

# SMOLENSK

## Axis Arrivals

*New units enter play per 3.1. All types of Transport Points arrive loaded (with extra SP).*

### **8 Jul 41**

*Axis Rail Cap is 0 at start.  
No hedgehogs above L-1 (1.3b).  
Begin Security Needs (3.3b).  
Begin Guderian & Hoth (3.4).*

### **12 Jul 41**

#### **Entry K:**

5th Corps HQ  
20-4-3 Inf Div (5, 35; one is -1 step)  
7-5-7 Flm Pz Bn (101)  
2-4-8 PJ Bn (643)  
3-5-10 PJ Co (1/8)  
3 Truck Points (loaded with SP)  
3 Wagon Points (loaded with SP)

#### **Entry I or J:**

2x Corps HQ (9, 12)  
20-4-3 Inf Div (17, 31, 34, 137, 263,  
292; two are -1 step)  
5-5-3 MG Bn (5)  
7-5-7 Flm Pz Bn (100)  
2-4-6 PJ Bn (611)  
2-3-8 PJ Bn (529)  
5-5-8 AG Bn (192, 203, 226)  
5-3-8 AG Bn (201)  
18-2-3 Werfer Bn (6, 8, 105)  
1 Truck Point (loaded with SP)  
2 Wagon Points (loaded with SP)

#### **Entry G or H:**

20-4-3 Inf Div (255; -1 step)  
3-5-8 Aufk Bn (Lehr)  
2-4-8 PJ Bn (521)  
1 Truck Point (loaded with SP)  
2 Wagon Points (loaded with SP)

#### **Remove:**

Ju.87b

### **15 Jul 41**

#### **Entry K:**

30-2-3 Werfer Rgt (51)  
2x 26-2-2 Arty Grp  
3 Truck Points (loaded with SP)

#### **Entry I or J:**

7th Corps HQ  
20-4-3 Inf Div (28, 258, 268; one is  
-1 step)  
5-5-8 AG Bn (184)  
(2)-3-3 PJ Bn (654)  
30-2-3 Werfer Rgt (53)  
2x 26-2-2 Arty Grp  
2 Truck Points (loaded with SP)

#### **Entry G or H:**

53rd Corps HQ  
2x 26-2-2 Arty Grp  
2 Truck Points (loaded with SP)

#### **Entry F:**

1 Cav Div (I/1 Cav, II/1 Cav, I/2 Cav,  
II/2 Cav, 1 BC)

#### **Remove:**

Hs.123                      He.111  
Ju.87b

### **19 Jul 41**

*Axis Rail Cap is now 1.  
Begin Random Events (3.6).*

#### **Any west edge hexes:**

(1)-2-5 RR Eng Bn (I/2, II/2)

#### **Entry K or L:**

57th Mtr Corps HQ  
19 Pz Div (I/27 Pz, II/27 Pz, 19 Krd,  
73 Inf, 74 Inf, 19 Arty, 'F' Truck)  
18 Mtr Div (38 Krd, 30 Inf, 51 Inf, 18  
Arty, 'F' Truck)  
20-4-3 Inf Div (129; -1 step)  
3-3-6 PJ Bn (561)  
18-2-3 Werfer Bn (3, 103)  
2x 26-2-2 Arty Grp  
2 Truck Points (loaded with SP)

#### **Entry I or J:**

13th Corps HQ  
20-5-4 Inf Div (78)  
20-4-3 Inf Div (7, 23)  
2x 26-2-2 Arty Grp

#### **Entry G or H:**

20-4-3 Inf Div (167; -1 step)

#### **Add to Dead Pile:**

19 Pz Div (19 Aufk, III/27 Pz)  
18 Mtr Div (18 Aufk)

#### **Any Airbase:**

2x He.111

### **22 Jul 41**

#### **Entry K:**

20th Corps HQ  
20-4-3 Inf Div (6)  
5-5-8 AG Bn (210)  
26-2-2 Arty Grp

#### **Entry F:**

20-4-3 Inf Div (112, 131; one is -1 step)

### **26 Jul 41**

#### **Entry K:**

20-4-3 Inf Div (106; -1 step)

#### **Entry I or J:**

20-4-3 Inf Div (8, 15)

#### **Entry G or H:**

20-4-3 Inf Div (197; -1 step)

### **29 Jul 41**

#### **Entry I or J:**

8th Corps HQ  
20-4-3 Inf Div (161)  
4-3-2 Sec Div (286)

#### **Remove:**

(2)-3-3 PJ Bn (654)

### **1 Aug 41**

#### **Remove:**

7x Reserve Markers  
Bf.109e-7                      2x Bf.110  
2x Do.17z                      He.111

### **5 Aug 41**

#### **Entry I or J:**

5-5-8 AG Bn (189)

#### **Entry G or H:**

7-3-2 Sec Div (221)

#### **Remove:**

Bf.109e                      Ju.52  
2x Ju.87b                      Ju.88

### **Axis Arrival Notes**

- Some German divisions arrive with steps lost. This reflects not only combat losses, but also the personnel herding enemy POWs and keeping supply routes open.*
- The removals of air units and Reserve markers in early August show the offensive focus being shifted to the north and south, and a defensive posture taken here.*

### 19 Aug 41

Begin checks for Variable Exit (3.3c).

