

War in the East “Sequence of Play”

Note: you can take actions in any order you like, and there may be some reasons why you would take things out of order, but in general this is how I do things.

0.5 Operational planning phase

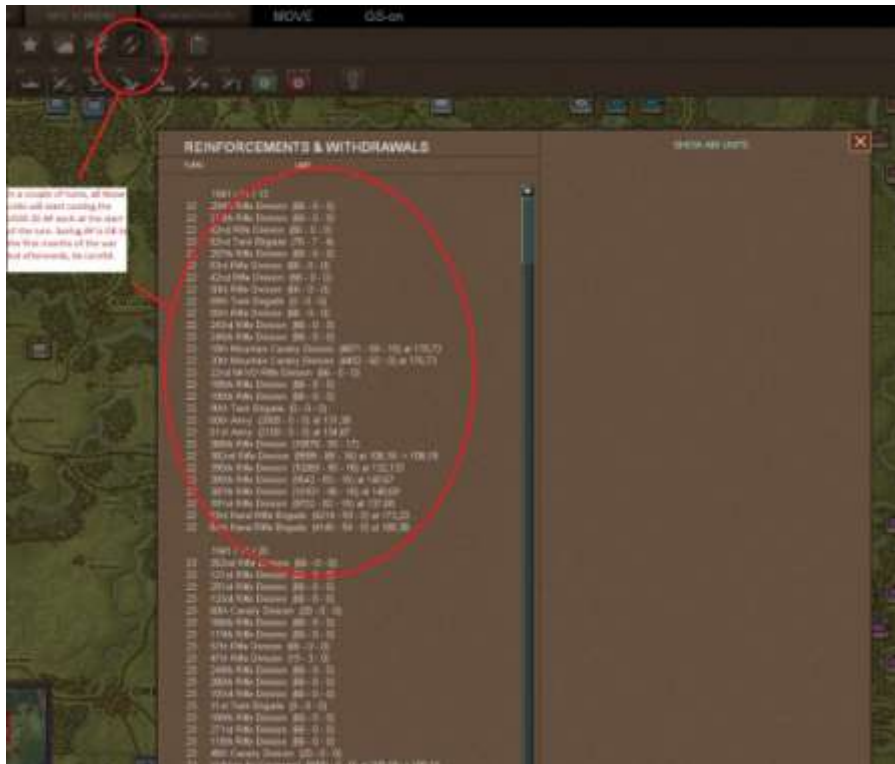
0.5.1 Where are you going?

0.5.2 How many AP do you have and are you trying to save up for anything?

Try to get a rough allocation of how you are going to spend your AP

- Reallocating units between formations
- Creating new support units (for the Russians)
- Creating new on-map units, especially an air base
- Reassigning leaders
- Swapping planes in air units
- HQ buildup

0.5.2.1 Saving AP is difficult as the USSR in the early stages; normally you should plan to end the turn with 0 AP saved. This is because, starting in December 1941, any units that are killed during the turn will be slated to return as replacements in two to ten turns and cost you AP on the turn they are killed. If there are no AP left at the end of your turn, you can't go negative; the new allocation is added after the replacement stage. So if you have 20 AP saved up at the end of your turn – 40% of your turn's allocation – and you lose even one division, your saved AP will disappear. You can check the reinforcement report (two little arrows on the game information tab) to see what will be happening in the next turn with new units. The units that are coming in almost empty (the first dozen or so units in the example below) are replacement units.



0.5.3: How many trucks do you have? Are you getting close to not having enough to move supply? You can get more trucks by putting units on static, just make sure you don't get them cut off by an enemy breakthrough. You can only start using static mode in 1942. The Soviets will probably have some significant truck shortage issues from 1943 on. The Axis also may suffer truck shortages, especially in the winter months.



PRODUCTION			CAPACITY	DAMAGED	POOL	BUILT	UNITS
SU	152mm Field Gun	A	-	12	0	1	
SU	122mm Field Gun	A	-	103	662	75	
SU	203mm Howitzer	A	-	210	305	29	
SU	280mm Siege Mortar	A	-	0	0	7	
SU	M-30-4 Rocket Launcher	A	-	39	39	0	
SU	45mm Anti-tank Gun MB7	A	-	130	15352	661	
SU	76mm Anti-tank Gun ZS	A	-	33	175	13	
SU	#76mm Anti-tank Gun F-32	A	-	79	700	10	
SU	#107mm Field Gun	A	-	139	356	1	
SU	7.62mm Machine Gun	A	-	508	71497	847	
SU	14.5mm Anti-tank Rifle	A	-	1108	142542	590	
SU	#Cavalry Squad	A	-	0	235	1	
SU	Cavalry Squad 41	A	-	95	13186	474	
SU	Rifle Squad 41	A	-	1143	155452	656	
SU	Rifle Squad (-)	A	-	672	80992	587	
SU	Rifle Squad (+)	A	-	1862	2922	123	
SU	Submachine Gun Squad	A	-	172	18553	621	
SU	Naval Rifle Squad	A	-	151	754	5	
SU	Naval Rifle Squad (-)	A	-	0	115	5	
SU	Motorcycle Squad	A	-	274	533	30	
SU	Reconnaissance Squad	A	-	11	11	0	
SU	Sapper Squad 41	A	-	134	16132	735	
SU	#Sapper Squad 39	A	-	0	1138	0	
SU	Flamethrower Squad	A	-	61	4733	585	
SU	NKVD Squad	A	-	0	818	56	
SU	Partisan Squad	A	-	1	2972	66	
SU	Labor Squad	A	-	6	2125	24	
SU	Air Support	A	-	2237	5770	65	
SU	Support	A	-	795	167627	1451	
SPECIAL							
-	Vehicle Repair	A	-	4113	588844	0	
-	Port	77	0	0	0	0	
-	Railyard	248	0	0	0	0	
-	Manpower	3002	3	36303	7187429	0	
-	Vehicle	150	0	150760	343870	0	
-	Heavy Industry	221	0	0	5347700	0	
-	Oil Production	128	0	0	3329000	0	
-	Fuel Production	143	0	0	1859520	0	
-	Resource Production	182	0	0	1573000	0	
-	Armaments Production	351	0	229251	4572050	0	
PRODUCTION LEVEL							
-	Forts (by Units)				100%		
-	Forts (by Cities)				100%		
-	Aircraft				100%		
-	Ground Elements				100%		
-	Armaments				100%		
-	Vehicles				100%		

Soviet Union

100%

A little bit to the good in total vehicles in the pool though some units are short thanks to recent combat. I have 4113 damaged vehicles awaiting repair next turn. 150 vehicle factories producing 10 vehicles each plus 800 from Lend-lease (on another page)

Captured

All Areas

Manpower Cities/Towns:

3002

Fuel Stores:

1817635 (0)

Oil Stores:

1148600 (44700)

Supply Stores:

1412521 (354799)

Resource Stores:

4371206 (121550)

Supplies in Units:

43779 (40455)

Ammo in Units:

21074 (232290)

Fuel in Units:

87351 (101498)

Supply Dumps in HQs:

829

Fuel Dumps in HQs:

7

Vehicles in Units:

141743 (142260)

Vehicles in Port:

150760 (143718)

Vehicles in Repair:

4113

Fuel Pool:

11578

Production Filter OFF

Show Types

All Pools

0.5.4 Is there any opportunity to pocket the enemy and does the enemy have any opportunity to pocket you? In the early stages of the game, German armor has very high mobility and can pocket Soviet units very efficiently. Make sure to keep your best units out of the front line. As the Germans advance, their movement point totals will fall but if a German armored force has not moved for a turn, as the Soviets you should be very careful of them. Here's a good pocket set by a single German Panzer Army in July, 1941. This army had not moved in the previous turn and the Soviet player incautiously kept trying to defend the crossings of the Dnepr River.



