12 -

15 -

19 -
2 LW Corps HQ

22 -
12-2-2 LW Div (2 Fld, 3 Fld, 4 Fld)

26 -
24 Pz Div (40 PJ Bn), 17-5-3 Mtn Inf Div (3)

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

Variable CB Reinforcements: 3x Wagon Points

29 -
Remove: Ju.88

November 1942

1 -
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)

Variable EATG Reinforcements: 2-4-3 Estonian Pol Bn (36)

5 -

8 -

12 -
Fw.190a

Remove: Bf-109f

Variable EATG Reinforcements: At Any German Airbase in Trace Supply: 7-5-3 Mtrd Pio KG (Linden)

15 -
11 Pz Div (231 PJ Bn)

19 -
20-4-3 Inf Div (337)

22 -
20-4-3 Inf Div (291)

Variable EATG Reinforcements: Add to Emergency Reinforcements: 6-5-3 LW KG (Stahel). (4)-4-4 Mtrd Inf KG (Adam, Heilman, Huffman, Spang), (4)-4-3 LW KG (Heinemann)

Variable CB Reinforcements: Add to Emergency Reinforcements: 12-3-2 LW Div (5 Fld)

26 -
Variable EATG Reinforcements: 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)

29 -

December 1942

1 -
1-3-3 Ost Bn (615, 616, 617, 619)

Remove: 20-4-3 Inf Div (328)

Variable EATG Reinforcements: If not already released from Emergency Reinforcements: 1x Ju.52

5 -

Variable EATG Reinforcements: Add to Emergency Reinforcements: 2-3-3 SS Cav KG (Fegelein)

8 -
20 Mtr Div (76, 90 Mtrd Inf Rgt, 30 Krad MC Bn, 20 Arty Rgt, Organic Truck)

Variable EATG Reinforcements: 5-5-8 AG Bn (228)

Variable CB Reinforcements: Add to Emergency Reinforcements: 16-4-3 Inf Div (153 Trng)

12 -

15 -
Remove: 1-5-3 Commando Co (9-800 zbV, 10-800zbV), 1x He.111, 2x Ju.88

Variable EATG Reinforcements: 7-4-3 SS Mtrd Inf Bde (Schulte)

19 -
Variable EATG Reinforcements: 17-2-3 Inf Div (304), 17-3-3 Inf Div (306)

Variable EATG Reinforcements: Add to Emergency Reinforcements: 3-5-3 LW Abn Inf Bn (100 zbV), 5-5-3 Mtn Inf KG (Krysg), 4-5-4 Mtrd Inf KG (I-Pohlmn), 3-5-6 Pz KG (II-Pohlmn)

22 -
26-2-2 Arty Grp (if available in dead pile)

Variable CB Reinforcements: Release from Emergency Reinforcements, if added to box and not already released: 12-3-2 LW Div (5 Fld)

26 –
Variable EATG Reinforcements: 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)

29 -

January 1943

1 -
Remove: 9 Pz Div (II/33 Pz Bn)

Variable EATG Reinforcements: 5-5-5 Tgr Pz Bn (503), He.111zbV, Do.17 w/Glider, He.111zbV w/Glider

5 -
20-3-3 Inf Div (321)

Variable EATG Reinforcements: 2-5-5 Tgr Pz Co (2-502)

8 -
12-2-2 LW Div (6 Fld, 21 Fld)

Variable EATG Reinforcements: At any Hungarian HQ hex in trace supply: 4-5-4 Mtrd Inf Bn (395 Sturm)

12 -
3-5-3 Jg Bn (11)

Remove: 5-5-8 AG Bn (197)

Variable EATG Reinforcements: 3-5-8 AG Bn (242)

15 -
Variable EATG Reinforcements: 20-3-3 Inf Div (302)

19 -
Variable EATG Reinforcements: 2-5-8 Pz Co (Lehr), 17-3-3 Inf Div (320), 20-3-3 Inf Div (335)

22 -

26 -
Truck Point, 2x Fw.190a

Remove: 4x Bf.109f

Variable EATG Reinforcements: 2-4-8 AG Co (395)

Variable EATG Reinforcements: At any German HQ in Trace Supply: 3-3-3 Inf Bn (Ftr-Pico)

29 -
Variable EATG Reinforcements: 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)

If both SS-AH and SS-DR are received as EATG Variable Reinforcements, also receive SS Pz Corps HQ. If both divisions are not received, remove the HQ from the game.

February 1943

1 -
Exchange: 3 Pz Div (3 Mtrd Inf Rgt) becomes 3 Pz Div (3 PG Rgt)

Remove: 11 Pz Div (I/15 Pz Bn)

Variable EATG Reinforcements: 20-4-3 Inf Div (17)

Variable CB Reinforcements: Hs.129b

If SS-DR Pz Div received as Variable EATG Reinforcement – receive as normal reinforcement: SS-DR Pz Div (Tiger Co)

5 -
Remove: Ju.88

Variable EATG Reinforcements: 20-3-3 Inf Div (333), 5-3-6 AG Bn (905)

Variable EATG Reinforcements: Add to Emergency Reinforcements: 6-4-3 Inf KG (Steinbr)

8 -
If SS-AH Pz Div received as Variable EATG Reinforcement – receive as normal reinforcement: SS-AH Pz Div (Tiger Co)

12 -
Variable EATG Reinforcements: Add to Emergency Reinforcements: 5-4-6 PG Bn (Brgsthr)

15 -
GD Mtr Div (2 Pz Bn)

Remove: 27 Pz Div (127 Pz Bn)

Variable EATG Reinforcements: SS-TK Pz Div (3 Aufk Bn, 1-TK, 2-TK Pz Bn, TK AG Bn, 1 PG Rgt, 3 Mtrd Inf Rgt, Thule Mtrd Inf Rgt, TK PJ Bn, TK Arty Rgt, Organic Truck)

19 -
Exchange: GD Mtr Div (26-4-3 Arty Rgt) for GD Mtr Div (20-4-3 Arty Rgt)

If SS-TK Pz Div received as Variable EATG Reinforcement – receive as normal reinforcement: SS-TK Pz Div (Tiger Co)

22 -

26 -
Ju.88

Variable EATG Reinforcements: 17-3-3 Inf Div (39), 20-3-3 Inf Div (332), (7)-4-3 Flak Bn (289)

March 1943

1 -
GD Mtr Div (Tiger Co)

Variable EATG Reinforcements: 20-4-3 Inf Div (106, 167), Hun Bf.109g

5 -
Ju.88

8 -
Remove: 7 LW Flg Div (all)

Variable EATG Reinforcements: 1-2-2 Sec Bn (Seidel)

12 -

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

19 -

22 -

26 -

29 -

April 1943

1 -
5-3-8 AG Bn (904)

Remove: 23 Pz Div (II/201 Pz Bn)

Remove if any or all received as variable EATG reinforcements: He.111zbV, Do.17 w/Glider, He.111zbV w/Glider

Variable EATG Reinforcements: 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), Fw.190a5

5 -
Rebuild Allowed: Bf.110 to full strength

Variable EATG Reinforcements: At any German HQ in Trace Supply: 1-2-6 Cap Pz Co (1 Ost, 2 Ost)

8 -
Remove: 10-3-3 Inf Div (442 zbV)
12 -

15 -

19 -

22 -

26 -

29 -

May 1943

1 -

Remove: 5 Pz Div (I/31 Pz Bn), 13 Pz Div (III/4 Pz Bn)

Remove if received as variable EATG reinforcement: 6 Pz Div (I/11 Pz Bn)

Variable EATG Reinforcements: Hun Bf.109g

5 -

8 -

12 -

Variable EATG Reinforcements: 20-4-3 Inf Div (161)

15 -

19 -

22 -

26 -

29 -

Scenario 7.16
Russian OOA

June 1942 - (Partisan Attacks Available: 0)
5 -
Variable EATG/CB Reinforcements for 5 June through 22 June are included in OOA if scenario is modified to begin rolls before 26 June

4-2-2 Inf Bde (126, 134, 135), 6-0-rr Rail Arty Rgt, Truck Point

Remove: 4-2-2 Inf Bde (18)

Variable EATG Reinforcements: 14 Tank Corps (136, 138, 139 Tank Bde, 21 Mtrd Inf Bde)

Variable CB Reinforcements: 8-3-3 NKVD Mtrd Inf Div (9)

