

RED BEAR, SOVIET CHANGES

ALL PAGE NUMBER REFER TO THE 2011 VERSION OF RED BEAR.

Anywhere where a T-34/85 obr 1943 is listed you can freely use a T-34/85 obr 1944 model instead. They have the same game stats.

TANKOVY BATALON (PAGE 20)

Add a Mounted Gvareyskiy Kazachiy Company (page 88) to the Corps Support Infantry Box at the bottom of the first column.



TANKOVY BATALON HQ (PAGE 21)

Change the tank points to the following:

TANKOVY BATALON HQ

HEADQUARTERS

T-34 obr 1942	45 points
T-34/85 obr 1943	70 points

OPTION

- Upgrade T-34 obr 1942 tanks to have a cupola for +5 points.

Mark II (Matilda II)	30 points
Mark II 76mm (Matilda II CS)	30 points
M3s (M3 Lee)	45 points

OPTION

- Mount a SMG Tank Escort on HQ tank for +10 points.

A Tankovy Batalon must contain at least one Tankovy Company equipped with the same type of tank as the Battalion HQ.

TANKOVY COMPANY (PAGE 22)

Change the tank points to the following:

TANKOVY COMPANY

COMPANY

10 T-34 obr 1942	350 points
9 T-34 obr 1942	325 points
8 T-34 obr 1942	300 points
7 T-34 obr 1942	275 points
6 T-34 obr 1942	245 points
5 T-34 obr 1942	215 points

- Replace up to five T-34 obr 1942 tanks with T-34/85 obr 1943 tanks for +30 points per tank.
- Upgrade all T-34 obr 1942 tanks to have Cupolas for +10 points for the company.

10 Mark II (Matilda II)	260 points
9 Mark II (Matilda II)	245 points
8 Mark II (Matilda II)	225 points
7 Mark II (Matilda II)	205 points
6 Mark II (Matilda II)	185 points
5 Mark II (Matilda II)	160 points

- Replace any or all Mark II (Matilda II) tanks with Mark II 76mm (Matilda II CS) tanks for -5 points per tank.

10 M3s (M3 Lee)	350 points
9 M3s (M3 Lee)	325 points
8 M3s (M3 Lee)	300 points
7 M3s (M3 Lee)	275 points
6 M3s (M3 Lee)	245 points
5 M3s (M3 Lee)	215 points

OPTION

- Mount SMG Tank Escorts on all tanks for +10 points per tank.

LIGHT TANKOVY COMPANY (PAGE 23)

Change the tank points to the following:

LIGHT TANKOVY COMPANY

COMPANY

10 T-70 obr 1943	200 points
9 T-70 obr 1943	190 points
8 T-70 obr 1943	175 points
7 T-70 obr 1943	160 points
6 T-70 obr 1943	140 points
5 T-70 obr 1943	120 points

10 Mark III (Valentine II)	230 points
9 Mark III (Valentine II)	215 points
8 Mark III (Valentine II)	200 points
7 Mark III (Valentine II)	180 points
6 Mark III (Valentine II)	160 points
5 Mark III (Valentine II)	140 points

- Replace any or all Mark III (Valentine II) tanks with Mark III (Valentine VIII) tanks at no cost.

10 M31 (M3A1 Stuart)	230 points
9 M31 (M3A1 Stuart)	215 points
8 M31 (M3A1 Stuart)	200 points
7 M31 (M3A1 Stuart)	180 points
6 M31 (M3A1 Stuart)	160 points
5 M31 (M3A1 Stuart)	140 points

- Arm any or all M31 tanks with AA MG for +5 points per tank.

STRELKOVY MACHINE-GUN COMPANY (PAGE 26)

Change the following points:

STRELKOVY MACHINE-GUN COMPANY

COMPANY

HQ Section with:

2 Machine-gun Platoons	145 points	160 points
1 Machine-gun Platoon	75 points	85 points

STRELKOVY ANTI-TANK COMPANY (PAGE 28)

Change the following points:

STRELKOVY ANTI-TANK COMPANY

COMPANY

HQ Section with:

6 45mm obr 1942	110 points	125 points
4 45mm obr 1942	75 points	85 points

OPTION

- Add horse-drawn limbers for +5 points for the company.

STRELKOVY BATALON (PAGE 24)

Remove Field Fortification Corps Support Box from company diagram.



STRELKOVY BATTALION HQ (PAGE 25)

Change the following points:

Add

Anti-tank Rifle Platoon	+40 points	+45 points
Anti-tank Platoon	+40 points	+45 points
Sapper Platoon	+85 points	+100 points

STRELKOVY REGIMENTAL GUN COMPANY (PAGE 29)

Change the following points:

STRELKOVY REGIMENTAL GUN COMPANY

COMPANY

HQ Section with:

4 76mm obr 1927	70 points	80 points
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OPTIONS

- Add Observer Rifle team for +15 points.
- Add horse-drawn limbers for +5 points for the company.

PULYEMYETNO-ARTILLYERIYSKIY BATALON (PAGE 30)

Pulyemyetno-Artilyeriyskiy Batalon is now a Fortified Company.

(FORTIFIED COMPANY)

ARTILLERY GROUP (PAGE 33)

Change the points to the following:

ARTILLERY GROUP

COMPANY

HQ Section with:

12 76mm ZIS-3 in Gun Pit	305 points
8 76mm ZIS-3 in Gun Pit	235 points
4 76mm ZIS-3 in Gun Pit	140 points

OPTION

- Add Observer Rifle team for +15 points.

GVARDEYSKIYTYAZHELYYTANKOVYCOMPANY (PAGE 46)

Change the Mark IV (Churchill III or IV) points to the following:

OPTION

- Equip up to two KV-1e heavy tanks in each company with PT minerollers for +5 points per tank.

5 Mark IV (Churchill III or IV)	390 points
4 Mark IV (Churchill III or IV)	310 points
3 Mark IV (Churchill III or IV)	230 points

8YAOOTDYELNAYASHRAFNOYBATALON(PAGE 48)

Add a Air Support Box to the Corps Support Companies.



Change the *following rules*

ASSAULT FORCE

There was nothing poetic about the use of a *Shtraf* battalion. As expendable troops, *Shtrafniki* always made the first assault into the enemy lines.

The 8ya Otdyelnaya Shtrafnoy Batalon uses the Always Attacks rule on page 257 of the rulebook, even against another force that Always Attacks.

Since it is expected to always go forward, Companies in the 8ya Otdyelnaya Shtrafnoy Batalon can never attempt to Dig In and never benefit from the Prepared Positions special rule.

SHTRAFNIK'S ABSOLUTION

Despite the offence, the only way to leave a *Shtraf* company with honour was through dedication and sacrifice in battle.

Teams from an 8ya Otdyelnaya Shtrafnoy Batalon HQ, an Otdyelnaya Shtraf Company, a Shtraf Machine-gun Company or a Shtraf Mortar Company always pass a Motivation Test on a roll of 2+.

INITIATIVE IS PUNISHABLE

Orders given to a *Shtraf* battalion are not to be questioned or altered. Under no circumstances will the Batalon be allowed to retreat.

The 8ya Otdyelnaya Shtrafnoy Batalon never has to take a Company Morale Check for being below half strength. The Companies still take Platoon Morale Checks as normal, though. However, if no Shtraf Companies (Combat Companies) remain on the table, the remaining forces automatically fail a Company Morale Check and the game ends.

8YAOOTDYELNAYASHRAFNOYBATALONHQ (PAGE 49)

Change the following points:

Add

Anti-tank Platoon	+45 points
Anti-tank Rifle Platoon	+45 points
Sapper Platoon	+100 points

8THGUARDSRIFLECORPSSPECIALRULES(PAGE 53)

GUARDS ASSAULT BATTALION

The *Udarny Strelkovy Batalon* has been given the duty to break through the heavily fortified lines and open a route for the tanks to exploit and encircle the enemy.

An Udarny Strelkovy Batalon Always Attacks against any other Infantry Company.

HARDENED VETERANS

Brutal fighting with grenades, bayonets, sharpened tools, and SMGs have taught these veterans how to survive the bloody assaults of the Eastern Front.

Teams from a Udarny Strelkovy Batalon HQ and Udarny or Shock companies pass all Skill Tests on a result of 3+.

In addition, when firing bombardments, Udarny and Shock companies roll to hit as though they were rated as Veteran.

UDARNY STRELKOVY BATALON HQ (PAGE 53)

Change the following points:

Anti-tank Rifle Platoon

+50 points

Sapper Platoon

+110 points

UDARNY STRELKOVY COMPANY (PAGE 54)

Change the following points:

UDARNY STRELKOVY COMPANY

HQ Section with

3 Rifle Platoons

275 points

2 Rifle Platoons

190 points

OPTIONS

- Add Maksim HMG teams for +25 points per team.
- Add Komissar team for +15 points.
- Replace all Rifle/MG teams in one Rifle Platoon with SMG teams at no cost.

