



H10. Red Factories

Created 02/19

Red Barricades

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Counter	No.	ID	Nationality	Notes
Breach Building [Gutted Factory]	20		Game-Terr	
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	
H-to-H Melee [CC]	20		Game-Basic	
StuIG 33B	4	e-f; aa; cc	German	53.
Sniper	1		Russian	
Sniper	1		German	
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

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Counter	No.	ID	Nationality	Notes
10-2	1		Russian	Cpt Yershov
10-0	1		Russian	Com Balis
9-2	1		Russian	Lt Fremanov
9-1	3		Russian	Lt Balkoski, Lt Hankinski, Lt Mayak
9-0	1		Russian	Com Zoldak
8-1	3		Russian	Sgt Hydzick, Sgt Soloviev, Sgt Soukop
8-0	3		Russian	Sgt Bakken, Sgt Grubrin, Sgt Kostichen
7-0	3		Russian	Cpl Bassinki, Cpl Kinzhayev, Cpl Shtrigol
6+1	2		Russian	Col Shovich, Col Rexikov
1-4-9 Hero	2		Russian	Brynov, Nicolai
6 -2-8 Elite	10	AA-JJ	Russian	
4-5-8 Elite Square	10	AA-JJ	Russian	
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 DS1939	4	C-F	Russian	
MMG PM obr. 1910	6	A-F	Russian	

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Counter	No.	ID	Nationality	Notes
LMG DP 1928	6	A-F	Russian	
ATR PTRD-41	6	F-K	Russian	
MOL-P Ampulenjot	10	A-J	Russian	
DC	6	G-L	Russian	
Concealment 1/2-inch [CX]	20	EE-XX	Russian	
8 ³ -3-8 Elite	7	AA-GG	German	
5 ² -4-8 Elite Circle	13	AA-MM	German	
4 ¹ -6-7 1st Line	26	TT-ZZ; a-s	German	
HMG MG42	4	C-F	German	
MMG MG34 or MG42	4	C-F	German	
LMG MG34	6	A-F	German	
ATR PzB 39	5	G-K	German	
FT FIW 41	4	F-I	German	
DC	10	G-P	German	
Concealment 1/2-inch [CX]	20	SS-ZZ; a-l	German	
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	
Minefield [Minefield 12]	2		Game-Terr	
Turn	1		Game-Basic	German/ <i>Russian</i>

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Counter	No.	ID	Nationality	Notes
6 ² -2-8 Assault Engineers	36	A-Z; AA-JJ	Russian	
6-2-8 Elite	52	KK-ZZ; a-z; aa-jj	Russian	
4-5-8 Elite Square	52	KK-ZZ; a-z; aa-jj	Russian	
4-4-7 1st Line Square	52	a-z; aa-zz	Russian	
5-2-7 1st Line	30	MM-ZZ; a-p	Russian	
3-2-8 Assault Engineers HS	18	A-R	Russian	
3-2-8 Elite HS	14	A-N	Russian	
2-4-8 Elite Square HS	14	M-Z	Russian	
2-3-7 1st Line Square HS	12	A-L	Russian	

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Counter	No.	ID	Nationality	Notes
10-3	1		Russian	Maj Brokief
10-2	2		Russian	Cpt Balisov, Cpt Ienkinz
9-2	3		Russian	Lt Chaneyev, Lt Dovschenko, Lt Fortov

