

Soviet Army (1939/41)

In the 1930's the Soviet Army was one of the strongest and most modern in the world. It had more modern tanks and aircraft than the rest of the world combined. Their demolition of the Japanese Kwantung Army in the Khalkin Gol battles demonstrated their prowess to the world. In 1939, the Soviet Union took advantage of the activities of its arch enemy, Nazi Germany, to extend its territory, annexing the Baltic states and eastern Poland. In 1940, they invaded Finland, a much tougher proposition and were decisively beaten in the Winter War. Then in 1941, the Germans attacked routing the Soviet army and occupying much of the Soviet Union.

Soviet Army (1942/43)

This army list allows you to field a Soviet army in a game of Warhammer Panzer Battles. Once you and your opponent have decided which scenario you are going to play, you will be able to choose your army using the army list and the force organisation chart.

The army list is split into five broad categories that contain troops, vehicles, and characters that you can include in your army. Each separate entry counts as one choice from the organisation chart.

Strategy

The Soviet Army was crippled in 1939 when Stalin purged (read executed) almost all of the officers above the rank of captain, suspecting them of plotting his downfall. Thus when the might of the Soviet Union was matched against Germany, their inexperienced officers let their forces be surrounded and destroyed *en masse*.

The Soviet Army has a strategy rating of 1 and is overwhelmed in the air.

Enemies

The Soviet Union focussed its war effort on Germany and its minor allies, avoiding other entanglements. Forces from the Soviet Army (1942/43) list can be historically matched against the German Army (1941/43) list, the Waffen SS (1942/43) list, and the Fallschirmjäger (1940/43) list.

Special Rules

Central Planning

Soviet plans emphasised centralised control rather than local initiative. Soviet units may not Forced March unless within 12" of a Polkovnik, Major, or Command Tank.

Teams

The enormous losses of 1941 forced the Soviet army to adopt desperate tactics. The sheer size of the Soviet war machine and the continued high casualty rate, necessitated tactics relying on rigidly applied mass, rather than individual tactics.

Soviet platoons and batteries are made up of teams rather than single models. A team is a group of three to five models based on a single stand, counting as one model for the purposes of the game. The characteristics of a team reflect the aggregate of the entire team rather than the individuals. Each team has one weapon representing the combined effects of all of their weapons, so a team might have rifles and light machineguns, or be the crew for a heavy machinegun, mortar or artillery piece.

The dispersed nature of a team gives it some protection against extremely powerful weapons. Weapons with a Strength rating that is twice the teams Toughness rating do not automatically kill teams.

The close grouping of a team makes them vulnerable to blast weapons. Blast weapons cause **triple** the normal hits against teams (i.e. three hits rather than the normal one).

Soviet Mass Attacks

A Soviet platoon has to check morale in the same way as any other unit. However, if the platoon fails a test, it will immediately 'check size'. Roll 2D6 – if the score is equal to or less than the number of teams in the platoon, then the platoon carries on, confident in the belief that there are enough of them left to fight and win.

Soviet platoons falling back can attempt to regroup normally if there are enough left. Failing this however, a Soviet platoon of any size can attempt to join another platoon. When Soviet platoons fall back, they can move towards any Soviet platoon that lies behind their own position. If any withdrawing teams get within 6" of the new platoon once moves are complete, then the withdrawing platoon can attempt to join up with the other one. Make a 2D6 roll against the Leadership of the platoon that is falling back. If successful, the two platoons combine together and the previously withdrawing platoon can immediately move up to 6" so they are in proper formation.

Platoons may join up before a big attack as well. Simply move the platoons so that they are a coherent unit and state that they are joining. They remain joined for the rest of the game. Any platoon that joins another is counted as destroyed for determining victory.

Soviet Army Glossary

- CA – Soviet Army
- HE – High Explosive, normal explosive ammunition
- Kanoner – gunner
- Kapitan – company officer
- Kavalerist – cavalryman
- Komissar – political commissioner
- Krasnoarmeets – Red Army man, common soldier
- Leitenant – platoon officer
- PKKA or RKKA – The Workers and Peasant's Red Army
- Polkovnik – senior officer
- Razvedchiki – scout
- Saperny – sapper or pioneer
- VVS – Soviet Air Force

Soviet Army Summary

	<i>WS</i>	<i>BS</i>	<i>S</i>	<i>T</i>	<i>W</i>	<i>I</i>	<i>A</i>	<i>Ld</i>	<i>Sv</i>
Polkovnik	3	3	3	3	1	3	1	7	6+
Komissar	3	3	3	3	1	3	1	10	6+
Krasnoarmeets Team	2	2	3	3	1	3	3	5	6+
Razvedchiki Team	3	3	3	3	3	3	3	6	6+
Penal Team	2	2	3	3	3	2	3	3	-
Kavalerist Team	3	3	3	3	3	3	3	5	6+
Saperny Team	2	2	3	3	3	3	3	6	6+
Kanoner Team	2	3	3	3	3	2	3	5	6+
Kapitan	3	3	3	3	1	3	1	6	6+

<i>Armour:</i>	<i>Front</i>	<i>Side</i>	<i>Rear</i>	<i>BS</i>
Motorcycle & sidecar combination	5	5	5	-
GAZ 67 field car	5	5	5	-
Heavy artillery tractor	5	5	5	-
Horse-drawn limber or wagon	5	5	5	-
Truck	5	5	5	-
FAI light armoured car	8	8	8	2
BA 10 armoured car	9	9	9	2
OT 134 chemical tank	10	9	9	2
T 35 breakthrough tank	10	10	10	3
KV 1 breakthrough tank	12	12	12	2
KV 2 breakthrough tank	12	12	12	2
BM 8 rocket launcher	5	5	5	-
T 38 light tank	8	8	8	2
T 40 amphibious light tank	8	8	8	2
T 26 B light tank	9	8	8	2
T 26 S light tank	10	9	9	2
BT 5 fast tank	9	9	9	2
BT 7 fast tank	10	9	9	2
T 28 medium tank	10	10	10	3
T 34 medium tank	12	11	11	2
Pe 2 light bomber	7	7	7	3

Soviet Army Weapons Summary

Infantry Weapons

<i>Name</i>	<i>Range</i>	<i>Str.</i>	<i>AP Type</i>
Tokarev TT33 pistol	12	2	6 Pistol
PPD 40 submachine-gun and DP machine-gun team	24	3	6 Rapid-fire 4
Mosin-Nagant rifle and DP light machine-gun team	24	3	5 Heavy 6
Maxim medium machine-gun	36	3	5 Heavy 8
50 mm M1936 light mortar	G 12-24	3	- Heavy 1/Blast
82 mm M1938 medium mortar	G 12-36	4	- Heavy 1/Blast
76 mm M1927 infantry gun	24	4	- Heavy 2/Blast
Or firing a barrage	G 48	4	- Heavy 1/Blast
Flame-thrower	Temp	4	5 Assault 1

