

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

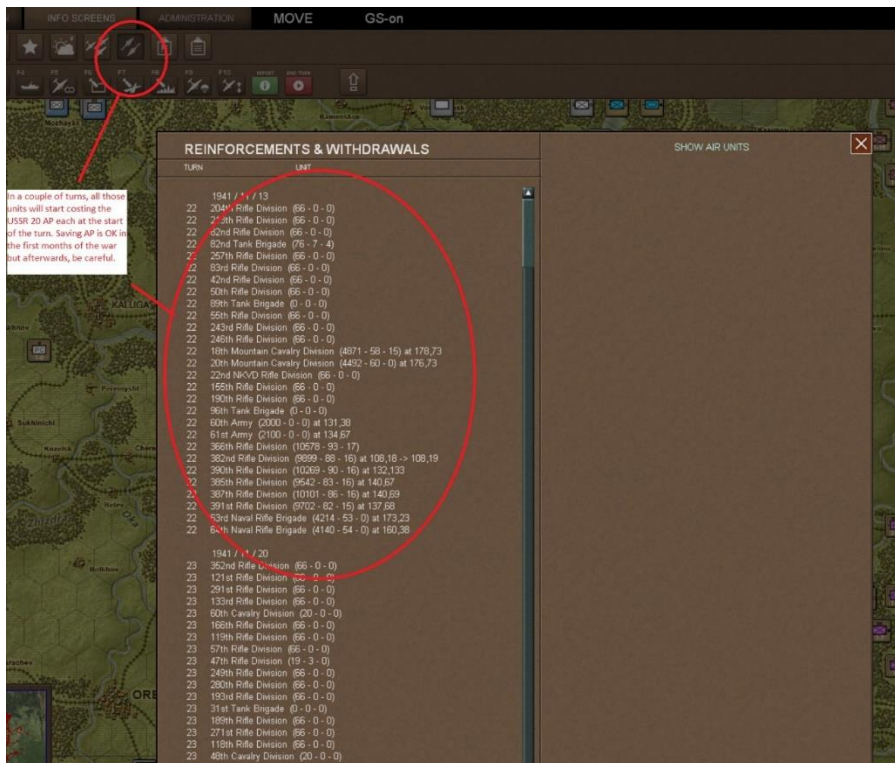
0.5.1 Where are you going?

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

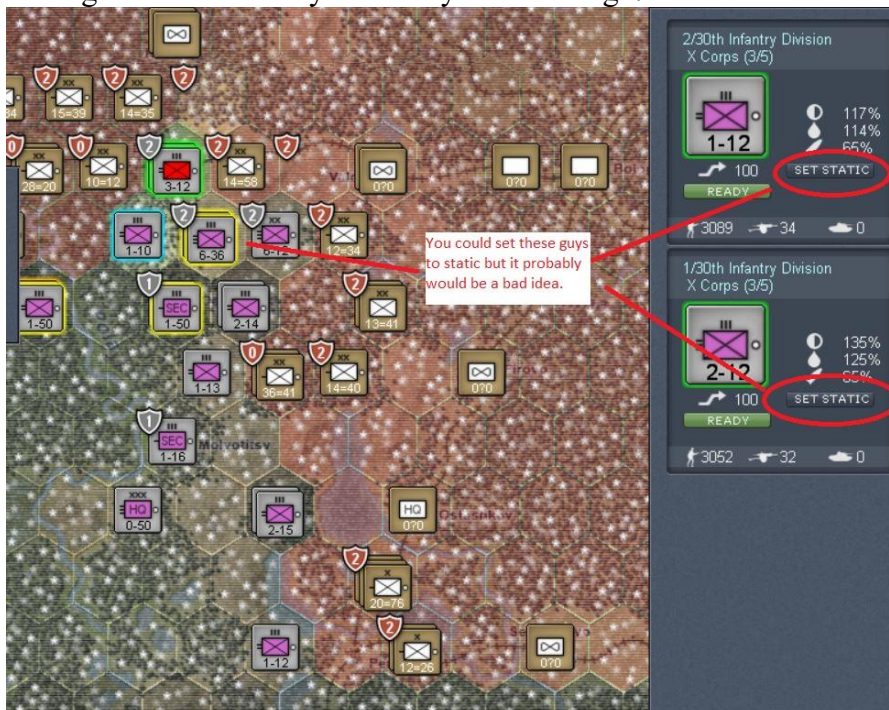
Try to get a rough allocation of how you are going to spend your AP

- 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 replacement units you receive will cost you AP (replacement units are on-map units that were destroyed earlier and listed as “refitting, will be back in x turns”). 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 are getting even one replacement 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.





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, 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				Recent Battle & Non-Combat Casualties	Permanent Losses	
----- Permanent Losses -----					Current Turn	Total
	BATTLE	TURN	TOTAL			
Bf 109E-7/U1	0	0	16	AXIS LOSSES		
Bf 109E-3	0	0	30	Fighter	0	32
Bf 109E-4B	0	8	34	Fighter Bomber	0	30
Bf 109E-7	0	2	96	Tactical Bomber	0	9
Bf 109F-2	0	9	446	Dive Bomber	0	18
Bf 109F-4	0	16	329	Level Bomber	0	51
Bf 110C-4B	0	0	36	Recon	0	3
Bf 110C-5	0	0	7	Strategic Recon	0	4
Bf 110E-2	0	16	87	Transport	0	2
Do 17P-1	0	2	10	Air combat Losses		1548
Do 17Z-2	0	0	46	Flak Losses		60
Fi 156C	0	1	31	Lost On The Ground		836
Fw 189A	0	0	40	Operational Losses		1187
He 111H	0	0	1	TOTAL LOSSES	0	149
He 111H-3	0	0	8			3631
He 111H-4	0	18	311	SOVIET LOSSES		
Hs 123A	0	0	1	Night Fighter	0	3
Hs 126B-1	0	1	14	Fighter	0	45
Ju 52/3m	0	2	154	Fighter Bomber	0	217
Ju 86E-2	0	6	37	Tactical Bomber	0	106
Ju 87B	0	11	188	Level Bomber	2	203
Ju 87D-3	0	0	7	Recon	0	9
Ju 88A	0	17	374	Strategic Recon	0	9
Ju 88D-1	0	2	33	Transport	0	18
Me 210A-1	0	6	23	Air combat Losses		4136
Ju 88A-4	0	0	1	Flak Losses		7663
He 111H-6	0	0	15	Lost On The Ground		3041
Blenheim I(F)	0	0	6	Operational Losses		5994
Brewster 239(F)	0	0	4	TOTAL LOSSES	2	610
Gladiator II(F)	0	0	9			20834
Hawk 75A(F)	0	0	7	A not-so-good turn for the USSR. German fighter losses are slightly above replacement levels, but the 106 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.		
Hurricane I(F)	0	0	3			
Lysander I(F)	0	0	1			
Ripon IIF	0	0	5			
Fokker C.V-E(F)	0	0	1			
Fokker C.X(F)	0	0	5			
Fokker D.XXI(F)	0	0	15			
G.50(F)	0	0	3			
M.S.406(F)	0	0	1			
I-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.202 Folgore	0	0	3			
Re.2000 Falco I	0	0	55			
Bf 109E-3(R)	0	0	80			
Blenheim I Rcn(R)	0	0	8			
Bloch 210(R)	0	0	11			
Do 17M(R)	0	0	5			