8 -
6-2-5 Tank Bde (179), 75-1-0 Katy Bde

Variable EATG Reinforcements: 7-3-6 Tank Bde (176), 6-2-5 Tank Bde (158), (2)-4-3 NKVD Bdr Rgt (2)

Variable CB Reinforcements: 6-2-5 Tank Bde (151)

12 -
12-2-2 Inf Div (82, 237), 8-3-3 NKVD Inf Div (6)

Remove: LaGG.3 (MMD)

Variable EATG Reinforcements: 5-3-3 Mtrd Inf Bde (9)

Variable CB Reinforcements: Li.2

15 -
7-3-6 Tank Bde (92, 120, 153), 6-2-5 Tank Bde (101, 118, 154)

Variable EATG Reinforcements: 7-3-6 Tank Bde (91), 5-3-3 Mtrd Inf Bde (22)

19 -
11-1-1 Inf Div (118), 7-3-6 Tank Bde (188)

22 -
18 Tank Corps (110, 180, 181 Tank Bde, 18 Mtr Inf Bde

Variable EATG Reinforcements: 7-3-6 Tank Bde (99)

Variable CB Reinforcements: 12-2-2 Inf Div (318), 2-3-4 Cav Rgt (32)

26 –
Begin Double Replacement Rolls (CB Rule 1.13b) and Variable EATG/CB Reinforcements

12-2-2 Inf Div (274)

Variable EATG Reinforcements: (5)-1-1 UR Bde (52, 53, 117, 118)

29 -
25 Tank Corps (111, 162, 175 Tank Bde, 16 Mtr Inf Bde)

Remove: 4-2-2 Inf Bde (157)

July 1942 - (Partisan Attacks Available: 6)

1 -
17 Tk Corps (66, 67, 174 Tank Bdes, 31 Mtrd Inf Bde), 7-3-6 Tank Bde (201), 2x 6-0-rr Rail Arty Rgt

Add to Dead Pile: 23 Tank Corps (189 Tank Bde, 9 Mtrd Inf Bde)

Variable EATG Reinforcements: 7-3-6 Tank Bde (159), 8-3-3 NKVD Inf Div (10), 1-2-5 KV Tank Co (13, 14, 17, 18, 20, 22, Pe.2

Variable CB Reinforcements: LaGG.3 (Gd), 2x Su.2

5 -
12-2-2 Inf Div (206), 7-3-6 Tank Bde (117), 6-2-5 Tank Bde (116)

Variable EATG Reinforcements: 12-2-2 Inf Div (96, 100), 11-1-1 Inf Div (219), 7-3-6 Tank Bde (182), 6-2-5 Tank Bde (134), (5)-1-1 UR Bde (74)

Variable CB Reinforcements: (5)-1-1 UR Bde (73)

8 -
11-1-1 Inf Div (52), 75-1-0 Katy Bde

Variable EATG Reinforcements: 4 Tank Army HQ, 12-2-2 Inf Div (205)

12 -
7-3-6 Tank Bde (96, 119, 240), 13-3-3 Inf Div (167), Yak.7b

Remove: 12 Tank Corps (86 Tank Bde)

Variable EATG Reinforcements: 62 Army HQ, 63 Army HQ, 64 Army HQ, 13-3-3 Inf Div (1), 12-2-2 Inf Div (147, 153, 161, 181, 192, 195, 196, 197), 11-1-1 Inf Div (127), A-20

15 -
12-2-2 Inf Div (164), 4-3-6 Tank Bde (34), 7-3-6 Tank Bde (248, 255)

Remove: 7-3-4 Cav Div (25), All remaining non-MMD I.16

Variable EATG Reinforcements: 13-3-3 Inf Div (141)

Variable CB Reinforcements: 5-0-5 Tank Bde (191)

19 -
6-2-5 Tank Bde (86, 238)

Remove: Yak.1 (MMD), 2x MiG.3 (MMD), I.16 (MMD)

Variable EATG Reinforcements: 28 Tank Corps (39, 55, 56 Tank Bde, 32 Mtrd Inf Bde), 6-2-5 Tank Bde (189)

22 -
12-2-2 Inf Div (47)

Remove: 11 Cav Corps (18 Mtn Cav Div), 4-2-2 Inf Bde (116)

Variable EATG Reinforcements: 6-2-5 Tank Bde (163, 193), 7-3-6 Tank Bde (169)

Variable CB Reinforcements: (5)-1-1 UR Bde (69)

26 -
60 Army HQ, 12-2-2 Inf Div (232), 4-3-2 Inf Bde (74, 75, 78, 91), 6-2-5 Tank Bde (196)

Variable EATG Reinforcements: 12-2-2 Inf Div (63, 131, 159), 10-0-1 Inf Div (204), 3-3-2 Std Rgt (1, 2, 3)

29 -
Variable EATG Reinforcements: 6-2-5 Tank Bde (135)

Variable CB Reinforcements: 5-3-3 Mtrd Inf Bde (41)

August 1942 - (Partisan Attacks Available: 8)
1 -
12 Tank Corps (106 Tank Bde), 6-2-5 Tank Bde (236)

Remove: 4-2-2 Inf Bde (43)

Variable EATG Reinforcements: 66 Army HQ, 13-3-3 Inf Div (25 Gd), 12-2-2 Inf Div (207, 315), 7-3-6 Tank Bde (173), 5-0-5 Tank Bde (246), 4-2-2 Inf Bde (124, 152, 250), (5)-1-1 UR Bde (54, 75), 2-3-3 Inf Bn (Czech), Yak.7b, IL.2

Variable CB Reinforcements: 12-2-2 Inf Div (61), 4-2-2 Inf Bde (107, 256), 8-3-3 NKVD Inf Div (Mak-ala), 2-3-4 Cav Rgt (63)

5 -
12-2-2 Inf Div (264), 7-3-6 Tank Bde (213, 256)

Guards Exchange: 14-4-3 Gd Inf Div (35 Gd), 13-3-3 Gd Inf Div (38 Gd, 41 Gd)

Remove: 11 Cav Corps (82 Dismtd Cav Div), 4-2-2 Inf Bde (131, 248, 253), 7-3-6 Tank Bde (157)

Variable EATG Reinforcements: 22 Tank Corps (133, 173, 176, 182 Tank Bde, 22 Mtrd Inf Bde), 7-3-6 Tank Bde (115), 6-2-5 Tank Bde (36), 5-1-5 Tank Bde (217), 5-3-3 Mtrd Inf Bde (33), 26-1-1 Arty Bde

Variable EATG Guards Exchange: 14-4-3 Gd Inf Div (37 Gd), 13-3-3 Gd Inf Div (36 Gd, 40 Gd)

Variable CB Reinforcements: 11-1-1 Inf Div (319)

8 -
11-1-1 Inf Div (306), 75-1-0 Katy Bde

Variable EATG Reinforcements: 11-1-1 Inf Div (292)

12 -
38 Army HQ, 7-3-6 Tank Bde (161)

Variable EATG Reinforcements: 13-3-3 Inf Div (4 Gd), 14-4-3 Inf Div (39 Gd), 16 Tank Corps (107, 109, 164 Tank Bde, 15 Mtrd Inf Bde), 26 Tank Corps (19, 157, 216 Tank Bde, 14 Mtrd Inf Bde)

Variable CB Reinforcements: 6-4-3 Gd Inf Bde (5 Gd, 6 Gd, 7 Gd, 8 Gd, 9 Gd, 10 Gd)

15 -
3-2-2 Naval Inf Bde (86)

Variable EATG Reinforcements: 12-2-2 Inf Div (208), 11-1-1 Inf Div (422), 6-2-5 Tank Bde (254)

Variable CB Reinforcements: 4-2-2 Inf Bde (34 (II))

19 -
2x La.5

Variable EATG Reinforcements: 6-2-5 Tank Bde (155)

22 -
13-3-3 Est Inf Div (7 Est)

Variable CB Reinforcements: 4-2-2 Inf Bde (51 (II))

26 -
Variable EATG Reinforcements: 12-2-2 Inf Div (120, 221), 11-1-1 Inf Div (231)

Variable CB Reinforcements: 4 Gd Cav Corps (9 Gd, 10 Gd, 11 Gd, 12 Gd Cav Div)

29 -
6-2-5 Tank Bde (36, 65), Truck Point

Variable EATG Reinforcements: 12-2-2 Inf Div (33 Gd), (5)-1-1 UR Bde (115)