Heavy Weapons

<i>Name</i>	<i>Range</i>	<i>Str.</i>	<i>AP Type</i>
DT tank machine-gun	24	3	5 Heavy 3
Quadruple Maxim machine-gun	24	3	5 Linked Heavy 8
12.7 mm DShK machine-gun	24	4	5 Heavy 4
37 mm M1939 anti-aircraft gun	24	6	4 Heavy 3
Or firing High Explosive	24	2	- Heavy 3/Blast
37 mm M1936 anti-tank gun	24	5	4 Heavy 2
Or firing High Explosive	24	2	- Heavy 2/Blast
45 mm M1938 anti-tank gun	24	6	4 Heavy 2
Or firing High Explosive	24	3	- Heavy 2/Blast
76 mm M1927/32 tank gun	24	4	- Heavy 2/Blast
76 mm L10 tank gun	24	5	4 Heavy 2
Or firing High Explosive	24	4	- Heavy 2/Blast
76 mm L11 tank gun	24	6	4 Heavy 2
Or firing High Explosive	24	4	- Heavy 2/Blast
76 mm M1939 gun	36	8	3 Heavy 2
Or firing High Explosive	36	4	- Heavy 2/Blast

Artillery Weapons

<i>Name</i>	<i>Range</i>	<i>Str.</i>	<i>AP Type</i>
76 mm M1939 field gun	36	8	3 Heavy 2
Or firing High Explosive	36	4	- Heavy 2/Blast
Or firing a barrage	G 84	4	- Heavy 1/Blast
107 mm M60 field gun	48	9	2 Heavy 2
Or firing High Explosive	48	5	- Heavy 2/Blast
Or firing a barrage	G 96	5	- Heavy 1/Blast
122 mm M38 howitzer	36	7	3 Ordnance 1
Or firing High Explosive	36	6	- Ordnance 1/Blast
Or firing a barrage	G 72	6	- Ordnance 1/Blast
122 mm D25 medium gun	48	9	2 Ordnance 1
Or firing High Explosive	48	6	- Ordnance 1/Blast
Or firing a barrage	G 96	6	- Ordnance 1/Blast
152 mm M10 heavy howitzer	36	9	2 Ordnance 1
Or firing High Explosive	36	8	- Ordnance 1/Blast
Or firing a barrage	G 72	8	- Ordnance 1/Blast
152 mm ML20 heavy gun	G 108	8	- Ordnance 1/Blast
203 mm B4 super-heavy howitzer	G 96	10	- Ordnance 1/Blast
81 mm BM 8 rocket launcher	G 12-48	4	- Ordnance 1/Blast

Transport

Armour:	<i>Front</i>	<i>Side</i>	<i>Rear</i>	<i>BS</i>
Motorcycle & sidecar combination	5	5	5	-
GAZ 67 field car	5	5	5	-
Horse-drawn limber or wagon	5	5	5	-
Heavy artillery tractor	5	5	5	-
Truck	5	5	5	-

Type: Motorcycle combinations, GAZ 67 field cars and trucks are open-topped wheeled vehicles. Horse-drawn limbers and wagons are slow, open-topped wheeled vehicles. Heavy artillery tractors are slow, open-topped tanks.

Passengers: Horse-drawn limbers and heavy artillery tractors can tow one towed weapon. Trucks can carry six teams and three models and tow one towed weapon. Motorcycle combinations and GAZ 67 field cars can carry one team and one single model.

HQ

Rifle Control

Rifle Control:	1 Control Command 0 to 2 Machine-gun Platoon 0 to 1 Mortar Platoon 0 to 1 Anti-tank Platoon 0 to 1 Infantry-gun Platoon 0 to 1 Scout Platoon
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Control Command 40 points

Although in theory the Soviet Army had excellent tactics and a high level of training, the total lack of experienced officers and the huge numbers involved left the bulk virtually untrained.

	<i>Points</i>	<i>WS</i>	<i>BS</i>	<i>S</i>	<i>T</i>	<i>W</i>	<i>I</i>	<i>A</i>	<i>Ld</i>	<i>Save</i>
Led by Polkovnik	40	3	3	3	3	1	3	1	7	6+
Komissar	+40	3	3	3	3	1	3	1	10	6+
Krasno-armeets Team	-	2	2	3	3	3	3	3	5	6+

Command: The Control Command consists of 1 Polkovnik, 2 Krasnoarmeets Teams, and up to 1 Komissar.

Weapons: Mosin-Nagant rifles, DP light machine-guns and fragmentation grenades. The Polkovnik, Major and Komissar are armed with a Tokarev TT33 pistol.

Characters: The Polkovnik and Komissar are independent characters and follow all the rules for characters given in the Warhammer 40,000 rules.

Transport: The Control Command includes either two GAZ 67 field cars or motorcycle combinations or a truck.

Signalchiki: One Krasnoarmeets Team may be upgraded to a signaller team for +75 points.

Medic: One Krasnoarmeets Team may be upgraded to a medical orderly team for +10 points.

Special Rules

Komissar: A Komissar may immediately rally any unit that falls-back within 6". Remove one model or team from the rallied unit, starting with the highest-ranking model, as the Komissar restores the appropriate level of patriotic fervour in the remainder of the unit.

Infiltrators: Control Commands may set up using the Infiltrators rule, but only if they discard their vehicles and the mission allows infiltrators to be used.

Machine-gun Platoon 30 points

The Soviet infantry battalion was well armed, having a machine-gun company to give firepower in the defence or to support attacks.

	<i>WS</i>	<i>BS</i>	<i>S</i>	<i>T</i>	<i>W</i>	<i>I</i>	<i>A</i>	<i>Ld</i>	<i>Save</i>
Krasnoarmeets Team	2	2	3	3	3	3	3	5	6+

Platoon: A Machine-gun Platoon consists of 2 Maxim machine-guns. Each machine-gun has a crew of 1 Krasnoarmeets Team.

Weapons: Maxim medium machine-gun.

Special Rules

Infiltrators: Mortar Platoons may set up using the Infiltrators rule, but only if the mission allows infiltrators to be used.

Mortar Platoon 50 points

In theory each battalion had a company of mortars to provide it with its heavy support. These light weapons provide a useful addition to the infantry arsenal.

	<i>WS</i>	<i>BS</i>	<i>S</i>	<i>T</i>	<i>W</i>	<i>I</i>	<i>A</i>	<i>Ld</i>	<i>Save</i>
Kanoner Team	2	3	3	3	3	2	3	5	6+

Platoon: A mortar platoon consists of three mortars. Each mortar has a crew of 1 Kanoner Team.

Weapons: 82 mm M1938 mortars.

Special Rules

Infiltrators: Mortar Platoons may set up using the Infiltrators rule, but only if the mission allows infiltrators to be used.

