

OPERATIONAL COMBAT SERIES

Barbarossa Derailed

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Introduction

BARBAROSSA DERAILED is a simulation of the fighting near Smolensk in the summer of 1941. This 17th installment of the Operational Combat Series covers the battles that some historians now feel doomed the Axis to failure in Russia.

1.0 General Rules

1.1 Map Notes

1.1a Northwest Corner. Some hexes in this corner are covered and are out of play, but if a half-hex is showing the hex is okay to use.

1.1b Defense Lines. There are some hedgehogs printed on the map. They can be improved to a higher level, but cannot be reduced below their starting level. (Don't use hedgehog markers in these hexes unless they are improved.)

1.2 Off-Map Boxes

There are two off-map boxes, one for the Luftwaffe (2.3a) and one for the Red Air Force (3.2a). In these boxes:

- No combat or barrage is allowed.
- There are infinite supply dumps.

1.2a Off-Map Airfields. Abstracted air bases in the off-map boxes can refit an unlimited number of planes per Refit Phase. Note there are no limits on the total number of air units that can be Active in these boxes. Movement to and from these boxes is done as follows:

- Moving between the Luftwaffe Box and the map's west edge costs 40 hexes of range.
- Moving between the Red Air Force Box and the map's east edge costs 20 hexes of range.

1.3 Railroads

Normal and multi-track lines are always in one of two gauges: broad or standard. Players change the gauge of these lines using rail repair units, per series rule 13.3f. For raiting cargo and trace supply,

the German player can only use standard and narrow-gauge rail lines; the Soviet player can use only broad and narrow-gauge lines. The scenarios define the starting gauge of each rail line. Show the limits of broad gauge using rail head markers.

1.3a Road Trace Supply. The Soviets are allowed to use all Secondary Roads and Tracks for trace supply. A road can be used for trace only if "linked" to a supply source at a regular detrainable hex. Once linked, all hexes along these roads become "detrainable" for units needing trace supply. Note an Extender can be linked to one of the road features that serves as a Trace Supply source.

1.4 Tree Bark Soup

There are 5 "Tree Bark Soup" markers in the game. These can be used by either player to obviate trace supply needs for one turn in the area where used.

If an area is found to be out of trace supply in his Supply Phase, the player can place one or more of his Tree Bark Soup markers to keep units from being marked Out of Supply and having to roll on the Attrition Table. The Soup marker can **only** be placed in a Heavy Woods hex (player's choice of where) which is not adjacent to (or occupied by) any enemy combat unit. All friendly units (any number) at or within **five hexes** of the Soup counter are "in" trace supply. Only units with Leg MAs printed on their Move Mode side can do this. Each unit must be able to trace a path to the marker free of enemy ZOCs (friendly units do not negate EZOCs for this purpose). Remove the marker at the end of the Supply Phase in which it was used.

Tree Bark Soup markers can only be used in situations where enemy action causes units to be out of trace. They cannot be used to supply rapidly-advancing spearheads!

The player can only use his Tree Bark Soup markers once. When used, give it to the other player for him to use. The number of Soup markers remains constant throughout the game, but they pass back and forth between the players.

Strat Mode units **cannot** use Tree Bark supply.

***Design Note:** Obviously, this represents foraging going on behind pocketed troops. Both sides were capable of doing this, but the less-urban Russians were more prepared to do so at start (so they start the game with the markers in their possession). Naturally, players will attempt to hoard the markers so as to keep them out of the hands of the enemy—which is fine and expected. They will be used only when really needed.*

1.5 Replacements

During the Reinforcement Phase, the phasing player rolls for Repls on his Repl Table to determine the arrivals for that turn. The result is the number of each item the player can get or rebuild. Eq Repls are not used to rebuild aircraft in this game. An air replacement from this table can either bring an aircraft on the map back up to full strength or bring a dead aircraft back into play (it also comes back as a full strength aircraft). If no dead aircraft steps of the right type exist, the result is wasted. The player might get one or more Artillery or Katyusha Brigade rebuilds. These can be used to rebuild any brigades or points of these types that are dead (these rebuilds are wasted if there are none available).

Truck rebuilds from the Repls Table are **not** limited to those destroyed or captured.

1.5a Cheap Rifle Divisions. One Pax per turn can be used to rebuild (at full strength) a 12-2-2, 11-1-1, or 10-0-1 infantry division. The division rebuilt is selected randomly from all those of these three types currently in the dead pile (use a cup). If no such division is

in the dead pile, there can be no cheap rebuild this turn.

- Only the first Pax received each turn can be used for the cheap rebuild.
- Additional Soviet rifle divisions can be rebuilt at the usual cost.

2.0 Axis Special Rules

2.1 Supply and Reinforcements

Hexes on the west edge of the map with any type of road or railroad entering the map are Axis supply sources. (Note that 17.29 is **not** on the west edge.)

New planes appear active at any airfield in trace supply. Place new ground units (SP, reinforcements, Pax, etc.) at any Axis supply source. Any exceptions to these general rules will be noted on the Reinforcement Chart.

Notes

- All arriving German supply points must be divided equally between the north and south groups of forces. See 2.3a(D).
- Reinforcements can entrain in an arrival hex that has a railroad (per OCS 13.6b).

2.2 Hip Shoots

The Luftwaffe can conduct hip shoots.

2.3 Panzer Groups

The 2nd and 3rd Panzer groups did not coordinate well during this part of the campaign. As such, the two groups have a divided front.

2.3a Dividing Line. The line dividing the two panzer groups is the multi-track railroad that runs through Smolensk. This line enters the western map edge at hex 1.19, runs through Orsha, Smolensk, Vyazma, and then exits the east edge at 62.23. The 3rd Panzer Group starts the game (or enters it) north of

the road, and the 2nd Panzer Group is on or south of it.

Restrictions:

- A) A unit in a multi-unit formation can never end a phase on the other side of the dividing line, nor can it attack, overrun, or barrage any such hex. Note that independent units and multi-step units are not restricted in this way.
- B) An SP can never be transported so that it will end a phase (or be spent) across the dividing line.

Exception: SP transported from off-map can be flown to any hex.

- C) Supply in one zone can be used in a different zone (for fuel, refit, combat, barrage, etc.), but when this is done the cost is x2.

Exception: The x2 penalty does not apply in the Supply Phase, so replenishing internals and eating off the map are always at normal costs.

- D) SP arrivals are divided between the panzer groups as evenly as possible, but do not split SP into tokens. It is player's choice which panzer group will get an uneven SP.

Example: The Axis gets 5 SP from the Supply Table. One of the zones will get 3 SP and one of the zones will only get 2 SP.

Notes:

- Draw and throw of supply is always allowed to cross the boundary, but per "C" above sometimes there is an increased cost.
- A combined barrage made by artillery units in two zones will always incur the "different zone" penalty.
- The "adjacent is close enough" (OCS 12.3c) supply provision should **not** be interpreted to avoid a possible "different zone" penalty.

2.3b Special Extenders. Each panzer group has its own extender that it uses at the beginning of the campaign. These **cannot** convert into regular trucks.

The special extenders have two modes: Move and Emplaced (they never are in any of the other modes). A mode change

can only be made when the extender starts to move, at a cost of 1/2 the new mode's MA.

When in Move Mode, a special extender has an MA of 10 and a Range of zero. While Emplaced, a special extender has a Range of 20 and can move 1 hex per turn. A special extender can be used for Trace Supply (per OCS 12.7e) only when Emplaced.

If the enemy enters a hex with a special extender, have it enter Move Mode and collapse (per OCS 9.14d).

Both extenders are removed from the game on the 1st Turn of August during the German Reinforcement phase.

3.0 Soviet Special Rules

3.1 Supply and Reinforcements

Hexes on the north, east, or south edge of the map with any type of road or railroad entering the map are Axis supply sources. Supply sources along the north and south edges can be “shut down” (see 3.1a). Note that 17.29 is **not** on the north edge.

