



BARBAROSSA

GERMANY'S INVASION OF THE SOVIET UNION, JUNE-DECEMBER 1941



FLAMES OF WAR.
THE WORLD WAR II MINIATURES GAME

In *Flames Of War* you take on the role of a field commander manoeuvring his troops across the battlefields of World War II. This classic period of warfare is brought to life in your own game room. *Barbarossa* allows you to field forces from Germany and the Soviet Union as they battle during Operations Barbarossa, the German invasion of the Soviet Union, in 1941. You'll also need the *Flames Of War* rulebook, as it contains all the rules and national characteristics you need to fight miniature World War II battles.

WHY COLLECT A FORCE FROM BARBAROSSA?

Barbarossa brings you into the German invasion of the Soviet Union, beginning on 22 June 1941. Take command of the Red Army's tank forces, infantry or cavalry forces as you fight of the invading fascist forces of Germany. Take command of the Soviets new modern tanks, the T-34 medium tank and the KV heavy tank as your counterattack to throw the invaders back across the border.

Take command of German forces, vastly experience and hardened from two years of campaigning. Use your superior experience and training to push back the Soviet Red Army's forces, seizing city after city to take the ultimate prize of Moscow.

HOW THIS BATTLE BOOK WORKS

The Intelligence Briefings in this book give you the choices of six German and four Soviet companies or battalions based on historical examples that fought in 1941 in the Soviet Union.

Each Army is made up of platoons, each platoon has an associated points cost based upon its size and the additional options that you select for them. You and your opponent should select your forces to an agreed points value.

HOW TO BUILD A FORCE

In *Flames Of War* games you will command a company with several platoons. Each company includes:

Company Headquarters - The company headquarters platoon is required—without it you have no command! When you choose your force the first thing you should purchase with your points is your company headquarters.

Combat Platoons - At least two combat platoons are usually required, sometimes three. These platoons make up the core of your force. These platoons are the backbone of your force.

Weapons Platoons - Weapons platoons come from your own battalion or regiment. Although they are optional they offer your company excellent support, such as heavy machine-guns, mortars and anti-tank weapons.

Support Platoons - Support platoons are sent to your company by the division or corps. These platoons give you extra support in many forms, ranging from tanks to artillery.

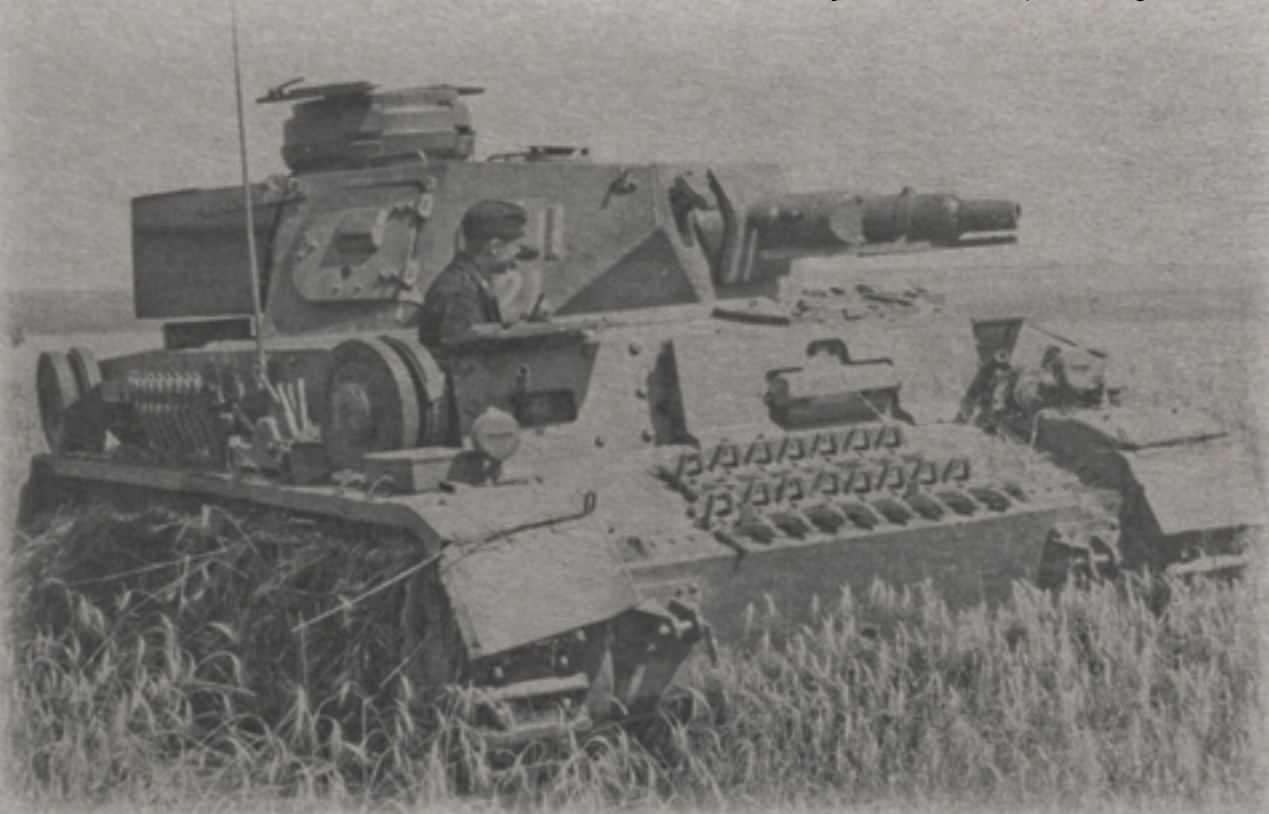
PLATOONS

Each platoon diagram indicates the required teams that you need to make that unit a combat-worthy force. The troops that are black in each diagram must be included. Those troops in grey are optional troops that add additional men, special weapons and equipment to the platoon.

SPECIAL RULES

In *Flames Of War*, there are many special rules that give players the flavour of playing each individual nation. The special rules reflect the sort of training and equipment the soldiers of each nation used, as well as the fighting spirit of the men.

To find out more, visit our website at www.FlamesOfWar.com or visit your local game store.





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This is a supplement for *Flames Of War, the World War II miniatures game*.
A copy of the rulebook for *Flames Of War* is necessary to fully use the contents of this book.

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Operation Barbarossa

Operation Barbarossa (*Fall Barbarossa* in German, named for Frederick Barbarossa, the 12th Century German Holy Roman Emperor) was the code name for the German invasion of the Soviet Union on 22 June 1941. This massive undertaking launched 3.8 million Axis soldiers across the 2,900 km (1,800 mile) Soviet frontier into the teeth of the Soviet Red Army's 5.5 million men.

The Molotov-Ribbentrop non-aggression Pact between Germany and the Soviet Union was viewed with dismay by Britain and France when it was signed in August 1939, just before the invasion of Poland. It seemed as if two natural enemies had come together. However, despite mutual trade and economic benefits, this co-operation wasn't to last long.

The Germans had always viewed the Molotov-Ribbentrop pact as a temporary agreement. Hitler's overarching ideals always included the idea of *Lebensraum* (living space), which encompassed much of Eastern Europe, including the Soviet Union. This philosophy of German colonisation of the East was always going to bring the Soviet Union and Germany into conflict.

THE GERMAN PLAN

The plan for the invasion was first approved by Hitler on 18 December 1940 as Directive No. 21 and was to start on 15

May 1941. However, the invasion of Yugoslavia on 6 April 1941 delayed Barbarossa's preparations, and the date was later revised to 22 June 1941. The general goal of the plan was to destroy the bulk of the Red Army west of the Dvina and Dnieper Rivers. The German planners' assumptions about the Soviet Union were based on outdated ideas of Russia being a backward and primitive country. In contrast, the Soviet Union had rapidly modernised since the days of the 1917 revolution. New industry had given the Red Army modern weapons and equipment, though hindered by an atmosphere of suspicion and purges under Stalin's tyrannical leadership.

The German planners estimated the defeat of the Soviet Union in just six to eight weeks. The German and Axis forces were divided into three Army Groups. Army Group North was to attack through the Baltic States of Lithuania, Latvia, and Estonia into Northern Russia and take the city of Leningrad. Army Group Centre would invade in the direction of Smolensk then on to Moscow, taking out Belarus and central Russia. Army Group South (which included the Slovaks, Romanians, and Hungarians) was to attack into Ukraine to take Kiev before pushing on to the steppes of southern Russia and the Volga River. Army Group South's eventual objective was to be the oil fields of the Caucasus region.



OPERATION BARBAROSSA, 22 JUNE 1941 - 7 MAY 1942



BORDER BATTLES

ARMY GROUP NORTH

Army Group North faced two Soviet Armies as it crossed the border. Leading their assault was *Panzergruppe 4* (4th Panzer Group) consisting of three panzer divisions, three motorised divisions, and two infantry divisions. The Germans easily punched through the surprised Soviet rifle corps stationed on the border, but after penetrating 80 km (50 miles) into Soviet territory were confronted by over 900 tanks of the Soviet 12th Mechanised Corps supported by the 2nd Tank Division of the 3rd Mechanised Corps, who had been sent from reserve to halt their thrust. While the 12th Mechanised Corps was equipped mostly with light T-26 and BT tanks, the 2nd Tank Division included 50 new T-34 and 15 KV-1 tanks. The clash between 41. *Armeekorps (Mot)* of *Panzergruppe 4* and the Soviet mechanised force around Siauliai lasted four days before the 2nd Tank Division was destroyed and the 12th Mechanised Corps was forced to withdraw. The Soviets withdrew with just 50 of the more than 900 tanks they started the battle with. The Germans had faced them with just the 390 tanks of 1. *Panzerdivision* and 6. *Panzerdivision*.

However, the Germans rarely sought out tank on tank engagements in the early stages of Operation Barbarossa, preferring to circle around Soviet tank formations leaving them to the anti-tank and artillery troops. 41. *Armeekorps (Mot)* then continued its advance on the Dvina River, finally establishing a bridgehead at Jekabpils on 29 June.

With 41. *Armeekorps (Mot)* occupying most of the Soviets' armoured forces on the Soviet Northwestern Front, 56. *Armeekorps (Mot)*, also of *Panzergruppe 4*, was able to advance to Daugavpils on the Dvina River, where they came under attack by the Red Air Force as well as a series of counterattacks by the Soviet 27th Army and 21st Mechanised Corps. The German motorised troops held off the attacks while the slow moving infantry divisions caught up.

The delay allowed the Soviets to build up their defence around Leningrad and along the Luga River northeast of Narva. On 2 July *Panzergruppe 4* launched across the Dvina River and towards Ostrov to capture it on 5 July with 41. *Armeekorps (Mot)*. 41. *Armeekorps (Mot)* then turned north towards Pskov, where it ran into counterattacks by the Soviet 1st Mechanised Corps. Despite Soviet counterattacks the corps was able to take Pskov on 8 July.

Meanwhile, 56. *Armeekorps (Mot)* launched from Ostrov towards Novgorod. While *Panzergruppe 4* had thrust forward, the German infantrymen had been quietly going about their business. The 18. *Armee* had captured Riga on the Baltic Coast on 1 July and had occupied Lithuania, Latvia, and Estonia by late July. The army had laid siege to Tallinn by 27 July and was advancing on Narva. On the other flank, 16. *Armee* had followed up the success of *Panzergruppe 4* and threatened Kholm and Novgorod.

With *Panzergruppe 4* advancing on Novgorod, the Soviet command launched a counter-offensive with seven rifle divisions and the 10th Mechanised Corps on 14 July. They struck 56. *Armeekorps (Mot)* in the flank and rear and encircled 8. *Panzerdivision*. The German panzer troops were forced to breakout westwards, losing 70 tanks during the breakout

before the situation was stabilised on 18 July. The timely Soviet attack delayed the German advance for a week.

By 5 August Army Group North had secured a continuous front along the Luga River and had linked up with Army Group Centre's 9. *Armee*.

ARMY GROUP CENTRE

Army Group Centre attacked from a salient that jutted out from Soviet occupied Poland centred on Bialystok. Beyond this was Minsk, the capital of Soviet Belarus and the first objective of Army Group Centre. Army Group Centre was well supported with two *Panzergruppen*. *Panzergruppe 3* was the northern pincer and had four panzer divisions and three motorised infantry divisions split between two corps (57. *Armeekorps (Mot)* and 39. *Armeekorps (Mot)*). The bulk of Army Group Centre consisted of the infantry divisions of 9. *Armee* in the north and 4. *Armee* in the south.

Panzergruppe 2, commanded by the celebrated General Hans Guderian, provided the southern pincer with five panzer divisions, a cavalry division, two motorised divisions, an infantry division, the *Grossdeutschland* Regiment, and the *Hermann Göring FlaK Regiment*, making it the most powerful armoured formation in the German *Wehrmacht* in 1941. These divisions were divided between three corps (24. *Armeekorps (Mot)*, 46. *Armeekorps (Mot)*, and 47. *Armeekorps (Mot)*).

The Soviets in the centre were not able to put up the same level of resistance offered by their comrades in the north, and *Panzergruppe 3* easily pushed through the border troops, reaching the Nieman River on 23 June. The Soviets only offered localised counterattacks as the panzer troops pushed east. Lead elements of 57. *Armeekorps (Mot)* had reached Vilnius by the following day, while 39. *Armeekorps (Mot)* pushed on towards Minsk. The success of the panzer troops was followed up by 9. *Armee*, who maintained pressure on the Soviet 3rd and 10th Armies at Bialystok, and eventually 4. *Armee* encircled the Soviets from the south around Bialystok, Lida, and Grodno. *Panzergruppe 3* pushed further eastwards so that by 26 June 39. *Armeekorps (Mot)* was only 29 km (18 miles) north of Minsk and within striking distance of Borisov east of Minsk. Meanwhile, 57. *Armeekorps (Mot)* headed towards Polotsk on the Dvina River to link up with elements of Army Group North.

In the southern sector of the army group's front, *Panzergruppe 2* led the way, punching through the border defences of the Soviet 4th Army on the Bug River and bypassing the Brest fortress. The Soviets counterattacked with the 14th Mechanised Corps (with 520 T-26 light tanks), but the Soviet armoured formation was destroyed in two days of fighting, and Guderian's troops pushed on towards Minsk. 24. *Armeekorps (Mot)* took Slutsk on 26 June and had advanced to Bobruisk on the Beresina River by 29 June. The corps established a bridgehead across the Beresina River the following day. Soviet counterattacks attempted to dislodge them, but failed to halt the advance.

39. *Armeekorps (Mot)* advanced from north of Brest across the Bug River and encountered stiff resistance at Slonim.

After capturing Slonim, they were able to continue their advance and had captured Baronovichi on 25 June. The corps then turned northeast and pushed towards Minsk from the south where they made contact with *39. Armeekorps (Mot) (Panzergruppe 3)* on 27 June. This closed the Bialystok-Minsk pocket on the Soviet forces of the Western Front. The pocket contained the Soviet 3rd and 10th Armies, as well as the bulk of the 4th and 13th Armies.

Following behind *Panzergruppe 2*'s two leading corps was its third corps (*46. Armeekorps (Mot)*) and the infantry divisions of the German *4. Armee*. Once across the Bug River, *4. Armee* thrust north-eastwards on 28 June, linking up with *9. Armee* and cutting the Bialystok-Minsk pocket in two. It took until 8 July for the two pockets to be defeated, yielding 288,000 Soviet prisoners of war.

ARMY GROUP SOUTH

The Germans were met with the stiffest resistance in the south facing the powerful Soviet South-western Front. Against Army Group South the Soviets came closest to implementing their defence plan to blunt and delay the initial attack with the first echelon of rifle corps, before unleashing the second echelon of mechanised corps to destroy the enemy spearheads.

Army Group South opened their offensive with *6. Armee* and *Panzergruppe 1* crossing the Bug River and attacking toward Lutsk. The Soviets were quick to react, and in less than a day elements of the 4th, 15th, 22nd and 9th Mechanised Corps had taken up positions to counter the German attack. In the following three days a series of clashes occurred between the German panzer troops attempting to break through and the Soviet mechanised corps. The Soviets threw in a further two mechanised corps (8th and 19th), a mechanised division, a cavalry corps, and two rifle corps (36th and 37th). The resulting battles became known as the Lutsk-Rovno-Dubno-Lvov border battle.

By 25 June *3. Armeekorps (Mot) (Panzergruppe 1)* had taken Lutsk. However, the following day saw the start of Soviet counterattacks aimed at cutting off and destroying *16. Panzerdivision (14. Armeekorps (Mot))* and *11. Panzerdivision (48. Armeekorps (Mot))*. This particular

Soviet counterattack came closest to isolating and destroying the divisions, but timely intervention by other German forces stalled the attack. By 29 June the Soviet mechanised forces had begun to run low on fuel and ammunition, and their situation began to deteriorate rapidly. The left flank of the Soviet line had collapsed by 1 July.

Meanwhile, the German *17. Armee* positioned south of these fierce tank battles had pushed back the Soviet 6th and 26th Armies and had taken Lvov and the Dniester River by 30 June.

To the south, the German *11. Armee* and Romanian Third and Fourth Armies had waited until 1 July to begin their attacks. Despite the daunting prospect of crossing both the Prut and Dniester Rivers in the face of the enemy and without substantial armoured support (the Germans and Romanians had just 21 assault guns and 126 R-2 tanks between them), the German *11. Armee* and Romanian Third Army were able to push back the Soviet 12th and 18th Armies. Meanwhile, the Romanian Fourth Army crossed Prut River and began its advance towards Odessa.

In the north of the front, the German *6. Armee* and *Panzergruppe 1* were closing on Zhitomir and Berdichev. Berdichev was captured on 8 July.

As the Germans began closing on Kiev, the Soviets organised another series of counterattacks aimed at closing the gap that the Germans had driven between the Soviet 5th and 6th Armies north of Kiev. The Soviets committed their remaining armoured forces in the form of the 9th, 19th, and 22nd Mechanised Corps reinforced by the 16th and 18th Mechanised Corps transferred from the Southern Front. On 11 July the Soviet 31st Rifle Corps and 9th, 19th, and 22nd Mechanised Corps attacked the German *17. Armeekorps*, *29. Armeekorps (6. Armee)* and *3. Armeekorps (Mot) (Panzergruppe 1)*. A few days later, the Soviet 6th Army joined the fight supported by the 16th Mechanised Corps and attacked from the Northwest towards Berdichev. The battle raged for four days, but despite some Soviet gains, the Germans eventually forced the Soviets to withdraw after suffering heavy tank losses.

The Germans were now clear to continue their advance east and southeast.





THE ENCIRCLEMENTS

ARMY GROUP CENTRE

With the Soviet Western Front almost completely destroyed in the first few weeks of Operation Barbarossa, the Soviets set about forming a Reserve Front to replace it and block the road to Moscow. Various armies from the eastern, central, and southern regions of the Soviet Union were moved to form this new front.

Army Group Centre's advance pushed on towards Smolensk, with the northern pincer of *9. Armee* and *Panzergruppe 3* heading east across the Dvina River and swinging southeast towards Smolensk. In the south, *2. Armee* (released from Reserve) and *Panzergruppe 2* crossed the Berezina and Dnepr Rivers and pushed on through Krichev and on to Smolensk and Elyna.

In the meantime, the Soviets had merged the remnants of the Western Front with the Reserve Front to form a new Western Front. The Soviets launched a counteroffensive on 6 July against the advancing *39. Armeekorps (Mot)* (*Panzergruppe 3*, with *7. Panzerdivision* and *20. Panzerdivision*, 494 tanks) with the Soviet 20th Army reinforced by the 5th and 7th Mechanised Corps (with over 2,000 tanks, including 30 T-34 and 10 KV tanks in the 7th Mechanised Corps). The attack also drew in *47. Armeekorps (Mot)* (*17. Panzerdivision* and *18. Panzerdivision*, 420 tanks). The battle developed as a meeting engagement that raged for five days ending with the defeat and withdrawal of the Soviet armoured forces after heavy casualties, the loss of over 800 tanks, and much other heavy equipment.

The victory allowed *39. Armeekorps (Mot)* to seize Vitebsk before the Soviet 19th Army had fully deployed, resulting in a furious battle for the city and its surrounds. On 13 July the corps swung eastwards to form the northern pincer of the envelopment of Smolensk. To the south, *Panzergruppe 2*

and the 2nd Army continued to smash through the battered Soviet armies to form the southern pincer of the encirclement of Smolensk by 13 July.

Another counterattack was launched by the Soviets on 13 July with the aim of hitting and halting the southern flank of the German advance. However, while some attacks achieved isolated success, *24. Armeekorps (Mot)* was able to fight off the attacks and keep the southern flank intact and breakout eastwards to link up with *46. Armeekorps (Mot)*. The net result was the encirclement of three Soviet corps around Mogilev.

On 16 July *29. Infanteriedivision (Mot)* (*47. Armeekorps (Mot)*, *Panzergruppe 2*) took Smolensk, and the Smolensk Salient was formed. Inside were the Soviet 16th, 19th, and 20th Armies. Strong Soviet resistance kept the narrow neck of the salient open, despite German pressure. By 20 July the infantry divisions of the German *2. Armee*, *4. Armee*, and *9. Armee* had begun to catch up with the advance of the panzer troops and were able to apply more pressure on Soviet troops trapped around Mogilev and in the Smolensk Salient.

