

GUARDS COSSACKS

OFFICIAL BRIEFING

LATE WAR INTELLIGENCE BRIEFING FOR A
SOVIET GVARDEYSKIY KAZACHIY POLK



FLAMES OF WAR.

THE WORLD WAR II MINIATURES GAME

3RD AND 4TH GUARDS CAVALRY CORPS

During the exploitation phase of Operation Bagration, as the troops of the 1st and 3rd Byelorussian Fronts advanced on Minsk, the Oslikovskiy Cavalry-Mechanised Group in the North and the Pliev Cavalry-Mechanised Group in South led the advance behind the German lines (see *Hammer and Sickle* pages 2-9).

An important component of both these groups were the cavalry corps that made up half of each group. The Oslikovskiy Cavalry-Mechanised Group consisted of the 3rd Guards Mechanised Corps and the 3rd Guards Cavalry Corps under General Oslikovskiy. The Pliev Cavalry-Mechanised Group consisted of the 1st Mechanised Corps and the 4th Guards Cavalry Corps under General Pliev.

3RD GUARDS CAVALRY CORPS

The 3rd Guards Cavalry Corps was formed on 25 December 1941 from the 5th Cavalry Corps and consisted of the 5th and 6th Guards Cavalry Divisions and the 32nd Cavalry Division. These cavalry divisions were all pre-war regular formations that had survived the disastrous campaigns of 1941. Initially the corps fought on the Bryansk Front near Smolensk. In January 1942 the corps was sent south to take part in the enlargement of the Izyum Bulge. The front was stabilised by March.

The 3rd Guards Cavalry Corps next took part in the Soviet offensive on Kharkov in May 1942. They were attached to

the 28th Army where they formed the army's mobile group. The army attacked north of Khakov to draw off and contain German reserves so the armies from the south could encircle the Germans. The attacks didn't go to plan. Infantry forces became pinned down reducing German strong points, and when gaps were finally opened for the mobile forces, commanders delayed sending them through. When the cavalry was finally released the Germans had closed the gap and the cavalry was forced to join the infantry in trying to break-through the German lines. Pursuit and exploitation operations were out of the question.

The corps spent the rest of 1942 in mobile battles in the southwest in front of the advancing Germans, harassing them all the way back to the Volga River. In October they were moved to the Don Front reserves to rebuild. Due to a shortage of horses towards the end of 1942 four cavalry squadrons were dismounted to fight as infantry.

Despite these and other shortages, the 3rd Guards Cavalry Corps took part in the Stalingrad counter-offensive of November. Fighting was intense with the cavalry having to deal with uncleared mines, tank counterattacks and, on one occasion, a sabre-to-sabre encounter with the Romanian 1st Cavalry Division. After eight days of fighting the corps had lost 41% of its initial strength.

The corps continued to fight on the southern front taking part in drives on Rostov and the Mius River. In March 1943 the corps was withdrawn back into the reserve for refitting.

OSLIKOVSKIY CAVALRY-MECHANISED GROUP, OPERATION BAGRATION

23-24 June: 9th Guards Mechanised Brigade of the 3rd Guards Mechanised Corps drives through the breach in the German line at Bogushevsk, west towards Senno. The 8th Guards Mechanised Brigade follows to secure gains. *Panzergruppe* Hoppe counterattacks. 3rd Guards Mechanised Corps' anti-tank guns destroy four Panzers and the attack is driven off.

25-27 June: 3rd Guards Cavalry Corps overrun the German 299. *Infanteriedivision*. **0700 25 June:** 120 tanks are 4km west of Bogushevsk. **Evening:** Cavalry and tanks attacks Smolyany, defended by the 2. *Sicherungsregiment*. German VI *Armee* corps, which begins to collapse.

28 June: 3rd Guards Mechanised Corps chases 201. *Sicherungsdivision* (of *Kampfgruppe* von Saucken) all the way to the Berezina River.

After being stopped by *Kampfgruppe* von Saucken at Borisov they divert north and are the first corps to cross the Berezina River. They advance 180km in five days.

29 June-1 July: Remainder of the 3rd Guards Mechanised Corps advances quickly to the Berezina River and begins to attack the west bank. Several bridgeheads are established allowing the corps an advance 10km south of Begoml. *Kampfgruppe* von Saucken counterattack holds up crossing.



It remained in the reserve until August when it took part in operations to take back Smolensk. They were operating with the 68th Army and the 2nd Guards Tank Corps when they broke through the German rear and cut the Smolensk-Roslavl rail line before taking part in the street fighting for Smolensk in September.

In October the 3rd Guards Cavalry Corps was once more back in reserve. In November they joined the 1st Baltic Front and the fighting for Vitebsk. It was then switched to the 2nd Baltic Front reserves in February 1944 where it saw little action.

In June it returned south to the 3rd Byelorussian Front to take part in Operation Bagration. It was assigned to the Oslikovskiy Cavalry-Mechanised Group along with the 3rd Guards Mechanised Corps. The group was commanded by the 3rd Guards Cavalry Corps' own commander, General N S Oslikovskiy. During Operation Bagration 3rd Guards Cavalry Corps contained:

5th Guards Cavalry Division

6th Guards Cavalry Division

32nd Cavalry Division

1814th SU Regiment (SU-76M)

3rd Guards Mortar Battalion (120mm)

64th Guards Rocket Mortar Battalion (Katyusha)

3rd Guards Anti-tank Battalion

144th Guards Anti-aircraft Regiment

1731st Anti-aircraft Regiment

The Oslikovskiy Cavalry-Mechanised Group broke behind the German lines at Vitebsk and raced west into eastern Poland and on towards the German frontier. In July 1944 the group came under the command of the 2nd Byelorussian Front, but the advance had slowed as German defences stabilised. Eventually the group was disbanded and the 3rd Guards Cavalry Corps moved to the 2nd Byelorussian Front reserves. On 25 July the 3rd Guards Cavalry Corps was awarded the honorific title 'Grodnenskikh' for the liberation of Grodno.

In October 1944 the corps was once more assigned to the 3rd Byelorussian Front to take part in the Vistula-Oder offensive. The offensive got underway in January 1945 with the corps joining the front's mobile group. The 3rd Guards Cavalry Corps fought its way into East Prussia and fought along the coastal regions into Pomerania in February and March. During this fighting the 5th Guards Cavalry Division

took the town of Tannenburg, famed for battles between the Poles and the Teutonic Order in 1410, and between the Germans and the Russians in 1914. For this they gained the honorific title 'Tannenburgskikh'.

During the operations around Berlin it joined the 2nd Byelorussian Front in a mobile group in the north with the 3rd and 8th Guards Tank Corps. The cavalry struck west while the tanks worked their way along the coast. By the time the war ended the 3rd Guards Cavalry Corps had reached the Elbe River.

4TH GUARDS CAVALRY CORPS

The 4th Guards Cavalry Corps was formed in August 1942 from the 17th Cavalry Corps. This corps was made up of the 9th 'Kuban Cossack', 10th 'Kuban Cossack' and the 30th Cavalry Division (which like the 32nd Cavalry Division had the distinction of being one of the few regular cavalry divisions to survive to the end of the war and never receive guards status).

They bided their time in the Caucasus before being assigned to take part in the Stalingrad counter-offensive in November 1942. At this time they also had the 110th Cavalry Division added to the corps, an under-strength unit formed from a Kalmuck National Division. The 4th Guards Cavalry Corps remained in the north Caucasus region to take part in the fighting against the Germans in that region.

January 1943 saw the corps further north in the Stavropol area. The 110th Cavalry Division was disbanded and its remaining troopers divided between the other three divisions. In February the corps was on the move again, crossing the Don River into Rostov-na-Donu, joining the fighting as the Red Army pushed the Germans back the way they had come the year before. In July 1943 it was moved to the North Caucasus reserves before being transferred to South Front in August.

Between September and November 1943 the corps joined the South (later 4th Ukrainian) Front's mobile group, forming the one of the first Cavalry-Mechanised Groups under the 4th Guards Cavalry Corps' commander Kirichenko. The group also contained the 4th Guards Mechanised Corps. This new cavalry mechanised group broke the Mius River line, liberated most of the western Donbas region, and cut land access to the Crimean Peninsula. The group was disbanded in December 1943 and the 4th Guards Cavalry Corps moved to the 2nd Guards Army where it spent its time screening the southern stretches of the Dnepr River.



In February 1944 the corps was moved to the 3rd Ukrainian Front where they reformed the Cavalry-Mechanised Group with the 4th Mechanised Group and the separate 5th Guards Motorised Rifle Brigade. The group was under the 4th Guards Cavalry Corps' new commander I A Pliev. In March the group attacked the rear of the Axis forces in Odessa and cut them off from the rest of the front. They disrupted the rear areas of both German 6th Army and Romanian 3rd Army. The operations had advanced the front 200km in 10 days by 20 April and had proved so successful that Pliev received a telegram of congratulations from the Kremlin. Not long after the 4th Guards Cavalry Corps received the Order of the Red Banner and Pliev was made a Hero of the Soviet Union. In May 1944 the corps was moved north to take part in Operation Bagration.

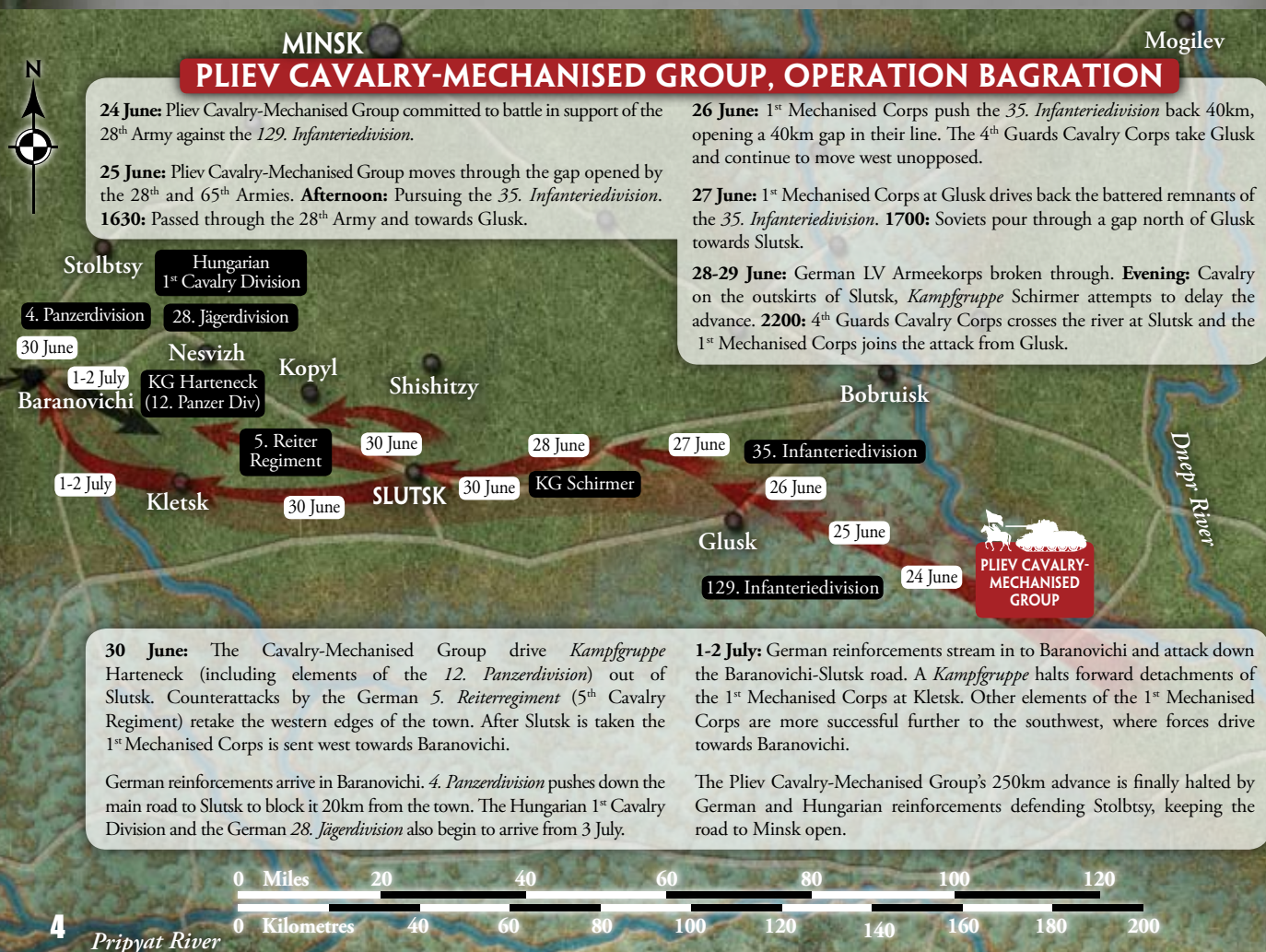
For Bagration the Pliev Cavalry-Mechanised Group was reformed under the 1st Byelorussian Front. This time the 1st Mechanised Corps was coupled with the 4th Guards Cavalry Corps. The 4th Guards Cavalry Corps consisted of:

