

# 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	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	1-0
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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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MAY, 1942

**4**

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
-----	-----	-----

SEPTEMBER

**6**

2-2
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JANUARY, 1943

**7**

9-8	4-7
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APRIL

**8**

7-7
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MAY

**9**

10-8	3-5
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JULY

**10**

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
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NOVEMBER

**12**

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).
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JULY

**14**

4-7
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SEPTEMBER

**15**

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

NOVEMBER

**16**

10-8	<b>17</b>
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JANUARY, 1945

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The two Panzer Corps withdrawn in May, 1944 return.

MARCH

**18**

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 Russia comes within 5 hexes, but not more than once per turn.

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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**43**

2-5	2-5	5-5
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