The Soviets yet again attempted to push back the advance of the German panzer troops with a counter-offensive. They formed five groups, mostly made up of rifle formations, many of them newly formed, with some tank divisions. The aim of the offensive was to push back the Germans and relieve the troops in the Smolensk pocket. Of the five groups only Group Kachalov wasn't beaten back with heavy casualties. Group Kachalov (from the 28th Army with 145th, 149th, and 222nd Rifle Divisions and 109th Tank Division) attacked on 23 July from Roslavl towards Smolensk. Their attack hit the weakest point in the German cordon, between *3. Panzerdivision* and *10. Panzerdivision*. The gap was defended by just the *Grossdeutschland* Regiment. Group Kachalov made good progress initially as they attempted to encircle the German



motorised regiment. The encirclement was staved off by the timely arrival of elements of *18. Panzerdivision*. The following day infantry arrived to stabilise the situation and completely halted the Soviet attack. *24. Armeekorps (Mot)* broke across the Sozh River on 31 July and hit the eastern flank of Group Kachalov and the 28th Army on 1 August. Roslavl was encircled and the pocket eliminated by 6 August, destroying Group Kachalov.

As the German cordon around the Smolensk Pocket tightened, Soviet casualties increased as the fighting around the salient's narrow neck escalated. Substantial numbers of Red Army soldiers were able to escape through this gap, but with little or no heavy equipment. The pocket was finally eliminated on 5 August netting 309,000 prisoners of war.

ARMY GROUP SOUTH

Though the Soviet Southwestern Front's counterattack had succeeded in delaying the advance of Army Group South, ultimately they had failed to halt them. By 18 July the Soviets had begun to withdraw on the southern flank. By 20 July the advance of *48. Armeekorps (Mot)* had cut off the escape routes of the Soviet 6th and 12th Armies, with just the 2nd Mechanised Corps standing in the way of the panzer troops pushing further south. The Soviet 26th Army was sent in to aid the trapped 6th and 12th Armies. They attacked from the Cherkassy area into the flank of *Panzergruppe 1*, but the panzer troops were heavily supported by infantry of *4. Armeekorps (17. Armee)*, who repelled attack after attack and inflicted heavy casualties.

The German eastward advance continued with further Soviet counterattacks held off or turned aside at every encounter. The trapped Soviet 6th and 12th Armies were in a pocket forming around Uman. They were joined by a large proportion of the Soviet 18th Army after it had been pushed aside by the German *11. Armee* taking Balta on 25 July.

On 2 August *11. Panzerdivision (48. Armeekorps (Mot))* met up with *101. Jägerdivision (52. Armeekorps)* southeast of Uman. Meanwhile, *16. Panzerdivision (14. Armeekorps (Mot))* had linked up with the Hungarian Mobile Corps and German troops at Pervomaisk, firmly closing the Uman Pocket. The pocket came under continuous attack by the German *11. Armee* and *17. Armee* and was finally destroyed on 8 August, and over 100,000 Red Army soldiers were taken into captivity. The Germans had destroyed 24 divisions, with further Soviet casualties estimated to be as high as 100,000 men. The defeat of the pocket shattered the southern flank of the Soviet Southwestern Front and the northern flank of the Southern Front, forcing the remaining Soviet troops to abandon Ukraine west of the Dnepr River.

HITLER'S CHANGE OF OBJECTIVE

Just as Army Group Centre was preparing to finish off the Smolensk Pocket and prepare for the final drive towards Moscow, objectives changed. Hitler issued Directive No. 33 on 19 July, which no longer prioritised Moscow as an objective. It redirected Army Group Centre, once the Smolensk Pocket was eliminated, to send its two *Panzergruppen* to aid the neighbouring army groups. The new focus of effort would be the capture of Leningrad in the north and the destruction of the Soviet Southwestern Front and occupation of Ukraine in the south.

There was some disagreement over Directive No. 33 among the German commanders. Many felt that they should continue on to Moscow, and some effort was put into delaying the implementation of Directive No. 33. Guderian in particular pushed to continue the offensive towards Moscow. As late as 17 August, various Generals were appealing to Hitler to resume the advance in the centre. However, the will of Hitler prevailed.

In the north Army Group North's *Panzergruppe 4* was reinforced with panzer divisions from Army Group Centre's *57. Armeekorps (Panzergruppe 3)* for its drive on Leningrad. On 8 August the panzer troops broke through the Soviet defences and with *16. Armee* pushed northeast. Meanwhile the Finns had attacked south on either side of Lake Ladoga and gained their pre-1939 border. By the end of August, *Panzergruppe 4* was within 48 km (30 miles) of Leningrad.

Army Group North began another attack towards Leningrad on 9 September, which after ten days of hard fighting, brought it to within 11 km (7 miles) of the city. However, progress over the last few kilometres proved slow, and casualties mounted. Hitler decided that Leningrad should not be stormed, but surrounded and starved into submission. The Siege of Leningrad had begun.

Army Group South was reinforced by substantial forces from Army Group Centre as corps swung south to aid in the capture of Kiev. Army Group South forces swung north and the encirclement of Kiev was completed on 16 September. The German attacks on the trapped forces continued for ten days of vicious fighting before the Soviet forces around Kiev were defeated. The battle brought about the destruction of the 43 divisions of the Soviet 5th, 21st, 26th, and 37th Armies with casualties of over 400,000 Red Army soldiers.

Army Group Centre remained where it halted its advance and was subject to numerous Soviet counterattacks. This once more drew Hitler's attention back to the drive on Moscow, and *Panzergruppe 3* and *Panzergruppe 4* were redirected to support Army Group Centre. (See the Battle for Moscow on page 46).





German Panzer 38(t) tanks take an advancing Soviet Armoured Car Company by surprise.



German Panzer III G tanks and a Looted T-34 obr 1940 breakthrough a Soviet T-26 obr 1933 company.



Flammpanzer II flame-thrower tanks flame Soviet infantry as they escape from the inferno.



The Germans deploy one of the few vehicles that could take out Soviet KV tanks, the Dicker Max!

German Special Rules

German companies use the German National Special Rules on pages 241 to 245 of the Flames Of War rulebook. Some companies also use the following special rule (as indicated in each company or platoon).

NO FEAR OF TANKS

Dismounted tank crews fighting as infantry are well aware of the limitations of a tank, giving them more confidence when it comes to assaulting tanks.

Panzer Crew Tank-hunter Platoons ignore both the Tank Terror rule on page 143 of the rulebook and the Must Test if Assaulted By Tanks rule on page 162 of the rulebook.

GERMANS TANKS AVAILABLE 22 JUNE 1941

The Germans entered the Soviet Union on 22 June 1941 with 17 panzer divisions divided among four *panzergruppen* (tank groups), with two more panzer divisions in reserve. The panzer divisions were then allocated to the two or three corps under each group. The corps contained one or two panzer divisions and one or two supporting motorised and/or infantry divisions.

Most divisions were equipped with a mix of Panzer II, Panzer III E (3.7cm armed), Panzer III F or G (5cm armed), and Panzer IV tanks. Three divisions were equipped with

Czech tanks instead of Panzer III tanks. 7. *Panzerdivision* and 8. *Panzerdivision* had Panzer 38(t) tanks, while 6. *Panzerdivision* was equipped with Panzer 35(t) tanks.

The Germans entered the Soviet Union with 3266 tanks split between 17 divisions and faced over 18,000 tanks of 30 Soviet mechanised corps, a ratio of 11:2 in favour of the Soviets.

As an example, *Panzergruppe 2* contained the following divisions with a total of 945 tanks (Each silhouette represents ten tanks or part there of):

3. PANZERDIVISION

(58 Panzer II, 29 Panzer III (3.7cm), 81 Panzer III (5cm), 32 Panzer IV, 15 Panzerbefehlswagen)



4. PANZERDIVISION

(44 Panzer II, 31 Panzer III (3.7cm), 75 Panzer III (5cm), 20 Panzer IV, 8 Panzerbefehlswagen)



10. PANZERDIVISION

(45 Panzer II, 105 Panzer III (5cm), 20 Panzer IV, 12 Panzerbefehlswagen)



17. PANZERDIVISION

(12 Panzer I, 44 Panzer II, 106 Panzer III (5cm), 30 Panzer IV, 10 Panzerbefehlswagen)



18. PANZERDIVISION

(6 Panzer I, 50 Panzer II, 99 Panzer III (3.7cm), 15 Panzer III (5cm), 36 Panzer IV, 12 Panzerbefehlswagen)



Oberfeldwebel Hermann Bix



Hermann Bix was born on 10 October 1914 in Strehlitz, Silesia (now Strzelce, Poland). He joined the *Wehrmacht* in 1935. After distinguished service in the Polish and French campaigns he was awarded the Iron Cross 2nd Class.

On 22 June 1941 Hermann Bix was poised on the border of the Soviet Union. He commanded a Panzer III G armed with a L/42

5cm KwK38 gun, in the 1st Company of 35. *Panzerregiment*, 4. *Panzerdivision*.

The division ploughed through the Soviet positions and easily reached Kobryń, 65 kilometres behind the lines, on the first day. In late June, Bix's division spearheaded the southern pincer of the Second Panzer Army as a large Soviet force was surrounded and destroyed in the battle of Minsk. In August, another large Soviet Force was encircled at Kiev.

In September, the division was attached to Army Group Centre, to take part in the drive on Moscow. The 35. *Panzerregiment* formed part of *Kampfgruppe* Eberbach alongside motorcycle, anti-tank, and artillery units. On 6 September Bix and his crew advanced on the village of Baturyn. The battalion had become pinned down behind a hill by enemy fire. Bix, whose tank was deployed on the flank, on his own initiative advanced around the hill into a depression where his tank couldn't be seen. He entered the village and took a column of motorised infantry by surprise, bursting past some anti-tank guns to appear in the village among the enemy trucks. Bix and his crew quickly laid waste to the Soviet column and the rest of the battalion was able to advance. His company commander, initially set to give him a dressing down for leaving his position, instead praised

him for his actions, and promoted him to *Oberfeldwebel*. In October 1941 he was awarded the Iron Cross 1st Class for single-handedly destroying the Soviet motorized battalion at Baturyn.

The assault on Moscow started on 30 September 1941, and *Kampfgruppe* Eberbach reached Mtsensk and Tula as the southern arm of a pincer to surround the Soviet capital. During the operation Bix and his crew were heavily utilised either leading the tanks forward or undertaking reconnaissance probes into the enemy positions.

On several occasions he ran into the Soviet's KV-1 heavy tank. This beast proved almost impossible to destroy. However, Bix and his crew successful knocked out two of them. In his first encounter Bix was leading the way towards Oslavaya. After destroyed some enemy trucks and infantry, they encountered KV-1 tanks. Bix immediately ordered his gunner to fire armour-piercing rounds. These were easily deflected by the KV-1 tank's thick armour. The KV-1 tank had been firing on other tanks of Bix's company, but it soon noticed Bix's tank and began to swing its turret around towards him. He called back to the company HQ for some pioneer support, but in the meantime he had to try something. In a moment of inspiration he ordered his gunner to aim for the KV-1's gun barrel. As the turret swung around his gunner was able to line up the gun from the side. He let loose three shots. His gunner proved accurate and all three rounds had penetrated the gun. The Soviets then attempted to fire a round, which exploded in the gun. Black smoke issued from the KV and the crew bailed out. The pioneers then arrived in time to deal with the other KV tanks in the village.

Bix was able to use this method a second time on the road to Moscow at Venev, knocking out a second KV-1 with several shots through the gun barrel. However, the advance on Moscow stalled, and was finally brought to a halt by the Soviets' best ally, General Winter.

By the end of the war, Bix had destroyed 75 tanks in 61 combat days, including 16 in a single day. He was awarded the Knight's Cross of the Iron Cross in March 1945. In 1956 he joined the Bundeswehr and served until 1970.

CHARACTERISTICS

Oberfeldwebel Hermann Bix is a Command Warrior Tank team and is rated **Confident Veteran**. Bix replaces the Command Panzer III F (late) or G in a Panzer III Platoon with Bix's Panzer III G tank for an additional +50 points.

LEADING THE WAY!

After advancing independently and destroying a Soviet column at Baturyn in October 1941 and earning himself the Iron Cross 1st Class, Bix soon found himself leading the way for his company and platoon or engaged in reconnaissance missions.

Bix's Panzer III Platoon may use the Spearhead Deployment special rule (see page 261 of the rulebook).

KV KILLER

Bix's gunner, Krause, took out two KV-1 heavy tanks by shooting through the main gun barrels. On both occasions he fired three shots, and all three hit the gun. This feat was pulled off at extremely short range.

If an enemy tank passes an Armour Save when hit by Bix's tank's main gun at a range of up to 8"/20cm, roll a die.

- On a roll of 6 the enemy tank is destroyed.
- On any other roll the shot is saved and has no effect.

Leichte Panzerkompanie

LIGHT ARMoured COMPANY

(TANK COMPANY)

HEADQUARTERS

HEADQUARTERS



Leichte Panzerkompanie HQ

13

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

All platoons with a Heer option (marked ) must be taken with this option.

COMBAT PLATOONS

ARMOUR



Panzer III Platoon

13

ARMOUR



Panzer III Platoon

13

ARMOUR



Panzer III Platoon

13

Dismounted Panzer Crew Platoon

15

ARMOUR



Panzer II Platoon

13

WEAPONS PLATOONS

ARMOUR



Mittlere Panzer Platoon

15

Looted Panzer Platoon

26

ARMOUR



Panzer II Platoon

13

RECONNAISSANCE



Kradschützen Platoon

25

INFANTRY



Panzerpionier Platoon

28

DIVISIONAL SUPPORT PLATOONS

ARMOUR



Flammpanzer Platoon

25

INFANTRY



Panzerschützen Platoon

19

Schützen Platoon

21

Gepanzerte Panzerpionier Platoon

31

Panzerpionier Platoon

26

Kradschützen Platoon

25

INFANTRY



Panzerschützen Platoon

19

Schützen Platoon

21

RECONNAISSANCE



Light Panzerspäh Platoon

26

Mixed Panzerspäh Platoon

27

Heavy Panzerspäh Platoon

27

ARTILLERY



Light Artillery Battery

38

Heavy Artillery Battery

38

ARTILLERY



Light Artillery Battery

38

Smoke Launcher Platoon

38

ANTI-TANK



Heavy Tank-hunter Platoon

35

Luftwaffe Heavy Anti-aircraft Gun Platoon

41

ANTI-AIRCRAFT



Luftwaffe Light Anti-aircraft Gun Platoon

41

AIRCRAFT



Air Support

41

LUFTWAFFE ALLIES

German companies can be supported by Luftwaffe Platoons, who retain their own ratings.

Luftwaffe Platoons count as Allied Platoons (see page 70 of the Flames Of War rulebook).



MOTIVATION AND SKILL

The *Leichte Panzerkompanie* (pronounced *liesht-er pant-serr kom-pan-ee*) is the core of a German armoured division, with most Panzer battalions having three or even four of them. A *Leichte Panzerkompanie* is rated as **Confident Veteran**.

RELUCTANT	CONSCRIPT
CONFIDENT	TRAINED
FEARLESS	VETERAN

HEADQUARTERS

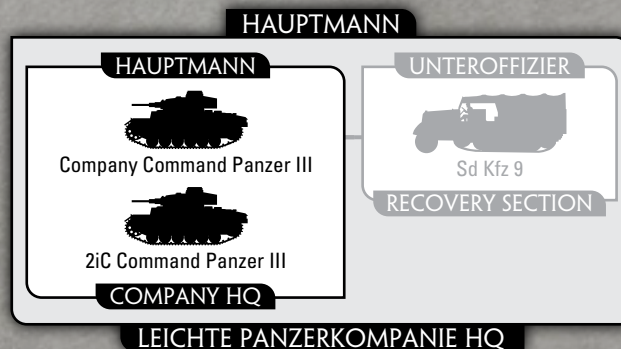
LEICHTE PANZERKOMPANIE HQ

HEADQUARTERS

2 Panzer III F (late) or G	305 points
1 Panzer III F (late) or G	155 points

OPTIONS

- Add Sd Kfz 9 recovery half-track for +5 points.
- Upgrade either or both Panzer III F (late) or G tanks to Panzer III H for +55 points per tank.
- Upgrade either or both Panzer III F (late) or G tanks to Panzer III J for +80 points per tank.



By June 1941 the main tank of the German Army is the Panzer III armed with the short L42 50mm KwK38 gun. The 50mm gun is more than capable of dealing with most of the enemy tanks they have encountered during their cam-

paigns in Poland, France, North Africa, and the Balkans. In Russia new models of Panzer III tanks begin to arrive with heavier armour, giving their crews better protection against the new Soviet guns.

COMBAT PLATOONS

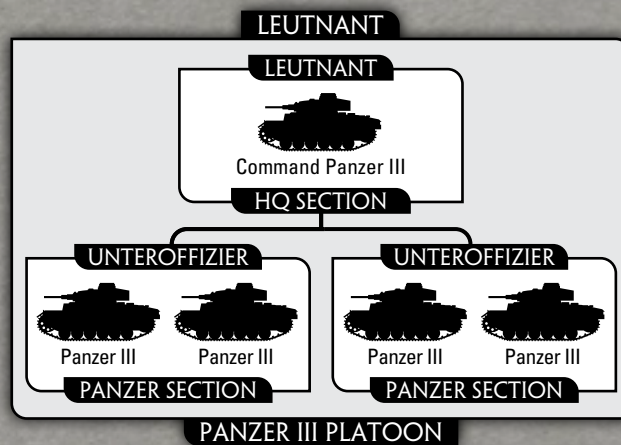
PANZER III PLATOON

PLATOON

5 Panzer III F (late) or G	770 points
4 Panzer III F (late) or G	615 points
3 Panzer III F (late) or G	460 points

OPTIONS

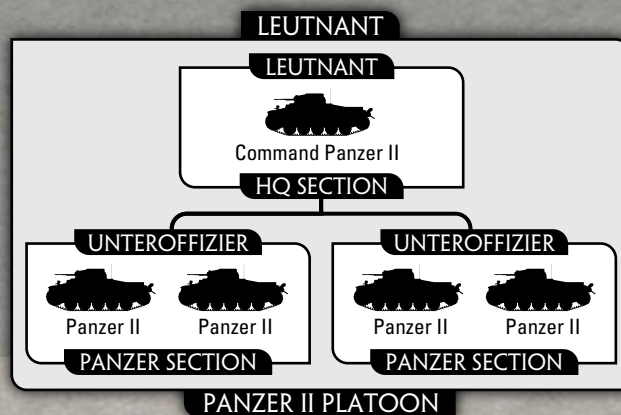
- Replace up to two Panzer III F (late) or G tanks with Panzer III E for -20 points per tank.
- Replace any or all Panzer III F (late) or G tanks with Panzer III H for +55 points per tank.
- Replace any or all Panzer III F (late) or G tanks with Panzer III J for +80 points per tank.



PANZER II PLATOON

PLATOON

5 Panzer II C (late)	280 points
4 Panzer II C (late)	225 points
3 Panzer II C (late)	170 points
5 Panzer II F	335 points
4 Panzer II F	270 points
3 Panzer II F	205 points



Mittlere Panzerkompanie

MEDIUM ARMoured COMPANY

(TANK COMPANY)

HEADQUARTERS

HEADQUARTERS



Mittlere Panzerkompanie HQ

15

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

All platoons with a Heer option (marked ) must be taken with this option.

COMBAT PLATOONS

ARMOUR



Mittlere Panzer Platoon

15

ARMOUR



Mittlere Panzer Platoon

15

Dismounted Panzer Crew Platoon

15

ARMOUR



Panzer II Platoon

13

WEAPONS PLATOONS

ARMOUR



Panzer III Platoon

13

Czech Panzer Platoon

17

Looted Panzer Platoon

26

ARMOUR



Light Panzer Platoon

11

Panzer II Platoon

13

RECONNAISSANCE



Kradschützen Platoon

25

INFANTRY



Panzerpionier Platoon

36

DIVISIONAL SUPPORT PLATOONS

ARMOUR



Flammpanzer Platoon

35

INFANTRY



Panzerschützen Platoon

19

Schützen Platoon

21

Gepanzerte Panzerpionier Platoon

31

Panzerpionier Platoon

36

Kradschützen Platoon

25

INFANTRY



Panzerschützen Platoon

19

Schützen Platoon

21

RECONNAISSANCE



Light Panzerspäh Platoon

26

Mixed Panzerspäh Platoon

21

Heavy Panzerspäh Platoon

21

ARTILLERY



Light Artillery Battery

38

Heavy Artillery Battery

38

ARTILLERY



Light Artillery Battery

38

Smoke Launcher Platoon

38

ANTI-TANK



Heavy Tank-hunter Platoon

35

Luftwaffe Heavy Anti-aircraft Gun Platoon

41

ANTI-AIRCRAFT



Luftwaffe Light Anti-aircraft Gun Platoon

41

AIRCRAFT



Air Support

41

LUFTWAFFE ALLIES

German companies can be supported by Luftwaffe Platoons, who retain their own ratings. Luftwaffe Platoons count as Allied Platoons (see page 70 of the Flames Of War rulebook).



MOTIVATION AND SKILL

The elite *Mittlere Panzerkompanie* (pronounced *mit-ler-er pant-serr kom-pan-ee*) is equipped almost entirely with the latest Panzer IV tanks have considerable confidence in their equipment and are very well trained and is rated as **Confident Veteran**.

RELUCTANT	CONSCRIPT
CONFIDENT	TRAINED
FEARLESS	VETERAN

HEADQUARTERS

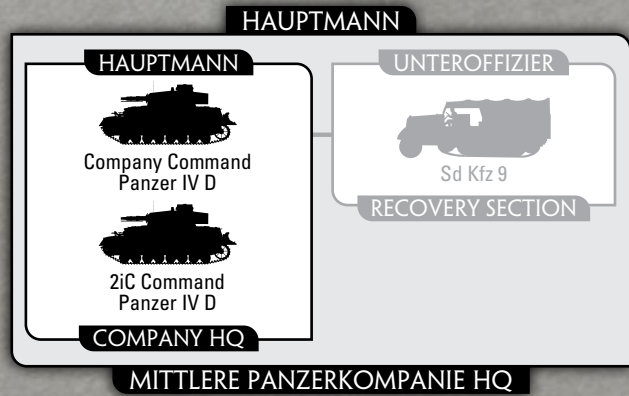
MITTLERE PANZERKOMPANIE HQ

HEADQUARTERS

2 Panzer IV D	300 points
1 Panzer IV D	150 points

OPTIONS

- Add an Sd Kfz 9 recovery half-track for +5 points.
- Replace either or both Panzer IV D tanks with Panzer IV E for +70 points per tank.
- Replace either or both Panzer IV D tanks with Panzer IV F for +95 points per tank.



