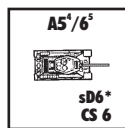
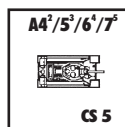
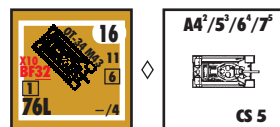


RUSSIAN VEHICLE NOTES SUPPLEMENTAL

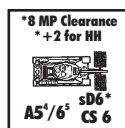
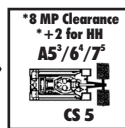
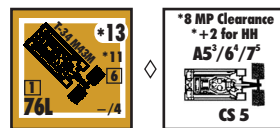
There were many vehicles produced by the Soviet Union that were not included with the original issue of Beyond Valor. Most especially, the Soviet union produced specialized engineering AFV that are not covered. This publication is an effort to place some of these vehicles on your gaming table.

The Soviets, just like the other allies, were able to develop specialized vehicles based on their main battle tank, the T-34. While we do see one of these vehicles in the normal counter mix, the OT-34, it represents only one conversion of many that occurred both at the factory and at the front. This is especially true as the war passed into 1944. The Soviet Union's vast production of AFVs allowed for increasing specialization; gone were the days when tanks would roll from the production line directly into the front line.



1. OT-34 M1943 & OT-34/85: Flamethrower tanks development did not end with the OT-34 M1941. All major production models of the T-34 were modified in the same fashion. OT-34/85: See Russian Vehicle Note J

Note: The X10 applies to the SA only.



2. T-34 M1943M & T-34/85M: The Soviet Union also produced an attachable mine exploding device, the PT-3. Basically a set of rollers to clear a path before the vehicle, the PT-3s were issued 18 to an armored engineer regiment, with an allocation of 22 T-34's. Their first use was in June, 1943.

* The MP allotment is 13 during a turn when no clearance attempt is made, but is reduced to 8 MP if vehicle makes a clearance

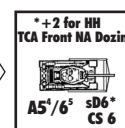
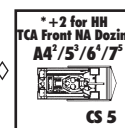
attempt at any time during its MPh. This vehicle may not enter building, rubble, or woods [EXC: via a TB]; attempting to cross a wall hexside causes a bog check, failure of which leaves the vehicle bogged in the hex it was leaving.

* This vehicle may clear mines like a flail tank (B28.7-72).

* Due to the extra protection afforded by the mine roller, a special +2 TH DRM applies to the calculation of a *front-hull* hit vs this tank [EXC: Direct fire mortar attacks]. This is signified by the "+2 for HH" on the counter.

T-34/85M: See Russian Vehicle Note J

[Note: the designation M is for ASL purposes only]

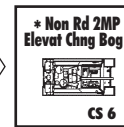


3. T-34 M1943D & T-34/85D: The Soviet Union also made kits to convert T-34s into tankdozers.

*Due to the extra protection afforded by the dozer blade, a special +2 TH DRM [EXC: Direct fire mortar attacks] applies to the calculation of a *front-hull* hit vs a Tankdozer unless the firer is at last one full level higher than the target [see also G15]. This is signified by the "+2 for HH" on the counter.

T-34/85D: Due to the length of its MA, the T-34/85D may not attempt clearance while its TCA coincides with its VCA in any way. This is signified by the "TCA Front NA Dozing" on the counter. See also Russian Vehicle Note J

[Note: the "D" designation is for ASL purposes only]



4. Su-101: As the Soviets began to see bigger and bigger German AFV, they struggled to place weapons that could defeat these

new threats. One experimental vehicle was the SU-101. In this variant, the engine of the T-34 was moved forward of the fighting compartment, armor was increased and sloped even more dramatically. The result was a very heavily armored tank destroyer. Despite the extra weight, the SU-101 had very good speed; however, due to the plethora of tank destroyers by 1945, problems with securing of the barrel during cross country movement, and the approaching end of the war, development was discontinued after only one prototype was built.

* Due to barrel stability problems, the minimum MP expenditure for non-road movement is 2 MP. This is represented by *Non-Rd 2MP* on the reverse of the counter.

Additionally, changing elevations without benefit of road movement results in a Bog Check [EXC: the only DRM is +2 for being BU]; if this bog check is failed, the MA is marked disabled until the vehicle becomes un-bogged. This is represented by *Elevat Chng Bog* on the reverse of the counter.