

Soviet Army (1942/43)

After the unmitigated disasters in 1941, the battles during the winter of 1942 and the summer of 1943 saw the Soviet Union finally blunting the German sword and beginning to push them back from the heartland. Although tactical finesse was still seriously lacking, the new equipment the Soviet Army was receiving from the factories and the Western Allies was usually superior to the Germans throughout this period. Stubborn resistance and determined attacks defeated every German offensive.

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 of 1942 and 1943 slowly gained a measure of control over the strategic decisions of the Eastern Front.

The Soviet Army has a strategy rating of 2.

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 machine-gun, 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.

VVS Fighter Regiments – Air Superiority

By the middle of the war, the Soviet Union's Fighter Regiments were starting to field modern fighters and contesting battlefield air superiority with the German *Luftwaffe* (airforce).

A Soviet Army player may spend 100 points (for up to a 3000 point game) to have total air superiority. If this option is taken, D3 Yak 3 fighters attack any unit of enemy aircraft immediately before they arrive on table. Yak 3 fighters are armed with linked machine-guns and cannon (Linked Heavy 2, Strength 4, BS 3).

General Winter

'General Winter' was the Soviet Union's key to defeating Germany in the first two years of war. If the Soviet player chooses the scenario, they may also specify that it is winter with snow on the ground. Deep snow makes all open ground into difficult terrain. The snow does not provide any cover or concealment, but does reduce the Strength of blast weapons by 1.

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
- Major – 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	9	-
Major	3	3	3	3	1	3	1	7	-
Komissar	3	3	3	3	1	3	1	10	-
Krasnoarmeets Team	2	2	3	3	1	3	3	5	-
Veteran Leitenant	3	3	3	3	1	3	2	7	-
Snaiper	3	4	3	3	1	3	1	5	6+
Razvedchiki Team	3	3	3	3	3	3	3	6	-
Penal Team	2	2	3	3	3	2	3	3	-
Kavalerist Team	3	3	3	3	3	3	3	5	-
Saperny Team	2	2	3	3	3	3	3	6	-
Kanoner Team	2	3	3	3	3	2	3	5	-
Kapitan	3	3	3	3	1	3	1	7	-

<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	-
Universal Carrier	9	8	8	3
Half-track or scout car	9	8	8	3
BA 64 light armoured car	9	8	8	2
BA 10 armoured car	9	9	9	2
T 40 light tank	9	9	9	2
T 60 light tank	10	9	9	2
T 70 light tank	11	9	9	2
Matilda light tank	11	11	11	2
Valentine I light tank	11	11	11	2
Valentine III light tank	11	11	11	3
Valentine IX light tank	11	11	11	2
OT 34 flame-thrower tank	12	11	11	2
KV 8 heavy flame-thrower tank	12	12	12	2
Churchill IV breakthrough tank	13	12	12	3
KV 1 breakthrough tank	12	12	12	2
KV 1s breakthrough tank	12	12	12	2
KV 2 breakthrough tank	12	12	12	2
SU 76 assault gun	10	8	6	3
SU 76i assault gun	11	10	10	3
SU 85 assault gun	12	11	11	3
SU 122 assault gun	12	11	11	3
SU 152 assault gun	12	11	11	2
BM 8 rocket launcher	5	5	5	-
BM 13 rocket launcher	5	5	5	-
T 34 tank	12	11	11	2
M3 Lee tank	11	11	11	3
M4 Sherman tank	12	11	11	3
Sturmovik ground attack aircraft	9	9	9	3
Pe 2 light bomber	7	7	7	3
Yak 3 fighter	7	7	7	3

Soviet Army Weapons Summary

Infantry Weapons

<i>Name</i>	<i>Range</i>	<i>Str.</i>	<i>AP</i>	<i>Type</i>
Tokarev TT33 pistol	12	2	6	Pistol
Sniper's Mosin-Nagant rifle	24	3	5	Heavy 1
PPSh 41 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
PTRD anti-tank rifle	24	4	5	Heavy 2
76 mm M1927 infantry gun Or firing a barrage	24 G 48	4	-	Heavy 2/Blast Heavy 1/Blast
Flame-thrower	Temp	4	5	Assault 1