COMBAT PLATOONS

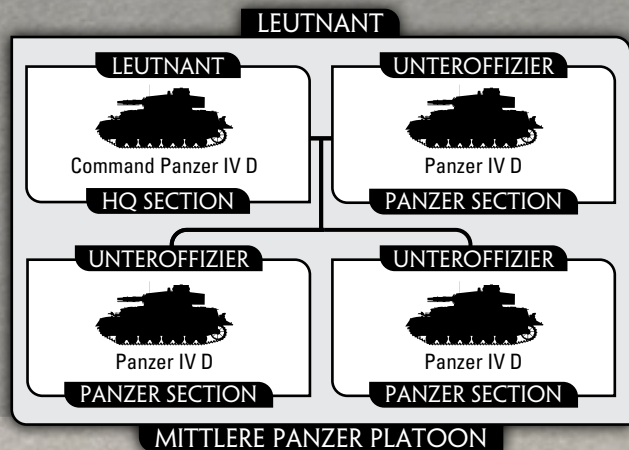
MITTLERE PANZER PLATOON

PLATOON

4 Panzer IV D	600 points
3 Panzer IV D	450 points
2 Panzer IV D	300 points

OPTIONS

- Replace any or all Panzer IV D tanks with Panzer IV E for +70 points per tank.
- Replace any or all Panzer IV D tanks with Panzer IV F for +95 points per tank.



DISMOUNTED PANZER CREW PLATOON

PLATOON

HQ Section with:

3 Panzer Crew Squads	135 points
2 Panzer Crew Squads	95 points

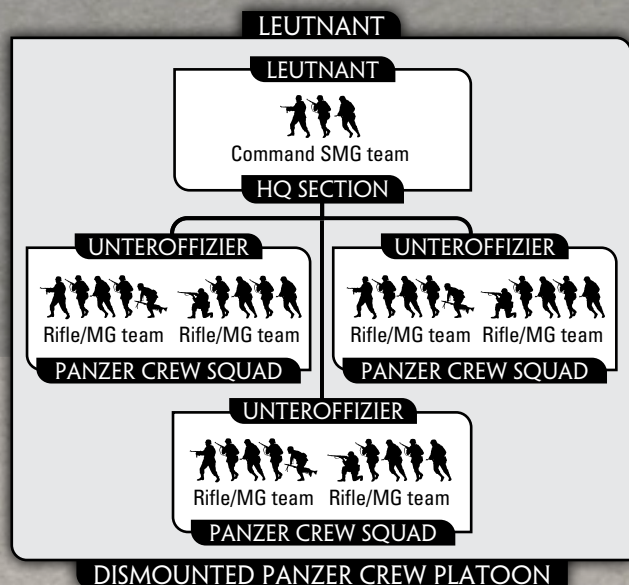
OPTION

- Replace up to two Rifle/MG teams with Panzerknacker SMG teams for +10 points per team.

A *Dismounted Panzer Crew Platoon* is rated:

CONFIDENT	TRAINED
------------------	----------------

A *Dismounted Panzer Crew Platoon* uses the *No Fear Of Tanks* special rule (see page 10).



Czech Panzerkompanie

CZECH ARMoured COMPANY

(TANK COMPANY)

HEADQUARTERS

HEADQUARTERS



Czech Panzerkompanie HQ

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

All platoons with a Heer option (marked ) must be taken with this option.

COMBAT PLATOONS

ARMOUR



Czech Panzer Platoon

ARMOUR



Czech Panzer Platoon

ARMOUR



Czech Panzer Platoon

Dismounted Panzer Crew Platoon

ARMOUR



Light Panzer Platoon

Panzer II Platoon

WEAPONS PLATOONS

ARMOUR



Mittlere Panzer Platoon

Looted Panzer Platoon

ARMOUR



Light Panzer Platoon

Panzer II Platoon

RECONNAISSANCE



Kradschützen Platoon

INFANTRY



Panzerpionier Platoon

DIVISIONAL SUPPORT PLATOONS

ARMOUR



Flammpanzer Platoon

INFANTRY



Panzerschützen Platoon

Schützen Platoon

Gepanzerte Panzerpionier Platoon

Panzerpionier Platoon

Kradschützen Platoon

INFANTRY



Panzerschützen Platoon

Schützen Platoon

RECONNAISSANCE



Light Panzerspäh Platoon

Mixed Panzerspäh Platoon

Heavy Panzerspäh Platoon

ARTILLERY



Light Artillery Battery

Heavy Artillery Battery

ARTILLERY



Light Artillery Battery

Smoke Launcher Platoon

ANTI-TANK



Heavy Tank-hunter Platoon

Luftwaffe Heavy Anti-aircraft Gun Platoon

ANTI-AIRCRAFT



Luftwaffe Light Anti-aircraft Gun Platoon

AIRCRAFT



Air Support

LUFTWAFFE ALLIES

German companies can be supported by Luftwaffe Platoons, who retain their own ratings. Luftwaffe Platoons count as Allied Platoons (see page 70 of the Flames Of War rulebook).



MOTIVATION AND SKILL

Although they are equipped with Czech rather than German tanks, the skill and motivation of the German crews manning a Czech Panzerkompanie are second to none. A Czech Panzerkompanie is rated as **Confident Veteran**.

RELUCTANT	CONSCRIPT
CONFIDENT	TRAINED
FEARLESS	VETERAN

HEADQUARTERS

CZECH PANZERKOMPANIE HQ

HEADQUARTERS

2 Panzer 35(t)	165 points
2 Panzer 38(t) B	175 points

OPTIONS

- Add an Sd Kfz 9 recovery half-track for +5 points.
- Replace any or all Panzer 38(t) B tanks with Panzer 38(t) E/F for +25 points per tank.

A Czech Panzerkompanie may not have both Panzer 35(t) and Panzer 38(t) tanks.



COMBAT PLATOONS

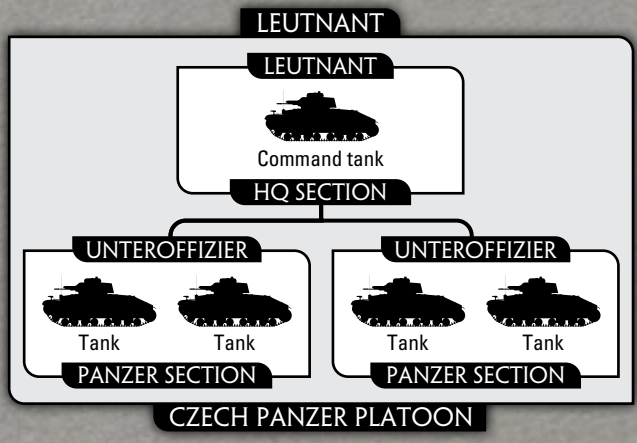
CZECH PANZER PLATOON

PLATOON

5 Panzer 35(t)	420 points
4 Panzer 35(t)	335 points
3 Panzer 35(t)	250 points
5 Panzer 38(t) B	440 points
4 Panzer 38(t) B	350 points
3 Panzer 38(t) B	260 points

OPTION

- Replace any or all Panzer 38(t) B tanks with Panzer 38(t) E/F for +25 points per tank.



The rapid expansion of the German panzer forces for the invasion of the Soviet Union has seen a number of panzer divisions equipped with Czech built tanks. These are still

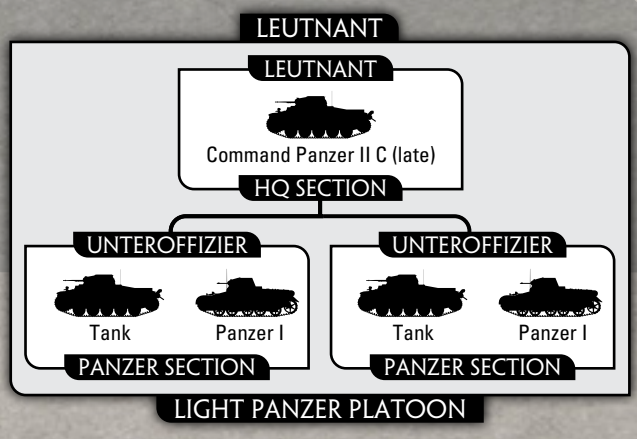
being produced by the Czech factories under German management. Increased armoured protection has been added to the new Panzer 38(t) E and F models.

LIGHT PANZER PLATOON

PLATOON

1 Panzer II C (late) and 4 Panzer I	205 points
1 Panzer II C (late) and 2 Panzer I	130 points
3 Panzer II C (late) and 2 Panzer I	245 points
2 Panzer II C (late) and 1 Panzer I	150 points

With not enough Panzer II tanks to equip every division, older Panzer I light tanks still see service in Russia. These light tanks are still deadly against Red Army infantry and guns.



Panzerschützenkompanie

ARMoured RIFLE COMPANY

(MECHANISED COMPANY)

HEADQUARTERS

HEADQUARTERS



Panzerschützenkompanie HQ

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

All platoons with a Heer option (marked ) option must be taken with this option.

COMBAT PLATOONS

INFANTRY



Panzerschützen Platoon

INFANTRY



Panzerschützen Platoon

INFANTRY



Panzerschützen Platoon

WEAPONS PLATOONS

MACHINE-GUNS



Schützen Machine-gun Platoon

ARTILLERY



Schützen Mortar Platoon

RECONNAISSANCE



Kradschützen Platoon

ARTILLERY



Schützen Infantry Gun Platoon

Schützen Anti-tank Gun Platoon

INFANTRY



Gepanzerte Panzerpionier Platoon

DIVISIONAL SUPPORT PLATOONS

ARMOUR



Light Panzer Platoon

Panzer II Platoon

Mittlere Panzer Platoon

Panzer III Platoon

Czech Panzer Platoon

Assault Gun Platoon

ARMOUR



Panzer III Platoon

Czech Panzer Platoon

Flammpanzer Platoon

Self-propelled Infantry Gun Platoon

ANTI-TANK



Divisional Anti-tank Gun Platoon

ANTI-TANK



Divisional Anti-tank Gun Platoon

Tank-hunter Platoon

ANTI-TANK



Heavy Tank-hunter Platoon

Luftwaffe Heavy Anti-aircraft Gun Platoon

RECONNAISSANCE



Light Panzerspäh Platoon

Mixed Panzerspäh Platoon

Heavy Panzerspäh Platoon

INFANTRY



Kradschützen Platoon

Panzerpionier Platoon

Gepanzerte Panzerpionier Platoon

ARTILLERY



Light Artillery Battery

Heavy Artillery Battery

ARTILLERY



Light Artillery Battery

Smoke Launcher Platoon

ANTI-AIRCRAFT



Luftwaffe Light Anti-aircraft Gun Platoon

AIRCRAFT



Air Support

LUFTWAFFE ALLIES

German companies can be supported by Luftwaffe Platoons, who retain their own ratings. Luftwaffe Platoons count as Allied Platoons (see page 70 of the Flames Of War rulebook).

MOTIVATION AND SKILL

The Panzerschützen are the armoured elite infantry of the panzer divisions. They are trained and equipped to lead the attack alongside the panzers. A Panzerschützenkompanie is rated as **Confident Veteran**.

RELUCTANT	CONSCRIPT
CONFIDENT	TRAINED
FEARLESS	VETERAN

HEADQUARTERS

PANZERSCHÜTZENKOMPANIE HQ

HEADQUARTERS

Company HQ

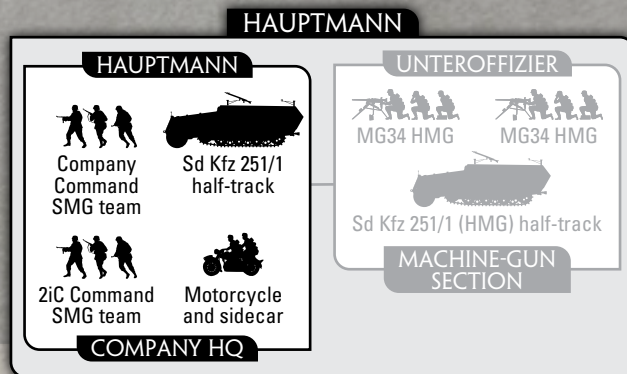
60 points

OPTIONS

- Replace either or both Command SMG teams with Command Panzerknacker SMG teams for +10 points per team.
- Add Machine-gun Section for +80 points.

The Sd Kfz 251/1 half-track in the Company HQ of a Panzerschützenkompanie may use the Mounted Assault special rule on page 243 of the rulebook.

The Panzerschützen armoured infantry are mounted in Sd Kfz 251 armoured half-tracks, giving them protection from



PANZERSCHÜTZENKOMPANIE HQ

small arms fire and shrapnel. They train to coordinate with the panzers and will often conduct their final assault on the enemy while mounted in their half-tracks, only dismounting once they have closed completely with their foes.

COMBAT PLATOONS

PANZERSCHÜTZEN PLATOON

PLATOON

HQ Section with:

3 Schützen Squads

275 points

2 Schützen Squads

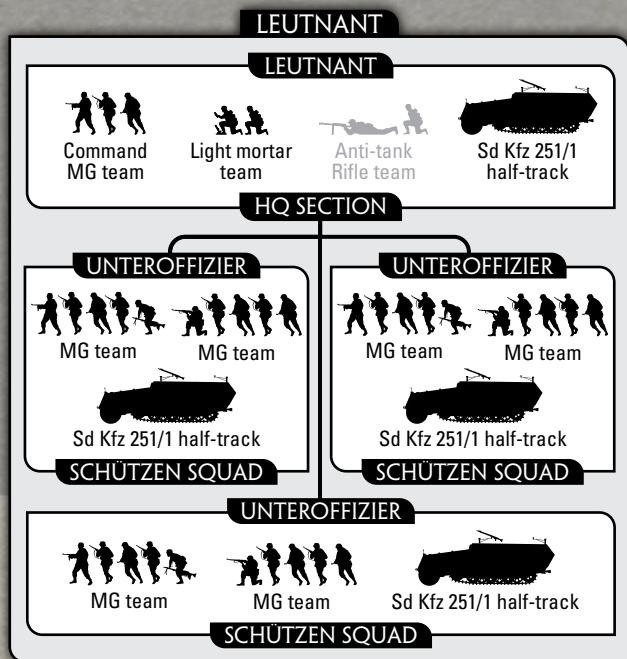
205 points

OPTIONS

- Replace Command MG team with a Command SMG team at no cost.
- Replace Command MG team or Command SMG team with a Command Panzerknacker SMG team for +10 points.
- Add Anti-tank Rifle team for +20 points.

Panzerschützen Platoons may use the Mounted Assault special rule on page 243 of the rulebook.

The Panzerschützen are formidable on attack and in defence. Each squad has two MG-34 machine-guns providing enough firepower to hold off any enemy infantry counterattack. They can also hold off light armour with their anti-tank rifle and launch assaults against enemy tanks with Panzerknacker teams armed with anti-tank mines, grenades, and explosives.



PANZERSCHÜTZEN PLATOON

Schützenkompanie

RIFLE COMPANY

(INFANTRY COMPANY)

HEADQUARTERS

HEADQUARTERS



Schützenkompanie HQ

21

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

All platoons with a Heer option (marked ) must be taken with this option.

DIVISIONAL SUPPORT PLATOONS

COMBAT PLATOONS

INFANTRY



Schützen Platoon

21

INFANTRY



Schützen Platoon

21

INFANTRY



Schützen Platoon

21

MACHINE-GUNS



Schützen Machine-gun Platoon

22

WEAPONS PLATOONS

MACHINE-GUNS



Schützen Machine-gun Platoon

22

ARTILLERY



Schützen Mortar Platoon

22

RECONNAISSANCE



Kradschützen Platoon

25

ARTILLERY



Schützen Infantry Gun Platoon

23

Schützen Anti-tank Gun Platoon

23

INFANTRY



Panzerpionier Platoon

26

ARMOUR



Light Panzer Platoon

17

Panzer II Platoon

13

Mittlere Panzer Platoon

15

Panzer III Platoon

13

Czech Panzer Platoon

17

Assault Gun Platoon

34

ARMOUR



Panzer III Platoon

13

Czech Panzer Platoon

17

Flammpanzer Platoon

35

Self-propelled Infantry Gun Platoon

35

ANTI-TANK



Divisional Anti-tank Gun Platoon

37

ANTI-TANK



Divisional Anti-tank Gun Platoon

37

Tank-hunter Platoon

34

ANTI-TANK



Heavy Tank-hunter Platoon

35

Luftwaffe Heavy Anti-aircraft Gun Platoon

47

RECONNAISSANCE



Light Panzerspäh Platoon

26

Mixed Panzerspäh Platoon

27

Heavy Panzerspäh Platoon

27

INFANTRY



Kradschützen Platoon

25

Panzerpionier Platoon

36

Gepanzerte Panzerpionier Platoon

37

ARTILLERY



Light Artillery Battery

38

Heavy Artillery Battery

38

ARTILLERY



Light Artillery Battery

38

Smoke Launcher Platoon

38

ANTI-AIRCRAFT



Luftwaffe Light Anti-aircraft Gun Platoon

41

AIRCRAFT



Air Support

41

LUFTWAFFE ALLIES

German companies can be supported by Luftwaffe Platoons, who retain their own ratings. Luftwaffe Platoons count as Allied Platoons (see page 70 of the Flames Of War rulebook).

MOTIVATION AND SKILL

The *Schützen* (riflemen) of the *Schützenkompanie* are experienced and skilled veterans of campaigns in Poland, France, and the Balkans. A *Schützenkompanie* (pronounced *shyoot-sen kom-pan-ee*) is rated as **Confident Veteran**.

RELUCTANT	CONSCRIPT
CONFIDENT	TRAINED
FEARLESS	VETERAN

HEADQUARTERS

SCHÜTZENKOMPANIE HQ



HEADQUARTERS

Company HQ

45 points

OPTION

- Replace either or both Command SMG teams with Command Panzerknacker SMG teams for +10 points per team.

HAUPTMANN			
 Company Command SMG team	 Motorcycle and sidecar	 2IC Command SMG team	 Motorcycle and sidecar
COMPANY HQ			
SCHÜTZENKOMPANIE HQ			

While the panzers and *Panzerschützen* lead the advance and take the enemy positions, the *Schützen* follow up in their trucks. They dismount to help take the ground, then hold it

until the infantry arrive to relieve them. They then continue the advance with the rest of the panzer troops, their trucks allowing them to keep pace with the fast moving panzers.

COMBAT PLATOONS

SCHÜTZEN PLATOON

PLATOON

HQ Section with:

3 Schützen Squads

210 points


















2 Schützen Squads

155 points

OPTIONS

- Replace Command MG team with a Command SMG team at no cost.
- Replace Command MG team or Command SMG team with a Command Panzerknacker SMG team for +10 points.
- Add an Anti-tank Rifle team for +20 points.
- Add a second Kfz 70 truck to each squad at no cost.

Well-armed and mounted in trucks, the *Schützen* are able to cope with anything the enemy can throw at them. From massed infantry attacks where their platoon's six MG-34 machine-guns will sweep the enemy from the field, to light tank waves where the *Schützen*'s anti-tank rifle and Panzerknacker teams will throw back the onslaught.

LEUTNANT		
 Command MG team	 Light mortar team	 Kfz 15 field car
 Anti-tank Rifle team	 Kfz 70 truck	
HQ SECTION		
UNTEROFFIZIER		UNTEROFFIZIER
 MG team	 Kfz 70 truck	 MG team
 MG team	 Kfz 70 truck	 MG team
 MG team	 Kfz 70 truck	 MG team
 MG team	 Kfz 70 truck	 MG team
SCHÜTZEN PLATOON		



WEAPONS PLATOONS

SCHÜTZEN MACHINE-GUN PLATOON

PLATOON

HQ Section with:

2 Machine-gun Sections

135 points

1 Machine-gun Section

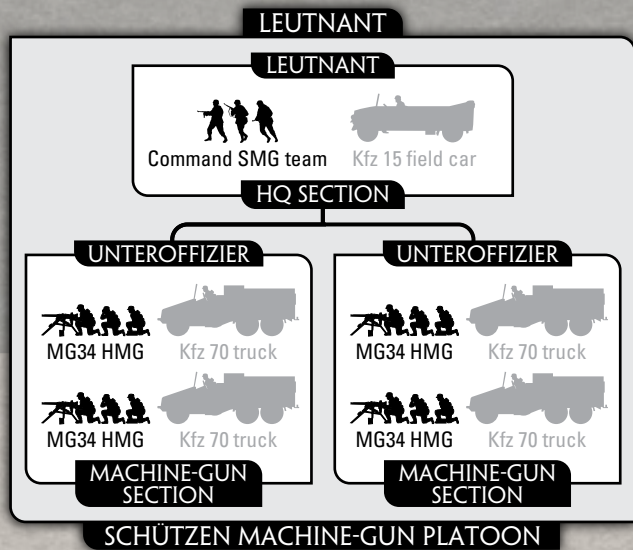
75 points

OPTION

- Add Kfz 15 field car and Kfz 70 trucks for +5 points for the platoon.

Schützen Machine-gun Platoons may make Combat Attachments to Panzerschützen and Schützen Platoons.

The MG-34 machine-gun with its quick-change barrel and sustained fire mount is able to cut an incredible swathe of destruction through the enemy troops from a good position. The *Schützen* machine-guns are transported in light trucks for fast deployment and immediate availability.