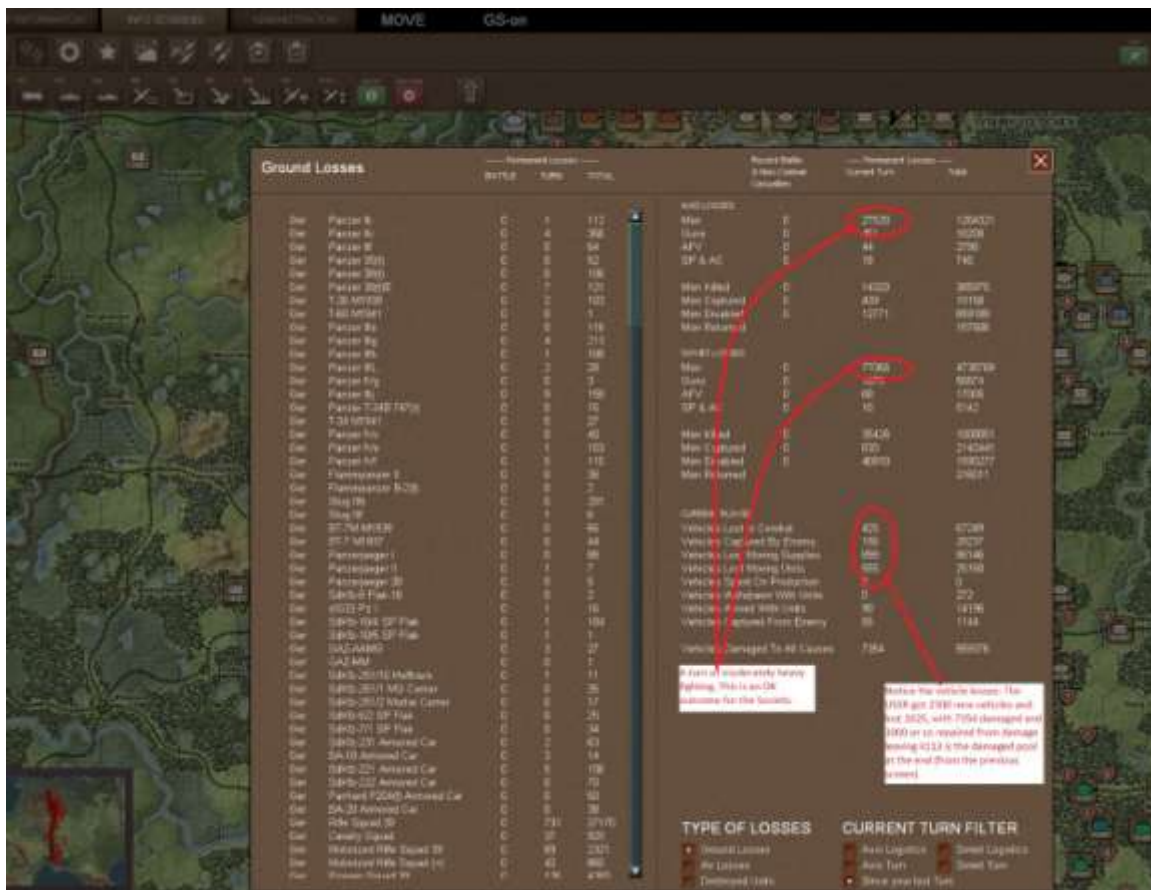
0.5.5 How tolerant of losses are you? How is your manpower situation?

0.5.5.1 Look at the losses screen on the Info Screens (the little crosses) and see how many losses you took and inflicted last turn.

- Are you falling behind in the air? A 3:1 ratio (USSR:Axis) is normal. If German (as opposed to Axis Ally) fighter losses were more than 30 in 1941 or 50 in 1942-43, this is also a problem for the Axis. Losing many Axis Allied fighters can mean those squadrons will never again be combat-ready, so don't waste them either.

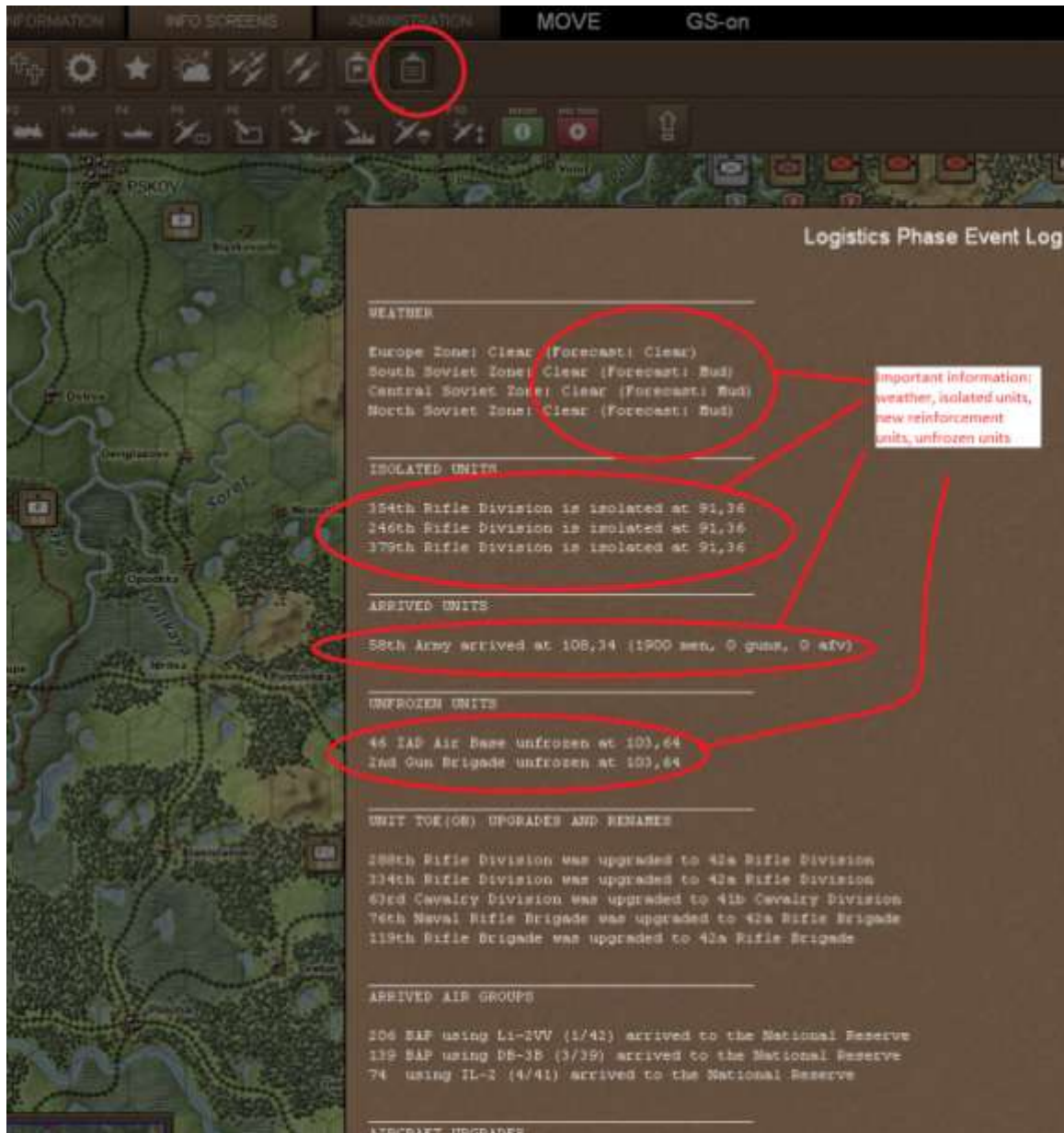
Air Losses				Record Battle & Non-Combat Casualties	Permanent Losses	
	BATTLE	TURN	TOTAL		Current Turn	Total
ALLIED LOSSES						
Bf 109E-7A/J	0	0	16	Fighter	0	32
Bf 109E-3	0	0	30	Fighter Bomber	0	30
Bf 109E-4B	0	0	34	Tactical Bomber	0	9
Bf 109E-7	0	2	96	Day Bomber	0	18
Bf 109F-2	0	3	448	Level Bomber	0	51
Bf 109F-4	0	16	329	Recon	0	3
Bf 110C-4B	0	0	36	Strategic Recon	0	4
Bf 110C-5	0	0	7	Transport	0	2
Bf 110E-2	0	16	87	Air combat Losses		
Do 17F-1	0	2	10	Flak Losses		
Do 17Z-2	0	0	46	Lost On The Ground		
Fi 156C	0	1	31	Operational Losses		
Fw 190A	0	0	40	TOTAL LOSSES		
He 111H	0	0	1	0	149	3631
He 111H-3	0	0	8	SOVIET LOSSES		
He 111H-4	0	18	311	Night Fighter	0	3
He 123A	0	0	1	Fighter	0	45
He 126B-1	0	1	14	Fighter Bomber	0	44
Ju 52Cm	0	2	154	Tactical Bomber	0	106
Ju 86E-2	0	6	37	Level Bomber	2	250
Ju 87B	0	11	188	Recon	0	9
Ju 87D-3	0	0	7	Strategic Recon	0	9
Ju 85A	0	17	374	Transport	3	10
Ju 88D-1	0	2	33	Air combat Losses		
Me 210A-1	0	6	23	Flak Losses		
Ju 85A-4	0	0	1	Lost On The Ground		
He 111H-6	0	0	15	Operational Losses		
Blenheim (F)	0	0	6	TOTAL LOSSES		
Brewster 239(F)	0	0	4	2	610	20934
Gladator (F)	0	0	9	<div> <p>A not-so-good turn for the USSR. German fighter losses are slightly above replacement levels, but the 306 tactical bomber losses for the USSR are above replacement levels given that the IL-2 factories that were evacuated in the fall have not returned to full capacity.</p> </div>		
Hawk 75A(F)	0	0	7			
Hurricane (F)	0	0	3	TYPE OF LOSSES		
Lysander (F)	0	0	1	<input checked="" type="checkbox"/> Ground Losses	CURRENT TURN FILTER	
Rapon IF	0	0	5	<input checked="" type="checkbox"/> Air Losses	<input checked="" type="checkbox"/> Axis Logistics	<input checked="" type="checkbox"/> Soviet Logistics
Fokker C.V-E(F)	0	0	1	<input checked="" type="checkbox"/> Destroyed Units	<input checked="" type="checkbox"/> Axis Turn	<input checked="" type="checkbox"/> Soviet Turn
Fokker C.X(F)	0	0	5		<input checked="" type="checkbox"/> Since your last Turn	
Fokker D.XXX(F)	0	0	15			
G.50(F)	0	0	3			
M.S. 406(F)	0	0	1			
F-153(F)	0	0	5			
SB-2(F)	0	0	4			
Ca 310 Libeccio	0	0	14			
CR 42 Falco	0	0	20			
MC 200 Saetta	0	0	90			
MC 200 Fulgore	0	0	3			
Re.2000 Falco I	0	0	55			
Bf 109E-3(R)	0	0	80			
Blenheim I Ric(R)	0	0	8			
Buch 210(R)	0	0	11			
Re. 17M(R)	0	0	4			

