

# Operational Combat Series:



# GUDEIRIAN'S BLITZKRIEG II

Army Group Center The Campaign in Central Russia, Oct 11, 1941 to May 30, 1942



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### A Complete Copy of GBII Includes:

- 1x Box
- 1x OCS Series Rulebook (v3.0)
- 1x Game Specific Rulebook
- 2x OCS Charts & Tables booklets
- 2x Dice (one red, one white)
- 3x 22x 34" Maps
- 4x 22x 14" Maps (includes Moscow Blowup)
- 2x 6.5x11" Player Aids (one Russian, one German)
- 2x 6.5x11" Player Aids (two identical common sheets)
- 10x 280-counter countersheets
- 1x 140-counter countersheet
- 1x Registration Card

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### Bonus Counters

The 140-counter countersheet is in addition to the 2,280 counter complement of GBII and was provided at no extra charge. It adds a few units and replaces a handful of counters found to be in error on the other sheets (several air units carried over the range given them in Sicily, which has a different scale). Namely the Russian Li-2, P-40 and P-39 air units. The Führer Rgt replaces the one on the main countersheet as the original claims to be part of SS-R, when it should be part of the armored SS-DR version. The other air units on the sheet replace air units from other OCS games so as to bring them in line with the revised GBII values, to replace the La-9's from the 2000 Repl Sheet which had the wrong values on their backs, and to provide a few more of counters playtesters found to be in tight supply in GBII itself. Enjoy!

You will find that the counters here are mildly different graphically than the now 7 year old Enemy at the Gates counters. Furthermore, some of the counters here are also in that older game. Of them, you will find a few that have had their values modified or have had other improvements. The remaining EatG counters will be replaced within the linking package in Case Blue. In fact, to play the linked game (GBII with EatG and Case Blue) players will need GBII, Case Blue and the EatG replacement mapset that was released with GBII. There will not be any need to actually have EatG itself to create the complete linked game.

## 1.0 General Special Rules

### 1.1 Terrain and Map Notes

**1.1a Rivers.** Both Major and Minor Rivers freeze according to the Weather Table. When this occurs, use the Frozen versions on the Terrain Effect Chart.

**1.1b Swamps.** Swamp hexes freeze over in Moderate Freeze and Deep Freeze weather. When this occurs, use the Frozen version on the Terrain Effects Chart. Swamp hexes cannot be bridged in any manner.

**1.1c Small Lakes.** Small Lakes are those that cover one or more hexsides, but do not cover an entire hex. These freeze in Moderate or Deep Freeze weather. When not frozen, these lakes form impassable hexside barriers to all units and cannot be bridged.

**1.1d Larger Lakes.** A "Larger Lake" is a hex that is fully enclosed by a lake symbol. These freeze in Deep Freeze weather. When not frozen such hexes are impassable and cannot be bridged.

**1.1e Volga-Class Rivers.** There are no Volga Class rivers on the GBII maps (not even the Volga itself this far north!).

**1.1f Bridges over Impassible Hexes.** Such features allow movement, but do not allow any unit to attack.

### 1.2 Units

**1.2a Counter Ownership and Colors.** The

Linkage

German player controls all German Army (Field Grey), SS Formations (Black), Hungarian (Dark Blue), Soviet Collaborators (pale yellow), the Spanish and French units (you'll know them when you see them), and Luftwaffe (Light Blue) units.

The Soviet player controls all Red Army (Tan), Guards (Red-Tan), NKVD (Red), Estonian (Salmon), Latvian (Pale Green), Red Air force (Orange-Tan), Moscow Military District aircraft (Orange-Tan with white "X") and Guards Air Units (Red-Tan) units.

Wagon, Truck, Reserve and Railhead markers are colored for their side and can be used by any of a player's units—regardless of nationality.

**1.2b Divisions and Size-Marking.** Series rules regarding size marking on the counter (4.7, second bullet point) do not apply to Soviet Cav and NKVD Divisions. These are one RE only.

**1.2c Units that are not Multi-Unit Formations.** These can be split up and used as desired, without penalty. Such units include Soviet Airborne Corps, the SS Brigades and a handful of other formations. These can be identified as those that have a higher unit ID, but do not have an identifying stripe.

**1.2d Rebuild Lists.** The list for Common Rebuilds in GBII replaces

that used in EatG. A few unit types have been made "cheaper" to rebuild (such as various Soviet "Brigades"). Also, so as to replace the other game's listing, there are unit types on the chart that are not in GBII.

### 1.3 Weather

This game follows the weather through several years. As such, the Weather Table shows the progression throughout the seasons. Roll one die on the Weather Table and apply the result. Roll another die to determine if flight is allowed that turn.

The effects of each result are listed below the table and on the Terrain Effects Tables.

Note that Ice Pak is listed as well. This has no effect on Guderian's Blitzkrieg II and only exists for games where it is connected to other games that do have Volga Class rivers in them. The modifications to the far north and south have limited application to GBII but are presented here for uniformity.

Do not roll for Flight on the 1 Oct 41 turn, this turn always allows full flight.

### 1.4 Supply

All map edge rail entry hexes (those where a rail line exits the map) provided to the player can be used as supply sources with the following specific rules.

**1.4a Soviet.** All east, north (east of Lake Ilmen), and south map edge rail entry hexes with the restriction of the AGS Progress marker, see 2.3.

**1.4b German.** All west map edge rail entry hexes.

**1.4c Incoming SPs and Reinforcements.** In all cases, new units and SPs can be placed in any supply source hex (as per the above). Also the following apply:

1) **German.** Incoming German SPs can be placed in Smolensk, Konotop, or Velikiye Luki, provided each is still connected to the west map edge by usable rail hexes. Reinforcing units can arrive there or at any road hex exiting the west map edge.

2) **Soviet.** Incoming Soviet SPs can be placed in any hex of Moscow if it is still connected to the east map edge by usable rail lines. Reinforcing units can arrive there or along any east map edge road hex.

**1.4d Off-Map Supply Airlift.** Not available to either player.

**1.5a Rail Gauge.** The beginning German railheads are given in the various setups. It is up to the German player to extend them using his railroad engineer units. Likewise, the Russian player can convert them back to his gauge using his rail engineers.

Both players can only use their rail capacity on rail hexes of their own gauge (railheads themselves are considered to be German gauge). EXCEPTION: See the Bryansk Train in 2.5.

**1.5b Off-Map Rail Movement.** Either player can use his Rail Capacity to rail units/SPs off any of their map edges and back again on any of their map edges. The only hexes that can be used for this purpose are those that would have allowed entry normally.

### 1.6 Replacements

Each player rolls for Repls on his Repl Table each turn. The result is the number of each item the player can get or rebuild. Repls are not used in this game to rebuild air units.

An air replacement from this table can either bring an air unit on the map back up to full strength or to bring a dead



air unit back into play (it also comes back as a full strength air unit).



Additionally, the player might get one or more Artillery or Katyusha Brigade rebuilds. These can be used to rebuild any brigades of these types that are dead

(these rebuilds are wasted if there are none available). There are some German Repls listed on the German Order of Arrival—these are in addition to any he might get off the table.

### 1.7 Rail Artillery

Both sides have several rail artillery units. These act as normal artillery except for the following:

1) They can move any distance along friendly rail hexes during the regular Movement Phase (only). This movement does not cost the player any of his Rail Capacity. If the unit moves, flip it to its "RR" side. It cannot fire while on its RR side. Flip the unit over to its regular side (the one with the barrage strength) in the next Clean Up Phase.

2) They can never be placed in Reserve or Strategic Move Mode. They do not have a regular Combat or Move Mode. They DG normally (remember units (these included) cannot use rail

## Special Unit Symbols

	Alert (Scratch) unit
	UR (Fortified Area) unit
	Light Tank unit
	T-34 Armed Tank unit (German)
	Flak unit
	Pioneer unit
	Partisan Ground unit
	Jäger Infantry unit
	Dismounted Cavalry unit
	Rail Artillery unit
	Rail Mortar Artillery unit
	Ski unit
	Machine Gun unit
	Ost (Russian volunteer) unit
	Luftwaffe Ground Forces unit
	Militia unit
	Korück (Rear Area) unit
	Border unit
	Bryansk Train
	Aerosan unit

### 1.5 Railroads

movement while DG).

3) Rail Artillery units forced to retreat in combat against their hex are destroyed.

## 1.8 Breakout Movement

If either player finds any of his units unable to trace at the instant the unit is to move in the Movement Phase, it can execute a Breakout Movement. He is never required to do this, it is an option he has. Only units with Move Mode Leg MAs of 6 or less can do Breakout Movement. Place the unit into Strat Move Mode (following the normal restrictions and rules regarding that mode), but instead of doubling the MA, multiply the MA by five (yes, 5).



**Design Note:** At times, slower units will be cut off by fast moving units in a loose pocket. Historically, these pockets were found to be too loose to be effective as the units inside the pocket were able to slip out before the pocket was sealed more tightly. In the game, pocketed infantry (usually) could not possibly move fast enough to risk breaking out. Here, troops not in contact can make a literal run for it when they get cut off in a loose pocket. They risk getting stomped out in the open if they have to go too far, but that would have happened before. Exercising this rule will allow some to get away whereas before they would not stand a chance (and the player would never give it a try).

## 1.9 Tree Bark Soup

There are 10 “Tree Bark Soup” counters in the game. These can be used by either player to obviate trace supply needs for one turn in the area where used. If an area is found to be out of trace supply in his Supply Phase, the player can place one or more of his Tree Bark Soup counters to keep from being marked Out of Supply and having to roll on the Attrition Table. The Soup counter can only be placed in a Heavy Woods Hex (player’s choice of where) which is not adjacent to (or occupied by) any enemy unit. All friendly units (any number) at or within five hexes of the Soup counter are “in” trace supply. Only units with Leg MAs printed on their Move Mode side can do this. Each unit must be able to trace a path to the marker free of enemy ZOCs (friendly units do not negate EZOCs for this purpose). Remove the marker at the end of the Supply Phase in which it was used.

The player can only use his Tree Bark Soup counters once. When used, give it to the other player for him to use. The number of Soup counters remains constant throughout the game, but they pass back and forth between the players.

Strategic Move Mode units cannot use Tree Bark supply.

**Design Note:** Obviously, this represents foraging going on behind pocketed troops. Both sides were capable of doing this, but the less-urban Russians were more prepared to do so at start (so they start the game with the markers in their possession). Naturally, players will attempt to hoard the markers so as to keep them out of the hands of the enemy—which is fine and expected. They will be used only when really needed.

## 1.10 Strategic Concerns

While the strategic objectives for both sides remain constant throughout the time period of this game—the Germans to knock the Russians out of the war, the Russians to avoid that result—how this might occur changed considerably. This change, and its meaning to the units in play, must be reflected.

Since the Soviet objectives in this early-to-mid-war period are to survive and punish the Germans as much as possible, the strategic initiative and concerns are drafted in terms of what the German player chooses to do. There are no mandated “Hitler Orders”, rather the German player can choose his option freely—given the trade-offs required.

The German player must announce his strategic decision to the Russian player on 1 Apr 42. Once chosen, it cannot be changed and the following rules take effect.

1.10a **The Decision.** The German player is free to choose to go for Moscow or South (to the oil fields) as desired. He must choose one of these in the 1 Apr 42 German player turn. The decision cannot be changed once made.

A) **Moscow: 1942.** No changes to the units in play, reinforcements, or VPs. Use the Moscow versions of the Repl and Supply Tables for both players. Have at it.

B) **South in 1942.** Give the German player 20 VPs, use the South Option Withdrawal List (10.0), and the non-Moscow versions of the Repl and

Supply Tables. Remove the units called for by the South Option Withdrawal List on the first turn of the month given. Remove them in whatever condition, location, or status they might have with two exceptions: the player must expend SPs (from any of his on-map dumps) to replace any internal stocks shortages with which these units might be marked and the unit must be “alive” (see definition below). If the unit is not “alive” another unit of the same values must be chosen. It costs no fuel or rail cap to remove them. They cannot be brought back into play in any manner unless returned per the South Option Withdrawal List.

“Alive” units: a unit is “alive” if it exists on the game map (and not in the dead pile). It can have a step loss (or more) provided the unit has not been pulled off the map. For multi-unit formations, some of the units from the formation can be in the dead pile (provided not all of them are there!). A Panzer Division completely in the dead pile except its Organic Truck is “alive”. Remove all parts of the formation (even those in the dead pile) in this case. Should any “partially damaged” unit be called on to return to play, it does so with the same damage with which it left play.

Returns are handled as regular reinforcements, except any units removed dead or with step losses must return in the same condition.

**South in 1942: Southern Map Edge.** If the German player selects the South in 1942 option, the usable map edge moves northward to Cxx.05/Fxx.05 on the turn he selects until the end of the game. That hexrow (exclusive—only those hexes north of xx.05 are usable) marks the end of the usable map space. The Army Group South Progress Marker (2.3) remains along the real map edge so as to continue to show the usable Russian railroads. The German player must select the turn the map edge changes. The date of the edge change must be between 1 April 42 and 1 July 42 (inclusive) and is kept secret from the Russian player until the turn expires (yes, he can “game” this to his advantage, slightly). The German player must select the desired turn on 1 April 42 and write it down for future reference.

Permanently remove all units of both sides that are still on or south of the xx.05 hexrow at the end of the chosen turn.

Do not count the VPs for Voronezh if the map edge moves. If the German player currently holds the city when the edge moves, he loses those VPs, as it is assumed that the Russians will retake the city after the edge moves.

Design Note: The movement of the southern map edge these few hexes excludes the marshaling areas for the drive to Voronezh, the fight around Voronezh and the drive further south should the player make that option occur. The secret selection of when this occurs makes it so that major build ups in the area might cause troops to leave play, but the timing of the event will be in doubt until it happens.

**1.10b Soviet Winter 1942 Counteroffensives.** Assuming the Germans go South in 1942, the Army Group South Progress Marker will move back toward the west. The marker moves one hex west each Soviet Reinforcement Phase starting 15 Jan 43 until the marker gets to C31.01 where it remains until the game ends.

Design Note: Originally, I had wanted to interject the ill-fated Soviet Spring offensive at Kharkov into the decision making. I dropped that for several reasons: 1) The forces involved were not part of the game, 2) The Kharkov offensive did not alter the German plan for 1942, 3) All of the important actions occurred off map to the south, and 4) There was little chance for the result to be much different from what actually occurred. Therefore, I chose to focus on the German decision to go south (or not) in 1942 and what that would do to the troops actually on the game map. Obviously, the German player might be loath to send so many good units out of play (even knowing that many good Russian units will follow them), hence the VP reward for choosing the southern option. Others will be interested in the giant slugging match in Army Group Center should Moscow be the target (as the Russians assumed), so that option is allowed but has no VP penalty. Naturally, none of this rule applies to the larger linked package with Case Blue and Enemy at the Gates. Also, some units were sent south that never appear in GBII which would rightfully be sent to the Moscow Zone if that were the emphasis in 1942, other units would never have been created had the emergencies of Stalingrad and its

aftermath not occurred. The assumption I had to make to keep from trying to put all of the Eastern Front in this one, already well-loaded, box was that these hypothetical details cancelled out for the most part (in some way) such that something was going on in the Army Group South area which occupied the attention of some units that might otherwise show up here.



## 2.0 German Special Rules

### 2.1 Hip Shoots

The Luftwaffe can conduct hip shoots.

### 2.2 Start Dates

Guderian's 2nd Panzer Group got a leg up in 2SHUDWLRSKRR by beginning the attack a day or two earlier than the rest of Army Group Center. This equates to about 1/3 of a turn of extra movement.

Guderian's troops (for simplicity, all Germans starting on Map C) are set up in their 30 Sept 41 jump-off positions. To reflect the extra operational time, they can move an extra 1/3 MA in each phase of the 1 Oct 41 turn the units could move normally. Round the resulting value normally. In other words, move the units normally but use 133% of the printed MA instead. They get no further benefits, additional phases or combats.

Turn 1 reinforcements, even if they come in on Map C, do not get this movement benefit.

Meanwhile, other troops on Maps A and B got started on 2 Oct 41. So, while Guderian's Map C units are getting a bit more movement on the first turn, these guys will get a little less. On Maps A and B, no German unit in or entering Reserve Mode can move their usual extra 1/4 move in the German Movement Phase (they move normally in the Reaction or Exploit Phases).

### 2.3 Army Group South Progress Marker

South of the game map, Army Group South is continuing its advance eastwards during the fall. At the start of the game, all railroads extending off the south edge are available for Soviet supply trace. As the game progresses, the boundary between usable and unusable railroads is indicated with



this marker. If the marker is stacked with or east of a railroad, the railroad cannot be used for trace. None of these railroads can be used for German trace regardless of where the marker is. The marker starts the game in C21.01. Move the marker as follows during each German Reinforcement Phase.

Dry, Light Mud, Light or Moderate Freeze Weather:

Move 2 hexes along the south map edge.

Mud Weather:

Move 1 hex along the south map edge.

Heavy Freeze Weather:

Do not move the marker.

This continues until the marker reaches the Don River where it stops for the rest of the game (EXCEPTION: See 1.10b).

### 2.4 Halftrack Conversions

Starting in Jan 42, the German player can dedicate any number of Eq Repls to Halftrack conversions. A number of Panzer Division infantry regiments come in two flavors: one with a red background and the other without. All these units start with their non-red version (unless specified otherwise, by being called "PG" units). These can be converted into their red versions by the German player as desired. To do so, the German player must expend one Eq Repl (from any location on the map or at the instant of earning it) for two regimental conversions. Remove the repl and convert two desired regiments to their red version wherever they happen to be. Once converted, the regiment can never go back to its non-red version. If only one regiment is to be converted, it still costs the full Eq Repl (i.e. it is a waste to convert only one).

The German player can convert regiments which are in the dead pile.



### 2.5 Bryansk Armored Train

This unit comes into being the first time any German unit enters the Bryansk city hex. It acts as a German truck that can only move on Soviet gauge railway hexes and Railhead hex (an exception to the normal rule that railheads are German gauge. It requires no fuel and cannot move on full-German gauge

hexes. Weather does not affect the train's movement. The Russians cannot capture this train and it is destroyed when a Russian unit enters its hex (it cannot retreat).

The train is removed from play during the Reinforcement Phase of 1 Feb 42.

## 2.6 Fliegerkorps II Transfers to and from the Med

The true "Snowbirds" of the Eastern Front were the Luftwaffe personnel and equipment of the II Fliegerkorps. Each year, as the weather went to Deep freeze, these units transferred to warmer climes (to help Rommel). Then, as conditions improved the following year, they returned for the summer offensive.

On the first turn of Deep Freeze, remove the air units listed below. On the first Dry turn of the following Spring, return them to play. Remove these air units during the Weather Determination Phase. When they return, they return as regular reinforcements that turn. This occurs each calendar year.

Fliegerkorps II Units:

Remove Winter 41: 1x Bf.110, 1x He.111h, 2x Ju.87

Return Spring 42: 1x He.111h, 2x Ju.87

Remove Winter 42: 1x He.111h, 2x Ju.88

Return Spring 43: None

## 2.7 German Alert Units

During any friendly Movement Phase, the Axis player can generate as many Alert Battalions as he wishes (up to the countermix limit). To do so, announce the intention, and roll one die. Place a number of Alert Battalions equal to the roll at any German HQ, Axis Air Base, or Axis controlled city or village hex. These units can be split up into as many of the above locations as desired. The placement hex can be adjacent to enemy units. The Axis player can make as many of these die rolls as he wants to in a single phase. Alert Battalions can be generated more than once in this manner—destroyed ones can come back on later rolls.

If all Alert Battalions are in play, the Axis player can remove any he'd like to be able to roll for again during any Axis Movement Phase. Once removed, the player can then make additional rolls so as to place those Alert Battalions

as desired. He must first remove them, before knowing the success or failure of the rolls to get them back.

Each Alert Battalion generation die roll made costs the German Player 1 VP, regardless of the number of Alert battalions generated.

## 2.8 Meals à la Hoof

The German player can convert Wagon Points and horse-drawn artillery units into SPs. To do so, during the German Supply Phase, remove the wagon points or artillery unit from the map and exchange them for 1 SP per wagon point or 2T per artillery unit. Only artillery units with a Move Mode Movement allowance of less than 10 can be exchanged for SPs. The size of the artillery unit does not matter in this calculation. Put the artillery unit into the dead pile and it can be rebuilt normally.

The supply generated in this manner can only be used for Supply Phase on-map consumption—it can never be used for combat supply or any type of engineer activity. It cannot remain on the map for later phases—it must be used the instant it is created.

## 2.9 Russian Weather (Mud and Winter), 1941

Execute each of the following rules when the listed weather happens within the Weather Determination Segment.

**2.9a Panje Wagon Commandeering.** In the fall of 1941, the Germans frantically commandeered local transportation to shore up the collapsing German transport network. Apply this rule twice in the game (first Light Mud turn and first Mud turn).

Every other Major or Minor city hex held by the Germans generates one Wagon Point for the Germans. Work systematically across the map starting in the north-west corner in a manner such as: "Wagon Point...skip...Wagon Point...skip" and so on.

**2.9b Truck Attrition.** After the travails of the summer and fall campaigns, the German truck fleet was falling apart. The final blow happened as the mud season ended and the trucks were frozen in place up to their axles in the now hard mud. Efforts to pull them free resulted in many being permanently damaged.

Apply this rule the first turn of either Light or Moderate Freeze (whichever happens first) after any Mud turn. Apply only once in the game.



Roll one die for each truck point (organic and regular) in the German army. On a 1, remove the truck point (it is destroyed), place any load it might have on the ground (an exception to the organic truck unloading restriction). Any other roll has no effect. Truck Points contained in extenders are subject to this attrition normally.

**2.9c Frostbite.** The German infantry suffered greatly when the first freeze hit in the winter of 1941. Ill-prepared for cold conditions, large numbers of men were incapacitated when their wet leather boots met with freezing temperatures. When the first Light Freeze turn of 1941 occurs, apply this rule: Roll one die for each German infantry division. On a 1-3, destroy one step of that division (this can be taken from a breakdown regiment at or within 5 hexes of the division, if any). On a 4-6, there is no effect. This rule applies only once.

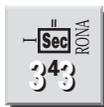
During the Spring of 1942, a number of Pax Repls appear on the German Order of Arrival. These are in addition to those rolled for on the German Repl Table and represent some of the men previously lost to frostbite returning to frontline service.

**2.9d Frozen Engines.** On the first Moderate Freeze turn of 1941 (once only), roll one die for each German Yellow symbol unit (Panzer, AG, SPAA, etc.). On a 1 or 2, destroy the unit, on any other roll the unit is unaffected. Also apply this rule if the first Freeze turn in 1941 is a Deep Freeze (i.e. by chance the first turn colder than Lt Freeze managed to skip Moderate Freeze).

## 2.10 Special Axis Units

**2.10a RONA (Russkaia Osvoboditelnaia Narodnaia Armia— Russian People's Liberation Army).** This anti-partisan unit was formed from Russian volunteers operating in the Bryansk sector. By March 1942 it included six infantry battalions, one artillery battalion (20 guns) and one tank company (12 vehicles, surely captured ones). It was quite effective in keeping the Navlyam-Lokotiy-Dmitrovsk area (south of Bryansk) free of partisans, even though its methods were savage. This unit was later known as the Kaminski Brigade.

These units are shown in the game by four security battalions. These form in Bryansk one per month, starting on the first turn of each month starting the month after the Axis captures it until all



are in play.

No Partisan attack can be used at or within five hexes of a RONA unit.

2.10b **2 Company, Pz Abt zvb 66.** This unit was formed from captured Russian T-34 tanks. It was not used as a commando (Skorzeny or Brandenburger) unit and is just a few extra tanks for the Germans to use.

2.10c **Aufklärungs Battalion Re-organization.** After the losses of the initial campaign and the first Russian counter-offensive, the German mobile divisions combined their Aufklärungs (Recon) and Kradschutzen (Motorcycle) Battalions into a single Motorcycle Battalion. These consolidated Motorcycle Battalions would later be renamed as Panzer Aufklärungs Abteilungen in the Spring of 43 (too late to affect GBII).

In the German Clean Up Phase of 30 Mar 42, remove all Panzer and Motorized Division Aufk Bns from play (regardless of their location, dead, alive, or if they are Emergency reinforcements). See list below. The only exceptions are the SS Divisions and the GD Mtr Div (they retain the Aufk Bn they might have).

For each Aufk Bn removed from the game map (i.e. ones that are alive and in play), 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.

List of all Aufk Bns to be removed:

- 1 Pz Div (4 Aufk Bn)
- 2 Pz Div (5 Aufk Bn)
- 3 Pz Div (1 Aufk Bn)
- 4 Pz Div (7 Aufk Bn)
- 5 Pz Div (8 Aufk Bn)
- 6 Pz Div (57 Aufk Bn)
- 7 Pz Div (37 Aufk Bn)
- 8 Pz Div (59 Aufk Bn)
- 9 Pz Div (9 Aufk Bn)
- 10 Pz Div (90 Aufk Bn)
- 11 Pz Div (231 Aufk Bn)
- 17 Pz Div (27 Aufk Bn)
- 18 Pz Div (88 Aufk Bn)
- 19 Pz Div (19 Aufk Bn)
- 20 Pz Div (92 Aufk Bn)
- 3 Mtr Div (53 Aufk Bn)
- 10 Mtr Div (10 Aufk Bn)
- 14 Mtr Div (14 Aufk Bn)
- 16 Mtr Div (341 Aufk Bn)
- 18 Mtr Div (18 Aufk Bn)
- 25 Mtr Div (25 Aufk Bn)
- 29 Mtr Div (29 Aufk Bn)
- 36 Mtr Div (36 Aufk Bn)

## 2.11 Emergency Reinforcements

The German player has a pool of Emergency reinforcements available from a number of sources. Units are added or deleted from this pool per the Order of Arrival as the game goes on.

At the start of any turn, the German player can release any number of Emergency Reinforcements he desires given the Victory Point Cost schedule below.

If called on to be removed from the Emergency Reinforcement Pool after being released from the map the German player can either remove them from play, or pay the VP cost again to retain them.

No unit can ever be sent into the Emergency Reinforcement Pool from the map.

Panzer Division: 3 VPs

Motorized Division: 2 VPs

Air Units: 1 VP for two air units (any type)

Artillery: 1 VP for two artillery units (any type or size)

All others: 1 VP each



## 2.12 German Variants

### 2.12a Better Winterized Locomotives.

Historically the German units least equipped for the Russian winter weren't the combat troops, but German railway engines. This variant assumes that German locomotive designers somehow understood the future need for engines to withstand ridiculously low temps. Ignore the Dec-March, 41-42 Supply Table columns and use the Oct-Nov, '41 column until 1 Apr 42, then switch to the appropriate column at that point.

This option costs the German player 5 Victory Points.

2.12b **A Schwerpunkt should be a Schwerpunkt.** In a fit of idiocy, OKH or Hitler (who gets the blame depends on who gets asked), shifted 5,000 tons of Army Group Center's few trucks to Army Group South right before opening the Typhoon Offensive. Using this variant, the German player avoids that detachment and is given 5 additional truck points at start.

This option costs the German player 3 Victory Points.

2.12c **No Crete Disaster.** This variant assumes that the German invasion of Crete did not cause over 300 Ju-52s to be destroyed. Allow the German player to set up an additional eight Ju-52's at start. Also, allow the 7 Flg Div to start the campaign set up at any German air base, rather than come on as a reinforcement in Sept 42.

This option costs the German player 4 Victory Points.

2.12d **Spanish Blue Division.** While marching toward Vitebsk in Sept, 41,

the Blue Division (250th Inf Div) was expected to be sent into Army Group Center's final drive to Moscow. At the last minute, Hitler intervened and sent the Spaniards north to Leningrad instead. This option allows them to be sent toward Moscow as originally planned.

This option costs the German player 1 Victory Point.

2.12e **Hitler Hold on German Tank Production.** Hitler held back much German armor production during the first six months of Barbarossa (not wanting to waste them on this, soon-to-be-over, operation). As such, there is a backlog of six EQ repls available. If this option is used, the German player has six extra Eq Repls he can bring on as reinforcements whenever he chooses. If the player chooses this option, ignore the Eq Repls given to the German player on the Order of Arrival before 1 Apr 42 as these are the same tanks.

This option costs the German player 2 Victory Points.

2.12f **Brandenburgers.** The two German Brandenburger companies (9 & 10/800 zvb Commando) can be set up in any German HQ hex at the start of any German Movement Phase. Once placed they can be used for two turns. At the end of the two turns (available until the 2nd player's Clean Up Phase in the turn after creation) they must be removed from the game map. These units can be used together or separately, but regardless of how used, each can only be used once in each year (1941 and 1942). If either unit is destroyed in a mission, it returns as a replacement (available for use) in the next calendar year.

They can be used as an airdrop or as a ground-only unit. If airdropped, they can never enter Move Mode. If used as a ground-only unit, they cannot airdrop and must use their Move Mode side.

In either case, they cannot airdrop onto Moscow, be placed into Reserve or Strategic Move Mode, or take out Stalin themselves (see g).

Regardless of the insertion method, Brandenburgers are free from all supply considerations (fuel, trace, combat) during their short life. They can freely move through Russian occupied hexes (provided the German player has not yet used them for any of the actions listed below)...they can even stack with Russian units (they serve no function that allows the German player to look at the stack).

A Brandenburger can execute the following:

- 1) Act as a normal combat unit in attack or defense.
- 2) Spot for artillery or air strikes.
- 3) Capture enemy airfields, supply dumps, trucks, wagons and such.
- 4) If stacked with Russian units it causes their defensive AR to be reduced by 1.
- 5) Anti-Partisan Fighting. The Brandenburgers can be used in an Anti-Partisan Mode. Remove the Brandenburger devoted to this use and eliminate half (round normally) the available Partisan Attacks from the Russian player for each of the next six months.

This option costs the German player 1 Victory Point.

#### g Operation Red King Checkmate.

Historically, the Abwehr was tasked in Oct 43 to assassinate Stalin. This mission went off (under Otto Skorzeny) in August 1944. While all elements were picked up (and presumably eliminated) by the NKVD, such orders could have been issued earlier in the campaign by Hitler (provided his fears of a retaliatory assassination attempt could be overcome). In that case, you could allow the Brandenburgers to attempt just such an operation earlier in the war.

Use the Brandenburgers normally (except the restrictions against airdrop into Moscow and taking out Stalin are eliminated). If one (or both) Brandenburger unit(s) ends a phase stacked with Stalin, roll one die. On a 5 or 6, the attempt succeeds and Stalin is killed. On any other roll, there is no effect on Stalin. Regardless of the success of the roll, remove the Brandenburger. Each Brandenburger unit can make one roll, but there is no other effect for using both units.

This attempt can only be made once in the war and the operation counts as the use of the Brandenburger unit for that calendar year.

Other than the cheap thrill of killing Stalin, this has no effect on game victory. Stalin's ghost (hex location of the counter) is still used for the purposes of being a nominal HQ.

This option costs the German player 1 Victory Point.

## 3.0 Soviet Special Rules

### 3.1 Hip Shoots

The Red air force cannot use hip shoots.

### 3.2 Stalin's No Retreat Commands

Stalin insisted that "Not a step backwards" (ne shaga nazad) take place at the start of Typhoon. Soviet Rail Capacity cannot be used to move any attack capable combat unit to a position further east than it loaded until a German unit moves East of the A41.xx or B41.xx hexrows (inclusive) or 1 November 41, whichever happens first. Up to that point, non-attack capable units and SPs are free to use rail movement in any direction. Attack capable units can only use rail movement if they end up in a hexrow as far or further west than they started the phase (this requirement to end further west does not affect the actual route used to get there).

The 41.xx tripwire does not extend onto Map C or come into effect due to any unit "skirting" around it on Map C.

**Design Note:** This rule does not deal with the micro-management of units, but rather the inability to create a withdrawal of major proportions using the railroads. Such freedom was not available. For the most part, units were able to execute tactical withdrawals with freedom. Here, I'm trying to keep 'strategic' withdrawals under control.

### 3.3 Red Air Force

3.3a Moscow Military District. The MMD air units (members of the 6 PVO for the most part) represent those air units dedicated to the defense of Moscow itself. These units are marked with a white X to differentiate them from other Soviet air units.

Such air units can be allocated only to the local defense of Moscow. These units can only base at or within 5 hexes of any Major City hex of Moscow. They can be used (in any desired manner) but only at or within 10 hexes of their chosen base. These air units are free to fly from base to base provided all bases involved fulfill the above 5 hex restriction. If no such base exists, destroy the MMD air units.

If any of these units suffer losses, available air repls from the Soviet Repl table must be used to replace MMD air units before using any to replace non-MMD air units.

3.3b Lack of Responsiveness. Until the reforms of the VVS in the spring of 1942 (from 1 Oct 41 until 1 May 42),

Soviet Air units are unable to move or barrage in the Soviet Reaction or Exploitation Phases. Until then, they can only function in the Soviet Movement Phase.

When the above restriction is lifted (1 May 42), the Russian air units can use the Russian Movement and Exploitation Phases, but they never get use of the Reaction Phase.

Neither of these restriction periods affect the normal air operations applicable to the various German phases (intercept, flak effects, etc.).

3.3c Guards Air Unit Conversions. Guard Air Unit Conversions become available according to the Order of Arrival. To qualify for a conversion, a Soviet Air unit must be removed from play the instant it wins an air to air combat resulting in a German air unit step loss (the player can make any "Hero of the Soviet Union" remarks he wants at that time). Place the removed air unit into the dead pile (it is available to be rebuilt in the next Soviet Player Turn). The desired Guards air unit is placed (inactive) at the moment of conversion on any Russian airbase. The model of the original air unit and its current strength do not matter in this conversion (the new air unit comes in full strength of whatever type is chosen).

Guards air units cannot be replaced using the normal air unit replacement system. If destroyed, they go back into the available pool of conversions and can be brought back into play as many times as the player chooses using the system above. The pool limits the number of these units that can be in play at any one time.

### 3.4 Soviet Defense Lines

Some of the Soviet defense lines were built at the time the Typhoon offensive began, though Soviet source maps of the period show an overly optimistic version of how extensive the works were. I chose a more conservative look at these defenses and to give the Soviet player the ability to build more as he desires.

The printed Level 1 Hedgehogs represent the Soviet Defense Lines. They are normal Level 1 hedgehogs in all respects except they cannot be destroyed.

### 3.5 Soviet Tank "Battalions"

The Russian units shown as Tank Battalions are actually called Regiments in Soviet Orders of Battle. They are only

battalions in the Western sense. This has little effect on the game (but might cause some to pause when thinking about the order of battle), basically only the RE size is an issue.

### 3.6 Soviet Artillery Restriction

To engage in a single Barrage attack, all the firing Soviet Artillery units must be stacked together.

### 3.7 Leningrad Live Nerve—NOT!

The multi-track rail line running north-west from Moscow to Leningrad exiting the GBII map at A33.35 seems to be something that would cause the Russians to jerk about in panic if cut.



This is not the case as it had already been cut by Army Group North in late-August, 1941. The line would not be restored to Soviet hands until the siege of Leningrad was lifted in December 43/January 44.

### 3.8 NKVD Border Regiments

NKVD Border Regiments (only...not "non-Bdr" NKVD units) must apply their AR to their stack in the defense (they have no effect on attack ARs). However, this comes with a cost: all defending options must be taken (excepting those ignored due to 3.4) as losses (all other rules that limit, reduce, or negate them are voided in this case). Also, the NKVD unit must be the last step loss taken in the hex. Furthermore, if the NKVD unit is alone in a hex, it defends with an AR of zero (0). Use the Zero AR for Attrition purposes, if the Border unit is chosen to provide the needed Action Rating.



### 3.9 Guards Exchanges

The Soviet player is periodically given Guards Exchanges per the Order of Arrival. These are Guard units which formed from the game's units during the period shown. Rather than tie the player into an exact exchange with the historical units (and the resultant hunt for the required unit among the hundreds on the map!), the player can exchange the Guards unit for the non-Guards unit of his choice given the following requirements.

Do the Guards exchange at the start of the Soviet Movement Phase.

A Guards Exchange can be made using any full strength Soviet non-Guards unit of the same unit symbol & size and with an action rating of no more than one less than the Guards unit obtained. In other words, if the action rating of the new Guards unit is four, it must be exchanged for a unit that has an action rating of at least three.

Exception: A three brigade Airborne Corps (even if Airborne in name only) can be used to convert into a Guards Division without following the above unit or Action Rating requirements.

The unit so picked must not be adjacent to any Axis combat unit. If there is no unit filling the above requirements (i.e. you destroyed the Soviet infantry arm...), then the conversion is not used.

The new Guards unit retains any internal stocks, out of supply or DG status the exchanged unit might have had.

Place the unit removed from the map to make the conversion into the dead pile (it can be rebuilt later).

### 3.10 Ski Units

3.10a **Effects**. On turns where the weather is Deep Freeze, all Ski units get an additional 2 MPs added to their MA.

**Design Note:** Cross-country skiing is difficult and relatively slow, but not nearly as slow as moving with snowshoes or without any snow equipment. Rather than penalizing all units some percentage of their MA, I elected to give the ski units a proportional bonus MA on Deep Freeze turns (when there could be a reasonable expectation of deeper snow). The effect is built-in backwards for playability purposes, but equates to the same effect. Feel free to move every unit 2/3'ds of their MA and leave the ski units normal if that 'feels' better (I wouldn't!).

3.10b **Separate Ski Battalions**. These were formed locally in the winter of 41/42. When these units become available, they can be formed in any Soviet Movement Phase in any Infantry Division hex (generate two ski battalions for each divisional step eliminated—follow the AR requirements of breakdown regiments). Once on the map, these can be used as any normal unit (given ski movement abilities). They can be reabsorbed like breakdown

regiments if the player desires and there are two such units in the division's hex. Removed (or held back) battalions can be reused any number of times. These units are removed from play during the Russian reinforcement phase of 12 April 42 and can never be used again. During their existence they are limited by the counter mix.

Any Separate Ski Battalion that is destroyed in combat is removed from play and cannot be rebuilt or used again in the game. When the battalions are pulled en masse from the game on 12 April 42, convert any remaining to Pax Repls.

3.10c **Ski Brigades**. In the winter of 42/43, the Red Army formed actual Ski Brigades rather than the more ad hoc battalions of the winter before. When these become available they can be built using Pax Repls. The player can build as many or as few as he wants (given the counter mix) and use them normally until disbanded. Once disbanded, they revert to Pax Repls that can be used normally again. During the Russian Reinforcement Phase of 12 April 43, all remaining Ski Brigades must be disbanded and converted back into Pax Repls.

Place the recovered Pax Repls into Stalin's or any Soviet Army HQ's hex.

3.10d **Aerosans**. These can carry units that could be carried by air transport or SPs. If the aerosan starts the phase stacked with any unit that can trace supply normally, it can move as desired. If it is not stacked or is stacked but cannot trace supply at the moment it wants to move, it must move so as to be stacked and in normal trace supply (this process might take more than one turn). Aerosans have no modes (they are like Transport Points).

Aerosans can only move on Deep Freeze turns (they do not get the Ski unit movement bonus in 3.10a, their functioning at all is their bonus.)

Deploy those available on any Deep Freeze turn. Once on the map they remain in play normally until removed during the Russian Reinforcement Phase of 12 April of each year. The player can deploy as many or as few as he likes and those not deployed can be deployed on any subsequent Deep Freeze turn while still available.

Aerosans cannot be captured (like trucks, etc.). They are destroyed if a German unit ever enters their hex.



They can retreat with any Russian unit with which they are stacked.

Historical Note: Aerosans are effectively sleds with aircraft engines and propellers designed to transport supplies and men across the snow. They were of very limited effectiveness due to the need for specialized aircraft fuel and parts that were not readily available to the infantry units they served. This is the reason for the stacking requirement—it limits their radius of action.

### 3.11 Partisans

Partisans represent bands of soldiers who escaped the early pockets in the Army Group Center area and which loosely harassed German rear areas in the winter of 1941/42. True organized partisan activities (occurring later) are not covered explicitly in the game). The player can use the Partisan Attack Markers provided to keep track of the location of Partisan Attacks and the number remaining to be used. The marker remains on the map until the effect is over. The markers have no other effect beyond being a memory aid.

The Soviet player is given a number of Partisan Attacks available each month per the Order of Arrival. Each partisan attack can only be used once during that month and any left over at the end of the month are converted into Pax Repls (place them in Moscow). The player can use any number of the available Partisan Attacks in one turn.

All Partisan Attacks are announced and executed during the Soviet Movement Phase.

The Soviet Player can use his Partisan Attacks in any hex at or within 10 hexes of any Swamp hex.

Each Partisan attack can be used in one of the ways below:

1) Railroad Interdiction. The Soviet player identifies a Railroad hex. This does not affect the railroad for trace



supply but double the rail capacity cost of anything moving through that hex. There is no additional effect for more than one attack along a single rail line. The railroad remains interdicted for the remainder of the calendar month.

2) Dump/Transport Point Raids.

Partisan attacks can “raid” any SPs or Transport Points using the Barrage vs Dump/Transport Point Table. Each Partisan Attack does this independently during the Soviet Movement Phase (so more than one can hit a target hex, but they do so separately). Treat the Partisan Attack as a 13 point barrage, but subtract from this value the combat strength of any German units in the target hex. Do not apply the terrain shifts from the table, but do apply the shifts for the number of “Points”.

3) Airbase Raids. Partisan Attacks can “raid” any airbase using the Barrage vs Facility Table. Follow the same process as in #2 above, only using this table instead.

4) Conversion into Conventional Units. Partisan attacks can be exchanged for the “real unit” Partisan Irregular Battalions. Each Partisan Attack can generate one such battalion, given the countermix limit at any one time (8) and the following requirements. Once created, the partisan battalion becomes just another Russian unit with no special abilities or exemptions.

To create a Partisan Irregular Battalion, each of the following must be fulfilled:

a) There is a 4 Action Rating Airborne or Guards unit in the desired hex.

b) The Phasing and location requirements of any Partisan activity are met.

c) One or more Partisan Attacks are available to be exchanged and the countermix allows additional battalions to be formed.

If all these are met, place the number of desired battalions in the unit’s hex fulfilling part a). Any number of battalions can be made at one time and one place, given the countermix limit and the number of available Partisan Attacks.

### 3.12 Worker Alert Units

These units can only be created in 1941 in Major or Minor City or Village hexes east of 48.xx (inclusive). Create these in the Soviet Reaction Phase. The Russian player can bring on any number of Worker Alert units he wants in the current Reaction Phase. No more than one such unit can be created in one hex each turn. These units cannot be created adjacent to German units.

The countermix restricts the number of these units in play at any one time.

Once created these units are the same as any other Soviet unit with the following two exceptions:

1) They cannot build Hedgehogs greater than Level 1.

2) They can build or improve air bases.

All Worker Alert units are removed from play during the Russian Reinforcement Phase of 1 Jan 42.

### 3.13 Soviet Corps Coordination

All Tank and Mechanized Corps must stay together in a compact formation at all times. This means all on-map units of each Soviet Tank and Mech Corps must be adjacent to every other unit in the corps at the end of every Movement Phase (this rule does not apply in any other phase than the Soviet Regular Movement Phase). If this restriction cannot be met at the end of any Soviet Movement Phase, all the units of the offending corps are DGd (including any units with which they happen to be stacked). This rule has no effect on Soviet Cavalry or Airborne Corps, or the distance between different corps.

Important: A point to consider is that if a Tank Corps has one of its brigades rebuilt it will automatically become DG unless or until the player gets the parts together again. It might be best to take the Tank Corps out of action, rebuild it, and then send it back (the way the Soviets did it...) to avoid this effect.

### 3.14 Stalin and the Government

The Soviet Government (Stalin) is in the Kremlin in Moscow. Stalin cannot move normally, but the Soviet player can evacuate him (and the Government) for a cost of 5 SPs of Rail Capacity (he can only move by rail from city hex to city hex, or off map). Each time he is evacuated, give the German player 5 VPs.

Stalin has no combat ability and requires no supply expenditures. He may act as an HQ for the purposes of building or rebuilding units.

If any German attack-capable unit enters his hex, he is captured and the Germans get 10 VPs (and bragging rights). Killing Stalin using optional rule 2.12g does not award these points.

### 3.15 Emergency Reinforcements

The Soviet player has emergency reinforcements available. Somewhere near Moscow are many units that will soon be entering as regular reinforcements (they are in the Moscow District finishing their rather limited training).

For 1 VP, the Soviet player can bring on any units scheduled to arrive normally in the current and next two turns. This early entry does not include any removals, replacements, Guards Exchanges, or air units (all of which happen as scheduled).

This can only be done on or after 1 December, 1941 as the units arriving earlier than that are already pushed as much as possible.

The player can do this only once per month and only those units at or within two turns of entry are ever affected.

The units called on to arrive normally do so without any negative effects.

Design Note: The temptation here would be to give some sort of nominal AR reduction for being pulled out of training early. Balanced against this is both the playability issue of keeping track of these units until some mechanic brings them back to normal and the fact that it is a stretch to think that the AR of these units changed as much as a full point in that last week of training. In light of that, I chose to leave the units alone.

### 3.16 Soviet Variants

3.16a **Red God of War.** Here, we assume the Soviet education system produced far more artillery officers capable of the mathematical computations needed to have a much more modern artillery arm. Doctrine, accordingly, is not nearly as restrictive. Remove the artillery restriction in 3.6.

This option gives the German player 2 Victory Points.

3.16b **Release of the MMD.** This option is based on the rather far-fetched concept that Stalin is not as concerned with the air defense of the capital and chooses to release those aircraft dedicated to its defense to general use. Remove the restrictions of 3.3a.

This option gives the German player 4 Victory Points.

3.16c **Soviets Don't Waste Flight**

**Instructors.** The Soviets committed many of their flight instructors to the Battle for Smolensk in the late summer. This wasn't particularly effective and had unfortunate long-term consequences. Here you can choose to avoid that trap.

Remove 10 air units from the at-start Soviet Air Force (choose these by random drawing from the air units available at start, counting both regular and MMD air units). The benefit is that on and after 1 March 42 all Soviet air to air ratings are increased by 1.

This option does not cost victory points, the cost is "built in".

3.16d **Stalin Doesn't Love Kiev.** Stalin listens to Zhukov and pulls his troops out of the Kiev area in time to let the Germans snap their jaws shut on a largely empty Kiev Pocket. Add 10x 12-2-2 Inf Divisions to the front-line at-start forces (remove them from potential future reinforcements). These must set up in the furthest west positions available stacked with or between other Russian units.

This option gives the German player 10 Victory Points.

3.16e **Soviet Special Forces (Early Spetznatz).** After they become available in Jan 42, the three Soviet Special Forces companies can be set up in any Soviet HQ hex at the start of any Soviet Movement Phase. Once placed they can be used for two turns. At the end of the two turns (available until the 2nd player's Clean Up Phase in the turn after creation) they must be removed from the game map. These units can be used together or separately, but regardless of how used, each can only be used once per year (1942, 1943). If a unit is destroyed on a mission, it returns as a replacement (available for use) in the next calendar year.

They can be used as an airdrop or as a ground-only unit. If airdropped, they can never enter Move Mode. If used as a ground-only unit, they cannot airdrop and must use their Move Mode side.

In either case, they cannot be placed into Reserve or Strategic Move Mode.

Regardless of the insertion method, Soviet SF units are free from all supply considerations (fuel, trace, combat) during their short life. They can freely move through German occupied hexes (provided the Soviet player has not yet used them for any of the actions listed below)...they can even stack with German units (they serve no function that allows the Soviet player to look at

the stack).

Each SF unit can execute the following while on the map:

- 1) Act as a normal combat unit in attack or defense.
- 2) Spot for artillery or air strikes.
- 3) Capture enemy airfields, supply dumps, trucks, wagons and such.

Unlike the German Brandenburgers, these Soviet units cannot be used to reduce German ARs.

This option gives the German player 1 Victory Point.

## 4.0 Victory

### 4.1 Basic Victory Concepts

Only the German player counts Victory Points in this game. Certain Soviet actions give or take VPs from the German player, but only one total is maintained.

A player "holds" a hex for victory purposes if he occupies the hex or was the last to occupy it. A city is "held" only if each city hex associated with that city is held (one or two hexes in most cases, the seven Major City hexes in the case of Moscow).

Each scenario will list the Victory Point levels applicable to that scenario.

Victory Points are awarded due to the German player holding certain cities, options used, and if Stalin is captured or evacuated.

Add VPs given to the German player and subtract VPs listed as costs from the German player's on-map VPs to determine the German VP total.

Victory in this game is determined by simply doing better or worse than the historical frontal location.

### 4.2 Moscow: The Big Plum

Victory is a long term issue in this game. Moscow is a major issue, but is not the magic bullet that will end the war in one fell swoop. If the Germans hold over half the city (4 of the 7 Major City Hexes) the effects set out below take effect. These effects are turned on or off automatically as the city hexes change hands (there is no redress for effects already suffered in earlier turns), with the exception of 4.2b. If the Germans hold all 7 hexes at the end of play, they get the VPs for Moscow as well.

4.2a **Incoming Russian Repls, SPs, Rail Cap.** Divide Repls and Rail Cap by 2 (round normally). Remainder is lost. Russian Supply Table rolls are always

considered to be a "2" (i.e. the table minimum).

4.2b **Partisans.** No Partisan Attacks allowed from this point on. This restriction does not end if the Russians regain control of the city.

4.2c **Russian Action Rating 4 Units.** No Soviet reinforcements arrive that have an Action Rating of 4. No Guards conversions to AR 4 are allowed. Dead AR 4 units cannot be rebuilt.

4.2d **No New Trucks.** No Soviet Truck Point reinforcements arrive, including any from the Repl Table.

Design Note: Some feel that the capture of Moscow would end the War in the East. I do not believe this to be the case. What would happen, I believe, is that Stalin's war machine would continue, but would be hurt badly, by the loss. You will find that the Russians are still in the war should they lose Moscow (and have a chance to retake the city), but that they are hurt in transportation and some production (4.2a), and will to fight (4.2b, 4.2c). 4.2d reflects the loss of some Lend Lease truck shipments from the US. The net effect of this rule is to give the Germans something serious to aim for in the early parts of the campaign (rather than digging in to hold on for the long haul) and to keep players from charging after Sudden Death windmills.

## 5.0 Smaller Scenarios

### 5.1 Drive On Bryansk

This small scenario shows the brutal opening moves of 2nd Panzer Group in their drive to take Bryansk and Orel. It can be used as a teaching scenario for those looking to practice how the system works. As a result of its small scope and size, the solution can be rather trivial...but once a player knows what to do here, he will be ready for the bigger, meatier scenarios.

Reinforcements and on-Coming SPs: There are no reinforcements and both sides get 3 SPs per turn.

### General Information:

Map Area: Map C  
Set Up Order: Russian, German  
First Player on turn 1: German  
First Turn: 1 Oct 41  
Last Turn: 8 Oct 41  
Game Length: 3

Weather: No roll for flight on 1 Oct 41,

that turn always allows flight.

### Russian Information:

Reserve Markers Available: None  
Dead Units: None  
Tree-Bark Soup Markers: 5

#### Set Up:

C23.35:  
5-1-5 Lt Tank Bde (108)  
3-3-3 Breakdown Rgt

C23.34:  
10-0-1 Inf Div (260)

C23.33:  
3-2-2 Inf Rgt (29)

C27.24:  
11-1-1 Inf Div (287)  
6-2-5 Tank Bde (121)

C27.26:  
3 Army HQ  
4 SPs

C24.25:  
3-2-5 Tank Bde (141)

C23.23:  
11-1-1 Inf Div (143)  
26-1-1 Arty Bde

C20.25:  
12-2-2 Inf Div (283)

C18.24:  
11-1-1 Inf Div (121)

C20.30:  
12-2-2 Inf Div (269)

C21.30:  
10-0-1 Inf Div (298)

C19.30:  
12-2-2 Inf Div (137)

C19.29:  
4-1-4 Cav Div (4)

C27.34:  
50 Army HQ  
4 SPs

C28.33:  
(1)-0-3 RR Rgt (Brysk)

C28.32:  
3-2-2 Inf Rgt (Bryansk)  
26-1-1 Arty Bde  
2 Wagon Points  
2 SPs  
Level 1 Airbase

C28.30:  
3-2-2 Inf Rgt (20.R)

C27.33:  
12-2-2 Inf Div (154)

C25.34:  
3-2-2 Inf Rgt (183.R)

C24.31:  
3-2-2 Inf Rgt (855)

C21.31:  
12-2-2 Inf Div (280)

C17.26:  
12-2-2 Inf Div (148)

C18.28:  
11-1-1 Inf Div (282)

C17.27:  
12-2-2 Inf Div (6)

C21.25:  
3-2-2 Inf Rgt (230.R)  
4 SPs

C19.20:  
11-1-1 Inf Div (155)

C19.19:  
11-1-1 Inf Div (307)

C19.18:  
11-1-1 Inf Div (132)

C19.17:  
7-3-4 Cav Div (52)

C19.14:  
4-2-4 Tank Bn (18)

C20.18:  
13 Army HQ  
6-2-4 Cav Div (55)  
2 SPs

C25.16:  
4-1-5 Tank Bde (42)

C30.16:  
Level 1 Airbase

C34.30:  
Level 1 Airbase

C44.27:  
Level 1 Airbase

C48.29:  
Level 1 Airbase

C19.06:

12-2-2 Inf Div (293)  
2-1-4 Cav Div (43)

C20.05:  
2-3-4 Cav Rgt (2 Sep)

C20.03:  
4-3-6 MC Rgt (20)

C20.02:  
8-4-5 Cav Div (5)  
6-2-5 Tank Bde (129)

C21.01:  
AGS Progress Marker

C24.01:  
40 Army HQ  
7-3-4 Cav Div (9)  
6-2-4 Cav Div (47)  
2 Wagon Points  
2 SPs

C25.07:  
2-3-4 Cav Rgt (29 Sep)

C31.12:  
14-4-3 Gd Inf Div (2 Gd)  
7-3-6 Tank Bde (150)

C31.11:  
12-2-2 Inf Div (160)  
7-3-4 Mtn Cav Div (21)  
Level 1 Airbase

C40.10:  
5 Cav Corps (3, 14 Cav Div)  
(1)-0-3 RR Rgt (SW)  
Level 1 Airbase

With any Russian Unit:  
75-1-0 Katy Bde  
5 SPs

At Any Russian Controlled Air Base:  
2x I-16  
1x LaGG-3  
1x Yak-1  
2x IL-2  
1x IL-4

### Axis Information:

Reserve Markers Available: 8  
Dead Units:  
None at start

Tree-Bark Soup Markers: None

Emergency Reinforcements  
Available:  
None

Organic Trucks: All set up full

All hexes west of and including the following railhead hexes have been converted:

C11.30  
C14.30  
C15.15  
C11.08  
C11.02

C20.34:  
4-4-3 Breakdown Rgt

C20.33:  
4-4-3 Breakdown Rgt

C20.32:  
20-4-3 Inf Div (31, less 2 steps)

C19.32:  
4-4-3 Breakdown Rgt

C18.31:  
4-4-3 Breakdown Rgt

C10.30:  
20-4-3 Inf Div (56)  
3 Wagon Points  
Level 1 Airbase

C14.30:  
53 Corps HQ  
2 SPs

C18.30:  
20-4-3 Inf Div (167, less 2 steps)

C17.30:  
1 Cav Div (I/21 Cav Bn)

C16.29:  
1 Cav Div (I/22 Cav Bn)

C16.28:  
1 Cav Div (1 Bicycle Cav Bn)

C15.28:  
1 Cav Div (II/22 Cav Bn)

C15.27:  
1 Cav Div (I/1 Cav Bn)

C15.26:  
1 Cav Div (II/1 Cav Bn)

C14.25:  
1 Cav Div (1 Cav Arty Bn)

C15.25:  
1 Cav Div (I/2 Cav Bn)

C14.24:  
1 Cav Div (II/2 Cav Bn)

C4.15:

35 Corps HQ  
20-4-3 Inf Div (293)

C2.15:  
20-4-3 Inf Div (262)

C16.20:  
29 Mtr Div (71 Mtrd Inf Rgt)

C17.20:  
29 Mtr Div (15 Mtrd Inf Rgt,)

C18.19:  
29 Mtr Div (29 Aufk Bn)

C18.18:  
29 Mtr Div (29 Krd MC Bn)  
5-5-8 AG Bn (191)

C13.18:  
29 Mtr Div (29 Arty Rgt, Organic Truck)  
Level 2 Airbase

C18.16:  
17 Pz Div (I/39 Pz Bn, 27 Aufk Bn, 17 Krd MC Bn, 40, 63 Mtrd Inf Rgt, 27 Arty Rgt, Organic Truck)  
30-2-3 Werfer Rgt (53)  
16-2-3 Werfer Bn (6+8)

C18.15:  
47 Pz Corps HQ  
18 Pz Div (I/18, II/18 Pz Bn, 88 Aufk Bn, 18 Krd MC Bn, 52, 101 Mtrd Inf Rgt, 88 Arty Rgt, Organic Truck)  
7-5-7 Flm Pz Bn (100)

C17.16:  
2x 26-2-2 Arty Grp

C15.13:  
10 Mtr Div (40 Krd MC Bn, 10 Aufk Bn)

C15.15:  
(1)-2-5 RR Bn (I/5)  
5 SPs

C17.15:  
5-3-8 AG Bn (201)  
2x 26-2-2 Arty Grp

C16.13:  
24 Pz Corps HQ  
2-4-8 PJ Bn (521, 543)

C17.13:  
4 Pz Div (I/35 Pz Bn, 7 Aufk Bn, 34 Krd MC Bn, 12, 33 Mtrd Inf Rgt, 103 Arty Rgt, Organic Truck)

C17.12:  
3 Pz Div (I/6, II/6 Pz Bn, 1 Aufk Bn, 3

### Set Up:

German Gauge Railroads.

Krd MC Bn, 3, 394 Mtrd Inf Rgt, 75 Arty Rgt, Organic Truck)

C15.11:  
25 Mtr Div (25 Krd MC Bn)

C10.08:  
2 Pz Grp Army HQ  
5-5-8 AG Bn (243)  
5-3-8 AG Bn (202)  
5-5-3 MG Bn (5)  
7 Truck Points  
4 SPs  
Level 2 Airbase

C18.06:  
2-5-4 Pio Bn (43)  
7-3-3 Arty Bn (400)

C18.05:  
10-5-4 Mtrd Inf Rgt (IRGD)

C2.01:  
34 Corps HQ  
20-4-3 Inf Div (134)

C15.03:  
25 Mtr Div (119 Mtrd Inf Rgt)

C12.01:  
25 Mtr Div (35 Mtrd Inf Rgt)

C11.02:  
48 Pz Corps HQ  
2-4-6 PJ Bn (611)  
2 Wagon Points  
1 SP

At Any Axis Controlled Air Base:  
5x Bf.109f  
1x Bf.110  
4x Ju.87b  
3x He.111  
1x Ju.88  
1x Do.17z  
1x Ju.52

### Victory:

The Germans must take and hold Bryansk, Orel and Mtsensk to win this scenario.

## Notes for 5.2 and 5.3

These next two scenarios are snippets of the opening German offensive for those with limited space. Each uses one of the full-sized maps and one of the small maps.

Use the standard Orders of Arrival, but roll one die for each unit (roll once for each multi-unit formation). On a 4-6, the unit (or formation) enters the game being played. On a 1-3, the unit nominally shuffles off to the portion

of the offensive not being played. Use this same roll procedure on any replacements that arrive from the Repl Table. Split rail cap and on-coming SPs in half. Half arrive in play, the remainder is lost. For the items being cut in half, round fractions up in 5.3 and down in 5.2 (the bulk of each goes to the northern area of operations).

## 5.2 Guderian's Blitzkrieg

This scenario covers the advance of the 2nd Panzer Group until the middle of November.

### General Information:

Map Area: Maps C & F  
Set Up Order: Russian, German  
First Player on turn 1: German  
First Turn: 1 Oct 41  
Last Turn: 15 Nov 41  
Game Length: 14

Weather: No roll for flight on 1 Oct 41, that turn always allows flight.

