

# All arms counterpunch 1918

## German OOB

Unit	Composition	Notes	Attachments
Infantry division	Div HQ Stand		All regular
	1 <sup>st</sup> Regt	3 x Battalions each with 76mm Trench Mortar, plus Regimental MMG stand	
	2 <sup>nd</sup> Regt	3 x Battalions each with 76mm Trench Mortar, plus Regimental MMG stand	
<b>Units available for attachment</b>			<b>Fire mission expenditure record</b>
Division Artillery	1 <sup>st</sup> Regt 7.7cm (2)		<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
	2 <sup>nd</sup> Regt 10.5 cm howitzers (2)		<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
	3 <sup>rd</sup> Regt 15cm howitzers	In general support, off table,	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Aircraft	1 x Fighter bomber stand	One sortie	

### Notes:

1. German 7.7cm and 10.5cm artillery may be deployed on or off table.
2. German artillery has 2 gas missions available throughout the game.
3. The German redoubts are fully wired per the definition GWSH 17.5. All other entrenchments are light entrenchments only, with 6 sections of wire available for placement as the German player chooses.
4. At least one German battalion must begin the game occupying light entrenchments.