New planes appear active at any airfield in trace supply. Place new ground units (SP, reinforcements, Pax, etc.) at any functioning Soviet supply source. Any exceptions to these general rules will be noted on the Reinforcement Chart.

Note that reinforcements can entrain in an arrival hex that has a railroad (per OCS 13.6b).

3.1a Supply Shutdown. Supply source hexes on the north and south edges no longer function unless **east** of all hexes containing a German infantry division that is in trace supply at or within 5 hexes of **that** map edge.

3.2 Red Air Force

3.2a Hip Shoots. The Red Air Force cannot use hip shoots.

3.2b Lack of Responsiveness. Soviet aircraft are restricted in that they can only do Fighter Sweep, Barrage, and Trainbusting missions at or within 20 hexes of their base. See 3.2c for airdrop restrictions. (Other mission types are not restricted.)

3.2c Airdrop Restrictions. An airdrop may never be planned further than ten hexes from the nearest supplied Soviet HQ, as determined at the time the drop is planned and also the turn it is executed. (Note that supply drops are not restricted, because they are not planned missions.)

3.3 Soviet Units

3.3a Soviet Tank “Battalions.” The Russian units shown as tank battalions are actually called regiments in Soviet Orders of Battle; they are only battalions in the Western sense. This has little effect on the game (but might cause some to pause when thinking about the order of battle), basically only the RE size is an issue.

3.3a Soviet Artillery. To combine for a single Barrage attack, all the firing Soviet Artillery units must be stacked together.

4.0 Options & Variants

Use these to tailor the game to taste or make up for differing player abilities.

4.1 Air Additions

Use one or both:

- A) Only allow Hip Shoots if flight conditions are Normal.
- B) Soviet fighters cannot take use the “stay Active” part of OCS 14.11.

4.2 Wiggle

In any scenario, the side moving second can have each of its HQs reposition

any one stack within its throw range. If it is a frontline stack (adjacent to an enemy unit), the units can begin at or within 1 hex of the listed setup hex. If it is a stack that sets up in the rear (not adjacent to an enemy unit), the units can begin within 2 hexes of the listed setup hex. Wiggle can be used to split up a stack and splay out breakdown regiments, but cannot be used to move hedgehogs or air bases.

5.0 Victory Conditions

For all three campaign games use the following to calculate victory.

- Major Axis Victory: Axis controls all villages and cities west of 49.xx. (The historical result.)
- Marginal Axis Victory: Axis controls Smolensk (34.18), Yartsevo (41.21), and Roslavl (38.05), and Dukhovshchina (37.24).
- Draw: Axis has control of some (but not all) of the “marginal victory” cities.
- Marginal Soviet Victory: The Soviets control Smolensk (34.18), Yartsevo (41.21), and Roslavl (38.05), and Dukhovshchina (37.24).
- Major Soviet Victory: The Soviets control all villages and cities east of 19.xx.

6.0 Scenarios

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Scenario Notes

- The scenarios will specify who sets up and who moves first.
- Reinforcements always come from the order of arrival for campaign scenarios, shorter scenarios will specify if any reinforcements will arrive.
- Any division that can support break-downs can setup with regiments split off in any hex where the division itself could set up.
- Transport points can setup loaded if there is a supply dump in the hex.

Scenario 1:

Complete Campaign

July 8 to Sept 8 (19 Turns)

German is first player, in bottom half of July 8 Turn. Roll for Initiative on July 12 Turn

General Information

First Turn: 8 July 41

Last Turn: 8 Sept 41

Total Game Length: 19 turns

First Player: Axis (see special rule)

Setup Order: Soviets first

Weather: Limited Flight on 8 July

Special Scenario Rules

The game begins at the mid-point of the 8 July turn. Skip the Soviet player turn.

Victory Conditions

As per 5.0.

Soviet Set-Up Information

Reserve Markers Available: 0

Tree Bark Soup: 5

Rail Cap at Start: 5

Reinforcements: Per Order of Arrival

Variable Repls: Per Repl Table

Dead Pile:

5-3-3 Abn Bde (7)

12-2-2 Inf Div (6,24,42)

19.32:

22 Army HQ

11-1-1 Inf Div (214)

26-1-1 Arty Grp

2 SP

17.29:

12-2-2 Inf Div (186)

20.28:

10-0-1 Inf Div (134)

24.28:

12-2-2 Inf Div (129)

25.28:

10-1-3 Tk Div (48)

29.28:

19 Army HQ

4-3-6 MC Rgt (27)

26-1-1 Arty Grp

2 SP

18.28:

12-2-2 Inf Div (50)

19.27:

10-0-1 Inf Div (162)

27.29:

12-2-5 Mtrd Inf Div (220)

19.26:

20-1-3 Tk Div (18)

18.27:

20-1-3 Tk Div (14)

25.23:

12-2-2 Inf Div (153)

24.24:

11-1-1 Inf Div (38)

19.28:

11-1-1 Inf Div (127)

Lvl 1 Airbase

22.28:

12-2-2 Inf Div (158)

26.19:

20 Army HQ

3-2-2 Inf Rgt (Brkdwn)

2x 26-1-1 Arty Grp

4 SP

19.23:

12-2-2 Inf Div (229)

24.19:

12-2-2 Inf Div (144)

18.20:

20-1-3 Tk Div (17)

17.19:

12-2-5 Mtrd Inf Div (109)

17.20:

20-1-3 Tk Div (13)

18.17:

20-3-5 Mtrd Inf Div (1)

19.21:
11-1-1 Inf Div (233)

17.18:
12-2-2 Inf Div (73)

34.18:
Level 1 Airbase

34.18, within 3 hexes:
16 Army HQ
12-2-2 Inf Div (152)
11-1-1 Inf Div (46)
20-1-3 Tk Div (57)
(4)-3-2 AT Rgt (699)
2x 26-1-1 Arty Grp
4 SP

22.19:
12-2-2 Inf Div (49)

15.19:
12-2-2 Inf Div (64)

15.21:
12-2-2 Inf Div (17)

16.18:
12-2-2 Inf Div (108)

18.16:
11-1-1 Inf Div (18)

18.12:
12-2-2 Inf Div (53)

15.11:
12-2-2 Inf Div (100)

12.18:
12-2-2 Inf Div (161)

17.10:
12-2-2 Inf Div (110)

18.18:
12-2-2 Inf Div (137)
3-2-2 Inf Rgt (Brkdwn)
2 SP

23.12:
13 Army HQ
12-2-2 Inf Div (160)
26-1-1 Arty Grp
2 SP

15.10:
12-2-2 Inf Div (172)
3-2-2 Inf Rgt (Brkdwn)
Level 1 Airbase
2 SP

13.11:
4-1-1 Mtd Inf Div (210)

10.12:
3-1-1 Tk Div (26),

10.08:
3-1-1 Tk Div (38)

5.06:
11-1-1 Inf Div (121; -1 step)

6.04:
3-2-2 Inf Rgt (Brkdwn)

6.05:
3-2-2 Inf Rgt (Brkdwn)

7.05:
3-2-2 Inf Rgt (Brkdwn)

8.05:
11-1-1 Inf Div (143; -1 step)

9.06:
11-1-1 Inf Div (155; -1 step)

13.05:
5-4-4 Abn Bde (8)

20.07:
12-2-2 Inf Div (148)

14.05:
11-1-1 Inf Div (187)

14.03:
12-2-2 Inf Div (102)

14.02:
12-2-2 Inf Div (61)

14.01:
13-3-3 Inf Div (167)

17.02:
12-2-2 Inf Div (154)

13.01:
12-2-2 Inf Div (117)

21.07:
4-3-6 MC Rgt (12)

20.05:
12-2-5 Mtrd Inf Div (219)

20.03:
20-1-3 Tk Div (50)

20.02:
10-1-3 Tk Div (55)

21.02:
12-2-2 Inf Div (151)