Heavy Weapons

<i>Name</i>	<i>Range</i>	<i>Str.</i>	<i>AP</i>	<i>Type</i>
DT tank machine-gun	24	3	5	Heavy 3
BESA or Browning tank machine-gun	24	3	5	Heavy 3
Quadruple Maxim machine-gun	24	3	5	Linked Heavy 8
12.7 mm DShK machine-gun or 20 mm ShVak cannon	24	4	5	Heavy 4
37 mm M1939 anti-aircraft gun Or firing High Explosive	24 24	6 2	4	Heavy 3 Heavy 3/Blast
37 mm M1936 anti-tank gun Or firing High Explosive	24 24	5 2	4	Heavy 2 Heavy 2/Blast
British 2 pdr tank gun	24	6	4	Heavy 2
US 37 mm anti-tank gun Or firing High Explosive	24 24	6 2	4	Heavy 2 Heavy 2/Blast
45 mm M1938 anti-tank gun Or firing High Explosive	24 24	6 3	4	Heavy 2 Heavy 2/Blast
45 mm M1942 anti-tank gun Or firing High Explosive	24 24	7 3	3	Heavy 2 Heavy 2/Blast
British 6 pdr anti-tank gun	24	7	3	Heavy 2
76 mm F34 or US 75 mm gun Or firing High Explosive	36 36	7 4	3	Heavy 2 Heavy 2/Blast
76 mm M1939 gun Or firing High Explosive	36 36	8 4	3	Heavy 2 Heavy 2/Blast
85 mm M1939 anti-aircraft gun or 85 mm D5 anti-tank gun Or firing High Explosive	36 36	8 4	3	Heavy 2 Heavy 2/Blast

Artillery Weapons

<i>Name</i>	<i>Range</i>	<i>Str.</i>	<i>AP</i>	<i>Type</i>
120 mm M1938 heavy mortar	G 12-60	6	-	Heavy 1/Blast
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
132 mm BM 13 rocket launcher	G 12-48	6	-	Ordnance 1/Blast

Transport

<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	-
Horse-drawn limber or wagon	5	5	5	-
Heavy artillery tractor	5	5	5	-
Truck	5	5	5	-
British lend-lease Universal Carrier	9	8	8	-
US lend-lease scout car	9	8	8	3
US lend-lease or captured German half-track	9	8	8	3

Type: Motorcycle combinations, GAZ 67 field cars, trucks and scout cars are open-topped wheeled vehicles. Horse-drawn limbers and wagons are slow, open-topped wheeled vehicles. Heavy artillery tractors are slow, open-topped tanks. Universal Carriers and half-tracks are open-topped light 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. Universal Carriers can carry two teams and one single model. Half-tracks and scout cars can carry three teams and one model.

Armament: Half-tracks and scout cars may be fitted with a captured light machine-gun (Range 24, Strength 3, AP6, Heavy 5) for +5 points.

HQ

Rifle Control

Rifle Control:

- 1 Control Command**
- 0 to 3 Anti-tank Rifle Platoons**
- 0 to 1 Anti-tank Platoon**
- 0 to 1 Mortar Platoon**
- 0 to 1 Infantry-gun Platoon**
- 0 to 1 Scout Platoon**

Control Command 35 points/55 points

The sheer size of the Soviet army, combined with the savage purges of Stalin, meant a permanent shortage of good officers. On the other hand, good officers could rise quickly to positions where they could display their talents.

	<i>Points/ model</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	55	3	3	3	3	1	3	1	9	-
Led by Major	35	3	3	3	3	1	3	1	8	-
Komissar	+40	3	3	3	3	1	3	1	10	-
Krasno-armeets Team	-	2	2	3	3	3	3	3	5	-
Veteran Leitenant	+15	3	3	3	3	1	3	1	7	-

Command: The Control Command consists of 1 Polkovnik or Major, 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.

Options: The Krasnoarmeets Teams may be armed with PPSH submachine-guns for +10 points. The command may be given helmets giving a 6+ armour save for +5 points.

Characters: The Polkovnik, Major and Komissar are independent characters and follow 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.

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 signals team for +75 points.

Medic: One Krasnoarmeets Team may be upgraded to a medical 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.

Leadership: Any Soviet platoon or weapon crew within 12" of a Control Command may use the Leadership characteristic of the Polkovnik or Major for all Leadership tests.

Signalchiki: A signals team can communicate with any other model within 12" and can communicate with any other signals team, regardless of distance.

Medic: A medical team allows any one model within 12" to ignore the first failed saving throw it rolls in every turn. The medical team may not save any model that has suffered 'Instant Death' (see page 53 of the Warhammer 40,000 rulebook) or that has been hit by a close combat weapon that allows no save at all. The medical team may not save models while the medical team is in base contact with an enemy model.

