

Intelligence Briefing on the Late War

Soviet Army (1944-45)

Soviet Army is a far cry from the clumsy monster it started the war as. The officer training programs are turning out well-trained leaders in large numbers and the Army as whole has gained in experience to the point where it is pushing the much vaunted German Army back on all fronts. The cost of this learning has been immense. Formations are kept in battle until they are almost wiped out before being withdrawn and rebuilt. To keep the vital mechanised forces up to strength, the regular corps and divisions have been starved of troops. The only exception to this are the Guards divisions, which have proved their worth in battle, and so are reinforced beyond normal strength.

Soviet Battalion Choices

You can base your Soviet force on:

- a Tankovaya Bataljon (Tank Battalion),
- a Motostrelkovaya Bataljon (Mechanised Infantry Battalion), or
- a Strelkovaya Bataljon (Infantry Battalion).

Motivation and Experience

After the harsh lessons learned in 1942 and 1943, the quality of the Red Army's officers is improving. Although the desperate measures of the earlier days have passed, Soviet soldiers still know the price of failure is high.

Most soldiers in a Soviet force are classed as **Confident Trained**.

Special Rules

Centralised Control

The Soviet economic and social system emphasizes centralized planning and control by the government. This applies to the army as well. Soviet generals prefer their troops to strictly obey orders, rather than think for themselves.

To reflect this, the forces in this *Intelligence Briefing* are organised differently from other armies. For game purposes, a Soviet company is treated as a single platoon and a whole battalion operates like most armies' companies.

Wherever the rules talk about a platoon, read that as a Soviet company. When the rules talk about a company, read that as a Soviet battalion.

A Soviet company is led by a Platoon Command team and operates like a large platoon. A Soviet battalion is led by a Company Command team assisted by a 2iC Command team, and operates like a large company.

For example, whereas a German platoon must remain in command to move freely, an entire Soviet company must be in command. Similarly, while the enemy shoots at a US platoon, they shoot at a Soviet company.

The Quality Of Quantity

The Russians have a saying "Quantity has a quality all of its own." The big formations used by the Red Army take a lot of shooting to stop.

A Soviet company currently containing at least fifteen infantry teams must take *eight* hits in a single Shooting step before they become Pinned Down. A single hit from an Artillery Bombardment still pins them however.

Note: This is deliberately different from the Mid War Soviet Army and reflects the urgent need to conserve the dwindling reserves of manpower.

Komissar

A Komissar is a Communist Party official who supervises the soldiers during combat and makes sure they display the proper levels of enthusiasm in battle. A lack of heroism in driving the Hitlerites from Mother Russia is not acceptable and the Komissar will not hesitate to shoot soldiers who show fear during battle. As Comrade Stalin said, "It takes a brave man not to be a hero in the Red Army."

If a Soviet company containing a Komissar fails its Motivation test to rally from being Pinned Down or to counterattack in an Assault, you may immediately destroy another team from the company and take the Motivation test again. This is not a re-roll, but a completely new test.

If you roll a 1 on this Motivation test, the soldiers revolt against the Komissar and shoot him in turn! The Komissar team is destroyed as well.

Tankodeseantniki

Tanks are extremely vulnerable to infantry tank-hunter teams at close quarters. To protect the tanks, Soviet tank brigades have a company of submachine-gun armed *Tankodeseantniki*, or tank riders, whose job is to protect the tanks.

Tankodeseantniki never go far from their tank, so use submachine-gun-armed infantry miniatures permanently mounted on the back of the tank to represent them.

Tankodeseantniki are part of the tank team. They cannot move, be shot at, or assaulted separately from their tank. They only way to destroy them is to destroy their tank.

Tankodeseantniki can shoot separately from their tank. They have a range of 4"/10cm, ROF 1 whether the tank moves or not, Anti-tank 1, and Firepower 6.

In an assault, Tankodeseantniki fight at the same time as their tank, giving the tank two attacks in assault combat.

A tank carrying Tankodeseantniki cannot carry other passengers.

Soviet Vehicles

Bedspring Armour

The Soviet response to the Panzerfaust, a German Bazooka rocket launcher was to fit their tanks with wire screens that looked like the base of a bed.

Any Soviet tank can have bedspring armour fitted for +5 points. The armour must be modelled on the vehicle.

When a tank that is protected by bedspring armour is hit by an infantry team's shooting and fails its Armour Save, roll a special 4+ save:

- If the save is successful the screens protect the tank from damage.
- If the save is not successful the shot penetrated as normal.

2-man Turret

The old T-34 design makes the tank commander do double duty as the gunner as well. This severely limits their rate of fire with such a large gun.

Tanks with a 2-man turret fire their main gun at ROF 1.

Fast Tank

With their powerful engine and excellent Christie suspension, T-34 tanks can keep up a high speed over a long march.

T-34 tanks can march up to 32"/80cm when moving At the Double.

Heavy Tank

Soviet KV-1s and lend-lease British Churchill heavy tanks may be slow, but they have the power and the weight to grind their way through almost any terrain.

Heavy tanks only move 8"/20cm on Road and Cross-country terrain.

If a heavy tank becomes Bugged Down, roll again. On a roll of 4+, the tank immediately frees itself and continues moving.

No Loader

The OT-34 flame-thrower tank has the flame-thrower fuel in the turret in the space occupied by the loader in a normal T-34.

Reduce the ROF to 1 and add an additional +1 to the score needed to hit when shooting with the 76mm gun of an OT-34 tank.

Overloaded

The heavy armour and large gun of the SU-100 assault gun seriously overloads the chassis.

SU-100 assault guns only move 8"/20cm on Road and Cross-country terrain.

When required to make a bogging roll, an SU-100 assault gun becomes Bugged Down on a roll of 1 or 2, rather than the usual 1.

Slow Tank

The KV-series of tanks was designed to have thick armour rather than high speed. The lend lease British Matilda and Valentine light tanks also have good armour protection, but are rather slow.

Slow tanks only move 8"/20cm on Road and Cross-country terrain.

Tripod mount

The DShK anti-aircraft machine-gun was fired from a tripod, which was usually erected on the deck of a truck.

The DShK HMG mounted on a truck cannot move and shoot in the same turn. You may dismount the DShK HMG by replacing the truck with a DShK HMG team.

Turret Rear Machine-gun

Soviet heavy tanks have an extra machine-gun mounted in the rear of the turret to protect them from infantry attempting to assault the tank.

Re-roll successful Skill tests to hit a tank with a turret rear machine-gun in an assault.

- If you pass the re-roll, the assaulting team get past the machine-gunner to hit the tank and the tank must make an Armour Save as normal.
- If you fail the re-roll, the assaulting team fails to score a hit. The machine-gunner managed to keep the infantry at bay and protect the tank.

Wide-tracks

T-34 tanks have extremely wide tracks allowing them to cross almost any terrain with ease.

If a tank with wide tracks becomes Bugged Down, roll again. On a roll of 4+, the tank immediately frees itself and continues moving.

Soviet Weapons

No HE

British lend-lease tanks were well armoured, but had one serious flaw. Being designed as anti-tank guns, their guns did not have high explosive (HE) ammunition.

2 pdr and 6 pdr tank guns have a Firepower rating of 6 when firing at unarmoured targets.

Air Support

After an abysmal start the Soviet air force, is now stronger than the German *Luftwaffe* (air force) and starting to receive aircraft capable of matching the enemy in the air.

You may request Limited air support at a cost of 100 points.

Limited air support will provide supporting ground attack aircraft and fighters on a roll of 5+.

You may request Priority air support at a cost of 200 points.

Priority air support will provide supporting ground attack aircraft and fighters on a roll of 4+.

Aircraft	Weapons	Range	ROF	Anti-tank	Firepower
Il-2 Shturmovik	Bombs	4"/10cm	-	4	1+
Il-2 Shturmovik	Rockets	8"/20cm	-	6	4+
Il-2 Shturmovik	Cannon	8"/20cm	3	5	5+

Flying Tank

The Il-2 Shturmovik is a heavily armoured Soviet ground attack aircraft. It has earned its nickname, 'The Flying Tank'.

When attempting to shoot down a Shturmovik you must re-roll successful Firepower rolls.

- A successful re-roll shoots the aircraft down.
- A failed re-roll means that the aircraft's heavy armour protects it allowing it to break off and return to base instead.

Tankovaya Bataljon (Tank Battalion)

The strike force of the Soviet Union is its tank brigades. Fielded in tank corps or even tank armies, the tank brigades are capable of punching through any opposition and exploiting deep into the enemy's top rear. A Tank Brigade is a small self-contained strike force capable of attacking any objective. Its weakness lies in its inability to hold what it has taken, having few machine-guns and only limited artillery.

