



KAZACHIY POLK



KAZACHIY POLK

COSSACK CAVALRY REGIMENT

(MECHANISED COMPANY)

HEADQUARTERS

HEADQUARTERS



6

You must field one platoon from each box shaded black and may field one platoon from each box shaded grey.

Your Kazachiy Polk must be either from the Red Army (marked ★) or Guards (marked 🇷🇺). All Companies or Platoons must be from the same type as your Battalion HQ, or unmarked.

COMBAT PLATOONS

CAVALRY



7

CAVALRY



7

8

CAVALRY



7

8

CAVALRY



7

8

WEAPONS PLATOONS

ANTI-AIRCRAFT



8

ARTILLERY



9

MACHINE-GUNS



9

ANTI-TANK



10

DIVISIONAL SUPPORT PLATOONS

ARMOUR



11

10

12

12

INFANTRY



13

ARTILLERY



14

13

ARMOUR OR
ARTILLERY



11

15

15

16

17

ANTI-AIRCRAFT



18

AIRCRAFT



18

SOVIET SPECIAL RULES

Soviet forces use the Soviet National Special rules on pages 249 to 252 of the rulebook, and the following additional special rules.

INFANTRY

WAVE ATTACKS

The one thing the Soviet Union had in 1939 was a seemingly inexhaustible reserve of manpower. New divisions were being created all the time. These new formations lacked training, but had a willingness to fight and die for the Soviet Worker's Paradise.

Strelkovy Companies can undertake Wave Attacks in which new companies replace the existing ones as they are destroyed.

In the Starting Step after a Strelkovy Company is Destroyed, but before Company Morale Checks, roll a die.

- On a score of 4+ the Strelkovy Company will Wave Attack and is replaced with a new Strelkovy Company from the next wave.
- On a lesser roll, the company is not replaced and is permanently Destroyed and cannot roll again.

You do not need to wait for a Strelkovy Company to be Destroyed. In your Starting Step, immediately before taking Company Morale Checks, you may elect to Destroy any or all Strelkovy Companies that are below half strength. You may immediately roll to bring the Destroyed Strelkovy Companies on again as the next wave.

The new Strelkovy Company starts at the original strength of the Destroyed Strelkovy Company. Only teams that are actually part of the Strelkovy Company return in the new Strelkovy Company. All Attachments, Warriors, and Independent Teams Destroyed with the Strelkovy Company are permanently lost and do not return.

Whenever a Platoon Command team from a Strelkovy Company is Destroyed, mark the location where it was Destroyed.

Place the new Strelkovy Company anywhere on the table such that it is In Command and closer to your closest Deployment Area than the location where the Platoon Command team was Destroyed. If you do not have a Deployment Area, use the closest table edge that your Reserves arrive from instead.

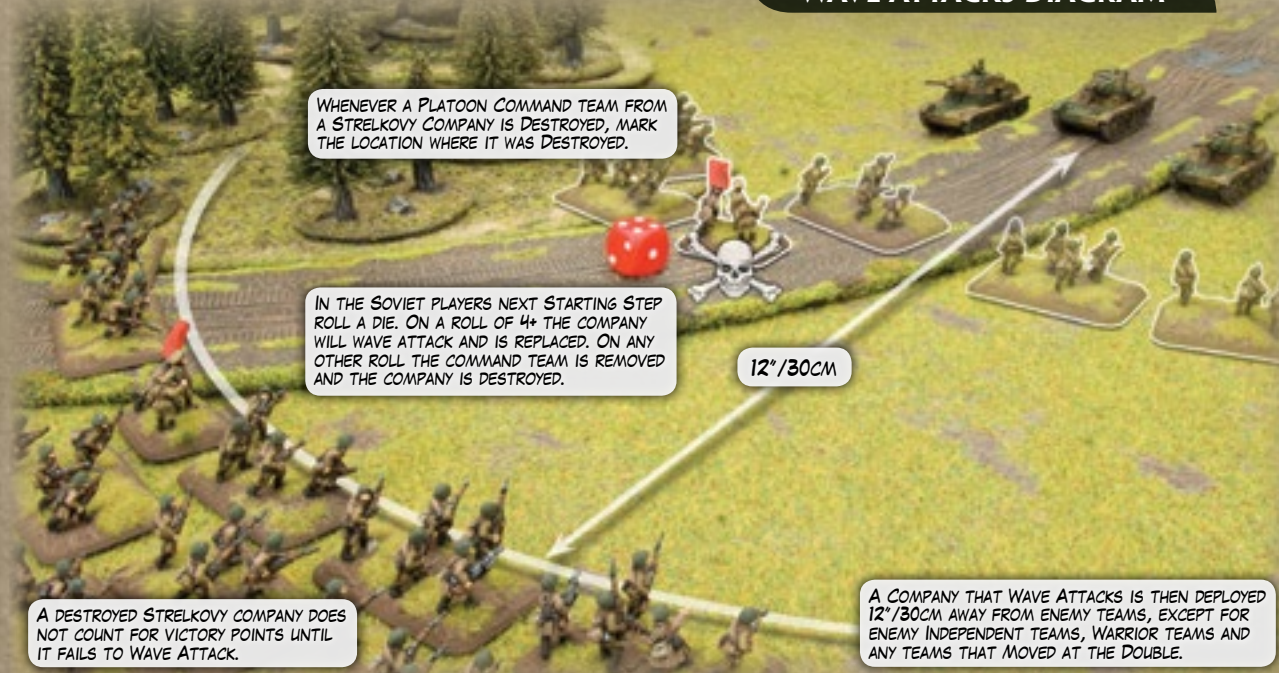
No team in the new Strelkovy Company may be placed within 12"/30cm of an enemy team or within 16"/40cm of an enemy Recce team. Any teams that cannot be placed are removed from the platoon, but are not Destroyed. Ignore enemy Independent teams, Warrior teams and any teams that Moved at the Double when placing the new Strelkovy Company. Such teams do not limit the placing of the new Strelkovy Company's teams at all.

Treat the new Strelkovy Company as a totally new platoon. The old Strelkovy Company still counts as being Destroyed for Company Morale Checks. If a Strelkovy Company is Destroyed multiple times, it counts as multiple platoons being Destroyed.

A Strelkovy Company only counts as Destroyed for calculating Victory Points once it has failed a roll to Wave Attack.

In a Mission with the Strategic Withdrawal mission special rule a Strelkovy Company Destroyed during a withdrawal cannot be replaced using the Wave Attacks special rule.

WAVE ATTACKS DIAGRAM



LAND BATTLESHIPS

T-35 tanks were designed to drive deep into enemy defences, fighting an independent battle to knock out enemy artillery and headquarters.

Land Battleships like the T-35 use the Multiple Weapons, Shooting at Land Battleships, and Land Battleships Fight On special rules below.

MULTIPLE WEAPONS

The T-35 land battleship has five turrets. While powerful, this is not always useful, as the gunners rely on the commander to give them targets and he can only do one thing at a time!

Land Battleships may fire all main guns and machine-guns at the same time, at either the same platoon or different enemy platoons. You may choose which main gun or machine-gun fires at its normal ROF. All other weapons have ROF 1.

Remember, if a tank moves the ROF of its main guns (but not machine-guns) drops to 1, or if already ROF 1, adds +1 to the score needed to hit. As Soviet tanks they must also add +1 to the score needed to hit with main guns when they move due to the Hen and Chicks special rule.

SHOOTING AT LAND BATTLESHIPS

Land battleships can withstand a lot of punishment and still keep fighting.

If a Land Battleship that is not Bugged Down becomes Bailed Out, it becomes Bugged Down instead. While Bugged Down, it cannot move, but can still shoot, and if assaulted, it can fight.

If a Land Battleship that is Bugged Down becomes Bailed Out, it becomes Bailed Out as well as Bugged Down. Any further Bailed Out results then trigger the Bailed Out a Second Time rule on page 102 of the rulebook as usual.

If a Land Battleship that is not Bugged Down is Destroyed by shooting, artillery bombardment, or air attack, the shooting team immediately takes a second Firepower Test:

- *If it passes, the Land Battleship is Destroyed outright.*
- *Otherwise, it is Bugged Down rather than Destroyed.*

If a Land Battleship that is Bugged Down is Destroyed, it is Destroyed outright with no further tests.

If a Land Battleship needs to take multiple saves from an enemy platoon's shooting, take each save in turn, applying the result before taking the next save.