- 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). \

INFORMATION

INFO SCREENS

ADMINISTRATION

MOVE

GS-on

F2

F3

F4

F5

F6

F7

F8

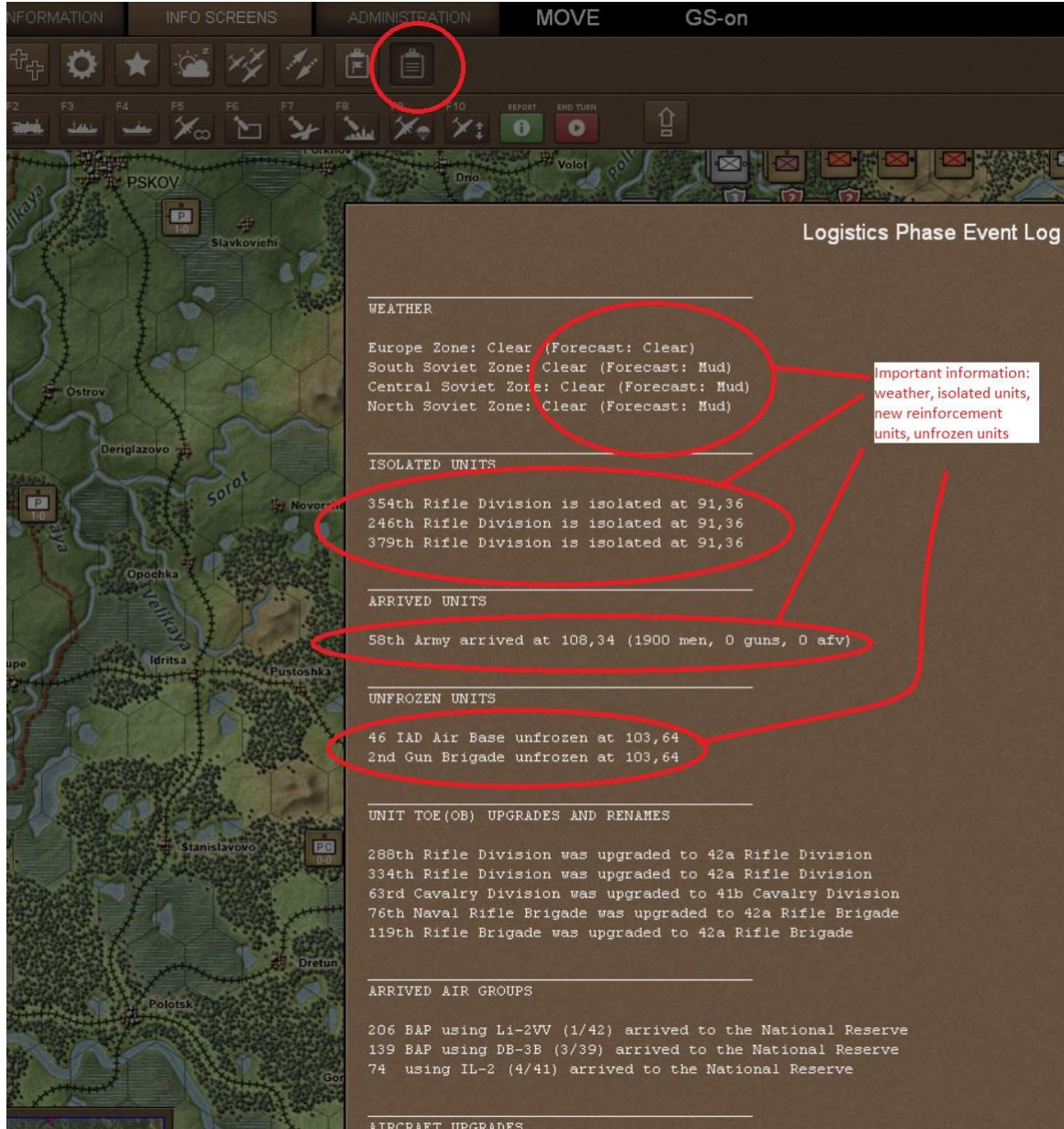
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F10

