STALINGRAD

REINFORCEMENT CHARTS RB CG III

RED BARRICADES CG III THE BARRIKADY

RED BARRICADES CG III **GERMAN REINFORCEMENTS** Unit Type Daily Max. CPP Cost ID Group Type Units CG III Max. 3 or 4^{LHR10} **STUKA** Stuka M42 with bombs 1 or 2 S1 Apply a -2 drm to its Entry dr (E7.2) if purchased at the cost of two CPP. Each Stuka RG must be used on its CG Day of purchase or be forfeit. **A1** StuG B pltn 3 StuG IIIB 4 2 3 **A2** StuG G pltn 3 StuG IIIG 5 2 StuIG 33B available after 4th Nov 5 and $2^{LHR\ 26}$ 3 1 2 **A3** StuIG pltn 2 3 **A4** Pz IIIH pltn 3 3 Pz IIIH **A5** 3 2 3 Pz IIIL pltn Pz IIIL 4 **A6** Pz IVF1 pltn 3 Pz IVF1 5 2 3 3 Pz IVF2 2 **A7** Pz IVF2 pltn 6 1 4 3 3 **A8 PSW** pltn **PSW 222(L) A9** SPW pltn 2 4 3/13x SPW 251/1, 1x SPW 251/10 2 A1-A9 Must enter as reinforcements if entered on the CG Day of purchase [EXC: 11.6194]. The just-purchased SPW 251/10 may be exchanged for one SPW 251/1. The RG is available for on-map setup if purchased on any CG Day prior to that of the scenario. **I1** Rifle Coy 7 2 14 12 4-6-7 12 9 2 9 **Sturm Coy** 12 5-4-8 **8-3-8**4th to 7th Coy available after 7th Nov **I3 Pionier Cov** 14 2 7 HW pltn^{On-map setup} **2-2-8**^{2x} MMG, 2x HMG, 2x 81mm MTR **I4** 1 5 6 11-13 Must enter as reinforcements if entered on the CG Day of purchase [EXC: 11.6194]. 14 On-map setup (11.6194). The RG is available for on-map setup if purchased on any CG Day prior to that of the scenario. Btln Mortar 80+mm btln mortar OBA Module (HE/Smoke) 12 4 2 7 O2 Med Arty 100+mm OBA Module (HE/Smoke) 2 5 O3 Hvy Arty 150+mm OBA Module (HE only) 6 2 2 4 **O4** Nebelwerfer 150+mm Rocket OBA Module (HE only) O1-O4 Increase CPP cost by one per Pre-Registered hex purchased with module (maximum 2 Pre-Reg. Hexes per module). Each Pre-Reg. hex is Retained as long as the module it is assigned to is Retained (SSR CG 10 [11.4]). Purchase of a Pre-Reg hex(es) in the CG allows normal (only) Barrage (E12.11). Each Barrage must have a north-south Hex Grain alignment (E12.11-.2). See also SSR CG 6 and LHR 11. 7 O5 Offboard Observer O5 Offboard Observer (C1.63) is at Level 3 (EX: at level 2 in hex A9) in 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. (SSR CG 10 [11.4]). **O6** Spotter Plane^{LHR 11} 4 O6 Spotter Plane is available for non-Rocket OBA ≥ 100+mm, no more than one Spotter Plane may be used per CG Day (NA during Overcast/Mist). G1 AT Battery I 3x PaK 38 (50L) 3 1 3 **G2** AT Battery II 3x PaK 40 (75L) 4 1 3 3x INF 75*mm, 1x INF 150*mm **G3** INF Battery G1-G3 Each weapon is accompanied by a 2-2-8 crew. On-map setup (11.6194). **M1 FORTIFICATIONS 20 FPP** 1 2 60 SAN Increase +1 **M2 SNIPER** 30 THE BARRIKADY - HISTORICAL DRM CHART^{LHR 23} CPP Replenishment Table Final DR CPP Date DRM German/Russian Date DRM German/Russian **DRM:** -1 Per each 20 CVP (FRD) Date DRM German/Russian +1 / 0 17 Oct -2 / -1 27 Oct -1 / -1 6 Nov < 2 +18 suffered by the friendly side on the 18 Oct -2 / -1 28 Oct 0 / -1 7 Nov 0 / 0 3-4 +17previous CG Day's scenario 5-6 19 Oct **-1** / **0** 29 Oct +1 / 0 8 Nov 0 / 0 +16(including friendly units Eliminated 20 Oct 0 / 0 30 Oct 7-8 +15 since the last scenario during the +1 / -19 Nov -1 / -1 0 / -2 10 Nov 21 Oct -1 / -1 31 Oct -2 / -1 9-10 +14 current CG Day's RePh) 22 Oct -2 / 0 1 Nov +1 / -1 11 Nov -3 / -1 11-12 +13+2 / 0 -1 / -1 23 Oct 2 Nov 12 Nov -1 / 0 +12+1 If friendly side selected the "Attack" ≥ 13 24 Oct -1 / -1 3 Nov +1 / +1 13 Nov 0 / 0 Initiative chit on the previous CG Day -1 / 0 +1 / +1 +1 / +1 25 Oct 4 Nov 14 Nov 26 Oct 0 / 0 5 Nov +1 / +1 15 Nov +1 / +1 +x/-x Friendly Historical DRM for the current CG Day LEAFLET HOUSE RULES