9th Guards Cavalry Division 'Kuban Cossacks'
 10th Guards Cavalry Division 'Kuban Cossacks'
 30th Cavalry Division
 1815th SU Regiment (SU-76M)
 12th Guards Mortar Regiment (120mm)
 68th Guards Rocket Mortar Battalion (Katyusha)
 152nd Guards Anti-tank Regiment (76mm)
 4th Guards Anti-tank Battalion (45mm)
 255th Anti-aircraft Regiment (37mm)

They operated on the northern edge of the Pripyet Marshes on the dirt roads and trails that were just dry enough to support the tanks. The rest of the terrain was too overgrown

and swampy to allow anything other than cavalry to move freely. During three weeks of continuous advance, they travelled 500km, averaging 20km per day to finally make it across the western Bug River. During the advance they stormed and liberated the town of Slutsk on 25 July for which the 4th Guards Cavalry Corps were awarded the Order of Suvorov II Class. In August the group retired to the 3rd Byelorussian Front reserves.

At the end of August the 4th Guards Cavalry Corps moved south to the 2nd Ukrainian Front where the Pliev Cavalry-Mechanised Group was reformed this time with the 4th and 6th Guards Cavalry corps, and the 7th Mechanised Corps. The Group advanced on Budapest in October 1944. The Germans halted the Soviet 6th Guards Tank Army at Oradea to the north, so the Pliev Cavalry-Mechanised Group swung 90 degrees to take the town from behind on 12 October. Between 6 and 25 October the 4th Guards Cavalry Corps covered 525km in winter conditions. During this time they escaped encirclement at Debrecen, cut German supply lines at Nyiregyhaza, Hungary, and assaulted across the River Tisza. For the fighting at Debrecen the corps was awarded the Order of Lenin. By December 1944 the Pliev Cavalry-Mechanised Group was north of Budapest. On 26 January 1945 the Pliev Cavalry-Mechanised Group became a permanent formation as the 1st Guards Cavalry-Mechanised Group. They were reorganised and refitted before taking part in the drive on Vienna in March. They then moved through Brno and Prague in Czechoslovakia where they ended the war. The 4th Guards Cavalry Corps was honoured in May 1945 with the Order of Kutuzov II Class for the liberation of Brno.



ПОДПОЛКОВНИК PAVEL KAMNEV

I will always remember that day, the day that Podpolkovnik Pavel Kamnev and his men charged. The air was crisp, cold. The morning sun just beginning to embrace the world. We were caught off guard by an attacking German half-track company. Their machine guns and troops were ripping through our forward defences. The men started to panic, but not Kamnev, not our fearless hero. He was on his horse calling to the men to mount up and join him. Join his charge. I heard his call and so did most of the men there, finding our horses we followed Pavel Kamnev into hell. Kamnev moved with grace and skill cutting down the German troops. His sword danced as it leapt from one target to the next, never missing never failing. I did not see him fall, none of us did we just pressed on the attack until the Fascists were cut down or fled the battle field. Only four men survived the charge. I only wished that I could have joined my fellow brothers in their glory, but it wasn't my time. Though I followed Kamnev's fearless charge I was not able to join him and his men in glory.

-Leytenant I I Ivanovich

Leytenant I I Ivanovich died a few weeks later leading his own men in a charge to take out a heavy machine-gun nest. Without his bravery and success on that day, the battle would have been lost. The men who were close to Lt. I I Ivanovich said that his final wish was fulfilled and that he surely joined Pavel Kamnev and his brave men in glory.

In 1942, at the age of 60, Podpolkovnik Pavel Kamnev of the Krasnodar oblast was awarded the Order of Lenin for his bravery.



CHARACTERISTICS

Pavel Kamnev is a Warrior rated as a **Fearless Veteran**. He is a mounted Company Command SMG team. He replaces the Company Command team of a Gvardeyskiy Kazachiy Polk for +50 points.

FEARLESS CHARGE

Kamnev knows how to plan an assault and he understands that morale plays a big part in success. Before the fight, Kamnev inspires his men to fight to the end and never turn back with the words 'It is glorious for a cossack to charge fearlessly into certain death for Mother Russia'.

When Pavel Kamnev and any Mounted Gvardeyskiy Kazachiy Company that he has joined Launches an Assault it is a Fearless Charge. If the charge is Pinned Down by Defensive Fire, he may take an immediate Motivation Test to rally the company and continue the charge.

Any teams hit by Defensive Fire during a Fearless Charge only have a 5+ save instead of the usual 3+ save.

MASTER SWORDSMEN

Kamnev is a master of the blade, he knows how to wield his sword quickly to gain maximum effect.

Pavel Kamnev rerolls failed Skill tests to hit in assault combat.

ALWAYS SADDLED

Do to an old war wound that lodged a bit of shrapnel in his right leg Kamnev never dismounted on the field of battle.

Pavel Kamnev can never send his horse to the rear. If a platoon that he has joined sends their horses to the rear he will remain mounted.

If Kamnev uses the Warrior Infantry Team Casualties rule to avoid destruction he remains mounted, taking his aide's horse and sending the replacement in search of a fresh mount.

THE TACHANKA

The *tachanka* machine-gun cart was invented by the Ukrainian Anarchist forces during the Russian Civil War of 1919 to 1922 and quickly adopted by their Red Army opponents. The concept was simple and uniquely suited to the circumstances—a marriage of the deadly *Maksim* heavy machine-gun with the fast *tachanka* (pronounced ta-chan-ka) cart common in the southern Russia.



This combination used four horses abreast, chariot-style, to give the *tachanka* the speed to keep up with the light cavalry that formed the strike forces of both sides, providing them with the fire support they desperately needed.

With Russian battlefields lacking the impenetrable barbed-wire entanglements of the Western Front, cavalry were a powerful force limited only by the enemy machine-guns' ability to stop them. With the *tachanka* carts racing into



position, wheeling around and firing their own machine-guns back, the cavalry could pin down the enemy machine-guns, then charge and rout their infantry.

With the Civil War long over and a new enemy threatening, the Soviet Cossacks find their *tachanka* carts as useful as ever.

TACHANKA

The Tachanka is an Unarmoured Tank team. Tachanka machine-gun carts are not affected by the Hen and Chicks special rule.

As a Portee mount, the crew can dismount the Maksim HMG and send the cart to the rear if they find themselves fighting to hold their gains instead of driving the Fascist dogs from the soil of Mother Russia.



SPECIAL RULES

URAH POBEDA!

With a loud battle-cry the cossacks charge like a tide, stopping for nothing. No matter how heavy the fire, they press on as to stop is death. Only by reaching the enemy can they end the hail of fire that lashes them.

While all teams of a Mounted Gvardeyskiy Kazachiy Company are Mounted as Cavalry, it may reroll all failed Motivation tests to Rally from being Pinned Down.

Whether Mounted or Dismounted, Gvardeyskiy Kazachiy Companies benefit from the Quality of Quantity special rule (see page 182 of the rulebook) requiring ten hits to become Pinned Down by Defensive Fire if they have fifteen or more Infantry or Gun teams in the company.

MOUNTED MAN-PACKED GUNS

To keep paced with the fast moving Cossacks their support weapons were also mounted. Anti-tank rifles are strapped to pack horses and keep pace with the riflemen in the charge, ready to dismount and defend the objective once it is taken.

While mounted as Cavalry, Man-packed Gun teams count as Infantry teams like all other Cavalry teams, but cannot shoot until they dismount. Of course cavalry limbers and wagons remain Transport teams.

VOLLEY FIRE

When the advancing Soviet army came across a German strong point, assault guns and artillery batteries stopped to blast it using a massive centralised volley.

45mm obr 1942, 76mm obr 1927, 57mm ZIS-2 and 76mm ZIS-3 guns and SU-76M, SU-122, SU-152, ISU-122, and ISU-152 assault guns reroll all failed rolls To Hit when shooting at up to 16"/40cm range if they did not move.

HEAVY BREAKTHROUGH GUN

The IS-2 heavy tanks and ISU-122 and ISU-152 heavy self-propelled guns blasted enemy gun positions into oblivion, leaving little chance to escape their fury!

Infantry and Gun teams and Unarmoured vehicles automatically fail their saves when hit by the main gun of an IS-2 heavy tank, SU-152, ISU-122 or ISU-152 assault gun. A Firepower Test may still be required to destroy the target team as normal.



KAZACHIY COMPANIES AS SUPPORT

While the cossacks often operated independently ahead of the main advance, they also worked in close cooperation with other formations.

Any Soviet Battalion (or Company) may take a Mounted or Dismounted Gvardeyskiy Kazachiy Company as a Support Option in place of either a Tank Destruction Company or a Sapper Company.

EXPLOITATION FORCES

The Cavalry-Mechanised Groups are the spearhead of the Soviet Breakthrough.

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



ГВАРДЕЙСКИЙ КАЗАЧИЙ ПОЛК

GUARD COSSACK REGIMENT

(MECHANISED COMPANY)

HEADQUARTERS

BATTALION HQ



Gvardeyskiy Kazachiy Polk HQ



A Gvardeyskiy Kazachiy Polk must field a Battalion HQ and two to four Combat Companies, and may field one of each the Weapons Companies shown.

It may also field one Support Company from each Support box shown (Armoured, Infantry, etc.).