23.03
21 Army HQ
(4)-2-2 AT Rgt (696)
2x 26-1-1 Arty Grp
75-1-0 Katy Grp
2 SP

24.03:
12-2-2 Inf Div (55)

25.04:
3-2-2 Inf Rgt (Brkdwn)

27.05:
11-1-1 Inf Div (132)

28.04:
4 Army HQ
3-2-2 Inf Rgt (Brkdwn)
2x 26-1-1 Arty Grp
2 SP
Level 1 Airbase

38.05:
Level 1 Airbase
1 SP

52.09:
Level 1 Airbase

56.20:
Level 2 Airbase
1 SP

60.34:
Level 2 Airbase
1 SP

61.04:
Level 1 Airbase

23.20:

Level 1 Airbase

36.13:

Level 1 Airbase

At any air bases:

1x I-153	1x I-16
1x Yak-1	2x Pe-2
1x SB-2 (Tpt)	1x Su-2
1x LaGG-3	2x MiG-3
2x IL-2	5x SB-2
2x TB-3	

With any Soviet combat units:

(5)-1-1 UR Bde (62, 63, 65, 66, 68)
 8x 26-1-1 Arty Grp
 12x Wagons
 5x Trucks
 24x SP

Axis Set-Up Information

Reserve Markers Available: 16

Tree Bark Soup: 0

Rail Cap at Start: 0

Reinforcements: Per Order of Arrival

Variable Repls: Per Repl Table

Dead Pile:

3 Pz Div (1 Aufk, II/6 Pz)
 4 Pz Div (7 Aufk, II/35 Pz)
 7 Pz Div (37 Aufk, III/25 Pz)
 10 Pz Div (90 Aufk, I/7 Pz)
 12 Pz Div (2 Aufk, III/29 Pz)
 17 Pz Div (27 Aufk, I/39 Pz)
 18 Pz Div (88 Aufk, II/18 Pz)
 20 Pz Div (92 Aufk, III/21 Pz)
 10 Mot Div (10 Aufk)
 20 Mot Div (20 Aufk)
 29 Mot Div (29 Aufk)
 SS-R Mot Div (R Aufk)

1.26:

39 Mot Corps HQ
 10-5-4 Mtrd Inf Bde (900)
 2-5-4 Pio Bn (43)
 2 SP

14.24:

7 Pz Div (7 Krd MC, I/25, II/25 Pz, 6,
 7 Mtrd Inf, 78 Arty, 'F' Truck)

11.27:

20 Pz Div (20 Krd MC, I/21, II/21 Pz,
 59, 112 Mtrd Inf, 92 Arty, 'F' Truck)

13.27:

20 Mot Div (30 Krd MC, 76, 90 Mtrd
 Inf, 20 Arty, 'F' Truck)

5.27:

12 Pz Div (22 Krd MC, I/29, II/29 Pz,
 5, 25 Mtrd Inf, 2 Arty, 'F' Truck)

3.19:

47 Mot Corps HQ
 2 SP
 Level 1 Airbase

12.22:

17 Pz Div (17 Krd MC, II/39, III/39 Pz,
 40, 63 Mtrd Inf, 22 Arty, 'F' Truck)

7.18:

18 Pz Div (18 Krd MC, I/18, III/18 Pz,
 52, 101 Mtrd Inf, 88 Arty, 'F' Truck)

2.18:

29 Mot Div (15, 71 Mtrd Inf, 29 Arty,
 'F' Truck)

2.12:

SS-R Mot Div (Deutld, Fuhrer, 11SS
 Mtrd Inf, R Krd MC, R Arty, 'F'
 Truck)

1.12:

46 Mot Corps HQ
 10-5-4 Mtrd Inf Rgt (IRGD)
 2 SP

7.12:

10 Pz Div (10 Krd MC Bn, II/7 Pz
 Bn, 69 PG Rgt, 86 Mtrd Inf Rgt,
 90 Arty Rgt, Organic Truck (Full))

9.01:

10 Mot Div (40 Krd MC, 20, 41 Mtrd
 Inf, 10 Arty, 'F' Truck)

7.08:

4 Pz Div (34 Krd MC, I/35 Pz, 12, 33
 Mtrd Inf, 103 Arty, 'F' Truck)

11.02:

3 Pz Div (1 Aufk, 3 Krd MC, I/6, II/6,
 III/6 Pz, 3, 394 Mtrd Inf, 75 Arty,
 'F' Truck)

10.01:

2 SP

1.07:

24 Mot Corps HQ
 2 SP

2.02:

1 Cav Div (I/1, II/1, I/2, II/2, I/21,
 I/22, II/22 Cav, 1 BC, 1 Arty)
 Level 1 Airbase

14.27:

Pz Grp 3 Truck Extender

8.12:

Pz Grp 2 Truck Extender

At any air bases:

1x Bf-109e	4x Bf-109f
8x Bf-110	7x Ju-87b
2x Ju-88	3x Ju-52
3x He-111	4x Do-17z

Scenario 2: Late July Start

July 22 to Sept 8 (15 Turns)

General Information

First Turn: 22 July 41

Last Turn: 8 Sept 41

Total Game Length: 15 turns

First Player: Soviet

Setup Order: Axis first

Weather: Normal Flight on 22 July

Special Scenario Rules

The game begins at the mid-point of the 8 July turn. Skip the Soviet player turn.

Victory Conditions

As per 5.0.

Axis Set-Up Information

Reserve Markers Available: 16

Tree Bark Soup: 5

Rail Cap at Start: 0

Reinforcements: Per Order of Arrival

Variable Repls: Per Repl Table

Dead Pile:

None?

2.02:

53 Corps HQ
26-2-2 Arty Grp

6.07:

(1)-2-5 RR Bn (II/2)

6.18:

(1)-2-5 RR Bn (I/2)

9.01:

20-4-3 Inf Div (255)

11.12:

20-4-3 Inf Div (258)

11.18:

20-4-3 Inf Div (23)

12.18:

20-4-3 Inf Div (31)

12.09:

13 Corps HQ
2x 26-2-2 Arty Grp

13.08:

12 Corps HQ
2x 26-2-2 Arty Grp

14.02:

1 Cav Div (I/1, II/1, I/2, II/2, I/21,
I/22, II/22 Cav, 1 BC, 1 Arty)

17.04:

20-4-3 Inf Div (17)

16.06:

Wagon Extender

15.08:

20-4-3 Inf Div (78)

15.11:

20-4-3 Inf Div (7)

15.19:

8 Corps HQ
26-2-2 Arty Grp

19.08:

20-4-3 Inf Div (34)

20.04:

10 Mot (Some ?)

21.07:

24 Mot Corps HQ
3-5-8 Recon Bn (Lehr)
2-4-8 PJ Bn (521)
26-2-2 Arty Grp

18.18:

7 Corps HQ
26-2-2 Arty Grp

20.15:

9 Corps HQ
26-2-2 Arty Grp

19.28:

20-4-3 Inf Div (129)

24.04:

4 Pz Div (Some ?)

27.05:

3 Pz Div (Some ?)

24.19:

20-4-3 Inf Div (268)

24.24:

5 Corps HQ
2x Arty Grp
18-2-3 Werfer Bn (3, 103)

25.23:

20-4-3 Inf Div (36)

27.16:

20-4-3 Inf Div (137)

27.18:

18 Pz Div (Some ?)

28.14:

20-4-3 Inf Div (292)

29.13:

20-4-3 Inf Div (263)

30.13:

South Extender

30.15:

47 Mot Corps HQ
7-5-7 Flm Bn (100)
3-3-6 PJ Bn (529)
3-4-6 PJ Bn (611)
(2)-3-3 PJ Bn (654)
26-2-2 Arty Grp
18-2-3 Werfer Bn (I/53, III/53)
5-5-8 AG Bn (184, 192, 201, 203, 226)

30.17:

5-5-3 MG Bn (5)

30.24:

20-4-3 Inf Div (5)
North Extender

32.24:

12 Pz Div (Some)

34.28:

20 Pz Div (Some)

33.18:

29 Mot Div (Some)

34.18:

17 Pz Div (Some)

35.17:

46 Mot Corps HQ
18-2-3 Werfer Bn (6, 105)
24-2-3 Werfer Bn (8)

36.13:

10-5-4 Mtrd Rfl Rgt (IRGD)

43.13:

SS-R Mot Div (Some)

43.15:

10 Pz Div (Some)

35.25:

39 Mot Corps HQ
 2-5-4 Pio Bn (43)
 7-5-7 Flm Bn (101)
 3-5-10 PJ Co (1/8)
 3-3-6 PJ Bn (643)
 2x 26-2-2 Arty Grp
 18-2-3 Werfer Bn (I/51, II/51)

37.24:

20 Mot Div (Some)

38.25:

10-5-4 Mtrd Inf Bde (900)

39.22:

7 Pz Div (Some)

With any Axis combat units:

1 Truck Point

At any air bases: (check arrivals!)

