

Intelligence Briefing on the Early War

Soviet Army (1939-41)

The Soviet Union was invaded by Germany in June 1941. Though Stalin was forewarned of this threat, the Soviet army was totally unprepared for combat and quickly disintegrated under the assault of the battle-hardened German troops. Within two months the Soviet army had been smashed to pieces and a desperate battle for survival begins as Soviet strategists attempt to rebuild their armed forces and stem the German tide.

The Soviet army has been undergoing reorganization for several years. Though some of the equipment was the most advanced in the world, this reorganization was far from complete when the war began. The troops that had begun to receive modern equipment usually had had very little time to train in its use. Those with older equipment had allowed it to fall into a state of disrepair because they were expecting it to be replaced soon. The army had also greatly expanded in size as it was being modernized and this added to the confusion and meant many units were under strength. This expansion contributed to the confused logistical situation, with large-scale shortages of weapons, ammunition, fuel, and spare parts hampering units' ability to both fight and move. Finally, the military communication network proved to be inadequate and almost within hours of the fighting starting high command lost contact with the formations in the field; troops were left in the dark as to where the enemy was and what they were supposed to do, and were soon bypassed, surrounded and destroyed en masse.

To make matters worse the Soviet officer pool was in disarray as in the years before the invasion most of the experienced commanders had been purged on the orders of Stalin, and either replaced by incompetent political appointments or low-level commanders that had no training for such senior levels of command.

After this disastrous opening phase of the war the Soviet High Command has the daunting job of rebuilding and reorganizing the army while at the same time fighting a life and death struggle with the finest fighting machine of the age – the German *Wehrmacht*.

Soviet Battalion Choices

You can base your Soviet force on:

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

Motivation and Experience

The Red Army is in disarray. The officers are inexperienced and the soldiers poorly trained conscripts. Despite this, the troops are determined to protect their homeland.

Most soldiers in a Soviet force are classed as **Confident Conscript**

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 ten hits in a single Shooting step before they become Pinned Down. A single hit from an Artillery Bombardment still pins them however.

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.

Wave Attacks

The one thing that the Soviet Union had in 1941 was a seemingly inexhaustible reserve of manpower. New divisions were created faster than the Germans could destroy the old ones. The new formations lacked training, equipment, almost everything, but a willingness to fight and die for the Worker's Paradise and Mother Russia.

Light Tankovaya Companies equipped with T-26 or BT light tanks and Strelkovaya Companies can undertake wave attacks with new companies replacing the existing ones as they are destroyed.

Mark a point within 6"/15cm of the command team when the company is deployed. This point will be the location where the next company in the wave will form up to continue the assault. A Soviet hammer and sickle flag makes a great marker.

When the company is destroyed, check that there are no enemy teams within 8"/20cm of the company form-up point and the form up point is concealed or hidden from all enemy teams. If this is the case, roll a die. On a score of 3+ the company is replaced with a new company from the next wave. In any other case or on a lesser roll, the company is not replaced and is permanently destroyed.

The new company starts at the original strength of the destroyed company. Only teams that are actually part of the company return in the new company. All attachments are permanently lost.

Deploy the new company within 6"/15cm of the form up point at the start of your next Movement step. The company cannot take any action in the turn it deploys. It cannot prevent the enemy from holding an objective until the beginning of the following Soviet turn.

The new company counts as a totally new company arriving from reserve. The old company still counts as being destroyed for Company Morale checks. In effect the size of your force increases each time a company is destroyed, e.g. A Bataljon with three Strelkovaya Companies and a Machine-gun Company has already lost and replaced three Strelkovaya Companies (in true Soviet style!). At this point it has three companies destroyed, but with four companies still on table, it doesn't need to take a Company Morale check yet. If it lost one more Strelkovaya Company, it would have four companies destroyed, but only three companies on the table at the start of the turn (the new company not arriving until the Movement step), and would be below half-strength therefore triggering a Company Morale Check for the Bataljon.

In your Movement step, you may elect to destroy any or all companies that are below half strength. If the company can make a wave attack, roll at the start of your next turn to see if it will be replaced with a new company from the next wave.

The Wave Attacks rule only applies to light Tankovaya Companies equipped with T-26 or BT light tanks and Strelkovaya Companies. It does *not* apply to Motostrelkovaya Companies or any other type of company.

Soviet Vehicles

Amphibious

T-37, T-38, and T-40 amphibious tanks can swim rivers to carry out their scouting tasks.

Amphibious tanks treat impassable water obstacles as Difficult Going.

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.

Land Battleship

The Soviet T-35 tank is designed for independent operations behind enemy lines. It has a wide range of armament to meet every situation.

As with any tank with multiple guns, the rules on page 63 of *Flames Of War* apply.

A T-35 can fire all of its 76mm and 45mm guns at the same time, but if it does so, it suffers a penalty of +1 to hit on each shot. Each turret can engage a different platoon.

Heavy Tank

Soviet 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 Bogged Down, roll again. On a roll of 4+, the tank immediately frees itself and continues moving.

Light Tank

The BT series of light tanks have powerful aircraft engines allowing them to move at very high speed.

Light tanks move 16"/40cm when moving on Roads or Cross-country.

Slow Tank

The up-armoured KV-1e and up-gunned KV-2 tanks, and lend-lease Valentine light tanks have good armour protection, but are rather slow.

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

Tripod mount

Soviet anti-aircraft machine-guns were mounted on trucks for mobility, but lacked the capability to effectively or safely fire on the move.

The Quad Maxim and DShK HMG mounted on a truck cannot move and shoot in the same turn.

You may dismount the DShK HMG (but not the Quad Maxim) 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.

Unreliable

Most Soviet tanks are either old and run-down or new and untested. Either way, they tend to break down when driven hard.

If an unreliable tank attempts to move At the Double, roll a die. On a roll of 1, the tank breaks down, becoming Bogged Down, and does not move.

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

Ammunition Shortage

Having predicted that new German heavy tanks would be invulnerable to existing weapons, the Soviet armaments ministry cancelled production of 45mm and 76mm guns in favour of massive 107mm anti-tank guns and 122mm field guns. When war broke out, there was a serious shortage of these guns and 76mm ammunition.