F11

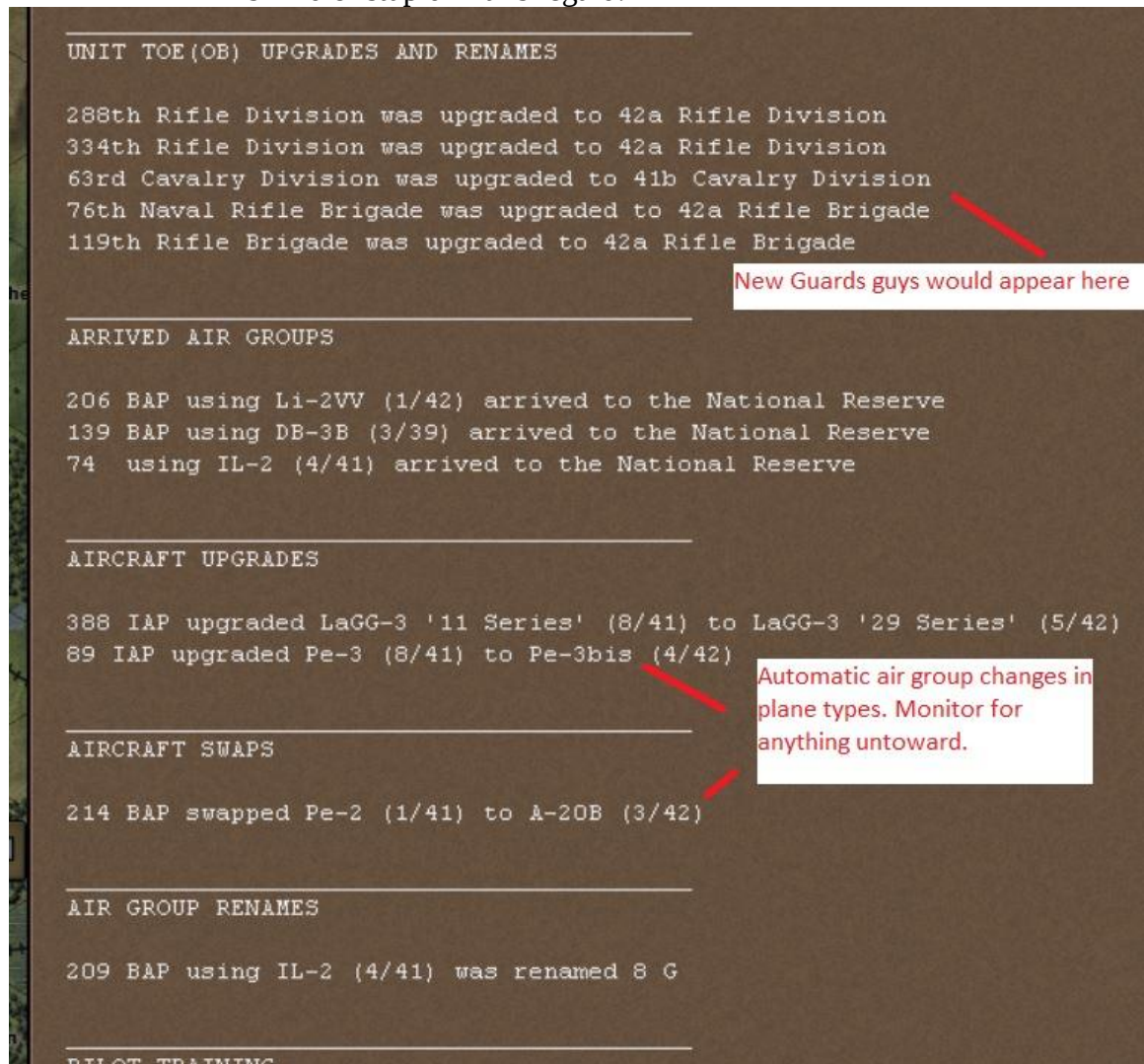
F12

F13



- 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 DB-3B, TB-3, 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.

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

Current TOE, where the unit is now (average of all element types). If current is higher, the game will not take away elements, so if you want to keep units from drawing new stuff, set their Maximum below their current level

Maximum TOE, what the game will try to take units up to.