Variable CB Reinforcements: 4-2-2 Inf Bde (52 (II), 157 (II)), 4-4-3 Naval Bde (83 (II), 255)

Variable CB Guards Exchange: 12-2-2 Gd Inf Div (34 Gd)

If 14 Tank Corps received as Variable EATG Reinforcement, Remove: 14 Tank Corps (all)

September 1942 - (Partisan Attacks Available: 10)

1 -
13-3-3 Gd Inf Div (9 Gd), 12-2-2 Inf Div (172), Pe.2

Guards Exchange: 12-2-2 Gd Inf Div (42 Gd)

Remove: All 1-2-5 KV Tank Cos, 4-2-2 Inf Bde (111),

Variable EATG Reinforcements: 4-4-3 Inf Bde (92), 5-3-3 Mtrd Inf Bde (38), (5)-1-1 UR Bde (77, 78, 110), Li.2

Variable CB Reinforcements: 4-2-2 Inf Bde (57, 119), 3-2-2 Inf Rgt (Nat.Gd)

5 -
Variable EATG Reinforcements: 11-1-1 Inf Div (233), 7-3-6 Tank Bde (105), 5-0-5 Tank Bde (241), 26-1-1 Arty Bde

Remove if received as Variable EATG Reinforcement: 4 Tank Army HQ

Variable CB Reinforcements: 2-3-4 Cav Rgt (Ind-3), 3-2-2 Inf Rgt (976, 1331)

8 -
6-2-5 Tank Bde (212), 1 Mech Corps (19, 35, 37 Mech Bde, 219 Tank Bde, 57 MC Bn), IL.2

Remove: 12-2-2 Inf Div (364), 4-2-2 Inf Bde (141), 5-1-5 Tank Bde (33)

Variable EATG Reinforcements: 75-1-0 Katy Bde, Yak.7b, La.5

Variable CB Reinforcements: Yak.7b, I.15

12 -
7-3-6 Tank Bde (93, 243), 2 Mech Corps (18, 34, 43 Mech Bde, 33 Tank Bde, 66 MC Bn), 26-1-1 Arty Bde

15 -
13-3-3 Est Inf Div (249 Est), 2 Tank Corps (99, 169 Tank Bde, 58 Mtrd Inf Bde)

Remove: 2 Tank Corps (27, 148 Tank Bde, 2 Mtr Inf Bde), 3 Tank Corps (3 Mtr Inf Bde), LaGG.3 (MMD)

Variable CB Reinforcements: 4-2-2 Inf Bde (164)

19 -
3 Mech Corps (1, 3, 10 Mech Bde, 1 Gd, 49 Tank Bde, 58 MC Bn), La.5

Remove: 8 Tank Corps (25, 31, 93 Tank Bde, 8 Mtr Inf Bde)

Variable EATG Reinforcements: 12-2-2 Inf Div (193, 273)

Variable CB Reinforcements: 58 Army HQ, 4-2-2 Inf Bde (43 (II))

If 28 Tank Corps received as Variable EATG Reinforcement, Remove: 28 Tank Corps (all)

22 -
6-2-5 Tank Bde (31), La.5 (MMD)

26 -
12-2-2 Inf Div (150)

Variable EATG Reinforcements: (5)-1-1 UR Bde (116)

29 -

October 1942 - (Partisan Attacks Available: 8)
1 -
12-2-2 Inf Div (73), 2x Reserve Markers

Available for Building: 20x 3-2-3 Ski Bde (Sep) (See CB Rule 3.5j)

Remove: 4-2-2 Inf Bde (52), 23 Tank Corps (6, 189 Tank Bde, 9 Mtrd Inf Bde)

Variable EATG Reinforcements: 4 Cav Corps (61, 81 Cav Div), 7-3-6 Tank Bde (47, 180), 4x Reserve Markers, 2x La.5

Variable CB Reinforcements: 4-2-2 Inf Bde (59, 159), 5-3-3 Mtrd Inf Bde (40), (2)-4-3 NKVD Bdr Rgt (32), (5)-1-1 UR Bde (76), IL.2

5 -
11-1-1 Inf Div (253), 1 Tank Corps (117, 159 Tank Bde, 44 Mtr Inf Bde), 6-0-rr Rail Arty Rgt, 75-1-0 Katy Bde

Guards Exchange: 12-2-2 Gd Inf Div (43 Gd)

Remove: 7-3-6 Tank Bde (117), 1 Tank Corps (1 Gd, 49, 89 Tank Bde, 1 Mtr Inf Bde)

Variable EATG Reinforcements: 65 Army HQ, 5-5-8 MC Rgt (8), 4-2-2 Inf Bde (96 (II), 160), 75-1-0 Katy Bde

8 -
12-2-2 Inf Div (41, 111), 75-1-0 Katy Bde

Remove: 12-2-5 Gd Inf Div (2 Gd (m)), 7-3-6 Tank Bde (243), 4-2-2 Inf Bde (118, 122, 134, 135)

Variable EATG Reinforcements: 13-3-3 Inf Div (3 Gd, 24 Gd)

12 -
12-2-2 Inf Div (74, 81)

Remove: MiG.3 (MMD)

Variable EATG Reinforcements: 3x 26-1-1 Arty Bde

15 -
La.5 (MMD)

Variable EATG Reinforcements: 4 Mech Corps (36, 59, 60 Mech Bde, 55, 158 Tank Bn, 44 Arm Car Bn, 61 MC Bn), 6-3-5 Flm Tank Bde (235), 1-3-6 Flm Co (510, 511), 4x Truck Points

19 -
6-2-5 Tank Bde (155), 4-2-2 Inf Bde (100, 101)

Guards Exchange: 13-3-3 Gd Inf Div (48 Gd)

22 -
Variable EATG Reinforcements: 8-4-8 Gd Tank Bde (8 Gd), 5x (1)-0-0 Pontoon Grp, 3x 26-1-1 Arty Bde

Variable EATG Reinforcements: Guards Exchange: 12-2-2 Inf Div (47 Gd)

26 -
Variable CB Reinforcements: 4-2-2 Inf Bde (165), 3x Truck Points

29 -
Remove: 4-2-2 Inf Bde (229)

November 1942 - (Partisan Attacks Available: 6)

1 -
13-3-3 Gd Inf Div (23 Gd)

Variable EATG Reinforcements: 1 Gd Army HQ, 14-4-3 Inf Div (44 Gd), 1 Gd Mech Corps (1 Gd, 2 Gd, 3 Gd Mech Bde, 16 Gd Tank Bn, 17 Gd Tank Bn), 13 Mech Corps (17, 61, 62 Mech Bde, 13 Tank Bde), 6-2-5 Tank Bde (85), 4-2-4 Tank Bn (35), 4-2-2 Inf Bde (93, 97 (II)), 5x 75-1-0 Katy Bde, Yak.7b, La.5, A-20, Li.2

Variable CB Reinforcements: CB: 4-2-2 Inf Bde (7), La.5

Remove if received as Variable EATG Reinforcement: 63 Army HQ,

5 -
7-3-6 Mech Bde (46, 47, 48), 4-2-4 Tank Bn (38), 2x Reserve Markers

Exchange: 9 Tank Corps (10 Mtr Inf Bde) with 9 Tank Corps (8 Mtr Inf Bde), 15 Tank Corps (96, 105, 113 Tank Bde, 17 Mtr Inf Bde) with 15 Tank Corps (II) (88, 113, 195 Tank Bde, 52 Mtr Inf Bde)

Variable EATG Reinforcements: 5-3-3 Mtrd Inf Bde (2), 4x Reserve Markers

Variable CB Reinforcements: 4-2-2 Inf Bde (111 (II)), 3-2-2 Inf Rgt (691.R)

8 -
4-2-4 Tank Bn (28, 29, 32)

Variable EATG Reinforcements: 5-4-8 Gd Tank Bn (1 Gd, 2 Gd, 4 Gd), 4-2-4 Tank Bn (81, 82), 2x Truck Points, 4x Wagon Points, Pe.2

12 -
4-2-2 Inf Bde (Women), La.5

Guards Exchange: 12-2-2 Gd Inf Div (46 Gd)

Variable EATG Reinforcements: 12-2-2 Inf Div (267)

Variable CB Reinforcements: 3-4-2 Mtn Inf Rgt (67)

