

PLAYER REFERENCE CARD



SET UP TABLE

Soviet Units	Kiev: 1Cav, 1Inf Leningrad: 1Arm, 1Cdr Minsk: 1Arm, 1Inf Moscow: 1Arm, 1Inf, 1Cdr Odessa: 1Cav, D Ostrog: D Pskov: D Riga: 1Arm, 1Inf Tula: 1Inf Vilna: D Vinnytsia: 1Inf Vladimir: D Zhytomyr: D
<i>All units must deploy on hexes within the Soviet Union.</i>	
<i>Remember Rule 14.1: For initial deployment, no more than two (2) Soviet combat units can occupy a given hex.</i>	
<i>Soviet units are deployed first.</i>	
Immediately adjacent to Finnish border: 1Art, 2Inf	
Within three (3) hexes of Memel and two (2) hexes of the Soviet western border: 2Arm, 1Art, 2Inf, 1Cdr	
Within three (3) hexes of Grudno and two (2) hexes of the Soviet western border: 2Arm, 1Art, 2Cav, 2Inf, 1Cdr	
Within three (3) hexes of Lemberg and two (2) hexes of the Soviet western border: 3Arm, 1Art, 1Cav, 3Inf, 1Cdr	
Within two (2) hexes of Tiraspol and two (2) hexes of the Soviet western border: 1Arm, 1Cav, 1Inf, 1Cdr	
Where specified, place a Depot ["D"] on each of the following city hexes; combat units must be deployed on or immediately adjacent to the specified city hex:	
Bobruisk: D Dunaberg: 1Inf, D Kalinin: 1Inf Kaluga: D	
Axis Units	
<i>All units must deploy on hexes outside the Soviet Union.</i>	
<i>Axis units are deployed second.</i>	
On Helsinki: 1Inf, 1Cdr (all Finnish)	
Within Finland and two (2) hexes of the Soviet border: 3Inf (all Finnish)	
Within three (3) hexes of Königsberg: 2Arm, 1Art, 6Inf, 1Cdr	
Within three (3) hexes of Warsaw: 5Arm, 2Art, 12Inf (1 Italian), 2Cdrs	
Within three (3) hexes of Zamosc: 4Arm, 1Art, 6Inf, 1Cdr	
Within three (3) hexes of Bacau: 1Art, 1Cav (Rumanian), 7Inf (3 Rumanian), 1Cdr	
Place a Depot on each of the following city hexes:	
Iasi Königsberg Siedlce Tilsit Zamosc	

BASE RESOURCE POINTS TABLE

Turn:	1	2	3	4	5	6	7	8	9	10	11	12	13	14
Axis:	20	20	20	20	19	19	19	19	19	19	18	18	18	18
Soviet:	9	15	15	15	16	16	17	17	17	17	17	20	20	20

On Turn 1 the Axis player also has four (4) APRPs available to allocate as ground support (Rule 11.0).

REINFORCEMENTS SCHEDULE

Turn	Date	Axis Reinforcements	Soviet Reinforcements
1	June 1941		
2	July 1941	2Arm, 1Art, 2Inf (both Hungarian)	1Inf
3	July 1941		1Inf
4	August 1941 <i>Rule 14.3: Finland enters war</i>	2Inf (1 Rumanian)	1Inf
5	August 1941 <i>Rule 14.4: Partisans</i>		1Arm, 1Art, 2Inf
6	September 1941 <i>Rule 14.5: Paratroops</i>	1Arm, 1Art, 3Inf (1 Italian)	1Art, 2Inf
7	September 1941		2Art, 6Inf
8	October 1941		1Cav, 2Inf
9	October 1941 <i>Rule 7.2: Rasputista</i>		
10	November 1941 <i>Rule 7.2: Rasputista</i>	1Inf	2Arm, 3Inf
11	November 1941		2Art, 7Inf
12	December 1941 <i>Rule 14.3: Frozen Rivers</i>	1Inf	
13	December 1941 <i>Rule 14.3: Frozen Rivers</i>		1Cav
14	January 1942 <i>Rule 14.3: Frozen Rivers</i>		

Axis reinforcements enter the game on any City within four (4) hexes of the western map edge (Axis player's choice); Soviet reinforcements enter the game on any City within six (6) hexes of the eastern map edge (Soviet player's choice).