

Panzergruppe Guderian At Start and Reinforcements

Russian Set-up and Reinforcement

Turn	Hex	Units		
		HQ	X-10	X-6
Start	4015	24 Army (2-10)	1	5
Start	2216	16 Army (3-10)	0	6
Start	1414	19 Army (5-10)	0	4
Start	0123 to 0126	13 Army (4-10)	1	7
Start	0108 to 0015	20 Army (4-10)	4	6
1	X	Res (5-10)	0	6
1	V	22 Army (3-10)	0	5
2	W	30 Army (3-10)	1	3
2	X	-	0	4
3	Z	21 Army (2-10)	2	5
3	X	-	0	4
4	X	28 Army (2-10)	1	5
5	X	-	0	4
6	X	-	0	4
7	X	29 Army (3-10)	0	4
8	X	31 Army (2-10)	0	4
9	X	49 Army (3-10)	0	4
10	X	32 Army (2-10)	0	4
11	X	33 Army (2-10)	0	4
Every Turn	Random Dieroll	-	0	1
From Turn 2	South Edge, East of Z (incl)	-	(Optional) Max: 5 (per turn), 10 (in total) 1 st 5 Units (1VP ea), Others (2VP ea)	

German Reinforcement

Turn	Area	Units		
		Pz Div	Mot Inf Div	Inf Div/Independent
1	C	7, 12, 20	14, 20	-
2	A	19	18	Lehr Regt
2	B	-	-	6, 26
3	D	-	-	5, 35, 161
3	E	10, 17, 18	DR, 29	GD Regt
3	H	3, 4	10	1 Cav Div
5	E	-	-	263, 137, 23
6	E	-	-	258, 292
7	E	-	-	7, 15, 17, 268
8	F	-	-	78, 252
9	G	-	-	31, 34