

KNOW YOUR ENEMY

SOVIET FORCES DOSSIER FOR MID WAR AND LATE WAR

COUNTRY AND COMPANY SPECIAL RULES

Soviet Special Rules

Eastern Front

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Hammer & Sickle

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8th Guards Rifle Corps

Hammer & Sickle Companies

Inzhenerno-Saperniy (Engineer-Sapper) Battalion

WARRIORS

Eastern Front

Stalin's Onslaught

Hammer & Sickle

River of Heroes

Komissar Vasilevsky, Boris Ivanovich

Oktyabrskaya, Maria

Mladshi Leytenant Noble Sniper Zaytsev, Vasiliy

Leytenant Pyl'Cyn, A.V

Kapitan Nevsky, V. I.

Brigada Komissar Dedov, M. A.

Leytenant Zobolotny, Ivan

Leytenant Rat, V S

COMPLETE ARSENAL



SOVIET SPECIAL RULES

The Red Army entered the war in a state of chaos. Stalin's purges had eliminated the professional officers before the war, then German victories wiped out the entire prewar army within months. The Red Army desperately rebuilt its strength with barely-trained conscripts. Years of hard fighting forged the survivors into a war-winning force capable of taking on and beating the best the enemy could offer. These rules only apply to Soviet teams and platoons.

DOCTRINE

CENTRALISED CONTROL

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

KOMISSAR

If a Soviet company containing a Komissar team that is In Command fails its Motivation Test to rally from being Pinned Down, to counterattack in an Assault, or to pass a Platoon Morale Check (but not to launch an assault against tanks or any other Motivation Test), you may immediately Destroy any other Infantry or Gun team from the company within Command Distance of the Komissar team and re-roll the Motivation Test.

If you roll a 1 for the new Motivation Test, however, the soldiers are pushed past the point of breaking and revolt against the Komissar! In this case the Komissar team is Destroyed as well.

If the battalion's Company Command team has joined the company, re-roll the Motivation Test for the commander's influence first. If the unit fails the re-roll, then destroy a team and re-roll again for the Komissar's attempt to motivate them. This is an exception to the rule preventing a test from being re-rolled more than once.

As with any unit, a Soviet company Pinned Down by Defensive Fire fails to assault its target. It must wait until its next turn to rally as normal.

EXAMPLE

Kapitan Tchaikovsky's company were Pinned Down by heavy enemy fire last turn. Now, at the start of the Soviet player's turn, they are attempting to rally.

The player rolls the Motivation test to rally the company as usual and scores a 1. The test fails.

Fortunately, Podpolkovnik Tolstoy, the battalion commander, is near by and joins the company. With a little encouragement from his commander, Tchaikovsky tries again. This time the Soviet player rolls a 2. Kapitan Tchaikovsky is still unable to rally his company.

Not all is lost, however! Politruc Rachmaninov, the company's Komissar, is on hand. The Soviet player destroys a team and re-rolls a second time. This time they roll a 3. Rachmaninov's none-too-subtle 'encouragement' works. The company prepares to advance.

BATTALION KOMISSAR

The Battalion Komissar team in the Battalion HQ is an Independent team. If the Battalion Komissar team joins a company, it takes over the duties of the company's Komissar team. The company Komissar team has no effect as long as the Battalion Komissar team is attached to the company.

INFANTRY

QUALITY OF QUANTITY

A Soviet company starting the step with at least fifteen Infantry or Gun teams (including the Komissar team and any attached

teams) In Command must take at least ten hits in a single Shooting Step before they become Pinned Down. A single hit from an Artillery bombardment still pins them, however.

ARTILLERY

BIG BATTALIONS

Soviet bombardments fired by nine or more weapons use a double-width Artillery Template (12"/30cm wide by 6"/15cm deep) to determine which teams can be hit. This is in addition to re-rolling to hit for firing a bombardment with six or more guns.

uses a template 12"/30cm square to determine which teams are hit and rerolls failed To Hit rolls.

ROLL UP THE GUNS

Soviet Medium and Heavy Gun teams move as if they were Light Gun teams.

MIXED BATTALIONS

If a bombarding artillery battalion contains three or four 122mm howitzers it gains the following benefits:

- If the total number of weapons firing is five or less, then all of the guns and howitzers count as 122mm howitzers.
- Otherwise the number of lighter guns dilutes the effect of the howitzers and all of the guns and howitzers count as having an Anti-tank rating of 4 and a Firepower rating of 4+.

DEVASTATING BOMBARDMENT

An Artillery Bombardment fired by nine or more weapons uses a double-width Artillery Template to determine which teams can be hit and rerolls failed To Hit rolls.

An Artillery Bombardment fired by fourteen or more weapons

An artillery battalion with two or fewer 122mm howitzers uses the normal Mixed Bombardment rules on page 133 of the rulebook.

TANKS

HEN AND CHICKS

If any Soviet Tank or Transport team (including assault guns and armoured transporters) in a company moved more than 6"/15cm in the Movement Step, none of the Tank or Transport teams in the company can shoot in the Shooting Step.

