

## RUSSIAN REINFORCEMENT GROUP CHART

ID	GROUP	FULL/DEPL	UNIT TYPE	CPP COST	DAILY MAX	CG: III MAX
A1	T-60 Pltn	3/2	T-60 <sup>dtjw</sup>	3	1	3
A2	T-70 Pltn	3/2	T-70 <sup>dtjw</sup>	3	2	3
A3	T-34M41 Pltn	3/2	T-34M41 <sup>dtjw</sup>	5	1	1
A4	T-34M43 Pltn	3/2	T-34M43 <sup>dtjw</sup>	6	1	1
A5	KV Pltn	2/1	KV-1 M42 <sup>dtjw</sup>	4	1	1
I1	Gds Rifle Coy	12/9	4-5-8 <sup>dr</sup>	9	2	6
I2	Gds SMG Coy	9/7	6-2-8 <sup>dr</sup>	7	2	8
I3	Rifle Coy	12/9	4-4-7 <sup>dr</sup>	5	2	14
I4	SMG Coy	9/7	5-2-7 <sup>dr</sup>	4	2	12
I5	Militia Coy	12/9	4-2-6 <sup>adhr</sup>	4 <sup>i</sup>	2	4
I6	Engineer Coy	9/7	6-2-8 <sup>dr</sup>	12	1	4
I7	HW Pltn		MMG x 2, HMG, .50c-HMG, 82* MTR x 2 <sup>acd</sup>	6	1	6
I8	MOL-P Pltn		MOL-P x 3 <sup>acd</sup>	2	1	6
O1	Lt Arty		70+mm OBA Module <sup>adp</sup>	1	2	8
O2	Btl Mtr		80+mm Btl Mtr OBA Module <sup>adp</sup>	1	2	10
O3	Med Arty		120+mm OBA Module <sup>adp</sup>	3	2	7
O4	Hvy Arty		150+mm OBA Module <sup>adp</sup>	5	2	6
O5	Katyusha		200+mm Rocket OBA Module <sup>ap</sup>	3	2	6
G1	AT Battery		45L AT x 2, 45LL AT x 2 <sup>acd</sup>	4	1	4
G2	ART Battery		76L ART x 4 <sup>acd</sup>	5	1	2
G3	INF Battery		76* INF x 3 <sup>acd</sup>	4	1	4
M1	Fortifications		40 FPP <sup>a</sup>	1	4	90
M2	Sniper		SAN Increase +1	1	1	30
M3	MOL Capability		MOL Capability <sup>amx</sup>	2	1	30

- a - Available for on-map setup on CG day of Purchase.  
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). If other 6-2-8 are in play, record ID to distinguish. If Replaced, all Assault Engineer benefits are lost for the duration of the CG (even if the unit subsequently Battle Hardens).  
f - Available only in October.  
l - To determine SW and (armor) Leaders see RePh steps 11.6202 and 11.6205-.6207, respectively.  
m - Gives all Russian Personnel MOL capability (even if Isolated).  
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.  
w - Subject to AFV Platoon Withdrawal as per 11.6142. A Russian AFV Platoon may be purchased as Dug-In (11.6194.c). If > one non-Dug-In 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>i</sup>	3/2/1 <sup>i</sup>
Trench <sup>i</sup>	7
A-T Ditch <sup>a</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>i</sup>	12
Wire	15
Pillbox <sup>R</sup>	(a + b + c) x 3 <sup>4</sup>
Fortified Building <sup>F1</sup>	10 <sup>5</sup>
Tunnel	30
HIP <sup>F1</sup>	5/3/2/1/1 <sup>6</sup>
q <sup>F1</sup>	1 <sup>7</sup>
Booby Traps <sup>R</sup>	40 <sup>8</sup>
Set DC (A23.7) <sup>f</sup>	15 <sup>9</sup>

## 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	-2 Assault Engineer Coy
-1 Pioneer Coy	-1 Guards Coy
+X* Rifle Coy	+1 (First Line) SMG Coy
+1 If Depleted	+2 If Depleted
+1 If a CG II scenario	+3 Militia Coy

## 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*	

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

+2 if this is the ninth German Rifle Coy purchase