COMMANDER'S REPORT

Units HQs Air Groups Leaders Battles Locations Equipment

1110 Units Selected Men: 4192856, Guns: 39518, AFVs: 6739, Aircraft: 136

Unit Name	Nat	Loc	Type	HHQ	DetHq	Men	Guns	AFV	AC	AT	Exp	Fat	CV	%Toe	ToeM	MP	TOb	Rt/Rs	SupL	E/G	Won	Lost
90th Rifle Division	SU	114,29	Inf	43rd Army	8	6917	70	9	-	30	21	18	1	60	70	12	4	Rdy	-	-	0	1
2nd Tank Brigade	SU	121,33	Arm	49th Army	9	1252	22	42	-	50	30	11	1	55	70	15	0	Rdy	-	-	0	0
3rd Tank Brigade	SU	126,32	Arm	30th Army	8	1197	22	32	-	50	30	9	1	58	70	15	8	Rdy	-	-	0	0
205th Rifle Division	SU	115,29	Inf	43rd Army	8	9517	93	13	-	36	73	10	1	90	90	0	4	Rdy	-	-	0	1
23rd Rifle Division	SU	143,88	Fort	STAVKA	37	1909	125	0	-	47	21	3	1	99	100	17	4	Rdy	-	-	0	0
11th Rifle Division	SU	121,32	Inf	34th Army	7	7227	71	4	-	40	25	8	1	69	70	13	4	Rdy	-	-	0	0
4th Tank Brigade	SU	129,34	Arm	30th Army	7	1201	22	38	-	50	28	12	1	61	70	14	8	Rdy	-	-	0	0
5th Tank Brigade	SU	114,27	Arm	4th Army	9	1238	22	37	-	49	30	8	1	61	70	15	8	Rdy	-	-	0	0
6th Tank Brigade	SU	125,45	Arm	31st Army	7	1245	22	39	-	49	29	1	1	62	70	15	8	Rdy	-	-	0	0
10th Tank Brigade	SU	129,40	Arm	Western Front	42	1242	22	38	-	50	28	3	1	60	70	15	8	Rdy	-	-	0	0
113th Rifle Division	SU	115,30	Inf	48th Army	7	6943	70	9	-	33	24	19	1	63	70	15	4	Rdy	-	-	0	0
35th Cav Div	SU	143,58	Cav	STAVKA	67	6139	72	47	-	39	14	29	1	65	70	16	0	Rdy	-	-	0	0
9th Rifle Division	SU	114,29	Inf	43rd Army	8	6805	71	5	-	30	21	29	1	62	70	12	4	Rdy	-	-	0	0
36th Cav Div	SU	149,56	Cav	STAVKA	64	4025	58	6	-	50	32	26	1	96	100	3	34	Rdy	-	-	0	1
101st PVO AA Rgt	SU	143,72	AA	Volga Air Cmd.	-	368	24	0	-	50	36	0	1	100	100	-	-	Rdy	-	-	0	0
14th Tank Brigade	SU	121,40	Arm	16th Army	8	1239	22	37	-	48	30	2	1	61	70	15	8	Rdy	-	-	0	0
17th Tank Brigade	SU	127,42	Arm	31st Army	8	1279	22	44	-	50	34	3	1	55	70	15	0	Rdy	-	-	0	0
84th Rifle Division	SU	129,38	Inf	STAVKA	84	7478	73	9	-	45	26	27	1	69	71	3	4	Rdy	-	-	0	0
4th Fortified Region	SU	142,89	Fort	STAVKA	36	1904	124	0	-	48	25	5	1	98	100	0	17	Rdy	-	-	0	0
101st Sapper Bn	SU	99,21	Eng	22nd Army	-	283	0	0	-	43	34	2	1	100	100	-	-	Rdy	-	-	0	0
101st Const. Bn	SU	113,27	Const	4th AirBn Crps	-	600	0	0	-	50	39	1	1	100	100	-	-	Rdy	-	-	0	0
102nd Const. Bn	SU	114,27	Const	43rd Army	-	600	0	0	-	50	39	0	1	100	100	-	-	Rdy	-	-	0	0
103rd Const. Bn	SU	103,23	Const	27th Army	-	590	0	0	-	43	36	9	1	96	100	-	-	Rdy	-	-	0	0
104th Const. Bn	SU	107,26	Const	11th Army	-	600	0	0	-	43	35	8	1	100	100	-	-	Rdy	-	-	0	0
105th Const. Bn	SU	103,23	Const	27th Army	-	590	0	0	-	41	34	13	1	98	100	-	-	Rdy	-	-	0	0
106th Const. Bn	SU	124,36	Const	38th Army	-	600	0	0	-	48	39	1	1	100	100	-	-	Rdy	-	-	0	0
102nd Sapper Bn	SU	129,37	Eng	20th Army	-	283	0	0	-	50	34	1	1	100	100	-	-	Rdy	-	-	0	1
103rd Sapper Bn	SU	99,21	Eng	22nd Army	-	283	0	0	-	44	36	4	1	100	100	-	-	Rdy	-	-	1	3
104th Sapper Bn	SU	103,23	Eng	27th Army	-	283	0	0	-	40	34	9	1	100	100	-	-	Rdy	-	-	0	1
101st MG Artillery B	SU	98,19	MG	33rd Army	-	653	42	0	-	47	37	5	1	98	100	-	17	Rdy	-	-	0	2
120th Rifle Division	SU	124,32	Inf	30th Army	6	7211	71	5	-	35	22	14	1	69	70	12	4	Rdy	-	-	0	0
29th Rifle Division	SU	125,43	Inf	31st Army	7	7338	72	5	-	41	25	3	1	69	70	13	4	Rdy	-	-	0	0
110th Const. Bn	SU	122,41	Const	10th Army	-	600	0	0	-	40	24	1	1	100	100	-	-	Rdy	-	-	0	0
20th Rifle Division	SU	108,21	Inf	STAVKA	58	2661	44	0	-	34	17	52	1	67	70	2	21	Rdy	-	-	0	0
19th Rifle Division	SU	135,102	Inf	STAVKA	23	6891	73	1	-	45	23	31	1	66	70	3	4	Rdy	-	-	0	0
177th Rifle Division	SU	108,21	Inf	STAVKA	58	7445	73	2	-	41	20	34	1	67	70	0	4	Rdy	-	-	0	0
10th AT Art Bde	SU	121,30	AT	34th Army	9	3592	100	0	-	49	30	4	1	67	70	16	26	Rdy	-	-	0	0
27th Rifle Division	SU	99,17	Inf	33rd Army	8	7497	73	1	-	33	18	4	1	68	70	13	4	Rdy	-	-	0	0
8th AT Art Bde	SU	111,26	AT	4th Army	7	5104	141	0	-	44	33	8	1	94	100	16	26	Rdy	-	-	0	2
209th Rifle Division	SU	120,50	Inf	50th Army	8	7356	72	5	-	45	27	0	1	69	70	13	4	Rdy	-	-	0	0
29th Tank Brigade	SU	123,31	Arm	30th Army	6	1212	22	35	-	46	28	12	1	60	70	20	8	Rdy	-	-	0	0
17th Rifle Division	SU	126,35	Inf	30th Army	6	6892	71	0	-	44	23	12	1	66	70	13	4	Rdy	-	-	0	0
37th Rifle Division	SU	124,60	Inf	21st Army	8	6805	72	1	-	40	23	25	1	65	70	5	4	Rdy	-	-	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 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.

1.3.2.4 Airbases with a lot of damaged aircraft should send their air units back to reserve if the airbase doesn't have enough support to repair them effectively.

COMMANDER'S REPORT

Units HQs Air Groups Leaders Battles Locations Equipment

97 Air Groups Selected Aircraft Total: 1361, Ready: 1313, Reserve: 4, Damaged: 44
Kills: 173 air + 44 ground

Sorted by Morale, ours look pretty good right now

Once you've selected the guys you want to send to the reserve, you can use this button to send them all. Pretty handy!