Anti-tank Platoon 33 points

Having learned the effectiveness of modern tanks in Spain, the Soviet infantry were issued 37 mm or 45 mm anti-tank guns.

	<i>WS</i>	<i>BS</i>	<i>S</i>	<i>T</i>	<i>W</i>	<i>I</i>	<i>A</i>	<i>Ld</i>	<i>Save</i>
Kanoner Team	2	3	3	3	3	2	3	5	6+

Platoon: An anti-tank platoon consists of three anti-tank guns. Each gun has a crew of 1 Kanoner Team.

Weapons: 37 mm M1936 anti-tank guns. May be replaced with 45 mm M1938 anti-tank guns for +6 points.

Limbers: Anti-tank platoons include horse-drawn limbers to tow the anti-tank guns.

Infantry Gun Platoon 50 points

The regimental infantry guns were the infantry's own artillery.

	<i>WS</i>	<i>BS</i>	<i>S</i>	<i>T</i>	<i>W</i>	<i>I</i>	<i>A</i>	<i>Ld</i>	<i>Save</i>
Kanoner Team	2	3	3	3	3	2	3	5	6+

Platoon: An infantry-gun platoon consists of two infantry guns. Each gun has a crew of 1 Kanoner Team.

Weapons: 76 mm M1927 infantry gun.

Limbers: Infantry gun platoons include horse-drawn limbers to tow the infantry guns.

Scout Platoon..... 75 points

The Scout Platoon was supposed to be the eyes and ears of the commander. Lacking in good officers and training, they were little more than an extra reserve.

	<i>WS</i>	<i>BS</i>	<i>S</i>	<i>T</i>	<i>W</i>	<i>I</i>	<i>A</i>	<i>Ld</i>	<i>Save</i>
Razvedchiki Team	3	3	3	3	3	3	3	6	6+

Platoon: A Scout Platoon consists of 6 Razvedchiki Teams.

Weapons: Mosin-Nagant rifles, DP light machine-guns and fragmentation grenades.

Option: May replace Mosin-Nagant rifles with PPD 40 submachine-guns for +8 points per team.

Special Rules

Infiltrators: Scout Platoons may set up using the Infiltrators rule, but only if the mission allows infiltrators to be used.

Tank Control

Tank Control:	1 Tank Control Command 0 to 1 Armoured Recon Platoon 0 to 1 Anti-tank Platoon 0 to 1 Motor Transport Section
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Tank Control Command

Despite having the largest tank fleet in the world, the Soviet Union's lack of experienced tank officers led to the rapid destruction of the entire pre-war force.

Command: A Tank Control Command consists of a Control Tank and up to one other tank from the Tank Company Fast Attack choices.

Control Tank: A Control Tank is any tank from the Tank Company Fast Attack choices equipped with extra communications equipment for +25 points.

Special Rules

Tank Control: A detachment containing a Tank Control may take Fast Attack choices as Troops choices.

Armoured Recon Platoon..... 36 points

The tank commander's scouts were the armoured cars of his reconnaissance platoon.

<i>Armour:</i>	<i>Front</i>	<i>Side</i>	<i>Rear</i>	<i>BS</i>
FAI light armoured car	8	8	8	2

Platoon: An Armoured Recon Platoon consists of 3 armoured cars.

Type: FAI armoured cars are wheeled vehicles.

Armament: FAI light armoured cars are armed with a DP machine-gun.

Anti-tank Platoon 45 points

An anti-tank platoon provided the commander with a useful stop line to fall back behind to regroup for the next attack.

	<i>WS</i>	<i>BS</i>	<i>S</i>	<i>T</i>	<i>W</i>	<i>I</i>	<i>A</i>	<i>Ld</i>	<i>Save</i>
Kanoner Team	2	3	3	3	3	2	3	5	6+

Platoon: An anti-tank platoon consists of three anti-tank guns. Each gun has a crew of 1 Kanoner Team.

Weapons: 45 mm M1938 anti-tank guns.

Limbers: Anti-tank platoons include trucks to tow the anti-tank guns.

Motor Transport Section 100 points

Tank brigades included motor transport sections to carry the motorised rifle companies.

Section: A Motor Transport Section consists of four to seven trucks and can carry a Rifle Company.

Penal Company

	<i>Points/company</i>	<i>WS</i>	<i>BS</i>	<i>S</i>	<i>T</i>	<i>W</i>	<i>I</i>	<i>A</i>	<i>Ld</i>	<i>Save</i>
Penal Team	55	2	2	3	3	3	2	3	3	-
Komissar	-	3	3	3	3	1	3	1	10	6+

Penal companies contained soldiers convicted of military offences and politically unreliable elements. The convicts were considered expendable and were used to clear minefields or lead assaults.

Platoon: An Assault Troops Company consists of a Komissar and 12 penal teams.

Weapons: The Komissar is armed with a Tokarev TT33 pistol. The Penal Teams are unarmed.

Options: The entire company may be armed with Mosin-Nagant rifles, DP light machine-guns and fragmentation grenades for

+25 points. The company may be given helmets giving a 6+ armour save for +5 points.

Character: The Komissar is an independent character and follows all the rules for characters given in the Warhammer 40,000 rules.

Special Rules

Komissar: A Komissar may immediately rally any unit that falls back within 6". Remove one model or team from the rallied unit, starting with the highest-ranking model, as the Komissar restores the appropriate level of patriotic fervour in the remainder.

Elites

Armoured Car Company

<i>Armour:</i>	<i>Points</i>	<i>Front</i>	<i>Side</i>	<i>Rear</i>	<i>BS</i>
BA 10 armoured car	26	9	8	8	2

Armoured car companies provided intelligence to corps and army commanders. Scouting ahead of attacks they located and identified enemy units for the following forces to attack.

Company: An Armoured Car Company may consist of a company command of 1 armoured car and up to 3 platoons of 2 to 3 armoured cars. The company command and each platoon counts as a separate unit, although purchased as the same Elites choice. The vehicles in a platoon must remain together as a unit.

Type: BA 10 armoured cars are wheeled vehicles.

Armament: BA 10 armoured cars are armed with a 45 mm M1938 anti-tank gun and two DT tank machine-guns.

Special Rule

Scouts: Armoured Car Companies may be deployed using the Scouts special rules.

Recon Company

Recon Company:	0 to 1 Recon Command at 35 points
	0 to 3 Scout Platoons at 90 points each
	0 to 1 Mortar Platoon at 70 points
	0 to 1 Flame-thrower Platoon at 200 points

Recon Command

The tank division's recon battalion probed ahead of the tank force in the attack. The battalion was well armed and mobile.

	<i>WS</i>	<i>BS</i>	<i>S</i>	<i>T</i>	<i>W</i>	<i>I</i>	<i>A</i>	<i>Ld</i>	<i>Save</i>
Kapitan	3	3	3	3	1	3	1	6	6+
Razvedchiki Team	3	3	3	3	3	3	3	6	6+

Command: A Recon Command consists of 1 Kapitan and a Razvedchiki Team.

