

# SMOLENSK

## Soviet Arrivals

*New units enter play per 2.1. All types of Transport Points arrive loaded with SP.*

### **8 July**

*Soviet Rail Cap is 2 at start.  
Soviet MA halved on this turn.  
Begin Operational Limits (2.3e).*

3x Reserve Markers

### **12 July**

#### **Any Airbase:**

MiG.3

SB.2

#### **w/i 3 of 60.34:**

30th Army HQ (*see 2.4*)  
12-2-2 Inf Div (119, 250, 251)  
10-0-1 Inf Div (242)  
14-1-3 Tk Div (51; -1 step)  
(2)-2-2 Alarm AT Rgt  
26-1-1 Arty Bde  
1 Wagon Point (loaded with SP)

#### **Entry B or C:**

12-1-3 Tk Div (101)  
12-1-4 Mtr Div (69)  
2 Truck Points (loaded with SP)

### **15 Jul 41**

1x Reserve Marker

#### **w/i 3 of 56.20:**

24th Army HQ (*see 2.4*)  
18-1-3 Tk Div (102; -1 step)  
12-1-4 Mtr Div (103)  
12-2-2 Inf Div (19, 91, 107, 248)  
11-1-1 Inf Div (133, 166, 178)  
11-1-1 Militia Div (4M, 6M; each -1 step)  
(2)-2-2 Alarm AT Rgt  
26-1-1 Arty Bde

#### **w/i 3 of 52.09:**

28th Army HQ (*see 2.4*)  
18-1-3 Tk Div (104)  
12-1-4 Mtr Div (106)  
13-3-3 Inf Div (120)  
12-2-2 Inf Div (89, 222)  
11-1-1 Inf Div (217)  
10-0-1 Inf Div (145, 149)  
4-3-6 MC Rgt (31)  
(2)-2-2 Alarm AT Rgt  
26-1-1 Arty Bde  
1 Wagon Point (loaded with SP)

#### **Any Airbase:**

LaGG.3

SB.2

### **19 Jul 41**

*Soviet Rail Cap is now 3.  
Entry L is shutdown (2.1a).*

#### **Any Airbase:**

I.16

SB.2

Yak.4

#### **North Edge, east of 32.xx:**

29th Army HQ  
11-1-1 Inf Div (243, 252)  
7-3-4 Cav Div (50, 53)  
4-2-3 NKVD Inf Rgt (1)  
26-1-1 Arty Bde

#### **Remove:**

22nd Army HQ  
12-2-2 Inf Div (186)  
11-1-1 Inf Div (126, 214)  
14-1-3 Tk Div (48)  
26-1-1 Arty Bde  
1 Wagon Point

### **22 Jul 41**

#### **Any Airbase:**

I.16

Pe.2

#### **Entry A:**

31st Army HQ  
18-1-3 Tk Div (110; -1 step)  
12-2-2 Inf Div (246, 247, 249)  
11-1-1 Inf Div (244)  
2x 2-1-3 Alarm Tk Bn  
26-1-1 Arty Bde  
1 Wagon Point (loaded with SP)

#### **Entry D or E:**

6-2-4 Cav Div (32, 47)  
2-1-4 Cav Div (43)

#### **Frontal Reserves (2.3c):**

2 SP

12-1-4 Mtr Div (69) converts into  
16-2-5 Mtr Div (107)  
Two free rebuilds: an IL.2 and *either*  
an HQ or artillery unit.

### **26 Jul 41**

#### **Any Airbase:**

MiG.3

#### **Entry D or E:**

7-3-4 Cav Div (21 Mtn, 52)

### **29 Jul 41**

1x Reserve Marker

#### **Entry B or C:**

2 Truck Points (loaded with SP)

#### **Entry D:**

43rd Army HQ  
18-1-3 Tk Div (105)  
26-1-1 Arty Bde

### **1 Aug 41**

*No hedgehogs above L-1 (1.3b).  
No more Operational Limits (2.3e).*

#### **Any Airbase:**

Yak.1

2x IL.2

#### **Entry B or C:**

18-1-3 Tk Div (109)  
13-3-3 Mtn Inf Div (194)  
4-3-6 MC Rgt (9)

#### **Entry D:**

3rd Army HQ  
5-4-4 Abn Bde (214)  
8-1-5 Tk Rgt (18)  
4-3-6 MC Rgt (20)  
(5)-1-1 UR Bde (68)  
26-1-1 Arty Bde  
1 Wagon Point (loaded with SP)

#### **Frontal Reserves (2.3c):**

2 SP

16-0-3 Tk Div (57) converts into  
8-1-5 Tk Rgt (114)  
Two free rebuilds: an IL.2 and *either*  
an HQ or artillery unit.