1x Bf-109e	4x Bf-109f
8x Bf-110	7x Ju-87b
2x Ju-88	3x Ju-52
3x He-111	4x Do-17z

Soviet Set-Up Information

Reserve Markers Available: 0

Tree Bark Soup: 5 ?

Rail Cap at Start: 5 ?

Reinforcements: Per Order of Arrival

Variable Repls: Per Repl Table

Dead Pile:

?

With any Soviet combat units:

6x 26-1-1 Arty Grp

5 Trucks

12 Wagons

15.10:

110 RD

3-2-2 Brkdown Rgt

16.09:

12-2-2 Inf Div (172)

17.10:

12-2-2 Inf Div (53)

16.01:

13-3-3 Inf Div (167)

17.02:

12-2-2 Inf Div (151)

18.02:

20-1-3 Tank Div (50)

19.03:

12-2-2 Inf Div (55)

20.02:

12-2-5 Mtrd Inf Div (219)

26-1-1 Arty Grp

22.02:

12-2-2 Inf Div (137)

23.12:

20-3-5 Mtrd Inf Div (1)

24.03:

12-2-2 Inf Div (42)

25.03:

11-1-1 Inf Div (143)

26.03:

12-2-2 Inf Div (6)

26.19:

12-2-2 Inf Div (73)

26.21:

12-2-2 Inf Div (229)

27.20:

11-1-1 Inf Div (233)

27.22:

12-2-2 Inf Div (153)

28.02:

26-1-1 Arty Grp

28.03:

12-2-2 Inf Div (161)

28.07:

12-2-2 Inf Div (148)

28.19:

20-1-3 Tank Div (13)

29.01:

4 Army HQ
 3-2-2 Inf Rgt (Brkdown)

29.04:

11-1-1 Inf Div (132)

29.05:

12-2-2 Inf Div (160)

29.06:

5-3-3 Abn Bde (7)

29.19:

20-1-3 Tank Div (17)

29.21:

20 Army HQ
 2x 26-1-1 Arty Grp
 3-2-2 Inf Rgt (Brkdown)

29.23:

12-2-5 Mtrd Inf Div (109)

30.04:

26-1-1 Arty Grp

30.08:

5-3-3 Abn Bde (8)

31.19:

11-1-1 Inf Div (18)

32.19:

20-1-3 Tank Div (57)

32.21:

19 Army HQ
 4-3-6 M/C Rgt (27)
 26-1-1 Arty Grp

32.23:

12-2-2 Inf Div (144)

34.04:

13 Army HQ
 26-1-1 Arty Grp

33.19:

12-2-2 Inf Div (152)

34.19:

12-2-2 Inf Div (129)

- 35.19:**
11-1-1 Inf Div (127)
- 35.23:**
11-1-1 Inf Div (46)
- 36.12:**
3-2-2 Inf Rgt (Brkdwn)
- 36.18:**
12-2-2 Inf Div (158)
- 36.21:**
16 Army HQ
(4)-2-2 AT Rgt (699)
2x 26-1-1 Arty Grp
- 36.23:**
11-1-1 Inf Div (38)
- 38.05:**
8-0-1 Inf Div (145)
- 37.08:**
10-0-1 Inf Div (149)
- 41.19:**
12-2-2 Inf Div (50)
- 41.21:**
10-1-3 Tank Div (101)
- 41.24:**
12-2-2 Inf Div (91)
- 41.25:**
11-1-1 Inf Div (166)
- 40.26:**
10-0-1 Inf Div (134)
- 39.28:**
12-2-5 Mtrd Inf Div (220)
- 40.29:**
10-0-1 Inf Div (162)
- 39.32:**
7-3-4 Cav Div (50)
- 39.34:**
7-3-4 Cav Div (53)
- 42.34:**
29 Army HQ
- 42.32:**
4-2-3 Mtrd Inf Rgt (1 NKVD)
- 44.28:**
12-2-2 Inf Div (250, 251)
10-0-1 Inf Div (242)
- 46.29:**
30 Army HQ
(4)-2-2 AT Rgt (871)
- 44.07:**
11-1-1 Inf Div (217)
- 46.03:**
12-2-2 Inf Div (222)
- 45.13:**
20-1-3 Tank Div (104)
- 45.14:**
12-2-2 Inf Div (19)
- 46.18:**
11-1-1 Inf Div (107)
- 48.25:**
24 Army HQ
- 49.20:**
11-1-1 Inf Div (178)
- 49.21:**
11-1-1 Inf Div (133)
- 50.16:**
12-2-2 Inf Div (89)
- 51.24:**
12-2-2 Inf Div (248)
- 51.35:**
11-1-1 Inf Div (243)
- 52.34:**
11-1-1 Inf Div (252)
- 53.32:**
10-1-3 Tank Div (51)
- 56.20, within 3 hexes:**
12-2-5 Mtrd Inf Div (106)
11-1-1 Mil Div (4, 6)
20-1-3 Tank Div (102)
75-1-0 Katy Grp
2x 26-1-1 Arty Grp
- 52.09, within 3 hexes:**
28 Army HQ

- 12-2-5 Mtrd Inf Div (221)
4-3-6 MC Rgt (31)
26-1-1 Arty Grp
(4)-2-2 AT Rgt (533, 758, 761)

At any air bases: (check arrivals!)

- | | |
|---------------|----------|
| 1x I-153 | 1x I-16 |
| 1x Yak-1 | 2x Pe-2 |
| 1x SB-2 (Tpt) | 1x Su-2 |
| 1x LaGG-3 | 2x MiG-3 |
| 2x IL-2 | 5x SB-2 |
| 2x TB-3 | |

Scenario 3:

1st Counteroffensive

July 22 to August 1 (4 Turns)

General Information

First Turn: 22 July 41
Last Turn: 1 Aug 41
Total Game Length: 4 turns
First Player: Soviet
Setup Order: Axis first
Weather: Normal Flight on 22 July

Special Scenario Rules

Setup is the same as in Scenario 2.

Victory Conditions

?

Axis Set-Up Information

Reserve Markers Available: 16
Tree Bark Soup: 5
Rail Cap at Start: 0
Reinforcements: Per Order of Arrival
Variable Repls: Per Repl Table
Dead Pile:
None?

Soviet Set-Up Information

Reserve Markers Available: ?
Tree Bark Soup: ?
Rail Cap at Start: 5
Reinforcements: Per Order of Arrival
Variable Repls: Per Repl Table
Dead Pile:
None?

Scenario 4:**Early August Start**

August 8 to Sept 8 (10 Turns)

General Information**First Turn:** 8 August 41**Last Turn:** 8 Sept 41**Total Game Length:** 10 turns**First Player:** Soviet**Setup Order:** Axis first**Weather:** Normal Flight on 8 August**Special Scenario Rules**

The game begins at the mid-point of the 8 July turn. Skip the Soviet player turn.

Each German 4-step infantry division begins the game with one loss. Exception: up to six of these divisions can begin with one loss if matching divisions begin with three losses. Randomly select two Attack-Capable units from each multi-unit formation and add them to the Dead Pile. Exception: GD PG begins with three losses.

