Soviet Arrivals (v1.1)

New units enter play per 2.1. All types of Transport Points arrive loaded with SP.

8 July
Soviet Rail Cap is 2 at start.
Soviet MA halved on this turn.
Begin Operational Limits (2.3e).

3x Reserve Markers

12 July
Any Airbase:
MiG.3
SB.2

w/i 3 of 60.34:
30th Army HQ *(see 2.4)*
12-2-2 Inf Div (119, 250, 251)
10-0-1 Inf Div (242)
14-1-3 Tk Div (51; -1 step)
(2)-2-2 Alarm AT Rgt
26-1-1 Arty Bde
1 Wagon Point (loaded with SP)

Entry B or C:
12-1-3 Tk Div (101)
12-1-4 Mtr Div (69)
2 Truck Points (loaded with SP)

15 Jul 41
1x Reserve Marker

w/i 3 of 56.20:
24th Army HQ *(see 2.4)*
18-1-3 Tk Div (102; -1 step)
12-1-4 Mtr Div (103)
12-2-2 Inf Div (19, 91, 107, 248)
11-1-1 Inf Div (133, 166, 178)
11-1-1 Militia Div (4M, 6M; each -1 step)
(2)-2-2 Alarm AT Rgt
26-1-1 Arty Bde

w/i 3 of 52.09:
28th Army HQ *(see 2.4)*
18-1-3 Tk Div (104)
12-1-4 Mtr Div (106)
13-3-3 Inf Div (120)
12-2-2 Inf Div (89, 222)
11-1-1 Inf Div (217)
10-0-1 Inf Div (145, 149)
4-3-6 MC Rgt (31)
(2)-2-2 Alarm AT Rgt
26-1-1 Arty Bde
1 Wagon Point (loaded with SP)

Any Airbase:
LaGG.3
SB.2

19 Jul 41
Soviet Rail Cap is now 3.
Entry L is shutdown (2.1a).

Any Airbase:
I.16
SB.2
Yak.4

North Edge, east of 32.xx:
29th Army HQ
11-1-1 Inf Div (243, 252)
7-3-4 Cav Div (50, 53)
4-2-3 NKVD Inf Rgt (1)
26-1-1 Arty Bde

Remove:
22nd Army HQ
12-2-2 Inf Div (186)
11-1-1 Inf Div (126, 214)
14-1-3 Tk Div (48)
26-1-1 Arty Bde
1 Wagon Point

22 Jul 41
Any Airbase:
I.16
Pe.2

Entry A:
31st Army HQ
18-1-3 Tk Div (110; -1 step)
12-2-2 Inf Div (246, 247, 249)
11-1-1 Inf Div (244)
2x 2-1-3 Alarm Tk Bn
26-1-1 Arty Bde
1 Wagon Point (loaded with SP)

Entry D or E:
6-2-4 Cav Div (32, 47)
2-1-4 Cav Div (43)

Frontal Reserves (2.3c):
2 SP
12-1-4 Mtr Div (69) converts into 16-2-5 Mtr Div (107)
Two free rebuilds: an IL.2 and *either* an HQ or artillery unit.

26 Jul 41
Any Airbase:
MiG.3

Entry D or E:
7-3-4 Cav Div (21 Mtn, 52)

29 Jul 41
1x Reserve Marker

Entry B or C:
2 Truck Points (loaded with SP)

Entry D:
43rd Army HQ
18-1-3 Tk Div (105)
26-1-1 Arty Bde

1 Aug 41
No hedgehogs above L-1 (1.3b).
No more Operational Limits (2.3e).

Any Airbase:
Yak.1
2x IL.2

Entry B or C:
18-1-3 Tk Div (109)
13-3-3 Mtn Inf Div (194)
4-3-6 MC Rgt (9)

Entry D:
3rd Army HQ
5-4-4 Abn Bde (214)
8-1-5 Tk Rgt (18)
4-3-6 MC Rgt (20)
(5)-1-1 UR Bde (68)
26-1-1 Arty Bde
1 Wagon Point (loaded with SP)

Frontal Reserves (2.3c):
2 SP
16-1-3 Tk Div (57) converts into 8-1-5 Tk Rgt (114)
Two free rebuilds: an IL.2 and *either* an HQ or artillery unit.

Soviet Arrival Notes

1. *Some divisions arrive with steps lost, reflecting incomplete mobilization.*
2. *The "frontal reserves" (on 22 July, etc.) give SP for attacks and easy rebuilds of arty, HQs, and Sturmoviks.*

Multi-Man Publishing, Inc.
© 2019 All Rights Reserved.