Note: Some Soviet Companies have exceptions to this rule.

LIMITED VISION

Tanks with limited vision add +1 to the score required to hit when shooting any weapon at targets that are entirely behind a line drawn across the front of the tank's hull.

CUPOLAS

Tanks fitted with a commander's cupola do not suffer the effects of Limited Vision.

TANKODESANTNIKI

Tankodesantniki SMG teams are normal SMG teams with the following special rules.

While a single Tankodesantniki SMG team is mounted on a tank from their own company, they operate as tank riders (see pages 44 and 71), but gain the following benefits:

- they can shoot as if dismounted if the tank moves 6"/15cm or less, but may not shoot at all if the tank moves over 6"/15cm.
- they fight in assaults as if dismounted (they can roll to hit and be allocated hits separately from the tank), and
- they have a 3+ save when the tank is hit instead of the normal 5+ Passenger Save, but are automatically Destroyed if the tank is Destroyed.

If more than one team is mounted on the same tank, these benefits are lost.

In assaults, Tankodesantniki SMG teams must be allocated hits before the Tank teams of their platoon.

A company with tanks and Tankodesantniki SMG teams carries on with its assault after being Pinned Down by Defensive Fire, despite having Infantry teams in the company. If this happens, only the tanks fight in the first Assault Combat Round. The Tankodesantniki SMG teams remain in contact and can Counterattack in subsequent rounds.

Ignore Destroyed Tankodesantniki SMG teams when determining whether a Tankovy Company is below half strength and needs to take a Platoon Morale Check.

TURRET-REAR MACHINE-GUN

A Turret-Rear Machine-gun may not shoot. Its function is purely defensive.

Any team assaulting a vehicle armed with a turret-rear MG, that is not Bailed Out, must reroll any successful Skill test to hit.

- If they pass the reroll, the assaulting team gets past the machine-gun to hit the tank and the tank must make an Armour Save as normal.
- If they fail the reroll, the machine-gunner managed to keep the infantry at bay and protect the tank, and the enemy team fails to score a hit.

ANTI-TANK GUNS & ASSAULT GUNS

VOLLEY FIRE

SU-76i, SU-76M, SU-122, SU-152, ISU-122, ISU-152 assault guns and 76mm ZIS-3 field guns, 76mm ZIS-3 anti-tank guns, 76mm obr 1927, 57mm ZIS-2 guns and 45mm obr 1937 and 1942 guns that did not move in the Movement Step may reroll failed rolls To Hit when shooting their main guns at

teams up to 16"/40cm away. Volley Fire does not apply when firing Artillery Bombardments.

HEAVY BREAKTHROUGH GUN

Unarmoured targets automatically fail their saves when hit by the main gun of an IS-2, SU-152, ISU-152, or ISU-122.



KAZACHIY POLK (COSSACK REGIMENT)

EXPLOITATION FORCES

A Kazachiy Polk is always the attacker in missions using the Defensive Battle special rule.



8YA OTDYELNAYA SHTRAFNOY BATALON

ASSAULT FORCE

The 8ya Otdyelnaya Shtrafnoy Batalon will always attack against any other force, even against a Tank Company.

Since it is expected to always go forward, Companies in the 8ya Otdyelnaya Shtrafnoy Batalon can never attempt to Dig In and never benefit from the Prepared Positions special rule.

SHTRAFNIK'S ABSOLUTION

Shtraf Batalon HQ, Shtraf Companies, Shtraf Machine-gun Companies and Shtraf Mortar Companies always pass a Motivation Test on a roll of 2+.

INITIATIVE IS PUNISHABLE

The 8ya Otdyelnaya Shtrafnoy Batalon never has to take a Company Morale Check for being below half strength. The Companies still take Platoon Morale Checks as normal, though. However, if no Shtraf Companies remain on the table, the remaining forces automatically fail a Company Morale Check and the game ends.



8TH GUARDS RIFLE CORPS



GUARDS ASSAULT BATTALION

An Udarny Strelkovy Batalon will always attack against any other Infantry Company in a mission with the Defensive Battle special rule.

HARDENED VETERANS

Infantry teams from a Udarny Strelkovy Batalon hit on a roll of 3+ in assault combat.



HAMMER & SICKLE COMPANIES

FORWARD DETACHMENT

Players commanding any Soviet Battalion from Hammer & Sickle may infiltrate their Decoy Tank Company or Spetsnaz Platoon whenever they are attacking an enemy in Prepared Positions and have the first turn.

A Decoy Tank Company or Spetsnaz Platoon may infiltrate with a single unit, deployed within Command Distance of them, from the following list:

- Gvardeyskiy Tankovy Company
- Tankovy Company
- Inomarochnikiy Tankovy Company
- Light Tankovy Company
- Motostrelkovy Company,
- Tank Rider Company
- Motostrelkovy Submachine-gun Company
- Light Armoured Car Platoon
- Razvedki Platoon

If the infiltrated company is a type of Tankovy Company without Tankodesantniki, they can also carry a Tank-rider Company as passengers.