15 -
12-2-2 Inf Div (399), 13-3-3 Gd Inf Div (19 Gd)

Remove: 4-2-2 Inf Bde (109)

Variable EATG Guards Exchange: 13-3-3 Inf Div (50 Gd)

Variable CB Reinforcements: 5 Gd Cav Corps (11 Gd, 12 Gd, 63 Cav Div), 2x Wagon Points

If 4 Gd Cav Corps received as Variable CB Reinforcement, Remove: 4 Gd Cav Corps (11 Gd, 12 Gd Cav Div)

19 -
Guards Exchange: 8-4-8 Gd Tank Bde (10 Gd), 7-3-6 Gd Tank Bde (9 Gd)

Variable CB Reinforcements: 3-2-2 Inf Rgt (814)

22 -
Truck Point

Available for Guards Air Unit Exchange: 2x La.5 (Gd)

Remove: 14-4-3 Inf Div (1 Gd)

Variable EATG Reinforcements: 4-3-6 Gd Tank Bn (5 Gd)

Variable EATG Guards Exchange: 13-3-3 Inf Div (51 Gd)

26 -
3-2-2 Inf Rgt (Ind-2)

Variable EATG Guards Exchange: 14-4-3 Inf Div (52 Gd)

29 -

December 1942 - (Partisan Attacks Available: 6)
1 -
4-3-3 Naval Bde (116), 3x 26-1-1 Arty Bde

Variable EATG Reinforcements: 13-3-3 Inf Div (98), 5 Mech Corps (45 Arm Car Bn, 45, 49, 50 Mech Bde, 168, 188 Tank Bn, 64 MC Bn), 4-3-6 Gd Tank Bn (7 Gd, 8 Gd, 9 Gd), 4-2-2 Inf Bde (94), (2)-4-3 NKVD Bdr Rgt (92), 75-1-0 Katy Bde, 2x Yak.9

Variable CB Reinforcements: 4-2-2 Inf Bde (156), Yak.7b

5 -
3x 26-1-1 Arty Bde

Variable EATG Reinforcements: 2 Gd Army HQ, 3 Gd Army HQ, 12-2-2 Inf Div (49 Gd), 6 Mech Corps (51, 54, 55 Mech Bde, 77, 78 Tank Bn, 41 Arm Car Bn, 63 MC Bn)

If 4 Gd Cav Corps received as Variable CB Reinforcement, Receive: 4 Gd Cav Corps (30, 110 Cav Div)

8 -
3 Tank Army HQ, 3 Tank Corps (57 Mtr Inf Bde), 26-1-1 Arty Bde

Guards Exchange: 13-3-3 Gd Inf Div (53 Gd)

Remove: 11-1-1 Inf Div (384), 1 Abn Corps (1, 204, 211 Abn Bde), 4 Abn Corps (7 “Abn” Inf Bde, 8, 214 Abn Bde), 5 Abn Corps (9, 10, 201 Abn Bde), 6 Abn Corps (11, 12, 13 “Abn” Inf Bde), 8 Abn Corps (17, 18, 19 “Abn” Inf Bde), 9 Abn Corps (20, 21, 22 “Abn” Inf Bde)

Variable EATG Reinforcements: 4-3-6 Gd Tank Bn (6 Gd), 4-2-4 Tank Bn (166, 234), 4-2-2 Inf Bde (90)

If 26 Tank Corps received as Variable EATG Reinforcement - Exchange: 1 Gd Tank Corps (15 Gd, 16 Gd, 17 Gd Tank Bde, 1 Gd Mtrd Inf Bde) for 26 Tank Corps (all)

12 -
3 Mech Corps (34 Arm Car Bn)

Variable EATG Reinforcements: 5 Shock Army HQ,

If 1 Gd Mech Corps received as Variable EATG Reinforcement, Receive: 1 Gd Mech Corps (116 Arty Rgt)

15 -
4-3-2 Inf Bde (87)

Variable EATG Reinforcements: 4-2-3 NKVD Inf Bde (21)

19 -
4-2-4 Tank Bn (27, 34, 36, 37, 39, 40, 245)

Remove: 4-2-2 Inf Bde (123)

Variable EATG Reinforcements: 4-3-6 Gd Tank Bn (10 Gd), 4-2-4 Tank Bn (114, 119, 125)

Variable EATG Guards Exchange: 14-4-3 Inf Div (54 Gd)

Variable CB Guards Exchange: 14-4-3 Inf Div (55 Gd)

If 4 Mech Corps received as Variable EATG Reinforcement - Exchange: 3 Gd Mech Corps (7 Gd, 8 Gd, 9 Gd Mech Bde, 41 Gd, 42 Gd Tank Bn) for 4 Mech Corps (all)

22 -
4-2-4 Tank Bn (229)

Variable EATG Reinforcements: 2 Gd Mech Corps (4 Gd, 5 Gd, 6 Gd Mech Bde, 21 Gd,
22 Gd Tank Bn, 117 Gd Arty Rgt), 23 Tank Corps (3, 39, 135 Tank Bde, 56 Mtrd Inf Bde), 4-2-2 Inf Bde (98)

Variable CB Reinforcements: 4-2-2 Inf Bde (99), 3-4-2 Mtn Inf Rgt (251)

26 -
2x Yak.9, Yak.9 (MMD)

Remove: 4-2-2 Inf Bde (133)

29 -
Guards Corps Exchange: 3 Gd Tank Corps (3 Gd, 18 Gd, 19 Gd Tank Bde, 2 Gd Mtrd Inf Bde) for 7 Tank Corps (all)

Variable EATG Reinforcements: 4-3-6 Gd Tank Bn (14 Gd, 48 Gd), 4-2-4 Tank Bn (212)

Variable EATG Guards Exchange: 14-4-3 Inf Div (57 Gd, 58 Gd)

January 1943 - (Partisan Attacks Available: 6)
1 -
2x 75-1-0 Katy Bde

Variable EATG Reinforcements: 4-2-4 Tank Bn (51, 126, 198), 4-3-6 Gd MC Rgt (3 Gd), 4-2-3 NKVD Bde (16), 4-2-2 Inf Bde (229), (2)-4-3 NKVD Bdr Rgt (25), 4x Truck Points, Hurri-IIc

Variable EATG Guards Exchange: 13-3-3 Inf Div (60 Gd)

Variable CB Reinforcements: 4-2-4 Tank Bn (221), 4-2-2 Inf Bde (79 (II), 111), 3-4-2 Mtn Inf Rgt (2, 33), 2x Truck Points, Yak.7b

5 -
2x 75-1-0 Katy Bde

Guards Corps Exchange: 4 Gd Tank Corps (12 Gd, 13 Gd, 14 Gd Tank Bde, 3 Gd Mtrd Inf Bde) for 17 Tank Corps (all)

Variable EATG Guards Exchange: 13-3-3 Inf Div (59 Gd)

If 4 Gd Cav Corps received as Variable CB Reinforcement, Remove: 4 Gd Cav Corps (110 Cav Div)

8 -
4-2-2 Inf Bde (23), 2x Yak.9

Variable EATG Reinforcements: 4-2-4 Tank Bn (141)

12 -
2 Tank Army HQ, 26-1-1 Arty Bde

Guards Exchange: 7-3-6 Gd Tank Bde (11 Gd)

Variable EATG Reinforcements: 4-2-4 Tank Bn (243), 4-2-3 NKVD Inf Bde (17), (5)-1-1 UR Bde (45)

If 13 Mech Corps received as Variable EATG Reinforcement - Exchange: 4 Gd Mech Corps (13 Gd, 14 Gd, 15 Gd Mech Bde, 41 Tank Bn) for 13 Mech Corps (all)

If 6 Mech Corps received as Variable EATG Reinforcement - Exchange: 5 Gd Mech Corps (10 Gd, 11 Gd, 12 Gd Mech Bde, 52 Gd, 53 Gd Tank Bn) for 6 Mech Corps (all)

Variable CB Reinforcements: 3-3-4 Abn Rgt (Ind)

15 -
11-1-1 Inf Div (277)

Remove: 7 Cav Corps (11 Cav Div, 83 Cav Div)

Variable EATG Reinforcements: 4-3-6 Gd Tank Bn (15 Gd, 47 Gd)

Variable EATG Guards Exchange: 13-3-3 Inf Div (61 Gd, 62 Gd)