Name	Nat	Size	Aircraft	Loc	Air Base	Air HQ	GR	NM	Upg	Rpl	Exp	Mor	Fat	Max	Tot	Rdy	Repl	Reserve	Disband
267 TAP	SU	Rgmt	Li-2	137,75	40 DBAD	Southern Ural Air	*	N	A	A	34	33	19	20	6	4	2	0	100
266 TAP	SU	Rgmt	Li-2	137,75	40 DBAD	Southern Ural Air	*	N	A	A	36	36	1	20	10	3	2	5	97
262 ORAP	SU	Rgmt	U-2 Rcn	123,43	12 BAD	Western Air Cmd.	*	N	M	A	36	36	7	20	11	10	0	1	100
315 RAP	SU	Rgmt	R-10	123,43	12 BAD	Western Air Cmd.	*	B	M	A	41	38	9	20	12	9	0	3	100
126 IAP	SU	Rgmt	LaGG-3	reserve	-	Nat. Reserve	*	N	U	A	51	40	10	20	13	13	0	0	12
215 BAP	SU	Rgmt	SB-2	reserve	-	Nat. Reserve	*	N	A	A	41	40	11	20	16	16	0	0	8
7 TBAP	SU	Rgmt	TB-3	reserve	-	Nat. Reserve	*	N	A	A	41	40	13	20	18	18	0	0	5
284 BAP	SU	Rgmt	SB-2	reserve	-	Nat. Reserve	*	N	A	A	46	40	7	20	15	15	0	0	3
204 DBAP	SU	Rgmt	IL-4	reserve	-	Nat. Reserve	*	N	A	A	48	40	9	20	15	15	0	0	0
292 ORAP	SU	Rgmt	R-5	reserve	-	Nat. Reserve	*	N	A	A	39	40	5	20	17	17	0	0	0
312 RAP	SU	Rgmt	SB-2 Rcn	123,43	12 BAD	Western Air Cmd.	*	B	M	A	50	41	3	20	5	4	0	1	100
296 ORAP	SU	Rgmt	U-2 Rcn	reserve	-	Nat. Reserve	*	N	A	A	35	43	0	20	8	8	0	0	0
311 RAP	SU	Rgmt	SB-2 Rcn	107,18	6th VVS	Leningrad Air Cmd	*	B	M	A	48	43	3	20	8	7	0	1	100
189 ORAP	SU	Rgmt	U-2 Rcn	reserve	-	Nat. Reserve	*	N	A	A	39	43	3	20	16	16	0	0	0
146 IAP	SU	Rgmt	Yak-1	reserve	-	Nat. Reserve	*	N	U	A	60	44	15	20	19	19	0	0	5
310 BAP	SU	Rgmt	DB-3B	reserve	-	Nat. Reserve	*	N	A	A	43	44	7	20	16	16	0	0	3
108 BAP	SU	Rgmt	SB-2	reserve	-	Nat. Reserve	*	N	A	A	35	44	10	20	16	16	0	0	1
290 ORAP	SU	Rgmt	U-2 Rcn	reserve	-	Nat. Reserve	*	N	A	A	39	44	0	20	10	10	0	0	0
273 TAP	SU	Rgmt	Li-2	reserve	-	Nat. Reserve	*	N	A	A	42	44	3	20	14	14	0	0	0
297 NBAP	SU	Rgmt	U-2VVS	reserve	-	Nat. Reserve	*	N	A	A	38	45	8	20	17	17	0	0	0
218 BAP	SU	Rgmt	SB-2	reserve	-	Nat. Reserve	*	N	U	A	46	45	9	20	18	18	0	0	4
7 DBAP	SU	Rgmt	IL-4	reserve	-	Nat. Reserve	*	N	A	A	49	46	14	20	15	15	0	0	5
295 TAP	SU	Rgmt	Li-2	126,105	1st VVS	SW Air Cmd.	*	N	A	A	39	46	0	20	14	14	0	0	0
219 DBAP	SU	Rgmt	IL-4	reserve	-	Nat. Reserve	*	N	A	A	49	46	9	20	16	16	0	0	3
294 ORAP	SU	Rgmt	R-5	108,18	10 SAB	Northwest Air Cmd	*	N	M	A	39	46	5	20	18	15	0	3	69
53 DBAP	SU	Rgmt	DB-3B	113,26	6/1 PVO	6 IAK PVO Air Cmd	*	B	U	A	54	47	12	20	18	18	0	0	3
21 IAP	SU	Rgmt	I-16 Type 24	reserve	-	Nat. Reserve	*	N	U	A	66	47	14	20	14	14	0	0	6
203 DBAP	SU	Rgmt	IL-4	113,26	6/2 PVO	6 IAK PVO Air Cmd	*	B	U	A	54	48	6	20	16	16	0	0	1
251 IAP	SU	Rgmt	I-16 Type 24	reserve	-	Nat. Reserve	*	N	U	A	47	48	3	20	17	17	0	0	2
274 TAP	SU	Rgmt	Li-2	123,43	4th VVS	Western Air Cmd.	*	N	A	A	42	48	4	20	17	17	0	0	0
264 ShAP	SU	Rgmt	I-153BS	reserve	-	Nat. Reserve	*	N	A	A	40	48	6	20	18	18	0	0	0
79 ORAP	SU	Rgmt	R-5	141,71	2nd VVS	Southern Ural Air	*	B	M	A	39	49	2	20	15	14	0	1	30
293 TAP	SU	Rgmt	TB-3G-2	reserve	-	Nat. Reserve	*	N	A	A	35	49	2	20	13	13	0	0	0
323 TAP	SU	Rgmt	Li-2	113,26	6/2 PVO	6 IAK PVO Air Cmd	*	B	U	A	45	50	8	20	14	14	0	0	16
316 RAP	SU	Rgmt	R-10	126,105	1st VVS	SW Air Cmd.	*	B	M	A	45	52	7	20	15	10	0	5	100
1 MTAP-KBF	SU	Rgmt	DB-3B	reserve	-	Nat. Reserve	*	N	A	A	46	52	6	20	19	19	0	0	0
34 SBAP	SU	Rgmt	Pe-2	reserve	-	Nat. Reserve	*	N	A	A	47	52	7	20	16	16	0	0	0
317 RAP	SU	Rgmt	R-10	reserve	-	Nat. Reserve	*	B	M	A	46	56	1	20	14	14	0	6	0
320 RAP	SU	Rgmt	R-5	97,116	reserve	-	*	B	M	A	48	56	2	20	14	14	0	6	0
229 DBAP	SU	Rgmt	IL-4	reserve	-	Nat. Reserve	*	N	A	A	50	56	0	20	4	4	0	0	0
256 ShAP	SU	Rgmt	IL-2	reserve	-	Nat. Reserve	*	N	A	A	41	57	0	20	14	14	0	0	2
12 IAP	SU	Rgmt	I-16 Type 24	reserve	-	Nat. Reserve	*	N	U	A	50	57	4	20	11	11	0	0	0
277 BAD	SU	Rgmt	SR-2	reserve	-	Nat. Reserve	*	N	A	A	49	57	0	20	20	20	0	0	0