### Russian Information:

Reserve Markers Available: None  
Dead Units: None  
Tree-Bark Soup Markers: 5

Additional Reinforcements:  
Arriving at C57.35 on 5 Oct 41:  
5 Abn Corps (9, 10, 201 Abn Bde)  
8-4-8 Tank Bde (4)  
14-4-3 Gd Inf Div (6 Gd, less 1 step)

Arriving at C57.35 on 12 Oct 41:  
6-2-4 Cav Div (41)  
6-2-5 Tank Bde (11)

### Set Up:

C23.35:  
5-1-5 Lt Tank Bde (108)  
3-3-3 Breakdown Rgt

C23.34:  
10-0-1 Inf Div (260)

C23.33:  
3-2-2 Inf Rgt (29)

C27.24:  
11-1-1 Inf Div (287)  
6-2-5 Tank Bde (121)

C27.26:  
3 Army HQ  
4 SPs

C24.25:  
3-2-5 Tank Bde (141)

C23.23:  
11-1-1 Inf Div (143)  
26-1-1 Arty Bde

C20.25:  
12-2-2 Inf Div (283)

C18.24:  
11-1-1 Inf Div (121)

C20.30:  
12-2-2 Inf Div (269)

C21.30:  
10-0-1 Inf Div (298)

C19.30:  
12-2-2 Inf Div (137)

C19.29:  
4-1-4 Cav Div (4)

C27.34:  
50 Army HQ  
4 SPs

C28.33:  
(1)-0-3 RR Rgt (Brysk)

C28.32:  
3-2-2 Inf Rgt (Bryansk)  
26-1-1 Arty Bde  
2 Wagon Points  
2 SPs  
Level 1 Airbase

C28.30:  
3-2-2 Inf Rgt (20.R)

C27.33:  
12-2-2 Inf Div (154)

C25.34:  
3-2-2 Inf Rgt (183.R)

C24.31:  
3-2-2 Inf Rgt (855)

C21.31:  
12-2-2 Inf Div (280)

C17.26:  
12-2-2 Inf Div (148)

C18.28:  
11-1-1 Inf Div (282)

C17.27:  
12-2-2 Inf Div (6)

C21.25:  
3-2-2 Inf Rgt (230.R)  
4 SPs

C19.20:  
11-1-1 Inf Div (155)

C19.19:  
11-1-1 Inf Div (307)

C19.18:  
11-1-1 Inf Div (132)

C19.17:  
7-3-4 Cav Div (52)

C19.14:  
4-2-4 Tank Bn (18)

C20.18:  
13 Army HQ  
6-2-4 Cav Div (55)  
2 SPs

C25.16:  
4-1-5 Tank Bde (42)

C30.16:  
Level 1 Airbase

C34.30:  
Level 1 Airbase

C44.27:  
Level 1 Airbase

C48.29:  
Level 1 Airbase

C19.06:  
12-2-2 Inf Div (293)  
2-1-4 Cav Div (43)

C20.05:  
2-3-4 Cav Rgt (2 Sep)

C20.03:  
4-3-6 MC Rgt (20)

C20.02:  
8-4-5 Cav Div (5)  
6-2-5 Tank Bde (129)

C21.01:  
AGS Progress Marker

C24.01:  
40 Army HQ  
7-3-4 Cav Div (9)  
6-2-4 Cav Div (47)  
2 Wagon Points  
2 SPs

C25.07:  
2-3-4 Cav Rgt (29 Sep)

C31.12:  
14-4-3 Gd Inf Div (2 Gd)  
7-3-6 Tank Bde (150)

C31.11:  
12-2-2 Inf Div (160)  
7-3-4 Mtn Cav Div (21)  
Level 1 Airbase

C40.10:  
5 Cav Corps (3, 14 Cav Div)  
(1)-0-3 RR Rgt (SW)  
Level 1 Airbase

F2.18:  
Level 2 Airbase

F8.04:  
Level 2 Airbase

F19.31:  
Level 1 Airbase

F13.17:  
Level 2 Airbase

With any Russian Unit:  
75-1-0 Katy Bde  
5 SPs

At Any Russian Controlled Air Base:  
2x I-16  
1x LaGG-3  
1x Yak-1  
2x IL-2  
1x IL-4

### Axis Information:

Reserve Markers Available: 8  
Dead Units:  
None at start

Tree-Bark Soup Markers: None

Emergency Reinforcements  
Available:  
None

Organic Trucks: All set up full

### Set Up:

German Gauge Railroads:  
All hexes west of and including the  
following railhead hexes have been  
converted:

C11.30  
C14.30  
C15.15  
C11.08  
C11.02

C20.34:  
4-4-3 Breakdown Rgt

C20.33:  
4-4-3 Breakdown Rgt

C20.32:

20-4-3 Inf Div (31, less 2 steps)

C19.32:  
4-4-3 Breakdown Rgt

C18.31:  
4-4-3 Breakdown Rgt

C10.30:  
20-4-3 Inf Div (56)  
3 Wagon Points  
Level 1 Airbase

C14.30:  
53 Corps HQ  
2 SPs

C18.30:  
20-4-3 Inf Div (167, less 2 steps)

C17.30:  
1 Cav Div (I/21 Cav Bn)

C16.29:  
1 Cav Div (I/22 Cav Bn)

C16.28:  
1 Cav Div (1 Bicycle Cav Bn)

C15.28:  
1 Cav Div (II/22 Cav Bn)

C15.27:  
1 Cav Div (I/1 Cav Bn)

C15.26:  
1 Cav Div (II/1 Cav Bn)

C14.25:  
1 Cav Div (1 Cav Arty Bn)

C15.25:  
1 Cav Div (I/2 Cav Bn)

C14.24:  
1 Cav Div (II/2 Cav Bn)

C4.15:  
35 Corps HQ  
20-4-3 Inf Div (293)

C2.15:  
20-4-3 Inf Div (262)

C16.20:  
29 Mtr Div (71 Mtrd Inf Rgt)

C17.20:  
29 Mtr Div (15 Mtrd Inf Rgt,)

C18.19:  
29 Mtr Div (29 Aufk Bn)

C18.18:  
29 Mtr Div (29 Krd MC Bn)  
5-5-8 AG Bn (191)

C13.18:  
29 Mtr Div (29 Arty Rgt, Organic Truck)  
Level 2 Airbase

C18.16:  
17 Pz Div (I/39 Pz Bn, 27 Aufk Bn, 17 Krd MC Bn, 40, 63 Mtrd Inf Rgt, 27 Arty Rgt, Organic Truck)  
30-2-3 Werfer Rgt (53)  
16-2-3 Werfer Bn (6+8)

C18.15:  
47 Pz Corps HQ  
18 Pz Div (I/18, II/18 Pz Bn, 88 Aufk Bn, 18 Krd MC Bn, 52, 101 Mtrd Inf Rgt, 88 Arty Rgt, Organic Truck)  
7-5-7 Flm Pz Bn (100)

C17.16:  
2x 26-2-2 Arty Grp

C15.13:  
10 Mtr Div (40 Krd MC Bn, 10 Aufk Bn)

C15.15:  
(1)-2-5 RR Bn (I/5)  
5 SPs

C17.15:  
5-3-8 AG Bn (201)  
2x 26-2-2 Arty Grp

C16.13:  
24 Pz Corps HQ  
2-4-8 PJ Bn (521, 543)

C17.13:  
4 Pz Div (I/35 Pz Bn, 7 Aufk Bn, 34 Krd MC Bn, 12, 33 Mtrd Inf Rgt, 103 Arty Rgt, Organic Truck)

C17.12:  
3 Pz Div (I/6, II/6 Pz Bn, 1 Aufk Bn, 3 Krd MC Bn, 3, 394 Mtrd Inf Rgt, 75 Arty Rgt, Organic Truck)

C15.11:  
25 Mtr Div (25 Krd MC Bn)

C10.08:  
2 Pz Grp Army HQ  
5-5-8 AG Bn (243)  
5-3-8 AG Bn (202)  
5-5-3 MG Bn (5)  
7 Truck Points  
4 SPs  
Level 2 Airbase

C18.06:  
2-5-4 Pio Bn (43)  
7-3-3 Arty Bn (400)

C18.05:  
10-5-4 Mtrd Inf Rgt (IRGD)

C2.01:  
34 Corps HQ  
20-4-3 Inf Div (134)

C15.03:  
25 Mtr Div (119 Mtrd Inf Rgt)

C12.01:  
25 Mtr Div (35 Mtrd Inf Rgt)

C11.02:  
48 Pz Corps HQ  
2-4-6 PJ Bn (611)  
2 Wagon Points  
1 SP

At Any Axis Controlled Air Base:  
5x Bf.109f  
1x Bf.110  
4x Ju.87b  
3x He.111  
1x Ju.88  
1x Do.17z  
1x Ju.52

### Victory:

Given any option costs and any future VP expenses, the German player wins if his VP total is greater than 10.

## 5.3 The Northern Pincers

This scenario covers the advance of the forces north of Bryansk until mid-November.

### General Information:

Map Area: Map B & E  
Set Up Order: Russian, German  
First Player on turn 1: German  
First Turn: 1 Oct 41  
Last Turn: 15 Nov 41  
Game Length: 14

Weather: No roll for flight on 1 Oct 41, that turn always allows flight.

### Russian Information:

Reserve Markers Available: None  
Dead Units: None  
Tree-Bark Soup Markers: 5

### Set Up:

B24.34:  
30 Army HQ  
2 SPs

B20.33:  
10-0-1 Inf Div (242)

B20.32:  
6-2-5 Tank Bde (148)

B21.32:  
12-2-2 Inf Div (129)

B21.31:  
10-0-1 Inf Div (162)

B21.30:  
12-2-5 Mtrd Inf Div (Red Symbol) (107)

B20.29:  
12-2-2 Inf Div (251)  
11-1-1 Inf Div (244)

B20.28:  
11-1-1 Inf Div (166)

B20.27:  
4-2-4 Tank Bn (205)  
12-2-2 Inf Div (89)  
11-1-1 Inf Div (58)

B20.26:  
Level 1 Hedgehog  
12-2-2 Inf Div (50, 152)

B20.25:  
Level 1 Hedgehog  
12-2-2 Inf Div (108, 144)

B20.24:  
Level 1 Hedgehog  
12-2-2 Inf Div (229)

B20.23:  
12-2-2 Inf Div (73)

B21.28:  
19 Army HQ  
2 SPs

B21.27:  
2x 26-1-1 Arty Bde

B21.26:  
20 Army HQ  
12-0-4 Inf Div (Red Symbol) (101)  
2 SPs

B23.24:  
12-2-2 Inf Div (112)

B24.25:  
4-1-5 Lt Tank Bde (126, 128)  
4-3-6 MC Rgt (8+9)

B26.26:  
6-2-5 Tank Bde (147)  
5-1-6 Tank Bde (143)

B27.26: 12-2-2 Inf Div (91) 4-1-5 Lt Tank Bde (127)	11-1-1 Inf Div (160 (II))	11-1-1 Inf Div (173)
B27.25: 11-1-1 Inf Div (38, less 1 step)	B20.20: 13-3-3 Gd Inf Div (1 Gd) 10-0-1 Inf Div (103)	B39.09: Level 1 Airbase
B28.25: 16 Army HQ 11-1-1 Inf Div (214, less 1 step)	B21.20: 26-1-1 Arty Bde	B22.11: 12-2-2 Inf Div (53)
B31.29: 12-2-2 Inf Div (248)	B20.19: 5-1-5 Lt Tank Bde (146) 12-2-2 Inf Div (19) 11-1-1 Inf Div (309)	B23.10: 11-1-1 Inf Div (217)
B31.28: 11-1-1 Inf Div (18)	B21.19: 24 Army HQ 6-2-5 Tank Bde (144) 2 SPs	B24.08: 12-2-2 Inf Div (279)
B31.27: 10-0-1 Inf Div (140)	B20.18: 11-1-1 Inf Div (170) 10-0-1 Inf Div (139)	B23.06: 12-2-2 Inf Div (290)
B31.26: 11-1-1 Inf Div (2)	B20.17: 11-1-1 Inf Div (303)	B24.02: 10-0-1 Inf Div (299)
B32.24: 12-2-2 Inf Div (8, less 1 step)	B21.18: 26-1-1 Arty Bde	B25.03: 12-2-2 Inf Div (278)
B31.25: 32 Army HQ 12-2-2 Inf Div (29) 2 Truck Points 2 Wagon Points 3 SPs	B21.17: 12-1-4 Inf Div (Red Symbol) (106)	B24.01: 26-1-1 Arty Bde
B35.25: Level 1 Airbase	B21.16: 12-2-2 Inf Div (222)	B23.02: 13-3-3 Inf Div (258, less 1 step)
B34.32: 6-2-4 Cav Div (31)	B22.13: 12-2-2 Inf Div (211)	B49.13: 13-3-3 Gd Inf Div (5 Gd) 8-4-8 Tank Bde (4) 6-2-5 Tank Bde (11) (1)-0-3 RR Rgt (West) 2 Truck Points 2 Wagon Points 4 SPs Level 2 Airbase
B34.31: 12-2-2 Inf Div (220)	B22.12: 5-1-5 Lt Tank Bde (145) 10-0-1 Inf Div (149)	B59.30: Level 3 Airbase
B40.27: 6-2-4 Cav Div (29)	B25.14: 43 Army HQ 12-2-2 Inf Div (113) 2 SPs	B58.26: (5)-1-1 UR Bde (66) 4-0-2 Workers Alert Bde 2 Wagon Points 4 SPs Level 2 Airbase
B41.28: 49 Army HQ 13-3-3 Mtn Inf Div (194) 26-1-1 Arty Bde 2 SPs	B29.14: 12-2-2 Inf Div (60)	B53.19: (5)-1-1 UR Bde (62)
B47.26: 2-2-6 Lt Tank Bde (5) 10-4-5 Gd Mtrd Inf Div (Red Symbol) (1 Gd (m)) 2 Truck Points 2 SPs	B30.14: 33 Army HQ 2 SPs	B55.23: (5)-1-1 UR Bde (68)
B49.26: 12-2-2 Inf Div (17) (1)-0-3 RR Rgt (West) (2)-4-3 NKVD Bdr Rgt (87)	B31.14: Level 1 Airbase	B56.11: Level 2 Airbase
B20.21:	B30.10:	B59.07: 4-2-3 NKVD Inf Bde (69) (2)-4-3 NKVD Bdr Rgt (86) 6-2-4 Cav Div (32) 2 SPs

B60.07: Level 1 Airbase	2x I-16 1x LaGG-3 1x Yak-1	10-5-4 Mtrd Inf Bde (900 L)
B60.16: 2 SPs Level 1 Airbase	2x MiG-3 3x IL-2 2x Pe-2 3x IL-4	B17.32: 41 Pz Corps HQ 1 Pz Div (I/1, II/1 Pz Bn, 4 Aufk Bn, 1 Krd MC Bn, 1, 113 Mtrd Inf Rgt, 73 Arty Rgt, Organic Truck)
B62.21: 5 Abn Corps (9, 10, 201 Abn Bde) 2 SPs Level 2 Airbase	Pe-8 TB-3  At Any Moscow Military District Air Base: (MMD Air Units only)	B19.31: 20-4-3 Inf Div (35, 129)
B61.24: Level 2 Airbase	4x I-16 4x MiG-3	B17.31: 7 Pz Div (I/25, II/25 Pz Bn, 37 Aufk Bn, 7 Krd MC Bn, 6, 7 Mtrd Inf Rgt, 78 Arty Rgt, Organic Truck)
B61.26: 11-1-1 Inf Div (332)	2x Yak-1 2x LaGG-3 Hurri-IIc	B16.30: 56 Pz Corps HQ 14 Mtr Div (14 Aufk Bn, 54 Krd MC Bn, 11, 53 Mtrd Inf Rgt, 14 Arty Rgt, Organic Truck)
B61.27: Level 2 Airbase		B15.29: 5 Corps HQ 20-4-3 Inf Div (161)
B62.28: 12-2-2 Gd Inf Div (7 Gd) 2 Wagon Points 4 SPs		B17.30: 6 Pz Div (I/11, II/11 Pz Bn, 57 Aufk Bn, 6 Krd MC Bn, 4, 114 Mtrd Inf Rgt, 76 Arty Rgt, Organic Truck)
E1.30: Level 3 Airbase	<b>Axis Information:</b> Reserve Markers Available: 12 Dead Units: None at start	B1.25: 20-4-3 Inf Div (339) Level 2 Airbase
E3.29: Level 2 Airbase	Tree-Bark Soup Markers: None	B3.28: 6-2-2 Sec Div (403)
E1.29: (1)-0-3 RR Rgt (West) Level 3 Airbase	Emergency Reinforcements Available: None	B8.24: 4-3-2 Sec Div (286)
E1.27: 14-4-3 Gd Inf Div (6 Gd)	Organic Trucks: All set up full	B12.23: (1)-2-5 RR Bn (II/1) 3-3-2 Pol Rgt (31) 6-3-2 Sec Div (203) 3-2-2 Sec Bde (202) 4 Truck Points 2 Wagon Points 10 SPs Level 2 Airbase
E2.27: Stalin	<b>Set Up:</b> German Gauge Railroads: All hexes west of and including the following railhead hexes have been converted: B15.29 B14.23 B16.10	B19.30: 20-4-3 Inf Div (5) 5-5-8 AG Bn (189)
E2.26: 4 Truck Points 4 SPs	B18.33: 20-4-3 Inf Div (26)	B18.29: 2-4-8 PJ Bn (643) 3x 26-2-2 Arty Grp
E2.25: 6-2-4 Cav Div (41)	B18.32: 20-4-3 Inf Div (6)	B19.29: 20-4-3 Inf Div (28, 106)
E2.23: Level 2 Airbase	B17.33: 6 Corps HQ (7)-4-3 Flak Bn (271)	B19.28: 20-4-3 Inf Div (8, 87)
E10.17: Level 1 Airbase	w/i 1 B12.32: 36 Mtr Div (36 Aufk Bn, 87, 118 Mtrd Inf Rgt, 36 Krd MC Bn, 36 Arty Rgt, Organic Truck)	
E17.10: Level 2 Airbase	B13.30: 3 Pz Grp Army HQ 2x 26-2-2 Arty Grp 7-5-7 Flm Pz Bn (101) 3-5-10 Flak Co (I/8) 30-2-3 Werfer Rgt (51) 3 Truck Points 5 SPs	
E2.04: Level 1 Airbase		
With any Russian Unit: 6-0-rr Rail Arty Rgt 5 SPs		

At Any Russian Controlled Air Base:

B14.30.

B18.27: 2x 26-2-2 Arty Grp	B6.09: 7-3-2 Sec Div (221) 2 Truck Points Level 2 Airbase	B19.08: 20-4-3 Inf Div (98)
B18.26: 8 Corps HQ 27 Corps HQ 5-5-8 AG Bn (184) 16-2-3 Werfer Bn (3+5)	B13.10: 20 Pz Div (I/21, II/21 Pz Bn, 92 Aufk Bn, 20 Krd MC Bn, 59, 112 Mtrd Inf Rgt, 92 Arty Rgt)	B22.08: 10 Pz Div (I/7, II/7 Pz Bn, 90 Aufk Bn, 10 Krd MC Bn, 69, 86 Mtrd Inf Rgt, 90 Arty Rgt, Organic Truck)
B19.27: 20-4-3 Inf Div (255) 3-3-6 PJ Bn (561)	B20.14: 20-4-3 Inf Div (23)	B23.08: 12 Corps HQ 5-5-8 AG Bn (192) 20-4-3 Inf Div (34)
B19.26: 20-4-3 Inf Div (162)	B20.13: 2-3-8 PJ Bn (529)	stacked with any of the above on Map B: 5-5-8 AG Bn (177) (7)-4-3 Flak Bn (276) 7x 26-2-2 Arty Grp
B19.25: 20-4-3 Inf Div (86)	B19.13: 7 Corps HQ 5-5-8 AG Bn (203) 20-4-3 Inf Div (7, 267)	B22.06: 20-4-3 Inf Div (17)
B13.20: 19 Pz Div (I/27, II/27 Pz Bn, 19 Aufk Bn, 19 Krd MC Bn, 73, 74 Mtrd Inf Rgt, 19 Arty Rgt, Organic Truck)	B21.13: 20-4-3 Inf Div (197)	B22.05: 13 Corps HQ 20-4-3 Inf Div (260)
B17.21: 9 Corps HQ	B19.12: 46 Pz Corps HQ 5 Pz Div (I/31, II/31 Pz Bn, 8 Aufk Bn, 55 Krd MC Bn, 13, 14 Mtrd Inf Rgt, 116 Arty Rgt) 2x 26-2-2 Arty Grp	B21.04: 43 Corps HQ 26-2-2 Arty Grp
B18.21: 20-4-3 Inf Div (137)	B20.12: 11 Pz Div (I/15, II/15 Pz Bn, 231 Aufk Bn, 61 Krd MC Bn, 110, 111 Mtrd Inf Rgt, 119 Arty Rgt, Organic Truck)	B22.03: 20-4-3 Inf Div (52)
B19.21: 20-4-3 Inf Div (263)	B21.12: 20-4-3 Inf Div (252)	B21.03: 20-4-3 Inf Div (131)
B19.20: 20-4-3 Inf Div (183) 5-5-8 AG Bn (226)	B16.10: 4 Pz Grp Army HQ 2-4-8 PJ Bn (616) (1)-2-5 RR Bn (II/5) 30-2-3 Werfer Rgt (52) 3 Truck Points 2 Wagon Points 5 SPs Level 1 Airbase	B20.02: 20-4-3 Inf Div (112)
B14.18: Level 1 Airbase	B22.10: 20-4-3 Inf Div (258)	B20.01: (7)-4-3 Flak Bn (274)
B19.19: 20-4-3 Inf Div (292)	B17.09: SS-R Mtrd Div (11 SS, Deutld, Führer, Lngmk Mtrd Inf Rgt, R Aufk Bn, R Krd MC Bn, R Arty Rgt)	At Any Axis Controlled Air Base: 2x Bf.109e 5x Bf.109f 1x Bf.110 5x Ju.87b 4x He.111 2x Ju.88 1x Do.17z 1x Ju.52
B19.18: 20-4-3 Inf Div (15)	B21.09: 40 Pz Corps HQ 2 Pz Div (I/3, II/3 Pz Bn, 5 Aufk Bn, 2 Krd MC Bn, 2, 304 Mtrd Inf Rgt, 74 Arty Rgt, Organic Truck) 2x 26-2-2 Arty Grp	<b>Victory:</b> Given any option costs and any future VP expenses, the German player wins if his VP total is greater than 23.
B19.17: 20-4-3 Inf Div (268)	B21.09: 40 Pz Corps HQ 2 Pz Div (I/3, II/3 Pz Bn, 5 Aufk Bn, 2 Krd MC Bn, 2, 304 Mtrd Inf Rgt, 74 Arty Rgt, Organic Truck) 2x 26-2-2 Arty Grp	<b>6.0 Mid-Sized Scenarios</b> Each of these scenarios are shorter versions of many of the campaign
B19.16: 20-5-4 Inf Div (78)		
B16.15: 20 Corps HQ 5-5-8 AG Bn (210)		
B16.13: 57 Pz Corps HQ 2-4-6 PJ Bn (559) 3 Mtr Div (8, 29 Mtrd Inf Rgt, 53 Aufk Bn, 53 Krd MC Bn, 3 Arty Rgt, Organic Truck)		

scenarios in 7.0. Essentially they start the same as their counterpart in 7.0, but end at a much earlier date than the end of May 43.

For each of these, use the set up and other data from the listed section 7 scenario and the main Orders of Arrival. Basically, the changes include the ending dates (and hence game length) and the victory conditions.

## 6.1 Initial German Offensive

This scenario covers the opening of Operation Typhoon until the launching of the Soviet Counteroffensive.

Use information from 7.1, with the following changes:

### General Information:

First Turn: 1 Oct 41  
Last Turn: 5 Dec 41  
Game Length: 20

### Victory:

Given any option costs and any future VP expenses, the German player wins if his VP total is greater than 70. Historically, they owned 74 VPs on the map.

## 6.2 Stumbling Forward

This short scenario looks at just the final offensive on Moscow in 1941 after the ground has frozen but before the Soviet counter-offensive.

Use information from 7.2, with the following changes:

### General Information:

First Turn: 15 Nov 41  
Last Turn: 5 Dec 41  
Game Length: 7

### Victory:

Given any option costs and any future VP expenses, the German player wins if his VP total is greater than 70. Historically, they owned 74 VPs on the map.

## 6.3 The Red Army Returns the Favor!

This covers the initial portion of the Soviet counter-offensive.

Use information from 7.3, with the

following changes:

### General Information:

First Turn: 5 Dec 41  
Last Turn: 1 Jan 42  
Game Length: 9

### Victory:

The Germans have spent 3 VPs on Emergency Reinforcements.

Given the above and any future VP expenses, the German player wins if his VP total is greater than 45. Historically, they owned 48 VPs on the map.

## 6.4 The General Offensive

Here, we look at the later stages of the Soviet Offensive, the deep airborne and cavalry insertions and ground movements until the offensive grinds to a halt in April, 1942.

Use information from 7.4, with the following changes:

### General Information:

First Turn: 8 Jan 42  
Last Turn: 1 Apr 42  
Game Length: 25

### Victory:

The Germans have already spent 5 VPs on Emergency Reinforcements and 1 VP for Alert Battalions.

Given the above and future VP expenses, the German player wins if his VP total is greater than 37. Historically, they owned 43 VPs on the map.

## 6.5 Summer in AGC

This scenario covers the line clearing operations in the early summer of 1942.

Use information from 7.5, with the following changes:

### General Information:

First Turn: 5 June 42  
Last Turn: 29 July 42  
Game Length: 17

### Victory:

The Germans have spent 14 VPs on Emergency Reinforcements and 2 VPs for Alert Battalions.

Given the above and any future VP expenses, the German player wins if his VP total is greater than 19. Historically, they owned 35 VPs on the map.

## 6.6 Operation Kremlin Small Version

Here, Operation Kremlin goes forward to take Moscow with the scenario ending at the end of October, 1942 (picked as the end of the summer campaign season).

Use information from 7.6, with the following changes:

### General Information:

First Turn: 26 June 42  
Last Turn: 29 Oct 42  
Game Length: 38

### Victory:

The Germans have spent 14 VPs on Emergency Reinforcements and 2 VPs for Alert Battalions.

Given the above and any future VP expenses, the German player wins if his VP total is greater than 32.

## 6.7 Full-Bore Moscow, Small Version

As is the case above, this follows the possible Moscow 42 offensive until the close of the season. It does, however, expect the player to accomplish more!

Use information from 7.7, with the following changes:

### General Information:

First Turn: 26 June 42  
Last Turn: 29 Oct 42  
Game Length: 38

### Victory:

The Germans have spent 14 VPs on Emergency Reinforcements and 2 VPs for Alert Battalions.

Given the above and any future VP expenses, the German player wins if his VP total is greater than 45.

## 6.8 Operation Mars— Small Version

This scenario cuts Operation Mars down to two maps. It isolates Mars itself and is not fully equipped to handle a fully successful Mars (let alone

Jupiter). It is here to give players with limited space a little more variety.

### General Information:

Map Area: Maps A and B (only)  
Set Up Order: German, Russian  
First Player on 26 Nov 42: Russian  
First Turn: 26 Nov 42  
Last Turn: 26 Dec 42  
Game Length: 10

Special Rules: 2.6 (first removal, first return), 2.9a, 2.9b, 2.9c, and 2.9d have been applied. 3.3b allows Soviet Air Units to use the Exploitation Phase.

Repls, incoming SPs, Rail Cap, Reinforcements: 100% of the whole map totals enter in play here.

German Strategic Decision: The Germans have chosen the South in 1942 Option. The Southern Option Withdrawal List has been executed to this point (including 1 Nov 42 removals).

### Russian Information:

Reserve Markers Available: 12  
Dead Units:  
4x MiG-3  
2x LaGG-3  
P-40  
2x Po-2  
3x Hurri.IIc  
P-39  
2x Yak-7b  
3x IL-4  
3x SB-2  
19 Army HQ  
6-2-5 Tank Bde (19, 71, 144, 146, 147)  
7-3-6 Tank Bde (8, 9, 32)  
4-1-5 Tank Bde (42)  
4-1-5 Lt Tank Bde (126, 127, 128)  
3-2-5 Tank Bde (141)  
4-2-4 Tank Bn (18, 205)  
13-3-3 Gd Inf Div (1 Gd)  
12-2-2 Inf Div (29, 32, 89, 91, 93, 119, 152, 249, 256, 293, 316, 328, 361, 365)  
11-1-1 Inf Div (2, 38, 62, 87, 133, 244, 259, 329, 363)  
10-0-1 Inf Div (103, 140, 162, 242, 355)  
12-1-4 Inf Div (Red Symbol) (106)  
12-0-4 Inf Div (Red Symbol) (101)  
12-2-5 Mtrd Inf Div (Red Symbol) (107)  
6-4-3 Gd Inf Bde (1 Gd, 2 Gd, 3 Gd)  
4-4-3 Naval Bde (71, 75)  
4-4-3 Inf Bde (29)  
4-2-2 Inf Bde (14, 18, 27, 38, 41, 123, 157)  
3-2-2 Inf Rgt (Bryansk, 20.R, 29, 183.R,

230.R, 855, 1005)  
3-3-2 Cdt Rgt (USSR)  
(5)-1-1 UR Bde (62, 64, 65, 66, 68)  
2-3-3 MG Bn (297)  
2-2-2 MG Bn (296)  
4-3-6 MC Rgt (11)  
6-2-4 Mtn Cav Div (17)  
6-2-4 Cav Div (46, 47, 54)  
6-1-4 Cav Div (45)  
2x 26-1-1 Arty Bde

Tree-Bark Soup Markers: 7  
Partisan Attacks Remaining: None

Available:  
2x Gd La-5  
16x 3-2-3 Ski Bde

### Set Up:

A33.35:  
27 Army HQ  
12-2-2 Inf Div (182)  
11-1-1 Inf Div (188)

A34.34:  
13-3-3 Inf Div (26)  
12-2-2 Inf Div (254)

A35.31:  
4-2-2 Inf Bde (147)

A31.31:  
4-3-6 MC Rgt (34)  
11-1-1 Inf Div (253)  
(1)-0-3 RR Rgt (NW)  
26-1-1 Arty Bde  
(2)-4-3 NKVD Bdr Rgt (11)  
4 SPs

A29.32:  
4-2-2 Inf Bde (20)

A25.35:  
7-3-6 Tank Bde (60)  
4-2-2 Inf Bde (15)  
(5)-1-1 UR Bde (90)  
(1)-0-3 RR Rgt (NW)  
4 SPs

A23.35:  
11 Army HQ  
4-2-2 Inf Bde (144)

A21.35:  
11-1-1 Inf Div (384)  
4-2-2 Inf Bde (133)

A22.34:  
12-2-2 Inf Div (55)  
4-2-2 Inf Bde (151)

A22.33:  
12-2-2 Gd Inf Div (28 Gd)  
12-2-2 Inf Div (200)  
4-2-2 Inf Bde (126)

A23.33:  
12-2-2 Gd Inf Div (43 Gd)  
12-2-2 Inf Div (370)  
11-1-1 Inf Div (170)

A24.32:  
12-2-2 Gd Inf Div (22 Gd)  
12-2-2 Inf Div (202)  
11-1-1 Inf Div (282)

A24.31:  
Level 1 Hedgehog  
12-2-2 Inf Div (163)

A27.31:  
34 Army HQ  
(2)-4-3 NKVD Bdr Rgt (10)  
(5)-1-1 UR Bde (91)

A26.29:  
Level 1 Hedgehog  
3-2-2 Inf Rgt (85)

A24.30:  
11-1-1 Inf Div (245)  
4-2-2 Inf Bde (161)

A25.30:  
Level 1 Hedgehog

A25.29:  
6-2-5 Tank Bde (83)

A23.30:  
10-0-1 Inf Div (171)  
4-2-2 Inf Bde (146)

A22.29:  
12-2-2 Inf Div (235)

A21.29:  
12-2-2 Inf Div (241)

A23.28:  
53 Army HQ  
7-3-6 Tank Bde (177)

A23.27:  
11-1-1 Inf Div (166)  
(2)-4-3 NKVD Bdr Rgt (33)  
Wagon Extender  
4 SPs  
Level 2 Airbase

A24.25:  
Level 1 Hedgehog

A23.25:  
Level 1 Hedgehog

A20.28:  
12-2-2 Inf Div (250)

A19.29:  
4-2-2 Inf Bde (47)

A18.29: 4-3-2 Inf Bde (86)	A11.17: 3 Shock Army HQ 6-2-5 Tank Bde (184) 4 SPs	A18.01: 2 M Corps (33 Tank Bde, 66 MC Bn, 18, 34, 43 Mech Bde, 410 Gd Katy Bn) 2 SPs
A17.30: 12-2-2 Inf Div (130)	A6.13: 12-2-2 Inf Div (28)	A18.02: 43 Army HQ 3-2-2 Inf Rgt (Comp)
A16.30: 4-2-2 Inf Bde (121)	A7.13: 12-2-2 Inf Div (117)	B19.34: 12-2-2 Inf Div (32)
A15.33: 13-3-3 Gd Inf Div (23 Gd) 3-2-2 Inf Rgt (1291)	A8.12: 12-2-2 Inf Div (360)	B20.34: 13-3-3 Gd Inf Div (17 Gd)
A15.32: 12-2-2 Gd Inf Div (7 Gd)	A8.11: 11-1-1 Inf Div (334) 5-3-3 Mtrd Inf Bde (1)	B21.35: 12-2-2 Inf Div (179) 4-3-2 Inf Bde (74, 78, 91)
A15.31: 12-2-2 Inf Div (397)	A8.10: 6-2-5 Tank Bde (236)	A21.02: 1 M Corps (57 MC Bn, 219 Tank Bde, 19, 35, 37 Mech Bde)
A14.30: 4-2-2 Inf Bde (45)	A9.10: 5-3-3 Mtrd Inf Bde (Ind)	A22.01: 12-2-2 Inf Div (262) 10-0-1 Inf Div (134) 7-3-6 Mech Bde (47, 48)
A13.30: 4-2-2 Inf Bde (44)	A14.12: 4-3-6 MC Rgt (2) 2 Wagon Points 4 SPs Level 1 Airbase	A21.07: (2)-4-3 NKVD Bdr Rgt (31) (2)-0-3 NKVD Sec Rgt (53 RR) 2 Wagon Points Wagon Extender 10 SPs
A13.28: 4-2-2 Inf Bde (37)	A13.09: 4 Shock Army HQ 4-3-6 Tank Bde (78) 2 SPs	A22.02: 41 Army HQ 3x 26-1-1 Arty Grp Wagon Extender 10 SPs
A13.27: 12-2-2 Inf Div (129)	A11.04: 12-2-2 Inf Div (358)	A23.02: 12-2-2 Inf Div (93)
A13.26: 11-1-1 Inf Div (391)	A11.03: 11-1-1 Inf Div (332)	A23.03: 2x 75-1-0 Katy Bde
A19.27: 1 Shock Army HQ (2)-4-3 NKVD Bdr Rgt (9) 2 SPs	A11.02: 12-2-2 Inf Div (47)	A23.04: 75-1-0 Katy Bde
A12.21: 14-4-3 Gd Inf Div (8 Gd) Level 1 Airbase	A12.01: 5-3-3 Mtrd Inf Bde (21)	A24.02: 12-2-2 Inf Div (238) 3 M Corps (58 MC Bn, 1 Gd, 49 Tank Bde, 1, 3, 10 Mech Bde, 405 Gd Katy Bn)
A11.21: 12-2-2 Gd Inf Div (46 Gd)	A13.02: 8-0-1 Inf Div (145)	A24.03: 22 Army HQ 12-2-2 Inf Div (150, 185) 7-3-6 Tank Bde (104)
A9.20: 4-2-2 Inf Bde (54)	A15.06: 5-1-6 Tank Bde (143)	A24.04: 12-2-2 Inf Div (150, 185) 7-3-6 Tank Bde (104)
A9.19: 12-2-2 Inf Div (357)	A15.02: 12-2-2 Gd Inf Div (21 Gd)	
A8.18: 12-2-2 Inf Div (257)	A16.01: 13-3-3 Gd Inf Div (9 Gd)	
A7.18: 4-2-2 Inf Bde (26)	B17.34: 11-1-1 Inf Div (306) 6-2-5 Tank Bde (154)	
A6.15: 11-1-1 Inf Div (33)	B18.34: 12-2-2 Inf Div (279)	
A6.14: 11-1-1 Inf Div (381)		

2x 26-1-1 Arty Bde

A25.04:

12-2-2 Inf Div (234, 362)

4-3-2 Inf Bde (75)

7-3-6 Mech Bde (46)

A26.04:

11-1-1 Inf Div (155)

4-2-2 Inf Bde (114)

3-2-2 Inf Rgt (653)

A26.05:

12-2-2 Inf Div (186)

4-2-2 Inf Bde (100)

A26.06:

4-2-2 Inf Bde (117)

A26.07:

2x 26-1-1 Arty Bde

A27.07:

39 Army HQ

12-2-2 Inf Div (348, 373)

A28.07:

12-2-2 Inf Div (158)

11-1-1 Inf Div (135)

7-3-6 Tank Bde (28, 81)

A28.08:

75-1-0 Katy Bde

A29.08:

11-1-1 Inf Div (178)

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

4-2-2 Inf Bde (136)

A30.08:

4-2-4 Tank Bn (29)

4-2-2 Inf Bde (101)

A31.09:

12-2-2 Inf Div (380)

A31.15:

7-3-6 Tank Bde (119)

8-3-3 NKVD Inf Div (6)

(2)-4-3 NKVD Bdr Rgt (13)

10 SPs

Level 2 Airbase

A32.09:

4-2-2 Inf Bde (130)

A33.09:

12-2-2 Inf Div (375)

11-1-1 Inf Div (359)

A34.09:

12-2-2 Inf Div (274)

11-1-1 Inf Div (52)

A35.09:

13-3-3 Gd Inf Div (16 Gd)

6-2-5 Tank Bde (238)

A35.11:

30 Army HQ

7-3-6 Tank Bde (153)

2-3-4 Cav Rgt (29)

2 SPs

A36.08:

7-3-6 Tank Bde (35)

12-2-2 Inf Div (220)

4-2-2 Inf Bde (132)

3-2-3 Ski Bde (Sep)

A37.09:

11-1-1 Inf Div (369)

4-4-6 Gd MC Rgt (2 Gd)

A38.08:

12-2-2 Inf Div (215)

6-2-5 Tank Bde (196)

A39.08:

11-1-1 Inf Div (371)

4-2-2 Inf Bde (31)

A38.16:

11-1-1 Inf Div (243)

11 Cav Corps (24 Cav Div)

A43.22:

(2)-4-3 NKVD Bdr Rgt (88)

2x 6-0-rr Rail Arty Rgt

26-1-1 Arty Bde

4 Truck Points

5 SPs

Level 2 Airbase

A45.14:

13-3-3 Gd Inf Div (19 Gd)

(2)-4-3 NKVD Bdr Rgt (83)

3-2-2 Inf Rgt (257)

2 SPs

A52.10:

13-3-3 Est Inf Div (7 Est, 249 Est)

26-1-1 Arty Bde

Level 2 Airbase

A52.09:

6-2-5 Tank Bde (21)

26-1-1 Arty Bde

2 Truck Points

20 SPs

A56.06:

Level 2 Airbase

A58.02:

Level 1 Hedgehog

7-3-6 Gd Tank Bde (9 Gd)

75-1-0 Katy Bde

2 SPs

Level 2 Airbase

A40.08:

2x 26-1-1 Arty Bde

A40.07:

7-3-6 Tank Bde (92)

12-2-2 Inf Div (246)

11-1-1 Inf Div (118)

A41.08:

31 Army HQ

2 SPs

A41.07:

5-1-5 Lt Tank Bde (145)

11-1-1 Inf Div (133)

10-0-1 Inf Div (139)

A41.06:

13-3-3 Gd Inf Div (20 Gd)

11-1-1 Inf Div (88)

A42.06:

75-1-0 Katy Bde

A41.05:

12-2-2 Inf Div (336)

4-3-6 Tank Bde (34)

A41.04:

7-3-6 Tank Bde (93)

12-2-2 Gd Inf Div (42 Gd)

12-2-2 Inf Div (239)

10-0-1 Inf Div (326)

A41.03:

7-3-6 Tank Bde (240)

6-2-5 Tank Bde (80)

12-2-2 Inf Div (247, 251)

A41.02:

12-2-2 Inf Div (331)

7-3-6 Tank Bde (255)

A42.04:

11-1-1 Inf Div (354)

3-2-2 Inf Rgt (930)

75-1-0 Katy Bde

A42.03:

7-3-6 Tank Bde (18)

6-2-5 Tank Bde (11)

13-3-3 Gd Inf Div (26 Gd)

4-3-2 Inf Bde (148, 150)

A42.02:

2 Gd Cav Corps (3 Gd, 4 Gd, 20 Cav Div)

6 Tank Corps (22, 100, 200 Tank Bde,

6 Mtrd Inf Bde, 129 Gd Katy Bn)

5-3-6 MC Bde (1)

6-2-5 Tank Bde (20)

A42.01: 3x 26-1-1 Arty Bde	B42.25: 12-2-2 Inf Div (53) 5-3-3 Mtrd Inf Bde (34)	4-2-3 NKVD Inf Bde (3)
A43.03: 20 Army HQ 10-4-5 Mtrd Inf Div (Red Symbol) (1 Gd (m)) 6-2-5 Tank Bde (31) 5-1-5 Lt Tank Bde (108) 10 SPs	B45.34: 29 Army HQ 4-2-2 Inf Bde (28, 35) 2 SPs	B55.27: Level 2 Hedgehog
D1.07: 12-2-2 Inf Div (183)	B50.33: 13-3-3 Gd Inf Div (30 Gd) 3-2-2 Inf Rgt (282) (2)-4-3 NKVD Bdr Rgt (252) (2)-0-3 NKVD Sec Rgt (56 RR) (1)-0-3 RR Rgt (Kal) 2 SPs	B55.26: Level 3 Hedgehog 4-4-6 Gd MC Rgt (1 Gd) 12-2-2 Inf Div (16)
D4.10: 2x 6-0-rr Rail Arty Rgt	B43.32: 26-1-1 Arty Bde	B55.25: Level 2 Hedgehog
D25.17: Level 2 Airbase	B43.31: 2x 75-1-0 Katy Bde	B55.24: Level 2 Hedgehog
B41.35: 4-2-2 Inf Bde (40, 153) 3-2-3 Ski Bde (Sep)	B44.29: 5 Army HQ 7-3-6 Tank Bde (120) 2 SPs	B56.23: Level 3 Hedgehog 13-3-3 Gd Inf Div (48 Gd)
B41.34: 12-2-2 Inf Div (82, 415)	B43.29: 2x 26-1-1 Arty Bde	B56.22: Level 2 Hedgehog
B41.33: 12-2-2 Inf Div (312) 4-2-2 Inf Bde (49)	B43.27: 7-3-6 Tank Bde (248) 3-2-3 Ski Bde (Sep)	B57.22: Level 2 Hedgehog
B42.34: 75-1-0 Katy Bde	B44.25: 33 Army HQ 4-3-2 Inf Bde (128) 2 SPs	B57.21: Level 3 Hedgehog 4-2-2 Inf Bde (46)
B42.33: 2x 26-1-1 Arty Bde	B47.26: 3-4-4 Para Inf Rgt (250) 3-2-3 Mtrd Inf Rgt (28) 3-2-2 Inf Rgt (Comp) (2)-4-3 NKVD Bdr Rgt (86) (1)-0-3 RR Rgt (West) 4 SPs	B57.20: Level 2 Hedgehog
B42.32: 12-2-2 Inf Div (352) 3-2-2 Inf Rgt (1310)	B49.26: 6-2-5 Tank Bde (101) 3-2-3 Mtrd Inf Rgt (2)	B59.30: Level 1 Hedgehog 5 Tank Corps (24, 41, 70 Tank Bde, 5 Mtrd Inf Bde, 128 Gd Katy Bn) Level 3 Airbase 2 SPs
B42.31: 12-2-2 Inf Div (144) 3-2-2 Inf Rgt (457)	B53.26: 6-2-5 Tank Bde (69)	B56.26: 2x 75-1-0 Katy Bde 2x 26-1-1 Arty Bde
B42.30: 12-2-2 Inf Div (108) 2-3-4 Cav Rgt (2)	B53.19: 12 Tank Corps (30, 97 Tank Bde, 13 Mtrd Inf Bde) 5 Abn Corps (9, 201 Abn Bde)	B57.24: 6-2-5 Tank Bde (212)
B42.29: 12-3-5 Mtrd Inf Div (Red Symbol) (3 Gd (m)) 12-2-2 Inf Div (19)	B55.29: Level 2 Hedgehog	B57.28: 75-1-0 Katy Bde
B42.28: 12-2-2 Gd Inf Div (29 Gd) 4-2-2 Inf Bde (36)	B55.28: Level 2 Hedgehog	B58.26: Level 2 Hedgehog 4-3-6 MC Rgt (38) (1)-0-3 RR Rgt (West) Level 2 Airbase
B42.27: 12-2-2 Inf Div (222) 4-3-2 Inf Bde (112)		B59.25: 75-1-0 Katy Bde
B42.26: 7-3-6 Tank Bde (213) <del>12-2-2 Inf Div (110, 160)</del> 4-3-2 Inf Bde (125)		B61.29: Level 2 Hedgehog
		B60.26: 7-3-6 Tank Bde (82) (2)-0-3 NKVD Sec Rgt (76 RR)

B61.27:  
Level 3 Hedgehog  
Level 2 Airbase

B61.26:  
Level 3 Hedgehog  
4-3-6 MC Rgt (8+9)

B61.24:  
Level 3 Airbase

B62.21:  
Level 3 Hedgehog  
1 Gd Cav Corps (1 Gd, 2 Gd, 7 Gd  
Cav Div)  
(1)-0-3 RR Rgt (West)  
Level 2 Airbase

B60.16:  
Level 2 Hedgehog  
4-2-2 Inf Bde (145)  
6-0-rr Rail Arty Rgt  
Level 2 Airbase

B56.11:  
Level 2 Hedgehog  
12-2-2 Inf Div (399)  
Level 2 Airbase

B49.13:  
5 Abn Corps (10 Abn Bde)  
9 Tank Corps (23, 95, 187 Tank Bde,  
8 Mtrd Inf Bde)  
8-4-8 Gd Tank Bde (6 Gd)  
(1)-0-3 RR Rgt (Brynsk)  
4 SPs  
Level 2 Airbase

B44.18:  
7-3-6 Tank Bde (161)  
8-3-3 NKVD Mtrd Inf Div (7)  
4 SPs

B42.24:  
12-2-2 Inf Div (50, 113)  
7-3-6 Tank Bde (256)

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

B40.23:  
11-1-1 Inf Div (160 (II))  
4-3-2 Inf Bde (120)

B40.22:  
13-3-3 Gd Inf Div (5 Gd)

B40.21:  
13-3-3 Mtn Inf Div (194)  
11-1-1 Inf Div (78)

B40.20:  
12-2-2 Gd Inf Div (18 Gd)

B41.20:  
49 Army HQ

(2)-4-3 NKVD Bdr Rgt (87)  
2 SPs

B40.19:  
12-2-2 Inf Div (164)

B39.19:  
12-2-2 Inf Div (338)

B39.18:  
12-2-2 Inf Div (42)

B39.17:  
12-2-2 Inf Div (413)

B39.16:  
12-2-2 Inf Div (325)

B38.15:  
12-2-2 Inf Div (69)

B37.15:  
11-1-1 Inf Div (344)

B36.14:  
11-1-1 Inf Div (58)

B35.14:  
11-1-1 Inf Div (146)

B34.13:  
12-2-2 Inf Div (330)

B33.13:  
12-2-2 Inf Div (290)

B33.12:  
13-3-3 Gd Inf Div (31 Gd)

B33.11:  
11-1-1 Inf Div (323)

B33.10:  
6-2-5 Tank Bde (94)  
10-0-1 Inf Div (385)

B34.11:  
10 Army HQ  
8-4-8 Gd Tank Bde (10 Gd)  
(2)-4-3 NKVD Bdr Rgt (16)  
2 SPs

B34.09:  
12-2-2 Inf Div (97)

B34.08:  
12-2-2 Inf Div (322)

B35.08:  
11-1-1 Inf Div (324)  
4-2-2 Inf Bde (4)

B36.07:  
13-3-3 Gd Inf Div (11 Gd)  
5-1-5 Lt Tank Bde (112)

B37.07:  
5-3-3 Mtrd Inf Bde (3)

B37.13:  
50 Army HQ  
8-4-8 Gd Tank Bde (2 Gd)  
2 SPs

B38.06:  
11-1-1 Inf Div (217)

B39.07:  
4-2-2 Inf Bde (110)

B39.09:  
16 Army HQ  
10 Tank Corps (178, 183, 186 Tank  
Bde, 11 Mtrd Inf Bde)  
Level 1 Airbase  
4 SPs

B40.06:  
11-1-1 Inf Div (356)

B41.06:  
6-2-5 Tank Bde (68)  
4-2-2 Inf Bde (108)

B42.05:  
12-2-2 Inf Div (342)

B43.05:  
4-2-2 Inf Bde (105)

B43.07:  
61 Army HQ  
10-0-1 Inf Div (149)  
(2)-4-3 NKVD Bdr Rgt (38)  
2 SPs

B44.04:  
6-2-5 Tank Bde (192)  
4-2-2 Inf Bde (257)

B45.04:  
13-3-3 Gd Inf Div (12 Gd)

B58.03:  
15 Tank Corps (II) (88, 113, 195 Tank  
Bde, 52 Mtrd Inf Bde)

B59.05:  
7 Cav Corps (11, 83 Cav Div)

B59.06:  
2x 75-1-0 Katy Bde

B58.07:  
Level 2 Hedgehog

B59.07:

Level 2 Hedgehog  
7-3-6 Tank Bde (96)  
4-2-3 NKVD Inf Bde (69)  
2-1-2 Militia Rgt (Tula)  
2 Truck Points  
10 SPs

B60.06:  
Level 2 Hedgehog

B60.07:  
Level 2 Airbase

E2.34:  
Level 1 Hedgehog

E2.33:  
Level 1 Hedgehog

E7.34:  
1 Abn Corps (1, 204, 211 Abn Bde)

E1.30:  
Level 3 Airbase

E1.29:  
11-1-1 Inf Div (379)  
Level 3 Airbase

E1.27:  
Level 1 Hedgehog  
6 Truck Points  
20 SPs

E3.30:  
(2)-0-3 NKVD Sec Rgt (151 RR)

E3.29:  
Level 3 Airbase

E2.27:  
Stalin

E2.25:  
Level 3 Hedgehog

E2.23:  
Level 2 Hedgehog  
Level 2 Airbase

E5.29:  
Level 2 Airbase

E6.27:  
Level 2 Airbase

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

E13.26:  
2x 6-o-rr Rail Arty Rgt

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

E10.17:  
3 Tank Corps (50, 51, 103 Tank Bde, 57  
Mtrd Inf Bde, 126 Gd Katy Bn)  
Level 1 Airbase

E17.10:  
Level 2 Airbase

E2.04:  
6-2-5 Tank Bde (179)  
2x 6-0-rr Rail Arty Rgt  
Level 1 Airbase

At Any Russian Controlled Air Base:  
4x La-5  
3x Yak-1  
2x Gd LaGG-3  
2x LaGG-3  
2x Gd Yak-7b  
3x Yak-7b  
2x Po-2  
6x IL-2  
2x IL-4  
4x Pe-2  
4x Li-2

At Any Moscow Military District Air  
Base:  
(MMD Air Units only)  
Hurri.IIc  
La-5  
Yak-7b  
2x LaGG-3  
MiG-3

### Axis Information:

Reserve Markers Available: 18  
Dead Units:  
4x Bf.109f  
3x He.111h  
Ju.88  
4x Ju.52  
5 Pz Div (Organic Truck)  
20 Pz Div (Organic Truck)  
36 Mtr Div (Organic Truck)  
4-4-3 Mtrd Inf KG (Nehring)  
10-5-4 Mtrd Inf Bde (900 L)  
5-3-8 AG Bn (202)  
26-2-2 Arty Grp

Tree-Bark Soup Markers: 3

Emergency Reinforcements  
Available:  
SS-TK Pz Div (3 Aufk Bn, 1-TK, 2-TK  
Pz Bn, TK AG Bn, 1 PG Rgt, 3, Thule  
Mtrd Inf Rgt, TK PJ Bn, TK Arty Rgt,  
Organic Truck)  
18 Mtr Div (38 Krd MC Bn, 30, 51 Mtrd  
Inf Rgt, 18 PJ Bn, 18 Arty Rgt, Organic

Truck)  
30 Corps HQ  
20-4-3 Inf Div (239)  
(3)-3-3 Kor Bn (559)  
10-0-rr Rail Mortar Bn (Odin, Thor)

Organic Trucks: All set up Full.

### 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  
B42.27  
B35.25  
B33.13  
B34.05

A19.34:  
15-5-3 Jg Div (8)

A20.33:  
20-4-3 Inf Div (290)

A21.33:  
Level 1 Hedgehog  
20-4-3 Inf Div (329)

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

A23.32:  
Level 1 Hedgehog  
20-4-3 Inf Div (12)

A23.31:  
20-4-3 Inf Div (32)

A22.30:  
20-4-3 Inf Div (81)

A21.30:  
4-4-3 Breakdown Rgt

A21.31:  
2x 26-2-2 Arty Grp

A20.30:  
4-4-3 Breakdown Rgt  
(7)-4-3 Flak Bn (280)

A19.31:  
4-4-3 Breakdown Rgt  
26-2-2 Arty Grp

A18.30:  
4-4-3 Breakdown Rgt

A18.32:  
2 Corps HQ

16-2-3 Werfer Bn (2+9) Wagon Extender 4 SPs	8 Pz Div (I/10, III/10 Pz Bn, 8 Arty Rgt, Organic Truck) 2 SPs	2x 4-4-3 Breakdown Rgt  A27.06: 4-4-3 Breakdown Rgt (7)-4-3 Flak Bn (276)
A17.31: 20-4-3 Inf Div (123, less 3 steps)	A8.19: 8 Pz Div (43 PJ Bn)	A28.06: 20-4-3 Inf Div (253, less 1 step)
A16.31: 4-4-3 Breakdown Rgt	A4.11: 59 Corps HQ 20 Pz Div (20 Krd MC Bn, I/21 Pz Bn, 112 PG Rgt, 92 Arty Rgt)	A29.04: GD Mtr Div (AG Bn, Gren Mtrd Inf Rgt) 26-2-2 Arty Grp
A16.32: 4-4-3 Breakdown Rgt	1-3-3 Ost Bn (605) 4 Wagon Points 10 SPs Level 2 Airbase	A30.05: GD Mtr Div (1 Pz Bn, Arty Rgt, Organic Truck) 5-4-8 AG Bn (667) 26-2-2 Arty Grp 4 SPs
A16.33: 20-4-3 Inf Div (126, less 2 steps)	A5.12: 20 Pz Div (59 Mtrd Inf Rgt, 92 PJ Bn)	A29.07: 4-4-3 Breakdown Rgt (7)-4-3 Flak Bn (274)
A15.34: 15-5-3 Jg Div (5)	A5.11: 17-5-3 Mtn Inf Div (3)	A30.07: 20-4-3 Inf Div (206)
A14.34: 26-2-2 Arty Grp	A6.12: 20-4-3 Inf Div (291)	A31.08: 2-3-3 Alert Bn 4-4-3 Breakdown Rgt
A14.33: 2x 2-3-3 Alert Bn	A7.12: 4-4-3 Breakdown Rgt	A31.07: 26-2-2 Arty Grp
A14.32: 20-4-3 Inf Div (122)	A7.11: 20-4-3 Inf Div (83, less 2 steps)	A32.08: 14 Mtr Div (53 Mtrd Inf Rgt) 3-3-6 PJ Bn (561)
A13.33: 10 Corps HQ 6-3-2 Sec Div (201) 3-2-2 Sec Bde (202) 2 Wagon Points 4 SPs	A7.10: 20-4-3 Inf Div (93)	A32.07: 27 Corps HQ 14 Mtr Div (54 Krd MC Bn, 11 Mtrd Inf Rgt, 14 Arty Rgt, Organic Truck) 26-2-2 Arty Grp
A13.32: 5-5-8 AG Bn (184) (7)-4-3 Flak Bn (272)	A8.09: 4-4-3 Breakdown Rgt	A33.08: 20-4-3 Inf Div (251, less 2 steps)
A13.31: 4-4-3 Breakdown Rgt	A9.09: 3-5-3 Jg Bn (5)	A34.08: 4-4-3 Breakdown Rgt 2-3-3 Alert Bn
A12.27: 4-4-3 Breakdown Rgt	A10.03: 12-2-2 LW Div (3 Fld)	A35.08: 20-4-3 Inf Div (87, less 1 step)
A12.26: 20-4-3 Inf Div (218, less 3 steps)	A10.02: 12-2-2 LW Div (4 Fld)	A36.07: Level 1 Hedgehog 20-4-3 Inf Div (6)
A11.26: 4-4-3 Breakdown Rgt	A24.01: 20-4-3 Inf Div (86, less 2 steps)	A37.08: 20-4-3 Inf Div (129, less 1 step)
A11.25: 4-4-3 Breakdown Rgt	A25.02: 2x 4-4-3 Breakdown Rgt	A37.06: 26-2-2 Arty Grp
A11.24: 4-4-3 Breakdown Rgt	A25.03: 2x 4-4-3 Breakdown Rgt	
A11.23: 8 Pz Div (8 Mtrd Inf Rgt)	A26.01: GD Mtr Div (Rec Aufk Bn, Füs Mtrd Inf Rgt, PJ Bn)	
A11.22: 8 Pz Div (8 Krd MC Bn, 28 Mtrd Inf Rgt)	A26.03: 2x 4-4-3 Breakdown Rgt	
A8.20:	A27.04: 20-4-3 Inf Div (110, less 1 step)	
	A27.05:	

A38.07: Level 1 Hedgehog 2x 4-4-3 Breakdown Rgt	B11.32: 7 LW Flg Div (3 Para Inf Rgt)	1-3-3 Ost Bn (604)
A38.06: 26-2-2 Arty Grp	B11.35: 3-5-3 Jg Bn (2)	B14.18: Level 2 Airbase
A38.05: 39 Pz Corps HQ 6 Corps HQ 5-5-8 AG Bn (189) 6 SPs Level 2 Airbase	B12.34: 20-3-3 Inf Div (205, less 2 steps)	B19.26: 5-3-3 SS Mtrd Inf Rgt (4 SS/2 Bde) 26-2-2 Arty Grp
A39.07: Level 1 Hedgehog 20-4-3 Inf Div (256)	B13.34: 20-4-3 Inf Div (328)	B20.24: Level 1 Hedgehog
A39.06: 16-2-3 Werfer Bn (3+5)	B14.33: 20-4-3 Inf Div (330)	B20.25: Level 1 Hedgehog 1-3-2 Pol Bn (III/8)
A39.05: 26-2-2 Arty Grp	B15.29: 3-5-3 Jg Bn (9) 2-4-8 PJ Bn (616) 2 SPs	B20.26: Level 1 Hedgehog
A40.06: Level 1 Hedgehog 20-4-3 Inf Div (72)	B15.33: 3-5-3 Jg Bn (4)	B24.25: (3)-3-3 Kor Bn (590) 2 SPs
A40.05: Level 1 Hedgehog 20-4-3 Inf Div (95)	B16.32: 3-5-3 Jg Bn (7)	B27.26: 2-2-2 Sec Rgt (122)
A40.04: 20-4-3 Inf Div (102)	B17.33: 20-4-3 Inf Div (197, less 1 step)	B26.30: 5-4-8 AG Bn (209) (3)-3-3 Kor Bn (582) 2 SPs
A40.03: 5 Pz Div (II/31 Pz Bn, 14 Mtrd Inf Rgt)	B18.33: 12-2-2 LW Div (2 Fld)	B30.33: 1 Pz Div (1 Krd MC Bn, II/1 Pz Bn, 113 PG Rgt, 73 Arty Rgt, Organic Truck) 2 SPs
A39.03: 5 Pz Div (55 Krd MC Bn, I/31 Pz Bn, 116 Arty Rgt)	B19.33: SS-Cav Div (3 SS Cav Rgt)	B31.33: 1 Pz Div (1 Mtrd Inf Rgt, 37 PJ Bn)
A40.02: 5 Pz Div (13 Mtrd Inf Rgt, 53 PJ Bn)	B20.33: 2-3-3 Alert Bn	B32.33: 2x 26-2-2 Arty Grp
A40.01: 20-5-4 Inf Div (78)	B20.32: SS-Cav Div (1 SS, 2 SS Cav Rgt, Rec Bicycle Bn, Arty Rgt) 2 SPs	B36.32: 46 Pz Corps HQ 9 Pz Div (II/33, III/33 Pz Bn, 10 Mtrd Inf Rgt, 102 Arty Rgt, Organic Truck) 2-3-8 PJ Bn (529) 2 SPs
B1.25: Level 2 Airbase	B21.34: 4-4-3 Breakdown Rgt	B37.34: 9 Pz Div (59 Krd MC Bn, I/33 Pz Bn, 11 PG Rgt)
B8.34: 2 LW Corps HQ 1-2-2 Sec Bn (480) 4 SPs	B22.34: 20-3-3 Inf Div (246, less 2 steps)	B38.32: 2 Pz Div (2 Krd MC Bn, II/3 Pz Bn, 74 Arty Rgt, Organic Truck)
B10.30: 7 LW Flg Div (1 Para Inf Rgt)	B23.35: 4-4-3 Breakdown Rgt	B40.34: 20-4-3 Inf Div (337)
B10.31: 7 LW Flg Div (4 Para Inf Rgt)	B24.34: 23 Corps HQ	B40.33: 2 Pz Div (2 Mtrd Inf Rgt) 3-5-10 Flak Co (I/8)
	B12.23: 3-3-3 SS Pol Rgt (14 SS) 7-3-2 Sec Div (221) (1)-2-5 RR Bn (I/1, II/5) 2 Truck Points 4 Wagon Points 20 SPs Level 2 Airbase	
	B12.22:	

B40.32: 2 Pz Div (304 Mtrd Inf Rgt)	20 Corps HQ 26-2-2 Arty Grp	10 Mtr Div (10 Arty Rgt, Organic Truck) 2 SPs
B40.31: 36 Mtr Div (36 Krd MC Bn, 36 Arty Rgt)	B39.23: 20-4-3 Inf Div (292)	B25.14: 10-3-3 Inf Div (442zvb)
B41.32: 2 Pz Div (38 PJ Bn) 36 Mtr Div (87 Mtrd Inf Rgt)	B39.22: 20-4-3 Inf Div (98)	B16.10: 3-3-3 SS Pol Rgt (8 SS) Level 1 Airbase
B41.31: 36 Mtr Div (118 Mtrd Inf Rgt)	B39.21: 20-4-3 Inf Div (31)	B6.09: Level 2 Airbase
B41.30: 20-4-3 Inf Div (342)	B39.20: 20-4-3 Inf Div (183)	B23.03: 3-4-3 Sec Bn (III/RONA)
B41.29: 20-4-3 Inf Div (35) 2-4-8 PJ Bn (643)	B38.20: 26-2-2 Arty Grp	B32.12: 20-4-3 Inf Div (131) 2-4-6 PJ Bn (559)
B41.28: 20-4-3 Inf Div (252)	B38.19: 4-4-3 Breakdown Rgt	B32.11: 20-4-3 Inf Div (331)
B41.27: 20-4-3 Inf Div (7)	B38.18: 20-4-3 Inf Div (255, less 1 step)	B32.10: 20-4-3 Inf Div (339)
B40.27: 9 Corps HQ 26-2-2 Arty Grp 2 SPs	B38.17: 20-4-3 Inf Div (268)	B31.10: 47 Pz Corps HQ 18 Pz Div (II/18 Pz Bn, 88 Arty Rgt, Organic Truck) 2 SPs
B34.25: 3 Pz Grp Army HQ 1-5-6 T-34 Pz Co (2/66zvb) 26-2-2 Arty Grp 5 Wagon Points 1-3-3 Ost Bn (601) 8 SPs	B38.16: 20-4-3 Inf Div (260)	B32.09: 18 Pz Div (101 PG Rgt)
B35.25: 3-3-2 Pol Rgt (31) Level 2 Airbase	B37.17: 12 Corps HQ	B33.09: 18 Pz Div (52 Mtrd Inf Rgt, 88 PJ Bn)
B41.26: 4-3-2 French Inf Rgt (LVF)	B37.16: 20-4-3 Inf Div (263)	B33.08: 18 Pz Div (18 Krd MC Bn)
B41.25: 20-4-3 Inf Div (258)	B36.15: 20-4-3 Inf Div (137)	B33.07: 26-2-2 Arty Grp
B40.24: 6-3-4 Cav Rgt (Mitte) 2-2-2 Sec Rgt (44)	B35.15: 20-4-3 Inf Div (34)	B34.07: 20-3-3 Inf Div (216)
B39.25: 26-2-2 Arty Grp	B34.15: 43 Corps HQ 5-5-8 AG Bn (226) 26-2-2 Arty Grp 2 SPs	B34.05: 41 Pz HQ 2-2-2 Sec Rgt (61) 2 SPs
B39.24: (7)-4-3 Flak Bn (271)	B34.14: 20-4-3 Inf Div (267)	B35.07: 20-4-3 Inf Div (208)
B38.23:	B33.14: 10 Mtr Div (41 Mtrd Inf Rgt)	B36.06: 20-3-3 Inf Div (211)
	B32.13: 10 Mtr Div (40 Krd MC Bn, 20 Mtrd Inf Rgt)	B37.06: 20-4-3 Inf Div (134)
	B31.14: Level 1 Airbase	B39.06: 20-4-3 Inf Div (52)
	B30.14: 56 Pz Corps HQ 5-5-8 AG Bn (192) 3-3-3 SS Pol Rgt (13 SS)	B41.05:

20-4-3 Inf Div (293)

B42.04:  
25 Mtr Div (35 Mtrd Inf Rgt)

B43.04:  
2-3-3 Alert Bn

B43.03:  
2-3-3 Alert Bn

B44.02:  
25 Mtr Div (25 Krd MC Bn, 119 Mtrd Inf Rgt)

B45.02:  
20-4-3 Inf Div (296)

At Any Axis Controlled Air Base:  
2x Fw.190a  
2x Bf.109f  
3x Ju.88  
2x He.111  
3x Ju.87d

### Victory:

Earlier VP costs have been ignored. The Germans must have a VP total of 28 or more to win.