Infiltrators: Control Commands can work their way into a forward position on the battlefield to be with the rifle platoons under their command. To represent this they may set up using the Infiltrators rule, but only if they discard their vehicles and the mission allows infiltrators to be used. If the mission does not allow troops to use the Infiltrators rule, then the Control Command must set up normally with the rest of the army.

Anti-tank Rifle Platoon 25 points

The superb PTRD and PTRS anti-tank rifles provided the Soviet army with effective anti-tank protection for their infantry throughout 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>
Krasnoarmeets Team	2	2	3	3	3	3	3	5	-

Platoon: An Anti-Tank Rifle Platoon consists of 3 Krasnoarmeets teams.

Weapons: PTRD anti-tank rifles, Mosin-Nagant rifles and DP light machine-guns.

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

Special Rules

Infiltrators: In the right circumstances, an Anti-Tank Rifle Platoon 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 Anti-Tank Rifle Platoon must set up normally with the rest of the army.

Anti-tank Platoon 25 points

For heavier anti-tank work, the infantry had their 37 mm and 45 mm anti-tank guns. Deployed in what the Germans called a 'Paknest', they could inflict considerable damage.

	<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	-

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 +3 points or 45 mm M1942 anti-tank guns for +6 points.

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

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

Mortar Platoon 35 points

The battalion mortar platoons provided the infantry with a cheap and simple form of effective artillery.

	WS	BS	S	T	W	I	A	Ld	Save
Kanoner Team	2	3	3	3	3	2	3	5	-

Platoon: A mortar platoon consists of three 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.

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

Special Rules

Infiltrators: In the right circumstances, a Mortar Platoon 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 Mortar Platoon must set up normally with the rest of the army.

Infantry Gun Platoon 45 points

Held at the regimental level, the infantry guns provided quick and versatile artillery support to the infantry.

	WS	BS	S	T	W	I	A	Ld	Save
Kanoner Team	2	3	3	3	3	2	3	5	-

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.

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

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

Scout Platoon..... 115 points

Every brigade or regiment, and even some battalions had a *razvedchiki* (scout) platoon or company with submachine-guns and other assault weapons.

	WS	BS	S	T	W	I	A	Ld	Save
Razvedchiki Team	3	3	3	3	3	3	3	6	-
Veteran Leitenant	3	3	3	3	1	3	2	7	-

Platoon: A Scout Platoon consists of 6 Razvedchiki 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 +20 points.

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

Special Rules

Infiltrators: In the right circumstances, Scout Platoons have 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 Scout Platoons must set up normally with the rest of the army.

Tank Control

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

Tank Control Command

The commander of a tank battalion operated a converted tank with extra communications equipment and map tables.

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 +75 points.

Special Rules

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

Deep Strike: Soviet tanks were trained to make operational thrusts deep into enemy territory, appearing almost anywhere on or behind the battlefield. To represent this, Tank Control, Cavalry Companies, Fast Attack choices, and Motor Rifle Battalions may set up using the Deep Strike rules, but only if the mission allows a Deep Strike to be used. If the mission does not allow troops to use the Deep Strike rule, then the Soviet mobile forces must set up normally with the rest of the army.

Armoured Recon Platoon..... 36 points

Tank units often had a small armoured recon platoon to provide the commander with a local scouting force.

Armour:	Front	Side	Rear	BS
BA 64 light armoured car	9	8	8	2
US lend-lease M3 scout car	9	8	8	3

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

Type: BA 64 armoured cars are wheeled vehicles M3 scout cars are open-topped wheeled vehicles.

Armament: BA 64 light armoured cars and M3 scout cars are armed with a DP machine-gun.

Anti-tank Rifle Platoon 35 points

The Soviet Army continued to use its excellent anti-tank rifles throughout the war.

	WS	BS	S	T	W	I	A	Ld	Save
Krasnoarmeets Team	3	3	3	3	3	3	3	5	-

Platoon: An Anti-Tank Rifle Platoon consists of 3 Krasnoarmeets teams.

Weapons: PTRD anti-tank rifles, Mosin-Nagant rifles and DP light machine-guns.

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

Transport: The Anti-tank Platoon includes a truck at no cost or a half-track for +5 points to carry the teams.

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 six trucks and can carry a Rifle Company.