What Is In A Tankovaya Bataljon?

A force based around a Tankovaya Bataljon must contain:

- a Battalion HQ, and
- two Tankovaya Companies.

Weapons Companies available to a Tankovaya Bataljon are:

- a Motostrelkovaya Company,
- an Anti-tank Rifle Company,
- an Anti-tank Company,
- a Mortar Company, and
- an Anti-aircraft Machine-gun Company.

Support Companies for a Tankovaya Bataljon can be:

- Heavy Tankovaya, Assault Gun, Anti-tank, Rocket Mortar, or Reconnaissance Companies from Corps Troops.

You may have up to **one** Support Company attached to your battalion for each Tankovaya Company you are fielding.

Tankodeseantniki

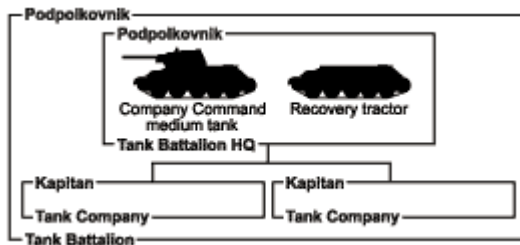
One of your tank companies may have Tankodeseantniki riding on each tank at a cost of +5 points per tank.

Motivation And Experience

A Tankovaya Bataljon is **Confident Trained**.

Headquarters Company

1 Battalion HQ

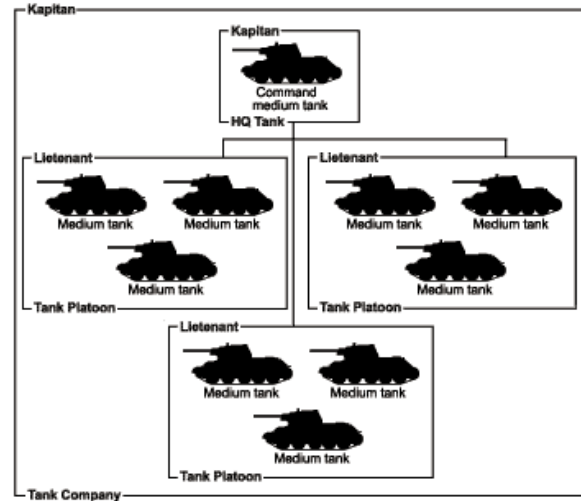


With only 21 tanks (the strength of a western tank company), the Tank Battalion allows commanders to control the deployment of their tanks with greater precision. The commitment of a battalion is feasible for most operations and removes the need for independent company operations.

The most common recovery tractor was the TT-34, an old T-34 that had its turret removed to make a simple towing vehicle. Since the battalion lacks a 2iC Command team, the recovery tractor accompanies the battalion commander, joining any platoon the commander joins.

Combat Companies

2 Tankovaya Companies



The Tank Company is relatively small to make it easy to control. In line with Soviet doctrine calling for tight centralised control, only the company commander and platoon commanders have radios capable of both transmitting and receiving. The remaining tanks simply have to conform to the movements of their officers.

Starting from April the new 1944 model T34 with a new 85mm gun (sometimes known as T34/85, but the RKKA didn't make any distinction) began entering service. Although whole companies were sometimes issued the new tank, it was generally mixed with older models.

Weapons Companies

0 to 1 Motostrelkovaya Company

See the Motostrelkovaya Bataljon below.

0 to 1 Anti-tank Rifle Company

See the Motostrelkovaya Bataljon below.

0 to 1 Anti-tank Company

See the Motostrelkovaya Bataljon below.

0 to 1 Mortar Company

See the Motostrelkovaya Bataljon below.

0 to 1 Anti-aircraft Machine-gun Company

See the Motostrelkovaya Bataljon.

Your force may not contain more than one Anti-aircraft Machine-gun Company, even if it has more than one Motostrelkovaya Bataljon.

Motostrelkovaya Bataljon (Mechanised Infantry Battalion)

A tank battalion may seem more glamorous than a motostrelkovaya bataljon (motor rifle battalion); the tank battalion lacks the resilience to hold its gains. The mechanized infantry have plenty of support weapons and even their own tanks. They can and will hold what they take. Although the infantry don't have any armoured personnel carriers, they do have lots of tanks and they ride these into battle when speed and mobility is required.

What Is In A Motostrelkovaya Bataljon?

A force based around a Motostrelkovaya Bataljon must contain:

- a Battalion HQ, and
- at least two Motostrelkovaya Companies.

Weapons Companies available to a Motostrelkovaya Bataljon are:

- a Machine-gun Company,
- two Mortar Companies,
- two Anti-tank Rifle Companies,
- an Anti-tank Company,
- an Armoured Car Platoon,
- a Scout Platoon,
- a Tankovaya Company,
- a Light Tankovaya Company,
- a Submachine-gun Company,
- a Heavy Mortar Company,
- an Artillery Battery, and
- an Anti-aircraft Machine-gun Company.

Support Companies for a Motostrelkovaya Bataljon can be:

- Tankovaya Companies (from a Tankovaya Bataljon), or
- Heavy Tankovaya, Assault Gun, Anti-tank, Rocket Mortar, or Reconnaissance Companies from Corps Troops.

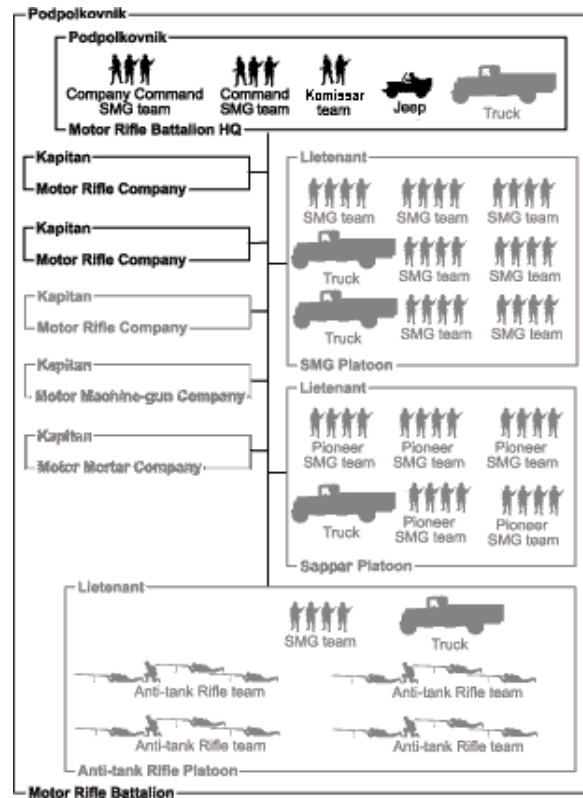
You may have up to **one** Support Company attached to your battalion for each Motostrelkovaya Company you are fielding.

Motivation And Experience

A Motostrelkovaya Bataljon is **Confident Trained**.

Headquarters Company

1 Battalion HQ

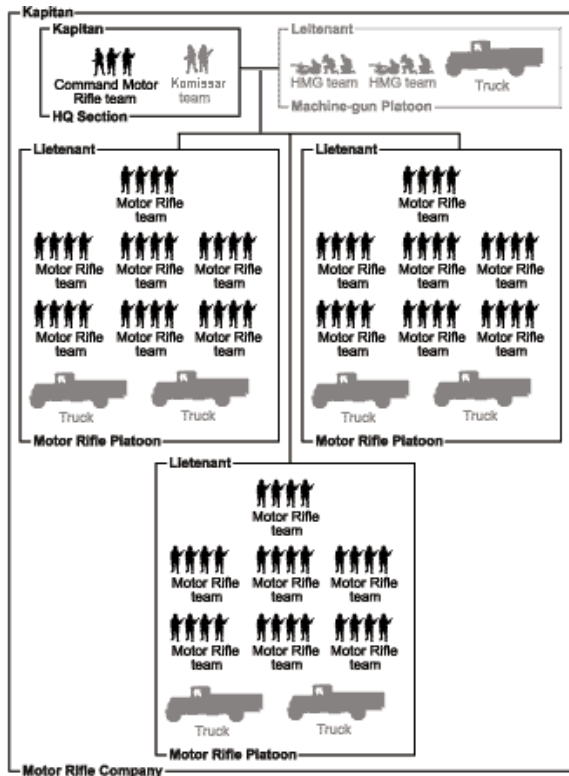


At full strength:	40 points
Add SMG Platoon:	+110 points
Add Sapper Platoon:	+100 points
Add Anti-tank Rifle Platoon:	+95 points
Add 3-ton trucks:	+5 points each

The Motostrelkovaya Bataljon is a self-contained strike force with every type of weapon available to it.