When other teams make Reconnaissance Deployment moves, the Forward Detachment teams may move up to 16"/40cm. This is instead of their normal movement distance and they cannot Move at the Double. They use all the normal movement rules for terrain (including those for obstacles and fortifications). If they end this movement within 8"/20cm of an enemy team, or within 16"/40cm of an enemy team and not in Concealing Terrain or out of Line of Sight, they are automatically detected.

If the infiltrating troops 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 infiltrating player gives the first turn to their opponent.

DECOY

A Spetsnaz Platoon or Decoy Tank Company must be identified before the enemy can shoot at it or assault it. These units start the game unidentified.

In order to identify a Spetsnaz Platoon or Decoy Tank Company, an enemy platoon must attempt to shoot at it or select it as the target for an artillery bombardment. Before rolling to hit with the shooting platoon, roll a Skill Test for the platoon.

If they pass the Skill Test, they identify the Soviet platoon or company and shoot at it as normal. The Soviet unit is now identified to all enemy platoons.

If they fail, they do not identify the unit, but may shoot at other Soviet units instead.

Aircraft cannot choose an unidentified team as the target of an air strike.

Enemy reconnaissance teams automatically identify a Spetsnaz Platoon or Decoy Tank Company if they are within 8"/20cm when they attempt to shoot at them.

Sometimes your Decoy teams will be facing enemy other than the Germans. On these occasions the Decoy Platoon retains all the Decoy Special Rules as it is assumed that Soviets are using their new enemy's captured vehicles. However, you can still model your decoy troops as, and use the characteristics of, the historically-correct captured German equipment.

EXPLOITATION FORCES

The following forces are always the attacker in missions using the Defensive Battle special rule.

- Tankovy Batalon
- Gvardeyskiy Tankovy Batalon
- Motostrelkovy Batalon
- Inomarochnikiy Tankovy Batalon
- Rota Razvedki

ENGINEERING ASSAULT

Engineer-Sapper Battalion forces are always the attacker in missions using the Prepared Positions special rule or if the opposing force contains Fortifications.

SAPPER INFILTRATION

Players commanding a Soviet Engineer-Sapper Battalion may infiltrate their Engineer-Spetsnaz Platoon whenever they are attacking an enemy in Prepared Positions and have the first turn.

A single Engineer-Sapper Company deployed within Command Distance of the Engineer-Spetsnaz Platoon may infiltrate with it.

When other teams make Reconnaissance Deployment moves, the infiltrated teams may move up to 16"/40cm. This is instead of their normal movement distance and they cannot Move at the Double. They use all the normal movement rules for terrain (including those for obstacles and fortifications). If they end this movement within 8"/20cm of an enemy team, or within 16"/40cm of an enemy team and not in Concealing Terrain or out of Line of Sight, they are automatically detected.

If the infiltrating troops 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 infiltrating player gives the first turn to their opponent.

FAUSTNIKA

Faustnika Teams may move in the Movement Step and shoot their Panzerfaust anti-tank launchers as Bunker Busters (see page 62 of the rulebook) in the Shooting Step if:

- They target an enemy bunker or infantry team in a building. (note, Teams that moved reduce ROF to 1.)

SMOKE ASSAULTS

Engineer-Sapper Companies may designate SMG or MG teams as Smoke Teams to lay smoke for an assault. Any team doing this cannot shoot in the Shooting Step nor assault in the Assault Step, but acts as if giving Covering Fire during the Assault Step.

When an Engineer-Sapper Company launches an assault, roll a Skill Test for each Smoke Team within 4"/10cm of a platoon being assaulted. If any Smoke Team passes the Skill Test then all other teams from that company participating in the assault are Concealed.

SAPPER BODY ARMOUR

A Pioneer team from an Engineer-Sapper Company rolls a die when hit during an Assault.

- If they score a 6, they are unharmed, but still count as hit for the purposes of requiring a Motivation Test to Counterattack.
- If they roll any other score, they are destroyed and removed from the table as usual.

SOVIET WARRIORS



**KOMISSAR
BORIS
IVANOVICH
VASILEVSKY**

CHARACTERISTICS

Boris Vasilevsky is a Warrior and a Command team. He is rated as **Fearless Conscript**.

Komissar Vasilevsky is always accompanied by his Blocking Detachment of a deputy Komissar team and three Maksim HMG teams. The Blocking Detachment counts as a platoon for all purposes and Vasilevsky is its Command team.

Komissar Vasilevsky and his Blocking Detachment can join a Strelkovy Batalon, a Gvardeyskiy Strelkovy Batalon, or a Batalon Opolcheniya for 120 points.

FOR STALIN

Vasilevsky and his Blocking Detachment always pass Motivation tests on a roll of 2+.