RED BARRICADES CG III RUSSIAN REINFORCEMENTS								
ID	Group Type	Units	Unit Type	CPP Cos	t Daily Max.	CG III Max.		
A1	T-60 pltn	3	T-60 M42	3	1	3		
A2	T-70 pltn	3	T-70	3	2	3		
A3	T-34 M41 pltn	3	T-34 M41	5	1	1		
A4	T-34 M43 pltn	3	T-34 M43	6	1	1		
A5	KV-1 M42 pltn	2	KV-1 M42	4	1	1		
A1-A:	5 Must enter as reinforceme G is available for on-map so	ents if entered on	the CG Day of purchase [E	XC: 11.6194].				
THE	o is available for oil-iliap so	etup ii purenaseu	on any CO Day prior to the	at of the sechano.				
I1	Gds Rifle Coy	12	4-5-8	9	2	6		
I2	Gds SMG Coy	9	6-2-8	7	2	8		
I3	Rifle Coy	12	4-4-7	5	2	14		
I 4	SMG Coy	9	5-2-7	4	2	12		
I 5	Militia Coy ^{On-map se}	etup 15	4-2-6 available only in	October 4	2	4		
I6	Engineer Coy	9	6-2-8 ^{AE}	12	1	4		
17	HW pltn ^{On-map setup}	-	2-2-8 ^{2x MMG, HMG, 50cal}		1	6		
	-	· ·	0	se [EXC: 11.6194]. I5 & I7 (On-map setup (11.6194).	v		
	G is available for on-map so				1 1 ()			
01	Lt Arty 70+mm O	BA Module	(HE/Smoke)	1	2	8		
02	•		tar OBA Module (H		2	10		
03	Med Arty 120+mr		`	3	2	7		
04	Hvy Arty 150+mn		` '	5	2	6		
05			BA Module (HE on		2	6		
	•		`	ule (maximum 2 Pre-Reg. He				
as long as the module it is assigned to is Retained (SSR CG 10 [11.4]). Purchase of a Pre-Reg hex(es) in the CG allows normal (only) Barrage (E12.11). Each Barrage must have a north-south Hex Grain alignment (E12.112). See also SSR CG 6 and LHR 11. O6 Offboard Observer (C1.63) is at Level 3 in any east-edge hex (EX: at level 2 in hex JJ28, at level 3 in hex JJ20, or at level 4 in hex JJ8). Secretly record the hex prior to German setup. No cost involved. (SSR CG 10 [11.4]).								
O6 O6 O1	Offboard Observer (C1.63) is	er ^{LHR 11} at Level 3 in any	alignment (E12.112). See a east-edge hex (EX: at leve	also SSR CG 6 and LHR 11. 0 Il 2 in hex JJ28, at level 3 in l	2	37		
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O6 O6 O6 Secret G1 G2 G3 G1-G2 M1 M2 M3 M3 G THH Date 17 O6 19 O6 22 O6 24 O6 25 O6 26 O6 27 O6 28 O6 29 O6	Offboard Observer Offboard Observer Offboard Observer Offboard Observer Offboard Observer Offboard Observer (C1.63) is Interpretation of the prior to Green AT Battery ART Battery INF Battery 3 Each weapon is accompany FORTIFICATIO SNIPER MOL Capability Interpretation of the prior of the p	erLHR 11 at Level 3 in any terman setup. No 2x AT Gun 4x A 3x II nied by a 2-2-8 cr NS Mol MOL (A22.6) cap HISTORICA Date 1 Nov 2 Nov 3 Nov 4 Nov 5 Nov 6 Nov 7 Nov 8 Nov 9 Nov 10 Nov 11 Nov 12 Nov 13 Nov	east-edge hex (EX: at leve cost involved. (SSR CG 10 ns 45L, 2x AT Gun RT Guns 76L NF Guns 76*mm ew. On-map setup (11.6194 40 FPP AN Increase +1 lovtov Cocktails ability (even if Isolated), but AL DRM CHART DRM German / Russian +1 / -1 +2 / 0 +1 / +1 +1 / +1 +1 / +1 +1 / +1 +1 / +1 / +1 / +1 / +1 / +1 / +1 / +1 / +1 / -1 / -	also SSR CG 6 and LHR 11. 0 el 2 in hex JJ28, at level 3 in 10 [11.4]). 1s 45LL 4 5 4 4). 1 1 2 ut only for the next CG scena LHR 23 Weather Final DR ≤ 2 3-6 7-9 ≥ 10 EC Table Final dr RESULT ≤ 1 Wet 2-3 Moist 4-5 Moderate	2 nex JJ20, or at level 4 in hex 1 1 1 1 1 1 1 rio played. Table RESULT Mist Overcast Clear Clear Clear Gusty drm: -3 if the previous CG Da-1 if the month is Nover	JJ8). 4 2 4 90 30 30 30 30 30 av's Weather was Overcast ay's Weather Mist mber		

