

RED BEAR SOVIET

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:

T-34 obr 1942	45 points
T-34/85 obr 1943	70 points
• <i>Remove Cupola option for T-34/85 tanks, all T-34/85 tanks count as having cupolas.</i>	
Mark II (Matilda II)	30 points
Mark II 76mm (Matilda II CS)	30 points
M3s (M3 Lee)	45 points

TANKOVY COMPANY (PAGE 22)

Change the tank points to the following:

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 or T-34 obr 1944 tanks for +30 points per tank.
- Upgrade all T-34 obr 1942 tanks to have Cupolas for +10 points for the company.
- *Remove Cupola option for T-34/85 tanks, all T-34/85 tanks count as having cupolas.*

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
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

LIGHT TANKOVY COMPANY (PAGE 23)

Change the tank points to the following:

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
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

STRELKOVY BATALON (PAGE 24)

Delete Field Fortification Corps Support Box from company diagram.


STRELKOVY BATTALION HQ (PAGE 25)

Change the following points:

Anti-tank Platoon	 +40 points	 +45 points
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STRELKOVY MACHINE-GUN COMPANY (PAGE 26)

Change the following points:

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:

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

STRELKOVY REGIMENTAL GUN COMPANY (PAGE 29)

Change the following points:

4 76mm obr 1927	 70 points	 80 points
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PULYEMYETNO-ARTILLYERIYSKIY BATALON (PAGE 30)

Pulyemyetno-Artilyeriyskiy Batalon is a Fortified Company.

ARTILLERY GROUP (PAGE 33)

Change the points to the following:

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

GVARDEYSKIY TYAZHELYY TANKOVY POLKS (PAGE 44)

See changes to Corps Support options in separate PDF.

GVARDEYSKIY TYAZHELYY TANKOVY COMPANY (PAGE 46)

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

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

8YA OTDYELNAYA SHRAFNOY BATALON (PAGE 48)

Add a Air Support Box to the Corps Support Companies.

Change the *Assault Force* rule to:

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.

Change the *Shtrafnik's Absolution* rule to:

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+.

8YA OTDYELNAYA SHRAFNOY BATALON HQ (PAGE 49)

Change the following points:

Anti-tank Platoon	+45 points
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8TH GUARDS RIFLE CORPS SPECIAL RULES (PAGE 53)

Change the *Guards Assault Battalion* rule to:

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

Change the *Hardened Veterans* rule to:

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

In addition, when firing bombardments, Udarney 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:

3 Rifle Platoons	275 points
2 Rifle Platoons	190 points

UDARNY MACHINE-GUN COMPANY (PAGE 54)

Change the following points:

2 Machine-gun Platoons	200 points
1 Machine-gun Platoon	120 points

UDARNY MORTAR COMPANY (PAGE 55)

Change the following points:

2 Mortar Platoons	120 points
1 Mortar Platoon	65 points

SHOCK SUBMACHINE-GUN COMPANY (PAGE 56)

Change the following points:

3 Submachine-gun Platoons	275 points
2 Submachine-gun Platoons	190 points
1 Submachine-gun Platoon	105 points

SHOCK ANTI-TANK GUN COMPANY (PAGE 56)

Change the following points:

6 45mm obr 1942	130 points
4 45mm obr 1942	90 points

SHOCK REGIMENTAL GUN COMPANY (PAGE 57)

Change the following points:

4 76mm obr 1927	90 points
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SHOCK HEAVY MORTAR COMPANY (PAGE 57)

Change the following points:

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

KAPITAN V I NEVSKY (PAGE 64)

Change the *Respect of the Men* rule to:

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

Change the *Battle Tested* rule to:

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.

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).

Change the *Comrades Forward!* rule to:

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 BATALON (PAGE 66)

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

GVARDEYSKIY TANKOVY BATALON HQ (PAGE 67)



Change the tanks following points:

T-34/85 obr 1943  70 points  80 points

• Remove Cupola option for T-34/85 tanks, all T-34/85 tanks count as having cupolas.

GVARDEYSKIY TANKOVY COMPANY (PAGE 68)



Change the tanks following points:

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

• Remove Cupola option for T-34/85 tanks, all T-34/85 tanks count as having cupolas.