NOT ONE STEP BACK

If Vasilevsky is adjacent to the Battalion Command team when it takes a Company Morale Check, the Command team rolls again if it failed its Motivation test. The result of the second roll is final.

BLOCKING DETACHMENT

If any part of a Soviet company is In Command and within 24"/60cm and line of sight of a Maksim

HMG team of the Blocking Detachment that is also In Command, fails a Motivation test it must re-roll the test as if the Battalion's Company Command team was within 6"/15cm of its Command team.

If the company fails the Motivation test (after re-rolling for the blocking detachment and the company's Komissar), then roll a die. The result is the number of hits scored by the Maksim HMG teams on the company in an effort to motivate them. Apply the hits to teams visible to the Maksim HMG teams, starting with those closest to the Blocking Detachment. Roll the normal save for any teams hit. The company is automatically Pinned Down if it wasn't before.



**MARIYA
OKTYABRSKAYA**

CHARACTERISTICS

Mariya Oktyabrskaya is a Warrior and has the same characteristics as the platoon she is part of.

Mariya may be assigned as the driver of your battalion's Company Command T-34 tank or any T-34 tank in a Medium Tankovy Company for a cost of +25 points.

VENGEANCE

Any tank driven by Mariya passes all Motivation tests on a roll of 2+.

FOR THE MOTHERLAND

Any tank driven by Mariya passes all Skill Tests on a roll of 2+.

FIGHTING GIRLFRIEND

Mariya's ability to anticipate her commander/gunner's shooting allows her to halt at the right moments to give him the best shots. As a result, any tank driven by Mariya does not reduce the ROF of its main gun if firing while moving. However, a tank driven by Mariya still obeys the Hen and Chicks special rule.



**MLADSHI
LEYTENANT
NOBLE SNIPER
VASILY
ZAYTSEV**

CHARACTERISTICS

Zaytsev is a Sniper and a Warrior. He is rated as **Fearless Veteran**.

Zaytsev can join any Strelkovy Batalon for +90 points.

SNIPER

Zaytsev follows all of the Sniper Rules on page 92 of the rulebook in addition to his own special rules.

CRACK SHOT

Zaytsev is a crack shot. Re-roll any failed rolls to hit when he shoots.

LITTLE HARES

Zaytsev trains his students well. Any Sniper team in the same Strelkovy Batalon as Zaytsev may re-roll any failed roll to hit when shooting.

ONE WELL-AIMED SHOT

Zaytsev learned his trade hunting deer in Siberia. He never wastes a bullet. Any team hit by Zaytsev must re-roll successful saves.

CHARACTERISTICS

Leytenant A V Pyl'cyn is a Warrior and an SMG team that is the Command team of one of the Shtraf Companies in your *8ya Otdyelnaya Shtrafnoy Batalon*. He is not an Independent team.

RECONNAISSANCE IN FORCE

Deploy Pyl'cyn's *Shtraf Company* when you would normally deploy *Independent Teams*.

RITA MAKARIEVSKAYA

Model Rita Makarievskaya on the same base as Pyl'cyn.

Once per turn, Rita may attempt to save a team that is in Pyl'cyn's *Shtraf Company*. If an *Infantry* or *Gun team* within 6"15cm of Pyl'cyn fails a *Save*, roll a die:

- If the result is 5+, Rita manages to save the team and it continues to fight on unharmed.
- Otherwise, the soldiers are too badly wounded and the team is *Destroyed* as normal.

MINE EXPERT

Pyl'cyn may gap *Minefields* and *Barbed Wire Entanglements* as though he was a *Pioneer* team.



LEYTENANT
A V PYL'CYN

CHARACTERISTICS

Kapitan V I Nevsky is a Warrior and a Company Command Tank team rated as **Fearless Veteran**.

Nevsky may join any *Inomarochnikiy Tankovy Batalon* (Lend-lease Tank Battalion) and replaces the Company Command M4A2 Sherman tank in the Battalion HQ for an additional +50 points.

SERVED ON THE STAFF

After all deployment, but before the game begins, Kapitan V I Nevsky may move himself and one *Combat Company* within 6"15cm of him, that is not already part of a *Forward Detachment*, up to their normal distance in any direction within their deployment area. This movement may not be *At the Double* and may not take any team outside the deployment area.

RESPECT OF THE MEN

Nevsky's tank and any platoon he is currently leading always pass *Motivation Tests* on a roll of 2+.

BATTLE TESTED

The *Hen and Chicks* special rule does not apply to Nevsky. If he joins a platoon, the rest of the platoon still obey the *Hen and Chicks* special rule, but ignore all movement by Nevsky.



KAPITAN
V I NEVSKY

CHARACTERISTICS

Add Dedov to a *Gvardeyskiy Tankovy Company* or *Tankovy Company* for +40 points.

Brigada Komissar M A Dedov is a Warrior. He takes over a tank from a *Gvardeyskiy Tankovy Company* or *Tankovy Company* at the beginning of the game before deployment. M A Dedov is an Independent team and is rated **Fearless Veteran**.

