

STALINGRAD

REINFORCEMENT CHARTS RB CG III

RED BARRICADES CG III THE BARRIKADY

RED BARRICADES CG III

GERMAN REINFORCEMENTS

ID	Group Type	Units	Unit Type	CPP Cost	Daily Max.	CG III Max.
S1	STUKA	3 or 4 ^{LHR10}	Stuka M42 with bombs	1 or 2	1	9
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	1	2
A3	StuIG pltn	3	StuIG 33B ^{available after 4th Nov}	5 and 2 ^{LHR 26}	1	2
A4	Pz IIIH pltn	3	Pz IIIH	3	2	3
A5	Pz IIIL pltn	3	Pz IIIL	4	2	3
A6	Pz IVF1 pltn	3	Pz IVF1	5	2	3
A7	Pz IVF2 pltn	3	Pz IVF2	6	1	2
A8	PSW pltn	4	PSW 222(L)	3	1	3
A9	SPW pltn	3/1	3x SPW 251/1, 1x SPW 251/10	2	2	4
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	12	4-6-7	7	2	14
I2	Sturm Coy	12	5-4-8	9	2	9
I3	Pionier Coy	8	8-3-8 ^{4th to 7th Coy available after 7th Nov}	14	2	7
I4	HW pltn ^{On-map setup}	6	2-2-8 ^{2x MMG, 2x HMG, 2x 81mm MTR}	6	1	5
I1-I3 Must enter as reinforcements if entered on the CG Day of purchase [EXC: 11.6194]. I4 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.						
O1	Btln Mortar	80+mm btln mortar	OBA Module (HE/Smoke)	2	2	12
O2	Med Arty	100+mm	OBA Module (HE/Smoke)	4	2	7
O3	Hvy Arty	150+mm	OBA Module (HE only)	6	2	5
O4	Nebelwerfer	150+mm	Rocket OBA Module (HE only)	2	2	4
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.						
O5	Offboard Observer			1	2	7
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	1	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
G3	INF Battery	3x INF 75*mm, 1x INF 150*mm		4	1	2
G1-G3 Each weapon is accompanied by a 2-2-8 crew. On-map setup (11.6194).						
M1	FORTIFICATIONS	20 FPP		1	2	60
M2	SNIPER	SAN Increase +1		1	1	30

THE BARRIKADY - HISTORICAL DRM CHART^{LHR 23}

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

CPP Replenishment Table

Final DR	CPP	DRM: -1 Per each 20 CVP (FRD)
≤ 2	+18	suffered by the friendly side on the previous CG Day's scenario (including friendly units Eliminated since the last scenario during the current CG Day's RePh)
3-4	+17	
5-6	+16	
7-8	+15	
9-10	+14	
11-12	+13	
≥ 13	+12	+1 If friendly side selected the "Attack" Initiative chit on the previous CG Day

+x/-x Friendly Historical DRM for the current CG Day

RED BARRICADES CG III

RUSSIAN REINFORCEMENTS

ID	Group Type	Units	Unit Type	CPP Cost	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-A5 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 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
I4	SMG Coy	9	5-2-7	4	2	12
I5	Militia Coy ^{On-map setup}	15	4-2-6 ^{available only in October}	4	2	4
I6	Engineer Coy	9	6-2-8 ^{AE}	12	1	4
I7	HW pltn ^{On-map setup}	6	2-2-8 ^{2x MMG, HMG, 50cal HMG, 2x 82mm MTR}	6	1	6

I1-I4 and I6 Must enter as reinforcements if entered on the CG Day of purchase [EXC: 11.6194]. I5 & I7 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.

