



H1. Red Barricades

Revised 01/16

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 <sup>3</sup> -3-8 Elite	7	AA-GG	German	
6-2-8 Elite	10	AA-JJ	Russian	
4 <sup>1</sup> -6-7 1st Line	26	TT-ZZ; a-k; m-t	German	
4-5-8 Elite Square	10	AA-JJ	Russian	
5 <sup>2</sup> -4-8 Elite Circle	13	AA-MM	German	
4-4-7 1st Line Square	26	AA-ZZ	Russian	
5-2-7 1st Line	14	AA-NN	Russian	
4-2-6 Conscript	10	AA-JJ	Russian	
2-2-8 Infantry crew	4	11-14	Russian	
1-2-7 Vehicular 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	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 Ampulenjot	10	A-J	Russian	
FT FIW 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	
Minefield [AT Mines 1]	1		Game-Terr	
Minefield [AT Mines 2]	1		Game-Terr	
Minefield [AT Mines 3]	2		Game-Terr	
Minefield [AT Mines 4]	2		Game-Terr	
Minefield [AT Mines 5]	1		Game-Terr	
Minefield [Minefield 6]	9		Game-Terr	
Minefield [Minefield 8]	2		Game-Terr	



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Minefield [Minefield 12]	1		Game-Terr	
Turn	1		Game-Basic	German/ <i>Russian</i>

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	
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 0 [Fortified Building Level 2]	14		Game-Terr	
Fortified Building Level 0 [Fortified Building Level 3]	2		Game-Terr	
Initiative ATTACK [Initiative IDLE]	1		Game-Camp	German
Initiative ATTACK [Initiative IDLE]	1		Game-Camp	Russian
Sniper	2		Russian	Correction (BV1)
Breach Building [Gutted Factory]	20		Game-Terr	
H-to-H Melee [CC]	10		Game-Basic	
Location German [Location Russian]	34		Game-Camp	
Perimeter German R [Perimeter German L]	33		Game-Camp	
Perimeter Russian R [Perimeter Russian L]	33		Game-Camp	

Scenarios

Mapsheets

Name	ID	ID	Description
One Down, Two to Go	HASL RB01	RB	Factory Complex; city, gullies (2 sheets)
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		
Bled White	J1	RB CG IV	