LAND BATTLESHIPS FIGHT ON

With the crew distributed between different compartments, with little communication between them, the gunners often have little idea why the tank stopped, fighting on regardless.

A Land Battleship that is Bailed Out cannot shoot or fight in assaults, but can still move.

A Land Battleship that is Bugged Down cannot move, but can still shoot, and if assaulted, fight. If the platoon moves, it ignores tanks that are Bugged Down for the Stay Together and Hen and Chicks rules on pages 67 and 252 of the rulebook.

Hits must be allocated to Land Battleships that are Bugged Down, but not Bailed Out and therefore able to shoot, before other teams that are Bailed Out and unable to shoot.

In Assaults, a Land Battleship that has been Bugged Down, but not Bailed Out, is not ignored for Tank Terror, prevents the Assaulting Platoon from Winning if within 4"/10cm, and is counted as still operational for Platoon Morale Checks.

If a Land Battleship is Bugged Down and Bailed Out, it rolls to Remount and to Free itself separately in the Starting Step. This can result in a Land Battleship that can move but not shoot because it is Bailed Out, but not Bugged Down.

LAND BATTLESHIPS DIAGRAM



MOTIVATION AND SKILL

The bulk of the men of the Red Army are conscripts called up at the age of 21 to do two years service. A Kazachiy Polk (marked ★) is rated as **Confident Conscript**.

Almost all the Red Army cavalry divisions that survived the initial onslaught of the German invasion were made Guards in late 1941 for performing well in these early battles. A Guards Kazachiy Polk (marked 🛡️) is rated as **Fearless Conscript**.

★ RED ARMY

RELUCTANT	CONSCRIPT
CONFIDENT	TRAINED
FEARLESS	VETERAN

🛡️ GUARDS

RELUCTANT	CONSCRIPT
CONFIDENT	TRAINED
FEARLESS	VETERAN

HEADQUARTERS

KAZACHIY POLK HQ

HEADQUARTERS

Battalion HQ	★ 25 points	🛡️ 30 points
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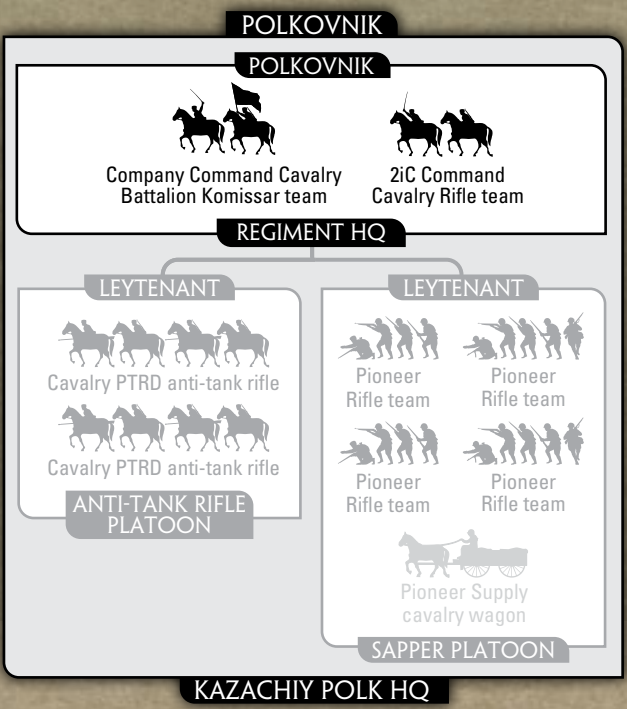
Add:

Sapper Platoon	+50 points	+55 points
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Add:

Anti-tank Rifle Platoon	+30 points	+35 points
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- OPTION**
- ★ Downgrade Pioneer Rifle teams to Unarmed Pioneer teams for -35 points.
 - Mount Pioneer Rifle teams as Cavalry Pioneer Rifle teams for +10 points for the Sapper Platoon.
 - Add Pioneer Supply Wagon to the Sapper Platoons for +20 points.



COMBAT COMPANIES

KAZACHIY COMPANY

COMPANY

HQ Section with:

		
4 Kazachiy Platoons	245 points	275 points
3 Kazachiy Platoons	185 points	210 points
2 Kazachiy Platoons	130 points	145 points

OPTION

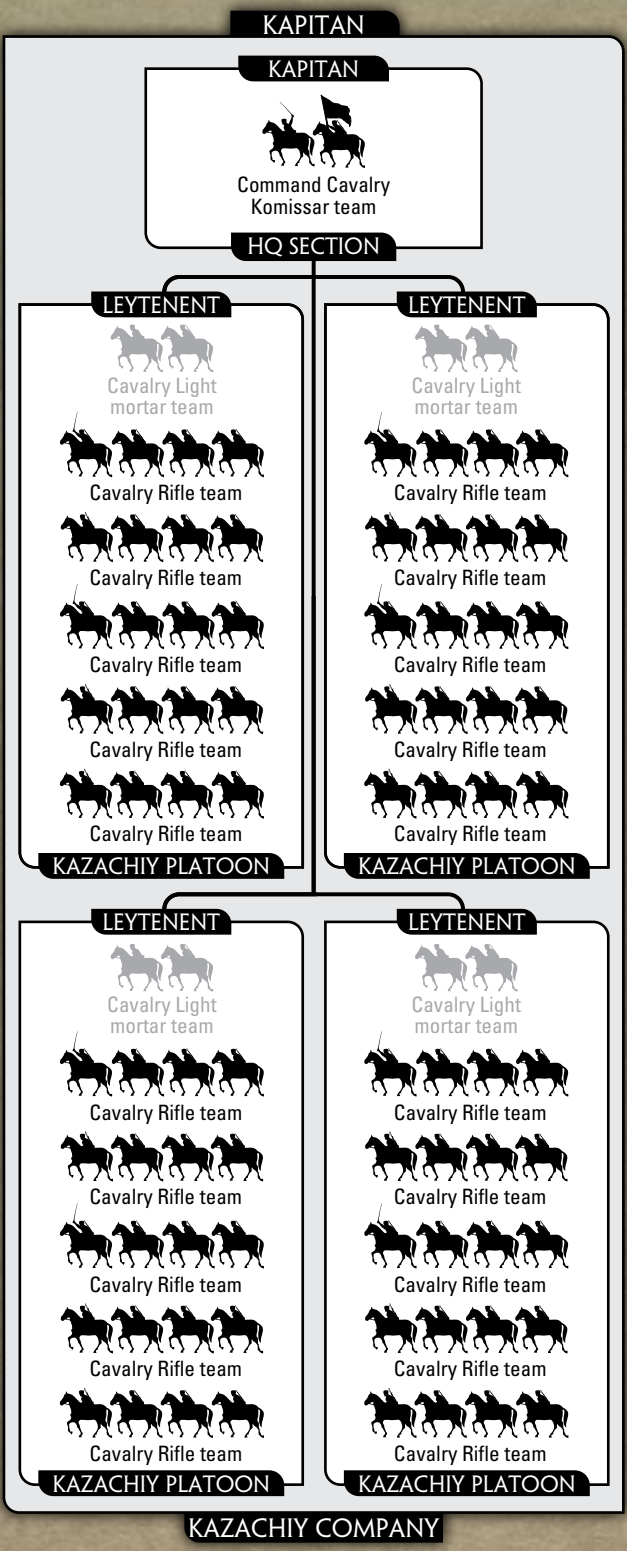
- Add Cavalry Light Mortar teams for +15 points per team.

A 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.

With the loss of some many of their armoured units during the Germans attack in June 1941, the Soviets relied on their cavalry to fill the mobile role.

Even in the Second World War there is a need for light, mobile infantry to fight through some of the roughest terrain of the war. The vast Pripet Marshes and the endless forests of western Russia are impenetrable to mechanised forces, but allow cavalry free reign to outmanoeuvre their foes.

The Cossacks, the horse warriors of old, fitted this role perfectly. A *kazachiy polk* (cossack regiment) could be found leading the advance along side supporting tanks.