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Counter	No.	ID	Nationality	Notes
9-1	4		Russian	Lt Itzhak, Lt Katz, Lt Koylechov, Lt Rogerof
8-1	4		Russian	Sgt Basinovich, Sgt Chizhik, Sgt Goldin, Sgt Shevchenko
8-0	4		Russian	Sgt Dunnevko, Sgt Evich, Sgt Petshelko, Sgt Yousuf
7-0	4		Russian	Cpl Delyriev, Cpl Kasparov, Cpl Lyudnikov, Cpl Penchenyuk
6+1	2		Russian	Col Cirillov, Col Plevakov
1-4-9	4		Russian	Burkov, Konnerski, Nixoniev, Slotwinski
5-2-7 1st Line	22	q-z; aa-ll	Russian	
4-2-6 Conscript	52	KK-ZZ; a-z; aa-jj	Russian	
2-2-7 1st Line HS	12	O-Z	Russian	
2-2-6 Conscript HS	8	S-Z	Russian	
2-2-8 Infantry Crew	10	15-24	Russian	
1-2-7 Vehicular crew	6	15-20	Russian	
HMG .50 cal DShK 1938	4	E-F; a-b	Russian	
HMG DS1939	5	a-e	Russian	
MMG PM obr. 1910	8	a-f; aa-bb	Russian	
LMG DP 1928	15	a-o	Russian	
ATR PTRD-41	7	L-R	Russian	
MOL-P Ampulenjot	10	K-T	Russian	
DC	6	M-R	German	
FT ROKS-2	4	E-H	Russian	
Radio PPC	3	D-F	Russian	
Concealment 1/2-inch [CX]	60	YY-ZZ; a-z; aa-zz; Aa-Ff	Russian	
Minefield [Minefield 6]	15		Game-Terr	
Minefield [Minefield 8]	3		Game-Terr	
Minefield [Minefield 12]	2		Game-Terr	

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Counter	No.	ID	Nationality	Notes
8 ⁵ -3-8 Assault Engineers	52	A-Z; a-z	German	
5 ² -4-8 Elite Circle	26	NN-ZZ; a-m	German	
4 ² -6-8 Elite Square	26	DD-ZZ; a-c	German	
4 ¹ -6-7 1st Line	52	t-z; aa-zz; Aa-Ss	German	
4-4-7 2nd Line	26	MM-ZZ; a-l	German	
4-3-6 Conscript	13	MM-YY	German	
3-3-8 Assault Engineer HS	26	A-Z	German	
2-4-8 Elite Square HS	12	AA-LL	German	
2-3-8 Elite Circle HS	13	S-Z; a-e	German	
2-4-7 1st Line HS	13	MM-YY	German	
2-3-7 2nd Line HS	13	II-UU	German	



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Counter	No.	ID	Nationality	Notes
2-3-6 Conscript HS	8	II-PP	German	

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Counter	No.	ID	Nationality	Notes
10-3	1		German	Maj Lusche
10-2	3		German	Cpt Dahlin, Cpt Kock, Cpt Lahn
9-2	3		German	Lt Gallitz, Lt Junkenz, Lt von Brok
9-1	6		German	Lt Bahr, Lt Bazforty, Lt Grau, Lt Oergeron, Lt Pokallus, Lt Zeigler
8-1	12		German	Sgt Auerbach, Sgt Buch, Sgt Fortbach, Sgt Garvin, Sgt Gast, Sgt Loos, Sgt Miers, Sgt Osterhaus, Sgt Stempel, Sgt Tarub, Sgt Welz, Sgt Wildbiler
8-0	10		German	Sgt Braun, Sgt Bruck, Sgt Epstein, Sgt Feldman, Sgt Fink, Sgt Frank, Sgt Friedman, Sgt Hirsch, Sgt Schafer, Sgt Schwarz
7-0	4		German	Cpl Busch, Cpl Fuchs, Cpl Schneider, Cpl Verbein
6+1	1		German	Col Witterer
1-4-9	4		German	Bucholz, Guildenstern, Koppmeyer, Rosencrantz
2-3-6 Conscript HS	2	QQ-RR	German	
2-2-8 Infantry crew	10	12-21	German	
1-2-7 Vehicular crew	10	14-23	German	
HMG MG42	4	a-d	German	
MMG MG34 or MG42	7	a-f; aa	German	
LMG MG34	21	G-Z; a	German	
DC Geballte Ladung 3 Kg.	20	Q-Z; a-j	German	
FT FIW 41	8	J-Q	German	
dm MMG [dm HMG]	7		German	
Concealment 1/2-inch [CX]	26	m-z,aa-ll	German	
Minefield [AT Mines 1]	2		Game-Terr	
Minefield [AT Mines 2]	2		Game-Terr	
Minefield [AT Mines 3]	3		Game-Terr	
Minefield [AT Mines 4]	3		Game-Terr	
Minefield [AT Mines 5]	2		Game-Terr	
Location German [Location Russian]	50		Game-Camp	
Perimeter German R [Perimeter German L]	50		Game-Camp	
Turn	1		Game-Basic	German/ <i>Russian</i>
10-0	3		Russian	Com Popov, Com Titov, Com Volozhin
9-0	5		Russian	Com Dunnilev, Com Gagarin, Com Kolchak, Com Pytshel, Com Volkov