19 -
26-1-1 Arty Bde

Variable EATG Reinforcements: 6 Gd Cav Corps (8 Gd, 13 Gd, 8 Cav Div)

22 -
13-3-3 Inf Div (1 Gd), 4-3-6 Gd Tank Bn (11 Gd, 12 Gd, 13 Gd)

Variable EATG Guards Exchange: 13-3-3 Inf Div (66 Gd), 12-2-2 Inf Div (67 Gd)

26 -
1 Tank Army HQ, 4-2-4 Tank Bn (42, 43, 56, 57, 238)

Remove: 29 Army HQ

29 -
Truck Point

February 1943 - (Partisan Attacks Available: 6)

1 -
68 Army HQ, 19 Tank Corps (79, 101, 202 Tank Bde, 19 Mtrd Inf Bde), 14-4-3 Gd Inf Div (10 Gd Abn), 13-3-3 Gd Inf Div (2 Gd Abn), 26-1-1 Arty Bde

Remove: 4-3-2 Inf Bde (127)

Variable EATG Reinforcements: 69 Army HQ, 4-2-4 Tank Bn (136), 6-4-3 Gd Mtrd Inf Bde (5 Gd, 7 Gd), Yak.9

Variable CB Reinforcements: 4-2-4 Tank Bn (108), 4-2-2 Inf Bde (133), 3-4-2 Mtn Inf Rgt (23)

5 -
7-3-6 Tank Bde (244), 26-1-1 Arty Bde

Replace: 9 Tank Corps (187 Tank Bde) with 9 Tank Corps (108 Tank Bde)

Variable EATG Reinforcements: 7-3-6 Gd Tank Bde (33 Gd), 4-2-4 Tank Bn (7)

Variable CB Reinforcements: 6-2-5 Gd Tank Bde (27 Gd), 4-2-5 Lt Tank Bde (226, 227, 230)

8 -
14-4-3 Gd Inf Div (9 Gd Abn), 4-3-6 Gd Tank Bn (3 Gd), 4-2-2 Inf Bde (33), 26-1-1 Arty Bde

Available for Guards Air Unit Exchange: 2x Yak.9 (Gd)

Guards Corps Exchange: 5 Gd Tank Corps (20 Gd, 21 Gd, 22 Gd Tank Bde, 6 Gd Mtrd Inf Bde) for 4 Tank Corps (all)

Variable EATG Reinforcements: 7-3-6 Gd Tank Bde (34 Gd)

Variable EATG Guards Exchange: 14-4-3 Inf Div (70 Gd), 13-3-3 Inf Div (68 Gd, 69 Gd)

12 -
14-4-3 Gd Inf Div (7 Gd Abn), La.5

Remove: 8 Cav Corps (21 Mtn Cav Div, 55, 112 Cav Divs)

15 -
6-4-5 AG Bn (1437), 7 Gd Cav Corps (14 Gd, 15 Gd, 16 Gd Cav Div), 26-1-1 Arty Bde

19 -
26-1-1 Arty Bde

22 -
14-4-3 Gd Inf Div (4 Gd Abn), 3x Yak.9, 2x Yak.9 (MMD)

Add to Emergency Reinforcements: 19 Cav Corps (8, 51Cav Div)

Variable CB Reinforcements: 7-3-3 Gd Tank Bde (23 Gd)

26 -
14-4-3 Gd Inf Div (3 Gd Abn), 4-2-4 Tank Bn (215)

March 1943 - (Partisan Attacks Available: 6)

1 -
Guards Exchange: 13-3-3 Gd Inf Div (76 Gd)

Variable EATG Guards Exchange: 14-4-3 Inf Div (75 Gd, 79 Gd), 13-3-3 Inf Div (71 Gd, 72 Gd, 74 Gd, 77 Gd), 12-2-2 Inf Div (73 Gd, 78 Gd, 80 Gd, 81 Gd)

Variable EATG Available for Guards Air Unit Exchange: La.5 (Gd), IL.2 (Gd)

Variable CB Reinforcements: 8-3-3 NKVD Inf Div (1 VV)

5 -
14-4-3 Gd Inf Div (1 Gd Abn), 8-2-4 Gd Tank Bde (28 Gd, 29 Gd), 4-2-4 Tank Bn (249)

Remove: 3 Mech Corps (34 Arm Car Bn), 4-2-2 Inf Bde (146)

Variable EATG Reinforcements: 6-4-5 AG Bn (1436)

8 -
11-1-1 Inf Div (308), 4-2-4 Tank Bn (226)

Variable EATG Reinforcements: 4-3-6 Gd Tank Bn (53 Gd), 4-2-4 Tank Bn (255)

If 5 Gd Mech Corps is in play - receive 5 Gd Mech Corps (24 Gd Tank Bde) as normal reinforcement AND Remove: 5 Gd Mech Corps (52 Gd, 53 Gd Tank Bn)

12 -
4-2-4 Tank Bn (63, 64, 65, 83)

Variable EATG Reinforcements: (5)-2-1 Gd UR Bde (1 Gd)

If 3 Gd Mech Corps is in play - receive 3 Gd Mech Corps (35 Gd Tank Bde) as normal reinforcement AND Remove: 3 Gd Mech Corps (41 Gd Tank Bn)

If 4 Gd Mech Corps is in play - receive 4 Gd Mech Corps (36 Gd Tank Bde) as normal reinforcement AND Remove: 4 Gd Mech Corps (41 Tank Bn)

15 -
4-2-2 Inf Bde (32, 137)

19 -
4-3-6 Gd Tank Bn (30 Gd)

Variable EATG Guards Exchange: 13-3-3 Inf Div (82 Gd)

22 -
La.5

26 -

29 -

April 1943 - (Partisan Attacks Available: 6)
1 -
Variable EATG Reinforcements: P-39, P-39 (Gd)

Variable CB Reinforcements: 3-2-2 Inf Rgt (807)

5 -
70 Army HQ, 12-2-2 Inf Div (213), (5)-1-1 UR Bde (152, 154, 155), 6-4-3 Gd Naval Bde (11 Gd)

Remove: 4-2-2 Inf Bde (121)

Variable EATG Reinforcements: 8-3-5 Gd Flm Tank Bde (31 Gd), 4-2-4 Tank Bn (230)

Variable CB Reinforcements: 6-2-5 Gd Tank Bde (32 Gd), 6-4-5 AG Bn (1448, 1449)

8 -
2 Mech Corps (36 Tank Bde, 33 Arm Car Bn), 14-4-3 Gd Inf Div (8 Gd Abn), 6-4-3 Gd Mtrd Inf Bde (3 Gd)

Guards Exchange: 13-3-3 Gd Inf Div (91 Gd), 12-2-2 Gd Inf Div (85 Gd)

Variable CB Reinforcements: 3-4-4 Abn Rgt (31)

12 -
6-4-5 AG Bn (1435, 1444), 7-3-6 Gd Tank Bde (42 Gd, 43 Gd)

Guards Exchange: 13-3-3 Inf Div (83 Gd, 84 Gd)

Disband: All remaining 3-2-3 Ski Bde (Sep) (See CB Rule 3.5j)

Variable EATG Reinforcements: 6 Gd Army HQ, 4-2-4 Tank Bn (224), 4-2-2 Inf Bde (Korean)

15 -
13-3-3 Gd Inf Div (5 Gd Abn), Truck Point

19 -
10 Gd Army HQ, 11 Gd Army HQ

Guards Exchange: 13-3-3 Gd Inf Div (22 (II) Gd)

Remove: 4-2-2 Inf Bde (161)

Variable EATG Reinforcements: 7 Gd Army HQ, 8 Gd Army HQ, 4-2-4 Tank Bn (59, 60, 61), 6-4-3 Gd Inf Bde (12 Gd, 13 Gd, 14 Gd)

Variable EATG Guards Exchange: 14-4-3 Inf Div (86 Gd), 13-3-3 Inf Div (88 Gd, 89 Gd, 90 Gd), 12-2-2 Inf Div (87 Gd)

Remove if received as Variable EATG Reinforcement: 62 Army HQ, 64 Army HQ

22 -

26 -
Guards Exchange: 13-3-3 Inf Div (94 Gd)

Variable EATG Guards Exchange: 14-4-3 Inf Div (93 Gd), 13-3-3 Inf Div (92 Gd)