COMRADES FORWARD!

Any *Soviet company* entirely equipped with *Tank teams* joined by *Brigada Komissar M A Dedov* may re-roll any *Motivation Tests* it and its members are required to make.

When leading a platoon (*Soviet company*) with other types of teams in it, *Brigada Komissar M A Dedov* uses the *Komissar* special rules on page 180 of the rulebook. However, if you roll a 1 for the new *Motivation Test* the platoon (*Soviet Company*) does not destroy *Brigada Komissar M A Dedov*, he instead becomes *Bailed Out* as he retreats back into his tank turret away from the angry soldiers.

YOU OVER THERE, WHAT ARE YOU DOING TO DEFEAT THE FASCISTS?

Brigada Komissar M A Dedov acts as a *2iC Command team* and follows all the rules for *2iC Command teams* in the rulebook.



BRIGADA
KOMISSAR
M A DEDOV



LEYTENANT
IVAN
ZABOLOTNY

CHARACTERISTICS

Leytenant Ivan Zabolotny is a Recce SMG team and Warrior. He replaces the 2iC Command team in an Engineer-Sapper Battalion for +35 points. Zabolotny is rated as **Fearless Trained**.

YOU! YOU! AND YOU!

Once per game at the end of any Starting Step, Ivan may select two Pioneer SMG or Pioneer MG teams within Command Distance and form an Engineer-Sapper Reconnaissance Platoon. Ivan and his selected teams follow all rules for Reconnaissance on pages 149 to 153 of the rulebook.

Ivan becomes the Platoon Command team for this new platoon, ceasing to be an Independent Team and no longer counting as a 2iC team. The Engineer-Sapper Reconnaissance Platoon counts as a platoon for all purposes except Company Morale Checks.

ATTACK HERE!

Once Ivan forms an Engineer-Sapper Reconnaissance Platoon, he may act as an Observer team for any Mortar Platoons in the Engineer-Sapper Battalion.

When Ivan's Platoon is formed, it may make an immediate normal movement before beginning the normal Movement Step. This initial movement does not count as having moved for that turn.



LEYTENANT
V. S.
RAT

CHARACTERISTICS

Leytenant Rat is a Warrior team who leads a Guards Heavy Assault Gun Company. He takes over the Command Assault gun for +45 points. Leytenant Rat and his assault gun are rated **Fearless Trained**.

CRAZY VASILY 'ZIG-ZAG'

All ISU-122 and ISU-152 assault guns and mounted tankodesantniki in Rat's company, that are not bogged down or bailed out, who moved at least 6"/15cm towards an enemy team or objective in their previous Movement Step, and are hit in the enemy Shooting Step, may roll a die for each hit they are allocated.

- On a score of 5+, Rat's zig-zag is successful and the hit is ignored.
- Otherwise the hit is resolved as normal.

KEEP'EM GUESSING

Leytenant Rat's assault gun does not suffer the normal +1 To Hit penalty for shooting while moving with a ROF 1 gun.