Combat Companies

2 or 3 *Motostrelkovaya* Companies

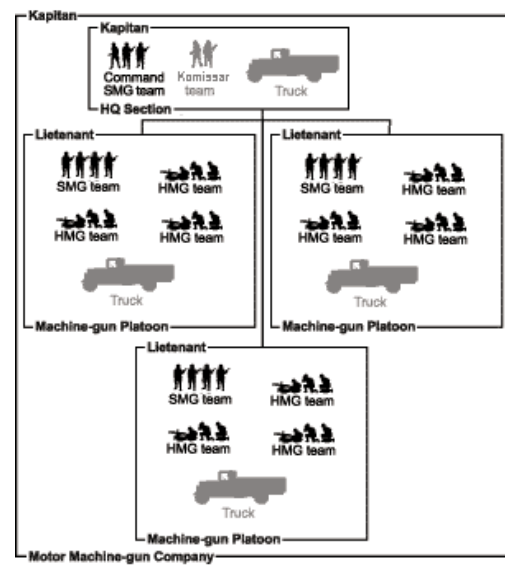


At full strength:	485 points
With 2 platoons:	330 points
With 1 platoon:	175 points
Add Komissar team:	+10 points
Add HMG teams:	+25 points each
Add 3-ton trucks:	+5 points each

During 1943 the motor rifle companies were re-equipped with submachine-guns. Since they retained their light machine-guns and a pair of Maxim heavy machine-guns, they packed a significant long-range wallop as well as being very nasty close in.

Weapons Companies

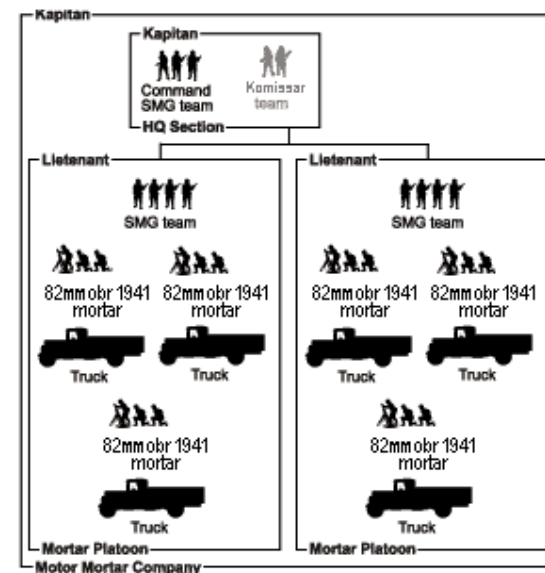
0 to 1 *Machine-gun* Company



At full strength:	265 points
With 2 platoons:	185 points
With 1 platoon:	105 points
Add Komissar team:	+10 points
Add 3-ton trucks:	+5 points each

Equipped with up to nine machine-guns, the Machine-gun Company gives the battalion the firepower it needs to assault enemy positions, or repulse enemy attacks.

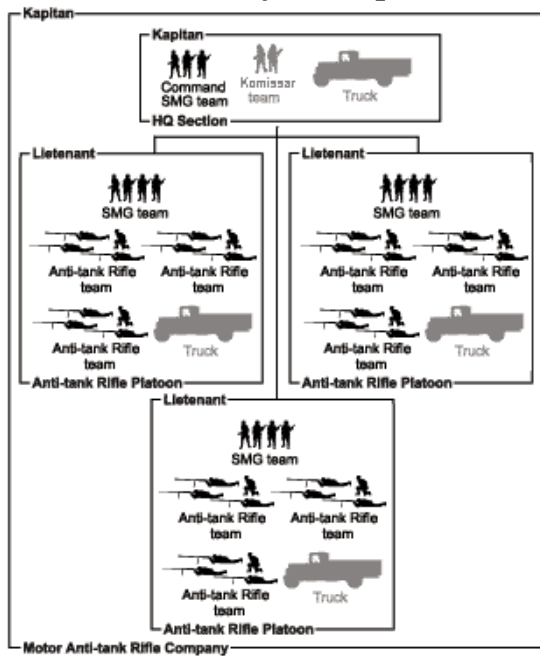
0 to 2 *Mortar* Companies



At full strength:	205 points
With 1 platoon:	110 points
Add Komissar team:	+10 points

The Mortar Company provides longer-range support for the infantry. Like most Soviet units, the Mortar Company is not blessed with excellent communications. It usually deploys behind cover with the Kapitan up forward observing the fall of shot.

0 to 2 Anti-tank Rifle Companies



At full strength:	240 points
With 2 platoons:	165 points
With 1 platoon:	90 points
Add Komissar team:	+10 points
Add 3-ton trucks:	+5 points each

The Anti-tank Rifle Companies may seem outdated, but they are still useful because of their sheer numbers. No German Panzergrenadier attack can survive the fusillade of armour piercing bullets that this company can deliver. As well as the battalion's own small two-platoon company, the brigade has another big three-platoon company available.

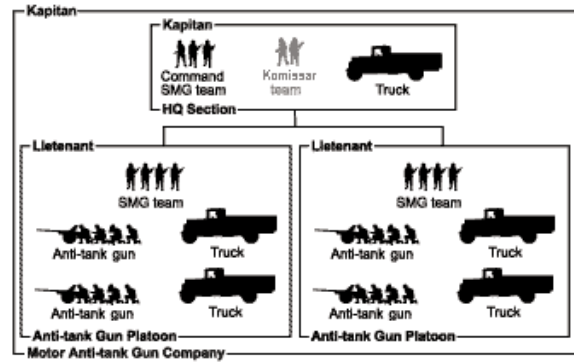
Tank Killers

The Anti-tank Rifle Companies are responsible for protecting the entire Motostrelkovaya Polk from enemy tanks. To do this most efficiently it is often broken up into detachments.

An Anti-tank Rifle Company may detach Anti-tank Rifle Platoons to protect specific companies.

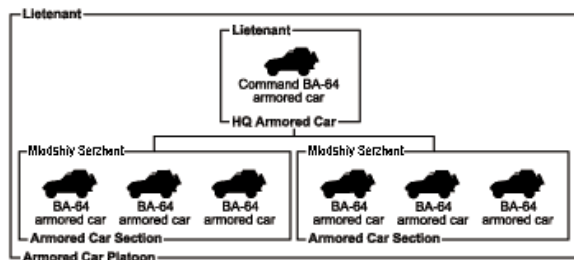
The detached Anti-tank Rifle Platoon is no longer part of the Anti-tank Rifle Company. The detached Anti-tank Rifle Platoon becomes part of the company it is attached to in all respects, except that they do not count towards the number of teams in the company that are capable of fighting when working out whether the company is below half strength. If they are destroyed, they do count towards the number of destroyed teams in their adopted company.

0 to 1 Anti-tank Company



Although of small calibre, the long barrels of the light anti-tank guns make them quite deadly against unwary tanks, while keeping them light enough to manhandle well forward. The 45mm obr 1942 guns are being replaced with the new 57mm ZIS-2 anti-tank gun as it became available.

0 to 1 Armoured Car Platoon

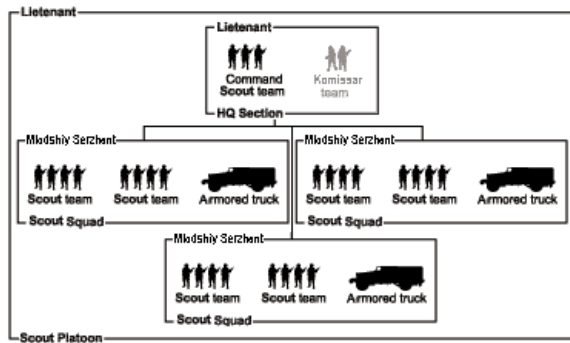


The mechanised brigade's Armoured Car Platoon is its eyes and ears.

Armoured Car Platoons are an exception to the Centralised Control special rule. They operate as a normal platoon. Armoured Car Platoons are reconnaissance platoons and may use the Reconnaissance rules. Note that they are **Veteran** troops.

Your force may not contain more than one Armoured Car Platoon, even if it has more than one Motostrelkovaya Bataljon.

