

## GERMAN REINFORCEMENT GROUP CHART

ID	GROUP	FULL/DEPL	UNIT TYPE	CPP COST	DAILY MAX	CG:III MAX
S1	Stuka	1-3	DB (see SSR RB9)	1 <sup>b</sup>	1	9
A1	StuG B Pltn	3/2	StuG IIIB <sup>d(1)rw</sup>	4	2	3
A2	StuG G Pltn	3/2	StuG IIIC <sup>d(1)rw</sup>	5	1	2
A3	StuIG Pltn	3/2	StuIG 33B <sup>d(1)rw</sup>	5	1	2 <sup>a</sup>
A4	Pz III H Pltn	3/2	Pz IIIB <sup>d(1)rw</sup>	3	2	3
A5	Pz III L Pltn	3/2	Pz IIIL <sup>d(1)rw</sup>	4	2	3
A6	Pz IV F1 Pltn	3/2	Pz IV F1 <sup>d(1)rw</sup>	5	2	3
A7	Pz IV F2 Pltn	3/2	Pz IV F2 <sup>d(1)rw</sup>	6	1	2
A8	PSW Pltn	4/3	PSW 222L <sup>d(1)rw</sup>	3	1	3
A9	SPW Pltn	4/3	SPW 251/1 <sup>dgr</sup>	2	2	4
I1	Rifle Coy	12/9	4-6-7 <sup>dtr</sup>	7	2	14
I2	Sturm Coy	12/9	5-4-8 <sup>dtr</sup>	9	2	9
I3	Pioneer Coy	8/6	8-3-8 <sup>dtr</sup>	14	2	7 <sup>y</sup>
I4	HW Pltn		2 x HMG, 2 x MMG, 2 x 81* MTR <sup>acd</sup>	6	1	5
O1	Btln Mtr		80+mm Btln Mtr OBA Module <sup>adp</sup>	2	2	12
O2	Med Arty		100+mm OBA Module <sup>adp</sup>	4	2	7
O3	Hvy Arty		150+mm OBA Module <sup>adp</sup>	6	2	5
O4	NebelWerfer		150+mm Rocket OBA Module <sup>ap</sup>	2	2	4
O5	Offb'd Observer		Offboard Observer	1	2	7
O6	Spotter Plane		Observation Plane (E7.6) <sup>a</sup>	1	1	4
G1	AT Battery I		50L PaK 38 x 3 <sup>acd</sup>	3	1	3
G2	AT Battery II		75L PaK 40 x 3 <sup>acd</sup>	4	1	3
G3	Inf Battery		75* INF x 3, 150* INF <sup>acd</sup>	4	1	2
M1	Fortifications		20 FPP <sup>a</sup>	1	2	60
M2	Sniper		SAN Increase +1	1	1	20

- a - Available for on-map setup on CG day of Purchase.  
b - Apply a -2 dr to its Turn of Entry dr (E7.2) if purchased at two CPP. Each Stuka RB must be used on its CG Day of purchase or be forfeit (therefore, such an RG should not be purchased if the weather is Overcast or the German side anticipates being Idle (11.623).  
c - Each MG is accompanied by a 1-2-7 crew; each Gun by a 2-2-8 crew.  
d - To determine Depleted Strength see RePh step 11.620.  
e - Assault Engineers (A11.5; H1.22) and Sappers (B28.8; B24.7).  
g - After determining Strength (11.6201) the German may freely exchange one just-purchased SPW 251/1 for one SPW 251/10.  
I - To determine SW and (armor) Leaders see RePh steps 11.6202 and 11.6205..6207, respectively.  
n - Not available until November 5.  
o - Offboard Observer is at level 3 in (i.e. at the second level of) any friendly-Controlled west-edge hex or north-edge hex on/west-of hexrow N. Secretly record the hex prior to Russian setup. Cost is per module. Each Offboard Observer is Retained as long as the module he is assigned to is Retained (SSR CG10; 11.4).  
p - Increase CPP cost by one per Pre-Registered hex (C1.73) purchased with module (no module may have > two Pre-Reg hexes). Each Pre-Reg hex is retained as long as the module it is assigned to is Retained (SSR CG10; 11.4). Purchase of a Pre-Reg hex(es) in the RB CG allows normal (only) Barrage (E12.11). Each Barrage must have a north-south Hex Grain alignment (E12.11.-2)36. See also SSR CG6 (11.4).  
r - Must enter as reinforcements if entered on the CG Day of purchase [EXC: 11.6194]. The RG is available for on-map setup if purchased on any CG Day prior to that of the scenario. See SSR CG9 (11.4) for Infantry/Armor RG entry restrictions.  
s - Available for non-RCT OBA ≥ 100mm. The Spotter Plane is Retained as long as the module it is assigned to is Retained (SSR CG10; 11.4).  
w - Subject to AFV Platoon Withdrawl as per 11.6142. If > one AFV Pltn of the same type are in the side's OB, the ID's of those AFV belonging to each Pltn should be recorded in case that Pltn is subsequently Withdrawn.