SCHÜTZEN MORTAR PLATOON

PLATOON

HQ Section with:

3 Mortar Sections

180 points

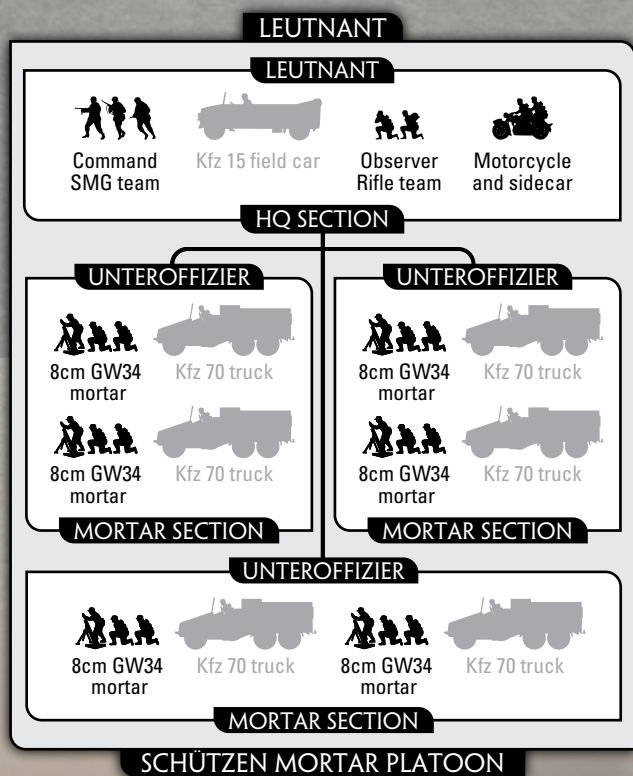
2 Mortar Sections

125 points

OPTION

- Add Kfz 15 field car and Kfz 70 trucks for +5 points for the platoon.

The 8cm GW34 mortar is an ideal weapon for a mobile infantry force like the *Schützenkompanie*. It is light, fast to set-up, and able to provide immediate support in both attack and defence. The mortar platoon, mounted in light trucks, can be easily repositioned as required given the tactical situation.



SCHÜTZEN ANTI-TANK GUN PLATOON

PLATOON

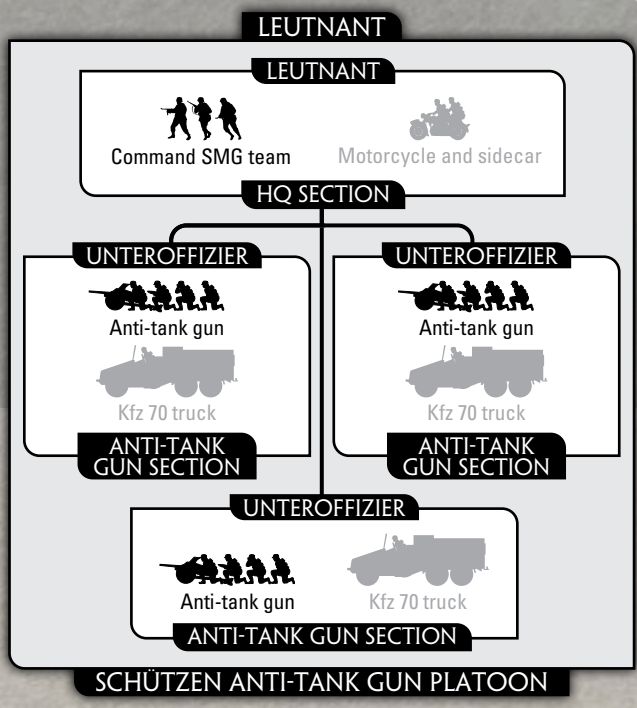
HQ Section with:

3 3.7cm PaK36	110 points
2 3.7cm PaK36	75 points
2 5cm PaK38	170 points

OPTION

- Add motorcycle and sidecar and Kfz 70 trucks to the platoon for +5 points.

The light and reliable 3.7cm PaK36 anti-tank gun has proved its worth throughout the campaigns in the west and east. It is light, easily transported, and able to deal with most enemy armour. However, the Germans are prepared for the possibility of better armoured enemy tanks and have introduced the more powerful 5cm PaK38 anti-tank gun.



SCHÜTZEN INFANTRY GUN PLATOON

PLATOON

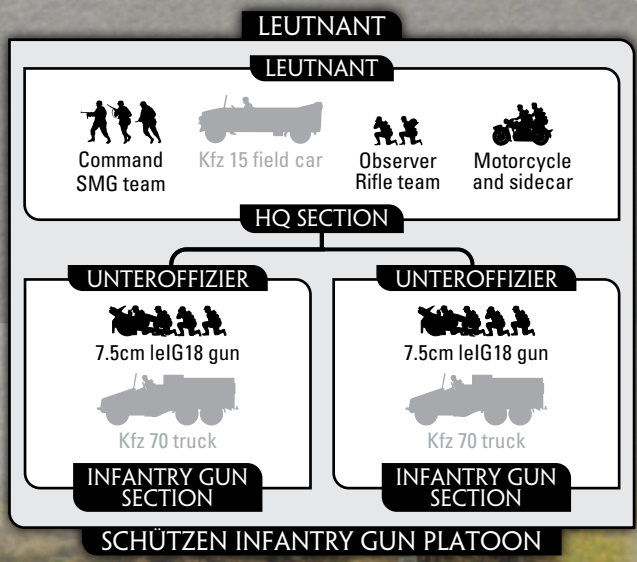
HQ Section with:

2 7.5cm IeIG18	65 points
----------------	-----------

OPTION

- Add Kfz 15 field car and Kfz 70 trucks for +5 points for the platoon.

The infantry gun is an excellent support weapon. It is light and manoeuvrable and able to keep pace with the advance of the Schützenkompanie to offer direct support. It is just the thing for knocking out enemy machine-gun posts and anti-tank guns.



Kradschützenkompanie

MOTORCYCLE RIFLE COMPANY

(MECHANISED COMPANY)

HEADQUARTERS

HEADQUARTERS



Kradschützenkompanie HQ

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

Your Company HQ must be either Heer (marked ) or SS (marked ). All other platoons with either of these variants must be of the same type as your Company HQ.

COMBAT PLATOONS

INFANTRY



Kradschützen Platoon

INFANTRY



Kradschützen Platoon

INFANTRY



Kradschützen Platoon

WEAPONS PLATOONS

RECONNAISSANCE OR ARTILLERY



Light Panzerspäh Platoon

 Schützen Mortar Platoon

RECONNAISSANCE



Mixed Panzerspäh Platoon

RECONNAISSANCE OR MACHINE-GUNS



Heavy Panzerspäh Platoon

Kradschützen Machine-gun Platoon

ARTILLERY




 Schützen Infantry Gun Platoon

 Schützen Anti-tank Gun Platoon

INFANTRY




 Panzerpionier Platoon


DIVISIONAL SUPPORT PLATOONS

ARMOUR



 Light Panzer Platoon

 Panzer II Platoon

 Mittlere Panzer Platoon

 Panzer III Platoon


 Czech Panzer Platoon

Assault Gun Platoon

ANTI-TANK



Tank-hunter Platoon

 Heavy Tank-hunter Platoon

 SS-Heavy Anti-aircraft Gun Platoon

Luftwaffe Heavy Anti-aircraft Gun Platoon 

ANTI-TANK



 Infanterie Anti-tank Gun Platoon

 Divisional Anti-tank Gun Platoon

 SS-Heavy Anti-aircraft Gun Platoon

INFANTRY



 Schützen Platoon

 Panzerpionier Platoon

 Gepanzerte Panzerpionier Platoon

 Pionier Platoon

ARTILLERY



Light Artillery Battery

Heavy Artillery Battery

ANTI-AIRCRAFT



 SS-Light Anti-aircraft Gun Platoon

Luftwaffe Light Anti-aircraft Gun Platoon 

AIRCRAFT



Air Support 

LUFTWAFFE ALLIES



German companies can be supported by Luftwaffe Platoons, who retain their own ratings.

Luftwaffe Platoons count as Allied Platoons (see page 70 of the Flames Of War rulebook).

MOTIVATION AND SKILL

Skilled fighters and reconnaissance troops, *Kradschützen* (motorcycle) troops fought with most types of German division.

HEER		SS	
RELUCTANT	CONSCRIPT	RELUCTANT	CONSCRIPT
CONFIDENT	TRAINED	CONFIDENT	TRAINED
FEARLESS	VETERAN	FEARLESS	VETERAN

A Heer *Kradschützenkompanie* (marked ) is rated as **Confident Veteran**. An SS-*Kradschützenkompanie* (marked ) is rated as **Fearless Veteran**.

HEADQUARTERS

KRADSCHÜTZENKOMPANIE HQ

HEADQUARTERS

	HEER	SS
Company HQ	65 points	80 points
Add Machine-gun Section	+85 points	+95 points

OPTION

- Replace either or both Command Motorcycle SMG teams with Command Motorcycle Panzerknacker SMG teams for +10 points per team.



Teams in a *Kradschützenkompanie* HQ use the *Motorcycle Reconnaissance* rules on pages 196 to 197 of the *Flames Of War* rulebook and are *Recce* teams while mounted.

The ability of the *Kradschützen* troops to take their motorcycles on rough tracks and badly maintained roads makes them ideal exploitation troops in Russia. They can keep pace with the panzers and *schützen* of the panzer divisions or the motorised infantry of the *Infanterie* divisions.

COMBAT PLATOONS

KRADSCHÜTZEN PLATOON

PLATOON

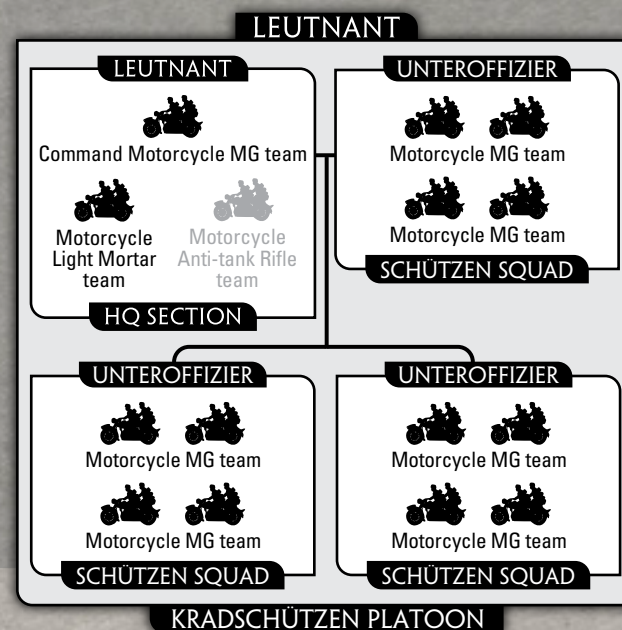
HQ Section with:

	HEER	SS
3 Schützen Squads	290 points	340 points
2 Schützen Squads	215 points	255 points
Add a Motorcycle Anti-tank Rifle team	+20 points	+25 points

OPTIONS

- Replace Command Motorcycle MG team with a Command Motorcycle SMG team at no cost.
- Replace Command Motorcycle MG team or Command Motorcycle SMG team with a Command Motorcycle Panzerknacker SMG team for +10 points.

Kradschützen Platoons use the *Motorcycle Reconnaissance* rules on pages 196 to 197 of the *Flames Of War* rulebook and are *Reconnaissance Platoons* while mounted.



Filling the dual role of fast mobile infantry and light reconnaissance, the *Kradschützen* troops are an invaluable part of the German war machine. Armed with two MG-34



machine-guns in each squad, they have plenty of firepower on attack and defence. While dismounted they fight as hard as any other German infantry and can be armed with an anti-tank rifle and Panzerknacker anti-tank teams in addition to their rifles and machine-guns.

WEAPONS PLATOONS

KRADSCHÜTZEN MACHINE-GUN PLATOON

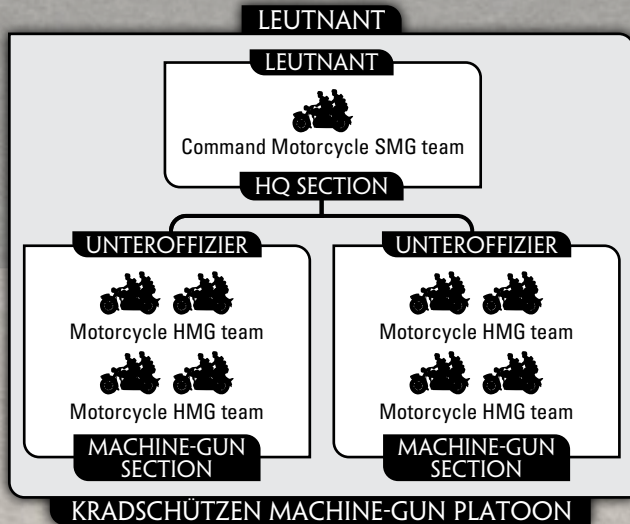
PLATOON

HQ Section with:

	 HEER	 SS
2 Machine-gun Sections	205 points	225 points
1 Machine-gun Section	120 points	130 points

Kradschützen Machine-gun Platoons use the Motorcycle Reconnaissance rules on pages 196 to 197 of the Flames Of War rulebook and are Reconnaissance Platoons while mounted.



To keep their mobility at its best, even the heavy machine-guns of the *Kradschützenkompanie* are mounted on motorcycles.



SUPPORT PLATOONS

LIGHT PANZERSPÄH PLATOON

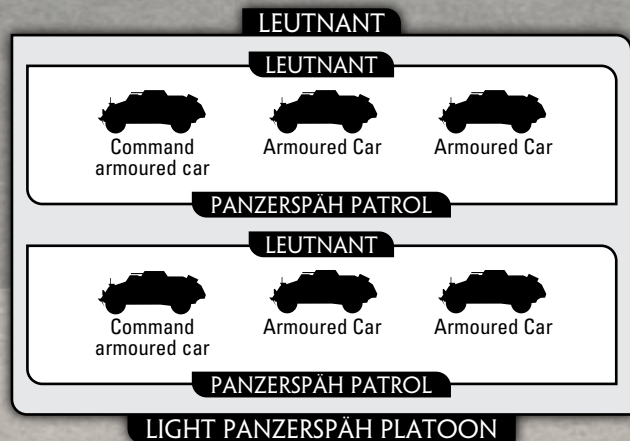
PLATOON

	 HEER	 SS
6 Sd Kfz 221 (MG)	200 points	230 points
3 Sd Kfz 221 (MG)	100 points	115 points
6 Panhard 178 (f)	270 points	-
3 Panhard 178 (f)	145 points	-

The Panzerspäh Patrols of a Light Panzerspäh Platoon operate as separate platoons, each with their own command team.

If your force contains any Panhard 178 (f) armoured cars, you may not field any other types of armoured cars from Light, Mixed, or Heavy Panzerspäh Platoons.

Panzerspäh Patrols are Reconnaissance Platoons.



Kradschützen troops also served with the *Aufklärungs Abteilung* (reconnaissance detachment) of the panzer divisions and fought alongside the armoured cars. The Light Panzerspäh Platoon is made up of six Sd Kfz 221 light armoured cars, but some divisions were instead issued with captured French Panhard armoured cars.





MIXED PANZERSPÄH PLATOON

PLATOON

- 4 Panzerspäh Patrols
- 3 Panzerspäh Patrols
- 2 Panzerspäh Patrols
- 1 Panzerspäh Patrol



HEER

- 300 points
- 225 points
- 150 points
- 75 points



SS

- 340 points
- 255 points
- 170 points
- 85 points

The Panzerspäh Patrols of a Mixed Panzerspäh Platoon operate as separate platoons, each with their own command team.

Panzerspäh Patrols are Reconnaissance Platoons.

The second Panzerspäh Platoon in an *Aufklärungs Abteilung* is armed with four Sd Kfz 221 and four newer Sd Kfz 222 armed with a 2cm gun.

LEUTNANT

LEUTNANT



Command Sd Kfz 222 (2cm)



Sd Kfz 221 (MG)

PANZERSPÄH PATROL

UNTEROFFIZIER



Command Sd Kfz 222 (2cm)



Sd Kfz 221 (MG)

PANZERSPÄH PATROL

UNTEROFFIZIER



Command Sd Kfz 222 (2cm)



Sd Kfz 221 (MG)

PANZERSPÄH PATROL

UNTEROFFIZIER



Command Sd Kfz 222 (2cm)



Sd Kfz 221 (MG)

PANZERSPÄH PATROL

MIXED PANZERSPÄH PLATOON

HEAVY PANZERSPÄH PLATOON

PLATOON

- 6 Sd Kfz 231 (8-rad)
- 4 Sd Kfz 231 (8-rad)
- 2 Sd Kfz 231 (8-rad)



HEER

- 330 points
- 220 points
- 110 points



SS

- 360 points
- 240 points
- 120 points

The Panzerspäh Patrols of a Heavy Panzerspäh Platoon operate as separate platoons, each with their own command team.

Panzerspäh Patrols are Reconnaissance Platoons.

The third Panzerspäh Platoon from a panzer division *Aufklärungs Abteilung* is equipped with eight-wheeled Sd Kfz 231 (8-rad) heavy armoured cars. These armoured cars are well-protected and armed with a 2cm cannon.

LEUTNANT

LEUTNANT



Command Sd Kfz 231 (8-rad)



Sd Kfz 231 (8-rad)

PANZERSPÄH PATROL

UNTEROFFIZIER



Command Sd Kfz 231 (8-rad)



Sd Kfz 231 (8-rad)

PANZERSPÄH PATROL

UNTEROFFIZIER



Command Sd Kfz 231 (8-rad)



Sd Kfz 231 (8-rad)

PANZERSPÄH PATROL

HEAVY PANZERSPÄH PLATOON

Infanteriekompanie

INFANTRY COMPANY

(INFANTRY COMPANY)

HEADQUARTERS



Infanteriekompanie HQ


28

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

Your Company HQ must be either Heer (marked ) or SS (marked ). All other platoons with either of these variants must be of the same type as your Company HQ.

COMBAT PLATOONS

INFANTRY



Infanterie Platoon

28

INFANTRY



Infanterie Platoon

28

INFANTRY



Infanterie Platoon

28

WEAPONS PLATOONS

MACHINE-GUNS



Infanterie Machine-gun Platoon

30

MACHINE-GUNS



Infanterie Machine-gun Platoon

30

ARTILLERY



Infanterie Mortar Platoon

30

REGIMENTAL SUPPORT PLATOONS

ANTI-TANK



Regimental Anti-tank Gun Platoon

33

RECONNAISSANCE



Scout Platoon

31

ARTILLERY



Light Infantry Gun Platoon

31

Heavy Infantry Gun Platoon

31

INFANTRY



Pionier Platoon

32

DIVISIONAL SUPPORT PLATOONS

ARMOUR



Assault Gun Platoon

34

ARMOUR



Flammpanzer Platoon

35

Looted Panzer Platoon

36

INFANTRY



Kradschützen Platoon

25

Pionier Platoon

32

ANTI-TANK



Infanterie Anti-tank Gun Platoon

33

ANTI-TANK



Infanterie Anti-tank Gun Platoon

33

Tank-hunter Platoon

34

Heavy Tank-hunter Platoon

35

SS-Heavy Anti-aircraft Gun Platoon

40

Luftwaffe Heavy Anti-aircraft Gun Platoon

41

RECONNAISSANCE



Infanterie Panzerspäh Platoon

33

Light Panzerspäh Platoon

26

Mixed Panzerspäh Platoon

27

Heavy Panzerspäh Platoon

27

ARTILLERY



Light Artillery Battery

38

ARTILLERY



Light Artillery Battery

38

Heavy Artillery Battery

38

Smoke Launcher Platoon

39

ANTI-AIRCRAFT



SS-Light Anti-aircraft Gun Platoon

40

Luftwaffe Light Anti-aircraft Gun Platoon

41

AIRCRAFT



Air Support



41

LUFTWAFFE ALLIES

German companies can be supported by Luftwaffe Platoons, who retain their own ratings. Luftwaffe Platoons count as Allied Platoons (see page 70 of the Flames Of War rulebook).

MOTIVATION AND SKILL

Germany has a handful of Motorisiert (Motorised) infantry divisions and SS infantry divisions in addition to the mass of foot-slogging Heer (Army) infantry divisions. The ratings of an Infanteriekompanie (pronounced in-fan-ter-ree kom-pan-ee) vary depending on type.

A Heer Infanteriekompanie (marked ) is rated as **Confident Veteran**. An SS Infanteriekompanie (marked ) is rated as **Fearless Veteran**.

HEER	
RELUCTANT	CONSCRIPT
CONFIDENT	TRAINED
FEARLESS	VETERAN

SS	
RELUCTANT	CONSCRIPT
CONFIDENT	TRAINED
FEARLESS	VETERAN

HEADQUARTERS

INFANTERIEKOMPANIE HQ

HEADQUARTERS

Company HQ



40 points



55 points

OPTIONS

- Replace either or both Command SMG teams with Command Panzerknacker SMG teams for +10 points per team.
- Add motorcycles and sidecars for +5 points for the headquarters.

HAUPTMANN			
Company Command SMG team	Motorcycle and sidecar	2iC Command SMG team	Motorcycle and sidecar
COMPANY HQ			
INFANTERIEKOMPANIE HQ			

The Germans have two types of infantry division, the motorised division where motorised transport is provided for the division in the form of trucks, and the infantry

division where the soldiers rely on horse-drawn transport or marching on foot.

COMBAT PLATOONS

INFANTERIE PLATOON

PLATOON

HQ Section with:



220 points



260 points

4 Infanterie Squads

175 points

210 points

3 Infanterie Squads

130 points

155 points

2 Infanterie Squads

Add Anti-tank Rifle team

+20 points

+25 points

OPTIONS

- Replace Command Rifle/MG team with a Command SMG team at no cost.
- Replace Command Rifle/MG team or Command SMG team with a Command Panzerknacker SMG team for +10 points
- Add 3-ton trucks for +5 points for the platoon.