DISMOUNTED KAZACHIY COMPANY

COMPANY

HQ Section with:

		
4 Kazachiy Platoons	195 points	220 points
3 Kazachiy Platoons	150 points	165 points
2 Kazachiy Platoons	100 points	110 points

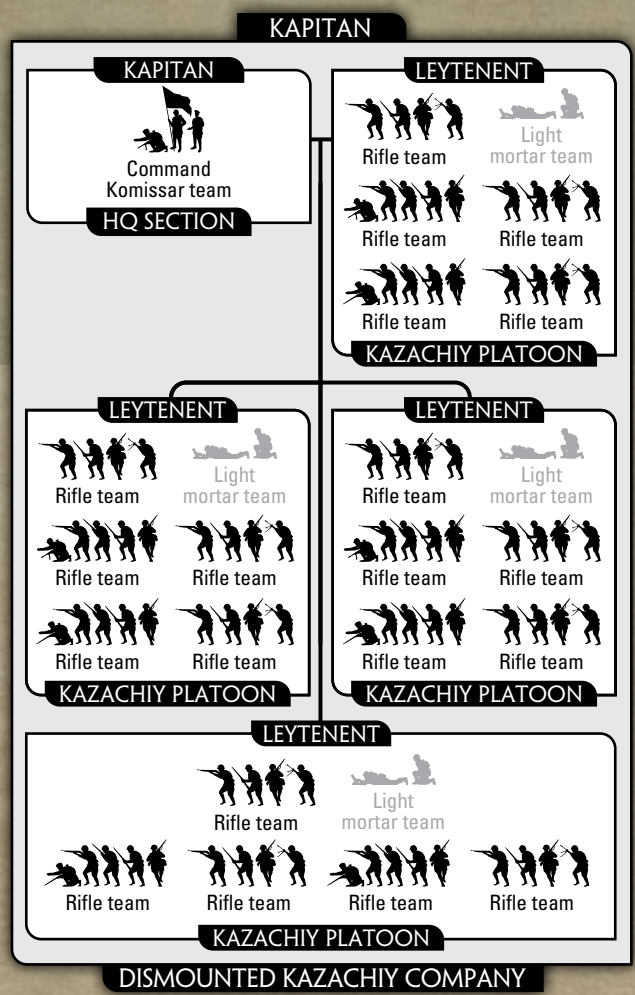
OPTION

- Add Light Mortar team for +10 points per team.

When on defence the cavalry would dismount to dig-in and hold a position. Dismounted they fight with the same determinations as they do while mounted.

On attack the cossacks also 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.



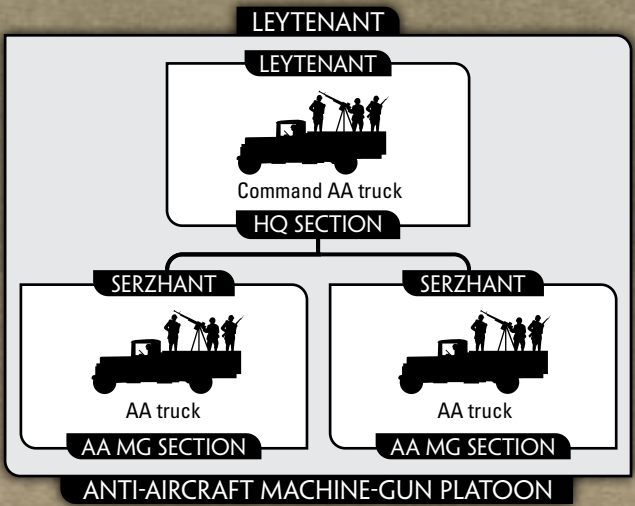
WEAPONS COMPANIES

ANTI-AIRCRAFT MACHINE-GUN PLATOON

PLATOON

		
3 Quad Maksim AA on truck	55 points	60 points
3 DShK on truck	55 points	60 points

For anti-aircraft protection the Red Army uses truck mounted machine-guns. The trucks give them mobility to keep pace with rapid advances, while on the defensive they can be dismounted and dug-in with the riflemen.



KAZACHIY REGIMENTAL GUN COMPANY

COMPANY

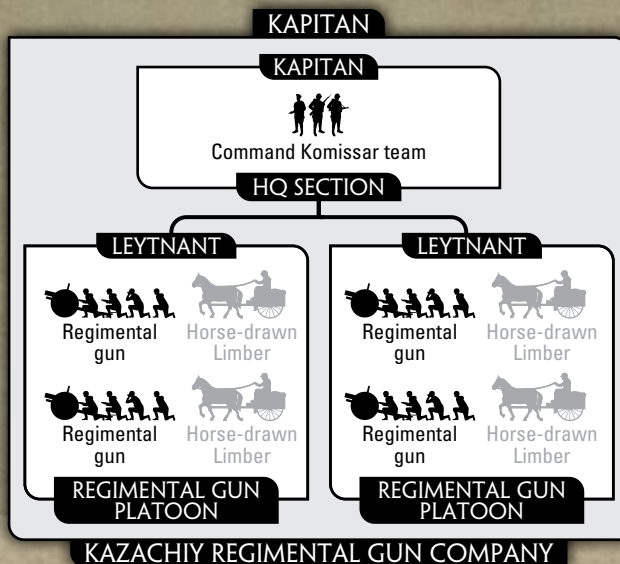
HQ Section with:

		
4 76mm obr 1927	75 points	85 points
2 76mm obr 1927	40 points	45 points
4 45mm obr 1937	140 points	160 points
2 45mm obr 1937	70 points	80 points

OPTIONS

- Add Horse-drawn limbers for +5 points for the company.
- Mount Command Komissar team as a Cavalry team for +5 points.



A Kazachiy Regimental Gun Company uses the Horse Artillery special rule (see page 118 of the Flames Of War rulebook).



KAZACHIY MACHINE-GUN COMPANY

COMPANY

HQ Section with:

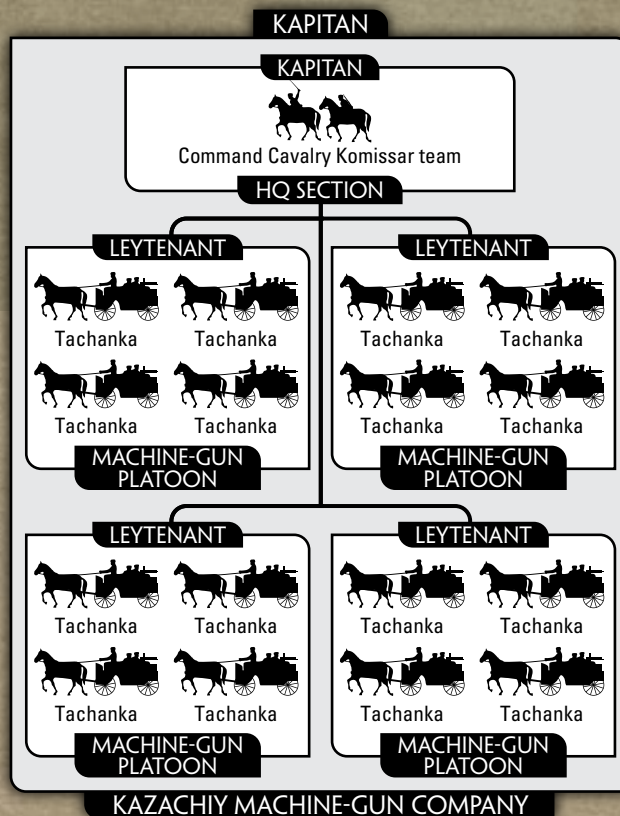
		
16 Tachanka	240 points	270 points
12 Tachanka	210 points	235 points
8 Tachanka	165 points	185 points
4 Tachanka	95 points	105 points

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.



KAZACHIY ANTI-TANK COMPANY

COMPANY

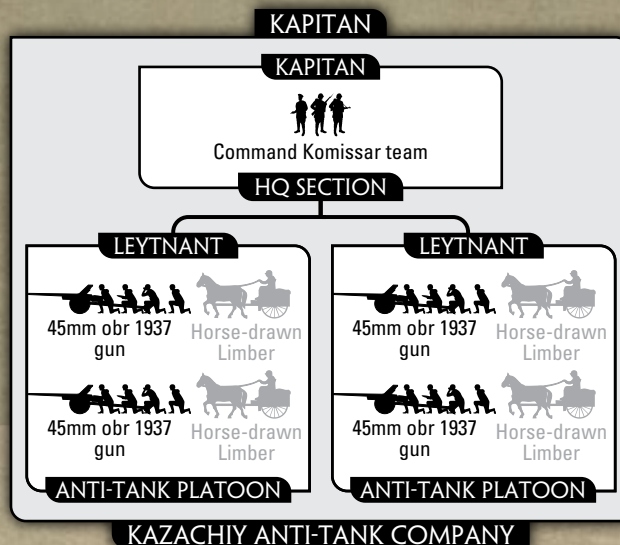
HQ Section with:

4 45mm obr 1937	 140 points	 160 points
2 45mm obr 1937	70 points	80 points

OPTIONS

- Add Horse-drawn limbers for +5 points for the company.
- Mount Command Komissar team as a Cavalry team for +5 points.