## HISTORICAL DRM CHART

Date	German DRM	Russian DRM
17 Oct	-2	-1
18 Oct	-2	-1
19 Oct	-1	0
20 Oct	0	0
21 Oct	-1	-1
22 Oct	-2	0
23 Oct	-1	-1
24 Oct	-1	-1
25 Oct	-1	0
26 Oct	0	0
27 Oct	-1	-1
28 Oct	0	-1
29 Oct	+1	0
30 Oct	+1	-1
31 Oct	0	-2
1 Nov	+1	-1
2 Nov	+2	0
3 Nov	+1	+1
4 Nov	+1	+1
5 Nov	+1	+1
6 Nov	+1	0
7 Nov	0	0
8 Nov	0	0
9 Nov	-1	-1
10 Nov	-2	-1
11 Nov	-3	-1
12 Nov	-1	0
13 Nov	0	0
14 Nov	+1	+1
15 Nov	+1	+1

## RG STRENGTH TABLE

Final DR	RG Strength	DRM:
≤ 8	Full Strength	±x Friendly Historical DRM (11.6161) for current CG Day.
≥ 9	Depleted	-y As per CG scenario Balance provision (11.32) in effect.

## GUN BATTERY/OBA MODULE

GERMAN OBA		RUSSIAN OBA	
Final DR	Ammo	Final DR	Ammo
≤ 4	Plentiful	≤ 2	Plentiful
5-8	Normal	3-7	Normal
≥ 9	Scarce	≥ 8	Scarce

### GUN BATTERY TABLE

Final DR	Strength
≤ 7	Full
≥ 8	-1 each type*

### Gun Battery and OBA Tables DRM:

±x Friendly Historical DRM (11.6161) for current CG Day.

-y As per CG scenario Balance provision (11.32) in effect.

\*A depleted Battery receives one less of each type of Gun listed in its respective RG chart.

## INFANTRY COMPANY SW CHART\*

Nationality	Coy Type	HMG	MMG	LMG	ATR	LtMtr	FT	DC
German	Rifle	1	1	1	1	1		
German	Sturm		1	2				2
German	Engineer			2			3	5
Russian	Gds Rifle	1	1	2	2	2		
Russian	Gds SMG							1
Russian	Rifle	1	1	1	1	1		
Russian	SMG							
Russian	Militia		1	1	1	1		
Russian	Aslt Eng.			2			2	4

## FORTIFICATION TABLE

Fortification type	FPP Cost
Foxhole <sup>1</sup>	3/2/1 <sup>1</sup>
Trench <sup>1</sup>	7
A-T Ditch <sup>8</sup>	21
A-P Mine	1/3 per factor <sup>2</sup>
A-T Mine	3/9 per factor <sup>2,3</sup>
Roadblock <sup>1</sup>	12
Wire	15
Pillbox <sup>8</sup>	(a + b + c) x 3 <sup>4</sup>
Fortified Building <sup>8,1</sup>	10 <sup>5</sup>
Tunnel	30
HIP <sup>8,1</sup>	5/3/2/1/1 <sup>6</sup>
7 <sup>8,1</sup>	1 <sup>7</sup>
Booby Traps <sup>8</sup>	40 <sup>8</sup>
Set DC (A23.7) <sup>8</sup>	15 <sup>9</sup>

## CPP REPLENISHMENT

Fortification type FPP Cost

Fo  
CPP REPLENISHMENT TABLE

Final DR

CPP Increase

≤ 2

+18

3-4

+17

5-6

+16

## GERMAN/RUSSIAN LEADER TABLE

Final DR	Leader Received	Final DR	Leader Received
≤ 1	10-3, 9-1, 8-0	≤ 1	10-3, 9-1, 8-0
2	10-2, 8-1, 8-0	2	10-2, 8-1
3	10-2, 8-1, 7-0	3	9-2, 9-1
4	9-2, 9-1, 8-0	4	9-2, 8-1
5	9-2, 8-1, 7-0	5	9-1, 8-0
6	9-1, 8-1, 8-0	6	9-1, 7-0
7	9-1, 8-1, 7-0	7	8-1, 8-0
8	8-1, 8-0, 7-0	8	8-0, 7-0
9	9-1, 8-0	9	9-1
10	8-1, 8-0	10	8-1
11	8-1, 7-0	11	8-0
12	8-0, 7-0	12	7-0
≥ 13	8-0, 6+1	≥ 13	6+1

### Leader DRM:

German Leader DRM

-2 Sturm Coy

-1 Pioneer Coy

+X\* Rifle Coy

+1 If Depleted

+1 If a CG II scenario

Russian Leader DRM

-2 Assault Engineer Coy

-1 Guards Coy

+1 (First Line) SMG Coy

+2 If Depleted

+3 Militia Coy

\* +1 If this is the sixth, seventh or eighth German Rifle Coy purchased;

+2 if this is the ninth German Rifle Coy purchase

## ARMOR LEADER TABLE

Final DR	Armor Leader	DRM
≤ 2	10-2	-1 German
3	9-2	+1 Russian
4	9-1	
5	8-1	
6-11	None	
≥ 12	Inexperienced*	