

Reinforcements

Russian T-34 tank battalion arrives. Roll a die to see how many tanks.

| | |
|----------|------------|
| die roll | |
| 1-3 | four tanks |
| 4-5 | five tanks |
| 6 | six tanks |

Enter from any Russian controlled side of board.

Reinforcements

Russian T-34 tank battalion arrives. Roll a die to see how many tanks.

| | |
|----------|------------|
| die roll | |
| 1-3 | four tanks |
| 4-5 | five tanks |
| 6 | six tanks |

Enter from any Russian controlled side of board.

Reinforcements

Russian T-34 tank battalion arrives. Roll a die to see how many tanks.

| | |
|----------|------------|
| die roll | |
| 1-3 | four tanks |
| 4-5 | five tanks |
| 6 | six tanks |

Enter from any Russian controlled side of board.

Reinforcements

Russian SU-152 “Conquering Beast” assault gun battalion arrives.

Deploy 2 SU-152’s

Enter from any Russian controlled side of board.

Reinforcements

Russian T-70 light tank battalion arrives. Roll a die to see how many tanks.

| | |
|----------|-------------|
| die roll | |
| 1-5 | three tanks |
| 6 | four tanks |

Enter from any Russian controlled side of board.

Reinforcements

Russian T-70 light tank battalion arrives. Roll 1 die to see how many tanks.

| | |
|----------|-------------|
| die roll | |
| 1-5 | three tanks |
| 6 | four tanks |

Enter from any Russian controlled side of board.

Reinforcements

Russian SU-122 assault gun battalion arrives.

Deploy 2 SU-122’s

Enter from any Russian controlled side of board.

A Nasty Surprise

Deploy an elite SMG company in either the town or a patch of woods not owned by the Germans. May be played in any Russian phase. May immediately take a turn. There is no die roll modifier for this company on future activation rolls.

Artillery Support

76.2 mm artillery battery stands ready to support your attack. An activated company commander must act as a spotter. Place **two red** artillery templates touching or overlapping.

Artillery Support

76.2 mm artillery battery stands ready to support your attack. An activated company commander must act as a spotter. Place **two red** artillery templates touching or overlapping.

Artillery Support

76.2 mm artillery battery stands ready to support your attack. An activated company commander must act as a spotter. Place **two red** artillery templates touching or overlapping.

Artillery Support

122 mm artillery battery stands ready to support your attack. An activated company commander must act as a spotter. Place **two green** artillery templates touching or overlapping.

Hidden Minefield

May be played at the end of a move of an enemy stand or vehicle. Place a minefield template so that it completely encloses the enemy stand or vehicle. Normal minefield rules are then in effect, including an immediate attack on the enemy unit.

Hidden Minefield

May be played at the end of a move of an enemy stand or vehicle. Place a minefield template so that it completely encloses the enemy stand or vehicle. Normal minefield rules are then in effect, including an immediate attack on the enemy unit.

Hidden Minefield

May be played at the end of a move of an enemy stand or vehicle. Place a minefield template so that it completely encloses the enemy stand or vehicle. Normal minefield rules are then in effect, including an immediate attack on the enemy unit.

Artillery Support

122 mm artillery battery stands ready to support your attack. An activated company commander must act as a spotter. Place **two green** artillery templates touching or overlapping.

Anti-Tank Rifle Teams

Deploy 2 separate Russian ATR stands anywhere on the map but no closer than 12 inches to any enemy unit. The ATR stands may fire one free shot immediately after being deployed but may not move this turn. Play on any Russian initiative phase.

Anti-Tank Rifle Teams

Deploy 2 separate Russian ATR stands anywhere on the map but no closer than 12 inches to any enemy unit. The ATR stands may fire one free shot immediately after being deployed but may not move this turn. Play on any Russian initiative phase.

Anti-Tank Rifle Teams

Deploy 2 separate Russian ATR stands anywhere on the map but no closer than 12 inches to any enemy unit. The ATR stands may fire one free shot immediately after being deployed but may not move this turn. Play on any Russian initiative phase.

Anti-Tank Rifle Teams

Deploy 2 separate Russian ATR stands anywhere on the map but no closer than 12 inches to any enemy unit. The ATR stands may fire one free shot immediately after being deployed but may not move this turn. Play on any Russian initiative phase.

Barbed Wire Found

May be played at the end of a move of an enemy stand or vehicle. Place a wire stand directly in front of and touching the enemy stand or vehicle. Normal barbed wires rules are then in effect.

Barbed Wire Found

May be played at the end of a move of an enemy stand or vehicle. Place a wire stand directly in front of and touching the enemy stand or vehicle. Normal barbed wires rules are then in effect.

Barbed Wire Extends

Place a new barbed wire stand on each end of an already existing one.

For Mother Russia!

The formation that you have just activated is in such fine spirits that they may take a double turn. Execute two complete consecutive activations for this formation.

Hidden AT Gun

Deploy a 45 mm AT Gun and crew with any infantry company which has not moved from its original deployment. May be played at any time.

Hidden AT Gun

Deploy a 45 mm AT Gun and crew with any infantry company which has not moved from its original deployment. May be played at any time.

Hidden AT Gun

Deploy a 76.2 mm AT Gun and crew with any infantry company which has not moved from its original deployment. May be played at any time.

Hero of Mother Russia!

Choose any 1 infantry stand to make a heroic attack against the enemy. The chosen stand may move up to 24 inches and must end in a close assault action. The enemy is caught by surprise and there is no defensive fire. Perform close assault action. The heroic stand rolls only red dice for this action and is unaffected by retreat results.

Commissar

Deploy a Russian Commissar with any company which does not already have one. May be played at any time.

Commissar

Deploy a Russian Commissar with any company which does not already have one. May be played at any time.

Stout Defenders

Play on a company which has just suffered casualties. Ignore any pinned results.

Stout Defenders

Play on a company which has just suffered casualties. Ignore any pinned results.

Opportunity Fire

May be played at any time to allow up to 3 infantry stands from the same company or 1 gun or 1 tank gun to fire one shot immediately. **May be used during the enemy turn** and can be used to interrupt an enemy move.

Barbed Wire Extends

Place a new barbed wire stand on each end of an already existing one.

Self Rally

Three pinned stands anywhere on the board may instantly rally. Play at any time.

Not One Step Back !

Play during a close assault. Your stands ignore all retreat results for this close assault action.



**Soyus Sovetskikh
Sotsialisticheskikh
Respublik**



**Soyus Sovetskikh
Sotsialisticheskikh
Respublik**



**Soyus Sovetskikh
Sotsialisticheskikh
Respublik**



**Soyus Sovetskikh
Sotsialisticheskikh
Respublik**



**Soyus Sovetskikh
Sotsialisticheskikh
Respublik**



**Soyus Sovetskikh
Sotsialisticheskikh
Respublik**



**Soyus Sovetskikh
Sotsialisticheskikh
Respublik**



**Soyus Sovetskikh
Sotsialisticheskikh
Respublik**



**Soyus Sovetskikh
Sotsialisticheskikh
Respublik**



**Soyus Sovetskikh
Sotsialisticheskikh
Respublik**



**Soyus Sovetskikh
Sotsialisticheskikh
Respublik**



**Soyus Sovetskikh
Sotsialisticheskikh
Respublik**



**Soyus Sovetskikh
Sotsialisticheskikh
Respublik**



**Soyus Sovetskikh
Sotsialisticheskikh
Respublik**



**Soyus Sovetskikh
Sotsialisticheskikh
Respublik**



**Soyus Sovetskikh
Sotsialisticheskikh
Respublik**