## 7.0 Campaign Scenarios

### 7.1 Operation Typhoon Campaign Start I

Once Guderian had turned back from Kiev, orders were issued for what was assumed to be the end of the campaign in the East. The Germans assumed that one more push would knock the Russians out of the war. They were wrong.

### General Information:

Map Area: All  
Set Up Order: Russian, German  
First Player on turn 1: German  
First Turn: 1 Oct 41  
Last Turn: 29 May 43  
Game Length: 178

Weather: No roll for flight on 1 Oct 41, that turn always allows flight.

### Russian Information:

Reserve Markers Available: None  
Dead Units: None  
Tree-Bark Soup Markers: 10

### Set Up:

A25.35:

4-3-6 MC Rgt (34)

A23.33:  
3-2-2 Inf Rgt (Comp)

A23.32:  
11-1-1 Inf Div (305)

A24.31:  
12-2-2 Inf Div (180, 185)

A25.31:  
12-2-2 Inf Div (182, 254)

A26.31:  
11 Army HQ  
3-2-3 Mtrd Inf Rgt (2, 28)

A26.30:  
13-3-3 Inf Div (26)  
12-2-2 Inf Div (202)

A27.31:  
7-3-4 Cav Div (25)  
26-1-1 Arty Bde

A27.30:  
12-2-2 Inf Div (84)  
7-3-6 Tank Bde (8)

A27.29:  
11-1-1 Inf Div (188)  
4-3-6 MC Rgt (46)

A28.28:  
12-2-2 Inf Div (257)  
11-1-1 Inf Div (259)

A29.29:  
34 Army HQ  
11-1-1 Inf Div (245)

A31.31:  
6-2-4 Cav Div (46)  
2 Wagon Points  
4 SPs

A28.26:  
12-2-2 Inf Div (163)

A28.25:  
12-2-2 Inf Div (262)

A38.28:  
12-2-2 Inf Div (183)  
2x (1)-0-3 RR Rgt (NW)  
1 SP

A33.22:  
6-2-4 Cav Div (54)

A28.18:  
27 Army HQ  
12-2-2 Inf Div (23)  
1 SP

A27.19:  
3-2-2 Inf Rgt (1291)

A26.18:  
12-2-2 Inf Div (5, less 1 step)

A26.17:  
11-1-1 Inf Div (126)

A25.17:  
12-2-2 Inf Div (256)  
6-1-4 Cav Div (45)

A26.16:  
22 Army HQ  
2 SPs

A43.22:  
11-1-1 Inf Div (33)  
2 SPs  
Level 1 Airbase

A31.15:  
Level 1 Airbase

A21.15:  
11-1-1 Inf Div (133)

A21.14:  
12-2-2 Inf Div (174)

A21.13:  
12-2-2 Inf Div (179)

A17.10:  
11-1-1 Inf Div (243)

A52.10:  
(5)-1-1 UR Bde (64)  
2 SPs  
Level 2 Airbase

A52.09:  
4-0-2 Workers Alert Bde

A18.09:  
5-3-3 Mtrd Inf Bde (1)

A18.08:  
12-2-2 Inf Div (186)

A18.07:  
11-1-1 Inf Div (178, 252)

A18.06:  
12-2-2 Inf Div (246)

A21.07:  
29 Army HQ  
2 Wagon Points  
2 SPs

A27.07: 12-2-2 Inf Div (119)	11-1-1 Inf Div (58)	B31.25: 32 Army HQ 12-2-2 Inf Div (29) 2 Truck Points 2 Wagon Points 3 SPs
A19.04: Dovator Cav Grp (50, 53 Cav Div)	B20.26: Level 1 Hedgehog 12-2-2 Inf Div (50, 152)	B35.25: Level 1 Airbase
A18.02: 12-2-2 Inf Div (250)	B20.25: Level 1 Hedgehog 12-2-2 Inf Div (108, 144)	B34.32: 6-2-4 Cav Div (31)
A37.07: 2-2-2 MG Bn (296)	B20.24: Level 1 Hedgehog 12-2-2 Inf Div (229)	B34.31: 12-2-2 Inf Div (220)
A36.05: 12-2-2 Inf Div (247)	B20.23: 12-2-2 Inf Div (73)	B40.27: 6-2-4 Cav Div (29)
A36.04: 12-2-2 Inf Div (110)	B21.28: 19 Army HQ 2 SPs	B41.28: 49 Army HQ 13-3-3 Mtn Inf Div (194) 26-1-1 Arty Bde 2 SPs
A37.03: 2-3-3 MG Bn (297)	B21.27: 2x 26-1-1 Arty Bde	B47.26: 2-2-6 Lt Tank Bde (5) 10-4-5 Gd Mtrd Inf Div (Red Symbol) (1 Gd (m)) 2 Truck Points 2 SPs
A38.05: 31 Army HQ 12-2-2 Inf Div (249) (2)-4-3 NKVD Bdr Rgt (83) 26-1-1 Arty Bde 4 Wagon Points 4 SPs Level 2 Airbase	B21.26: 20 Army HQ 12-0-4 Inf Div (Red Symbol) (101) 2 SPs	B49.26: 12-2-2 Inf Div (17) (1)-0-3 RR Rgt (West) (2)-4-3 NKVD Bdr Rgt (87)
A58.02: 4-0-2 Workers Alert Bde (5)-1-1 UR Bde (65) Level 1 Airbase	B23.24: 12-2-2 Inf Div (112)	B20.21: 11-1-1 Inf Div (160 (II))
B24.34: 30 Army HQ 2 SPs	B24.25: 4-1-5 Lt Tank Bde (126, 128) 4-3-6 MC Rgt (8+9)	B20.20: 13-3-3 Gd Inf Div (1 Gd) 10-0-1 Inf Div (103)
B20.33: 10-0-1 Inf Div (242)	B26.26: 6-2-5 Tank Bde (147) 5-1-6 Tank Bde (143)	B21.20: 26-1-1 Arty Bde
B20.32: 6-2-5 Tank Bde (148)	B27.26: 12-2-2 Inf Div (91) 4-1-5 Lt Tank Bde (127)	B20.19: 5-1-5 Lt Tank Bde (146) 12-2-2 Inf Div (19) 11-1-1 Inf Div (309)
B21.32: 12-2-2 Inf Div (129)	B27.25: 11-1-1 Inf Div (38, less 1 step)	B21.19: 24 Army HQ 6-2-5 Tank Bde (144) 2 SPs
B21.31: 10-0-1 Inf Div (162)	B28.25: 16 Army HQ 11-1-1 Inf Div (214, less 1 step)	B20.18: 11-1-1 Inf Div (170) 10-0-1 Inf Div (139)
B21.30: 12-2-5 Mtrd Inf Div (Red Symbol) (107)	B31.29: 12-2-2 Inf Div (248)	B20.17: 11-1-1 Inf Div (303)
B20.29: 12-2-2 Inf Div (251) 11-1-1 Inf Div (244)	B31.28: 11-1-1 Inf Div (18)	B21.18:
B20.28: 11-1-1 Inf Div (166)	B31.27: 10-0-1 Inf Div (140)	
B20.27: 4-2-4 Tank Bn (205) <del>12-2-2 Inf Div (89)</del>	B31.26: 11-1-1 Inf Div (2)	
	B32.24: 12-2-2 Inf Div (8, less 1 step)	

26-1-1 Arty Bde	2 Truck Points 2 Wagon Points 4 SPs Level 2 Airbase	C23.33: 3-2-2 Inf Rgt (29)
B21.17: 12-1-4 Inf Div (Red Symbol) (106)		C27.24: 11-1-1 Inf Div (287) 6-2-5 Tank Bde (121)
B21.16: 12-2-2 Inf Div (222)	B59.30: Level 3 Airbase	C27.26: 3 Army HQ 4 SPs
B22.13: 12-2-2 Inf Div (211)	B58.26: (5)-1-1 UR Bde (66) 4-0-2 Workers Alert Bde 2 Wagon Points 4 SPs Level 2 Airbase	C24.25: 3-2-5 Tank Bde (141)
B22.12: 5-1-5 Lt Tank Bde (145) 10-0-1 Inf Div (149)		C23.23: 11-1-1 Inf Div (143) 26-1-1 Arty Bde
B25.14: 43 Army HQ 12-2-2 Inf Div (113) 2 SPs	B53.19: (5)-1-1 UR Bde (62)	C20.25: 12-2-2 Inf Div (283)
B29.14: 12-2-2 Inf Div (60)	B55.23: (5)-1-1 UR Bde (68)	C18.24: 11-1-1 Inf Div (121)
B30.14: 33 Army HQ 2 SPs	B56.11: Level 2 Airbase	C20.30: 12-2-2 Inf Div (269)
B31.14: Level 1 Airbase	B59.07: 4-2-3 NKVD Inf Bde (69) (2)-4-3 NKVD Bdr Rgt (86) 6-2-4 Cav Div (32) 2 SPs	C21.30: 10-0-1 Inf Div (298)
B30.10: 11-1-1 Inf Div (173)	B60.07: Level 1 Airbase	C19.30: 12-2-2 Inf Div (137)
B39.09: Level 1 Airbase	B60.16: 2 SPs Level 1 Airbase	C19.29: 4-1-4 Cav Div (4)
B22.11: 12-2-2 Inf Div (53)	B62.21: 5 Abn Corps (9, 10, 201 Abn Bde) 2 SPs Level 2 Airbase	C27.34: 50 Army HQ 4 SPs
B23.10: 11-1-1 Inf Div (217)		C28.33: (1)-0-3 RR Rgt (Brysk)
B24.08: 12-2-2 Inf Div (279)	B61.24: Level 2 Airbase	C28.32: 3-2-2 Inf Rgt (Bryansk) 26-1-1 Arty Bde 2 Wagon Points 2 SPs Level 1 Airbase
B23.06: 12-2-2 Inf Div (290)	B61.26: 11-1-1 Inf Div (332)	C28.30: 3-2-2 Inf Rgt (20.R)
B24.02: 10-0-1 Inf Div (299)	B61.27: Level 2 Airbase	C27.33: 12-2-2 Inf Div (154)
B25.03: 12-2-2 Inf Div (278)	B62.28: 12-2-2 Gd Inf Div (7 Gd) 2 Wagon Points 4 SPs	C25.34: 3-2-2 Inf Rgt (183.R)
B24.01: 26-1-1 Arty Bde	C23.35: 5-1-5 Lt Tank Bde (108) 3-3-3 Breakdown Rgt	C24.31: 3-2-2 Inf Rgt (855)
B23.02: 13-3-3 Inf Div (258, less 1 step)		C21.31: 12-2-2 Inf Div (280)
B49.13: 13-3-3 Gd Inf Div (5 Gd) 8-4-8 Tank Bde (4) 6-2-5 Tank Bde (11) (1)-0-3 RR Rgt (West)	C23.34: 10-0-1 Inf Div (260)	C17.26: 12-2-2 Inf Div (148)

C18.28: 11-1-1 Inf Div (282)	7-3-4 Cav Div (9) 6-2-4 Cav Div (47) 2 Wagon Points 2 SPs	F19.31: Level 1 Airbase
C17.27: 12-2-2 Inf Div (6)	C25.07: 2-3-4 Cav Rgt (29 Sep)	F13.17: Level 2 Airbase
C21.25: 3-2-2 Inf Rgt (230.R) 4 SPs	C31.12: 14-4-3 Gd Inf Div (2 Gd) 7-3-6 Tank Bde (150)	With any Russian Unit: 75-1-0 Katy Bde 6-0-rr Rail Arty Rgt 10 SPs
C19.20: 11-1-1 Inf Div (155)	C31.11: 12-2-2 Inf Div (160) 7-3-4 Mtn Cav Div (21) Level 1 Airbase	At Any Russian Controlled Air Base: 4x I-16 3x LaGG-3 2x Yak-1 3x MiG-3 6x IL-2 3x Pe-2 5x IL-4 Pe-8 TB-3
C19.19: 11-1-1 Inf Div (307)	C40.10: 5 Cav Corps (3, 14 Cav Div) (1)-0-3 RR Rgt (SW) Level 1 Airbase	At Any Moscow Military District Air Base: (MMD Air Units only) 4x I-16 4x MiG-3 2x Yak-1 2x LaGG-3 Hurri-Ilc
C19.18: 11-1-1 Inf Div (132)	D25.17: 11-1-1 Mil Div (Yaro) Level 2 Airbase	
C19.17: 7-3-4 Cav Div (52)	E1.30: Level 3 Airbase	
C19.14: 4-2-4 Tank Bn (18)	E3.29: Level 2 Airbase	
C20.18: 13 Army HQ 6-2-4 Cav Div (55) 2 SPs	E1.28: (1)-0-3 RR Rgt (West) Level 3 Airbase	<b>Axis Information:</b> Reserve Markers Available: 24 Dead Units: SS-R Mtrd Div (Organic Truck) SS-T Mtrd Div (2 SS-T Mtrd Inf Rgt) 3 Pz Div (III/6 Pz Bn) 4 Pz Div (II/35 Pz Bn) 5 Pz Div (Organic Truck) 6 Pz Div (III/11 Pz Bn) 7 Pz Div (III/25 Pz Bn) 9 Pz Div (II/33 Pz Bn) 17 Pz Div (II/39, III/39 Pz Bn) 18 Pz Div (III/18 Pz Bn) 19 Pz Div (III/27 Pz Bn) 20 Pz Div (III/21 Pz Bn, Organic Truck)
C25.16: 4-1-5 Tank Bde (42)	E1.27: 14-4-3 Gd Inf Div (6 Gd)	Tree-Bark Soup Markers: None
C30.16: Level 1 Airbase	E2.27: Stalin	Available for Use: 9/800 zvb Commando Co 10/800 zvb Commando Co
C34.30: Level 1 Airbase	E2.26: 4 Truck Points 4 SPs	Emergency Reinforcements Available: 29 Corps HQ 30 Corps HQ 20-4-3 Inf Div (122, 126, 168, 239, 299) 10-0-RR Rail Mortar Bn (Odin, Thor) 8 Pz Div (I/10, II/10, III/10 Pz Bn, 8, 28 Mtrd Inf Rgt, 8 Krd MC Bn, 59 Aufk Bn,
C44.27: Level 1 Airbase	E2.25: 6-2-4 Cav Div (41)	
C48.29: Level 1 Airbase	E2.23: Level 2 Airbase	
C19.06: 12-2-2 Inf Div (293) 2-1-4 Cav Div (43)	E10.17: Level 1 Airbase	
C20.05: 2-3-4 Cav Rgt (2 Sep)	E17.10: Level 2 Airbase	
C20.03: 4-3-6 MC Rgt (20)	E2.04: Level 1 Airbase	
C20.02: 8-4-5 Cav Div (5) 6-2-5 Tank Bde (129)	F2.18: Level 2 Airbase	
C21.01: AGS Progress Marker	F8.04: Level 2 Airbase	
C24.01: 40 Army HQ		

8 Arty Rgt, Organic Truck	20-4-3 Inf Div (253)	20-4-3 Inf Div (6)
18 Mtr Div (18 Aufk Bn, 30, 51 Mtrd Inf Rgt, 38 Krd MC Bn, 18 Arty Rgt, Organic Truck)	A25.28: 2 Corps HQ 2x 26-2-2 Arty Grp	B17.33: 6 Corps HQ (7)-4-3 Flak Bn (271)
6x Ju.52		
Organic Trucks: All set up full	A26.27: 20-4-3 Inf Div (12)	w/i 1 B12.32: 36 Mtr Div (36 Aufk Bn, 87, 118 Mtrd Inf Rgt, 36 Krd MC Bn, 36 Arty Rgt, Organic Truck)
<b>Set Up:</b>		
German Gauge Railroads:	A27.27: 4-4-3 Breakdown Rgt	
All hexes west of and including the following railhead hexes have been converted:	A27.26: 20-4-3 Inf Div (32, less 1 step)	B13.30: 3 Pz Grp Army HQ 2x 26-2-2 Arty Grp 7-5-7 Flm Pz Bn (101) 3-5-10 Flak Co (I/8) 30-2-3 Werfer Rgt (51) 3 Truck Points 5 SPs
A22.30	A23.27: (7)-4-3 Flak Bn (280)	
A14.12	5-5-8 AG Bn (600)	
A13.09	SS-T Mtrd Div (Organic Truck)	
B15.29	3 Wagon Points	
B14.23	2 SPs	
B16.10	Level 1 Airbase	B14.30: 10-5-4 Mtrd Inf Bde (900 L)
C11.30		
C14.30	A24.22: 20-4-3 Inf Div (123)	B17.32: 41 Pz Corps HQ 1 Pz Div (I/1, II/1 Pz Bn, 4 Aufk Bn, 1 Krd MC Bn, 1, 113 Mtrd Inf Rgt, 73 Arty Rgt, Organic Truck)
C15.15	A12.21: Level 1 Airbase	
C11.08		
C11.02	A4.11: 6-2-2 Sec Div (454) 3 Wagon Points 3 SPs Level 2 Airbase	B19.31: 20-4-3 Inf Div (35, 129)
A15.33: 4-4-4 SS Cav Rgt (1 SS, 2 SS)		
A17.32: (7)-4-3 Flak Bn (272) 2 SPs		B17.31: 7 Pz Div (I/25, II/25 Pz Bn, 37 Aufk Bn, 7 Krd MC Bn, 6, 7 Mtrd Inf Rgt, 78 Arty Rgt, Organic Truck)
A19.33: 4-4-3 Breakdown Rgt	A20.14: 20-4-3 Inf Div (251)	
A20.32: 4-4-3 Breakdown Rgt		B16.30: 56 Pz Corps HQ 14 Mtr Div (14 Aufk Bn, 54 Krd MC Bn, 11, 53 Mtrd Inf Rgt, 14 Arty Rgt, Organic Truck)
A22.30: 10 Corps HQ 26-2-2 Arty Grp	A20.13: 20-4-3 Inf Div (102)	
A22.31: 20-4-3 Inf Div (290, less 2 steps)	A14.12: 23 Corps HQ 26-2-2 Arty Grp Level 1 Airbase	B15.29: 5 Corps HQ 20-4-3 Inf Div (161)
A23.31: 4-4-3 Breakdown Rgt	A13.09: (1)-2-5 RR Bn (I/1)	
A24.30: 20-4-3 Inf Div (30, less 1 step)	A16.09: 20-4-3 Inf Div (256)	B17.30: 6 Pz Div (I/11, II/11 Pz Bn, 57 Aufk Bn, 6 Krd MC Bn, 4, 114 Mtrd Inf Rgt, 76 Arty Rgt, Organic Truck)
A24.29: 26-2-2 Arty Grp	A17.08: 20-4-3 Inf Div (206)	
A25.30: SS-T Mtrd Div (T Krd MC Bn)	A18.01: 20-4-3 Inf Div (110)	B1.25: 20-4-3 Inf Div (339) Level 2 Airbase
A25.29: SS-T Mtrd Div (SS-T Arty Rgt) 16-2-3 Werfer Bn (2+9)	B18.33: 20-4-3 Inf Div (26)	B3.28: 6-2-2 Sec Div (403)
A26.29: SS-T Mtrd Div (1 SS-T, 3 SS-T Mtrd Inf Rgt, SS-T Aufk Bn)	B18.32:	B8.24: 4-3-2 Sec Div (286)
A26.28:		B12.23: (1)-2-5 RR Bn (II/1) 3-3-2 Pol Rgt (31) 6-3-2 Sec Div (203)

3-2-2 Sec Bde (202) 4 Truck Points 2 Wagon Points 10 SPs Level 2 Airbase	20-4-3 Inf Div (15)	5 SPs Level 1 Airbase
B19.30: 20-4-3 Inf Div (5) 5-5-8 AG Bn (189)	B19.17: 20-4-3 Inf Div (268)	B22.10: 20-4-3 Inf Div (258)
B18.29: 2-4-8 PJ Bn (643) 3x 26-2-2 Arty Grp	B19.16: 20-5-4 Inf Div (78)	B17.09: SS-R Mtrd Div (11 SS, Deutld, Führer, Lngmk Mtrd Inf Rgt, R Aufk Bn, R Krd MC Bn, R Arty Rgt)
B19.29: 20-4-3 Inf Div (28, 106)	B16.15: 20 Corps HQ 5-5-8 AG Bn (210)	B21.09: 40 Pz Corps HQ 2 Pz Div (I/3, II/3 Pz Bn, 5 Aufk Bn, 2 Krd MC Bn, 2, 304 Mtrd Inf Rgt, 74 Arty Rgt, Organic Truck) 2x 26-2-2 Arty Grp
B19.28: 20-4-3 Inf Div (8, 87)	B16.13: 57 Pz Corps HQ 2-4-6 PJ Bn (559) 3 Mtr Div (8, 29 Mtrd Inf Rgt, 53 Aufk Bn, 53 Krd MC Bn, 3 Arty Rgt, Organic Truck)	B19.08: 20-4-3 Inf Div (98)
B18.27: 2x 26-2-2 Arty Grp	B6.09: 7-3-2 Sec Div (221) 2 Truck Points Level 2 Airbase	B22.08: 10 Pz Div (I/7, II/7 Pz Bn, 90 Aufk Bn, 10 Krd MC Bn, 69, 86 Mtrd Inf Rgt, 90 Arty Rgt, Organic Truck)
B18.26: 8 Corps HQ 27 Corps HQ 20-4-3 Inf Div (8) 5-5-8 AG Bn (184) 16-2-3 Werfer Bn (3+5)	B13.10: 20 Pz Div (I/21, II/21 Pz Bn, 92 Aufk Bn, 20 Krd MC Bn, 59, 112 Mtrd Inf Rgt, 92 Arty Rgt)	B23.08: 12 Corps HQ 5-5-8 AG Bn (192) 20-4-3 Inf Div (34)
B19.27: 20-4-3 Inf Div (255) 3-3-6 PJ Bn (561)	B20.14: 20-4-3 Inf Div (23)	stacked with any of the above on Map B: 5-5-8 AG Bn (177) (7)-4-3 Flak Bn (276) 7x 26-2-2 Arty Grp
B19.26: 20-4-3 Inf Div (162)	B20.13: 2-3-8 PJ Bn (529)	B22.06: 20-4-3 Inf Div (17)
B19.25: 20-4-3 Inf Div (86)	B19.13: 7 Corps HQ 5-5-8 AG Bn (203) 20-4-3 Inf Div (7, 267)	B22.05: 13 Corps HQ 20-4-3 Inf Div (260)
B13.20: 19 Pz Div (I/27, II/27 Pz Bn, 19 Aufk Bn, 19 Krd MC Bn, 73, 74 Mtrd Inf Rgt, 19 Arty Rgt, Organic Truck)	B21.13: 20-4-3 Inf Div (197)	B21.04: 43 Corps HQ 26-2-2 Arty Grp
B17.21: 9 Corps HQ	B19.12: 46 Pz Corps HQ 5 Pz Div (I/31, II/31 Pz Bn, 8 Aufk Bn, 55 Krd MC Bn, 13, 14 Mtrd Inf Rgt, 116 Arty Rgt) 2x 26-2-2 Arty Grp	B22.03: 20-4-3 Inf Div (52)
B18.21: 20-4-3 Inf Div (137)	B20.12: 11 Pz Div (I/15, II/15 Pz Bn, 231 Aufk Bn, 61 Krd MC Bn, 110, 111 Mtrd Inf Rgt, 119 Arty Rgt, Organic Truck)	B21.03: 20-4-3 Inf Div (131)
B19.21: 20-4-3 Inf Div (263)	B21.12: 20-4-3 Inf Div (252)	B20.02: 20-4-3 Inf Div (112)
B19.20: 20-4-3 Inf Div (183) 5-5-8 AG Bn (226)	B16.10: 4 Pz Grp Army HQ 2-4-8 PJ Bn (616) (1)-2-5 RR Bn (II/5) 30-2-3 Werfer Rgt (52) 3 Truck Points 2 Wagon Points	B20.01: (7)-4-3 Flak Bn (274)
B14.18: Level 1 Airbase		C20.34: 4-4-3 Breakdown Rgt
B19.19: 20-4-3 Inf Div (292)		C20.33: 4-4-3 Breakdown Rgt
B19.18:		

C20.32:  
20-4-3 Inf Div (31, less 2 steps)

C19.32:  
4-4-3 Breakdown Rgt

C18.31:  
4-4-3 Breakdown Rgt

C10.30:  
20-4-3 Inf Div (56)  
3 Wagon Points  
Level 1 Airbase

C14.30:  
53 Corps HQ  
2 SPs

C18.30:  
20-4-3 Inf Div (167, less 2 steps)

C17.30:  
1 Cav Div (I/21 Cav Bn)

C16.29:  
1 Cav Div (I/22 Cav Bn)

C16.28:  
1 Cav Div (1 Bicycle Cav Bn)

C15.28:  
1 Cav Div (II/22 Cav Bn)

C15.27:  
1 Cav Div (I/1 Cav Bn)

C15.26:  
1 Cav Div (II/1 Cav Bn)

C14.25:  
1 Cav Div (1 Cav Arty Bn)

C15.25:  
1 Cav Div (I/2 Cav Bn)

C14.24:  
1 Cav Div (II/2 Cav Bn)

C4.15:  
35 Corps HQ  
20-4-3 Inf Div (293)

C2.15:  
20-4-3 Inf Div (262)

C16.20:  
29 Mtr Div (71 Mtrd Inf Rgt)

C17.20:  
29 Mtr Div (15 Mtrd Inf Rgt,)

C18.19:  
29 Mtr Div (29 Aufk Bn)

C18.18:  
29 Mtr Div (29 Krd MC Bn)

5-5-8 AG Bn (191)

C13.18:  
29 Mtr Div (29 Arty Rgt, Organic Truck)  
Level 2 Airbase

C18.16:  
17 Pz Div (I/39 Pz Bn, 27 Aufk Bn, 17 Krd MC Bn, 40, 63 Mtrd Inf Rgt, 27 Arty Rgt, Organic Truck)  
30-2-3 Werfer Rgt (53)  
16-2-3 Werfer Bn (6+8)

C18.15:  
47 Pz Corps HQ  
18 Pz Div (I/18, II/18 Pz Bn, 88 Aufk Bn, 18 Krd MC Bn, 52, 101 Mtrd Inf Rgt, 88 Arty Rgt, Organic Truck)  
7-5-7 Flm Pz Bn (100)

C17.16:  
2x 26-2-2 Arty Grp

C15.13:  
10 Mtr Div (40 Krd MC Bn, 10 Aufk Bn)

C15.15:  
(1)-2-5 RR Bn (I/5)  
5 SPs

C17.15:  
5-3-8 AG Bn (201)  
2x 26-2-2 Arty Grp

C16.13:  
24 Pz Corps HQ  
2-4-8 PJ Bn (521, 543)

C17.13:  
4 Pz Div (I/35 Pz Bn, 7 Aufk Bn, 34 Krd MC Bn, 12, 33 Mtrd Inf Rgt, 103 Arty Rgt, Organic Truck)

C17.12:  
3 Pz Div (I/6, II/6 Pz Bn, 1 Aufk Bn, 3 Krd MC Bn, 3, 394 Mtrd Inf Rgt, 75 Arty Rgt, Organic Truck)

C15.11:  
25 Mtr Div (25 Krd MC Bn)

C10.08:  
2 Pz Grp Army HQ  
5-5-8 AG Bn (243)  
5-3-8 AG Bn (202)  
5-5-3 MG Bn (5)  
7 Truck Points  
4 SPs  
Level 2 Airbase

C18.06:

2-5-4 Pio Bn (43)  
7-3-3 Arty Bn (400)

C18.05:  
10-5-4 Mtrd Inf Rgt (IRGD)

C2.01:  
34 Corps HQ  
20-4-3 Inf Div (134)

C15.03:  
25 Mtr Div (119 Mtrd Inf Rgt)

C12.01:  
25 Mtr Div (35 Mtrd Inf Rgt)

C11.02:  
48 Pz Corps HQ  
2-4-6 PJ Bn (611)  
2 Wagon Points  
1 SP

At Any Axis Controlled Air Base:  
2x Bf.109e  
10x Bf.109f  
2x Bf.110  
9x Ju.87b  
7x He.111  
3x Ju.88  
2x Do.17z  
2x Ju.52

### **Victory:**

Given any option costs and any future VP expenses, the German player wins if his VP total is greater than 12. Historically, they owned 33 VPs on the map.

## **7.2 Operation Typhoon Campaign Start II 15 Nov 41—The Final Lurch**

Once the ground has frozen, the Wehrmacht launches its last attempt on the Russian capital at the very end of its strength. As the Germans go beyond the culminating point of their campaign, they over-extend and pave the way for the Russians to strike back.

### **General Information:**

Map Area: All  
Set Up Order: Russian, German  
First Player on 15 Nov 41: German  
First Turn: 15 Nov 41  
Last Turn: 29 May 43  
Game Length: 165

Special Rules: 2.9a, 2.9b and 2.9c have all been applied.

Reserve Markers Available: 12	A28.29:	2 SPs
Dead Units:	11-1-1 Inf Div (245)	
2x I-16		A36.13:
3x IL-2	A28.28:	3-2-2 Inf Rgt (930)
IL-4	3-2-3 Mtrd Inf Rgt (28)	
2x SB-2		A37.13:
19, 20, 24, 32 Army HQ	A31.31:	12-2-2 Inf Div (179)
6-2-5 Tank Bde (25, 144, 147, 148)	4-3-6 MC Rgt (34)	
4-1-5 Tank Bde (42)	2 Wagon Points	A38.13:
3-2-5 Tank Bde (141)	2 SPs	12-2-2 Inf Div (249)
4-1-5 Lt Tank Bde (126, 127, 128)		
4-2-4 Tank Bn (18, 205)	A29.29:	A39.14:
12-2-2 Inf Div (6, 8, 29, 73, 89, 91,	34 Army HQ	12-2-2 Inf Div (220, less 1 step)
112, 152, 211, 229, 247, 248, 278,	7-3-4 Cav Div (25)	
279, 280)		A42.13:
11-1-1 Inf Div (2, 38, 58, 155, 160(II),	A28.26:	12-2-2 Inf Div (174)
166, 170, 214, 244, 282, 287, 303)	12-2-2 Inf Div (23)	
10-0-1 Inf Div (103, 139, 140, 149,		A43.13:
298)	A28.25:	3-2-2 Inf Rgt (257)
12-1-4 Inf Div (Red Symbol) (106)	11-1-1 Inf Div (33)	
12-0-4 Inf Div (Red Symbol) (101)		A43.12:
6-2-4 Cav Div (47)	A38.28:	12-2-2 Inf Div (357)
6-1-4 Cav Div (45)	12-2-2 Inf Div (257)	
2x 26-1-1 Arty Bde	(2)-4-3 NKVD Bdr Rgt (11)	A44.11:
3-2-2 Inf Rgt (Bryansk, 20.R, 29, 183.R,	(1)-0-3 RR Bn (2x NW)	12-2-2 Inf Div (250)
855, 230.R)	3 SPs	2-3-4 Cav Rgt (Ind-1)
Tree-Bark Soup Markers: 3	A43.22:	A45.11:
Ski Battalions Available: 16x 1-2-3	(2)-4-3 NKVD Bdr Rgt (9)	12-2-2 Inf Div (183)
Ski Bn	5 SPs	
	Level 1 Airbase	A45.14:
<b>Set Up:</b>		29 Army HQ
A23.35:	A30.20:	26-1-1 Arty Bde
12-2-2 Inf Div (180)	27 Army HQ	4 Wagon Points
	12-2-2 Inf Div (262)	2 SPs
A24.34:	2 SPs	
12-2-2 Inf Div (202)		A46.11:
	A27.19:	6-2-4 Cav Div (46)
A24.33:	5-3-3 Mtrd Inf Bde (1)	
12-2-2 Inf Div (84)		A49.12:
	A28.17:	6-2-4 Cav Div (54)
A25.35:	11-1-1 Inf Div (259)	(5)-1-1 UR Bde (64)
11-1-1 Inf Div (305)	(2)-4-3 NKVD Bdr Rgt (10)	
		A50.11:
A25.33:	A29.16:	7-3-6 Tank Bde (8)
3-2-3 Mtrd Inf Rgt (2)	12-2-2 Inf Div (163)	11-1-1 Inf Div (243)
3-2-2 Inf Rgt (Comp)		
	A30.15:	A50.12:
A26.32:	3-2-2 Inf Rgt (1291)	(2)-4-3 NKVD Bdr Rgt (83)
12-2-2 Inf Div (254)		2x 26-1-1 Arty Bde
	A31.15:	
A26.31:	12-2-2 Inf Div (186)	A51.12:
13-3-3 Inf Div (26)	Level 1 Airbase	12-2-2 Inf Div (246, less 1 step)
		4-0-2 Workers Alert Bde
A27.33:	A33.14:	(2)-4-3 NKVD Bdr Rgt (88)
11 Army HQ	5-3-3 Mtrd Inf Bde (Ind)	
26-1-1 Arty Bde		A52.12:
	A35.14:	12-2-2 Inf Div (119, less 1 step)
A27.31:	11-1-1 Inf Div (178)	11-1-1 Inf Div (252)
12-2-2 Inf Div (182)		
	A36.14:	A53.12:
A28.30:	22 Army HQ	11-1-1 Inf Div (133)
11-1-1 Inf Div (188)	(2)-4-3 NKVD Bdr Rgt (33)	

4-0-2 Workers Alert Bde	6-2-5 Tank Bde (146) 5-1-5 Tank Bde (33)	7-3-6 Tank Bde (18) 12-2-2 Inf Div (144)
A57.17: 31 Army HQ 4-3-6 MC Rgt (46) 2 Wagon Points 2 SPs	A58.02: Level 1 Hedgehog 16 Army HQ (5)-1-1 UR Bde (65) 6-0-rr Rail Arty Rgt 2 SPs Level 1 Airbase	B55.27: Level 2 Hedgehog 12-2-2 Inf Div (50, less 1 step) 4-0-2 Workers Alert Bde
A54.12: 10-0-1 Inf Div (242, less 1 step)		B57.28: 4-3-6 MC Rgt (36)
A55.13: 10-0-1 Inf Div (162, less 1 step)	B51.34: Dovator Cav Group (53 Cav Div) 3-3-2 Cdt Rgt (USSR)	B61.27: Level 3 Hedgehog 11-1-1 Militia Div (2 Mos) 3 SPs Level 2 Airbase
A54.11: 12-2-2 Inf Div (251, less 1 step) 2-2-2 MG Bn (296)	B51.33: 8-4-8 Gd Tank Bde (1 Gd) 11-1-1 Inf Div (126, less 1 step)	B61.26: Level 3 Hedgehog 11-1-1 Inf Div (332)
A54.10: 2-3-3 MG Bn (297)	B51.32: 12-2-2 Inf Div (316, less 1 step)	B61.24: Level 3 Airbase
A54.09: 12-2-2 Inf Div (256, less 1 step)	B54.30: 7-3-6 Tank Bde (28) 3-2-2 Inf Rgt (1310)	B60.26: 5-1-6 Tank Bde (143) (2)-0-3 NKVD Sec Rgt (76 RR)
A54.08: 12-2-2 Inf Div (185) (2)-4-3 NKVD Bdr Rgt (13)	B55.30: 7-3-6 Tank Bde (25) 11-1-1 Inf Div (78)	B58.26: Level 2 Hedgehog 12-2-2 Inf Div (108) 5-1-5 Lt Tank Bde (145) (5)-1-1 UR Bde (66) 4-0-2 Workers Alert Bde 2 Truck Points 2 Wagon Points 4 SPs Level 2 Airbase
A55.08: 75-1-0 Katy Bde	B62.30: 4-0-2 Workers Alert Bde	B57.26: 12-2-2 Inf Div (129, less 1 step) (2)-4-3 NKVD Bdr Rgt (87)
A59.07: 4-3-6 MC Rgt (11)	B61.30: 11-1-1 Militia Div (4 Mos)	B56.26: 26-1-1 Arty Bde
A54.07: 6-2-5 Tank Bde (21) 4-3-6 MC Rgt (2)	B62.28: 6-2-4 Cav Div (73) 2 Wagon Points 4 SPs	B56.25: 26-1-1 Arty Bde
A53.07: 12-2-2 Inf Div (5, less 1 step) (2)-4-3 NKVD Bdr Rgt (31)	B61.29: Level 2 Hedgehog 11-1-1 Militia Div (3 Com)	B55.26: Level 3 Hedgehog 12-3-5 Inf Div (Red Symbol) (82 M) 6-2-5 Tank Bde (20) (2)-4-3 NKVD Bdr Rgt (16)
A53.06: 7-3-4 Cav Div (24)	B59.30: Level 1 Hedgehog 5 Army HQ 6-2-5 Tank Bde (19) Level 3 Airbase	B55.25: Level 2 Hedgehog 12-2-2 Inf Div (32) 4-3-6 MC Rgt (8+9)
A53.05: 6-2-4 Mtn Cav Div (18)	B58.30: 5-3-3 Inf Bde (21)	
A55.07: 2x 26-1-1 Arty Bde	B55.29: Level 2 Hedgehog 6-2-5 Tank Bde (22) 11-1-1 Inf Div (18)	
A56.06: Level 2 Hedgehog 30 Army HQ 12-2-5 Mtrd Inf Div (Red Symbol) (107)	B56.28: 2x 26-1-1 Arty Bde	
A56.04: 4-2-2 Inf Bde (56)	B55.28: Level 2 Hedgehog	
A52.02: Dovator Cav Group (50 Cav Div)		
A56.01:		

B56.24: 2x 75-1-0 Katy Bde	13-3-3 Mtn Inf Div (194, less 2 steps)	26-1-1 Arty Bde Level 1 Airbase
B57.24: (5)-1-1 UR Bde (68) (2)-0-3 NKVD Sec Rgt (56 RR)	B57.16: 12-2-2 Inf Div (60, less 1 step)	B60.06: Level 2 Hedgehog 10-0-1 Inf Div (299, less 1 step) (2)-4-3 NKVD Bdr Rgt (86)
B56.23: Level 3 Hedgehog 10-4-5 Gd Inf Div (Red Symbol) (1 Gd (m))	B56.14: 13-3-3 Gd Inf Div (5 Gd, less 2 steps)	B61.06: 12-2-2 Inf Div (154) 5-3-3 Inf Bde (3)
B56.22: Level 2 Hedgehog 12-2-2 Inf Div (110)	B56.13: 12-2-2 Inf Div (330, less 1 step)	B61.05: 10-0-1 Inf Div (260)
B57.22: Level 2 Hedgehog 12-2-2 Inf Div (113)	B55.13: 12-2-2 Inf Div (238)	B62.04: 12-2-2 Inf Div (413, less 1 step)
B59.22: 33 Army HQ (5)-1-1 UR Bde (62) 2 Truck Points	B55.12: 13-3-3 Inf Div (258, less 1 step)	C35.01: AGS Progress Marker
B62.21: Level 3 Hedgehog (2)-0-3 NKVD Sec Bn (53 RR) (1)-0-3 RR Rgt (West) 4 SPs Level 2 Airbase	B55.11: 3-3-3 Breakdown Inf Rgt 4-0-2 Workers Alert Bde	C44.07: 2-3-4 Cav Rgt (2 Sep)
B61.19: 6-2-5 Tank Bde (26)	B56.11: Level 2 Hedgehog 4-0-2 Workers Alert Bde Level 2 Airbase	C43.10: 14-4-3 Gd Inf Div (2 Gd, less 1 step)
B60.16: Level 2 Hedgehog 43 Army HQ 12-2-2 Inf Div (312) 7-3-6 Tank Bde (9, 17) 4 SPs Level 2 Airbase	B59.13: 49 Army HQ 12-2-2 Inf Div (19)	C44.11: 11-1-1 Inf Div (121) 2-3-4 Cav Rgt (29 Sep)
B57.21: Level 3 Hedgehog 5 Abn Corps (9, 201 Abn Bde) (2)-4-3 NKVD Bdr Rgt (252)	B56.09: 12-2-2 Inf Div (415, less 1 step) 6-2-4 Cav Div (31)	C45.13: 11-1-1 Inf Div (132) 7-3-4 Mtn Cav Div (21)
B57.20: Level 2 Hedgehog 12-2-2 Inf Div (53)	B57.09: 6-2-5 Tank Bde (11)	C45.14: 6-2-4 Cav Div (32)
B57.19: 12-2-2 Inf Div (93)	B61.10: 8-4-5 Cav Div (5) 7-3-4 Cav Div (9)	C47.09: 6-2-5 Tank Bde (121)
B58.18: 6-2-5 Tank Bde (24)	B57.08: 12-2-2 Inf Div (290, less 1 step) 7-3-6 Tank Bde (32)	C49.11: 40 Army HQ 12-2-2 Inf Div (293) 7-3-6 Tank Bde (150) 2 SPs
B57.18: 5 Abn Corps (10 Abn Bde) 12-2-2 Inf Div (17)	B58.07: Level 2 Hedgehog 11-1-1 Inf Div (217, less 1 step) 4-2-3 NKVD Inf Bde (69)	C55.17: 13 Army HQ 12-2-2 Inf Div (160) 6-2-5 Tank Bde (129) 2 SPs
B57.17: 12-2-2 Inf Div (93)	B59.08: 2x 75-1-0 Katy Bde 26-1-1 Arty Bde	C52.21: 13-3-3 Gd Inf Div (1 Gd, less 1 step) 2-2-6 Lt Tank Bde (5)
B57.18: 5 Abn Corps (10 Abn Bde) 12-2-2 Inf Div (17)	B59.07: Level 2 Hedgehog 14-4-3 Gd Inf Div (6 Gd, less 1 step) 5-1-5 Lt Tank Bde (108) 6-2-4 Cav Div (41) 3-2-2 Inf Rgt (Tula) (2)-4-3 NKVD Bdr Rgt (38)	C53.22:
B57.17: 12-2-2 Inf Div (93)	B60.07:	

12-2-2 Inf Div (148)	E1.26: 11-1-1 Militia Div (Yaro)	10-0-1 Inf Div (326) 2 SPs Level 1 Airbase
C55.23: 11-1-1 Inf Div (307) 4-3-6 MC Rgt (20)	E2.26: 4 Truck Points 4 SPs	F10.26: 12-2-2 Inf Div (269, less 1 step)
C55.24: 4-3-6 MC Rgt (38)	E2.25: Level 3 Hedgehog 6-2-4 Cav Div (74)	F2.18: 3 Army HQ 11-1-1 Inf Div (143) 6-2-4 Cav Div (55) 2 SPs Level 2 Airbase
C56.24: 7-3-4 Cav Div (52)	E3.27: 2x 75-1-0 Katy Bde	F6.14: 11-1-1 Inf Div (62)
C61.25: 12-2-2 Inf Div (283, less 1 step)	E2.23: Level 2 Hedgehog 11-1-1 Inf Div (340) 2 Wagon Points 3 SPs Level 2 Airbase	F13.17: Level 2 Airbase
C62.25: 5 Cav Corps (3, 14 Cav Div)	E6.27: Level 2 Airbase	F6.05: 2-1-4 Cav Div (43) (1)-0-3 RR Rgt (SW) 2 Wagon Points 3 SPs
C62.26: 12-2-2 Inf Div (137)	E6.24: (2)-0-3 NKVD Sec Rgt (78 RR)	F8.04: Level 2 Airbase
D25.17: Level 2 Airbase	E9.26: (2)-0-3 NKVD Sec Rgt (90 RR)	At Any Russian Controlled Air Base: 2x I-16 3x LaGG-3 3x Yak-1 4x MiG-3 P-40 3x IL-2 4x Pe-2 4x IL-4 2x SB-2 Pe-8 TB-3 G-2 3x Li-2
E2.34: Level 1 Hedgehog 6-2-4 Mtn Cav Div (17)	E4.14: 11-1-1 Inf Div (173)	At Any Moscow Military District Air Base: Base: (MMD Air Units only) 4x I-16 4x MiG-3 2x Yak-1 4x LaGG-3 2x Hurri-IIc P-40
E2.33: Level 1 Hedgehog 6-2-4 Cav Div (44)	E10.17: 12-2-2 Inf Div (328) Level 1 Airbase	
E1.31: 4-0-2 Workers Alert Bde	E3.09: 50 Army HQ 5-1-5 Lt Tank Bde (112) 4-1-4 Cav Div (4) 2 SPs	
E1.30: 4 Abn Corps (8, 214 Abn Bde, 7 "Abn" Inf Bde) Level 3 Airbase	E2.04: 3-2-2 Inf Rgt (1005) Level 1 Airbase	
E3.30: (2)-0-3 NKVD Sec Rgt (151 RR)	E11.08: 12-2-2 Inf Div (322) 11-1-1 Inf Div (324)	
E1.29: (1)-0-3 RR Rgt (West) Level 3 Airbase	E16.10: 11-1-1 Inf Div (323)	
E3.29: 3 SPs Level 3 Airbase	E17.10: 4-2-4 Cav Div (75) (1)-0-3 RR Rgt (Brynsk) 3 SPs Level 2 Airbase	
E5.29: Level 2 Airbase	F13.34: 6-2-4 Cav Div (29)	
E2.27: Stalin 12-2-2 Inf Div (331)	F19.31: 12-2-2 Inf Div (325)	
E1.27: (1)-0-3 RR Rgt (West) 4 SPs		

Rgt, Organic Truck	20-4-3 Inf Div (290, less 2 steps)	A14.12:
4 Pz Div (II/35 Pz Bn)		Level 1 Airbase
5 Pz Div (Organic Truck)	A22.32:	
6 Pz Div (II/11, III/11 Pz Bn, Organic Truck)	4-4-3 Breakdown Rgt	A26.17:
7 Pz Div (III/25 Pz Bn)	A22.30:	20-4-3 Inf Div (253)
9 Pz Div (II/33 Pz Bn)	10 Corps HQ	A28.15:
10 Pz Div (II/7 Pz Bn)	(7)-4-3 Flak Bn (272)	4-4-3 Breakdown Rgt
11 Pz Div (I/15 Pz Bn, Organic Truck)	2 SPs	
17 Pz Div (II/39, III/39 Pz Bn)		A29.15:
18 Pz Div (II/18, III/18 Pz Bn)	A23.32:	20-4-3 Inf Div (102, less 2 steps)
19 Pz Div (III/27 Pz Bn, 74 Mtrd Inf Rgt)	20-4-3 Inf Div (30, less 1 step)	
20 Pz Div (I/21, III/21 Pz Bn, Organic Truck)	A24.30:	A26.13:
3 Mtr Div (53 Krd MC Bn)	2x 26-2-2 Arty Grp	23 Corps HQ
14 Mtr Div (11 Mtrd Inf Rgt)		26-2-2 Arty Grp
29 Mtr Div (Organic Truck)	A23.27:	2 SPs
36 Mtr Div (Organic Truck)	5-5-8 AG Bn (600)	
	(7)-4-3 Flak Bn (280)	A27.07:
	SS-T Mtr Div (Organic Truck)	4-4-4 SS Cav Rgt (1 SS)
Tree-Bark Soup Markers: 7	3 Wagon Points	
	Level 1 Airbase	A30.14:
		20-4-3 Inf Div (206, less 1 step)
Available for Use:		
9/800 zvb Commando Co	A24.31:	A31.14:
10/800 zvb Commando Co	SS-T Mtr Div (T Krd MC Bn)	4-4-3 Breakdown Rgt
Emergency Reinforcements Available:	A25.31:	A32.13:
29 Corps HQ	SS-T Mtr Div (3 SS-T Mtrd Inf Rgt)	4-4-3 Breakdown Rgt
30 Corps HQ		
20-4-3 Inf Div (122, 126, 168, 239, 299)	A26.30:	A33.13:
10-0-RR Rail Mortar Bn (Odin, Thor)	SS-T Mtr Div (SS-T Aufk Bn, 1 SS-T Mtrd Inf Rgt)	20-4-3 Inf Div (251, less 2 steps)
8 Pz Div (I/10, II/10, III/10 Pz Bn, 8, 28 Mtrd Inf Rgt, 8 Krd MC Bn, 59 Aufk Bn, 8 Arty Rgt, Organic Truck)	A26.29:	A34.12:
18 Mtr Div (18 Aufk Bn, 30, 51 Mtrd Inf Rgt, 38 Krd MC Bn, 18 Arty Rgt, Organic Truck)	SS-T Mtr Div (SS-T Arty Rgt)	4-4-3 Breakdown Rgt
6x Ju.52	16-2-3 Werfer Bn (2+9)	
	A25.28:	A36.09:
	2 Corps HQ	6 Corps HQ
	2x 26-2-2 Arty Grp	(7)-4-3 Flak Bn (271)
Organic Trucks: All set up empty.	A27.30:	A36.11:
	20-4-3 Inf Div (12)	20-4-3 Inf Div (256, less 1 step)
<b>Set Up:</b>		A37.11:
German Gauge Railroads:	A27.29:	4-4-3 Breakdown Rgt
All hexes west of and including the following railhead hexes have been converted:	20-4-3 Inf Div (32, less 1 step)	
A22.30	A27.28:	A37.05:
A20.13	4-4-3 Breakdown Rgt	2x 26-2-2 Arty Grp
A38.05		
B35.26	A28.27:	A38.05:
B35.25	4-4-3 Breakdown Rgt	3 Pz Grp Army HQ
B32.13		4-4-4 SS Cav Rgt (2 SS)
B31.07	A27.26:	3-5-10 Flak Co (I/8)
C30.34	20-4-3 Inf Div (123)	(1)-2-5 RR Bn (I/1)
C43.27		7 Pz Div (Organic Truck)
C33.10	A12.21:	14 Mtr Div (Organic Truck)
	Level 1 Airbase	3 Wagon Points
		4 SPs
		Level 2 Airbase
A15.33:	A4.11:	
5-5-8 AG Bn (184)	20-4-3 Inf Div (339)	A39.10:
3-2-2 Sec Bde (202)	2 SPs	20-4-3 Inf Div (26, less 2 steps)
	Level 2 Airbase	
A21.33:		A42.09:
		4-4-3 Breakdown Rgt

A43.09: 4-4-3 Breakdown Rgt	6 Pz Div (6 Krd MC Bn) A51.06: 6 Pz Div (4 Mtrd Inf Rgt)	B20.26: Level 1 Hedgehog
A44.09: 20-4-3 Inf Div (6, less 2 steps)	A50.04: 6 Pz Div (114 Mtrd Inf Rgt)	B30.14: 2x 26-2-2 Arty Grp
A45.07: 27 Corps HQ 3-3-6 PJ Bn (561)	A49.05: 6 Pz Div (57 Aufk Bn, I/11 Pz Bn, 76 Arty Rgt)	B31.14: Level 1 Airbase
A45.10: 4-4-3 Breakdown Rgt	A50.02: 7 Pz Div (6 Mtrd Inf Rgt)	B34.25: 6-2-2 Sec Div (403) 10 Pz Div (Organic Truck) 2x 26-2-2 Arty Grp 1 Truck Point 3 Wagon Points 4 SPs
A48.10: 4-4-3 Breakdown Rgt	A49.02: 14 Mtr Div (14 Aufk Bn, 54 Krd MC Bn, 53 Mtrd Inf Rgt, 14 Arty Rgt)	B34.24: 20-4-3 Inf Div (268)
A49.09: 41 Pz Corps HQ (7)-4-3 Flak Bn (276)	A48.02: 56 Pz Corps HQ 5-5-8 AG Bn (177)	B35.25: 3-3-2 Pol Rgt (31) Level 1 Airbase
A49.11: 20-4-3 Inf Div (110, less 2 steps)	A48.01: 7 Pz Div (37 Aufk Bn, 7 Krd MC Bn, I/25, II/25 Pz Bn, 7 Mtrd Inf Rgt, 78 Arty Rgt)	B35.26: (1)-2-5 RR Bn (II/1) 2x 26-2-2 Arty Grp
A50.10: 10-5-4 Mtrd Inf Bde (900 L)	A46.01: 5-5-8 AG Bn (189) Wagon Extender	B36.26: 20-4-3 Inf Div (5)
A51.10: 16-2-3 Werfer Bn (3+5) 2x 26-2-2 Arty Grp	B1.25: Level 2 Airbase	B41.28: 20-4-3 Inf Div (197)
A51.11: 20-4-3 Inf Div (161, less 2 steps)	B12.23: 20-4-3 Inf Div (707) 26-2-2 Arty Grp 1 Truck Point 2 Wagon Points 8 SPs Level 2 Airbase	B45.30: 46 Pz Corps HQ 11 Pz Div (231 Aufk Bn)
A52.09: 36 Mtr Div (36 Aufk Bn, 36 Krd MC Bn, 36 Arty Rgt) 26-2-2 Arty Grp	B12.22: 4-3-2 Sec Div (286)	B45.26: 5 Pz Div (I/31, II/31 Pz Bn, 116 Arty Rgt) Wagon Extender
A52.10: 1 Pz Div (I/1 Pz Bn, 73 Arty Rgt, Organic Truck) 30-2-3 Werfer Rgt (51) Level 2 Airbase	B6.09: Level 2 Airbase	B47.26: 11 Pz Div (II/15 Pz Bn, 119 Arty Rgt)
A52.11: 36 Mtr Div (87, 118 Mtrd Inf Rgt)	B14.18: Level 2 Airbase	B48.33: 5 Corps HQ 2-4-8 PJ Bn (643)
A53.11: 1 Pz Div (1, 113 Mtrd Inf Rgt)	B16.10: 2 SPs	B50.34: 20-4-3 Inf Div (106, less 1 step)
A53.10: 4-4-3 Breakdown Rgt	B16.10: Level 1 Airbase	B50.33: 20-4-3 Inf Div (35, less 1 step)
A53.09: 20-4-3 Inf Div (129, less 2 steps)	B20.24: Level 1 Hedgehog	B50.32: 2 Pz Div (5 Aufk Bn, 304 Mtrd Inf Rgt)
A53.08: 20-4-3 Inf Div (162, less 2 steps)	B20.25: Level 1 Hedgehog	B49.31: 2 Pz Div (I/3, II/3 Pz Bn)
A52.07: 20-4-3 Inf Div (86, less 1 step)		B50.31: 2 Pz Div (2 Mtrd Inf Rgt)
A51.07:		

B48.29: 11 Pz Div (61 Krd MC Bn, 110, 111 Mtrd Inf Rgt)	B52.24: 20-4-3 Inf Div (23)	12 Corps HQ 4-4-3 Breakdown Rgt
B50.30: 2 Pz Div (74 Arty Rgt, Organic Truck)	B52.23: 20 Corps HQ 5-5-8 AG Bn (210)	B52.16: 13 Corps HQ
B51.30: 2 Pz Div (2 Krd MC Bn)	B54.24: 20-4-3 Inf Div (7, less 2 steps) 20-4-3 Inf Div (292) 4-3-2 French Inf Rgt (LVF)	B54.16: 26-2-2 Arty Grp  B55.16: 20-4-3 Inf Div (17, less 2 steps)
B48.27: 40 Pz Corps HQ 20-4-3 Inf Div (252) 2-3-8 PJ Bn (529)	B54.23: 20-4-3 Inf Div (258, less 2 steps)	B55.15: 4-4-3 Breakdown Rgt
B48.26: 10 Pz Div (I/7 Pz Bn, 90 Arty Rgt)	B53.23: 3 Mtr Div (3 Arty Rgt, Organic Truck)	B55.14: 20-4-3 Inf Div (52, less 2 steps)
B49.27: 5 Pz Div (8 Aufk Bn, 55 Krd MC Bn, 13, 14 Mtrd Inf Rgt)	B51.19: 2-4-6 PJ Bn (559) 1 Wagon Point 1 SP Wagon Extender	B54.13: 4-4-3 Breakdown Rgt  B54.12: 4-4-3 Breakdown Rgt
B49.26: 4 Pz Gp Army HQ SS-R Mtr Div (R Arty Rgt) 20-4-3 Inf Div (255) 2-4-8 PJ Bn (616) 4 SPs	B53.19: 57 Pz Corps HQ 19 Pz Div (I/27, II/27 Pz Bn)	B49.13: 5-5-8 AG Bn (192) Level 2 Airbase
B50.25: 20-4-3 Inf Div (8)	B55.23: 3 Mtr Div (53 Aufk, 8, 29 Mtrd Inf Rgt)	B39.09: Level 1 Airbase
B52.28: 10 Pz Div (90 Aufk Bn, 10 Krd MC Bn, 69, 86 Mtrd Inf Rgt) SS-R Mtr Div (R Krd MC Bn)	B55.22: 20-4-3 Inf Div (183, less 1 step) 5-5-8 AG Bn (226)	B54.11: 20-4-3 Inf Div (260, less 2 steps)
B53.28: 20-4-3 Inf Div (87, less 2 steps)	B54.21: 2x 26-2-2 Arty Grp	B55.10: 4-4-3 Breakdown Rgt
B52.25: 7 Corps HQ 9 Corps HQ 20-4-3 Inf Div (137)	B56.21: 20 Pz Div (92 Aufk Bn, 20 Krd MC Bn, 59, 112 Mtrd Inf Rgt)	B55.09: 20-4-3 Inf Div (131, less 1 step)
B53.27: SS-R Mtr Div (RAufk Bn, Deutld, Führer, Lngmk Mtrd Inf Rgt)	B55.21: 20 Pz Div (II/21 Pz Bn, 92 Arty Rgt)	B56.08: 5-3-8 AG Bn (201) (7)-4-3 Flak Bn (274) 4-4-3 Breakdown Rgt
B54.26: 20-5-4 Inf Div (78, less 1 step) 20-4-3 Inf Div (263, less 1 step)	B56.20: 19 Pz Div (19 Krd MC Bn, 73 Mtrd Inf Rgt)	B56.07: 20-4-3 Inf Div (31, less 1 step)
B53.26: 30-2-3 Werfer Rgt (52)	B54.19: 19 Pz Div (19 Aufk Bn, 19 Arty Rgt, Organic Truck)	B56.05: 43 Corps HQ
B54.25: 20-4-3 Inf Div (267, less 2 steps) 5-5-8 AG Bn (203)	B55.20: 26-2-2 Arty Grp	B57.07: 4-4-3 Breakdown Rgt
B53.25: 2x 26-2-2 Arty Grp	B56.19: 20-4-3 Inf Div (98, less 1 step)	B58.06: 3 Pz Div (1 Aufk Bn)
	B56.18: 20-4-3 Inf Div (15, less 2 steps)	B59.06: 7-5-7 Flm Pz Bn (100) 10-5-4 Mtrd Inf Rgt (IRGD) 2-5-4 Pio Bn (43) 7-3-3 Arty Bn (400)
	B56.17: 20-4-3 Inf Div (34, less 1 step)	B59.05: 3 Pz Div (75 Arty Rgt)
	B55.17:	30-2-3 Werfer Rgt (53)

26-2-2 Arty Grp		25 Mtr Div (25 Krd MC Bn)
B60.05: 3 Pz Div (I/6 Pz Bn, 3 Krd MC Bn, 394 Mtrd Inf Rgt)	C43.27: 2 Pz Grp Army HQ 5-5-3 MG Bn (5) (1)-2-5 RR Bn (I/5) 16-2-3 Werfer Bn (6+8) 17 Pz Div (Organic Truck) Bryansk Train 2 Wagon Points 3 Truck Points 4 SPs	C39.21: 25 Mtr Div (35, 119 Mtrd Inf Rgt)
B60.04: 4 Pz Div (12 Mtrd Inf Rgt)		C53.23: 20-4-3 Inf Div (262, less 1 step)
B61.04: 4 Pz Div (33 Mtrd Inf Rgt)		C51.22: 20-4-3 Inf Div (293, less 2 steps)
B58.03: 53 Corps HQ 4 Pz Div (7 Aufk Bn, I/35 Pz Bn) Truck Extender	C44.27: 18 Pz Div (88 Arty Rgt, Organic Truck) 10 Mtr Div (20 Mtrd Inf Rgt, 10 Arty Rgt) Level 1 Airbase	C48.23: 35 Corps HQ 20-4-3 Inf Div (296)
B60.03: 4 Pz Div (103 Arty Rgt, Organic Truck)		C43.18: 34 Corps HQ 20-4-3 Inf Div (134)
B61.03: 4 Pz Div (34 Krd MC Bn)	C45.28: 18 Pz Div (I/18 Pz Bn) 2x 26-2-2 Arty Grp	C39.16: 16 Mtr Div (165 Krd MC Bn, 146 Arty Rgt, Organic Truck)
B62.01: 20-4-3 Inf Div (112, less 2 steps)	C48.29: 10 Mtr Div (41 Mtrd Inf Rgt, Organic Truck) Level 1 Airbase	C43.14: 20-4-3 Inf Div (45)
F2.33: 20-4-3 Inf Div (167, less 1 step)	C54.32: 24 Pz Corps HQ 2-4-8 PJ Bn (521, 543)	C42.13: 16 Mtr Div (341 Aufk Bn)
C10.30: Level 1 Airbase		C41.14: 16 Mtr Div (60, 156 Mtrd Inf Rgt)
C13.18: Level 2 Airbase	C54.33: 10 Mtr Div (10 Aufk Bn, 40 Krd MC Bn)	C40.10: 48 Pz Corps HQ 9 Pz Div (9 Aufk Bn, I/33 Pz Bn, 102 Arty Rgt, Organic Truck) 26-2-2 Arty Grp Level 1 Airbase
C10.08: 6-2-2 Sec Div (454) Level 2 Airbase	C55.34: 17 Pz Div (27 Aufk Bn, 17 Krd MC Bn, 40 Mtrd Inf Rgt, 27 Arty Rgt)	C42.12: 20-4-3 Inf Div (95) 2-4-6 PJ Bn (611)
C28.33: 3-4-3 Sec Bn (I/RONA) 6-3-2 Sec Div (203)	C58.33: 17 Pz Div (I/39 Pz Bn, 63 Mtrd Inf Rgt)	C42.10: 9 Pz Div (10 Mtrd Inf Rgt)
C28.32: 20-4-3 Inf Div (56) 7-3-2 Sec Div (221) 26-2-2 Arty Grp 2 SPs Level 1 Airbase	C56.29: 47 Pz Corps HQ 18 Pz Div (18 Krd MC Bn)	C42.09: 9 Pz Div (59 Krd MC Bn)
C30.34: (1)-2-5 RR Bn (II/5)	C57.29: 18 Pz Div (88 Aufk Bn, 52 Mtrd Inf Rgt)	C43.08: 9 Pz Div (11 Mtrd Inf Rgt)
C34.30: 29 Mtr Div (71 Mtrd Inf Rgt, 29 Arty Rgt) Level 1 Airbase	C56.28: 18 Pz Div (101 Mtrd Inf Rgt)	At Any Axis Controlled Air Base: 2x Bf.109e 10x Bf.109f 2x Bf.110 9x Ju.87b 6x He.111 3x Ju.88 2x Do.17z 2x Ju.52
C38.27: 29 Mtr Div (29 Aufk Bn, 29 Krd MC Bn)	C30.16: 25 Mtr Div (25 Aufk Bn, 25 Arty Rgt, Organic Truck) Level 1 Airbase	
C41.26: 29 Mtr Div (15 Mtrd Inf Rgt)	C31.11: 5-5-8 AG Bn (191) 2 SPs Level 1 Airbase	
	C35.19:	

**Victory:**

Given any option costs and any future

VP expenses, the German player wins if his VP total is greater than 12. Historically, they owned 33 VPs on the map.

