Soviet Arrivals Smolensk, (version 4)

New units enter play per 2.1. All types of Transport Points arrive loaded (with extra SP, in addition to the amount received from the Supply Table).

8 Jul

Soviet Rail Cap is 2 at start.
No hedgehogs above Level 1 (1.3b).
Soviet MA halved on this turn.

Add to Soviet Pool

Begin Operational Limits, no Strat Move or Hedgehog Construction during July (2.3e).

12 Jul

Any Airbase:

w/i 3 of 60.34:

See 2.4 regarding the release of these units.

Entry B or C:

15 Jul

Any Airbase:

w/i 3 of 56.20:

See 2.4 regarding the release of these units.

15 Jul continued, w/i 3 of 52.09:

See 2.4 regarding the release of these units.

19 Jul *Soviet Rail Cap is now 3.*
Entry L is shut down (2.1a).

Any Airbase:

North Edge, east of 32.xx:

Remove:

22 Jul Any Airbase:

Entry A:

Entry D or E:

Frontal Reserves (2.3c):

Converts into:

Two free rebuilds: an IL.2 and either an HQ or artillery unit.

Soviet Arrivals Smolensk, page 2

26 Jul
Any Airbase:

Entry D or E:

29 Jul

Entry B or C:

Entry D:

1 Aug *No hedgehogs above Level 1 (1.3b).*
End Operational Limits (2.3e).

Any Airbase:

Entry B or C:

Entry D:

Frontal Reserves (2.3c):

Converts into:

Two free rebuilds: an IL.2 and either an HQ or artillery unit.

5 Aug

Entry D:

Entry B or C:

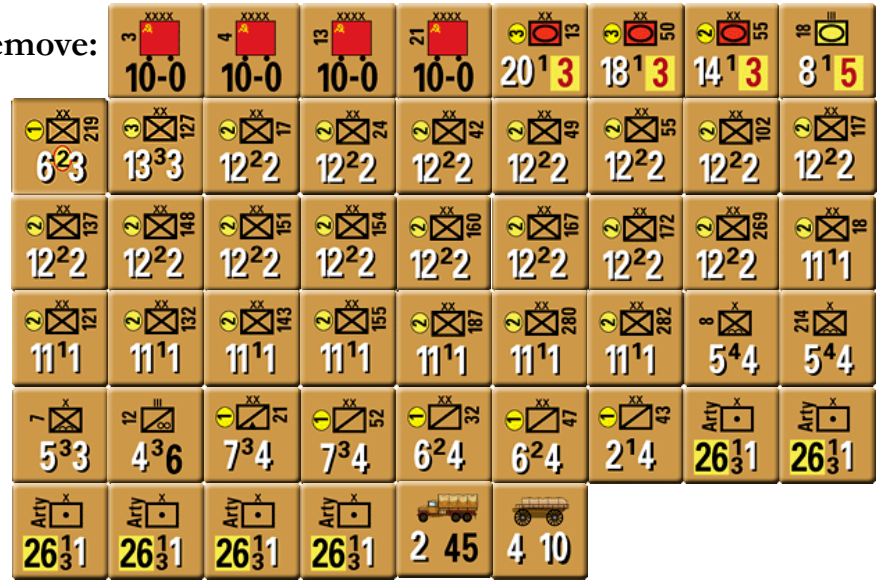
8 Aug
Entry A:

Entry D:

15 Aug **Entry A:**

Entry D or E:

19 Aug *Entry E is shut down (2.1a). Begin checks for Early Decision (5.0b). No more Special Repls.*

Remove: 

22 Aug **Any Airbase:**

1 Sep
Entry B or C:

Frontal Reserves (2.3c):

Converts into:

Two free rebuilds: an IL.2 and either an HQ or artillery unit.

Axis Arrivals Smolensk, version 4

New units enter play per 3.1. All types of Transport Points arrive loaded (with extra SP, in addition to the amount received from the Supply Table).

8 Jul

Axis Rail Cap is 0 at start.
No hedgehogs above Level 1 (1.3b).
Begin Security Needs (3.3b).
Begin Guderian & Hoth (3.4).

If Option 4.1b used, the 'Supply Train' event occurs automatically on 8 July through 15 July.

