



Russia Besieged

Living Rules v1.0

Official New Changes

With the introduction of the Finnish Expansion, the Rule Book in the main game has been updated to reflect some of the new official rules changes. This is a list of those changes.

Page #	Rule #	Rule
7	4.1	City Control
11	7.2	The Example has changed
30	17.4	German PanzerGrenadier Upgrade - REMOVED COMPLETELY - remove the counters from the game as well
31	18.4	SS Panzer Corps Withdrawal - READ THIS CAREFULLY - replace old counters with those provided in the Finnish Expansion - there is a new system for dealing with SS withdrawal that is now more historically accurate
39	24.7	Axis City Control - NEW RULE - read carefully, it changes how the German takes control of a City hex in the first two turns of the game

Main Game Order of Battle Cards

REMOVE the Order of Battle Cards from the main game and replace them with the NEW ORDER OF BATTLE CARDS provided with the Finnish Expansion. These are updated to reflect changes in the counters.

Counter Changes

We finally nailed down the *Russian Guards Cavalry Corps* order of battle and have replaced ALL the counters that came with the main game and the Player's Guide. Please REMOVE THE OLD COUNTERS FROM PLAY and REPLACE THEM WITH THE COUNTERS FROM THE RUSSIA BESIEGED EXPANSION.

SS Counters have been updated. You need to REMOVE the 1st, 2nd and 3rd SS Armor Corps from the original game and replace with counters provided.

Rumanian Mechanized Corps, Mountain Corps, 3rd and 4th Rumanian Infantry need to be removed and replaced with the new more accurate counters. REMOVE the German 90th Infantry Division and the 15th SS Cavalry from the OB.

The Main Order of Battle will reflect all the new changes with the counters and the Order of Battles. Please fill the card and remove any counter that doesn't match what is on the cards.

Moving forward, Living Rules v1.0 and any new updates are now the OFFICIAL RULES for the play of Russia Besieged and supercede all previous editions.