Artillery Control

Artillery Control: 1 Artillery Command at 100 points

Artillery Command

Artillery headquarters combined a number of specialist sections to ensure rapid and accurate artillery support.

Command: An Artillery Command consists of an office-bodied truck.

Option: The Artillery Command may include a Survey Section for +25 points and a Counter-battery Section for +50 points.

Special Rules

Signaller: An Artillery Command counts as having a signaller and can communicate with any other model within 12" and can communicate with any other signaller model, regardless of distance.

Artillery Survey: If the Survey Section begins the game on the table, the Soviet player may draw a map and measure the position of terrain features before either side deploys.

Counter-battery: A counter-battery section can locate any one weapon with a range greater than 60", or any rocket artillery, that fired a barrage last turn. This allows the Command to call and observe barrages aimed at the located artillery.

Penal Company

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

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 or with PPSH 41 submachine-guns, DP light machine-guns and fragmentation grenades for +45 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.

Mine Clearance: Penal Teams may attempt to clear a gap in a minefield while moving at D6" per turn. Penal Teams attempting to gap a minefield may not shoot. If a model attempting to gap a minefield crosses the minefield successfully, that section of minefield is destroyed. Note that this is not the charge across the minefield of the movies, rather the painstaking and dangerous task of locating and clearing the minefield by hand.

Elites

Armoured Car Company

Armour:	Points	Front	Side	Rear	BS
BA 10 armoured car	26	9	8	8	2

The Soviet Union allocated each tank corps an armoured car battalion. These proved unsuitable for the poor roads in the heart of the Soviet Union and were eventually replaced by light tanks.

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: The role of the armoured car companies was to scout ahead of the main body, seeking out enemy positions and relaying the information back.

To represent this, any Armoured Car Companies in the army may be deployed at the start of the battle, even in scenarios where they could not normally be deployed. For example, if you were the defender in a Take and Hold mission, then your Armoured Car Company would set up at the start of the battle instead of being placed in reserve with the rest of the Elite units. If you're playing a scenario where you can only deploy a limited number of units then any Recon Companies you deploy are not counted against the limit for the scenario.

In addition to this rule, after both sides have deployed, any Armoured Car Companies may make a 'free move'. The move happens before the first turn takes place. All of the normal movement rules apply.

Recon Company

Recon Company:

- 0 to 1 Recon Command at 35 points**
- 0 to 3 Scout Platoons at 135 points each**
- 0 to 1 Mortar Platoon at 65 points**
- 0 to 1 Flame-thrower Platoon at 155 points**

Recon Command

No two recon companies were ever the same in the Soviet Army. Scarcity of resources, especially in light armoured vehicles, meant that companies were equipped with whatever was available at the time.

	<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	-
Razvedchiki Team	3	3	3	3	3	3	3	6	-
Veteran Leitenant	3	3	3	3	1	3	2	7	-

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

Weapons: PPSH 41 submachine-guns, 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.

Vehicles: A Recon Command includes a GAZ 67 field car at no cost or a universal carrier or half-track for +5 points. The command may exchange their vehicles for skis at no cost.

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.

Special Rules

Leadership: Any Scout, Mortar or Flame-thrower Platoon within 12" of a Recon Command may use the Leadership characteristic of the Kapitan for all Leadership tests.

Scouts: The role of the reconnaissance companies was to scout ahead of the main body, seeking out enemy positions and relaying the information back.

To represent this, any Recon Companies in the army may be deployed at the start of the battle, even in scenarios where they could not normally be deployed. For example, if you were the defender in a Take and Hold mission, then your Recon Company would set up at the start of the battle instead of being placed in reserve with the rest of the Elite units. If you're playing a scenario where you can only deploy a limited number of units then any Recon Companies you deploy are not counted against the limit for the scenario.

In addition to this rule, after both sides have deployed, any Recon Companies may make a 'free move'. The move happens before the first turn takes place. All of the normal movement rules apply.

Skis: Troops travelling on skis treat deep snow as normal terrain for movement.

Scout Platoon

Scout platoons provided the recon company with infantry capability.

	<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	-
Veteran Leitenant	3	3	3	3	1	3	2	7	-

Platoon: A Scout Platoon consists of 6 Razvedchiki 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 +20 points.

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

Vehicles: A Scout Platoon includes a truck at no cost or 6 motorcycle combinations, 3 Universal Carriers or 2 half-tracks for +10 points. The command may exchange their vehicles for skis at no cost.