Weapons: Mosin-Nagant rifles, DP light machine-guns and fragmentation grenades. The Kapitan is armed with a Tokarev pistol.

Option: May replace Mosin-Nagant rifles with PPD 40 submachine-guns for +8 points per team.

Characters: The Kapitan is a character and follows all the rules for characters given in the Warhammer 40,000 rules.

Vehicles: A Recon Command includes a GAZ 67 field car.

Scout Platoon

The basis of the recon battalion was its scout platoons. Travelling in trucks or on motorcycles the scouts were in the forefront of the battle.

	<i>WS</i>	<i>BS</i>	<i>S</i>	<i>T</i>	<i>W</i>	<i>I</i>	<i>A</i>	<i>Ld</i>	<i>Save</i>
Razvedchiki Team	3	3	3	3	3	3	3	6	6+

Platoon: A Scout Platoon consists of 6 Razvedchiki Teams.

Weapons: Mosin-Nagant rifles, DP light machine-guns and fragmentation grenades.

Option: May replace Mosin-Nagant rifles with PPD 40 submachine-guns for +8 points per team.

Vehicles: A Scout Platoon includes a truck at no cost or 6 motorcycle combinations for +10 points.

Mortar Platoon

A lucky recon company might even have a mortar platoon attached, further boosting its firepower.

	<i>WS</i>	<i>BS</i>	<i>S</i>	<i>T</i>	<i>W</i>	<i>I</i>	<i>A</i>	<i>Ld</i>	<i>Save</i>
Kanoner Team	2	3	3	3	3	2	3	5	6+

Platoon: A mortar platoon consists of three 82 mm M1938 mortars. Each mortar has a crew of 1 Kanoner Team.

Weapons: 50 mm M1936 mortar. May be replaced with 82 mm M1938 mortars for +10 points.

Vehicles: A Mortar Platoon includes a truck.

Flame-thrower Platoon

The Soviet Army adopted flame-throwers with a vengeance. The recon units used their flame-throwers to clear towns and villages holding up the advance.

	<i>WS</i>	<i>BS</i>	<i>S</i>	<i>T</i>	<i>W</i>	<i>I</i>	<i>A</i>	<i>Ld</i>	<i>Save</i>
Razvedchiki Team	3	3	3	3	3	3	3	6	6+

Platoon: A Flame-thrower Platoon consists of 6 Razvedchiki Teams.

Weapons: Flame-throwers, PPD 40 submachine-guns, DP light machine-guns, and fragmentation grenades.

Vehicles: A Flame-thrower Platoon includes a truck.

Cavalry Company

Cavalry Company:	0 to 1 Cavalry Command at 33 points 1 to 3 Cavalry Platoons at 115 points each 0 to 1 Cavalry Machine-gun Platoon at 50 points
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Cavalry Command

Between the wars tanks seemed to spell the end of the glorious traditions of the cavalry. The Soviet Union still retained some cavalry divisions at the start of the war.

	<i>WS</i>	<i>BS</i>	<i>S</i>	<i>T</i>	<i>W</i>	<i>I</i>	<i>A</i>	<i>Ld</i>	<i>Save</i>
Kapitan	3	3	3	3	1	3	1	6	6+
Kavalerist Team	3	3	3	3	3	3	3	5	6+

Cavalry: A Cavalry Command consists of 1 Kapitan and a Kavalerist Team.

Weapons: Mosin-Nagant rifles, DP light machine-guns and fragmentation grenades. The Kapitan is armed with a Tokarev pistol.

Characters: The Kapitan is a character and follows all the rules for characters given in the Warhammer 40,000 rules.

Special Rules

Cavalry: Cavalry Companies are cavalry as described in the rules.

Cavalry Platoon

The speed and versatility of cavalry in the vast open spaces of the Soviet Union, and its ability to find supplies for itself, led to the expansion of the cavalry arm as the war progressed.

	<i>WS</i>	<i>BS</i>	<i>S</i>	<i>T</i>	<i>W</i>	<i>I</i>	<i>A</i>	<i>Ld</i>	<i>Save</i>
Kavalerist Team	3	3	3	3	3	3	3	5	6+

Platoon: A Cavalry Platoon consists of 6 Kavalerist Teams.

Weapons: Mosin-Nagant rifles, DP light machine-guns and fragmentation grenades.

Cavalry Machine-gun Platoon

In the Russian Civil War the cavalry developed machine-gun carts that allowed the machine-guns to keep up with the cavalry, yet still provide heavy fire support.

	<i>WS</i>	<i>BS</i>	<i>S</i>	<i>T</i>	<i>W</i>	<i>I</i>	<i>A</i>	<i>Ld</i>	<i>Save</i>
Kavalerist Team	3	3	3	4	3	3	3	5	6+

Platoon: A Cavalry Machine-gun Platoon consists of 2 Maxim machine-guns. Each machine-gun has a crew of 1 Kavalerist Team.

Weapons: Maxim medium machine-gun.

Transport: Each machine-gun has a horse-drawn wagon to carry the gun. The machine-gun can fire to the rear while carried on the wagon.

Special Rules

Trot: Cavalry Machine-gun Platoons may trot 9" per turn like cavalry.

Chemical Tank Company

<i>Armour:</i>	<i>Points</i>	<i>Front</i>	<i>Side</i>	<i>Rear</i>	<i>BS</i>
OT 134 chemical tank	55	10	9	9	2

Each tank brigade theoretically had a chemical tank company equipped with flame-throwers for clearing well entrenched enemy positions.

Company: A Chemical Tank Company may consist of a company command of 1 chemical tank and up to 3 platoons of 2 to 3 chemical tanks. The company command and each platoon counts as a separate

unit, although purchased as the same Elites choice. The vehicles in a platoon must remain together as a unit.

Type: OT 134 chemical tanks are slow medium tanks.

Armament: OT 134 chemical tanks are armed with a 45 mm M1938 tank gun, a flame-thrower and two DT tank machine-guns.

Sapper Company

Sapper Company: **0 to 1 Sapper Command at 25 points**
 1 to 3 Sapper Platoons at 80 points each

Sapper Command

Sappers prepared the way for the infantry and tanks in major assaults, as well as reinforcing defensive positions with bunkers and mines.

	WS	BS	S	T	W	I	A	Ld	Save
Kapitan	3	3	3	3	1	3	1	6	6+
Saperny Team	2	2	3	3	3	3	3	6	6+

Command: A Company Command consists of 1 Kapitan and a Saperny Team.

Weapons: Mosin-Nagant rifles, DP light machine-guns and fragmentation grenades. The Kapitan is armed with a Tokarev pistol.