Any time a player scores a 1 when rolling to hit with a 76mm gun, the gun may be out of ammunition. Roll again. On a roll of 4+, the ammunition supply is adequate. On a lesser roll, the gun is out of ammunition and cannot shoot again during the game.

When firing artillery barrages with 76mm guns, any score of 1 when rolling to range in may indicate a gun out of ammunition. Roll again. On a roll of 4+, the ammunition supply is adequate. On a lesser roll, one gun in the battery is out of ammunition and cannot shoot again during the game.

Ramming

A tank that is out of ammunition for its main gun may attempt to ram an enemy tank in the Movement step. Roll a Motivation test for the tank. If the test is passed, the tank can move into contact with an enemy tank and attempt to ram. If the test is failed, the tank crew think better of the idea and just move as normal.

If the tank contacts an enemy tank while attempting to ram it, roll a Skill test for the ramming tank. If the test is passed, both tanks are destroyed. If it fails, only the ramming tank is destroyed.

Note: Ramming is deliberately difficult and expensive to the ramming side to discourage its overuse.

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

Air Support

The *VVS*, the Soviet air force is the largest in the world. Unfortunately, its equipment is outdated.

You may request Sporadic air support at a cost of 50 points. Sporadic air support will provide supporting ground attack aircraft and fighters on a roll of 6.

Aircraft	Weapons	Range	ROF	Anti-tank	Firepower
Polikarpov I-15	Bombs	4"/10cm	-	4	1+
	Rockets	8"/20cm	-	4	4+

Tankovaya Bataljon (Tank Battalion)

At the start of the war, the Soviet army had by far the largest tank fleet of any country. Included amongst this are two of the most powerful tanks in the world – the medium T-34 and the heavy KV series. However, supplies of these new tanks are limited and the bulk of the tank units are equipped with older designs, primarily the BT series, and the T-26. These vehicles are lightly armored but carry a powerful gun. Supplementing the medium and heavy tanks are lighter vehicles, such as the T-40– pressed into service to make up for the great losses experienced.

Training amongst the mechanized troops is poor, some tanks crews equipped with the new T-34 and KV tanks have only seen their vehicles for the first time a few days before entering battle. 76mm ammunition for these new vehicles is also scarce. However, Soviet tank crews are courageous and try to make up for their shortcomings in training and experience with bravery and sheer determination. They will often throw themselves at the enemy line, ignoring casualties and rely on their greater numbers to overwhelm the enemy positions.

What Is In A Tankovaya Bataljon?

A force based around a Tankovaya Bataljon must contain:

- a Battalion HQ, and
- two or three Tankovaya Companies.

Weapons Companies available to a Tankovaya Bataljon are:

- a Motostrelkovaya Company.

Support Companies for a Tankovaya Bataljon can be:

- a Mortar Company (see below),
- a Tank Destroyer Platoon (see below),
- an Anti-tank Company (see below),
- an Anti-aircraft Machine-gun Company (see below).
- a Machine-gun Company (see below),
- an Infantry Gun Company (see below), or
- Artillery, Anti-aircraft, Heavy Mortar, 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.

Motivation And Experience

A Tankovaya Bataljon is **Confident Conscript**.

Headquarters Company

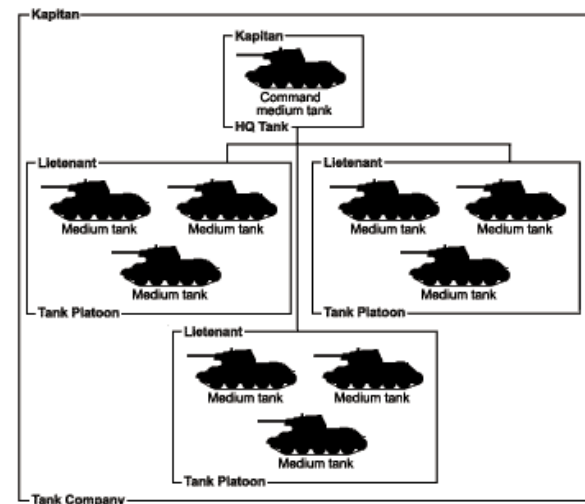
1 Battalion HQ



The Battalion HQ consists of two T-26 or BT light tanks or two T-28 or T-34 medium tanks.

Combat Companies

2 or 3 Tankovaya Companies



0 to 2 Medium Tankovaya Companies

A medium Tankovaya Company has started the war with seventeen T-28 or T-34 medium tanks in three platoons of five tanks with two as the company HQ. This strength was rarely achieved and a more realistic organisation with only 10 tanks per company quickly followed.

In practice the T-34 was often fielded in small numbers as the tank production situation worsened until new factories were established in the east. You may field a company with as few as three T-34 tanks, provided it is the only company in your force equipped with T-34 tanks.

Your force may not contain more than two medium Tankovaya Companies, even if it has more than one Tankovaya Bataljon.

0 to 3 Light Tankovaya Companies

In 1939 during the fighting in Poland and Finland, and in 1941 during the opening battles, a light Tankovaya Company consisted of 17 BT light tanks (although the number actually serviceable at any point may have been much lower). After the German invasion in 1941, the number of tanks per company was reduced to 10, either T-26 or BT, or in December, the new T-60 or lend-lease Valentine tanks.

BT fast tank companies can also have two BT-7A artillery tanks for close artillery support.

Theoretically, one light tank battalion in each tank regiment was a chemical tank battalion armed with flame-thrower tanks. In the endless reorganisations, this was rarely the case and the idea was dropped after the German invasion. A

chemical tank company has 3 T-26 command tanks and 9 OT-130 flame-thrower tanks.

0 to 1 Heavy Tankovaya Company

The heavy Tankovaya Company started 1941 with 10 T-35 or KV-series heavy tanks, but after the German invasion, quickly went down to platoons of two tanks each for a total of 7 KV-series tanks in each company. In reality, stocks of operational tanks were not able to maintain this level and companies were often formed with only 5 heavy tanks.

Initially heavy tanks were in separate brigades, but by mid 1941, they had been integrated into tank regiments with the first battalion having a heavy and two medium companies, and the second (and sometimes third) having three light companies.

