

Baltic 1985

CORRIDOR TO BERLIN

Reinforcement Schedule

NATO



AT START

14 (2) INF
2 TANK
3 (1) APC
2 SPG
3 HQ

TURN 2

R1 2 TANK
3 (1) APC
1 SPG
R2 1 TANK
2 APC

TURN 3

R1 1 TANK
1 AIRCV
2 APC
1 (1) SPG
1 ENGIN
1 HQ

R2 3 TANK
1 AIRCV
1 (1) APC
1 (1) SPG
1 ENGIN
1 HQ

TURN 4

R2 1 SPG

() = Reinforcements which only arrive when side is given Reinforced Divisions

USSR



AT START

6 TANK
11 (2) BMP
4 INF
3 (1) ARTLY
2 (3) KATSH
2 HQ

TURN 5

R4 1 TANK
3 BMP

TURN 6

R4 1 TANK
2 BMP
R5 1 TANK
1 BMP
R7 1 TANK
1 BMP
R8 2 BMP

TURN 7

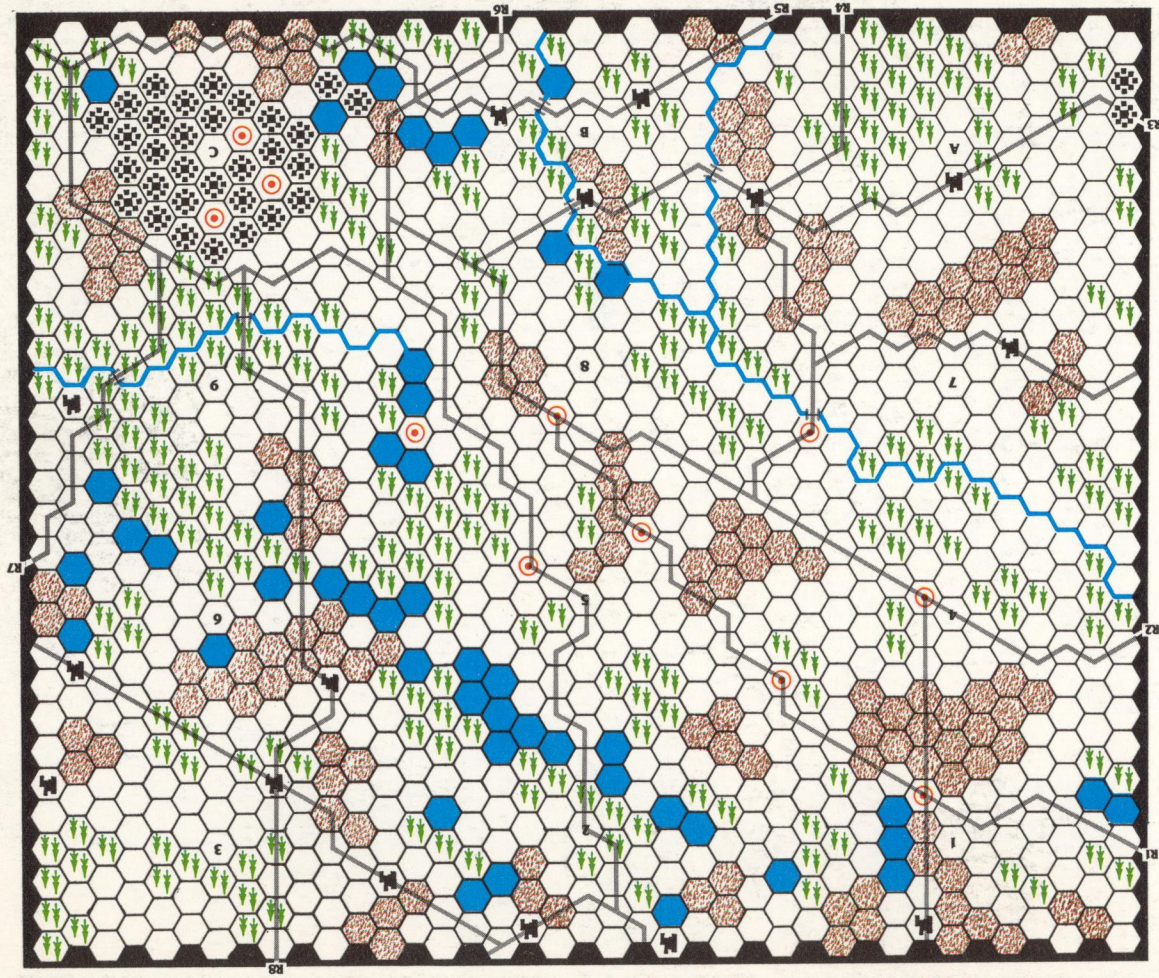
R4 1 ENGIN
(1) ARTLY
1 KATSH
1 HQ
R5 1 TANK
2 BMP
1 ARTLY
1 KATSH
R6 1 (1) TANK
(1) BMP
R7 1 TANK
1 BMP
1 ARTLY
1 KATSH
R8 1 TANK
2 BMP

TURN 8

R7 1 (1) TANK
1 (1) BMP
1 ENGIN
1 HQ
R8 1 TANK
1 ARTLY
1 KATSH



STRATEGIC SIMULATIONS INC



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CORRIDOR TO BERLIN

TERRAIN KEY

- Forest =
- Light Rough =
- Lake =
- River =
- Town =
- Urban =
- Road =
- Bridge =
- Label (Open) =
- Objective Hex =
- Reinforcement Entry Hex =



NORTH