COMBAT COMPANIES (Choose one Company from each box)

COSSACK COMPANY



Mounted Gvardeyskiy Kazachiy Company



COSSACK COMPANY



Mounted Gvardeyskiy Kazachiy Company



Dismounted Gvardeyskiy Kazachiy Company



COSSACK COMPANY



Mounted Gvardeyskiy Kazachiy Company



Dismounted Gvardeyskiy Kazachiy Company



COSSACK COMPANY



Mounted Gvardeyskiy Kazachiy Company



Dismounted Gvardeyskiy Kazachiy Company



WEAPONS COMPANIES

MORTAR COMPANY



Gvardeyskiy Kazachiy Mortar Company



INFANTRY



Gvardeyskiy Kazachiy Scout Platoon



REGIMENTAL GUN COMPANY



Gvardeyskiy Kazachiy Regimental Gun Company



DIVISIONAL SUPPORT COMPANIES (Choose one Company from each box)

ARMOUR



Gvardeyskiy Kazachiy Tankovy Company



ARTILLERY



Gvardeyskiy Kazachiy Artillery Battalion



Gvardeyskiy Kazachiy Heavy Mortar Company



INFANTRY



Gvardeyskiy Kazachiy Sapper Company



CORPS SUPPORT COMPANIES (Choose one Company from each box)

ARMoured



Tankovy Company



Gvardeyskiy Tankovy Company



Guards Heavy Tank Company



ARMoured



Guards Heavy Assault-gun Company



Assault-gun Company



Tank Killer Company



INFANTRY



Gvardeyskiy Motostrelkovy Company



Armoured Transporter Platoon



ARTILLERY



Heavy Mortar Company



ROCKET ARTILLERY



Guards Rocket Mortar Battalion



ANTI-AIRCRAFT



Anti-aircraft Company



AIR SUPPORT



Priority Air Support



Limited Air Support



MOTIVATION AND SKILL

*Cossacks learn to ride before they learn to walk. Combine this with a long military tradition and you get some of the finest soldiers in the Red Army. A Gvardeyskiy Kazachiy Polk is rated as **Fearless Trained**.*

HEADQUARTERS

BATTALION HQ

HEADQUARTERS

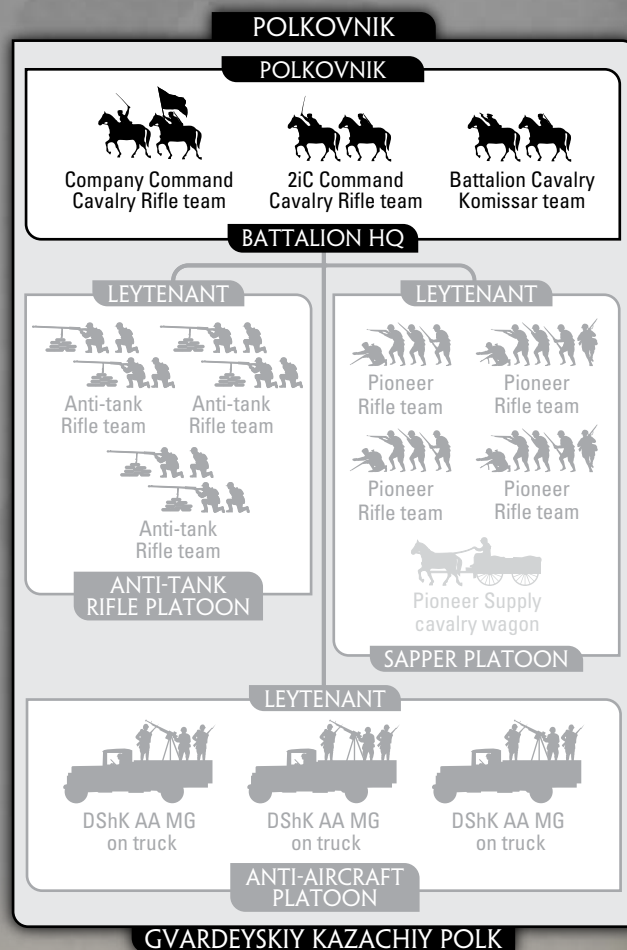
Battalion HQ

35 points

OPTIONS

- Add Anti-tank Rifle Platoon for +35 points.
- Mount all PTRD anti-tank rifles as Cavalry for +10 points.
- Add Sapper Platoon for +75 points.
- Mount all Pioneer Rifle teams as Cavalry for +15 points.
- Equip Sapper Platoon with Pioneer Supply cavalry wagon for +20 points.
- Add Anti-aircraft Platoon equipped with DShK AA MG on trucks for +65 points, or with ZSU M17 MGMC self-propelled guns for +80 points.

While cavalry may appear an anachronism in modern warfare, the *Gvardeyskiy Kazachiy Polk* (Guards Cavalry Regiment, pronounced Gvard-ye-ysk-iy Ka-zach-y Polk) is an essential part of the Red Army. The Soviet Union is vast and much of it lacks a proper road system, making it difficult for trucks to keep up with the advance of tanks. Most breakthroughs are exploited by cavalry mechanised groups to counter this problem.



ГВАРДЕЙСКИЙ КАЗАЧИЙ ПОЛК

COMBAT PLATOONS

MOUNTED GVARDEYSKIY KAZACHIY COMPANY

COMPANY

HQ Section with:

4 Kazachiy Platoons	365 points
3 Kazachiy Platoons	280 points
2 Kazachiy Platoons	195 points
1 Kazachiy Platoon	110 points

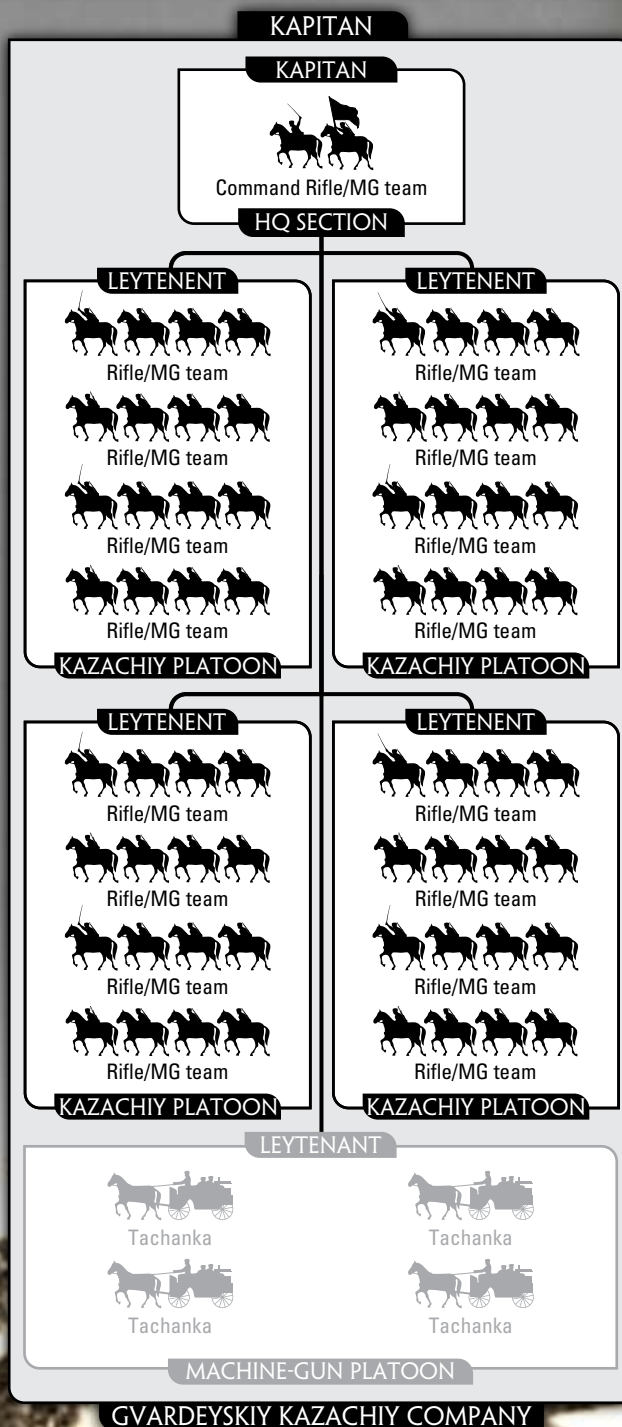
OPTIONS

- Replace all Rifle/MG teams with SMG teams in one Kazachiy Platoon at no cost.
- Add a Machine-gun Platoon of up to four Tachanka machine-gun carts for +25 points per cart.
- Mount all Maxim machine-guns to allow them to fire as a self-defence AA MG for +10 points.

A Mounted Gvardeyskiy Kazachiy Company may elect to dismount before the start of the game sending their horses to the rear and out of play for the rest of the game.

Cavalry should be used as an striking force hitting the enemy's flanks and rear. The cossacks were the masters of flanking manoeuvres, using their dismounted troops to pin the enemy they use the speed and manoeuvrability of the cavalry to out flank them, cut off their reinforcements, and secure the objective.

The *Tachanka* is a fast-moving horse-drawn cart mounting a Maxim machine-gun. These brave men advance with the cavalry and lend as much-needed heavy machine-gun support, pinning down the enemy as the cavalry charge. Modified to allow anti-aircraft fire, the *Tachanka* becomes even more versatile.



DISMOUNTED GVARDEYSKIY KAZACHIIY COMPANY

COMPANY

HQ Section with:

4 Kazachiy Platoons	305 points
3 Kazachiy Platoons	235 points
2 Kazachiy Platoons	165 points
1 Kazachiy Platoon	95 points

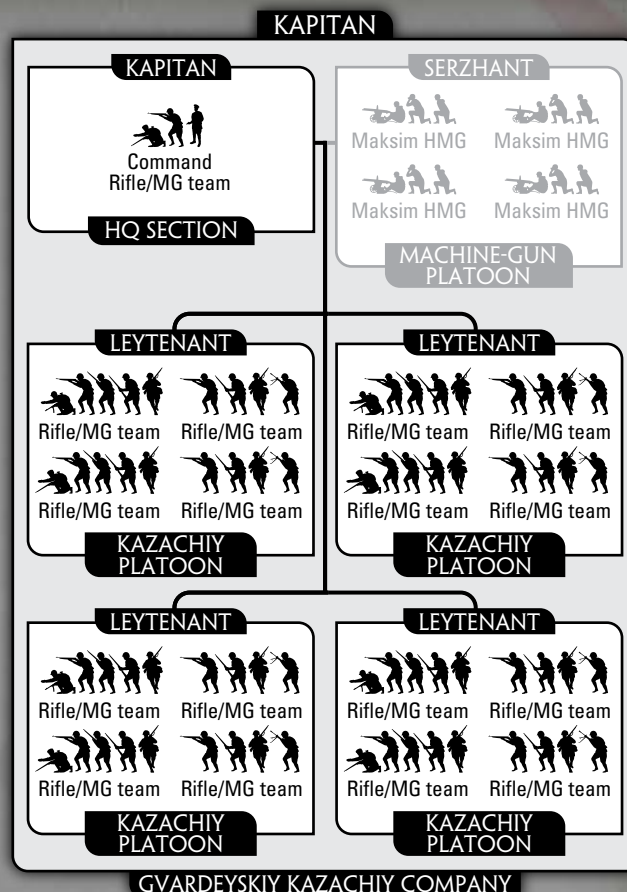
OPTIONS

- Replace all Rifle/MG teams with SMG teams in one Kazachiy Platoon at no cost.
- Add a Machine-gun Platoon of up to four Maksim HMG teams for +25 points per team.

When facing a major action, the cossacks dismount a significant part of their force to pin the enemy from the front while the mounted troops work around the flanks.

The dismounted troops operate as rifle companies, launching attacks to force the enemy to commit their reserves and draw their attention.

