H1. Red Barricades

Red Barricades MMC/SMC/SW **8331031/32**

Counter	No.	ID	Nationality	Notes
10-2	1		Russian	Cpt Yershov
10-0	1		Russian	Com Balps
9-2	1		Russian	Lt Fremanov
9-1	3		Russian	Lt Balkoski, Lt Hankinski, Lt Maysk
9-0	1		Russian	Com Zoldak
8-1	3		Russian	Sgt Hydzick, Sgt Solovlez, Sgt Soukop
8-0	3		Russian	Sgt Bakken, Sgt Grubrin, Sgt Kostichen
7-0	3		Russian	Cpl Bassinki, Cpl Kinzhayev, Cpl Shirigol
6+1	2		Russian	Col Koltshovitch, Col Rexikov
8^3-3-8	7	AA-GG	German	
6-2-8	10	AA-JJ	Russian	
4^1-6-7	26	TT-ZZ; a-k; m-t	German	**Errata:** 2nd Counter TT mislabeled should be YY
4-5-8	10	AA-JJ	Russian	
5^2-4-8	13	AA-MM	German	
5-2-7	14	AA-NN	Russian	
4-4-7	26	AA-ZZ	Russian	
4-2-6	10	AA-JJ	Russian	
2-2-8 crew	4	11-14	Russian	
1-2-7 crew	4	11-14	Russian	
HMG .50 cal DShK 1938	4	A-D	Russian	
HMG MG42	3	C-E	German	
HMG DS1939	4	C-F	Russian	
MMG MG34 or MG42	4	C-F	German	
MMG PM obr. 1910	6	A-F	Russian	
LMG MG34 or MG42	6	A-F	German	
LMG DP 1928	6	A-F	Russian	
ATR PzB 39	4	G-J	German	
ATR PTRD-41	5	F-J	Russian	
MOL-P	10	A-J	Russian	
FT FlW 41	4	F-I	German	
DC	9	G-O	German	
DC	4	G-J	Russian	
Concealment 1/2-inch [CX]	8	SS-ZZ	German	
Concealment 1/2-inch [CX]	20	EE-XX	Russian	
CX [Concealment 1/2-inch]			*Game-Basic*	
Minefield [AT Mines 1]	1		Game-Terr	
AT Mines 1 [Minefield]			*Game-Terr*	
Minefield [AT Mines 2]	1		Game-Terr	
AT Mines 2 [Minefield]			*Game-Terr*	

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Counter	No.	ID	Nationality	Notes
Minefield [AT Mines 3]	2		Game-Terr	
AT Mines 3 [Minefield]			*Game-Terr*	
Minefield [AT Mines 4]	2		Game-Terr	
AT Mines 4 [Minefield]			*Game-Terr*	
Minefield [AT Mines 5]	1		Game-Terr	
AT Mines 5 [Minefield]			*Game-Terr*	
Minefield [Minefield 6]	9		Game-Terr	
Minefield 6 [Minefield]			*Game-Terr*	
Minefield [Minefield 8]	2		Game-Terr	
Minefield 8 [Minefield]			*Game-Terr*	
Minefield [Minefield 12]	1		Game-Terr	
Minefield 12 [Minefield]			*Game-Terr*	
Turn	1		Game-Basic	German/*Russian*

rb02 Red Barricades Fortifications 8331035/36

Counter	No.	ID	Nationality	Notes
StuIG 33B	4	A-D	German	53.
AT Ditch [Burnt Out Wreck]	14		Game-Terr	
Burnt Out Wreck [AT Ditch]			*Game-Terr*	
Burnt Out Wreck [Culvert]			*Game-Terr*	
Cellar Fortified [Rooftop]	16		Game-Terr	
Culvert [Burnt Out Wreck]	2		Game-Terr	
Fortified Building Level 0 [Fortified Building Level 1]	32		Game-Terr	
Fortified Building Level 1 [Fortified Building Level 0]			*Game-Terr*	
Fortified Building Level 0 [Fortified Building Level 2]	14		Game-Terr	
Fortified Building Level 2 [Fortified Building Level 0]			*Game-Terr*	
Fortified Building Level 0 [Fortified Building Level 3]	2		Game-Terr	
Fortified Building Level 3 [Fortified Building Level 0]			*Game-Terr*	
Initiative ATTACK [Initiative IDLE]	1		Game-Camp	German
Initiative IDLE [Initiative ATTACK]			*Game-Camp*	*German*
Initiative ATTACK [Initiative IDLE]	1		Game-Camp	Russian
Initiative IDLE [Initiative ATTACK]			*Game-Camp*	*Russian*
Rooftop [Cellar Fortified]			*Game-Terr*	
Rooftop [Level 4]			*Game-Terr*	
Sniper	2		Russian	
Breach Building [Gutted Factory]	20		Game-Terr	

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Counter	No.	ID	Nationality	Notes
CC [H-toH Melee]			*Game-Basic*	
Gutted Factory [Breached Building]			*Game-Camp*	
H-to-H Melee [CC]	10		Game-Basic	
Location German [Location Russian]	34		Game-Camp	
Location Russian [Location German]			*Game-Camp*	
Perimeter German R [Perimeter German L]	33		Game-Camp	
Perimeter German L[Perimeter German R]			*Game-Camp*	
Perimeter Russian R [Perimeter Russian L]	33		Game-Camp	
Perimeter Russian L [Perimeter Russian R]			*Game-Camp*	

Scenarios

Name	ID.
One Down, Two to Go	HASL RB01
Blood & Guts	HASL RB02
Bread Factory #2	HASL RB03
To the Rescue	HASL RB04
The Last Bid	HASL RB05
Turned Away	HASL RB06
The Red House	HASL RB07
Into the Factory	RB CG I
Operation Hubertus	RB CG II
The Barrikady	RB CG III

Maps

ID	Description
RB	Factory Complex; city, gullies (2 sheets)