O1	Lt Arty 70+mm OBA Module (HE/Smoke)			1	2	8
O2	Btln Mortar 80+mm btln mortar OBA Module (HE/Smoke)			1	2	10
O3	Med Arty 120+mm OBA Module (HE/Smoke)			3	2	7
O4	Hvy Arty 150+mm OBA Module (HE only)			5	2	6
O5	Katyusha 200+mm Rocket OBA Module (HE only)			3	2	6

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}			0	2	37
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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
G2	ART Battery	4x ART Guns 76L		5	1	2
G3	INF Battery	3x INF Guns 76*mm		4	1	4

G1-G3 Each weapon is accompanied by a 2-2-8 crew. On-map setup (11.6194).

M1	FORTIFICATIONS	40 FPP		1	4	90
M2	SNIPER	SAN Increase +1		1	1	30
M3	MOL Capability	Molotov Cocktails		2	1	30

M3 Gives all Russian Personnel MOL (A22.6) capability (even if Isolated), but only for the next CG scenario played.

THE BARRIKADY - HISTORICAL DRM CHART^{LHR 23}

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

Weather Table

Final DR	RESULT	DRM:
≤ 2	Mist	-1 If the previous CG Day's Weather was Overcast
3-6	Overcast	
7-9	Clear	
≥ 10	Clear & Gusty	

EC Table

Final dr	RESULT	drm:
≤ 1	Wet	-3 if the previous CG Day's Weather was Overcast
2-3	Moist	-1 if the previous CG Day's Weather Mist
4-5	Moderate	-1 If the month is November
≥ 6	Dry	+1 If the previous CG Day's EC was Dry

STALINGRAD

REINFORCEMENT CHARTS RB CG II

**RED BARRICADES CG II
OPERATION HUBERTUS**

RED BARRICADES CG II

GERMAN REINFORCEMENTS

ID	Group Type	Units	Unit Type	CPP Cost	Daily Max.	CG II Max.
S1	STUKA	3 or 4 ^{LHR10}	Stuka M42 with bombs	1 or 2	1	3
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	1	1
A2	StuG G pltn	3	StuG IIIG	5	1	1
A3	StuIG pltn	3	StuIG 33B	5 and 2 ^{LHR 26}	1	2
A4	Pz IIIH pltn	3	Pz IIIH	3	1	1
A5	Pz IIIL pltn	3	Pz IIIL	4	2	1
A6	Pz IVF1 pltn	3	Pz IVF1	5	2	1
A7	Pz IVF2 pltn	3	Pz IVF2	6	1	1
A8	PSW pltn	4	PSW 222(L)	3	1	1
A9	SPW pltn	3/1	3x SPW 251/1, 1x SPW 251/10	2	1	1
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	12	4-6-7	7	1	1
I2	Sturm Coy	12	5-4-8	9	1	1
I3	Pionier Coy	8	8-3-8	14	1	1
I4	HW pltn	6	2-2-8 ^{2x MMG, 2x HMG, 2x 81mm MTR}	6	1	1
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).						
O1	Btln Mortar 80+mm btln mortar OBA Module (HE/Smoke)			2	2	3
O2	Med Arty 100+mm OBA Module (HE/Smoke)			4	2	2
O3	Hvy Arty 150+mm OBA Module (HE only)			6	2	2
O4	Nebelwerfer 150+mm Rocket OBA Module (HE only)			2	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.						
O5	Offboard Observer			1	2	2
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	1	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	1
G2	AT Battery II	3x PaK 40 (75L)		4	1	1
G3	INF Battery	3x INF 75*mm, 1x INF 150*mm		4	1	1
G1-G3 Each weapon is accompanied by a 2-2-8 crew. On-map setup (11.6194).						
M1	FORTIFICATIONS		20 FPP	1	2	10
M2	SNIPER		SAN Increase +1	1	1	5

CPP Replenishment Table

Final DR	CPP	DRM: -1 Per each 20 CVP (FRD)
≤ 2	+18	suffered by the friendly side on the previous CG Day's scenario (including friendly units Eliminated since the last scenario during the current CG Day's RePh)
3-4	+17	
5-6	+16	
7-8	+15	
9-10	+14	
11-12	+13	+1 If friendly side selected the "Attack" Initiative chit on the previous CG Day
≥ 13	+12	