Poor Coordination

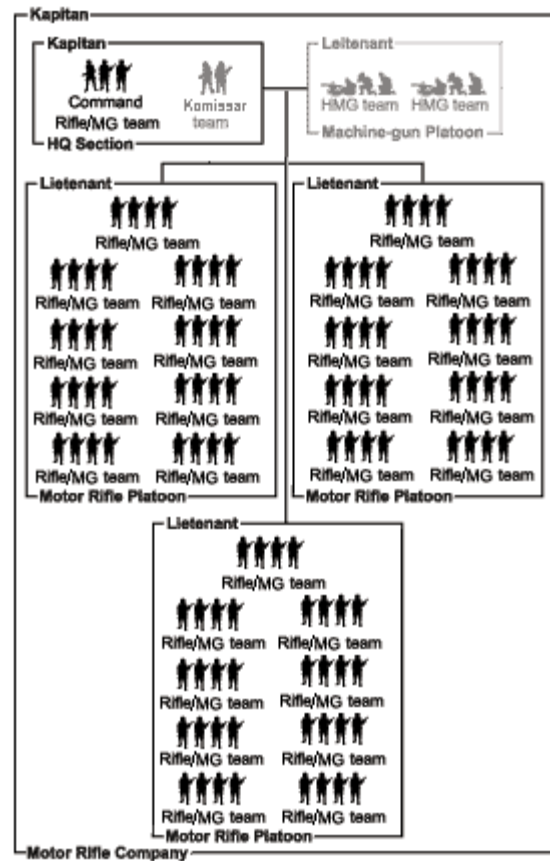
Poor communications, unreliable tanks, and poor preparation make it difficult for KV heavy tanks to arrive on the battlefield on time.

Heavy Tankovaya Companies equipped with KV heavy tanks always start the game in reserve (see the Reserves mission special rules on page 157) and are always the last reserves to arrive.

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

Weapons Companies

0 to 1 Motostrelkovaya Company

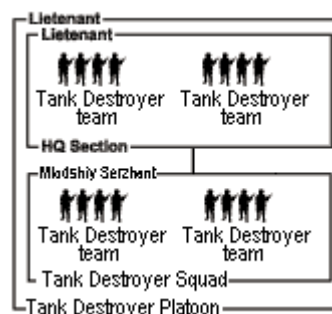


At full strength:	345 points
With 2 platoons:	235 points
With 1 platoon:	125 points
Add HMG teams:	+20 points each
Add Komissar team:	+25 points

The Motostrelkovaya Company, or motor rifle company, had fewer men than a normal rifle company, but much better armament.

Support Companies

0 to 1 Tank Destroyer Platoon



At full strength:	40 points
With 1 squad:	20 points

The Tank Destroyer Platoon provides the Motostrelkovaya Company with a much-improved anti-tank capability. Each

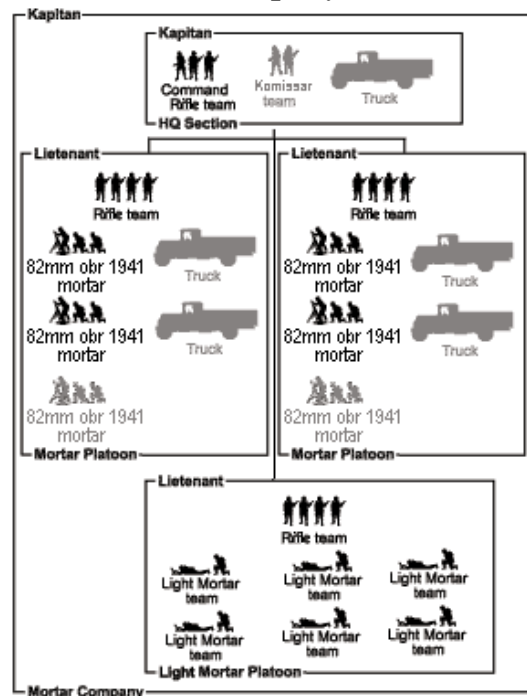
battalion had an Incendiary Platoon with Molotov Cocktails (petrol bombs), a Chemical Platoon with flame-throwers, and a Hand Grenade Platoon with explosive charges, however in practice, the squads are likely to be assigned as required.

A Tank Destroyer Platoon must be attached to a Weapons or Support company. It may not operate on its own. The Tank Destroyer 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.

Each squad in a Tank Destroyer Platoon must be an Incendiary, a Chemical or a Hand Grenade squad with two Tank Destroyer teams of the same type. The squads in a platoon may be armed differently, so long as each team is modelled with weapons appropriate to its type (lots of Molotov Cocktails for incendiary squads, a flame-thrower for every soldier in chemical squads, and demolition charges for hand grenade squads). This makes for an interesting modelling exercise.

Your force cannot contain more than two Tank Destroyer squads of each type (Incendiary, Chemical, or Hand Grenade).

0 to 1 Mortar Company



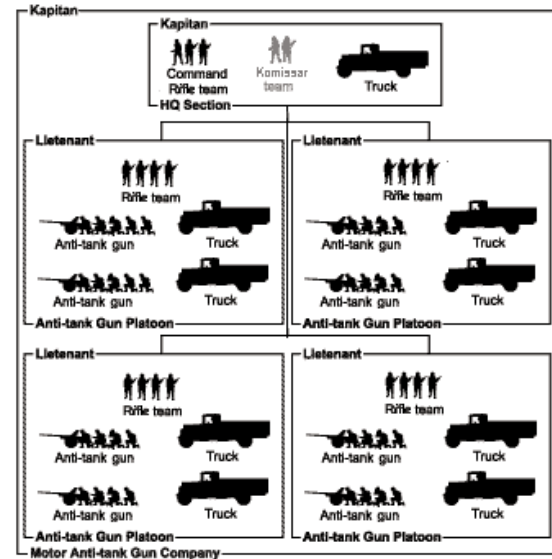
HQ Section:	10 points
Mortar Platoon:	+50 points each
Light Mortar Platoon:	+70 points
Add Komissar team:	+25 points
Add extra 82mm mortars:	+20 points
Add 3-ton trucks:	+5 points each

The motorised Mortar Company started with two mortars, then expanded to six mortars and gained six more light mortars from the rifle companies.

A Mortar Company must have an HQ Section and at least one Mortar or Light Mortar Platoon.