To select squadrons with a range of %age of aircraft ready

To select everybody under a certain morale

AIR GROUP DISPLAY FILTERS Clear All Filters >

Guards All Aircraft Type Filters Pct Ready ALL Pct Total ALL Base Frozen ALL Exp Under ALL Mrl Under ALL

- Some commenters have said that as much as half of your air force should be in National Reserve at any point, so you may decide to use a higher threshold for fatigue/ready%/morale if you can afford to send more units to the rear. Our pilots are happy and healthy back in Leipzig/Chelyabinsk entertaining nurses and flying acrobatics!

1.3.3 Go to the Leaders tab, sort by Morale, and consider if you have enough AP to replace people with low ratings. Your higher HQ's (Army or Army Group for the Germans, Front for the Russians) don't have to be as good on Morale, but 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. The first ten turns or so of a campaign game, both sides will be spending a lot of AP getting rid of idiot 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.

COMMANDER'S REPORT

Units HQs Air Groups Leaders Battles Locations Equipment

82 HQs Selected High Com: 1, Front/MD: 12, Armies: 44, Corps: 7, Constr: 0, Air Com: 18

Functions Support Level

HQ Name	Nat	Loc	Type	HHQ	Men	Guns	AFV	Aircraft	Leader	SupL	CU	SU	CP	BldUp	Frzn
Long Rg Air Cmd.	SU	133,38	AirCom	STAVKA	30340	207	0	0	Zhigarev	2	0	1	-26	No	0
Bryansk Front	SU	131,41	ArmyGrp	STAVKA	556051	5592	861	0	Timoshenko	1	11	2	-21	No	0
Kalinin Front	SU	130,38	ArmyGrp	STAVKA	487303	4472	1062	304	Bogdanov	1	2	0	-14	No	0
Southwestern Front	SU	133,78	ArmyGrp	STAVKA	430308	3587	315	29	Kirponos	Lck	0	0	-7	No	0
Western Front	SU	132,40	ArmyGrp	STAVKA	431234	3952	1110	45	Zhukov	1	6	0	-4	No	0
Southern Ural M.D.	SU	178,70	ArmyGrp	STAVKA	237141	2196	371	31	Chernikov	Lck	0	80	-1	No	0
12th Army	SU	132,78	Army	Southwestern Front	65491	356	86	0	Batov	3	11	8	-1	No	0
18th Army	SU	123,98	Army	Southern Front	93526	898	456	0	Sokolovsky	3	14	6	0	No	0
9th Army	SU	96,114	Army	Southern Front	93862	930	173	0	Kazakov	Lck	11	10	1	No	0
6th Cavalry Corps	SU	121,46	Corps	10th Army	38562	394	74	0	Nikitin	2	4	6	1	No	0
5th Airborne Corps	SU	106,25	Corps	Northwest Front	32857	325	22	0	Bezugly	2	5	3	1	No	0
31st Army	SU	128,44	Army	Kalinin Front	44938	471	190	0	Vasilevsky	3	12	3	1	No	0
30th Army	SU	127,31	Army	Western Front	76222	802	257	0	Malinovsky	3	13	3	1	No	0
5th Army	SU	131,67	Army	Southwestern Front	76188	756	161	0	Pukhov	3	14	7	1	No	0
37th Army	SU	123,99	Army	Southwestern Front	108736	1058	45	0	Bobkin	3	12	5	1	No	0
19th Army	SU	125,101	Army	Southern Ural M.D.	99653	1105	276	0	Baldin	Lck	13	6	2	No	0
10th Army	SU	122,41	Army	Western Front	104447	994	247	0	Galanin	7	7	4	2	No	0

Overloaded HQ's, all Fronts in this case

Normally, you don't want any combat command to be overloaded.

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.)



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

units. German infantry corps should have some anti-tank capacity, which can come from AAA, AT units, StuG's, or Panzerjaeger units. Air HQs should have respectable AAA capacity; for the Germans, I aim for six units per HQ with at least three being medium or heavy types. You have to decide how many AP you can afford to spend on this. One trick that I mentioned earlier is to take two turns and move everybody automatically up to the high command level using the support level command (set high command to 9, everybody else to 0). Then transfer downwards for free. A very experienced player (Telemecus) who mostly plays the Axis said that he does this all the time. He permanently sets High command to 9 and everybody else (except air HQs) to 0. Then, he starts out each turn by assigning SU as needed to combat commands, then letting them drift back up the chain of command when no longer needed. It is time-consuming but that way you make sure your units have the support they need. He didn't say anything about the Soviets and I think with their much larger supply of artillery and other support units, the permanent assignment method is probably more useful for them.