## 7.3 Operation Typhoon Campaign Start III 5 Dec 41 – The Russians Strike Back!

The exhausted German army stands at the very gates of Moscow and the Russians are ready to begin the first major counteroffensive of the war.

### General Information:

Map Area: All  
Set Up Order: Russian, German  
First Player on 5 Dec 41: Russian  
First Turn: 5 Dec 41  
Last Turn: 29 May 43  
Game Length: 159

Special Rules: 2.9a, 2.9b, 2.9c and 2.9d have been applied.

### Russian Information:

Reserve Markers Available: 12  
Dead Units:  
P-40  
3x Yak-1  
2x LaGG-3  
2x MiG-3  
2x Pe-2  
4x IL-2  
IL-4  
19, 24, 32 Army HQ  
6-2-5 Tank Bde (25, 144, 147, 148)  
4-1-5 Tank Bde (42)  
3-2-5 Tank Bde (141)  
4-1-5 Lt Tank Bde (126, 127, 128)  
4-2-4 Tank Bn (18, 205)  
12-2-2 Inf Div (6, 8, 29, 73, 89, 91, 112, 129, 152, 211, 229, 247, 248, 278, 279, 280, 312, 316)  
11-1-1 Inf Div (2, 58, 155, 160(II), 166, 170, 214, 244, 282, 287, 303)  
10-0-1 Inf Div (103, 139, 140, 149, 260, 298, 299)  
12-1-4 Inf Div (Red Symbol) (106)  
12-0-4 Inf Div (Red Symbol) (101)  
6-2-4 Cav Div (47)  
6-1-4 Cav Div (45)  
2x 26-1-1 Arty Bde  
3-2-2 Inf Rgt (Bryansk, 20.R, 29, 183.R, 855, 230.R, 1005)  
3-3-2 Cdt Rgt (USSR)

Tree-Bark Soup Markers: 3  
Ski Battalions Available: 6x 1-2-3 Ski Bn  
Partisan Attacks Remaining: 0

### Set Up:

A23.35:  
12-2-2 Inf Div (180)  
  
A24.34:  
12-2-2 Inf Div (202)  
  
A25.35:  
11-1-1 Inf Div (305)  
  
A25.34:  
12-2-2 Inf Div (84)  
  
A25.33:  
3-2-3 Inf Rgt (Comp)  
3-2-3 Mtrd Inf Rgt (2)  
  
A26.32:  
12-2-2 Inf Div (254)  
  
A26.31:  
13-3-3 Inf Div (26)  
  
A27.33:  
11 Army HQ  
26-1-1 Arty Bde  
  
A27.31:  
12-2-2 Inf Div (182)  
  
A28.30:  
12-2-2 Inf Div (163)  
11-1-1 Inf Div (188)  
  
A28.29:  
11-1-1 Inf Div (245)  
  
A28.28:  
3-2-3 Mtrd Inf Rgt (28)  
  
A31.31:  
4-3-6 MC Rgt (34)  
2 Wagon Points  
2 SPs  
  
A29.29:  
34 Army HQ  
7-3-4 Cav Div (25)  
  
A28.26:  
12-2-2 Inf Div (23)  
  
A28.25:  
11-1-1 Inf Div (33)  
  
A38.28:  
(2)-4-3 NKVD Bdr Rgt (11)  
(1)-0-3 RR Rgt (NW, NW)

3 SPs  
A33.22:  
2 SPs  
  
A30.20:  
27 Army HQ  
  
A27.19:  
11-1-1 Inf Div (259)  
(2)-4-3 NKVD Bdr Rgt (10)  
  
A28.17:  
6-2-4 Cav Div (54)  
  
A29.17:  
12-2-2 Inf Div (262)  
  
A33.15:  
3-2-2 Inf Rgt (1291)  
  
A34.14:  
5-3-3 Mtrd Inf Bde (Ind)  
  
A43.22:  
12-2-2 Inf Div (257)  
(2)-4-3 NKVD Bdr Rgt (9)  
5 SPs  
Level 1 Airbase  
  
A36.14:  
22 Army HQ  
(2)-4-3 NKVD Bdr Rgt (33)  
  
A36.13:  
3-2-2 Inf Rgt (930)  
  
A38.13:  
12-2-2 Inf Div (249)  
  
A38.16:  
2 SPs  
  
A41.13:  
12-2-2 Inf Div (179)  
  
A42.14:  
5-3-3 Mtrd Inf Bde (1)  
  
A42.11:  
12-2-2 Inf Div (186)  
  
A43.11:  
3-2-2 Inf Rgt (257)  
  
A44.10:  
11-1-1 Inf Div (178)  
  
A45.11:  
12-2-2 Inf Div (183)  
  
A45.14:  
29 Army HQ  
2-3-4 Cav Rgt (Ind-1)

26-1-1 Arty Bde 4 Wagon Points 2 SPs	A59.07: 30 Army HQ 12-2-5 Mtrd Inf Div (Red Symbol) (107) (2)-4-3 NKVD Bdr Rgt (13) 6 SPs	E1.34: 4-4-3 Naval Bde (71) 4-2-2 Inf Bde (56)
A46.11: 12-2-2 Inf Div (220, less 1 step)	A60.07: 4-2-3 Cav Div (Dismounted) (82)	E3.35: 4-2-2 Inf Bde (50, 133)
A48.11: 12-2-2 Inf Div (174) 12-2-2 Inf Div (246, less 1 step)	A60.05: 2x 1-2-3 Sep Ski Bn 10-0-1 Inf Div (162, less 1 step) 2-2-2 MG Bn (296)	E2.34: Level 1 Hedgehog 4-2-2 Inf Bde (44, 55)
A49.12: 12-2-2 Inf Div (250)	A61.05: 11-1-1 Inf Div (371) 6-2-4 Mtn Cav Div (17) 3-2-2 Naval Bde (84)	E1.33: 11-1-1 Inf Div (126, less 1 step) 11-1-1 Inf Div (133)
A50.11: 11-1-1 Inf Div (252) (5)-1-1 UR Bde (64)	A61.06: 2x 75-1-0 Katy Bde	E2.33: Level 1 Hedgehog (5)-1-1 UR Bde (65)
A50.12: 2x 26-1-1 Arty Bde	A62.06: 7-3-6 Tank Bde (8) (2)-4-3 NKVD Bdr Rgt (31)	E1.32: 12-2-2 Inf Div (331) 8-4-8 Gd Tank Bde (1 Gd) 4-3-3 Naval Bde (64)
A51.12: 11-1-1 Inf Div (243) 4-0-2 Workers Alert Bde (2)-4-3 NKVD Bdr Rgt (88)	A62.05: 2x 26-1-1 Arty Bde	E2.32: 20 Army HQ 6-2-5 Tank Bde (24)
A52.11: 12-2-2 Inf Div (119, less 1 step) 4-0-2 Workers Alert Bde	A62.04: 7-3-4 Cav Div (24) 4-2-2 Inf Bde (41)	E1.31: 7-3-6 Tank Bde (28) 5-1-6 Tank Bde (143) 4-0-2 Workers Alert Bde
A53.11: 12-2-2 Inf Div (256, less 1 step) (2)-4-3 NKVD Bdr Rgt (83)	D2.05: 1 Shock Army HQ 12-2-2 Inf Div (348) 6-2-5 Tank Bde (58) 16 SPs	E13.26: 8 Abn Corps (17 "Abn", 18 "Abn", 19 "Abn" Inf Bde)
A54.10: 12-2-2 Inf Div (5, less 1 step) 2-3-3 MG Bn (297)	D1.04: 6-2-4 Mtn Cav Div (18)	E9.26: (2)-0-3 NKVD Sec Rgt (90 RR)
A54.11: 75-1-0 Katy Bde	D2.04: 75-1-0 Katy Bde	E6.24: (2)-0-3 NKVD Sec Rgt (78 RR)
A55.10: 6-2-4 Cav Div (46)	D2.03: 12-2-2 Inf Div (251) 75-1-0 Katy Bde 26-1-1 Arty Bde	E6.27: Level 2 Airbase
A57.17: 31 Army HQ 4-3-6 MC Rgt (46) 2 Wagon Points 2 SPs	D2.02: 4-4-3 Inf Bde (29)	E5.29: Level 2 Airbase
A57.06: 12-2-2 Inf Div (185, less 1 step) 10-0-1 Inf Div (242, less 1 step)	D25.17: Level 2 Airbase	E5.26: (2)-0-3 NKVD Sec Rgt (56 RR)
A58.05: 11-1-1 Inf Div (379) 4-3-6 MC Rgt (2)	E7.34: 12-2-2 Inf Div (357) 6-0-rr RR Arty Rgt 2 Wagon Points 2 Truck Points	E2.23: Level 2 Hedgehog 2 Wagon Points 3 SPs Level 2 Airbase
A59.05: 2x 1-2-3 Sep Ski Bn 12-2-2 Inf Div (365, less 1 step) 4-2-2 Inf Bde (47) 6-2-5 Tank Bde (21) 4-3-6 MC Rgt (11)		E2.25: Level 3 Hedgehog 6-2-4 Cav Div (74)

E1.26:  
5 Army HQ  
11-1-1 Militia Div (Yaro)

E4.26:  
(1)-0-3 RR Rgt (West, West)

E1.27:  
(5)-1-1 UR Bde (66)  
4 Truck Points  
4 SPs

E1.28:  
4-2-2 Inf Bde (40)

E2.26:  
4 SPs

E2.27:  
Stalin

E3.29:  
4 Abn Corps (8, 214 Abn Bde. 7 "Abn"  
Inf Bde)  
3 SPs  
Level 3 Airbase

E3.30:  
6-2-5 Tank Bde (23, 31)  
5-3-3 Mtrd Inf Bde (21)  
(2)-0-3 NKVD Sec Rgt (151 RR)

E1.29:  
11-1-1 Inf Div (354)  
8 SPs  
Level 3 Airbase

E1.30:  
6-2-4 Cav Div (44)  
2x 75-1-0 Katy Bde  
Level 3 Airbase

B62.30:  
12-2-2 Gd Inf Div (7 Gd)  
5-1-5 Tank Bde (33)  
4-2-2 Inf Bde (35)  
4-0-2 Workers Alert Bde

B61.30:  
14-4-3 Gd Inf Div (8 Gd)  
11-1-1 Militia Div (4 Mos)  
7-3-6 Tank Bde (35)

B62.29:  
16 Army HQ  
2 Gd Cav Corps (3 Gd, 4 Gd Cav Div,  
20 Cav Div)  
4-2-2 Inf Bde (49)  
2 Wagon Points  
4 SPs

B61.29:  
Level 2 Hedgehog  
13-3-3 Gd Inf Div (9 Gd)  
~~11-1-1 Inf Div (18, 38)~~  
11-1-1 Militia Div (3 Com)

B60.28:  
12-2-2 Inf Div (108, less 1 step)  
4-2-2 Inf Bde (36)  
3-2-2 Inf Bde (1310)

B59.28:  
2x 1-2-3 Sep Ski Bn  
12-2-2 Inf Div (144)  
4-2-2 Inf Bde (43)  
7-3-6 Tank Bde (25)  
6-2-5 Tank Bde (19)

B62.28:  
7-3-6 Tank Bde (17)  
6-2-5 Tank Bde (146)  
6-2-4 Cav Div (73)

B61.28:  
6-2-5 Tank Bde (22)  
4-2-2 Inf Bde (37)  
26-1-1 Arty Bde

B60.27:  
75-1-0 Katy Bde  
2x 26-1-1 Arty Bde

B59.27:  
7-3-6 Tank Bde (18)  
5-1-5 Lt Tank Bde (145)  
4-2-2 Inf Bde (17)

B61.27:  
Level 3 Hedgehog  
11-1-1 Militia Div (2 Mos)  
7 SPs  
Level 2 Airbase

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

B61.26:  
Level 3 Hedgehog  
11-1-1 Inf Div (332)  
4-3-6 MC Rgt (8+9)

B58.26:  
Level 2 Hedgehog  
6-2-5 Tank Bde (20)  
4-0-2 Workers Alert Bde  
(2)-4-3 NKVD Bdr Rgt (16)  
Level 2 Airbase

B58.25:  
12-3-5 Inf Div (Red Symbol) (82 M,  
less 1 step)  
12-2-2 Inf Div (50, less 1 step)

B57.25:  
12-2-2 (32, less 1 step)  
4-3-6 MC Rgt (36)

B58.24:  
26-1-1 Arty Bde

B57.24:

12-2-2 Inf Div (222, less 1 step)  
(2)-4-3 NKVD Bdr Rgt (87)

B61.24:  
2 Truck Points  
Level 3 Airbase

B56.23:  
Level 3 Hedgehog  
10-4-5 Gd Mtrd Inf Div (Red Symbol)  
(1 Gd (m))

B56.22:  
Level 2 Hedgehog  
12-2-2 Inf Div (110, less 1 step)

B62.21:  
Level 3 Hedgehog  
(2)-0-3 NKVD Sec Rgt (53 RR)  
(1)-0-3 RR Rgt (West)  
4 SPs  
Level 2 Airbase

B59.22:  
33 Army HQ  
(5)-1-1 UR Bde (62)

B57.22:  
Level 2 Hedgehog  
12-2-2 Inf Div (113)

B57.21:  
Level 3 Hedgehog  
5 Abn Corps (9, 10 Abn Bde)  
6-2-5 Tank Bde (26)  
(2)-4-3 NKVD Bdr Rgt (252)

B57.20:  
Level 2 Hedgehog  
12-2-2 Inf Div (53)

B57.19:  
12-2-2 Inf Div (93)

B57.18:  
12-2-2 Inf Div (17)

B57.17:  
13-3-3 Mtn Inf Div (194, less 1 step)

B57.16:  
12-2-2 Inf Div (60, less 1 step)

B60.16:  
Level 2 Hedgehog  
43 Army HQ  
7-3-6 Tank Bde (9)  
4 SPs  
Level 2 Airbase

B58.15:  
12-2-2 Inf Div (415, less 1 step)  
6-2-5 Tank Bde (11)

B58.14: 13-3-3 Gd Inf Div (5 Gd, less 1 step)	11-1-1 Inf Div (173) 4-2-3 NKVD Inf Bde (69)	12-2-2 Inf Div (137) 2 SPs
B58.12: 3-2-2 Inf Rgt (Comp)	E2.09: 1 Gd Cav Corps (2 Gd Cav Div)	F7.24: 5 Cav Corps (3, 14 Cav Div) 11-1-1 Inf Div (132)
B58.11: 12-2-2 Inf Div (19) 4-0-2 Workers Alert Bde	E3.10: 1 Gd Cav Corps (1 Gd, 7 Gd Cav Div)	F13.17: 6-2-5 Tank Bde (129) Level 2 Airbase
B58.10: 12-2-2 Inf Div (238) 4-0-2 Workers Alert Bde	E4.10: 14-4-3 Gd Inf Div (6 Gd, less 1 step)	F8.19: 6-2-4 Cav Div (55)
B58.09: 3-3-3 Breakdown Rgt	E7.11: 12-2-2 Inf Div (322) 7-3-6 Tank Bde (32)	F7.19: 11-1-1 Inf Div (307)
B58.08: 13-3-3 Inf Div (258, less 1 step)	E12.09: 12-2-2 Inf Div (330, less 1 step)	F7.18: 13 Army HQ 11-1-1 Inf Div (143) 2 SPs
B58.07: Level 2 Hedgehog 12-2-2 Inf Div (290, less 1 step)	E13.09: 12-2-2 Inf Div (328, less 1 step) 11-1-1 Inf Div (323)	F7.17: 4-3-6 MC Rgt (38)
B59.07: Level 2 Hedgehog 50 Army HQ 11-1-1 Inf Div (217, less 1 step) 3-2-2 Inf Rgt (Tula) (2)-4-3 NKVD Bdr Rgt (38)	E13.08: 12-2-2 Inf Div (325) 11-1-1 Inf Div (324)	F3.18: 12-2-2 Inf Div (148) 4-3-6 MC Rgt (20)
B60.07: 12-2-2 Inf Div (154) 12-2-2 Inf Div (413, less 1 step) (2)-4-3 NKVD Bdr Rgt (86) Level 1 Airbase	E13.07: 2x 1-2-3 Sep Ski Bn 12-2-2 Inf Div (239, less 1 step) 10-0-1 Inf Div (326)	F6.14: 11-1-1 Inf Div (62) 2-2-6 Lt Tank Bde (5)
B60.08: 2x 26-1-1 Arty Bde	E13.06: 2x 1-2-3 Sep Ski Bn 6-2-4 Cav Div (41)	F6.05: 2-1-4 Cav Div (43) (1)-0-3 RR Rgt (SW) 1 Wagon Point 3 SPs
B61.08: 11-1-1 Inf Div (340)	E16.10: 7-3-4 Mtn Cav Div (21)	F8.04: Level 2 Airbase
B61.10: 5-1-5 Lt Tank Bde (108)	E17.10: 10 Army HQ 4-2-4 Cav Div (75) (1)-0-3 RR Rgt (Bryansk) 5 SPs Level 2 Airbase	C61.13: 6-2-4 Cav Div (32)
B62.08: 5-3-3 Mtrd Inf Bde (3)	E8.02: 12-2-2 Inf Div (269, less 1 step)	C59.13: 12-2-2 Inf Div (160)
E3.15: 4-1-4 Cav Div (4)	F7.34: 12-2-2 Inf Div (283, less 1 step)	C56.10: 14-4-3 Gd Inf Div (2 Gd, less 1 step)
E4.14: 5-1-5 Lt Tank Bde (112)	F13.34: 6-2-4 Cav Div (29) 2 SPs	C56.09: 7-3-4 Cav Div (52) 11-1-1 Inf Div (121)
E5.15: 49 Army HQ 5 Abn Corps (201 Abn Bde) 6 SPs	F19.31: Level 1 Airbase	C56.08: 12-2-2 Inf Div (293)
E10.17: (5)-1-1 UR Bde (68) Level 1 Airbase	F6.28: 7-3-6 Tank Bde (150) 6-2-5 Tank Bde (121)	C56.07: 13-3-3 Gd Inf Div (1 Gd, less 1 step) 2-3-4 Cav Rgt (2 Sep)
E1.09:	F10.26: 3 Army HQ	C59.07: 40 Army HQ

11-1-1 Inf Div (87)  
2-3-4 Cav Rgt (29 Sep)  
2 SPs

C54.00:  
AGS Progress Marker

At Any Russian Controlled Air Base:

4x I-16  
LaGG-3  
2x MiG-3  
3x IL-2  
3x Po-2  
2x Pe-2  
4x IL-4  
4x SB-2  
Pe-8  
TB-3  
2x G-2  
4x Li-2

At Any Moscow Military District Air Base:

(MMD Air Units only)

4x I-16  
4x MiG-3  
2x Yak-1  
4x LaGG-3  
2x Hurri-IIc  
P-40

### Axis Information:

Reserve Markers Available: 24

Dead Units:

3x He.111  
Do.17z  
3x Ju.87b  
5-3-8 AG Bn (201, 202)  
5-5-8 AG Bn (243)  
SS-R Mtr Div (Lngmk Mtrd Inf Rgt, R Krd MC Bn, Organic Truck)  
SS-T Mtr Div (2 SS-T Mtrd Inf Rgt)  
1 Pz Div (II/1 Pz Bn, 4 Aufk Bn, 1 Krd MC Bn)  
2 Pz Div (I/3, II/3 Pz Bn)  
3 Pz Div (II/6, III/6 Pz Bn, 3 Mtrd Inf Rgt, Organic Truck)  
4 Pz Div (I/35, II/35 Pz Bn)  
5 Pz Div (I/31, II/31 Pz Bn, 55 Krd MC Bn, 13 Mtrd Inf Rgt, Organic Truck)  
6 Pz Div (I/11, II/11, III/11 Pz Bn, 4 Mtrd Inf Rgt, Organic Truck)  
7 Pz Div (I/25, II/25, III/25 Pz Bn)  
9 Pz Div (II/33 Pz Bn, 59 Krd MC Bn)  
10 Pz Div (II/7 Pz Bn)  
11 Pz Div (I/15, II/15 Pz Bn, 231 Aufk Bn, Organic Truck)  
17 Pz Div (II/39, III/39 Pz Bn, 17 Krd MC Bn, 63 Mtrd Inf Rgt)  
18 Pz Div (I/18, II/18, III/18 Pz Bn, 88 Aufk Bn, 101 Mtrd Inf Rgt)  
19 Pz Div (II/27, III/27 Pz Bn, 74 Mtrd Inf Rgt)  
20 Pz Div (I/21, III/21 Pz Bn, 20 Krd MC Bn, 92 Aufk Bn, Organic Truck)  
3 Mtr Div (53 Krd MC Bn, 53 Aufk Bn,

29 Mtrd Inf Rgt)  
10 Mtr Div (10 Aufk Bn)  
25 Mtr Div (25 Aufk Bn, 25 Krd MC Bn)  
29 Mtr Div (29 Aufk Bn, Organic Truck)  
36 Mtr Div (36 Aufk Bn, 36 Krd MC Bn, Organic Truck)

Tree-Bark Soup Markers: 7

Available for Use:

9/800 zvb Commando Co  
10/800 zvb Commando Co

Emergency Reinforcements

Available:

39 Pz Corps HQ  
29 Corps HQ  
30 Corps HQ  
20-4-3 Inf Div (122, 126, 168, 239)  
5-3-3 Mtrd SS Inf Rgt (4 SS)  
4-4-3 Mtrd Inf KG (Nehring)  
(3)-3-3 Kor Bn (532, 559, 582, 590)  
10-0-RR Rail Mortar Bn (Odin, Thor)  
8 Pz Div (I/10, II/10, III/10 Pz Bn, 8, 28 Mtrd Inf Rgt, 8 Krd MC Bn, 59 Aufk Bn, 8 Arty Rgt, Organic Truck)  
18 Mtr Div (18 Aufk Bn, 30, 51 Mtrd Inf Rgt, 38 Krd MC Bn, 18 Arty Rgt, Organic Truck)  
6x Ju.52

Organic Trucks: All set up empty.

### Set Up:

German Gauge Railroads:  
All hexes west of and including the following railroad hexes have been converted:

A22.30  
A20.13  
A39.06  
B50.33  
B47.26  
B35.25  
B39.09  
C54.33  
C55.23  
C49.11

A15.33:

5-5-8 AG Bn (184)  
3-2-2 Sec Bde (202)

A21.33:

20-4-3 Inf Div (290, less 2 steps)

A22.30:

10 Corps HQ  
(7)-4-3 Flak Bn (272)  
2 SPs

A22.32:

4-4-3 Breakdown Rgt

A23.32:

20-4-3 Inf Div (30, less 1 step)

A24.30:

2x 26-2-2 Arty Grps

A24.31:

SS-T Mtr Div (T Krd MC Bn)

A25.31:

SS-T Mtr Div (3 SS-T Mtrd Inf Rgt)

A23.27:

SS-T Mtr Div (Organic Truck)  
5-5-8 AG Bn (600)  
(7)-4-3 Flak Bn (280)  
3 Wagon Points  
Level 1 Airbase

A26.30:

SS-T Mtr Div (SS-T Aufk Bn, 1 SS-T Mtrd Inf Rgt)

A26.29:

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

A27.30:

20-4-3 Inf Div (12)

A27.29:

20-4-3 Inf Div (32, less 1 step)

A27.28:

4-4-3 Breakdown Rgt

A28.27:

4-4-3 Breakdown Rgt

A25.28:

2 Corps HQ  
2x 26-2-2 Arty Grp

A27.26:

20-4-3 Inf Div (123)

A12.21:

Level 1 Airbase

A4.11:

20-4-3 Inf Div (339)  
6-2-2 Sec Div (403)  
1-3-3 Ost Bn (605)  
6 SPs  
Level 2 Airbase

A14.12:

Level 1 Airbase

A26.17:

4-4-3 Breakdown Rgt

A26.13:

23 Corps HQ	A49.11:	A60.04:
26-2-2 Arty Grp	20-4-3 Inf Div (110, less 2 steps)	1 Pz Div (1 Mtrd Inf Rgt)
2 SPs		
A27.07:	A50.10:	A60.02:
4-4-4 SS Cav Rgt (1 SS)	4-4-3 Breakdown Rgt	41 Pz Corps HQ
		(7)-4-3 Flak Bn (276)
A29.16:	A51.11:	A61.04:
4-4-3 Breakdown Rgt	20-4-3 Inf Div (161, less 2 steps)	14 Mtr Div (11 Mtrd Inf Rgt)
A30.15:	A51.10:	A62.03:
20-4-3 Inf Div (253)	2x 26-2-2 Arty Grp	14 Mtr Div (54 Krd MC Bn, 14 Arty Rgt)
A31.15:	A52.10:	A62.02:
20-4-3 Inf Div (102, less 2 steps)	20-4-3 Inf Div (129, less 2 steps)	7 Pz Div (78 Arty Rgt)
Level 1 Airbase	30-2-3 Werfer Rgt (51)	
	16-2-3 Werfer Bn (3+5)	
A32.14:	Level 2 Airbase	A62.01:
4-4-3 Breakdown Rgt		6 Pz Div (76 Arty Rgt)
	A52.09:	
A33.14:	26-2-2 Arty Grp	D1.03:
20-4-3 Inf Div (206, less 1 step)		14 Mtr Div (14 Aufk Bn, 53 Mtrd Inf Rgt)
	A53.10:	
A35.10:	4-4-3 Breakdown Rgt	D1.02:
4-4-3 Breakdown Rgt		7 Pz Div (37 Aufk Bn, 7 Mtrd Inf Rgt)
	A55.09:	
A36.09:	20-4-3 Inf Div (162, less 2 steps)	D2.01:
20-4-3 Inf Div (251, less 2 steps)		7 Pz Div (7 Krd MC Bn, 6 Mtrd Inf Rgt)
	A53.05:	
A37.08:	27 Corps HQ	E1.35:
4-4-3 Breakdown Rgt	3-3-6 PJ Bn (561)	6 Pz Div (6 Krd MC Bn, 57 Aufk Bn)
A37.05:	A55.05:	B1.25:
2x 26-2-2 Arty Grp	36 Mtr Div (36 Arty Rgt)	Level 2 Airbase
A38.05:	A55.08:	B6.09:
4-4-4 SS Cav Rgt (2 SS)	4-4-3 Breakdown Rgt	Level 2 Airbase
3-5-10 Flak Co (I/8)		
2 Pz Div (Organic Truck)	A56.06:	B12.22:
3 Wagon Points	Level 2 Hedgehog	4-3-2 Sec Div (286)
3 SPs	20-4-3 Inf Div (86, less 2 steps)	
Level 2 Airbase		
	A56.05:	B12.23:
A39.08:	36 Mtr Div (118 Mtrd Inf Rgt)	20-4-3 Inf Div (707)
20-4-3 Inf Div (256, less 1 step)		1-3-3 Ost Bn (604)
	A56.04:	26-2-2 Arty Grp
A40.08:	56 Pz Corps HQ	1 Truck Point
4-4-3 Breakdown Rgt	5-5-8 AG Bn (177)	2 Wagon Points
		13 SPs
A43.07:	A57.05:	Level 2 Airbase
6 Corps HQ	36 Mtr Div (87 Mtrd Inf Rgt)	
(7)-4-3 Flak Bn (271)		B14.18:
	A57.04:	Level 2 Airbase
A43.09:	1 Pz Div (73 Arty Rgt)	
20-4-3 Inf Div (26, less 2 steps)		
	A58.04:	B16.10:
A44.09:	1 Pz Div (113 Mtrd Inf Rgt)	Level 1 Airbase
20-4-3 Inf Div (6, less 2 steps)		
	A58.02:	B20.24:
A45.10:	Level 1 Hedgehog	Level 1 Hedgehog
4-4-3 Breakdown Rgt	3 Pz Grp Army HQ	
	1 Pz Div (I/1 Pz Bn)	B20.25:
A48.10:	Wagon Extender	Level 1 Hedgehog
4-4-3 Breakdown Rgt	3 SPs	
	Level 1 Airbase	B20.26:

Level 1 Hedgehog	B61.31: 20-4-3 Inf Div (35, 106, each less 3 steps)	B56.24: 20-4-3 Inf Div (7, less 3 steps)
B30.14: 2x 26-2-2 Arty Grp	B60.30: 11 Pz Div (61 Krd MC Bn, 110, 111 Mtrd Inf Rgt)	B55.26: Level 3 Hedgehog 9 Corps HQ 30-2-3 Werfer Rgt (52)
B31.14: Level 1 Airbase	B60.29: SS-R Mtr Div (RAufk Bn, Deutld, Führer Mtrd Inf Rgt)	B55.25: Level 2 Hedgehog
B34.25: 1-3-3 Ost Bn (601) 10 Pz Div (Organic Truck) 3 Mtr Div (Organic Truck) 2x 26-2-2 Arty Grp 1 Truck Point 4 Wagon Points 4 SPs	B59.30: Level 1 Hedgehog 5 Pz Div (8 Aufk Bn, 14 Mtrd Inf Rgt) SS-R Mtr Div (R Arty Rgt) Level 3 Airbase	B55.24: Level 2 Hedgehog 20-4-3 Inf Div (197, less 2 steps)
B35.25: 3-3-2 Pol Rgt (31) Level 1 Airbase	B56.31: 46 Pz Corps HQ 2-3-8 PJ Bn (529) 2 SPs	B52.24: 20 Pz Div (II/21 Pz Bn, 59, 112 Mtrd Inf Rgt, 92 Arty Rgt)
B35.26: 2x 26-2-2 Arty Grp	B58.30: 5 Pz Div (116 Arty Rgt) 11 Pz Div (119 Arty Rgt)	B52.23: 7 Corps HQ 5-5-8 AG Bn (210) 4-3-2 French Inf Rgt (LVF)
B39.09: (1)-2-5 RR Bn (II/5) Level 1 Airbase	B59.29: 20-5-4 Inf Div (78, less 3 steps) 20-4-3 Inf Div (87, less 3 steps)	B53.22: 3 Mtr Div (8 Mtrd Inf Rgt, 3 Arty Rgt)
B47.26: (1)-2-5 RR Bn (II/1)	B58.28: 4-4-3 Breakdown Rgt	B54.21: 2x 26-2-2 Arty Grp
B49.26: 20-4-3 Inf Div (255) 2-4-8 PJ Bn (616)	B58.27: 20-4-3 Inf Div (252, less 3 steps)	B55.23: 5-5-8 AG Bn (226) 20-4-3 Inf Div (292, less 2 steps)
B50.33: 5-5-8 AG Bn (189) 10-5-4 Mtrd Inf Bde (900 L) (1)-2-5 RR Bn (I/1) 1 Pz Div (Organic Truck) 7 Pz Div (Organic Truck) 14 Mtr Div (Organic Truck) 2 SPs	B57.27: 4-4-3 Breakdown Rgt 5-5-8 AG Bn (203)	B55.22: 20-4-3 Inf Div (258, less 3 steps)
B62.34: 6 Pz Div (114 Mtrd Inf Rgt)	B57.26: 20-4-3 Inf Div (267, less 2 steps)	B56.21: 20-4-3 Inf Div (15, 183, each less 2 steps)
B62.33: 20-4-3 Inf Div (23, less 3 steps)	B55.29: Level 2 Hedgehog	B54.20: 20 Corps HQ
B62.32: 2 Pz Div (304 Mtrd Inf Rgt)	B55.28: Level 2 Hedgehog 10 Pz Div (90 Aufk Bn, 10 Krd MC Bn, 69 Mtrd Inf Rgt) 2 SPs	B56.20: 19 Pz Div (I/27 Pz Bn, 19 Krd MC Bn)
B62.31: 2 Pz Div (2 Krd MC Bn, 2 Mtrd Inf Rgt)	B56.26: 2x 26-2-2 Arty Grp	B56.19: 20-4-3 Inf Div (34, less 2 steps, 98, less 1 step)
B60.33: 5 Corps HQ 2-4-8 PJ Bn (643) 2 SPs	B54.27: 40 Pz Corps HQ	B56.18: 20-4-3 Inf Div (263, less 1 step)
B61.32: 2 Pz Div (5 Aufk Bn, 74 Arty Rgt)	B55.27: Level 2 Hedgehog	B55.20: 4 Pz Grp Army HQ 19 Pz Div (19 Aufk Bn, 73 Mtrd Inf Rgt, 19 Arty Rgt) 26-2-2 Arty Grp

B51.19: 10 Pz Div (I/7 Pz Bn, 86 Mtrd Inf Rgt, 90 Arty Rgt)	4-4-3 Breakdown Rgt	E3.08: 25 Mtr Div (119 Mtrd Inf Rgt, 25 Arty Rgt)
B53.19: 57 Pz Corps HQ 20-4-3 Inf Div (137) 19 Pz Div (Organic Truck) 1 Wagon Point 2 SPs	B57.07: 4-4-3 Breakdown Rgt	E3.09: 20-4-3 Inf Div (167, less 2 steps)
B50.18: 2-4-6 PJ Bn (559) Wagon Extender	B58.06: 4-4-3 Breakdown Rgt	E4.09: 29 Mtr Div (15, 71 Mtrd Inf Rgt, 29 Arty Rgt)
B56.17: 20-4-3 Inf Div (17, less 2 steps)	B59.06: 20-4-3 Inf Div (296, less 2 steps)	E5.09: 29 Mtr Div (29 Krd MC Bn)
B55.17: 12 Corps HQ 26-2-2 Arty Grp	B59.05: 30-2-3 Werfer Rgt (53) 26-2-2 Arty Grp 2 SPs	E11.08: 10 Mtr Div (40 Krd MC Bn, 20 Mtrd Inf Rgt)
B56.16: 20-4-3 Inf Div (268, less 2 steps)	B60.06: Level 2 Hedgehog 10-5-4 Mtrd Inf Rgt (IRGD)	E7.03: 10 Mtr Div (41 Mtrd Inf Rgt)
B56.15: 20-4-3 Inf Div (260, less 2 steps)	B60.05: 2-5-4 Pio Bn (43) 7-3-3 Arty Bn (400)	C10.30: Level 1 Airbase
B56.14: 4-4-3 Breakdown Rgt	B61.07: 3 Pz Div (1 Aufk Bn, I/6 Pz Bn, 394 Mtrd Inf Rgt)	C10.08: 6-2-2 Sec Div (454) 4 SPs Level 2 Airbase
B56.13: 20-4-3 Inf Div (52, less 3 steps)	B62.07: 4 Pz Div (34 Krd MC Bn, 33 Mtrd Inf Rgt)	C13.18: 5-3-3 SS Mtrd Inf Rgt (10 SS) Level 2 Airbase
B56.12: 4-4-3 Breakdown Rgt	E1.07: 4 Pz Div (103 Arty Rgt)	C15.15: 5-3-3 SS Mtrd Inf Rgt (8 SS)
B53.14: 13 Corps HQ	E1.08: 4 Pz Div (7 Aufk Bn, 12 Mtrd Inf Rgt)	C28.32: 7-3-2 Sec Div (221) 4-4-3 Breakdown Rgt 1-3-3 Ost Bn (602) 26-2-2 Arty Grp Level 1 Airbase
B49.13: 5-5-8 AG Bn (192) Wagon Extender 2 SPs Level 2 Airbase	E2.04: 20-4-3 Inf Div (112, less 2 steps) 10 Mtr Div (10 Arty Rgt) 4 Pz Div (Organic Truck) 2 SPs Level 1 Airbase	C28.33: 6-3-2 Sec Div (203) 4-4-3 Breakdown Rgt 3-4-3 Sec Bn (I/RONA)
B56.11: Level 2 Hedgehog 20-4-3 Inf Div (131, less 3 steps) Level 2 Airbase	E2.07: 17 Pz Div (I/39 Pz Bn, 27 Arty Rgt)	C31.11: 5-5-8 AG Bn (191) 2 SPs Level 1 Airbase
B57.11: (7)-4-3 Flak Bn (274)	E2.08: 17 Pz Div (27 Aufk Bn, 40 Mtrd Inf Rgt)	C30.16: Level 1 Airbase
B57.10: 4-4-3 Breakdown Rgt	E3.06: 24 Pz Corps HQ 3 Pz Div (3 Krd MC Bn, 75 Arty Rgt) Truck Extender	C34.30: 3-4-3 Sec Bn (II/RONA) Level 1 Airbase
B55.09: 43 Corps HQ	E3.07: 53 Corps HQ 25 Mtr Div (35 Mtrd Inf Rgt)	C40.10: 2-4-6 PJ Bn (611) 16 Mtr Div (146 Arty Rgt, Organic Truck) 9 Pz Div (Organic Truck)
B57.09: 20-4-3 Inf Div (31, less 2 steps)		
B57.08:		

26-2-2 Arty Grp  
2 SPs  
Level 1 Airbase

C45.05:  
20-4-3 Inf Div (299)

C43.27:  
2 Pz Grp Army HQ  
5-5-3 MG Bn (5)  
16-2-3 Werfer Bn (6+8)  
17 Pz Div (Organic Truck)  
18 Pz Div (Organic Truck)  
10 Mtr Div (Organic Truck)  
25 Mtr Div (Organic Truck)  
3 Truck Points  
2 Wagon Points  
4 SPs

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

C48.29:  
20-4-3 Inf Div (56, less 2 steps)  
Level 1 Airbase

C54.32:  
2-4-8 PJ Bn (543)

C54.33:  
Bryansk Train  
(1)-2-5 RR Bn (I/5)

C58.33:  
47 Pz Corps HQ  
2-4-8 PJ Bn (521)

C55.08:  
16 Mtr Div (60 Mtrd Inf Rgt)

C55.09:  
16 Mtr Div (156 Mtrd Inf Rgt)

C53.10:  
48 Pz Corps HQ  
16 Mtr Div (165 Krd MC Bn)

C55.10:  
16 Mtr Div (341 Aufk Bn)

C55.14:  
9 Pz Div (I/33 Pz Bn, 11 Mtrd Inf Rgt)

C55.17:  
9 Pz Div (9 Aufk Bn, 102 Arty Rgt)

C57.16:  
9 Pz Div (10 Mtrd Inf Rgt)

C58.16:  
20-4-3 Inf Div (95)

C60.19:

34 Corps HQ

C61.26:  
35 Corps HQ

C62.25:  
20-4-3 Inf Div (262, less 1 step)

C62.26:  
20-4-3 Inf Div (293, less 1 step)

C62.31:  
18 Pz Div (18 Krd MC Bn, 88 Arty Rgt)

F6.34:  
18 Pz Div (52 Mtrd Inf Rgt)

F2.19:  
4-4-3 Breakdown Rgt

F2.18:  
20-4-3 Inf Div (134)  
Level 2 Airbase

F1.18:  
20-4-3 Inf Div (45, less 2 steps)

At Any Axis Controlled Air Base:  
2x Bf.109e  
9x Bf.109f  
2x Bf.110  
6x Ju.87b  
4x He.111  
3x Ju.88  
Do.17z  
2x Ju.52

### Victory:

The Germans have spent 3 VPs on Emergency Reinforcements.

Given the above and any future VP expenses, the German player wins if his VP total is greater than 12. Historically, they owned 33 VPs on the map.

## 7.4 Operation Typhoon Campaign Start IV 8 Jan 42—Stalin's General Offensive

This scenario starts the campaign after the successful limited objective Moscow Counter-Offensive with the much larger Front-wide offensive ordered by Stalin.

### General Information:

Map Area: All  
Set Up Order: Russian, German

First Player on 8 Jan 42: Russian  
First Turn: 8 Jan 42  
Last Turn: 29 May 43  
Game Length: 149

Special Rules: 2.6 (first removal), 2.9a, 2.9b, 2.9c, and 2.9d have been applied.

### Russian Information:

Reserve Markers Available: 12  
Dead Units:  
Yak-1  
3x LaGG-3  
MiG-3  
2x Pe-2  
2x SB-2  
2x IL-4  
19, 24, 32 Army HQ  
6-2-5 Tank Bde (19, 25, 144, 147, 148)  
4-1-5 Tank Bde (42)  
3-2-5 Tank Bde (141)  
4-1-5 Lt Tank Bde (126, 127, 128)  
4-2-4 Tank Bn (18, 205)  
4-3-6 MC Rgt (11)  
2-3-3 MG Bn (297)  
2-2-2 MG Bn (296)  
13-3-3 Inf Div (258)  
12-2-2 Inf Div (8, 29, 73, 89, 91, 112, 129, 152, 211, 229, 248, 278, 279, 280, 312, 316)  
11-1-1 Inf Div (2, 38, 58, 126, 155, 160(II), 166, 170, 214, 244, 259, 282, 303)  
10-0-1 Inf Div (103, 139, 140, 149, 162, 242, 260, 298, 299)  
12-1-4 Inf Div (Red Symbol) (106)  
12-0-4 Inf Div (Red Symbol) (101)  
4-4-3 Inf Bde (29)  
6-2-4 Cav Div (47)  
6-1-4 Cav Div (45)  
2x 26-1-1 Arty Bde  
3-2-2 Inf Rgt (Bryansk, 20.R, 29, 183.R, 855, 230.R, 1005)  
3-3-2 Cdt Rgt (USSR)  
(5)-1-1 UR Bde (62, 64, 65, 66, 68)

Tree-Bark Soup Markers: 3  
Ski Battalions Available: 6x 1-2-3 Ski Bn  
Partisan Attacks Remaining: 0

### Set Up:

A23.35:  
12-2-2 Inf Div (180)

A24.34:  
11-1-1 Inf Div (305)

A25.34:  
12-2-2 Inf Div (84)

A25.33:  
3-2-3 Mtrd Inf Rgt (2)  
3-2-2 Inf Rgt (Comp)

A26.32:  
12-2-2 Inf Div (254)

A26.31:  
13-3-3 Inf Div (26)

A27.33:  
11 Army HQ  
26-1-1 Arty Bde

A27.31:  
12-2-2 Inf Div (182)

A28.30:  
12-2-2 Inf Div (163, 202)

A28.29:  
11-1-1 Inf Div (188, 245)

A28.28:  
12-2-2 Inf Div (241)  
3-2-3 Mtrd Inf Rgt (28)

A29.30:  
34 Army HQ  
7-3-4 Cav Div (25)

A28.26:  
12-2-2 Inf Div (23, 257)  
4-2-2 Inf Bde (27)

A28.25:  
3 Shock Army HQ  
11-1-1 Inf Div (33)  
4-2-2 Inf Bde (20, 45)  
Wagon Extender

A29.26:  
3 SPs

A31.31:  
4-3-6 MC Rgt (34)  
2 Wagon Points  
6 SPs

A35.29:  
4-2-2 Inf Bde (15)

A38.28:  
4-4-3 Naval Bde (75, 154)  
4-3-3 Naval Bde (74)  
4-2-2 Inf Bde (52)  
(1)-0-3 RR Rgt (NW, NW)  
(2)-4-3 NKVD Bdr Rgt (11)

A41.25:  
5-1-5 Tank Bde (33)  
4-2-2 Inf Bde (14)

A43.22:  
12-2-2 Gd Inf Div (7 Gd)  
11-1-1 Inf Div (391)

6-2-5 Tank Bde (69)  
(2)-4-3 NKVD Bdr Rgt (9)  
5 SPs  
Level 1 Airbase

A24.21:  
12-2-2 Inf Div (234, 358)

A24.19:  
12-2-2 Inf Div (360)  
11-1-1 Inf Div (334)

A26.18:  
4 Shock Army HQ  
(2)-4-3 NKVD Bdr Rgt (10)  
5 SPs

A26.17:  
12-2-2 Inf Div (249)  
11-1-1 Inf Div (332)  
5-3-3 Mtrd Inf Bde (21)

A28.18:  
27 Army HQ

A33.15:  
3-2-2 Inf Rgt (1291)

A29.17:  
2-3-4 Cav Rgt (Ind-1)

A34.14:  
5-3-3 Mtrd Inf Bde (Ind)

A34.13:  
3-2-2 Inf Rgt (930)

A38.16:  
(2)-4-3 NKVD Bdr Rgt (33)

A35.11:  
12-2-2 Inf Div (186)  
11-1-1 Inf Div (178)

A36.12:  
22 Army HQ

A36.10:  
12-2-2 Inf Div (179, 357)

A37.12:  
5-3-3 Mtrd Inf Bde (1)  
Wagon Extender

A37.10:  
2x 1-2-3 Ski Bn (Sep)

A38.10:  
39 Army HQ  
12-2-2 Inf Div (220, less 1 step)

A37.09:  
2x 1-2-3 Ski Bn (Sep)  
12-2-2 Inf Div (183, 361)

A38.08:  
12-2-2 Inf Div (373)  
10-0-1 Inf Div (355)

A39.09:  
12-2-2 Inf Div (174)

A40.08:  
12-2-2 Inf Div (246, less 1 step)

A41.08:  
12-2-2 Inf Div (375)  
11-1-1 Inf Div (252)

A41.09:  
26-1-1 Arty Bde

A45.14:  
2 SPs

A42.08:  
29 Army HQ  
2-3-4 Cav Rgt (29)

A42.07:  
11-1-1 Inf Div (243)  
3-2-2 Inf Rgt (257)

A42.06:  
12-2-2 Inf Div (262)  
6-2-4 Cav Div (54)

A42.05:  
12-2-2 Inf Div (5, less 1 step)  
11-1-1 Inf Div (359)

A42.04:  
12-2-2 Inf Div (247, 250)

A43.04:  
12-2-2 Inf Div (119, less 1 step)  
6-2-4 Cav Div (46)

A45.07:  
31 Army HQ  
(2)-4-3 NKVD Bdr Rgt (83)  
4 SPs

A44.03:  
11-1-1 Inf Div (363, 379)

A45.03:  
12-2-2 Inf Div (365, less 1 step)  
7-3-4 Cav Div (24)  
6-2-5 Tank Bde (68)

A46.02:  
12-2-2 Inf Div (185, less 1 step)  
11-1-1 Inf Div (371)  
7-3-6 Tank Bde (8)  
6-2-4 Mtn Cav Div (18)

A47.02:  
12-2-5 Mtrd Inf Div (Red Symbol) (107)  
6-2-5 Tank Bde (21, 58)  
6-2-4 Mtn Cav Div (17)

A48.03:  
30 Army HQ  
4-2-3 Cav Div (Dismounted) (82)  
4-3-6 MC Rgt (2)

A48.01:  
4-3-3 Naval Bde (62)  
4-2-2 Inf Bde (44, 46)

A49.02:  
1 Shock Army HQ  
4-2-2 Inf Bde (41)  
2 SPs

A52.10:  
12-2-2 Inf Div (348)  
10-0-1 Inf Div (134)  
6-2-5 Tank Bde (70, 71)  
(2)-4-3 NKVD Bdr Rgt (31)  
4 Truck Points  
10 SPs  
Level 2 Airbase

A52.09:  
12-2-2 Inf Div (256, less 1 step)  
4-2-2 Inf Bde (38)  
(1)-0-3 RR Bn (Kal)

A56.06:  
Level 2 Hedgehog  
7-3-6 Tank Bde (28)  
4-3-6 MC Rgt (46)

A58.02:  
Level 1 Hedgehog  
14-4-3 Gd Inf Div (8 Gd, less 2 steps)  
12-2-2 Inf Div (251)  
3-2-2 Inf Rgt (282)  
7-3-6 Tank Bde (35)  
5-1-6 Tank Bde (143)  
(2)-4-3 NKVD Bdr Rgt (88)  
10 SPs  
Level 2 Airbase

B48.34:  
4-2-2 Inf Bde (47, 50, 55, 56, 133)  
3-2-2 Naval Bde (84)

B48.33:  
8-4-8 Gd Tank Bde (1 Gd)  
7-3-6 Tank Bde (17)  
6-2-4 Cav Div (44)

B49.33:  
12-2-2 Inf Div (352)  
6-2-5 Tank Bde (24, 31)  
4-2-2 Inf Bde (17)

B49.34:  
2x 26-1-1 Arty Bde

B50.32:  
12-2-2 Inf Div (331)  
4-4-3 Naval Bde (71)  
4-3-3 Naval Bde (64)  
5-1-5 Lt Tank Bde (145)

B50.33:  
75-1-0 Katy Bde  
(1)-0-3 RR Rgt (West)  
11 SPs

B51.33:  
20 Army HQ  
2x 75-1-0 Katy Bde

B51.32:  
6-4-3 Gd Inf Bde (1 Gd)  
4-2-2 Inf Bde (35)

B51.31:  
2-3-4 Cav Rgt (Ind-2)  
4-2-2 Inf Bde (28)

B52.31:  
2x 26-1-1 Arty Bde

B54.30:  
11-1-1 Inf Div (354)  
6-2-5 Tank Bde (146)  
4-2-2 Inf Bde (36, 40, 49)

B55.31:  
16 Army HQ  
13-3-3 Gd Inf Div (11 Gd, 12 Gd)

B55.30:  
13-3-3 Gd Inf Div (9 Gd)  
6-2-5 Tank Bde (22)  
4-2-2 Inf Bde (18)

B56.30:  
2 Gd Cav Corps (3 Gd, 4 Gd, 20 Cav Div)

B55.29:  
Level 2 Hedgehog  
12-2-2 Inf Div (19)  
12-2-2 Inf Div (108, less 1 step)

B55.28:  
Level 2 Hedgehog  
12-2-2 Inf Div (336)  
4-2-2 Inf Bde (37)  
3-2-2 Inf Rgt (1310)

B59.30:  
Level 1 Hedgehog  
3-2-2 Inf Rgt (Comp)  
3 SPs  
Level 3 Airbase

B62.29:  
2 Wagon Points

4 SPs

B61.30:  
11-1-1 Militia Div (4 Mos)

B61.29:  
Level 2 Hedgehog  
11-1-1 Militia Div (3 Com)

B57.28:  
2x 75-1-0 Katy Bde  
26-1-1 Arty Bde

B56.27:  
12-2-2 Inf Div (144)  
2-3-4 Cav Rgt (2)  
4-2-2 Inf Bde (43, 60)

B56.26:  
12-3-5 Inf Div (Red Symbol) (82 M, less 1 step)  
12-2-2 Inf Div (50, less 1 step)  
6-2-5 Tank Bde (20)

B57.27:  
75-1-0 Katy Bde  
2x 26-1-1 Arty Bde

B57.26:  
2x 75-1-0 Katy Bde

B58.26:  
Level 2 Hedgehog  
5 Army HQ  
4-3-6 MC Rgt (36)  
(2)-4-3 NKVD Bdr Rgt (16)  
Level 2 Airbase

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

B61.27:  
Level 3 Hedgehog  
11-1-1 Militia Div (2 Mos)  
Level 2 Airbase

B61.26:  
Level 3 Hedgehog  
11-1-1 Inf Div (329)  
4-3-6 MC Rgt (8+9)

B61.24:  
Level 3 Airbase

B56.25:  
12-2-2 Inf Div (32, less 1 step)  
7-3-6 Tank Bde (25)  
(2)-4-3 NKVD Bdr Rgt (13)

B56.24:  
12-2-2 Inf Div (222, less 1 step)

B56.23:

Level 3 Hedgehog 12-2-2 Inf Div (93) (2)-4-3 NKVD Bdr Rgt (87)	5 Abn Corps (9 Abn Bde)	B41.08: 11-1-1 Inf Div (324)
B57.24: 2x 26-1-1 Arty Bde	B54.16: 6-2-5 Tank Bde (26) 5 Abn Corps (10, 201 Abn Bde)	B42.04: 11-1-1 Inf Div (323)
B56.22: Level 2 Hedgehog 12-2-2 Inf Div (110, less 1 step)	B56.11: Level 2 Hedgehog 49 Army HQ 4 SPs Level 2 Airbase	B45.04: 12-2-2 Inf Div (330, less 1 step)
B62.21: Level 3 Hedgehog 6-2-4 Cav Div (57) (2)-0-3 NKVD Sec Rgt (53 RR) (1)-0-3 RR Rgt (West) 2 Truck Points 3 SPs Level 2 Airbase	B53.16: 12-2-2 Inf Div (60, less 1 step)	B46.03: 10-0-1 Inf Div (326)
B59.22: 33 Army HQ	B52.15: 13-3-3 Mtn Inf Div (194, less 1 step) 4-2-2 Inf Bde (26)	B46.02: 12-2-2 Inf Div (322)
B56.21: 12-2-2 Inf Div (113) 10-4-5 Gd Mtrd Inf Div (Red Symbol) (1 Gd (m))	B51.15: 13-3-3 Gd Inf Div (5 Gd, less 1 step) 7-3-6 Tank Bde (18) 4-2-2 Inf Bde (30)	B46.01: 12-2-2 Inf Div (325)
B57.22: Level 2 Hedgehog	B50.14: 11-1-1 Inf Div (133) 6-2-5 Tank Bde (23) 4-2-2 Inf Bde (19)	B48.02: 10 Army HQ 7-3-4 Cav Div (83)
B57.21: Level 3 Hedgehog 12-2-2 Inf Div (201 Lat) (2)-4-3 NKVD Bdr Rgt (252)	B49.14: 12-2-2 Inf Div (238) 11-1-1 Inf Div (173)	B48.06: 1 Gd Cav Corps (7 Gd Cav Div) 2x 1-2-3 Ski Bn (Sep)
B56.20: 12-2-2 Inf Div (338) 2-2-6 Lt Tank Bde (5) 3-2-2 Inf Rgt (Comp)	B49.13: Level 2 Airbase	B49.07: 50 Army HQ 6-2-5 Tank Bde (11) 5-1-5 Lt Tank Bde (108) 3 SPs
B57.20: Level 2 Hedgehog	B48.13: 12-2-2 Inf Div (290)	B54.07: 11-1-1 Inf Div (121)
B56.19: 3-2-2 Inf Rgt (Comp)	B47.13: 12-2-2 Inf Div (413)	B58.02: (2)-4-3 NKVD Bdr Rgt (18)
B55.19: 12-2-2 Inf Div (17)	B46.13: 11-1-1 Inf Div (217, less 1 step)	B58.07: Level 2 Hedgehog
B54.18: 12-2-2 Inf Div (53)	B44.12: 11-1-1 Inf Div (340, less 1 step)	B59.07: Level 2 Hedgehog 11-1-1 Inf Div (344) 10-0-1 Inf Div (385) 3-2-2 Inf Rgt (Tula) (2)-4-3 NKVD Bdr Rgt (38) 2 Truck Points 3 SPs
B54.17: 12-2-2 Inf Div (415, less 1 step)	B43.12: 12-2-2 Inf Div (154) 5-1-5 Lt Tank Bde (112)	B60.06: Level 2 Hedgehog
B60.16: Level 2 Hedgehog 12-2-2 Inf Div (160) 3-2-2 Inf Rgt (Comp) 2 SPs Level 2 Airbase	B43.11: 7-3-6 Tank Bde (32)	B60.07: Level 1 Airbase
B57.17: 43 Army HQ	B42.09: 1 Gd Cav Corps (1 Gd, 2 Gd Cav Div)	C48.34: 1-2-3 Ski Bn (Sep)
	B40.09: 12-2-2 Inf Div (239, less 1 step)	C48.33: 1-2-3 Ski Bn (Sep)
	B40.08: 12-2-2 Inf Div (328, less 1 step)	C48.32: 6-2-4 Cav Div (41)

C54.33:  
(2)-4-3 NKVD Bdr Rgt (17)  
6 SPs

C52.32:  
61 Army HQ  
5-3-3 Mtrd Inf Bde (3)  
(1)-0-3 RR Rgt (Brynsk)  
2x 26-1-1 Arty Bde  
2 SPs

C49.32:  
12-2-2 Inf Div (387)

C49.31:  
11-1-1 Inf Div (350)  
6-2-5 Tank Bde (80)

C50.30:  
13-3-3 Gd Inf Div (1 Gd)  
26-1-1 Arty Bde

C50.29:  
12-2-2 Inf Div (342)

C51.29:  
11-1-1 Inf Div (356)

C51.28:  
12-2-2 Inf Div (346)

C52.27:  
1-2-3 Ski Bn (Sep)

C52.26:  
6-2-5 Tank Bde (129)  
7-3-4 Cav Div (52)  
6-2-4 Cav Div (55)

C53.26:  
3 Gd Cav Corps (5 Gd, 6 Gd, 32 Cav Div)

C54.25:  
1-2-3 Ski Bn (Sep)

C54.24:  
14-4-3 Gd Inf Div (6 Gd)

C55.24:  
12-2-2 Inf Div (137)

C55.23:  
12-2-2 Inf Div (269)

C55.22:  
12-2-2 Inf Div (283)

C56.20:  
11-1-1 Inf Div (287)

C57.20:  
12-2-2 Inf Div (148)

C57.18:  
11-1-1 Inf Div (307)  
4-3-6 MC Rgt (38)

C57.17:  
12-2-2 Inf Div (6)

C57.16:  
11-1-1 Inf Div (132)

C56.09:  
11-1-1 Inf Div (87)

C56.08:  
12-2-2 Inf Div (293)

C56.07:  
2-3-4 Cav Rgt (2 Sep)

C57.01:  
AGS Progress Marker

C59.07:  
40 Army HQ  
2-4-4 Cav Rgt (1 Sep)  
2-3-4 Cav Rgt (29 Sep)  
2 SPs

C62.26:  
3 Army HQ  
2 SPs

C62.31:  
7-3-6 Tank Bde (150)

D25.17:  
Level 2 Airbase

D2.01:  
10 Abn Corps (23 "Abn", 24 "Abn", 25 "Abn" Inf Bde)

E7.34:  
6-0-rr Rail Arty Rgt

E2.34:  
Level 1 Hedgehog

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)

E3.29:  
4 Abn Corps (8, 214 Abn Bde, 7 "Abn" Inf Bde)  
Level 3 Airbase

E2.27:  
Stalin

E1.27:  
Level 1 Hedgehog  
6-2-4 Cav Div (73)

E1.26:  
4-2-4 Cav Div (75)

E2.26:  
4 SPs

E2.25:  
Level 3 Hedgehog  
6-2-4 Cav Div (74)

E5.29:  
1 Abn Corps (1, 204, 211 Abn Bde)  
Level 2 Airbase

E2.23:  
Level 2 Hedgehog  
7-3-6 Tank Bde (9)  
Level 2 Airbase

E4.26:  
(1)-0-3 RR Rgt (West)

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

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

E6.27:  
Level 2 Airbase

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

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

E10.17:  
9 Abn Corps (20 "Abn", 21 "Abn", 22 "Abn" Inf Bde)  
4-2-2 Inf Bde (248)  
Level 1 Airbase

E5.15:

4-1-4 Cav Div (4)

E4.14:

4-2-3 NKVD Inf Bde (69)

E2.04:

(2)-4-3 NKVD Bdr Rgt (86)

Level 1 Airbase

E17.10:

7-3-4 Mtn Cav Div (21)

5 SPs

Level 2 Airbase

F2.18:

13 Army HQ

11-1-1 Inf Div (143)

2 Truck Points

2 SPs

Level 2 Airbase

F13.34:

6-2-4 Cav Div (29)

F19.31:

4-2-2 Inf Bde (253)

Level 1 Airbase

F10.26:

6-2-5 Tank Bde (121)

F13.17:

4-3-6 MC Rgt (20)

Level 2 Airbase

F6.14:

11-1-1 Inf Div (62)

F6.05:

2-1-4 Cav Div (43)

(1)-0-3 RR Rgt (SW)

1 Wagon Point

3 SPs

F8.04:

Level 2 Airbase

At Any Russian Controlled Air Base:

4x I-16

2x Yak-1

P-40

2x LaGG-3

3x MiG-3

7x IL-2

3x Po-2

2x Pe-2

3x IL-4

2x SB-2

Pe-8

2x G-2

4x Li-2

At Any Moscow Military District Air Base:

(MMD Air Units only)

4x I-16

4x MiG-3

2x Yak-1

5x LaGG-3

3x Hurri-IIc

3x P-40

Yak-7b

### Axis Information:

Reserve Markers Available: 24

Dead Units:

Bryansk Arm Train

2x Bf.109f

3x He.111

Do.17z

2x Ju.87b

3x 26-2-2 Arty Grp

5-3-8 AG Bn (201, 202)

5-5-8 AG Bn (243)

SS-R Mtr Div (R Krd MC Bn, R Aufk Bn, R Arty Rgt, Organic Truck)

SS-T Mtr Div (2 SS-T Mtrd Inf Rgt)

1 Pz Div (II/1 Pz Bn, 4 Aufk Bn, 1 Krd MC Bn)

2 Pz Div (I/3, II/3 Pz Bn)

3 Pz Div (II/6, III/6 Pz Bn, 3 Mtrd Inf Rgt, Organic Truck)

4 Pz Div (I/35, II/35 Pz Bn)

5 Pz Div (I/31, II/31 Pz Bn, 55 Krd MC Bn, 8 Aufk Bn, 13 Mtrd Inf Rgt, Organic Truck)

6 Pz Div (I/11, II/11, III/11 Pz Bn, 4 Mtrd Inf Rgt, 57 Aufk Bn, Organic Truck)

7 Pz Div (I/25, II/25, III/25 Pz Bn)

9 Pz Div (II/33 Pz Bn, 59 Krd MC Bn)

10 Pz Div (II/7 Pz Bn)

11 Pz Div (I/15, II/15 Pz Bn, 231 Aufk Bn, 110 Mtrd Inf Rgt, Organic Truck)

17 Pz Div (II/39, III/39 Pz Bn, 17 Krd MC Bn, 63 Mtrd Inf Rgt)

18 Pz Div (I/18, II/18, III/18 Pz Bn, 88 Aufk Bn, 101 Mtrd Inf Rgt)

19 Pz Div (II/27, III/27 Pz Bn, 74 Mtrd Inf Rgt)

20 Pz Div (I/21, III/21 Pz Bn, 20 Krd MC Bn, 92 Aufk Bn, Organic Truck)

3 Mtr Div (53 Krd MC Bn, 53 Aufk Bn, 29 Mtrd Inf Rgt)

10 Mtr Div (10 Aufk Bn, 40 Krd MC Bn)

25 Mtr Div (25 Aufk Bn, 25 Krd MC Bn)

29 Mtr Div (29 Aufk Bn, Organic Truck)

36 Mtr Div (36 Aufk Bn, 36 Krd MC Bn, Organic Truck)

Tree-Bark Soup Markers: 7

Available for Use:

9/800 zvb Commando Co

10/800 zvb Commando Co

Emergency Reinforcements Available:

39 Pz Corps HQ

29 Corps HQ

30 Corps HQ

20-4-3 Inf Div (122, 126, 239)

4-4-3 Mtrd Inf KG (Nehring)

(3)-3-3 Kor Bn (532, 559, 582, 590)

10-0-RR Rail Mortar Bn (Odin, Thor)

8 Pz Div (I/10, II/10, III/10 Pz Bn, 8, 28

Mtrd Inf Rgt, 8 Krd MC Bn, 59 Aufk Bn, 8 Arty Rgt, Organic Truck)

18 Mtr Div (18 Aufk Bn, 30, 51 Mtrd Inf Rgt, 38 Krd MC Bn, 18 Arty Rgt, Organic Truck)

6x Ju.52

Organic Trucks: All set up empty.