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

0 to 1 Anti-tank Company

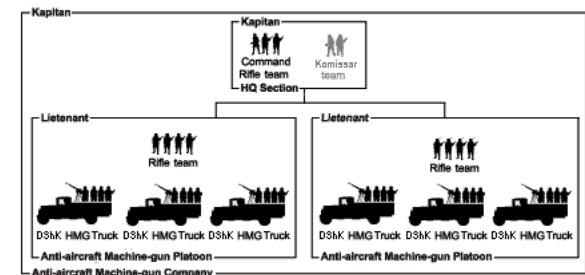


The Anti-tank Company was a short-lived addition to the tank brigade. Initially armed with two guns, then upped to six and finally eight, one has to wonder if the increases were only on paper as the shortage of these weapons meant that the unit was withdrawn at the end of 1941.

The trucks can be replaced with Komsomoleys tractors in units formed before the invasion.

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

0 to 1 Anti-aircraft Machine-gun Company



The tank brigade includes an Anti-aircraft Machine-gun Company of truck-mounted DShK Model 1938 heavy machine-guns. These can be dismounted for static operations.

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

0 to 1 Machine-gun Company

See the Strelkovaya Bataljon below for the company organisation.

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

0 to 1 Infantry Gun Company

See the Strelkovaya Bataljon below for the organisation.

Trucks or Komsomoleys tractors replace the horse-drawn limbers.

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

Strelkovaya Bataljon (Infantry Battalion)

The infantry make up the bulk of the Soviet army. The Rifle Divisions have suffered from the same problems as the rest of the army—the rapid reorganization and expansion of recent years and the poor standard of training and communications. The quality of officers in the army is very low, as most of the good officers have been removed from the army in Stalin’s great purges. Those that are left are either incompetent or afraid that they too will be purged if they say anything.

Often this means that the Rifle Regiments are left without any idea where the enemy troops are, where friendly troops are and even what they are supposed to be attacking or defending. Despite these handicaps the Soviet rifle troops fight bravely, for they know that if Mother Russia and their homes and families are to be defended then great sacrifices need to be made.

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 Machine-gun Company,
- a Mortar Company,
- an Anti-tank Company,
- an Infantry Gun Company, and
- an Anti-aircraft Machine-gun Company.

Support Companies for a Strelkovaya Bataljon can be:

- a Chemical Platoon (see below),
- an Anti-tank Rifle Company (see below),
- a Sapper Company (see below),
- a Tankovaya Company (see below),
- Artillery, Anti-aircraft, Heavy Mortar, Rocket Mortar, or Reconnaissance Companies from Corps Troops.

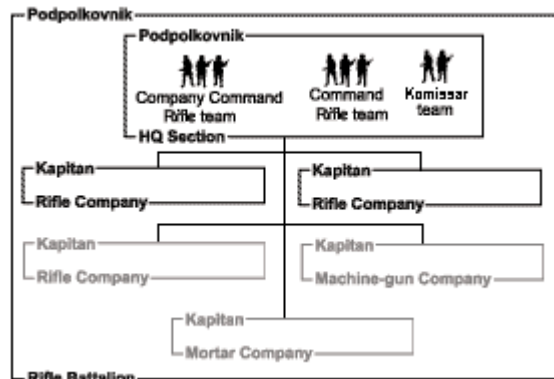
You may have up to **one** Support Company attached to your battalion for each Strelkovaya Company you are fielding.

Motivation And Experience

A Strelkovaya Bataljon is **Confident Conscript**.

Headquarters Company

1 Battalion HQ

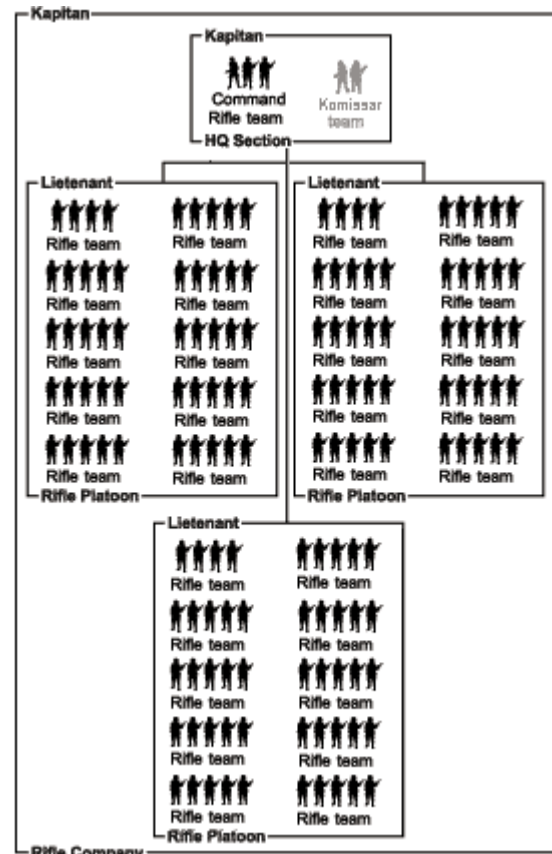


At full strength: 35 points

The German invasion led to an immediate and drastic simplification of the Soviet infantry organisation. All superfluous complexity was removed to facilitate the creation of new units.

Combat Companies

2 or 3 Strelkovaya Companies

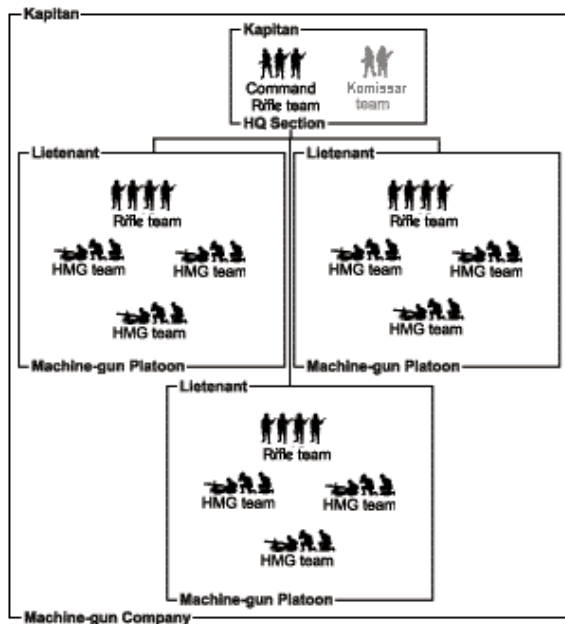


At full strength:	265 points
With 2 platoons:	180 points
With 1 platoon:	95 points
Add Komissar team:	+25 points

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.