LEUTNANT		
Command Rifle/MG team	Light Mortar team	Anti-tank Rifle team
HQ SECTION		
UNTEROFFIZIER		UNTEROFFIZIER
Rifle/MG team	Rifle/MG team	Rifle/MG team
3-ton truck		3-ton truck
INFANTERIE SQUAD		INFANTERIE SQUAD
UNTEROFFIZIER		UNTEROFFIZIER
Rifle/MG team	Rifle/MG team	Rifle/MG team
3-ton truck		3-ton truck
INFANTERIE SQUAD		INFANTERIE SQUAD
INFANTERIE PLATOON		

The SS and a few elite motorised divisions are mounted in trucks. These motorised formations are able to keep pace with the fast moving panzer spearheads that lead the advance. The motorised divisions are the second line, following the panzer troops, securing ground and holding off enemy counterattacks.

The bulk of the German infantry travel on foot. This does not diminish their fighting ability or importance to the German war effort. They fight with the same determination and skill as their motorised brothers-in-arms.

No matter their transport situation, Infanterie Platoons are well-armed with a MG-34 machine-gun in each squad and access to anti-tank rifles and Panzerknacker teams.

WEAPONS PLATOONS

INFANTRIE MACHINE-GUN PLATOON

PLATOON

HQ Section with:



135 points



150 points

2 Machine-gun Sections

1 Machine-gun Section

75 points

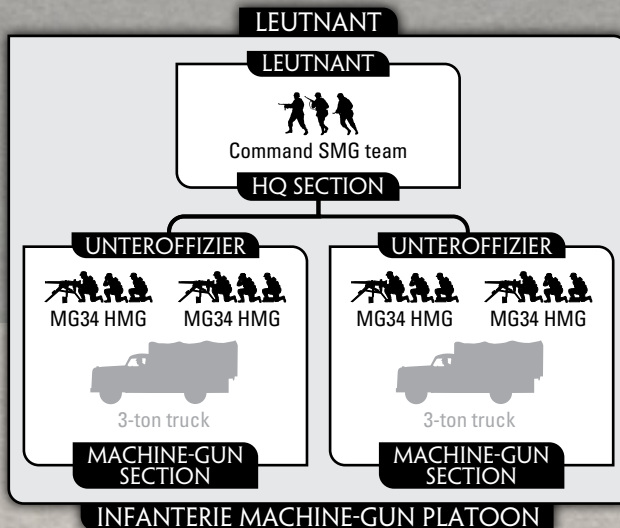
85 points

OPTION

- Add 3-ton trucks for +5 points for the platoon.

Infanterie Machine-gun Platoons may make Combat Attachments to Infanterie Platoons.

Direct fire support for the company is provided by the battalion's *Machinegewehr*, or Machine-gun Company, of three platoons of four sMG34 heavy machine-guns and a mortar platoon. The innovative sMG34 was the first true general purpose machine-gun. It is simply an MG34 light machine-gun on a sustained-fire tripod incorporating a sprung cradle, to reduce the recoil and vibration, making it easier to control and more accurate for continuous fire.



INFANTRIE MORTAR PLATOON

PLATOON

HQ Section with:



180 points



200 points

3 Mortar Sections

2 Mortar Sections

125 points

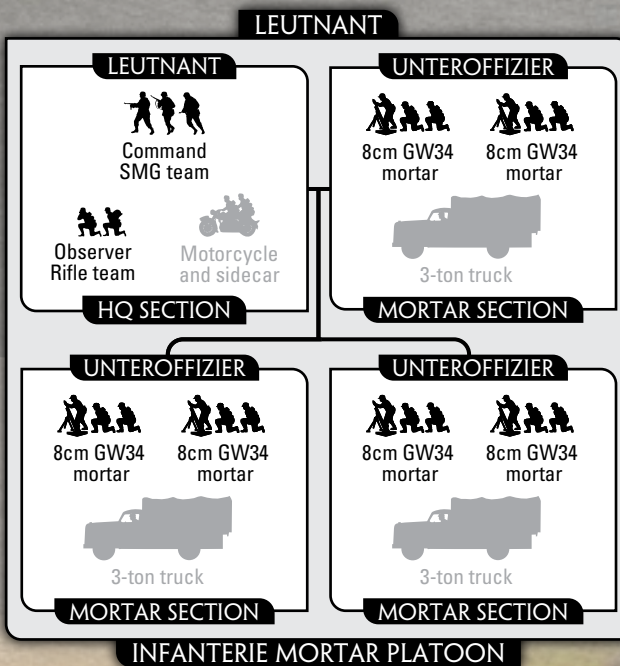
140 points

OPTION

- Add motorcycle and sidecar and 3-ton trucks for +5 points for the platoon.

While the mortar platoons of the Allied armies have just two tubes, the German equivalent has six 8cm GW34 mortars. This gives the commander of a German infantry battalion timely and flexible local artillery support in a way that the Allies can not match.

Although the mortars are nominally under the direct control of the battalion commander, this firepower is made available to the individual rifle company commanders.



REGIMENTAL SUPPORT PLATOONS

SCOUT PLATOON

PLATOON

HQ Section with:

2 Scout Squads

 HEER

110 points

 SS

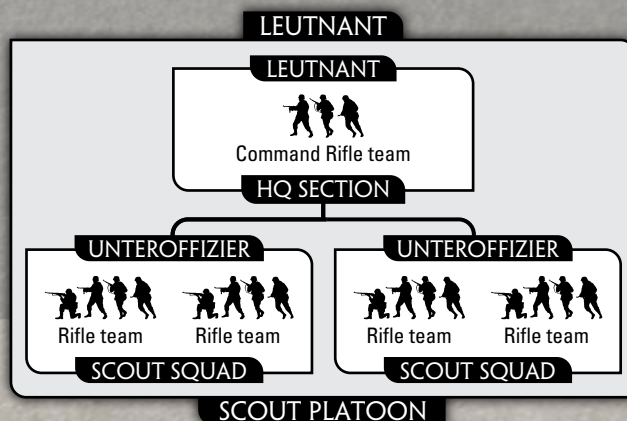
140 points

OPTION

- Replace all Rifle teams with Motorcycle Rifle/MG teams for +50 points.

Scout Platoons are Reconnaissance Platoons unless mounted on motorcycles when they use the Motorcycle Reconnaissance rules on pages 196 to 197 of the Flames Of War rulebook.

The regimental *Spähtrupp*, or scout troop, reconnoitres ahead of the infantry locating the enemy and detecting ambushes. Motorised regiments and SS *Standarten* mounted their scout troops on motorcycles for greater mobility.



LIGHT INFANTRY GUN PLATOON

PLATOON

HQ Section with:

2 7.5cm leIG18

 HEER

65 points

 SS

75 points

OPTIONS

- Add horse-drawn limbers for +5 points for the platoon.
- Replace horse-drawn limbers with 3-ton trucks and add a Kfz 15 field car to HQ Section at no cost.

Alongside the mortars, the 7.5cm leIG18 infantry gun gives the infantry its own artillery support. They can fire bombardments on enemy positions or be used to knock out enemy machine-guns and anti-tank guns with well-directed direct fire support.



HEAVY INFANTRY GUN PLATOON

PLATOON

HQ Section with:

2 15cm sIG33

 HEER

145 points

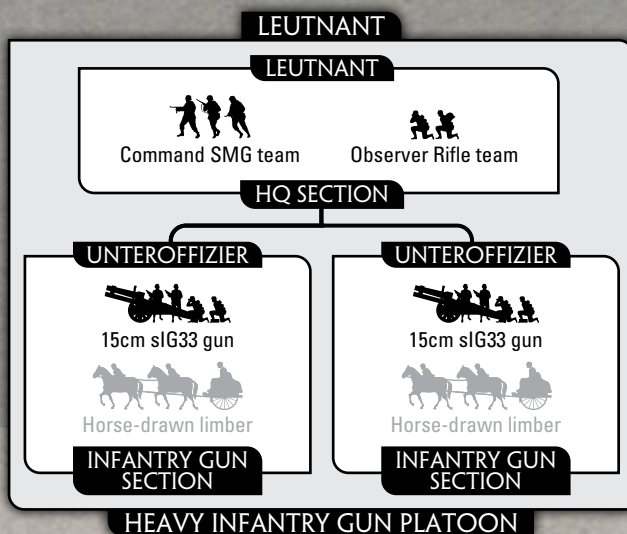
 SS

165 points

OPTIONS

- Add horse-drawn limbers for +5 points for the platoon.
- Replace horse-drawn limbers with Sd Kfz 11 half-tracks and add a Kfz 15 field car to HQ Section at no cost.

For really stubborn enemy positions the infantry can call up the heavy 15cm sIG33 infantry gun. This gun packs a powerful punch. It can knock out bunkers, buildings, and infantry in trench lines with just one hit.





PIONIER PLATOON

PLATOON

HQ Section with:



HEER



SS

3 Pioneer Squads

235 points

265 points

2 Pioneer Squads

165 points

185 points

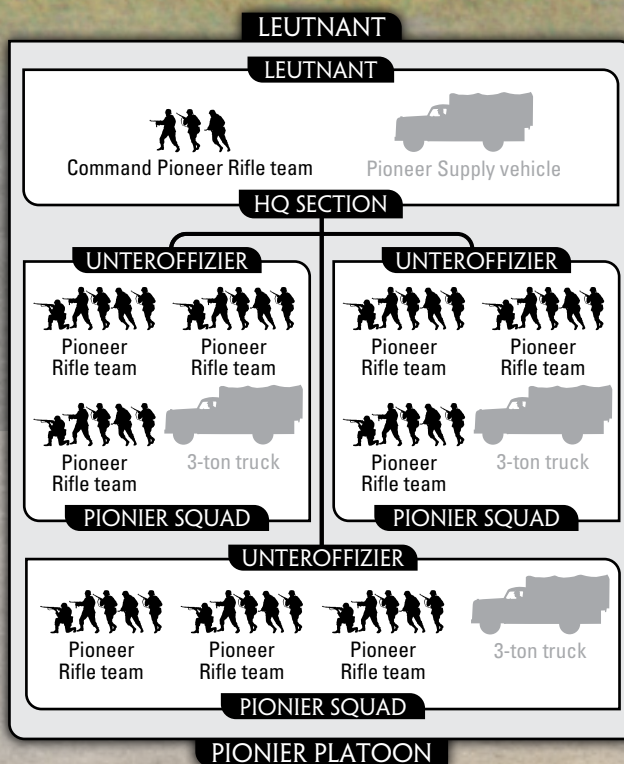
OPTIONS

- Add 3-ton trucks for +5 points for the platoon.
- Add Pioneer Supply horse-drawn wagon for +20 points or Pioneer Supply 3-ton truck for +25 points.

You may replace up to one Pioneer Rifle team per Pioneer Squad with a Flame-thrower team at the start of the game before deployment.

The job of the Pioneers is largely a matter of pick and spade work for the German army. As a result they formed large pioneer platoons to make sure there were plenty of picks and spades doing their engineering tasks.

In the First World War, the Germans formed their pioneers into assault groups equipped with flame-throwers and other specialised equipment. They continued these tactics in the Second World War, where they were called on to lead assaults against fortified positions.



REGIMENTAL ANTI-TANK GUN PLATOON

PLATOON

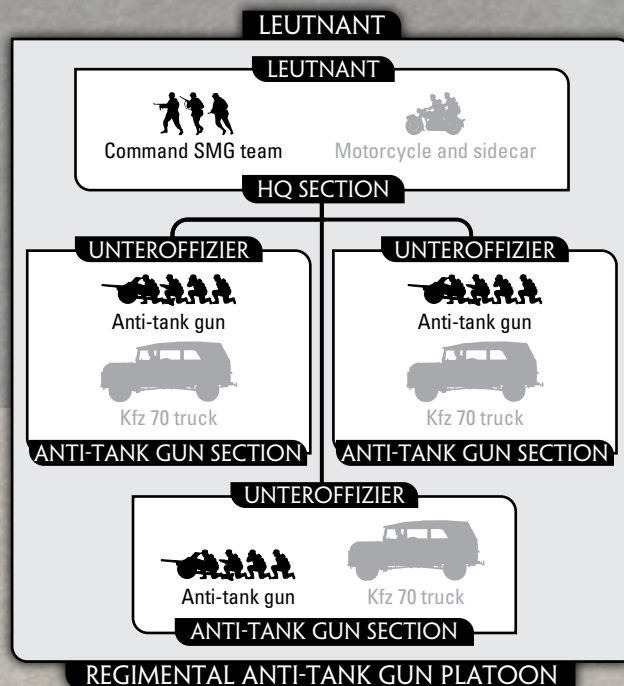
HQ Section with:

	 HEER	 SS
3 3.7cm PaK36	110 points	120 points
2 3.7cm PaK36	75 points	80 points
2 5cm PaK38	170 points	195 points

OPTION

- Add motorcycle and sidecar and Kfz 70 trucks to the platoon for +5 points.

Each infantry regiment has its own complement of anti-tanks guns. These are mostly the excellent 3.7cm PaK36 light anti-tank gun. But a newer, more powerful gun, has been introduced to the German arsenal, the 5cm PaK38 anti-tank gun. The PaK38 has the capability to knock out most enemy tanks the Germans have encountered in three years of campaigning.



SUPPORT PLATOONS

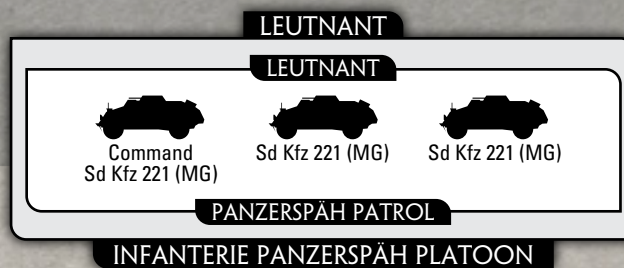
INFANTERIE PANZERSPÄH PLATOON

PLATOON

	 HEER	 SS
3 Sd Kfz 221 (MG)	100 points	-

Infanterie Panzerspäh Platoons are Reconnaissance Platoons.

Most foot-slogging infantry divisions have a platoon of three machine-gun armed *Panzerspähwagen* (armoured cars) in the reconnaissance battalion.



INFANTERIE ANTI-TANK GUN PLATOON

PLATOON

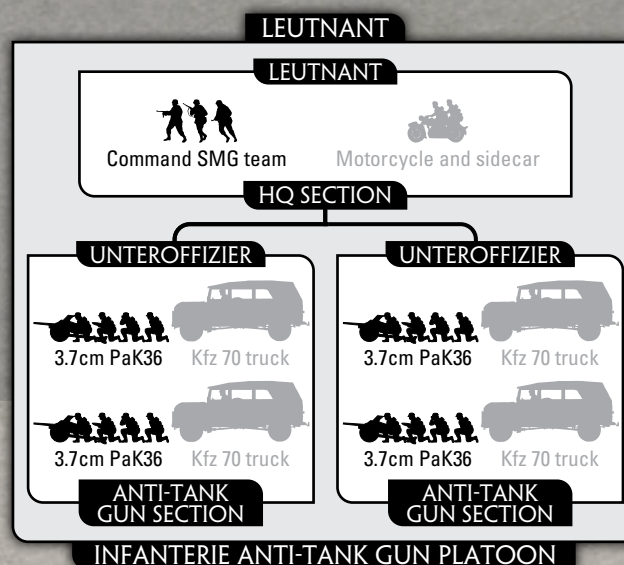
HQ Section with:

	 HEER	 SS
4 3.7cm PaK36	145 points	160 points
3 3.7cm PaK36	110 points	120 points
2 3.7cm PaK36	75 points	80 points

OPTION

- Add motorcycle and sidecar and Kfz 70 trucks to the platoon for +5 points.

The divisional *Panzerjäger Abteilung* (anti-tank gun battalion) is armed with 3.7cm PaK36 light anti-tank guns. These little anti-tank guns can deal with most enemy tanks like the BT and T-26 that the Soviets have in abundance.





Divisional Support

MOTIVATION AND SKILL

The German army is at its peak. After three years of hard fighting it contains some of the most experienced and well-motivated troops available in Europe!

HEER	
RELUCTANT	CONSCRIPT
CONFIDENT	TRAINED
FEARLESS	VETERAN

SS	
RELUCTANT	CONSCRIPT
CONFIDENT	TRAINED
FEARLESS	VETERAN

Heer Divisional Support platoons (marked ) are rated as **Confident Veteran**. SS Divisional Support Platoons (marked ) are rated as **Fearless Veteran**.

ASSAULT GUN PLATOON

PLATOON

Sd Kfz 253 half-track with:

 HEER

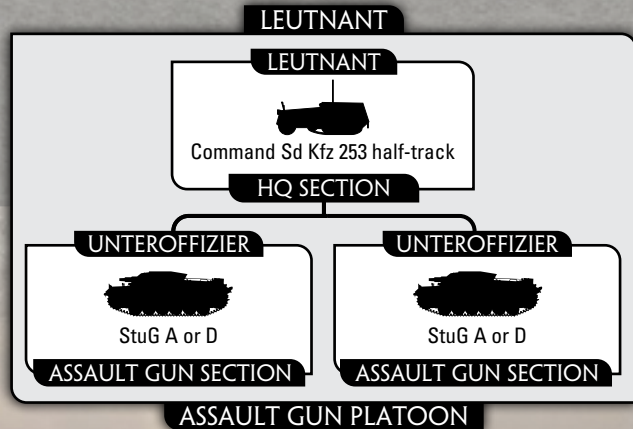
 SS

2 StuG A or D

495 points

555 points


The concept of the *Sturmgeschütz* (StuG), or assault gun, began in 1936 after a request for an armoured vehicle for the artillery that could provide support for the infantry through direct fire against machine-gun nests and bunkers.




TANK-HUNTER PLATOON

PLATOON

4 Panzerjäger I

 HEER 335 points

 SS 375 points

3 Panzerjäger I

250 points

280 points

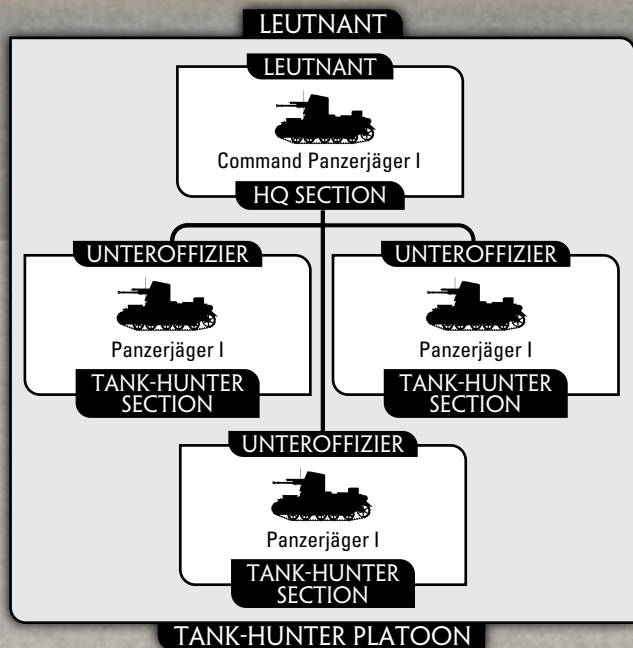
2 Panzerjäger I

165 points

185 points

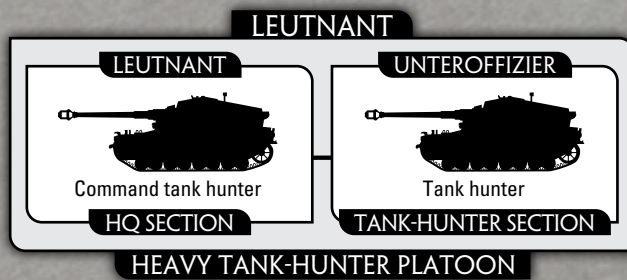
German High Command recognised the need for a specialised vehicle capable of engaging enemy heavy tanks with a weapon of greater penetrating power than the standard 3.7cm PaK36. To meet this need, they fitted a Czech 4.7cm anti-tank gun in a limited traverse mount on a Panzer I chassis with a gun shield to protect the crew. The resulting vehicle was called the *4.7cm PaK(t) (Sf) auf Panzerkampfwagen I Ausf B*, or Panzerjäger I for short.

The Panzerjäger I tank-hunter was used by 521. *Panzerjäger Abteilung*, 529. *Panzerjäger Abteilung*, 616. *Panzerjäger Abteilung*, 643. *Panzerjäger Abteilung*, and 670. *Panzerjäger Abteilung* in the Soviet Union. Army Group Centre (*Panzergruppe 2*, *Panzergruppe 4*, and *4. Armee*) received three companies, Army Group North and Army Group South, one company each, attached respectively to *Panzergruppe 4* and *Panzergruppe 1*.



HEAVY TANK-HUNTER PLATOON

PLATOON	HEER	SS
2 Dicker Max	960 points	-
1 Dicker Max	480 points	-
2 8.8cm FlaK18 (Sfl)	450 points	-
1 8.8cm FlaK18 (Sfl)	225 points	-



BUNKERFLAK

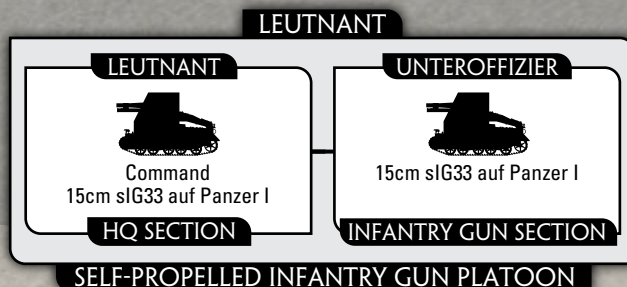
The 8.8cm FlaK18 Sfl 'Bufla' was designed to suppress bunkers from outside the range of the defenders' weapons. The crews were well-trained in identifying and locating bunkers and hitting their firing slits to force the defenders to take cover.