A Kazachiy Anti-tank Company uses the Horse Artillery special rule (see page 118 of the Flames Of War rulebook).



CORPS SUPPORT

MOTIVATION AND SKILL

*The bulk of the Red Army is made up of conscripts with a short period of training. Corps Support Platoons are rated as **Confident Conscript**, unless otherwise noted.*

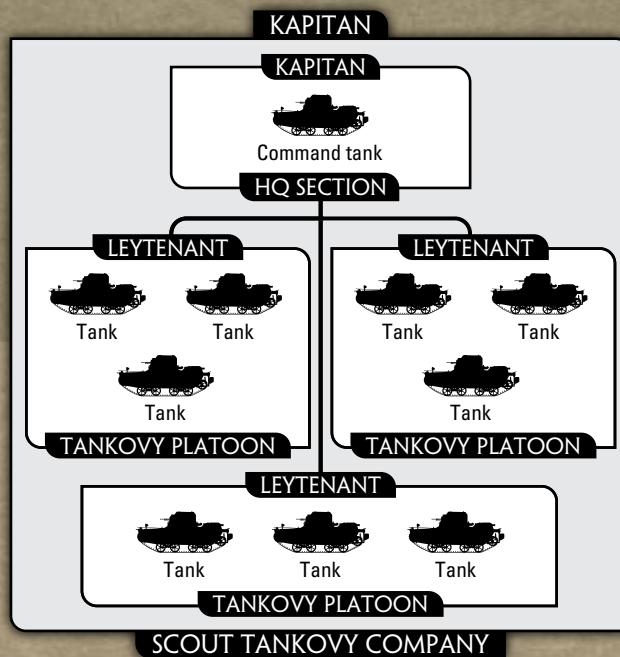


SCOUT TANKOVY COMPANY

COMPANY

10 T-38	225 points
9 T-38	195 points
8 T-38	165 points
7 T-38	140 points
6 T-38	115 points
5 T-38	90 points

The little T-38 amphibious light tank was used by the Red Army as a scout tank. However, this was scouting in the Soviet manner. The scout tanks would go forward and engage the enemy, if the enemy was weak they would continue to advance. If the enemy was strong, their destruction and the sounds of battle would alert the Soviet commanders to the strength of the enemy in that sector.



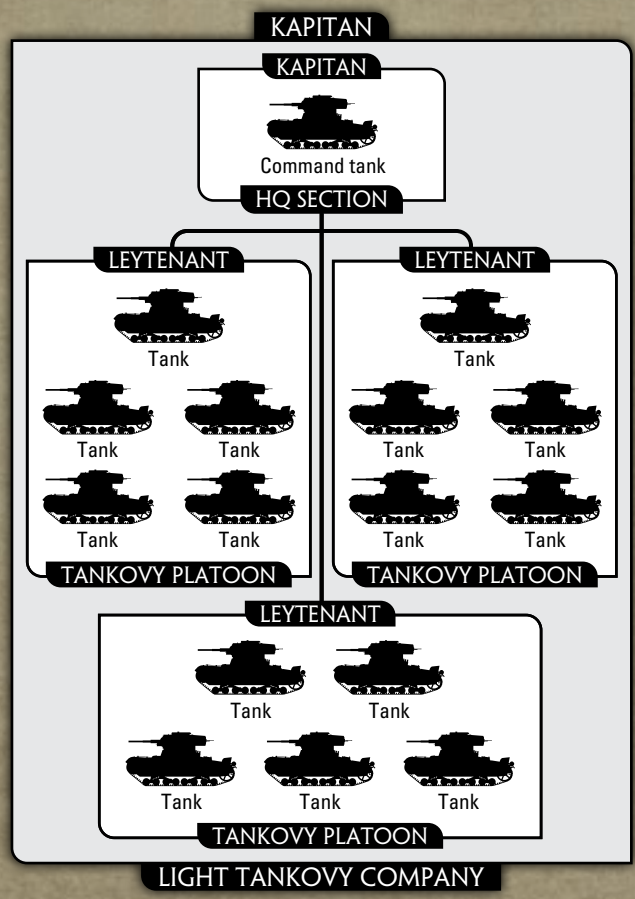
LIGHT TANKOVY COMPANY

COMPANY

16 T-26 obr 1933 or 1939	775 points
15 T-26 obr 1933 or 1939	700 points
14 T-26 obr 1933 or 1939	625 points
13 T-26 obr 1933 or 1939	560 points
12 T-26 obr 1933 or 1939	495 points
11 T-26 obr 1933 or 1939	440 points
10 T-26 obr 1933 or 1939	385 points
9 T-26 obr 1933 or 1939	335 points
8 T-26 obr 1933 or 1939	285 points
7 T-26 obr 1933 or 1939	250 points
6 T-26 obr 1933 or 1939	215 points
5 T-26 obr 1933 or 1939	180 points
<hr/>	
10 T-60 obr 1941	265 points
9 T-60 obr 1941	230 points
8 T-60 obr 1941	195 points
7 T-60 obr 1941	165 points
6 T-60 obr 1941	140 points
5 T-60 obr 1941	115 points

OPTIONS

- Either replace up to half T-26 obr 1933 or 1939 tanks with T-26E tanks for +10 points per tank or replace up to half T-26 obr 1933 or 1939 tanks with T-26 obr 1932 tanks for -10 points per tank.
- Arm any or all T-26 obr 1939 or T-26E tanks with AA MG for +5 points per tank.
- Add Turret-rear MG to any or all T-26 obr 1939 or T-26E tanks for +5 points per tank.



TANKOVY COMPANY

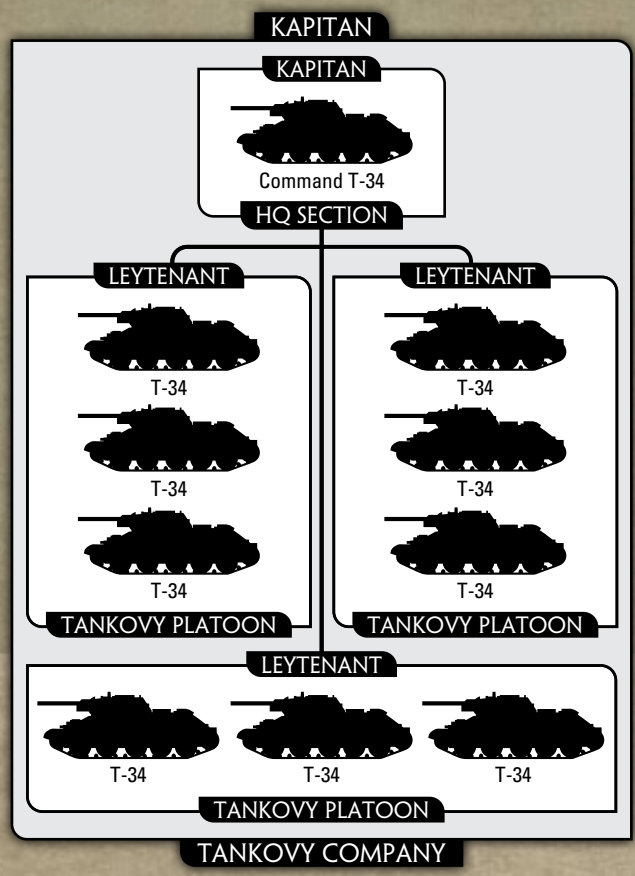
COMPANY

10 T-34 obr 1940	2830 points
9 T-34 obr 1940	2410 points
8 T-34 obr 1940	2025 points
7 T-34 obr 1940	1675 points
6 T-34 obr 1940	1360 points
5 T-34 obr 1940	1075 points
4 T-34 obr 1940	860 points
3 T-34 obr 1940	645 points
2 T-34 obr 1940	430 points

OPTIONS

- Replace any or all T-34 obr 1940 tanks with T-34 obr 1941 tanks for +85 points per tank.
- Replace up to three T-34 obr 1940 tanks with T-34/57 obr 1941 tanks for +105 points per tank.

The new T-34 tanks were issued to a number of Tank Divisions in the Mechanised Corps and the Germans began to run into them within the first few days of the invasion. The T-34 caused the Germans to often avoid direct engagement with this well-armoured tank and powerful 76mm gun.