0 to 1 Scout Platoon



At full strength:	360 points
With two squads:	255 points
With one squad:	150 points
Replace each M3 armoured truck with two or three Universal Carriers:	+30 points per truck
Replace M3 armoured trucks with Sd Kfz 251 half-tracks:	+5 points per truck
Add Komissar team:	+15 points

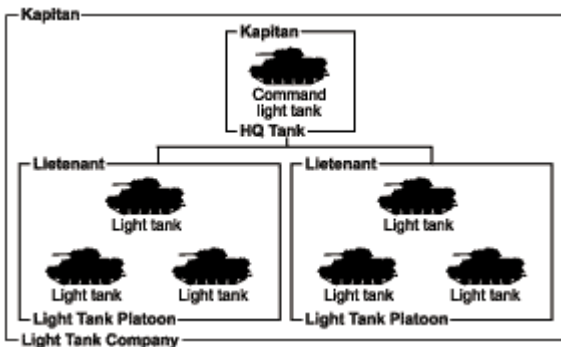
Soviet scouts have an enviable reputation for toughness and skill.

Scout Platoons are an exception to the Centralised Control special rule. They operate as a normal platoon. Scout Platoons are reconnaissance platoons and may use the Reconnaissance rules. Note that they are **Veteran** troops.

0 to 1 Tankovaya Company

See the Tankovaya Bataljon for the company organisation.

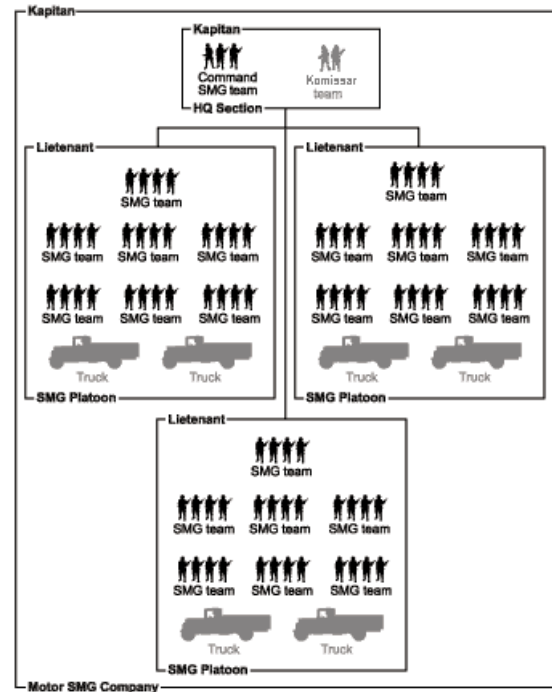
0 to 1 Light Tankovaya Company



The tank regiment attached to each mechanised brigade included a small light tank company as well as its three medium tank companies.

Your force may not contain more than one Light Tankovaya Company, even if it has more than one Motostrelkovaya Bataljon.

0 to 1 Submachine-gun Company

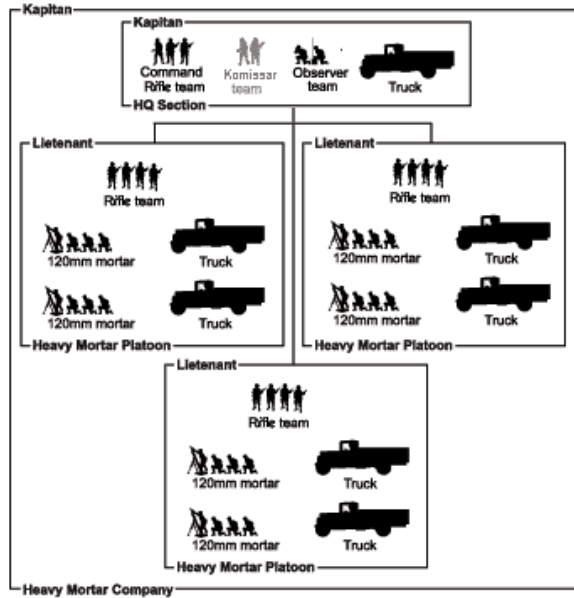


At full strength:	350 points
With 2 platoons:	240 points
With 1 platoon:	130 points
Add Komissar:	+10 points
Add 3-ton trucks:	+5 points each

The Submachine-gun Company provides the Motostrelkovaya Bataljon with a useful specialist assault force.

Your force may not contain more than one Submachine-gun Company, even if it has more than one Motostrelkovaya Bataljon.

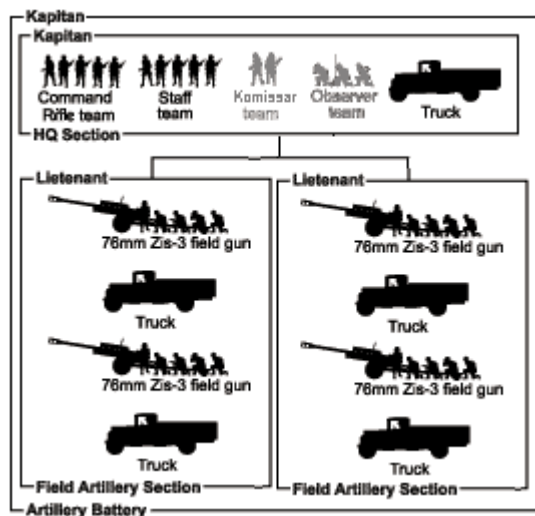
0 to 1 Heavy Mortar Company



The Heavy Mortar Company provides immense firepower at relatively little cost.

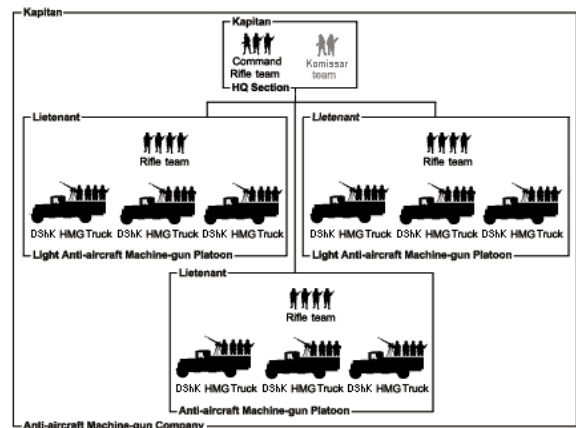
Your force may not contain more than one Heavy Mortar Company, even if it has more than one Motostrelkovaya Bataljon.

0 to 1 Artillery Battery



One of the few fully motorised artillery units in the Red Army is the mechanised brigade's artillery battalion. These mobile guns function as artillery and as anti-tank guns if needed.

0 to 1 Anti-aircraft Machine-gun Company



The Luftwaffe is not yet a beaten force on the Eastern Front. The motor rifle brigade includes an Anti-aircraft Machine-gun Company of truck-mounted DShK Model 1938 heavy machine-guns. These can be dismantled for static operations.

Your force may not contain more than one Anti-aircraft Machine-gun Company, even if it has more than one Motostrelkovaya Bataljon.

Strelkovaya Bataljon (Infantry Battalion)

The humble foot soldier in the Soviet Army began the war as a *Krasnoarmeets* or Red Army Soldier. The need to rally popular support led to a change from the Great Patriotic War being about Communism and Capitalism to it being about saving Mother Russia. A matching change gave the foot soldiers their current less political title of *Ryadovoy* or simply infantryman. Whatever their title though, with 500 rifle divisions in service, the humble rifle regiment formed the backbone of the Soviet armed forces. The *Strelkovaya Polk* or Rifle Regiment is the core of the rifle division. It is unusually well provided with heavy weapons, having no less than two companies, three batteries, and three platoons under the direct control of the *Polkovnik* or Colonel, as well as another eighteen under battalion control.

What Is In A Strelkovaya Bataljon?

A force based around a Strelkovaya Bataljon must contain:

- a Battalion HQ, and
- at least two Strelkovaya Companies.

Weapons Companies available to a Strelkovaya Bataljon are:

- a Scout Platoon,
- two Machine-gun Companies,
- a Mortar Company,
- a Submachine-gun Company,
- an Anti-tank Rifle Company,
- an Anti-tank Company,
- an Infantry Gun Company, and
- a Heavy Mortar Company.

Support Companies for a Strelkovaya Bataljon can be:

- Field Gun Batteries (see below),
- Howitzer Batteries (see below),
- Tankovaya Companies (from a Tankovaya Bataljon), or
- Heavy Tankovaya, Assault Gun, Anti-tank, Rocket Mortar, or Reconnaissance Companies from Corps Troops.