UDARNY MACHINE-GUN COMPANY (PAGE 54)

Change the following points:

UDARNY MACHINE-GUN COMPANY

HQ Section with

2 Machine-gun Platoons

200 points

1 Machine-gun Platoon

120 points

UDARNY MORTAR COMPANY (PAGE 55)

Change the following points:

UDARNY MORTAR COMPANY

HQ Section with

2 Mortar Platoons

120 points

1 Mortar Platoon

65 points

OPTION

- Add Observer Rifle team for +15 points

SHOCK SUBMACHINE-GUN COMPANY (PAGE 56)

Change the following points:

SHOCK SUBMACHINE-GUN COMPANY

COMPANY

HQ Section with

3 Submachine-gun Platoons

275 points

2 Submachine-gun Platoons

190 points

1 Submachine-gun Platoon

105 points

OPTION

- Add Kommisar team for +15 points

SHOCK ANTI-TANK GUN COMPANY (PAGE 56)

Change the following points:

SHOCK ANTI-TANK COMPANY

COMPANY

HQ Section with

6 45mm obr 1942

130 points

4 45mm obr 1942

90 points

OPTION

- Add horse-drawn limbers for +5 points for the company.

SHOCK REGIMENTAL GUN COMPANY (PAGE 57)

Change the following points:

SHOCK REGIMENTAL GUN COMPANY

COMPANY

HQ Section with

4 76mm obr 1927

90 points

OPTIONS

- Add Observer Rifle team for +15 points
- Add horse-drawn limbers for +5 point for the company.

SHOCKHEAVYMORTARCOMPANY(PAGE57)

Change the following points:

SHOCK HEAVY MORTAR COMPANY

COMPANY

HQ Section with

8 120-PM-38	220 points
6 120-PM-38	180 points
4 120-PM-38	125 points

OPTIONS

- Add Observer Rifle team for +15 points.
- Add horse-drawn limbers for +5 points for the company.

GVARDEYSKIYTANKOVYBATALON(PAGE66)

Add a Mounted Gvareyskiy Kazachiy Company (page 88) to the Corps Support Infantry Box at the bottom of the first column.



BRIGADA KOMISSAR M A DEDOV (PAGE 65)

Change characteristics text to:

Brigada Komissar M A Dedov is a Warrior Tank team and is rated **Fearless Veteran**.

Add Brigada Komissar M A Dedov to a Gvardeyskiy Tankovy Company in a Gvardeyskiy Tankovy Batalon (page 96) or a Tankovy Company in a Tankovy Batalon (page 22) for +70 points. He takes over a tank from a Gvardeyskiy Tankovy Company or Tankovy Company at the beginning of the game before deployment. Dedov's Tank team is no longer a part of any platoon (Soviet company).

YOU OVER THERE, WHAT ARE YOU DOING TO DEFEAT THE FASCISTS?

Senior commissars will often take charge of a unit if they think it is not doing its part to defeat the Germans. Often they will appoint new commanders in the field.

Brigada Komissar M A Dedov acts as a 2iC Command team and follows all the rules for 2iC Command teams in the rulebook.

GVARDEYSKIY TANKOVY BATALON HQ (PAGE 67)

Change the following points:

GVARDEYSKIY TANKOVY BATALON HQ

HEADQUARTERS

T-34/85 obr 1943	70 points	80 points
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OPTION

- Mount a SMG Tank Escort on the Company Command tank for +10 points.

KAPITAN V I NEVSKY (PAGE 64)

Change the following rules:

RESPECT OF THE MEN

When a new commander takes over his welcome is not always warm, but Kapitan V I Nevsky quickly earned the respect and loyalty of his men with his knowledge, skills and charisma.

Kapitan V I Nevsky's tank and any platoon (Soviet company) he has joined always pass Motivation Tests on a roll of 2+.

BATTLE TESTED

Nevsky's experience also gives him a good feel for the battlefield and his tactical knowledge puts him in good stead.

The Hen and Chicks special rule does not apply to Nevsky. If he joins a platoon (Soviet company), the rest of the platoon still obey the Hen and Chicks special rule, ignoring any movement by Nevsky.

COMRADES FORWARD!

The *Komissar* is there to inspire, though sometimes it is at gun point.

Any Soviet company entirely equipped with Tank teams joined by Brigada Komissar M A Dedov may re-roll any Motivation Tests it and its members are required to make.

When leading a platoon (Soviet company) with other types of teams in it, Brigada Komissar M A Dedov uses the Komissar special rules on page 249 of the rulebook. However, if you roll a 1 for the new Motivation Test the platoon (Soviet Company) does not destroy Brigada Komissar M A Dedov, he instead becomes Bailed Out as he retreats back into his tank turret away from the angry soldiers.

Dedov cannot use Comrades Forward! if his tank is Bailed out or Bugged Down.

GVARDEYSKIY TANKOVY COMPANY (PAGE 68)

Change the following points:

GVARDEYSKIY TANKOVY COMPANY

COMPANY

10 T-34/85 obr 1943	570 points 	640 points 
9 T-34/85 obr 1943	535 points	600 points
8 T-34/85 obr 1943	495 points	555 points
7 T-34/85 obr 1943	450 points	505 points
6 T-34/85 obr 1943	400 points	450 points
5 T-34/85 obr 1943	350 points	395 points

OPTION

- Mount SMG Tank Escorts on all tanks for +10 points per tank.

DECOY TANK COMPANY (PAGE 69)

Change the tanks following points:

COMPANY

3 Captured Panzer IV H	150 points 	150 points 
2 Captured Panzer IV H	100 points	100 points

OPTIONS

- Replace any or all captured Panzer IV H tanks with captured StuG G assault guns for +5 points per tank, or captured Panther A tanks for +60 points per tank.
- Replace one Panzer IV H tank with a captured Tiger I E tank for +65 points.

MOTOSTRELKOVOY BATALON (PAGE 70)

Add a Mounted Gvareyskiy Kazachiy Company (page 88) to the Corps Support Companies at the bottom of the first column.



MOTOSTRELKOVOY MACHINE-GUN COMPANY (PAGE 72)

Change the following points:

COMPANY

HQ Section with:

3 Machine-gun Platoons	195 points 	220 points 
2 Machine-gun Platoons	145 points	160 points
1 Machine-gun Platoon	75 points	85 points

MOTORISED ANTI-TANK COMPANY (PAGE 73)

Change the following points:

COMPANY

HQ Section with:

4 76mm ZIS-3	95 points 	110 points 
4 57mm ZIS-2	145 points	165 points
4 45mm obr 1942	75 points	85 points

HEAVY MORTAR COMPANY (PAGE 73)

Change the following points:

COMPANY

HQ Section with:

6 120-PM-38	140 points 	155 points 
4 120-PM-38	95 points	110 points

OPTIONS

- Add Observer Rifle team for +15 points.
- Add trucks for +5 points for the company.

MOTOSTRELKOVOY ARTILLERY BATTALION (PAGE 74)

Change the following points and options:

COMPANY

HQ Section with:

6 Gun Platoons	240 points 	270 points 
4 Gun Platoons	190 points	215 points
2 Gun Platoons	115 points	130 points

OPTIONS

- Add Observer Rifle team for +15 points.
- Add lend lease Dodge ¾-ton trucks, M2 or M3 Half-tracks, or M3A1 armoured tractors for +5 points per 2 Gun Platoons.
- Arm any or all M2 or M3 half-tracks or M3A1 armoured tractors with a .50 cal AA MG for +5 points per vehicle.

PEREDOVYE OTRYAD (PAGE 76)

Peredovye Otryad is a Mechanised Company (not a Tank Company).

(MECHANISED COMPANY)

PEREDOVYE OTRYAD HQ (PAGE 77)

Change the following points:

Replace Company Command Rifle team and Jeep with:

T-34 obr 1942	+35 points
T-34/85 obr 1943	+65 points
M4 (M4A2 Sherman)	+40 points
M4 76mm (M4A2 Sherman)	+70 points

OPTIONS

- Add Battalion Komissar team and Jeep for +10 points.
- Replace all Jeeps with M3A1 armoured transporters for +5 points.
- Upgrade T-34 obr 1942 tanks to have a cupola for +5 points.
- Mount an SMG Tank Escort on the Command tank for +10 points.

ROTA RAZVEDKI (PAGE 79)

Add a Mounted Gvareyskiy Kazachiy Company (page 88) to the Corps Support Infantry Box second from the bottom of the first column.



RAZVEDKI ANTI-TANK COMPANY (PAGE 81)

Change the points to the following:

COMPANY

HQ Section with:

4 76mm ZIS-3 anti-tank guns	110 points
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ROTA RAZVEDKI HQ (PAGE 79)

Replace the Options with the following:

HEADQUARTERS

ROTA RAZVEDKI HQ

HEADQUARTERS

Company HQ	35 points
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OPTIONS

- Add Komissar team and M3A1 armoured transporter for +15 points.
- Arm any or all M3A1 armoured transporters with additional AA MG for +5 points per vehicle.
- Replace one AA MG on any or all M3A1 armoured transporters with a .50 cal AA MG for +5 points per vehicle.
- Replace all M3A1 armoured transporters with turretless BA-10M, captured Sd Kfz 251, or Universal Carrier armoured transporters at no cost.