The cavalry charging out of the forests to their rear will either cement the victory of the dismounted troops, riding down the fleeing foe, or take them in the rear, crushing the enemy between two fires,



WEAPONS PLATOONS

GVARDEYSKIY KAZACHIY MORTAR COMPANY

COMPANY

HQ Section with:

3 Mortar Platoons	155 points
2 Mortar Platoons	125 points
1 Mortar Platoon	65 points

OPTION

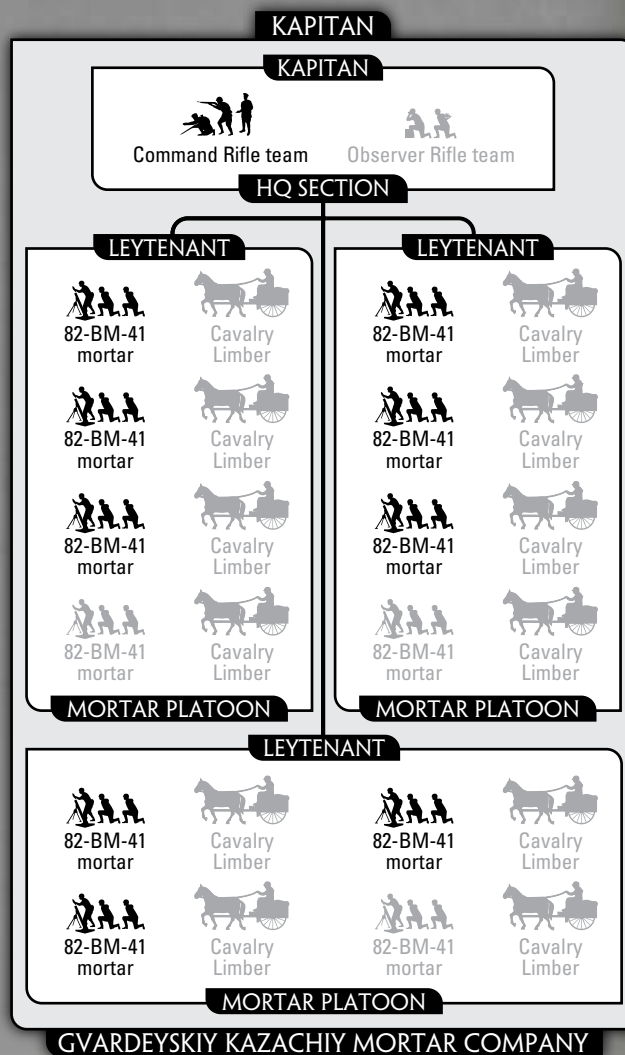
- Add Observer Rifle team for +15 points.
- Add up to one 82-BM-41 mortar to each platoon for +20 points for the company.
- Add cavalry limbers and mount the Command and Observer Rifle teams as Cavalry for +5 points per platoon.

The 82-BM-41 mortar is the ideal weapon to keep the fascists at bay. The massed batteries pin enemy troops and heavy machine-guns in their foxholes.

BIG BATTALIONS

With enough weapons even the 82-BM-41 mortar can laydown a devastating bombardment.

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



GVARDEYSKIY KAZACHIIY REGIMENTAL GUN COMPANY

COMPANY

HQ Section with:

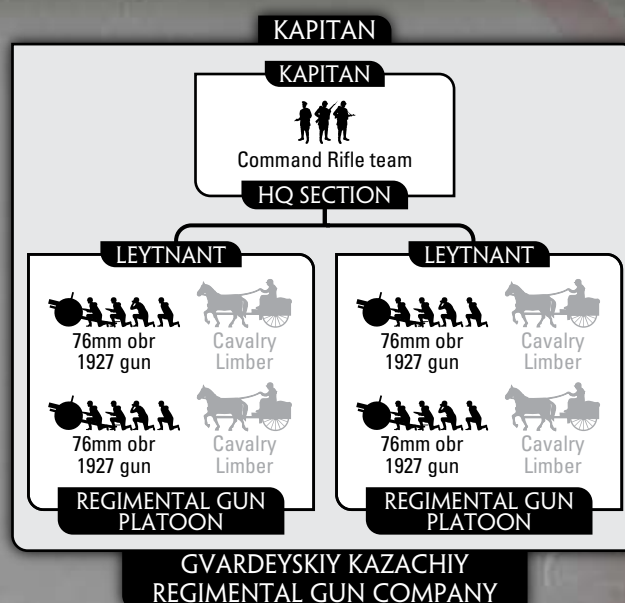
2 Regimental Gun Platoons	85 points
1 Regimental Gun Platoon	50 points

OPTIONS

- Replace all 76mm obr 1927 guns with 45mm obr 1942 guns for +5 points per platoon.
- Replace all 76mm obr 1927 guns with 57mm ZIS-2 guns for +45 points per platoon.
- Add cavalry limbers and mount the Command Rifle team as Cavalry for +5 points per platoon.

The brave men of the regimental gun company are always ready for combat. They ride into the fray, ready to unlimber at any moment to knock out dug-in heavy machine-guns or clear out anti-tank guns.

A Gvardeyskiy Kazachiiy Regimental Gun Company may make Combat Attachments to Combat Platoons.



A Gvardeyskiy Kazachiiy Regimental Gun Company uses the Horse Artillery movement special rule (see page 46 of the rulebook) and Volley Fire rule. A Company that dismounts using the Horse artillery rule may still use the Volley Fire rule to shoot.

GVARDEYSKIY KAZACHIIY SCOUT PLATOON

COMPANY

HQ Section with:

2 Scout Squads	165 points
1 Scout Squad	100 points

OPTIONS

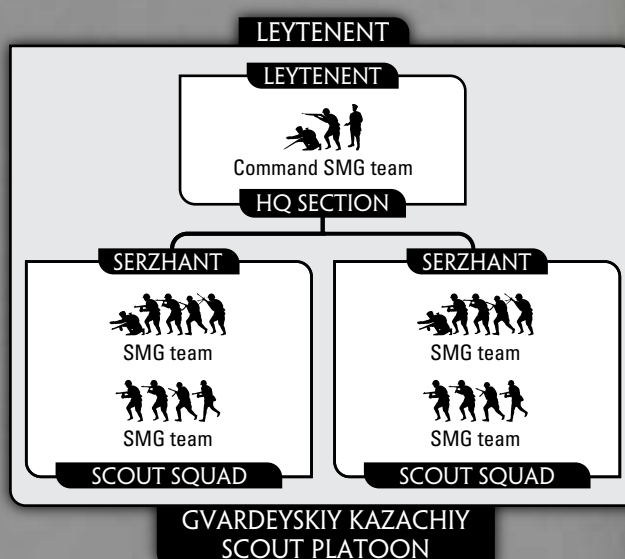
- Mount all SMG teams as Cavalry for +10 points per Scout Squad.

Mounted Soviet scouts are a key asset to *Kazachiiy Polk*, providing important intelligence needed to form a proper battle plan. During night operations the scouts are responsible for finding primary targets and enemy outposts. After detecting potential targets, the scout platoon infiltrates a friendly unit, guiding it to it target under the cover of night.

Having the increased mobility and speed of cavalry allows these scouts traverse some of the harshest terrain of the war in a quick and effective manner, while still avoiding detection.

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

*A Gvardeyskiy Kazachiiy Scout Platoon is a Reconnaissance Platoon and is rated as **Fearless Veteran**.*



Gvardeyskiy Kazachiiy Scout Platoons can use the Infiltration special rule on page 182 of the rulebook as if they were a Scout Platoon. If dismounted, they may infiltrate with a Dismounted Gvardeyskiy Kazachiiy Company rather than a Strelkovy Company, Submachine-gun Company, or Storm Group. If mounted, they may infiltrate with a Mounted Gvardeyskiy Kazachiiy Company instead.

GVARDEYSKIY KAZACHIY POLK SUPPORT COMPANIES

GVARDEYSKIY KAZACHIY TANKOVY COMPANY

COMPANY

10 T-34 obr 1942	470 points
9 T-34 obr 1942	440 points
8 T-34 obr 1942	405 points
7 T-34 obr 1942	370 points
6 T-34 obr 1942	330 points
5 T-34 obr 1942	285 points

- Replace up to five T-34 obr 1942 tanks with T-34/85 obr 1943 tanks for +20 points per tank.
- Upgrade all T-34 obr 1942 and T-34/85 obr 1943 tanks to have Cupolas for +10 points for the company.
- Mount Tankodesantniki SMG teams on all T-34 tanks for +15 points per team.

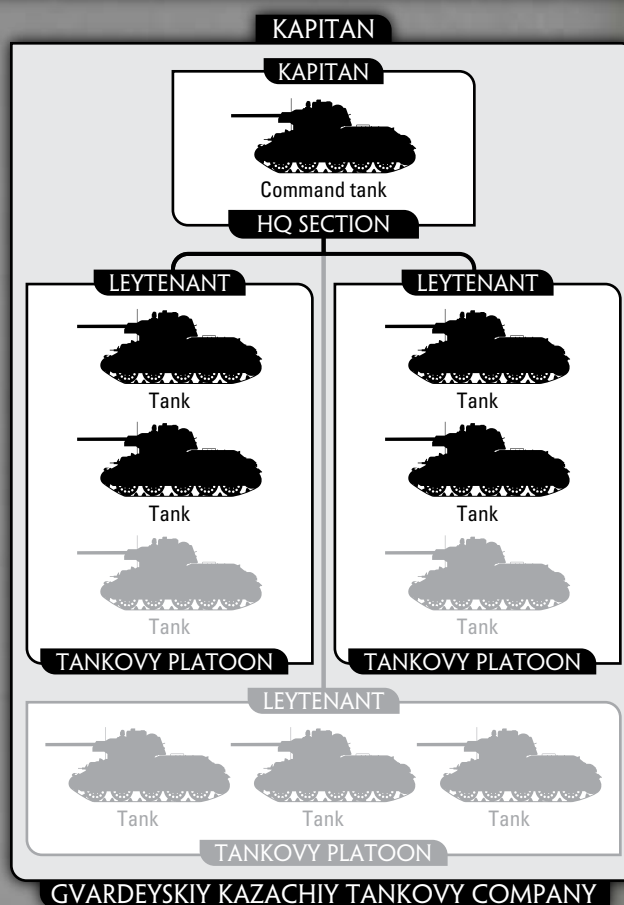
10 T-70 obr 1943	225 points
9 T-70 obr 1943	210 points
8 T-70 obr 1943	195 points
7 T-70 obr 1943	180 points
6 T-70 obr 1943	160 points
5 T-70 obr 1943	140 points

10 M4 (M4A2 Sherman)	480 points
9 M4 (M4A2 Sherman)	445 points
8 M4 (M4A2 Sherman)	410 points
7 M4 (M4A2 Sherman)	375 points
6 M4 (M4A2 Sherman)	340 points
5 M4 (M4A2 Sherman)	295 points

- Arm any or all M4 tanks with .50 cal AA MG for +5 points per tank.
- Replace up to five M4 tanks with M3s (M3 Lee) tanks at no cost.
- Mount Tankodesantniki SMG teams on all M3 or M4 tanks for +15 points per team.

10 Mark III (Valentine II)	275 points
9 Mark III (Valentine II)	260 points
8 Mark III (Valentine II)	240 points
7 Mark III (Valentine II)	225 points
6 Mark III (Valentine II)	200 points
5 Mark III (Valentine II)	170 points

- Replace any or all Mark III (Valentine II) with Mark III (Valentine VIII) tanks for +5 points per tank.



The effective T-34 obr 1942 medium tanks given to us by the industrious Mother Land will indeed give our cavalry the advantage over the fascists who rightly fear our mighty tanks. Our Cossacks being able to keep up with the tanks, together they will crush our enemies in their massive assaults.