SOVIET ARSENAL

TANK TEAMS

Name Weapon	Mobility Range	Front ROF	Armour			Equipment and Notes
			Side Anti-tank	Top Firepower		
LIGHT TANKS						
T-26S obr 1939 <i>45mm obr 1934 gun</i>	Fully-tracked <i>24"/60cm</i>	1 2	1 7	1 4+	Co-ax MG, Limited vision, Slow tank, Unreliable.	
T-60 obr 1942 <i>20mm ShVAK gun</i>	Half-tracked <i>16"/40cm</i>	3 2	1 5	1 5+	Co-ax MG, Limited vision.	
T-70 obr 1942 <i>45mm obr 1938 gun</i>	Fully-tracked <i>24"/60cm</i>	4 1	2 7	1 4+	Co-ax MG, Limited vision.	
T-70 obr 1943 <i>45mm obr 1938 gun</i>	Fully-tracked <i>24"/60cm</i>	4 1	2 7	1 4+	Co-ax MG, Limited vision, Wide-tracks.	
Mark III (Valentine II) <i>OQF 2 pdr gun</i>	Fully-tracked <i>24"/60cm</i>	6 2	5 7	1 4+	Co-ax MG, Slow tank.	
Mark III (Valentine VIII) <i>OQF 6 pdr gun</i>	Fully-tracked <i>24"/60cm</i>	6 2	4 10	1 4+	Protected ammo, Slow tank.	
M31 (M3A1 Stuart) <i>M5 37mm gun</i>	Fully-tracked <i>24"/60cm</i>	3 2	2 7	1 4+	Co-ax MG, Hull MG, Light tank.	
MEDIUM TANKS						
T-34 obr 1941 or 1942 <i>76mm F-34 gun</i>	Fully-tracked <i>32"/80cm</i>	6 2	5 9	1 3+	Co-ax MG, Hull MG, Fast tank, Limited vision, Wide-tracks.	
T-34 obr 1941 with extra armour <i>76mm F-34 gun</i>	Fully-tracked <i>32"/80cm</i>	7 2	6 9	1 3+.	Co-ax MG, Hull MG, Limited vision.	
PT-34 <i>76mm F-34 gun</i>	Fully-tracked <i>32"/80cm</i>	6 2	5 9	1 3+.	Co-ax MG, Mine Roller, Limited vision.	
T-34/57 <i>57mm ZIS-4 gun</i>	Fully-tracked <i>32"/80cm</i>	6 2	5 11	1 4+	Co-ax MG, Hull MG, Fast tank, Limited vision, Wide-tracks.	
T-34/85 obr 1943 <i>85mm D-5T gun</i>	Fully-tracked <i>32"/80cm</i>	7 2	5 12	1 3+	Co-ax MG, Hull MG, Limited vision.	
Mark II (Matilda II) <i>OQF 2 pdr gun</i>	Fully-tracked <i>24"/60cm</i>	7 3	6 7	2 4+	Co-ax MG, Slow tank, Unreliable.	
Mark II 76mm (Matilda II CS) <i>OQF 3" gun</i>	Fully-tracked <i>24"/60cm</i>	7 2	6 5	2 3+	Co-ax MG, Slow tank, Unreliable.	
M3s (M3 Lee) <i>M3 37mm gun</i> <i>M3 75mm gun</i> <i>With long M3 75mm gun</i>	Fully-tracked <i>24"/60cm</i> <i>32"/80cm</i> <i>32"/80cm</i>	5 3 2 2	3 7 9 10	1 4+ 3+ 3+	Co-ax MG, Cupola MG. <i>Hull mounted</i> <i>Hull-mounted</i>	
M4 (M4A2 Sherman) <i>M3 75mm gun</i>	Fully-tracked <i>32"/80cm</i>	6 2	4 10	1 3+	Co-ax MG, Hull MG.	
HEAVY TANKS						
KV-1e <i>76mm F-34 gun</i>	Fully-tracked <i>32"/80cm</i>	9 2	8 9	2 3+	Co-ax MG, Hull MG, Turret-rear MG, Limited vision, Slow tank, Unreliable.	
KV-1s <i>76mm F-34 gun</i>	Fully-tracked <i>32"/80cm</i>	8 2	6 9	2 3+	Co-ax MG, Hull MG, Turret-rear MG, Wide-tracks.	
KV-2 <i>152mm obr 1938/40 howitzer</i>	Fully-tracked <i>24"/60cm</i>	8 1	7 10	2 1+	Hull MG, Turret-rear MG, Limited vision, Slow tank, Unreliable. <i>Bunker buster.</i>	
KV-85 <i>85mm D-5T gun</i>	Fully-tracked <i>32"/80cm</i>	9 2	7 12	2 3+	Co-ax MG, Turret-rear MG, Slow tank.	
IS-2 <i>122mm D-25T gun</i>	Fully-tracked <i>32"/80cm</i>	10 1	8 15	2 2+	Co-ax MG, Turret-rear MG, Slow tank.	
Mark IV (Churchill III or IV) <i>OQF 6 pdr gun</i>	Fully-tracked <i>24"/60cm</i>	8 3	7 10	2 4+	Co-ax MG, Hull MG, Protected ammo, Slow tank, Wide tracks.	

Name Weapon	Mobility Range	Front ROF	Armour		Equipment and Notes
			Side Anti-tank	Top Firepower	

FLAME TANKS

OT-34 <i>76mm F-34 gun</i> <i>ATO-42 flame-thrower</i>	Fully-tracked <i>32"/80cm</i> <i>4"/10cm</i>	6 1 2	5 9 -	1 3+ 6	Co-ax MG, Fast tank, Limited vision, Wide-tracks. <i>Flame-thrower, Hull mounted.</i>
KV-8 <i>ATO-41 flame-thrower</i> <i>45mm obr 1938 gun</i>	Fully-tracked <i>4"/10cm</i> <i>24"/60cm</i>	9 3 2	8 - 7	2 5+ 4+	Hull MG, Turret-rear MG, Limited vision, Slow tank, Unreliable. <i>Flame-thrower.</i>
KV-8s <i>ATO-42 flame-thrower</i> <i>45mm obr 1938 gun</i>	Fully-tracked <i>4"/10cm</i> <i>24"/60cm</i>	8 3 2	6 - 7	2 5+ 4+	Hull MG, Turret-rear MG, Wide-tracks. <i>Flame-thrower.</i>