### Set Up:

German Gauge Railroads:

All hexes west of and including the following railhead hexes have been converted:

A22.30

A20.13

A39.06

B49.33

B35.25

B53.26

B39.09

C51.32

C55.23

C49.11

A15.33:

5-5-8 AG Bn (184)

3-2-2 Sec Bde (202)

A21.33:

20-4-3 Inf Div (290, less 2 steps)

A22.32:

4-4-3 Breakdown Rgt

A22.30:

10 Corps HQ

(7)-4-3 Flak Bn (272)

2 SPs

A23.32:

20-4-3 Inf Div (30, less 1 step)

A24.30:

2x 26-2-2 Arty Grp

A24.31:

20-4-3 Inf Div (81)

A25.31:

SS-T Mtr Div (T Krd MC Bn)

A26.30:  
SS-T Mtr Div (SS-T Aufk Bn, 1 SS-T, 3  
SS-T Mtrd Inf Rgt)

A26.29:  
SS-T Mtr Div (SS-T Arty Rgt)  
16-2-3 Werfer Bn (2+9)

A27.30:  
20-4-3 Inf Div (12)

A27.29:  
20-4-3 Inf Div (32, less 1 step)

A27.28:  
4-4-3 Breakdown Rgt

A28.27:  
4-4-3 Breakdown Rgt

A23.27:  
5-5-8 AG Bn (600)  
(7)-4-3 Flak Bn (280)  
SS-T Mtr Div (Organic Truck)  
3 Wagon Points  
Level 1 Airbase

A25.28:  
2 Corps HQ  
2x 26-2-2 Arty Grp

A27.26:  
20-4-3 Inf Div (123)

A12.21:  
Level 1 Airbase

A4.11:  
20-4-3 Inf Div (339)  
20-3-3 Inf Div (205)  
1-3-3 Ost Bn (605)  
2 SPs  
Level 2 Airbase

A14.12:  
1-2-2 Sec Bn (480)  
Level 1 Airbase

A26.16:  
4-4-3 Breakdown Rgt

A26.13:  
23 Corps HQ  
26-2-2 Arty Grp  
2 SPs

A27.07:  
4-4-4 SS Cav Rgt (1 SS)  
(1)-2-5 RR Bn (I/1)

A29.16:  
4-4-3 Breakdown Rgt

A31.15:  
20-4-3 Inf Div (253)  
Level 1 Airbase

A32.14:  
4-4-3 Breakdown Rgt

A33.14:  
20-4-3 Inf Div (102, less 2 steps)

A35.10:  
20-4-3 Inf Div (206, less 1 step)

A37.08:  
4-4-3 Breakdown Rgt

A38.07:  
20-4-3 Inf Div (256, less 1 step)

A38.05:  
6 Corps HQ  
4-4-4 SS Cav Rgt (2 SS)  
(7)-4-3 Flak Bn (271)  
3-5-10 Flak Co (I/8)  
5 SPs  
Level 2 Airbase

A39.08:  
4-4-3 Breakdown Rgt

A39.07:  
2x 26-2-2 Arty Grp

A40.07:  
20-4-3 Inf Div (26, less 2 steps)  
16-2-3 Werfer Bn (3+5)

A40.06:  
2x 26-2-2 Arty Grp

A41.07:  
20-4-3 Inf Div (110, less 2 steps)  
30-2-3 Werfer Rgt (51)

A41.06:  
20-4-3 Inf Div (6, less 2 steps)

A41.05:  
4-4-3 Breakdown Rgt  
2-2-2 LW Sec Bn (I/Mos)

A41.04:  
27 Corps HQ  
20-4-3 Inf Div (161, less 2 steps)  
3-3-6 PJ Bn (561)

A42.03:  
20-4-3 Inf Div (162, less 1 step)  
20-4-3 Inf Div (129, less 2 steps)

A43.03:  
20-4-3 Inf Div (251, less 1 step)

A44.02:  
20-4-3 Inf Div (86, less 2 steps)

A45.02:  
36 Mtr Div (87 Mtrd Inf Rgt)

A46.01:  
36 Mtr Div (118 Mtrd Inf Rgt, 36 Arty  
Rgt)

B1.25:  
Level 2 Airbase

B12.23:  
20-4-3 Inf Div (707)  
1-3-3 Ost Bn (604)  
(1)-2-5 RR Bn (II/5)  
26-2-2 Arty Grp  
2 Wagon Points  
1 Truck Point  
5 SPs  
Level 2 Airbase

B12.22:  
4-3-2 Sec Div (286)

B6.09:  
Level 2 Airbase

B14.18:  
Level 2 Airbase

B16.10:  
Level 1 Airbase

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

B20.26:  
Level 1 Hedgehog

B20.25:  
Level 1 Hedgehog

B20.24:  
Level 1 Hedgehog

B34.25:  
34 Corps HQ  
1-3-3 Ost Bn (601)  
(1)-2-5 RR Bn (II/1)  
2x 26-2-2 Arty Grp  
1 Pz Div (Organic Truck)  
1 Truck Point  
5 Wagon Points  
2 SPs

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

B35.26:  
2x 26-2-2 Arty Grp

B30.14:

2x 26-2-2 Arty Grp	10 Pz Div (Organic Truck)	B55.26:
B31.14:	19 Pz Div (Organic Truck)	Level 3 Hedgehog
2-3-3 Alert Bn	3 Mtr Div (Organic Truck)	20-4-3 Inf Div (7, less 3 steps)
Level 1 Airbase	4 SPs	20-4-3 Inf Div (197, less 2 steps)
B36.32:	B49.26:	5-5-8 AG Bn (203)
8-5-3 LW Sec Bde (Schlemm)	20-4-3 Inf Div (267, less 2 steps)	B55.25:
B31.10:	2-4-8 PJ Bn (616)	Level 2 Hedgehog
6-2-2 Sec Div (403)	B50.31:	20-4-3 Inf Div (292, less 2 steps)
2-4-6 PJ Bn (559)	14 Mtr Div (11 Mtrd Inf Rgt)	B54.25:
B41.28:	20-4-3 Inf Div (23, less 3 steps)	30-2-3 Werfer Rgt (52)
4 Pz Grp Army HQ	B50.30:	26-2-2 Arty Grp
20-4-3 Inf Div (106, less 3 steps)	6 Pz Div (6 Krd MC Bn, 114 Mtrd Inf Rgt, 76 Arty Rgt)	B55.24:
2 Pz Div (Organic Truck)	20-4-3 Inf Div (35, less 3 steps)	Level 2 Hedgehog
7 Pz Div (Organic Truck)	B51.30:	20-4-3 Inf Div (258, less 3 steps)
14 Mtr Div (Organic Truck)	5 Pz Div (14 Mtrd Inf Rgt, 116 Arty Rgt)	B53.23:
2 SPs	B51.29:	20 Corps HQ
B46.29:	11 Pz Div (61 Krd MC Bn, 111 Mtrd Inf Rgt, 119 Arty Rgt)	B55.23:
56 Pz Corps HQ	B52.29:	20-4-3 Inf Div (183, less 2 steps)
10-5-4 Mtrd Inf Bde (900 L)	SS-R Mtr Div (Deutld, Führer Mtrd Inf Rgt)	B55.22:
5-5-8 AG Bn (177)	B52.28:	20-4-3 Inf Div (15, less 2 steps)
B46.34:	46 Pz Corps HQ	B54.22:
41 Pz Corps HQ	10 Pz Div (90 Aufk Bn, 10 Krd MC Bn, I/7 Pz Bn, 69, 86 Mtrd Inf Rgt, 90 Arty Rgt)	26-2-2 Arty Grp
1 Pz Div (I/1 Pz Bn, 73 Arty Rgt)	2-3-8 PJ Bn (529)	B55.21:
(7)-4-3 Flak Bn (276)	B53.30:	20-4-3 Inf Div (98, less 1 step)
B46.33:	20-5-4 Inf Div (78, less 3 steps)	5-5-8 AG Bn (226)
2 Pz Div (2 Krd MC Bn, 74 Arty Rgt)	20-4-3 Inf Div (252, less 3 steps)	B55.20:
5-5-8 AG Bn (189)	B54.29:	19 Pz Div (19 Krd MC Bn, 73 Mtrd Inf Rgt)
Wagon Extender	20 Pz Div (II/21 Pz Bn, 59, 112 Mtrd Inf Rgt, 92 Arty Rgt)	B54.20:
B47.35:	B54.28:	57 Pz Corps HQ
1 Pz Div (1, 113 Mtrd Inf Rgt)	20-4-3 Inf Div (87, less 3 steps)	19 Pz Div (19 Aufk Bn, I/27 Pz Bn, 19 Arty Rgt)
B47.34:	4-3-2 French Inf Rgt (LVF)	B54.19:
2 Pz Div (5 Aufk Bn, 2, 304 Mtrd Inf Rgt)	B53.28:	20-4-3 Inf Div (34, less 2 steps)
B47.33:	5 Corps HQ	B53.19:
7 Pz Div (7 Krd MC Bn, 6 Mtrd Inf Rgt)	9 Corps HQ	20-4-3 Inf Div (263, less 1 step)
B47.32:	2-4-8 PJ Bn (643)	B53.18:
7 Pz Div (78 Arty Rgt)	B54.27:	12 Corps HQ
B48.32:	7 Corps HQ	20-4-3 Inf Div (17, less 2 steps)
7 Pz Div (37 Aufk Bn, 7 Mtrd Inf Rgt)	20-4-3 Inf Div (255, less 2 steps)	B53.17:
B49.32:	5-5-8 AG Bn (210)	20-4-3 Inf Div (260, less 2 steps)
14 Mtr Div (14 Aufk Bn, 53 Mtrd Inf Rgt)	B55.27:	B52.17:
B49.31:	Level 2 Hedgehog	2x 26-2-2 Arty Grp
14 Mtr Div (54 Krd MC Bn, 14 Arty Rgt)	3 Mtr Div (8 Mtrd Inf Rgt, 3 Arty Rgt)	B52.16:
B47.26:		4-4-3 Breakdown Rgt
3 Pz Grp Army HQ		

B51.16: 13 Corps HQ 20-4-3 Inf Div (268, less 2 steps)	1 SP Level 2 Airbase	18 Pz Div (Organic Truck) 25 Mtr Div (Organic Truck) 3 Truck Points 1 Wagon Point 2 SPs
B50.18: Wagon Extender 1 SP	C28.33: 6-3-2 Sec Div (203) 3-4-3 Sec Bn (I/RONA) 4-4-3 Breakdown Rgt	C44.27: 2x 26-2-2 Arty Grp Level 1 Airbase
B50.15: 4-4-3 Breakdown Rgt	C28.32: 20-3-3 Inf Div (211) 10 Mtr Div (Organic Truck)	C40.10: 55 Corps HQ 9 Pz Div (Organic Truck) 16 Mtr Div (Organic Truck) 26-2-2 Arty Grp 1 SPs Level 1 Airbase
B49.15: 20-4-3 Inf Div (131, less 3 steps)	4-4-3 Breakdown Rgt 1-3-3 Ost Bn (602) (1)-2-5 RR Bn (I/5)	C48.30: 29 Mtr Div (15 Mtrd Inf Rgt)
B48.14: 20-4-3 Inf Div (52, less 3 steps)	26-2-2 Arty Grp 5 Wagon Points 2 SPs Level 1 Airbase	C47.30: 25 Mtr Div (25 Arty Rgt)
B47.16: 43 Corps HQ 20-4-3 Inf Div (137) 2 SPs	C30.16: Level 1 Airbase	C48.29: 29 Mtr Div (29 Arty Rgt) 26-2-2 Arty Grp Level 1 Airbase
B47.14: 20-4-3 Inf Div (31, less 2 steps) 5-3-3 SS Mtrd Inf Rgt (4 SS)	C34.30: 3-4-3 Sec Bn (II/RONA) Level 1 Airbase	C49.30: 29 Mtr Div (29 Krd MC Bn, 71 Mtrd Inf Rgt) 30-2-3 Werfer Rgt (53)
B40.17: 40 Pz Corps HQ 5-5-8 AG Bn (192) (7)-4-3 Flak Bn (274)	C31.11: 5-5-8 AG Bn (191) Level 1 Airbase	C49.29: 18 Pz Div (52 Mtrd Inf Rgt)
B38.15: 2-3-3 Alert Bn	C42.32: 53 Corps HQ 2-5-4 Pio Bn (43) 7-3-3 Arty Bn (400)	C49.28: 18 Pz Div (18 Krd MC Bn, 88 Arty Rgt)
B37.15: 2-3-3 Alert Bn	C45.35: 20-4-3 Inf Div (167, less 2 steps)	C48.27: 47 Pz Corps HQ 2-4-8 PJ Bn (521)
B39.09: 20-4-3 Inf Div (56, less 2 steps) Level 1 Airbase	C45.34: 20-4-3 Inf Div (112, less 2 steps)	C49.27: 17 Pz Div (27 Aufk Bn)
B35.06: 10 Mtr Div (20 Mtrd Inf Rgt, 10 Arty Rgt)	C46.33: 4-4-3 Breakdown Rgt	C49.26: 17 Pz Div (I/39 Pz Bn, 27 Arty Rgt)
B34.05: 10 Mtr Div (41 Mtrd Inf Rgt)	C46.32: 4 Pz Div (12 Mtrd Inf Rgt)	C49.25: 35 Corps HQ
B44.03: 2-4-8 PJ Bn (543)	C46.31: 4 Pz Div (7 Aufk Bn, 103 Arty Rgt)	C50.26: 17 Pz Div (40 Mtrd Inf Rgt)
B45.03: 20-4-3 Inf Div (296, less 2 steps)	C47.32: 4 Pz Div (34 Krd MC Bn, 33 Mtrd Inf Rgt)	C50.25: 20-4-3 Inf Div (293, less 1 step)
B45.02: 10-5-4 Mtrd Inf Rgt (IRGD)	C48.31: 25 Mtr Div (35, 119 Mtrd Inf Rgt)	C51.25: 20-4-3 Inf Div (262, less 2 steps)
C10.30: Level 1 Airbase	C43.27: 2 Pz Grp Army HQ 24 Pz Corps HQ 5-5-3 MG Bn (5) 16-2-3 Werfer Bn (6+8) 4 Pz Div (Organic Truck) 17 Pz Div (Organic Truck)	C52.24:
C13.18: Level 2 Airbase		
C10.08: 6-2-2 Sec Div (454)		

**Soviet Repls**

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

**Soviet Supply Table**

Two Dice:	All other		Apr 42+	
	1941	1942	Moscow:1942	1943
2-3	8	10	12	15
4-5	10	12	14	17
6-8	12	14	16	19
9-10	14	16	18	20
11-12	16	18	20	22
Rail Cap:	15	17	20	24

**Modifiers:**

-1 1941  
+0 1942  
+1 1943  
+1 if Moscow: 1942 chosen (in addition to the above)

**Air Repls:**

Result is the number of air units that can be recovered to full strength. Eq Repls cannot be used to rebuild air units in this game.

Air Repls must be used the instant they are awarded. If no such air unit exists that can make use of the repl, it is wasted.

Fighters: Yak-1, LaGG-3, MiG-3, Yak-7b, P-40, P-39, Hurri-II, La-5, Yak-9

Other: All other air units

Not rebuildable: SB-2, I-16, G-2, TB-3

**Phase Out Dates:**

Do not allow the use of the above to rebuild any of the following air units after the date given.

LaGG-3: 1 Aug 42

MiG-3: 1 Jan 42

Arty: Soviet player can rebuild the given

**German Repls**

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

**German Supply Table**

Two Dice:	Oct-Nov	Dec-Jan	Feb-March	Apr 42+	
	1941	1941/42	1942	Moscow:1942	South:1942
2-3	10	7	9	14	10
4-5	11	8	10	15	11
6-8	12	9	11	16	12
9-10	13	10	12	17	13
11-12	14	11	13	18	14
Rail Cap:	9	3	7	12	8

**Modifiers:**

-1 1941  
+0 1942  
+1 1943  
+1 if Moscow: 1942 chosen (in addition to the above)

**Air Repls:**

Result is the number of air units that can be recovered to full strength. Eq Repls cannot be used to rebuild air units in this game.

Air Repls must be used the instant they are awarded. If no such air unit exists that can make use of the repl, it is wasted.

Fighters: Bf109, Fw190

Other: Ju88, He111h, Ju87

Aircraft types not listed above cannot

## Weather Table

Month	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	-	1-4	5-6	-	-	-	1-3	4-6
Nov 12-19	-	1-2	3-4	5-6	-	-	1-3	4-6
Nov 22-29	-	-	-	Auto	-	-	1-4	5-6
Dec 1-8	-	-	-	1-3	4-6	-	1-4	5-6
Dec 12-19	-	-	-	1	2-3	4-6	1-4	5-6
Dec 22-29	-	-	-	-	-	Auto	1-4	5-6

**Soviet Repls**

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

**Soviet Supply Table**

Two Dice:	All other		Apr 42+	
	1941	1942	Moscow:1942	1943
2-3	8	10	12	15
4-5	10	12	14	17
6-8	12	14	16	19
9-10	14	16	18	20
11-12	16	18	20	22
Rail Cap:	15	17	20	24

**Modifiers:**

-1 1941  
+0 1942  
+1 1943  
+1 if Moscow: 1942 chosen (in addition to the above)

**Air Repls:**

Result is the number of air units that can be recovered to full strength. Eq Repls cannot be used to rebuild air units in this game.

Air Repls must be used the instant they are awarded. If no such air unit exists that can make use of the repl, it is wasted.

Fighters: Yak-1, LaGG-3, MiG-3, Yak-7b, P-40, P-39, Hurri-II, La-5, Yak-9

Other: All other air units

Not rebuildable: SB-2, I-16, G-2, TB-3

**Phase Out Dates:**

Do not allow the use of the above to rebuild any of the following air units after the date given.

LaGG-3: 1 Aug 42

MiG-3: 1 Jan 42

Arty: Soviet player can rebuild the given

**German Repls**

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

**German Supply Table**

Two Dice:	Oct-Nov	Dec-Jan	Feb-March	Apr 42+	
	1941	1941/42	1942	Moscow:1942	South:1942
2-3	10	7	9	14	10
4-5	11	8	10	15	11
6-8	12	9	11	16	12
9-10	13	10	12	17	13
11-12	14	11	13	18	14
Rail Cap:	9	3	7	12	8

**Modifiers:**

-1 1941  
+0 1942  
+1 1943  
+1 if Moscow: 1942 chosen (in addition to the above)

**Air Repls:**

Result is the number of air units that can be recovered to full strength. Eq Repls cannot be used to rebuild air units in this game.

Air Repls must be used the instant they are awarded. If no such air unit exists that can make use of the repl, it is wasted.

Fighters: Bf109, Fw190

Other: Ju88, He111h, Ju87

Aircraft types not listed above cannot

## Weather Table

Month	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	-	1-4	5-6	-	-	-	1-3	4-6
Nov 12-19	-	1-2	3-4	5-6	-	-	1-3	4-6
Nov 22-29	-	-	-	Auto	-	-	1-4	5-6
Dec 1-8	-	-	-	1-3	4-6	-	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 First Dry turn each year, FKII returns from the Med, 2.6
Lt Mud Movement	Movement: See Terrain Effects on Wagon First Lt Mud Turn in 1941, apply Panje
Mud Movement	Movement: See Terrain Effects on Wagon First Mud Turn in 1941, apply Panje
Lt Freeze	Volga Class Rivers are Ice Pak Apply German Truck Attrition Rule (2.9b) in 1941 and one time only Apply German Frostbite Rule (2.9c) in 1941 and one time only
Mod Freeze	Minor Rivers are Frozen. Swamps are Frozen. Small Lakes are Frozen. Volga Class Rivers are Ice Pak Apply German Truck Attrition Rule (2.9b) in 1941 and one time only
Deep Freeze	All River types (Minor, Major, Volga) are Frozen. Swamps are Frozen. Small Lakes are Frozen. Large Lakes are Frozen. Level 1 and Level 2 Airbase refit at 1/2 rate.
transfers	Ski Units get their 2 MP bonus, 3.10a Aerosans can be used, 3.10d First Deep Freeze turn each year, FKII to the Med, 2.6
Flight Effects:	
Normal	Air Operations are allowed in all phases.
Limited	Air Operations allowed in the player's Movement Phase only.
Regular	Furthermore, no Air Unit Refit is allowed in such turns

## Adjustments to the far North

## Common Rebuild Table

Aerosan	No Rebuild Possible
Alert Bn	Return to Pool
Alert Bde	Return to Pool
Air Units	Only via Repl Table
Arm Car Bn	1x Eq
Arm Recon Bn	1x Eq
Artillery Bde	2x Eq
Artillery Bn	1x Eq
Artillery Battery	1x Eq rebuilds two

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

### Terrain Effects on Movement

Weather->	Normal			Lt Mud			Mud		
	Track	Truck	Leg	Track	Truck	Leg	Track*	Truck	Leg
MA Type->	Track	Truck	Leg	Track	Truck	Leg	Track*	Truck	Leg
Open	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
Hills	1	2	1	2	6	1	6-2	All	2
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 Swamp	5	6	3		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.

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.

P—Prohibited

ne—No Effect

NA—Not Applicable

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

### Terrain Effects on Combat (Special Modifiers)

Type	Combat Line	Armor	Mech	Other
Open	Open	[x2]	[x2]	x1
Light Woods	Close	x1	x1	x1
Heavy Woods	Close	x1/2	x1	x1
Hills	Close	x1	x1	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]
Lake	P			
Frozen Lake	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

\*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

## Weather Effects

(operations not specifically mentioned are conducted normally):

Dry	None First Dry turn each year, FKII returns from the Med, 2.6
Lt Mud Movement	Movement: See Terrain Effects on First Lt Mud Turn in 1941, apply Panje
Wagon	Commandeering 2.9a
Mud Movement	Movement: See Terrain Effects on First Mud Turn in 1941, apply Panje
Wagon	Commandeering 2.9a Level 1 Airbases cannot refit
Lt Freeze	Volga Class Rivers are Ice Pak Apply German Truck Attrition Rule (2.9b) in 1941 and one time only Apply German Frostbite Rule (2.9c) in 1941 and one time only
Mod Freeze	Minor Rivers are Frozen. Swamps are Frozen. Small Lakes are Frozen. Volga Class Rivers are Ice Pak Apply German Truck Attrition Rule (2.9b) in 1941 and one time only
Deep Freeze	All River types (Minor, Major, Volga) are Frozen. Swamps are Frozen. Small Lakes are Frozen. Large Lakes are Frozen. Level 1 and Level 2 Airbase refit at 1/2 rate. Ski Units get their 2 MP bonus, 3.10a Aerosans can be used, 3.10d First Deep Freeze turn each year, FKII
transfers	to the Med, 2.6
Flight Effects:	
Normal	Air Operations are allowed in all phases.
Limited Regular	Air Operations allowed in the player's Movement Phase only. Furthermore, no Air Unit Refit is allowed in such turns

• The above is an exception to OCS v3 rule 14.1f only, 14.1h applies normally.

## Adjustments to the far North

### Common Rebuild Table

Aerosan	No Rebuild Possible
Alert Bn	Return to Pool
Alert Bde	Return to Pool
Air Units	Only via Repl Table
Arm Car Bn	1x Eq
Arm Recon Bn	1x Eq
Artillery Bde	2x Eq
Artillery Bn	1x Eq
Artillery Battery	1x Eq rebuilds two

Artillery Grp	2x Eq
Artillery Rgt	2x Eq
Assault Engineer Bn	2x Pax
Assault Gun (AG) Bn	1x Eq
Anti-Tank (AT) Bn	1x Eq
Aufk (Arm Recon) Bn	1x Eq
Bicycle Bn	1x Pax
Bicycle Cavalry Bn	1x Pax
Bicycle Rgt	2x Pax
Border (Bdr) Rgt	No Rebuild Possible
Blackshirt (Blk) Rgt	2x Pax
Bryansk Train	No Rebuild Possible
Cavalry Bde	2x Pax
Cavalry Bn	1x Pax
Cavalry Div	2x Pax
Cavalry Div (dismounted)	2x Pax
Cavalry Rgt	2x Pax
Cavalry Artillery Bn	1x Eq
Cavalry Artillery Rgt	2x Eq
Commando Co	No Rebuild Possible
Flak (Antiaircraft) Co	1x Eq rebuilds two
Flak (Antiaircraft) Bn	1x Eq
Flm Panzer Bn	No Rebuild Possible
HQ (any size or type)	1x Eq, 1 Pax
Infantry Bde	2x Pax
Infantry Div Step	2x Pax
Infantry Div (Red Symbol) Step	2x Pax
Infantry Rgt	2x Pax
Infantry Rgt (Soviet)	1x Pax
Irregular (Irrg) Bn	Return to Pool
Jäger (Jg) Div Step	2x Pax
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
Naval Bde (Soviet)	1x Pax
Mech Infantry Bde (Soviet)	1x Eq, 2x Pax
MG Bn	1x Pax
Militia Div Step	1x Pax
Militia Rgt	1x Pax
Mortar Bn	1x Eq
Motorcycle (MC) Bn (Track Mvt)	1x Eq
Motorcycle (MC) Bde (Truck Mvt)	2x Pax
Motorcycle (MC) Rgt (Truck Mvt)	2x Pax
Mtn Cav Div	2x Pax
Nehring Inf KG	1x Pax
Ost Bn	1x Pax rebuilds two
Panzer Bn	1x Eq
Para Infantry Bde (Soviet)	3x Pax
Para Inf Rgt	3x Pax
Para Inf Bn	2x Pax
PG (Arm Inf) Rgt	1x Eq, 1x Pax
Pio Bn	2x Pax
PJ (Antitank) Bn	1x Eq
Pol Bn	1x Pax rebuilds two
Pol Rgt	1x Pax
Pontoon Grp	1x Eq
RR Arty Bn	No Rebuild Possible
RR Arty Rgt	No Rebuild Possible
RR Bn or Rgt	1x Pax
Schnell Bn	1x Pax
Sec Bde	1x Pax
Sec Bn	1x Pax rebuilds two
Sec Div Step	1x Pax
Sec Rgt	1x Pax
Ski Bn	Return to Pool
Ski Bde	1x Pax
Stalin	No Rebuild Possible
Tank Bde (non-Soviet)	2x Eq
Tank or Lt Tank Bde (Soviet)	1x Eq, 1x Pax
Tank Bn	1x Eq
Tank Co	1x Eq rebuilds two
Territorial Bn	1x Pax rebuilds two
UR Bde	1x Pax
Werfer Bn	1x Eq
Werfer Rgt	2x Eq

### Terrain Effects on Movement

Weather->	Normal			Lt Mud			Mud		
	Track	Truck	Leg	Track	Truck	Leg	Track*	Truck	Leg
Open	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
Hills	1	2	1	2	6	1	6-2	All	2
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 Swamp	5	6	3		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.

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.

P—Prohibited

ne—No Effect

NA—Not Applicable

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

### Terrain Effects on Combat (Special Modifiers)

Type	Combat Line	Armor	Mech	Other
Open	Open	[x2]	[x2]	x1
Light Woods	Close	x1	x1	x1
Heavy Woods	Close	x1/2	x1	x1
Hills	Close	x1	x1	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]
Lake	P			
Frozen Lake	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

\*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

20-4-3 Inf Div (134, less 2 steps)

C53.24:  
4-4-3 Breakdown Rgt

C54.23:  
7-3-2 Sec Div (221)

C54.22:  
20-4-3 Inf Div (45, less 2 steps)

C54.21:  
4-4-3 Breakdown Rgt

C54.20:  
20-4-3 Inf Div (168, less 1 step)

C54.19:  
3 Pz Div (I/6 Pz Bn, 75 Arty Rgt)

C55.20:  
3 Pz Div (394 Mtrd Inf Rgt)

C55.19:  
3 Pz Div (1 Aufk Bn, 3 Krd MC Bn)

C55.18:  
5-3-3 SS Mtrd Inf Rgt (10 SS)

C55.17:  
5-3-3 SS Mtrd Inf Rgt (8 SS)

C55.16:  
20-4-3 Inf Div (299, less 1 step)

C55.15:  
4-4-3 Breakdown Rgt

C55.14:  
20-4-3 Inf Div (95, less 1 step)

C55.13:  
4-4-3 Breakdown Rgt

C55.12:  
9 Pz Div (10 Mtrd Inf Rgt)

C54.11:  
9 Pz Div (9 Aufk Bn, I/33 Pz Bn, 102 Arty Rgt)

C55.11:  
9 Pz Div (11 Mtrd Inf Rgt)

C53.10:  
48 Pz Corps HQ  
16 Mtr Div (165 Krd MC Bn, 146 Arty Rgt)

C55.10:  
16 Mtr Div (341 Aufk Bn)

C55.09:  
16 Mtr Div (156 Mtrd Inf Rgt)

C55.08:  
16 Mtr Div (60 Mtrd Inf Rgt)

C54.07:  
4-4-3 Breakdown Rgt

C51.05:  
2-4-6 PJ Bn (611)  
4-4-3 Breakdown Rgt

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

### Victory:

The Germans have already spent 5 VPs on Emergency Reinforcements and 1 VP for Alert Battalions.

Given the above and future VP expenses, the German player wins if his VP total is greater than 12. Historically, they owned 33 VPs on the map.

## 7.5 Operation Typhoon Campaign Start V 5 June 42—The Historical 1942 Summer Campaign

This scenario starts a few turns before the beginning of the German 42 Summer Offensive. This was done so that players can finish off the Soviet Airborne Pocket themselves (Operations Hanover I and Hanover II, already in progress) and either lead into the historical summer offensive (to the south, off map) and the “line cleaning offensives” of the later summer (such as Operation Seydlitz) or as a base for the potential Moscow 42 offensive.

### General Information:

Map Area: All north of Cxx.05/Fxx.05, exclusive  
Set Up Order: Russian, German  
First Player on 5 June 42: German  
First Turn: 5 June 42  
Last Turn: 29 May 43  
Game Length: 106

Special Rules: 2.6 (first removal, first return), 2.9a, 2.9b, 2.9c, and 2.9d have been applied. 3.3b allows Soviet Air

Units to use the Exploitation Phase.

German Strategic Decision: The Germans have chosen the South in 1942 Option. The Southern Option Withdrawal and Return List has been executed to this point (including 1 June 42 removals). The Southern Map edge change has occurred.

### Russian Information:

Reserve Markers Available: 12

Dead Units:

4x MiG-3  
2x LaGG-3  
2x Yak-7b  
Po-2  
2x SB-2  
3x IL-4  
19, 24, 32 Army HQ  
1 Abn Corps (1, 204, 211 Abn Bde)  
7-3-6 Tank Bde (8, 9)  
6-2-5 Tank Bde (19, 144, 147)  
4-1-5 Tank Bde (42)  
3-2-5 Tank Bde (141)  
4-1-5 Lt Tank Bde (126, 127, 128)  
4-2-4 Tank Bn (18, 205)  
4-3-6 MC Rgt (11)  
2-3-3 MG Bn (297)  
2-2-2 MG Bn (296)  
13-3-3 Inf Div (258)  
12-2-2 Inf Div (29, 32, 73, 89, 91, 93, 112, 119, 152, 238, 248, 249, 278, 279, 293, 312, 316, 328, 338, 361)  
11-1-1 Inf Div (2, 38, 87, 133, 214, 244, 259, 363)  
10-0-1 Inf Div (103, 139, 140, 162, 242, 260, 298, 299)  
12-2-5 Mtrd Inf Div (Red Symbol) (107)  
12-1-4 Inf Div (Red Symbol) (106)  
12-0-4 Inf Div (Red Symbol) (101)  
6-4-3 Gd Inf Bde (2 Gd, 3 Gd)  
4-4-3 Naval Bde (71, 75)  
4-4-3 Inf Bde (29)  
4-2-2 Inf Bde (38)  
6-2-4 Cav Div (47)  
6-1-4 Cav Div (45)  
2x 26-1-1 Arty Bde  
3-2-2 Inf Rgt (Bryansk, 20.R, 29, 183.R, 855, 230.R, 1005)  
3-3-2 Cdt Rgt (USSR)  
(5)-1-1 UR Bde (62, 64, 65, 66, 68)

Tree-Bark Soup Markers: 7  
Partisan Attacks Remaining: None

### Set Up:

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

A13.33:  
4-2-2 Inf Bde (47, 133)  
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)	A28.04: 12-2-2 Inf Div (256, less 1 step)	75-1-0 Katy Bde
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	A28.05: 11-1-1 Inf Div (252)	A34.08: 12-2-2 Inf Div (246)
A11.04: 11-1-1 Inf Div (334)	A28.06: 12-2-2 Gd Inf Div (21 Gd)	A35.08: 12-2-2 Inf Div (183) 6-2-5 Tank Bde (71)
A15.08: 4 Shock Army HQ 4-3-6 Tank Bde (78) 4-2-2 Inf Bde (26)	A27.07: 39 Army HQ 12-2-2 Inf Div (375) 4-2-2 Inf Bde (131) 26-1-1 Arty Bde	A36.08: 12-2-2 Inf Div (5) 6-4-3 Gd Inf Bde (4 Gd)
A18.01: 10-0-1 Inf Div (355) 4-2-2 Inf Bde (117)	A28.07: 12-2-2 Inf Div (373)	A37.08: 13-3-3 Gd Inf Div (16 Gd) 11-1-1 Inf Div (243)
A17.02: 12-2-2 Inf Div (380)	A28.08: 11-1-1 Inf Div (381)	A38.08: 13-3-3 Gd Inf Div (20 Gd)
A18.02: 22 Army HQ 11-1-1 Inf Div (155)	A29.10: 11-1-1 Inf Div (371)	A39.08: 12-2-2 Inf Div (251)
A19.03: 41 Army HQ 6-2-5 Tank Bde (21)	A30.10: 12-2-2 Inf Div (348)	A40.07: 12-2-2 Inf Div (247) 7-3-6 Tank Bde (81)
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	A31.11: 11-1-1 Inf Div (359) 4-4-6 Gd MC Rgt (2 Gd)	A35.29: 4-2-2 Inf Bde (42)
A20.13: 11-1-1 Inf Div (188) 14-4-3 Gd Inf Div (27 Gd)	A31.13: 30 Army HQ 7-3-6 Tank Bde (28) 4-2-2 Inf Bde (132) 26-1-1 Arty Bde	A38.28: 4-2-2 Inf Bde (147) (1)-0-3 RR Rgt (NW)
A22.01: 13-3-3 Gd Inf Div (17 Gd) 10-0-1 Inf Div (134)	A31.15: 4-2-2 Inf Bde (130) (2)-4-3 NKVD Bdr Rgt (13) 3 SPs Level 1 Airbase	A38.16: 6-2-4 Cav Div (54)
A26.16: 11-1-1 Inf Div (384) 4-2-2 Inf Bde (46, 114)	A30.20: 12-2-2 Inf Div (254)	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
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	A32.10: 12-2-2 Inf Div (158) 5-1-6 Tank Bde (143)	A45.14: 3-2-2 Inf Rgt (257) (2)-4-3 NKVD Bdr Rgt (83) 26-1-1 Arty Bde
A27.03: 12-2-2 Inf Div (262)	A33.10: 11-1-1 Inf Div (178) 4-2-2 Inf Bde (136)	A52.10: 7 Tk Corps (3 Gd, 62, 87 Tank Bde, 7 Mtrd Inf Bde) 26-1-1 Arty Bde 4 Truck Points 3 SPs Level 2 Airbase
	A33.09: 11-1-1 Inf Div (369)	A56.06: Level 2 Airbase
	A35.11: 29 Army HQ 7-3-6 Tank Bde (35) 2-3-4 Cav Rgt (29)	A58.02:

Level 1 Hedgehog	12-2-2 Inf Div (234)	B42.30:
Level 2 Airbase	11-1-1 Inf Div (135)	11-1-1 Inf Div (354)
		6-2-5 Tank Bde (20)
A43.07:	B24.34:	B43.30:
20 Army HQ	12-2-2 Inf Div (357)	4-2-2 Inf Bde (129)
7-3-6 Tank Bde (17)	6-2-4 Cav Div (46)	2-3-4 Cav Rgt (2)
4-2-2 Inf Bde (28)		
75-1-0 Katy Bde	B18.21:	B43.29:
	2-2-3 Irrg Bn	12-2-2 Inf Div (110)
A43.09:	B19.21:	4-2-2 Inf Bde (110)
31 Army HQ	2-2-3 Irrg Bn	
4-2-2 Inf Bde (35)		B43.28:
26-1-1 Arty Bde	B20.20:	12-2-2 Inf Div (113)
	4 Abn Corps (214 Abn Bde)	4-2-2 Inf Bde (108)
A41.02:	1 SP	B43.27:
6-4-3 Gd Inf Bde (1 Gd)	B21.21:	12-2-2 Inf Div (160)
4-2-2 Inf Bde (36)	1 Gd Cav Corps (2 Gd Cav Div)	8-4-8 Gd Tank Bde (2 Gd)
A41.03:	1 SP	
12-2-2 Inf Div (215)	B22.20:	B44.26:
	4 Abn Corps (8 Abn Bde)	33 Army HQ
A41.04:	1 SP	5-1-5 Lt Tank Bde (145)
14-4-3 Gd Inf Div (8 Gd)	B23.20:	4 Abn Corps (7 "Abn" Inf Bde)
	1 Gd Cav Corps (7 Gd Cav Div)	75-1-0 Katy Bde
A41.05:	1 SP	26-1-1 Arty Bde
4-2-2 Inf Bde (49)	B24.20:	B43.26:
A41.06:	2-2-3 Irrg Bn	12-2-2 Inf Div (222)
4-3-3 Naval Bde (64)	B24.21:	3-4-4 Para Inf Rgt (250)
	1 Gd Cav Corps (1 Gd Cav Div)	B43.25:
A41.07:	1 SP	12-2-2 Inf Div (415, less 1 step)
4-2-2 Inf Bde (40)	B23.22:	5-3-3 Mtrd Inf Bde (34)
12-2-2 Inf Div (331)	11 Cav Corps (18 Mtn Cav Div)	B44.24:
A41.08:	1 SP	43 Army HQ
75-1-0 Katy Bde	B22.22:	5-3-6 MC Bde (1)
	11 Cav Corps (24 Cav Div, 82	75-1-0 Katy Bde
A42.03:	Dismounted Cav Div)	26-1-1 Arty Bde
3-2-2 Inf Rgt (930)	1 SP	B42.24:
	B20.23:	13-3-3 Gd Inf Div (5 Gd)
D25.17:	2-2-3 Irrg Bn	12-2-2 Inf Div (53)
Level 2 Airbase	B19.23:	B41.24:
	2-2-3 Irrg Bn	12-2-2 Inf Div (17)
B11.35:	B41.35:	B40.23:
5-3-3 Mtrd Inf Bde (21)	12-2-2 Inf Div (50)	13-3-3 Gd Inf Div (30 Gd)
	B41.34:	B40.22:
B12.34:	12-2-2 Gd Inf Div (29 Gd)	12-2-2 Gd Inf Div (18 Gd)
12-2-2 Inf Div (360)	B41.33:	B40.21:
B13.34:	12-2-2 Inf Div (144)	13-3-3 Mtn Inf Div (194)
11-1-1 Inf Div (332)	B42.32:	B41.21:
	12-2-2 Inf Div (108, less 1 step)	49 Army HQ
B17.34:	B42.31:	12-2-2 Inf Div (42)
12-2-2 Inf Div (362, 365)	12-2-2 Inf Div (352)	11-1-1 Inf Div (217, less 1 step)
B18.33:		
12-2-2 Inf Div (185, 186)		
B20.34:		
12-2-2 Inf Div (179)		
B21.35:		

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, 126  
Gd Katy Bn)  
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)

B45.34:

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, 129 Gd Katy Bn)

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, 128 Gd Katy Bn)  
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

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	C52.23: 13-3-3 Gd Inf Div (1 Gd)	C59.07: 11-1-1 Inf Div (62) 3-2-2 Inf Rgt (86) 3 SPs
E5.15: 11-1-1 Inf Div (303)	C52.22: 4-2-2 Inf Bde (229)	C53.01: AGS Progress Marker
E10.17: 9 Abn Corps (20 "Abn", 21 "Abn", 22 "Abn" Inf Bde) Level 1 Airbase	C52.21: 6-2-5 Tank Bde (80) 12-2-2 Inf Div (8)	F19.31: Level 1 Airbase
E17.10: Level 2 Airbase	C53.22: 3-2-2 Inf Rgt (85)	F1.19: 2 TK Corps (26, 27, 148 Tank Bde, 2 Mtrd Inf Bde)
E2.04: 4-2-2 Inf Bde (248) Level 1 Airbase	C55.23: 48 Army HQ 12-2-2 Inf Div (280) 4-2-2 Inf Bde (118) 2 SPs	F2.18: 11-1-1 Inf Div (305) 26-1-1 Arty Bde 6-0-rr Rail Arty Rgt 2 Truck Points 4 SPs Level 2 Airbase
C47.34: 12-2-2 Inf Div (137)	C53.20: 6-2-5 Tank Bde (129) 11-1-1 Inf Div (132)	F3.18: 1 Tk Corps (1 Gd, 49, 89 Tank Bde, 1 Mtrd Inf Bde)
C47.33: 7-3-6 Tank Bde (150) 11-1-1 Inf Div (287)	C54.18: 11-1-1 Inf Div (143)	F6.14: 4 Tk Corps (45, 47, 102 Tank Bde, 4 Mtrd Inf Bde)
C48.32: 12-2-2 Inf Div (269)	C58.17: 13 Army HQ (2)-4-3 NKVD Bdr Rgt (18)	F7.18: 4-2-2 Inf Bde (253)
C49.32: 4-3-6 Tank Bde (79) 12-2-2 Inf Div (283)	C55.17: 12-2-2 Inf Div (15)	F13.17: 4-3-6 MC Rgt (20) Level 2 Airbase
C50.31: 14-4-3 Gd Inf Div (6 Gd)	C55.16: 12-2-2 Inf Div (148)	At Any Russian Controlled Air Base: I-16 5x Yak-1 P-40 3x LaGG-3 2x LaGG-3 (Gds) 4x Hurri.IIc 2x P-39 4x Yak-7b 2x Yak-7b (Gds) 8x IL-2 5x Po-2 6x Pe-2 2x IL-4 SB-2 4x Li-2
C50.30: 12-2-2 Inf Div (240)	C55.15: 11-1-1 Inf Div (307)	At 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
C58.33: 8 Cav Corps (21 Mtn Cav Div, 55, 112 Cav Div)	C55.14: 12-2-2 Inf Div (45)	
C54.33: 4-2-2 Inf Bde (109)	C55.12: 11-1-1 Inf Div (121) 4-2-2 Inf Bde (141)	
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	C55.11: 12-2-2 Inf Div (6)	
C62.26: 7 Cav Corps (11, 83 Cav Div)	C55.10: 11-1-1 Inf Div (160 (II)) 7-3-6 Tank Bde (170)	
C51.29: 4-2-2 Inf Bde (122)	C57.09: 40 Army HQ 4-2-2 Inf Bde (111)	
C52.25: 12-2-2 Inf Div (211)	C56.07: 12-2-2 Inf Div (212)	
C52.24: 7-3-6 Tank Bde (202) 12-2-2 Inf Div (280)		

## Axis Information:

Reserve Markers Available: 24

Dead Units:

3x Bf.109f

3x He.111

10-5-4 Mtrd Inf Bde (900 L)

26-2-2 Arty Grp

5-3-8 AG Bn (202)

4-4-3 Mtrd Inf KG (Nehring)

SS-R Mtr Div (R Aufk Bn, R Arty Rgt, Organic Truck)

5 Pz Div (Organic Truck)

11 Pz Div (Organic Truck)

20 Pz Div (Organic Truck)

36 Mtr Div (Organic Truck)

Tree-Bark Soup Markers: 3

Available for Use:

9/800 zvb Commando Co

10/800 zvb Commando Co

Emergency Reinforcements

Available:

30 Corps HQ

20-4-3 Inf Div (126, 239)

(3)-3-3 Kor Bn (532, 559, 590)

10-0-RR Rail Mortar Bn (Odin, Thor)

18 Mtr Div (30, 51 Mtrd Inf Rgt, 38 Krd MC Bn, 18 PJ Bn, 18 Arty Rgt, Organic Truck)

GD PG Div (Rec Aufk Bn, 1 Pz Bn, AG Bn, Füs, Gren Inf Rgt, PJ Bn, Arty Rgt, Organic Truck)

Organic Trucks: All set up Full.

### 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

B34.05

C51.32

C53.23

C49.11

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)

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)	A29.08: 20-4-3 Inf Div (102, less 1 step)	A39.06: 16-2-3 Werfer Bn (3+5)
A9.19: 3-3-2 LW Rgt (2/Meindl)	A30.06: 26-2-2 Arty Grp	A39.05: 26-2-2 Arty Grp
A5.19: 8 Pz Div (I/10 Pz Bn, 8, 28 Mtrd Inf Rgt)	A30.08: 20-4-3 Inf Div (129)	A40.06: Level 1 Hedgehog 20-4-3 Inf Div (6, less 2 steps)
A2.18: 39 Pz Corps HQ 8 Pz Div (8 Krd MC Bn, III/10 Pz Bn, 8 Arty Rgt, Organic Truck) 2 SPs	A31.08: 26-2-2 Arty Grp	A40.05: Level 1 Hedgehog 20-4-3 Inf Div (161, less 1 step)
A5.12: 4-4-3 Breakdown Rgt	A31.10: 20-4-3 Inf Div (253)	A40.04: 2-2-2 LW Sec Bn (I/Mos, II/Mos)
A5.11: 4-4-3 Breakdown Rgt	A32.09: 20-4-3 Inf Div (206)	A40.03: 36 Mtr Div (118 Mtrd Inf 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	A32.08: 14 Mtr Div (54 Krd MC Bn, 11 Mtrd Inf Rgt)	A40.02: 36 Mtr Div (87 Mtrd Inf Rgt)
A3.07: 20-4-3 Inf Div (83, less 2 steps)	A32.07: 14 Mtr Div (53 Mtrd Inf Rgt, 14 Arty Rgt, Organic Truck)	A40.01: 36 Mtr Div (36 Krd MC Bn)
A5.02: 20-3-3 Inf Div (205)	A33.07: 27 Corps HQ SS-R Mtr Div (R Pz Bn)	A39.03: 36 Mtr Div (36 Arty Rgt)
A31.02: (7)-4-3 Flak Bn (271)	A33.08: SS-R Mtr Div (Deutld, Führer Mtrd Inf Rgt)	B1.25: Level 2 Airbase
A31.03: 20-4-3 Inf Div (86, less 2 steps)	A34.07: 20-4-3 Inf Div (251, less 1 step)	B8.34: 1-2-2 Sec Bn (480)
A30.03: 1 Pz Div (1 Mtrd Inf Rgt)	A35.07: 3-3-6 PJ Bn (561)	B9.32: 6-3-2 Sec Div (201)
A29.04: 1 Pz Div (1 Krd MC Bn)	A36.05: 26-2-2 Arty Grp	B10.30: 59 Corps HQ 20-4-3 Inf Div (330)
A29.05: 1 Pz Div (113 PG Rgt)	A36.07: Level 1 Hedgehog 4-4-3 Breakdown Rgt	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
A29.06: 1 Pz Div (37 PJ Bn)	A37.07: 20-4-3 Inf Div (26, less 1 step)	B14.18: 6-2-2 Sec Div (403) Level 2 Airbase
A30.04: 26-2-2 Arty Grp	A38.05: 6 Corps HQ 4 SPs Level 2 Airbase	B15.23: 2-4-8 PJ Bn (616)
A30.05: 23 Corps HQ 1 Pz Div (I/1, II/1 Pz Bn, 73 Arty Rgt, Organic Truck) (7)-4-3 Flak Bn (276) 26-2-2 Arty Grp 2 SPs	A38.06: 26-2-2 Arty Grp	B6.09: Level 2 Airbase
A29.07: 20-4-3 Inf Div (110, less 1 step)	A38.07: Level 1 Hedgehog 4-4-3 Breakdown Rgt	B16.10: 4-4-3 Breakdown Rgt
	A39.07: Level 1 Hedgehog 20-4-3 Inf Div (256, less 1 step)	

Level 1 Airbase	SS-Cav Div (2 SS Cav Rgt)	5 Wagon Points 4 SPs
B22.03: 20-4-3 Inf Div (339)	B20.25: Level 1 Hedgehog SS-Cav Div (Arty Rgt)	B35.25: 3-3-2 Pol Rgt (31) Level 2 Airbase
B23.03: 3-4-3 Sec Bn (III/RONA)	B20.26: Level 1 Hedgehog SS-Cav Div (Rec Bicycle Cav Bn)	B36.26: 9 Corps HQ 20-4-3 Inf Div (17)
B15.29: 2 Pz Div (II/3 Pz Bn, 74 Arty Rgt) 2 SPs	B19.25: SS-Cav Div (1 SS Cav Rgt)	B37.35: 41 Pz Corps HQ 5-5-8 AG Bn (189) 2 SPs
B17.33: 20-3-3 Inf Div (246)	B19.26: 26-2-2 Arty Grp	B40.34: 3-5-10 Flak Co (I/8)
B21.33: 2 Pz Div (304 Mtrd Inf Rgt)	B18.23: 10-3-3 Inf Div (442zbv)	B40.33: 20-4-3 Inf Div (342)
B22.33: 2 Pz Div (2 Krd MC Bn, 2 Mtrd Inf Rgt, 38 PJ Bn, Organic Truck)	B20.28: 2-2-2 Sec Rgt (122)	B40.32: 4-4-3 Breakdown Rgt
B17.21: 7-3-2 Sec Div (221)	B22.27: 11 Pz Div (111 PG Rgt)	B41.32: 20-4-3 Inf Div (35, less 2 steps)
B19.20: 19 Pz Div (73 Mtrd Inf Rgt)	B23.27: 11 Pz Div (110 Mtrd Inf Rgt)	B41.31: 20-4-3 Inf Div (252, less 2 steps)
B20.19: 19 Pz Div (19 PJ Bn)	B24.25: 11 Pz Div (I/15 Pz Bn, 119 Arty Rgt) 2 SPs	B41.30: 4-4-3 Breakdown Rgt
B21.20: 19 Pz Div (74 PG Rgt)	B26.27: 5-4-8 AG Bn (209)	B42.29: 4-3-2 French Inf Rgt (LVF)
B21.19: 19 Pz Div (I/27, II/27, III/27 Pz Bn, 19 Arty Rgt, Organic Truck) 2 SPs	B27.28: (3)-3-3 Kor Bn (582)	B41.29: 26-2-2 Arty Rgt
B22.19: 19 Pz Div (19 Krd MC Bn)	B30.28: 2-3-3 Alert Bn	B42.28: 4-4-3 Breakdown Rgt 2-4-8 PJ Bn (643)
B23.19: 5-3-3 SS Mtrd Inf Rgt (4 SS/2 Bde)	B31.29: 2-3-3 Alert Bn	B42.27: 20-5-4 Inf Div (78, less 1 step)
B26.19: 20-4-3 Inf Div (197, less 1 step)	B31.25: 5 Pz Div (I/31, II/31 Pz Bn, 13 Mtrd Inf Rgt, 53 PJ Bn, 116 Arty Rgt)	B42.26: 20-4-3 Inf Div (87, less 2 steps)
B25.21: 20-4-3 Inf Div (23, less 2 steps)	B31.32: 4-4-3 Breakdown Rgt	B42.25: 20-4-3 Inf Div (7, less 1 step)
B26.20: 5 Pz Div (55 Krd MC Bn, 14 Mtrd Inf Rgt)	B31.33: 20-4-3 Inf Div (328, less 1 step)	B41.28: 46 Pz Corps HQ 2-3-8 PJ Bn (529)
B25.22: 1-3-2 Pol Bn (III/8)	B31.35: 2-3-3 Alert Bn	B41.27: 26-2-2 Arty Grp
B23.23: 11 Pz Div (61 Krd MC Bn)	B32.33: 26-2-2 Arty Grp	B41.25: 20-4-3 Inf Div (258, less 2 steps)
B22.23: 11 Pz Div (II/15 Pz Bn)	B34.25: 3 Pz Grp Army HQ 1-3-3 Ost Bn (601) (1)-2-5 RR Bn (II/1)	B40.24:
B20.24: Level 1 Hedgehog		

20-4-3 Inf Div (292, less 1 step)	20-4-3 Inf Div (31, less 1 step)	C10.30: Level 1 Airbase
B39.25: 26-2-2 Arty Grp	B33.14: 20-4-3 Inf Div (267, less 1 step)	C10.08: Level 2 Airbase
B39.24: 20-4-3 Inf Div (183, less 1 step)	B32.13: 10 Mtr Div (41 Mtrd Inf Rgt)	C13.18: Level 2 Airbase
B38.24: 20 Corps HQ 26-2-2 Arty Grp	B30.14: 56 Pz Corps HQ 5-5-8 AG Bn (192) (7)-4-3 Flak Bn (274) 2 SPs	C28.31: 4-4-3 Breakdown Rgt
B38.23: 20 Pz Div (I/21, II/21, III/21 Pz Bn, 112 PG Rgt, 92 Arty Rgt)	B31.14: 10 Mtr Div (40 Krd MC Bn, 10 Arty Rgt, Organic Truck) Level 1 Airbase	C28.32: 20-4-3 Inf Div (707) 2 Wagon Points 4 SPs Level 1 Airbase
B39.23: 20 Pz Div (92 PJ Bn)	B31.13: 10 Mtr Div (20 Mtrd Inf Rgt)	C28.33: 3-4-3 Sec Bn (I/RONA)
B39.22: 20 Pz Div (20 Krd MC Bn)	B31.12: 20-4-3 Inf Div (331)	C29.32: 1-3-3 Ost Bn (602) (1)-2-5 RR Bn (I/5)
B38.22: 26-2-2 Arty Grp	B31.11: 2-4-6 PJ Bn (559)	C29.33: 3-4-3 Sec Bn (IV/RONA)
B39.21: 20 Pz Div (59 Mtrd Inf Rgt)	B28.10: 17 Pz Div (I/39, III/39 Pz Bn)	C30.34: 2-2-2 Sec Rgt (61)
B40.20: 20-4-3 Inf Div (255, less 2 steps)	B31.10: 17 Pz Div (40 Mtrd Inf Rgt, 27 PJ Bn)	C31.34: 34 Corps HQ
B40.19: 20-4-3 Inf Div (268, less 1 step)	B31.09: 17 Pz Div (17 Krd MC Bn)	C30.16: Level 1 Airbase
B40.18: 20-4-3 Inf Div (131, less 2 steps)	B31.08: 18 Pz Div (88 PJ Bn)	C31.11: Level 1 Airbase
B40.17: 12 Corps HQ 20-4-3 Inf Div (98)	B31.07: 18 Pz Div (52 Mtrd Inf Rgt)	C34.30: 6-3-2 Sec Div (203) 3-4-3 Sec Bn (II/RONA) 2 SPs Level 1 Airbase
B39.18: 26-2-2 Arty Grp	B30.08: 18 Pz Div (I/18 Pz Bn) 17 Pz Div (II/39 Pz Bn, 63 PG Rgt, 27 Arty Rgt, Organic Truck)	C38.27: 20-4-3 Inf Div (383)
B39.17: 20-4-3 Inf Div (52, less 2 steps) 20-3-3 Inf Div (216)	B30.07: 18 Pz Div (88 Arty Rgt)	C39.31: 47 Pz Corps HQ
B38.16: 20-4-3 Inf Div (260, less 1 step)	B29.05: 18 Pz Div (II/18 Pz Bn, 101 PG Rgt, 18 Krd MC Bn, Organic Truck)	C38.34: 4-4-3 Breakdown Rgt
B37.16: 20-4-3 Inf Div (263, less 1 step)	B33.02: 26-2-2 Arty Grp	C39.34: 20-4-3 Inf Div (134, less 1 step)
B36.15: 20-4-3 Inf Div (137)	B33.03: 20-4-3 Inf Div (208, less 1 step)	C40.33: 4-4-3 Breakdown Rgt
B35.16: 43 Corps HQ 5-5-8 AG Bn (226) 26-2-2 Arty Grp	B34.02: 20-3-3 Inf Div (211)	C41.34: 20-4-3 Inf Div (56, less 2 steps)
B35.15: 20-4-3 Inf Div (34, less 1 step)	B35.02: 4-4-3 Breakdown Rgt	C42.34:

4-4-3 Breakdown Rgt	20-4-3 Inf Div (262, less 1 step)	C49.11: 55 Corps HQ 4 SPs
C43.35: 20-4-3 Inf Div (296, less 1 step)	C49.25: 35 Corps HQ	C43.18: 5-5-8 AG Bn (191)
C43.33: 53 Corps HQ 16-2-3 Werfer Bn (6+8) 2-4-8 PJ Bn (543)	C51.25: 4-4-3 Breakdown Rgt	C42.08: 16 Mtr Div (60, 156 Mtrd Inf Rgt, 228 PJ Bn)
C43.26: 20-4-3 Inf Div (385)	C51.24: 2-4-8 PJ Bn (521)	C41.09: 16 Mtr Div (165 Krd MC Bn, 146 Arty Rgt, Organic Truck)
C43.27: 2 Pz Grp Army HQ 5-5-3 MG Bn (5) 5 Wagon Points 4 SPs	C51.23: 4-4-3 Breakdown Rgt	C40.10: 20-4-3 Inf Div (387) 20-3-3 Inf Div (377) 26-2-2 Arty Grp 2 SPs Level 1 Airbase
C44.27: 26-2-2 Arty Grp Level 1 Airbase	C51.22: 20-4-3 Inf Div (45, less 2 steps)	
C46.31: 25 Mtr Div (25 Krd MC Bn, 25 Arty Rgt, Organic Truck)	C50.20: 4-4-3 Breakdown Rgt	At Any Axis Controlled Air Base: 6x Bf.109f 5x Ju.87d 3x He.111 5x Ju.88 6x Ju.52
C46.32: 25 Mtr Div (119 Mtrd Inf Rgt)	C51.19: 4-4-3 Breakdown Rgt	
C46.33: 20-4-3 Inf Div (112, less 1 step)	C51.18: 20-4-3 Inf Div (299, less 2 steps)	<b>Victory:</b> The Germans have spent 14 VPs on Emergency Reinforcements and 2 VPs for Alert Battalions.
C47.32: 25 Mtr Div (35 Mtrd Inf Rgt)	C52.17: 5-3-3 SS Mtrd Inf Rgt (8 SS/1 Bde)	Given the above and any future VP expenses, the German player wins if his VP total is greater than 12. Historically, they owned 33 VPs on the map.
C48.31: 4 Pz Div (49 PJ Bn)	C52.16: 5-3-3 SS Mtrd Inf Rgt (10 SS/1 Bde)	
C49.31: 4 Pz Div (12 Mtrd Inf Rgt)	C52.15: 4-4-3 Breakdown Rgt	
C49.30: 4 Pz Div (33 Mtrd Inf Rgt)	C52.14: 20-4-3 Inf Div (95, less 2 steps)	
C49.29: 4 Pz Div (34 Krd MC Bn)	C52.13: 4-4-3 Breakdown Rgt	
C48.29: 4 Pz Div (I/35, II/35 Pz Bn, 103 Arty Rgt, Organic Truck) 26-2-2 Arty Grp Level 1 Airbase	C52.12: 9 Pz Div (59 Krd MC Bn)	<b>7.6 Operation Typhoon Campaign Start VI</b>
C49.28: 4-4-3 Breakdown Rgt	C53.11: 9 Pz Div (11 PG Rgt)	<b>26 June 42—The Moscow 1942 Summer Campaign</b>
C49.27: 20-4-3 Inf Div (293, less 1 step)	C53.10: 9 Pz Div (10 Mtrd Inf Rgt)	<b>Operation Kremlin</b>
C50.26: 4-4-3 Breakdown Rgt	C53.09: 4-4-3 Breakdown Rgt	This Scenario is actually a cross between the historical situation and the full-bore Moscow in 1942 Campaign. This was based on the German deception plan (kindly provided by Thomas Burke) entitled Operation Kremlin. The premise here is that the Germans are actually implementing the deception plan as the real operation.
C50.25: 9 Pz Div (I/33, II/33, III/33 Pz Bn, 102 Arty Rgt, Organic Truck)	C53.08: 20-4-3 Inf Div (88, less 1 step)	The forces available are actually a cross between the South in 42 and Moscow in 42 options (as the Germans here are "making do" with what the deception plan provides). As such, it
	C53.07: 4-4-3 Breakdown Rgt	
	C52.07: 2-4-6 PJ Bn (611)	

could be argued this is operation is what the Russians were expecting in the summer of 1942 (as the deception plan was made for their consumption.

From a game play point of view, I think the forces here make for a finely tuned game where both sides have lots to do and lots to do it with...

### General Information:

Map Area: All  
Set Up Order: Russian, German  
First Player on 26 June 42: German  
First Turn: 26 June 42  
Last Turn: 29 May 43  
Game Length: 100

Special Rules: 2.6 (first removal, first return), 2.9a, 2.9b, 2.9c, and 2.9d have been applied. 3.3b allows Soviet Air Units to use the Exploitation Phase.

German Strategic Decision: The Germans have chosen the Moscow: 1942 Option (partially).