8.8cm FlaK18 Sfl self-propelled guns can shoot at bunkers up to 24"/60cm away rather than the normal 16"/40cm limitation.

The Dicker Max was designed to be used against the fortifications of the Maginot Line in France. It mounted a 10.5cm K18 gun on a Panzer IV chassis. The resulting design gave the vehicle a somewhat rotund appearance which led to its nickname, 'Dicker Max' or Fat Max. Two Dicker Max prototypes were assigned to 3. Panzerdivision for Operation Barbarossa. One was destroyed in an ammunition explosion, but the second vehicle fought with success for three months. The design was ultimately rejected in favour of other designs of heavy tank-hunters

SELF-PROPELLED INFANTRY GUN PLATOON

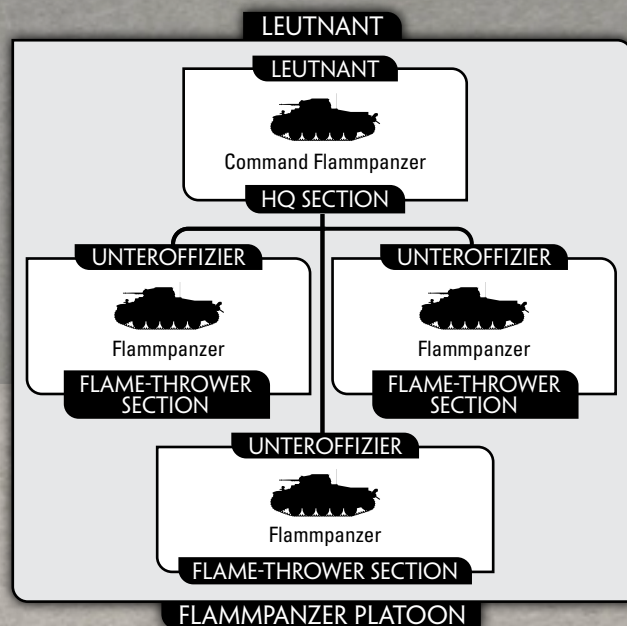
PLATOON	HEER	SS
2 15cm sIG33 auf Panzer I	135 points	-



The 15cm sIG33 auf Panzer I was an attempt to make the 15cm infantry gun more mobile for attacks on bunkers and fortified buildings—a need highlighted in the Polish Campaign. The result was a devastating weapon for the short-range destruction of guns and fortifications.

FLAMMPANZER PLATOON



PLATOON	HEER	SS
4 Flammpanzer II	275 points	-
3 Flammpanzer II	205 points	-
2 Flammpanzer II	135 points	-
3 Flammpanzer B-2 740(f)	515 points	-
2 Flammpanzer B-2 740(f)	345 points	-

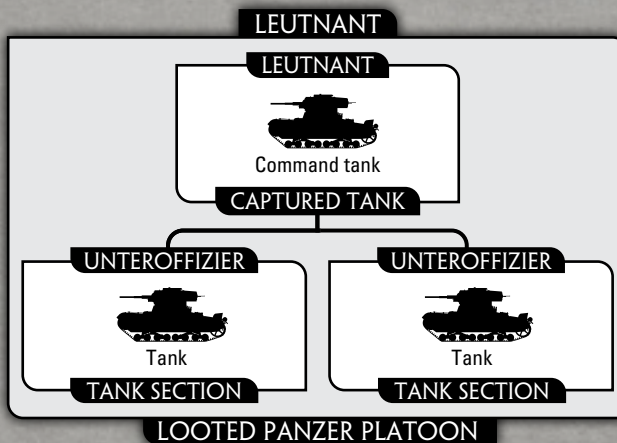


Flammpanzer II tanks were issued to Panzerabteilung (F) 100 and Panzer Abteilung (F) 101. During Operation Barbarossa, Panzerabteilung (F) 100 was attached to 18. Panzerdivision, and Panzerabteilung (F) 101 was attached to 7. Panzerdivision. The Flammpanzer II tanks were used as a close combat weapon working in support of infantry. Flammpanzer B-2 740(f) tanks also saw service in the Soviet Union. These were converted from captured French Char B heavy tanks. They were issued to Panzerabteilung (F) 102 and served with 7. Armee until the unit was disbanded on 30 July 1941.

LOOTED PANZER PLATOON


PLATOON

	 HEER	 SS
3 captured T-26	150 points	165 points
2 captured T-26	100 points	110 points
1 captured T-26	50 points	55 points
3 captured BT-7	180 points	195 points
2 captured BT-7	120 points	130 points
1 captured BT-7	60 points	65 points
1 captured T-60	30 points	35 points
1 captured T-34 obr 1940	260 points	295 points
1 captured T-34 obr 1941	365 points	410 points




BEUTE PANZERS

The German crews of the captured tanks or *Beute* (looted or booty) panzers were improvising and did not know their vehicles well.

All captured tanks in a Heer Looted Panzer Platoon (marked ) are rated as **Confident Trained**.

RELUCTANT	CONSCRIPT
CONFIDENT	TRAINED
FEARLESS	VETERAN

All captured tanks in a SS Looted Panzer Platoon (marked ) are rated as **Fearless Trained**.


RELUCTANT	CONSCRIPT
CONFIDENT	TRAINED
FEARLESS	VETERAN

As soon as the new heavy Soviet tanks began to appear in the front lines, the Germans were prepared to use captured examples against their former owners.

PANZERPIONIER PLATOON

PLATOON

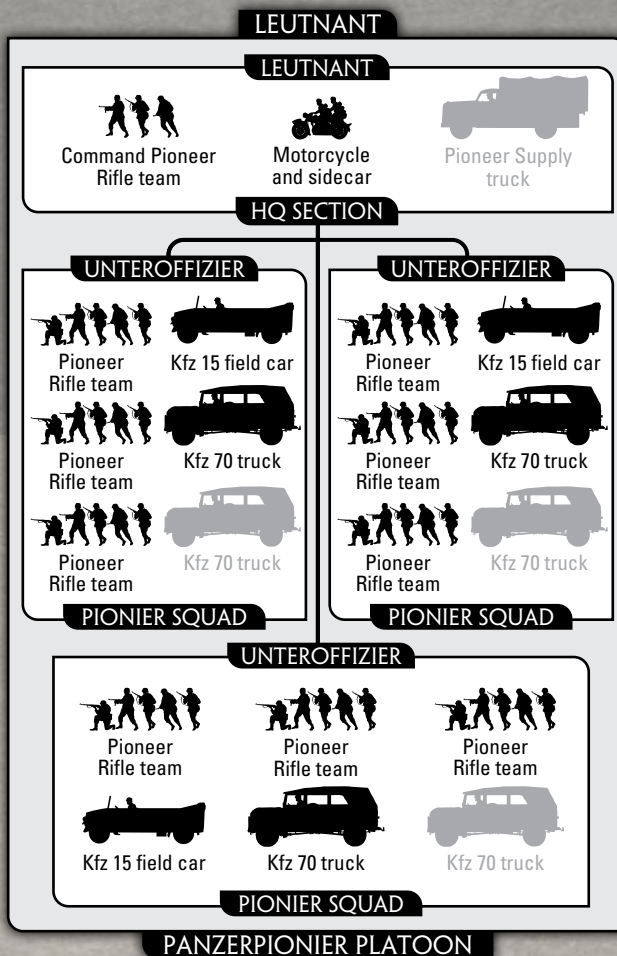
HQ Section with:

	 HEER	 SS
3 Pioneer Squads	245 points	295 points
2 Pioneer Squads	175 points	205 points

OPTIONS

- Replace Command Pioneer Rifle team with a Command Pioneer SMG team for +5 points.
- Add second Kfz 70 truck to each squad at no cost.
- Add Pioneer Supply truck for +25 points.

Each panzer division had a *Panzerpionier Bataillon* (Armoured Engineer Battalion) equipped with engineer equipment, bridging equipment, demolition explosives and mines. They are equally at home preparing fortifications or assaulting them. One company is mounted in trucks for mobility, but fights on foot.



GEPA NZERTE PANZER PIONIER PLATOON

HQ Section with:

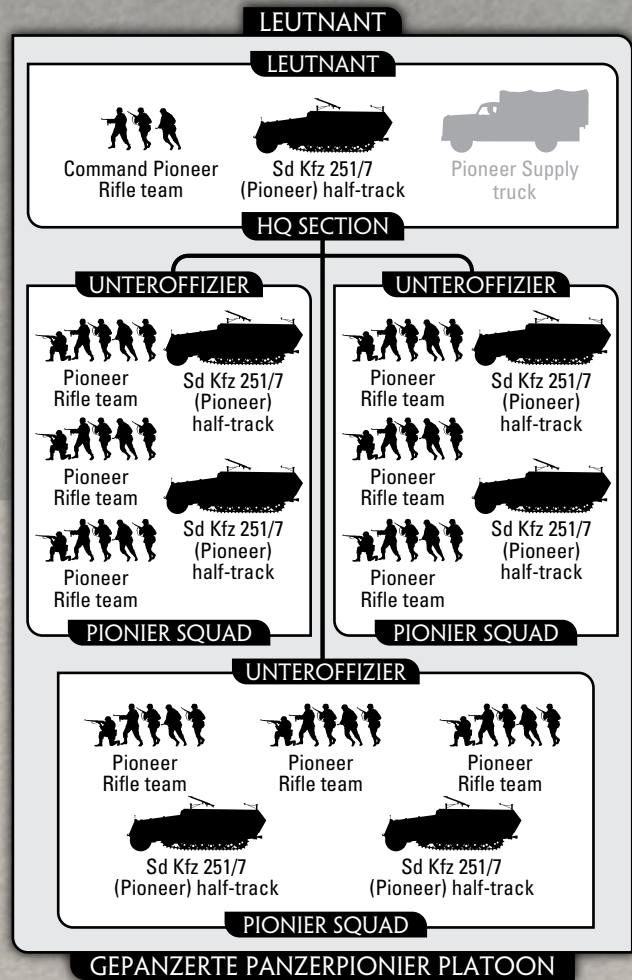
	 HEER	 SS
3 Pionier Squads	325 points	-
2 Pionier Squads	225 points	-

OPTIONS

- Replace Command Pioneer Rifle team with a Command Pioneer SMG team for +5 points.
- Add Pioneer Supply truck for +25 points.
- Replace any or all Sd Kfz 251/7 (Pioneer) half-tracks with Sd Kfz 251/1 (Stuka) half-tracks for +50 points per half-track.

Gepanzerte Panzerpionier Platoons may use the Mounted Assault special rule on page 243 of the rulebook.

The armoured company of the *Panzerpionier Battaillon* (Armoured Engineer Battalion) does the bulk of the assault work when confronted by enemy fortifications. They are protected by armoured half-tracks for approaching the enemy positions and armed with a variety of explosives and mines to deal with bunkers and pillboxes.



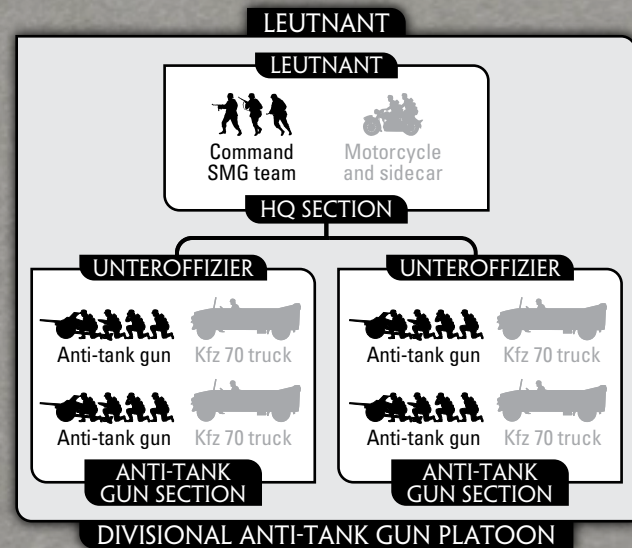
DIVISIONAL ANTI-TANK GUN PLATOON

HQ Section with:

4 3.7cm PaK36	145 points
3 3.7cm PaK36	110 points
2 3.7cm PaK36	75 points
3 5cm PaK38	255 points
2 5cm PaK38	170 points
2 7.62cm FK36(r)	240 points
2 7.62cm FK39(r)	200 points

OPTION

- Add motorcycle and sidecar and Kfz 70 trucks to the platoon for +5 points.



*A Divisional Anti-tank gun Platoon is rated as **Confident Veteran**.*


RELUCTANT	CONSCRIPT
CONFIDENT	TRAINED
FEARLESS	VETERAN

The Panzerjäger Abteilung of a panzer division is equipped with 3.7cm PaK36 light anti-tank guns as well as new medium 5cm PaK38 anti-tank guns. Some crews have pushed captured Red Army field guns into service to deal with the threat from new well-armoured tanks like the T-34. These 7.62cm field guns offer a bit more punch and range than the lighter anti-tank guns.

LIGHT ARTILLERY BATTERY

PLATOON

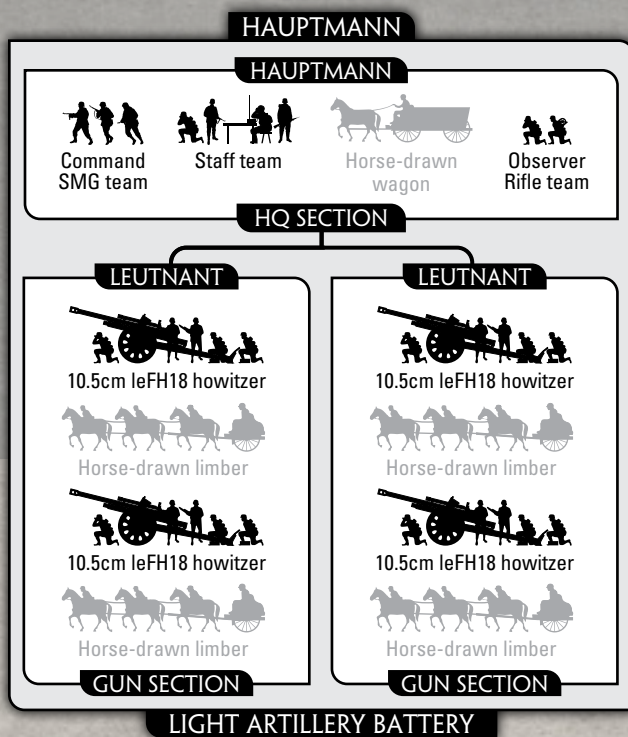
HQ Section with:

4 10.5cm leFH18	 HEER 360 points	 SS 405 points
2 10.5cm leFH18	190 points	215 points

OPTIONS

- Add horse-drawn wagon and horse-drawn limbers for +5 points for the battery.
- Replace horse-drawn wagon with a Kfz 15 field car and Kfz 68 radio truck and horse-drawn limbers with Sd Kfz 11 half-tracks at no cost.



The artillery of the divisions sent to invade the Soviet Union have been almost universally equipped with the excellent 10.5cm leFH18 howitzer. This sturdy howitzer has superior hitting power than Soviet field guns who still mostly rely on lighter 7.62cm models.



HEAVY ARTILLERY BATTERY

PLATOON

HQ Section with:

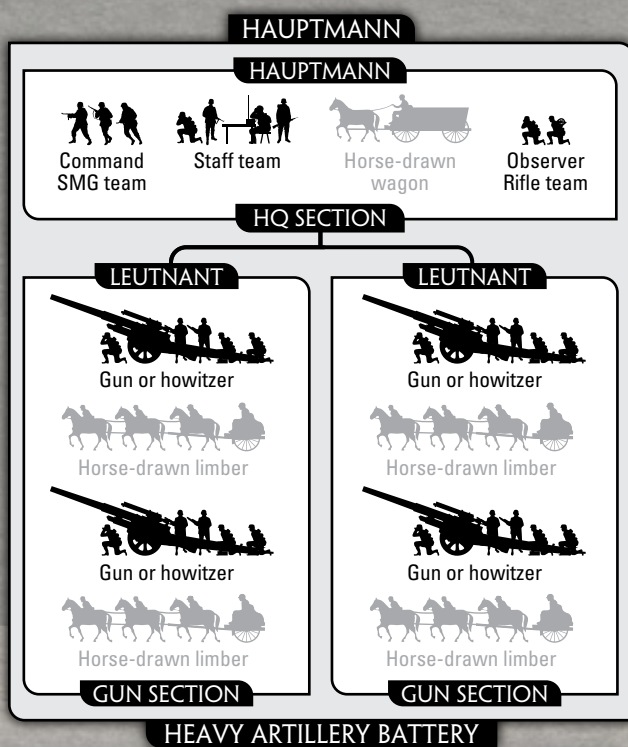
4 s10cm K18	 HEER 585 points	 SS 660 points
2 s10cm K18	305 points	345 points
4 15cm sFH18	480 points	415 points
2 15cm sFH18	250 points	215 points

OPTIONS

- Add horse-drawn wagon and horse-drawn limbers for +5 points for the battery.
- Replace horse-drawn wagon with a Kfz 15 field car and Kfz 68 radio truck and horse-drawn limbers with Sd Kfz 7 half-tracks at no cost.

You may not field a Heavy Artillery Battery unless you are also fielding a Light Artillery Battery.

To back up the firepower of the 10.5cm howitzers the Germans can also call on long-range guns and heavy hitting howitzers. The s10cm K18 gun is a long range gun ideal for counter-battery fire, while the punch and power of the 15cm sFH18 howitzer can deal with most difficult targets like dug-in infantry and gun positions.



SMOKE LAUNCHER PLATOON

PLATOON

HQ Section with:

4 10.5cm NbW35	120 points
2 10.5cm NbW35	65 points
6 10.5cm NbW40	170 points
4 10.5cm NbW40	120 points
2 10.5cm NbW40	65 points
6 15cm NW41	175 points
4 15cm NW41	125 points
2 15cm NW41	70 points

OPTION

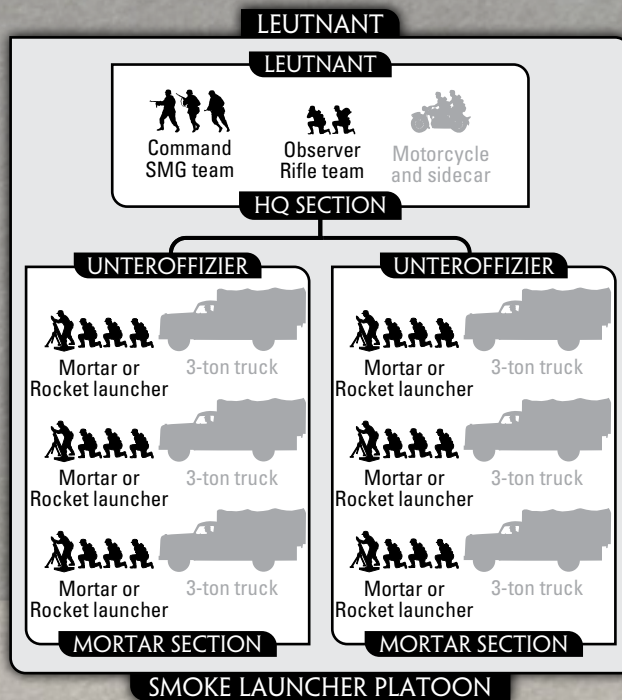
- Add motorcycle and sidecar and 3-ton trucks to the platoon for +5 points.

A *Smoke Launcher Platoon* is rated as **Confident Veteran**.

RELUCTANT	CONSCRIPT
CONFIDENT	TRAINED
FEARLESS	VETERAN

The chief weapon of the chemical corps of the German army is the 10.5cm Nebelwerfer 35, a conventional heavy mortar, which is able to fire high-explosive, chemical, or smoke rounds. Its name comes from Nebelwerfer, German for smoke or fog projector.

The 10.5cm Nebelwerfer 40 mortar began replacing the 10.5cm Nebelwerfer 35 mortar in 1941.



15cm Nebelwerfer 41 rocket launcher was first issued to *Nebelwerfer Abteilung 1* in June 1941 and it served on the Southern Front in Russia in the Perekop Isthmus and at Simferopol.

The *Nebel-Lehr-Regiment* also fought with a mix of mortars and rocket launchers. In June 1941 it was organized with one battalion with two batteries 10.5cm NbW40 mortars and one battalion with two batteries 15cm NW41 rocket launchers. It was attached to the *XXXXVIII Armeekorps (Mot)*, *Panzergruppe 1*, Army Group South during Operation Barbarossa and took part in the battles for the Uman Pocket, Dnepr Bend, and Dnepropetrovsk Bridgehead.





SS-LIGHT ANTI-AIRCRAFT GUN PLATOON

PLATOON

4 Sd Kfz 10/5 (2cm)
3 Sd Kfz 10/5 (2cm)



HEER

-
-



SS

140 points
105 points

While the Heer (Army) relied on the Luftwaffe anti-aircraft troops to provide additional anti-aircraft firepower, the Waffen-SS were able to secure their own anti-aircraft battalions to support their divisions. The light platoons are equipped with self-propelled 2cm FlaK guns mounted on Sd Kfz 10 light half-tracks.

UNTERSTURMFÜHRER

UNTERSTURMFÜHRER



Command Sd Kfz 10/5 (2cm) half-track



Sd Kfz 10/5 (2cm) half-track

ANTI-AIRCRAFT SECTION

UNTERSCHARFÜHRER



Sd Kfz 10/5 (2cm) half-track



Sd Kfz 10/5 (2cm) half-track

ANTI-AIRCRAFT SECTION

SS-LIGHT ANTI-AIRCRAFT GUN PLATOON

SS-HEAVY ANTI-AIRCRAFT GUN PLATOON

PLATOON

2 8.8cm FlaK36
1 8.8cm FlaK36



HEER

-
-



SS

440 points
225 points

OPTIONS

- Add Kfz 15 field car and Sd Kfz 7 half-tracks for +5 points for the platoon.
- Model 8.8cm FlaK36 guns with eight or more crew and increase their ROF to 3 for +10 points per gun.