- How about in ground troops? Here, a 2:1 loss ratio is normal. If USSR losses are more than 100,000 a turn over several turns, this is a problem. USSR manpower production starts very high, at 50 manpower per center. It goes down every year, ending at 15 in 1945. So as the Soviets, you can be very tolerant of heavy manpower losses in 1941, somewhat less so in 1942, and you should be very economical with your men in 1943 and thereafter. As the Axis, you always have to be economical with your men, especially with Finns (who have the smallest manpower pool). \



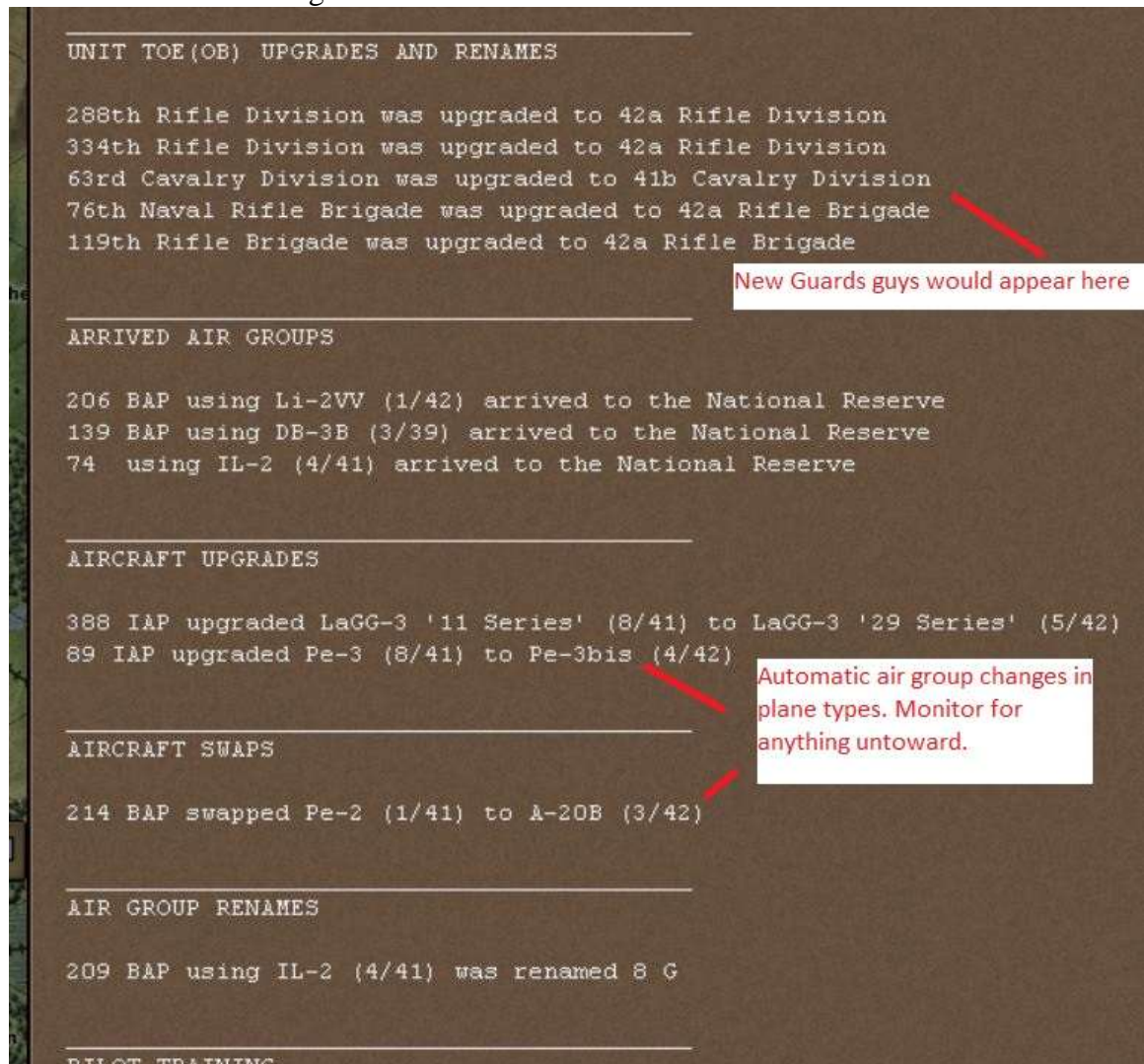
- If you are having excessive losses in some category, look for ways to protect them. Prepare to move air units farther from the front or send them to National Reserve. Think about retreating or avoiding offensives until your forces have rebuilt themselves.

- 1.0. Preparatory phase
 - 1.1. Open Logistics Phase Event Log on the Info Screens tab.



- Check weather for next turn (about 95% reliable, apparently).
- See if there are any isolated units. Note locations for future reference.
- See if there are any reinforcements or unfrozen units, note their location for future reference. In the “unit TOE (OB) upgrades and renames” section you will find changes from regular to Guards status, divisions being downgraded to brigades and vice versa, Motorized divisions being reequipped as mech, Military District HQ’s being redesignated as Fronts, and so forth. All very important stuff to know about.
- Look at aircraft swaps and see if anything untoward has happened. If, for example, a squadron with cheesy SB-2’s has suddenly swapped out

for long-range bombers, TB-3, Pe-8, or IL-4, make sure to transfer that squadron to the Long Range Air Command and put them on night missions. If a fighter has swapped out for a fighter-bomber, consider putting that unit on bomber missions. Some people put all their air units on manual, but then you are spending AP all the time to upgrade. There's kind of a happy medium – some people put their best squadrons (in terms of EXP) on “upgrade only” and accept automatic switching for the others. The AI is kind of stupid in this regard.



- Look at replacements, specifically Rifle Squad elements. Compare “wanted” to “added” and “Pool”. The shortage will give you a rough indication of how understrength your army is and how fast it is rebounding.
- Towards the bottom, there is an entry for “Army Status”. The “balance” entry is how short you are of TOE across your entire force. For the Soviets, you need about 6 million men to have enough to defend

adequately across your front and have a reserve for offensive action.

Logistics Phase Event Log

NORMAL REPLACEMENTS				
RESOURCE	POOL	USED	BACK	LOST
Manpower	133700	133700	43497	31011
Armaments	244068	56624		
Vehicles	158832	0		

ELEMENT	DATE	POOL	READY	DAMAGED	WANTED	BUILT	CONV	ADDED	BACK	LOST
Flamethrower Squad	6/41	45	2763	78	87	22	0	87	70	18
Labor Squad	1/39	0	19	0	0	0	0	0	0	0
Naval Rifle Squad	6/41	167	376	4	5	0	0	5	3	0
Naval Rifle Squad (-)	6/41	2	434	3	2	0	0	2	1	0
Rifle Squad 41	6/41	902	104102	2781	3354	2209	0	3111	1105	153
Rifle Squad (-)	6/41	90	47592	1060	22	0	0	22	724	112
Rifle Squad (+)	6/42	1606	692	19	148	0	0	140	10	4
Submachine Gun Squad	10/41	149	14292	343	365	107	0	356	165	33
Sapper Squad 41	6/41	0	2714	142	171	169	0	169	97	15
Cavalry Squad	1/41	0	30	0	0	0	0	0	0	0
Cavalry Squad 41	7/41	63	8128	158	155	80	0	143	113	15
Motorcycle Squad	1/39	273	350	1	1	0	0	1	1	0
75mm Field Gun	1/39	0	6	0	2	0	0	0	0	0
75mm Field Gun 212	3/42	0	1547	16	121	74	0	74	10	1
107mm Mortar	1/39	69	37	0	0	0	0	0	0	0
45mm Anti-tank Gun R37	1/38	0	14040	267	317	155	0	258	149	31
75mm Anti-tank Gun 212	3/42	32	112	2	9	0	0	9	1	0
75mm Infantry Gun	1/39	76	6174	118	141	57	0	133	81	12
75mm Field Gun F-42	1/36	75	5674	102	2803	0	0	75	59	18
122mm Howitzer	1/38	59	4148	100	275	64	0	143	102	19

Pretty close to full strength

1.2. Look at your air doctrine screen. Consider which sorts of automatic missions you want to be flying. Interdiction and Ground Support missions are sometimes dangerous and can get a lot of your planes killed. Turning off Ground Support is at the bottom of the screen, to turn off Interdiction set the percentage to attack to zero. Also, consider what percentage of planes will be required to fly and any air unit that has fewer than that percentage should go to

AIR DOCTRINE

Percent Required to Fly	<<<< << 20 >> >>>>
Ground Support	<<<< << 60 >> >>>>
Ground Support Escort	<<<< << 100 >> >>>>
Ground Attack	<<<< << 75 >> >>>>
Ground Attack Escort	<<<< << 100 >> >>>>
Airfield Attack	<<<< << 60 >> >>>>
Airfield Attack Escort	<<<< << 150 >> >>>>
Interdiction Attack	<<<< << 0 >> >>>>
Interdiction Attack Escort	<<<< << 100 >> >>>>
City Attack	<<<< << 90 >> >>>>
City Attack Escort	<<<< << 150 >> >>>>
Fighter Intercept	<<<< << 140 >> >>>>
Night Fighter Intercept	<<<< << 100 >> >>>>
Ground Support Recon Escort	ON ON

War low. Trying to stretch the tac bombers I have as far as possible

These are mostly meaningless since I'm manually assigning planes to these missions using shift-left click

We want to kill as many Axis fighters as we can, some people even go higher than this

Pretty low. Normally I'd keep it at 40 but we're under pressure in this game.