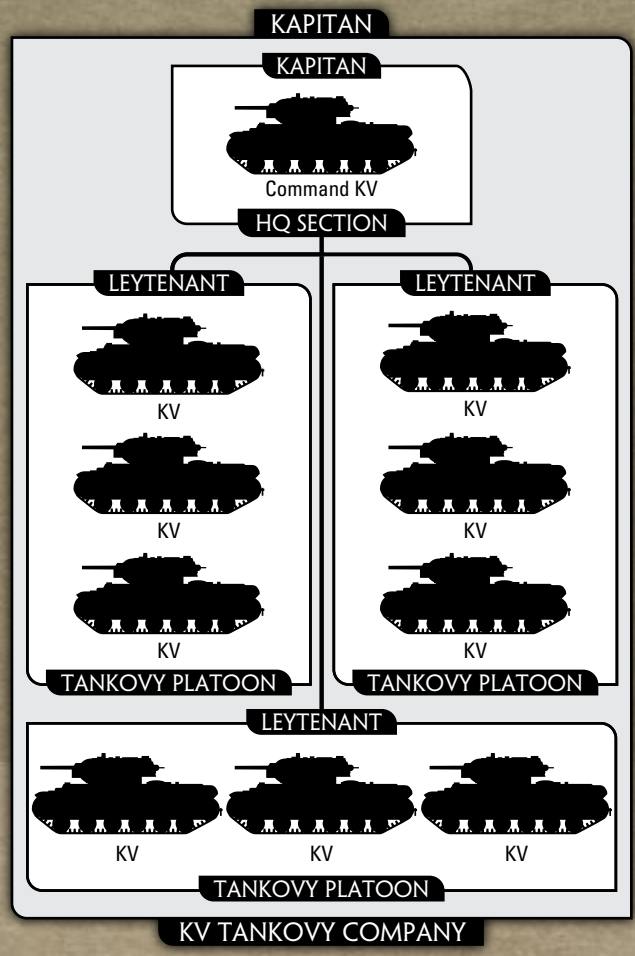
KV TANKOVY COMPANY

COMPANY

10 KV-1 obr 1939	3350 points
9 KV-1 obr 1939	2845 points
8 KV-1 obr 1939	2390 points
7 KV-1 obr 1939	1980 points
6 KV-1 obr 1939	1625 points
5 KV-1 obr 1939	1275 points
4 KV-1 obr 1939	1020 points
3 KV-1 obr 1939	765 points
2 KV-1 obr 1939	510 points
1 KV-1 obr 1939	255 points

OPTION

- Replace any or all KV-1 obr 1939 tanks with KV-1 obr 1940 tanks for +100 points per tank.
- Replace any or all KV-1 obr 1939 tanks with KV-1e tanks for +110 points per tank.
- Replace any or all KV-1 obr 1939 tanks with KV-2 tanks at no cost.



SAPPER COMPANY

COMPANY

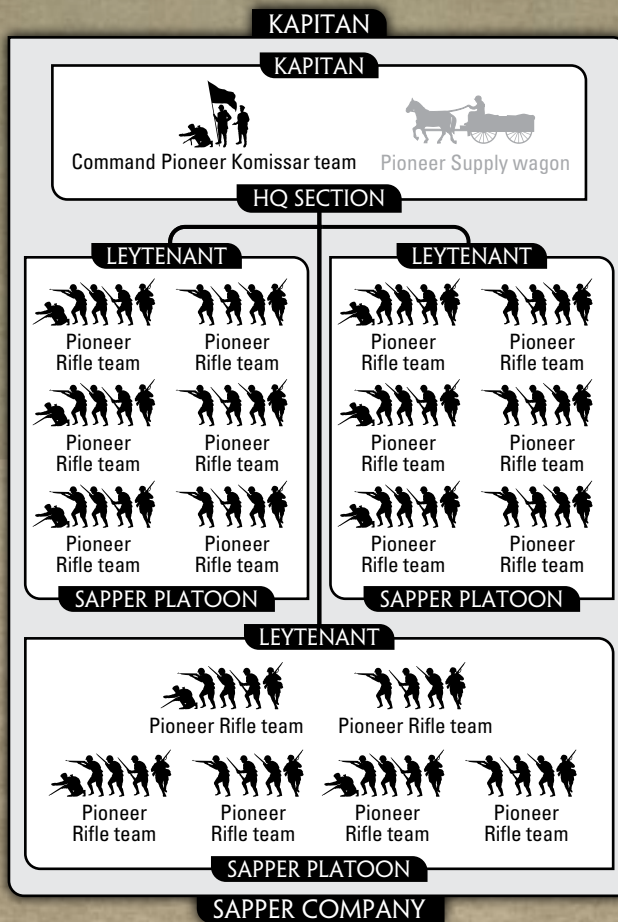
HQ Section with:

3 Sapper Platoons	235 points
2 Sapper Platoons	160 points
1 Sapper Platoon	85 points

OPTIONS

- Add Pioneer Supply horse-drawn wagon for +20 points
- Downgrade Pioneer Rifle teams to unarmed Pioneer teams for -50 points per platoon.

Like the riflemen, the sappers get their tasks done with the minimum of fuss or complaint. These dedicated specialists clear minefields, dig fortifications, and assault enemy strongpoints. They can also lay down wire and mines to help strengthen the riflemen's defence.



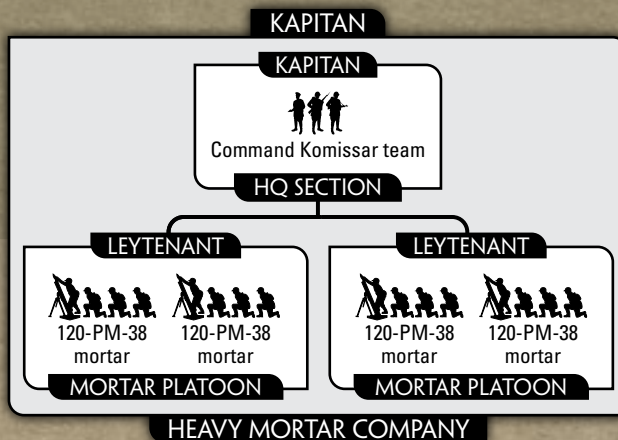
HEAVY MORTAR COMPANY

COMPANY

HQ Section with:

4 120-PM-38	80 points
2 120-PM-38	45 points

The 120mm mortars are some of the best and newest weapons available to the Red Army. They combine the convenience and ease of mobility of a mortar with the hitting power of a heavy gun. No enemy position will be safe from these powerful weapons.



KAZACHIY ARTILLERY BATTALION

COMPANY

HQ Section with:


12 76mm obr 1902	410 points	460 points
8 76mm obr 1902	325 points	365 points
4 76mm obr 1902	185 points	210 points
12 76mm obr 1902/30	520 points	585 points
8 76mm obr 1902/30	410 points	460 points
4 76mm obr 1902/30	235 points	265 points
8 76mm obr 1902/30 and 4 122mm obr 1910/30	510 points	575 points
4 76mm obr 1902/30 and 4 122mm obr 1910/30	355 points	400 points
4 122mm obr 1910/30	140 points	160 points

OPTIONS


- Add an Observer Rifle team for +15 points.
- Add horse-drawn wagon and limbers for +5 points for the Battalion.
- Mount Command Komissar team and Observer Rifle team as a Cavalry teams for +5 points per team.

A Kazachiy Artillery Battalion uses the Horse Artillery special rule (see page 118 of the rulebook).

A Kazachiy Artillery Battalion may not be deployed in Ambush.

