

RED ORDER OF APPEARANCE

ON BOARD

EXACT UNITS

1st Army Corps

XX 6-6 2	XX 6-6 8	XX 4-4 6	XX 4-4 7	XX 4-4 13	XX 8-4-4 4 BRKTH
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8th Army Corps

XX 6-6 3	XX 4-4 1	XX 4-4 3	XX 4-4 14
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5th Army Corps

XX 6-6 7	XX 8-6 13	XX 4-4 9	XX 4-4 15	XX 4-4 21	XX 8-4-4 3 BRKTH
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12th Air Battalion

XX 6-6 17	XX 4-4 1	XX 4-4 36	XX 4-4 37
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19th Army Corps

XX 6-6 15	XX 4-4 8	XX 4-4 27
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10th Army Corps

XX 4-4 23	XX 4-4 24	XX 4-4 25	XX 4-4 26
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Guards

XX 8-6 60	XX 8-4-4 1 BRKTH
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Turn
1

Army Reserve

XX 6-6 12	XX 4-6 11	XX 8-4-4 2 BRKTH
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Marine Corps

XX 6-4 1MAR	XX 6-4 2MAR	XX 6-4 3MAR	XX 6-4 4MAR
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30th Army Corps

XX 6-6 16	XX 4-4 19	XX 4-4 20
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30th Army Corps (Tournament Game)

XX 1-4 A	XX 1-4 B	XX 1-4 C	XX 1-4 D
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1st Air Force (Tournament)

XX 8-20 SAC 1	XX 6-10 MDM 16	XX 4-8 TAC 14
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1st (Optional Rules)

XX 4-12 FTR 22	XX 4-12 FTR 65
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2nd Air Force (Tournament) 2nd (Optional Rules)

XX 8-20 SAC 33	XX 6-10 MDM 34	XX 4-8 TAC 66	XX 4-12 FTR 82	XX 4-12 FTR 97
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2nd Army Corps

XX 6-6 5	XX 6-6 6	XX 4-4 2	XX 4-4 12	XX 4-4 18	XX 8-4-4 6 BRKTH
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4th Army Corps

XX 6-6 4	XX 6-6 14	XX 4-4 10	XX 4-4 11	XX 4-4 22	XX 8-4-4 5 BRKTH
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Turn
2

Turn
5

6th Tank Corps

XX 6-6 10	XX 6-6 11	XX 8-6 9	XX 4-6 21	XX 4-6 31
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3rd Army Corps

XX 4-4 16	XX 4-4 17	XX 4-4 28	XX 4-4 29
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Turn
3

Turn
6

7th Army Corps

XX 4-4 4	XX 4-4 5	XX 4-4 34	XX 4-4 35
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9th Army Corps

XX 4-4 30	XX 4-4 31	XX 4-4 32	XX 4-4 33
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Turn
4

Turn
8

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Red has the choice of placing Units on any friendly city or cities within Big Red. He may place them on board at any time prior to the combat portion of his Turn. Time on board indicates earliest arrival of new Units — Red has the option of bringing Units on board later than indicated.

BLUE ORDER OF APPEARANCE







ON BOARD

EXACT UNITS





1st Army Corps

 5 6-6	 1 4-4	 10 4-4	 16 4-4	 26 4-4
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



6th Army Corps

 9 8-6	 3MAR 6-4	 40 4-4	 6 4-4	 9 4-4	 2 8-4-4
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2nd Army Corps

 4 6-6	 2 4-4	 12 4-4	 17 4-4
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



7th Army Corps

 3 6-6	 2MAR 6-4	 12 6-6	 7 4-4	 11 4-4	 3 8-4-4
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3rd Army Corps







 2 6-6	 3 4-4	 5 4-4	 18 4-4	 30 4-4
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10th Army Corps






 16 6-6	 1MAR 6-4	 8 4-4	 14 4-4	 19 4-4	 5 8-4-4
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Turn
1





Fusiler Corps

 1 8-6	 17LT 4-6	 18LT 4-6	 19LT 4-6	 20LT 4-6	 1 8-4-4
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8th Army Corps

 6 6-6	 38 4-4	 4 4-4	 13 4-4	 15 4-4
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Rangers (Tournament Game)

 1 1-4	 2 1-4	 3 1-4	 4 1-4
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SAC (Tournament Game)

 1 8-20	 33 8-20	 16 6-10
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




TAC (Tournament Game)

 14 4-8	 66 4-8	 34 6-10
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




ADC (Optional Rules)

 22 4-12	 65 4-12	 82 4-12	 97 4-12
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4th Army Corps







 7 6-6	 14 6-6	 20 4-4	 25 4-4	 33 4-4	 4 8-4-4
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9th Army Corps





 11 6-6	 13 8-6	 22 4-4	 24 4-4	 28 4-4
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Turn
6

5th Army Corps







 10 6-6	 27 4-4	 31 4-4	 37 4-4	 39 4-4	 6 8-4-4
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12th Army Corps

 15 6-6	 23 4-4	 29 4-4	 35 4-4
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Turn
8

11th Army Corps

 8 6-6	 21 4-4	 32 4-4	 34 4-4	 36 4-4	 7 8-4-4
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Turn
4

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Blue has the choice of placing Units on any friendly city or cities within Great Blue. He may place them on board at any time prior to the combat portion of his Turn. Time on Board indicates earliest arrival of new Units — Blue has the option of bringing Units on board later than indicated.