



## 17. FB CAMPAIGN GAMES

★ RUSSIAN REINFORCEMENT GROUP CHART ★										
ID	Group Type		Full	Reduced	Depleted	CPP Cost	Daily Max.	CG Max.		
								I	II	III
IR1	Russian <sup>E</sup>	Gds Rifle Coy <sup>cei</sup>	12 × 4-5-8	9 × 4-5-8, 3 × 4-4-7	6 × 4-5-8, 3 × 4-4-7	8	2	3	6	5
IR2	Russian <sup>E</sup>	Gds SMG Coy <sup>cei</sup>	12 × 6-2-8	9 × 6-2-8, 3 × 5-2-7	9 × 6-2-8	7	2	2	4	3
IR3	Russian <sup>1st</sup>	Rifle Coy <sup>cei</sup>	3 × 4-5-8, 9 × 4-4-7	12 × 4-4-7	9 × 4-4-7	6	2	4	8	6
IR4	Russian <sup>1st</sup>	SMG Coy <sup>cei</sup>	3 × 6-2-8, 9 × 5-2-7	12 × 5-2-7	9 × 5-2-7	5	2	4	6	4
IR5	Russian <sup>E</sup>	Assault Coy <sup>cdei</sup>	8 × 6-2-8	7 × 6-2-8	6 × 6-2-8	9	1	1	2	2
IR6	BVR <sup>1st</sup>	Rifle Coy <sup>cei</sup>	6 × 3-4-7, 6 × 3-3-6	3 × 3-4-7, 9 × 3-3-6	9 × 3-3-6	3	2	0	3 <sup>f</sup>	4 <sup>f</sup>
HWR1	Russian	HW Platoon <sup>abc</sup>	1 × .50-cal HMG, 1 × HMG, 2 × MMG, 2 × 82mm BM obr. 37			4	2	2	3	2
AR1	Russian	Med Tank Sect I <sup>c(e)i</sup>	3 × T-34/85	3 × T-34/85	2 × T-34/85	2 <sup>l</sup>	2	4	12	8
AR2	Russian	Med Tank Sect II <sup>c(e)ij</sup>	3 × T-34 M43	3 × T-34 M43	2 × T-34 M43	4	1	0	2	2
AR3	Russian	Med Tank FT Sect <sup>c(e)ij</sup>	2 × OT-34	2 × OT-34	1 × OT-34	4	1	1	1	1
AR4	Russian	AG Sect <sup>c(e)ij</sup>	3 × SU-76M	2 × SU-76M	2 × SU-76M	2	1	2	3	3
GR1	Russian	AT Gun Sect <sup>abc</sup>	3 × 57mm PTP obr. 43	2 × 57mm PTP obr. 43	2 × 57mm PTP obr. 43	2	1	2	2	2
GR2	Russian	ART Sect I <sup>abc</sup>	3 × 76.2mm obr. 39	2 × 76.2mm obr. 39	2 × 76.2mm obr. 39	2	1	2	2	2
GR3	Russian	ART Sect II <sup>abc</sup>	3 × 122mm G obr. 38	2 × 122mm G obr. 38	2 × 122mm G obr. 38	2	1	2	2	2
GR4	Russian	ART Sect III <sup>abc</sup>	3 × 152mm GP obr. 37	2 × 152mm GP obr. 37	2 × 152mm GP obr. 37	3	1	2	2	2
GR5	Russian	AA Sect <sup>abc</sup>	3 × 37mm ZP obr. 39	2 × 37mm ZP obr. 39	2 × 37mm ZP obr. 39	2	1	2	2	2
GR6	Russian	Hvy. Mortar Sect <sup>abc</sup>	3 × 120mm PM obr. 38	2 × 120mm PM obr. 38	2 × 120mm PM obr. 38	3	1	2	2	2
OR1	Russian	Btln Mortar <sup>agh</sup>	80+mm Battalion Mortar OBA Module (HE/Smoke) [Plentiful]			2	2	2	4	3
OR2	Russian	Med. ART <sup>agh</sup>	120+mm OBA Module (HE/Smoke) [Plentiful]			3	1	3	5	4
OR3	Russian	Hvy. ART <sup>agh</sup>	150+mm OBA Module (HE only) [Plentiful]			4	1	2	3	3
OR4	Russian	Katyusha Rocket <sup>agh</sup>	200+mm Rocket OBA Module (HE only) [Plentiful]			2	1	1	2	2
FR1	Russian	Air Support <sup>ck</sup>	3 × '44 FB	2 × '44 FB	2 × '44 FB	1	1	3	6	5
MR1	Russian	Fortifications <sup>a</sup>	20 FPP	15 FPP	10 FPP	1	3	8	16	10
MR2	Russian	Sniper	SAN Increase +1			1	1	4	9	6
MR3	Russian	Daily Max Modifier <sup>mn</sup>	+1 to the Total Infantry RG Daily Limit (17.6195)			3	1	2	4	3