The SS-anti-aircraft units also had their own 8.8cm FlaK36 heavy anti-aircraft gun batteries. These excellent dual purpose weapons were equally effective against tanks and aircraft. With the appearance of the heavier T-34 and KV tanks, the 8.8cm FlaK36 was soon to see plenty of action against Soviet counterattacks.

UNTERSTURMFÜHRER

UNTERSTURMFÜHRER



Command SMG team



Kfz 15 field car

HQ SECTION

UNTERSCHARFÜHRER



8.8cm FlaK36 gun



Sd Kfz 7 (8t) half-track

AA SECTION

UNTERSCHARFÜHRER



8.8cm FlaK36 gun



Sd Kfz 7 (8t) half-track

AA SECTION

SS-HEAVY ANTI-AIRCRAFT GUN PLATOON



Luftwaffe Support

MOTIVATION AND SKILL

Luftwaffe anti-aircraft crews are trained in the methods of engaging ground targets, but their main area of expertise is anti-aircraft fire. Luftwaffe Light Anti-aircraft Platoons and Heavy Anti-aircraft Platoons are rated as **Confident Trained**.

RELUCTANT	CONSCRIPT
CONFIDENT	TRAINED
FEARLESS	VETERAN

LUFTWAFFE LIGHT ANTI-AIRCRAFT GUN PLATOON

PLATOON

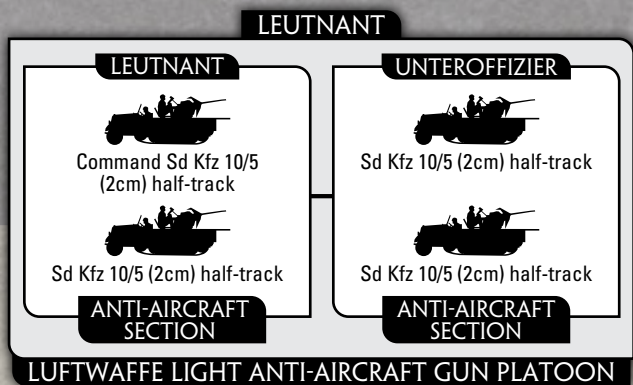
4 Sd Kfz 10/5 (2cm)

90 points

3 Sd Kfz 10/5 (2cm)

70 points

The Luftwaffe provided additional anti-aircraft cover for most divisions. The light gun of the Sd Kfz 10/5 (2cm) half-track has a good rate-of-fire and can put enough fire in the air to see off most enemy sorties.



LUFTWAFFE HEAVY ANTI-AIRCRAFT GUN PLATOON

PLATOON

HQ Section with:

2 8.8cm FlaK36

295 points

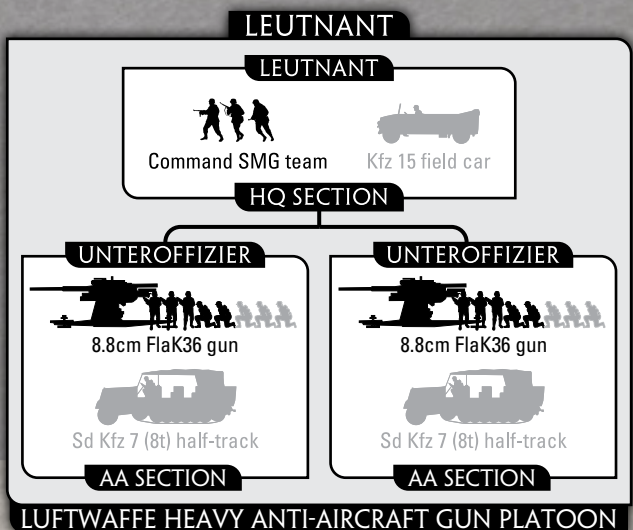
1 8.8cm FlaK36

150 points

OPTIONS

- Add Kfz 15 field car and Sd Kfz 7 half-tracks for +5 points for the platoon.
- Model 8.8cm FlaK36 guns with eight or more crew and increase their ROF to 3 for +10 points per gun.

With experience in Poland and France, the Luftwaffe crews of the 8.8cm FlaK36 anti-aircraft guns knew they would sometimes be called on take on enemy tanks as well as aircraft.



AIR SUPPORT

PRIORITY AIR SUPPORT

Ju 87B Stuka

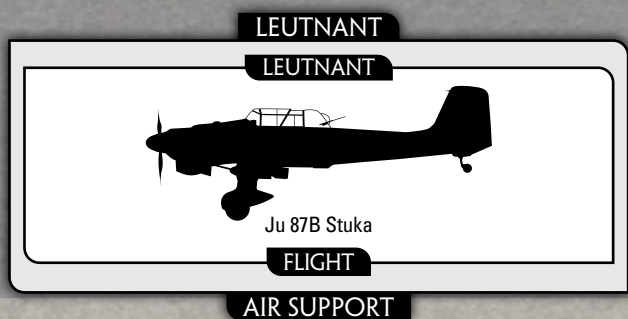
150 points

- Establish a Stuka Schwerpunkt for +25 points.

LIMITED AIR SUPPORT

Ju 87B Stuka

115 points



STUKA SCHWERPUNKT

The role of the *Luftwaffe* (Air Force) in Operation Barbarossa was to focus its efforts at the breakthrough points, totally dominating the air above the battle.

If you establish a Stuka Schwerpunkt (see the option for Priority Air Support above), you roll two dice on the How Many Aircraft Table and take the best result.

The Junkers Ju 87B dive bomber was known by both sides as the Stuka (an abbreviation for the German word for dive bomber). The bent wing silhouette of the Stuka epitomised Blitzkrieg warfare, developing a fearsome reputation during the Polish campaign, which it further enhanced with massed dive-bombing attacks during the Battle of France. They were once more in action during Operation Barbarossa, leading the assault on Soviet airfields and troop concentrations.

German Arsenal

TANK TEAMS

Name Weapon	Mobility Range	Front ROF	Armour Side Anti-tank	Top Firepower	Equipment and Notes
LIGHT TANKS					
Panzer I	Half-tracked	1	1	1	Twin MG.
Panzer II C (late) 2cm KwK38 gun	Standard Tank 16"/40cm	2 3	1 5	1 5+	Co-ax MG, Protected ammo.
Panzer II F 2cm KwK38 gun	Standard Tank 16"/40cm	3 3	1 5	1 5+	Co-ax MG, Protected ammo.
MEDIUM TANKS					
Panzer 35(t) 3.7cm KwK34(t) gun	Standard Tank 24"/60cm	2 2	1 6	1 4+	Co-ax MG, Hull MG, Protected ammo, Unreliable.
Panzer 38(t) A, B, C or D 3.7cm KwK38(t) gun	Standard Tank 24"/60cm	2 2	1 6	1 4+	Co-ax MG, Hull MG, Protected ammo.
Panzer 38(t) E/F 3.7cm KwK38(t) gun	Standard Tank 24"/60cm	3 2	2 6	1 4+	Co-ax MG, Hull MG, Protected ammo.
Panzer III E or F 3.7cm KwK gun	Standard Tank 24"/60cm	3 3	3 6	1 4+	Twin co-ax MG, Hull MG, Protected ammo.
Panzer III F (late) or G 5cm KwK38 gun	Standard Tank 24"/60cm	3 3	3 7	1 4+	Co-ax MG, Hull MG, Protected ammo.
Panzer III H 5cm KwK38 gun	Standard Tank 24"/60cm	4 3	3 7	1 4+	Co-ax MG, Hull MG, Protected ammo.
Panzer III J 5cm KwK38 gun	Standard Tank 24"/60cm	5 3	3 7	1 4+	Co-ax MG, Hull MG, Protected ammo.
Panzer IV D 7.5cm KwK37 gun Firing bombardments	Standard Tank 24"/60cm 48"/120cm	3 2 -	2 7 2	1 3+ 6	Co-ax MG, Hull MG, Protected ammo. Smoke.
Panzer IV E 7.5cm KwK37 gun Firing bombardments	Standard Tank 24"/60cm 48"/120cm	4 2 -	3 7 2	1 3+ 6	Co-ax MG, Hull MG, Protected ammo. Smoke.
Panzer IV F 7.5cm KwK37 gun Firing bombardments	Standard Tank 24"/60cm 48"/120cm	5 2 -	3 7 2	1 3+ 6	Co-ax MG, Hull MG, Protected ammo. Smoke.
CAPTURED TANKS					
T-26 45mm obr 1934 gun	Slow Tank 24"/60cm	1 2	1 7	1 4+	Co-ax MG, Limited vision, Unreliable.
BT-7 45mm obr 1934 gun	Standard Tank 24"/60cm	1 2	1 7	1 4+	Co-ax MG, Fast tank, Limited vision, Unreliable.
T-60 20mm ShVAK gun	Half-tracked 16"/40cm	2 2	1 5	1 5+	Co-ax MG, Limited vision, Unreliable.
T-34 obr 1940 76mm L-11 gun	Standard Tank 24"/60cm	6 2	5 8	1 3+	Co-ax MG, Hull MG, Fast tank, Limited vision, Unreliable, Wide tracks.
T-34 obr 1941 76mm F-34 gun	Standard Tank 32"/80cm	6 2	5 9	1 3+	Co-ax MG, Hull MG, Fast tank, Limited vision, Unreliable, Wide tracks.
FLAME TANKS					
Flammpanzer II Two 1.4cm Flammenwerfer	Half-tracked 4"/10cm	2 2 (each)	1 -	1 6	MG. Flame-thrower, Hull mounted.
Flammpanzer B-2 740 (f) (Char B-1) 4.7cm KwK35(f) gun 1.4cm Flammenwerfer	Slow Tank 24"/60cm 4"/10cm	6 2 3	5 6 -	1 4+ 5+	Co-ax MG, Unreliable. One-man turret. Flame-thrower, Hull mounted.

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

Sd Kfz 253	Half-tracked	1	0	1	AA MG.
StuG A or D	Standard Tank	5	3	1	Protected ammo.
7.5cm StuK37 gun	24"/60cm	2	7	3+	Hull mounted.

SELF-PROPELLED GUNS

15cm sIG33 auf Panzer I	Slow Tank	0	0	0	Overloaded.
15cm sIG33 gun	16"/40cm	1	8	1+	Bunker buster, Hull mounted.

TANK-HUNTERS

Panzerjäger I	Half-tracked	0	0	0	
4.7cm PaK(t) gun	24"/60cm	2	8	4+	Hull mounted.
8.8cm FlaK18 (Sfl)	Half-tracked	1	0	0	Awkward Layout, Overloaded.
8.8cm FlaK18 gun	40"/100cm	3	13	3+	Hull mounted, Bunkerflak.
Dicker Max	Standard Tank	4	1	0	AA MG.
s10cm K18 gun	40"/100cm	2	15	2+	Hull mounted.

ARMoured CARS

Sd Kfz 221 (MG)	Wheeled	0	0	0	AA MG
Sd Kfz 222 (2cm, early)	Wheeled	0	0	0	Co-ax MG.
2cm KwK38 gun	16"/40cm	3	5	5+	Self-defence anti-aircraft.
Panhard 178 (f) (Panhard AMD-35)	Wheeled	1	1	0	Co-ax MG, Limited vision.
2.5cm KwK(f) gun	16"/40cm	2	6	5+	No HE.
Sd Kfz 231 (8-rad)	Jeep	2	0	0	Co-ax MG.
2cm KwK38 gun	16"/40cm	3	5	5+	

RECONNAISSANCE

Motorcycle SMG team	Jeep	-	-	-	Motorcycle reconnaissance, Dismount as SMG team.
SMG	4"/10cm	3	1	6	Hull mounted, Vehicle MG.
Motorcycle Panzerknacker SMG team	Jeep	-	-	-	Motorcycle reconnaissance, Dismount as Panzerknacker SMG team.
SMG	4"/10cm	3	1	6	Hull mounted, Vehicle MG.
Motorcycle Rifle/MG team	Jeep	-	-	-	Motorcycle reconnaissance, Dismount as Rifle/MG team.
Rifle/MG	16"/40cm	2	2	6	Hull mounted, Vehicle MG.
Motorcycle MG team	Jeep	-	-	-	Motorcycle reconnaissance, Dismount as MG team.
MG	16"/40cm	3	2	6	Hull mounted, Vehicle MG.
Motorcycle Panzerknacker MG team	Jeep	-	-	-	Motorcycle reconnaissance, Dismount as Panzerknacker MG team.
MG	16"/40cm	3	2	6	Hull mounted, Vehicle MG.
Motorcycle Light Mortar team	Jeep	-	-	-	Motorcycle reconnaissance, Dismount as Light Morat team.
Light Mortar	16"/40cm	1	1	4+	Hull mounted, Awkward layout, Smoke, Can fire over friendly troops.
Motorcycle Anti-tank Rifle team	Jeep	-	-	-	Motorcycle reconnaissance, Dismount as Anti-tank Rifle team.
7.92mm PzB39 anti-tank rifle	16"/40cm	1	4	6	Hull mounted, Awkward layout.
Motorcycle HMG team	Jeep	-	-	-	Motorcycle reconnaissance, Dismount as HMG team.
MG	16"/40cm	3	2	6	Hull mounted, Vehicle MG.

ANTI-AIRCRAFT (SP)

Sd Kfz 10/5 (2cm)	Half-tracked	-	-	-	Gun shield.
2cm FlaK38 gun	16"/40cm	4	5	5+	Anti-aircraft.

VEHICLE MACHINE-GUNS

Vehicle MG	16"/40cm	3	2	6	ROF 1 if other weapons fire.
Twin vehicle MG	16"/40cm	4	2	6	ROF 2 if other weapons fire.



GUN TEAMS

Weapon	Mobility	Range	ROF	Anti-tank	Firepower	Notes
MACHINE-GUNS						
MG34 HMG	Man-packed	24"/60cm	6	2	6	ROF 3 when pinned down or moving.
MORTARS						
8cm GW34 mortar	Man-packed	24"/60cm	2	2	3+	Smoke, Minimum range 8"/20cm.
Firing bombardments		40"/100cm	-	2	6	Smoke bombardment.
10.5cm NbW35 mortar	Man-packed	40"/100cm	-	3	4+	Smoke bombardment.
10.5cm NbW40 mortar	Light	56"/140cm	-	3	4+	Smoke bombardment.
INFANTRY GUNS						
7.5cm leIG18 gun	Light	16"/40cm	2	5	3+	Gun shield, Smoke.
Firing bombardments		48"/120cm	-	3	6	
15cm sIG33 gun	Heavy	16"/40cm	1	8	1+	Bunker buster, Gun shield.
Firing bombardments		56"/140cm	-	4	2+	
ANTI-AIRCRAFT GUNS						
8.8cm FlaK36 gun	Immobile	40"/100cm	2	13	3+	Heavy anti-aircraft, Gun Shield, Turntable.
ANTI-TANK GUNS						
3.7cm PaK36 gun	Light	24"/60cm	3	6	4+	Gun shield.
5cm PaK38 gun	Medium	24"/60cm	3	9	4+	Gun shield.
7.62cm FK36(r) gun	Heavy	32"/80cm	2	10	3+	Gun shield.
7.62cm FK39(r) gun	Heavy	32"/80cm	2	9	3+	Gun shield.
ARTILLERY						
10.5cm leFH18 howitzer	Immobile	24"/60cm	1	9	2+	Breakthrough gun, Gun shield, Smoke.
Firing bombardments		72"/180cm	-	4	4+	Smoke bombardment.
s10cm K18 gun	Immobile	32"/80cm	1	15	2+	
Firing bombardments		96"/240cm	-	4	4+	
15cm sFH18 howitzer	Immobile	24"/60cm	1	11	1+	Bunker buster, Smoke.
Firing bombardments		80"/200cm	-	5	2+	Smoke bombardment.
15cm NW41 rocket launcher	Light	64"/160cm	-	3	4+	Rocket launcher, Smoke bombardment.



INFANTRY TEAMS

Team	Range	ROF	Anti-tank	Firepower	Notes
Rifle team	16"/40cm	1	2	6	
Rifle/MG team	16"/40cm	2	2	6	
MG team	16"/40cm	3	2	6	ROF 2 when pinned down.
SMG team	4"/10cm	3	1	6	Full ROF when moving.
Light Mortar team	16"/40cm	1	1	4+	Can fire over friendly teams.
Anti-tank Rifle team	16"/40cm	1	4	6	Tank Assault 3.
Flame-thrower team	4"/10cm	2	-	6	Flame-thrower.
Staff team	16"/40cm	1	2	6	Moves as a Heavy Gun team.

ADDITIONAL TRAINING AND EQUIPMENT

Pioneer teams are rated as Tank Assault 4. Panzerknackers are rated as Tank Assault 4.

TRANSPORT TEAMS

Vehicle	Mobility	Armour			Equipment and Notes
		Front	Side	Top	
Motorcycle & Sidecar or Kfz 15 field car	Jeep	-	-	-	
Krupp or Styer Kfz 70 or Opel Blitz 3-ton truck	Wheeled	-	-	-	
Opel Kfz 68 radio truck	Wheeled	-	-	-	
Horse-drawn wagon	Wagon	-	-	-	

TRUCKS

TRACTORS

Sd Kfz 11, or Sd Kfz 7 half-track	Half-tracked	-	-	-	
Horse-drawn limber	Wagon	-	-	-	

ARMoured PERSONNEL CARRIERS

Sd Kfz 251/1 half-track	Half-tracked	1	0	0	Hull MG, Passenger-fired AA MG.
Sd Kfz 251/1 (HMG) half-track	Half-tracked	1	0	0	Hull MG, HMG carrier, Passenger-fired AA MG.
Sd Kfz 251/1 (Stuka) half-track <i>28cm sW40 rocket launcher</i>	Half-tracked <i>40"/100cm</i>	1 -	0 3	0 1+	Hull MG, Passenger-fired AA MG. <i>Hull mounted, Stuka zu Fuss.</i>
Sd Kfz 251/7 (Pioneer) half-track	Half-track	1	0	0	Hull MG, Passenger-fired AA MG, Assault bridge.

RECOVERY VEHICLES

Sd Kfz 9 (18t) half-track	Half-tracked	-	-	-	Recovery vehicle.
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AIRCRAFT

Aircraft	Weapon	To Hit	Anti-tank	Firepower	Notes
Ju 87B Stuka	Bombs	4+	5	2+	Optional Stuka Schwerpunkt (p. 41).



THE BATTLE FOR MOSCOW

THE DRIVE FOR MOSCOW, OPERATION TYPHOON

A new offensive towards Moscow was organised by Army Group Centre. It began on 2 October and was codenamed Operation Typhoon. With the bulk of Hitler's objectives achieved in the north and south it was deemed time to once more push on towards Moscow.

The Soviets had not been idle and had constructed a series of defensive lines protecting the approaches to their capital. However, after the fall of Kiev, the Soviets had started to exhaust their supply of trained divisions and the forces marshalled to defend Moscow consisted of a large number of militia and newly raised units, as well as divisions transferred from the east and interior, though many of these units lacked heavy weapons like anti-tank guns and new heavy tanks. The influx of new units from the east continued to build up around the Moscow front during October, November and December.

Operation Typhoon's plan consisted of two pincers. One was aimed to the north of Moscow against the Kalinin Front by *Panzergruppe 3* and *Panzergruppe 4*. This pincer would also cut the Leningrad-Moscow railway line, further isolating Leningrad. The second pincer would be aimed to the south of Moscow against the Western Front, south of Tula

by *Panzergruppe 2*. Advancing in the centre and on a more direct route to Moscow would be the German 4th Army.

The first blow was struck when *Panzergruppe 2* took Orel on 3 October, taking the Soviets by surprise and putting the southern pincer within 120km (75 miles) of the first Moscow defensive line. Three days later the panzers were pushing on to Bryansk, encircling the Soviet 3rd and 13th Armies. In the north, *Panzergruppe 3* and *Panzergruppe 4* attacked towards Vyazma and encircled the Soviet 19th, 10th, 24th, and 32nd Armies. The city fell to the Germans on 5 October. Inside the pocket the Germans had trapped 673,000 Red Army troops who eventually became prisoners of war. The success of the northern and southern attacks had smashed the first line of defence before Moscow. It seemed only a matter of time before the Germans took Moscow.

Although the Germans achieved initial success in the first phase of Operation Typhoon, the weather deteriorated consistently since the beginning of the operation, temperatures dropped, and there was near continuous rainfall, causing the roads to turn to mud and considerably slowing the German advance. As well as impacting the advance, these conditions also disrupted the supply lines, to such a degree that a halt was ordered to Operation Typhoon on 31 October so that the Germans could reorganise and resupply.





The pause also allowed the Soviets to reorganise, and due to their superior supply situation, strengthen their defences and bring in reinforcements. They created eleven new armies from reservists and 30 divisions were brought from Siberia and the Soviet Far East, where intelligence indicated the Japanese seemed unlikely to attack.