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### **Soviet Arrival Notes**

- Some divisions arrive with steps lost, reflecting incomplete mobilization.*
- The "frontal reserves" (on 22 July, etc.) give SP for attacks and easy rebuilds of arty, HQs, and Sturmoviks.*

### 5 Aug 41

1x Reserve Marker

#### Entry B or C:

32nd Army HQ  
49th Army HQ  
11-1-1 Inf Div (309)  
12-2-2 Militia Div (7M; -1 step)  
11-1-1 Militia Div (2M)  
11-1-1 Militia Div (8M, 18M; each -1 step)  
10-0-1 Militia Div (13M; -1 step)  
(2)-2-2 Alarm AT Rgt  
2x 26-1-1 Arty Bde  
1 Wagon Point (loaded with SP)  
2 Truck Points (loaded with SP)

#### Entry D:

12-2-2 Inf Div (269)  
11-1-1 Inf Div (280, 282)

### 8 Aug 41

#### Entry A:

6-1-4 Cav Div (45)

#### Entry D:

33rd Army HQ  
12-2-2 Militia Div (1M)  
12-2-2 Militia Div (17M; -1 step)  
11-1-1 Militia Div (5M)  
10-0-1 Militia Div (9M, 21M; each -1 step)  
26-1-1 Arty Bde

## Soviet Supply Table

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

See 2.1 for placement

“Early” is before 19 August

“Late” is on or after 19 August

## Soviet Special Repl (1.6c)

Each turn before 19 August, roll to see which ‘free’ rebuilds are obtained.

#### Roll Types Rebuilt

1-2	Division & Supply Cache
3-6	Division & Alarm unit

### 15 Aug 41

#### Entry A:

11-1-1 Inf Div (303)

#### Entry D or E:

12-2-2 Inf Div (211, 278, 279)

### 19 Aug 41

*Entry E is shutdown (2.1a).*

*Begin checks for Early Decision (5.0b)*

*No more Special Repls.*

*Remove the long list of units to right ->*

### 22 Aug 41

#### Any Airbase:

2x IL.2

### 1 Sep 41

#### Entry B or C:

6-2-5 Tk Bde (121, 129)  
5-1-6 Tk Bde (143)  
4-2-4 Tk Bn (43, 49, 52, 54, 56, 59, 64, 66, 113, 184, 186)  
(5)-1-1 UR Bde (64)

#### Frontal Reserves (2.3c):

2 SP

12-1-4 Mtr Div (103) converts into  
10-0-1 Inf Div (103)

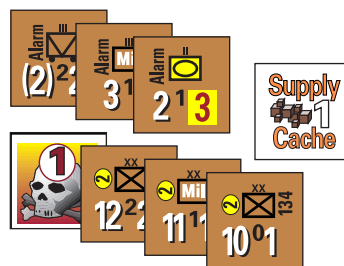
Two free rebuilds: an IL.2 and *either* an HQ or artillery unit.

## Soviet Repl Table

Roll	Ftr	Tac	Pax	Eq
6 or less	-	-	-	-
7-8	-	-	1	-
9	1	-	2	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)



### Remove on 19 August:

4x Army HQ (3, 4, 13, 21)  
20-1-3 Tk Div (13)  
18-1-3 Tk Div (50)  
14-1-3 Tk Div (55)  
8-1-5 Tk Rgt (18)  
6-2-3 Inf Div (219)  
13-3-3 Inf Div (127)  
12-2-2 Inf Div (17, 24, 42, 49, 55, 102, 117, 137, 148, 151, 154, 160, 167, 172, 269)  
11-1-1 Inf Div (18, 121, 132, 143, 155, 187, 280, 282)  
5-4-4 Abn Bde (8, 214)  
5-3-3 Abn Bde (7)  
4-3-6 MC Rgt (12)  
7-3-4 Cav Div (21 Mtn, 52)  
6-2-4 Cav Div (32, 47)  
2-1-4 Cav Div (43)  
6x 26-1-1 Arty Bde  
2 Truck Points  
4 Wagon Points

## Soviet Rebuild Chart

Aircraft — only via Repl Table  
AT Alarm Rgt — Special (see 1.6c)  
Artillery Rgt or Bde — 2x Eq  
Arm Car Bn — 1x Eq  
Arm Recon Bn (Soviet) — 1x Eq  
Breakdown Rgt — return to pool  
Cavalry Div (Soviet) — 2x Pax  
HQ (any size or type) — 1x Eq + 1 Pax  
Infantry Div step — 2x Pax  
Infantry Div (Red) — No Rebuild  
Infantry Rgt — 2x Pax  
Militia Div step — 1x Pax  
Militia Alarm Rgt — Special (see 1.6c)  
Motorcycle (MC) Rgt — 2x Pax  
Mtn Inf Div step — 2x Pax  
NKVD Border Rgt — No Rebuild  
Para Inf Bde (Soviet) — 3x Pax  
RR Rgt — 1x Pax  
Sec Rgt — 1x Pax  
Tank Alarm Bn — Special (see 1.6c)  
Tank Bn, Rgt, or Bde — 1x Eq  
Tank Div step — 1x Eq + 1 Pax  
Transport Points — see OCS 13.5e  
UR Bde — 1x Pax

Reminder:

A Ftr or Tac repl only rebuilds 1 step.