The Battalion HQ of a Rota Razvedki is not subject to the Hen and Chicks special rule.

RAZVEDKI PLATOON (PAGE 80)

Replace the Options with the following:

COMBAT PLATOONS

RAZVEDKI PLATOON

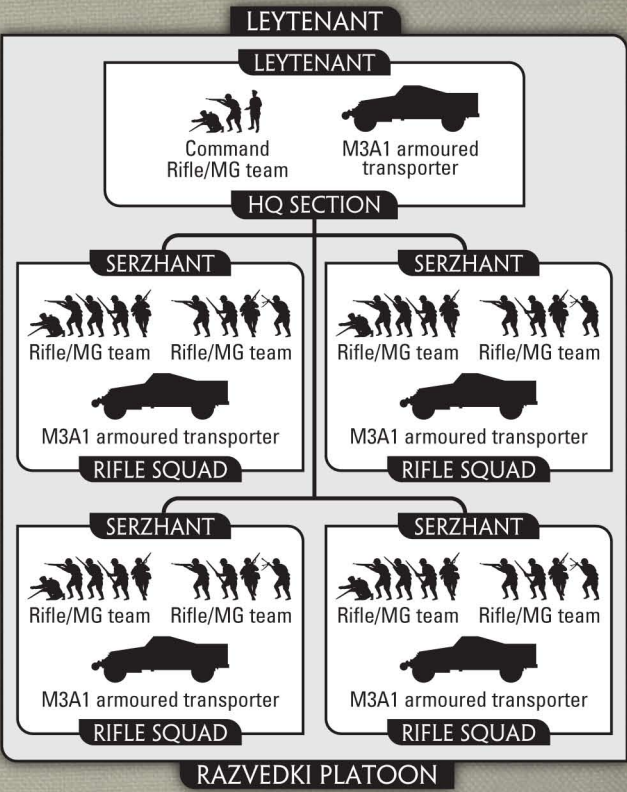
PLATOON

HQ Section with:

4 Rifle Squads	205 points
3 Rifle Squads	160 points
2 Rifle Squads	115 points

OPTIONS

- Replace all Rifle/MG teams with SMG teams at no cost.
- Arm any or all M3A1 armoured transporters with additional AA MG for +5 points per vehicle.
- Replace one AA MG on any or all M3A1 armoured transporters with a .50 cal AA MG for +5 points per vehicle.
- Replace all M3A1 armoured transporters with turretless BA-10M or captured Sd Kfz 251 armoured transporters at no cost.
- Replace all M3A1 armoured transporters with one Universal Carrier armoured transporter per Rifle/MG team for +5 points per Rifle Squad.
- Arm all Universal Carriers with Boys anti-tank rifles for +5 points per Rifle Squad.



Razvedki Platoons are not subject to the Centralised Control and Hen and Chicks special rules.

You may replace up to one Rifle/MG or SMG team with a Flame-thrower team at the start of the game before deployment.

COSSACK SPECIAL RULES (PAGE 84)

Ignore these and use the Cavalry Rules on pages 202 to 204 of the rulebook.

Cossacks follow the Cavalry Rules on pages 202 to 204 of the rulebook.

PODPOLKOVNIK PAVEL KAMNEZ (PAGE 85)

Change the *Fearless Charge* rule to:

Pavel Kamnev and any Mounted Gvardeyskiy Kazachiy Company that he has Joined makes saves against hits from defensive fire on a 5+ instead of the usual 3+

If the company is Pinned Down by Defensive Fire, he may take an immediate Motivation Test. If he passes the Company does not fall back from the Defensive Fire and continues the Assault.

GVARDEYSKIY KAZACHIIY REGIMENTAL GUN COMPANY (PAGE 90)

Change the following points:

COMPANY

HQ Section with:

4 76mm obr 1927	80 points
4 45mm obr 1942	85 points
4 57mm ZIS-2	165 points

GVARDEYSKIY KAZACHIIY HEAVY MORTAR COMPANY (PAGE 92)

Change the following points:

COMPANY

HQ Section with:

6 120-PM-38	155 points
4 120-PM-38	110 points

GVARDEYSKIY KAZACHIIY ARTILLERY BATTALION (PAGE 92)

Change the following points:

COMPANY

HQ Section with:

8 76mm ZIS-3 field guns	215 points
4 76mm ZIS-3 field guns	130 points

OPTIONS

- Add Observer Rifle team for +15 points.
- Add horse-drawn wagon and limbers, and mount the Command Rifle and Observer Rifle teams as Cavalry for +5 points per 2 Gun Platoons.

GVARDEYSKIY KAZACHIIY TANKOVY COMPANY (PAGE 91)

COMPANY

10 T-34 obr 1942	390 points
9 T-34 obr 1942	365 points
8 T-34 obr 1942	340 points
7 T-34 obr 1942	310 points
6 T-34 obr 1942	275 points
5 T-34 obr 1942	245 points

OPTIONS

- Replace up to five T-34 obr 1942 tanks with T-34/85 obr 1943 tanks for +30 points per tank.
- Upgrade all T-34 obr 1942 tanks to have Cupolas for +10 points for the company.
- Mount SMG Tank Escorts on all T-34 tanks for +10 points per tank.

10 T-70 obr 1943	215 points
9 T-70 obr 1943	200 points
8 T-70 obr 1943	185 points
7 T-70 obr 1943	170 points
6 T-70 obr 1943	150 points
5 T-70 obr 1943	130 points

10 M4 (M4A2 Sherman)	415 points
9 M4 (M4A2 Sherman)	390 points
8 M4 (M4A2 Sherman)	360 points
7 M4 (M4A2 Sherman)	325 points
6 M4 (M4A2 Sherman)	290 points
5 M4 (M4A2 Sherman)	255 points

OPTIONS

- Arm any or all M4 tanks with .50 cal AA MG for +5 points per tank.
- Replace up to five M4 tanks with M3s (M3 Lee) tanks for -5 points per tank.
- Mount SMG Tank Escorts on all M3 or M4 tanks for +10 points per tank.

10 Mark III (Valentine II)	260 points
9 Mark III (Valentine II)	245 points
8 Mark III (Valentine II)	225 points
7 Mark III (Valentine II)	205 points
6 Mark III (Valentine II)	185 points
5 Mark III (Valentine II)	160 points

OPTION

- Replace any or all Mark III (Valentine II) with Mark III (Valentine VIII) tanks at no cost.

LEYTENANT V S RAT (PAGE 100)

Change the *Crazy Vasily 'Zig-Zag'* rule to:

All ISU-122 and ISU-152 assault guns in Rat's company, that are not Bugged Down or Bailed Out, who moved at least 6"/15cm towards any enemy team or Objective in their previous Movement Step, and are hit in the enemy Shooting Step, may roll a die for each hit they are allocated.

- On a score of 6, Rat's zig-zag is successful and the hit is ignored.
- Otherwise the hit is resolved as normal.

LEYTENANT IVAN ZABOLOTNY (PAGE 101)

Change the *Leading the Way!* rule to:

If your force does not contain another platoon with the Infiltration special rule you may Infiltrate with Zabolotny.

Zabolotny may Infiltrate his Inzhenerno-Saperniy Company. See the Infiltration rules on page 250 of the rulebook.

ASSAULT GUN RECONNAISSANCE PLATOON (PAGE 104)

Change the following points:

PLATOON

HQ Section with:

2 Recon Squads	190 points	225 points
1 Recon Squad	105 points	125 points

Add

BA-64 armoured car	+25 points	+30 points
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OPTION

- Add trucks for +5 points for the platoon.

An Assault Gun Reconnaissance Platoon is an exception to the Centralised Control and Hen and Chicks special rule. It operates as a normal platoon.

A Assault Gun Reconnaissance Platoon is a Reconnaissance Platoon.

LEGKIY SAMOKHODNO-ARTILLYERISKIY POLK HQ (PAGE 107)

Change the following points:

HEADQUARTERS

T-70 obr 1943	25 points
SU-76M	30 points
T-34 obr 1942	45 points

ASSAULT GUN COMPANY (PAGE 107)

Change the following points:

COMPANY

5 SU-76M	145 points
4 SU-76M	115 points
3 SU-76M	85 points
4 SU-122	170 points
3 SU-122	130 points

INZHENERNO-SAPERNIY COMPANY (PAGE 110)

Change the following points:

COMPANY

HQ Section with:

3 Assault Sapper Platoons	555 points
2 Assault Sapper Platoons	380 points
1 Assault Sapper Platoon	200 points

INZHENERNO-SAPERNIY BATALON (PAGE 108)

Change the Engineering Assault rule to:

MOTIVATION AND SKILL

*The men of a Inzhenerno-Saperniy Batalon are hand-picked from the best engineering troops available. An Inzhenerno-Saperniy Batalon is rated as **Fearless Trained**.*

ENGINEERING ASSAULT

An Inzhenerno-Saperniy Batalon Always Attacks against any other Infantry Company.