This is too dangerous even for me right now

Risky but necessary in the context of a big German offensive. If the bombers really start getting shot up, I'll turn it off.

national reserve, see below.

1.3. Open Commander's Report on the Info Screens tab.

1.3.1 Go to the Units tab and make sure the ToeM level is where you want it. You can adjust the levels, setting your best units to high levels and everybody else lower. Below 70% is not a good idea if the unit is going to be in any danger of being attacked. You can click the MAX TOE% button to set all selected units to the same level (you could use the filters below to select certain types of units, i.e., set all panzer divisions to 100%)

- You can set units at 20% (the minimum) and park them behind the lines if you are having a serious manpower shortage. They will still train up and then when you do start sending them new recruits the experience levels will stay higher because the new guys will have some experienced cadre to learn from
- An experienced German player (Sparkleytits) suggests that the Germans, being short of Armaments in the early game, can conserve by setting all artillery, AAA, Rocket, and AT support units to 20% TOE max on turn one. They won't

COMMANDER'S REPORT

Units

HDs

Air Groups

Leaders

Battles

Locations

Equipment

Supply
Phase1 Phase2

1110 Units Selected

Men: 4192866, Guns: 39518, AFVs: 6739, Aircraft: 636

Reference Max TOE Support Level

Unit Name	ID	Loc	Type	WHO	Org	Men	Guns	AFV	AC	HT	Exp	Tr	CV	Stm	Food	MP	Stk	IntL	SupL	BS	Wm	Cost
30th Rifle Division	30	114.29	Inf	45th Army	8	6817	78	9	-	36	23	18	1	68	70	12	4	Adj	-	-	0	1
2nd Tank Brigade	31	121.33	Arm	45th Army	9	1252	22	62	-	30	30	11	1	55	70	19	0	Adj	-	-	0	0
2nd Tank Brigade	32	126.32	Arm	100th Army	8	1187	22	32	-	30	30	9	1	55	70	12	0	Adj	-	-	0	0
205th Rifle Division	33	115.29	Inf	45th Army	8	9817	94	13	-	36	23	18	1	68	70	12	4	Adj	-	-	0	1
2nd Panzardivision	34	140.88	Arm	STAVKA	27	1906	625	0	-	47	24	2	1	99	100	17	Adj	-	-	0	0	
23rd Rifle Division	35	121.32	Inf	24th Army	7	7227	71	6	-	40	25	8	1	67	70	13	4	Adj	-	-	0	0
4th Tank Brigade	36	126.34	Arm	100th Army	7	1201	22	38	-	30	30	12	1	61	70	24	0	Adj	-	-	0	0
5th Tank Brigade	37	124.27	Arm	4th Army	9	1230	22	37	-	49	30	8	1	61	70	22	0	Adj	-	-	0	0
4th Tank Brigade	38	125.45	Arm	81st Army	9	1245	22	39	-	49	29	7	1	62	70	27	0	Adj	-	-	0	0
10th Tank Brigade	39	125.45	Arm	Western Front	42	1242	22	38	-	50	28	9	2	66	70	25	0	Adj	-	-	0	0
13th Rifle Division	40	135.50	Inf	48th Army	7	6945	70	9	-	33	24	19	1	63	70	15	4	Adj	-	-	0	0
28th Cavalry	41	142.58	Cav	STAVKA	67	6129	72	47	-	39	14	23	1	65	70	9	0	Adj	-	-	0	0
2th Rifle Division	42	134.29	Inf	42nd Army	6	6605	71	5	-	30	21	28	1	62	70	12	4	Adj	-	-	0	0
34th Cavalry	43	149.54	Cav	STAVKA	64	6025	38	6	-	30	32	26	1	64	100	3	34	Adj	-	-	0	1
11th AA Bde	44	143.72	AA	Vilga Air Cnd	-	268	24	0	-	50	36	0	1	100	100	-	Adj	-	-	0	0	
14th Tank Brigade	45	121.40	Arm	16th Army	8	1239	22	37	-	49	30	2	1	61	70	25	0	Adj	-	-	0	0
17th Tank Brigade	46	121.41	Arm	81st Army	8	1279	22	44	-	50	34	3	1	65	70	25	0	Adj	-	-	0	0
64th Rifle Division	47	123.36	Inf	STAVKA	64	7436	73	6	-	45	26	27	1	69	70	9	4	Adj	-	-	0	0
4th Panzardivision	48	142.89	Arm	STAVKA	26	1904	624	0	-	49	25	8	1	99	100	17	Adj	-	-	0	0	
191st Cavalry Bde	49	99.51	Cav	22nd Army	-	283	0	0	-	43	34	2	1	100	100	-	Adj	-	-	0	0	
101st Cavalry Bde	50	135.21	Cav	4th Army Cps	-	499	0	0	-	50	39	1	2	100	100	-	Adj	-	-	0	0	
102nd Cavalry Bde	51	134.27	Cav	42nd Army	-	490	0	0	-	50	39	1	2	100	100	-	Adj	-	-	0	0	
103rd Cavalry Bde	52	135.23	Cav	27th Army	-	598	0	0	-	43	36	9	1	94	100	-	Adj	-	-	0	0	
104th Cavalry Bde	53	137.26	Cav	11th Army	-	606	0	0	-	43	35	8	1	100	100	-	Adj	-	-	0	0	
105th Cavalry Bde	54	135.23	Cav	27th Army	-	590	0	0	-	41	34	10	1	90	100	-	Adj	-	-	0	0	
106th Cavalry Bde	55	124.36	Cav	18th Army	-	606	0	0	-	40	35	1	1	100	100	-	Adj	-	-	0	0	
107th Cavalry Bde	56	125.27	Cav	10th Army	-	383	0	0	-	30	34	1	1	100	100	-	Adj	-	-	0	1	
108th Cavalry Bde	57	99.51	Cav	22nd Army	-	283	0	0	-	44	36	4	1	100	100	-	Adj	-	-	1	3	
109th Cavalry Bde	58	138.23	Cav	27th Army	-	283	0	0	-	40	34	9	1	100	100	-	Adj	-	-	0	1	
110th Cavalry Bde	59	99.19	Cav	22nd Army	-	453	42	0	-	47	27	2	1	96	100	-	Adj	-	-	0	2	
120th Rifle Division	60	124.33	Inf	10th Army	6	7011	71	5	-	39	22	14	1	69	70	13	4	Adj	-	-	0	0
29th Rifle Division	61	125.43	Inf	51st Army	7	7336	72	5	-	41	25	3	1	69	70	13	4	Adj	-	-	0	0
119th Cavalry Bde	62	132.41	Cav	10th Army	-	606	0	0	-	40	34	1	1	100	100	-	Adj	-	-	0	0	
20th Rifle Division	63	138.23	Inf	STAVKA	98	2441	44	9	-	34	17	30	1	67	70	2	21	Adj	-	-	0	0
13th Rifle Division	64	125.102	Inf	STAVKA	23	6991	73	1	-	40	23	31	1	66	70	2	4	Adj	-	-	0	0
17th Rifle Division	65	138.23	Inf	STAVKA	98	7445	72	2	-	41	20	24	1	67	70	0	4	Adj	-	-	0	0
10th AT Bde	66	121.38	AT	34th Army	9	3532	188	0	-	49	30	4	1	67	70	14	24	Adj	-	-	0	0
27th Rifle Division	67	99.17	Inf	22nd Army	9	7437	72	1	-	30	18	4	1	68	70	12	4	Adj	-	-	0	0
2th AT Bde	68	121.26	AT	4th Army	9	3104	141	0	-	44	33	6	1	94	100	16	24	Adj	-	-	0	2
203th Rifle Division	69	120.50	Inf	100th Army	8	7304	72	0	-	40	27	8	1	68	70	13	4	Adj	-	-	0	0
29th Tank Brigade	70	123.51	Arm	100th Army	6	7213	22	35	-	44	26	12	1	68	70	20	0	Adj	-	-	0	0
17th Rifle Division	71	126.29	Inf	100th Army	8	6952	71	0	-	44	23	12	1	68	70	13	4	Adj	-	-	0	0

decrease in strength but will not draw up armaments by rebuilding elements that do get killed. At the end of the blizzard, you will have plenty of armaments to build all your infantry up to 100% quickly. Then, you can put the artillery guys to 100% and build them later. I haven't tried this one myself.

1.3.2 Go to the Air Groups tab, sort by Fatigue, and send everybody with high fatigue to National Reserve. You have to click on the unit name, then send that unit to reserve, close the unit window, reopen the Commander's Report, click on the next guy, etc. Tedious, I know. The level you consider too high will vary by circumstance, but 25% is a good place to start.