ASSAULT GUNS

SU-57 <i>M1 57mm gun</i>	Half-tracked <i>24"/60cm</i>	1 3	0 10	0 4+	<i>Hull mounted.</i>
SU-76i <i>76mm ZIS-3 gun</i>	Fully-tracked <i>32"/80cm</i>	3 2	2 9	1 3+	<i>Hull mounted.</i>
SU-76M <i>76mm ZIS-3 gun</i>	Fully-tracked <i>32"/80cm</i>	3 2	1 9	0 3+	Wide-tracks. <i>Hull mounted.</i>
SU-85 <i>85mm D-5S gun</i>	Fully-tracked <i>32"/80cm</i>	5 2	5 12	1 3+	<i>Hull mounted.</i>
SU-122 <i>122mm obr 1938 howitzer</i>	Fully-tracked <i>24"/60cm</i>	5 2	5 10	1 2+	<i>Hull mounted.</i>
SU-152 <i>152mm ML-20S gun</i>	Fully-tracked <i>32"/80cm</i>	7 1	6 13	2 1+	Slow tank. <i>Bunker buster, Hull mounted.</i>
ISU-122 <i>122mm D-25S gun</i>	Fully-tracked <i>32"/80cm</i>	9 1	7 15	2 2+	Slow tank. <i>Hull mounted.</i>
ISU-152 <i>152mm ML-20S gun</i>	Fully-tracked <i>32"/80cm</i>	9 1	7 13	2 1+	Slow tank. <i>Bunker buster, Hull mounted.</i>
M-10 <i>M7 3in gun</i>	Fully-tracked <i>32"/80cm</i>	4 2	2 12	0 3+	.50 cal AA MG. <i>Slow traverse.</i>

ARMoured CARS

BA-64 <i>With PTRD anti-tank rifle</i>	Jeep <i>16"/40cm</i>	0 2	0 5	0 5+	AA MG.
BA-10M <i>45mm obr 1934 gun</i>	Wheeled <i>24"/60cm</i>	1 2	0 7	0 4+	Co-ax MG, Hull MG, Limited vision.

ROCKET LAUNCHERS

BM-13 Katyusha <i>BM-13-16 rocket launcher</i>	Wheeled <i>64"/160cm</i>	- -	- 2	- 4+	<i>Rocket launcher.</i>
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ANTI-AIRCRAFT MACHINE-GUNS

DShK AA MG on truck <i>DShK AA MG</i>	Wheeled <i>16"/40cm</i>	- 4	- 4	- 5+	Awkward layout. <i>Anti-aircraft, Portee.</i>
ZSU M17 MGMC (quad .50 cal) <i>M45 quad .50 cal MG</i>	Half-tracked <i>16"/40cm</i>	1 6	0 4	0 5+	Awkward layout. <i>Anti-aircraft.</i>



Name Weapon	Mobility Range	Front ROF	Armour			Equipment and Notes
			Side Anti-tank	Top Firepower		

CAVALRY MACHINE-GUNS

Tachanka <i>Maksim HMG</i>	Cavalry Wagon <i>24"/60cm</i>	- 6	- 2	- 6	<i>HMG carrier, Portee.</i>
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CAPTURED GERMAN TANKS

Panzer IV H <i>7.5cm KwK40 gun</i>	Fully-tracked <i>32"/80cm</i>	6 1	3 11	1 3+	Co-ax MG, Hull MG, Protected ammo, Schürzen, Unreliable.
StuG III G <i>7.5cm StuK40 gun</i>	Fully-tracked <i>32"/80cm</i>	7 1	3 11	1 3+	Hull MG, Protected ammo, Schürzen, Unreliable. <i>Hull mounted.</i>
Tiger I E <i>8.8cm KwK36 gun</i>	Fully-tracked <i>40"/100cm</i>	9 1	8 13	2 3+	Co-ax MG, Hull MG, Protected ammo, Slow tank, Wide tracks, Unreliable. <i>Slow traverse.</i>
Panther D or A <i>7.5cm KwK42 gun</i>	Fully-tracked <i>32"/80cm</i>	10 1	5 14	1 3+	Co-ax MG, Hull MG, Wide tracks, Unreliable.

MID-WAR MONSTERS

KV-3 <i>107mm ZIS-6 gun</i>	Fully-tracked <i>32"/80cm</i>	10 1	8 14	2 2+	Co-ax MG, Hull MG, Overloaded, Slow tank, Unreliable.
KV-5 <i>107mm ZIS-6 gun</i>	Fully-tracked <i>32"/80cm</i>	14 1	12 14	2 2+	Co-ax MG, Deck MG, Cupola MG, Overloaded, Very slow tank, Unreliable.
IS-85 <i>85mm D-5T gun</i>	Fully-tracked <i>32"/80cm</i>	10 2	8 12	2 3+	Co-ax MG, Turret-rear MG, Slow tank.
T-43 <i>76mm F-34 gun</i>	Fully-tracked <i>32"/80cm</i>	8 2	7 9	1 3+	Co-ax MG, Wide tracks.

