

GERMAN OB CHART



At Start:

ARMY GROUP CENTRE

(C)

8-7	8-7	6-7	7-7	6-7	4-4	4-4	5-4	4-4	5-4	4-4	3-4	3-4	3-4
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ARMY GROUP NORTH

(N)

5-4	4-4	2-4	1-7
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8-7	7-7	4-4	4-4	3-4	3-4	3-4	3-4	3-4	1-7
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ARMY GROUP SOUTH

(S)

7-7	7-7	6-7	3-6	5-5	5-4	3-4	3-4	5-4	3-4	1-7
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BERLIN

1-0

RUMANIA

(R)

3-5	4-6	3-4	2-7	4-4	4-4	3-4
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FINLAND

3-4	4-3	4-3	2-3
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Reinforcements:

JULY, 1941

(1)

2-7	8-7	4-4	4-6
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AUGUST

4-4	2-4
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SEPTEMBER

(2)

4-4	4-4	2-3
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NOVEMBER DECEMBER

(3)

4-4	4-6
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(4)

MAY, 1942

4-4	2-4	2-4	3-3
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JUNE

2-6	2-3
-----	-----

JULY

(5)

3-4	2-3	2-2
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(6)

SEPTEMBER

2-2

(7)

JANUARY, 1943

9-8	4-7
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(8)

APRIL

7-7

MAY

(9)

10-8	3-5
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(10)

JULY

Exchange 11th & 26th Infantry for following Panzer Grenadier units. If designated units not in play, exchange any German unit of equal combat value.

4-6	4-6
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SEPTEMBER

(11)

4-4

(12)

NOVEMBER

Exchange 29th & 43rd Infantry for following Panzer Grenadier units. If designated units not in play, exchange any German unit of equal combat value.

4-6	5-6
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MAY, 1944

(13)

3-4

Withdraw two Panzer Corps (must be SS if available).

(14)

JULY

4-7

(15)

SEPTEMBER

Finland makes peace unless Leningrad is captured. Withdraw any German units still in Finland.

NOVEMBER

(16)

10-8

(17)

JANUARY, 1945

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The two Panzer Corps withdrawn in May, 1944 return.

(18)

MARCH

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

BULGARIAN GARRISON

(B)

2-5	4-5
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Enter at Bucharest whenever Russian is come within 5 hexes, but not more date of availability.

WARSAW GARRISON

Enter at Warsaw anytime from 1944 onwards that Russians come within 2 hexes of Warsaw.

(W)

6-7	7-8
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NORTHERN FINLAND

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

(F)

3-5	3-5
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'42

'43

2-5	2-5	5-5
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