RELUCTANT	CONSCRIPT
CONFIDENT	TRAINED
FEARLESS	VETERAN

PARTIZANSKIY BRIGADA HQ (PAGE 113)

Change Our Land special rule to:

Infantry and Man-packed Gun teams from Partizanskiy Brigada HQ, Combat and Weapons Companies of a Partizanskiy Brigada treat Slow and Difficult Going as Cross-country terrain, allowing them to move at the double.

PARTIZANSKIY GUN COMPANY (PAGE 115)

Change the following points:

HQ Section with:

4 45mm obr 1937

60 points

4 76mm obr 1927

60 points

OPTION

GVARDEYSKIY KAPITAN DMITRIY LOZA (PAGE 123)

Change the *Battle Tested* rule to:

BATTLE TESTED

Loza's experience and high initiative gave him a good feel for the battlefield, the enemy's plans and how to deploy against them. It also gave him the confidence to act decisively.

The Hen and Chicks special rule does not apply to Loza. The rest of his Inomarochnikiy Tankovy Company still obey the Hen and Chicks special rule, but the player may choose to ignore movement by Loza. If they do not, then the Hen and Chicks special rule applies as normal.

EMCHA GUNNER

Loza had nothing but praise for the Sherman's M1 76mm gun and believed in getting as many shots off as he and his gunner could.

The M3 75mm or M1 76mm gun of Loza's M4 or M4 76mm tank has ROF 3 when stationary and ROF 2 when moving.

SAPPER SPETSNAZ PLATOONS (PAGE 111)

This platoon should have a Support Platoons heading (It is not a Weapons Platoon).

SUPPORT COMPANIES

SAPPER SPETSNAZ PLATOON

PLATOON

HQ Section with:

2 Spetznaz Squads

205 points

1 Spetznaz Squad

120 points

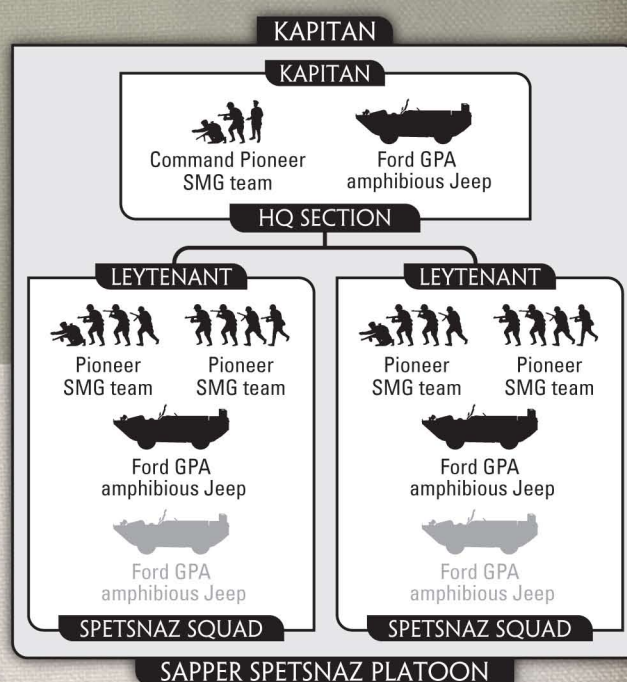
OPTION

- Add an additional Ford GPA amphibious jeep to each squad for +5 points for the platoon.

Engineers were assigned to *Spetsnaz* (special service commando) units to perform several important missions in support of impending assaults. They gathered intelligence for the engineer-sapper brigade on German defences and they found key routes for Soviet attacks and suspected German counterattacks. They also provided demolition support to the *Spetsnaz* unit for destroying enemy transportation and communications hubs.

A Sapper Spetsnaz Platoon is an exception to the Centralised Control doctrine. They operate as a normal platoon.

A Sapper Spetsnaz Platoon is an Infiltration Platoon. They may Infiltrate a Inzhenerno-Saperniy Company. See the Infiltration rules on page 143.



A Sapper Spetsnaz Platoon is a Reconnaissance Platoon.

A Sapper Spetsnaz Platoon is rated Fearless Veteran.

FEARLESS

VETERAN

INOMAROCHNIKIYTANKOVYBATALON(PAGE 124)

Add a Mounted Gvareyskiy Kazachiy Company (page 88) to the Corps Support Infantry Box at the bottom of the first column.



INOMAROCHNIKIYTANKOVYBATALONHQ (PAGE 125)

Change the following points:

HEADQUARTERS	
M4 (M4A2 Sherman)	55 points
M4 76mm (M4A2 Sherman)	85 points

INOMAROCHNIKIYTANKOVY COMPANY (PAGE 126)

Change the following points:

COMPANY	
10 M4 (M4A2 Sherman)	415 points
9 M4 (M4A2 Sherman)	390 points
8 M4 (M4A2 Sherman)	360 points
7 M4 (M4A2 Sherman)	325 points
6 M4 (M4A2 Sherman)	290 points
5 M4 (M4A2 Sherman)	255 points
10 M4 76mm (M4A2 Sherman)	670 points
9 M4 76mm (M4A2 Sherman)	625 points
8 M4 76mm (M4A2 Sherman)	580 points
7 M4 76mm (M4A2 Sherman)	530 points
6 M4 76mm (M4A2 Sherman)	475 points
5 M4 76mm (M4A2 Sherman)	410 points

INOMAROCHNIKIYLIGHTTANKOVYCOMPANY (PAGE 127)

Change the following points:

COMPANY	
10 Mark III (Valentine VIII)	260 points
9 Mark III (Valentine VIII)	245 points
8 Mark III (Valentine VIII)	225 points
7 Mark III (Valentine VIII)	205 points
6 Mark III (Valentine VIII)	185 points
5 Mark III (Valentine VIII)	160 points

STHURMOVYE SCOUT PLATOON (PAGE 132)

Change the last rules box:

A Shturmoye Scout Platoon is a Infiltration Platoon. They may Infiltrate a Shturmoye Group or Shturmoye Strelkovy Company. See the Infiltration rules on page 250 of the rulebook.

STHURMOVYE HEAVY MORTAR PLATOON (PAGE 132)

Change the following points:

COMPANY	
HQ Section with:	
6 120-PM-38	155 points
4 120-PM-38	110 points

MINE ROLLER TANK COMPANY (PAGE 133)

Change the points to the following:

COMPANY	
10 PT-34	370 points
9 PT-34	345 points
8 PT-34	320 points
7 PT-34	295 points
6 PT-34	260 points
5 PT-34	225 points

FLAME-TANK COMPANY (PAGE 134)

Change the points to the following:

COMPANY		
10 OT-34	300 points	
9 OT-34	280 points	
8 OT-34	260 points	
7 OT-34	235 points	
6 OT-34	210 points	
5 OT-34	185 points	
10 OT-34/85	360 points	
9 OT-34/85	335 points	
8 OT-34/85	310 points	
7 OT-34/85	285 points	
6 OT-34/85	255 points	
5 OT-34/85	220 points	

TANK DESTRUCTION COMPANY (PAGE 136)

Change the points to the following:

COMPANY		
HQ Section with:		
4 45mm obr 1942	75 points	85 points
4 57mm ZIS-2	145 points	165 points
4 76mm ZIS-3	95 points	110 points
4 85mm obr 1939	130 points	155 points
2 85mm obr 1939	60 points	75 points
4 100mm BS-3	255 points	290 points
2 100mm BS-3	130 points	145 points

ARTILLERY BATTALION (PAGE 138)

Change the points to the following:

COMPANY		
HQ Section with:		
8 76mm ZIS-3 field gun and 4 122mm obr 1938	250 points	285 points
8 76mm ZIS-3 field gun	190 points	215 points
4 76mm ZIS-3 field gun and 4 122mm obr 1938	210 points	235 points
4 76mm ZIS-3 field gun	115 points	125 points
HQ Section with:		
4 122mm obr 1938	140 points	155 points
OPTIONS		
<ul style="list-style-type: none"> Add Observer Rifle team for +15 points. Add PTRD anti-tank rifle teams to Howitzer Platoons for +10 points per team. Add horse-drawn wagon, horse-drawn limbers and Stalinets tractors for +5 points per 2 Gun Platoons. 		

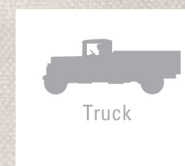
RESERVE ARTILLERY BATTALION (PAGE 139)

Change the points to the following:

COMPANY		
HQ Section with:		
8 122mm obr 1938	235 points	265 points
4 122mm obr 1938	140 points	155 points
HQ Section with:		
8 152mm obr 1943	305 points	345 points
4 152mm obr 1943	180 points	200 points
HQ Section with:		
8 122mm A-19	360 points	405 points
4 122mm A-19	210 points	235 points
HQ Section with:		
8 152mm ML-20	375 points	420 points
4 152mm ML-20	220 points	245 points
OPTIONS		
<ul style="list-style-type: none"> Add Observer Rifle team for +15 points. Add Truck and Stalinets tractors for +5 points per 2 Gun Platoons. 		