### Russian Information:

Reserve Markers Available: 12  
Dead Units:  
4x MiG-3  
2x LaGG-3  
2x Yak-7b  
Po-2  
2x SB-2  
3x IL-4  
19, 24, 32 Army HQ  
1 Abn Corps (1, 204, 211 Abn Bde)  
4 Abn Corps (8, 214 Abn Div)  
1 Gd Cav Corps (2 Gd, 7 Gd Cav Div)  
11 Cav Corps (18 Mtn Cav Div, 24 Cav Div, 82 Dismounted Cav Div)  
7-3-6 Tank Bde (8, 9)  
6-2-5 Tank Bde (19, 144, 147)  
4-1-5 Tank Bde (42)  
3-2-5 Tank Bde (141)  
4-1-5 Lt Tank Bde (126, 127, 128)  
4-2-4 Tank Bn (18, 205)  
4-3-6 MC Rgt (11)  
2-3-3 MG Bn (297)  
2-2-2 MG Bn (296)  
13-3-3 Inf Div (258)  
12-2-2 Inf Div (29, 32, 73, 89, 91, 93, 112, 119, 152, 238, 248, 249, 278, 279, 293, 312, 316, 328, 338, 357, 361)  
11-1-1 Inf Div (2, 38, 87, 133, 214, 244, 259, 363)  
10-0-1 Inf Div (103, 139, 140, 162, 242, 260, 298, 299)  
12-2-5 Mtrd Inf Div (Red Symbol) (107)  
12-1-4 Inf Div (Red Symbol) (106)  
12-0-4 Inf Div (Red Symbol) (101)

6-4-3 Gd Inf Bde (2 Gd, 3 Gd)  
4-4-3 Naval Bde (71, 75)  
4-4-3 Inf Bde (29)  
4-2-2 Inf Bde (38)  
6-2-4 Cav Div (46, 47)  
6-1-4 Cav Div (45)  
2x 26-1-1 Arty Bde  
3-2-2 Inf Rgt (Bryansk, 20.R, 29, 183.R, 855, 230.R, 1005)  
3-3-2 Cdt Rgt (USSR)  
(5)-1-1 UR Bde (62, 64, 65, 66, 68)

Tree-Bark Soup Markers: 7  
Partisan Attacks Remaining: None

### Set Up:

A13.32:  
4-2-2 Inf Bde (14)  
3-2-2 Inf Rgt (1291)  
  
A13.33:  
4-2-2 Inf Bde (47, 133)  
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)	A12.20: 4-2-2 Inf Bde (54) Wagon Extender	26-1-1 Arty Bde 4 SPs Wagon Extender
A23.33: 12-2-2 Inf Div (200) 4-2-2 Inf Bde (52)	A6.13: 12-2-2 Inf Div (220, less 1 step)	A20.13: 11-1-1 Inf Div (188) 14-4-3 Gd Inf Div (27 Gd)
A22.33: 12-2-2 Inf Div (202) 4-3-2 Inf Bde (127)	A6.12: 12-2-2 Inf Div (24)	A20.03: 13-3-3 Gd Inf Div (17 Gd) 10-0-1 Inf Div (134)
A22.34: 11-1-1 Inf Div (282) 4-2-2 Inf Bde (116)	A6.11: 12-2-2 Inf Div (117) 6-2-5 Tank Bde (184)	A20.02: 12-2-2 Inf Div (234) 11-1-1 Inf Div (135)
A21.35: 4-2-2 Inf Bde (126)	A6.10: 12-2-2 Inf Div (28) 5-3-3 Mtrd Inf Bde (1)	A19.02: 12-2-2 Inf Div (179)
A23.34: 11 Army HQ 4-2-2 Inf Bde (157) 26-1-1 Arty Bde	A7.10: 5-3-3 Mtrd Inf Bde (Ind)	A26.16: 11-1-1 Inf Div (384) 4-2-2 Inf Bde (46, 114)
A25.35: (5)-1-1 UR Bde (90) 3 SPs	A7.09: 12-2-2 Inf Div (358) 7-3-6 Tank Bde (104)	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
A29.32: 4-2-2 Inf Bde (145)	A8.08: 8-0-1 Inf Div (145)	A24.05: 12-2-2 Inf Div (262)
A31.31: 4-3-6 MC Rgt (34) (5)-1-1 UR Bde (91) 4 SPs	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	A25.06: 12-2-2 Inf Div (256, less 1 step)
A12.26: 1 Shock Army HQ (2)-4-3 NKVD Bdr Rgt (9) 2 SPs	A11.04: 11-1-1 Inf Div (334)	A26.06: 11-1-1 Inf Div (252)
A10.21: 11-1-1 Inf Div (391) (2)-4-3 NKVD Bdr Rgt (11)	A15.08: 4 Shock Army HQ 4-3-6 Tank Bde (78) 4-2-2 Inf Bde (26)	A27.07: 39 Army HQ 12-2-2 Inf Div (375) 4-2-2 Inf Bde (131) 26-1-1 Arty Bde
A10.20: 12-2-2 Gd Inf Div (7 Gd)	A18.01: 10-0-1 Inf Div (355) 4-2-2 Inf Bde (117)	A28.07: 12-2-2 Gd Inf Div (21 Gd) 12-2-2 Inf Div (373)
A10.19: 12-2-2 Inf Div (257)	A17.02: 12-2-2 Inf Div (380)	A28.08: 11-1-1 Inf Div (381)
A10.18: 4-2-2 Inf Bde (31)	A18.02: 22 Army HQ 11-1-1 Inf Div (155)	A29.10: 11-1-1 Inf Div (371)
A9.18: 11-1-1 Inf Div (33)	A19.03: 41 Army HQ 6-2-5 Tank Bde (21)	A30.10: 12-2-2 Inf Div (348)
A12.21: Level 1 Airbase	A21.07: 7-3-6 Tank Bde (82) (2)-0-3 NKVD Sec Rgt (53 RR) (2)-4-3 NKVD Bdr Rgt (31)	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

A52.09:  
8-3-3 NKVD Inf Div (6)  
7-3-6 Tank Bde (153)

A52.10:  
7 Tk Corps (3 Gd, 62, 87 Tank Bde, 7 Mtrd Inf Bde)  
26-1-1 Arty Bde  
4 Truck Points  
3 SPs  
Level 2 Airbase

A56.06:  
Level 2 Airbase

A58.02:  
Level 1 Hedgehog  
11-1-1 Inf Div (118)  
Level 2 Airbase

A43.07:  
20 Army HQ  
7-3-6 Tank Bde (17, 120, 188)  
4-2-2 Inf Bde (28)  
75-1-0 Katy Bde

A43.09:  
31 Army HQ  
7-3-6 Tank Bde (92)  
6-2-5 Tank Bde (101)  
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:

12-2-2 Inf Div (82)  
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)

B18.34:  
12-2-2 Inf Div (185, 186)

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)  
5-3-3 Mtrd Inf Bde (34)

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  
1 Gd Cav Corps (1 Gd Cav Div)  
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, 126  
Gd Katy Bn)  
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)

B45.34: 5 Army HQ 12-2-2 Inf Div (19) 26-1-1 Arty Bde	B60.07: Level 1 Airbase	Level 2 Hedgehog
B47.34: 6 Tk Corps (22, 100, 200 Tank Bde, 6 Mtrd Inf Rgt, 129 Gd Katy Bn)	B59.07: Level 2 Hedgehog 4-2-3 NKVD Inf Bde (69) 3-2-2 Inf Rgt (Tula) 2-1-2 Militia Rgt (Tula) 2x 6-0-rr Rail Arty Rgt 1 Truck Points 5 SPs	B55.28: Level 2 Hedgehog 3-2-2 Inf Rgt (1310)
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	B58.07: Level 2 Hedgehog	B55.29: Level 2 Hedgehog
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	B60.16: Level 2 Hedgehog 12-2-2 Inf Div (64) 3-2-2 Inf Rgt (Comp) 2 SPs Level 2 Airbase	B57.28: 4-2-3 NKVD Inf Bde (3)
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	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	B58.26: Level 2 Hedgehog 4-3-6 MC Rgt (38) 6-2-5 Tank Bde (154) (1)-0-3 RR Rgt (West) Level 2 Airbase
B50.32: 8 Tk Corps (25, 31, 93 Tank Bde, 8 Mtrd Inf Bde)	B57.20: Level 2 Hedgehog	B59.30: Level 1 Hedgehog 3-2-2 Inf Rgt (Comp) 6-0-rr Rail Arty Rgt Level 3 Airbase
B53.26: 5 Tk Corps (24, 41, 70 Tank Bde, 5 Mtrd Inf Bde, 128 Gd Katy Bn) 26-1-1 Arty Bde 2 Truck Points 4 SPs	B57.21: Level 3 Hedgehog 12-3-5 Gd Inf Div (Red Symbol) (3 Gd (m)) 3-2-2 Inf Rgt (Comp)	B61.24: Level 3 Airbase
B45.04: 6-2-4 Mtn Cav Div (17) (2)-4-3 NKVD Bdr Rgt (38)	B57.22: Level 2 Hedgehog	B61.26: Level 3 Hedgehog 11-1-1 Inf Div (340, less 1 step) 4-3-6 MC Rgt (8+9)
B49.13: 5 Abn Corps (10 Abn Bde) (1)-0-3 RR Rgt (Brynsk) 2 SPs Level 2 Airbase	B56.22: Level 2 Hedgehog	B60.26: (2)-0-3 NKVD Sec Rgt (76 RR)
B53.19: 5 Abn Corps (9, 201 Abn Bde)	B55.23: 4-2-2 Inf Bde (257)	B61.27: Level 3 Hedgehog 11-1-1 Inf Div (88) Level 2 Airbase
B56.11: Level 2 Hedgehog Level 2 Airbase	B56.23: Level 3 Hedgehog 3-2-2 Inf Rgt (Comp) 6-0-rr Rail Arty Rgt	B61.29: Level 2 Hedgehog 6-2-4 Cav Div (73)
B59.05: 11-1-1 Inf Div (284) 4-2-2 Inf Bde (135) 75-1-0 Katy Bde	B55.24: Level 2 Hedgehog	B62.30: 12-2-2 Inf Div (49)
B60.06: Level 2 Hedgehog	B55.25: Level 2 Hedgehog	E2.34: Level 1 Hedgehog 10 Abn Corps (23 "Abn", 24 "Abn", 25 "Abn" Inf Bde)
	B55.26: Level 3 Hedgehog 12-3-5 Inf Div (Red Symbol) (82 M) 4-2-2 Inf Bde (153)	E7.34: 12-2-2 Inf Div (16) 6-0-rr Rail Arty Rgt
	B55.27: Level 2 Hedgehog	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)	E2.04: 4-2-2 Inf Bde (248) 3 Gd Cav Div (5 Gd, 6 Gd, 32 Cav Div) Level 1 Airbase	12-2-2 Inf Div (8)
E1.27: Level 1 Hedgehog	C47.34: 12-2-2 Inf Div (137)	C53.22: 3-2-2 Inf Rgt (85)
E13.26: 6 Abn Corps (11 "Abn", 12 "Abn", 13 "Abn" Inf Bde) 8 Abn Corps (17 "Abn", 18 "Abn", 19 "Abn" Inf Bde)	C47.33: 7-3-6 Tank Bde (150) 11-1-1 Inf Div (287)	C55.23: 48 Army HQ 12-2-2 Inf Div (280) 4-2-2 Inf Bde (118) 2 SPs
E3.29: Level 3 Airbase	C48.32: 12-2-2 Inf Div (269)	C53.20: 6-2-5 Tank Bde (129) 11-1-1 Inf Div (132)
E5.29: Level 2 Airbase	C49.32: 4-3-6 Tank Bde (79) 12-2-2 Inf Div (283)	C54.18: 11-1-1 Inf Div (143)
E2.27: Stalin	C50.31: 14-4-3 Gd Inf Div (6 Gd)	C58.17: 13 Army HQ (2)-4-3 NKVD Bdr Rgt (18)
E2.25: Level 3 Hedgehog 13-3-3 Gd Inf Div (9 Gd, less 2 steps)	C50.30: 12-2-2 Inf Div (240)	C55.17: 12-2-2 Inf Div (15)
E6.27: Level 2 Airbase	C58.33: 8 Cav Corps (21 Mtn Cav Div, 55, 112 Cav Div)	C55.16: 12-2-2 Inf Div (148)
E9.26: (2)-0-3 NKVD Sec Rgt (90 RR)	C54.33: 4-2-2 Inf Bde (109)	C55.15: 11-1-1 Inf Div (307)
E5.26: (2)-0-3 NKVD Sec Rgt (56 RR)	C52.32: 3 Army HQ 12-2-2 Inf Div (154) (2)-4-3 NKVD Bdr Rgt (17)	C55.14: 12-2-2 Inf Div (45)
E6.24: (2)-0-3 NKVD Sec Rgt (78 RR)	26-1-1 Arty Bde 75-1-0 Katy Bde 4 SPs	C55.12: 11-1-1 Inf Div (121) 4-2-2 Inf Bde (141)
E9.25: 12 Tk Corps (30, 86, 97 Tank Bde, 13 Mtrd Inf Bde)	C62.26: 7 Cav Corps (11, 83 Cav Div)	C55.11: 12-2-2 Inf Div (6)
E10.21: 15 Tk Corps (96, 105, 113 Tank Bde, 17 Mtrd Inf Bde)	C51.29: 4-2-2 Inf Bde (122)	C55.10: 11-1-1 Inf Div (160 (II)) 7-3-6 Tank Bde (170)
E2.23: Level 2 Hedgehog 4 SPs Level 2 Airbase	C51.30: 4-2-2 Inf Bde (134)	C57.09: 40 Army HQ 4-2-2 Inf Bde (111)
E5.15: 11-1-1 Inf Div (303) 6-2-5 Tank Bde (179)	C52.25: 12-2-2 Inf Div (211)	C56.07: 12-2-2 Inf Div (212)
E10.17: 9 Abn Corps (20 "Abn", 21 "Abn", 22 "Abn" Inf Bde) Level 1 Airbase	C52.24: 7-3-6 Tank Bde (202) 12-2-2 Inf Div (280)	C57.05: 4-4-3 Naval Bde (154) 6-2-5 Tank Bde (58)
E17.10: Level 2 Airbase	C52.23: 13-3-3 Gd Inf Div (1 Gd)	C59.07: 11-1-1 Inf Div (62) 6-2-5 Tank Bde (118) 3-2-2 Inf Rgt (86)
	C52.22: 4-2-2 Inf Bde (229)	
	C52.21: 6-2-5 Tank Bde (80)	

3 SPs

C56.02:  
11-1-1 Inf Div (126)  
6-2-5 Tank Bde (121)

C53.01:  
AGS Progress Marker

F19.31:  
Level 1 Airbase

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

F2.19:  
11 Tk Corps (53, 59, 160 Tank Bde, 12 Mtrd Inf Bde)

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

F5.06:  
17 Tk Corps (66, 67, 174 Tank Bde, 31 Mtrd Inf Bde)

F6.05:  
(1)-0-3 RR Rgt (SW)

F7.05:  
18 Tk Corps (110, 180, 181 Tank Bde, 18 Mtrd Inf Bde)

F8.04:  
Level 2 Airbase

At Any Russian Controlled Air Base:  
I-16  
5x Yak-1  
P-40  
3x LaGG-3  
2x LaGG-3 (Gds)  
4x Hurri.IIc  
2x P-39  
4x Yak-7b

2x Yak-7b (Gds)  
8x IL-2  
5x Po-2  
6x Pe-2  
2x IL-4  
SB-2  
4x Li-2

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

### Axis Information:

Reserve Markers Available: 24  
Dead Units:  
10-5-4 Mtrd Inf Bde (900 L)  
26-2-2 Arty Grp  
5-3-8 AG Bn (202)  
4-4-3 Mtrd Inf KG (Nehring)

Tree-Bark Soup Markers: 3

Available for Use:  
9/800 zvb Commando Co  
10/800 zvb Commando Co

Emergency Reinforcements Available:  
30 Corps HQ  
20-4-3 Inf Div (126, 239)  
(3)-3-3 Kor Bn (532, 559, 590)  
10-0-RR Rail Mortar Bn (Odin, Thor)  
18 Mtr Div (30, 51 Mtrd Inf Rgt, 38 Krd MC Bn, 18 PJ Bn, 18 Arty Rgt, Organic Truck)  
GD PG Div (Rec Aufk Bn, 1 Pz Bn, AG Bn, Füs, Gren Inf Rgt, PJ Bn, Arty Rgt, Organic Truck)

Organic Trucks: All set up Full.

### 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  
B34.05  
C51.32  
C53.23  
C49.11

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	A19.27: 2-3-3 Alert Bn 26-2-2 Arty Grp	23 Corps HQ (7)-4-3 Flak Bn (276) 4-4-3 Breakdown Rgt
A24.31: Level 1 Hedgehog 4-4-3 Breakdown Rgt	A18.27: 2-3-3 Alert Bn	A30.04: 26-2-2 Arty Grp
A24.30: 20-4-3 Inf Div (12, less 2 steps)	A17.29: (7)-4-3 Flak Bn (272)	A30.05: 26-2-2 Arty Grp 2 SPs
A25.30: Level 1 Hedgehog SS-T Mtr Div (1 SS-T Mtrd Inf Rgt)	A9.21: 20-4-3 Inf Div (218)	A29.05: 26-2-2 Arty Grp
A25.29: SS-T Mtr Div (SS-T Arty Rgt) 16-2-3 Werfer Bn (2+9)	A8.20: 3-3-2 LW Rgt (5/Meindl)	A30.06: 20-4-3 Inf Div (110, less 1 step)
A26.29: Level 1 Hedgehog SS-T Mtr Div (3 SS-T Mtrd Inf Rgt)	A9.19: 3-3-2 LW Rgt (2/Meindl)	A31.07: 20-4-3 Inf Div (102, less 1 step)
A26.28: 20-4-3 Inf Div (32, less 2 steps)	A5.19: 8 Pz Div (I/10 Pz Bn, 8, 28 Mtrd Inf Rgt)	A31.06: 26-2-2 Arty Grp
A26.27: 4-4-3 Breakdown Rgt	A2.18: 39 Pz Corps HQ 8 Pz Div (8 Krd MC Bn, III/10 Pz Bn, 8 Arty Rgt, Organic Truck) 2 SPs	A32.07: 20-4-3 Inf Div (129)
A26.26: 4-4-3 Breakdown Rgt	A5.12: 4-4-3 Breakdown Rgt	A32.06: 26-2-2 Arty Grp
A25.26: 4-4-3 Breakdown Rgt	A5.11: 4-4-3 Breakdown Rgt	A29.06: 20-4-3 Inf Div (253)
A24.25: Level 1 Hedgehog 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	A33.08: 20-4-3 Inf Div (206)
A23.25: Level 1 Hedgehog 20-4-3 Inf Div (123, less 2 steps)	A3.07: 20-4-3 Inf Div (83, less 2 steps)	A33.05: 27 Corps HQ 2-3-3 Alert Bn
A23.27: 2 Corps HQ 5-5-8 AG Bn (600) SS-T Mtr Div (Organic Truck) 3 Wagon Points 4 SPs Level 2 Airbase	A5.02: 20-3-3 Inf Div (205)	A34.07: 20-4-3 Inf Div (251, less 1 step)
A22.25: (7)-4-3 Flak Bn (280)	A27.05: (7)-4-3 Flak Bn (271)	A35.07: 3-3-6 PJ Bn (561)
A21.26: 2-3-3 Alert Bn	A27.04: 2-3-3 Alert Bn	A36.05: 26-2-2 Arty Grp
A21.28: 2x 26-2-2 Arty Grp	A27.03: 2-3-3 Alert Bn	A36.07: Level 1 Hedgehog 4-4-3 Breakdown Rgt
A20.26: 2-3-3 Alert Bn 26-2-2 Arty Grp	A28.05: 20-4-3 Inf Div (86, less 2 steps)	A37.07: 20-4-3 Inf Div (26, less 1 step)
	A26.01: 20-4-3 Inf Div (328, less 1 step)	A38.05: 6 Corps HQ 4 SPs Level 2 Airbase
	A26.02:	A38.06: 26-2-2 Arty Grp

A38.07: Level 1 Hedgehog 4-4-3 Breakdown Rgt	6-2-2 Sec Div (403) Level 2 Airbase	B24.34: SS-Cav Div (Rec Bicycle Bn, Arty Rgt)
A39.07: Level 1 Hedgehog 20-4-3 Inf Div (256, less 1 step)	B6.09: Level 2 Airbase	B23.34: SS-Cav Div (1 SS Cav Rgt)
A39.06: 16-2-3 Werfer Bn (3+5)	B16.10: 4-4-3 Breakdown Rgt Level 1 Airbase	B27.26: (3)-3-3 Kor Bn (582)
A39.05: 26-2-2 Arty Grp	B22.03: 20-4-3 Inf Div (339)	B32.25: 9 Pz Div (II/33, III/33 Pz Bn, 102 Arty Rgt, Organic Truck)
A40.06: Level 1 Hedgehog 20-4-3 Inf Div (6, less 2 steps)	B23.03: 3-4-3 Sec Bn (III/RONA)	B33.24: 9 Pz Div (I/33 Pz Bn, 10 Mtrd Inf Rgt, 11 PG Rgt, 59 Krd MC Bn)
A40.05: Level 1 Hedgehog 20-4-3 Inf Div (161, less 1 step)	B15.29: 2 Pz Div (II/3 Pz Bn, 74 Arty Rgt) 2-4-8 PJ Bn (616) 2 SPs	B34.25: 3 Pz Grp Army HQ 1-3-3 Ost Bn (601) (1)-2-5 RR Bn (II/1) 5 Wagon Points 14 SPs
A40.04: 2-2-2 LW Sec Bn (I/Mos, II/Mos)	B17.33: 20-3-3 Inf Div (246)	B35.25: 3-3-2 Pol Rgt (31) Level 2 Airbase
A40.03: 36 Mtr Div (118 Mtrd Inf Rgt)	B18.33: 20-4-3 Inf Div (23, less 2 steps)	B36.26: 9 Corps HQ
A40.02: 36 Mtr Div (87 Mtrd Inf Rgt)	B21.33: 2 Pz Div (304 Mtrd Inf Rgt)	B37.35: 41 Pz Corps HQ 5-5-8 AG Bn (189) 7 SPs
A40.01: 36 Mtr Div (36 Krd MC Bn)	B22.33: 2 Pz Div (2 Krd MC Bn, 2 Mtrd Inf Rgt, 38 PJ Bn, Organic Truck)	B39.35: 1 Pz Div (I/1, II/1 Pz Bn, 1 Mtrd Inf Rgt, 113 PG Rgt, 1 Krd MC Bn, 37 PJ Bn, 73 Arty Rgt, Organic Truck)
A39.03: 36 Mtr Div (36 Arty Rgt, Organic Truck)	B24.25: 1-3-2 Pol Bn (III/8)	B40.34: 3-5-10 Flak Co (I/8)
B1.25: Level 2 Airbase	B20.24: Level 1 Hedgehog	B40.33: 20-4-3 Inf Div (342)
B8.34: 1-2-2 Sec Bn (480)	B20.25: Level 1 Hedgehog 5-3-3 SS Mtrd Inf Rgt (4 SS/2 Bde)	B40.32: 4-4-3 Breakdown Rgt
B12.33: 6-3-2 Sec Div (201)	B20.26: Level 1 Hedgehog	B41.32: 20-4-3 Inf Div (35, less 2 steps)
B11.34: 20-4-3 Inf Div (197, less 1 step)	B19.26: 7-3-2 Sec Div (221) 6-3-4 Cav Rgt (Mitte) 26-2-2 Arty Grp	B41.31: 20-4-3 Inf Div (252, less 2 steps)
B10.30: 59 Corps HQ 20-4-3 Inf Div (330)	B18.23: 10-3-3 Inf Div (442zbv)	B41.30: 4-4-3 Breakdown Rgt
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 20 SPs Level 2 Airbase	B18.31: 2-2-2 Sec Rgt (122) 2 Pz Div (I/3 Pz Bn)	B42.29: 4-3-2 French Inf Rgt (LVF)
B14.18:	B26.30: 5-4-8 AG Bn (209)	B41.29:
	B25.35: SS-Cav Div (2 SS Cav Rgt)	

26-2-2 Arty Rgt	B40.19: 20-4-3 Inf Div (268, less 1 step)	B31.12: 20-4-3 Inf Div (331)
B40.29: 5 Pz Div (I/31, II/31 Pz Bn, 13, 14 Mtrd Inf Rgt, 55 Krd MC Bn, 53 PJ Bn, 116 Arty Rgt, Organic Truck)	B40.18: 20-4-3 Inf Div (131, less 2 steps)	B31.11: 2-4-6 PJ Bn (559)
B40.27: 14 Mtr Div (54 Krd MC Bn, 11, 53 Mtrd Inf Rgt, 14 Arty Rgt, Organic Truck)	B40.17: 12 Corps HQ 20-4-3 Inf Div (98)	B31.10: 20-4-3 Inf Div (168, less 1 step)
B42.28: 4-4-3 Breakdown Rgt 2-4-8 PJ Bn (643)	B39.18: 26-2-2 Arty Grp	B31.09: 20-4-3 Inf Div (167, less 1 step)
B42.27: 20-5-4 Inf Div (78, less 1 step)	B39.17: 20-4-3 Inf Div (52, less 2 steps) 20-3-3 Inf Div (216)	B31.08: 20-4-3 Inf Div (106)
B42.26: 20-4-3 Inf Div (87, less 2 steps)	B38.16: 20-4-3 Inf Div (260, less 1 step)	B31.07: 20-4-3 Inf Div (15)
B42.25: 20-4-3 Inf Div (7, less 1 step)	B37.16: 20-4-3 Inf Div (263, less 1 step)	B31.06: 6-2-2 Sec Div (454)
B41.28: 46 Pz Corps HQ 2-3-8 PJ Bn (529)	B36.15: 20-4-3 Inf Div (137)	B30.07: 18 Pz Div (I/18, III/18 Pz Bn, 52 Mtrd Inf Rgt, 88 PJ Bn, 88 Arty Rgt)
B41.27: 26-2-2 Arty Grp	B35.16: 43 Corps HQ 5-5-8 AG Bn (226) 26-2-2 Arty Grp	B29.05: 18 Pz Div (II/18 Pz Bn, 101 PG Rgt, 18 Krd MC Bn, Organic Truck)
B41.25: 20-4-3 Inf Div (258, less 2 steps)	B35.15: 20-4-3 Inf Div (34, less 1 step)	B33.02: 26-2-2 Arty Grp
B40.24: 20-4-3 Inf Div (292, less 1 step)	B34.14: 20-4-3 Inf Div (31, less 1 step)	B33.03: 20-4-3 Inf Div (208, less 1 step)
B39.25: 26-2-2 Arty Grp	B34.15: 19 Pz Div (I/27 Pz Bn, 74 PG Rgt, 19 Krd MC Bn)	B34.02: 20-3-3 Inf Div (211)
B39.24: 20-4-3 Inf Div (183, less 1 step)	B32.15: 19 Pz Div (II/27 Pz Bn, 73 Mtrd Inf Rgt, 19 PJ Bn, 19 Arty Rgt, Organic Truck)	B35.02: 4-4-3 Breakdown Rgt
B38.24: 20 Corps HQ 26-2-2 Arty Grp	B33.14: 20-4-3 Inf Div (267, less 1 step)	C10.30: Level 1 Airbase
B38.23: 20 Pz Div (I/21, III/21 Pz Bn, 112 PG Rgt, 92 Arty Rgt, Organic Truck)	B32.13: 10 Mtr Div (41 Mtrd Inf Rgt)	C10.08: Level 2 Airbase
B39.23: 20 Pz Div (92 PJ Bn)	B30.14: 56 Pz Corps HQ 5-5-8 AG Bn (192) (7)-4-3 Flak Bn (274) 7 SPs	C13.18: Level 2 Airbase
B39.22: 20 Pz Div (20 Krd MC Bn)	B31.14: 10 Mtr Div (40 Krd MC Bn, 10 Arty Rgt, Organic Truck) Level 1 Airbase	C28.31: 4-4-3 Breakdown Rgt
B38.22: 26-2-2 Arty Grp	B31.13: 10 Mtr Div (20 Mtrd Inf Rgt)	C28.32: 20-4-3 Inf Div (707) 2 Wagon Points 9 SPs
B39.21: 20 Pz Div (59 Mtrd Inf Rgt)		
B40.20: 20-4-3 Inf Div (255, less 2 steps)		

Level 1 Airbase		20-4-3 Inf Div (45, less 2 steps)
C28.33: 3-4-3 Sec Bn (I/RONA)	C44.27: 26-2-2 Arty Grp Level 1 Airbase	C50.20: 4-4-3 Breakdown Rgt
C29.32: 1-3-3 Ost Bn (602) (1)-2-5 RR Bn (I/5)	C46.31: 25 Mtr Div (25 Krd MC Bn, 25 Arty Rgt, Organic Truck)	C51.19: 4-4-3 Breakdown Rgt
C29.33: 3-4-3 Sec Bn (IV/RONA)	C46.32: 25 Mtr Div (119 Mtrd Inf Rgt)	C51.18: 20-4-3 Inf Div (299, less 2 steps)
C30.34: 2-2-2 Sec Rgt (61)	C46.33: 20-4-3 Inf Div (112, less 1 step)	C52.17: 5-3-3 SS Mtrd Inf Rgt (8 SS/1 Bde)
C31.34: 34 Corps HQ	C47.29: 17 Pz Div (I/39, II/39, III/39 Pz Bn, 17 Krd MC Bn, 40 Mtrd Inf Rgt, 63 PG Rgt, 27 PJ Bn, 27 Arty Rgt, Organic Truck)	C52.16: 5-3-3 SS Mtrd Inf Rgt (10 SS/1 Bde)
C30.16: Level 1 Airbase		C52.15: 4-4-3 Breakdown Rgt
C31.11: Level 1 Airbase	C47.32: 25 Mtr Div (35 Mtrd Inf Rgt)	C52.14: 20-4-3 Inf Div (95, less 2 steps)
C34.30: 6-3-2 Sec Div (203) 3-4-3 Sec Bn (II/RONA) 2 SPs Level 1 Airbase	C48.31: 4 Pz Div (49 PJ Bn)	C52.13: 4-4-3 Breakdown Rgt
C38.27: 20-4-3 Inf Div (383)	C49.31: 4 Pz Div (12 Mtrd Inf Rgt)	C53.12: 16 Mtr Div (60 Mtrd Inf Rgt)
C39.31: 53 Corps HQ	C49.30: 4 Pz Div (33 Mtrd Inf Rgt)	C53.10: 16 Mtr Div (116 Pz Bn, 156 Mtrd Inf Rgt)
C38.34: 4-4-3 Breakdown Rgt	C49.29: 4 Pz Div (34 Krd MC Bn)	C53.11: 16 Mtr Div (228 PJ Bn)
C39.34: 20-4-3 Inf Div (134, less 1 step)	C48.29: 47 Pz Corps HQ 4 Pz Div (I/35, II/35 Pz Bn, 103 Arty Rgt, Organic Truck) 26-2-2 Arty Grp Level 1 Airbase	C52.10: 16 Mtr Div (165 Krd MC Bn, 146 Arty Rgt, Organic Truck)
C40.33: 4-4-3 Breakdown Rgt	C49.28: 4-4-3 Breakdown Rgt	C53.09: 4-4-3 Breakdown Rgt
C41.34: 20-4-3 Inf Div (56, less 2 steps)	C49.27: 20-4-3 Inf Div (293, less 1 step)	C53.08: 20-4-3 Inf Div (88, less 1 step)
C42.34: 4-4-3 Breakdown Rgt	C50.26: 4-4-3 Breakdown Rgt	C53.07: 4-4-3 Breakdown Rgt
C43.35: 20-4-3 Inf Div (296, less 1 step)	C50.25: 20-4-3 Inf Div (262, less 1 step)	C52.07: 2-4-6 PJ Bn (611)
C43.33: 16-2-3 Werfer Bn (6+8) 2-4-8 PJ Bn (543)	C49.25: 35 Corps HQ	C49.11: 55 Corps HQ 4 SPs
C43.26: 20-4-3 Inf Div (385)	C51.25: 4-4-3 Breakdown Rgt	C43.18: 5-5-8 AG Bn (191)
C43.27: 2 Pz Grp Army HQ 5-5-3 MG Bn (5) 5 Wagon Points 14 SPs	C51.24: 2-4-8 PJ Bn (521)	C40.10: 20-4-3 Inf Div (387) 20-3-3 Inf Div (377) 26-2-2 Arty Grp 2 SPs Level 1 Airbase
	C51.23: 4-4-3 Breakdown Rgt	
	C51.22:	

C50.02:  
3 Hun Corps HQ  
7-2-2 Hun Inf Div (9)  
12-1-1 Hun Arty Rgt (3)

C53.05:  
7-3-3 Hun Inf Div (6)

C53.03:  
4-1-2 Hun Sec Div (102 Hun)

C54.02:  
7-2-2 Hun Inf Div (7)

C54.01:  
4-0-2 Hun Sec Div (105 Hun)

At Any Axis Controlled Air Base:  
2x Bf.109e  
10x Bf.109f  
2x Bf.110  
9x Ju-87b  
5x Ju.87d  
7x He.111  
7x Ju.88  
6x Ju.52

### Victory:

The Germans have spent 14 VPs on Emergency Reinforcements and 2 VPs for Alert Battalions.

Given the above and any future VP expenses, the German player wins if his VP total is greater than 62. This is based on the historical results plus the capture of Moscow's VPs (which could happen by the taking of other, smaller, objectives using the forces available here).

## 7.7 Operation Typhoon Campaign Start VII 26 June 42—The Moscow 1942 Summer Campaign Full On Moscow Offensive

Unlike Operation Kremlin, this scenario shows the German Summer of 42 campaign using both the forces retained for the deception plan, plus reinforcements denied Army Group South. This is the main event.

Some options have been provided at the end of the German set up, other units have been inserted directly (in other words, there are differences between the set up below and Operation Kremlin!) The options represent the

deployment areas of the reinforcing assault units. They are set back from the front lines in order to show the attempt at keeping the Russians from determining the exact line of advance. The decisions the German player makes in these set ups will decide the direction of the campaign. Also, the Russian player has some freedom with a handful of Tank Corps so as to counter what he believes the German player is likely to choose.

### General Information:

Map Area: All  
Set Up Order: Russian, German (see also the Special Rules below)  
First Player on 26 June 42: German  
First Turn: 26 June 42  
Last Turn: 29 May 43  
Game Length: 100

Special Rules: 2.6 (first removal, first return), 2.9a, 2.9b, 2.9c, and 2.9d have been applied. 3.3b allows Soviet Air Units to use the Exploitation Phase.

1) Set up all "required hex" units from both sides first (Russian then German).

2) Then the German player secretly divides his Flexible Forces between the three different Assembly Areas. At least one Panzer Division must be assigned to each Assembly Area. Provided the minimum Panzer Division has been assigned, remaining Panzer Divisions, all the Motorized Divisions and HQs can be concentrated or divided between the Assembly Areas as desired.

3) Once those decisions have been made, the Russian player can set up his Flexible Tank Corps as desired.

4) Both sides then set up their air units.

5) Lastly, the German player deploys his Flexible Forces into their Assembly Areas.

German Strategic Decision: The Germans have chosen the Moscow: 1942 Option.

### Russian Information:

Reserve Markers Available: 12  
Dead Units:  
4x MiG-3  
2x LaGG-3

2x Yak-7b  
Po-2  
2x SB-2  
3x IL-4  
19, 24, 32 Army HQ  
1 Abn Corps (1, 204, 211 Abn Bde)  
4 Abn Corps (8, 214 Abn Div)  
1 Gd Cav Corps (2 Gd, 7 Gd Cav Div)  
11 Cav Corps (18 Mtn Cav Div, 24 Cav Div, 82 Dismounted Cav Div)  
7-3-6 Tank Bde (8, 9)  
6-2-5 Tank Bde (19, 144, 147)  
4-1-5 Tank Bde (42)  
3-2-5 Tank Bde (141)  
4-1-5 Lt Tank Bde (126, 127, 128)  
4-2-4 Tank Bn (18, 205)  
4-3-6 MC Rgt (11)  
2-3-3 MG Bn (297)  
2-2-2 MG Bn (296)  
13-3-3 Inf Div (258)  
12-2-2 Inf Div (29, 32, 73, 89, 91, 93, 112, 119, 152, 238, 248, 249, 278, 279, 293, 312, 316, 328, 338, 357, 361)  
11-1-1 Inf Div (2, 38, 87, 133, 214, 244, 259, 363)  
10-0-1 Inf Div (103, 139, 140, 162, 242, 260, 298, 299)  
12-2-5 Mtrd Inf Div (Red Symbol) (107)  
12-1-4 Inf Div (Red Symbol) (106)  
12-0-4 Inf Div (Red Symbol) (101)  
6-4-3 Gd Inf Bde (2 Gd, 3 Gd)  
4-4-3 Naval Bde (71, 75)  
4-4-3 Inf Bde (29)  
4-2-2 Inf Bde (38)  
6-2-4 Cav Div (46, 47)  
6-1-4 Cav Div (45)  
2x 26-1-1 Arty Bde  
3-2-2 Inf Rgt (Bryansk, 20.R, 29, 183.R, 855, 230.R, 1005)  
3-3-2 Cdt Rgt (USSR)  
(5)-1-1 UR Bde (62, 64, 65, 66, 68)

Tree-Bark Soup Markers: 7  
Partisan Attacks Remaining: None

### Set Up:

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

A13.33:  
4-2-2 Inf Bde (47, 133)  
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)	12-2-2 Inf Div (163)	A31.31: 4-3-6 MC Rgt (34) (5)-1-1 UR Bde (91) 4 SPs
A16.32: 12-2-2 Inf Div (129)	A27.29: 11-1-1 Inf Div (170)	A12.26: 1 Shock Army HQ (2)-4-3 NKVD Bdr Rgt (9) 2 SPs
A16.31: 12-2-2 Latvian Inf Div (201 Lat)	A27.30: 10-0-1 Inf Div (171) 7-3-6 Tank Bde (60)	A10.21: 11-1-1 Inf Div (391) (2)-4-3 NKVD Bdr Rgt (11)
A16.30: 12-2-2 Inf Div (364)	A26.30: 11-1-1 Inf Div (245) 5-1-5 Tank Bde (33)	A10.20: 12-2-2 Gd Inf Div (7 Gd)
A16.29: 12-2-2 Inf Div (397)	A28.30: 34 Army HQ 4-2-2 Inf Bde (146) 26-1-1 Arty Bde 75-1-0 Katy Bde	A10.19: 12-2-2 Inf Div (257)
A16.28: 4-2-2 Inf Bde (15)	A26.31: 75-1-0 Katy Bde 26-1-1 Arty Bde	A10.18: 4-2-2 Inf Bde (31)
A17.28: 4-2-2 Inf Bde (121)	A25.31: 12-2-2 Inf Div (55) 4-2-2 Inf Bde (151)	A9.18: 11-1-1 Inf Div (33)
A17.27: 4-2-2 Inf Bde (37)	A25.32: 13-3-3 Inf Div (26) 4-2-2 Inf Bde (144)	A12.21: Level 1 Airbase
A18.26: 4-2-2 Inf Bde (41)	A24.32: 12-2-2 Inf Div (370) 6-2-5 Tank Bde (69) 4-2-2 Inf Bde (161)	A12.20: 4-2-2 Inf Bde (54) Wagon Extender
A19.26: 4-2-2 Inf Bde (27)	A23.33: 12-2-2 Inf Div (200) 4-2-2 Inf Bde (52)	A6.13: 12-2-2 Inf Div (220, less 1 step)
A21.23: 6-2-5 Tank Bde (83)	A22.33: 12-2-2 Inf Div (202) 4-3-2 Inf Bde (127)	A6.12: 12-2-2 Inf Div (24)
A24.22: 4-2-2 Inf Bde (20)	A22.34: 11-1-1 Inf Div (282) 4-2-2 Inf Bde (116)	A6.11: 12-2-2 Inf Div (117) 6-2-5 Tank Bde (184)
A22.24: 12-2-2 Inf Div (250)	A21.35: 4-2-2 Inf Bde (126)	A6.10: 12-2-2 Inf Div (28) 5-3-3 Mtrd Inf Bde (1)
A23.24: 12-2-2 Gd Inf Div (22 Gd) 4-3-2 Inf Bde (86)	A23.34: 11 Army HQ 4-2-2 Inf Bde (157) 26-1-1 Arty Bde	A7.10: 5-3-3 Mtrd Inf Bde (Ind)
A24.24: 12-2-2 Inf Div (23)	A25.35: (5)-1-1 UR Bde (90) 3 SPs	A7.09: 12-2-2 Inf Div (358) 7-3-6 Tank Bde (104)
A25.25: 53 Army HQ 12-2-2 Inf Div (130) 7-3-6 Tank Bde (177) 26-1-1 Arty Bde	A29.32: 4-2-2 Inf Bde (145)	A8.08: 8-0-1 Inf Div (145)
A26.25: 11-1-1 Inf Div (166)		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
A28.25: Wagon Extender		
A27.26: 12-2-2 Inf Div (235)		
A27.27: 12-2-2 Inf Div (241)		
A27.28:		

A11.04: 11-1-1 Inf Div (334)	A27.07: 39 Army HQ 12-2-2 Inf Div (375) 4-2-2 Inf Bde (131) 26-1-1 Arty Bde	A37.08: 13-3-3 Gd Inf Div (16 Gd) 11-1-1 Inf Div (243)
A15.08: 4 Shock Army HQ 4-3-6 Tank Bde (78) 4-2-2 Inf Bde (26)	A28.07: 12-2-2 Gd Inf Div (21 Gd) 12-2-2 Inf Div (373)	A38.08: 13-3-3 Gd Inf Div (20 Gd)
A18.01: 10-0-1 Inf Div (355) 4-2-2 Inf Bde (117)	A28.08: 11-1-1 Inf Div (381)	A39.08: 12-2-2 Inf Div (251)
A17.02: 12-2-2 Inf Div (380)	A29.10: 11-1-1 Inf Div (371)	A40.07: 12-2-2 Inf Div (247) 7-3-6 Tank Bde (81)
A18.02: 22 Army HQ 11-1-1 Inf Div (155)	A30.10: 12-2-2 Inf Div (348)	A35.29: 4-2-2 Inf Bde (42)
A19.03: 41 Army HQ 6-2-5 Tank Bde (21)	A31.11: 11-1-1 Inf Div (359) 4-4-6 Gd MC Rgt (2 Gd)	A38.28: 4-2-2 Inf Bde (147) (1)-0-3 RR Rgt (NW)
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	A31.13: 30 Army HQ 7-3-6 Tank Bde (28) 4-2-2 Inf Bde (132) 26-1-1 Arty Bde	A38.16: 6-2-4 Cav Div (54)
A20.13: 11-1-1 Inf Div (188) 14-4-3 Gd Inf Div (27 Gd)	A31.15: 4-2-2 Inf Bde (130) (2)-4-3 NKVD Bdr Rgt (13) 3 SPs Level 1 Airbase	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
A20.03: 13-3-3 Gd Inf Div (17 Gd) 10-0-1 Inf Div (134)	A30.20: 12-2-2 Inf Div (254)	A45.14: 3-2-2 Inf Rgt (257) (2)-4-3 NKVD Bdr Rgt (83) 26-1-1 Arty Bde
A20.02: 12-2-2 Inf Div (234) 11-1-1 Inf Div (135)	A32.10: 12-2-2 Inf Div (158) 5-1-6 Tank Bde (143)	A52.09: 8-3-3 NKVD Inf Div (6) 7-3-6 Tank Bde (153)
A19.02: 12-2-2 Inf Div (179)	A33.10: 11-1-1 Inf Div (178) 4-2-2 Inf Bde (136)	A52.10: 26-1-1 Arty Bde 4 Truck Points 3 SPs Level 2 Airbase
A26.16: 11-1-1 Inf Div (384) 4-2-2 Inf Bde (46, 114)	A33.09: 11-1-1 Inf Div (369)	A56.06: Level 2 Airbase
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	A35.11: 29 Army HQ 7-3-6 Tank Bde (35) 2-3-4 Cav Rgt (29) 75-1-0 Katy Bde	A58.02: Level 1 Hedgehog 11-1-1 Inf Div (118) Level 2 Airbase
A24.05: 12-2-2 Inf Div (262)	A34.08: 12-2-2 Inf Div (246)	A43.07: 20 Army HQ 7-3-6 Tank Bde (17, 120, 188) 4-2-2 Inf Bde (28) 75-1-0 Katy Bde
A25.06: 12-2-2 Inf Div (256, less 1 step)	A35.08: 12-2-2 Inf Div (183) 6-2-5 Tank Bde (71)	A43.09:
A26.06: 11-1-1 Inf Div (252)	A36.08: 12-2-2 Inf Div (5) 6-4-3 Gd Inf Bde (4 Gd)	

31 Army HQ 7-3-6 Tank Bde (92) 6-2-5 Tank Bde (101) 4-2-2 Inf Bde (35) 26-1-1 Arty Bde	B42.32: 12-2-2 Inf Div (108, less 1 step)	B41.21: 49 Army HQ 12-2-2 Inf Div (42) 11-1-1 Inf Div (217, less 1 step)
A41.02: 6-4-3 Gd Inf Bde (1 Gd) 4-2-2 Inf Bde (36)	B42.31: 12-2-2 Inf Div (352)	B41.20: 12-2-2 Inf Div (413) 6-2-5 Tank Bde (11) 4-3-2 Inf Bde (120)
A41.03: 12-2-2 Inf Div (215)	B42.30: 11-1-1 Inf Div (354) 6-2-5 Tank Bde (20)	B41.19: 12-2-2 Inf Div (325) 11-1-1 Inf Div (344)
A41.04: 14-4-3 Gd Inf Div (8 Gd)	B43.30: 4-2-2 Inf Bde (129) 2-3-4 Cav Rgt (2)	B41.18: 12-2-2 Inf Div (336) 11-1-1 Inf Div (116) 5-1-5 Lt Tank Bde (108)
A41.05: 4-2-2 Inf Bde (49)	B43.29: 12-2-2 Inf Div (110) 4-2-2 Inf Bde (110)	B42.17: 50 Army HQ 4-3-2 Inf Bde (148) (2)-4-3 NKVD Bdr Rgt (87) 26-1-1 Arty Bde
A41.06: 12-2-2 Inf Div (82) 4-3-3 Naval Bde (64)	B43.28: 12-2-2 Inf Div (113) 4-2-2 Inf Bde (108)	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
A41.07: 4-2-2 Inf Bde (40) 12-2-2 Inf Div (331)	B43.27: 12-2-2 Inf Div (160) 8-4-8 Gd Tank Bde (2 Gd)	B41.17: 12-2-2 Inf Div (69) 11-1-1 Inf Div (173)
A41.08: 75-1-0 Katy Bde	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	B40.16: 11-1-1 Inf Div (58, 146) 4-3-2 Inf Bde (128)
A42.03: 3-2-2 Inf Rgt (930)	B43.26: 12-2-2 Inf Div (222) 3-4-4 Para Inf Rgt (250)	B39.16: 4-3-2 Inf Bde (125) 4-2-2 Inf Bde (105)
D25.17: Level 2 Airbase	B43.25: 12-2-2 Inf Div (415, less 1 step) 5-3-3 Mtrd Inf Bde (34)	B38.15: 11-1-1 Inf Div (329) 4-3-2 Inf Bde (112)
B11.35: 5-3-3 Mtrd Inf Bde (21)	B44.24: 43 Army HQ 5-3-6 MC Bde (1) 75-1-0 Katy Bde 26-1-1 Arty Bde	B37.15: 12-2-2 Inf Div (239, less 1 step)
B12.34: 12-2-2 Inf Div (360)	B42.24: 13-3-3 Gd Inf Div (5 Gd) 12-2-2 Inf Div (53)	B36.14: 12-2-2 Inf Div (229)
B13.34: 11-1-1 Inf Div (332)	B41.24: 12-2-2 Inf Div (17)	B35.14: 11-1-1 Inf Div (323) 8-4-8 Gd Tank Bde (6 Gd)
B17.34: 12-2-2 Inf Div (362, 365)	B40.23: 13-3-3 Gd Inf Div (30 Gd)	B34.13: 10-0-1 Inf Div (385) 4-4-6 Gd MC Rgt (1 Gd)
B18.34: 12-2-2 Inf Div (185, 186)	B40.22: 12-2-2 Gd Inf Div (18 Gd)	B33.13: 7-3-6 Tank Bde (32)
B41.35: 12-2-2 Inf Div (50)	B40.21: 13-3-3 Mtn Inf Div (194)	
B41.34: 12-2-2 Gd Inf Div (29 Gd)		
B41.33: 12-2-2 Inf Div (144)		

11-1-1 Inf Div (379)	3 Tk Corps (50, 51, 103 Tank Bde, 126 Gd Katy Bn)	6-2-4 Mtn Cav Div (17)
10-0-1 Inf Bde (326)	26-1-1 Arty Bde	(2)-4-3 NKVD Bdr Rgt (38)
B32.12:	B39.03:	B49.13:
5-1-5 Lt Tank Bde (112)	12-2-2 Inf Div (60, less 1 step)	5 Abn Corps (10 Abn Bde)
12-2-2 Inf Div (330, less 1 step)		(1)-0-3 RR Rgt (Brynsk)
		2 SPs
B32.11:	B40.02:	Level 2 Airbase
12-2-2 Inf Div (290)	12-2-2 Inf Div (342)	
		B53.19:
B32.10:	B40.04:	5 Abn Corps (9, 201 Abn Bde)
10-4-5 Gd Inf Div (Red Symbol) (1 Gd (m))	61 Army HQ	
13-3-3 Gd Inf Div (31 Gd)	4-2-2 Inf Bde (104)	B56.11:
4-2-2 Inf Bde (123)		Level 2 Hedgehog
	B42.01:	Level 2 Airbase
B32.09:	12-2-2 Inf Div (346)	
13-3-3 Gd Inf Div (12 Gd)		B59.05:
6-2-5 Tank Bde (146)	B43.02:	11-1-1 Inf Div (284)
	6-2-5 Tank Bde (192)	4-2-2 Inf Bde (135)
B32.08:	11-1-1 Inf Div (350)	75-1-0 Katy Bde
12-2-2 Inf Div (322)		
	B45.34:	B60.06:
B32.07:	5 Army HQ	Level 2 Hedgehog
13-3-3 Gd Inf Div (11 Gd)	12-2-2 Inf Div (19)	
11-1-1 Inf Div (324)	26-1-1 Arty Bde	B60.07:
		Level 1 Airbase
B32.06:	B47.34:	
6-2-5 Tank Bde (94)	6 Tk Corps (22, 100, 200 Tank Bde, 6 Mtrd Inf Rgt, 129 Gd Katy Bn)	B59.07:
12-2-2 Inf Div (97)		Level 2 Hedgehog
4-2-2 Inf Bde (4)	B47.26:	4-2-3 NKVD Inf Bde (69)
	7-3-6 Tank Bde (18)	3-2-2 Inf Rgt (Tula)
B34.11:	3-2-3 Mtrd Inf Rgt (28)	2-1-2 Militia Rgt (Tula)
10 Army HQ	4-2-2 Inf Bde (18)	2x 6-0-rr Rail Arty Rgt
1 Gd Cav Corps (1 Gd Cav Div)	(2)-4-3 NKVD Bdr Rgt (86)	1 Truck Points
4-2-2 Inf Bde (19)	(1)-0-3 RR Rgt (West)	5 SPs
(2)-4-3 NKVD Bdr Rgt (16)	4 SPs	
26-1-1 Arty Bde		B58.07:
	B49.26:	Level 2 Hedgehog
B39.09:	13-3-3 Gd Inf Div (26 Gd)	
9 Tk Corps (23, 95, 187 Tank Bde, 10 Mtrd Inf Bde)	3-2-3 Mtrd Inf Rgt (2)	B60.16:
75-1-0 Katy Bde	75-1-0 Katy Bde	Level 2 Hedgehog
26-1-1 Arty Bde	26-1-1 Arty Bde	12-2-2 Inf Div (64)
4 SPs		3-2-2 Inf Rgt (Comp)
Level 1 Airbase	B50.33:	2 SPs
	4-2-2 Inf Bde (60)	Level 2 Airbase
B33.07:	3-2-2 Inf Rgt (282)	
16 Army HQ	(1)-0-3 RR Rgt (Kal)	B62.21:
4-2-2 Inf Bde (115)	(2)-4-3 NKVD Bdr (252)	Level 3 Hedgehog
26-1-1 Arty Bde	3 SPs	2 Gd Cav Corps (3 Gd, 4 Gd, 20 Cav Div)
		(1)-0-3 RR Rgt (West)
B33.04:	B50.32:	Level 2 Airbase
5-3-3 Mtrd Inf Bde (3)	8 Tk Corps (25, 31, 93 Tank Bde, 8 Mtrd Inf Bde)	
		B57.20:
B34.03:	B53.26:	Level 2 Hedgehog
12-2-2 Inf Div (387)	5 Tk Corps (24, 41, 70 Tank Bde, 5 Mtrd Inf Bde, 128 Gd Katy Bn)	
	26-1-1 Arty Bde	B57.21:
B35.03:	2 Truck Points	Level 3 Hedgehog
6-2-5 Tank Bde (68)	4 SPs	12-3-5 Gd Inf Div (Red Symbol) (3 Gd (m))
11-1-1 Inf Div (356)		3-2-2 Inf Rgt (Comp)
	B45.04:	
B36.03:		B57.22:
10-0-1 Inf Div (149)		Level 2 Hedgehog
4-2-2 Inf Bde (106)		
		B56.22:

Level 2 Hedgehog	6-2-4 Cav Div (73)	Mtrd Inf Bde)
B55.23: 4-2-2 Inf Bde (257)	B62.30: 12-2-2 Inf Div (49)	E10.21: 15 Tk Corps (96, 105, 113 Tank Bde, 17 Mtrd Inf Bde)
B56.23: Level 3 Hedgehog 3-2-2 Inf Rgt (Comp) 6-0-rr Rail Arty Rgt	E2.34: Level 1 Hedgehog 10 Abn Corps (23 "Abn", 24 "Abn", 25 "Abn" Inf Bde)	E2.23: Level 2 Hedgehog 4 SPs Level 2 Airbase
B55.24: Level 2 Hedgehog	E7.34: 12-2-2 Inf Div (16) 6-0-rr Rail Arty Rgt	E5.15: 11-1-1 Inf Div (303) 6-2-5 Tank Bde (179)
B55.25: Level 2 Hedgehog	E2.33: Level 1 Hedgehog	E10.17: 9 Abn Corps (20 "Abn", 21 "Abn", 22 "Abn" Inf Bde) Level 1 Airbase
B55.26: Level 3 Hedgehog 12-3-5 Inf Div (Red Symbol) (82 M) 4-2-2 Inf Bde (153)	E1.30: Level 3 Airbase	E17.10: Level 2 Airbase
B55.27: Level 2 Hedgehog	E1.29: Level 3 Airbase	E2.04: 4-2-2 Inf Bde (248) 3 Gd Cav Div (5 Gd, 6 Gd, 32 Cav Div) Level 1 Airbase
B55.28: Level 2 Hedgehog 3-2-2 Inf Rgt (1310)	E3.30: 7 Abn Corps (14 "Abn", 15 "Abn", 16 "Abn" Inf Bde) (2)-0-3 NKVD Sec Rgt (151 RR)	C47.34: 12-2-2 Inf Div (137)
B55.29: Level 2 Hedgehog	E1.27: Level 1 Hedgehog	C47.33: 7-3-6 Tank Bde (150) 11-1-1 Inf Div (287)
B57.28: 4-2-3 NKVD Inf Bde (3)	E13.26: 6 Abn Corps (11 "Abn", 12 "Abn", 13 "Abn" Inf Bde) 8 Abn Corps (17 "Abn", 18 "Abn", 19 "Abn" Inf Bde)	C48.32: 12-2-2 Inf Div (269)
B58.26: Level 2 Hedgehog 4-3-6 MC Rgt (38) 6-2-5 Tank Bde (154) (1)-0-3 RR Rgt (West) Level 2 Airbase	E3.29: Level 3 Airbase	C49.32: 4-3-6 Tank Bde (79) 12-2-2 Inf Div (283)
B59.30: Level 1 Hedgehog 3-2-2 Inf Rgt (Comp) 6-0-rr Rail Arty Rgt Level 3 Airbase	E5.29: Level 2 Airbase	C50.31: 14-4-3 Gd Inf Div (6 Gd)
B61.24: Level 3 Airbase	E2.27: Stalin	C50.30: 12-2-2 Inf Div (240)
B61.26: Level 3 Hedgehog 11-1-1 Inf Div (340, less 1 step) 4-3-6 MC Rgt (8+9)	E2.25: Level 3 Hedgehog 13-3-3 Gd Inf Div (9 Gd, less 2 steps)	C58.33: 8 Cav Corps (21 Mtn Cav Div, 55, 112 Cav Div)
B60.26: (2)-0-3 NKVD Sec Rgt (76 RR)	E6.27: Level 2 Airbase	C54.33: 4-2-2 Inf Bde (109)
B61.27: Level 3 Hedgehog 11-1-1 Inf Div (88) Level 2 Airbase	E9.26: (2)-0-3 NKVD Sec Rgt (90 RR)	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
B61.29: Level 2 Hedgehog	E5.26: (2)-0-3 NKVD Sec Rgt (56 RR)	C62.26:
	E6.24: (2)-0-3 NKVD Sec Rgt (78 RR)	
	E9.25: 12 Tk Corps (30, 86, 97 Tank Bde, 13	

7 Cav Corps (11, 83 Cav Div)

C51.29:

4-2-2 Inf Bde (122)

C51.30:

4-2-2 Inf Bde (134)

C52.25:

12-2-2 Inf Div (211)

C52.24:

7-3-6 Tank Bde (202)

12-2-2 Inf Div (280)

C52.23:

13-3-3 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)

C53.22:

3-2-2 Inf Rgt (85)

C55.23:

48 Army HQ

12-2-2 Inf Div (280)

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)

C55.14:

12-2-2 Inf Div (45)

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)

C57.05:

4-4-3 Naval Bde (154)

6-2-5 Tank Bde (58)

C59.07:

11-1-1 Inf Div (62)

6-2-5 Tank Bde (118)

3-2-2 Inf Rgt (86)

3 SPs

C56.02:

11-1-1 Inf Div (126)

6-2-5 Tank Bde (121)

C53.01:

AGS Progress Marker

F19.31:

Level 1 Airbase

F1.19:

2 TK Corps (26, 27, 148 Tank Bde, 2

Mtrd Inf Bde)

F2.18:

11-1-1 Inf Div (305)

26-1-1 Arty Bde

6-0-rr Rail Arty Rgt

2 Truck Points

4 SPs

Level 2 Airbase

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)

Level 2 Airbase

F5.06:

17 Tk Corps (66, 67, 174 Tank Bde, 31

Mtrd Inf Bde)

F6.05:

(1)-0-3 RR Rgt (SW)

F8.04:

Level 2 Airbase

Flexible Forces:

Set Up anywhere East of the Front

Line:

1 Tk Corps (1 Gd, 49, 89 Tank Bde, 1

Mtrd Inf Bde)

7 Tk Corps (3 Gd, 62, 87 Tank Bde, 7

Mtrd Inf Bde)

11 Tk Corps (53, 59, 160 Tank Bde, 12

Mtrd Inf Bde)

18 Tk Corps (110, 180, 181 Tank Bde,

18 Mtrd Inf Bde)

At Any Russian Controlled Air Base:

I-16

5x Yak-1

P-40

3x LaGG-3

2x LaGG-3 (Gds)

4x Hurri.IIc

2x P-39

4x Yak-7b

2x Yak-7b (Gds)

8x IL-2

5x Po-2

6x Pe-2

2x IL-4

SB-2

4x Li-2

At Any Moscow Military District Air

Base:

(MMD Air Units only)

2x I-16

4x MiG-3

2x Yak-1

3x LaGG-3

2x Hurri.IIc

P-40

Yak-7b

### Axis Information:

Reserve Markers Available: 24

Dead Units:

10-5-4 Mtrd Inf Bde (900 L)

26-2-2 Arty Grp

5-3-8 AG Bn (202)

4-4-3 Mtrd Inf KG (Nehring)

Tree-Bark Soup Markers: 3

Available for Use:

9/800 zvb Commando Co

10/800 zvb Commando Co

Emergency Reinforcements

Available:

30 Corps HQ

20-4-3 Inf Div (126, 239)

(3)-3-3 Kor Bn (532, 559, 590)

10-0-RR Rail Mortar Bn (Odin, Thor)

18 Mtr Div (30, 51 Mtrd Inf Rgt, 38 Krd

MC Bn, 18 PJ Bn, 18 Arty Rgt, Organic

Truck)

GD PG Div (Rec Aufk Bn, 1 Pz Bn, AG

Bn, Füs, Gren Inf Rgt, PJ Bn, Arty Rgt,

Organic Truck)

Organic Trucks: All set up Full.