STALINGRAD

REINFORCEMENT CHARTS RB CG II

RED BARRICADES CG II OPERATION HUBERTUS

RED BARRICADES CG II **GERMAN REINFORCEMENTS** Unit Type Daily Max. CPP Cost ID Group Type CG II Max. Units 3 or 4^{LHR10} Stuka M42 with bombs **STUKA** 1 or 2 3 **S1** S1 Apply a -2 drm to its Entry dr (E7.2) if purchased at the cost of two CPP. Each Stuka RG must be used on its CG Day of purchase or be forfeit. StuG B pltn 3 StuG IIIB 4 1 1 **A1 A2** StuG G pltn 3 StuG IIIG 5 1 5 and $2^{LHR\ 26}$ 2 3 StuIG 33B **A3** StuIG pltn **A4** Pz IIIH pltn 3 Pz IIIH 3 **A5** 3 2 Pz IIIL pltn Pz IIIL 4 1 **A6** Pz IVF1 pltn 3 Pz IVF1 5 3 **A7** Pz IVF2 pltn Pz IVF2 6 4 3 **A8 PSW** pltn **PSW 222(L) A9** SPW pltn 2 1 3/1 3x SPW 251/1, 1x SPW 251/10 A1-A9 Must enter as reinforcements if entered on the CG Day of purchase [EXC: 11.6194]. The just-purchased SPW 251/10 may be exchanged for one SPW 251/1. The RG is available for on-map setup if purchased on any CG Day prior to that of the scenario. **I1** Rifle Coy 4-6-7 7 1 1 12 12 **Sturm Coy** 9 12 5-4-8 1 1 **I3 Pionier Cov** 8 8-3-8 14 **2-2-8**^{2x} MMG, 2x HMG, 2x 81mm MTR **I4** HW pltn 6 1 6 I1-I3 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. I4 On-map setup (11.6194). 2 Btln Mortar 80+mm btln mortar OBA Module (HE/Smoke) 3 **O2** Med Arty 100+mm OBA Module (HE/Smoke) 4 2 2 O3 Hvy Arty 150+mm OBA Module (HE only) 2 **O4** Nebelwerfer 150+mm Rocket OBA Module (HE only) 2 2 O1-O4 Increase CPP cost by one per Pre-Registered hex purchased with module (maximum 2 Pre-Reg. Hexes per module). Each Pre-Reg. hex is Retained as long as the module it is assigned to is Retained (SSR CG 10 [11.4]). Purchase of a Pre-Reg hex(es) in the CG allows normal (only) Barrage (E12.11). Each Barrage must have a north-south Hex Grain alignment (E12.11-.2). See also SSR CG 6 and LHR 11. 2 O5 Offboard Observer O5 Offboard Observer (C1.63) is at Level 3 (EX: at level 2 in hex A9) in 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. (SSR CG 10 [11.4]). **O6** Spotter Plane^{LHR 11} 1 O6 Spotter Plane is available for non-Rocket OBA ≥ 100+mm, no more than one Spotter Plane may be used per CG Day (NA during Overcast/Mist). G1 AT Battery I 3x PaK 38 (50L) 3 1 **G2** AT Battery II 3x PaK 40 (75L) 4 1 1 3x INF 75*mm, 1x INF 150*mm **G3** INF Battery G1-G3 Each weapon is accompanied by a 2-2-8 crew. On-map setup (11.6194). **FORTIFICATIONS M1 20 FPP** 1 2 10 **SAN Increase +1** 5 **M2 SNIPER CPP** Replenishment Table **OPERATION HUBERTUS** Final DR CPP DRM: -1 Per each 20 CVP (FRD) HISTORICAL DRM CHART^{LHR 23} ≤ 2 +18 suffered by the friendly side on the previous CG Day's scenario Date DRM German/Russian 3-4 +17 5-6 11 Nov -3 / -1 +16 (including friendly units Eliminated -1 / 0 12 Nov 7-8 +15 since the last scenario during the 13 Nov 0 / 0 9-10 +14 current CG Day's RePh) +1 /+1 14 Nov 11-12 +13 +1 / +1 +12 +1 If friendly side selected the "Attack" 15 Nov ≥ 13 Initiative chit on the previous CG Day LEAFLET HOUSE RULES +x/-x Friendly Historical DRM for the current CG Day