Weapons Companies

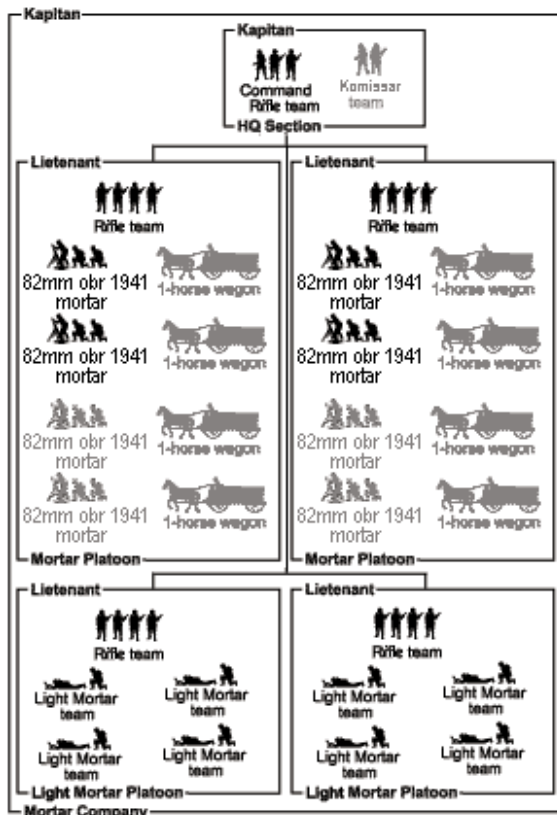
0 to 1 Machine-gun Company



At full strength:	190 points
With 2 platoons:	130 points
With 1 platoon:	70 points
Add Komissar:	+25 points

Although each battalion Machine-gun Company had three platoons in theory, lack of weapons often meant a reduction to two platoons in practice.

0 to 1 Mortar Company

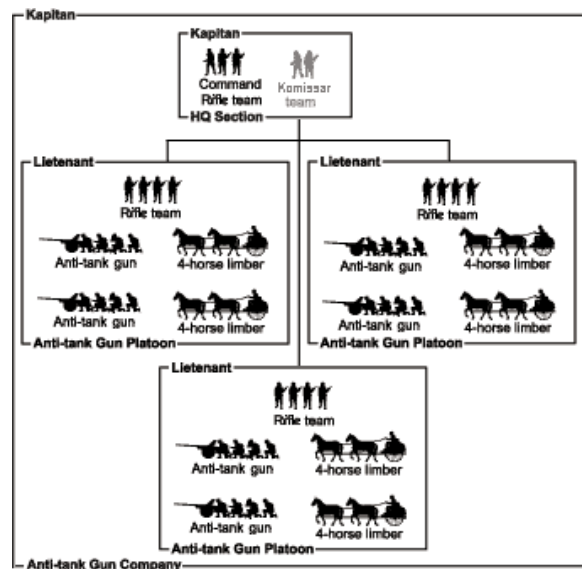


HQ Section:	10 points
Mortar Platoon:	+50 points each
Light Mortar Platoon:	+50 points each
Add Komissar team:	+25 points
Add extra 82mm mortars:	+20 points

The battalion Mortar Company started with six mortars in three platoons, but was quickly reduced to two mortars, before being disbanded completely. In its place, a regimental mortar battalion consolidated all of the light and medium mortars in the regiment.

A Mortar Company must have an HQ Section and at least one Mortar or Light Mortar Platoon.

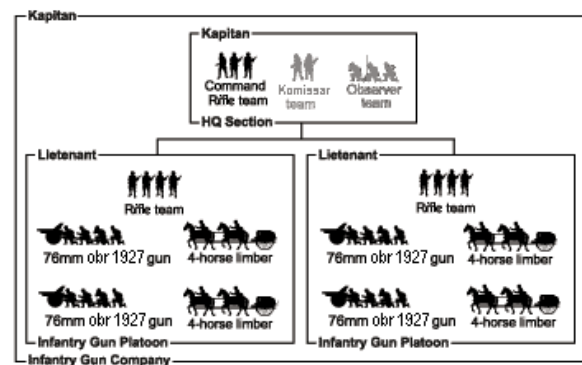
0 to 1 Anti-tank Company



The regimental Anti-tank Companies were the only anti-tank weapons in the entire rifle division. They are equipped with the effective 45mm obr 1937 gun.

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

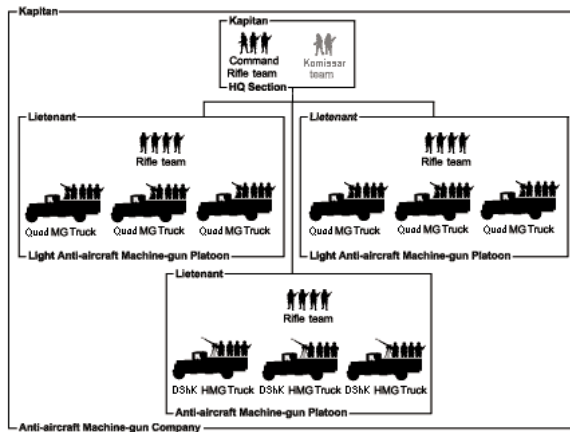
0 to 1 Infantry Gun Company



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 AA Machine-gun Company

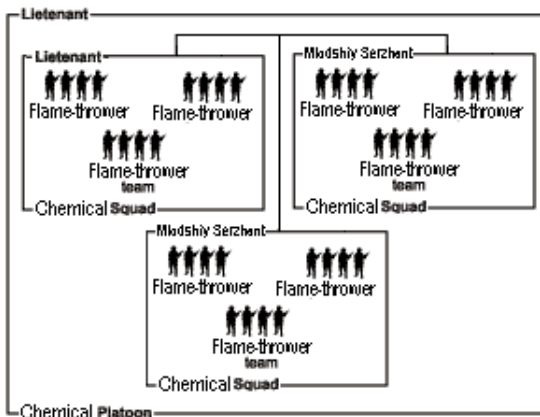


Although the rifle regiment's anti-aircraft machine-gun company has more weapons than the tank brigade's company, most of them are the lighter and less useful quadruple Maksim mount rather than more powerful DShK heavy machine-gun.