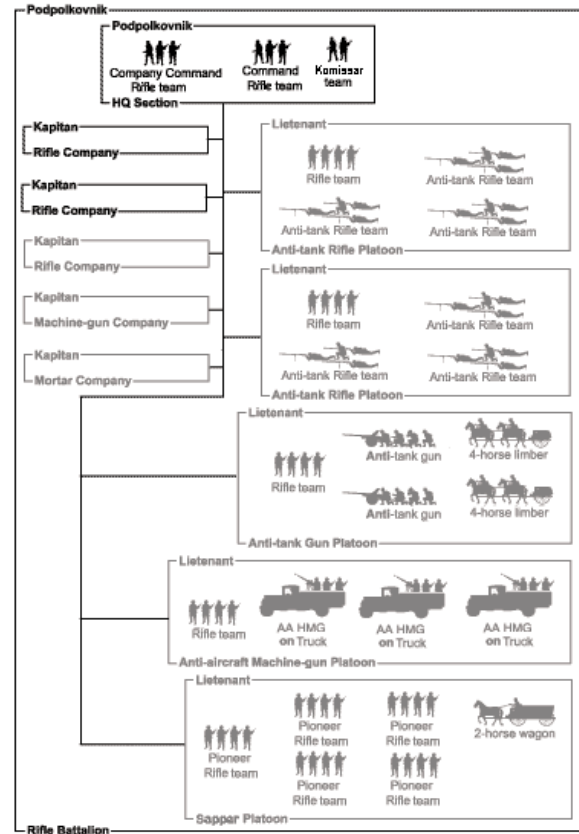
You may have up to **one** Support Company attached to your battalion for each Strelkovaya Company you are fielding.

Motivation And Experience

A Strelkovaya Bataljon is **Confident Trained**.

Headquarters Company

1 Battalion HQ

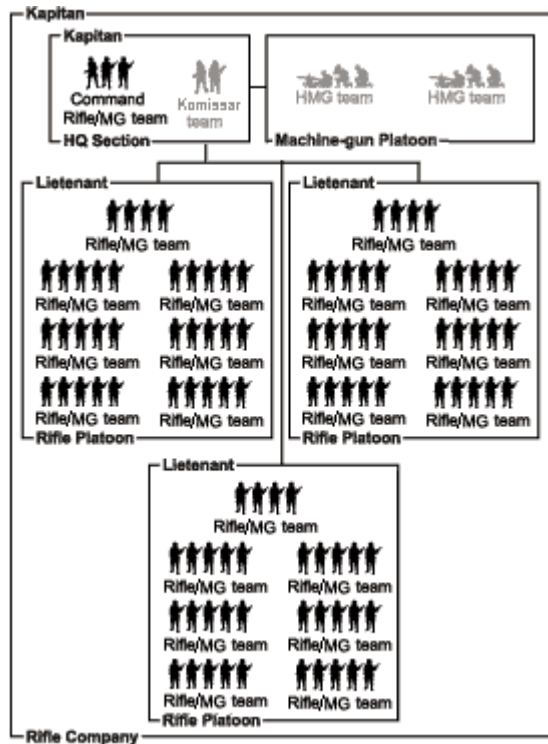


At full strength:	30 points
Add Anti-tank Rifle Platoons:	+70 points each
Add Anti-tank Gun Platoon:	+65 points
Add Anti-aircraft MG Platoon:	+65 points
Add Sapper Platoon:	+80 points

The *Strelkovaya Bataljon* or Rifle Battalion has three Rifle Companies, two Machine-gun Platoons, two Mortar Platoons, an Anti-tank Rifle Platoon, and an Anti-tank Platoon under the command of a *Podpolkovnik* or Sub Colonel. Of course a *Gvardejskij Strelkovaya Bataljon* or Guards Rifle Battalion is better equipped with more machine-guns and twice as many anti-tank rifles. The anti-tank guns are light 45mm obr 1942 guns.

Combat Companies

2 or 3 Strelkovaya Companies

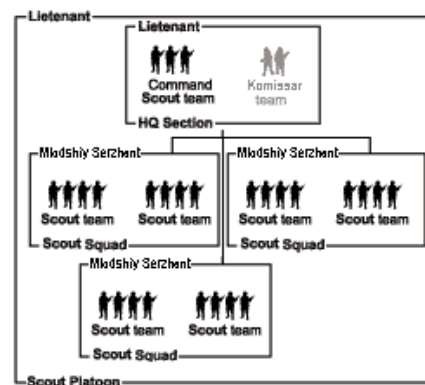


At full strength:	350 points
With 2 platoons:	240 points
With 1 platoon:	130 points
Add Komissar team:	+10 points
Add HMG teams:	+25 points each
Replace one platoon with SMG teams:	free

Although each Rifle Platoon is commanded by a *Leitenant* or Lieutenant unaided by even a runner, Russian tradition and the centralised Soviet system gives them little of the scope of a western lieutenant. It is at the level of the *Kapitan* or Captain commanding the Rifle Company that tactical control resides. The extra equipment of Guards units extends right down to the company, which in a Guards regiment has two tiny machine-gun squads under their own *Leitenant*.

Weapons Companies

0 to 1 Scout Platoon



At full strength:	300 points
With 2 squads:	215 points
With 1 squad:	130 points
Add Komissar team:	+15 points

The Scout Platoon contained the most experienced troops in the regiment. These *razvedchiki*, tough veteran scouts, probe the enemy defences before attacks and sometimes sneak into the defences to create mayhem and confusion when the main assault begins.

Scout Platoons are an exception to the Centralised Control special rule. They operate as a normal platoon.

Scout Platoons are reconnaissance platoons and may use the Reconnaissance rules. Note that they are **Veteran** troops.

Your force may not contain more than one Scout Platoon, even if it has more than one Strelkovaya Bataljon.

Infiltration

Soviet soldiers have a reputation for being long-suffering and tough-minded. They often surprise enemy defences by launching attacks from terrain that seems impassable to other troops. Soviet infantry may swim freezing rivers or wade through trackless swamps in pitch darkness to reach positions close to or even behind the enemy before the battle begins.

If you are on the attacking side in a game, your Scout Platoon may attempt to infiltrate the enemy position. A Strelkovaya Company may infiltrate with the Scout Platoon if desired, in which case the Strelkovaya Company must deploy in command distance of the Scout's command team.

After your deployment (but before the game begins), you may move the infiltrating troops up to 16"/40cm. If they end this movement concealed by terrain, the infiltrating troops are automatically detected if they are within 8"/20cm of any enemy team. If they are not concealed they are automatically detected if they move within 16"/40cm of an enemy team.

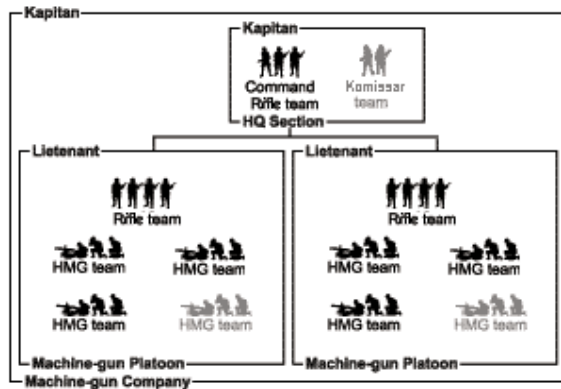
If they are not automatically detected, roll a die:

- on a roll of 2+, they have infiltrated undetected,
- on a roll of 1, they are detected.

If the infiltrators are detected, the enemy is alerted and have the first turn.

You may not infiltrate in the Free-For-All mission.

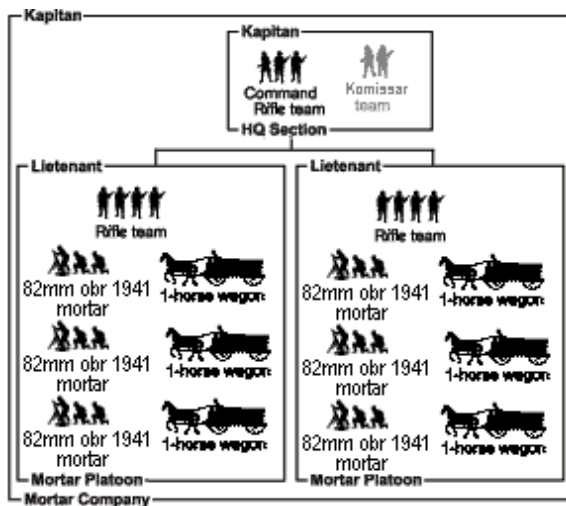
0 to 2 Machine-gun Companies



At full strength:	170 points
With 1 platoon:	90 points
Add Komissar:	+10 points
Add fourth HMG team to platoon:	+25 points each

Although each battalion Machine-gun Company had three platoons in theory, lack of personnel dictated a reduction to two platoons in practice. Of course the Guards Rifle Battalions had extra machine-guns in each platoon.

