

SMOLENSK

Soviet Arrivals (v1.1)

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

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

Soviet Arrival Notes

1. *Some divisions arrive with steps lost, reflecting incomplete mobilization.*
2. *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)

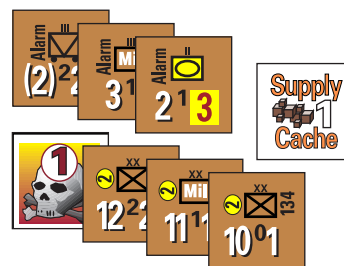
Two free rebuilds: an IL.2 and *either*
an HQ or artillery unit.

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 + 1x Pax
Transport Points — see OCS 13.5e
UR Bde — 1x Pax

Reminder:

A Ftr or Tac repl only rebuilds 1 step.