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

Support Companies

0 to 1 Chemical Platoon



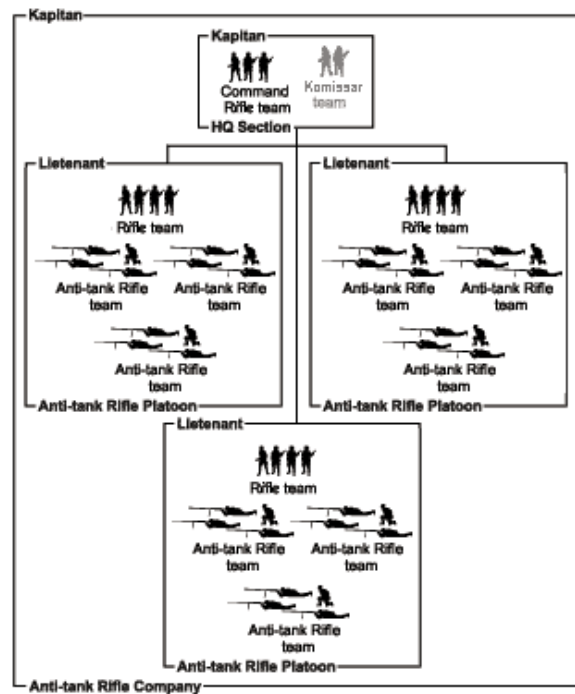
At full strength:	90 points
With 2 squads:	60 points
With 1 squad:	30 points

The Chemical Platoon is armed almost entirely with flame-throwers. Each squad has ten flame-throwers, making this perhaps the most flammable platoon of the war!

A Chemical Platoon must be attached to a Strelkovaya Company. It may not operate on its own. The Chemical 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.

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

0 to 1 Anti-tank Rifle Company

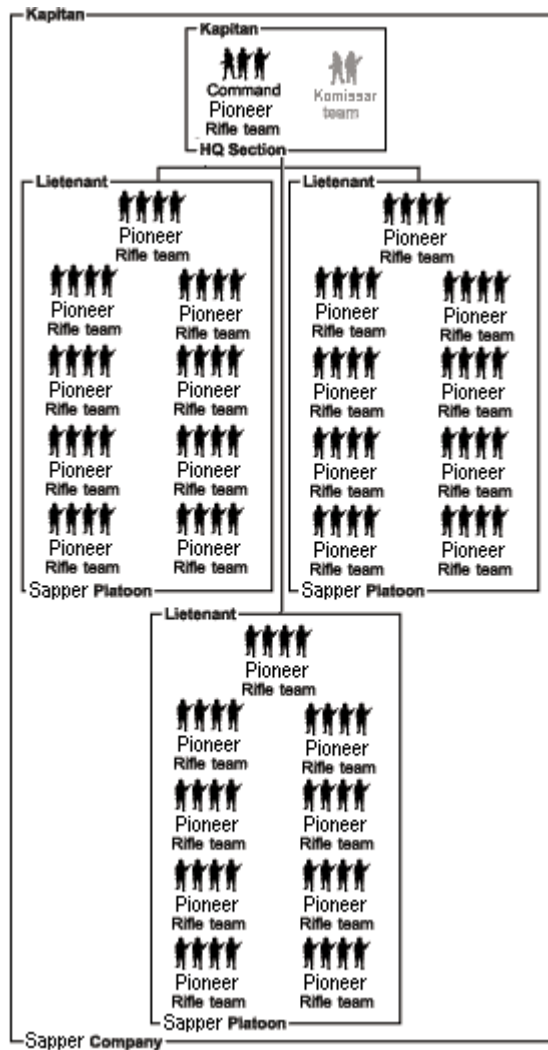


At full strength:	195 points
With 2 squads:	135 points
With 1 squad:	75 points

The Red Army has been experimenting with anti-tank rifles for some time. With the German invasion, the issue became desperate and the new designs have been rushed into production. Still only available in small numbers, they are nevertheless a useful addition to the workers and peasant's armoury.

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

0 to 1 Sapper Company



At full strength:	345 points
With 2 platoons:	235 points
With 1 platoon:	125 points
Add Komissar:	+25 points

The divisional Sapper Companies provide a workforce for construction as well as a useful source of explosives for demolition work.

0 to 1 Tankovaya Company

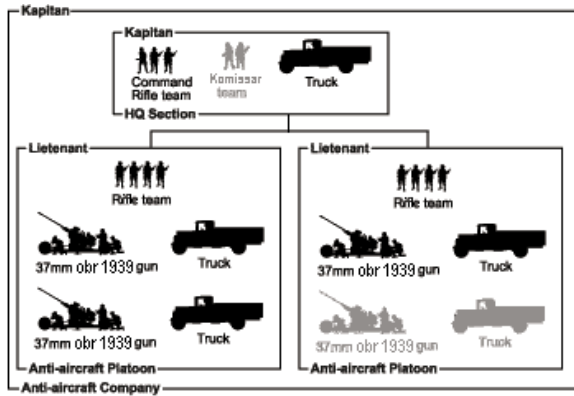
See the Tankovaya Bataljon for company organisation.

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

Divisional and Corps Troops

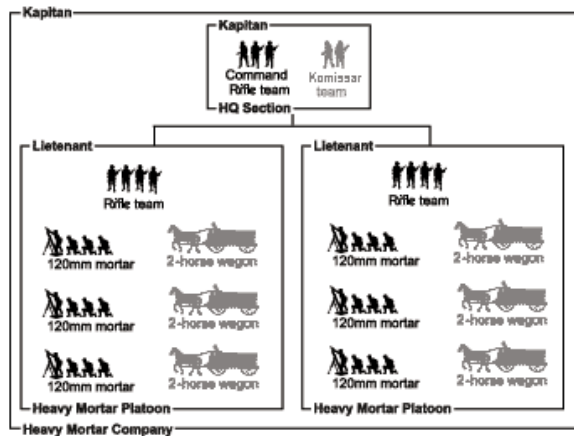
Divisional and Corps Troops are **Confident Conscript**.