Characters: The Kapitan is a character and follows all the rules for characters given in the Warhammer 40,000 rules.

Special Rules

Engineers: Sapper Companies are combat engineers.

Infiltrators: Sapper Companies may set up using the Infiltrators rule, but only if the mission allows infiltrators to be used.

Sapper Platoon

Sappers were trained in obstacle clearance and in assault engineering. Using mine-sniffing dogs (the famous 'mine-dogs', distinct from the anti-tank dogs) they cleared mines and booby traps.

	WS	BS	S	T	W	I	A	Ld	Save
Saperny Team	2	2	3	3	3	3	3	6	6+

Platoon: A Sapper Platoon consists of 6 Saperny Teams.

Weapons: Mosin-Nagant rifles, DP light machine-guns and fragmentation grenades.

Options: Any Saperny Teams may have flame-throwers in addition to their rifles for +20 points per team. Any Saperny Teams may be armed with anti-tank grenades for +1 point per team or HEAT charges for +2 points per team.

Breakthrough Tank Company

<i>Armour:</i>	<i>Points</i>	<i>Front</i>	<i>Side</i>	<i>Rear</i>	<i>BS</i>
T 35 'Land Battleship' breakthrough tank	75	10	10	10	2
KV 1 breakthrough tank with small turret	65	12	12	12	2
KV 2 'Dreadnought' breakthrough tank with large turret	130	12	12	12	3

After the devastating losses of 1941, the tank brigades were reformed with a breakthrough tank company each. It proved difficult to co-ordinate the disparate types so they were soon reformed into independent regiments. The breakthrough tank regiments were then allocated from the high command reserve as needed.

Company: A Breakthrough Tank Company may consist of a company command of 1 breakthrough tank and up to 3 platoons of 2 breakthrough tanks. The company command and each platoon counts as a separate unit, although purchased as the same Elites choice. The vehicles in a platoon must remain together as a unit.

Type: Churchill and KV 1 breakthrough tanks are slow, heavy tanks. KV 2 breakthrough tanks are slow medium tanks.

Armament: KV 1 breakthrough tanks are armed with a 76 mm L11 tank gun and three DT tank machine-guns. KV 2 breakthrough tanks

are armed with a 152 mm M10 heavy howitzer and two DT tank machine guns. KV 2 breakthrough tanks can only fire High Explosive ammunition and may not fire barrages. Churchill breakthrough tanks are armed with a British 6 pdr anti-tank gun and two BESA tank machine-guns.

Options: T35 with L10 +5 points.

Special Rules

Land Battleship: T35 tanks had five turrets, ten crew and nine weapons – all under the direction of one man. This made it difficult to co-ordinate the fire of all weapons. If a T 35 tank fires more than one turret at the same time, the crew's Ballistic Skill is reduced to 2.

Armoured Track Guards: T35 breakthrough tanks have armoured track guards that protect the vulnerable track mechanism.

Separate Anti-tank Battery

	<i>Points/Platoon</i>	<i>WS</i>	<i>BS</i>	<i>S</i>	<i>T</i>	<i>W</i>	<i>I</i>	<i>A</i>	<i>Ld</i>	<i>Save</i>
Kanoner Team	45	2	3	3	3	3	2	3	5	6+
Veteran Leitenant	+15	3	3	3	3	1	3	1	7	6+

Like most heavy Soviet equipment, heavy anti-tank guns were held at a high level and allocated as needed. The Soviets considered the immobility of towed anti-tank guns to be an advantage. Once deployed, the gunners had two choices – stop the enemy tanks or die trying.

Battery: An Anti-Tank Battery consists of up to 2 platoons of 2 anti-tank guns. Each gun has a crew of 1 Kanoner Team. The

platoons count as separate units, although purchased as the same Elites choice. The guns in a platoon must remain together as a unit.

Weapons: 76 mm M1939 anti-tank guns. May be replaced with 85 mm D5 anti-tank or 85 mm M1939 anti-aircraft guns for +5 points.

Options: The battery may be given helmets giving a 6+ armour save for +5 points.

Characters: The platoon may include a Veteran Leitenant armed with a Tokarev pistol for +15 points.

Trucks: Anti-tank gun teams include a truck to tow the gun.

Special Rule

Turntable: 85 mm M1939 anti-aircraft guns are mounted on turntables so do not count changing facing as moving. They do not have gun shields however.

Guards Mortar Battery

<i>Armour:</i>	<i>Points</i>	<i>Front</i>	<i>Side</i>	<i>Rear</i>	<i>BS</i>
BM 8 rocket launcher	55	7	7	7	3
BM 13 rocket launcher	75	7	7	7	3

Despite their name, Guards Mortar Battalions were equipped with *Katyusha* (Katie, a nickname from the letter on the side of the truck) rocket launchers. These troops provided devastating firepower.

Battery: A Guards Mortar Battery consists of up to 2 platoons of up to 2 rocket launchers. The platoons count as separate units, although

purchased as the same Elites choice. The vehicles in a platoon must remain together as a unit.

Type: All rocket launchers are wheeled vehicles.

Armament: BM 8 rocket launchers are armed with 81 mm BM 8 rockets. BM 13 rocket launchers are armed with 132 mm BM 13 rockets.

Anti-aircraft Artillery Battery

Anti-aircraft Battery: 1 to 4 Anti-aircraft Platoons

Anti-aircraft Machine-gun Platoon 65 points
Each division and corps had its own Anti-aircraft Artillery Regiment to protect the rear-areas and the vulnerable tail from air attack.

	<i>WS</i>	<i>BS</i>	<i>S</i>	<i>T</i>	<i>W</i>	<i>I</i>	<i>A</i>	<i>Ld</i>	<i>Save</i>
Kanoner Team	2	3	3	3	3	2	3	5	6+

Platoon: An Anti-aircraft Machine-gun Platoon consists of 4 anti-aircraft machine-guns. Each anti-aircraft machine-gun has a crew of 1 Kanoner Team.

Weapons: DShK heavy anti-aircraft machine-gun. May be replaced by Quad Maxim anti-aircraft machine-gun for +20 points.

Options: The platoon may be given helmets giving a 6+ armour save for +5 points.

Trucks: Anti-aircraft Machine-gun Platoons include a truck to carry the weapons and crews. Guns may instead be mounted on the rear of trucks as self-propelled guns for +20 points.

Anti-aircraft Gun Platoon 50 points
As well as the machine-gun platoons, the Soviets deployed heavier guns as well.

	<i>WS</i>	<i>BS</i>	<i>S</i>	<i>T</i>	<i>W</i>	<i>I</i>	<i>A</i>	<i>Ld</i>	<i>Save</i>
Kanoner Team	2	3	3	3	3	2	3	5	6+

Platoon: An Anti-aircraft Gun Platoon consists of up to 2 anti-aircraft guns. Each anti-aircraft gun has a crew of 1 Kanoner Team.