**Assembly Areas:**

All hexes at or within 5 hexes of the listed hex (inclusive):

B24.25  
C18.30  
C30.16

**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  
B34.05  
C51.32  
C53.23  
C49.11

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

A2.29:  
3-2-2 LW Rgt (14/Meindl)  
5-5-8 AG Bn (210)  
5-3-8 AG Bn (201)

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)  
30-2-3 Werfer Rgt (53)  
4 Wagon Points  
8 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)  
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, III/10 Pz Bn, 8 Arty Rgt, Organic Truck)  
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	A34.07: 20-4-3 Inf Div (251, less 1 step)	B8.34: 1-2-2 Sec Bn (480)
A3.07: 20-4-3 Inf Div (83, less 2 steps)	A35.07: 3-3-6 PJ Bn (561)	B12.33: 6-3-2 Sec Div (201)
A5.02: 20-3-3 Inf Div (205)	A36.05: 26-2-2 Arty Grp	B11.34: 20-4-3 Inf Div (197, less 1 step)
A27.05: (7)-4-3 Flak Bn (271)	A36.07: Level 1 Hedgehog 4-4-3 Breakdown Rgt	B10.30: 59 Corps HQ 20-4-3 Inf Div (330)
A27.04: 2-3-3 Alert Bn	A37.07: 20-4-3 Inf Div (26, less 1 step)	B12.23: 4-3-2 Sec Div (286) 1-3-3 Ost Bn (604) (1)-2-5 RR Bn (II/5) 10 Wagon Points 7 Truck Points 20 SPs Level 2 Airbase
A27.03: 2-3-3 Alert Bn	A38.05: 6 Corps HQ 4 SPs Level 2 Airbase	B14.18: 6-2-2 Sec Div (403) Level 2 Airbase
A28.05: 20-4-3 Inf Div (86, less 2 steps)	A38.06: 26-2-2 Arty Grp	B6.09: Level 2 Airbase
A26.01: 20-4-3 Inf Div (328, less 1 step)	A38.07: Level 1 Hedgehog 4-4-3 Breakdown Rgt	B16.10: 4-4-3 Breakdown Rgt Level 1 Airbase
A26.02: 23 Corps HQ (7)-4-3 Flak Bn (276) 4-4-3 Breakdown Rgt	A39.07: Level 1 Hedgehog 20-4-3 Inf Div (256, less 1 step)	B22.03: 20-4-3 Inf Div (339)
A30.04: 26-2-2 Arty Grp	A39.06: 16-2-3 Werfer Bn (3+5)	B23.03: 3-4-3 Sec Bn (III/RONA)
A30.05: 26-2-2 Arty Grp 2 SPs	A39.05: 26-2-2 Arty Grp	B15.29: 2 Pz Div (II/3 Pz Bn, 74 Arty Rgt) 2-4-8 PJ Bn (616) 2 SPs
A29.05: 26-2-2 Arty Grp	A40.06: Level 1 Hedgehog 20-4-3 Inf Div (6, less 2 steps)	B17.33: 20-3-3 Inf Div (246)
A30.06: 20-4-3 Inf Div (110, less 1 step)	A40.05: Level 1 Hedgehog 20-4-3 Inf Div (161, less 1 step)	B18.33: 20-4-3 Inf Div (23, less 2 steps)
A31.07: 20-4-3 Inf Div (102, less 1 step)	A40.04: 2-2-2 LW Sec Bn (I/Mos, II/Mos)	B21.33: 2 Pz Div (304 Mtrd Inf Rgt)
A31.06: 26-2-2 Arty Grp	A40.03: 36 Mtr Div (118 Mtrd Inf Rgt)	B22.33: 2 Pz Div (2 Krd MC Bn, 2 Mtrd Inf Rgt, 38 PJ Bn, Organic Truck)
A32.07: 20-4-3 Inf Div (129)	A40.02: 36 Mtr Div (87 Mtrd Inf Rgt)	B24.25: 1-3-2 Pol Bn (III/8)
A32.06: 26-2-2 Arty Grp	A40.01: 36 Mtr Div (36 Krd MC Bn)	B20.24: Level 1 Hedgehog
A29.06: 20-4-3 Inf Div (253)	A39.03: 36 Mtr Div (36 Arty Rgt, Organic Truck)	B20.25: Level 1 Hedgehog 5-3-3 SS Mtrd Inf Rgt (4 SS/2 Bde)
A33.08: 20-4-3 Inf Div (206)	B1.25: Level 2 Airbase	
A33.05: 27 Corps HQ 5-5-8 AG Bn (243) 2-3-3 Alert Bn		

B20.26: Level 1 Hedgehog	73 Arty Rgt, Organic Truck)	B39.24: 20-4-3 Inf Div (183, less 1 step)
B19.26: 5 Corps HQ 7-3-2 Sec Div (221) 6-3-4 Cav Rgt (Mitte) 26-2-2 Arty Grp	B40.34: 3-5-10 Flak Co (I/8)	B38.24: 20 Corps HQ 26-2-2 Arty Grp
B18.23: 10-3-3 Inf Div (442zbv)	B40.33: 20-4-3 Inf Div (342)	B38.23: 20 Pz Div (I/21, III/21 Pz Bn, 112 PG Rgt, 92 Arty Rgt, Organic Truck)
B18.31: 2-2-2 Sec Rgt (122) 2 Pz Div (I/3 Pz Bn)	B40.32: 4-4-3 Breakdown Rgt	B39.23: 20 Pz Div (92 PJ Bn)
B26.30: 5-4-8 AG Bn (209)	B41.32: 20-4-3 Inf Div (35, less 2 steps)	B39.22: 20 Pz Div (20 Krd MC Bn)
B25.35: SS-Cav Div (2 SS Cav Rgt)	B41.30: 4-4-3 Breakdown Rgt	B38.22: 26-2-2 Arty Grp
B24.34: SS-Cav Div (Rec Bicycle Bn, Arty Rgt)	B42.29: 4-3-2 French Inf Rgt (LVF)	B39.21: 20 Pz Div (59 Mtrd Inf Rgt)
B23.34: SS-Cav Div (1 SS Cav Rgt)	B41.29: 2x 26-2-2 Arty Rgt	B40.20: 20-4-3 Inf Div (255, less 2 steps)
B27.26: (3)-3-3 Kor Bn (582)	B40.29: 5 Pz Div (I/31, II/31 Pz Bn, 13, 14 Mtrd Inf Rgt, 55 Krd MC Bn, 53 PJ Bn, 116 Arty Rgt, Organic Truck)	B40.19: 20-4-3 Inf Div (268, less 1 step)
B32.25: 9 Pz Div (II/33, III/33 Pz Bn, 102 Arty Rgt, Organic Truck)	B40.27: 14 Mtr Div (54 Krd MC Bn, 11, 53 Mtrd Inf Rgt, 14 Arty Rgt, Organic Truck)	B40.18: 20-4-3 Inf Div (131, less 2 steps)
B33.24: 9 Pz Div (I/33 Pz Bn, 10 Mtrd Inf Rgt, 11 PG Rgt, 59 Krd MC Bn)	B42.28: 4-4-3 Breakdown Rgt 2-4-8 PJ Bn (643)	B40.17: 12 Corps HQ 20-4-3 Inf Div (98)
B34.25: 3 Pz Grp Army HQ 1-3-3 Ost Bn (601) (1)-2-5 RR Bn (II/1) 30-2-3 Werfer Rgt (51) 5 Wagon Points 14 SPs	B42.27: 20-5-4 Inf Div (78, less 1 step)	B39.18: 26-2-2 Arty Grp
B35.25: 3-3-2 Pol Rgt (31) Level 2 Airbase	B42.26: 20-4-3 Inf Div (87, less 2 steps)	B39.17: 20-4-3 Inf Div (52, less 2 steps) 20-3-3 Inf Div (216)
B36.26: 9 Corps HQ 5-5-8 AG Bn (203)	B42.25: 20-4-3 Inf Div (7, less 1 step)	B38.16: 20-4-3 Inf Div (260, less 1 step)
B37.35: 41 Pz Corps HQ 5-5-8 AG Bn (189) 7 SPs	B41.28: 46 Pz Corps HQ 2-3-8 PJ Bn (529)	B37.16: 20-4-3 Inf Div (263, less 1 step)
B39.35: 1 Pz Div (I/1, II/1 Pz Bn, 1 Mtrd Inf Rgt, 113 PG Rgt, 1 Krd MC Bn, 37 PJ Bn,	B41.27: 2x 26-2-2 Arty Grp	B36.15: 20-4-3 Inf Div (137)
	B41.25: 20-4-3 Inf Div (258, less 2 steps)	B35.16: 43 Corps HQ 5-5-8 AG Bn (226) 26-2-2 Arty Grp
	B40.24: 20-4-3 Inf Div (292, less 1 step)	B35.15: 20-4-3 Inf Div (34, less 1 step)
	B39.25: 26-2-2 Arty Grp	B34.14: 20-4-3 Inf Div (31, less 1 step)
		B34.15: 20-4-3 Inf Div (31, less 1 step)

19 Pz Div (II/27 Pz Bn, 74 PG Rgt, 19 Krd MC Bn)	20-3-3 Inf Div (211)	C40.33: 4-4-3 Breakdown Rgt
B32.15: 19 Pz Div (II/27 Pz Bn, 73 Mtrd Inf Rgt, 19 PJ Bn, 19 Arty Rgt, Organic Truck)	B35.02: 4-4-3 Breakdown Rgt	C41.34: 20-4-3 Inf Div (56, less 2 steps)
B33.14: 20-4-3 Inf Div (267, less 1 step)	C10.30: Level 1 Airbase	C42.34: 4-4-3 Breakdown Rgt
B32.13: 10 Mtr Div (41 Mtrd Inf Rgt)	C10.08: Level 2 Airbase	C43.35: 20-4-3 Inf Div (296, less 1 step)
B30.14: 56 Pz Corps HQ 5-5-8 AG Bn (192) (7)-4-3 Flak Bn (274) 7 SPs	C13.18: Level 2 Airbase	C43.33: 16-2-3 Werfer Bn (6+8) 2-4-8 PJ Bn (543)
B31.14: 10 Mtr Div (40 Krd MC Bn, 10 Arty Rgt, Organic Truck) Level 1 Airbase	C28.31: 4-4-3 Breakdown Rgt	C43.26: 20-4-3 Inf Div (385)
B31.13: 10 Mtr Div (20 Mtrd Inf Rgt)	C28.32: 20-4-3 Inf Div (707) 2 Wagon Points 9 SPs Level 1 Airbase	C43.27: 2 Pz Grp Army HQ 5-5-3 MG Bn (5) 9 Wagon Points 2 Truck Points 20 SPs
B31.12: 20-4-3 Inf Div (331)	C28.33: 3-4-3 Sec Bn (I/RONA)	C44.27: 26-2-2 Arty Grp Level 1 Airbase
B31.11: 2-4-6 PJ Bn (559)	C29.32: 1-3-3 Ost Bn (602) (1)-2-5 RR Bn (I/5)	C46.31: 25 Mtr Div (25 Krd MC Bn, 25 Arty Rgt, Organic Truck)
B31.10: 20-4-3 Inf Div (168, less 1 step)	C29.33: 3-4-3 Sec Bn (IV/RONA)	C46.32: 25 Mtr Div (119 Mtrd Inf Rgt)
B31.09: 20-4-3 Inf Div (167, less 1 step)	C30.34: 2-2-2 Sec Rgt (61)	C46.33: 20-4-3 Inf Div (112, less 1 step)
B31.08: 20-4-3 Inf Div (106)	C31.34: 34 Corps HQ 5-5-8 AG Bn (177)	C47.29: 17 Pz Div (I/39, II/39, III/39 Pz Bn, 17 Krd MC Bn, 40 Mtrd Inf Rgt, 63 PG Rgt, 27 PJ Bn, 27 Arty Rgt, Organic Truck)
B31.07: 20-4-3 Inf Div (15)	C30.16: Level 1 Airbase	C47.32: 25 Mtr Div (35 Mtrd Inf Rgt)
B31.06: 6-2-2 Sec Div (454)	C31.11: Level 1 Airbase	C48.31: 4 Pz Div (49 PJ Bn)
B30.07: 18 Pz Div (II/18, III/18 Pz Bn, 52 Mtrd Inf Rgt, 88 PJ Bn, 88 Arty Rgt)	C34.30: 6-3-2 Sec Div (203) 3-4-3 Sec Bn (II/RONA) 2 SPs Level 1 Airbase	C49.31: 4 Pz Div (12 Mtrd Inf Rgt)
B29.05: 18 Pz Div (II/18 Pz Bn, 101 PG Rgt, 18 Krd MC Bn, Organic Truck)	C38.27: 20-4-3 Inf Div (383)	C49.30: 4 Pz Div (33 Mtrd Inf Rgt)
B33.02: 26-2-2 Arty Grp	C39.31: 53 Corps HQ	C49.29: 4 Pz Div (34 Krd MC Bn)
B33.03: 20-4-3 Inf Div (208, less 1 step)	C38.34: 4-4-3 Breakdown Rgt	C48.30: 26-2-2 Arty Grp 30-2-3 Werfer Rgt (52)
B34.02: 20-4-3 Inf Div (134, less 1 step)	C39.34: 20-4-3 Inf Div (134, less 1 step)	C48.29: 47 Pz Corps HQ

4 Pz Div (I/35, II/35 Pz Bn, 103 Arty Rgt, Organic Truck)  
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

C53.12:  
16 Mtr Div (60 Mtrd Inf Rgt)

C53.10:  
16 Mtr Div (116 Pz Bn, 156 Mtrd Inf Rgt)

C53.11:  
16 Mtr Div (228 PJ Bn)

C52.10:  
16 Mtr Div (165 Krd MC Bn, 146 Arty Rgt, Organic Truck)

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:  
7 Corps HQ  
2-4-6 PJ Bn (611)

C49.11:  
55 Corps HQ  
4 SPs

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

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

C50.02:  
3 Hun Corps HQ  
5-4-8 AG Bn (190)  
7-2-2 Hun Inf Div (9)  
12-1-1 Hun Arty Rgt (3)

C53.05:  
7-3-3 Hun Inf Div (6)

C53.03:  
4-1-2 Hun Sec Div (102 Hun)

C54.02:  
7-2-2 Hun Inf Div (7)

C54.01:  
4-0-2 Hun Sec Div (105 Hun)

Flexible Forces:  
4 Pz Grp Army HQ  
24 Pz Corps HQ  
40 Pz Corps HQ  
48 Pz Corps HQ  
57 Pz Corps HQ  
29 Corps HQ  
3 Pz Div (I/6, II/6, III/6 Pz Bn, 3 Krd MC Bn, 3 Mtrd Inf Rgt, 394 PG Rgt, 75 Arty Rgt, Organic Truck)  
6 Pz Div (I/11, II/11, III/11 Pz Bn, 6 Krd MC Bn, 4 PG Rgt, 114 Mtrd Inf Rgt, 76 Arty Rgt, Organic Truck)  
7 Pz Div (I/25, II/25, III/25 Pz Bn, 7 Krd MC Bn, 6 PG Rgt, 7 Mtrd Inf Rgt, 78

Arty Rgt, Organic Truck)  
10 Pz Div (I/7, II/7 Pz Bn, 10 Krd MC Bn, 69 Mtrd Inf Rgt, 86 PG Rgt, 90 Arty Rgt, Organic Truck)

11 Pz Div (I/15, II/15, III/15 Pz Bn, 61 Krd MC Bn, 110 Mtrd Inf Rgt, 111 PG Rgt, 119 Arty Rgt, Organic Truck)

24 Pz Div (I/24, II/24, III/24 Pz Bn, 4 Krd MC Bn, 21 Mtrd Inf Rgt, 26 PG Rgt, 40 PJ Bn, 89 Arty Rgt, Organic Truck)

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

29 Mtr Div (129 Pz Bn, 29 Krd MC Bn, 15, 71 Mtrd Inf Rgt, 29 PJ Bn, 29 Arty Rgt, Organic Truck)

At Any Axis Controlled Air Base:

2x Bf.109e  
10x Bf.109f  
2x Bf.110  
9x Ju-87b  
5x Ju.87d  
7x He.111  
7x Ju.88  
6x Ju.52

### **Victory:**

The Germans have spent 14 VPs on Emergency Reinforcements and 2 VPs for Alert Battalions.

Given the above and any future VP expenses, the German player wins if his VP total is greater than 62. This is based on the historical results plus the capture of Moscow's VPs (which could happen by the taking of other, smaller, objectives using the forces available here).

## **7.8 Operation Typhoon Campaign Start VIII 26 Nov 42—Operation MARS**

This scenario starts the campaign at the opening of the Mars and Jupiter offensives in late 1942. Flushed with the success of Operation Uranus around Stalingrad, the Red Army will attempt to expand the winter offensive here so as to cut off and destroy large portions of Army Group Center. It didn't turn out as planned.

### **General Information:**

Map Area: All north of Cxx.05/Fxx.05, exclusive  
Set Up Order: German, Russian  
First Player on 26 Nov 42: Russian  
First Turn: 26 Nov 42  
Last Turn: 29 May 43

Game Length: 55

Special Rules: 2.6 (first removal, first return), 2.9a, 2.9b, 2.9c, and 2.9d have been applied. 3.3b allows Soviet Air Units to use the Exploitation Phase.

German Strategic Decision: The Germans have chosen the South in 1942 Option. The Southern Option Withdrawal and Return List has been executed to this point (including 1 Nov 42 removals). The Southern Map edge change has occurred.

### Russian Information:

Reserve Markers Available: 12

Dead Units:

4x MiG-3

2x LaGG-3

P-40

2x Po-2

3x Hurri.IIc

P-39

2x Yak-7b

3x IL-4

3x SB-2

19 Army HQ

6-2-5 Tank Bde (19, 71, 144, 146, 147)

7-3-6 Tank Bde (8, 9, 32)

4-1-5 Tank Bde (42)

4-1-5 Lt Tank Bde (126, 127, 128)

3-2-5 Tank Bde (141)

4-2-4 Tank Bn (18, 205)

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

12-2-2 Inf Div (29, 32, 89, 91, 93, 119, 152, 249, 256, 293, 316, 328, 361, 365)

11-1-1 Inf Div (2, 38, 62, 87, 133, 244, 259, 329, 363)

10-0-1 Inf Div (103, 140, 162, 242, 355)

12-2-5 Mtrd Inf Div (Red Symbol) (107)

12-1-4 Inf Div (Red Symbol) (106)

12-0-4 Inf Div (Red Symbol) (101)

6-4-3 Gd Inf Bde (1 Gd, 2 Gd, 3 Gd)

4-4-3 Naval Bde (71, 75)

4-4-3 Inf Bde (29)

4-2-2 Inf Bde (14, 18, 27, 38, 41, 123, 157)

3-2-2 Inf Rgt (Bryansk, 20.R, 29, 183.R, 230.R, 855, 1005)

3-3-2 Cdt Rgt (USSR)

(5)-1-1 UR Bde (62, 64, 65, 66, 68)

2-3-3 MG Bn (297)

2-2-2 MG Bn (296)

4-3-6 MC Rgt (11)

6-2-4 Mtn Cav Div (17)

6-2-4 Cav Div (46, 47, 54)

6-1-4 Cav Div (45)

2x 26-1-1 Arty Bde

Tree-Bark Soup Markers: 7

Partisan Attacks Remaining: None

Available:

2x Gd La-5

16x 3-2-3 Ski Bde

### Set Up:

A33.35:

27 Army HQ

12-2-2 Inf Div (182)

11-1-1 Inf Div (188)

A34.34:

13-3-3 Inf Div (26)

12-2-2 Inf Div (254)

A35.31:

4-2-2 Inf Bde (147)

A31.31:

4-3-6 MC Rgt (34)

11-1-1 Inf Div (253)

(1)-0-3 RR Rgt (NW)

26-1-1 Arty Bde

(2)-4-3 NKVD Bdr Rgt (11)

4 SPs

A29.32:

4-2-2 Inf Bde (20)

A25.35:

7-3-6 Tank Bde (60)

4-2-2 Inf Bde (15)

(5)-1-1 UR Bde (90)

(1)-0-3 RR Rgt (NW)

4 SPs

A23.35:

11 Army HQ

4-2-2 Inf Bde (144)

A21.35:

11-1-1 Inf Div (384)

4-2-2 Inf Bde (133)

A22.34:

12-2-2 Inf Div (55)

4-2-2 Inf Bde (151)

A22.33:

12-2-2 Gd Inf Div (28 Gd)

12-2-2 Inf Div (200)

4-2-2 Inf Bde (126)

A23.33:

12-2-2 Gd Inf Div (43 Gd)

12-2-2 Inf Div (370)

11-1-1 Inf Div (170)

A24.32:

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

12-2-2 Inf Div (202)

11-1-1 Inf Div (282)

A24.31:

Level 1 Hedgehog

12-2-2 Inf Div (163)

A27.31:

34 Army HQ

(2)-4-3 NKVD Bdr Rgt (10)

(5)-1-1 UR Bde (91)

A26.29:

Level 1 Hedgehog

3-2-2 Inf Rgt (85)

A24.30:

11-1-1 Inf Div (245)

4-2-2 Inf Bde (161)

A25.30:

Level 1 Hedgehog

A25.29:

6-2-5 Tank Bde (83)

A23.30:

10-0-1 Inf Div (171)

4-2-2 Inf Bde (146)

A22.29:

12-2-2 Inf Div (235)

A21.29:

12-2-2 Inf Div (241)

A23.28:

53 Army HQ

7-3-6 Tank Bde (177)

A23.27:

11-1-1 Inf Div (166)

(2)-4-3 NKVD Bdr Rgt (33)

Wagon Extender

4 SPs

Level 2 Airbase

A24.25:

Level 1 Hedgehog

A23.25:

Level 1 Hedgehog

A20.28:

12-2-2 Inf Div (250)

A19.29:

4-2-2 Inf Bde (47)

A18.29:

4-3-2 Inf Bde (86)

A17.30:

12-2-2 Inf Div (130)

A16.30:

4-2-2 Inf Bde (121)

A15.33:  
13-3-3 Gd Inf Div (23 Gd)  
3-2-2 Inf Rgt (1291)

A15.32:  
12-2-2 Gd Inf Div (7 Gd)

A15.31:  
12-2-2 Inf Div (397)

A14.30:  
4-2-2 Inf Bde (45)

A13.30:  
4-2-2 Inf Bde (44)

A13.28:  
4-2-2 Inf Bde (37)

A13.27:  
12-2-2 Inf Div (129)

A13.26:  
11-1-1 Inf Div (391)

A19.27:  
1 Shock Army HQ  
(2)-4-3 NKVD Bdr Rgt (9)  
2 SPs

A12.21:  
14-4-3 Gd Inf Div (8 Gd)  
Level 1 Airbase

A11.21:  
12-2-2 Gd Inf Div (46 Gd)

A9.20:  
4-2-2 Inf Bde (54)

A9.19:  
12-2-2 Inf Div (357)

A8.18:  
12-2-2 Inf Div (257)

A7.18:  
4-2-2 Inf Bde (26)

A6.15:  
11-1-1 Inf Div (33)

A6.14:  
11-1-1 Inf Div (381)

A11.17:  
3 Shock Army HQ  
6-2-5 Tank Bde (184)  
4 SPs

A6.13:  
12-2-2 Inf Div (28)

A7.13:  
12-2-2 Inf Div (117)

A8.12:  
12-2-2 Inf Div (360)

A8.11:  
11-1-1 Inf Div (334)  
5-3-3 Mtrd Inf Bde (1)

A8.10:  
6-2-5 Tank Bde (236)

A9.10:  
5-3-3 Mtrd Inf Bde (Ind)

A14.12:  
4-3-6 MC Rgt (2)  
2 Wagon Points  
4 SPs  
Level 1 Airbase

A13.09:  
4 Shock Army HQ  
4-3-6 Tank Bde (78)  
2 SPs

A11.04:  
12-2-2 Inf Div (358)

A11.03:  
11-1-1 Inf Div (332)

A11.02:  
12-2-2 Inf Div (47)

A12.01:  
5-3-3 Mtrd Inf Bde (21)

A13.02:  
8-0-1 Inf Div (145)

A15.06:  
5-1-6 Tank Bde (143)

A15.02:  
12-2-2 Gd Inf Div (21 Gd)

A16.01:  
13-3-3 Gd Inf Div (9 Gd)

B17.34:  
11-1-1 Inf Div (306)  
6-2-5 Tank Bde (154)

B18.34:  
12-2-2 Inf Div (279)

A18.01:  
2M Corps (33 Tank Bde, 66 MC Bn, 18,  
34, 43 Mech Bde, 410 Gd Katy Bn)  
2 SPs

A18.02:  
43 Army HQ

3-2-2 Inf Rgt (Comp)

B19.34:  
12-2-2 Inf Div (32)

B20.34:  
13-3-3 Gd Inf Div (17 Gd)

B21.35:  
12-2-2 Inf Div (179)  
4-3-2 Inf Bde (74, 78, 91)

A21.02:  
1 M Corps (57 MC Bn, 219 Tank Bde,  
19, 35, 37 Mech Bde)

A22.01:  
12-2-2 Inf Div (262)  
10-0-1 Inf Div (134)  
7-3-6 Mech Bde (47, 48)

A21.07:  
(2)-4-3 NKVD Bdr Rgt (31)  
(2)-0-3 NKVD Sec Rgt (53 RR)  
2 Wagon Points  
Wagon Extender  
10 SPs

A22.02:  
41 Army HQ  
3x 26-1-1 Arty Grp  
Wagon Extender  
10 SPs

A23.02:  
12-2-2 Inf Div (93)

A23.03:  
2x 75-1-0 Katy Bde

A23.04:  
75-1-0 Katy Bde

A24.02:  
12-2-2 Inf Div (238)  
3 M Corps (58 MC Bn, 1 Gd, 49 Tank  
Bde, 1, 3, 10 Mech Bde, 405 Gd Katy  
Bn)

A24.03:  
22 Army HQ  
12-2-2 Inf Div (150, 185)  
7-3-6 Tank Bde (104)

A24.04:  
2x 26-1-1 Arty Bde

A25.04:  
12-2-2 Inf Div (234, 362)

4-3-2 Inf Bde (75)  
7-3-6 Mech Bde (46)

A26.04:

11-1-1 Inf Div (155)  
4-2-2 Inf Bde (114)  
3-2-2 Inf Rgt (653)

A26.05:

12-2-2 Inf Div (186)  
4-2-2 Inf Bde (100)

A26.06:

4-2-2 Inf Bde (117)

A26.07:

2x 26-1-1 Arty Bde

A27.07:

39 Army HQ  
12-2-2 Inf Div (348, 373)

A28.07:

12-2-2 Inf Div (158)  
11-1-1 Inf Div (135)  
7-3-6 Tank Bde (28, 81)

A28.08:

75-1-0 Katy Bde

A29.08:

11-1-1 Inf Div (178)  
4-2-4 Tank Bn (28, 32)  
4-2-2 Inf Bde (136)

A30.08:

4-2-4 Tank Bn (29)  
4-2-2 Inf Bde (101)

A31.09:

12-2-2 Inf Div (380)

A31.15:

7-3-6 Tank Bde (119)  
8-3-3 NKVD Inf Div (6)  
(2)-4-3 NKVD Bdr Rgt (13)  
10 SPs  
Level 2 Airbase

A32.09:

4-2-2 Inf Bde (130)

A33.09:

12-2-2 Inf Div (375)  
11-1-1 Inf Div (359)

A34.09:

12-2-2 Inf Div (274)  
11-1-1 Inf Div (52)

A35.09:

13-3-3 Gd Inf Div (16 Gd)  
6-2-5 Tank Bde (238)

A35.11:

30 Army HQ

7-3-6 Tank Bde (153)  
2-3-4 Cav Rgt (29)  
2 SPs

A36.08:

7-3-6 Tank Bde (35)  
12-2-2 Inf Div (220)  
4-2-2 Inf Bde (132)  
3-2-3 Ski Bde (Sep)

A37.09:

11-1-1 Inf Div (369)  
4-4-6 Gd MC Rgt (2 Gd)

A38.08:

12-2-2 Inf Div (215)  
6-2-5 Tank Bde (196)

A39.08:

11-1-1 Inf Div (371)  
4-2-2 Inf Bde (31)

A38.16:

11-1-1 Inf Div (243)  
11 Cav Corps (24 Cav Div)

A43.22:

(2)-4-3 NKVD Bdr Rgt (88)  
2x 6-0-rr Rail Arty Rgt  
26-1-1 Arty Bde  
4 Truck Points  
5 SPs  
Level 2 Airbase

A45.14:

13-3-3 Gd Inf Div (19 Gd)  
(2)-4-3 NKVD Bdr Rgt (83)  
3-2-2 Inf Rgt (257)  
2 SPs

A52.10:

13-3-3 Est Inf Div (7 Est, 249 Est)  
26-1-1 Arty Bde  
Level 2 Airbase

A52.09:

6-2-5 Tank Bde (21)  
26-1-1 Arty Bde  
2 Truck Points  
20 SPs

A56.06:

Level 2 Airbase

A58.02:

Level 1 Hedgehog  
7-3-6 Gd Tank Bde (9 Gd)  
75-1-0 Katy Bde  
2 SPs  
Level 2 Airbase

A40.08:

2x 26-1-1 Arty Bde

A40.07:

7-3-6 Tank Bde (92)  
12-2-2 Inf Div (246)  
11-1-1 Inf Div (118)

A41.08:

31 Army HQ  
2 SPs

A41.07:

5-1-5 Lt Tank Bde (145)  
11-1-1 Inf Div (133)  
10-0-1 Inf Div (139)

A41.06:

13-3-3 Gd Inf Div (20 Gd)  
11-1-1 Inf Div (88)

A42.06:

75-1-0 Katy Bde

A41.05:

12-2-2 Inf Div (336)  
4-3-6 Tank Bde (34)

A41.04:

7-3-6 Tank Bde (93)  
12-2-2 Gd Inf Div (42 Gd)  
12-2-2 Inf Div (239)  
10-0-1 Inf Div (326)

A41.03:

7-3-6 Tank Bde (240)  
6-2-5 Tank Bde (80)  
12-2-2 Inf Div (247, 251)

A41.02:

12-2-2 Inf Div (331)  
7-3-6 Tank Bde (255)

A42.04:

11-1-1 Inf Div (354)  
3-2-2 Inf Rgt (930)  
75-1-0 Katy Bde

A42.03:

7-3-6 Tank Bde (18)  
6-2-5 Tank Bde (11)  
13-3-3 Gd Inf Div (26 Gd)  
4-3-2 Inf Bde (148, 150)

A42.02:

2 Gd Cav Corps (3 Gd, 4 Gd, 20 Cav Div)  
6 Tank Corps (22, 100, 200 Tank Bde, 6 Mtrd Inf Bde, 129 Gd Katy Bn)  
5-3-6 MC Bde (1)  
6-2-5 Tank Bde (20)

A42.01:

3x 26-1-1 Arty Bde

A43.03:

20 Army HQ  
10-4-5 Mtrd Inf Div (Red Symbol) (1 Gd (m))  
6-2-5 Tank Bde (31)

5-1-5 Lt Tank Bde (108)

10 SPs	2 SPs	12-2-2 Inf Div (16)
D1.07: 12-2-2 Inf Div (183)	B50.33: 13-3-3 Gd Inf Div (30 Gd) 3-2-2 Inf Rgt (282) (2)-4-3 NKVD Bdr Rgt (252) (2)-0-3 NKVD Sec Rgt (56 RR) (1)-0-3 RR Rgt (Kal) 2 SPs	B55.25: Level 2 Hedgehog
D4.10: 2x 6-0-rr Rail Arty Rgt		B55.24: Level 2 Hedgehog
D25.17: Level 2 Airbase		B56.23: Level 3 Hedgehog 13-3-3 Gd Inf Div (48 Gd)
B41.35: 4-2-2 Inf Bde (40, 153) 3-2-3 Ski Bde (Sep)	B43.32: 26-1-1 Arty Bde	B56.22: Level 2 Hedgehog
B41.34: 12-2-2 Inf Div (82, 415)	B43.31: 2x 75-1-0 Katy Bde	B57.22: Level 2 Hedgehog
B41.33: 12-2-2 Inf Div (312) 4-2-2 Inf Bde (49)	B44.29: 5 Army HQ 7-3-6 Tank Bde (120) 2 SPs	B57.21: Level 3 Hedgehog 4-2-2 Inf Bde (46)
B42.34: 75-1-0 Katy Bde	B43.29: 2x 26-1-1 Arty Bde	B57.20: Level 2 Hedgehog
B42.33: 2x 26-1-1 Arty Bde	B43.27: 7-3-6 Tank Bde (248) 3-2-3 Ski Bde (Sep)	B59.30: Level 1 Hedgehog 5 Tank Corps (24, 41, 70 Tank Bde, 5 Mtrd Inf Bde, 128 Gd Katy Bn) Level 3 Airbase 2 SPs
B42.32: 12-2-2 Inf Div (352) 3-2-2 Inf Rgt (1310)	B44.25: 33 Army HQ 4-3-2 Inf Bde (128) 2 SPs	B56.26: 2x 75-1-0 Katy Bde 2x 26-1-1 Arty Bde
B42.31: 12-2-2 Inf Div (144) 3-2-2 Inf Rgt (457)	B47.26: 3-4-4 Para Inf Rgt (250) 3-2-3 Mtrd Inf Rgt (28) 3-2-2 Inf Rgt (Comp) (2)-4-3 NKVD Bdr Rgt (86) (1)-0-3 RR Rgt (West) 4 SPs	B57.24: 6-2-5 Tank Bde (212)
B42.30: 12-2-2 Inf Div (108) 2-3-4 Cav Rgt (2)		B57.28: 75-1-0 Katy Bde
B42.29: 12-3-5 Mtrd Inf Div (Red Symbol) (3 Gd (m)) 12-2-2 Inf Div (19)	B49.26: 6-2-5 Tank Bde (101) 3-2-3 Mtrd Inf Rgt (2)	B58.26: Level 2 Hedgehog 4-3-6 MC Rgt (38) (1)-0-3 RR Rgt (West) Level 2 Airbase
B42.28: 12-2-2 Gd Inf Div (29 Gd) 4-2-2 Inf Bde (36)	B53.26: 6-2-5 Tank Bde (69)	B59.25: 75-1-0 Katy Bde
B42.27: 12-2-2 Inf Div (222) 4-3-2 Inf Bde (112)	B53.19: 12 Tank Corps (30, 97 Tank Bde, 13 Mtrd Inf Bde) 5 Abn Corps (9, 201 Abn Bde)	B61.29: Level 2 Hedgehog
B42.26: 7-3-6 Tank Bde (213) 12-2-2 Inf Div (110, 160) 4-3-2 Inf Bde (125)	B55.29: Level 2 Hedgehog	B60.26: 7-3-6 Tank Bde (82) (2)-0-3 NKVD Sec Rgt (76 RR)
B42.25: 12-2-2 Inf Div (53) 5-3-3 Mtrd Inf Bde (34)	B55.28: Level 2 Hedgehog 4-2-3 NKVD Inf Bde (3)	B61.27: Level 3 Hedgehog Level 2 Airbase
B45.34: 29 Army HQ 4-2-2 Inf Bde (28, 35)	B55.27: Level 2 Hedgehog	B61.26: Level 3 Hedgehog 4-3-6 MC Rgt (8+9)
	B55.26: Level 3 Hedgehog 4-4-6 Gd MC Rgt (1 Gd)	

B61.24: Level 3 Airbase	12-2-2 Inf Div (164)	B37.13: 50 Army HQ 8-4-8 Gd Tank Bde (2 Gd) 2 SPs
B62.21: Level 3 Hedgehog 1 Gd Cav Corps (1 Gd, 2 Gd, 7 Gd Cav Div) (1)-0-3 RR Rgt (West) Level 2 Airbase	B39.19: 12-2-2 Inf Div (338)	B38.06: 11-1-1 Inf Div (217)
B60.16: Level 2 Hedgehog 4-2-2 Inf Bde (145) 6-0-rr Rail Arty Rgt Level 2 Airbase	B39.18: 12-2-2 Inf Div (42)	B39.07: 4-2-2 Inf Bde (110)
B56.11: Level 2 Hedgehog 12-2-2 Inf Div (399) Level 2 Airbase	B39.17: 12-2-2 Inf Div (413)	B39.09: 16 Army HQ 10 Tank Corps (178, 183, 186 Tank Bde, 11 Mtrd Inf Bde) Level 1 Airbase 4 SPs
B49.13: 5 Abn Corps (10 Abn Bde) 9 Tank Corps (23, 95, 187 Tank Bde, 8 Mtrd Inf Bde) 8-4-8 Gd Tank Bde (6 Gd) (1)-0-3 RR Rgt (Brynsk) 4 SPs Level 2 Airbase	B39.16: 12-2-2 Inf Div (325)	B40.06: 11-1-1 Inf Div (356)
B44.18: 7-3-6 Tank Bde (161) 8-3-3 NKVD Mtrd Inf Div (7) 4 SPs	B37.15: 11-1-1 Inf Div (344)	B41.06: 6-2-5 Tank Bde (68) 4-2-2 Inf Bde (108)
B42.24: 12-2-2 Inf Div (50, 113) 7-3-6 Tank Bde (256)	B36.14: 11-1-1 Inf Div (58)	B42.05: 12-2-2 Inf Div (342)
B41.24: 12-2-2 Inf Div (17)	B35.14: 11-1-1 Inf Div (146)	B43.05: 4-2-2 Inf Bde (105)
B40.23: 11-1-1 Inf Div (160 (II)) 4-3-2 Inf Bde (120)	B34.13: 12-2-2 Inf Div (330)	B43.07: 61 Army HQ 10-0-1 Inf Div (149) (2)-4-3 NKVD Bdr Rgt (38) 2 SPs
B40.22: 13-3-3 Gd Inf Div (5 Gd)	B33.13: 12-2-2 Inf Div (290)	B44.04: 6-2-5 Tank Bde (192) 4-2-2 Inf Bde (257)
B40.21: 13-3-3 Mtn Inf Div (194) 11-1-1 Inf Div (78)	B33.12: 13-3-3 Gd Inf Div (31 Gd)	B45.04: 13-3-3 Gd Inf Div (12 Gd)
B40.20: 12-2-2 Gd Inf Div (18 Gd)	B33.11: 11-1-1 Inf Div (323)	B58.03: 15 Tank Corps (II) (88, 113, 195 Tank Bde, 52 Mtrd Inf Bde)
B41.20: 49 Army HQ (2)-4-3 NKVD Bdr Rgt (87) 2 SPs	B33.10: 6-2-5 Tank Bde (94) 10-0-1 Inf Div (385)	B59.05: 7 Cav Corps (11, 83 Cav Div)
B40.19:	B34.11: 10 Army HQ 8-4-8 Gd Tank Bde (10 Gd) (2)-4-3 NKVD Bdr Rgt (16) 2 SPs	B59.06: 2x 75-1-0 Katy Bde
	B34.09: 12-2-2 Inf Div (97)	B58.07: Level 2 Hedgehog
	B34.08: 12-2-2 Inf Div (322)	B59.07: Level 2 Hedgehog 7-3-6 Tank Bde (96) 4-2-3 NKVD Inf Bde (69)
	B35.08: 11-1-1 Inf Div (324) 4-2-2 Inf Bde (4)	
	B36.07: 13-3-3 Gd Inf Div (11 Gd) 5-1-5 Lt Tank Bde (112)	
	B37.07: 5-3-3 Mtrd Inf Bde (3)	

2-1-2 Militia Rgt (Tula) 2 Truck Points 10 SPs	Level 1 Airbase	12-2-2 Inf Div (8)
B60.06: Level 2 Hedgehog	E17.10: Level 2 Airbase	C60.19: 6-2-5 Tank Bde (118) 11-1-1 Inf Div (307)
B60.07: Level 2 Airbase	E2.04: 6-2-5 Tank Bde (179) 2x 6-0-rr Rail Arty Rgt Level 1 Airbase	C61.19: 12-2-2 Inf Div (74)
E2.34: Level 1 Hedgehog	C47.34: 11-1-1 Inf Div (287)	C62.26: 48 Army HQ 7-3-6 Tank Bde (202) 11 Tank Corps (53, 59, 160 Tank Bde, 12 Mtrd Inf Bde) 12-2-2 Inf Div (280) (2)-4-3 NKVD Bdr Rgt (18) 4 SPs
E2.33: Level 1 Hedgehog	C48.31: 12-2-2 Inf Div (283)	C62.17: 11-1-1 Inf Div (143)
E7.34: 1 Abn Corps (1, 204, 211 Abn Bde)	C49.31: 12-2-2 Inf Div (269)	F19.31: Level 1 Airbase
E1.30: Level 3 Airbase	C50.30: 12-2-2 Inf Div (137)	F1.21: 13 Army HQ 6-2-5 Tank Bde (129) 2 SPs
E1.29: 11-1-1 Inf Div (379) Level 3 Airbase	C50.29: 12-2-2 Inf Div (60)	F2.18: 38 Army HQ 4-2-2 Inf Bde (106) 26-1-1 Arty Bde Level 2 Airbase
E1.27: Level 1 Hedgehog 6 Truck Points 20 SPs	C50.28: 12-2-2 Inf Div (5)	F1.17: 11-1-1 Inf Div (132)
E3.30: (2)-0-3 NKVD Sec Rgt (151 RR)	C52.32: 3 Army HQ 4-3-6 Tank Bde (79) (2)-4-3 NKVD Bdr Rgt (17) 4 SPs	F2.16: 12-2-2 Inf Div (240)
E3.29: Level 3 Airbase	C54.33: 7-3-6 Tank Bde (150) 6-2-5 Tank Bde (86) 4-2-2 Inf Bde (104)	F13.17: 4-3-6 MC Rgt (20) 2x 6-0-rr Rail Arty Rgt 2 Wagon Points 10 SPs Level 2 Airbase
E2.27: Stalin	C51.27: 14-4-3 Gd Inf Div (6 Gd)	F5.15: 11-1-1 Inf Div (340)
E2.25: Level 3 Hedgehog	C52.25: 12-2-2 Inf Div (280)	F7.10: 11-1-1 Inf Div (121)
E2.23: Level 2 Hedgehog Level 2 Airbase	C53.25: 12-2-2 Inf Div (211)	F10.10: 40 Army HQ 25 Tank Corps (111, 162, 175 Tank Bde, 16 Mtrd Inf Bde) 2 SPs
E5.29: Level 2 Airbase	C54.24: 12-2-2 Inf Div (41)	F8.08: 12-2-2 Inf Div (6)
E6.27: Level 2 Airbase	C55.23: 12-2-2 Inf Div (81)	F8.07: 12-2-2 Inf Div (100)
E9.26: (2)-0-3 NKVD Sec Rgt (90 RR)	C56.21: 12-2-2 Inf Div (15)	
E13.26: 2x 6-0-rr Rail Arty Rgt	C57.21: 12-2-2 Inf Div (73)	
E6.24: (2)-0-3 NKVD Sec Rgt (78 RR)	C58.20: 12-2-2 Inf Div (148)	
E10.17: 3 Tank Corps (50, 51, 103 Tank Bde, 57 Mtrd Inf Bde, 126 Gd Katy Bn)	C59.20:	

F8.06:  
7-3-6 Tank Bde (170)  
3-2-2 Inf Rgt (86)

F7.01:  
AGS Progress Marker

At Any Russian Controlled Air Base:

4x La-5  
5x Yak-1  
2x Gd LaGG-3  
3x LaGG-3  
2x Gd Yak-7b  
5x Yak-7b  
P-39  
Hurri.IIc  
4x Po-2  
9x IL-2  
2x IL-4  
7x Pe-2  
4x Li-2

At Any Moscow Military District Air Base:

(MMD Air Units only)  
2x Hurri.IIc  
2x La-5  
Yak-7b  
P-40  
Yak-1  
2x LaGG-3  
MiG-3

### Axis Information:

Reserve Markers Available: 24

Dead Units:

4x Bf.109f  
3x He.111h  
Ju.88  
4x Ju.52  
5 Pz Div (Organic Truck)  
20 Pz Div (Organic Truck)  
36 Mtr Div (Organic Truck)  
4-4-3 Mtrd Inf KG (Nehring)  
10-5-4 Mtrd Inf Bde (900 L)  
5-3-8 AG Bn (202)  
26-2-2 Arty Grp

Tree-Bark Soup Markers: 3

Available for Use:

9/800 zvb Commando Co  
10/800 zvb Commando Co

Emergency Reinforcements Available:

SS-TK Pz Div (3 Aufk Bn, 1-TK, 2-TK Pz Bn, TK AG Bn, 1 PG Rgt, 3, Thule Mtrd Inf Rgt, TK PJ Bn, TK Arty Rgt, Organic Truck)  
18 Mtr Div (38 Krd MC Bn, 30, 51 Mtrd Inf Rgt, 18 PJ Bn, 18 Arty Rgt, Organic Truck)  
30 Corps HQ

(3)-3-3 Kor Bn (559)  
10-0-rr Rail Mortar Bn (Odin, Thor)

Organic Trucks: All set up Full.

### Set Up:

German Gauge Railroads:  
All hexes west of and including the following railroad hexes have been converted:

A22.30  
A11.12  
A39.06  
A41.04  
B42.27  
B35.25  
B33.13  
B34.05  
C51.32  
C53.23  
C59.07  
C59.09

A19.34:  
15-5-3 Jg Div (8)

A20.33:  
20-4-3 Inf Div (290)

A21.33:  
Level 1 Hedgehog  
20-4-3 Inf Div (329)

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

A23.32:  
Level 1 Hedgehog  
20-4-3 Inf Div (12)

A23.31:  
20-4-3 Inf Div (32)

A22.30:  
20-4-3 Inf Div (81)

A21.30:  
4-4-3 Breakdown Rgt

A21.31:  
2x 26-2-2 Arty Grp

A20.30:  
4-4-3 Breakdown Rgt  
(7)-4-3 Flak Bn (280)

A19.31:  
4-4-3 Breakdown Rgt  
26-2-2 Arty Grp

A18.30:  
4-4-3 Breakdown Rgt

A18.32:  
2 Corps HQ  
16-2-3 Werfer Bn (2+9)  
Wagon Extender  
4 SPs

A17.31:  
20-4-3 Inf Div (123, less 3 steps)

A16.31:  
4-4-3 Breakdown Rgt

A16.32:  
4-4-3 Breakdown Rgt

A16.33:  
20-4-3 Inf Div (126, less 2 steps)

A15.34:  
15-5-3 Jg Div (5)

A14.34:  
26-2-2 Arty Grp

A14.33:  
2x 2-3-3 Alert Bn

A14.32:  
20-4-3 Inf Div (122)

A13.33:  
10 Corps HQ  
6-3-2 Sec Div (201)  
3-2-2 Sec Bde (202)  
2 Wagon Points  
4 SPs

A13.32:  
5-5-8 AG Bn (184)  
(7)-4-3 Flak Bn (272)

A13.31:  
4-4-3 Breakdown Rgt

A12.27:  
4-4-3 Breakdown Rgt

A12.26:  
20-4-3 Inf Div (218, less 3 steps)

A11.26:  
4-4-3 Breakdown Rgt

A11.25:  
4-4-3 Breakdown Rgt

A11.24:  
4-4-3 Breakdown Rgt

A11.23:  
8 Pz Div (8 Mtrd Inf Rgt)

A11.22:  
8 Pz Div (8 Krd MC Bn, 28 Mtrd Inf

Rgt)	20-4-3 Inf Div (110, less 1 step)	26-2-2 Arty Grp
A8.20: 8 Pz Div (I/10, III/10 Pz Bn, 8 Arty Rgt, Organic Truck) 2 SPs	A27.05: 2x 4-4-3 Breakdown Rgt	A38.07: Level 1 Hedgehog 2x 4-4-3 Breakdown Rgt
A8.19: 8 Pz Div (43 PJ Bn)	A27.06: 4-4-3 Breakdown Rgt (7)-4-3 Flak Bn (276)	A38.06: 26-2-2 Arty Grp
A4.11: 59 Corps HQ 20 Pz Div (20 Krd MC Bn, I/21 Pz Bn, 112 PG Rgt, 92 Arty Rgt) 1-3-3 Ost Bn (605) 4 Wagon Points 10 SPs Level 2 Airbase	A28.06: 20-4-3 Inf Div (253, less 1 step)	A38.05: 39 Pz Corps HQ 6 Corps HQ 5-5-8 AG Bn (189) 6 SPs Level 2 Airbase
A5.12: 20 Pz Div (59 Mtrd Inf Rgt, 92 PJ Bn)	A29.04: GD Mtr Div (AG Bn, Gren Mtrd Inf Rgt) 26-2-2 Arty Grp	A39.07: Level 1 Hedgehog 20-4-3 Inf Div (256)
A5.11: 17-5-3 Mtn Inf Div (3)	A30.05: GD Mtr Div (1 Pz Bn, Arty Rgt, Organic Truck) 5-4-8 AG Bn (667) 26-2-2 Arty Grp 4 SPs	A39.06: 16-2-3 Werfer Bn (3+5)
A6.12: 20-4-3 Inf Div (291)	A29.07: 4-4-3 Breakdown Rgt (7)-4-3 Flak Bn (274)	A39.05: 26-2-2 Arty Grp
A7.12: 4-4-3 Breakdown Rgt	A30.07: 20-4-3 Inf Div (206)	A40.06: Level 1 Hedgehog 20-4-3 Inf Div (72)
A7.11: 20-4-3 Inf Div (83, less 2 steps)	A31.08: 2-3-3 Alert Bn 4-4-3 Breakdown Rgt	A40.05: Level 1 Hedgehog 20-4-3 Inf Div (95)
A7.10: 20-4-3 Inf Div (93)	A31.07: 26-2-2 Arty Grp	A40.04: 20-4-3 Inf Div (102)
A8.09: 4-4-3 Breakdown Rgt	A32.08: 14 Mtr Div (53 Mtrd Inf Rgt) 3-3-6 PJ Bn (561)	A40.03: 5 Pz Div (II/31 Pz Bn, 14 Mtrd Inf Rgt)
A9.09: 3-5-3 Jg Bn (5)	A32.07: 27 Corps HQ 14 Mtr Div (54 Krd MC Bn, 11 Mtrd Inf Rgt, 14 Arty Rgt, Organic Truck) 26-2-2 Arty Grp	A39.03: 5 Pz Div (55 Krd MC Bn, I/31 Pz Bn, 116 Arty Rgt)
A10.03: 12-2-2 LW Div (3 Fld)	A33.08: 20-4-3 Inf Div (251, less 2 steps)	A40.02: 5 Pz Div (13 Mtrd Inf Rgt, 53 PJ Bn)
A10.02: 12-2-2 LW Div (4 Fld)	A34.08: 4-4-3 Breakdown Rgt 2-3-3 Alert Bn	A40.01: 20-5-4 Inf Div (78)
A24.01: 20-4-3 Inf Div (86, less 2 steps)	A35.08: 20-4-3 Inf Div (87, less 1 step)	B1.25: Level 2 Airbase
A25.02: 2x 4-4-3 Breakdown Rgt	A36.07: Level 1 Hedgehog 20-4-3 Inf Div (6)	B8.34: 2 LW Corps HQ 1-2-2 Sec Bn (480) 4 SPs
A25.03: 2x 4-4-3 Breakdown Rgt	A37.08: 20-4-3 Inf Div (129, less 1 step)	B10.30: 7 LW Flg Div (1 Para Inf Rgt)
A26.01: GD Mtr Div (Rec Aufk Bn, Füs Mtrd Inf Rgt, PJ Bn)	A37.06: 20-4-3 Inf Div (129, less 1 step)	B10.31: 7 LW Flg Div (4 Para Inf Rgt)
A26.03: 2x 4-4-3 Breakdown Rgt		
A27.04:		B11.32:

7 LW Flg Div (3 Para Inf Rgt)	B12.22: 1-3-3 Ost Bn (604)	B40.32: 2 Pz Div (304 Mtrd Inf Rgt)
B11.35: 3-5-3 Jg Bn (2)	B14.18: Level 2 Airbase	B40.31: 36 Mtr Div (36 Krd MC Bn, 36 Arty Rgt)
B12.34: 20-3-3 Inf Div (205, less 2 steps)	B19.26: 5-3-3 SS Mtrd Inf Rgt (4 SS/2 Bde) 26-2-2 Arty Grp	B41.32: 2 Pz Div (38 PJ Bn) 36 Mtr Div (87 Mtrd Inf Rgt)
B13.34: 20-4-3 Inf Div (328)	B20.24: Level 1 Hedgehog	B41.31: 36 Mtr Div (118 Mtrd Inf Rgt)
B14.33: 20-4-3 Inf Div (330)	B20.25: Level 1 Hedgehog 1-3-2 Pol Bn (III/8)	B41.30: 20-4-3 Inf Div (342)
B15.29: 3-5-3 Jg Bn (9) 2-4-8 PJ Bn (616) 2 SPs	B20.26: Level 1 Hedgehog	B41.29: 20-4-3 Inf Div (35) 2-4-8 PJ Bn (643)
B15.33: 3-5-3 Jg Bn (4)	B24.25: (3)-3-3 Kor Bn (590) 2 SPs	B41.28: 20-4-3 Inf Div (252)
B16.32: 3-5-3 Jg Bn (7)	B27.26: 2-2-2 Sec Rgt (122)	B41.27: 20-4-3 Inf Div (7)
B17.33: 20-4-3 Inf Div (197, less 1 step)	B26.30: 5-4-8 AG Bn (209) (3)-3-3 Kor Bn (582) 2 SPs	B40.27: 9 Corps HQ 26-2-2 Arty Grp 2 SPs
B18.33: 12-2-2 LW Div (2 Fld)	B30.33: 1 Pz Div (1 Krd MC Bn, II/1 Pz Bn, 113 PG Rgt, 73 Arty Rgt, Organic Truck) 2 SPs	B34.25: 3 Pz Grp Army HQ 1-5-6 T-34 Pz Co (2/66zvb) 26-2-2 Arty Grp 5 Wagon Points 1-3-3 Ost Bn (601) 8 SPs
B19.33: SS-Cav Div (3 SS Cav Rgt)	B31.33: 1 Pz Div (1 Mtrd Inf Rgt, 37 PJ Bn)	B35.25: 3-3-2 Pol Rgt (31) Level 2 Airbase
B20.33: 2-3-3 Alert Bn	B32.33: 2x 26-2-2 Arty Grp	B41.26: 4-3-2 French Inf Rgt (LVF)
B20.32: SS-Cav Div (1 SS, 2 SS Cav Rgt, Rec Bicycle Bn, Arty Rgt) 2 SPs	B36.32: 46 Pz Corps HQ 9 Pz Div (II/33, III/33 Pz Bn, 10 Mtrd Inf Rgt, 102 Arty Rgt, Organic Truck) 2-3-8 PJ Bn (529) 2 SPs	B41.25: 20-4-3 Inf Div (258)
B21.34: 4-4-3 Breakdown Rgt	B37.34: 9 Pz Div (59 Krd MC Bn, I/33 Pz Bn, 11 PG Rgt)	B40.24: 6-3-4 Cav Rgt (Mitte) 2-2-2 Sec Rgt (44)
B22.34: 20-3-3 Inf Div (246, less 2 steps)	B38.32: 2 Pz Div (2 Krd MC Bn, II/3 Pz Bn, 74 Arty Rgt, Organic Truck)	B39.25: 26-2-2 Arty Grp
B23.35: 4-4-3 Breakdown Rgt	B40.34: 20-4-3 Inf Div (337)	B39.24: (7)-4-3 Flak Bn (271)
B24.34: 23 Corps HQ	B40.33: 2 Pz Div (2 Mtrd Inf Rgt) 3-5-10 Flak Co (I/8)	B38.23:
B12.23: 3-3-3 SS Pol Rgt (14 SS) 7-3-2 Sec Div (221) (1)-2-5 RR Bn (I/1, II/5) 2 Truck Points 4 Wagon Points 20 SPs Level 2 Airbase		

20 Corps HQ	3-3-3 SS Pol Rgt (13 SS)	B41.05:
26-2-2 Arty Grp	10 Mtr Div (10 Arty Rgt, Organic Truck)	20-4-3 Inf Div (293)
B39.23:	2 SPs	B42.04:
20-4-3 Inf Div (292)	B25.14:	25 Mtr Div (35 Mtrd Inf Rgt)
B39.22:	10-3-3 Inf Div (442zvb)	B43.04:
20-4-3 Inf Div (98)	B16.10:	2-3-3 Alert Bn
B39.21:	3-3-3 SS Pol Rgt (8 SS)	B43.03:
20-4-3 Inf Div (31)	Level 1 Airbase	2-3-3 Alert Bn
B39.20:	B6.09:	B44.02:
20-4-3 Inf Div (183)	Level 2 Airbase	25 Mtr Div (25 Krd MC Bn, 119 Mtrd Inf Rgt)
B38.20:	B23.03:	B45.02:
26-2-2 Arty Grp	3-4-3 Sec Bn (III/RONA)	20-4-3 Inf Div (296)
B38.19:	B32.12:	C10.30:
4-4-3 Breakdown Rgt	20-4-3 Inf Div (131)	Level 1 Airbase
B38.18:	2-4-6 PJ Bn (559)	C13.18:
20-4-3 Inf Div (255, less 1 step)	B32.11:	Level 2 Airbase
B38.17:	20-4-3 Inf Div (331)	C10.08:
20-4-3 Inf Div (268)	B32.10:	Level 2 Airbase
B38.16:	20-4-3 Inf Div (339)	C31.11:
20-4-3 Inf Div (260)	B31.10:	Level 1 Airbase
B37.17:	47 Pz Corps HQ	C30.16:
12 Corps HQ	18 Pz Div (II/18 Pz Bn, 88 Arty Rgt, Organic Truck)	Level 1 Airbase
B37.16:	2 SPs	C40.10:
20-4-3 Inf Div (263)	B32.09:	2 SPs
B36.15:	18 Pz Div (101 PG Rgt)	Level 1 Airbase
20-4-3 Inf Div (137)	B33.09:	C28.33:
B35.15:	18 Pz Div (52 Mtrd Inf Rgt, 88 PJ Bn)	3-4-3 Sec Bn (II/RONA)
20-4-3 Inf Div (34)	B33.08:	C28.32:
B34.15:	18 Pz Div (18 Krd MC Bn)	(3)-3-3 Kor Bn (532)
43 Corps HQ	B33.07:	(1)-2-5 RR Bn (I/5)
5-5-8 AG Bn (226)	26-2-2 Arty Grp	2 Wagon Points
26-2-2 Arty Grp	B34.07:	4 SPs
2 SPs	20-3-3 Inf Div (216)	Level 1 Airbase
B34.14:	B34.05:	C29.33:
20-4-3 Inf Div (267)	41 Pz HQ	3-4-3 Sec Bn (IV/RONA)
B33.14:	2-2-2 Sec Rgt (61)	C29.32:
10 Mtr Div (41 Mtrd Inf Rgt)	2 SPs	1-3-3 Ost Bn (602)
B32.13:	B35.07:	C34.30:
10 Mtr Div (40 Krd MC Bn, 20 Mtrd Inf Rgt)	20-4-3 Inf Div (208)	6-3-2 Sec Div (203)
B31.14:	B36.06:	3-4-3 Sec Bn (II/RONA)
Level 1 Airbase	20-3-3 Inf Div (211)	2 SPs
B30.14:	B37.06:	Level 1 Airbase
56 Pz Corps HQ	20-4-3 Inf Div (134)	C43.33:
5-5-8 AG Bn (192)	B39.06:	53 Corps HQ
	20-4-3 Inf Div (52)	25 Mtr Div (25 Arty Rgt, Organic Truck)

2-4-8 PJ Bn (543)  
16-2-3 Werfer Bn (6+8)  
2 SPs

C43.27:  
2 Pz Grp Army HQ  
5-5-3 MG Bn (5)  
4-3-4 Bicycle Rgt (183)  
(1)-2-5 RR Bn (II/1)  
2 Truck Points  
2 Wagon Points  
6 SPs

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

C46.32:  
20-4-3 Inf Div (112)

C47.32:  
20-4-3 Inf Div (26)

C46.28:  
35 Corps HQ

C48.30:  
4 Pz Div (33 Mtrd Inf Rgt, 49 PJ Bn)

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

C49.30:  
4 Pz Div (34 Krd MC Bn, 12 Mtrd Inf  
Rgt)

C49.29:  
20-4-3 Inf Div (56)

C49.28:  
20-4-3 Inf Div (262)

C47.26:  
17 Pz Div (17 Krd MC Bn, II/39 Pz Bn,  
27 Arty Rgt, Organic Truck)

C50.26:  
17 Pz Div (40 Mtrd Inf Rgt, 27 PJ Bn)

C50.25:  
17 Pz Div (63 PG Rgt)

C51.25:  
2-4-8 PJ Bn (521)

C52.24:  
19 Pz Div (74 PG Rgt)

C52.22:  
19 Pz Div (I/27 Pz Bn, 19 Arty Rgt,

Organic Truck)  
2 SPs

C53.24:  
19 Pz Div (73 Mtrd Inf Rgt, 19 PJ Bn)

C54.23:  
19 Pz Div (19 Krd MC Bn)

C54.22:  
20-4-3 Inf Div (707)  
5-5-8 AG Bn (600)

C55.17:  
34 Corps HQ  
5-5-8 AG Bn (191)  
26-2-2 Arty Grp  
2 Wagon Points

C56.20:  
5-3-3 SS Mtrd Inf Rgt (10 SS/1 Bde)

C57.20:  
5-3-3 SS Mtrd Inf Rgt (8 SS/1 Bde)

C59.19:  
2-2-2 Sec Rgt (27)

C60.18:  
20-4-3 Inf Div (299)

C62.16:  
20-4-3 Inf Div (45)

C59.07:  
2 Wagon Points  
4 SPs

F1.16:  
20-4-3 Inf Div (383)

F2.15:  
20-4-3 Inf Div (88)

F3.15:  
20-4-3 Inf Div (82)

F4.14:  
20-4-3 Inf Div (68)

F1.11:  
13 Corps HQ  
2-4-6 PJ Bn (611)  
Wagon Extender

F1.07:  
55 Corps HQ  
4-3-4 Bicycle Rgt (36)

F6.09:  
20-4-3 Inf Div (340)

F7.09:

20-3-3 Inf Div (377)

F7.08:  
20-4-3 Inf Div (385)

F7.07:  
4-4-3 Breakdown Rgt

F6.07:  
26-2-2 Arty Grp

F6.06:  
20-4-3 Inf Div (387)

At Any Axis Controlled Air Base:  
2x Fw.190a  
3x Bf.109f  
5x Ju.88  
3x He.111  
5x Ju.87d  
2x Ju.52  
Hs.129b

## Victory:

The Germans have already spent 19 VPs on Emergency Reinforcements and 2 VPs for Alert Battalions.

Given the above and any future VP expenses, the German player wins if his VP total is greater than 12. Historically, they owned 33 VPs on the map.

## 8.0 German Order of Arrival

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"

### Oct 1941

1—10 Mtr Div (20, 41 Mtrd Inf Rgt, 10 Arty Rgt, Organic Truck), 25 Mtr Div (25Aufk Bn, 25Arty Rgt, Organic Truck), 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)

5—20-4-3 Inf Div (45, 95, 296)

8—20-4-3 Inf Div (707)

12—

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

15—

19—

22—

26—4-3-2 French Inf Rgt (LVF)  
29—  
Remove: 8 Corps HQ, 20-4-3 Inf Div (28)  
**Nov 1941**  
1—  
Remove: SS-R Mtr Div (11 SS Inf Rgt), 1 Cav Div (all)  
5—  
Remove: 7-5-7 Flammpanzer Bn (101)  
8—  
12—  
15—  
Remove: 7-5-7 Flammpanzer Bn (100)  
19—  
22—1-3-3 Ost Bn (601)  
26—1-3-3 Ost Bn (602, 604)  
Remove: 20-4-3 Inf Div (5, 8)  
29—1-3-3 Ost Bn (605)  
Remove: Bf.109f  
**Dec 1941**  
1—Add to Emergency Reinforcements: 39 Pz Corps HQ, 5-3-3 SS Mtrd Inf Rgt (4 SS, 8 SS, 10 SS), 4-4-3 Mtrd Inf KG (Nehring), (3)-3-3 Kor Bn (532, 559, 582, 590)  
5—26-2-2 Arty Grp (if available in dead pile)  
Remove: SS-R Mtr Div (Langmarck Inf Rgt)  
8—20-4-3 Inf Div (81)  
12—8-5-3 LW Sec Bde (Schlemm), 2-2-2 LW Sec Bn (I/Mos)  
15—  
19—20-3-3 Inf Div (205)  
22—55 Corps HQ, 20-3-3 Inf Div (211)

26—  
Remove: Bf.109e  
29—1-2-2 Sec Bn (480)  
**Jan 1942**  
1—Begin Halftrack Conversions (2.4)  
5—  
8—20-3-3 Inf Div (216)  
Remove: Ju-87b  
12—15-5-3 Jg Div (5)  
15—20-4-3 Inf Div (88, 208), 9-5-3 LW Mtrd Sec KG (Meindl)  
If not already released from Emergency Reinforcements: 5-3-3 SS Mtrd Inf Rgt (4 SS)  
19—20-4-3 Inf Div (328), 2x Truck Points  
22—20-4-3 Inf Div (83, 329), 26-2-2 Arty Grp (if available in dead pile), 3-3-2 LW Rgt (1), Eq Repl  
26—20-3-3 Inf Div (246), 20-4-3 Inf Div (330), 3-3-2 LW Rgt (2)  
29—20-4-3 Inf Div (331), 3-3-2 LW Rgt (3, 4)  
Remove: Bf-109e  
**Feb 1942**  
1—3-3-2 LW Rgt (5)  
Remove: Bryansk Arm Train  
5—20-4-3 Inf Div (218, 342), 3-2-2 LW Rgt (14, 21)  
8—5x Ju-87d, Eq Repl  
Remove: 3x Ju-87b  
12—2-2-2 Sec Rgt (122), 4-0-2 Hun Sec Div (105)  
15—59 Corps HQ, Eq Repl  
19—2-2-2 Sec Rgt (61)  
22—15-5-3 Jg Div (8), 1-3-2 Pol Bn (III/8), 2x Pax Repl  
26—3x Pax Repl, 2x Eq Repl

## March 1942

1—4x Pax Repl  
Available to be built:  
1 Pz Div (37 PJ Bn), 2 Pz Div (38 PJ Bn), 4 Pz Div (49 PJ Bn), 5 Pz Div (53 PJ Bn), 8 Pz Div (43 PJ Bn), 17 Pz Div (27 PJ Bn), 18 Pz Div (88 PJ Bn), 19 Pz Div (19 PJ Bn), 20 Pz Div (92 PJ Bn), 3 Mtr Div (3 PJ Bn), 16 Mtr Div (228 PJ Bn), 18 Mtr Div (18 PJ Bn), 29 Mtr Div (29 PJ Bn)  
5—5x Pax Repl, Eq Repl  
8—6x Pax Repl  
If not already released from Emergency Reinforcements: 20-4-3 Inf Div (122)  
12—4-1-2 Hun Sec Div (102), 7x Pax Repl  
15—6x Pax Repl  
Remove: 9-5-3 LW Mtrd Sec KG (Meindl)  
19—5x Pax Repl  
22—4x Pax Repl  
26—3x Pax Repl  
29—2x Pax Repl

## April 1942

- German Strategic Decision (1.10)
- Aufklärungs Battalion Reorganization (2.10c)

1—  
5—3 Mtr Div (103 Pz Bn)  
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)  
(Do not remove 6 or 10 Pz Div if Moscow, 1942 in effect. Instead, allow all units of both Pz Divisions which have been destroyed to return on this turn as reinforcements.)  
(Do not remove 18 Pz Div (III/18 Pz Bn) if Moscow, 1942 in effect.)  
8—2x Ju-88, 2-2-2 LW Sec Bn (II/Mos)  
Remove: 20-4-3 Inf Div (162)

12—SS Cav Div (1 SS, 2 SS Cav Rgt, Bicycle Recon Bn, SS Arty Rgt)

22—

15—20-4-3 Inf Div (383, 387)

Remove: SS-R Mtr Div (R Krd Bn)

19—SS-R Mtr Div (R SS Pz Bn)

22—5-4-8 AG Bn (209)

26—

29—

## May 1942

1—

5—

Moscow: 1942 (Only) Luftwaffe Build-Up: Give the German Player as many Bf-109 (both types), Bf-110, Ju-87b, Ju-88, and He-111h air units as required to bring the on-map Axis air units to the countermix limit. Not only does this mean that all dead (or removed) air units of these types are returned full strength, but any losses to these types on the map are replaced. Ignore all later removals and reinforcements of these types.