1.3.2.1 Using the new feature (in 11.0.2) on the Commander's Report to select morale below a certain level, send poor morale air units to the National Reserve. The level to choose can vary depending on circumstances. As a general rule, I use 40% for the Soviets, 50% for the Germans.

1.3.2.2 Select Air Groups with less than 40% or so (or whatever you are using for % required to fly) back to National Reserve.

1.3.2.3 Consider manually swapping out plane types if you have respectable numbers of an earlier plane type in the pool (the AI should have done this for you already, but not necessarily). To swap out plane types, click on the unit name, and down in the lower right corner click on "aircraft change", cycle through to "manual" and pick the plane type you want to use. You can see the numbers of planes in the pool by clicking on the production screen from the Info Screens tab (the gear icon) and looking for your plane type. Swapping out planes manually costs 1 AP, so consider your AP situation carefully.

[illegible]

- 1.3.3 Go to the Leaders tab, sort by Morale, and consider if you have enough AP to replace people with low ratings. If you have a combat HQ with a commander with a Morale level of 4, you should seriously consider replacing him. Morale 5 is OK, but you would really rather have 6 or above. Higher HQ's are less critical than combat commands (Corps/Armies) for this but ultimately you want to get the guys with Morale < 5 out of your army entirely. The other qualities are important too, but less critical for combat effectiveness than Morale. Obviously, a combat commander should have a good technical skill in their branch (mech/infantry/air). Admin is important for everybody but especially for second-level and GHQ commanders

1.3.4 Go to the HQ tab, sort by CP, and look for HQs with negative values (indicating that they have more units attached than they have command span for). Click on the hex number to look at the HQ and think about possibly transferring some units to another HQ.

don't want any combat command to be overloaded. Higher HQ's are less critical than combat commands, but as much as possible you should avoid overloading any higher HQ. A Soviet Front HQ with 100 CP or a German Army with 50 has almost no chance of its leader contributing to leadership rolls. If you have assigned your best commanders to Front/Army command, and then overloaded their fronts, they are contributing nothing to your forces. Usually, it's best to keep each higher HQ to maximum load and assign any extra units either to armies under direct STAVKA control (for the Soviets) or independent Corps HQ's under OKH control (for the Axis).

1.3.5 Consider your supply situation. If some units are out of supply even if they are not isolated – common for Germans in the first winter – you should be thinking about moving them backwards. (Anybody who is more than 100 movement points from a railhead is considered isolated, those in the 50-100 range have “beachhead” supply. In both cases, they have higher negative outcomes from combat.) Even if you avoid this dramatic level of supply shortage, you should keep your units as close to their supply sources as practicable. Managing supply delivery, especially in the 1941

campaign, is critical for Axis success.



1.4 Go through the Order of Battle screen,

1.5.1 Look at each combat command (Russian Army, German Corps) to make sure they have the proper number of support units.

- Germans can only move support units around (at a cost of 1 AP), while the Russians also have the ability to create new support units by expending AP (1 for a battalion, 2 for a regiment).

- General rule in the early going: each combat command should have three engineer/construction units and three artillery

engineering units fairly quickly and leave it at that. USSR Sapper units are multi-functional, building fortifications and fighting. German Pioneer units are combat engineers and don't contribute as much to fortification construction while Labor/Construction units are for fort building and railroad repair.

- The automatic deployment of engineer units to repair railroads is limited to the HQ's command range, so if you want to have better control over where railroads are being repaired, assign the engineer units to corps/army HQ's rather than High Command/Front/AG units (that have unlimited range). One thread suggested using the German RHG HQ units as sort of ersatz rail repair units (since their ground units are always in supply if not isolated).

1.5. Go down the line of ground units,

1.5.1 Make sure that each ground unit that's going to be in contact with the enemy is attached to a combat HQ (Corps/Army) and that each combat HQ has no more than its allowed number of units attached to it. Units that are assigned to a higher HQ are less effective in combat (nerfed by 20% according to SparkleyTits). This also applies to the USSR in the very early game when they have Rifle and Mech Corps HQ's; units assigned directly to armies lose combat power until mid-July 1941 when the Rifle and Mech corps are disbanded.

1.5.2 Make sure that all combat units are within command range (usually 5 hexes, sometimes less depending on weather and terrain) of their HQ. A unit that is not in command range will show up with a red border if its HQ is selected. You can make lines appear linking HQ's and their assigned units by pressing the tilde/grave (~) key once or twice, if you don't know where some of an HQ's units are.



1.5.2.1 As far as possible, try to have combat commands within three hexes of their next-highest headquarters (Front/Army). Higher HQ leader rolls suffer from a range penalty if the HQ is more than three away from the HQ it is trying to assist. You can assess the effect of changing range to HQ, unit load, commanders, etc., on the ability of each unit to make leader rolls by opening a unit's Supply Detail window out of the Unit Detail window:



1.5.3 Open up each unit's detail window by clicking on the stack and then right-clicking on the unit in the panel to the right. Look at the TOE level and Morale/fatigue ratings of the principal element type (usually rifle squads). Units that have very low TOE levels or morale or very high fatigue levels can be withdrawn from the line and may be assigned to either higher level HQ (Front or Army) or to a special rear area HQ (if you're the Russians) for refit. If you're going to be attacking in a sector, postpone this step until later.

- You may also want to pull really good units (in terms of EXP/Morale) from the line and assign them to attacking HQ's where they can refit and restore fatigue levels for future offensives. I often withdraw Guards units from the line as soon as they are created and move them to the rear to fill up on replacements, gain morale, and train up. If a unit is on refit mode, more than 10 hexes from the nearest enemy-controlled hex, and on a rail line it has the best chance of improving.



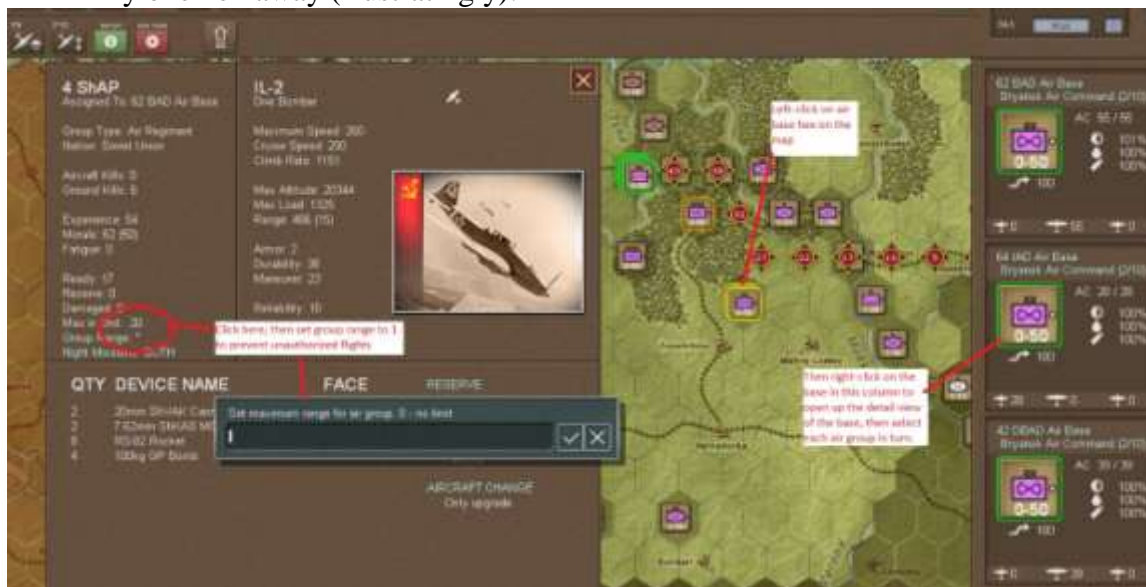
- 1.6. Consider HQ buildups for units that are going to be attacking in future turns.
 - You can move units a little and still do an HQBU, so you can make the decision after a bit of moving, but you should be thinking who you are going to HQBU.
 - One thing to do is to save AP's for several turns, permitting you to do an HQBU for an entire Army/Front. Units that have an HQBU have no movement left for that turn, but next turn they will have maximum movement (usually 50 MP's for motorized/armor).
 - HQBU's cost both AP's and trucks, so make sure you aren't destroying your entire truck supply.
 - HQBU's are cheaper if the units are on or near a rail line. Units on rail lines actually might have the 50 MP's or close to it anyway.
 - If you don't have the AP or trucks to do an HQBU, you can still have a corps hold still on a rail line for a turn in order to bring up fuel by normal resupply. They will have a better movement factor next turn.
- 1.7. Build fortified zones in places you want to have good fortification levels in the future, like cities and strategic bottlenecks. Good spots for the Russians are Shlisselburg near Leningrad, the north side of the Neva River, behind the Finnish No Attack Line, the entrances to the Crimean Peninsula, and Kerch. Staff them with engineer/construction units once they are no longer in refit status (takes a turn or so for them to become effective, and they will disappear if adjacent to an enemy without a combat unit before they do).
- 1.8. Consider building corps sized units (as the USSR). You will get the ability to combine division/brigade sized units into corps. There is a cost in AP – very significant for Tank and Rifle corps. Do as many as you can. This is the future of your army.
 - You can also put shot-out units together and merge them. One unit will get all the elements from the other and the merged unit will reappear as a

replacement unit next turn (for the Axis) or in several turns (as the USSR). This is for when you are really getting blasted and your units are down so small that they can't fight effectively any more (under 50% TOE). Beware, though, that this will cost AP for the Soviets if they have any left over (like any other destroyed unit) and so should be done at the end of the turn after you have done all the other AP expenditures (you can still merge units if you have no AP left).