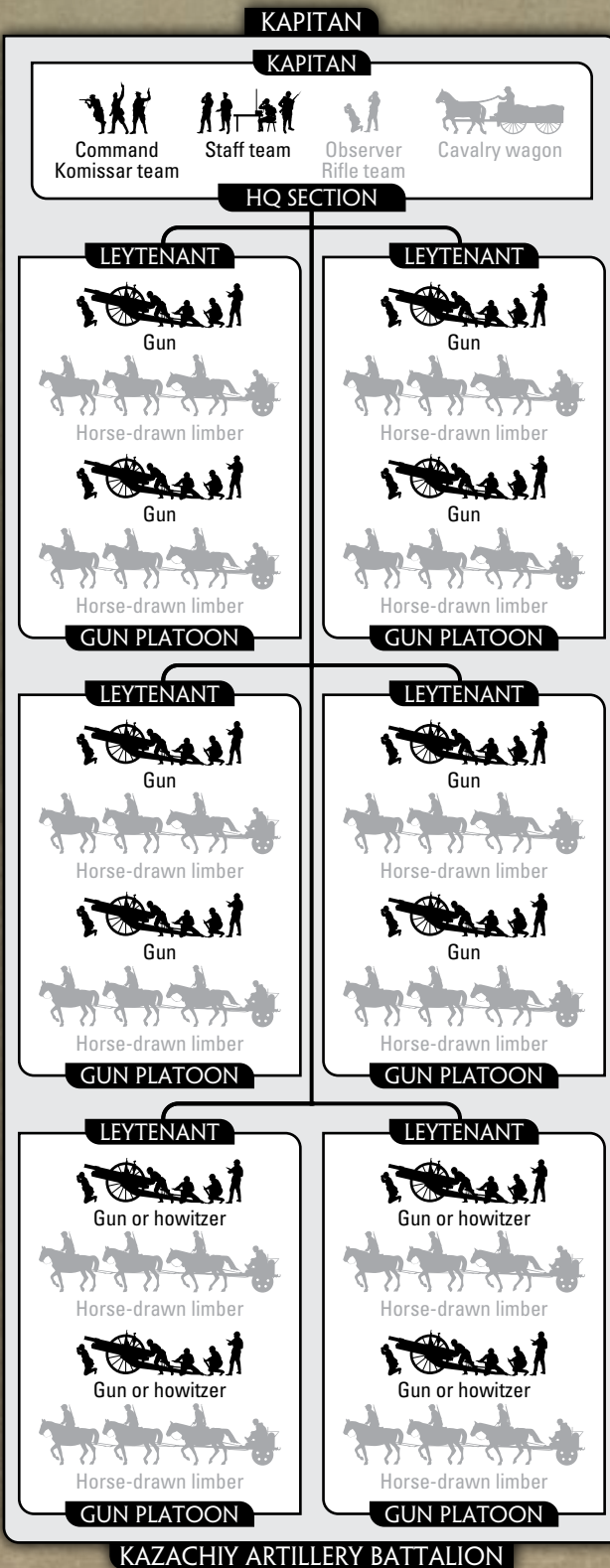
A Red Army Kazachiy Artillery Battalion (marked ) is rated as **Confident Conscript**.

RELUKTANT	CONSCRIPT
CONFIDENT	TRAINED
FEARLESS	VETERAN

A Guards Kazachiy Artillery Battalion (marked ) is rated as **Fearless Conscript**.

RELUKTANT	CONSCRIPT
CONFIDENT	TRAINED
FEARLESS	VETERAN

The Kazachiy artillery battalion's 76mm obr 1902 and updated 76mm obr 1902/30 field guns not only provide excellent artillery support, but also provide devastating anti-tank abilities. The men crewing the field guns can perform either function often finding themselves defending the front line for the glory of Mother Russia.



MEDIUM TANKOVY COMPANY

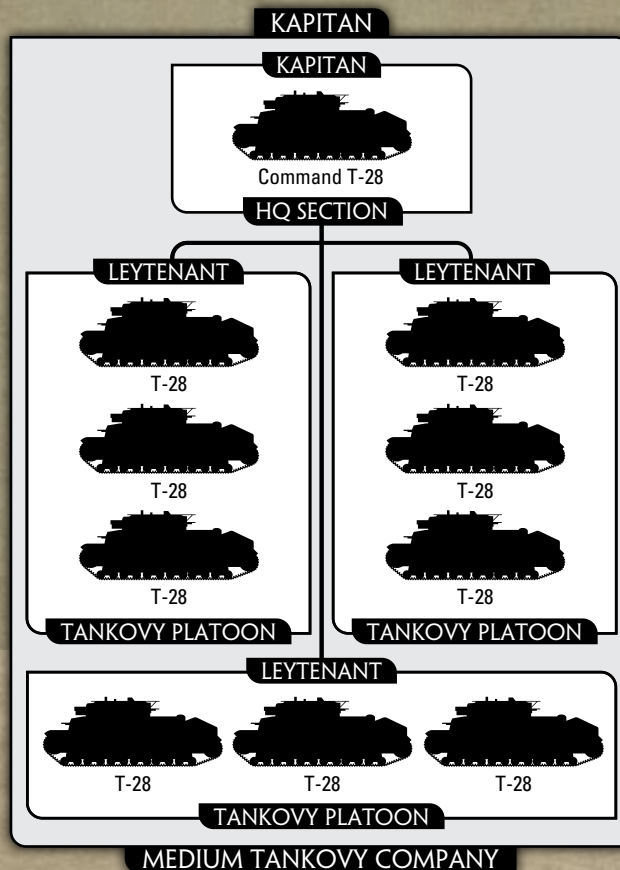
COMPANY

10 T-28 obr 1933	810 points
9 T-28 obr 1933	680 points
8 T-28 obr 1933	570 points
7 T-28 obr 1933	465 points
6 T-28 obr 1933	370 points
5 T-28 obr 1933	290 points
4 T-28 obr 1933	235 points

OPTIONS

- Replace any or all T-28 obr 1933 tanks with T-28 obr 1938 tanks for +45 points per tank
- Replace up to half T-28 obr 1933 tanks with T-28E tanks for +50 points per tank.
- Arm any or all T-28 obr 1938 or T-28E tanks with AA MG for +5 points per tank.

The Medium Tankovy Companies are armed with the T-28 medium tank. Though replaced in production by the new T-34 and KV tanks, the Red Army still has stocks of these tanks in 1941. Most Mechanised Corps still have a few companies of them in their arsenals.



ARMOURED CAR COMPANY

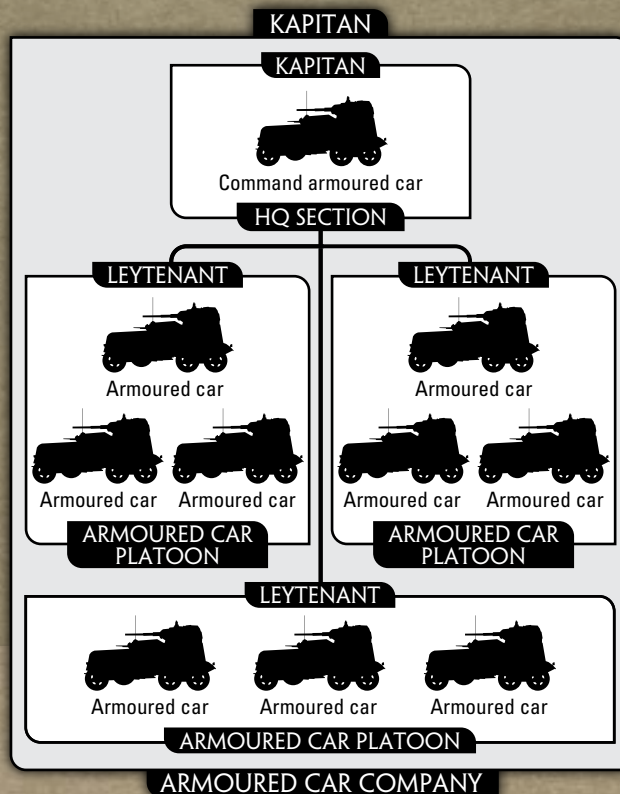
COMPANY

10 BA-6	460 points
9 BA-6	395 points
8 BA-6	340 points
7 BA-6	285 points
6 BA-6	235 points
5 BA-6	185 points

- Replace any or all BA-6 armoured cars with BA-10 armoured cars for +5 points per car.

10 BA-20	235 points
9 BA-20	205 points
8 BA-20	175 points
7 BA-20	145 points
6 BA-20	120 points
5 BA-20	95 points

Armoured cars are used in large numbers by the Red Army, usually as wheeled tanks. If they are used to do any scouting it is in the un-subtle Red Army method of simply driving until engaged by the enemy, with the sound of the fighting alerting the commander to the presence of an enemy unit.



GUARDS ROCKET MORTAR BATTALION

COMPANY

HQ Section and:

12 BM-13 Katyusha	190 points
8 BM-13 Katyusha	160 points
4 BM-13 Katyusha	95 points
2 BM-13 Katyusha	60 points
12 BM-8 Katyusha	190 points
8 BM-8 Katyusha	160 points
4 BM-8 Katyusha	95 points
2 BM-8 Katyusha	60 points

OPTIONS

- Add Observer Rifle team for +15 points.
- Model BM-13 or BM-8 Katyusha rocket launchers with five or more crew and count each rocket launcher as two weapons when firing a bombardment for +5 points per rocket launcher.