8—20-4-3 Inf Div (93, 385)

Remove: 2 Pz Div (I/3 Pz Bn)

(Do not remove if Moscow, 1942 in effect.)

12—9 Pz Div (III/33 Pz Bn), 5-4-8 AG Bn (190), 4x Eq Repl

Moscow: 1942 (Only) Hungarians: 3 Hun Corps HQ, 7-3-3 Hun Inf Div (6 Hun), 7-2-2 Hun Inf Div (7 Hun, 9 Hun), 12-1-1 Hun Arty Rgt (6 Hun)

15—

Moscow: 1942 (Only) Logistical Build-Up: 5 Truck and 10 Wagon Points

Remove: 10-5-4 Mtrd Inf Rgt (IRGD), 2-5-4 Pio Bn (43), 7-3-3 Arty Bn (400)

19—26-2-2 Arty Grp (if available in dead pile), Truck Point

Available as Emergency Reinforcements: GD Mtr Div (Rec Aufk Bn, 1 Pz Bn, AG Bn, Füs, Gren Inf Rgt, PJ Bn, Arty Rgt, Organic Truck)

Moscow: 1942 (Only): 24 Pz Div (I/24, II/24, III/24 Pz Bn, 21 Mtrd Inf Rgt, 26 PG Rgt, 4 Krd MC Bn, 40 PJ Bn, 89 Arty Rgt, Organic Truck)

Moscow: 1942 (Only) Armor Build-Up: 6x Eq Repl

26—10-3-3 Inf Div (442zvb)

Remove: 8 Pz Div (II/10 Pz Bn)

29—20-3-3 Inf Div (377)

Remove: All remaining Ju-87b

## June 1942

1—6-3-2 Sec Div (201)

Remove: 8-5-3 LW Sec Bde (Schlemm), 7 Pz Div (all)

(Do not remove 7 Pz Div if Moscow, 1942 in effect. Instead, allow all units of 7 Pz Div which have been destroyed to return on this turn as reinforcements.)

5—2x Ju-88

8—

12—6-3-4 Cav Rgt (Mitte)

15—

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

(Do not remove 18 Pz Div (I/18 Pz Bn) if Moscow, 1942 is in effect.)

19—11 Pz Div (III/15 Pz Bn), 16 Mtr Div (116 Pz Bn)

Moscow 1942 (Only): 29 Mtr Div (129 Pz Bn)

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)

(Only remove 19 Pz Div (III/27 Pz Bn) and 20 Pz Div (II/21 Pz Bn) if Moscow, 1942 in effect. All others remain in play.)

22—

26—

29—

## July 1942

1—

5—

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

12—

15—20-4-3 Inf Div (82)

19—

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

22—

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

29—

## Aug 1942

1—20-4-3 Inf Div (68, 340)

5—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 (2/66zvb), 3-5-3 Jg Bn (7)

19—4-3-4 Bicycle Rgt (183)

22—2-2-2 Sec Rgt (44)

26—

29—

## Sept 1942

1—

5—Fw-190

Remove: Bf-109f

8—

12—20-4-3 Inf Div (72)

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

19—7 LW Flg Div (1, 3, 4 Para Inf Rgt), 3-5-3 Jg Bn (9)

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

II/Mos)		Remove: All remaining Bf-109f
	29—	
22—Truck Point		29—
	<b>Dec 1942</b>	<b>Feb 1943</b>
26—3-5-3 Jg Bn (5)	1—	1—
29—	5—If not already released from Emergency Reinforcements: 8 Pz Div (I/10, II/10, III/10 Pz Bn, 8, 28 Inf Rgt, 59 Aufk Bn, 8 Krad Bn, 8 Arty Rgt, Organic Truck)	5—
Remove: Meindl LW Div (1, 2, 3, 4, 5, 14, 21 LW Rgts)		Remove: Ju-88
<b>Oct 1942</b>		8—
1—		12—
5—	8—20 Mtr Div (76, 90 Mtrd Inf Rgt, 30 Krad MC Bn, 20 Arty Rgt, Organic Truck)	15—
8—		19—
Remove: SS-T Mtr Div (all)	12—Add to GD Mtr Div (whatever its status): GD Mtr Div (2 Pz Bn)	22—
12—	15—	26—Ju-88
15—	Remove: 1-5-3 Commando Co (9-800 zvb, 10-800 zvb)	<b>March 1943</b>
19—2 LW Corps HQ	Remove: Ju-52	1—
22—12-2-2 LW Div (2 Fld, 3 Fld, 4 Fld)	19—	5—Ju-88
26—17-5-3 Mtn Inf Div (3)	Remove: 17-5-3 Mtn Inf Div (3)	8—
Remove: 20-4-3 Inf Div (161)	22—26-2-2 Arty Grp (if available in dead pile)	Remove: 7 LW Flg Div (all)
29—	26—	12—
Remove: Ju-88	29—	15—
<b>Nov 1942</b>	<b>Jan 1943</b>	19—
1—	1—	22—
Add to Emergency Reinforcements: SS-TK Pz Div (3 Aufk Bn, 1-TK, 2-TK Pz Bn, TK AG Bn, 1 PG Rgt, 3, Thule Mtrd Inf Rgt, TK PJ Bn, TK Arty Rgt, Organic Truck)	5—20-3-3 Inf Div (321)	26—
5—	8—12-2-2 LW Div (6 Fld, 21 Fld)	29—
8—	12—3-5-3 Jg Bn (11)	<b>April 1943</b>
12—Fw-190	15—	1—5-3-8 AG Bn (904)
Remove: Bf-109f	19—	5—
15—	22—	Rebuild Allowed: Bf-110 to full strength
19—20-4-3 Inf Div (337)	Add to Emergency Reinforcements: SS- DR Pz Div (R Aufk Bn, 1-DR, 2-DR Pz Bn, DR AG Bn, Führer PG Rgt, Deutld, Lngmk Mtrd Inf Rgt, DR PJ Bn, DR Arty Rgt, Organic Truck)	8—
22—20-4-3 Inf Div (291)	26—Truck Point, 2x Fw-190	Remove: 10-3-3 Inf Div (442zvb)
Remove: 20-4-3 Inf Div (8)		12—
26—		15—
		19—
		22—
		26—

29—

Bde (32), 3-2-2 Inf Rgt (Tula, 930, 1005, 1310), G-2, 3x Li-2

22— 12-2-2 Inf Div (239, 348), 11-1-1 Inf Div (87), 4-2-2 Inf Bde (36, 37, 40, 41)

## May 1943

1—

26— 4-3-6 MC Rgt (38), 16x 1-2-3 Separate Ski Battalions Available

Remove: 8-4-5 Cav Div (5), 7-3-4 Cav Div (9), 6-2-4 Cav Div (31), Dovator Cav Group (50 Cav Div, 53 Cav Div)

5—

29— 11-1-1 Inf Div (78), 11-1-1 Militia Div (2 Mos, 3 Com, 4 Mos), Pe-2

26— 10 Army HQ, 1 Gd Cav Corps (1 Gd, 2 Gd, 7 Gd Cav Div), 2 Gd Cav Corps (3 Gd, 4 Gd Cav Div), 11-1-1 Inf Div (354), 4-4-3 Inf Bde (29), 4-2-2 Inf Bde (47, 55)

8—

## Nov 1941 (Partisan Attacks Available: 0)

- No Retreat rule automatically ends (3.2)

Guards Exchange: 13-3-3 Gd Inf Div (9 Gd)

12—

15—

19—

22—

1— 5 Army HQ, 12-2-2 Inf Div (413), 26-1-1 Arty Bde, 75-1-0 Katy Bde

29— 8 Abn Corps (17, 18, 19 "Abn" Inf Bde), 4-2-2 Inf Bde (35), 7-3-6 Tank Bde (35), G-2, Li-2

26—

5— 6-2-4 Cav Div (44), 5-1-5 Lt Tank Bde (112), 6-2-5 Tank Bde (26), 26-1-1 Arty Bde, 75-1-0 Katy Bde, 2x SB-2

## Dec 1941 (Partisan Attacks Available: 1)

29—

Replace: 5-1-5 Lt Tank Bde (146) with 6-2-5 Tank Bde (146)

1— 1 Shock Army HQ, 6-2-5 Tank Bde (23), 12-2-2 Inf Div (365), 11-1-1 Inf Div (371, 379), 3-2-2 Naval Inf Bde (84), 4-2-2 Inf Bde (17, 43, 44, 49, 50, 133), 3-2-2 Inf Rgt (Comp), 75-1-0 Katy Bde, IL-2

## 9.0 Soviet Order of Arrival

Where an entry reads "Po-2" 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".

## Oct 1941 (Partisan Attacks Available: 0)

1— 7-3-6 Tank Bde (9, 17, 18), 6-2-5 Tank Bde (24), 5-3-3 Mtrd Inf Bde (3, 21), 6x Reserve Markers

8— 4 Abn Corps (7 "Abn" Inf Bde, 8, 214 Abn Bde), 6-2-4 Mtn Cav Div (17, 18), 7-3-4 Cav Div (24), 6-2-4 Cav Div (73), 2-3-4 Cav Rgt (Ind-1), 4-2-2 Inf Bde (56), 5-3-3 Mtrd Inf Bde (Ind), 26-1-1 Arty Bde, 75-1-0 Katy Bde

5— 11-1-1 Inf Div (350, 363), 10 Abn Corps (23, 24, 25 "Abn" Inf Bde), 1 Abn Corps (1, 204, 211 Abn Bde), (2)-4-3 NKVD Bdr Rgt (17, 18), 4-2-2 Inf Bde (46, 60), (1)-0-3 RR Rgt (Kal), 3-2-2 Inf Rgt (Comp, 282), Hurri-Ilc (MMD)

5— 6-2-5 Tank Bde (20, 21), 5-1-5 Tank Bde (33), (2)-4-3 NKVD Bdr Rgt (9, 10, 11), 3-3-2 Cadet Rgt (USSR), Hurri-Ilc (MMD)

12— 12-2-2 Inf Div (328, 330, 357, 415), 12-3-5 Mech Inf Div (82 M), 6-2-4 Cav Div (74), 4-2-4 Cav Div (75), 11-1-1 Inf Div (62), 26-1-1 Arty Bde, 75-1-0 Katy Bde

8— 12-2-2 Inf Div (201 Lat, 342, 373), 11-1-1 Inf Div (334, 344, 359, 391), 4-2-2 Inf Bde (28, 30), 2-4-4 Cav Rgt (1 Sep), 2-3-4 Cav Rgt (Ind-2), 7-3-4 Cav Div (83), 6-2-5 Tank Bde (68, 69), 2x Truck Points, LaGG-3 (MMD)

8— 12-2-2 Inf Div (316), 2-0-3 NKVD Sec Rgt (53 RR, 56 RR), (2)-4-3 NKVD Bdr Rgt (13, 16, 31), 75-1-0 Katy Bde, Yak-1, 2x LaGG-3 (MMD)

Guards Exchange: 8-4-8 Gd Tank Bde (1 Gd)

Available for Guards Air Unit Exchange: 2x LaGG-3

12— 12-2-2 Inf Div (32, 238, 312), 6-2-5 Tank Bde (19, 25), 2-0-3 NKVD Sec Rgt (76 RR, 78 RR), (2)-4-3 NKVD Bdr Rgt (33, 38), 3-2-2 Inf Rgt (257), 4-3-6 MC Rgt (2), 2x SB-2, P-40 (MMD)

15— 4-4-3 Naval Inf Bde (71), 2 Gd Cav Corps (20 Cav Div), 4-2-3 Cav Div (82), 6-2-5 Tank Bde (31, 58), 3x Po-2

12— 12-2-2 Inf Div (241, 352, 375), 4-3-3 Naval Inf Bde (62), 4-2-2 Inf Bde (26)

15— 7-3-6 Tank Bde (25, 28), 6-2-5 Tank Bde (22), 2-0-3 NKVD Sec Rgt (90 RR, 151 RR), (2)-4-3 NKVD Bdr Rgt (88, 252), 4-3-6 MC Rgt (11, 36), 75-1-0 Katy Bde, 6x Reserve Markers

19— 4-3-3 Naval Inf Bde (64), 26-1-1 Arty Bde

15— 61 Army HQ, 11-1-1 Inf Div (329, 356), 12-2-2 Inf Div (336), 2x P-40 (MMD)

19— 11-1-1 Inf Div (323, 324, 340), 12-2-2 Inf Div (322, 325, 331), 10-0-1 Inf Div (326), MiG-3, P-40

Guards Exchange: 14-4-3 Gd Inf Div (8 Gd)

19— 12-2-2 Inf Div (338, 358, 360), 6 Abn Corps (11, 12, 13 "Abn" Inf Bde), 9 Abn Corps (20, 21, 22 "Abn" Inf Bde), 6-2-5 Tank Bde (70, 71)

22— 12-2-2 Inf Div (93), 7-3-6 Tank

22—12-2-2 Inf Div (346, 387), 10-0-1 Inf Div (134, 385), 7 Abn Corps (14, 15, 16 “Abn” Inf Bde), 4-3-3 Naval Inf Bde (74), 4-2-2 Inf Bde (18, 38)

Remove: 5 Cav Corps (3 Cav Div, 14 Cav Div), 6-2-4 Cav Div (32), 11-1-1 Militia Div (Yaro)

26—4-2-2 Inf Bde (14, 15, 19, 52), 4-4-3 Naval Inf Bde (75), 3 Gd Cav Corps (5 Gd, 6 Gd, 32 Cav Div)

29—4-2-2 Inf Bde (20, 27, 45), 4-4-3 Naval Inf Bde (154), 6-2-4 Cav Div (57)

### Jan 1942 (Partisan Attacks Available: 1)

• Remove all Worker Alert Units (3.12)

1—3 Shock Army HQ, 4 Shock Army HQ, 10-0-1 Inf Div (355), 3-2-2 Inf Rgt (Comp), 4-2-2 Inf Bde (248, 253)

Guards Exchange: 6-4-3 Gd Inf Bde (1 Gd)

5—39 Army HQ, 12-2-2 Inf Div (234, 361), 6-2-5 Tank Bde (80), 2-3-4 Cav Rgt (2, 29), 3-2-2 Inf Rgt (Comp), 26-1-1 Arty Bde, 2x LaGG-3, Yak-7b (MMD)

Remove: 14-4-3 Gd Inf Div (2 Gd), TB-3

Guards Exchange: 13-3-3 Gd Inf Div (11 Gd, 12 Gd)

8—12-2-2 Inf Div (49, 212, 240), 11-1-1 Inf Div (369, 381), 7-3-6 Tank Bde (81), 4-2-2 Inf Bde (31, 51), 4-3-2 Inf Bde (39), 3-2-2 Inf Rgt (457, 653), 5-3-3 Mtrd Inf Bde (34), Po-2, Optional (see 3.16e): 1-5-3 Commando Co (16, 17, 18)

12—6-2-5 Tank Bde (83), 4-2-2 Inf Bde (42), 4-3-2 Inf Bde (48), 6-0-rr Rail Arty Rgt, Po-2

Remove: 6-2-4 Mtn Cav Div (18), 7-3-4 Mtn Cav Div (21), 7-3-4 Cav Div (24, 52, 83), 6-2-4 Cav Div (55), 4-2-3 Cav Div Dismtd (82), 2-4-4 Cav Rgt (1 Sep), 2-3-4 Cav Rgt (2 Sep, 29 Sep)

15—4-2-2 Inf Bde (54), 8 Cav Corps (21 Mtn Cav Div, 52 Cav Div, 55 Cav Div), 11 Cav Corps (18 Mtn Cav Div, 24 Cav Div, 82 Cav Div)

Inf Div (135), 4-2-3 NKVD Inf Bde (3)

Remove: 11-1-1 Militia Div (2 Mos, 4 Mos)

22—7 Cav Corps (11, 83, 91 Cav Div), Po-2

26—11-1-1 Inf Div (146)

Remove: 7-3-4 Cav Div (25), 6-2-4 Cav Div (41)

29—

### Feb 1942 (Partisan Attacks Available: 1)

1—12-2-2 Inf Div (117), Yak-1

Remove: 6-2-4 Cav Div (57), 2-2-6 Lt Tank Bde (5)

5—12-2-2 Inf Div (130, 364, 370)

Remove: 11-1-1 Militia Div (3 Com), 4-3-6 MC Rgt (36)

8—8-0-1 Inf Div (145), 2-1-2 Militia Rgt (Tula)

Remove: 2-1-4 Cav Div (43), I-16 (MMD)

12—4-2-2 Inf Bde (4), 4-4-6 Gd MC Rgt (1 Gd), 26-1-1 Arty Bde

15—4-3-6 Tank Bde (78), Yak-1, Pe-2

Guards Exchange: 12-2-5 Gd Inf Div (2 Gd (m)), 13-3-3 Gd Inf Div (16 Gd), 8-4-8 Gd Tank Bde (2 Gd, 3 Gd)

19—2x Hurri-Ilc

22—12-2-2 Inf Div (24, 362, 380), 4-3-2 Inf Bde (86)

26—P-39

### March 1942 (Partisan Attacks Available: 2)

1—4-2-2 Inf Bde (115), 2x Yak-7b

5—12-2-2 Inf Div (45, 97), 3-4-4 Abn Rgt (250), 75-1-0 Katy Bde

8—6-2-5 Tank Bde (94), 11-1-1 Inf Div (384), 75-1-0 Katy Bde

Remove: I-16, and I-16 (MMD)  
Available for Guards Air Unit Exchange:

2x Yak-7b

12—Truck Point, 2x Hurri-Ilc, 2x Yak-7b

Remove: 8 Cav Corps (52 Cav Div), 2-3-4 Cav Rgt (Ind-1, Ind-2), Hurri-Ilc (MMD), LaGG-3 (MMD)

15—7-3-6 Tank Bde (82), 26-1-1 Arty Bde

Remove: 12-2-2 Inf Div (174), 4-3-6 MC Rgt (46), 6-2-4 Cav Rgt (29)

Guards Exchange: 13-3-3 Gd Inf Div (17 Gd, 20 Gd), 12-2-2 Gd Inf Div (18 Gd, 21 Gd, 22 Gd), 6-4-3 Gd Inf Bde (2 Gd)

19—2x Yak-7b

Remove: 2x P-40 (MMD)

22—12-2-2 Inf Div (397), 11-1-1 Inf Div (116)

26—4-2-2 Inf Bde (121, 257)

Remove: 4-2-4 Cav Div (75)

29—

Remove: 7 Cav Corps (91 Cav Div)

### April 1942 (Partisan Attacks Available: 2)

• German Strategic Decision (1.10)

1—10-0-1 Inf Div (171), 12-2-2 Inf Div (69)

5—7-3-6 Tank Bde (170), 8-3-3 NKVD Inf Div (7), 26-1-1 Arty Bde

8—12-2-2 Inf Div (42, 55, 200, 271), 4-3-6 Tank Bde (79), 2x 6-0-rr Rail Arty Rgt

Remove: 6-2-5 Tank Bde (24, 70), 4-2-2 Inf Bde (17, 30, 50, 55, 56)

12—7-3-6 Tank Bde (60), 6-2-5 Tank Bde (192), 12-2-2 Inf Div (28), 11-1-1 Inf Div (284), 4-2-2 Inf Bde (132, 157, 161)

Remove: All 1-2-3 Sep Ski Battalions.

Convert any remaining ones to Pax Repls.

15—4 Tank Corps (45, 47, 102 Tank Bde, 4 Mtr Inf Bde), 4-3-2 Inf Bde (150), 4-2-2 Inf Bde (144, 145, 146, 147), 26-1-1 Arty Bde, Pe-2

Remove: 6-2-4 Cav Div (44)

19—4-2-2 Inf Bde (116, 131), 7-3-6 Tank Bde (202), 5 Tank Corps (24, 41, 70 Tank Bde, 5 Mtr Inf Bde), 4-2-2 Inf Bde (153)

Guards Exchange: 13-3-3 Gd Inf Div (26 Gd), 12-3-5 Gd Inf Div (3 Gd (m)), 6-4-3 Gd Inf Bde (3 Gd, 4 Gd), 8-4-8 Gd Tank Bde (6 Gd)

Remove: 6-2-5 Tank Bde (26, 148), 8-4-8 Gd Tank Bde (1 Gd), 4-2-2 Inf Bde (51), 4-1-4 Cav Div (4)

22—2 Tank Corps (26, 27, 148 Tank Bde, 2 Mtr Inf Bde), 4-2-2 Inf Bde (123, 136), 26-1-1 Arty Bde

Remove: 4-2-2 Inf Bde (43), 6-2-4 Cav Div (74)

26—48 Army HQ, 1 Tank Corps (1 Gd, 49, 89 Tank Bde, 1 Mtr Inf Bde), 3 Tank Corps (50, 51, 103 Tank Bde)

Remove: 12-2-2 Inf Div (271), 6-2-5 Tank Bde (23)

29—11-1-1 Inf Div (88), 4-2-2 Inf Bde (104)

Remove: 4-3-2 Inf Bde (39)

### May 1942 (Partisan Attacks Available: 3)

- Lack of Responsiveness of Air Units (3.3b) ends

1—53 Army HQ, 15 Tank Corps (96, 105, 113 Tank Bde, 17 Mtr Inf Bde), 4-2-2 Inf Bde (105, 108, 110, 114, 130, 141, 229), 4-3-2 Inf Bde (112, 120, 125, 127, 128), 26-1-1 Arty Bde, Il-2

Guards Exchange: 12-2-2 Gd Inf Div (28 Gd)

Remove: 8-4-8 Gd Tank Bde (3 Gd), 6-2-5 Tank Bde (22, 25, 31)

5—7-3-6 Tank Bde (104), 9 Tank Corps (23, 95, 187 Tank Bde, 10 Mtr Inf Bde), 10 Tank Corps (178, 183, 186 Tank Bde, 11 Mtr Inf Bde), 4-2-2 Inf Bde

(129), 8 Cav Corps (112 Cav Div), 26-1-1 Arty Bde, 75-1-0 Katy Bde, P-39

8—12-2-2 Inf Div (64, 235), 7-3-6 Tank Bde (177), 6 Tank Corps (22, 100, 200 Tank Bde, 6 Mtr Inf Bde, 129 Gd Katy Bn), 7 Tank Corps (3 Gd, 62, 87 Tank Bde, 7 Mtr Inf Bde), 2x 6-0-rr Rail Arty Rgt

Guards Exchange: 14-4-3 Gd Inf Div (27 Gd)

12—41 Army HQ, 6-2-5 Tank Bde (184), 8 Tank Corps (25, 31, 93 Tank Bde, 8 Mtr Inf Bde), 3-2-2 Inf Rgt (85, 86), (5)-1-1 UR Inf Bde (90, 91), 26-1-1 Arty Bde

15—12-2-2 Inf Div (16), 3 Tank Corps (126 Gd Katy Bn), 5 Tank Corps (128 Gd Katy Bn)

Remove: 4-3-2 Inf Bde (48)

19—12-2-2 Inf Div (215), 12 Tank Corps (30, 86, 97 Tank Bde, 13 Mtr Inf Bde), 26-1-1 Arty Bde

22—4-2-2 Inf Bde (117)

Guards Exchange: 13-3-3 Gd Inf Div (30 Gd, 31 Gd), 12-2-2 Gd Inf Div (29 Gd)

26—4-2-2 Inf Bde (151), 4-3-2 Inf Bde (148)

Remove: 4-3-3 Naval Bde (74)

29—4-4-6 Gd MC Rgt (2 Gd)

### June 1942 (Partisan Attacks Available: 4)

1—12-2-2 Inf Div (15), 4-2-2 Inf Bde (106, 109, 111, 118, 122), 5-3-6 MC Bde (1)

Remove: 4-2-2 Inf Bde (52)

5—4-2-2 Inf Bde (126, 134, 135), 6-0-rr Rail Arty Rgt, Truck Point

8—6-2-5 Tank Bde (179), 11 Tank Corps (53, 59, 160 Tank Bde, 12 Mtr Inf Bde), 75-1-0 Katy Bde

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

Remove: LaGG-3 (MMD)

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

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

22—17 Tank Corps (66, 67, 174 Tank Bde, 31 Mtr Inf Bde), 18 Tank Corps (110, 180, 181 Tank Bde, 18 Mtr Inf Bde)

26—12-2-2 Inf Div (274)

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

### July 1942 (Partisan Attacks Available: 6)

1—2x 6-0-rr Rail Arty Rgt

5—12-2-2 Inf Div (100)

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

12—7-3-6 Tank Bde (96, 119, 240), Yak-7b

Remove: 12 Tank Corps (86 Tank Bde)

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

19—6-2-5 Tank Bde (86, 238)

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

22—12-2-2 Inf Div (47)

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

26—4-3-2 Inf Bde (74, 75, 78, 91), 6-2-5 Tank Bde (196)

29—

### Aug 1942 (Partisan Attacks Available: 8)

1—6-2-5 Tank Bde (236)

5—7-3-6 Tank Bde (213, 256)

Guards Exchange: 14-4-3 Gd Inf Div (35 Gd, 37 Gd), 13-3-3 Gd Inf Div (36 Gd, 38 Gd, 40 Gd)

Remove: 11 Cav Corps (82 Cav Div), 4-2-2 Inf Bde (131, 248, 253)

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

12—38 Army HQ, 7-3-6 Tank Bde (161)

15—3-2-2 Naval Inf Bde (86)	1—20x 3-2-3 Ski Bde (Sep) Available for Building	22—Truck Point
19—2x La-5	5—11-1-1 Inf Div (253), 1 Tank Corps (117, 159 Tank Bde, 44 Mtr Inf Bde), 2x 6-0-rr Rail Arty Rgt, 75-1-0 Katy Bde	Available for Guards Air Unit Exchange: 2x La-5
22—13-3-3 Est Inf Div (7 Est)		26—
26—		29—
Remove: 12-2-2 Inf Div (64), 1 Tank Corps (1 Gd Tank Bde, 49 Tank Bde, 1 Mtr Inf Bde)	Guards Exchange: 12-2-2 Gd Inf Div (43 Gd)	<b>Dec 1942 (Partisan Attacks Available: 6)</b>
29—Truck Point	8—12-2-2 Inf Div (41), 75-1-0 Katy Bde	1—3x 26-1-1 Arty Bde
Guards Exchange: 13-3-3 Gd Inf Div (41 Gd), 12-2-2 Gd Inf Div (34 Gd)	Remove: 12-2-5 Gd Inf Div (2 Gd (m)), 4-2-2 Inf Bde (118, 122, 134, 135)	5—3x 26-1-1 Arty Bde
<b>Sept 1942 (Partisan Attacks Available: 10)</b>	12—12-2-2 Inf Div (74, 81)	8—3 Tank Army HQ, 26-1-1 Arty Bde
1—Pe-2	Remove: MiG-3 (MMD), I-16 (MMD)	Guards Exchange: 13-3-3 Gd Inf Div (53 Gd)
Guards Exchange: 12-2-2 Gd Inf Div (42 Gd)	15—La-5 (MMD)	Remove: 11-1-1 Inf Div (384)
5—7-3-6 Tank Bde (105)	19—4-2-2 Inf Bde (100, 101)	12—3 Mech Corps (34 Arm Car Bn)
8—6-2-5 Tank Bde (212), 1 Mech Corps (19, 35, 37 Mech Bde, 219 Tank Bde, 57 MC Bn), IL-2	Guards Exchange: 13-3-3 Gd Inf Div (48 Gd)	15—4-3-2 Inf Bde (87)
Remove: 12-2-2 Inf Div (364), 4-3-2 Inf Bde (127), 4-2-2 Inf Bde (141), 5-1-5 Tank Bde (33)	22—	19—4-2-4 Tank Bn (27, 34, 36, 37, 39, 40, 245)
12—7-3-6 Tank Bde (93), 2 Mech Corps (18, 34, 43 Mech Bde, 33 Tank Bde, 66 MC Bn, 410 Gd Katy Bn), 26- 1-1 Arty Bde	26—	22—4-2-4 Tank Bn (229)
15—3 Tank Corps (57 Mtr Inf Bde), 13-3-3 Est Inf Div (249 Est)	29—	26—2x Yak-9, Yak-9 (MMD)
Remove: LaGG-3 (MMD)	<b>Nov 1942 (Partisan Attacks Available: 6)</b>	Remove: 4-2-2 Inf Bde (133)
19—3 Mech Corps (1, 3, 10 Mech Bde, 1 Gd, 49 Tank Bde, 58 MC Bn, 405 Gd Katy Bn), La-5	1—13-3-3 Gd Inf Div (23 Gd)	29—
Remove: 8 Tank Corps (25, 31, 93 Tank Bde, 8 Mtr Inf Bde)	5—7-3-6 Mech Bde (46, 47, 48)	<b>Jan 1943 (Partisan Attacks Available: 6)</b>
22—6-2-5 Tank Bde (31), La-5 (MMD)	Replace: 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)	1—2x 75-1-0 Katy Bde
26—12-2-2 Inf Div (150)	8—4-2-4 Tank Bn (28, 29, 32)	5—2x 75-1-0 Katy Bde
29—	12—La-5	8—4-2-2 Inf Bde (23), 2x Yak-9
<b>Oct 1942 (Partisan Attacks Available: 8)</b>	Guards Exchange: 12-2-2 Gd Inf Div (46 Gd)	12—2 Tank Army HQ, 26-1-1 Arty Bde
	15—12-2-2 Inf Div (399), 13-3-3 Gd Inf Div (19 Gd)	Guards Exchange: 7-3-6 Gd Tank Bde (11 Gd)
	Remove: 4-2-2 Inf Bde (109)	15—11-1-1 Inf Div (277), A-20
	19—	Remove: 7 Cav Corps (11 Cav Div, 83 Cav Div)
	Guards Exchange: 8-4-8 Gd Tank Bde (10 Gd), 4-3-6 Gd Tank Bn (7 Gd)	19—6 Gd Cav Corps (8 Gd, 13 Gd Cav Div), 26-1-1 Arty Bde

22—4-3-6 Gd Tank Bn (11 Gd, 12 Gd, 13 Gd)

26—1 Tank Army HQ, 4-2-4 Tank Bn (42, 43, 56, 57, 238)

29—Truck Point

**Feb 1943 (Partisan Attacks Available: 6)**

1—68 Army HQ, 26-1-1 Arty Bde

5—12-2-2 Inf Div (64), 26-1-1 Arty Bde

8—4-3-6 Gd Tank Bn (3 Gd), 26-1-1 Arty Bde

Available for Guards Air Unit Exchange: 2x Yak-9

12—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—3x Yak-9, 2x Yak-9 (MMD)

26—4-2-4 Tank Bn (215)

**March 1943 (Partisan Attacks Available: 6)**

1—

Guards Exchange: 13-3-3 Gd Inf Div (76 Gd)

5—8-2-4 Gd Tank Bde (28 Gd, 29 Gd)

Remove: 3 Mech Corps (34 Arm Car Bn), 4-2-2 Inf Bde (146)

8—11-1-1 Inf Div (308)

Guards Exchange: 7-3-6 Gd Tank Bde (9 Gd)

12—4-2-4 Tank Bn (63, 65, 83)

15—4-2-2 Inf Bde (32, 137)

19—4-3-6 Gd Tank Bn (30 Gd)

22—La-5

26—

29—

**April 1943 (Partisan Attacks Available: 6)**

1—11-1-1 Inf Div (169)

5—(5)-1-1 UR Bde (152, 154, 155)

Remove: 4-2-2 Inf Bde (121)

8—2 Mech Corps (36 Tank Bde, 33 Arm Car Bn)

Guards Exchange: 13-3-3 Gd Inf Div (91 Gd), 12-2-2 Gd Inf Div (85 Gd)

12—6-4-5 AG Bn (1435, 1444)

Disband: All remaining 3-2-3 Ski Bde (Sep)

15—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)

22—

26—

29—

**May 1943 (Partisan Attacks Available: 6)**

1—

5—

8—

12—

15—

Remove: 4-2-2 Inf Bde (147)

19—

22—

26—

29—

## 10.0 1942 South Option Withdrawal List

Where none are listed, none occur. Player must remove living unit of same or better values, see 1.10a part B.

### May 42

Soviet:

3 Gd Cav Corps  
6-2-5 Tank Bde (58)  
6-2-5 Tank Bde (121)  
11-1-1 Inf Div (126)

German:

4 Pz Grp Army HQ  
5 Corps HQ  
7 Corps HQ  
13 Corps HQ  
29 Corps HQ (from emerg reinf)  
40 Pz Corps HQ  
48 Pz Corps HQ  
57 Pz Corps HQ  
3 Pz Div  
20-4-3 Inf Div (15, 106, 167, 168)  
6-2-2 Sec Div (454)  
30-2-3 Werfer Rgt (51, 53)  
3x 26-2-2 Arty Grp  
5-5-8 AG Bn (177, 210, 243)  
5-3-8 AG Bn (201)  
4-1-2 Hun Sec Div (102)  
4-0-2 Hun Sec Div (105)  
6x Truck Points

### June 42

Soviet:

4-4-3 Naval Inf Bde (154)

German:

24 Pz Corps HQ  
3 Mtrd Div  
29 Mtrd Div  
30-2-3 Werfer Rgt (52)  
5-5-8 AG Bn (203)  
5-4-8 AG Bn (190)

### July 42

Soviet:

12-2-2 Inf Div (45, 112, 229, 278, 293)  
11-1-1 Inf Div (284, 303, 305)  
10-0-1 Inf Div (299)  
4-2-2 Inf Bde (19)

German:

6-2-2 Sec Div (403)

### Aug 42

Soviet:

24 Army HQ  
2 Tank Corps  
4 Tank Corps

7 Tank Corps  
12-2-2 Inf Div (23, 24, 49, 84, 119, 387)  
11-1-1 Inf Div (116, 173)  
10-0-1 Inf Div (298)  
6-4-3 Gd Inf Bde (4 Gd)  
4-2-2 Inf Bde (60)  
3-2-2 Naval Bde (84)  
4-3-3 Naval Bde (62)

German:  
11 Pz Div  
16 Mtrd Div

(Return) 13 Corps HQ

## Sept 42

Soviet:  
4-2-2 Inf Bde (42, 115)  
12-2-2 Gd Inf Div (34 Gd)  
13-3-3 Gd Inf Div (36 Gd, 40 Gd)  
14-4-3 Gd Inf Div (37 Gd)  
13-3-3 Inf Div (258)  
12-2-2 Inf Div (64, 154, 212, 248, 346)  
11-1-1 Inf Div (214)  
10-0-1 Inf Div (260)  
4-2-2 Naval Bde (111)

## Oct 42

Soviet:  
8 Cav Corps  
1 Tank Corps  
17 Tank Corps  
18 Tank Corps  
7-3-6 Tank Bde (105, 188)  
4-2-2 Inf Bde (52, 129)  
14-4-3 Gd Inf Div (27 Gd)  
11-1-1 Inf Div (252)  
4-2-2 Naval Bde (229)

## Nov 42

Soviet:  
6-2-5 Tank Bde (24)  
14-4-3 Gd Inf Div (35 Gd)  
13-3-3 Gd Inf Div (38 Gd, 41 Gd)  
11-1-1 Inf Div (87, 350)

## Dec 42

Soviet:  
25 Tank Corps  
5-1-5 Tank Bde (33)  
6-2-5 Tank Bde (192)  
7-3-6 Gd Tank Bde (9 Gd)  
4-3-6 Gd Tank Bn (7 Gd)  
13-3-3 Gd Inf Div (20 Gd)  
13-3-3 Mtn Inf Div (194)  
11-1-1 Inf Div (350)

German:  
17 Pz Div  
20-4-3 Inf Div (385, 387)  
All Ju-52 Air Units

## Jan 43

Soviet:  
3 Tank Army HQ  
3 Tank Corps  
10 Tank Corps  
12 Tank Corps  
15 Tank Corps  
6 Gd Cav Corps  
7-3-6 Tank Bde (9, 150)  
6-2-5 Tank Bde (11, 86, 179)  
13-3-3 Gd Inf Div (48 Gd)  
12-2-2 Inf Div (6, 180, 183)  
11-1-1 Inf Div (78, 243, 244, 340)  
4-2-2 Inf Bde (37)

German:  
20-4-3 Inf Div (26)

## Feb 43

Soviet:  
12-2-2 Inf Div (19, 279)  
11-1-1 Inf Div (253, 303)

German:  
GD Mtr Div

## Mar 43

Soviet:  
1 Gd Cav Corps  
12-2-2 Inf Div (113)  
11-1-1 Inf Div (52)

German:  
SS-DR Pz Div  
SS-TK Pz Div  
(return) 20-4-3 Inf Div (26)  
(return) Half of Ju-52's removed in Dec 42

## Apr 43

Soviet:  
(return) 1 Tank Corps

## Abbreviations

Abn—Airborne  
AG—Assault Gun  
Arty—Artillery  
AT—Anti-Tank  
Aufk—Aufklarungs  
Bde—Brigade  
Bdr—Border  
Bn—Battalion  
Brkdw—Breakdown  
Brynsk—Bryansk  
Cav—Cavalry  
Cdo—Commando  
Co—Company  
Com—Composite or Communist  
d—Dismounted  
Deutld—Deutschland  
Div—Division  
Dp—Deep  
DR—Das Reich Panzer Div  
Est—Estonian

FA—Field Artillery  
FJ—Fallschirmjäger  
Fld—Field  
Flg—Flieger  
Füs—Füsilier  
GD—Grossdeutschland  
Gd—Guard  
Gren—Grenadier  
Grp or Gp—Group  
Hun—Hungarian  
Ind—Independent  
IRGD—Infanterie Regiment  
Grossdeutschland  
Jg—Jäger  
Katy—Katyusha  
KG—Kampfgruppe  
Kor—Korück  
Krd—Kradschutzen  
L—Lehr  
Lat—Latvian  
Lngmk—Langemarck  
Lt—Light  
LVF—Legioné Volunteer Francais  
LW—Luftwaffe  
M—Mech  
MC—Motorcycle  
MG—Machine Gun  
Mil—Militia  
Mod—Moderate  
Mos—Moscow  
Mtn—Mountain  
Mtr or Mtrd—Motorized  
NKVD—Soviet Internal Security  
Para—Parachute  
PG—Panzer Grenadier  
Pio—Pioneer  
PJ—Panzer Jäger  
Pol—Police  
Pz—Panzer  
R—Reich or Rifle  
Rec—Reconnaissance  
Rgt—Regiment  
RONA—Russian People's Army  
RR—Railroad  
Sec—Security  
Sep—Separate  
Sp—Spanish  
T—Tokenkopf Mtrd Div  
TK—Tokenkopf Panzer Div  
Tk—Tank  
UR—Fortified Area  
Werfer—Nebelwerfer

## For Further Reading...

There are a number of fine works that can be used to gain a better understanding of what happened on the central section of the Eastern Front during this time period. Let me just say that Guderian's Panzer Leader, Haupt's Army Group Center or Assault on Moscow, 1941, Stolfi's Hitler's Panzers East, Fugate's Operation Barbarossa, and anything by "Paul Carell" are not among them. Feel free to disagree, but that is my opinion—each of these fails in one way or in many (take your pick).

The best volumes on the Battle for Moscow are Klaus Reinhardt's Moscow—The Turning Point (ISBN 0-85496-

695-1) from the German perspective and *Battle for Moscow: The Soviet 1942 General Staff Study*, Michael Parrish, editor (ISBN 0-08-035977-9) from the Soviet point of view.

More general works that have reasonably complete discussions of this fairly forgotten portion of the front are Ziemke's *Moscow to Stalingrad: Decision in the East* (good sections on the "clean up battles" in 1942), as well as Clark's *Barbarossa* (ISBN 0-688-04268-6) and Seaton's *The Russo-German War, 1941-45* (ISBN 0-89141-392-8). These volumes (together with Ziemke's *Stalingrad to Berlin*) form the best commonly available general histories of the War in the East, though Clark and Seaton do not discuss the summer 42 operations in AGC in their effort to cover the preparations and execution of the Stalingrad Campaign. For a better view from the Soviet side of the hill, I suggest John Erickson's two volume set *The Road to Stalingrad and The Road to Berlin*.

Of interest to players looking for much more information on the German side of the war, I can suggest looking into Germany and the Second World War which is being reprinted by Oxford in English from the German originals. They are in the process of putting out Volume V (in two parts), Volume IV covers the opening of the war against Russia (earlier volumes covered the German pre-war build up, the initial conquests and the Mediterranean theater). I am not sure how many volumes are in the offing, but these are as close to a German version of Official Records of WW2 we are likely to ever see.

Naturally, any of the many works by Col. David Glantz are worth a read for you in general, but for the game's topic I can suggest Zhukov's *Greatest Defeat* (ISBN 0-7006-0944-X) which covers Operation Mars in great detail and his self-published works on *The Forgotten Battles of the Soviet-German War* (especially volumes I through III). His various atlases were of some help in the design of the game, but were less useful than you might think as the maps in the books were difficult to make out and sometimes sketchy on their coverage.

## Designer's Notes

GBII is part of a project of mine that has been sneaking its way to

completion a little at a time over the years. The goal is to be able to fight the Eastern Front at 5 miles per hex. Originally, I had planned to do the three projected games covering the opening stages of Barbarossa first, capping that project with a remake of the first OCS game (*Guderian's Blitzkrieg*), but this plan changed along the way. First, it was obvious that while the German player would be having a great time stomping the Red Army into the ground, the Russian player would be assigned to "just take your lumps and enjoy it". Next, a rival game series appeared and promptly put out games on the very subjects we were projecting.

So, rather than follow the original plan, I chose to change direction and instead focus on a set of linked games covering the swing period of the War in the East (late 41 until the summer of 43). I feel this period gives both players more to do and makes for a more interesting game than the early stage I originally intended. The early stage reflected a Russian force ill-equipped and prepared to handle the much more experienced and well-trained German Army. By the summer of 43, however, the Red Army has overcome most or all of its original problems, gained the experience and doctrine needed to make the Germans dance to their tune as needed (even when the Germans pick the time and place, as at Kursk). Therefore between the last sputters of Barbarossa in the fall of 1941 and the summer campaign of 1943, the best situation presents itself: the Germans are just off their peak, with plenty of punch remaining and the Russians are at the tail-end of their poor performance time and building throughout the period into a world-class operational level force (in the latter respect they arguably became the world's finest operational-level army by 1944). All that made for a great game subject.

My next concern was how to implement this concept into game form. Putting it all in one box would create something of frightening proportions

and price (not to mention strained backs and liability claims from UPS and Postal workers!). Splitting the game would be the only way to get the job done. That said, I already had a goodly-sized chunk of the project done (in the form of EatG) and figured that it was time to put together the remake of GB with correct linkages into EatG and a capstone of the planned Case Blue game to flesh out the entire Eastern Front from Lake Ilmen to the Caucasus Mountains, Oct 41 through May 43.

In that process, I chose to redo the EatG maps so the graphics and terrain features would correctly link with the re-researched GB maps. In that process, besides creating the Replacement map set you'll need for the linkage, I also shifted the original GB maps further west. This did two things: it allowed for the furthest western advance of the Russians during this period (to Velikiye Luki) and created the need for more map space to the east (to bring Moscow into play). The shift was a very good thing for the game, as the additional eastward area included space needed by the Germans for any attempt to encircle Moscow as well as the area around Stalinogorsk where Guderian's Panzer Group did go, but wasn't covered in the original maps.

Finding that quite a few EatG units appear in this game (some with revised unit values and all with revised graphics), I made a decision to include in Case Blue all remaining EatG counters. That plus the mapset will fully replace the EatG game within the framework of the linkage, so not only will the most up-to-date systems and methods be used (in graphics, unit portrayal in the system, and research), but a guy could put together the entire linkage with GBII, the EatG mapset, and Case Blue and won't need EatG itself.

## Air Units

Some air unit types and values are different here from earlier games. The Po-2 and Bf.110 have both been re-organized as "Fighters" (however poor they might be at it). Given the changes to the air system over the years (downgrading the perfect defensive nature of CAP), the bar to what is and what is not a fighter could be lowered somewhat to allow these types into the "club". On the bonus countersheet, you'll find replacements for the earlier game's air units to reflect

these changes.

Likewise, the barrage strengths of Ju-88's and Ju-87b's have been revised (many thanks to Kurt Gullies for pointing this out). My information for the Ju-87b shorted it some load capacity (especially when compared to the later Ju-87d). Kurt would argue that the "b" should have the same value as the "d", but the now smaller difference between the two reflects the ammunition changes occurring by the time the "d" is in service rather than specifically more bomb load. As for the Ju-88, my original figures had its bomb load too small and I made no allowance for its limited dive bombing abilities. These new numbers fix these issues and as above replacements for the earlier games have been provided.

The Red Airforce and its restrictions were the subject of much debate during testing. At first there were no restrictions. Later we tried various levels (to include a limitation on how far from their base many could operate—a rule which was a pain to use and pretty much took the Russian air force out of the game). It is important to remember that what little the Red Airforce can manage to do in the early stages of this game is important to the Russian player—it represents one of the few things he has to work with! The rule evolved to its most restrictive form and then (amazingly) arguments started based on the Russians being too easy to trample. I backed off the most restrictive forms to the version you see here which feels "about right". It is a compromise, of course, because it must balance real capabilities in a way that does not become a playability nightmare. Suffice it to say, there are loads of Russian aircraft here (more and more as time goes on), but they are hindered in being as useful and flexible as their German counterparts.

This is the first OCS game to include separate air replacements on the Repl Tables. This was done due to the nature of the combat here. I could not allow the air replacements to be handled literally as the numbers coming in were almost (or were) matched by losses happening behind the scenes (training losses, mechanical failures, accidents, and so on). Since these extra losses were not accounted for literally, having the literal replacements show up would mean both side's air forces would grow to an over-abundant level very rapidly. The same would be true if a player had good luck in keeping his real losses low.

Tying the air replacements to the Repl Table and to only those air units actually lost or damaged meant that the player could (probably) keep his air units up to strength (given the differences between the two sides) but would not have an excess to create more air units than his side could really support. A great help in this area was Kurt Gullies' wonderful air OOB which allowed me to find the strength maximums and production rates for everything so as to make that all work.

## Opening Moves

Much testing work was done on the very first moves of the game (on the theory that if things didn't work out very well in the beginning relative to what history showed, the game would diverge too quickly into never-never land). The game shouldn't track the history too well (as that would make for overly predictable outcomes), but it also shouldn't diverge too rapidly (so as to ensure that the model was performing accurately). This process led to a number of special rules and a slow realization of just how tight things were on the German side at the start of this campaign.

Several playthroughs showed the Germans forming the historical pockets at the right times, but that the pockets collapsed too quickly and that the numbers of Soviet units that did escape from the pockets historically could not do so. The Attrition Table itself was grounded in a number of historical pockets (the table was designed using eight historical pockets and a computer model reflecting the expected life span of each—comparing this to the historical result allowed the table to be fine-tuned to give the appropriate rates). Given that the table would give the proper answers with the correct inputs, the rapid pocket disintegration could only mean that there wasn't enough supply in the pockets when they were formed (the ARs in this game were technically better than the ones that the table was based on, so that wasn't the issue).

Giving the Russians more forward supply was tossed around (and tried) as a means of extending the life of the pockets. This had the right effect (the pockets lasted longer), but had a severe drawback: the Germans could capture some of the supply and to the SP-hungry Germans, these points were a goldmine. This is where the Tree Bark Soup supply came from as a means

of giving both players a limited ability to live off the land. Tree Bark couldn't be captured and used to fuel a Panzer Division (as real supply could) plus the exchange between the players kept it from being used too frequently.

Some might argue: "OK, I won't use any Tree Bark so the Germans don't get it." The problem is, as a Russian, you'll need those historical pockets to help tie down Germans which would otherwise be rushing forward to Moscow. It is a balancing act, but it is better to err on the side of using too much Bark, than not enough. Your mileage may vary!

The other issue we ran into was the number of Russian infantry divisions which managed to escape from the loosely held pockets (before the German infantry could seal them more tightly). None of the Russian players would dare try this as they knew the slow moving infantry would get part-way out into the open only to get overrun out in the open. Their answer, predictably, was to not bother trying. The Breakout Rule was invented to allow these slow units a chance to pole-vault to friendly lines when the opening presented itself (which only occurs in loosely held pockets).

## 1942

How to handle the 1942 strategic issues was a very important matter to me in this design. This will be negated when the final linkage is completed (as the player will just "do it" the way he wants). However, for GBII I wanted the decision to not be a trivial matter. While the Germans lose quite a few troops to an effort in the south, they take with them a large pile of Russians. It may turn out to the German player's advantage to go south so as to keep his gains from being lost more easily as the game progresses...or the player might find himself in need of additional ground so as to win. Lastly, there are those who will want to see what 1942 looks like with a Moscow objective instead.

## Victory

As in DAK, I opted for bare-bones victory assessment in this game. In keeping with my philosophy that playing the game is what is the "fun", not counting up points at the end, I chose to evaluate the victory based on the historical happenings. To win this game as the Germans you must do better than they did historically.

End up with the historical number or less, you lose (I decided that the pure historical example was effectively a German loss...feel free to argue if you come out exactly on that number.)

Additionally, I stayed away from any rules forcing historical behavior. There is a big carrot on the map (Moscow) and it will be in the German players best interest to try to capture it while the chance exists (early on), but if he decides to take a few western edge cities and sit tight, that's his business. I think he is making a big mistake, but I won't stand in his way. He might be thinking he can entrench where he is with limited losses and hold the ball until the time runs out. What he is forgetting is that he won't be damaging the Russians as much as was done historically and, historically, they were able to recapture much of the map. He just made the amount of work they must do far less than it was before. I think he'll find his "position of strength" to lack the depth he needs to make it to the finish line.

## Scenarios

The meat of this game is in the big scenarios. I don't know how many gamers have told me that they don't bother to play the small scenarios as they prefer to jump into the main event. Likewise, players of small games have complained that small scenarios of larger games aren't interesting to them (as they want to play the whole thing, too). Here, both groups get what they asked for: a wide range of really interesting big scenarios and only a handful of littler ones.

## Credits and Thanks...

As has always been my fortune in these big projects, many have come forward to selflessly provide help where and when needed.

The researchers (especially Lynn Brower, Kurt Gullies and Robert Rossiter) truly gave their all in finding difficult bits of information and assembling them into a form that made them most useful to me. Jesper Schneider provided wonderfully detailed information concerning the incredibly sorry state of the Reich railway system in the east and the exaggeration of the muddy season during that first winter.

The testers (some of whom were especially long suffering) came through with the energy and effort needed to run more of this game through the mill

than any of my earlier designs. Special thanks must go to Andrew Fischer for his many edits and the player's notes below (as well as having to slog through the opening turns more than any human alive), to Maurice Buttazoni and Bill Quoss who made the effort to link up with myself (requiring many hours of driving) so as to play the game here with me, and to Bruce Webb for going over the OOA's endlessly looking for conflicts. Several of the testers gave long and detailed accounts of (what seemed to be) the move of every counter in their games.

Naturally, after all the efforts of so many people to make this game as great as possible, my power was limited to thwarting their efforts by making errors I didn't allow them to catch. Enjoy your game!

## Player's Notes

by Andrew Fischer

Set out below are some of the observations I made and conclusions I reached while playtesting this game.

The first thing players must realize is that this is a big game, comprising some six maps and thousands of counters. It is also a long game, extending over some 20 months of operations (180 game turns). Therefore, the ways to victory, for both sides, are long and varied—players may opt for the historical approaches taken by both sides or may follow their own strategic paths to victory. Certainly the German player is required to make a fundamental decision in the spring of 1942, either to go south or to focus on Moscow.

## German Player

You have a mobile army with high action ratings and a highly responsive airforce. You also start the game with the operational initiative. However, you are operating at the very end of your lines of communication with a limited rail capacity. In addition, resources are limited both in terms of supplies and reinforcements.

So what does all this mean to you? Have a PLAN! It is essential that you determine your operations very carefully, ensuring that the units are available, the supply has been stocked and distributed and the operational objectives are clearly defined.

Use your tactical strengths to your advantage—conduct hip shoots

at key locations, overrun during the Movement Phase using your mobile divisions, and use your ample supply of Reserve markers to penetrate mobile units deep into the Russian rear areas in the Exploit Phase.

Your limited supply position means that you will have to destroy your enemy by encirclement and mass surrender rather than by bludgeoning him to death. Most of your supply will be spent fueling your mobile units, leaving almost no supply for artillery fires and positional battles. The shortage of adequate reinforcements also means that you need to husband your forces carefully.

Make your operations swift, striking quickly and at objectives some distance behind the Russian main line of resistance—the Russian will find it difficult to relocate units towards the rear to counter your deep thrusts.

You will need to make the most of the first few weeks when the weather is still favorable to operations, i.e. before the mud sets in. During this time you must be very aggressive, encircling and destroying as much of the Russian army as possible and advancing as far as you can. The Russian will receive many more reinforcements than you during the course of the game and you will need the space later in the game when the Russian commences his offensive operations.

MUD—the scourge of the German Army! Or is it? The mud, when it comes, will reduce your transport and operational capability to almost zero. You will find it difficult to make progress during the Rasputitsa or mud season, and you need to prepare yourself for the onset of the mud. Ensure that your forward supply dumps are fully stocked, rail lines are converted as far forward as possible and HQ's are optimally positioned. However, the mud will also be your ally, as the Russian will also be hampered in his efforts to conduct any meaningful operations. Use the time to organize yourself for the next phase in the game, making ready for the next operation.

By December 1941, the Russian Army will be significantly stronger and better positioned than the foe you encountered in October. You will also be suffering the effects of the first winter, which will greatly damage your Army both in terms of materiel and flexibility. At about this time the operational initiative will switch to the Russian player, and

your focus will change from complete offense to active defense.

Active defense is probably the most difficult concept that the OCS player has to master, and in this game you will get all the practice you need. The front line is long and the units available to you are insufficient to cover the length of the front. This is especially true if you choose the historical (Southern Front) option in summer 1942. A number of good articles on this very subject can be found in Operations.

## Russian Player

You have a slow, lumbering, as yet immature giant of an army. You start the game at a severe operational disadvantage, still reeling from the defeats of the previous three months. Your army has been reduced to barely trained conscripts, is badly positioned and ripe for the picking by a German Army that appears to have all the advantages. However, you should not despair—the game is long and there will be many twists and turns along the road to victory.

Dean's advice to you in the first version of Guderian's Blitzkrieg remains—DON'T PANIC. While this may appear easier said than done, especially after you have lost some thirty divisions over the first two turns, the advice is well founded. The key to successful play is to maximize your advantages, trade space and units for time, and do things the German player does not expect you to do or does not want you to do.

At the beginning of the game you will be presented with an awesome challenge—to extricate some fifty divisions from two or more large pockets created by the German mobile formations, while denying control of the main roads and rail lines to the German for as long as possible. You will probably not succeed, but plan your defense well—establish pre-determined fortified lines of resistance that will be filled with reinforcements and units retreated from the front lines. Use breakout movement to free units from loose pockets. Use your transport assets to get some supply into the pockets—save the tree bark soup markers as the German will also have a need for them in the winter of 1941.

The German Army, although highly mobile, will be forced to advance along certain lines of communication (roads and rail lines). Identify choke points

and likely axes of advance, and defend these points in depth, making use of hedgehogs and artillery in reserve. You are also blessed (cursed?) with a number of NKVD Border regiments, that with their action rating of 4 are useful for holding key hexes (to the last man!). However, beware of the penalty for their use, especially in terrain of the German player's choosing. You will not be able to defend the entire frontline, nor will this be necessary. Hedgehogs will compensate somewhat for the action rating differential, and may force the German to conduct positional assaults using his artillery.

Counterattack the German whenever you get the opportunity, even if the odds may not be all that favorable. Such attacks will hopefully divert the German's attention away from more important issues and may make the German cautious. Sometimes a small counterattack will elicit a massive response from the German, a clear sign that you have hit a live nerve. The major risk of not counterattacking is that you give the German player complete freedom of operations, something that will probably cost you a great deal more in the long run than any losses suffered due to counterattacks.

When the mud season arrives you will get a respite from the German attacks. Use this time to deepen your main defensive lines, get supply into the forward lines, deploy your reinforcements and develop a reserve force, however small, to counter breakthroughs by the German player. The mud will end soon enough and the German will no doubt come at you again.

By the winter of 1941 your army will have grown into a substantial force, still woefully unresponsive and slow, but the German should have paid a high price for the gains he has made thus far. And the effects of the first freeze turn will have weakened his army. Your time has come to launch some offensive operations of your own. Beware—your army is not the German Army—you will need to have realistic, achievable objectives for your operations, plenty of supply for your artillery and infantry combats and a healthy dose of humor (there will be quite a few defender surprise results, and it's better to laugh than cry). The German will be thin on the ground, with many lines held by a thin screen of units, and any losses he suffers will be sorely missed.

Like your Army, your airforce is large, ungainly and until the summer of 1942 totally unresponsive. However, use your airforce well and the German player will complain no end about the lack of balance in the air war. Just tell him that 'quantity has a quality all of its own'. Take every opportunity to tackle the Luftwaffe, sweep his fighters, and bomb his airbases. Look for opportunities to strike at his forward mobile units, many of which will be beyond CAP range and adjacent to your units.

You are also blessed with a large rail capacity—many players do not appreciate the benefits this strategic mobility affords you, focusing instead on the tactical situation to the advantage of the German player. Use your trucks and wagons to move supply around the map, saving your rail capacity to move your units to key positions. The German will be surprised to see lines of resistance forming where it previously appeared there were none.

Because you have so many units on the map, there will be plenty of opportunities for you to practice what the Russians called ODNLURYNIYE—the art of masking your intentions by concealing units. This will have the German paranoid about where the next blow might fall. Hopefully, you can keep the German player off balance for large parts of the game.

By the end of summer, 1942 the German player will be firmly on the defensive and you will be able to exact vengeance for all the suffering you endured during the early part of the game.

I need to say a few words about the Russian cavalry divisions (actually regiments by western standards). These units can be highly effective in cutting German lines of communication, as they can move through EZOC's, have high Movement Allowances, some fair Action Ratings and can use tree bark soup to forage. Combined with the use of the partisans, you can create quite some havoc in the German rear areas, tying up units that the German sorely needs in the front line.

## Both Players

Gaming, like any other competitive pursuit, is also a psychological battle. Few players take account of this unseen, but very real, level in their games, yet it is often the decisive element in most games. Therefore, do something unexpected and out of character, try something different,

take a chance, do something the other guy does not want you to do—you may just throw your opponent completely off balance.

A final word about Tree Bark Soup—there is a tendency, especially early on for the Russian, to use tree bark soup markers almost frivolously to save any group of units. Beware—once used these markers pass to the other player, he may find a more judicious use for them than you, leaving you to rue your earlier decisions. You have been warned.

## Soviet OOB Notes

by Lynn Brower

### PBI (Poor Bloody Infantry)

Soviet infantry units went through a huge transformation between 1941 and mid 1943. In October 1941 Soviet infantry consisted of units which had survived or avoided the initial German assault and subsequent encirclements. The majority of new infantry units arriving in the front lines were the last of the mobilization of prewar trained reservists and untrained militia. The Japanese attack on the US reduced the threat to the Soviet far east. This allowed Stalin to redeploy some well trained first line units from central and eastern Siberia to bolster the western defense.

Both the quality and size of Soviet infantry units varied greatly in late 1941 and early 1942. Prewar divisions and division fragments with current combat experience were mixed with newly mobilized regular reserve units and raw militia levies with no combat experience and often little or no training. The prewar (April 1941) Soviet Table of Organization & Equipment (TOE) called for a fully equipped infantry division to have three rifle regiments (9 infantry Bn) two artillery regiments (5 artillery Bn) and a large complement of specialist battalions including antitank, antiaircraft, engineers and support services (medical,

signals, maintenance). Fully manned, this unit would have 14,454 officers and enlisted. Three months later and after the opening German attack the official Soviet infantry division TOE called for three rifle regiments one artillery regiment and reduced support units totaling 10,790 officers and enlisted. Nevertheless the average size of Soviet infantry divisions facing the Germans on the Moscow front on 1 October 1941 was only 7000 men.

Mobilization of manpower, training and equipment for rebuilt and new infantry units was a problem for the Soviet Army but the most severe shortage was experienced officers. The combination of prewar Stalinist purges of the officer corps and the destruction of units in encirclement battles left a desperate shortage of officers.

The Soviet Army tried several expedients to increase the number of infantry formations for front line duty. The earliest expedient was raising untrained militia units. Soviet Army high command quickly realized that these units were ineffective and militia units were converted to regular units or used to provide manpower for damaged units starting in late 1941. Infantry units were also raised from other Soviet security and military branches primarily NKVD and Soviet Navy.

The next expedient was infantry brigades which appeared in front line armies starting with the first Soviet winter counter offensive in Dec 41—Jan 42. Infantry brigades were used to counter the shortage of officer cadre, especially field grade officers who usually commanded and staffed regiments and divisions. The Soviet infantry brigade was highly variable in composition but nominal TOE was 3 infantry battalions, light and heavy mortar battalions, 1 artillery battalion, antitank battalion and a limited number of support and service units usually company sized. Such a brigade contained 4,350 officers and enlisted. These units were equivalent to many infantry divisions currently in combat. The biggest problem with the Soviet infantry brigade was lack of staying power. Support organizations in the brigades, especially logistic services, were small in size and poorly trained. Infantry brigades went into the line or into attacks in late 41 and early 42 and melted away because they could not supply and support their combat units. In late 1942 the Soviet Army was reorganizing surviving infantry brigades to full divisions and disbanding others to provide replacements for damaged infantry divisions.

The first Guards infantry divisions started appearing in late 1941. Guards designation was most often awarded to units which conducted successful offensive operations.