Victory Conditions

As per 5.0.

Soviet Set-Up Information**Reserve Markers Available:** ?**Tree Bark Soup:** ?**Rail Cap at Start:** 5**Reinforcements:** Per Order of Arrival**Variable Repls:** Per Repl Table**Dead Pile:**

None?

60.34:

31 Army HQ
12-2-2 Inf Div (119, 246, 247, 249)
11-1-1 Inf Div (244)
26-1-1 Arty Grp
(4)-2-2 AT Rgt (766)
110 TD

58.27:

34 Army HQ
12-2-2 Inf Div (257, 262)
11-1-1 Inf Div (245, 259)
7-3-4 Cav Div (25)
6-2-4 Cav Div (54)
(4)-2-2 AT Rgt (171, 759)

58.20:

32 Army HQ
12-2-5 Mtrd Inf Div (220)
11-1-1 Mil Div (2, 7, 8, 13, 18)
(4)-2-2 AT Rgt (873, 875)

61.04:

3 Army HQ
11-1-1 Inf Div (75)
5-4-4 Abn Bde (214)
4-3-6 MC Rgt (20)
26-1-1 Arty Grp

53.19:

12-2-2 Inf Div (24)
10-0-1 Inf Div (134)
12-2-5 Mtrd Inf Div (69)
8-1-5 Tank Rgt (114 Tk)
4-3-6 MC Rgt (9)
(4)-2-2 AT Rgt (699, 700)
2x 26-1-1 Arty Grp

51.14:

24 Army HQ
13-3-3 Mtn Inf Div (194)
12-2-2 Inf Div (19, 100, 110, 120, 248)
11-1-1 Inf Div (107, 133, 178)
11-1-1 Mil Div (4, 6)
20-1-3 Tank Div (102)
12-2-5 Mtrd Inf Div (103, 106)
(4)-2-2 AT Rgt (533, 879, 880)
2x 26-1-1 Arty Grp

50.10:

43 Army HQ
12-2-2 Inf Div (53, 222)
11-1-1 Inf Div (217)
20-1-3 Tank Div (105)
4-3-6 MC Rgt (28)
(4)-2-2 AT Rgt (753, 761)
2x 26-1-1 Arty Grp

49.17:

12-2-2 Inf Div (73, 144, 153, 229)
11-1-1 Inf Div (233)
20-1-3 Tank Div (13, 17)
12-2-5 Mtrd Inf Div (109)
2x 26-1-1 Arty Grp

48.20:

16 Army HQ
12-2-2 Inf Div (49, 129, 152, 158)
(4)-2-2 AT Rgt (509)
2x 26-1-1 Arty Grp

48.25:

12-2-2 Inf Div (50, 89, 91, 161)
11-1-1 Inf Div (166)
10-0-1 Inf Div (162)
2x 26-1-1 Arty Grp

46.29:

30 Army HQ
12-2-2 Inf Div (250, 251)
10-0-1 Inf Div (242)
2x 26-1-1 Arty Grp

40.31:

29 Army
232 Inf Div ?
11-1-1 Inf Div (243)
7-3-4 Cav Div (50, 53)
4-2-3 Mtrd Inf Rgt (1 NKVD)
1x 26-1-1 Arty Grp

42.20:

12-2-2 Inf Div (64, 108)
20-1-3 Tank Div (14, 18)
10-1-3 Tank Div (101)

41.02:

6-2-4 Cav Div (32, 47)
2-1-4 Cav Div (43)
14-1-3 Tank Div (108, 109)

33.01:

13 Army HQ
12-2-2 Inf Div (6, 55, 137, 148)
11-1-1 Inf Div (121, 132)
7-3-4 Mtn Cav Div (21)
7-3-4 Cav Div (52)
5-4-4 Abn Bde (8)
5-3-3 Abn Bde (7)
2x 26-1-1 Arty Grp

At any air bases: (check arrivals!)

1x I-153	1x I-16
1x Yak-1	2x Pe-2
1x SB-2 (Tpt)	1x Su-2
1x LaGG-3	2x MiG-3
2x IL-2	5x SB-2
2x TB-3	

Axis Set-Up Information**Reserve Markers Available:** 16**Tree Bark Soup:** ?**Rail Cap at Start:** 0**Reinforcements:** Per Order of Arrival**Variable Repls:** Per Repl Table**Dead Pile:**

None?

26.08:

13 Corps HQ
2x 26-2-2 Arty Grp

28.03:

20-4-3 Inf Div (258)

29.05:

(1)-2-5 RR Bn (II/2)

32.04:

20-4-3 Inf Div (7)

31.07:

3 Pz Div

34.08:

4 Pz Div

36.04:

20-5-4 Inf Div (78)

32.19:

(1)-2-5 RR Bn (I/9)

34.18:

20-4-3 Inf Div (35)

35.17:

20 Mot Div

35.20:

7 Pz Div

35.22:

12 Pz Div

36.13:

18 Pz Div

36.18:

20-4-3 Inf Div (28)

34.29:

20-4-3 Inf Div (6)

37.10:

9 HQ
26-2-2 Arty Grp

38.05:

7 Corps HQ
20-4-3 Inf Div (23)
26-2-2 Arty Grp

40.03:

20-4-3 Inf Div (197)

37.24:

5 Corps HQ
2x 26-2-2 Arty Grp
18-2-3 Werfer Bn (3, 103)

38.25:

20 Pz

39.28:

20-4-3 Inf Div (129)

39.25:

10-5-4 Mtrd Inf Bde (900)

40.23:

20-4-3 Inf Div (5)

39.21:

20-4-3 Inf Div (161)

39.19:

20-4-3 Inf Div (8)

40.17:

29 Mot

40.15:

17 Pz

41.07:

20-4-3 Inf Div (292)

42.14:

10 Pz

43.16:

SS-R

44.15:

10-5-4 Mtrd Inf Rgt (IRGD)

44.05:

20-4-3 Inf Div (137)

45.08:

20-4-3 Inf Div (263)

45.13:

20-4-3 Inf Div (268)

45.15:

20-4-3 Inf Div (15)

At any air bases: (check arrivals!)

1x Bf-109e	4x Bf-109f
8x Bf-110	7x Ju-87b
2x Ju-88	3x Ju-52
3x He-111	4x Do-17z

Scenario 5:

2nd Counteroffensive

August 8 to August 22 (5 Turns)

General Information

First Turn: 8 Aug 41

Last Turn: 22 Aug 41

Total Game Length: 5 turns

First Player: Soviet

Setup Order: Axis first

Weather: Normal Flight on 8 Aug

Special Scenario Rules

Setup is the same as in Scenario 4.

Victory Conditions

?

Axis Set-Up Information

Reserve Markers Available: 16

Tree Bark Soup: 5

Rail Cap at Start: 0

Reinforcements: Per Order of Arrival

Variable Repls: Per Repl Table

Dead Pile:

None?

Soviet Set-Up Information

Reserve Markers Available: ?

Tree Bark Soup: ?

Rail Cap at Start: 5

Reinforcements: Per Order of Arrival

Variable Repls: Per Repl Table

Dead Pile:

None?

Scenario 6:

3rd Counteroffensive

August 8 to August 22 (5 Turns)

General Information

First Turn: 26 Aug 41

Last Turn: 8 Sep 41

Total Game Length: 5 turns

First Player: Soviet

Setup Order: Axis first

Weather: Normal Flight on 26 Aug

Special Scenario Rules

Victory Conditions

?

Axis Set-Up Information

Reserve Markers Available: 6

Tree Bark Soup: 3

Rail Cap at Start: 2

Reinforcements: Per Order of Arrival

Variable Repls: Per Repl Table

Dead Pile:

None?