12 Jul
Entry K:

Step loss can be applied to either division.

Entry I or J:

Two divisions are -1 step.

Entry G or H:

Remove:

Some German divisions arrive with steps lost. This reflects not only combat losses, but also the personnel herding enemy POWs and keeping supply routes open.

15 Jul
Entry K:

Entry I or J:

Step loss can be applied to any division.

Entry G or H:

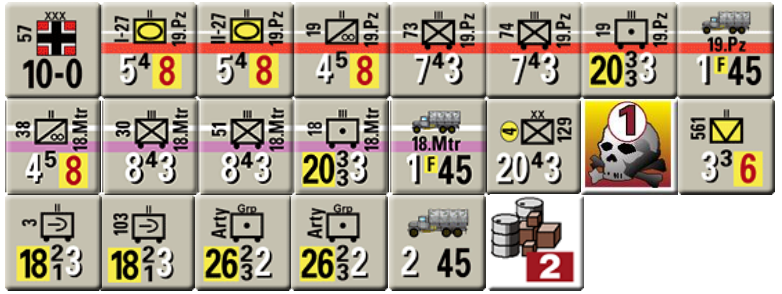
Entry F:

Remove:

19 Jul
Any west edge hexes:

Axis Rail Cap is now 1.
Begin Random Events (3.6).

Entry K or L:



Entry I or J:

Additional 19 Jul Arrivals on next page.

Axis Arrivals Smolensk, page 2

19 Jul, continued
Entry G or H:

Any Airbase:

Add to Dead Pile:

22 Jul
Entry K:

Entry F:

Step loss can be applied to either division.

26 Jul
Entry K:

Entry I or J:

Entry G or H:

29 Jul
Entry I or J:

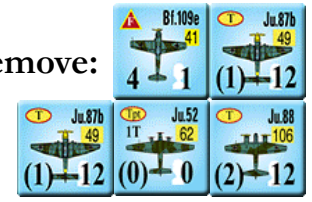
Remove:

1 Aug
Remove:

5 Aug

Entry I or J:

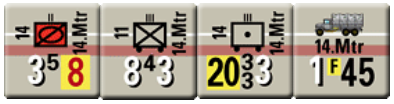
Entry G or H:

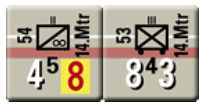
Remove: 

19 Aug

Begin checks for Variable Exit (3.3c).
Begin checks for Early Decision (5.0b).
No more Special Repls.
No more Guderian & Hoth (3.4).
No more Random Events (3.6).

Entry F:

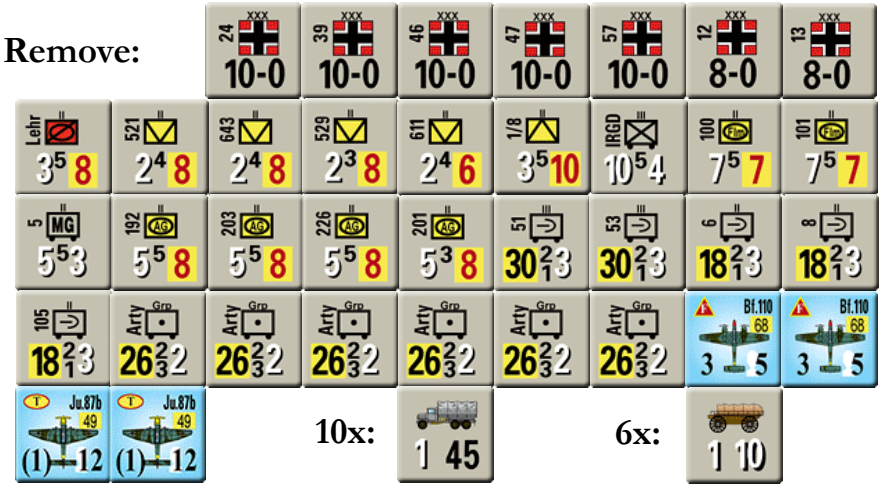
Entry K or L: 

Add to Dead Pile: 

Remove all units from these formations:

Must total at least 12 steps from these units:

Remove:



10x:

6x:

22 Aug
Entry I or J:

Entry F:

1 Sep
Entry F:

(unit is returning)