RED BARRICADES CG II RUSSIAN REINFORCEMENTS Unit Type Daily Max. CPP Cost ID Group Type Units T-60 pltn T-60 M42 **A1** 3 3 **A2** T-70 pltn 3 T-70 1 1 5 **A3** 3 T-34 M41 T-34 M41 pltn A1-A3 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. **I1 Gds Rifle Cov** 12 4-5-8 9 1 1 12 **Gds SMG Coy** 9 7 6 - 2 - 812 5 1 1 13 Rifle Coy 4-4-7 **I4 SMG Cov** 9 4 5-2-7 6-2-8^{AE} **I6** 12 **Engineer Cov** 2-2-8^{2x MMG, 2x HMG, 2x 82mm MTR} **I7** HW pltn 6 6 1 I1-I4 and I6 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. I7 On-map setup (11.6194). 2 O1 Lt Arty 70+mm OBA Module (HE/Smoke) 2 3 **O2 Btln Mortar** 80+mm btln mortar OBA Module (HE/Smoke) 1 3 2 O3 Med Arty 120+mm OBA Module (HE/Smoke) **O4** Hvy Arty 150+mm OBA Module (HE only) 5 1 1 3 O5 Katyusha 200+mm Rocket OBA Module (HE only) O1-O5 Increase CPP cost by one per Pre-Registered hex purchased with module (maximum 2 Pre-Reg. Hexes per module). Each Pre-Reg. hex is Retained as long as the module it is assigned to is Retained (SSR CG 10 [11.4]). Purchase of a Pre-Reg hex(es) in the CG allows normal (only) Barrage (E12.11). Each Barrage must have a north-south Hex Grain alignment (E12.11-.2). See also SSR CG 6 and LHR 11. O6 Offboard Observer^{LHR 11} 10 O6 Offboard Observer (C1.63) is at Level 3 in any east-edge hex (EX: at level 2 in hex JJ28, at level 3 in hex JJ20, or at level 4 in hex JJ8). Secretly record the hex prior to German setup. No cost involved. (SSR CG 10 [11.4]). G1 AT Battery 2x AT Guns 45L, 2x AT Guns 45LL 4 1 4 1 **G3** INF Battery 3x INF Guns 76*mm G1 and G3 Each weapon is accompanied by a 2-2-8 crew. On-map setup (11.6194). M1 FORTIFICATIONS **40 FPP** 1 4 15 5 **M2 SNIPER** SAN Increase +1 1 2 1 5 **Molovtov Cocktails** M3 MOL Capability M3 Gives all Russian Personnel MOL (A22.6) capability (even if Isolated), but only for the next CG scenario played. Weather Table Final DR RESULT ≤ 2 Mist 3-6 Overcast -1 If the previous CG Day's 7-9 Weather was Overcast Clear ≥ 10 Clear & Gusty

OPERATION HUBERTUS

HISTORICAL DRM CHART^{LHR 23}

Date	DRM German / Russian
11 Nov	-3 / -1
12 Nov	-3 / -1
13 Nov	-1 / 0
14 Nov	0 / 0
15 Nov	+1 / +1