2.0 First Air Phase

- 2.1. Consider air resupply missions using level bombers. Use only bombers that aren't going to have to move later (so for the Russians, principally the Long Range Air Command, for the Germans Ju88's have long ranges and can generally stay in place for one turn). Level bombers that are going to have resupply missions assigned to them later must not have flown (0 miles used), so you should be careful not to assign them to missions by mistake. Prior to v 1.11.02, you could set them to night missions to keep them from flying by mistake but now shifting from day to night missions uses all your movement capability for the turn. Now, if you want an air unit not to fly, set its group range to 1 (see illustration below under air transfer).
- 2.2. Decide where you want each air group (German Fliegerkorps, Russian Air command/Air Army) to go. Normally, they should be 10-20 hexes behind the lines, although under special circumstances they can be closer. Consider the possibility of enemy airbase strikes. Air bases with transport planes and level bombers to be used for supply missions should be placed on operating rail hexes.
- 2.3. Air Kabuki step: As much as possible, you should avoid moving air bases with units on them. You also want to keep units on the same base since in the logistics phase, each air base drew enough fuel and ammunition for the air units it had at that time. If you rebase a bunch of air units into a base that started the turn empty of aircraft, those planes will not have much supplies for air missions that turn. Air bases that started on a rail hex will have a larger allocation of supplies anyway, so this is less of a concern if you are not advancing.
 - To achieve this, move an empty air base to the hex where you have airbases with planes that you want to move. This air base must have a higher number than the occupied air bases (so it is on the top of the stack). Go to air transfer (f10), left-click on the hex, and select the bottom 9 air squadrons from the list on the right. Right-click on the same hex. Those squadrons are now on the new base that you just moved to the hex. Now, move the original base to the new location. Click f10 and left-click on the origin hex. Select the top 9 air squadrons from the list. Right-click on the destination hex. Now the squadrons are on their original base in the new hex. Repeat as needed.
 - Prior to version 1.11.02, if the enemy is making use of interdiction missions, before anything else first switch fighters or fighter mission fighter bombers to night missions. Move one of your airbases to where you want them to be and air transfer them to it. Then switch the fighters on that one to day missions to intercept any interdiction missions. The first thing you should want to do is set up where your fighters will be for enemy interdiction. I know this adds yet another complication to air deployment - but if interdiction is a problem you do

want fighter defense, and you want it in where you want the fighters to end up at, not where they start at. (thanks to Telemecus for this last tip). Also, if your fighters in the origin hex fly any missions at all, they will not be able to air transfer and will have to be driven to the new location with their air base, wasting miles, fuel, and risking damage. With the 1.11.02 upgrade, switching between day and night missions takes an air unit's full move. A similar effect can be achieved by setting the air group's range to 1, though there might still be reasons for it to fly one hex away (frustratingly).



- And I know this is all silly and time-wasting, and I don't know what the designers thought they were simulating with this crazy procedure, but it does work and it does make your aircraft more effective.
- 2.4. Deploy an empty air base attached to the same air HQ as close as possible to the front. Depending on how many you have, you could have several such “staging bases.” This is easier for the Russians since they can build new air bases for 1 AP (and should be doing so every turn, see below). The staging base should be within fighter/tac bomber range of the bases where the aircraft are actually based to be effective. You can look at the “equipment” tab on the Commander's Report to find out the ranges of your aircraft – important range limits are 10 hexes for I-16's and 11 hexes for Ju87B's. IL-2's and Yak-1's are 14, Mig-3's are 19, and Bf-109's are 20 or 21.



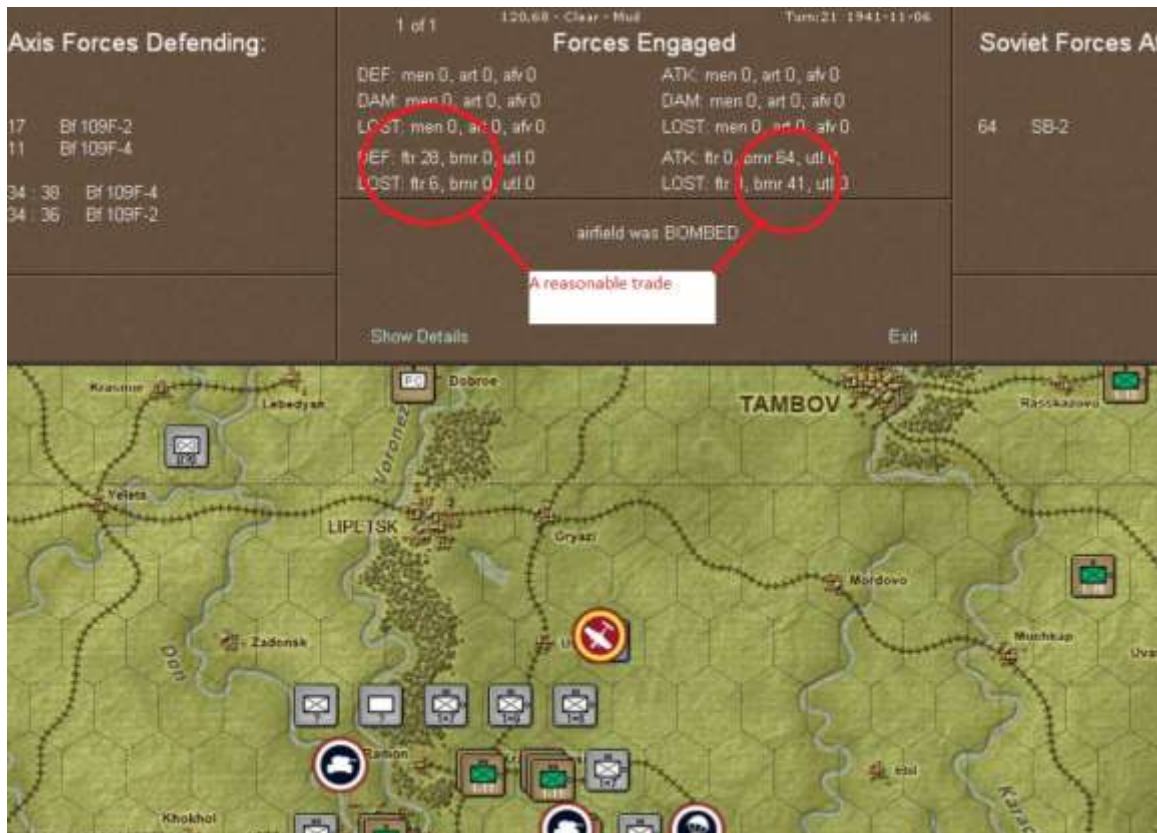
- 2.5 Move the air HQ near its bases. Try to get within range 2 of all air bases with air units on them (HQ's will fire AAA at all air attacks within 2 hexes regardless of line of command). The more HQ's with AAA within 2 of your air bases, the better. This is especially important for the Germans, since Soviet players will often be doing airbase bombing to reduce German fighter numbers. AAA has gotten more effective in 1.11.03, so better to pay careful attention to this factor.
- 2.6 Look for enemy air bases within fighter range. Use recon to look around for the enemy's air concentrations. Get to Det level 4 on an air base and see if it actually has any planes on it. Look at the reports for your recon missions to see if any enemy fighters are showing up and if enemy AAA is firing. Consider strikes at enemy air bases. You may want to wait until later when you have built up fatigue levels on the enemy air units, or you may want to go now and reduce the enemy air power before you start moving ground units. Germans do an enormous amount of airbase bombing in the first couple of turns and then often stop, but I have seen some German raids in later turns. For a steady drip, drip, drip effect, set level bombers on night missions and bomb airfields at night (to set an air unit to night missions, open its unit window and click under "night missions" on the center left hand side – starting with 1.11.02, this takes a full turn. To call for a night mission, click the little sun icon on the right hand side of the tool bar after you click f7, it will switch to a moon for night missions). Night bombing is less effective but also

unlikely to encounter enemy fighters or effective AAA (unclear what effect the increased power of AAA in 1.11.03 will have on this advice).