Anti-aircraft Companies



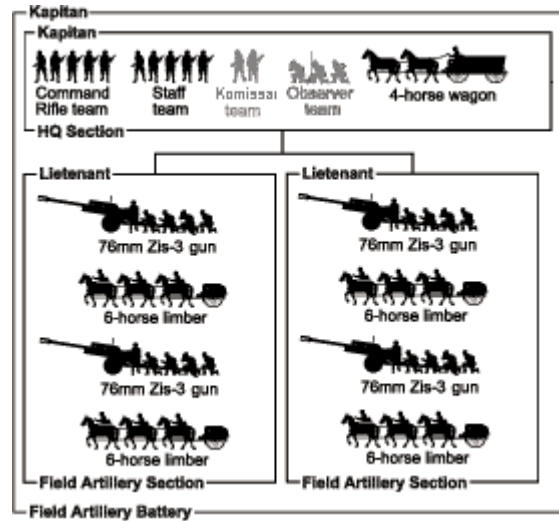
Anti-aircraft Companies are armed 37mm obr 1939 anti-aircraft guns towed by trucks tractors. The fourth gun was officially deleted from the company due to a shortage of guns, but some older units may have retained the extra weapon.

0 to 1 Heavy Mortar Company



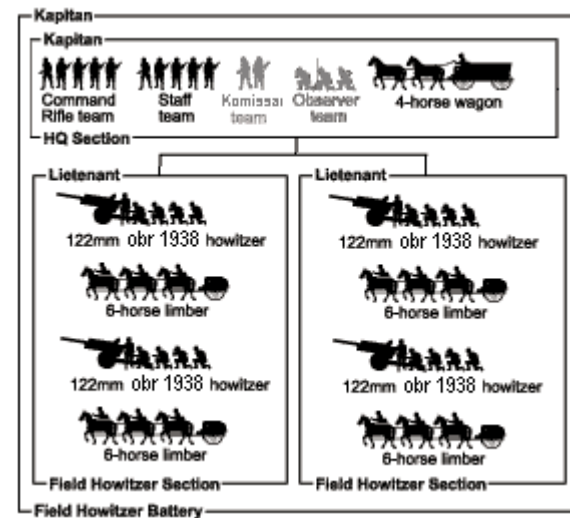
The Heavy Mortar Company provides immense firepower at relatively little cost. In motorised units trucks replace the wagons.

0 to 2 Field Gun Batteries



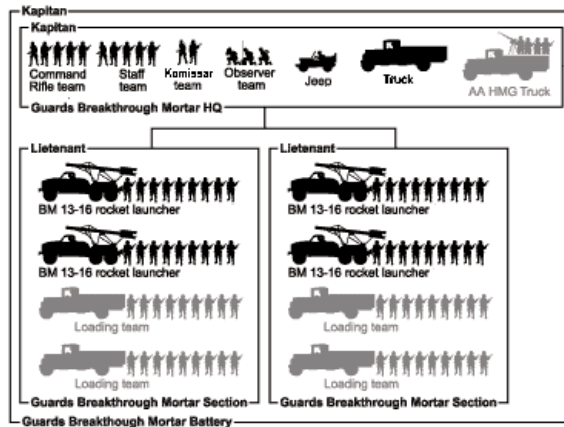
The Field Artillery Battery is armed with 76mm obr 1902/30, 1936, 1939, or ZIS-3 guns. These weapons are useful for smothering enemy-held towns and trenches with heavy artillery fire as your troops move into the attack. To conserve the precious trucks for more vital tasks, the Field Gun Batteries are entirely horse-drawn unless supporting a Tankovaya Bataljon, when trucks replace the horse-drawn vehicles.

0 to 1 Howitzer Battery



The divisional Howitzer Batteries are armed with 122mm obr 1910/30 or 1938 field howitzers. When supporting a Tankovaya Bataljon, Stalinets tractors replace the horse-drawn limbers and a truck replaces the Staff team's wagon.

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 Platoons have a five BA-20 light armoured cars or five BA-6 or BA-10 heavy armoured cars.

Light Tank Companies have ten or seventeen T-38 or T-40 light tanks.

Tanks and Other Fighting Vehicles

Name	Points	Mobility	Armour			Equipment And Notes
			Front	Side	Top	
Light Tanks – Confident Conscript						
T-26	50	Fully-tracked	1	1	1	45mm tank gun, co-ax MG, Slow tank, Unreliable.
OT-130	45	Fully-tracked	1	1	1	Flame-thrower, co-ax MG, Slow tank, Fuel tanks, Unreliable.
BT-5	50	Fully-tracked	0	0	1	45mm tank gun, co-ax MG, Light tank, Unreliable.
BT-7	65	Fully-tracked	1	1	1	45mm tank gun, co-ax MG, Light tank, Unreliable.
BT-7A	40	Fully-tracked	1	1	1	Short 76mm tank how, co-ax MG, Unreliable.
T-60	25	Half-tracked	1	1	1	20mm tank gun, co-ax MG.
Valentine II	130	Fully-tracked	6	5	1	2 pdr tank gun, co-ax MG, Slow tank.
Medium Tanks – Confident Conscript						
T-28 obr 1933	50	Fully-tracked	2	1	2	Short 76mm tank how, 3 turret MG's, turret-rear MG, Unreliable.
T-28 obr 1940	110	Fully-tracked	4	3	2	76mm tank how, 3 turret MG's, turret-rear MG, Slow tank, Unreliable.
T-34 obr 1940	205	Fully-tracked	6	5	1	Short 76mm tank gun, co-ax MG, hull MG, Wide tracks, Fast tank, Unreliable.
T-34 obr 1941	240	Fully-tracked	6	5	1	76mm tank gun, co-ax MG, hull MG, Wide tracks, Fast tank, Unreliable.
Heavy Tanks – Confident Conscript						
T-35	130	Fully-tracked	3	2	2	Short 76mm tank how, 3 turret MG's, turret-rear MG, 2 turret 45mm tank guns with co-ax MG, Slow tank, Unreliable, Land battleship.
KV-1 obr 1940	270	Fully-tracked	8	7	2	Short 76mm tank gun, co-ax MG, turret-rear MG, hull MG, Heavy tank, Unreliable.
KV-1e obr 1941	300	Fully-tracked	9	8	2	76mm tank gun, co-ax MG, turret-rear MG, hull MG, Slow tank, Unreliable.
KV-2 obr 1941	390	Fully-tracked	8	7	2	152mm tank how, turret-rear MG, hull MG, Overloaded, Unreliable.
Rocket Launchers – Confident Conscript						
Katyusha	25	Wheeled	-	-	-	Katyusha.
Anti-aircraft Machine-guns – Confident Conscript						
Quad MG truck	15	Wheeled	-	-	-	Quad AA MG.
DShK HMG truck	15	Wheeled	-	-	-	DShK HMG, Tripod mount.
Armoured Cars – Confident Conscript						
BA-20	20	Wheeled	0	0	1	MG, Recce.
BA-6	50	Wheeled	0	0	1	45mm tank gun, co-ax MG, hull MG, Recce.
BA-10	55	Wheeled	1	0	1	45mm tank gun, co-ax MG, hull MG, Recce.
T-38	20	Half-tracked	0	0	1	MG, Amphibious, Recce.
T-40	25	Half-tracked	0	0	1	HMG, co-ax MG, Amphibious, Recce.