Mortar Platoon

Some recon companies even had their own mortar platoon.

	<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	-

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.

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

Vehicles: A Mortar Platoon includes a truck at no cost or 3 Universal Carriers or 2 half-tracks for +10 points.

Flame-thrower Platoon

Flame-throwers were seen as an essential weapon for clearing prepared positions. The reconnaissance troops used them to clear away light opposition and keep moving.

	<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	-
Veteran Leitenant	3	3	3	3	1	3	2	7	-

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

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

Options: The platoon may be given helmets giving a 6+ armour save for +20 points.

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

Vehicles: A Flame-thrower Platoon includes a truck at no cost or 3 Universal Carriers or 2 half-tracks for +10 points.

Cavalry Company

Cavalry Company: **0 to 1 Cavalry Command at 28 points**
 1 to 3 Cavalry Platoons at 100 points each
 0 to 1 Cavalry Machine-gun Platoon at 50 points

Cavalry Command

The Soviet cavalry had a glorious history from the Russian Civil War where the Red cavalry armies were a major instrument in victory. The vast distances of the Eastern Front revealed the continuing value of mounted troops.

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

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.

Options: The Kavalerist Team may be armed with PPSH 41 submachine-guns in place of rifles for +5 points. 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.

Special Rules

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

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

Cavalry Platoon

Soviet cavalry was well equipped for mobile operations.

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

Platoon: A Cavalry Platoon consists of 6 Kavalerist Teams.

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

Options: Kavalerist Teams may be armed with PPSH 41 submachine-guns in place of rifles for +30 points. The platoon may be given helmets giving a 6+ armour save for +15 points.

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

Cavalry Machine-gun Platoon

The cavalry carried their machine-guns on four-wheeled carts to provide mobile support.

	WS	BS	S	T	W	I	A	Ld	Save
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

Armour:	Points	Front	Side	Rear	BS
OT 34 chemical tank	120	12	11	11	2
KV 8 heavy chemical tank	65	12	12	12	2

Right from the early days of the Soviet tank arm, they possessed numerous and effective flame-thrower equipped tanks. Initially the KV-based model predominated, but with the cessation of the KV series the T 34 became the principal model.

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 34 chemical tanks are heavy tanks. KV 8 heavy chemical tanks are slow, heavy tanks.

Armament: OT 34 chemical tanks are armed with a 76 mm F34 tank gun, a flame-thrower and a DT tank machine-gun. KV 8 heavy chemical tanks are armed with a 45 mm M1938 tank gun, a flame-thrower and two DT tank machine-guns.

Engineer Tank Company

Armour:	Points	Front	Side	Rear	BS
T 34 medium tank	105	12	11	11	2
T 34 mine-clearing tank	130	12	11	11	2

The Soviet Union adopted mine-ploughs as it's preferred strategy for clearing mines using tanks. This contrasts with the British flails and the giant US rollers.

Company: A Engineer Tank Company may consist of a company command of 1 medium tank and up to 3 platoons of 2 to 3 mine-clearing 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: T 34 tanks are heavy tanks.

Armament: T 34 tanks are armed with a 76 mm F34 tank gun and two DT tank machine-guns.

Special Rules

Mine Clearance: A T 34 mine-clearing tank may attempt to gap minefields at 6" per turn. Mine-clearing tanks attempting to gap a minefield only trigger mines on a roll of 6. If a model crosses the minefield successfully, that section of minefield is destroyed.

Sapper Company

Sapper Company: **0 to 1 Sapper Command at 20 points**
1 to 3 Sapper Platoons at 70 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.

	<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	-
Saperny Team	2	2	3	3	3	3	3	6	-
Veteran Leitenant	3	3	3	3	1	3	2	7	-

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.

Options: The Saperny Team may be armed with PPSH submachine-guns for +5 points. 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.

Vehicles: A Sapper Command may include a GAZ 67 field car for +8 points.

Special Rules

Leadership: Any Sapper Platoon within 12" of a Sapper Command may use the Leadership characteristic of the Kapitan for all Leadership tests.

Engineers: Sapper Companies are combat engineers.

Infiltrators: In the right circumstances, Sapper Companies have 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 they have no vehicles and the mission allows infiltrators to be used. If the mission does not allow troops to use the Infiltrators rule, then the Sapper Companies must set up normally with the rest of the army.

Demolitions and Obstacles: A player with an Sapper Platoon in their detachment may place D3 minefields, booby traps, razor wire obstacles, or craters in their deployment area for each Sapper Platoon before deploying any of their troops.