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



36-RAIL LAUNCHER

The Soviet BM-8 Katyusha rocket launcher has 36 rails on each launcher (compared to the 10 to 16 other armoured rocket launchers have), giving it much more firepower.

Each BM-8 Katyusha rocket launcher counts as two weapons when firing an Artillery Bombardment. If they have loading crews, they count as four weapons when firing an Artillery Bombardment instead.

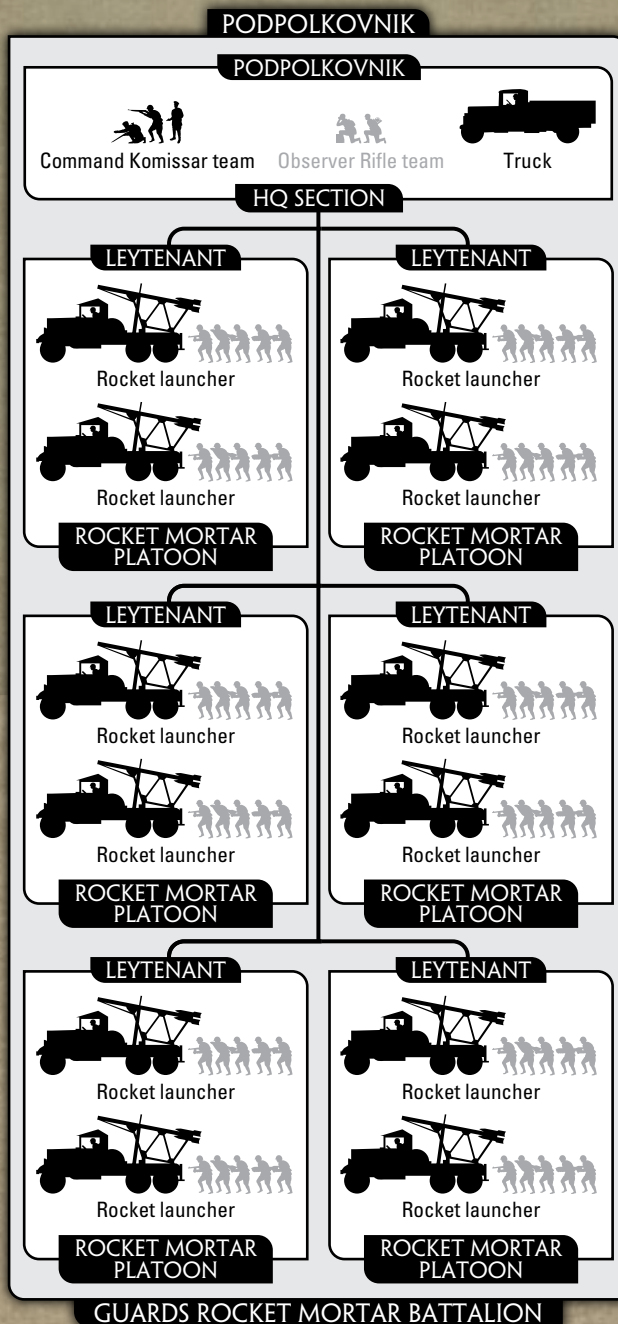
CONCENTRATED FIRE

With the mass concentration of rockets delivered from the BM-8 Katyusha rocket launcher the sheer number of 80mm rockets hitting an area the chances of hitting the desired target are dramatically increased.

If a Bombarding Guards Rocket Mortar Battalion counts as having 21 to 34 rocket launchers firing, they can make a fourth attempt to Range In.

If a Bombarding Guards Rocket Mortar Battalion counts as having 35 or more rocket launchers firing, they can make fourth and fifth attempts to Range In.

They do not suffer a To Hit penalty if they Ranged In on their fourth or fifth attempt.



MOBILE ROCKET LAUNCHERS

Guards rocket mortar battalions use 'shoot n' scoot' tactics to move their truck mounted rocket launchers to avoid counter-battery fire.

A Guards Rocket Mortar Battalion that fired may take a Skill Test in the Assault Step instead of taking part in an Assault:

- If it passes the Skill Test, remove all Smoke Trail markers from all Rocket Launcher teams in the battalion.
- Otherwise, they are two slow in getting away, leaving them vulnerable to counterbattery artillery fire using the Fire In the Sky rule on page 138 of the rulebook.

MOTORISED HEAVY ARTILLERY BATTALION

COMPANY

HQ Section with:

12 107mm obr 1910/30	420 points
8 107mm obr 1910/30	330 points
4 107mm obr 1910/30	190 points
12 122mm obr 1910/30	310 points
8 122mm obr 1910/30	245 points
4 122mm obr 1910/30	140 points
12 122mm obr 1938	380 points
8 122mm obr 1938	300 points
4 122mm obr 1938	175 points
12 152mm obr 1910/30	485 points
8 152mm obr 1910/30	380 points
4 152mm obr 1910/30	220 points
12 152mm obr 1931	835 points
8 152mm obr 1931	655 points
4 152mm obr 1931	375 points

OPTIONS

- Add an Observer Rifle team for +15 points.
- Add ZIS-5 trucks for +5 points for the Battalion.
- Replace ZIS-5 trucks with STZ-3 tractors at no cost.

All the heavy artillery battalions of the Red Army were motorised and can be found supporting everything from tanks and motor rifle units to cavalry and infantry.

These units could be armed with a variety of heavy guns and howitzers. Most commonly they were equipped with 122mm or 152mm howitzers, providing additional punch to the various field artillery battalions.

Some units were armed with longer-ranged weapons such as the 107mm obr 1910/30 gun, a modernised Imperial Russian gun based on a French design, or the hard-hitting 152mm obr 1931 gun-howitzer, a thoroughly modern gun with a long range ideally suited to counter-battery fire.



ANTI-AIRCRAFT COMPANY

COMPANY

HQ Section with:

4 37mm obr 1939	140 points	160 points
2 37mm obr 1939	70 points	80 points

OPTION

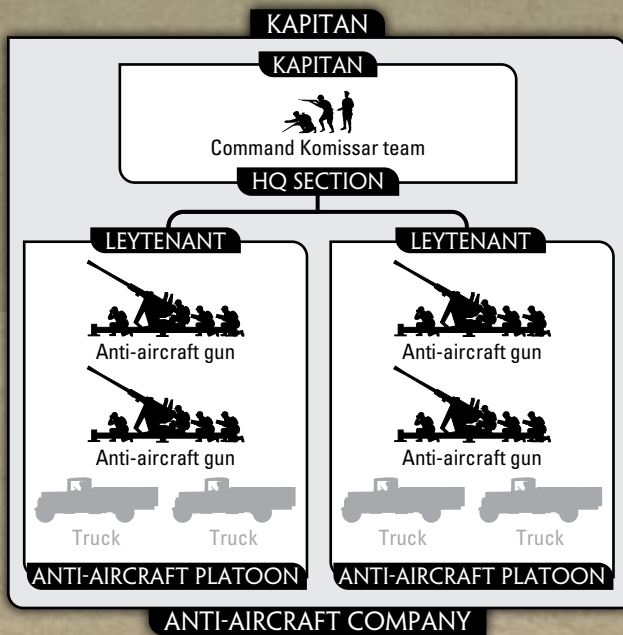
- Add trucks for +5 points for the company

A Red Army Anti-aircraft Company (marked ★) is rated as **Confident Conscript**.

RELUCTANT	CONSCRIPT
CONFIDENT	TRAINED
FEARLESS	VETERAN

A Guards Army Anti-aircraft Company (marked 🛡️) is rated as **Fearless Conscript**.

RELUCTANT	CONSCRIPT
CONFIDENT	TRAINED
FEARLESS	VETERAN

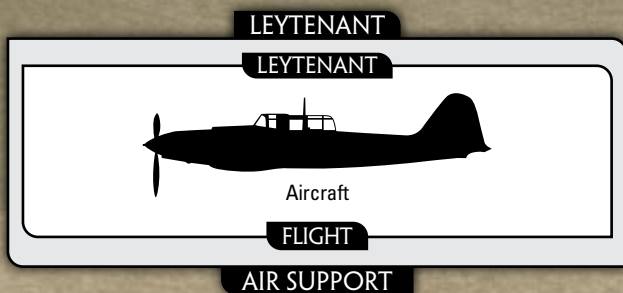


Though limited in number the men and women of the Anti-aircraft Companies work had to hold off enemy attacks. They guard the command, artillery and supply echelons, protecting them from the roaming enemy ground-attack aircraft.

