GD'41: German Player Aid

I/GD

IV/GD
4xStuG III
2

II/GD

V/GD
10xAC/HT
1 1

III/GD

V/GD
MC, Pio

1/I/6 PZ
8xPz III
1

2/I/6 PZ
8xPz III
1

3/I/6 PZ
3xPz II, 5xPz IV
1

2/I/35 PZ
2xPzII, 11xPzIII
1 1

3/I/35 PZ
2xPzII, 11xPzIII
1 1

4/I/35 PZ
5xPzII, 5xPzIV
1 1

521 PzJg
4xPzJg I
2

I/3 IR

I/12 IR

I/33 IR

II/12 IR

79 Pio

Variable Arrival Table

Dice	Unit, Area, Earliest Arrival
2-5	I/6 Pz + 3/521 PzJg Co, OR 1/SR 3 Entry Area N No Earlier than 1600, 24 Oct
6-8	None
9-12	One Battalion from I.R. GD Entry Area W No Earlier than 1600, 23 Oct

Artillery Ammunition

Dice	Caliber	Type: HE	Smoke	Illum
2	105	10	7	1
3	105	7	5	0
4	105	5	2	0
5				
6				
7				
8				
9				
10	105	5	2	0
11	150	5	3	1
12	210	5	0	0

u Notes:
— Roll each hour in scenarios 4.4 and 4.5.

Air Power Table

Dice	Aircraft Available: Number of Ju-87b
2	4
3	3
4-5	2
6-8	0
9-11	2
12	3

u Notes:
— Roll each Turn 0700 through 1500
— Number above x1/2 in scenarios 4.1, 4.2, and 4.3

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