DECOY TANK COMPANY (PAGE 69)

Change the tanks following points:

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.

MOTOSTRELKOVY BATALON (PAGE 70)

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



MOTOSTRELKOVY MACHINE-GUN COMPANY (PAGE 72)

Change the following points:

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:

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:

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

MOTOSTRELKOVY ARTILLERY BATTALION (PAGE 74)

Change the following points:

12 76mm ZIS-3 field guns  240 points  270 points
8 76mm ZIS-3 field guns 190 points 215 points
4 76mm ZIS-3 field guns 115 points 130 points

Change the last two Options bullet points to:

- 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).

PEREDOVYE OTRYAD HQ (PAGE 77)

Change the following points:

T-34 obr 1942	+35 points
T-34/85 obr 1943	+65 points
M4 (M4A2 Sherman)	+40 points
M4 76mm (M4A2 Sherman)	+70 points
• Remove Cupola option for T-34/85 tanks, all T-34/85 tanks count as having cupolas.	

ROTA RAZVEDKI (PAGE 78)

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

ROTA RAZVEDKI HQ (PAGE 79)

Replace the Options with the following:

- 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.

RAZVEDKI PLATOON (PAGE 80)

Replace the Options with the following:

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 ANTI-TANK COMPANY (PAGE 81)

Change the points to the following:

4 76mm ZIS-3 anti-tank guns	110 points
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COSSACK SPECIAL RULES (PAGE 84)

Ignore these and use 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 KAZACHIY REGIMENTAL GUN COMPANY (PAGE 90)

Change the following points:

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

GVARDEYSKIY KAZACHIY TANKOVY COMPANY (PAGE 91)

Change the following points:

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

- Remove Cupola option for T-34/85 tanks, all T-34/85 tanks count as having cupolas.

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

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

GVARDEYSKIY KAZACHIY HEAVY MORTAR COMPANY (PAGE 92)

Change the following points:

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

GVARDEYSKIY KAZACHIY ARTILLERY BATTALION (PAGE 92)

Change the following points:

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

Change the last Options bullet point to:

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

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:

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

Changes rules boxes to:

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

and:

An Assault Gun Reconnaissance Platoon is a Reconnaissance Platoon.

LEGKIY SAMOKHODNO-ARTILLYERISKIY POLK HQ (PAGE 107)

Change the following points:

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:

5 SU-76M	145 points
4 SU-76M	115 points
3 SU-76M	85 points

INZHENERNO-SAPERNIY BATALON (PAGE 109)

Change the Engineering Assault rule to:

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

INZHENERNO-SAPERNIY COMPANY (PAGE 110)

Change the following points:

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

SAPPER SPETSNAZ PLATOONS (PAGE 111)

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

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:

4 45mm oobr 1937	60 points
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GVARDEYSKIY KAPITAN DMITRIY LOZA (PAGE 123)

Change the *Battle Tested* rule to:

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.

INOMAROCHNIKIY TANKOVY BATALON (PAGE 124)

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

INOMAROCHNIKIY TANKOVY BATALON HQ (PAGE 125)

Change the following points:

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

INOMAROCHNIKIY TANKOVY COMPANY (PAGE 126)

Change the following 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
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

INOMAROCHNIKIY LIGHT TANKOVY COMPANY (PAGE 127)

Change the following points:

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 following rules box:

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

STHURMOVYE HEAVY MORTAR PLATOON (PAGE 132)

Change the following points:

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

MINE ROLLER TANK COMPANY (PAGE 133)

Change the points to the following:

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:

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:

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:



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
4 122mm obr 1938	140 points	155 points

Change the last Options bullet point to:

- 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:

8 122mm obr 1938	 235 points	 265 points
4 122mm obr 1938	140 points	155 points
8 152mm obr 1943	305 points	345 points
4 152mm obr 1943	180 points	200 points
8 122mm A-19	360 points	405 points
4 122mm A-19	210 points	235 points
8 152mm ML-20	375 points	420 points
4 152mm ML-20	220 points	245 points

Change the horse-drawn wagon in the platoon diagram into a truck and change the last Options bullet point to:

- Add Truck and Stalinets tractors for +5 points per 2 Gun Platoons.