ORDER OF BATTLE

[+] / [-]

[+] **STAVKA - Marshal Sovetskogo Soiuza Boris Shaposhnikov**

[+] **Leningrad Front - General-Leutenant Markian Popov**
7th Motorcycle Regiment (570 - 2 - 3)

[+] **Baltic Fleet Air Command - General-Major Aviasii Vyacheslav Zabaluev**

[+] **8th Army - General-Leutenant Andrei Eremenko**

102nd Howitzer Regiment (1432 - 24 - 0)
103rd Howitzer Regiment (1432 - 24 - 0)
101st Guards Light Rocket Regiment (836 - 0 - 36)
124th Howitzer Regiment (1892 - 29 - 0)
4th AA Battalion (136 - 15 - 0)
2nd Sapper Regiment (880 - 0 - 0)
109th Sapper Battalion (283 - 0 - 0)
12th Tank Brigade (1366 - 22 - 73)
185th Rifle Division (10223 - 95 - 2)
98th Rifle Division (10224 - 95 - 5)
202nd Rifle Division (8313 - 75 - 3)
126th Rifle Division (7882 - 98 - 6)
272nd Rifle Division (10136 - 95 - 2)
225th Rifle Division (8739 - 94 - 0)
69th Naval Rifle Brigade (4063 - 59 - 0)
407th Rifle Division (7851 - 76 - 1)

[+] **7th Independent Army - General Armii Kirill Meretskov**

467th Artillery Regiment RVGK (1769 - 34 - 6)
130th Army Artillery Regiment (1441 - 29 - 3)
73rd Artillery Regiment RVGK (1915 - 37 - 5)
23rd Sapper Regiment (1000 - 0 - 0)
541st Howitzer Regiment (2084 - 48 - 5)
208th AA Battalion (16 - 0)
47th Heavy Mortar Battalion (180 - 4 - 0)
108th BM Howitzer Regiment (2220 - 24 - 0)
1st Light Rifle Division (1000 - 43 - 0)
3rd Rifle Division (7086 - 71 - 8)
71st Rifle Division (10220 - 108 - 7)
115th Rifle Division (7145 - 72 - 3)
168th Rifle Division (5917 - 104 - 4)
237th Rifle Division (7509 - 71 - 5)

GERMANY
3620486 (3602997)
34513 (34256)
4258 (4230)
2771 (2577)

RUMANIA
665771 (657875)
5221 (5142)
177 (171)
354 (354)

HUNGARY
468311 (466754)
3093 (3063)
144 (144)
206 (206)

ITALY
229410 (228357)
1962 (1952)
322 (310)
65 (65)

FINLAND
310536 (305122)
2994 (2829)
19 (19)
295 (293)

SLOVAKIA
39382 (39278)
211 (211)
0 (0)
0 (0)

SOVIET UNION
4192856 (4116577)
39519 (39312)
6739 (6582)
1361 (1313)

Plenty of artillery, though.

A little short on engineers, but we've been under a lot of pressure.

These units should be with an army that is going to attack.

- Engineer/construction units are never automatically redeployed and must be moved around using AP. Generally, it's best to ensure that every combat HQ have the proper allocation of

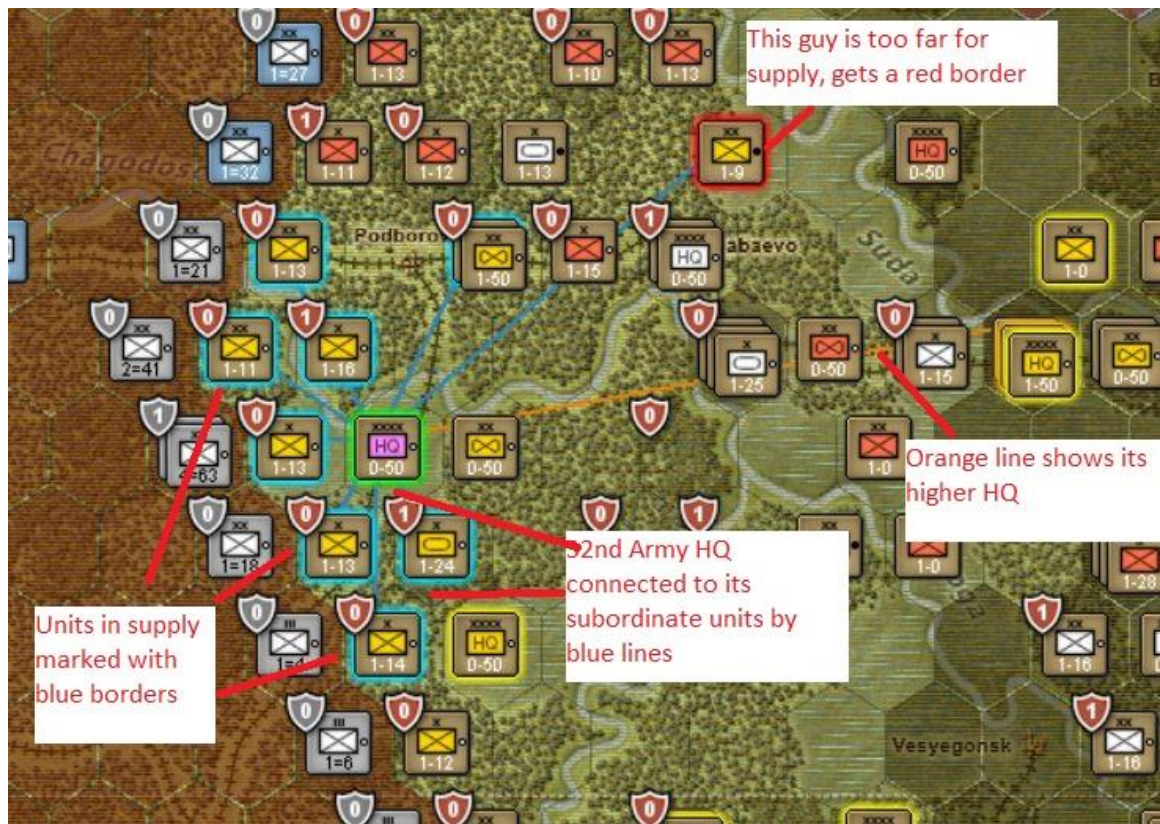
engineering units fairly quickly and leave it at that. USSR Sapper units are multi-functional, building fortifications and fighting. German Pioneer units are combat engineers and don't contribute as much to fortification construction while Labor/Construction units are for fort building and railroad repair.

