

Move, Page 19

- At the beginning of the Soviet Counter phase, move three counters
- Can move four counters if Command Team is in effect (p. 21)

Attack (exhausts), Page 20

- Only used against infantry
- Counter must have line of sight (same color combat position and Wehrmacht space) to attack
- Roll dice equal to attack value on counter

Suppress (exhausts), Page 20

- Move a number of Suppression tokens up to the Soviet counter's Suppress value from the Supplies box to the suppress square on the game board that matches the color square where the Soviet counter is located. If a Soviet Counter is in a square with two colors, you may split the Suppression Tokens across the matching suppress spaces.

Command [C] (exhausts), Page 21

- Must be in combat position
- Give three free, immediate Recover actions to any other Soviet counters (except those with the Command action)
 - ◆ **Command Team:** Extra action if all three counters with Command [C] are present

Request Reinforcements (exhausts), page 21

- Must be on the green colored "6" combat position in Pavlov's House (labelled "radio")
- Works just like Send Reinforcements except you only get 2 points to spend on deploying

Forward Observer [F] (exhausts), Page 22

- Spend Artillery token from location 10 or 11
- Attack two adjacent Wehrmacht counters on the same track, using three dice for each attack (can be against infantry or armor)

Anti-Tank [A] (exhausts two counters), Page 23

- Use two counters with Anti-tank to take an Anti-tank action
- Attack a Wehrmacht armor counter with the Anti-tank weapon counter's attack value

Machine Gun [G] (exhausts two counters), Page 23

- Use two counters with Machine Gun to take a Machine Gun action
- A Machine Gun weapon counter can be used to attack a Wehrmacht infantry counter or to suppress

Mortar [M] (exhausts two counters), Page 23

- Use two counters with Mortar to take a Mortar action
- A Mortar weapon counter can be used to suppress

Recover (does not exhaust a counter), Page 24

- Flip an exhausted (gray side) counter over or remove a Disrupted token

Inspire [I] (attribute, no action), Page 24

- Must be in a combat position
- Gives an extra die or Suppression token to Anti-tank or Machine Gun actions

Storm Group (attribute, no action), Page 24

- Must be part of a Storm Group assault
- Adds two extra dice to Storm Group assault attempt