29 –

May 1943 - (Partisan Attacks Available: 6)
1 -
13-3-3 Inf Div (4)

Variable EATG Reinforcements: Yak.7b (Gd), Yak.9, IL.2 (Gd)

5 -
Variable EATG Guards Exchange: 14-4-3 Inf Div (95 Gd, 96 Gd), 13-3-3 Inf Div (97 Gd)

If 2 Gd Mech Corps is in play - receive 2 Gd Mech Corps (37 Gd Tank Bde) as normal reinforcement
AND Remove: 2 Gd Mech Corps (21 Gd Tank Bn)

8 -
4-2-4 Tank Bn (237)

12 –
Variable CB Reinforcements: 4-2-4 Tank Bn (258, 320)

15 -
Remove: 4-2-2 Inf Bde (147)

19 -

22 -
12-2-2 Inf Div (199)

26 -
14-4-3 Gd Inf Div (6 Gd Abn)

29 -

CASE BLUE SCENARIO 7.16 MODIFIED/OPTIONAL/HOUSE RULES:

The following are modified/optional/house rules discussed and/or played with during testing (mix and match for scenario balance):

a) CB Rule 1.13b - Double Russian Replacements (modified): The Russian player gets to roll twice on the Variable Replacement Table starting the 26 June turn. By this time STAVKA would have seen that the Germans have sent almost all of their mobile reserves in support of the Moscow effort, and the 3-week delay before massive Russian reinforcements/replacements start arriving should incentivize the Germans to move quickly in the opening phases of the campaign. Feel this is a must have rule, though timing for start and roll required to receive reinforcements on the GBII mapset is negotiable.

b) In addition to above, on the 26 June turn the Russian player will also roll for ALL reinforcements marked "EATG Variable" and "CB Variable" to determine if they will be arriving on the GBII mapset using the modified OOA provided. For each reinforcement marked "EATG Variable", a 1 die roll of 1-3 is a successful roll for reinforcement. For each reinforcement marked "CB Variable", a 1 die roll of 1-3 or 6 is a successful roll for reinforcement. For all variable reinforcements, a Multi-Unit Corps is rolled for just one time, an all or nothing proposition. Feel this is a must have rule, though timing for start and roll required to receive reinforcements on the GBII mapset is negotiable.

c) EATG and CB Variable reinforcements are listed from 5 through 22 June turn for scenario balance adjustment as negotiated between the players.

d) The Axis player will also roll for ALL reinforcements marked "EATG Variable", "CB Variable", and "11th Army Variable" to determine if they will be arriving on the GBII mapset using the modified OOA provided. For each reinforcement marked "EATG Variable" and "11th Army Variable", a 1 die roll of 1-3 is a successful roll for reinforcement. For each reinforcement marked "CB Variable", a 1 die roll of 1-3 or 6 is a successful roll for reinforcement. For both all variable reinforcements, a Multi-Unit Division is rolled for just one time, an all or nothing proposition. Feel this is a must have rule, though timing for start and roll required to receive reinforcements on the GBII mapset is negotiable.

e) Use the Alternate Case Blue Weather Table. This table has a column of "None" for flight and is slightly less favorable for "Normal" flight conditions. John Kisner is the author of this table which can be found at http://www.ocsdepot.com/images/contentfile/CB-Alternate-Weather-Table.pdf Seemed more realistic

f) CB Rule 1.13a - Cheap Russian Infantry (modified) Use the following rule as modified (in blue) "One Pax can be used each turn to rebuild a 12-2-2, 11-1-1, or 10-0-1 Russian Infantry Division from the dead pile at full strength. If no such division is in the dead pile, there can be no cheap rebuild of this type this turn. The division rebuilt is selected randomly from all those of

these three types currently in the dead pile (use a cup). Alternately, one step of a Guards Infantry Division may be built to be added to a Guards Infantry Division on the map or a step of a Guards Infantry Division in the dead pile. Only one type or the other may be built, not both.
Only the first Pax received each turn can be used for the 'cheap' division or Guard step rebuild (so if all map sets are not in play, the turn's cheap division might be rebuilt outside the play area). Additional rifle divisions or Guards steps can of course be rebuilt at the usual cost."

The rationale for this change is to stop the "dumbing down" of Russian infantry over time. Believe this is a fair rule for the Russians.

g) CB Rule 6.2f - No Hip Shoots during Limited Flight Status. This one makes sense, believe it is a fair rule.

h) OCS HR-8 - Barrage Losses (10.0) Roll a die to randomize which step is lost. Use this all the time, seems more realistic.

i) OCS HR-7 - Artillery Factors (10.1) Allow an artillery unit to fire less than its full barrage factors (to save on cost). Can go either way on this one.

j) OCS 21.2 Proportional Losses. My group always uses this rule. Your mileage my vary.

k) CB Rule 8.2e - Soviet Maskirovka. Did not implement this rule, seems involved but also realistic.

l) OCS 21.7 Revised Rebuilds – only used second bullet - Easier Rebuilds. Made reinforcement phase smoother

m) Used the standard CB tree bark and series "eat off the map" rules, not the new Cache rules. The new cache rues made some Russian cities invincible.

There are numerous OCS and CB optional/experimental/house rules to choose from. The above are the ones used by Consim Expo 2019 group. Season your own game to taste.

AXIS Summary of Changes:

1) Removed 20-4-3 Inf Div (17) from initial setup (scheduled to be removed on 15 June Turn).
2) Modified German reinforcement availability (see modified OOA).
3) 6 Pz and 7 Pz Divs Enter game per OOA as EATG Variable Reinforcements.
4) Eliminated 10 Pz as reinforcement/addition.
5) Did not strip PZ Bns from GBII units in June as called for in original OOA. Most in dead pile.
6) Added some air units from EATG/CB to GBII start, approx. 50% of the net A/C after accounting for removed air units. (15% of the fighters, 30% of the bombers, approx. 25% overall - Still less than total in original scenario and of lesser quality) See table analysis of air changes and new listing of A/C at start of scenario.
7) Added some air units from EATG dead pile to scenario dead pile. (approx. 2/3 of total from EATG/CB).
8) Removed non-rebuildable A/C types from dead pile. (Left Bf.110 due to rebuild in OOA).
9) Added M/U division losses from EATG dead pile to scenario dead pile if being used in scenario.
10) Combined GBII/EATG Emergency Reinforcements.
11) Counters in "Markers" box now per CB scenario.
12) Alert Bn's in "Available" box limited to 7 per CB Rule 2.6e – 0 Alert Bn Remain – 4 Alert HQs remain.
13) Added selected EATG and CB as variable reinforcements. See revised OOA and scenario supplemental tables.
14) Changed dead pile for set-up (cleaned up for units that will be on GBII map).
15) German 11th Army Variable Reinforcements – roll 1d6 – success on 1,2,3. These units are from the 11th Army after the siege of Sevastopol. Assume that they were NOT sent to AGN but was instead doled out to the various armies in support of the Moscow campaign. Note some unit are sent to the Emergency Reinforcement Box.
16) Added 22 Nov EATG Variable Reinforcements (less HQ) to Emergency Reinforcement box vs on map. Deleted HQ from OOA.
17) Added 19 Dec EATG Variable Reinforcements (less the two infantry divisions) to Emergency Reinforcement box vs on map.
18) Added 5 Feb 43 EATG Variable Reinforcement (KG Steinbr) to Emergency Reinforcement box vs on map.
19) Added 12 Feb 43 EATG Variable Reinforcement (5-4-6 PG Bn (Brgsthr)) to Emergency Reinforcement box vs on map.
20) Made very minor setup position changes in the south to ensure all units in trace supply at start.

RUSSIAN Summary of Changes:

1) Modified Russian reinforcement availability (see table)
2) Added some air units from EATG/CB to GBII start, approx. 50% of the net A/C after accounting for removed air units. (17% of the fighters, 41% of the bombers, approx. 29% overall) See table below and new listing of A/C at start of scenario.
3) Added some air units from EATG dead pile to scenario dead pile. (2/3 of total from EATG/CB)
4) Removed non-rebuildable A/C types from dead pile.
5) Removed Worker Alert Bns from "Available" Box. Stalingrad not in play during this game.
6) Made EATG Emergency Reinforcements available to GBII maps.
7) Added most of the EATG dead pile to the scenario dead pile
8) Added 23 Tk Corps (6 Tk Bde) and all of 21 Tk Corps to dead pile from EATG dead pile.
9) Added selected EATG and CB as variable reinforcements. See revised OOA and scenario supplemental tables.
10) Added 21 Tk Corps (189 Tank Bde and 9 Mtrd Inf Bde) to Dead Piles on 1 July turn rather than make it a variable reinforcement. If you want it, you can buy it.
11) In the original CB Russian OOA on both the 1 Oct 42 and 5 Nov 42 turns there are reinforcements to EATG of 6x Reserve Markers. For both turns, made 2x Reserve Markers as reinforcements for the GBII maps and made 4x Reserve Markers Variable EATG Reinforcements. Likely GBII maps will still get majority of markers, but will let the dice gods decide.
12) Made very minor setup position changes in the south to ensure all units in trace supply at start.