VEHICLE MACHINE-GUNS

<i>Vehicle MG</i>	<i>16"/40cm</i>	<i>3</i>	<i>2</i>	<i>6</i>	<i>ROF 1 if other weapons fire.</i>
<i>.50 cal Vehicle MG</i>	<i>16"/40cm</i>	<i>3</i>	<i>4</i>	<i>5+</i>	<i>ROF 1 if other weapons fire.</i>

GUN TEAMS

Weapon	Mobility	Range	ROF	Anti-tank	Firepower	Notes
PTRD anti-tank rifle	Man-packed	16"/40cm	2	5	5+	Tank Assault 3.
Maksim HMG	Man-packed	24"/60cm	6	2	6	ROF 2 when pinned down.
82-BM-41 mortar	Man-packed	40"/100cm	-	2	6	
120-PM-38 mortar	Light	56"/140cm	-	3	3+	
76mm obr 1927 gun <i>Firing bombardments</i>	Light	16"/40cm <i>64"/160cm</i>	2 -	5 3	3+ 6	Gun shield.
DShK AA MG	Man-packed	16"/40cm	4	4	5+	Anti-aircraft, Turntable.
37mm obr 1939 gun	Immobile	24"/60cm	4	6	4+	Anti-aircraft, Turntable.
85mm obr 1939 gun	Immobile	32"/80cm	2	12	3+	Heavy anti-aircraft, Turntable.
45mm obr 1937 gun	Light	24"/60cm	3	7	4+	Gun shield.
45mm obr 1942 gun	Light	24"/60cm	3	8	4+	Gun shield.
57mm ZIS-2 gun	Heavy	32"/80cm	3	11	4+	Gun shield.
76mm ZIS-3 anti-tank gun	Heavy	32"/80cm	2	9	3+	Gun shield.
76mm ZIS-3 field gun <i>Firing bombardments</i>	Heavy	32"/80cm <i>80"/200cm</i>	2 -	9 3	3+ 6	Gun shield.
122mm obr 1938 howitzer <i>Firing bombardments</i>	Immobile	24"/60cm <i>80"/200cm</i>	1 -	7 4	2+ 3+	Gun shield.
152mm obr 1943 howitzer <i>Firing bombardments</i>	Immobile	24"/60cm <i>80"/200cm</i>	1 -	10 5	1+ 2+	Bunker buster, Gun shield.

INFANTRY TEAMS

Team	Range	ROF	Anti-tank	Firepower	Weapons and Notes
Unarmed team	-	-	-	-	Can still fight in assaults.
Rifle team	16"/40cm	1	2	6	
Rifle/MG team	16"/40cm	2	2	6	
SMG team	4"/10cm	3	1	6	Full ROF when moving.
Light Mortar team	16"/40cm	1	1	4+	Can fire over friendly teams
Flame-thrower team	4"/10cm	4	-	6	Flame-thrower.
Faustnika team	4"/10cm	2	12	5+	Tank Assault 6, Cannot shoot in Shooting Step if moved in Movement Step. Faustnika
Komissar team	4"/10cm	1	1	6	
Staff team			cannot shoot		Moves as a Heavy Gun team.

ADDITIONAL TRAINING AND EQUIPMENT

Pioneer teams are Tank Assault 4.

TRANSPORT TEAMS

Vehicle <i>Weapon</i>	Mobility <i>Range</i>	Armour			Equipment and Notes
		Front <i>ROF</i>	Side <i>Anti-tank</i>	Top <i>Firepower</i>	

TRUCKS

M-72 motorcycle and sidecar	Jeep	-	-	-	Passenger-fired MG.
Ford GPA Amphibious Jeep	Jeep	-	-	-	Amphibious.
ZIS-5 3-ton, ZIS-6 4-ton, Dodge 3/4-ton, or Studebaker 21/2-ton truck	Wheeled	-	-	-	
Horse-drawn wagon	Wagon	-	-	-	
Cavalry wagon	Cavalry Wagon	-	-	-	

TRACTORS

Stalinets	Fully-tracked	-	-	-	Slow tank.
Horse-drawn limber	Wagon	-	-	-	
Cavalry limber	Cavalry Wagon	-	-	-	
M2 or M3 Halftrack	Half-tracked	1	0	0	Passenger-fired AA MG.

ARMoured TRANSPORTERS

M3A1 armoured transporter	Jeep	1	0	0	Passenger-fired AA MG.
BA-10M converted transporter	Jeep	1	0	0	Passenger-fired MG.
Captured Sd Kfz 250 or 251 half-track	Half-tracked	1	0	0	Passenger-fired MG.
Universal Carrier <i>With Boys anti-tank rifle</i>	Half-tracked 16"/40cm	0 1	0 4	0 5+	Passenger-fired MG. <i>Hull mounted, Passenger-fired.</i>

AIRCRAFT

Aircraft	Weapon	To Hit	Anti-tank	Firepower	Notes
Il-2 Shturmovik	Cannon	3+	9	5+	Flying tank.
	Bombs	4+	5	1+	
	Rockets	3+	6	3+	
Il-2M Tip 3M Shturmovik	Cannon	3+	12	4+	Flying tank.
	Bombs	4+	5	1+	
	Rockets	3+	6	3+	