Mine Clearance: Infantry and sappers may attempt to gap a minefield while moving at D6" per turn. Troops attempting to gap a minefield may not shoot. Sappers attempting to gap a minefield only trigger mines on a roll of 6. If a model attempting to gap a minefield crosses the minefield successfully, that section of minefield is destroyed. Note that sappers crossing the minefield normally do not destroy minefield sections.

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.

	<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>
Saperny Team	2	2	3	3	3	3	3	6	-
Veteran Leitenant	3	3	3	3	1	3	1	7	-

Platoon: A Sapper Platoon consists of 6 Saperny Teams.

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

Options: The entire platoon may exchange their rifles for PPSH submachine-guns for +25 points. Any Saperny Teams may have flame-throwers in addition to their rifles for +5 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.

The platoon may be given helmets giving a 6+ armour save for +10 points or helmets and body armour giving 5+ armour save for +30 points.

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

Vehicles: A Sapper Platoon may include a truck for transport for +20 points.

Breakthrough Tank Company

<i>Armour:</i>	<i>Points</i>	<i>Front</i>	<i>Side</i>	<i>Rear</i>	<i>BS</i>
KV 1C breakthrough tank	90	13	12	12	2
KV 1s breakthrough tank	85	12	12	12	2
KV 2 'Dreadnought' breakthrough tank	130	12	12	12	3
British lend-lease Churchill breakthrough tank	75	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 F34 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.

Special Rules

Armoured Track Guards: Churchill breakthrough 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+.

Assault Gun Battery

<i>Armour:</i>	<i>Points</i>	<i>Front</i>	<i>Side</i>	<i>Rear</i>	<i>BS</i>
SU 76 assault gun	40	10	8	6	3
SU 76i assault gun	90	11	10	10	3
SU 85 assault gun	135	12	11	11	3
SU 122 assault gun	140	12	12	12	3
SU 152 assault gun	180	12	12	12	3

The Soviets were enthusiastic adopters of the assault gun concept. Each corps had its own SU (assault gun) regiment of sixteen to twenty four guns.

Battery: An Assault Gun Battery consists of up to two platoons of up to 2 assault guns each. 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: SU 76 assault guns are open-topped, light tanks. SU 76i assault guns (on captured Pzkw III chassis) are medium tanks. SU 85, SU 122 and SU 152 assault guns are medium tanks.

Armament: SU 76 and SU 76i assault guns are armed with a 76 mm M1939 field gun. SU 85 assault guns are armed with a 85 mm D5T anti-tank gun. SU 122 assault guns are armed with a 122 mm M1938 howitzer. SU 152 assault guns are armed with a 152 mm assault gun.

Assault guns can not fire barrages.

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	-
Veteran Leitenant	+15	3	3	3	3	1	3	1	7	-

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.

Heavy Mortar 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	50	2	3	3	3	3	2	3	5	-

The Soviet army fielded entire mortar regiments to provide cheap, high volume fire support to attacking units.

Battery: A Heavy Mortar Battery consists of up to 2 platoons of 2 mortars each. Each mortar has a crew of 1 Kanoner Team. The mortar platoons count as separate units, although purchased as the same Elites choice. The mortars in a mortar platoon must remain together as a unit.

Weapons: 120 mm M1938 mortars.

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

Trucks: Mortar teams include a horse-drawn limber at no cost or a truck for +5 points per team to tow the mortar.

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	-

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	-

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 under estimate.

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

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.

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.

	WS	BS	S	T	W	I	A	Ld	Save
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.

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

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	-
Veteran Leitenant	3	3	3	3	1	3	2	7	-

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.

Machine-gun Platoon

Rifle companies had a platoon of Maxim machine-guns to provide heavy fire support.

	WS	BS	S	T	W	I	A	Ld	Save
Krasnoarmeets Team	2	2	3	3	3	3	3	5	-

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.

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

Fast Attack

Light Tank Company

Armour:	Points	Front	Side	Rear	BS
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

Armour:	Points	Front	Side	Rear	BS
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 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

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>
Leitenant	3	3	3	3	1	3	1	7	-

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 Field Gun Platoon or Medium Howitzer Platoon within 12" of a Battery Command may use the Leadership characteristic of the Leitenant 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	-

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	-

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>
Leitenant	3	3	3	3	1	3	1	7	-

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.

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	-

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	-

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.

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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