Scenario 1 Soviet Setup
Smolensk Campaign (version 4)

Rail Cap: 2 at start
Reserve Markers: 0 available
Supply Cache Markers: 2 available
Reinforcements: Per Order of Arrival
Variable Repls: Per Repl Table

Dead Pile:

9.06:

10.08:

10.12:

13.10:

13.01:

13.05:

14.02:

14:04:

14.06:

15:01:

15.10:

15.11:

17.02:

17.10:

19.03:

20.00:

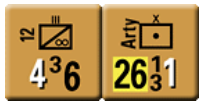
20.02:

20.03:

20.05:

20.07:

21.07:



23.12:

24.03:

27.05:

28.04:

12.18:

38.05
52.09 &
61.04 each

12.31:

15.19:

15.21:

Note: The Soviets are in disarray, so all of their ground units move at 1/2 MA on the first turn. This can be further adjusted by mode effects (e.g., DG).

SMOLENSK
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Visual OOA, Smolensk, *by Chip Saltsman*

Scenario 1 Soviet Setup, page 2
Smolensk Campaign

17.18 :

17.19:

17.20:

18.13:

18.16:

18.17:

18.18:

18.20:

18.27:

18.28:

19.21:

19.23:

19.26:

19.27:

19.28:

Note: 134 &162 Inf Div are in Move Mode. The 25th Rifle Corps was detraining at game start.

19.32:

20.28:

20.35:

22.19 & 24.19 each:

22.25:

23.20:

23.27:

24.24:

24.28:

25.23:

26.19:

26.28:

30.29:

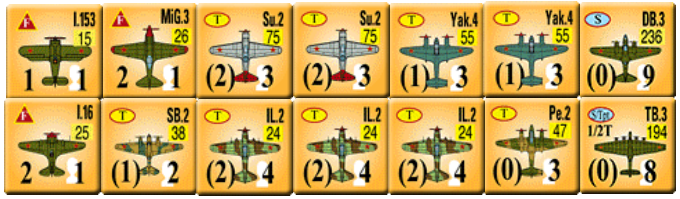
32.25:

34.18 & 36.13 each:

56.20 & 60.34 each:

w/in 3 hexes of 34.17 or 34.18:

Stacked with any Soviet HQ:

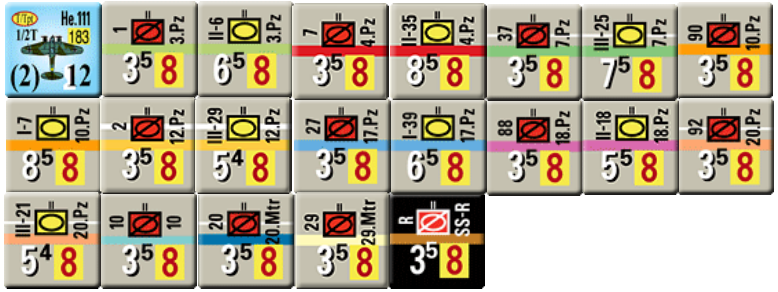
At any air bases: 

Half of the counters of each plane type (I.153, I.16, etc.) must begin Inactive. Round fractions up.

Scenario 1 Axis Setup
Smolensk Campaign (version 4)

Rail Cap: 0 at start
Reserve Markers: 14 available
Construction Markers: 3 available
Supply Cache Markers: 2 available
Reinforcements: Per Order of Arrival
Variable Repls: Per Repl Table

Dead Pile:



Converted Axis Rails: 1.03 to 2.02, place in 2.02:

2.02:

3.07:

3.12:

6.06:

8.08:

8.12:

8.00:

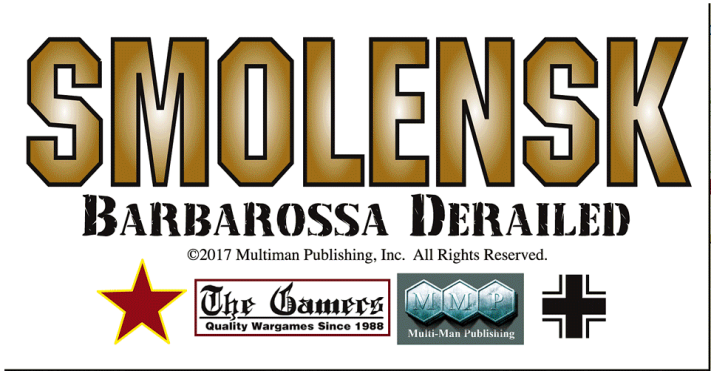
11.03:

1.19:

4.18:

4.25:

5.27:



Visual OOA, Smolensk, *by Chip Saltsman*

Scenario 1 Axis Setup, page 2
Smolensk Campaign

9.18:

10:30:

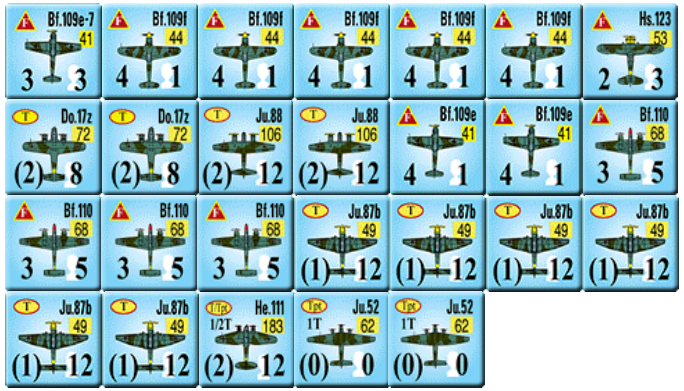
11.31:

13.22:

14.27:

15.25:

At any air base: *(All aircraft begin the game Inactive)*



There are twelve German panzer and motorized divisions in the initial setup. Put their formation markers in a cup and randomly pick . . .

a) 4 that must shift three hexes west of listed location, following road. (For instance, from 11.03 to 9.01.)

b) 4 others that must have one of their Mtr regiments trade places with the Aufk battalion that starts in the Dead Pile (the Mtr unit is dead and the Aufk is alive).

Design Note: *The "shift west" reflects the residual friction of the forced crossing of the Berezina River and the (failed) Soviet attacks near Lepel/Orsha.*

SMOLENSK

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