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Counter	No.	ID	Nationality	Notes
PzKpfw IIH	6	a-f	German	13.
PzKpfw IIIL	6	a-f	German	15.



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Counter	No.	ID	Nationality	Notes
PzKpfw IVF1	6	a-f	German	22
PzKpfw IVF2	4	a-d	German	23.
StuG IIIB	6	a-f	German	33.
StuIG 33B	6	E-F; a-d	German	53.
SPW 251/1	6	a-f	German	63.
PSW 222(L)	6	E-F; a-d	German	70.
sIG IB	6	A-C; a-c	German	78.
AA 20L 2cm FlaK 38	4	E-F; a-b	German	26.
Sniper	2		German	
T-60 M42	3	A-B; a	Russian	4.
T-34 M41	6	a-f	Russian	14.
MTR 82* BM obr 37	4	E-F; a-b	Russian	2.
AT 45L PTP obr 32	2	E-F	Russian	7.
AT 45LL PTP obr 42	4	C-D; a-b	Russian	8.
ART 76L PTP obr 39	4	A-B; a-b	Russian	15.
Sniper	2		Russian	
AT Ditch [Burnt-Out Wreck]	11		Game-Terr	
Cellar Fortified [Rooftop]	24		Game-Terr	
Fortified Building Level 0 [Fortified Building Level 1]	32		Game-Terr	
Fortified Building Level 0 [Fortified Building Level 2]	16		Game-Terr	
Trench [Burnt-Out Wreck]	10		Game-Terr	

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Counter	No.	ID	Nationality	Notes
Abandoned [Scrounged]	2		Game-Veh/Ord	
Berserk [Wound]	6		Game-Basic	
Blaze [Flame]	8		Game-Terr	
Breach Building [Gutted Factory]	34		Game-Terr	
BU [CE]	2		Game-Veh/Ord	
DM [Low Ammo]	2		Game-Basic	
Encircled	2		Game-Basic	
Fire Lane 1R [Fire Lane 1L]	2	E-F	Game-Veh/Ord	
Fire Lane 2R [Fire Lane 2L]	2	D-E	Game-Veh/Ord	
Fire Lane 4R [Fire Lane 4L]	1	D	Game-Veh/Ord	
Fire Lane 6R [Fire Lane 6L]	1	C	Game-Veh/Ord	
First Fire AAMG [Final Fire]	8		Game-Veh/Ord	
First Fire All MG [Final Fire]	8		Game-Veh/Ord	
First Fire BMG [Final Fire]	8		Game-Veh/Ord	
First Fire BMG/CMG [Final Fire]	8		Game-Veh/Ord	
First Fire CMG [Final Fire]	8		Game-Veh/Ord	
First Fire Inherent [Final Fire]	18		Game-Basic	
First Fire MA [Final Fire]	8		Game-Veh/Ord	
First Fire MA/SA [Final Fire]	8		Game-Veh/Ord	