### Russian RG Chart Notes:

<sup>a</sup> Available for on-map setup at no additional cost on CG Day of purchase.

<sup>b</sup> Each MG is accompanied by a 2-4-8 HS; each Gun by a 2-2-8 crew.

<sup>c</sup> To determine Reduced or Depleted Strength see RePh step [17.620](#).

<sup>d</sup> Assault Engineers & Sappers (SSR [FB21](#); [A11.5](#); [B28.8](#); [H1.22](#)).

<sup>e</sup> To determine SW and (Armor) Leaders see RePh steps [17.6202](#) and [17.6205-6206](#), respectively.

<sup>f</sup> Not available for purchase until on/after 31 January in CG II and on/after 5 February in CG III.

<sup>g</sup> Increase CPP cost by one per module purchased with an Offboard Observer ([C1.63](#)). Offboard Observer is at Level 3 in any friendly-Controlled west-edge hex prior to 28 January.

Offboard Observer is at Level 7 in any friendly-Controlled west-edge hex on/after 28 January. Secretly record the hex prior to Axis setup. Cost is per module. Each Offboard Observer is Retained as long as the module he is assigned to is Retained (see SSR [CG9](#) ([17.4](#))).

<sup>h</sup> Increase CPP cost by one per Pre-Registered hex ([C1.73](#)) purchased with module (no module may have > two Pre-Reg. hexes). Each Pre-Reg. Hex is Retained as long as the module is Retained (SSR [CG9](#) ([17.4](#))). Purchase of a Pre-Reg. hex(es) in the FB CG allows normal (only) Barrage ([E12.11](#)). Each Barrage must have a north-south Hex Grain alignment ([E12.11-2](#)). See also SSR [CG5](#) ([17.4](#)).

<sup>i</sup> Must enter as reinforcements if entered on the CG Day of purchase [[EXC](#): [17.6194](#)]. The RG is available for on-map setup if purchased on any CG Day prior to that of the scenario. See SSR [CG8](#) ([17.4](#)) for Infantry/Armor RG entry restrictions.

<sup>j</sup> Subject to AFV Section Withdrawal as per [17.6142](#). If > one AFV Section of the same type are in the side's OB, the IDs of those AFV belonging to each Section should be recorded in case that Section is subsequently Withdrawn.

<sup>k</sup> Apply a -2 drm to its Turn of Entry dr ([E7.2](#)) if purchased at two CPP. Each Aircraft RG must be used on its CG Day of purchase or be forfeited (therefore, such an RG should not be purchased if the Weather is Overcast or the Russian side anticipates being Idle [[17.623](#)]). Russian FB aircraft automatically have bombs (see SSR [FB22](#)); no [E7.21](#) dr is required.

<sup>l</sup> At the end of each CG Day, all Mobile ([D.7](#)), non-Isolated *T-34/85s* still under Russian control are automatically Withdrawn ([17.6073](#)). Each Russian-Controlled *T-34/85* with a functioning MA Withdrawn in this manner is worth 1 SCPP ([17.6162](#)) that is available for expenditure by the Russians beginning on the next CG Day ([17.6121](#)).

<sup>m</sup> For 3 extra GCPP, the Russian player buys the right to purchase any 1 additional Infantry Reinforcement Group beyond the Daily Max ([17.6195](#)) limit of 2 total Infantry RGs. The Russian side is still subject to the condition of [17.6195](#) that limits the number of individual Infantry RG of any one type that may be purchased on a given date (EX: on the 4 February CG Day of CG III, the Russian has spent 3 GCPP on the purchase of MR3. He may now purchase a total of 3 Infantry RGs, but is still limited by the Daily Maximum to purchasing no more than 2 Infantry RGs of type IR1, IR2, IR3, IR4, and IR6 or 1 Infantry RG of type IR5).