



GERMAN ORDER OF BATTLE CARD



AT START FORCES:

BERLIN



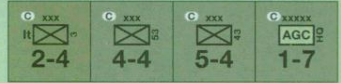
C ARMY GROUP CENTER



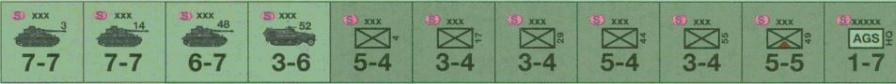
N ARMY GROUP NORTH



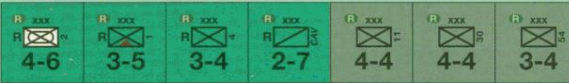
C ARMY GROUP CENTER



S ARMY GROUP SOUTH



R RUMANIA



F FINLAND

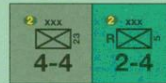


REINFORCEMENTS:

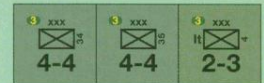
JULY 1941



AUGUST



SEPTEMBER



NOVEMBER



DECEMBER



MAY 1942



JUNE



JULY



SEPTEMBER



JANUARY 1943



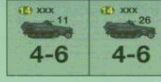
APRIL



MAY



JULY



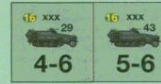
German Mobilization: The 11th Motorized may be substituted for any 4-4 German infantry corps. The 26th Motorized may be substituted for any 3-4 German infantry corps.

SEPTEMBER



NOTE: Italy surrenders. Pick up and remove all Italian units from the board at the start of this impulse.

NOVEMBER



German Mobilization: The 29th Motorized may be substituted for any 3-4 German infantry corps. The 43rd Motorized may be substituted for any 5-4 German infantry corps.

MAY 1944



NOTE: Also withdraw two Panzer Corps (must be SS if available). Pick up and remove them from play at the start of this impulse.

JULY

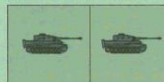


SEPTEMBER
Finland may surrender. See rules for details.

NOVEMBER



JANUARY 1945



The two Panzer Corps withdrawn in May, 1944, now return by free rail or ground movement.

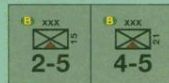
MARCH

Withdraw one corps per turn to the Western Front (remove permanently from play). No more Axis replacements allowed.

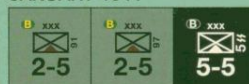
BULGARIAN GARRISON

Enter at Bucharest on next Axis impulse after any Russian unit comes within 5 hexes of Bucharest, but not before date of availability.

JANUARY 1943



JANUARY 1944



WARSAW GARRISON

On any turn in 1944, these units enter at Warsaw on next Axis impulse after any Russian unit comes within 2 hexes of Warsaw.

1944



NORTHERN FINLAND

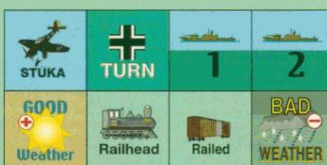
Enter the game from any friendly northern edge rail hex after the capture of Archangel.



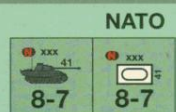
NOTE:

Units shown on this OB card are the official 4th Edition units allowed in play. Other units provided are for variants, or they are alternative units (see below).

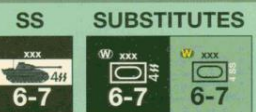
GERMAN MARKERS ALLOWED IN PLAY



ALTERNATIVE UNIT COUNTERS



Alternative units with NATO symbols (such as the one on the right) may be substituted.



Units being substituted must have identical unit ID numbers, combat and movement factors, and must be of the same type. For example: 41st Armor for 41st Armor.

Substitute counters are provided to enhance the look of the game and accommodate personal tastes. They do not impact game play and only one version of a counter may ever be in play at a time.