5 Aug 41
1x Reserve Marker

Entry B or C:
32nd Army HQ
49th Army HQ
11-1-1 Inf Div (309)
12-2-2 Militia Div (7M; -1 step)
11-1-1 Militia Div (2M)
11-1-1 Militia Div (8M, 18M; each -1 step)
10-0-1 Militia Div (13M; -1 step)
(2)-2-2 Alarm AT Rgt
2x 26-1-1 Arty Bde
1 Wagon Point (loaded with SP)
2 Truck Points (loaded with SP)

Entry D:
12-2-2 Inf Div (269)
11-1-1 Inf Div (280, 282)

8 Aug 41
Entry A:
6-1-4 Cav Div (45)

Entry D:
33rd Army HQ
12-2-2 Militia Div (1M)
12-2-2 Militia Div (17M; -1 step)
11-1-1 Militia Div (5M)
10-0-1 Militia Div (9M, 21M; each -1 step)
26-1-1 Arty Bde

15 Aug 41
Entry A:
11-1-1 Inf Div (303)

Entry D or E:
12-2-2 Inf Div (211, 278, 279)

19 Aug 41
Entry E is shutdown (2.1a).
Begin checks for Early Decision (5.0b)
No more Special Repls.
Remove the long list of units to right –>

22 Aug 41
Any Airbase:
2x IL.2

1 Sep 41
Entry B or C:
6-2-5 Tk Bde (121, 129)
5-1-6 Tk Bde (143)
4-2-4 Tk Bn (43, 49, 52, 54, 56, 59, 64, 66, 113, 184, 186)
(5)-1-1 UR Bde (64)

Frontal Reserves (2.3c):
2 SP
12-1-4 Mtr Div (103) converts into 10-0-1 Inf Div (103)
Two free rebuilds: an IL.2 and *either* an HQ or artillery unit.

Remove on 19 August:
4x Army HQ (3, 4, 13, 21)
20-1-3 Tk Div (13)
18-1-3 Tk Div (50)
14-1-3 Tk Div (55)
8-1-5 Tk Rgt (18)
6-2-3 Inf Div (219)
13-3-3 Inf Div (127)
12-2-2 Inf Div (17, 24, 42, 49, 55, 102, 117, 137, 148, 151, 154, 160, 167, 172, 269)
11-1-1 Inf Div (18, 121, 132, 143, 155, 187, 280, 282)
5-4-4 Abn Bde (8, 214)
5-3-3 Abn Bde (7)
4-3-6 MC Rgt (12)
7-3-4 Cav Div (21 Mtn, 52)
6-2-4 Cav Div (32, 47)
2-1-4 Cav Div (43)
6x 26-1-1 Arty Bde
2 Truck Points
4 Wagon Points

Soviet Supply Table

Roll	*Early*	*Late*
2-3	5	3
4-5	7	4
6-8	9	5
9-10	11	6
11-12	13	7

See 2.1 for placement

"Early" is before 19 August
"Late" is on or after 19 August

Soviet Repl Table

Roll	*Ftr*	*Tac*	*Pax*	*Eq*
6 or less	-	-	-	-
7-8	-	-	1	-
9	1	-	2	1
10	1	1	2	1
11-12	2	1	2	1

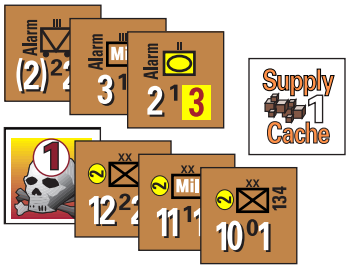
-1 to rolls on or after 19 August

Also check Special Repl (1.6c)

Soviet Special Repl (1.6c)

Each turn before 19 August, roll to see which 'free' rebuilds are obtained.

Roll	*Types Rebuilt*
1-2	Division & Supply Cache
3-6	Division & Alarm unit



Soviet Rebuild Chart

Aircraft — only via Repl Table
AT Alarm Rgt — Special (see 1.6c)
Artillery Rgt or Bde — 2x Eq
Arm Car Bn — 1x Eq
Arm Recon Bn (Soviet) — 1x Eq
Breakdown Rgt — return to pool
Cavalry Div (Soviet) — 2x Pax
HQ (any size or type) — 1x Eq + 1 Pax
Infantry Div step — 2x Pax
Infantry Div (Red) — No Rebuild
Infantry Rgt — 2x Pax
Militia Div step — 1x Pax
Militia Alarm Rgt — Special (see 1.6c)
Motorcycle (MC) Rgt — 2x Pax
Mtn Inf Div step — 2x Pax
NKVD Border Rgt — No Rebuild
Para Inf Bde (Soviet) — 3x Pax
RR Rgt — 1x Pax
Sec Rgt — 1x Pax
Tank Alarm Bn — Special (see 1.6c)
Tank Bn, Rgt, or Bde — 1x Eq
Tank Div step — 1x Eq + 1x Pax
Transport Points — see OCS 13.5e
UR Bde — 1x Pax

Reminder:
A Ftr or Tac repl only rebuilds 1 step.

Multi-Man Publishing, Inc.
© 2019 All Rights Reserved.