

Army Group Center/Typhoon 'Gap' Units

Below is a summary of the units appearing in the ten turn 'gap' between the existing Army Group Center GT41 and Typhoon GT50. This information was provided by the Series Designer on the understanding that it is provisional and may well be updated in the new Game when it appears.

Some units arrive earlier than the 'gap' and some later than 'at start' for the Typhoon game – this information is considered as more up to date and is used in the Vassal module until new information from the Designer.

All of these units are on the **Reinforcement Track** of the Vassal Module.

Rifle Divisions:

- 33 – Part of North-western Front with 27 Army, then sent to 3 Shock Army **(GT6 : eL)**
- 91 – Raised 15 July at Achinsk **(GT13 : eP)**
- 217 – Raised 15 July at Vyazma **(GT12)**
- 163 – Raised 15 September from reorganization of 163 Mechanized Div.; then with Northwestern Front **(GT43)**

Rifle Division Conversions: (see note)

- 194 – Raised 26 August from reorganization of 194 Mountain Division **(GT33 : Replace 194 Mtn)**
- 60 – Converted on 26 September from 15 Moscow Militia Division **(GT49)**
- 29 – Converted on 26 September from 7 Moscow Militia Division **(GT49)**
- 140 – Converted on 26 September from 13 Moscow Militia Division **(GT49)**
- 139 – Converted on 27 September from 9 Moscow Militia Division **(GT49)**
- 160B – Converted on 26 September from 6 Moscow Militia Division **(GT49)**
- 173 – Converted on 26 September from 21 Moscow Militia Division **(GT49)**

Note: convert any MDNO two-step unit (not the ones specified above) at its present step strength on GT49. This is because some MDNO units in the old Typhoon are '0-0-0' 'dud' units, which do not qualify. If the MDNO is not on its 'tried' side by GT49, then it cannot be converted until it is.

Anti-tank and Artillery units:

The **AT brigades** and **Artillery** are composite units that will **arrive with the Army HQ**.

Tank Brigades

- 142 – Available starting late August but it moved to South-western Front with the 5 Cav. Corps. That would make this a Special Reinforcement Group unit. **(Include in AGC : GP12)**
- 145 – Formed late August from 104 Tank Div.; arrives at front 6 September. **(GT39 : at 104 Tk location – replaces one step of 104Tk for this unit)**
- 146 – Arrives 13 Sep, but destroyed 10 October. Rebuilt with valentines tanks 20 November **(GT42 : eM)**
- 147 – Organized 21 September from separate tank battalions **(GT44 – Replace a '1-1-5' Tank Bn)**
- 150 – Formed late August and arrives 17 September **(GT44 : eM)**
- 42 – Arrives 25 September **(GT48 : eM)**

Cavalry Divisions:

- 54 – Raised 8 July at Liski; to 34 Army (NWF) on 25 July **(GT17 : eP)**
- 29 – Raised 10 July at Kastornoye; joins 49 Army on 4 October **(GT53 : eM)**
- 31 – Raised 10 July at Budennoye; joins 49 Army on 7 October **(GT54 : eM)**
- 4 – Raised 19 August at Karachev from reorganization of 210 Mot. Division **(GT22 : eP)**

NKVD units:

Motorized '1-1-6' conversions on **GT49** for these four units:

87 Rgt – Border Guards

16 Rgt – Border Guards

83 Rgt – Border Guards

132 Rgt – (This is the 132nd from Brest on 22 June)

11 Rgt – Enters: **GT49**

88 Rgt – Border Guards; organized 9 December from 252 Border Guard Rgt (**Convert 252 Unit - GT86**)

Dz Division – This is a very large formation of fanatics; based at Moscow for all of 1941; only a few sub-units spent any time at the front, usually for limited periods. This will eventually (in the later AGC-Typhoon! Game) be shown in its component regiments as part of the Moscow Garrison. (**Use Existing Typhoon Unit for now**)

NKVD 3 Div – This is a Railroad Security Division with HQ at Mogilev starting 26 June; it is entered in AGC as its component regiments. (**Can combine any three NKVD regiments to form this from GT49 onwards**)

Mos. Bde – Actually, there are **two** such brigades; both are part of the Moscow Garrison. (**x2 at Moscow**)

4 Sec Bde – (**arrives GT41-50**)

26 Sec Bde – (**arrives GT41-50**)

17 Sec Bde – is former 17 Border Guards Rgt (the same values)

156 Rgt – At Tula as Garrison on 22 June (**At Start [G]**)

188 Rgt – Mobilized 26 June, with 3rd Division, at Ordzhonikidzgrad as Garrison. (**GT3 : P2813**)

252 Rgt – Border Guard unit

Misc. other units:

(Note: Some units will be replaced in the new game, but until then to use **existing Typhoon** units.)