AIR SUPPORT

SPORADIC AIR SUPPORT

I-153 Chaika	90 points
Il-2 Shturmovik	145 points



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-38	Half-tracked	0	0	1	MG, Amphibious, Limited vision, Unreliable.
T-60 obr 1941	Half-tracked	2	1	1	Co-ax MG, Limited vision, Unreliable.
<i>20mm ShVAK gun</i>	<i>16"/40cm</i>	2	5	5+	
T-26 obr 1932	Slow Tank	1	1	1	Twin MG turrets, Limited vision, Unreliable.
T-26 obr 1933 or 1939	Slow Tank	1	1	1	Co-ax MG, Limited vision, Unreliable.
<i>45mm obr 1934 gun</i>	<i>24"/60cm</i>	2	7	4+	
T-26E	Very Slow Tank	3	2	1	Co-ax MG, Limited vision, Overloaded, Unreliable.
<i>45mm obr 1934 gun</i>	<i>24"/60cm</i>	2	7	4+	
MEDIUM TANKS					
T-28 obr 1933	Standard Tank	3	2	2	Two Deck-turret MG, Turret-front MG, Turret-rear MG, Limited vision, Unreliable, Wide-tracks.
<i>76mm obr 1927/32 gun</i>	<i>16"/40cm</i>	2	5	3+	
T-28 obr 1938	Standard Tank	3	2	2	Two Deck-turret MG, Turret-front MG, Turret-rear MG, Limited vision, Unreliable, Wide-tracks.
<i>76mm L-10 gun</i>	<i>24"/60cm</i>	2	7	3+	
T-28E	Slow Tank	4	3	2	Two Deck-turret MG, Turret-front MG, Turret-rear MG, Limited vision, Unreliable, Wide-tracks.
<i>76mm L-10 gun</i>	<i>24"/60cm</i>	2	7	3+	
T-34 obr 1940	Standard Tank	6	5	1	Co-ax MG, Hull MG, Fast tank, Limited vision, Unreliable, Wide-tracks.
<i>76mm L-11 gun</i>	<i>24"/60cm</i>	2	8	3+	
T-34 obr 1941	Standard Tank	6	5	1	Co-ax MG, Hull MG, Fast tank, Limited vision, Unreliable, Wide-tracks.
<i>76mm F-34 gun</i>	<i>32"/80cm</i>	2	9	3+	
T-34/57 obr 1941	Standard Tank	6	5	1	Co-ax MG, Hull MG, Fast tank, Limited vision, Unreliable, Wide-tracks.
<i>57mm ZIS-4 gun</i>	<i>32"/80cm</i>	2	11	4+	
HEAVY TANKS					
KV-1 obr 1939	Slow Tank	8	7	2	Co-ax MG, Hull MG, Turret-rear MG, Limited vision, Unreliable.
<i>76mm L-11 gun</i>	<i>24"/60cm</i>	2	8	3+	
KV-1 obr 1940	Slow Tank	8	7	2	Co-ax MG, Hull MG, Turret-rear MG, Limited vision, Unreliable.
<i>76mm F-34 gun</i>	<i>32"/80cm</i>	2	9	3+	
KV-1e	Slow Tank	9	8	2	Co-ax MG, Hull MG, Turret-rear MG, Limited vision, Unreliable.
<i>76mm F-34 gun</i>	<i>32"/80cm</i>	2	9	3+	
KV-2	Slow Tank	8	7	2	Hull MG, Turret-rear MG, Limited vision, Unreliable.
<i>152mm obr 1938/40 howitzer</i>	<i>24"/60cm</i>	1	10	1+	<i>Bunker buster.</i>

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>	

ARMoured CARS

BA-20	Wheeled	0	0	0	MG.
BA-6 <i>45mm obr 1934 gun</i>	Wheeled <i>24"/60cm</i>	0 2	0 7	0 4+	Co-ax MG, Hull MG, Limited vision.
BA-10 <i>45mm obr 1934 gun</i>	Wheeled <i>24"/60cm</i>	1 2	0 7	0 4+	Co-ax MG, Hull MG, Limited vision.

ROCKET LAUNCHERS

BM-8 Katyusha <i>BM-8-36 rocket launcher</i>	Wheeled <i>56"/140cm</i>	- -	- 2	- 6	<i>36-rail launcher, Concentrated fire, Rocket launcher.</i>
BM-13 Katyusha <i>BM-13-16 rocket launcher</i>	Wheeled <i>64"/160cm</i>	- -	- 2	- 4+	<i>Concentrated fire, Rocket launcher.</i>

ANTI-AIRCRAFT MACHINE-GUNS

Quad Maksim AA MG on truck <i>Quad Maksim AA gun</i>	Wheeled <i>16"/40cm</i>	- 6	- 2	- 6	<i>Anti-aircraft.</i>
DShK AA MG on truck <i>DShK AA gun</i>	Wheeled <i>16"/40cm</i>	- 4	- 4	- 5+	<i>Anti-aircraft, Portee.</i>

GUN TEAMS

Weapon	Mobility	Range	ROF	Anti-tank	Firepower	Notes
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ANTI-TANK RIFLES

PTRD anti-tank rifle	Man-packed	16"/40cm	2	5	5+	Tank Assault 3, Volley fire.
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MORTARS

120-PM-38 mortar	Light	56"/140cm	-	3	3+	
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INFANTRY GUNS

76mm obr 1927 gun Firing bombardments	Light	16"/40cm 64"/160cm	2 -	5 3	3+ 6	Gun shield, Volley fire.
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ANTI-AIRCRAFT GUNS

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.

ANTI-TANK GUNS

45mm obr 1937 gun	Light	24"/60cm	3	7	4+	Gun shield, Volley fire.
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FIELD ARTILLERY

76mm obr 1902 gun (76k/02) Firing bombardments	Heavy	24"/60cm 64"/160cm	2 -	8 3	3+ 6	Gun shield, Volley fire.
76mm obr 1902/30 gun Firing bombardments	Heavy	24"/60cm 72"/180cm	2 -	9 3	3+ 6	Gun shield, Volley fire.

HEAVY ARTILLERY

107mm obr 1910/30 gun Firing bombardments	Immobile	24"/60cm 72"/180cm	1 -	9 4	2+ 4+	Breakthrough gun, Gun shield, Volley fire.
122mm obr 1910/30 howitzer Firing bombardments	Immobile	16"/40cm 64"/160cm	1 -	6 4	2+ 3+	Breakthrough gun, Gun shield, Volley fire.
122mm obr 1938 howitzer Firing bombardments	Immobile	24"/60cm 80"/200cm	1 -	7 4	2+ 3+	Breakthrough gun, Gun shield, Volley fire.
152mm obr 1910/30 howitzer Firing bombardments	Immobile	16"/40cm 72"/180cm	1 -	8 5	1+ 2+	Bunker buster, Gun shield, Volley fire.
152mm obr 1931 gun-howitzer Firing bombardments	Immobile	32"/80cm 88"/220cm	1 -	13 5	1+ 2+	Bunker buster, Gun shield, Volley fire.

INFANTRY TEAMS

Team	Range	ROF	Anti-tank	Firepower	Notes
Unarmed team	-	-	-	-	Can still fight in assaults.
Rifle team	16"/40cm	1	2	6	
Light Mortar team	16"/40cm	1	1	4+	Can fire over friendly teams
Komissar team	4"/10cm	1	1	6	
Staff team	16"/40cm	1	2	6	Moves as a Heavy Gun team.

ADDITIONAL TRAINING AND EQUIPMENT

Pioneer teams are rated as Tank Assault 3.

TRANSPORT TEAMS

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

TRUCKS

ZIS-5 3-ton truck	Wheeled	-	-	-	
Horse-drawn wagon	Wagon	-	-	-	

TRACTORS

STZ-3 tractor	Fully-tracked	-	-	-	Slow tank.
Horse-drawn limber	Wagon	-	-	-	

AIRCRAFT

Aircraft	Weapon	To Hit	Anti-tank	Firepower	Notes
I-153 Chaika	MG	3+	3	6	
	Rockets	4+	6	3+	
Il-2 Shturmovik	Cannon	3+	9	5+	Flying tank.
	Bombs	4+	5	1+	
	Rockets	3+	6	3+	