Amphibious: Amphibious tanks treat impassable water obstacles as Difficult Going.

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-130 tank.

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

Land battleship: If more than one 76mm or 45mm gun fires all get +1 to hit. Each turret can engage a different target.

Light tank: Light tanks move 16"/40cm when moving on Roads or Cross-country.

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.

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.

Unreliable: If an unreliable tank moves At the Double, roll a die. On a 1, it becomes Bugged Down, and does not move.

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	30	56"/140cm	-	2	2+	Mortar.
76mm obr 1927 gun	20	16"/40cm	2	6/2	3+	Artillery, Gun shield, Ammunition shortage.
37mm obr 1939 gun	25	32"/80cm	4	6	5+	Turntable, Anti-aircraft, Immobile.
45mm obr 1937 gun	25	24"/60cm	3	7	4+	Gun shield.
76mm obr 1902/30 gun	60	32"/80cm	2	9/2	3+	Gun shield. Artillery, Ammunition shortage.
76mm obr 1936 gun	65	32"/80cm	2	10/2	3+	Gun shield. Artillery, Ammunition shortage.
76mm obr 1939 or ZIS-3 gun	60	32"/80cm	2	9/2	3+	Gun shield. Artillery, Ammunition shortage.
85mm obr 1939 gun	65	32"/80cm	2	12	3+	Gun shield, Turntable, Anti-aircraft, Immobile.
122mm obr 1910/30 howitzer	45	16"/40cm	1	7/4	2+	Gun Shield. Artillery.
122mm obr 1938 howitzer	75	24"/60cm	1	9/4	2+	Gun Shield. Artillery.
122mm obr 1931/37 gun	190	40"/100cm	1	15/4	2+	Gun Shield. Artillery, Immobile.
152mm obr 1937 howitzer	250	40"/100cm	1	13/4	1+	Gun Shield. Artillery, Immobile.
MG	-	16"/40cm	3	2	6	ROF 1 if other weapons fire.
Quad AA MG	-	16"/40cm	6	2	6	Anti-aircraft. Cannot shoot if vehicle moves.
HMG	-	16"/40cm	3	3	6	
20mm HMG	-	16"/40cm	2	4	5+	
2 pdr tank gun	-	24"/60cm	2	7	5+	No HE.
45mm tank gun	-	24"/60cm	2	7	4+	
Short 76mm tank how	-	16"/40cm	2	6	3+	Ammunition shortage.
76mm tank how	-	24"/60cm	2	7	3+	Ammunition shortage.
Short 76mm tank gun	-	32"/80cm	1	8	3+	Ammunition shortage.
76mm tank gun	-	32"/80cm	1	9	3+	Ammunition shortage.
152mm tank how	-	32"/80cm	1	10	1+	
Katyusha	-	72"/180cm	-	2	3+	Salvo Rocket Launcher.
Flame-thrower	-	4"/10cm	3	-	5+	Flame-thrower. One use. Short range.

Ammunition Shortage: If score a 1 when rolling to hit, roll again. On 4+, OK, otherwise out of ammunition and cannot shoot. If firing artillery barrages and score a 1 when rolling to range in, roll again. On 4+, OK, otherwise one gun is out of ammunition.

A tank that is out of ammunition for its main gun may attempt to ram an enemy tank.

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 guns have no HE round reducing their Firepower against unarmoured targets to 6.

One Use: Flame-throwers only carry enough fuel for one turn of shooting. Used flame-thrower vehicles take an immediate Motivation test to avoid being removed if any flame-thrower vehicle in the platoon is destroyed.

Short range: Flame-thrower tanks cannot fire their flame-throwers if they moved more than 6"/15cm.

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.
Light Mortar team	-	16"/40cm	1	1	5+	50mm obr 1938 light mortar.
HMG team	-	24"/60cm	4	2	6	Maksim M1910 heavy machine-gun.
Anti-tank Rifle team	-	16"/40cm	2	5	6	PTRD anti-tank rifle
Tank Destroyer team	-					
Incendiary		-	-	-	-	Molotov Cocktails.
Chemical		4"/10cm	3	-	6	ROKS-2 flame-thrower.
Hand grenade		-	-	-	-	Satchel charges.
Pioneer Rifle team	-	16"/40cm	1	2	6	M1930G rifle, Satchel Charges.
Flame-thrower team	-	4"/10cm	3	-	6	ROKS-2 flame-thrower.
Command Rifle team	10	16"/40cm	1	2	6	M1930G rifle.
Komissar team	25	4"/10cm	1	1	6	TT-33 pistol.
Observer team	50	-	-	-	-	
Staff team	5	-	-	-	-	Moves and fights as a Gun team.

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. Remove the team after it has fired.

Molotov Cocktails: In assaults, all hits from Molotov Cocktails on armoured vehicles cause the crew to bail out.

Satchel Charges: Teams equipped with satchel charges have an Anti-tank rating of 4 in assaults.

Transport

Name	Points	Mobility	Front	Side	Top	Equipment And Notes
Trucks						
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.
Gun Tractors						
Komsomoleys	15	Half-tracked	0	0	0	Hull MG, 1 passenger.
Stalinets	5	Fully-tracked	-	-	-	1 passenger. Slow tank.
Horse-drawn limber	Free	Wagon	-	-	-	1 passenger.

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