- 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,

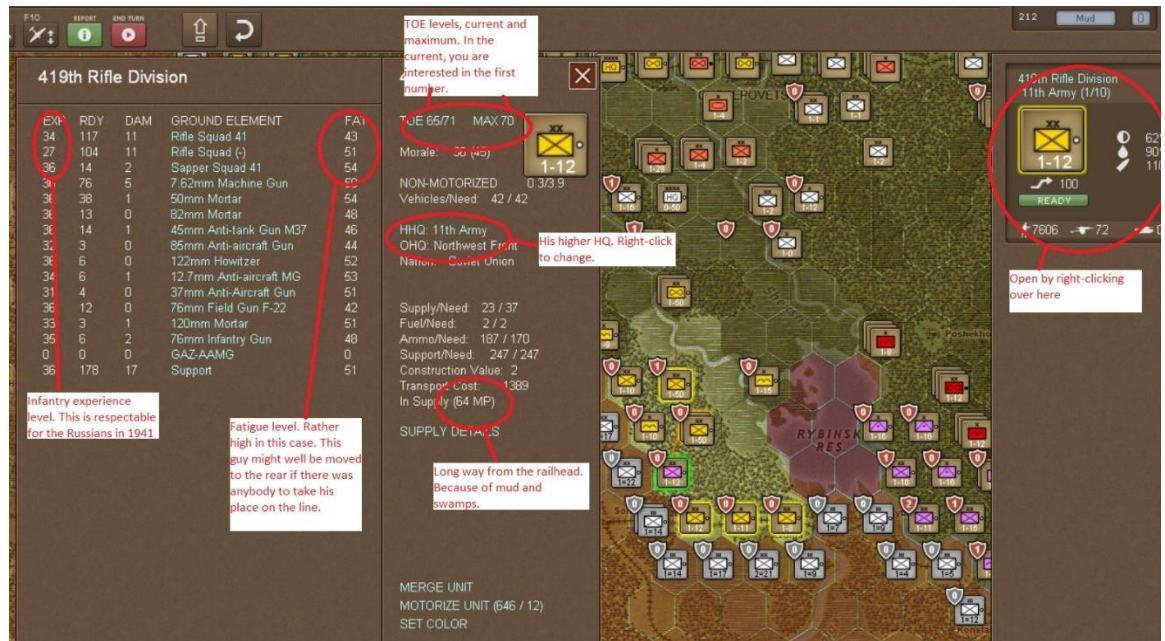
1.5.1 Make sure that each ground unit that's going to be in contact with the enemy is attached to a combat HQ (Corps/Army) and that each combat HQ has no more than its allowed number of units attached to it. Units that are assigned to a higher HQ are less effective in combat (nerfed by 20% according 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.



1.5.3 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.



- 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 combine them. One unit will get all the elements from all three and the other two units will go back to the rear

to reorganize (for the Germans) or reappear as replacement units 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).

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.

2.6 Look for enemy air bases within fighter range. Use recon to look around for the

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	58 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. 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.
- 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).

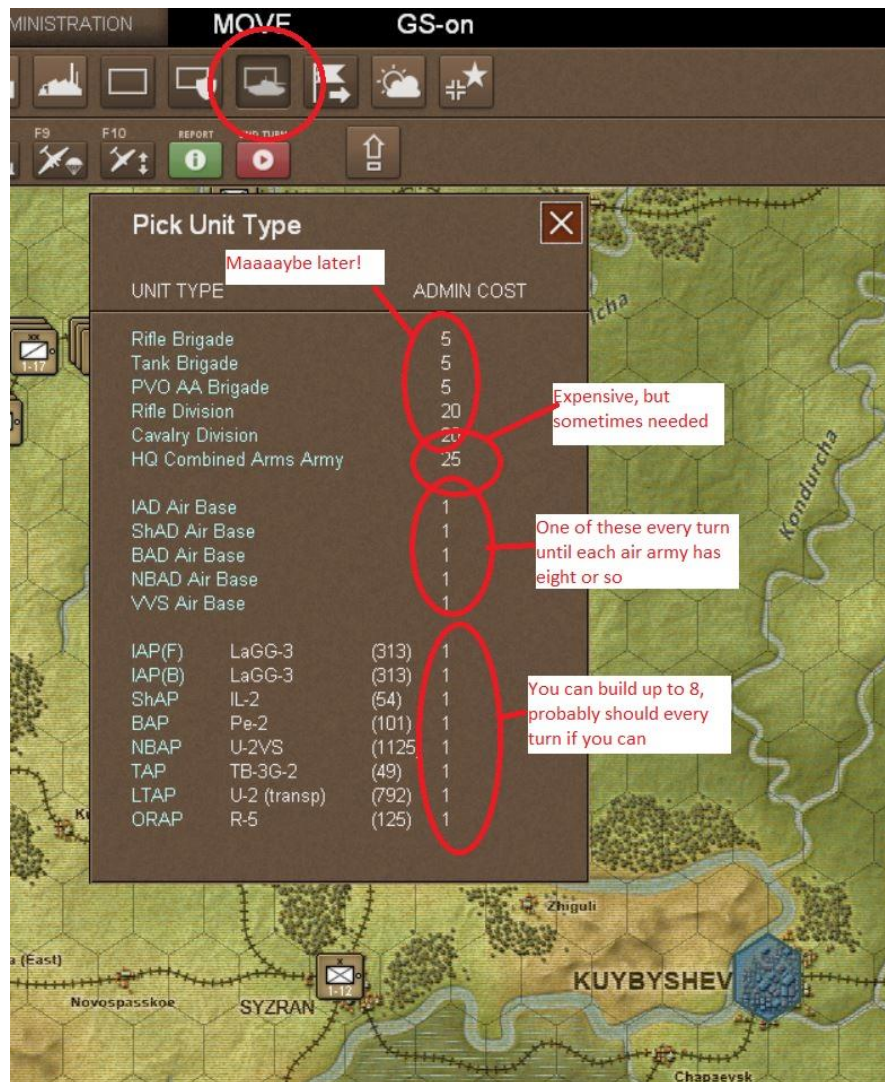
4.0. Final Air Phase

- 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.