Begin checks for Early Decision (5.0b).

No more Special Repls.

No more Guderian & Hoth (3.4).

No more Random Events (3.6).

#### Entry F:

20-4-3 Inf Div (162, 267; both -2 steps)

#### Entry K or L:

14 Mtr Div (14 Aufk, 11 Inf, 14 Arty, 'F' Truck)

#### Add to Dead Pile:

14 Mtr Div (54 Krd, 53 Inf)

#### Remove:

5x Mtr Corps HQ (24, 39, 46, 47, 57)

2x Corps HQ (12, 13)

7x Pz Div (3, 4, 12, 17, 18, 19, 20; all units)

4x Mtr Div (10, 18, 20, 29; all units)

1 Cav Div (all 9 units)

20-4-3 Inf Div (17, 31, 34, 112, 131, 167; must total at least 12 steps)

3-5-8 Aufk Bn (Lehr)

2-4-8 PJ Bn (521, 643)

2-3-8 PJ Bn 529)

2-4-6 PJ Bn (611)

3-5-10 PJ Co (1/8)

10-5-4 Inf Rgt (IRGD)

7-5-7 Flm Pz Bn (100, 101)

5-5-3 Mtr MG Bn (5)

5-5-8 AG Bn (192, 203, 226)

5-3-8 AG Bn (201)

30-2-3 Werfer Rgt (51, 53)

18-2-3 Werfer Bn (6, 8, 105)

6x 26-2-2 Arty Grp

10 Truck Points

6 Wagon Points

2x Bf.110            2x Ju.87b

### 22 Aug 41

#### Entry I or J:

6-2-2 Sec Div (403)

20-4-3 Inf Div (87; -2 steps)

#### Entry F:

20-4-3 Inf Div (252; -2 steps)

### 1 Sep 41

#### Entry F:

2-4-6 PJ Bn (611; returning)

### Axis Arrival Notes (continued)

3. It is ok for the Axis player to leave behind as many breakdowns as possible from the infantry divisions withdrawn August 19th — this is why the last arrivals are weak!

## Axis Supply Table

Roll	Early	Late
2-3	3	1
4-5	5	2
6-8	7	3
9-10	9	4
11-12	11	5

See 3.1 for placement

“Early” is before 19 August

“Late” is on or after 19 August

## Variable Exit (3.3c)

Roll	Result
1	remove SS Reich (all)
2-5	roll again next turn
6	remove 14 Mtr (all)

Starting 19 August, roll on this table in Axis Reinforcement Phase. Check every turn until a division is removed (historically, it was SS Reich). Stop rolling after one is withdrawn.

## Random Events (3.6)

Roll	Event
2-3	Bf.110
4	He.111
5-9	Supply Train
10	Ju.52
11-12	Ju.88

Roll from 19 July to 15 August (inclusive) in the Axis Reinforcement Phase.

**Bf.110, He.111, Ju.52, or Ju.88:** All air units of the listed type immediately become Inactive. (Those planes are assigned off-map missions this turn.)

**Supply Train:** The Axis gets 2 SP of extra supply at any one detrainable hex. (No Rail Cap is used.)

*Option 4.1b alters this. Now the 'Supply Train' event occurs automatically on both 8 July and 12 July.*

## Axis Repl Table

Roll	Ftr	Tac	Pax	Eq
7 or less	-	-	-	-
8	-	-	1	-
9	1	-	1	-
10	1	1	2	1
11-12	2	1	2	1

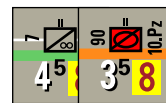
-1 to rolls on or after 19 August

Also check Special Repl (1.6c)

## Axis Special Repl (1.6c)

Each turn before 19 August, roll to see which 'free' rebuild is obtained.

Roll	Type Rebuilt
1-4	Supply Cache
5-6	Aufk/Krd battalion



## Axis Rebuild Chart

Aircraft — only via Repl Table  
 Anti-Tank Bn (German) — 1x Eq  
 Artillery Rgt or Bde — 2x Eq  
 Arm Car Bn — 1x Eq  
 Assault Gun (AG) Bn — 1x Eq  
 Aufk (Arm Recon) Bn — Special (1.6c)  
 Bicycle Cavalry Bn — 1x Pax  
 Breakdown Rgt — return to pool  
 Cavalry Bn — 1x Pax  
 Flm Panzer Bn — No Rebuild  
 HQ (any size or type) — 1x Eq + 1 Pax  
 Infantry Bde or Rgt — 2x Pax  
 Infantry Div step — 2x Pax  
 Krd (Motorcycle) Bn — Special (1.6c)  
 MG Bn — 1x Pax  
 Mtn Inf Div step — 2x Pax  
 Panzer Bn — 1x Eq  
 PG (Arm Inf) Rgt — 1x Eq + 1 Pax  
 Pio Bn — 2x Pax  
 PJ Bn — 1x Eq  
 RR Bn — 1x Pax  
 Sec Rgt — 1x Pax  
 Sec Div step — 1x Pax  
 Transport Points — see OCS 13.5e  
 Werfer Bn — 1x Eq  
 Werfer Rgt — 2x Eq

Reminder:

A Ftr or Tac repl only rebuilds 1 step.