Now that we have the T-34/85 obr 1943 even the heavy armoured tanks of the fascists will not save them as they cower from our mighty hordes.

Our foreign allies have not forgotten Mother Russia and has provided us with their support. These tanks the M4A1 Sherman, M3 Lee, and the Valentine II and VIII, will work well once true Soviet patriots take them into combat. What the Sherman lack in style and grace is easily compensated by the men of glorious Red Army.



GVARDEYSKIY KAZACHIIY HEAVY MORTAR COMPANY

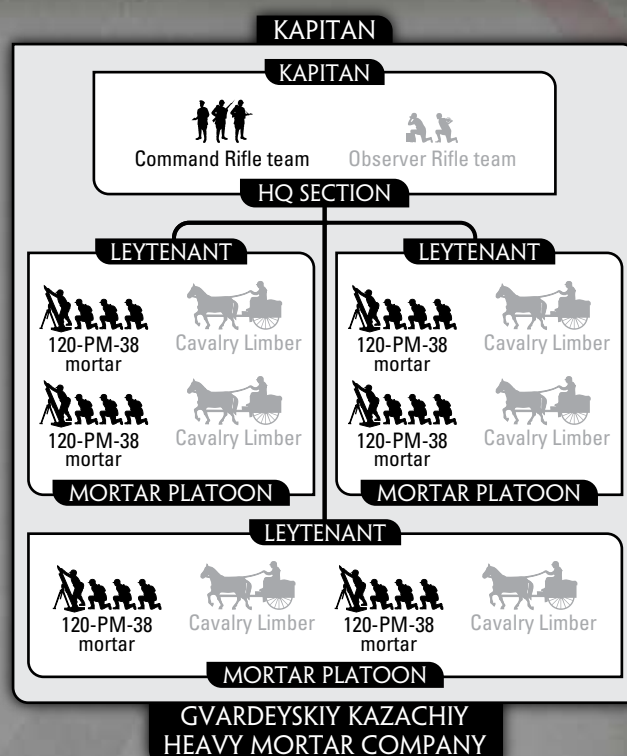
HQ Section with:

3 Mortar Platoons	200 points
2 Mortar Platoons	145 points
1 Mortar Platoon	80 points

OPTIONS

- Add Observer Rifle team for +15 points.
- Add cavalry limbers and mount the Command Rifle and Observer Rifle teams as Cavalry for +5 points.

Bombardments of 120-PM-38 heavy mortars will force the fascists cowards out of their foxholes securing almost certain victory for our Cossacks heroes to move in and take the objective. When heavy artillery is out of range or unavailable the mighty Red Army can rely on these heavy mortars to unleashes a steady unforgiving bombardment.



GVARDEYSKIY KAZACHIIY ARTILLERY BATTALION

COMPANY

HQ Section with:

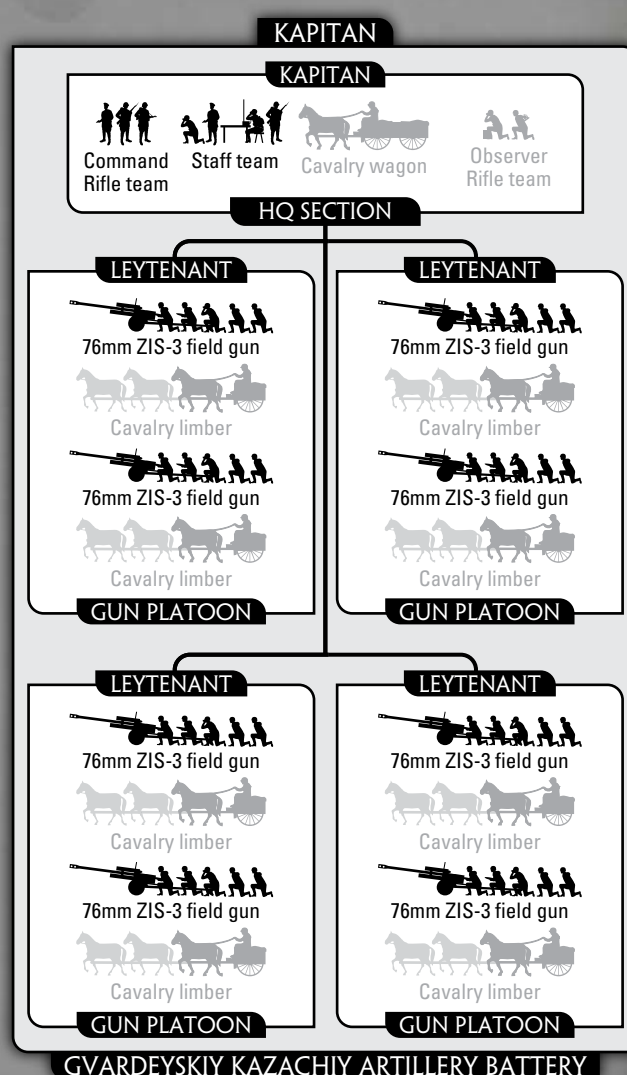
8 76mm ZIS-3 field guns	230 points
4 76mm ZIS-3 field guns	135 points

OPTIONS

- Add Observer Rifle team for +15 points.
- Add cavalry limbers and mount the Command Rifle and Observer Rifle teams as Cavalry for +5 points.

Finding that Fascists are cowards and men without honour the only way to deal with them is do blow them off the face of the earth and the men of the *Gvardeyskiy Kazachiiy* Artillery performed this task to great result. Our 76mm ZIS-3 field guns not only provide our glorious army with artillery but also provide devastating anti-tank abilities. The men of the ZIS-3 field guns would perform either function often finding themselves defending the front line for the glory of Mother Russia.

A Gvardeyskiy Kazachiiy Artillery Battery uses the Horse Artillery movement special rule (see page 46 of the rulebook) and Volley Fire rule. A Battery that dismounts using the Horse artillery rule may still use the Volley Fire rule to shoot.



GVARDEYSKIY KAZACHIY SAPPER COMPANY

COMPANY

HQ Section with:

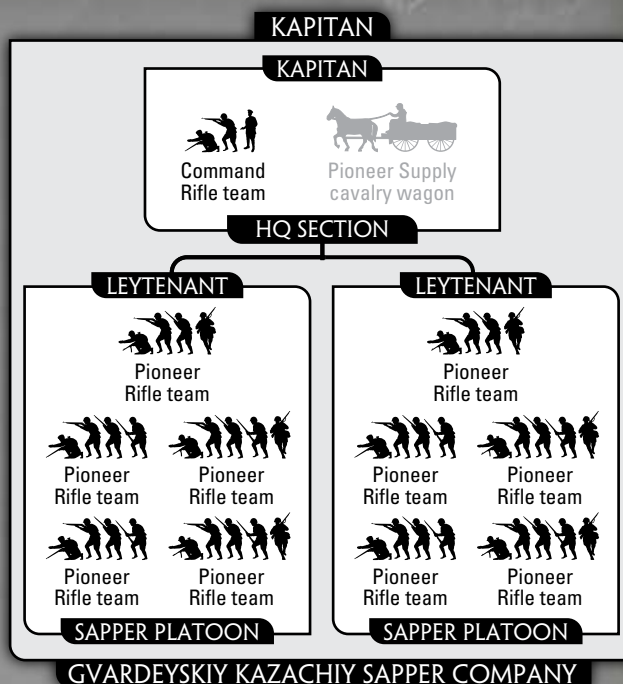
2 Sapper Platoons	210 points
1 Sapper Platoon	110 points

OPTIONS

- Mount all Pioneer Rifle teams as Cavalry for +20 points.
- Add Pioneer Supply cavalry wagon for +25 points.

Need to fix a bridge? Navigate a minefield? Secure certain victory over the fascists cowards? Our heroic Soviet Pioneers will do it all for the glory of Mother Russia.

The heroic and brave men of the pioneer companies strive constantly to perform and execute their tasks to better the great Red Army. No job is too small, no sacrifice is too big.



CORPS SUPPORT COMPANIES

MOTIVATION AND SKILL

Corps Support Companies and Platoons are rated **Confident Trained** unless otherwise stated under the individual Company and Platoon entries.

TANKOVY COMPANY

COMPANY

10 T-34 obr 1942	415 points
9 T-34 obr 1942	390 points
8 T-34 obr 1942	360 points
7 T-34 obr 1942	330 points
6 T-34 obr 1942	300 points
5 T-34 obr 1942	265 points

- Replace up to five T-34 obr 1942 tanks with T-34/85 obr 1943 tanks for +15 points per tank.
- Upgrade all T-34 obr 1942 and T-34/85 obr 1943 tanks to have Cupolas for +10 points for the company.

10 Mark II (Matilda II)	335 points
9 Mark II (Matilda II)	315 points
8 Mark II (Matilda II)	295 points
7 Mark II (Matilda II)	270 points
6 Mark II (Matilda II)	240 points
5 Mark II (Matilda II)	205 points

- Replace any or all Mark II (Matilda II) tanks with Mark II 76mm (Matilda II CS) tanks at no cost.

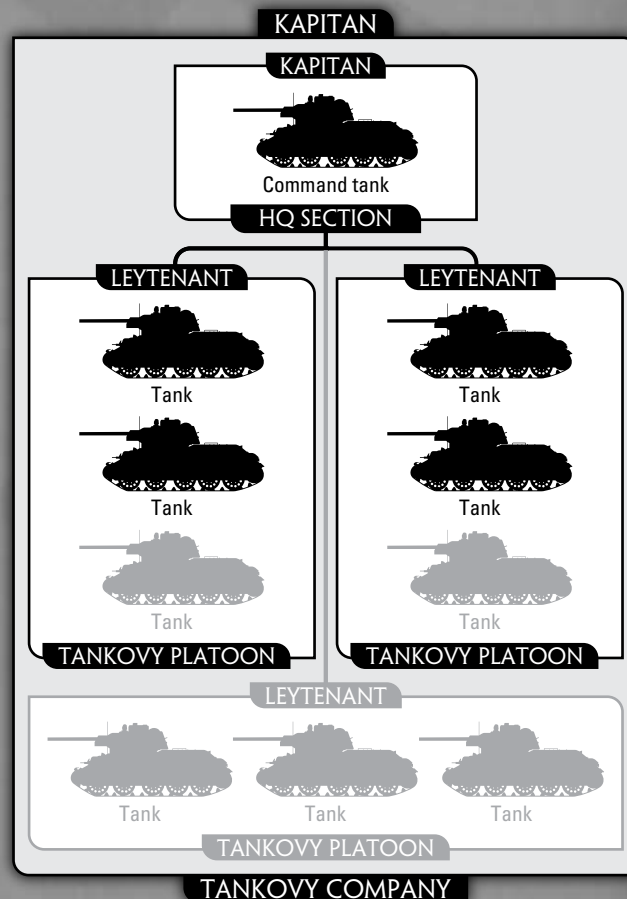
10 M3s (M3 Lee)	410 points
9 M3s (M3 Lee)	385 points
8 M3s (M3 Lee)	355 points
7 M3s (M3 Lee)	325 points
6 M3s (M3 Lee)	290 points
5 M3s (M3 Lee)	250 points

10 M4 (M4A2 Sherman)	425 points
9 M4 (M4A2 Sherman)	400 points
8 M4 (M4A2 Sherman)	370 points
7 M4 (M4A2 Sherman)	335 points
6 M4 (M4A2 Sherman)	300 points
5 M4 (M4A2 Sherman)	260 points

- Arm any or all M4 tanks with .50 cal AA MG for +5 points per tank.