Pick Air Units for Mission

RG	UNIT	TYPE	CLASS	READY	USED
37	187 BAP	SB-2	Level Bomber	13	0%
37	44 BAP	SB-2	Level Bomber	17	0%
37	2 BAP	SB-2	Level Bomber	17	0%
37	68 BAP	SB-2	Level Bomber	18	0%
37	140 BAP	SB-2	Level Bomber	18	0%
37	10 BAP	SB-2	Level Bomber	14	0%
37	201 BAP	SB-2	Level Bomber	14	0%
37	205 SBAP	SB-2	Level Bomber	15	0%
37	72 BAP	SB-2	Level Bomber	16	0%
37	311 SBAP	SB-2	Level Bomber	16	0%
37	40 BAP	SB-2	Level Bomber	17	0%
37	35 BAP	SB-2	Level Bomber	15	0%

Night bombing an air field with 80 Bf-109's on it



- 2.7. Consider ground unit bombing missions. Usually, before you attack you should run bombing missions against the target (during ground unit movement/combat, below), but you may want to run some bombing missions at this time, especially in sectors where you will not be attacking. This is especially important for the Russians, since one of their main goals is to beat down the Luftwaffe with fatigue and attrition losses. Look for spots that are maybe 10-15 hexes from Luftwaffe fighter bases and try bombing them to see if the fighters will come up to play. Try to run up their frequent flyer miles. Also, this will enable your bomber units to get ground kills, increasing their morale and experience. Armored spearheads are also good places to bomb since they will usually be far from fighter bases and concentrations of AAA and significant bombing losses will reduce their movement points available in subsequent turns.
- 2.8. Consider strategic bombing. Small ports are somewhat vulnerable and important targets in some places. Osinovets (east of Leningrad), or the other Lake Ladoga ports, Kerch, maybe the Baltic ports as the Soviets advance in 1944, all are potential targets. You might consider bombing crucial factories like the IL-2 factories in Voronezh or the T-34 factory in Kharkov, but the Russians will probably evacuate them anyway. If you are the Russians, there is not much you can do (the Axis have large air forces and AAA units stuck back in Germany waiting for bombers; if they can't get any Brits or Yankees, they are happy to practice on you). As Russians, though, you should look every turn at the Report tab (f11) to see if the Germans are bombing any of your ports or factories. If they are, assign many AAA units to that port and put an airbase with a bunch of fighters there. They can be poor quality fighters if you like, since the bombers will

probably be unescorted. One turn of big bomber losses should be enough to dissuade the Axis from a strategic bombing campaign. The Luftwaffe is very fragile, even with the nerfing of the Red Air Force in 1.11.03, and no German player will be willing to lose dozens of bombers a turn.

3.0 Ground unit movement/combat

I can't lay out a step by step approach for this since it is so dependent on the situation.

However, the key principles are:

- Pocket enemy units, then attack and destroy them next turn (when they have isolated or beachhead status). If you are establishing a pocket, break up your divisions/corps into their constituent units on their last few movement factors to make them harder to surround. Try to establish a double solid line of units around enemy units that you pocket.
- Prevent your own units from being pocketed.
- If you are defending, defend in depth. You should be working against the enemy's movement points, not his combat value, at least during periods when the enemy is dominant (Russians in 1941, Germans in 1944-45). Use terrain and operational depth to prevent the enemy from breaking through your positions and romping around your rear. Best practice on defense is to have a lightly-held first line, just powerful enough that it can't be swept away by a hasty attack by enemy motorized/armor. Then, the main line of resistance is one or two hexes to the rear, hopefully far enough that enemy infantry can't wade through the front-line defenses and still conduct a deliberate attack against it, and powerful enough to resist hasty attack by the enemy's armor. Behind the MLR, you have a line of units on reserve status, hopefully screwing up at least some of the attacks against the MLR or front-line positions. Behind them, a "checkerboard" of smaller units slowing the enemy with ZOC's and forcing hasty attacks. If you don't have enough for all of the above, omit the MLR and just have a light front line backed by the reserve line and the checkerboard.
- When attacking, use infantry deliberate attacks to break the enemy's main line of resistance and armor/motorized/mech units with hasty attacks to clear space behind the line. Don't use motorized/armor to attack towns or enemy strongpoints, move past them and leave them for the infantry to clean up (or ideally, have the infantry clear them first so the armor can roll through without paying the MP to move through enemy ZOC). Make sure to assign appropriate support units to attacking HQ's before launching the attack. SU's can be deployed from HQ's up to five hexes away, and only go to hasty attacks if the HQ has not moved. So make sure to not move your HQ if you are going to be doing hasty attacks with its units until all the attacks have been made. You can assign SU's directly to German divisions or USSR corps, which is especially useful for armor/mech/cavalry that is advancing beyond five hexes from its HQ. Also, directly assigned SU's will always participate in the battle while SU's assigned to headquarters have to make an initiative roll.
- If the enemy has broken through and pocketed some of your units, look for opportunities to break the pocket. Any connection to a pocket prevents those

units from being relegated to isolated status that turn, meaning that they live another turn and slow the attacker longer. If you can break a pocket in two places, you also pocket the attacker's armor in between the breaks, further slowing his attack.

- Before attacking, bomb the target hex twice if you have air parity in the region and aren't overly concerned about fatigue/losses. Preparatory bombing will increase enemy fatigue levels and thus reduce their effective combat value even if the reported CV doesn't change much.
- Before attacking, do your best to make sure that all attacking units report to the same HQ. If you have a number of HQ's units participating, make sure to select a unit from the best HQ/one that contributed the most units first when choosing units to go into the attack – that HQ will be the lead for that battle and units from all other participating HQ's will have their CV's nerfed
- Move rail repair FBD units.
- Move reinforcement units up to the front. Newly-arrived Russian units normally just be cadres. You should put them on "refit" for a turn, then ideally, they should be put someplace behind the line where they won't get in trouble for several months. For the Russians, experience 35 or more means a unit is ready to fight and experience 50 is good. German units that are rebuilt will have 50ish experience and will be combat-ready, though weaker than their more experienced comrades for the first month or two.
- Depending on the circumstances, you may want to save some rail capacity for evacuating factories (as the USSR, principally). Generally, you would rather have more ground units at the front, but there are some factories that you really really don't want to lose (the aforementioned T-34 factory in Kharkov, the KV-1 factory in Leningrad, the Li-2 factory in Khimki, any Vehicle factory, and the two IL-2 factories in Voronezh spring to mind). Your goal should be to evacuate at least ½ of the points of all equipment (tank and aircraft) factories and most of the Heavy Industry and Armaments plants that the Axis is going to capture.
- Consider making attacks to gain units with the necessary win-lost records to be eligible for Guards conversion. Units with favorable win-loss records can be identified from the Commander's Report. If you have a unit with 4 or 5 victories and equal or fewer defeats (depending on the options you are using), think about using it in an attack against a weak Axis unit so as to get it into the

range where it could switch over to guards.

War in the East 1.11.03 1941-45 Campaign - Alt VC260 (blubel doctoring sov 27 pvi)

COMMANDER'S REPORT

Supply

Current Phase1 Phase2

Units HQs Air Groups Leaders Battles Locations Equipment

563 Units Selected

Men: 2766196, Guns: 34307, AFVs: 5661, Aircraft: 0

Function: Ref/Reserve MAJ TCE% Support Level

Unit Name	Nat	Loc	Type	HQ	Dist	Men	Guns	AFV	AC	Inf	Eng	Fat	CV	%Tro	Tech	MP	T000	RT/Re	Supl	E/C	Lost	
4th Gdr RR Div	SU	105,50	Inf	20th Army	8	9657	123	0	-	54	51	33	4	77	100	11	11	Rdy	-	0	7	1
1st Gdr RR Div	SU	91,17	Inf	30th Army	8	9000	104	0	-	55	43	7	2	65	100	13	11	Rdy	-	0	7	7
4th Gdr RR Div	SU	106,82	Inf	19th Army	6	9084	123	0	-	56	43	36	3	72	100	13	11	Rdy	-	0	6	2
1st Gdr Cav Corps	SU	110,61	Cav	4th Army	9	13287	131	25	-	45	32	28	3	93	100	20	28	Rdy	-	0	6	4
20th Rifle Division	SU	105,47	Inf	12th Army	8	8416	67	8	-	58	56	15	4	62	100	15	0	Rdy	-	0	6	2
9th Gdr RR Div	SU	119,45	Inf	STAVKA	72	10704	159	0	-	49	49	11	4	89	100	10	11	Rdy	-	0	6	2
8th Gdr RR Div	SU	103,46	Inf	12th Army	8	10819	114	0	-	44	46	31	2	78	100	13	11	Rdy	-	0	6	2
21st Rifle Division	SU	95,33	Inf	2nd Army	7	8624	116	1	-	40	29	29	2	78	100	12	0	Rdy	-	0	6	10
7th Gdr RR Div	SU	101,117	Inf	44th Army	10	9169	188	0	-	55	41	16	3	72	100	12	11	Rdy	-	0	6	2
172nd Rifle Division	SU	105,51	Inf	20th Army	7	8311	96	0	-	49	47	29	3	99	100	14	11	Rdy	-	0	6	0
10th Gdr RR Div	SU	118,45	Inf	STAVKA	72	8862	95	0	-	48	46	9	3	66	100	13	11	Rdy	-	0	5	0
11th Gdr RR Div	SU	111,76	Inf	9th Army	7	8847	103	0	-	47	47	19	3	67	100	15	11	Rdy	-	0	5	0
12th Rifle Division	SU	111,92	Inf	37th Army	7	7582	83	0	-	48	47	13	3	31	100	15	11	Rdy	-	0	5	0
35th Rifle Division	SU	100,116	Inf	44th Army	8	6963	77	0	-	48	49	18	2	92	100	12	11	Rdy	-	0	5	2
204th Rifle Division	SU	109,76	Inf	3th Army	8	5797	70	2	-	40	36	22	2	94	00	12	0	Rdy	-	0	5	2
36th Rifle Division	SU	102,48	Inf	13th Army	6	5848	49	0	-	46	44	28	2	49	00	14	0	Rdy	-	0	5	2
94th Rifle Division	SU	114,95	Inf	28th Army	10	5767	66	5	-	45	28	35	1	53	00	12	0	Rdy	-	0	5	0
14th Rifle Division	SU	110,91	Inf	37th Army	8	7504	76	5	-	48	43	23	2	94	100	14	0	Rdy	-	0	5	1
2nd Gdr Cav Div	SU	115,66	Cav	14th Army	6	4299	36	11	-	45	30	19	-	-	-	-	-	Rdy	-	0	5	2
12th Gdr RR Div	SU	107,82	Inf	19th Army	6	8749	110	0	-	45	37	27	-	-	-	-	-	Rdy	-	0	5	4
13th Gdr RR Div	SU	105,78	Inf	9th Army	8	5785	56	0	-	44	44	26	1	41	00	14	0	Rdy	-	0	5	3
421st Rifle Division	SU	111,92	Inf	37th Army	7	6846	66	0	-	42	41	29	2	49	00	14	0	Rdy	-	0	5	3
54th Rifle Division	SU	114,90	Inf	32nd Army	6	7592	35	3	-	44	30	45	2	47	00	12	0	Rdy	-	0	5	4
32nd Rifle Division	SU	107,84	Inf	19th Army	6	6357	71	0	-	46	43	11	2	94	00	12	0	Rdy	-	0	5	4
242nd Rifle Division	SU	107,77	Inf	9th Army	6	6215	61	0	-	50	43	22	2	94	00	12	0	Rdy	-	0	5	4
35th Rifle Division	SU	110,90	Inf	37th Army	9	6031	74	0	-	48	43	30	2	43	00	12	11	Rdy	-	0	5	1
26th Rifle Division	SU	107,77	Inf	2nd Cav Corps	9	5284	66	14	-	50	29	9	2	47	00	16	0	Rdy	-	0	5	1
12th Cavalry Corps	SU	121,75	Cav	2nd Cav Corps	8	12435	114	14	-	50	37	14	3	78	100	17	28	Rdy	-	0	5	2
27th Rifle Division	SU	103,67	Inf	13th Army	9	8665	107	0	-	43	37	8	2	73	00	16	11	Rdy	-	0	5	0