Weapons: 37 mm M1939 anti-aircraft guns.

Options: The platoon may be given helmets giving a 6+ armour save for +5 points.

Trucks: Each anti-aircraft gun includes a truck to tow the anti-aircraft gun and crew.

Special Rule

Turntable: 37 mm M1939 anti-aircraft guns are mounted on turntables so do not count changing facing as moving. They do not have gun shields however.

VVS Company

VVS Company: 1 to 3 VVS Platoons

Ground-attack Platoon 100 points per aircraft
The Soviets supported their ground operations with massive air operations. The *Sturmovik* became a tank-busting legend with its rugged build and deadly rockets.

<i>Armour:</i>	<i>Front</i>	<i>Side</i>	<i>Rear</i>	<i>BS</i>
Sturmovik ground attack aircraft	9	9	9	3

Platoon: A VVS Ground-attack Platoon consists of 3 *Sturmovik* ground-attack aircraft.

Type: *Sturmovik* ground-attack aircraft are aircraft.

Armament: *Sturmovik* ground attack aircraft may attack with either rockets (Ordnance 1/Blast, Range Guess 24, Strength 7, AP 3) or cannon (Heavy 3, Range 24, Strength 5, AP 4).

Light Bomber Platoon 150 points per aircraft
The light bombers provide a useful strike force against less well-protected targets.

<i>Armour:</i>	<i>Front</i>	<i>Side</i>	<i>Rear</i>	<i>BS</i>
Pe 2 light bomber	7	7	7	3

Platoon: A VVS Light Bomber Platoon consists of 3 Pe 2 light bombers.

Type: Pe 2 light bombers are aircraft.

Armament: Pe 2 light bombers may attack with bombs (Ordnance 2/Blast, Range Guess 6, Strength 7, AP -).

Troops

Rifle Company

Rifle Company:

- 1 Company Command at 20 points
- 0 to 3 Snipers at 5 points each
- 1 to 3 Rifle Platoons at 20 points each
- 0 to 1 Submachine-gun Platoons at 70 points each and
- 0 to 1 Machine-gun Platoon at 25 points

Company Command

Soviet infantry was renowned for its hardiness and tenacity. Whether launching an attack after a day spent lying in snow, or infiltrating German lines through dense marsh, they are not an opponent to underestimate.

	<i>WS</i>	<i>BS</i>	<i>S</i>	<i>T</i>	<i>W</i>	<i>I</i>	<i>A</i>	<i>Ld</i>	<i>Save</i>
Kapitan	3	3	3	3	1	3	1	7	6+
Krasnoarmeets Team	2	2	3	3	3	3	3	5	6+
Veteran Leitenant	3	3	3	3	1	3	2	7	6+

Command: A Company Command consists of 1 Kapitan and a Krasnoarmeets Team.

Weapons: Mosin-Nagant rifles, DP light machine-guns and fragmentation grenades. The Kapitan is armed with a Tokarev pistol.

Options: The command may be given helmets giving a 6+ armour save for +5 points.

Characters: The Kapitan is a character and follows all the rules for characters given in the Warhammer 40,000 rules. The command may include a Veteran Leitenant armed with a Tokarev pistol for +15 points.

Camouflage: Snipers are masters at camouflage. A Sniper gains a +1 to any cover save roll when they go to ground.

Special Rules

Leadership: Any Rifle, Submachine-gun or Machine-gun Platoon within 12" of a Company Command may use the Leadership characteristic of the Kapitan for all Leadership tests.

Infiltrators: In the right circumstances, a Rifle Company has the ability to work their way into a forward position on the battlefield. To represent this they may set up using the Infiltrators rule, but only if the mission allows infiltrators to be used. If the mission does not allow troops to use the Infiltrators rule, then the Company Command, and Rifle, Submachine-gun and Machine-gun Platoons must set up normally with the rest of the army.

Sniper

The Soviets used large numbers of trained snipers, many of whom were women.

	<i>WS</i>	<i>BS</i>	<i>S</i>	<i>T</i>	<i>W</i>	<i>I</i>	<i>A</i>	<i>Ld</i>	<i>Save</i>
Snaiper	3	4	3	3	1	3	1	5	6+

Weapons: Sniper's version of the Mosin-Nagant rifle and a Tokarev pistol.

Character: A Snaiper is a character and follows all the rules for characters given in the Warhammer 40,000 rules.

Special Rules

Sniper: Units suffering casualties from sniper rifles must test to avoid pinning as for a barrage.

Rifle Platoon

With the horrendous losses of the first few months of the war, not every soldier could be given weapons. The second or third waves were sometimes expected to arm themselves from the fallen of the earlier waves.

	WS	BS	S	T	W	I	A	Ld	Save
Krasnoarmeets Team	2	2	3	3	3	3	3	5	6+
Veteran Leitenant	3	3	3	3	1	3	2	7	6+

Platoon: A Rifle Platoon consists of 6 Krasnoarmeets Teams.

Weapons: Unarmed.

Options: The platoon may be armed with Mosin-Nagant rifles and DP light machine-guns for +25 points and with fragmentation grenades for +5 points. The platoon may be given helmets giving a 6+ armour save for +10 points.

Character: The platoon may include a Veteran Leitenant armed with a Tokarev pistol for +15 points.

Sub-machine-gun Platoon

Some Soviet platoons were equipped with cheap and simple submachine-guns for assaults.

	WS	BS	S	T	W	I	A	Ld	Save
Krasnoarmeets Team	2	2	3	3	3	3	3	5	-
Veteran Leitenant	3	3	3	3	1	3	2	7	-

Platoon: A Submachine-Gun Platoon consists of 6 Krasnoarmeets Teams.

Weapons: PPSH 41 submachine-guns, DP light machine-guns and fragmentation grenades.

Options: The platoon may be given helmets giving a 6+ armour save for +10 points.

Character: The platoon may include a Veteran Leitenant armed with a Tokarev pistol for +15 points.

Fast Attack

Light Tank Company

<i>Armour:</i>	<i>Points</i>	<i>Front</i>	<i>Side</i>	<i>Rear</i>	<i>BS</i>
T 40 light tank	27	9	8	8	2
T 60 light tank	30	10	9	9	2
T 70 light tank	35	11	9	9	2
US lend-lease M3 Stuart light tank	45	10	10	10	2
British lend-lease Matilda light tank	55	12	12	12	3
British lend-lease Valentine I light tank	30	11	11	11	2
British lend-lease Valentine III light tank	45	11	11	11	3

The majority of Soviet tanks in the mid-war period were light tanks of various sorts, although production of the heavier T 34 models was increasing rapidly.

Company: A Light Tank Company may consist of a company command of 1 tank and up to 3 platoons of 2 to 4 tanks. The company command and each platoon counts as a separate unit, although purchased as the same Fast Attack choice. The vehicles in a platoon must remain together as a unit.

