

Too many good HQs not in combat e.g. Panzer corps commanders have great infantry and other ratings and should be in charge in some places too

These should both be assigned to a corps in 2PzArmy which has motorised in Moscow. If the frontline infantry is attacked there will be three units in the same corps which might reserve activate!

Everything just east of Moscow could even be the 2nd Panzer group sector

Click on return to HQ of the onmap construction unit here AFTER its parent HQ has completed any moves (probably easiest just to do at end) OR before if a third stacking spot is needed here. Do not want construction taking needless retreat

Too many units in action are not attached to a corps (best) or army, if they go into combat assigned to OKH or an army groups they will have a penalty applied to their CV (e.g. 101Lt, 26, the forts, 290) : only OKH reserve should stay in OKH (e.g. 32 or some motorised), units further back that will not be in combat can be left in OKH for flexibility to assign later though; forts dig slower if not assigned

Infantry near motorised ideally should be in same corps, or part of same army, as the motorised. Makes reserve activations more likely - and panzer commanders are also very good infantry commanders. At this distance they may even reserve activate during our turn for an attack

Use first mission of four withdrawing bombers to first resupply 94th (low on supply) before using the four withdrawing bombers for ground support

Ideally leave these motorised in these winter quarters full of fuel and fresh, and on reserve - when the enemy gets near they will reserve activate

Ideal retreat for these two units

Ideally attack and reoccupy these

Second line
Ideally behind your front line every hex should either be occupied or ZoCed/neighboured by a unit not on the front line. A second line of mountain units broken down to regiments and motorised not left in winter quarters is very common. It can even be worth breaking a frontline division to regiments and dropping one regiment back to make sure this exists. The second line should be in same HQ as units in front of it and on reserve.

Reserve activations work best if

- reserve is fresh and full of fuel (i.e. MPs)
- leader has high initiative
- reserve units are regiments or brigades
- are in same corps or next best in a sister or parent HQ

at the moment most reserves (motorised and second line) are in distantly related HQs to front line getting fresh units full of fuel usually means you have to leave them still for a few turns and wait for the enemy to come to them rather than move towards the enemy

These can be reassigned to OKH if you need command capacity