GUARDS ROCKET MORTAR BATTALION (PAGE 140)

Change the points to the following:

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

Change the first Options bullet point to:

- 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 the following rules:

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.

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.

ANTI-AIRCRAFT COMPANY (PAGE 141)

Change the points to the following:

3 Anti-aircraft Platoons	130 points	150 points
2 Anti-aircraft Platoons	90 points	105 points

SOVIET SPECIAL RULES (PAGES 142 TO 147)

Replace these rules with 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

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

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

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

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 (PAGES 148 TO 151)

TANK TEAMS

T-34 obr 1943: Removed Limited Vision.

KV-8s: ATO-42 flame-thrower has a Firepower of 5+.

BM-13-16 Katyusha: Add 'Mobile rocket launcher' to Equipment and Notes.

BM-31-12 Katyusha: Add 'Mobile rocket launcher' and 'Super heavy rockets' to Equipment and Notes.

Add Tchanka: See below.

GUN TEAMS

Maksim HMG: Add 'ROF 3 when pinned down or moving' to Equipment and Notes.

57mm ZIS-2 gun: make Mobility 'Medium'.

76mm ZIS-3 anti-tank gun: make Mobility 'Medium'.

76mm ZIS-3 field gun: make Mobility 'Medium'.

122mm A-19 obr 1931/37 gun: make range '96"/240cm'.

INFANTRY TEAMS

Faustnika team: remove 'cannot shoot in Shooting Step if moved in Movement Step' and 'Bunker Buster' from the Weapons and Notes. Faustnika rules cover these.

Staff team: shoot as Rifle team. Change Weapons and Notes to say 'Moves as a Light Gun team'.

TRANSPORT TEAMS

M3A1 armoured transporter: Change Equipment and Notes to 'Passenger-fired Hull MG.'

Turretless BA-10M armoured transporter: Change Equipment and Notes to 'Passenger-fired Hull MG.'

Captured Sd Kfz 251 half-track: Change to 'Captured Sd Kfz 250 or 251 half-track'. Change Equipment and Notes to 'Passenger-fired Hull MG.'

Universal carrier: Change Equipment and Notes to 'Passenger-fired Hull MG.' Add 'with Boys anti-tank rifle', see below.

Add M3A1 armoured tractor, see below.

FORTIFICATIONS

Add Fortifications below:

TANK TEAMS

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

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

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

M3A1 armoured tractor	Jeep	1	0	0	Optional Passenger-fired .50 cal AA MG.
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ARMoured TRANSPORTERS

Universal Carrier with Boys anti-tank rifle	Half-tracked 16"/40cm	0 2	0 4	0 5+	Passenger-fired Hull MG. Hull-mounted.
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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

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.

AK MACHINE-GUN COMPANY (PAGE 167)

Change the points to the following:

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

KEDYW TANK PLATOON (PAGE 168)

Change the points to the following:

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

POLISH ARSENAL (PAGES 170 TO 171)

TANK TEAMS

Panzer IV: Change name to 'Panzer IV H'.

GUN TEAMS

MG34, MG42, Maksim, or Ckm wz. 30 HMG: Add 'ROF 3 when pinned down or moving' to the Notes.

10.5cm leFH18 howitzer: Change Range to '72"/180cm'.

INFANTRY TEAMS

Staff team: Change to have shooting stats of Rifle team.

RED BEAR ROMANIAN

MOTORISED HEAVY MORTAR COMPANY (PAGE 185)

Change the points to the following:

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:

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

BATALION PUSCASI (PAGE 196)

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

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'.

PUSCASI HEAVY MORTAR COMPANY (PAGE 195)

Change the points to the following:

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.

ROMANIAN SPECIAL RULES (PAGES 204 TO 205)

SOVIET BATTALION KOMMISSAR

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)

GUN TEAMS

ZB 53 HMG: Add 'ROF3 when pinned down or moving' to the Notes.

INFANTRY TEAMS

Staff team: Staff team have the shooting stats of a Rifle team.