OPTION

- Mount Tankodesantniki SMG teams on all tanks for +15 points per team.



While the T-34 medium tank remains the mainstay of the tank forces and older lend-lease tanks still play an important role, two new tanks are starting to make their mark.

The new T-34/85 that entered production at the end of 1943 is joining existing battalions. They are a major improvement on the earlier T-34/76, having a new turret with thicker armour mounting a long 85mm gun. This new tank is more than a match for the fascist Mark IV tanks, and approaches the massive Panther tank in its killing power.

Along with this, the lend-lease M4 tank, or emcha, is proving to be well-armed and reliable and an excellent supplement to the T-34.

GVARDEYSKIY TANKOVY COMPANY

COMPANY

10 M4 (M4A2 Sherman)	480 points
9 M4 (M4A2 Sherman)	445 points
8 M4 (M4A2 Sherman)	410 points
7 M4 (M4A2 Sherman)	375 points
6 M4 (M4A2 Sherman)	340 points
5 M4 (M4A2 Sherman)	295 points

- Arm any or all M4 tanks with .50 cal AA MG for +5 points per tank.

COMPANY

10 T-34/85 obr 1943	625 points
9 T-34/85 obr 1943	585 points
8 T-34/85 obr 1943	540 points
7 T-34/85 obr 1943	495 points
6 T-34/85 obr 1943	440 points
5 T-34/85 obr 1943	385 points

- Upgrade all T-34/85 obr 1943 tanks to have Cupolas for +10 points for the company.

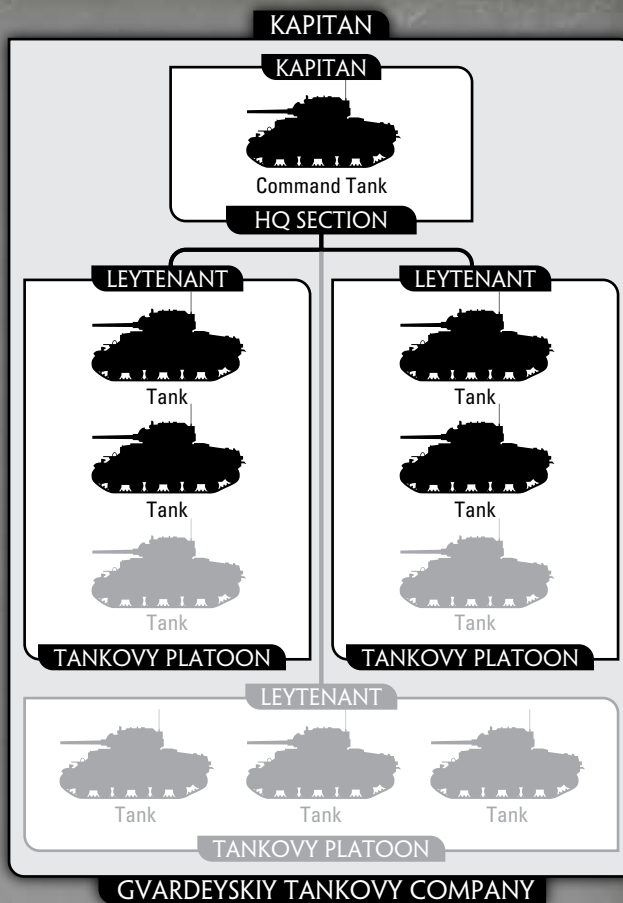
COMPANY

10 Mark III (Valentine VIII)	325 points
9 Mark III (Valentine VIII)	305 points
8 Mark III (Valentine VIII)	280 points
7 Mark III (Valentine VIII)	260 points
6 Mark III (Valentine VIII)	230 points
5 Mark III (Valentine VIII)	195 points

OPTION

- Mount Tankodesantniki SMG teams on all tanks for +15 points per tank.

Many Guards units have the honour of being armed with *Inomarochnikiy* (foreign – pronounced, in-o-ma-roch-nik-iy) tanks, the *3-y Gvardeyskiy Mechanizirovanniy Korpus* (3rd Guards Mechanised Corps) among them. After months of intensive training we *Emcha* tankers (Lend-lease M4 Sherman tank – pronounced, Em-cha, because a 4 looks like the Russian letter ч – *cha*) are ready to play our part in crushing the Fascist dogs.



*Gvardeyskiy Tankovy Companies are Guards troops. As such they are always rated **Fearless Trained**.*

Reliable *Valentina* tanks come from our other ally, the British. The stout workers of British industry have built a sturdy and dependable light tank. It is not as fast as our superior Soviet machines, but they do have good armour and a good gun for destroying fascist tanks.

However, it has no machine-gun and we must use it with caution near enemy infantry. Instead it is ideal for providing fire support for the *Emcha* in battle and flanking attacks.

GUARDS HEAVY TANK COMPANY

COMPANY

5 IS-2	780 points
4 IS-2	625 points
3 IS-2	470 points

- Arm any or all IS-2 tanks with .50 cal AA MG for +5 points per tank.

IS-2 tanks benefit from the Heavy Breakthrough Gun special rule.

5 KV-85	525 points
4 KV-85	420 points
3 KV-85	315 points

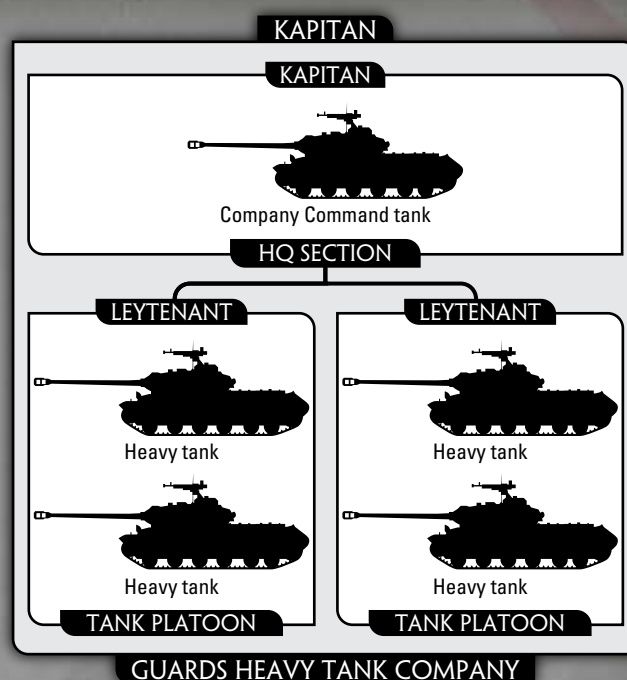
5 KV-1s	425 points
4 KV-1s	340 points
3 KV-1s	255 points

5 Mark IV (Churchill III or IV)	370 points
4 Mark IV (Churchill III or IV)	295 points
3 Mark IV (Churchill III or IV)	220 points

OPTION

- Mount Tankodesantniki SMG teams on all tanks for +15 points per team.

*As one would expect Guards Heavy Tank Companies are Guards troops. As such they are always rated **Fearless Trained**.*



With such a high proportion of officers in the company, Guards Heavy Tank Companies use more sophisticated tactics than most Soviet troops. They are not affected by the Hen and Chicks special rule.

GUARDS HEAVY ASSAULT GUN COMPANY

COMPANY

3 SU-152	275 points
2 SU-152	180 points

5 ISU-122	625 points
4 ISU-122	500 points
3 ISU-122	375 points

5 ISU-152	610 points
4 ISU-152	490 points
3 ISU-152	370 points

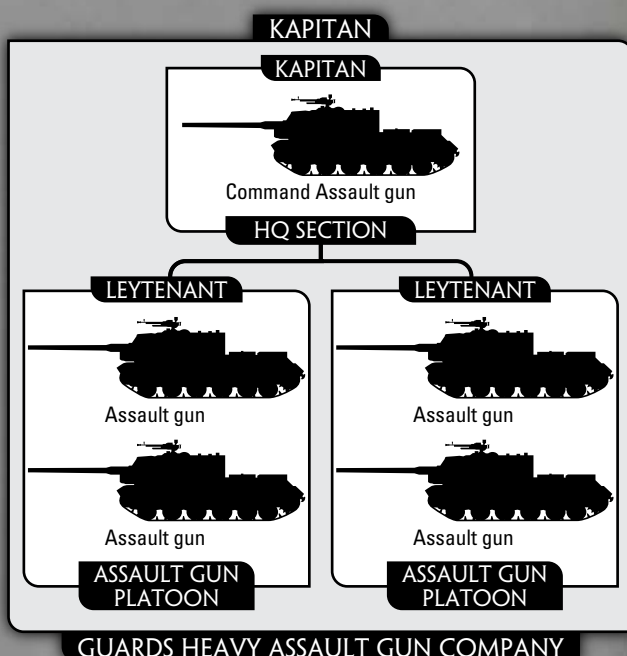
OPTIONS

- Arm any or all ISU-122 or ISU-152 assault guns with .50 cal AA MG for +5 points per assault gun.
- Mount Tankodesantniki SMG teams on all assault guns for +15 points per team.

Remember to use the Volley Fire special rule when firing at teams within 16"/40cm while stationary.

Assault guns in a Guards Heavy Assault Gun Company benefit from the Heavy Breakthrough Gun special rule.

*Guards Heavy Assault Gun Companies are Guards troops. As such they are always rated **Fearless Trained**.*



Guards Heavy Assault Gun Companies use more sophisticated tactics than most Soviet troops. They are not affected by the Hen and Chicks special rule.

ASSAULT GUN COMPANY

COMPANY

5 SU-76M	190 points
4 SU-76M	150 points
3 SU-76M	115 points

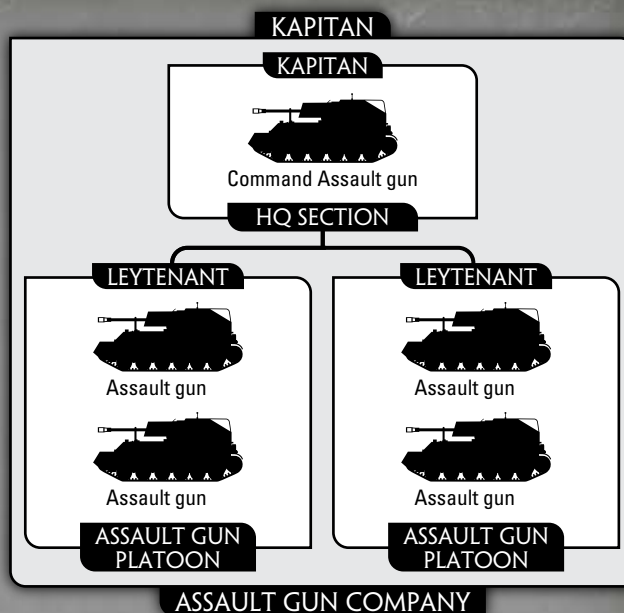
4 SU-122	165 points
3 SU-122	125 points

OPTION

- Mount Tankodesantniki SMG teams on all assault guns for +15 points per team.

Remember to use the Volley Fire special rule when firing at teams within 16"/40cm while stationary.

Assault guns follow the infantry as they advance. Whenever the infantry report enemy anti-tank guns and machine-gun emplacements, the assault guns help deal with the problem, blasting the enemy out of their holes before moving on again always pressing forward.