Podolsk Militia Bde – (**arrives GT41-50**)

68 FA – (**Use Existing Typhoon Unit : arrives GT41-50**)

62 FA – (**Use Existing Typhoon Unit : arrives GT41-50**)

21 Bde – Shows up at Moscow; (**GT50 : Moscow**)

8 Zap Bde - (**Use Existing Typhoon Unit : arrives GT41-50**)

PUSSR – School unit at Moscow transferred to Army on 6 October (**GT54 : Moscow**)

34 Motorcycle - (**Use Existing Typhoon Unit : arrives GT41-50**)

3 Flame engineer - (**Use Existing Typhoon Unit : arrives GT41-50**)

11 Gd Rkt – Arrives 20 September (**GT46 : eM**)

10 Gd Rkt – Arrives 2 October (**GT52 : eM**)

Maslen Bde –. (**GT45 : eP**)

151 Bde – Arrives 13 October at Kubinka (**GT57**)

NKO Cavalry – At Moscow from 22 June as Garrison; released in early October (**Moscow start – release Oct**)

Kursk Militia – This unit is the consolidation of two militia regiments raised in July. (**GT12 : Kursk [G]**)

Yaroslavl Militia – Raised 1 August; later becomes 234 Rifle Div. (**Enters: GT21**) : **Convert to 'x-4-4' Rifle GT37**

2/14 Zap – Will show as 58 Zap (**GT43 Cadre**)

1/14 Zap – Will show as 95 Zap (**GT47 Cadre**)

Note: When a range of **GT41-50** is stated for arrival, then these arrive at random – roll for each unit to see if it arrives that turn. On a 1 it arrives GT41, then 1-2 for GT42, ... 1-9 for GT49 and if not arrived by GT50, it arrives in that turn.

Army Group North/Tikhvin 'Gap' Units

Below is a summary of the units appearing in the 30 turn 'gap' between the existing Army Group North GT48 and Tikhvin GT78. This information will be updated with any new information received from the Series Designer. All arrive nL or eL unless stated otherwise.

Rifle Divisions:

GT81 : **80 Rifle**, nL

GT66 : **225 Rifle**, nL or eL

GT63 : **44 Rifle**, nL or eL

GT51 : **65 Rifle**, nL or eL

Conversions:

92 Rifle – Replace existing unit with stronger one GT63

Motorized:

GT78: **60Tk** : two units **60(-)Tk** and **121/60Tk**

GT63: **16th Armour Bde** (X)

GT63: **120+128 Armor**

Misc:

Arrives with 52HQ - 52 Army Artillery

GT78 - 1+2 Ski

GT63 - 1 Gran Bde (X)

Army Group North Naval Air Units

Below is an estimated suggestion based on available pre-Barbarossa information (355 Fighters and 172 bombers represented as groups of 60 aircraft) of the Soviet Naval Air used in the Combined Vassal module game; these are on the reinforcement track entering on GT6:

2x Dummy (Naval Air)

3x I153 - (1 Ready, 1 Damaged, 1 Destroyed)

2x I16 - (1 Ready, 1 Damaged)

1x Yak - Destroyed

2x DB3 - (1x Ready, 1x Damaged)

1x SB – Destroyed

This information will be updated with information from the Series Designer when available.

Guards Conversions:

Note 1: Convert the existing Division at any strength to the Guards Division at full strength. If on-map the unit must be able to trace LoC and also be in-supply; replace at the existing Rifle Division Location. If in Cadre or Eliminated, then enter as a new Division from either from eL, eM, eP or a Major City Hex. Such units received an influx of new equipment and replacements.

If Guards conversions require additional steps when converting and replacing **reduced** units, remove these from the **type I points** available to the Soviets for that turn as the priority; if not enough I steps are available, then the remove the number missing from the newly created Guards divisions.

Note 2: If the Unit is in a Pool Group, then you get it when released, but still replace the original unit listed below:

GT45: **127 Rifle** to **2nd Guards**

GT45: **153 Rifle** to **3rd Guards**

GT45: **161 Rifle** to **4th Guards**

GT49: **107 Rifle** to **5th Guards**

GT49: **120 Rifle** to **6th Guards**

GT51: **64 Rifle** to **7th Guards**