

Breakthrough Russia

Official Clarifications as of 7/24/26

Rulebook

1. *Section 2.0, Definitions*, p. 2: Delete "...up to two targets..." Should read, "...and attack in the Combat Segment."
2. *Section 4.0, Playing Pieces*: p.5, Fortresses: "...one fortress in Sevastopol and one in Leningrad."
3. *Section 6.3, Limitations on Air Mission*, p. 6, fourth paragraph, last sentence should read "Both AV [see *Section 12.7, Automatic Victory (AV)* and counter-air missions (See *Section 6.5, Counter-Air Missions*) count towards the two-mission limit on ground support missions."
4. *Section 10.5, Soviet Mobilization*, p. 10: Insert "...6 free 1-3 INF units," after "...4 bonus RPTs..."
5. *Section 13.5, Counterattacks*, p. 16, second paragraph: append "In addition to the above effects, if the phasing player had any ASUs engaged, one phasing ASU suffers a depletion."
6. *Section 16.2, Weather*, page 20: Append after last sentence, "All ASUs lose 1 MP from their air range on Mud turns."
7. *Section 18.2, Workers and Peasants Mobilized*, p. 20: Insert "...6 free 1-3 INF units..." after "4 additional RPTs."
8. *Section 14.2.3, Post Exploitation Air Redeployment*, p. 18: Insert "(optional)" between "two" and "airbases".
9. *Section 18.1 Axis Initial Surprise*, p. 20, second paragraph, last sentence: Should read: "The Axis player receives 2 fewer RPTs on the Fall 1941 turn." Barbarossa scenario card, under "Bonus RPTs, should also read "The Axis player receives 2 fewer RPTs on the Fall 1941 turn."
10. *Section 20.3, Murmansk Box*, 1st paragraph, second sentence: Should read, "The ASU must be full-strength."

Terrain Effects Chart

Swamps: Append to description of Combat Effects
"ZOC do not extend into or out of swamp hexes."

Scenario Set-Ups

Barbarossa and Campaign Scenarios, under Soviet Set Up: Append "Leningrad begins both the Barbarossa and Campaign Game as a fortress."