TANK KILLER COMPANY

COMPANY

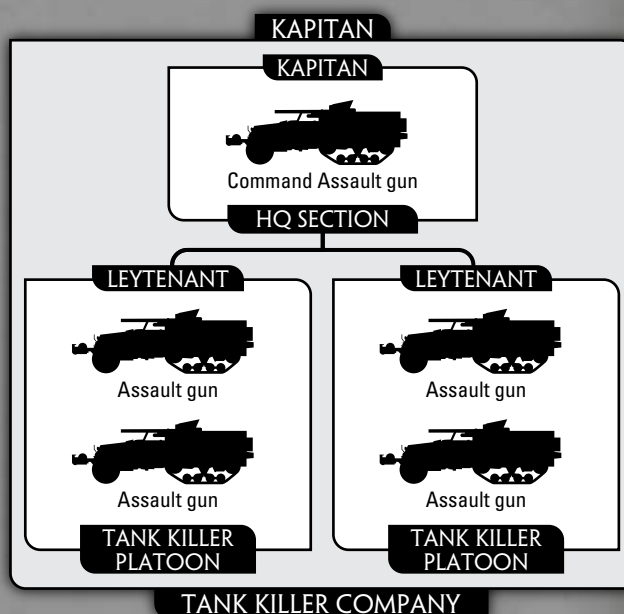
5 SU-57	150 points
4 SU-57	120 points
3 SU-57	90 points

5 SU-85	275 points
4 SU-85	220 points
3 SU-85	165 points

OPTION

- Mount Tankodesantniki SMG teams on all assault guns for +15 points per team.

Some Assault guns units fill a more specialised role and are dedicated to the anti-tank work. These weapons are armed with excellent anti-tank guns like the US M1 57mm gun of the Lend-lease SU-57 or the 85mm D-5S gun of the SU-85.



GVARDEYSKIY MOTOSTRELKOVY COMPANY

COMPANY

HQ Section with:

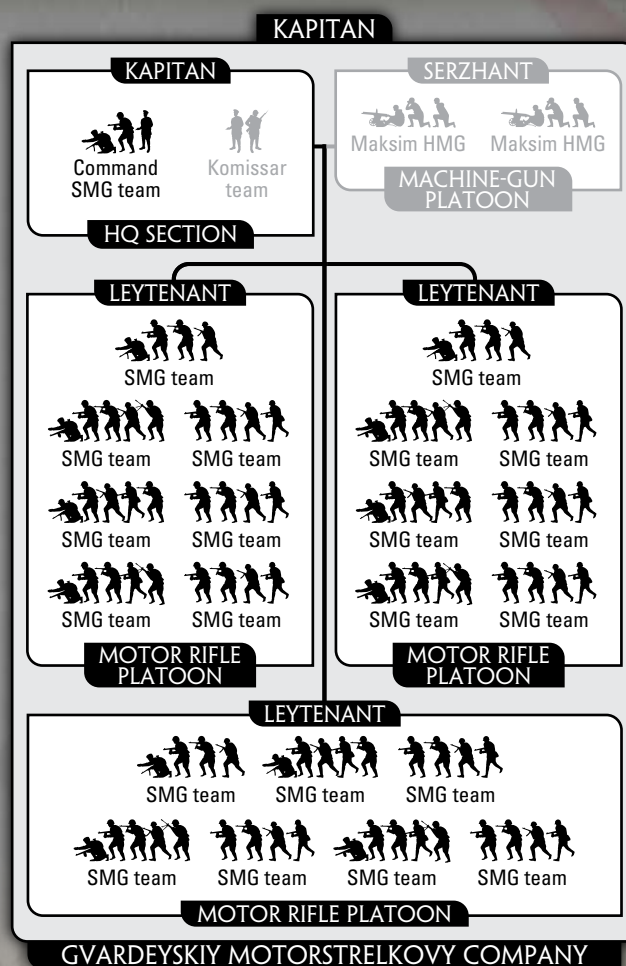
3 Motor Rifle Platoons	410 points
2 Motor Rifle Platoons	280 points
1 Motor Rifle Platoon	145 points

OPTIONS

- Add Komissar team for +15 points.
- Add Maksim HMG teams for +25 points per team.

The *motostrelkovy* are armed with submachine-guns and are deployed as an assault force. These ingenious Soviet light weight, rapid fire weapons are ideal for closing with the enemy. Fire support from an array of Soviet weapons pin the fascists in their positions, hindering them from responding to the rapid advance of the *motostrelkovy*. Once close the *motostrelkovy* spray the enemy with hot lead before assaulting the fascists and ejecting them from their positions!

Gvardeyskiy Motostrelkovy Companies are Guards troops. As such they are always rated Fearless Trained.



ARMoured TRANSPORTER PLATOON

COMPANY

HQ Section with:

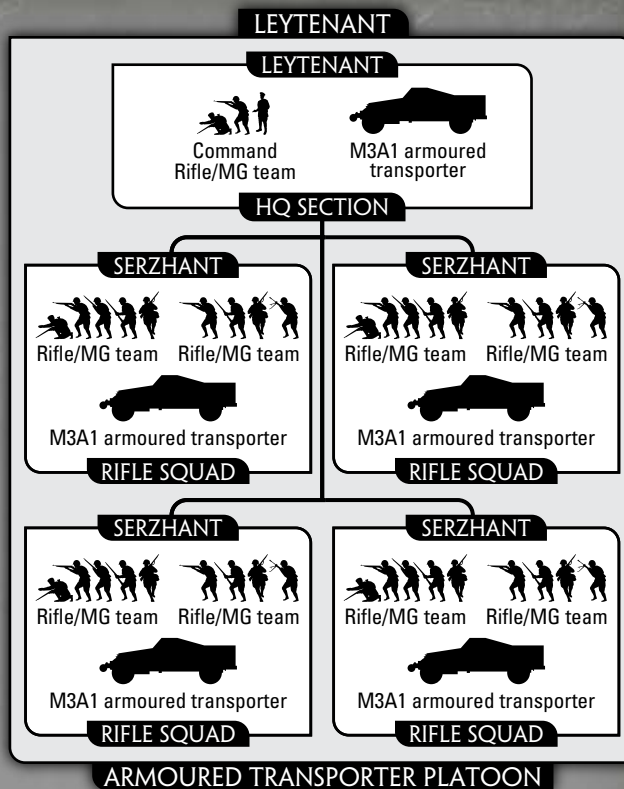
4 Rifle Squads	230 points
3 Rifle Squads	180 points
2 Rifle Squads	130 points

OPTIONS

- Replace all Rifle/MG teams with SMG teams at no cost.
- Replace AA MG on any or all M3A1 armoured transporters with 0.5" AA MG's for +5 points per vehicle.
- Replace all M3A1 armoured transporters with turretless BA-10M or captured Sd Kfz 251 armoured transporters at no cost.
- Replace all M3A1 armoured transporters with one Universal Carrier armoured transporter per Rifle/MG team for +5 points per Rifle Squad.

Armoured Transporter Platoons are not subject to the Centralised Control and Hen and Chicks special rules.

The *razvedchiki* of the Armoured Transporter Platoon are often leading the way as the Soviet exploitation forces drive through breached defences and chase down the fleeing Fascist forces. With a myriad of weapons that includes rifles, machine-guns, submachine-guns, and flame-throwers, they ride into battle mounted in armoured transporters.



*Armoured Transporter Platoons are elite specialists and are always rated **Fearless Trained**.*

You may replace up to one Rifle/MG or SMG team with a Flame-thrower team at the start of the game before deployment.

HEAVY MORTAR COMPANY

COMPANY

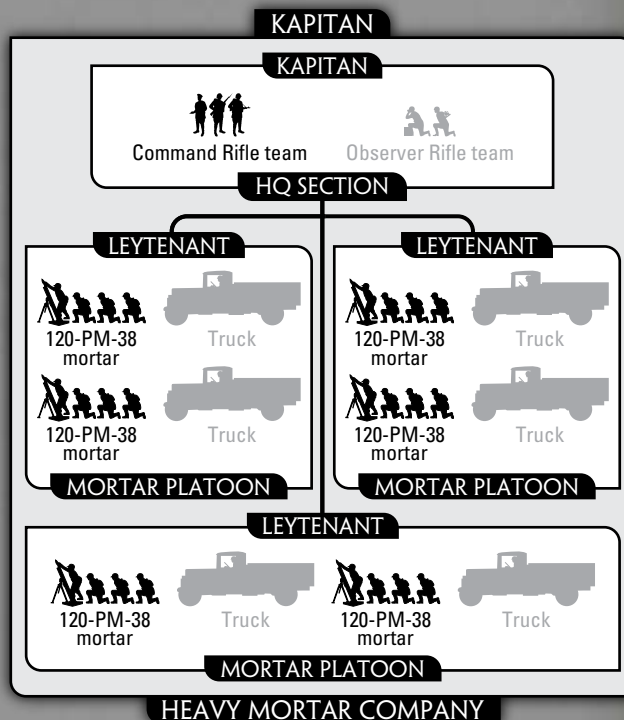
HQ Section with:

3 Mortar Platoons	180 points
2 Mortar Platoons	130 points
1 Mortar Platoon	70 points

OPTION

- Add Observer Rifle team for +15 points.
- Add trucks for +5 points for the Company.

What makes mortars ideal for working with the mobile troops of the exploitation forces is their light weight and ease of movement. The rapid advances of *tankovy* and *motostrelkovy* battalions make it difficult for the big guns of the artillery to keep up. Soviet industry solved this problem with the creation of the impeccable 120mm mortar. The light, but hard hitting, 120-PM-38 mortar can be deployed with the ease of a lighter mortar and has the firepower of a field gun. The fascists cannot rely on trenches to protect them from the might of Soviet military power!



GUARDS ROCKET MORTAR BATTALION

COMPANY

HQ Section with:

4 Rocket Mortar Platoons	210 points
2 Rocket Mortar Platoons	135 points
1 Rocket Mortar Platoon	85 points

OPTIONS

- Model BM-13 Katyusha rocket launchers with five or more crew and count each rocket launcher as two weapons when firing a bombardment for +10 points per Rocket Mortar Platoon.
- Add Anti-aircraft Platoon for +40 points.
- Replace all DShK AA MG in trucks with two 37mm obr 1939 guns towed by trucks for +10 points for the platoon.

*A Guards Rocket Mortar Battalion is rated as **Fearless Trained**.*

Like little Katy, the Katyusha of the popular song, our rockets wail as they scream their way to the enemy. The Fascists call the Katyusha 'Stalin's Organ' for its long launch rails and its dreadful music.

DEVASTATING BOMBARDMENT

The reliable Katyusha rocket launchers are ready to signal the beginning of the offensive. Very little can withstand the fury of a full Katyusha battalion!

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

An Artillery Bombardment fired by fourteen or more weapons, uses a template 12"/30cm square to determine which teams are hit and rerolls failed To Hit rolls.

