

DATE	TIME	HISTORICAL DRM		CG BER1		CG BER2		HISTORICAL WEATHER	HISTORICAL EC
		GER DRM	SOV DRM	GER CP	SOV CP	GER CP	SOV CP		
4/28/45	NOON	+1	-2	75	140	-	-	CLEAR	MOIST
4/28/45	PM	0	-1	25	60	-	-		CLEAR
4/28/45	NIGHT	0	-2	45	100	-	-	CLEAR NO MOON	MODERATE
4/29/45	AM	-2	-1	75	35	-	-	CLEAR	MOIST
4/29/45	NOON	0	-1	25	60	100	120	CLEAR	MODERATE
4/29/45	PM	+1	0	25	35	25	35	CLEAR	MODERATE
4/29/45	NIGHT	+1	0	15	20	15	20	CLEAR NO MOON	MODERATE
4/30/45	AM	+1	-2	30	125	30	125	CLEAR	MODERATE
4/30/45	NOON	-1	-1	35	45	35	45	CLEAR	MODERATE
4/30/45	PM	+1	-1	25	60	25	60	CLEAR	DRY
4/30/45	NIGHT	+2	-3	15	70	15	70	CLEAR NO MOON	MODERATE
5/01/45	AM	+1	+1	-	-	20	30	CLEAR	MODERATE
5/01/45	NOON	+2	+1	-	-	10	20	CLEAR	DRY
5/01/45	PM	0	+2	-	-	-	-	CLEAR	DRY
5/01/45	NIGHT	-2	+2	-	-	-	-	CLEAR NO MOON	DRY
5/02/45	AM	+2	+2	-	-	-	-	CLEAR	DRY

Consolidated German RG Notes:

- d Dedicated battery remove one red chit and add one black chit to draw pile, cannot be eliminated for drawing 2 red chits.
- D RG may be purchased as a dedicated battery for an additional cost of 2 CPP
- e Unit has assault engineer and sapper capabilities record ID of such units.
- g OBA module has only 1 gun FFE will only affect the hex is it in for normal fire or a 7 hex blast area for harassing fire.
- l Roll for leader on leader table use DRM indicated in # column.
- l2 A dr determines the leader. If Gestapo platoon the following Gestapo leader results on a roll of 1 = 6+1, 2-4 = 9-0, 6 = 10-0. If Hitler Youth platoon the following Hitler Youth leader results on a 1-4 = 8+1, 5-6 = 9-0.
- L Roll for armor leader on leader table use DRM indicated in # column.
- m RG is allowed to set up on map during the scenario of purchase in any controlled non isolated hex
- p May be preregistered at a cost of 1 CPP per hex maximum 3 hexes per module.
- r May be equipped with a field phone or radio at owners choice.]
- R This module has 1 fire mission and attacks an impact hex and every hex within 2 hexes (total 19 hexes) with a 36-2 attack in addition to the result caused by the DR a kindling check is made for any burnable terrain in the hexes attacked. The target hex must be designated before each side sets up.
- z Activates Zoo Flak Tower for the duration of the fire fight. This RG may not be retained.

Consolidated Russian RG Notes:

- b Bombardment has a radius of 5 hexes and their are no spared hexes.
- d Dedicated battery remove one red chit and add one black chit to draw pile, cannot be eliminated for drawing 2 red chits.
- e Unit has assault engineer and sapper capabilities record ID of such units.
- l Roll for leader on leader table use DRM indicated in # column.
- L Roll for armor leader on leader table use DRM indicated in # column.
- m RG is allowed to set up on map during the scenario of purchase in any controlled non isolated hex
- p May be preregistered at a cost of 1 CPP per hex maximum 2 hexes per module.
- r May be equipped with a field phone or radio at owners choice.

CG DRM	Russian	German
Leader	0	-1
Battle Hardening	0	-1
Artillery OBA	-2	0
CP Replenishment	+1	0
Intensity	MID	LOW

Fortifications Available for Purchase:	
Foxhole	Wire ^a
Trench ^a	HIP
Roadblock ^a	"?"
Fortified Building ^a	AP/AT Mines ^a
Booby Traps ^a	Set DC
Pillbox ^a	AT Ditch ^a
G: Only Germans may purchase	