EC Table

Final dr	RESULT
≤1	Wet
2-3	Moist
4-5	Moderate
≥6	— Dry —

drm

- -3 if the previous CG Day's Weather was Overcast -1 if the previous CG Day's Weather Mist
- -1 In November

LEAFLET HOUSE RULES

STALINGRAD

REINFORCEMENT CHARTS RO CG I

RED OCTOBER CG I X-TAG

RED OCTOBER CG I **GERMAN REINFORCEMENTS** ID Group Type Units Unit Type **CPP Cost** Daily Max. CG I Max. 3 or 4^{LHR10} 5 **S1 STUKA** Stuka M42 with bombs 1 or 2 S1 Apply a -2 drm to its Entry dr (E7.2) if purchased at two CPP. Each Stuka RG must be used on its CG Day of purchase or be forfeit. StuG B pltn 3 StuG IIIB 4 3 **A1** 1 StuG IIIG **A2** StuG G pltn 3 **A4** Pz IIIH pltn 3 3 Pz IIIH 3 **A5** Pz IIIL pltn Pz IIII. 4 1 1 3 5 **A6** Pz IVF1 pltn Pz IVF1 A1-A2, A4-A6 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. **I1** 4-6-7 7 2 8 Rifle Coy 12 9 12 **Sturm Coy** 12 5-4-8 2 5 **I3 Pionier Cov** 8 2 2 8-3-8 14 **2-2-8**^{2x MMG, 2x HMG, 2x 81mm MTR} HW pltn 3 **I4** 6 6 1 4-4-7 use German counters **I5 Croatian Cov** 12 5 2 I1-I3 and I5 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. I4 On-map setup (11.6194). Units of I5 Croatian Coy are always considered to be Germans. Btln Mortar 80+mm btln mortar OBA Module (HE/Smoke) 2 6 O2 Med Arty 100+mm OBA Module (HE/Smoke) 4 2 4 2 O3 Hvy Arty 150+mm OBA Module (HE only) 6 3 **O4** Nebelwerfer 150+mm Rocket OBA Module (HE only) 2 3 O1-O4 Increase CPP cost by one per Pre-Registered hex purchased with module (maximum 2 Pre-Reg. Hexes per module). Each Pre-Reg. hex is Retained as long as the module it is assigned to is Retained (SSR CG 10 [11.4]). Purchase of a Pre-Reg hex(es) in the CG allows normal (only) Barrage (E12.11). Each Barrage must have a north-south Hex Grain alignment (E12.11-.2). See also SSR CG 6 and LHR 11. 5 O5 Offboard Observer O5 Offboard Observer (C1.63) is at Level 3 (EX: at level 2 in hex A9) in 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. (SSR CG 10 [11.4]). **O6** Spotter Plane^{LHR 11} 2 O6 Spotter Plane is available for non-Rocket OBA ≥ 100+mm, no more than one Spotter Plane may be used per CG Day (NA during Overcast/Mist). 3 2 G1 AT Battery I 3x PaK 38 (50L) **G2** AT Battery II 3x PaK 40 (75L) 4 1 2 2 **G3** INF Battery 3x INF 75*mm, 1x INF 150*mm 4 4x FlaK 38 (20L) 3 1 2 **G4** AA Battery G1-G4 Each weapon is accompanied by a 2-2-8 crew. On-map setup (11.6194). M1 FORTIFICATIONS **20 FPP** 1 2 18 M2 SNIPER SAN Increase +1 1 7 HISTORICAL DRM CHART^{LHR 23} **CPP** Replenishment Table Date DRM German/Russian Final DR CPP **DRM:** -1 Per each 20 CVP (FRD) AM 23 Oct suffered by the friendly side on the -2 / 0 German Morning Assault < 2 +18PM 23 Oct -2 / 0 German Afternoon Assault 3-4 +17previous CG Day's scenario -2 / -1 24 Oct 5-6 +16 (including friendly units Eliminated 25 Oct -1 / 0 7-8 ± 15 since the last scenario during the 26 Oct 0 / 0 Idle Day 9-10 +14 current CG Day's RePh) 27 Oct -1 / 0 11-12 +13 **28 Oct** -2 / 0 ≥ 13 +12 +1 If friendly side selected the "Attack" Initiative chit on the previous CG Day 29 Oct -1 / +x/-x Friendly Historical DRM for the current CG Day