15.10:

4-3-2 Sec Div (286)

18.18:

53 Corps HQ

19.28:

6-2-2 Sec Div (403)

24.33:

20-4-3 Inf Div (6)

23.20:

7-3-2 Sec Div (221)

44.01:

20-4-3 Inf Div (258)

38.05:

7 Corps HQ
26-2-2 Arty Grp

45.09:

20-4-3 Inf Div (197)

43.07:

20-4-3 Inf Div (23)

41.11:

20-4-3 Inf Div (7)

43.12:

20-4-3 Inf Div (268)

45.13:

20-4-3 Inf Div (292)

45.15:

20-5-4 Inf Div (78)

43.16:

20-4-3 Inf Div (137)

41.15:

20 Corps HQ
26-2-2 Arty Grp

36.13:

20-4-3 Inf Div (255)

41.16:

20-4-3 Inf Div (263)

35.16:

10 Pz (50-75%)

34.17:

2-5-4 Pio Bn (43)
5-5-8 AG Bn (189)
18-2-3 Werfer Bn (103)
26-2-2 Arty Grp

38.16:

9 Corps HQ
26-2-2 Arty Grp

39.18:

20-4-3 Inf Div (15)

34.18:

8 Corps HQ
5-5-8 AG Bn (184, 210)
18-2-3 Werfer Bn (3)
26-2-2 Arty Grp

40.19:

20-4-3 Inf Div (8)

41.21:

20-4-3 Inf Div (28)

40.22:

20-4-3 Inf Div (5)

32.25:

5 Corps HQ
26-2-2 Arty Grp

35.22:

7 Pz (50-75%)

37.23:

20-4-3 Inf Div (161)

36.24:

14 Mot Div (50-75%)

34.29:

20-4-3 Inf Div (129)

39.25:

20-4-3 Inf Div (35)

38.26:

20-4-3 Inf Div (106)

With any HQ or Town City:

Supply Points?

10 Wagons

2 Trucks

At any air bases: (check arrivals!)

2x Ju-52 4x Bf-109f

2x Bf-110 3x Ju-87b

1x Ju-88 1x Do-17z

2x He-111

**** Rail Stuff is based on best guess of what a player would choose to convert****

On Rail Lines I/2 and II/2 RR Eng Bn

Rail Heads and unconverted rail lines

46.10	5 Mil Div	68 UR Bde
42.20		
36.23	51.09	46.16
39.05 – 43.01	17 Mil Div	102 TK
28.03 – 29.01		
30.19 – 26.22	50.09	46.17
09.01 – 14.09	18 Mil Div	2xArty Grp
01.03 – 03.01	50.10	
15.11 – 17.17	21 Mil Div	46.18
18.19 – 05.27		73 RD
19.29 – 20.35	51.10	
	9 Mil Div	45.17
		103 MRD
Soviet Information	50.11	
	1 Mil Div	44.16
		100 RD
Soviet Rail Cap: 5	52.09	
Reserve Markers: 0	33 Army HQ	43.17
Dead Pile: ***lots	876 and 878 AT	107 RD
	Arty Grp	
Tree Bark Soup: 2		42.17
		129 RD
46.01	44.10	
211 RD	53 RD	
		42.18
46.03	45.11	229 RD
217 RD	303 RD	
		42.19
57.01	46.11	153 RD
279 RD	106 RD	
		42.20
61.04	46.12	108 RD
28 Army HQ	120 RD	
Arty Grp		
	46.13	
52.04	309 RD	
875 AT		
	46.14	
52.05	19 RD	
758 AT		
	48.11	
53.05	880 AT	
43 Army HQ		
18 AT	48.12	
2xArty Grp	6 Mil Div	
44.07	47.12	
149 RD	24 Army HQ	
	879 AT	
46.08	2xArty Grp	
222 RD		
	47.13	
48.08	533 AT	
104 TD		
	55.16	
52.08		

Contact Information

To order other games from MMP, visit <http://www.multimanpublishing.com/>

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To chat about OCS and obtain speedy answers to your rules questions, visit <http://www.consimworld.com/>

To contact the developer, email kisnerjohn@mac.com

45.18 20 Army HQ 872 AT	56.28 4 Mil Div	44.28 134 RD
46.20 161 RD	57.28 194 Mnt RD	42.28 250 RD
46.21 45 CD	59.32 119 RD	42.29 242 RD
44.20 144 RD	59.34 247 RD	40.31 50 CD
56.19 143 Tk Bde	58.34 249 RD	39.33 52 CD
56.20 32 Army HQ 873 AT Arty Grp	60.34 31 Army HQ 766 AT Arty Grp	41.33 29 Army HQ 1 NKVD Arty Grp
54.18 7 Mil Div	47.29 107 TK	
54.19 2 Mil Div	47.30 30 Army HQ Arty Grp	Order of Arrival
54.20 8 Mil Div	46.29 871 AT	Soviet 12 Jul 41
55.20 133 RD	42.21 38 RD	8.01 11-1-1 Inf Div (75)
53.21 13 Mil Div	42.22 101 TK	6xReserve Markers 19 Jul 41
50.20 16 Army HQ 700 AT 2xArty Grp	43.23 19 Army HQ 874 AT Arty Grp	56.20 (Vyazma) w/i 5 hexes 24 Army HQ 20-1-3 Tank Div (102) 14-1-3 Tank Div (107) 12-2-5 Mtrd Inf Div (106) 12-2-2 Inf Div (19, 91, 248) 11-1-1 Inf Div (107, 133, 166, 178) 11-1-1 Mil Div (4, 6) (4)-2-2 AT Rgt (18, 509, 700, 738, 879, 880) 2x 26-1-1 Arty Grp
49.20 152 RD	41.23 64 RD	
50.21 18 TK	42.23 50 RD	
58.27 49 Army HQ Arty Grp	41.24 89 RD	
56.26 220 MRD	41.25 166 RD	52.09 (Spas Dem...) w/i 5 hexes 28 Army HQ 20-1-3 Tank Div (104) 12-2-2 Inf Div (89, 120, 222) 11-1-1 Inf Div (217) 10-0-1 Inf Div (149) 8-0-1 Inf Div (145) 12-2-5 Mtrd Inf Div (221) 4-2-6 MC Rgt (31)
56.27 248 RD	41.26 244 RD	
	41.27 251 RD	