+x/-x Friendly Historical DRM for the current CG Day

OPERATION HUBERTUS

HISTORICAL DRM CHART^{LHR 23}

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

LEAFLET HOUSE RULES

RED BARRICADES CG II

RUSSIAN REINFORCEMENTS

ID	Group Type	Units	Unit Type	CPP Cost	Daily Max.	CG II Max.
A1	T-60 pltn	3	T-60 M42	3	1	1
A2	T-70 pltn	3	T-70	3	1	1
A3	T-34 M41 pltn	3	T-34 M41	5	1	1

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 Coy	12	4-5-8	9	1	1
I2	Gds SMG Coy	9	6-2-8	7	1	1
I3	Rifle Coy	12	4-4-7	5	1	1
I4	SMG Coy	9	5-2-7	4	1	1

I6	Engineer Coy	9	6-2-8 ^{AE}	12	1	1
I7	HW pltn	6	2-2-8 ^{2x} MMG, 2x HMG, 2x 82mm MTR	6	1	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).

O1	Lt Arty 70+mm OBA Module (HE/Smoke)			1	2	2
O2	Btln Mortar 80+mm btln mortar OBA Module (HE/Smoke)			1	2	3
O3	Med Arty 120+mm OBA Module (HE/Smoke)			3	2	2
O4	Hvy Arty 150+mm OBA Module (HE only)			5	1	1
O5	Katyusha 200+mm Rocket OBA Module (HE only)			3	2	2

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}			0	2	10
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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	1
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G3	INF Battery	3x INF Guns 76*mm		4	1	1
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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
M2	SNIPER	SAN Increase +1		1	1	5
M3	MOL Capability	Molotov Cocktails		2	1	5

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	DRM:
≤ 2	Mist	-1 If the previous CG Day's Weather was Overcast
3-6	Overcast	Weather was Overcast
7-9	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	drm:
≤ 1	Wet	-3 if the previous CG Day's Weather was Overcast
2-3	Moist	-1 if the previous CG Day's Weather Mist
4-5	Moderate	-1 In November
≥ 6	—Dry—	

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.
S1	STUKA	3 or 4 ^{LHR10}	Stuka M42 with bombs	1 or 2	1	5
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.						
A1	StuG B pltn	3	StuG IIIB	4	1	3
A2	StuG G pltn	3	StuG IIIG	5	1	1
A4	Pz IIIH pltn	3	Pz IIIH	3	1	1
A5	Pz IIIL pltn	3	Pz IIIL	4	1	1
A6	Pz IVF1 pltn	3	Pz IVF1	5	1	1
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	Rifle Coy	12	4-6-7	7	2	8
I2	Sturm Coy	12	5-4-8	9	2	5
I3	Pionier Coy	8	8-3-8	14	2	2
I4	HW pltn	6	2-2-8 ^{2x MMG, 2x HMG, 2x 81mm MTR}	6	1	3
I5	Croatian Coy	12	4-4-7 ^{use German counters}	5	2	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.						
O1	Btln Mortar 80+mm btln mortar OBA Module (HE/Smoke)			2	2	6
O2	Med Arty 100+mm OBA Module (HE/Smoke)			4	2	4
O3	Hvy Arty 150+mm OBA Module (HE only)			6	2	3
O4	Nebelwerfer 150+mm Rocket OBA Module (HE only)			2	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.						
O5	Offboard Observer			1	2	5
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	1	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).						
G1	AT Battery I	3x PaK 38 (50L)		3	1	2
G2	AT Battery II	3x PaK 40 (75L)		4	1	2
G3	INF Battery	3x INF 75*mm, 1x INF 150*mm		4	1	2
G4	AA Battery	4x FlaK 38 (20L)		3	1	2
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	1	7