RESERVE ARTILLERY BATTALION (PAGE 139)

Change horse-drawn wagon in the diagram into a truck:



ANTI-AIRCRAFT COMPANY (PAGE 141)

Change the points to the following:

COMPANY		
HQ Section with:		
3 Anti-aircraft Platoons	130 points	150 points
2 Anti-aircraft Platoons	90 points	105 points
OPTION		
<ul style="list-style-type: none"> Add trucks for +5 points for the company. 		

GVARDEYSKIY TYAZHELYY TANKOVY POLK

GUARDS HEAVY TANK REGIMENT

(TANK COMPANY)

HEADQUARTERS

HEADQUARTERS



Gvardeyskiy Tyazhelyy Tankovy Polk HQ

You must field one company from each box shaded black and may field one company or platoon from each box shaded grey.

A Gvardeyskiy Tyazhelyy Tankovy Polk must take all of its weapons and support platoons from either the Red Army column (Marked ★) or Guards column (Marked ★). If the chosen option is not available then it may take unmarked options.

COMBAT COMPANIES

ARMOUR



Gvardeyskiy Tyazhelyy Tankovy Company

ARMOUR



Gvardeyskiy Tyazhelyy Tankovy Company

ARMOUR



Gvardeyskiy Tyazhelyy Tankovy Company

ARMOUR



Gvardeyskiy Tyazhelyy Tankovy Company

WEAPONS COMPANIES

RECONNAISSANCE



Assault Gun Reconnaissance Platoon



Assault Gun Sapper Company



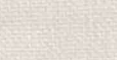
Assault Gun Sapper Company



Assault Gun Sapper Company



Assault Gun Sapper Company



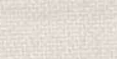
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Assault Gun Sapper Company



Assault Gun Sapper Company



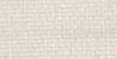
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Assault Gun Sapper Company



Assault Gun Sapper Company



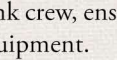
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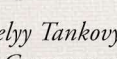
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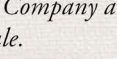
Assault Gun Sapper Company



Assault Gun Sapper Company



Assault Gun Sapper Company



Assault Gun Sapper Company



Assault Gun Sapper Company



Assault Gun Sapper Company



Assault Gun Sapper Company



Assault Gun Sapper Company



Assault Gun Sapper Company



Assault Gun Sapper Company

CORPS SUPPORT COMPANIES

ARMOUR



Guards Heavy Assault Gun Company

ARMOUR



Tankovy Company

Gvardeyskiy Tankovy Company

Inomarochnikiy Tankovy Company

Mine Roller Tank Company

Flame-tank Company

ANTI-TANK



Tank Destruction Company

INFANTRY



Strelkovy Company

Udarny Strelkovy Company

Shock Submachine-gun Company

Strelkovy Submachine-gun Company

INFANTRY



Inzhenerno-Saperniy Company

Sapper Company

ARTILLERY



Artillery Battalion

ARTILLERY



Heavy Mortar Company

Reserve Artillery Battalion

ARTILLERY



Guards Rocket Mortar Battalion

ANTI-AIRCRAFT



Anti-aircraft Company

AIRCRAFT



Air Support

GUARDS

Heavy tanks had two officers in each tank crew, ensuring proper use of the people's expensive equipment.

The heavy tanks of a Gvardeyskiy Tyazhelyy Tankovy Polk HQ and Gvardeyskiy Tyazhelyy Tankovy Company are not affected by the Hen and Chicks special rule.

GUARDS ROCKET MORTAR BATTALION

COMPANY

HQ Section with:

8 BM-13-16 Katyusha	180 points
4 BM-13-16 Katyusha	110 points
2 BM-13-16 Katyusha	60 points
8 BM-31-12 Katyusha	305 points
4 BM-31-12 Katyusha	180 points
2 BM-31-12 Katyusha	95 points

OPTIONS

- Model all BM-13-16 Katyusha or BM-31-12 Katyusha rocket launchers with five or more crew and count each rocket launcher as two weapons when firing a bombardment for +10 points per Rocket Mortar Platoon.
- Add Anti-aircraft Platoon for +40 points.
- Replace all DShK AA MG in trucks with two 37mm obr 1939 guns towed by trucks for +10 points for the platoon.

A Guards Rocket Mortar Battalion is rated **Fearless Trained**.

FEARLESS

TRAINED

Like little Katy, the *Katyusha* of the popular song, our rockets wail as they scream their way to the enemy. The fascists call the *Katyusha* 'Stalin's Organ' for its long launch rails and its dreadful music.

DEVASTATING BOMBARDMENT

The reliable *Katyusha* rocket launchers are ready to signal the beginning of the offensive. Very little can withstand the fury of a full *Katyusha* battalion!

If the Bombarding platoon has nine to thirteen weapons firing, use a Devastating Bombardment Template to determine which teams are hit.

If the Bombarding platoon has fourteen or more weapons, use a Devastating Bombardment Template to determine which teams are hit and re-roll failed To Hit rolls.

MOBILE ROCKET LAUNCHERS

A Guards Rocket Mortar Battalion that fired may take a Skill Test in the Assault Step instead of taking part in an Assault:

- If it passes the Skill Test, remove all Smoke Trail markers from all Rocket Launcher teams in the battalion.
- Otherwise, they are too slow in getting away, leaving them vulnerable to counterbattery artillery fire using the Fire In the Sky rule on page 138 of the rulebook.

PODPOLKOVNIK

PODPOLKOVNIK



Command Rifle team



Observer Rifle team



Truck

HQ SECTION

LEYTENANT



DShK AA MG on truck



DShK AA MG on truck

ANTI-AIRCRAFT PLATOON

LEYTENANT



Rocket launcher



Rocket launcher

ROCKET MORTAR PLATOON

LEYTENANT



Rocket launcher



Rocket launcher

ROCKET MORTAR PLATOON

LEYTENANT



Rocket launcher



Rocket launcher

ROCKET MORTAR PLATOON

LEYTENANT



Rocket launcher



Rocket launcher

ROCKET MORTAR PLATOON

GUARDS ROCKET MORTAR BATTALION

SUPER HEAVY ROCKETS

At the start of the game, place a Full Salvo marker with a Guards Rocket Mortar Battalion equipped with BM-31-12 Katyusha rocket launchers. Remove this marker after firing an Artillery Bombardment.

If a battalion with BM-31-12 Katyusha rocket launchers does not have a Full Salvo marker when it fires an Artillery Bombardment, roll a Skill Test for each Rocket Launcher able to fire in the Bombardment. Only those that pass the Skill Test can fire as part of the Bombardment.

Place a Full Salvo marker on a battalion with BM-31-12 Katyusha rocket launchers at the end of any Shooting Step in which every Rocket Launcher in the platoon was able to fire an Artillery Bombardment, but none did so.

SOVIET SPECIAL RULES

Soviet forces follow all the Soviet special rules from pages 249 to 252 of the rulebook in addition to the following rules.

CAT KILLERS

M10, SU-85, SU-85M, and SU-100 assault guns do not use the Volley Fire special rule. Instead, M10, SU-85, SU-85M, and SU-100 assault guns that did not move in the Movement Step may re-roll failed rolls To Hit when shooting their main guns at platoons with all teams more than 16"/40cm away.

DECOY

Forward elements of the Soviet forces use captured equipment and specialist troops in captured uniforms to fool the Germans. These troops lead the advance into the German positions and rely on the enemy not immediately identifying them to penetrate through the lines. They then create havoc to disrupt the defence before the main force hits.

A Decoy Platoon must be identified before the enemy can shoot at it or assault it. These units start the game unidentified.

If a Decoy Platoon shoots or launches an assault, they are immediately identified by all enemy platoons.

In order to identify a Decoy Platoon, an enemy platoon must attempt to shoot at it or select it as the target for an artillery bombardment. Before rolling to hit with the shooting platoon, roll a Skill Test for the platoon.

If they pass the Skill Test, they identify the Soviet platoon or company and shoot at it as normal. The Soviet unit is now identified to all enemy platoons.

If they fail, they do not identify the unit, but may shoot at other Soviet units instead.

Aircraft cannot choose an unidentified team as the target of an air strike.

Enemy reconnaissance teams automatically identify a Decoy Platoon if they are within 8"/20cm when they attempt to shoot at them.

Sometimes your Decoy teams will be facing enemy other than the Germans. On these occasions the Decoy Platoon retains all the Decoy Special Rules as it is assumed that Soviets are using their new enemy's captured vehicles. However, you can still model your decoy troops as, and use the characteristics of, the historically-correct captured German equipment.

SMOKE POTS

Assault Groups and Engineer-Sappers used smoke pots and smoke grenades to mask their assaults against enemy strong-points. Special teams within each platoon bravely placed the smoke screen for their advancing comrades.

A platoon (Soviet company) with Smoke Pots may designate Rifle, Rifle/MG, MG or SMG teams as Smoke Pot teams to lay smoke for an assault. A Smoke Pot team cannot shoot in the Shooting Step nor assault in the Assault Step, but acts as if giving Covering Fire during the Assault Step.