(4)-2-2 AT Rgt (533, 758, 761) 26-1-1 Arty Grp	20-1-3 Tank Div (105) 4-3-6 MC Rgt (28) (4)-2-2 AT Rgt (753) 26-1-1 Arty Grp	6-1-4 Cav Div (45) 15 Aug 41
50.35 w/i 5 hexes 29 Army HQ 11-1-1 Inf Div (243, 252) 7-3-4 Cav Div (50, 53) 4-2-3 NKVD Mtrd Inf Rgt (1)	62.12 12-2-5 Mtrd Inf Div (103) 1 Aug 41	42.01 50 Army HQ 13-3-3 Inf Div (258) 12-2-2 Inf Div (278, 279, 290) 11-1-1 Inf Div (287) 10-0-1 Inf Div (260, 298, 299) 26-1-1 Arty Grp
60.34 (Rzhev) w/i 5 hexes 30 Army HQ 12-2-2 Inf Div (250, 251) 10-0-1 Inf Div (242) 10-1-3 Tank Div (51, 101) (4)-2-2 AT Rgt (871)	62.03 3 Army HQ 5-4-4 Abn Bde (214) 8-1-5 Tank Rgt (18) 4-3-6 MC Rgt (20)	62.03 12-2-2 Inf Div (211)
20.35 12-2-2 Inf Div (256) (4)-2-2 AT Rgt (697)	62.22 13-3-3 Mtn Inf Div (194) 8-1-5 Tank Rgt (114) 4-3-6 MC Rgt (9)	62.22 12-2-2 Inf Div (163) 11-1-1 Inf Div (307)
22 Jul 41	Any Airbase: I-153 I-16 MiG-3	62.35 12-2-2 Inf Div (283) 11-1-1 Inf Div (266, 277, 303) (4)-2-2 AT Rgt (874)
62.35 31 Army HQ 12-2-2 Inf Div (119, 246, 247, 249) 11-1-1 Inf Div (244) 20-1-3 Tank Div (110) (4)-2-2 AT Rgt (766) 26-1-1 Arty Grp	5 Aug 41	Any Airbase: DB-3 19 Aug 41
62.25 34 Army HQ 12-2-2 Inf Div (257, 262) 11-1-1 Inf Div (245, 259) 7-3-4 Cav Div (25) 6-2-4 Cav Div (54) (4)-2-2 AT Rgt (171, 759) 26-1-1 Arty Grp	62.22 32 Army HQ 49 Army HQ 12-2-2 Inf Div (106) 11-1-1 Inf Div (309) 11-1-1 Mil Div (2, 7, 8, 13, 18) (4)-2-2 AT Rgt (873)	Any Airbase: MiG-3 1 Sep 41
42.01 6-2-4 Cav Div (32, 47) 2-1-4 Cav Div (43) 14-1-3 Tank Div (108, 109)	62.03 12-2-2 Inf Div (269) 11-1-1 Inf Div (280, 282) 4-1-4 Cav Div (4) (4)-2-2 AT Rgt (875)	62.22 6-2-5 Tank Bde (121, 129) 5-1-6 Tank Bde (143) 4-1-4 Tank Bn (43, 49, 52, 54, 56, 59, 64, 66, 113, 184, 186) (5)-1-1 UR Bde (64)
62.22 12-2-5 Mtrd Inf Div (69)	62.35 (4)-2-2 AT Rgt (872)	Any Airbase: Yak-1 IL-2 Pe-2
26 Jul 41	Any Airbase: LaGG-3 IL-2	German 12 Jul 41
42.00 7-3-4 Mtn Cav Div (21) 7-3-4 Cav Div (52)	8 Aug 41	1.26 20-4-3 Inf Div (5, 35) 7-5-7 Flm Pz Bn (101), 3-5-10 AT Co (1/8), 3-3-6 AT Bn (643),
29 Jul 41	62.03 33 Army HQ 11-1-1 Mil Div (1, 5, 9, 17, 21) (4)-2-2 AT Rgt (876, 878)	
62.03 43 Army HQ	62.35 6-2-4 Cav Div (55)	1.19 5-5-3 MG Bn (5),

7-5-7 Flm Pz Bn (100), 3-4-6 AT Bn (611), 3-3-6 AT Bn (529), 5-5-8 AG Bn (192, 201, 203, 226), 1.07 3-5-8 Aufk Bn (Lehr), 2-4-8 AT Bn (521), 1.03 20-4-3 Inf Div (255) 2xWagon any west edge hex Remove: 1 Cav Div (all) 15 Jul 41 1.26 18-2-3 Werfer Bn (I/51, II/51), 2x 26-2-2 Arty Grp 1.19 7, 8, 9 Corps HQ 20-4-3 Inf Div (137, 263, 292 Inf Div) (2)-3-3 AT Bn (654) 5-5-8 AG Bn (184) 4x 26-2-2 Arty Grp 18-2-3 Werfer Bn (I/53, III/53), 1.12 20-4-3 Inf Div (31, 34) 18-2-3 Werfer Bn (6, 105), 24-2-3 Werfer Bn (8) 1.07 26-2-2 Arty Grp 1.03 53 Corps HQ 26-2-2 Arty Grp 9.01 1 Cav Div (All)	1xWagon any west edge hex 19 Jul 41 1.12 12 Corps HQ 3x 26-2-2 Arty Grp 13 Corps HQ 20-4-3 Inf Div (78) 26-2-2 Arty Grp 1.19 20-4-3 Inf Div (7, 23, 258, 268) 1.26 20-4-3 Inf Div (129) 5 Corps HQ 18-2-3 Werfer Bn (3, 103) 2x 26-2-2 Arty Grp Any west edge RR (except for 17.29) RR Eng Bn (I/2, II/2) German Rail Cap increased to 2 2xWagon and 1x Truck any west edge hex Remove: 2xJu88 3xHe111 4xDo17z 22 Jul 41 1.19 20-4-3 Inf Div (28) 1.26 20 Corps HQ 5-5-8 AG Bn (210) 26-2-2 Arty Grp 20-4-3 Inf Div (6) 2xWagon any west edge hex	26 Jul 41 1.03 20-4-3 Inf Div (197) 1.19 20-4-3 Inf Div (8) 1.12 20-4-3 Inf Div (15) 1.26 20-4-3 Inf Div (106) 1xWagon and 1x Truck any west edge hex Remove: 12 Corps HQ 10 Mot Div (All), 31 Inf Div 1 Cav Div (All) 654 PzJg Bn 2xArty Grp 29 Jul 41 1.19 4-3-2 Sec Div (286) 20.35 57 Mot Corps HQ 19 Pz Div (I/27, II/27, III/27 Pz Bn, 19 Aufk Bn, 19 Krd MC Bn, 73, 74 Mtrd Inf Rgt, 19 Arty Rgt, Organic Truck (Full)) * III/27 Pz and 19 Aufk and 74 Mtrd to dead pile 3-3-6 AT Bn (561) 18-2-3 Werfer Bn (III/51) 26-2-2 Arty Grp 2xWagon any west edge hex Remove: VIII Flieger Korps goes to Leningrad: 4xJu87, 6xBf110,
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1xJu52,	100, 101 Flm Pz Bn	
1xBf109E	5 Mot MG Bn	
	StuG Bn (192, 201, 203, 226)	
	10 Reserve Markers	Common Rebuild Table
1 Aug 41		Aircraft Only via Repl Table
	22 Aug 41	Arm Car Bn 1x Eq
1.19		Arm Recon Bn 1x Eq
20-4-3 Inf Div (161)	1.19	Artillery Bde 2x Eq
	6-2-2 Sec Div (403)	Artillery Grp 2x Eq
Any Airbase:		Artillery Rgt 2x Eq
1xJu88,	26 Aug 41	Assault Engineer Bn 2x Pax
2xHe111,		Assault Gun (AG) Bn 1x Eq
1xDo17z	1.03	Assault Gun Co No Rebuild
	20-4-3 Inf Div (162)	Anti-Tank (AT) Bn 1x Eq
5 Aug 41		German Aufk (Arm Recon) Bn No Rebuild
	1.19	Bicycle Bn 1x Pax
1.19	20-4-3 Inf Div (87)	Bicycle Cavalry Bn 1x Pax
5-5-8 AG Bn (189)		Bicycle Rgt 2x Pax

1.03
7-3-2 Sec Div (221)

19 Aug 41

20.35

14 Mot Div (11, 53 Mtrd Inf Rgt, 14 Arty, Orgainc Truck (full)) *14 Auf Bn and 54 Krd MC Bn go to dead pile *

Remove

24 Mot Corps, 39 Mot Corps, 46 Mot Corps, 47 Mot Corps, 57 Mot Corps

13 Corps

3 Pz Div, 4 Pz Div, 12 Pz Div, 17 Pz Div, 18 Pz Div, 19 Pz Div, 20 Pz Div

20 Mot Div, 29 Mot Div, SS-DR

8xArty Grp

2, 3 PzGrp Special Extenders

34 Inf Div

Lehr Recon Bn

PzJg Bn (521, 529, 561, 611, 643)

1/8 AT Co

IRGD

900 Mot Inf Bde

Werfer Bn (6, 8, I/53, III/53, I/51, II/51, III/51, 105)

Korea

Four U.N. counters are included that have been fixed. Their flip sides were incorrect.

Beyond the Rhine

Eleven new French units are presented for use in BEYOND THE RHINE. The units flesh out De Lattre's First Army, and are a reflection of Roland's continued research into the campaign. Below are their arrival dates and setup information.

Five more counters round out the game: three extra truck counters (more "small" ones will be useful), an Allied Reserve marker (the published mix is regrettably short one), and a fixed German Breakdown regiment.