Potentially Guards-eligible divisions

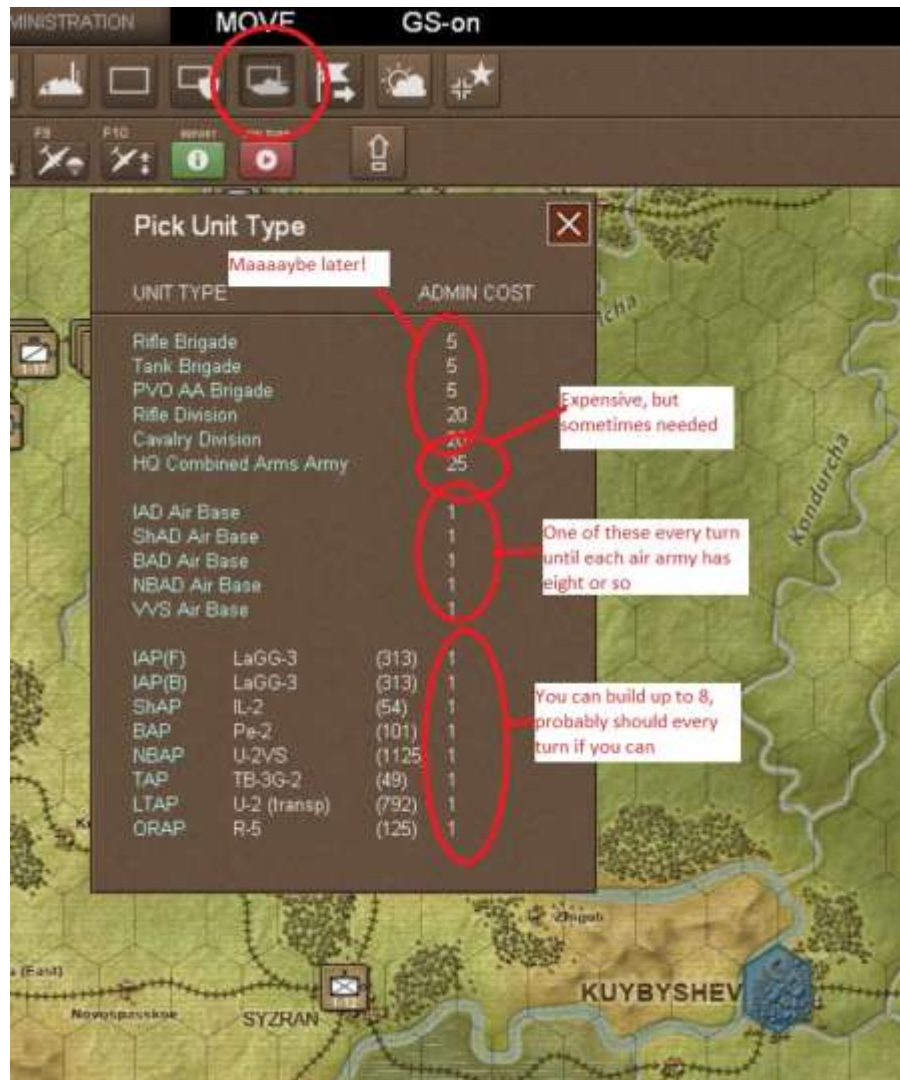
- Prepare for the enemy's turn: If you are doing the automatic reassignment of support units upwards, don't forget to redeploy them where they will be needed at the end of the turn. Look at the enemy's deployment and think about where he is likely to attack. Assign combat HQ's in that area about three artillery units. Assign a couple of AAA units to any HQ that is likely to be attacked with enemy air support. Give StuG/Panzerjager/Tank Destroyer/Independent Armor units to infantry-heavy HQ's in areas where the enemy is likely to be using armor on the attack. Heavy gun units (siege mortars, heavy howitzer, German K3, Soviet BM) units should go where very serious attacks are expected (though their principal function is to reduce fortification levels on the offensive). Put HQ's close to their units, preferably stacked with a combat unit on reserve status (brigade/regiment sized units and cavalry divisions have the best chance to activate as reserves).

4.0. Final Air Phase

- 4.1. Another opportunity to do air resupply missions, this time with transport planes, or level bombers that you have saved for this purpose. Mostly, this is for armored/motorized units that will have trouble drawing fuel next logistics phase (far from HQ, far from railhead, used all or almost all MPs). Only transport-type planes can carry fuel. Transport missions are most effective if there is a friendly airbase within two hexes, so you may want to stick an empty airbase far forward with your armored spearheads even if it can't be a true "staging base" because it's too far from the home airbases. You could move the airbase up, do the resupply missions, then move it back to its proper staging position, assuming it has enough movement factors (they generally have 50).

- 4.2. Bomb units, especially for the Russians in quiet sectors. Don't want those Germans to get too much sleep. I run my bombers up to about 75% of allowable miles.
- 4.3 Another good time to bomb enemy air bases, if you have bombers that haven't flown much yet. If it has been an active turn with the enemy flying many interdiction and ground support strikes, his bases may be out of fuel or ammo now. That makes this a perfect time to bomb his planes while they are helpless on the ground. Similarly, you need to avoid this fate yourself by not flying every last mile with every plane in your turn.
- 4.4. Assign new air units from National Reserve if they are full or nearly full of planes and have adequate morale and fatigue levels. Send the freshest units you can to the places where the enemy is most likely to attack.
- 4.5. Consider any final recon missions. If you can get the Det level on a ground unit in the open to 4, you have a 2/3 chance of still being able to see him next turn. If you can get the Det level on an airbase to 2, you will see them next turn.

5.0. Production Phase (Russians)



- 5.1. Build a new air base. Go to a city in the rear somewhere, click on the production screen (the tank icon on the Map Information tab), and select a base. The various types are interchangeable except that VVS bases will automatically use transport aircraft to supply partisans in the logistics phase.
- 5.2. Build eight new air units. Don't use a type of aircraft that you are not producing a lot of or one you already have a lot of units using on the map. The NBAP units (night bombers) are a waste of time; they cannot convert into regular day bombers. However, if you create a Shap or Bap unit (day bomber) and the system equips them with U2VS bombers, it's OK. You have tons of them, they are better than nothing, and once they get some experience and morale you can always swap them out for IL-2. Think how happy they will be to get actually useful planes!
- 5.3. You might need to build new Army HQs. They are expensive. If you have all your divisions on the map, though, you will not have enough armies for all of them. I build Combined Arms or Tank armies, then put cavalry and tank corps in them and give them good leaders.

- 5.4. Build more support units. First comes Sappers, then Artillery, then AAA, then everything else.
- 5.5. Very rarely, you might want to build a new ground unit. Artillery brigades/divisions are worth having. Sometimes, if you have plenty of extra AP, you might want to build new cavalry divisions, so you can form cavalry corps.
- 5.6. Evacuate Soviet factories.
- 5.7 Merge your severely depleted divisions together, or merge rifle brigades into badly-damaged divisions.