When the platoon (Soviet company) launches its assault, roll a Skill Test for each Smoke Pot team within 4"/10cm of a platoon being assaulted. If any Smoke Pot team passes the Skill Test then all teams from that platoon (Soviet company) participating in the assault are Concealed.

SAPPER BODY ARMOUR

The engineer-sappers wore body armour to protect themselves during close combat against the enemy in trenches and bunkers. Their steel body armour also gave good protection from knives, bayonets and spades wielded as weapons, as well as grenade fragments and ricocheting bullets.

A team with Sapper Body Armour rolls a die when hit during an Assault.

If they score a 6, they are unharmed, but still count as hit for the purposes of requiring a Motivation Test to Carry on with the Assault or Fight Back.

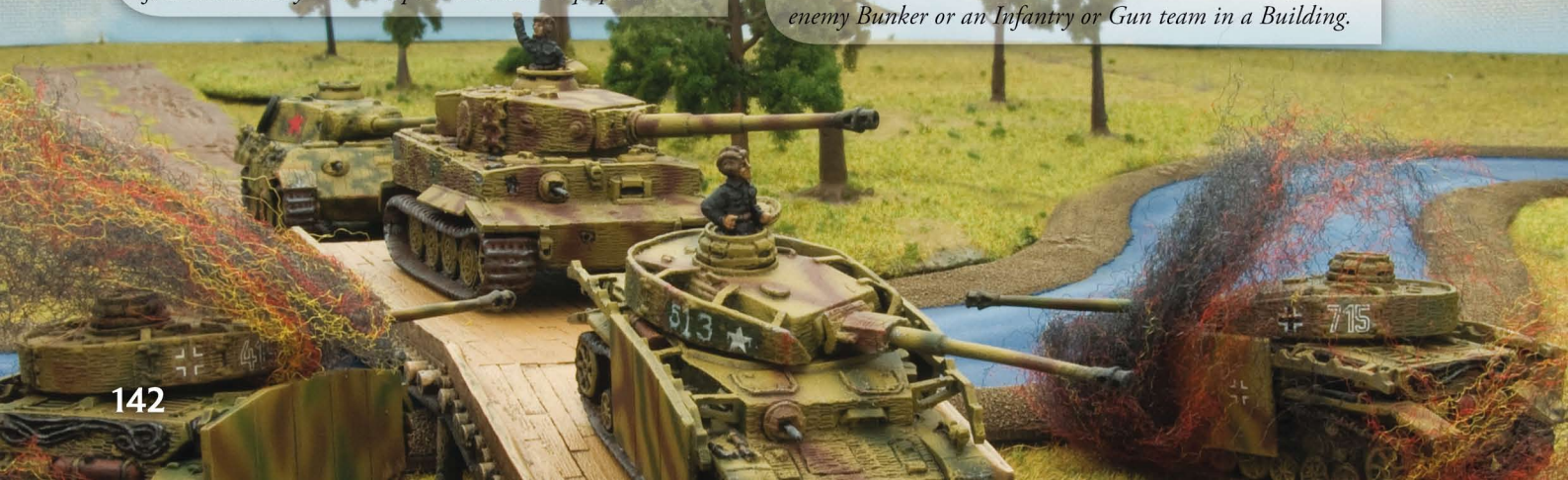
If they roll any other score, they are Destroyed and removed from the table as usual.

FAUSTNIKA

During Operation Bagration many thousands of German Panzerfaust anti-tank launchers were captured. These were put to use in aggressive anti-bunker tactics by engineer-sappers. Entire teams were equipped with multiple Panzerfaust anti-tank launchers and transformed into faustnika teams.

Faustnika teams that move in the Movement Step can only shoot in the Shooting Step if they are shooting at an enemy Bunker or an Infantry or Gun team in a Building.

Faustnika teams are Bunker Busters when shooting at an enemy Bunker or an Infantry or Gun team in a Building.



SOVIET ARSENAL

TANK TEAMS

Name <i>Weapon</i>	Mobility <i>Range</i>	Front <i>ROF</i>	Armour Side <i>Anti-tank</i>	Top <i>Firepower</i>	Equipment and Notes
LIGHT TANKS					
T-70 obr 1943 <i>45mm obr 1938 gun</i>	Standard Tank <i>24"/60cm</i>	4 <i>1</i>	2 <i>7</i>	1 <i>4+</i>	Co-ax MG, Limited vision, Wide-tracks.
Mark III (Valentine II) <i>OQF 2 pdr gun</i>	Slow Tank <i>24"/60cm</i>	6 <i>2</i>	5 <i>7</i>	1 <i>4+</i>	Co-ax MG.
Mark III (Valentine VIII) <i>OQF 6 pdr gun</i>	Slow Tank <i>24"/60cm</i>	6 <i>2</i>	4 <i>10</i>	1 <i>4+</i>	Protected ammo.
M3I (M3A1 Stuart) <i>M5 37mm gun</i>	Light Tank <i>24"/60cm</i>	3 <i>2</i>	2 <i>7</i>	1 <i>4+</i>	Co-ax MG, Hull MG.
MEDIUM TANKS					
T-34 obr 1942 <i>76mm F-34 gun</i>	Standard Tank <i>32"/80cm</i>	6 <i>2</i>	5 <i>9</i>	1 <i>3+</i>	Co-ax MG, Hull MG, Fast tank, Limited vision, Wide-tracks.
T-34/85 obr 1943 <i>85mm D-5T gun</i>	Standard Tank <i>32"/80cm</i>	7 <i>2</i>	5 <i>12</i>	1 <i>3+</i>	Co-ax MG, Hull MG.
T-34/85 obr 1944 <i>85mm ZIS-53 gun</i>	Standard Tank <i>32"/80cm</i>	7 <i>2</i>	5 <i>12</i>	1 <i>3+</i>	Co-ax MG, Hull MG.
Mark II (Matilda II) <i>OQF 2 pdr gun</i>	Slow Tank <i>24"/60cm</i>	7 <i>3</i>	6 <i>7</i>	2 <i>4+</i>	Co-ax MG, Unreliable.
Mark II 76mm (Matilda II CS) <i>OQF 3" gun</i>	Slow Tank <i>24"/60cm</i>	7 <i>2</i>	6 <i>5</i>	2 <i>3+</i>	Co-ax MG, Unreliable.
M3s (M3 Lee) <i>M3 37mm gun</i> <i>M3 75mm gun</i>	Standard Tank <i>24"/60cm</i> <i>32"/80cm</i>	5 <i>3</i> <i>2</i>	3 <i>7</i> <i>10</i>	1 <i>4+</i> <i>3+</i>	Co-ax MG, Cupola MG. <i>Hull mounted.</i>
M4 (M4A2 Sherman) <i>M3 75mm gun</i>	Standard Tank <i>32"/80cm</i>	6 <i>2</i>	4 <i>10</i>	1 <i>3+</i>	Co-ax MG, Hull MG.
M4 76mm (M4A2 Sherman) <i>M1 76mm gun</i>	Standard Tank <i>32"/80cm</i>	7 <i>2</i>	4 <i>12</i>	1 <i>3+</i>	Co-ax MG, Hull MG, Protected Ammo.
HEAVY TANKS					
KV-1e <i>76mm F-34 gun</i>	Slow Tank <i>32"/80cm</i>	9 <i>2</i>	8 <i>9</i>	2 <i>3+</i>	Co-ax MG, Hull MG, Turret-rear MG, Limited vision, Unreliable.
KV-1s <i>76mm F-34 gun</i>	Standard Tank <i>32"/80cm</i>	8 <i>2</i>	6 <i>9</i>	2 <i>3+</i>	Co-ax MG, Hull MG, Turret-rear MG, Wide tracks.
KV-85 <i>85mm D-5T gun</i>	Slow Tank <i>32"/80cm</i>	9 <i>2</i>	7 <i>12</i>	2 <i>3+</i>	Co-ax MG, Turret-rear MG.
IS-85 <i>85mm D-5T gun</i>	Slow Tank <i>32"/80cm</i>	10 <i>2</i>	8 <i>12</i>	2 <i>3+</i>	Co-ax MG, Turret-rear MG.
IS-2 obr 1943 <i>122mm D-25T gun</i>	Slow Tank <i>32"/80cm</i>	10 <i>1</i>	8 <i>15</i>	2 <i>2+</i>	Co-ax MG, Turret-rear MG. <i>Breakthrough gun.</i>
Mark IV (Churchill III or IV) <i>OQF 6 pdr gun</i>	Slow Tank <i>24"/60cm</i>	8 <i>3</i>	7 <i>10</i>	2 <i>4+</i>	Co-ax MG, Hull MG, Protected ammo, Wide tracks.
ENGINEERING TANKS					
OT-34 <i>76mm F-34 gun</i> <i>ATO-42 flame-thrower</i>	Standard Tank <i>32"/80cm</i> <i>4"/10cm</i>	6 <i>1</i> <i>2</i>	5 <i>9</i> <i>-</i>	1 <i>3+</i> <i>6</i>	Co-ax MG, Fast tank, Limited vision, Wide-tracks. <i>Flame-thrower, Hull-mounted.</i>
OT-34/85 obr 1943 <i>85mm D-5T gun</i> <i>ATO-42 flame-thrower</i>	Standard Tank <i>32"/80cm</i> <i>4"/10cm</i>	7 <i>1</i> <i>2</i>	5 <i>12</i> <i>-</i>	1 <i>3+</i> <i>6</i>	Co-ax MG, Limited vision. <i>Flame-thrower, Hull-mounted.</i>