Type: T 40, T 60 and T 70 light tanks are light tanks. M3 Stuart light tanks are medium tanks. Matilda and Valentine light tanks are slow medium tanks.

Armament: T 40 light tanks are armed with a 12.7 mm DShK heavy machine-gun and a DT tank machine-gun. T 60 light tanks are armed with a 20 mm ShVak cannon and a DT tank machine-gun. T 70 light tanks are armed with a 45 mm M1938 anti-tank gun and a DT tank machine-gun. M3 Stuart light tanks are armed with a

US 37 mm tank gun and two Browning tank machine-guns. Matilda and Valentine light tanks are armed with a British 2 pdr anti-tank gun and a BESA tank machine-gun.

Options: Matilda and Valentine light tanks may be fitted with smoke launchers for +3 points.

Transport: Each light tank can carry up to 5 attached Razvedchiki or Krasnoarmeets Teams and a single model. Troops are carried on the engine decks gaining a 5+ cover save from the front, but no other protection.

Special Rules

Armoured Track Guards: Matilda light tanks have armoured track guards that protect the vulnerable track mechanism. The vehicle treats Immobilised results as Crew Stunned instead on a D6 roll of 4+.

Medium Tank Company

<i>Armour:</i>	<i>Points</i>	<i>Front</i>	<i>Side</i>	<i>Rear</i>	<i>BS</i>
T 34 tank	105	12	11	11	2
US lend-lease M3 Lee tank	95	11	11	11	3
US lend-lease M4A2 Sherman tank	125	12	11	11	3

Soviet tanks were organised into Tank Brigades that formed the core of the Tank Corps. Soviet doctrine called for tanks to be used daringly, striking deep into the enemy rear.

Company: A Medium Tank Company may consist of a company command of 1 tank and up to 3 platoons of 2 to 3 tanks. The company command and each platoon counts as a separate unit,

although purchased as the same Fast Attack choice. The vehicles in a platoon must remain together as a unit.

Type: T 34 tanks are heavy tanks. Lee and Sherman tanks are medium tanks.

Armament: T 34 tanks are armed with a 76 mm F34 tank gun and two DT tank machine-guns. M3 Lee medium tanks are armed with a US 75 mm tank gun, a US 37 mm tank gun and two Browning tank machine-guns. M4A2 Sherman tanks are armed with a US 75 mm tank gun and two Browning tank machine-guns.

Option: M3 Lee tanks may replace their M2 tank gun with an M3 tank gun for +20 points.

Desant infantry: A Medium Tank Platoon may have a Submachine-gun Platoon (purchased from the Rifle Company

choice) attached as *desant* (tank-rider) infantry. Count both platoons as a single Fast Attack choice.

Transport: Each tank can carry up to 7 Razvedchiki or Krasno-armeets Teams and a single model. Troops are carried on the engine decks gaining a 5+ cover save from the front, but no other protection.

Special Rules

Sponson-mounted gun: M3 Lee tanks (known by the unfortunate nickname of 'Coffin for Six Brothers') had their 75 mm gun mounted in a hull sponson with the other weapons in the turret. This made it difficult to co-ordinate the fire of all weapons. If an M3 Lee tank fires more than one weapon (counting the turret 37 mm and its co-axial machine-gun as one) at the same time, the vehicle's BS is reduced to 2.

Heavy Support

Divisional Artillery Battery

Divisional Artillery Battery: **1 Battery Command at 10 points**
 1 or 2 Divisional Artillery Platoons

Battery Command

Lacking in effective communications, Soviet artillery either fired in massed barrages or over open sights with the target in view of the gunners.

	<i>WS</i>	<i>BS</i>	<i>S</i>	<i>T</i>	<i>W</i>	<i>I</i>	<i>A</i>	<i>Ld</i>	<i>Save</i>
Leitnant	3	3	3	3	1	3	1	7	6+

Command: A Battery Command consists of a Leitnant.

Weapon: The Leitnant is armed with a Tokarev pistol.

Character: The Leitnant is a character and follows all the rules for characters given in the Warhammer 40,000 rules.

Special Rules

Leadership: Any Field Gun Platoon or Medium Howitzer Platoon within 12" of a Battery Command may use the Leadership characteristic of the Leitnant for all Leadership tests.

Field Gun Platoon 55 points

The very successful 76 mm M1939 field gun provided the mainstay of the divisional artillery.

	<i>WS</i>	<i>BS</i>	<i>S</i>	<i>T</i>	<i>W</i>	<i>I</i>	<i>A</i>	<i>Ld</i>	<i>Save</i>
Kanoner Team	2	3	3	3	3	2	3	5	6+

Platoon: A Field Gun Platoon consists of 2 field guns. Each field gun has a crew of 1 Kanoner Team.

Weapons: 76 mm M1939 field guns.

Vehicle: Field Gun Platoons include horse-drawn limbers at no cost or trucks for +20 points to tow the guns.

Medium Howitzer Platoon 110 points

A battalion of heavier howitzers backed up the field guns. Their extra punch was useful in dealing with tough targets.

	<i>WS</i>	<i>BS</i>	<i>S</i>	<i>T</i>	<i>W</i>	<i>I</i>	<i>A</i>	<i>Ld</i>	<i>Save</i>
Kanoner Team	2	3	3	3	3	2	3	5	6+

Platoon: A Medium Howitzer Platoon consists of 2 medium howitzers. Each howitzer has a crew of 1 Kanoner Team.

Weapons: 122 mm M38 medium howitzers.

Vehicle: Medium Howitzer Platoons include horse-drawn limbers at no cost or trucks for +40 points to tow the guns.

Corps Artillery Battery

Corps Artillery Battery: **1 Battery Command at 10 points**
 1 or 2 Corps Artillery Platoons

Battery Command

The corps artillery massed its fires against important targets and delivered counter-battery fire against enemy artillery.

	<i>WS</i>	<i>BS</i>	<i>S</i>	<i>T</i>	<i>W</i>	<i>I</i>	<i>A</i>	<i>Ld</i>	<i>Save</i>
Leitnant	3	3	3	3	1	3	1	7	6+

Command: A Battery Command consists of a Leitnant.

Weapon: The Leitnant is armed with a Tokarev pistol.

Character: The Leitnant is a character and follows all the rules for characters given in the Warhammer 40,000 rules.

Special Rules

Leadership: Any medium gun or heavy howitzer crew within 12" of a Battery Command may use the Leadership characteristic of the Leitnant for all Leadership tests.

Medium Gun Platoon 80 points

The 107 mm medium gun was considered too light for effective counter-battery fire and was replaced with the 122 mm when it was available.

	<i>WS</i>	<i>BS</i>	<i>S</i>	<i>T</i>	<i>W</i>	<i>I</i>	<i>A</i>	<i>Ld</i>	<i>Save</i>
Kanoner Team	2	3	3	3	3	2	3	5	6+

Platoon: A Medium Gun Platoon consists of 2 medium guns. Each gun has a crew of 2 Kanoner Teams.