PODPOLKOVNIK

PODPOLKOVNIK



Command Rifle team



Observer Rifle team



Truck

HQ SECTION

LEYTENANT



DShK AA MG on truck



DShK AA MG on truck

ANTI-AIRCRAFT PLATOON

LEYTENANT



BM-13 Katyusha



BM-13 Katyusha

ROCKET MORTAR PLATOON

LEYTENANT



BM-13 Katyusha



BM-13 Katyusha

ROCKET MORTAR PLATOON

LEYTENANT



BM-13 Katyusha



BM-13 Katyusha

ROCKET MORTAR PLATOON

LEYTENANT



BM-13 Katyusha



BM-13 Katyusha

ROCKET MORTAR PLATOON

GUARDS ROCKET MORTAR BATTALION



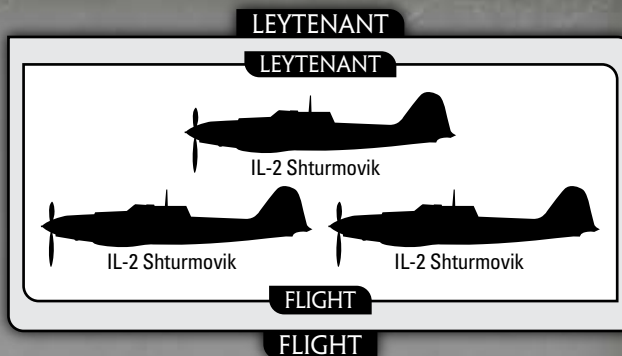
AIRCRAFT

PRIORITY AIR SUPPORT

Il-2M Tip 3M Shturmovik	290 points
Il-2 Shturmovik	270 points

LIMITED AIR SUPPORT

Il-2M Tip 3M Shturmovik	225 points
Il-2 Shturmovik	200 points



ANTI-AIRCRAFT COMPANY

COMPANY

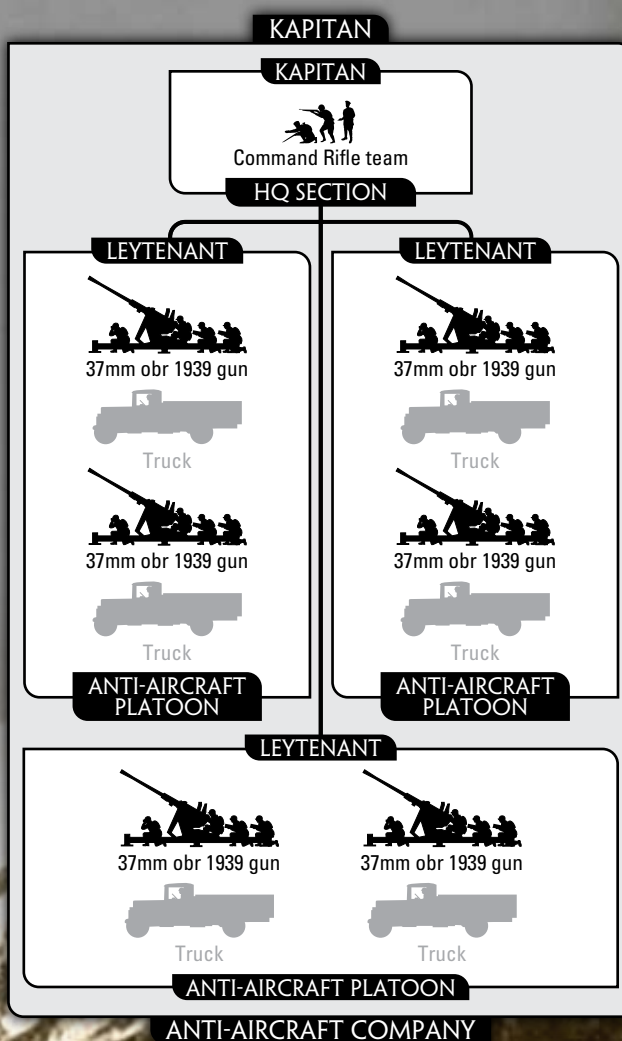
HQ Section with:

3 Anti-aircraft Platoons	145 points
2 Anti-aircraft Platoons	100 points
1 Anti-aircraft Platoon	55 points

OPTION

- Add trucks at no cost.

The hard work of the crews of the 37mm obr 1939 gun in their defence of the skies of the Motherland goes a long way towards victory. They keep the Luftwaffe at bay, allowing the troops on the ground to focus on winning the battle without the worry of being bombed.



SOVIET ARSENAL

TANK TEAMS

Name <i>Weapon</i>	Mobility <i>Range</i>	Front <i>ROF</i>	Armour		Equipment and Notes
			Side <i>Anti-tank</i>	Top <i>Firepower</i>	
LIGHT TANKS					
T-70 obr 1943 <i>45mm obr 1938 gun</i>	Fully-tracked <i>24"/60cm</i>	4 <i>1</i>	2 <i>7</i>	1 <i>4+</i>	Co-ax MG, Limited Vision, Wide-tracks.
Mark III (Valentine II) <i>OQF 2 pdr gun</i>	Fully-tracked <i>24"/60cm</i>	6 <i>2</i>	5 <i>7</i>	1 <i>4+</i>	Co-ax MG, Slow tank.
Mark III (Valentine VIII) <i>OQF 6 pdr gun</i>	Fully-tracked <i>24"/60cm</i>	6 <i>2</i>	4 <i>10</i>	1 <i>4+</i>	Protected ammo, Slow tank.
MEDIUM TANKS					
T-34 obr 1942 <i>76mm F-34 gun</i>	Fully-tracked <i>32"/80cm</i>	6 <i>2</i>	5 <i>9</i>	1 <i>3+</i>	Co-ax MG, Hull MG, Fast tank, Limited vision, Wide-tracks.
T-34/85 obr 1943 <i>85mm D-5T gun</i>	Fully-tracked <i>32"/80cm</i>	7 <i>2</i>	5 <i>12</i>	1 <i>3+</i>	Co-ax MG, Hull MG, Limited vision.
Mark II (Matilda II) <i>OQF 2 pdr gun</i>	Fully-tracked <i>24"/60cm</i>	7 <i>2</i>	6 <i>7</i>	2 <i>4+</i>	Co-ax MG, Slow tank, Unreliable.
Mark II 76mm (Matilda II CS) <i>OQF 3" gun</i>	Fully-tracked <i>24"/60cm</i>	7 <i>2</i>	6 <i>5</i>	2 <i>3+</i>	Co-ax MG, Slow tank, Unreliable.
M3s (M3 Lee) <i>M3 37mm gun</i> <i>M3 75mm gun</i>	Fully-tracked <i>24"/60cm</i> <i>32"/80cm</i>	5 <i>3</i> <i>2</i>	3 <i>7</i> <i>10</i>	1 <i>4+</i> <i>3+</i>	Co-ax MG, Cupola MG. <i>Hull mounted.</i>
M4 (M4A2 Sherman) <i>M3 75mm gun</i>	Fully-tracked <i>32"/80cm</i>	6 <i>2</i>	4 <i>10</i>	1 <i>3+</i>	Co-ax MG, Hull MG.
HEAVY TANKS					
KV-1s <i>76mm F-34 gun</i>	Fully-tracked <i>32"/80cm</i>	8 <i>2</i>	6 <i>9</i>	2 <i>3+</i>	Co-ax MG, Hull MG, Turret-rear MG, Wide tracks.
KV-85 <i>85mm D-5T gun</i>	Fully-tracked <i>32"/80cm</i>	9 <i>2</i>	7 <i>12</i>	2 <i>3+</i>	Co-ax MG, Turret-rear MG, Slow tank.
IS-2 <i>122mm D-25T gun</i>	Fully-tracked <i>32"/80cm</i>	10 <i>1</i>	8 <i>15</i>	2 <i>2+</i>	Co-ax MG, Turret-rear MG, Slow tank.
Mark IV (Churchill II or IV) <i>OQF 6 pdr gun</i>	Fully-tracked <i>24"/60cm</i>	8 <i>3</i>	7 <i>10</i>	2 <i>4+</i>	Co-ax MG, Hull MG, Protected Ammo, Slow tank, Wide tracks.
ASSAULT GUNS					
SU-57 <i>M1 57mm gun</i>	Half-tracked <i>24"/60cm</i>	1 <i>3</i>	0 <i>10</i>	0 <i>4+</i>	<i>Hull mounted.</i>
SU-76M <i>76mm ZIS-3</i>	Fully-tracked <i>32"/80cm</i>	3 <i>2</i>	1 <i>9</i>	0 <i>3+</i>	Wide-tracks. <i>Hull mounted.</i>
SU-85 <i>85mm D-5S</i>	Fully-tracked <i>32"/80cm</i>	5 <i>2</i>	5 <i>12</i>	1 <i>3+</i>	<i>Hull mounted.</i>
SU-122 <i>122mm obr 1938 howitzer</i>	Fully-tracked <i>24"/60cm</i>	5 <i>2</i>	5 <i>10</i>	1 <i>2+</i>	<i>Hull mounted.</i>
SU-152 <i>152mm ML-20S gun</i>	Fully-tracked <i>32"/80cm</i>	7 <i>1</i>	6 <i>13</i>	2 <i>1+</i>	Slow tank. <i>Bunker buster, Hull mounted.</i>
ISU-122 <i>122mm D-25S</i>	Fully-tracked <i>32"/80cm</i>	9 <i>1</i>	7 <i>15</i>	2 <i>2+</i>	Slow tank. <i>Hull mounted.</i>
ISU-152 <i>152mm ML-20S gun</i>	Fully-tracked <i>32"/80cm</i>	9 <i>1</i>	7 <i>13</i>	2 <i>1+</i>	Slow tank. <i>Bunker buster, Hull mounted.</i>
ROCKET LAUNCHERS					
BM-13 Katyusha <i>BM-13-16 rocket launcher</i>	Wheeled <i>64"/160cm</i>	- <i>-</i>	- <i>2</i>	- <i>4+</i>	<i>Rocket launcher.</i>
ANTI-AIRCRAFT MACHINE-GUNS					
DShK AA MG on truck <i>DSbK AA MG</i>	Wheeled <i>16"/40cm</i>	- <i>4</i>	- <i>4</i>	- <i>5+</i>	Awkward layout. <i>Anti-aircraft, Portee.</i>
ZSU M17 MGMC (quad .50 cal) <i>M45 quad .50 cal MG</i>	Half-tracked <i>16"/40cm</i>	1 <i>6</i>	0 <i>4</i>	0 <i>5+</i>	Awkward layout. <i>Anti-aircraft.</i>

TANK TEAMS

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

CAVALRY MACHINE-GUNS

Tachanka <i>Maksim HMG</i>	Cavalry Wagon <i>24"/60cm</i>	- 6	- 2	- 6	<i>Portee, HMG Carrier.</i>
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GUN TEAMS

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

INFANTRY TEAMS

Team	Range	ROF	Anti-tank	Firepower	Weapons and Notes
Rifle team	16"/40cm	1	2	6	
Rifle/MG team	16"/40cm	2	2	6	
SMG team	4"/10cm	3	1	6	Full ROF when moving.
Flame-thrower team	4"/10cm	4	-	6	Flame-thrower.
Komissar team	4"/10cm	1	1	6	
Staff team		cannot shoot			Moves as a Heavy Gun team.

ADDITIONAL TRAINING AND EQUIPMENT

Pioneer teams are Tank Assault 4.

TRANSPORT TEAMS

Vehicle	Mobility	Front	Armour		Equipment and Notes
			Side	Top	

TRUCKS

ZIS-5 3-ton, ZIS-6 4-ton, Dodge ¾-ton,
or Studebaker 2½-ton truck

Wheeled - - -

ARMoured TRANSPORTERS

M3A1 armoured transporter	Jeep	1	0	0	Passenger-fired AA MG.
BA-10M converted armoured transporter	Jeep	1	0	0	Passenger-fired MG.
Captured Sd Kfz 250 or 251 half-track	Half-tracked	1	0	0	Passenger-fired MG.
Universal Carrier	Half-tracked	0	0	0	Passenger-fired MG.

HORSE-DRAWN

Cavalry Wagon	Cavalry Wagon	-	-	-	
Cavalry limber	Cavalry Wagon	-	-	-	

AIRCRAFT

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