Name Weapon	Mobility Range	Front ROF	Armour		Equipment and Notes
			Side Anti-tank	Top Firepower	
KV-8s	Standard Tank	8	6	2	Hull MG, Turret-rear MG, Wide-tracks.
ATO-42 flame-thrower	4"/10cm	3	-	5+	Flame-thrower.
45mm obr 1938 gun	24"/60cm	2	7	4+	
PT-34	Standard Tank	7	5	1	Co-ax MG, Mine roller, Limited vision.
76mm F-34 gun	32"/80cm	2	9	3+	

CAPTURED GERMAN TANKS

Panzer IV H	Standard Tank	6	3	1	Co-ax MG, Hull MG, Protected ammo, Schürzen, Unreliable.
7.5cm KwK40 gun	32"/80cm	1	11	3+	
StuG III G	Standard Tank	7	3	1	Hull MG, Protected ammo, Schürzen, Unreliable.
7.5cm StuK40 gun	32"/80cm	1	11	3+	Hull mounted.
Tiger I E	Slow Tank	9	8	2	Co-ax MG, Hull MG, Protected ammo, Wide tracks, Unreliable.
8.8cm KwK36 gun	40"/100cm	1	13	3+	Slow traverse.
Panther A or D	Standard Tank	10	5	1	Co-ax MG, Hull MG, Wide tracks, Unreliable.
7.5cm KwK42 gun	32"/80cm	1	14	3+	

ASSAULT GUNS

SU-57	Half-tracked	1	1	0	
M1 57mm gun	24"/60cm	3	10	4+	Hull mounted.
SU-76M	Standard Tank	3	1	0	Wide-tracks.
76mm ZIS-3 gun	32"/80cm	2	9	3+	Hull mounted.
M-10	Standard Tank	4	2	0	.50 cal AA MG.
M7 3in gun	32"/80cm	2	12	3+	Slow traverse.
SU-85	Standard Tank	5	5	1	
85mm D-5S gun	32"/80cm	2	12	3+	Hull mounted.
SU-85M	Slow Tank	9	5	1	Overloaded.
85mm D-5S gun	32"/80cm	2	12	3+	Hull mounted.
SU-100	Slow Tank	9	5	1	Overloaded.
100mm D-10S gun	40"/100cm	1	16	2+	Hull mounted.
SU-122	Standard Tank	5	5	1	
122mm obr 1938 howitzer	24"/60cm	2	10	2+	Breakthrough gun, Hull mounted.
SU-152	Slow Tank	7	6	2	
152mm ML-20S gun	32"/80cm	1	13	1+	Bunker buster, Hull mounted.
ISU-122	Slow Tank	9	7	2	
122mm D-25S gun	32"/80cm	1	15	2+	Breakthrough gun, Hull mounted.
ISU-152	Slow Tank	9	7	2	
152mm ML-20S gun	32"/80cm	1	13	1+	Bunker buster, Hull mounted.

ARMoured CARS

BA-64	Jeep	0	0	0	AA MG.
With PTRD anti-tank rifle	16"/40cm	2	5	5+	Hull mounted.

ROCKET LAUNCHERS

BM-13-16 Katyusha	Wheeled	-	-	-	Mobile rocket launcher.
BM-13-16 rocket launcher	64"/160cm	-	2	4+	Rocket launcher.
BM-31-12 Katyusha	Wheeled	-	-	-	Mobile rocket launcher, Super heavy rockets.
BM-31-12 rocket launcher	48"/120cm	-	3	1+	Rocket launcher.

ANTI-AIRCRAFT VEHICLES

DShK AA truck	Wheeled	-	-	-	
DShK AA gun	16"/40cm	4	4	5+	Anti-aircraft, Portee.
ZSU M17 MGMC (quad .50 cal)	Half-tracked	1	0	0	
M45 quad .50 cal gun	16"/40cm	6	4	5+	Anti-aircraft.

CAVALRY MACHINE-GUNS

Tachanka	Wagon	-	-	-	
Maksim HMG gun	16"/40cm	6	2	6	Hull mounted, Portee.

GUN TEAMS

Weapon	Mobility	Range	ROF	Anti-tank	Firepower	Notes
PTRD anti-tank rifle	Man-packed	16"/40cm	2	5	5+	Tank Assault 3, Volley fire.
Maksim HMG	Man-packed	24"/60cm	6	2	6	ROF 3 when pinned down or moving.
82-BM-41 mortar	Man-packed	24"/60cm	2	2	3+	Minimum range 8"/20cm, Volley fire.
Firing bombardments		40"/100cm	-	2	6	
120-PM-38 mortar	Light	56"/140cm	-	3	3+	
76mm obr 1927 gun	Light	16"/40cm	2	5	3+	Gun shield, Volley fire.
Firing bombardments		64"/160cm	-	3	6	
122mm obr 1938 assault howitzer	Heavy	32"/80cm	1	7	2+	Bunker buster, Gun shield, Volley fire.
DSHK AA MG	Man-packed	16"/40cm	4	4	5+	Anti-aircraft, Turntable.
37mm obr 1939 gun	Immobile	24"/60cm	4	6	4+	Anti-aircraft, Turntable.
85mm obr 1939 gun	Immobile	32"/80cm	2	12	3+	Heavy anti-aircraft, Turntable.
45mm obr 1937 gun	Light	24"/60cm	3	7	4+	Gun shield, Volley fire.
45mm obr 1942 gun	Light	24"/60cm	3	8	4+	Gun shield, Volley fire.
57mm ZIS-2 gun	Medium	32"/80cm	3	11	4+	Gun shield, Volley fire.
76mm ZIS-3 anti-tank gun	Medium	32"/80cm	2	9	3+	Gun shield, Volley fire.
100mm BS-3 gun	Immobile	40"/100cm	1	16	2+	Gun shield, Volley fire.
76mm ZIS-3 field gun	Medium	32"/80cm	2	9	3+	Gun shield, Volley fire.
Firing bombardments		80"/200cm	-	3	6	
122mm obr 1938 howitzer	Immobile	24"/60cm	1	7	2+	Breakthrough gun, Gun shield, Volley fire.
Firing bombardments		80"/200cm	-	4	3+	
122mm A-19 obr 1931/37 gun	Immobile	32"/80cm	1	15	2+	Breakthrough gun, Gun shield, Volley fire.
Firing bombardments		96"/240cm	-	4	3+	
152mm obr 1943 howitzer	Immobile	24"/60cm	1	10	1+	Bunker buster, Gun shield, Volley fire.
Firing bombardments		80"/200cm	-	5	2+	
152mm ML-20 obr 1931/37 howitzer	Immobile	32"/80cm	1	13	1+	Bunker buster, Gun shield, Volley fire.
Firing bombardments		88"/220cm	-	5	2+	

INFANTRY TEAMS

Team	Range	ROF	Anti-tank	Firepower	Weapons and Notes
Rifle team	16"/40cm	1	2	6	
Rifle/MG team	16"/40cm	2	2	6	
MG team	16"/40cm	3	2	6	ROF 2 when pinned down.
SMG team	4"/10cm	3	1	6	Full ROF when moving.
Light Mortar team	16"/40cm	1	1	4+	Can fire over friendly teams.
Faustnika team	4"/10cm	2	12	5+	Tank Assault 6, Faustnika.
Flame-thrower team	4"/10cm	4	-	6	Flame-thrower.
Komissar team	4"/10cm	1	1	6	
Staff team	16"/40cm	1	2	6	Moves as a Light Gun team.

ADDITIONAL TRAINING AND EQUIPMENT

Pioneer teams are Tank Assault 4.

AIRCRAFT

Aircraft	Weapon	To Hit	Anti-tank	Firepower	Notes
Il-2 Shturmovik	Cannon	3+	9	5+	Flying tank.
	Bombs	4+	5	1+	
	Rockets	3+	6	3+	
Il-2M Tip 3M Shturmovik	Cannon	3+	12	4+	Flying tank.
	Bombs	4+	5	1+	
	Rockets	3+	6	3+	

TRANSPORT TEAMS

Vehicle	Mobility	Front	Armour Side	Top	Equipment and Notes
TRUCKS					
Ford GPA amphibious jeep	Jeep	-	-	-	Amphibious
ZIS-5 3-ton, ZIS-6 4-ton, Dodge ¾-ton, or Studebaker 2½-ton truck	Wheeled	-	-	-	
Horse-drawn wagon	Horse-drawn	-	-	-	
TRACTORS					
Stalinets	Slow Tank	-	-	-	
M3A1 armoured tractor	Jeep	1	0	0	Optional Passenger-fired .50 cal AA MG.
M2 or M3 half-tracks	Half-tracked	1	0	0	Optional Passenger-fired .50 cal AA MG.
Horse-drawn limber	Horse-drawn	-	-	-	

ARMoured TRANSPORTERS

M3A1 armoured transporter	Jeep	1	0	0	Passenger-fired AA MG.
Turretless BA-10M armoured transporter	Jeep	1	0	0	Passenger-fired Hull MG.
Captured Sd Kfz 250 or 251 half-track	Half-tracked	1	0	0	Passenger-fired Hull MG.
Universal Carrier	Half-tracked	0	0	0	Passenger-fired Hull MG.
with Boys anti-tank rifle	16"/40cm	2	4	5+	Hull mounted.