RED OCTOBER CG I X-TAG

LEAFLET HOUSE RULES

RED OCTOBER CG I RUSSIAN REINFORCEMENTS Daily Max. ID Group Type Units Unit Type CPP Cost CG I Max. T-60 pltn T-60 M42 **A1** 3 **A2** T-70 pltn 3 T-70 3 2 5 2 **A3** 3 T-34 M41 pltn T-34 M41 A1-A3 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. **I1 Gds Rifle Cov** 12 4-5-8 9 2 4 12 **Gds SMG Coy** 9 7 2 6 6 - 2 - 85 2 13 Rifle Coy 12 4-4-7 10 **SMG Coy** 9 4 2 **I4** 5-2-7 2 **I5** Militia Coy 15 4-2-6 4 4 6-2-8^{AE} 16 **Engineer Coy** 9 12 2-2-8^{2x MMG, 2x HMG, 2x 82mm MTR} **I7** HW pltn 6 6 1 3 I1-I4 and I6 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. I5 & I7 On-map setup (11.6194). 1 2 O1 Lt Arty 70+mm OBA Module (HE/Smoke) 4 1 2 **O2 Btln Mortar** 80+mm btln mortar OBA Module (HE/Smoke) 6 O3 Med Arty 120+mm OBA Module (HE/Smoke) 3 2 4 **O4** Hvy Arty 150+mm OBA Module (HE only) 5 2 4 O5 Katvusha 200+mm Rocket OBA Module (HE only) 3 4 O1-O5 Increase CPP cost by one per Pre-Registered hex purchased with module (maximum 2 Pre-Reg. Hexes per module). Each Pre-Reg. hex is Retained as long as the module it is assigned to is Retained (SSR CG 10 [11.4]). Purchase of a Pre-Reg hex(es) in the CG allows normal (only) Barrage (E12.11). Each Barrage must have a north-south Hex Grain alignment (E12.11-.2). See also SSR CG 6 and LHR 11. O6 Offboard Observer^{LHR 11} 2 22 O6 Offboard Observer (C1.63) is at Level 3 in any east-edge hex (EX: at level 2 in hex JJ4, at level 3 in hex JJ15, or at level 4 in hex JJ18). Secretly record the hex prior to German setup. No cost involved. (SSR CG 10 [11.4]). 2x AT Guns 45L, 2x AT Guns 45LL **G1** AT Battery 4 3 5 2 4x ART Guns 76L 1 **G2** ART Battery 2 **G3** INF Battery 3x INF Guns 76*mm 4 G1-G3 Each weapon is accompanied by a 2-2-8 crew. On-map setup (11.6194). M1 FORTIFICATIONS **40 FPP** 1 4 27 SAN Increase +1 1 8 M2 SNIPER 2 1 7 M3 MOL Capability **Molovtov Cocktails** M3 Gives all Russian Personnel MOL (A22.6) capability (even if Isolated), but only for the next CG scenario played. EC Table Weather Table Final DR RESULT Final dr RESULT **< 2** Mist DRM: ≤ 1 Wet -3 if the previous CG Day's Weather was Overcast 3-6 Overcast -1 If the previous CG Day's 2-3 Moist -1 if the previous CG Day's Weather Mist 7-9 4-5 +1 If the previous CG Day's EC was Dry Clear Weather was Overcast Moderate Clear & Gusty ≥ 10 Dry > 6 HISTORICAL DRM CHART^{LHR 23} **CPP** Replenishment Table Final DR CPP Date DRM German/Russian **DRM:** -1 Per each 20 CVP (FRD) AM 23 Oct suffered by the friendly side on the -2 / 0 German Morning Assault **≤** 2 +18 23 Oct -2 / 0 German Afternoon Assault 3-4 +17previous CG Day's scenario 24 Oct -2 / -1 5-6 +16 (including friendly units Eliminated 25 Oct -1 / 0 7-8 +15 since the last scenario during the 0 / 0 Idle Day 26 Oct 9-10 +14 current CG Day's RePh) 27 Oct -1 / 0 11-12 +1328 Oct -2 / 0 +1 If friendly side selected the "Attack" ≥ 13 29 Oct -1 / Initiative chit on the previous CG Day +x/-x Friendly Historical DRM for the current CG Day LEAFLET HOUSE RULES RED OCTOBER CG I