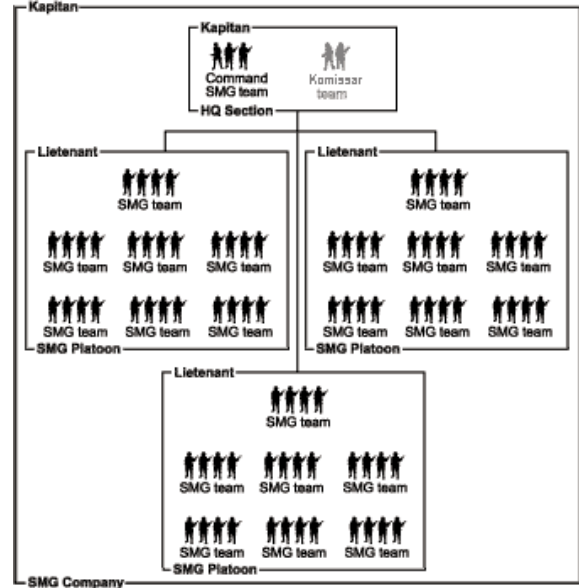
0 to 1 Mortar Company



At full strength:	185 points
With 1 platoon:	100 points
Add Komissar team:	+10 points

Like the Machine-gun Company, the Mortar Company was reduced to two platoons to conserve manpower. Unlike the machine-guns, the Guards units had exactly the same organisation.

0 to 1 Submachine-gun Company

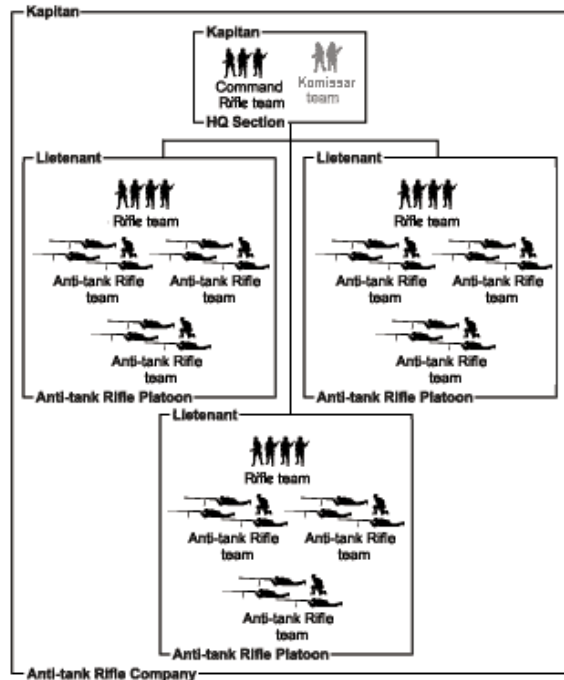


At full strength:	350 points
With 2 platoons:	240 points
With 1 platoon:	130 points
Add Komissar:	+10 points

Most rifle regiments only had a single SMG company. Guards rifle regiments tended to have a second one.

Your force may not contain more than two Sub-machine-gun Companies, even if it has more than one Strelkovaya Bataljon.

0 to 1 Anti-tank Rifle Company



At full strength:	225 points
With 2 platoons:	155 points
With 1 platoon:	85 points
Add Komissar team:	+10 points

The regimental anti-tank rifle company is an excellent unit for stopping German Panzergrenadier attacks dead. They make medium tanks think twice too!

Your force may not contain more than one Anti-tank Rifle Company, even if it has more than one Strelkovaya Bataljon.

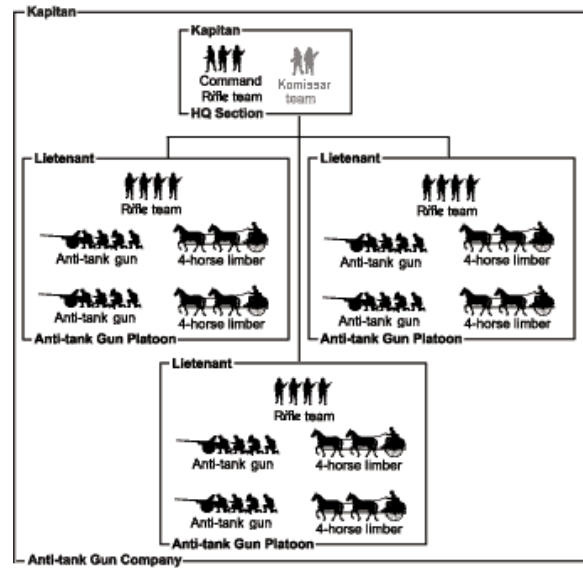
Tank Killers

The Anti-tank Rifle Company is responsible for protecting the entire Strelkovaya Polk from enemy tanks. To do this most efficiently it is often broken up into detachments.

Before the game begins, an Anti-tank Rifle Company may detach Anti-tank Rifle Platoons to protect specific companies.

The detached Anti-tank Rifle Platoon is no longer part of the Anti-tank Rifle Company. The detached Anti-tank Rifle Platoon becomes part of the company it is attached to in all respects, except that they do not count towards the number of teams in the company that are capable of fighting when working out whether the company is below half strength. If they are destroyed, they do count towards the number of destroyed teams in their adopted company.

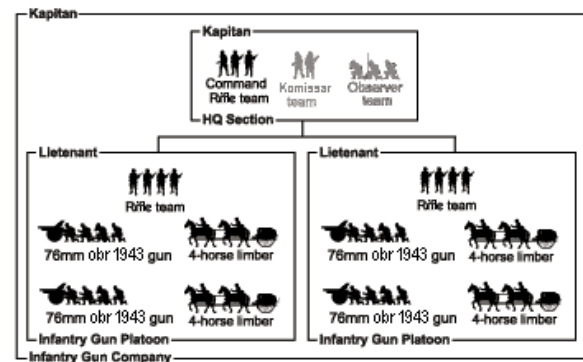
0 to 1 Anti-tank Company



The little 45mm anti-tank guns are still useful weapons, despite their pre-war origins. They allow the infantry to protect itself from lighter German armour and free the tank destroyer companies to deal with the heavier tanks.

Your force may not contain more than one Anti-tank Company, even if it has more than one Strelkovaya Bataljon.

0 to 1 Infantry Gun Company



Infantry guns can fire bombardments like mortars, but they can also be used to knock out enemy position with direct fire. They are particularly useful if there are no tanks available.

Your force may not contain more than one Infantry Gun Company, even if it has more than one Strelkovaya Bataljon.

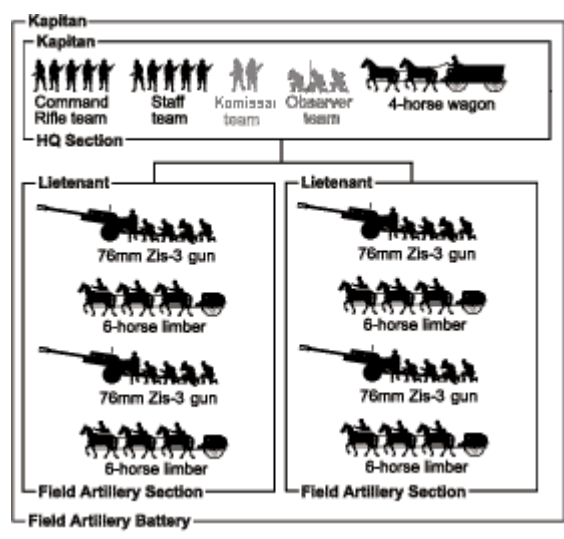
0 to 1 Heavy Mortar Company

See the Motostrelkovaya Bataljon for the company organisation, except that one platoon may have three mortars and trucks.

Your force may not contain more than one Heavy Mortar Company, even if it has more than one Strelkovaya Bataljon.

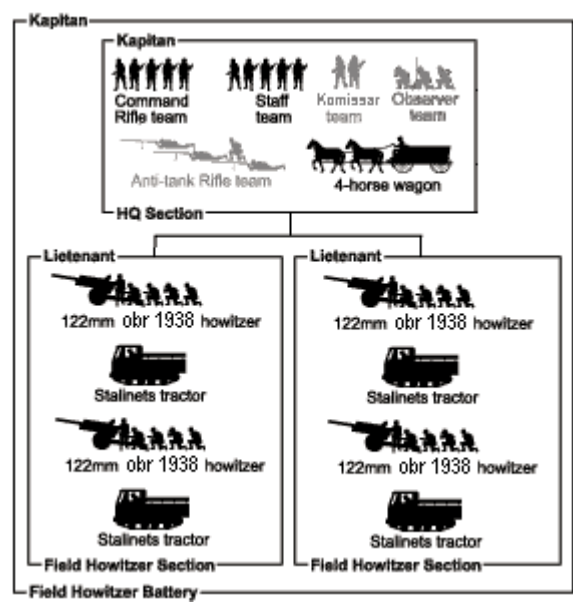
Support Companies

0 to 2 Field Gun Batteries



These weapons are useful for smothering enemy-held towns and trenches with heavy artillery fire as your troops move into the attack. To conserve the precious trucks for more vital tasks, the Field Gun Batteries are entirely horse-drawn.