Unit	Arrives	Bulge	Nord	Endkampf
4-4-7 Recon Rgt (1)	12 Sept*	D5.33	D5.33	D5.33
3-4-3 Cdo Bn (Afric)	12 Sept*	Dead	Dead	Dead
3-4-3 Mtn Grp (3 TM)	12 Sept*	D15.33	D12.34	D5.33
4-4-7 Recon Rgt (2)	12 Sept**	D16.30	D22.27	D22.27
2-4-3 Cdo Bn (Choc)	12 Sept**	D16.30	D18.35	D14.30
3-4-6 AC Rgt (2 D)	12 Sept**	D5.33	D5.33	Dead
3-4-3 Inf Rgt (9 Zou)	1 Oct	D16.30	D22.27	Dead
2-1-3 Inf Rgt (Yonne)	22 Nov	C6.01	D5.33	Dead
2-1-3 Inf Rgt (Morvan)	22 Nov	D5.34	D6.35	Dead
3-4-3 Mtn Grp (1 TM)	26 Nov	D15.33	D30.31	D22.27
3-4-3 Mtn Grp (2 TM)	26 Nov	Dead	Dead	Dead

TM = Tabors of Moroccan Goumiers

D = Dragoons

Zou = Zouaves

* arrives with 1st Corps HQ

** arrives with 2nd Corps HQ

Cavalry Bde 2x Pax
 Cavalry Bn 1x Pax
 Cavalry Div 2x Pax
 Cavalry Rgt 2x Pax
 Flm Panzer Bn No Rebuild
 HQ (any size or type) 1x Eq, 1 Pax
 Infantry Bn 1x Pax
 Infantry Bde 2x Pax
 Infantry Div Step 2x Pax
 Infantry Div (Red Symbol) Step 2x Pax
 Infantry Rgt 2x Pax
 Irregular (Irrg) Bn Return to Pool
 Jäger (Jg) Div Step 2x Pax
 Jäger (Jg) Bn 1x Pax
 Katyusha Bde 2x Eq
 Katyusha Rgt 2x Eq
 Naval Bde (Soviet) 2x Pax
 Mech Infantry Bde (Soviet) 1x Eq, 1x Pax
 MG Bn 1x Pax
 Militia Div Step 1x Pax
 Militia Rgt 1x Pax
 Mortar Bn 1x Eq
 Motorcycle (MC) Bn (Track Mvt) 1x Eq
 Motorcycle (MC) Bn (Truck Mvt) 1x Pax
 Motorcycle (MC) Bde (Truck Mvt) 2x Pax
 Motorcycle (MC) Rgt (Truck Mvt) 2x Pax
 Mtn Cav Div 2x Pax
 Panzer Bn 1x Eq
 Para Infantry Bde (Soviet) 3x Pax
 Para Inf Rgt 3x Pax
 Para Inf Bn 2x Pax
 PG (Arm Inf) Rgt 1x Eq, 1x Pax
 Pio Bn 2x Pax
 PJ (Antitank) Bn 1x Eq
 Pol Bn 1x Pax rebuilds two
 Pol Rgt 1x Pax
 RR Bn or Rgt 1x Pax
 Sec Bde 1x Pax
 Sec Bn 1x Pax rebuilds two
 Sec Div Step 1x Pax
 Sec Rgt 1x Pax
 Tank Bde (non-Soviet) 2x Eq
 Tank or Lt Tank Bde (Soviet) 1x Eq

Tank Div step(Soviet) 1xEq
 Tank Bn 1x Eq
 Tank Co 1x Eq rebuilds two
 UR Bde 1x Pax
 Werfer Bn 1x Eq
 Werfer Rgt 2x Eq
 Design/Historical Notes:

Recently the battle of Smolensk in 1941 has received more attention and analysis. Stahl, Glantz and Luther have all added information and insight into the fighting around Smolensk and the effects of this battle on Barbarossa and the war in the east as a whole.

Whether the outcome of the battle was either sides victory seems to be in how you view victory.

Both side committed errors that as wargamers with the near perfect intel we possess would not make. I have decided again as I did in TBL that I do not want to tie the players hands into making the same decisions and mistakes. I know that some will say that I have made it impossible to have the historical outcome happen, just like in TBL. What I am interested in creating is a simulation using OCS that shows what the situation was like and what each side faced at the time and see what each player can make of it, in the face of some of the higher level decisions that were made, mostly for the Germans, as the Soviets were mostly reacting to the situation, with the exception of the counteroffensives ordered by Stalin/STVKA.

The Soviet counteroffensives rules may not be needed as in order for the Soviets to stand a chance in the game they will have to attack the Germans and lose a lot in order to wear down the German offensive capabilities at all. If the Soviet player tries to "hog up" the Germans will starve them out and win.

The Soviets need to take the fight to the Germans and make them use supply on the defense so they can't use it on offense.

The German rule about the two panzer groups not operating in each other's area is to simulate the lack of cooperation that took place between Hoth and Guderian, as well as the differing goals that each had. This also to help reflect the higher level commands lack of direction or differing ideas of what that direction should be.



Terrain Effects Chart

Feature	Combat Line	Movement			Special Modifiers		
		Track	Truck	Leg	Armor	Mech	Other
Open	Open	1	1	1	[x 2]	[x 2]	x 1
Light Woods	Close	2	3	1	x 1	x 1	x 1
Heavy Woods	Close	3	4	2	x1/2	x 1	x 1
Hills	Close	1	2	1	x 1	x 1	x 1
Rough	Very Close	3	5	2	[x1/2]	[x1/2]	x 1
Swamp	Very Close	P	P	3	x1/2*	x1/2*	x 1
Village	Close	ot	ot	ot	x 1	x 1	x 1
Minor City	Very Close	ot	ot	ot	x1/2	[x1/2]	x 1
Major City	Extr Close	ot	ot	ot	x1/3	[x1/2]	x1
Secondary Road	ot	1/2	1/2	1/2	ot	ot	ot
Railroad or Track	ot	1	1	1	ot	ot	ot
Minor River	ot	+ 3	+ 5	+ 1	[x1/2]	[x1/2]	[x1/2]
Major River	ot	P	P	All	[x1/4]*	[x1/3]*	[x1/2]*
Lake/Blocked	ot	P	P	P	P	P	P

[x#] — Attack times the multiple in brackets; Defend at x 1.

P — Movement Prohibited

* — Via Road or Railroad if movement is “P” (OCS 9.1f).

ot — Dependent on other terrain in hex

** Note bridging (OCS 13.8b) cannot be used on a Wadi

Allied Repl Table

Roll	Repls
2 - 6	None
7 - 8	Faction
9 - 12	Pax, Eq, Air, Special

-1 to above roll if a Mud turn

Faction: Roll to see which Faction can rebuild a ground unit and one step of aircraft:

- 1-3 = Commonwealth
- 4-5 = American
- 6 = French

Special: Refit 3 Surge planes and place an Air Strip.

Allied Shipping Chart

Month	Sea Cap	Rail Cap
Nov-Dec	1	2
Jan-Feb	1	3
Mar-May	2	4

Note SP also arrive (per 2.4b) at Entry E (3 SP)

Weather Table

Roll	Flight Condition
1	Limited
2-6	Normal

See 1.3 for details

Common Rebuild Table

These Combat Units Cost 1 Eq:

- all “Armor” (Yellow-symbol)
- all “Mech” (Red-symbol)
- all Artillery, AT, and Flak

These Combat Units Cost 1 Pax:

- all other combat units (HQ, inf, etc.)

Specialty Types:

- Eq/Pax = no rebuilds
- Transport Points = see OCS 13.5e
- Planes = each Air rebuilds 2 steps

See 1.4 for details

Axis Repl Table

Roll	Repls
2 - 7	None
8 - 9	Pax
10 - 11	Pax, Eq, Air*
12	Pax,

-2 to above roll starting in August

Axis Supply Table

Roll	SP
2-3	5
4-5	7
6-8	9
9-10	11
11-12	13

-2 DRM starting in August