FORTIFICATIONS

Weapon	Range	ROF	Anti-tank	Firepower	Notes
Maksim HMG Nest	24"/60cm	6	2	6	ROF 3 when pinned down.
45mm obr 1942 Nest	24"/60cm	3	8	4+	



RED BEAR, POLISH CHANGES

BATALION ARMII KRAJOWEJ (PAGE 164)

Remove the Kedyw Assault Platoon from the first Armour Box of the Divisional Support section of the Battalion Diagram and place it in a box of its own.



KEDYW TANK PLATOON (PAGE 168)

Change the points to the following:

PLATOON	
2 Panther A	250 points
1 Panther A	125 points
1 Tiger IE and 1 Panzer IV H	210 points
1 Tiger IE	145 points
1 Panzer IV H	65 points
1 Hetzer	60 points

AK MACHINE-GUN COMPANY (PAGE 167)

Change the points to the following:

AK MACHINE-GUN COMPANY

COMPANY

HQ Section with:

6 MG34, MG42, Maksim, or Ckm wz.30 HMG	130 points
3 MG34, MG42, Maksim, or Ckm wz.30 HMG	65 points

An AK Machine-gun Platoon may make Combat Attachments to Combat Platoons.

BATALIONOWY ARMIA KRAJOWA ARSENAL

TANK TEAMS

Name Weapon	Mobility Range	Front ROF	Armour Side Anti-tank	Top Firepower	Equipment and Notes
TANKS					
Panzer IV H	Standard Tank	6	3	1	Co-ax MG, Hull MG, Protected Ammo, Schürzen, Unreliable.
7.5cm KwK40 gun	32"/80cm	1	11	3+	
Panther A	Standard Tank	10	5	1	Co-ax MG, Hull MG, Wide Tracks, Unreliable.
7.5cm KwK42 gun	32"/80cm	1	14	3+	
Tiger IE	Slow Tank	9	8	2	Co-ax MG, Hull MG, Protected Ammo, Wide tracks, Unreliable.
8.8cm KwK36 gun	40"/100cm	1	13	3+	Slow Traverse.
Hetzer	Standard Tank	7	2	1	Hull MG, Overloaded, Unreliable.
7.5cm PaK39 gun	32"/80cm	1	11	3+	Hull mounted.

ARMoured CARS

Sd Kfz 221 (MG)	Wheeled	1	0	0	AA MG, Unreliable.
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VEHICLE MACHINE-GUNS

Vehicle MG	16"/40cm	3	2	6	ROF 1 if other weapons fire.
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GUN TEAMS

Weapon	Mobility	Range	ROF	Anti-tank	Firepower	Notes
PTRD anti-tank rifle	Man-packed	16"/40cm	2	5	5+	Tank Assault 3.
MG34, MG42, Maksim, or Ckm wz. 30 HMG	Man-packed	24"/60cm	6	2	6	ROF 3 when pinned down or moving.
Home-built 81mm mortar	Man-packed	24"/60cm	2	2	3+	Home-built, Minimum range 8"/20cm.
Firing bombardments		32"/80cm	-	2	6	
8cm GW34 mortar	Man-packed	24"/60cm	2	2	3+	Smoke, Minimum range 8"/20cm.
Firing bombardments		40"/100cm	-	2	6	Smoke bombardment.
82-BM-41 mortar	Man-packed	24"/60cm	2	2	3+	Minimum range 8"/20cm.
Firing bombardments		40"/100cm	-	2	6	
3.7cm PaK36 gun	Light	24"/60cm	3	6	4+	Gun shield.
Firing Stielgranate		8"/20cm	1	12	5+	
45mm obr 1942 gun	Light	24"/60cm	3	8	4+	Gun shield.
5cm PaK38 gun	Medium	24"/60cm	3	9	4+	Gun shield.
7.5cm PaK40 gun	Medium	32"/80cm	2	12	3+	Gun shield.
10.5cm leFH18 howitzer	Immobile	24"/60cm	1	10	2+	Gun shield, Breakthrough gun, Smoke.
Firing bombardments		72"/180cm	-	4	4+	Smoke bombardment.

INFANTRY TEAMS

Team	Range	ROF	Anti-tank	Firepower	Notes
Rifle team	16"/40cm	1	2	6	
Rifle/MG team	16"/40cm	2	2	6	
SMG team	4"/10cm	3	1	6	Full ROF when moving.
Bazooka or PIAT team	8"/20cm	1	10	5+	Tank assault 4.
Flame-thrower team	4"/10cm	4	-	6	Flame-thrower. Home-built.
Staff team	16"/40cm	1	2	6	Moves as a Heavy Gun team.

ADDITIONAL TRAINING AND EQUIPMENT

Panzerfaust	4"/10cm	1	12	5	Tank Assault 6, Cannot shoot in the Shooting Step if moved in the Movement Step.
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Pioneer teams are rated as Tank Assault 4. Teams with Gammon Bombs are rated as Tank Assault 3.

TRANSPORT TEAMS

Name Weapon	Mobility Range	Front ROF	Armour		Equipment and Notes
			Side Anti-tank	Top Firepower	

ARMoured PERSONNEL CARRIERS

Sd Kfz 251/1 half-track	Half-tracked	1	0	0	Hull MG, Passenger-fired AAMG, Unreliable.
'Kubus' Home-built Flame-thrower	Wheeled 4"/10cm	1 3	0 -	0 6+	Co-ax MG, Overloaded, Unreliable. Flamethrower, Home-built.



RED BEAR, ROMANIAN CHANGES

MOTORISED HEAVY MORTAR COMPANY (PAGE 185)

Change the points to the following:

COMPANY

HQ Section with

6 120mm Reșița	155 points
4 120mm Reșița	110 points
2 120mm Reșița	55 points

CAVALRY HEAVY MORTAR COMPANY (PAGE 190)

Change the points to the following:

COMPANY

HQ Section with

6 120mm Reșița	155 points
4 120mm Reșița	110 points
2 120mm Reșița	55 points

BATALION PUSCASI (PAGE 192)

Change the *Stalin's Cannon Fodder* rule to:

STALIN'S CANNON FODDER

During the battle for Hungary the Romanians were pushed hard by the Soviets. They were always on the attack and they were thrown into battle after battle.

A Soviet allied Batalion Puscasi will Always Attack (see page 257 of the rulebook) against any other Infantry Company.

PUSCASI ANTI-TANK COMPANY (PAGE 194)

Change the name of 'TAC 37mm' to 'TAC 37 45mm'.

HQ Section with

9 TAC 37 45mm	180 points
6 TAC 37 45mm	120 points
3 TAC 37 45mm	60 points

PUSCASI HEAVY MORTAR COMPANY (PAGE 195)

Change the points to the following:

HQ Section with

6 120mm Reșița	150 points
4 120mm Reșița	100 points
2 120mm Reșița	50 points

ARTILLERY BATTALION (PAGE 197)

Remove all rule boxes and use the Bigger and Smaller Batteries rule page 131 of the rulebook in conjunction with the Romanian Central Fire Control rule.

Artillery Battalions follow the Bigger and Smaller Batteries rule on page 131 of the rulebook in conjunction with the Romanian Central Fire Control rule.

SOVIET BATTALION KOMMISSAR (PAGE 204)

Last replace the last paragraph of the rule with:

A Soviet Battalion Komissar may attach to Allied Soviet Companies and uses the normal Battalion Komissar rules when they do so (see page 249 of the rulebook).

ROMANIAN ARSENAL (PAGE 205 TO 207)

Team	Range	ROF	Anti-tank	Firepower	Notes
Rifle team	16"/40cm	1	2	6	
Rifle/MG team	16"/40cm	2	2	6	
MG team	16"/40cm	3	2	6	
SMG team	4"/10cm	3	1	6	Full ROF when moving.
Assault Rifle team	8"/20cm	3	1	6	Full ROF when moving.
Panzerschreck team	8"/20cm	2	11	5+	Tank Assault 5.
Flame-thrower team	4"/10cm	2	-	6	Flame-thrower.
Staff team	16"/40cm	1	2	6	Moves as a Heavy Gun team.

GUN TEAMS

Team	Mobility	Range	ROF	Anti-tank	Firepower	Notes
HMG	Man-packed	24"/60cm	6	2	6	ROF 3 when pinned down or moving.