0 to 1 Howitzer Battery

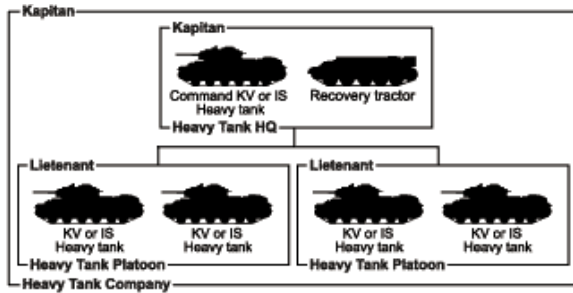


The divisional Howitzer Batteries are armed with 122mm field howitzers. The 122mm howitzers are so big and heavy that, despite the lack of trucks and artillery tractors, it is still more profitable to tow them with tracked tractors than with large numbers of horses.

Corps Troops

Corps Troops are **Confident Trained**.

Heavy Tankovaya Companies

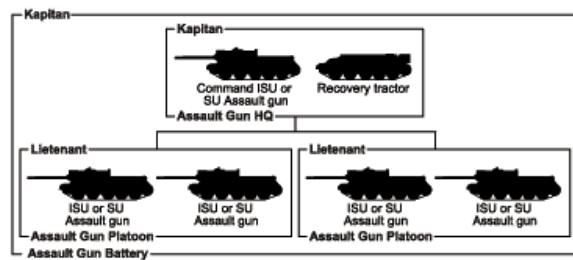


A Heavy Tankovaya Company has five KV-1s, KV-85, or IS-2 heavy tanks.

Tankodeseantniki

Heavy Tankovaya Companies may have Tankodeseantniki riding on each tank at a cost of +5 points per tank.

Assault Gun Companies

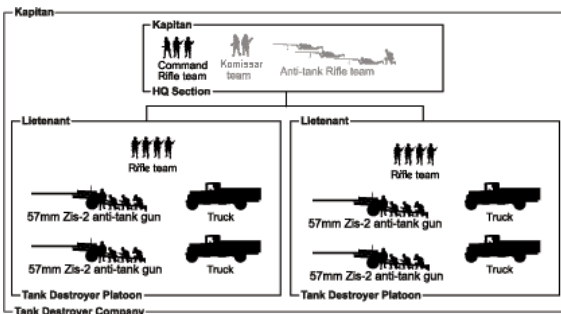


An Assault Gun Company has five SU-57, SU-76, SU-85, SU-100, SU-152, ISU-122, or ISU-152 assault guns.

Tankodeseantniki

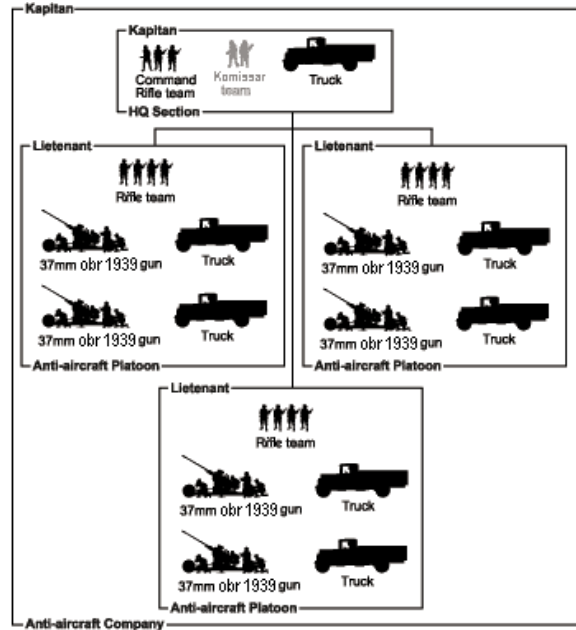
Assault Gun Companies may have Tankodeseantniki riding on each tank at a cost of +5 points per tank.

Anti-tank Companies



Anti-tank Gun Companies are armed with 57mm anti-tank guns, or 76mm field guns or 100mm anti-tank guns towed by trucks or Stalinets tractors.

Anti-aircraft Companies



Anti-aircraft Companies are armed with DShK heavy machine-guns mounted on trucks, or 37mm or 85mm obr 1939 anti-aircraft guns towed by trucks or Stalinets tractors.

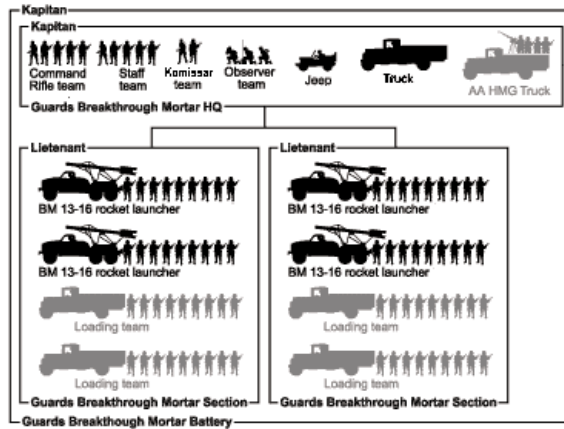
Heavy Mortar Companies

See the Motostrelkovaya Bataljon for the company organisation, except that the company has a Staff team as well.

Heavy Mortar Companies selected as Corps Troops can replace their 120mm heavy mortars with 160mm heavy mortars.

Heavy Mortar Companies selected as Corps Troops can use the All Guns Repeat rule, firing on the same target in successive turns without ranging in again.

0 to 1 Rocket Mortar Battery



If your Katyusha launchers have a crew of at least eight loaders, you may add a loading team with eight more loaders. The additional loaders allow the launcher to reload faster. The loading team counts as an extra Katyusha launcher when firing bombardments and cost the same as a Katyusha.

Your force may not contain more than one Rocket Mortar Battery.

Reconnaissance Companies

Armoured Car Companies have a headquarters of two armoured cars and three platoons of four cars.

Tanks and Other Fighting Vehicles

Name	Points	Mobility	Armour			Equipment And Notes
			Front	Side	Top	
Light Tanks – Confident Trained						
T-70	30	Fully-tracked	4	3	1	45mm tank gun, co-ax MG.
Valentine III	35	Fully-tracked	6	4	1	2 pdr tank gun, co-ax MG, Slow tank.
Valentine VIII	50	Fully-tracked	6	4	1	6 pdr anti-tank gun, Slow tank.
Medium Tanks – Confident Trained						
T-34 obr 1942-43	60	Fully-tracked	6	5	1	76mm tank gun, co-ax MG, hull MG, 2-man turret, Wide tracks, Fast tank.
T-34/85 obr 1944	95	Fully-tracked	7	5	1	85mm tank gun, co-ax MG, hull MG.
OT-34	70	Fully-tracked	6	5	1	76mm tank gun, co-ax MG, hull flame-thrower, No loader, Wide tracks, Fast tank, Fuel tanks.
M4 Sherman (M4A2)	80	Fully-tracked	6	4	1	75mm tank gun, co-ax MG, hull MG.
M4 Sherman (M4A2, 76)	85	Fully-tracked	6	4	1	US 76mm tank gun, co-ax MG, hull MG.
Heavy Tanks – Confident Trained						
KV-1s	85	Fully-tracked	8	6	2	76mm tank gun, co-ax MG, turret-rear MG, hull MG, Heavy tank.
KV-85	95	Fully-tracked	8	6	2	85mm tank gun, co-ax MG, turret-rear MG, hull MG, Slow tank.
IS-2	135	Fully-tracked	11	8	2	122mm tank gun, co-ax MG, turret-rear MG, Slow tank, Optional AA HMG +5 points.
Assault Guns – Confident Trained						
SU-57	40	Half-tracked	1	0	0	6 pdr tank gun, AA MG.
SU-85	80	Fully-tracked	5	5	1	85mm tank gun.
SU-100	95	Fully-tracked	9	5	1	100mm assault gun, Overloaded.
SU-76	55	Fully-tracked	2	1	0	76mm tank gun, AA MG.
SU-152	100	Fully-tracked	7	6	2	152mm assault gun, Slow tank.
ISU-122	115	Fully-tracked	9	7	2	122mm tank gun, Slow tank, Optional AA HMG +5 points.
ISU-152	115	Fully-tracked	9	7	2	152mm assault gun, Slow tank, Optional AA HMG +5 points.
Rocket Launchers – Confident Trained						
Katyusha	60	Wheeled	-	-	-	Katyusha.
Anti-aircraft Machine-guns – Confident Trained						
DShK HMG truck	15	Wheeled	-	-	-	DShK HMG, Tripod mount.
Armoured Cars – Confident Veteran						
BA-64	25	Wheeled	0	0	1	MG, Recce.