HISTORICAL DRM CHART^{LHR 23}

Date	DRM	German/Russian
AM 23 Oct	-2 / 0	German Morning Assault
PM 23 Oct	-2 / 0	German Afternoon Assault
24 Oct	-2 / -1	
25 Oct	-1 / 0	
26 Oct	0 / 0	Idle Day
27 Oct	-1 / 0	
28 Oct	-2 / 0	
29 Oct	-1 / 0	

CPP Replenishment Table

Final DR	CPP	DRM: -1 Per each 20 CVP (FRD)
≤ 2	+18	suffered by the friendly side on the previous CG Day's scenario
3-4	+17	(including friendly units Eliminated since the last scenario during the current CG Day's RePh)
5-6	+16	
7-8	+15	
9-10	+14	
11-12	+13	
≥ 13	+12	+1 If friendly side selected the "Attack" Initiative chit on the previous CG Day

+x/-x Friendly Historical DRM for the current CG Day

RED OCTOBER CG I

RUSSIAN REINFORCEMENTS

ID	Group Type	Units	Unit Type	CPP Cost	Daily Max.	CG I Max.
A1	T-60 pltn	3	T-60 M42	3	1	2
A2	T-70 pltn	3	T-70	3	1	2
A3	T-34 M41 pltn	3	T-34 M41	5	1	2

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 Coy	12	4-5-8	9	2	4
I2	Gds SMG Coy	9	6-2-8	7	2	6
I3	Rifle Coy	12	4-4-7	5	2	10
I4	SMG Coy	9	5-2-7	4	2	6
I5	Militia Coy	15	4-2-6	4	2	4
I6	Engineer Coy	9	6-2-8 ^{AE}	12	1	1
I7	HW pltn	6	2-2-8 ^{2x} MMG, 2x HMG, 2x 82mm MTR	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).

O1	Lt Arty 70+mm OBA Module (HE/Smoke)			1	2	4
O2	Btln Mortar 80+mm btln mortar OBA Module (HE/Smoke)			1	2	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	Katyusha 200+mm Rocket OBA Module (HE only)			3	2	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}			0	2	22
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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]).

G1	AT Battery	2x AT Guns 45L, 2x AT Guns 45LL		4	1	3
G2	ART Battery	4x ART Guns 76L		5	1	2
G3	INF Battery	3x INF Guns 76*mm		4	1	2

G1-G3 Each weapon is accompanied by a 2-2-8 crew. On-map setup (11.6194).

M1	FORTIFICATIONS	40 FPP		1	4	27
M2	SNIPER	SAN Increase +1		1	1	8
M3	MOL Capability	Molotov Cocktails		2	1	7

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	DRM:
≤ 2	Mist	-1 If the previous CG Day's Weather was Overcast
3-6	Overcast	Weather was Overcast
7-9	Clear	
≥ 10	Clear & Gusty	

EC Table

Final dr	RESULT	drm:
≤ 1	Wet	-3 if the previous CG Day's Weather was Overcast
2-3	Moist	-1 if the previous CG Day's Weather Mist
4-5	Moderate	+1 If the previous CG Day's EC was Dry
≥ 6	Dry	

HISTORICAL DRM CHART^{LHR 23}

Date	DRM German/Russian
AM 23 Oct	-2 / 0 German Morning Assault
PM 23 Oct	-2 / 0 German Afternoon Assault
24 Oct	-2 / -1
25 Oct	-1 / 0
26 Oct	0 / 0 Idle Day
27 Oct	-1 / 0
28 Oct	-2 / 0
29 Oct	-1 / 0

CPP Replenishment Table

Final DR	CPP	DRM: -1 Per each 20 CVP (FRD) suffered by the friendly side on the previous CG Day's scenario (including friendly units Eliminated since the last scenario during the current CG Day's RePh)
≤ 2	+18	
3-4	+17	
5-6	+16	
7-8	+15	
9-10	+14	
11-12	+13	
≥ 13	+12	+1 If friendly side selected the "Attack" Initiative chit on the previous CG Day

+x/-x Friendly Historical DRM for the current CG Day