Axis CB Scenario 7.3/7.4 vs GBII Scenario 7.7 Setups

Case Blue 7.3/7.4 – On Map at Scenario Start	**GB II - On Map at Scenario Start**
SS-T 8 Pz SS-R (Remove per OOA) 14 Mot 1 Pz 2 Pz 36 Mot 5 Pz 20 Pz 19 Pz 10 Mot 17 Pz 18 Pz 25 Mot 4 Pz 11 Pz GD Mot 9 Pz 24 Pz 16 Mot 57 Pz Corps HQ 4 Pz Grp Army HQ 57 Pz Corps HQ 48 Pz Corps HQ	SS-T 8 Pz 36 Mot 2 Pz 9 Pz 1 Pz 5 Pz 14 Mot 20 Pz 19 Pz 10 Mot 18 Pz 25 Mot 17 Pz 4 Pz 16 Mot
Southern Forces & Reinforcements 3 Pz (22 July Reinf) 23 Pz 22 Pz 29 Mot (19 June Reinf) 14 Pz 16 Pz 60 Mot SS-W 13 Pz (12 June Reinf) LAH 24 Pz Corps HQ (12 June Reinf) 40 Pz Corps HQ (22 July Reinf) 29 Corps HQ (22 July Reinf) 3 Mot (29 June Reinf)	**Flexible Forces** 3 Pz 6 Pz 7 Pz 10 Pz 11 Pz 24 Pz 3 Mot 29 Mot 4 Pz Grp Army HQ 24 Pz Corps HQ 40 Pz Corps HQ 48 Pz Corps HQ 57 Pz Corps HQ 29 Corps HQ
Not in GBII Start or OOA 6 Pz – 26 Nov 42 Variable Reinf EATG 7 Pz – 26 Dec 42 Variable Reinf EATG 10 Pz – Never a Reinf - removed	
Supply CB 7.3/7.4 GBII Map set – 57 SP Needed to fill all on map organic trucks - 13 SP + Additional Supply at Start – 2 SP = 15 SP Total – 72 SP The EATG and CB Maps have only 19 SP total on them at scenario start.	**Supply** 123 + 24 Organic = 147 SP

Russian CB Scenario 7.3/7.4 vs GBII Scenario 7.7 Setups

Case Blue - Russian **On Map at Scenario Start**	**GB II - Russian** **On Map at Scenario Start**
8 Tk Corps 5 Tk Corps 12 Tk Corps 1 Gd Cav Corps 11 Cav Corps 10 Tk Corps 2 Gd Cav Corps 15 Tk Corps 9 Tk Corps 3 Tk Corps 8 Cav Corps 7 Cav Corps 11 Tk Corps 7 Tk Corps 2 TK Corps 4 Tk Corps 1 Tk Corps	10 Tk Corps 1 Gd Cav Corps 9 Tk Corps 3 Tk Corps 6 Tk Corps 8 Tk Corps 5 Tk Corps 2 Gd Cav Corps 12 Tk Corps 15 Tk Corps 8 Cav Corps 7 Cav Corps 2 TK Corps 4 Tk Corps 17 Tk Corps
Reinforcements 17 Tk Corps (22 June Reinf) 18 Tk Corps (22 June Reinf)	**Flexible Forces** 1 Tk Corps 7 Tk Corps 11 Tk Corps 18 Tk Corps
Supply 78 SP	**Supply** 80 SP

Axis Air Analysis
(#) = Net

A/C Type	Scen South Start	Added To Scen Start	EATG Reinf	Added EATG Reinf	EATG Remove	CB Reinf	Added CB Reinf	CB Remove
Bf.109f	6-6(0)	0	1-1(0)	0	9			1
Bf.109g	2	1	5-2(3)	3	2			
Bf.109e7	3-3(0)	0			3			
Fw.190a5			1	1				
Bf.110	2-1(1)	1			1			
Hs.123	1-1(0)	0			1			
Ju.87b	2-2(0)	0			3			
Ju.87d	1	1	3-1(2)	2	1			
Hs.129b	1-1(0)	0			1	1	1	
Ju.88	6-2(4)	2	5-5(0)	0	3			4
He.111	6	3	2-2(0)	0	2	1-1(0)	0	1
Do.17z								
He.177			1-1(0)	0	1			
Ju.52			1-1(0)	0	4	2-2(0)	0	
He.111zbV w/G	1-1(0)	0			1			
Go.244b			1-1(0)	0	1			
Hun Re.2000			2-1(1)	1	1			
Hun Bf.109f			1-1(0)	0	1			
Hun Bf.109g			2	2				
He.111zbV			1	1	1			
Do.17 w/Glider			1	1	1			
He.111zbV w/G			1	1	1			

Air Units at Start
Any Airbase
6x Bf.109f
Bf.109g (+1)
3x Bf.110 (+1)
5x Ju.87d (+1)
Do.17z
6x Ju.88 (+2)
7x He.111 (+3)
2x Ju.52

Dead Pile at Start
Bf.109e
3x Bf.109f (+1)
2x Bf.110 (Can't be rebuilt, but 1 removed and one comes in via OOA so keep in dead pile)
Ju.87b (+1)
2x Ju.87d (+1)
0x Do.17z (-1 not rebuildable)
3x Ju.88 (+1)
4x He.111 (+1)

Russian Air Analysis
(#) = Net

A/C Type	Scen South Start	Added To Scen Start	EATG Reinf	Added EATG Reinf	EATG Remove	CB Reinf	Added CB Reinf	CB Remove
MiG.1	1	0	1-1(0)	0	1			
Yak.1	1-1(0)	0	1-1(0)	0	3	1-1(0)	0	
Yak.1 (Gd)	1	1						
MiG.3	5-3(2)	1	3-3(0)	0	6			
P-40			1-1(0)	0	1			
Hurri-IIc			1	1				
P-39			1	1				
P-39 (Gds)			1	1				
Spit V			1-1(0)	0	1			
Yak.7b			5-2(3)	3	2	3	3	
Yak.7b (Gds)			1	1				
Yak.9			4	4				
La.5			6-2(4)	4	2	1	1	
LaGG.3	5-4(1)	1			2			2
LaGG.3 (Gds)						1	1	
I.15	1	0				1	1	
I.16	4-4(0)	0	1-1(0)	0	3			2
Po.2	4	2	1-1(0)	0	1			
SB.2	2-2(0)	0	1-1(0)	0	3			
Su.2	1-1(0)	0				2	2	1
IL.2	4	2	1	1		1	1	
IL.2 (Gds)			1	1				
IL.4	1	1	3-3(0)	0	3			
Pe.2	3	1	3-1(2)	2	1			
Pe.2 (Gds)			2-2(0)	0	2			
A-20			2-1(1)	2	1			
B-25			1-1(0)	0	1			
TB.3	2-1(1)	1	1-1(0)	0	1			1
Li.2	1	0	2	2		1	1	

Air Units at Start
Any Airbase
I.16
MiG.3 (+1)
5x Yak.1
Yak.1 (Gds) (+1)
P-40
4x LaGG.3 (+1)
2x LaGG.3 (Gds)
4x Hurri-IIc
2x P-39
4x Yak.7b
2x Yak.7b (Gds)
10x IL.2 (+2)
7x Po.2 (+2)
7x Pe.2 (+1)
3x IL.4 (+1)
SB.2
TB.3 (+1)
4x Li.2

Any Moscow Military District Air Base:
(MMD Air Units only)
2x I.16
4x MiG.3
2x Yak.1
4x LaGG.3
2x Hurri-IIc
P-40
Yak.7b

Dead Pile at Start
4x MiG-3
Yak.1 (+1)
3x LaGG-3 (+1)
2x Yak-7b
Po-2
0x SB-2 (-2 not rebuildable)
4x IL-4 (+1)

NOTES:
This effort came about after playing GBII Scenario 7.7 at the 2019 Consimworld Expo in Tempe AZ using the OCS V4.3 Series rules, the Case Blue V2.04 Game Specific Rulebook, and the 2012 Revised Axis and Russian OOAs. The setup was per the GBII Reprint Scenario Booklet, starting page 72, Scenario 7.7 26 June 42—Full On Moscow Offensive. The players involved were Chuck Soukup, Mark Veerman, and Rick White playing the Germans with Mark Fisher, Jim Hambacher, and Mike Hawkins as the Russians.