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Counter	No.	ID	Nationality	Notes
First Fire SA [Final Fire]	8		Game-Veh/Ord	
First Fire SW [Final Fire]	12		Game-Basic	
Motion Attempt [sD Attempt]	12		Game-Veh/Ord	
H-to-H Melee [CC]	16		Game-Basic	
Hero	4		Game-Basic	
Labor -1 [Labor -2]	2		Game-Basic	
Melee [CC]	6		Game-Basic	
Motion [Immobilized]	2		Game-Veh/Ord	
Perimeter Russian	50		Game-Camp	
PIN	2		Game-Basic	
Prep Fire [Bounding Fire]	2		Game-Basic	
Residual Fire 2 [Residual Fire 1]	7		Game-Basic	
Residual Fire 4 [Residual Fire 6]	5		Game-Basic	
Residual Fire 8 [Residual Fire 12]	2		Game-Basic	
stun	2		Game-Veh/Ord	
STUN [RECALL]	2		Game-Veh/Ord	
TCA BU [TCA CE]	2		Game-Veh/Ord	
TI [Disrupt]	2		Game-Basic	
Unarmed Squad [Unarmed HS]	4	N-Q	Game-Basic	
Wall Advantage [Foot Bridge]	2		Game-Terr	

Scenarios

Mapsheets

Name	ID	ID	Description
One Down, Two to Go	HASL RB01	RB	Red Barricades Factory Complex; city, gullies (2 sheets)
Blood & Guts	HASL RB02	RF	Red October Factory Complex; city, gullies (2 sheets)
Bread Factory #2	HASL RB03	Overlays	
To the Rescue	HASL RB04	ID	Description
The Last Bid	HASL RB05	RB1	Rote Haus
Turned Away	HASL RB06	RB2	Red House
The Red House	HASL RB07	RB3	Transformer Hut w/Water Pump Gully
Fire on the Volga	HASL RB08	RB4	Theater
Ghosts in the Rubble	HASL RB09	RB5	Apothecary
The Commissar's House	HASL RB10	RB6	Pencil Gully
Oh Joy!	HASL RB11	RB7	Kretzhaus
The 138 of the 138th	HASL RB12	ID	Red Barricades Gutted Factories Overlays
Sandbanks of the Volga	HASL RB13	GF1	Hall 4 Assembly Hall
Anchoring the Line	HASL RB14	GF2	Hexes O40, O41
Blood on the Tracks	HASL RO01	GF3	Hexes J43, J44
Second Step	HASL RO02	GF4	Hexes S43, S44
Defenders of Stalingrad	HASL RO03	GF5	Hall 2 Gun Construction Hall
The Martinofen	HASL RO04	GF6	Workshop/Warehouse
Men of Steel	HASL RO05	GF7	Hall 6a Manufacturing Hall
The Playing Field	HASL RO06	GF8	Hall 3 Gun Tube Thermal Processing & Deburring Hall
Stone Age Caves	HASL RO07	GF9	Hexes L39, L40, L41
Into the Factory	RB CG I	GF10	Hall 5 Foundry Hall
Operation Hubertus	RB CG II	GF11	Hall 5 Foundry Hall



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Scenarios

Overlays

Name	ID	ID	Red Barricdes Guttred Factories Overlays
The Barrikady	RB CG III	GF12	Hall 1 Martin Electrofurnace
Bled White	RB CG IV	GF13	Hall 6c Manufacturing Hall
X-Tag	RO CG I	GF14	Hall 6c Manufacturing Hall
Oktyabr's Hubertus	RO CG II	GF15	Hall 6e Manufacturing Hall
A Party in Our Streets	RO CG III	GF16	Workshop/Warehouse
Red Factories	RF CG I	GF17	Hall 6d Manufacturing Hall
		ID	Red October Guttred Factories Overlays
		GF18	Hall 1
		GF19	Hexes N28, N29, N30, N31
		GF20	Hall 7 Midsort Shop
		GF21	Hall 2 Rolling Shop
		GF22	Hall 5a Shop 1
		GF23	Hall 5 Sorting Shop
		G24	Hall 3 New Production Shop, Hall 6 Blooming Mill
		GF25	Hall 10 Consumer Goods
		GF26	Hall 9 Calibration
		GF27	Hall 8 Plate Mill
		GF28a	Hall 4 Martin Ovens
		GF28b	Hall 4 Extension