2-man turret: The T-34 combines the role of commander and gunner reducing the ROF of the main gun to 1.

Fast tank: Fast tanks can move 32"/80cm when moving At the Double.

Fuel tanks: Flame-thrower fuel is highly flammable. Re-roll any failed Firepower tests to destroy an OT-34 tank.

Heavy tank: Move 8"/20cm on Roads and Cross-country. Get 4+ re-roll on failed bogging rolls.

No loader: The OT-34 sacrificed the loader for the fuel tanks. Add +1 to the score needed to hit when shooting with the 76mm gun.

Optional AA HMG: You may fit an AA HMG to any IS-series vehicle for +5 points.

Overloaded: An overloaded tank Bogs Down on a roll of 1 or 2, rather than 1, and can not move faster than 8"/20cm.

Recce: Recce troops can use the Reconnaissance rules to avoid enemy fire.

Slow tank: Slow tanks only move 8"/20cm on Road and Cross-country terrain.

Tripod mount: The DShK HMG mounted on a truck cannot move and shoot in the same turn. You may dismount the DShK HMG by replacing the truck with a DShK HMG team. Once dismounted, the HMG may not remount during a game.

Turret-rear MG: With a machine-gun covering the vulnerable rear arc, Soviet heavy tanks are hard to sneak up on. Re-roll Skill tests to hit these tanks in an assault.

Wide tracks: If the vehicle Bogs Down roll again. On a roll of 4+ the vehicle immediately frees itself.

Guns and Vehicle Weapons

Name	Points	Range	ROF	Anti-tank	Fire-power	Notes
DShK HMG	-	24"/60cm	4	3	6	Turntable, Anti-aircraft.
82mm obr 1941 mortar	-	40"/100cm	-	1	3+	Mortar.
120mm obr 1938 mortar	40	56"/140cm	-	2	2+	Mortar.
160mm obr 1943 mortar	55	56"/140cm	-	2	1+	Mortar.
76mm obr 1943 gun	20	16"/40cm	2	8/2	3+	Artillery, Gun shield.
37mm obr 1939 gun	25	32"/80cm	4	6	5+	Turntable, Anti-aircraft, Immobile.
45mm obr 1942 gun	25	24"/60cm	3	9	4+	Gun shield.
57mm ZIS-2 gun	35	32"/80cm	3	11	4+	Gun shield.
76mm ZIS-3 gun	45	32"/80cm	2	9/2	3+	Gun shield. Artillery.
85mm obr 1939 gun	35	32"/80cm	2	12	3+	Gun shield, Turntable, Anti-aircraft, Immobile.
100mm obr 1944 gun	55	40"/100cm	2	16	3+	Gun shield, Immobile.
122mm obr 1938 howitzer	55	24"/60cm	1	9/4	2+	Gun Shield. Artillery
MG and AA MG	-	16"/40cm	3	2	6	ROF 1 if other weapons fire.
AA HMG	-	16"/40cm	3	3	6	Anti-aircraft.
2 pdr tank gun	-	24"/60cm	3	7	5+	No HE.
45mm tank gun	-	24"/60cm	1	7	4+	
6 pdr tank gun	-	24"/60cm	3	10	4+	No HE.
75mm tank gun	-	32"/80cm	2	10	3+	
76mm tank gun	-	32"/80cm	2	9	3+	
US 76mm tank gun	-	32"/80cm	2	12	3+	Poor HE.
85mm tank gun	-	32"/80cm	2	12	3+	
100mm assault gun	-	40"/100cm	1	16	3+	
122mm tank gun	-	40"/100cm	1	15	2+	
152mm assault gun	-	40"/100cm	1	13	1+	
Katyusha	-	72"/180cm	-	2	3+	Salvo Rocket Launcher.
Flame-thrower	-	4"/10cm	2	-	5+	Flame-thrower. 4 Shots per game.

Anti-aircraft: Anti-aircraft weapons can fire at aircraft.

Artillery: Artillery can fire artillery bombardments at up to three times their normal range.

Flame-thrower: Flame-throwers roll a Skill test to hit and pin down any target they hit. The target does not get any saving roll.

Gun shield: Teams crewing weapons with a gun shield are in Bulletproof Cover when fired at from the front.

Immobile: These heavy guns cannot be manhandled. They can only move if towed.

Mortar: Mortars can only fire artillery bombardments; as a result, they have no ROF rating.

No HE: 2 pdr and 6 pdr guns have no HE round reducing their Firepower against unarmoured targets to 6.

Poor HE: US 76mm tank guns have a poor HE round reducing their Firepower against unarmoured targets to 4+.

Turntable: Weapons mounted on turntables can rotate to fire in any direction without penalty.

Infantry

Name	Points	Range	ROF	Anti-tank	Firepower	Weapons And Notes
Rifle team	10	16"/40cm	1	2	6	M1930G rifle.
Rifle/MG team	-	16"/40cm	2	2	6	M1930G rifle and DP light machine-gun.
Motor Rifle team as SMG team	-	4"/10cm	3	1	6	PPSh-41 submachine-gun and DP light machine-gun
as Rifle team	-	16"/40cm	1	2	6	(choose which ratings to use each turn).
SMG team	15	4"/10cm	3	1	6	PPSh-41 submachine-gun.
Anti-tank Rifle team	20	16"/40cm	2	5	6	PTRD anti-tank rifle.
HMG team	-	24"/60cm	4	2	6	Maksim M1910 heavy machine-gun.
Pioneer Rifle team	10	16"/40cm	1	2	6	M1930G rifle, Tank destroyers.
Pioneer SMG team	15	4"/10cm	3	1	6	PPSh-41 submachine-gun, Tank destroyers.
Scout team as SMG team	-	4"/10cm	3	1	6	PPSh-41 submachine-gun and M1930G rifle
as Rifle team	-	16"/40cm	1	2	6	(choose which ratings to use each turn), Recce.
Command Rifle team	10	16"/40cm	1	2	6	M1930G rifle.
Command SMG team	15	4"/10cm	3	1	6	PPSh-41 submachine-gun.
Komissar team	10	4"/10cm	1	1	6	TT-33 pistol.
Observer team	25	-	-	-	-	

Bazookas: Anti-tank Rifle teams may replace their PTRD anti-tank rifles with Bazookas for +5 points per team giving them Range 8"/20cm, ROF 2, Anti-tank 10, and Firepower 5+.

Recce: Recce troops can use the Reconnaissance rules to avoid enemy fire.

Tank destroyers: Soviet Pioneer teams have an Anti-tank rating of 4 in assaults.

Transport

Name	Points	Mobility	Front	Side	Top	Equipment And Notes
Trucks						
Bantam Jeep	5	Jeep				
Dodge ¾-ton truck	5	Wheeled	-	-	-	2 passengers.
ZIS-5 3-ton truck	5	Wheeled	-	-	-	4 passengers.
ZIS-6 4-ton truck	5	Wheeled	-	-	-	5 passengers.
Horse-drawn supply wagon	Free	Wagon	-	-	-	1 passenger.
Armoured Personnel Carriers						
Captured Sd Kfz 251	-	Half-tracked	1	0	0	AA MG, 3 passengers.
M3 armoured truck	-	Wheeled	1	0	0	AA MG, 3 passengers.
Universal Carrier	-	Half-tracked	0	0	0	Hull MG, 2 passengers.
Gun Tractors						
Komsomoleys	10	Fully-tracked	0	0	0	Hull MG, 1 passenger.
Stalinets	5	Fully-tracked	-	-	-	1 passenger. Slow tank.
Horse-drawn limber	Free	Wagon	-	-	-	1 passenger.
Recovery Tractors						
TT-34 (recovery)	20	Fully-tracked	6	5	0	Hull MG, Recovery vehicle.

Slow tank: Stalinets tractors only move 8"/20cm on Road and Cross-country terrain.