First, if all you own is GBII, play the game as outlined in GBII Scenario 7.7 using the GBII ruleset and the OOA that came with the game. I believe the scenario is optimized for those versions. The problems we encountered, I believe, were due to the scenario being written before the release of Case Blue in 2007, which included additional research and OOB changes. Add in the errata and OOB/OOA changes that came out in 2011/2012, the differences "conspired" to "break" the scenario, making it a slam dunk for the German player.

At any rate, once the game started and we began to see what was starting to transpire, we began to make rule modifications to balance the game. At some point during the week I opened my mouth and proclaimed I could "fix it". Yeah, right. Not sure I really did that, but I think I at least have a start. The premise for the game is interesting, the gaming space is manageable, and I believe it could be a nail biter to the bitter end if I came halfway close to being correct in the assumptions we were making at the Expo.

So, what did I do? The first thing was taking advantage of all the research that went into the Case Blue scenarios and GBII reprint efforts. I decided to start the scenario on the June 5, 1942 turn rather than 26 June per the original scenario. June 5 is prior to the wholesale movement of Army Group Center units in front of Moscow to the south in preparation for Fall Blau. From my analysis of the scenario and the existing materials found in the GBII/CB combined game set, I made the following observations:

1) The forces outlined in notes of the original GBII Scenario 7.7 (including all the German Multi Unit Formations (MUF) marked as "Flexible Forces") will be the offensive punch of the campaign and will be on the GBII maps for the duration of the scenario. These formations make up approximately 70% of all the mobile division in available in the combined GBII/CB Axis game set.

2) Since the world does not end at the map edges, I assume that considerable fighting will continue on the EATG/CB map sets. The remaining 30% of the MUFs (12 formations over the life of the scenario) still pack a considerable offensive capability that the Russians would not be able to ignore.

3) From going through the CB revised OOA I discovered that the Germans had pretty much fielded their full army by the start of the scenarios. Most reinforcements are not new units, rather most seem to be units that had been withdrawn for refit then returned, adhoc formations

formed to react to critical situations (think Operations Mars/Stalingrad), or units moved from one area to another to counter local conditions. On the other hand, the Russians were continuing to field new formations throughout the timeframe of the scenario.

I also had a couple of requirements before I changed the OOA. First, I wanted to make the reinforcement schedule variable but still have a "realistic" feel to it. Second, I wanted to minimize the number of unit removals from those variable forces. To achieve that, I applied the following (all decision as to probability are my own, and are for all intents and purposes, a guess as to what would have really happened):

1) Moved some Russian air units from EATG/CB to GBII at the start of the scenario, approximately 50% of the net after accounting for removed air units. Overall this came to 17% of the fighters, 41% of the bombers, or 29% overall. See table marked "Russian Air Analysis" for full analysis.

2) Added approximately 2/3 of the Russian EATG air dead pile to the scenario dead pile.

3) Added some German air units from EATG/CB to GBII at the start of the scenario, approximately 50% of the net after accounting for removed air units. Overall this came to 15% of the fighters, 30% of the bombers, or 25% overall. The number of aircraft on the map at the start of the scenario is less that the total in the original GBII 7.7 scenario and of lesser quality. See table marked "Axis Air Analysis" for full analysis

4) Added approximately 2/3 of the Axis EATG air dead pile to the scenario dead pile.

5) For the Russians, if a ground reinforcement was shown to arrive on the EATG map set, I assigned a 50% probability that it would be sent to GBII instead. If the reinforcement was shown to arrive on the CB map set, that probability increased to 67%, which is the same as probability of receipt for variable replacements. The only units I did not allow the Russians to have a possibly to receive were those that are obviously formed from the deep south Caucus region, my assumption being there were never formed to begin with.

6) For Russian air reinforcements, 100% of the "net" EATG and CB reinforcements are eligible to become scenario reinforcements. The probability of receiving those marked EATG is 28%, while those marked CB the probability is 42%. See the Case Blue Scenario 7.16 Supplemental Charts for required die roll and see table marked "Russian Air Analysis" for full analysis.

7) The only Russian variable reinforcements that have a possibility of being removed from the OOB once received are units from MUFs and HQs. Players should keep track of these when received.

8) 4 of the 12 Russian reserve markers received on the 1 Oct 42 and 5 Nov 42 turns are now automatically assigned to the GBII map set. The others are EATG variable reinforcements. It is likely the Russian player will receive 8 of the total number.

9) For the Axis, if a ground reinforcement was shown to arrive on the EATG map set, I assigned a 50% probability that it would be sent to GBII instead. If the reinforcement was shown to arrive on the CB map set, that probability increased to 67%, which is the same as probability of receipt for variable replacements. The only land units I did not allow the allowed the Axis to have a possibility of receiving via variable reinforcements are Italian, Rumanian, and those that were obviously formed from the deep south Caucus region, my assumption being there were never formed to begin with.

10) I assumed the German 11th Army would not be sent to AGN after the siege of Sevastopol, but instead doled out to the various armies clamoring for reinforcements. I assigned a 50% probability that they would be sent to support the Moscow campaign or added to the Emergency Pool. If received as variable reinforcements, they will not be removed.

11) For Axis air reinforcements, 100% of the "net" EATG and CB reinforcements are eligible to become scenario reinforcements. The probability of receiving those marked EATG is 42%, while those marked CB (there is only one such air unit), the probability is 58%. Even with the increased chances of receiving reinforcements, I expect the Luftwaffe in this scenario to be outnumbered by early 1943. See the Case Blue Scenario 7.16 Supplemental Charts for required die roll and see table marked "Axis Air Analysis" for full analysis.

7) The only Axis variable reinforcements that have a possibility of being removed from the OOB once received are units from MUFs and 3 air transports possibly received in Jan 43. Players should keep track of these when received.

12) Note that some of the Axis EATG variable reinforcements available during November, December, and January will be added to the Emergency Pool rather than being placed on map. This is because those units were formed as a reaction to Operations Mars/Uranus. Since the Germans were actually able to pull these units together, I figured they are assets that could be used in an emergency, hence, into the Emergency Pool they go.

13) The He.111zbV, Do.17 w/Glider, and He.111zbV w/Glider available to the Axis as EATG variable reinforcements on the 1 Jan 43 turn are approximately half of the airlift capability that the Germans scraped together to supply the Stalingrad pocket. I decided to make these 3 units available, but even if received, they will all be removed from the game on the 1 April 43 turn. Likely the Axis player will receive 1 of these units, possibly 2. Hey, use 'em if you get 'em.

13) At the bottom of the "Axis CB Scenario 7.3/7.4 vs GBII Scenario 7.7 Setups" chart, note that the original GBII Scenario 7.7 was wildly generous with supplies to the Axis player. With the 5 June start, the situation for the Axis forces is pretty tight (as it always was), even more so since

there are only 2 MUFs on the map whose organic truck are loaded (and one of them is in a pocket), and 4 organic trucks are in the dead pile. I assumed that the German planners thought ahead enough to at least have the supplies available to fill up the organic trucks, with a couple SP to spare. This still leaves less on map supply at the beginning of the game for the Axis player than what is available to the Russians. This factor alone is going to affect game play more than any other.

I have created a VASSAL saved game file for this scenario and made all the changes to the OOB/OOA within the module. Now I need people to play it! I am hoping that at least 2 or 3 groups can play the full scenario to the end and give feedback for further tweeking.

Enjoy!

Chuck Soukup
28 July, 2019
Edited on 17 September 2019. Changed scenario special rule 10) to read “Russian” rather than “Axis”. All other changes were minor verbiage changes to commentary. No changes to the scenario start or reinforcement schedule made.