Weapons: 107 mm M60 medium guns. May be replaced with 122 mm D25 medium guns for +65 points.

Vehicle: Medium Gun Platoons include horse-drawn limbers at no cost or trucks for +40 points to tow the guns.

Heavy Howitzer Platoon 130 points

The heavier howitzers backed up the divisional artillery. Their extra punch was useful in dealing with tough targets.

	<i>WS</i>	<i>BS</i>	<i>S</i>	<i>T</i>	<i>W</i>	<i>I</i>	<i>A</i>	<i>Ld</i>	<i>Save</i>
Kanoner Team	2	3	3	3	3	2	3	5	6+

Platoon: A Heavy Howitzer Platoon consists of 2 howitzers. Each howitzer has a crew of 2 Kanoner Teams.

Weapons: 152 mm M10 heavy howitzers.

Vehicle: Heavy Howitzers include Platoons include horse-drawn limbers at no cost or trucks for +40 points to tow the guns.

0-1 Army Reserve Artillery Battery

Heavy Artillery Battery: **1 Battery Command at 10 points**
 1 or 2 Army Artillery Platoons

Battery Command

Army reserve heavy artillery provided extra long-range punch for counter-battery fire and long-range harassment.

	<i>WS</i>	<i>BS</i>	<i>S</i>	<i>T</i>	<i>W</i>	<i>I</i>	<i>A</i>	<i>Ld</i>	<i>Save</i>
Leitenant	3	3	3	3	1	3	1	7	6+

Command: A Battery Command consists of a Leitenant.

Weapon: The Leitenant is armed with a Tokarev pistol.

Character: The Leitenant is a character and follows all the rules for characters given in the Warhammer 40,000 rules.

Special Rules

Leadership: Any medium gun or heavy howitzer crew within 12" of a Battery Command may use the Leadership characteristic of the Leitenant for all Leadership tests.

Long-range Gun Platoon..... 110

The army reserve includes long-range heavy guns to engage enemy artillery and distant targets.

	<i>WS</i>	<i>BS</i>	<i>S</i>	<i>T</i>	<i>W</i>	<i>I</i>	<i>A</i>	<i>Ld</i>	<i>Save</i>
Kanoner Team	2	3	3	3	3	2	3	5	6+

Platoon: A Long-range Gun Platoon consists of a single gun. The gun has a crew of 2 Kanoner Teams.

Weapons: 152 mm ML20 long-range gun.

Vehicle: Long-range Gun Platoons include a heavy artillery tractor to tow the gun and a truck for the crew.

Super-heavy Howitzer Platoon 125

The super-heavy artillery will crack the toughest defences.

	<i>WS</i>	<i>BS</i>	<i>S</i>	<i>T</i>	<i>W</i>	<i>I</i>	<i>A</i>	<i>Ld</i>	<i>Save</i>
Kanoner Team	2	3	3	3	3	2	3	5	6+

Platoon: A Super-heavy Howitzer Platoon consists of a single howitzer. The howitzer has a crew of 3 Kanoner Teams.

Weapons: 203 mm B4 super-heavy howitzer.

Vehicle: Super-heavy Howitzer Platoons include a heavy artillery tractor to tow the gun and a truck for the crew.

Soviet Army Appendices

Force Structure

Infantry

Soviet infantry is brilliant in an assault. No other army can mass the same assault strength for similar points. The down side is that it is not very mobile. The answer overwhelming frontal assaults.

Infiltrate your infantry as close as possible to their objective and then charge *en masse*. It may help to join up several platoons into one big unit before the attack begins. If the fire becomes too hot, go to ground and continue the advance. It won't slow you down much. Whatever you do, don't try and fight a battle of manoeuvre. The Soviet command structure lacks the subtlety for this. Go for a well-planned sequence of sudden and overwhelming attacks. Put everything into this and your opponent will be too busy reacting to upset your plan. If your opponent does manage to get you on the back foot, an overwhelming attack is again your best option.

Tanks

Soviet tanks are generally straightforward. Just keep them moving. There is little reason to stop; after all, they can shoot just as well moving. Get onto the opponent's flanks or rear. That way you get easier shots and they must move to keep up! Carry a Submachine-gun Platoon on follow-up waves to help clear difficult terrain. Keep the big guns at the back where they can cover the advance without moving.

Artillery

Soviet artillery is cheap, but lacks proper signals facilities. Often you will be able to place the guns just behind a line of trees or a hill with the Leitenant slightly forward, but still in communication, observing fire. Failing this, place the guns where they can see the target and fire away!

Guards Army

Soviet units that performed extremely well were re-designated as Guards as a reward. As a further reward, they were then used for the most difficult tasks and the hardest fighting.

To make a Guards army, add one to their Leadership rating to reflect their experience. Guard platoons and commands cost +10 points to reflect this.

Guards teams armed with Mosin-Nagant rifles and DP light machine-guns may have extra DP light machine-guns giving them a type of Heavy 7 for +15 points per platoon.

Parachute Corps

The Soviet Union formed several parachute corps of three parachute brigades each. Parachutists were picked troops, so add one to their Leadership rating to reflect *esprit d'corps* at a cost of +10 points per platoon or command. Additionally, they increase all Krasnoarmeets Teams to Weapon Skill 3 and Ballistic Skill 3 for a further +25 points.

Designer Notes

The Soviet Army list is quite different from the other Warhammer Panzer Battles lists, using teams as opposed to individual models. This was done to make it easier for the Soviet player to field large numbers of troops, and thus achieve overwhelming force.

Warhammer 40,000 players might like to envisage ripper swarms or nurglings. The characteristics of Soviet teams reflect the *aggregate* characteristics of the team, rather than those of the individuals making up the team.

Single-based Models

Some people may prefer to use singly based models rather than teams. This does have the disadvantage of having to move three to four times as many bases (a major issue if you are fielding a large infantry force), but allows more freedom to place models where you want.

To do so replace each team with four individually based models with the same statistics as the team except that their Attacks and Wounds characteristics both drop to 1.

Treat teams armed with Mosin-Nagant rifles and DP light machine-guns as having three Ryadovoy armed with rifles (Range 24, Str 3, AP 5, Heavy 1) and an extra Ryadovoy armed with a DP light machine-gun (Range 24, Str 3, AP 5, Heavy 4) for every second team.

Treat teams armed with PPSH submachine-guns and DP light machine-guns as having three Ryadovoy armed with submachine-guns (Range 12, Str 2, AP 6, Assault 3) and an extra Ryadovoy armed with a DP light machine-gun (Range 24, Str 3, AP 5, Heavy 4) for every second team.

Weapons crews have a gunner and 2 to 3 extra crewmembers armed with rifles as above.

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