Despite their brief respite, the German troops were exhausted from four months of continuous fighting. However, by 15 November the cold began to have some benefit as the

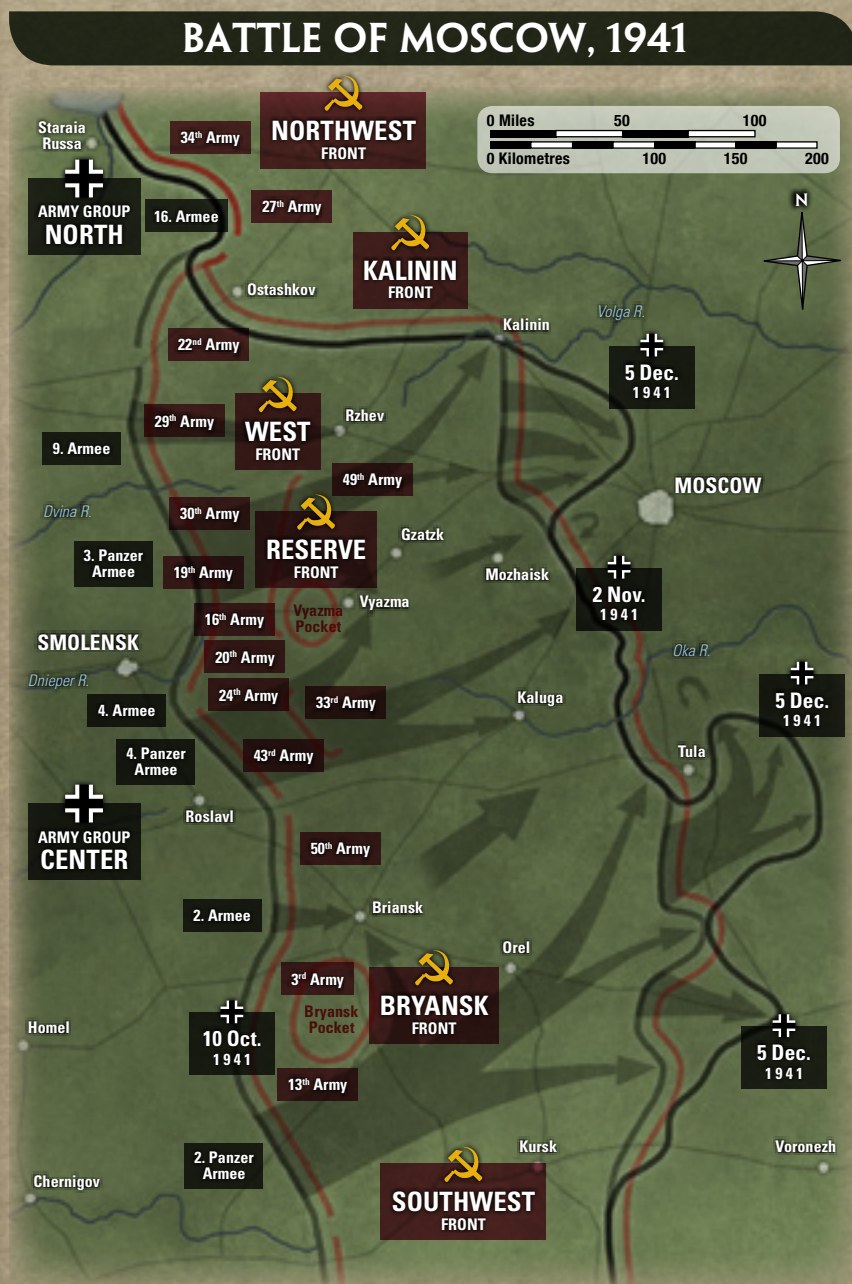
ground froze solid and the roads were once again traversable, the drive for Moscow was back on. *Panzergruppe 3* and *Panzergruppe 4* were to continue their swing to the northeast of Moscow and breach the Moscow Canal. *Panzergruppe 2* would attack towards Tula and approach Moscow from the south, while *4. Armee* would drive directly towards Moscow through the centre.

In the first two weeks of the resumed drive, progress proved slow, as the wintery conditions, fuel and ammunition shortages, and stiff Soviet resistance took its toll on the attacking German units. To the south of Moscow resistance proved particularly tough. Counterattacks by newly arrived units from the Soviet 49th and 50th Armies halted the advance of *Panzergruppe 2*.

The northern pincer was more successful when they pushed back the Soviet 16th Army and crossed the Moscow Canal to begin the encirclement of the Soviet capital. By 2 December German infantry were within 24km (15 miles) of Moscow and could see the spires of the Kremlin. The furthest advance of the Germans was to just 8km (5 miles) from Moscow when a reconnaissance battalion took the town of Khimki.

However, General Winter had arrived, the Red Army's greatest ally. The first winter blizzards arrived to grind the German advance to a halt. Temperatures plummeted to record lows, rifles and guns froze up, motor vehicles and tanks wouldn't start, and the men began to suffer from exposure and frostbite. The Germans felt it the worst as they hadn't issued any winter clothing during their mad dash through the Soviet Union. It was meant to be all over by Christmas.

In the meantime, the Soviet troop build-up had continued unabated. The newly raised and transferred units had brought the total number of troops around Moscow from a low of 90,000 men after the encirclements at Bryansk and Vyazma to over 500,000 men. On 5 December the Red Army struck back.





THE SOVIET MOSCOW COUNTER-OFFENSIVE

The Soviet forces assembled for the counter-offensive numbered 1.1 million men, but they still only slightly outnumbered the Germans. However, by deploying concentrations at critical points the Red Army was able to outnumber the Germans where they were to apply the most pressure.

The attack began on the Kalinin Front to the north of Moscow on 5 December 1941. Progress was slow, but after two days the Soviets had won back the cities like Krasnaya Polyana that were in close proximity to Moscow.

The German troops had only just gone over to a defensive stance, and were forced to pull back to consolidate their lines and better prepare their defence. Hitler demanded that his forces hold their positions and those disagreeing with him were eventually dismissed. Guderian (commander of *Panzergruppe 2*), Kluge (*4. Armee*), Hoepner (*Panzergruppe 4*), Strauss (*9. Armee*), von Bock (Army Group Centre), and von Brauchitsch (*Heer* commander-in-chief) were all dismissed or resigned by early 1942.

Meanwhile, the Soviet offensive continued, and they liberated Kalinin and Klin. The Kalinin Front continued to drive west past a bulge developing around Klin. Soviet forces under General Konev attempted to encircle the German troops still around Klin, though the Germans were able to withdraw their troops in time. The Soviets attempted another encirclement against *Panzergruppe 2* at Tula to the south of Moscow, but the northern pincer met strong opposition at Rzhev,

which halted the attack. The Germans were able to form a strong salient around Rzhev that would hold until 1943.

In the south, the Soviet offensive had made substantial gains, taking Tula on 16 December, and encircling and destroying the German *39. Armeekorps (Mot)*, which was protecting the southern flank of *Panzergruppe 2*.

Despite their absence from the sky in the second half of December due to the freezing weather and overcast skies, it was the *Luftwaffe* that would save German Army Group Centre from destruction. Clearing skies and reinforcements allowed the *Luftwaffe* to evacuate troops to more defensible positions, improve supply lines, and to strike at the Red Army on the ground.

Red Army offensive continued into January 1942 and fighting was hard, but by 7 January 1942 Soviet reserves were drained and the offensive was halted. The Soviet offensive had been a remarkable turnaround. Across the front the Red Army had pushed the Germans back between 100 and 250 km (62 to 155 miles) from Moscow. The city had been saved from capture. During January and February 1942 Stalin continued to order more offensives, but the Red Army was exhausted and these failed. However, the victory had proved a vital morale boost for the Red Army and the Soviet people.

The Moscow counter-offensive had proved the Red Army could best the German *Heer* in battle.



SOVIET TANKS AVAILABLE 22 JUNE 1941

In June 1941 the Soviet Union had the largest tank force in the world with over 18,000 tanks spread through 30 mechanised corps and seven independent tank, mechanised and motorised divisions.

Each mechanised corps contained two tank divisions and one of either a mechanised or motorised division. The numbers of tanks in each corps varied from corps to corps, with the strongest having over one thousand tanks and the weakest, many of which were still equipping, having less than a hundred tanks.

TYPES OF TANKS AND NUMBERS AVAILABLE

Based on division and corps tank numbers in June 1941 where information is available. Each tank silhouette represents 100 tanks or part there of.


BT-2, BT-5, & BT-7: 3775




T-26: 3383



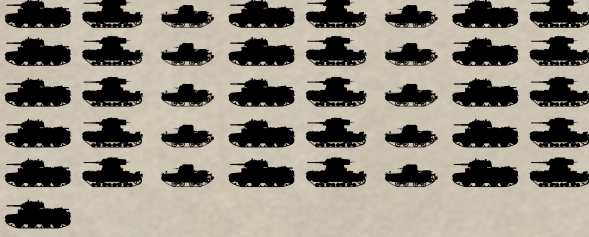
Kht-26: 99



T-27, T-37, & T-38: 211



Undefined light tanks (includes any of the above): 4102



T-28: 232



T-35: 48



T-34: 992



KV: 466



THE NEW TANKS

The new T-34 obr 1940, KV-1 obr 1939 and KV-2 tanks were issued to the mechanised corps before the German invasion, but the bulk of them were concentrated with the 4th, 6th, 8th, and 15th Mechanised Corps.

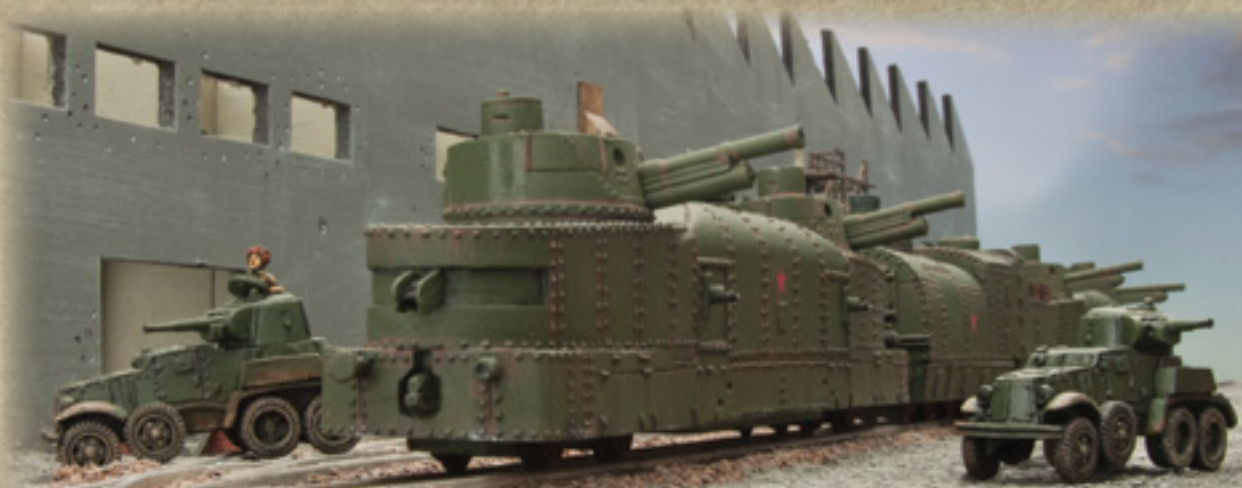
The T-34 obr 1941, KV-1 obr 1940, and KV-1e were all introduced to the front in late 1941, with many taking part in the battles around Moscow alongside lend-lease British Valentines and Matildas.



BA-20 armoured cars push ahead of the KV-1e heavy tanks looking to spring enemy ambushes.



KV-2 heavy tanks clear the street of SS troops with their massive 152mm howitzer.



An armoured train supports Red Army troops with their bombardment, while the BA-10s look for closer targets.



ZIS-30 self-propelled guns creep forward to knock out 8.8cm Flak36 guns to clear the way for the tanks.

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



WHENEVER A PLATOON COMMAND TEAM FROM A STRELKOVY COMPANY IS DESTROYED, MARK THE LOCATION WHERE IT WAS DESTROYED.

IN THE SOVIET PLAYERS NEXT STARTING STEP ROLL A DIE. ON A ROLL OF 4+ THE COMPANY WILL WAVE ATTACK AND IS REPLACED. ON ANY OTHER ROLL THE COMMAND TEAM IS REMOVED AND THE COMPANY IS DESTROYED.

12"/30CM

A DESTROYED STRELKOVY COMPANY DOES NOT COUNT FOR VICTORY POINTS UNTIL IT FAILS TO WAVE ATTACK.

A COMPANY THAT WAVE ATTACKS IS THEN DEPLOYED 12"/30CM AWAY FROM ENEMY TEAMS, EXCEPT FOR ENEMY INDEPENDENT TEAMS, WARRIOR TEAMS AND ANY TEAMS THAT MOVED AT THE DOUBLE.

COMMAND

DUAL COMMAND

In 1939, Soviet units had dual command in which a unit's political komissar oversaw the military officer. In light of the purges, officers usually deferred to the opinion of the Komissar (who as a civilian lacked military experience).

A Command Komissar team is both a Command team and a Komissar team and follows all the rules for both.

A Company Command Komissar team is both a Company Command team and a Battalion Komissar team and follows all the rules for both. So a Company Command Komissar team may re-roll a Motivation test first as a Company Command team before attempting a re-roll as a Battalion Komissar team.

If a Company Command Komissar or 2iC Command team appoints a new command team, the appointed team is a Command Rifle team, rather than a Command Komissar Team.

CLOSE SUPERVISION

With Komissars interfering at every level of command, officers rely on direct contact to get their orders carried out.

A Company Command team or Battalion Komissar Company Command team must be within Command Distance of the Platoon Command team of the platoon (Soviet Company) it has joined in order to re-roll failed Motivation Tests using the Command Leadership rule on page 69 of the rulebook.

OFFENSIVE DOCTRINE

Soviet tank doctrine was based around them being the aggressor in any future war. Soviet tank forces had no defensive methods or plan to fall back on.

A Soviet Tankovy Batalon or Inomarochnikiy Tankovy Batalon uses the Always Attack special rule on page 257 of the rulebook.

TANKS

DECK TURRETS

In the 1930's a number of designers envisioned tanks as battleships on land. Covered in guns mounted in deck turrets placed on the top deck of the tank, they would steam forward into enemy formations to wreak serious havoc.

Guns and machine-guns mounted in Deck Turrets have an all-round Field of Fire, except where their rotation is blocked by the vehicle's superstructure. Ignore the facing of Deck Turrets when determining if a shot hits the Front or Side armour (see page 98 of the rulebook).

TURRET-FRONT MG

A turret-front MG is mounted beside the main gun, but unlike a co-ax MG the gunner must shift positions in the tank to operate it.

A Turret-front MG has an all-round Field of Fire, but cannot fire at the same time as the vehicle's Main Gun.

TURRET-REAR MG

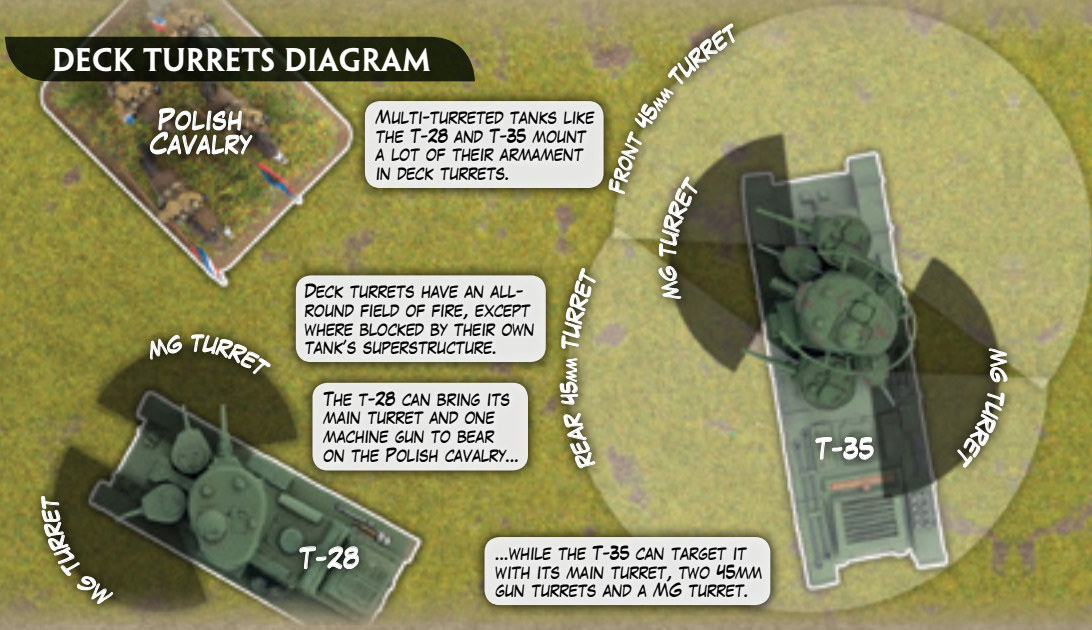
While not very practical for long-range shooting, a machine-gun mounted in the back of the turret is perfect for discouraging boarders in an assault.

A Turret-rear MG may not shoot, it is purely defensive.

In assault combat, if a hit from an Infantry or Gun team is allocated to a Tank team armed with a Turret-rear MG, the team that scored the hit must take another Skill Test.

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

Bailed Out Tank teams do not benefit from their Turret-rear MG.



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



LEYTENANT KONSTANTIN SAMOKHIN



Konstantin Samokhin was born on 14 March 1915 in the village of Budarin, in Saratov province. He graduated from the Kiev Tank School before he took part in the Soviet-Finnish War (Winter War) of 1939/1940. On 31 January 1940 he was seriously wounded in combat. He was awarded the medal 'For Military Merit' on 20 May 1940 for his actions.

When the Germans invaded, Samokhin was on the border in Stanislavov with the 15th Tank Division, in the same unit as fellow future tank ace Dmitry Lavrinenko. Samokhin commanded a BT-7 fast tank. He soon earned a promotion and from September to October 1941 commanded a company in the 2nd Tank Battalion, 4th Separate Tank Brigade.

The 4th Tank Brigade withdrew to a new defensive line at Ilkovo-Golovlyovo-Shein on 7 October 1941. On 9 October 1941 the Germans attacked the village of Shein. On the left flank of the village Lavrinenko waited in ambush in a T-34, while Samokhin's company of BT-7 fast tanks held the village. Lavrinenko held his ground while Samokhin and his BT-7 tanks blazed away from the shelter of the village. The intense firefight lasted an hour and a half. Soon a number of German tanks were on fire.

Engaged in the battle with Samokhin's company, the Germans did not notice the appearance of the Soviet reserve on the left flank. The attack was so sudden and swift that the Germans did not have time to turn their turrets. Eleven German tanks were destroyed and the Germans were forced to withdraw into the woods behind them.

The following day, 10 October, Samokhin commanded a small detachment of three tanks to make a reconnaissance

towards Mtsensk. They soon reported that the Germans had set-up an observation post in the city's bell tower, which kept much of the city under fire. Samokhin's detachment brought the tower under fire and knocked out the post. They then discovered four German tanks camouflaged behind the Church wall. Two tanks were quickly knocked out and the other two, smashing through garden fences, fled.

By November Samokhin, commanded a battalion of T-34 tanks. At the village of Kozlovo (near Moscow) on 13 November Samokhin's command was engaged in an epic 20 hour battle where he destroyed four tanks, one self-propelled gun, three anti-tank guns, and ten machine-guns and mortars. Five times his crew returned to the rear to replenish ammunition before returning to the fight. For his actions he was nominated for the Hero of the Soviet Union, but was instead awarded the Order of Lenin on 27 December 1941.

In early December 1941 the 1st Guards Tank Brigade (which the 4th Tank Brigade had been renamed) moved to a new line of defence between Kryukovo and Goretovka. On 6 December the brigade launched a counteroffensive near Moscow. Providing support to the 18th Rifle Division, Samokhin's battalion of seven T-34 tanks attacked the enemy positions in Nadovrazhino.

Major-General Katukov praised Samokhin's actions during the battle at Nadovrazhino. 'Here Samokhin acted boldly, as in all the battles in which he fought.' The seven tanks of Samokhin's battalion advanced along forest trails and at dawn were positioned to attack Nadovrazhino. A strong snowstorm aided surprise. For an hour Samokhin's tanks attacked the village. The fire from the Soviet tanks destroyed five tanks, six self-propelled guns, 50 motorcycles and 100 soldiers and officers. As casualties mounted, the Germans were forced to flee Nadovrazhino. Samokhin was able to withdraw and avoid the following German panzer counterattack.

In December, Leytenant K. M. Samokhin was named Gvardeyskiy Leytenant (Guards Lieutenant), and in February 1942 - Gvardeyskiy Kapitan (Guards Captain). He fought until 23 February 1942 when he was killed in action. He destroyed a total of 69 tanks and other armoured vehicles, 82 guns, and 117 motor vehicles.

CHARACTERISTICS

Leytenant Konstantin Samokhin is a Warrior Command BT-7 Tank team or Warrior Company Command T-34 obr 1941 tank team and is rated **Confident Trained**. If Samokhin is in a BT-7 tank he may join a Tankovy Batalon and replaces the Command BT-7 tank team in a BT-7 equipped Light Tankovy Company for an additional +40 points.

If Samokhin is in a T-34 obr 1941 tank he may join a Tankovy Batalon and replaces the Company Command T-34 obr 1941 tank team in a Tankovy Batalon HQ for an additional +125 points.

SURPRISE ATTACK!

Samokhin would often take advantage of terrain and weather to get surprise over the enemy.

Samokhin's Tankovy Company or a Tankovy Company he has joined as a Company Command team may use the Spearhead rules (see page 261 of the rulebook).

TELLING FIRE

Samokhin always makes sure his fire is effective and he gets the most from his gun, whether it's the 45mm of the BT-7 or the 76mm of the T-34.

Samokhin may re-roll any failed To Hit rolls when he shoots with the main gun of his tank.

TANKOVY BATALON

TANK BATTALION

(TANK COMPANY)

HEADQUARTERS

HEADQUARTERS



Tankovy Batalon HQ

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

Your Tankovy Batalon must be either from the Red Army (marked ★) or Guards (marked ⚔). All Combat and Weapons companies or platoons must be from the same type as your Battalion HQ. All Corps and Divisional Support companies or platoons must be taken from the Red Army (marked ★) or from unmarked companies or platoons.

COMBAT COMPANIES

ARMOUR



Tankovy Company

ARMOUR



Tankovy Company

Light Tankovy Company

Medium Tankovy Company

ARMOUR



Tankovy Company

Light Tankovy Company

Medium Tankovy Company

WEAPONS COMPANIES AND PLATOONS

ARMOUR



Flame-tank Company

ARMOUR



Scout Tankovy Company

ANTI-AIRCRAFT



Anti-aircraft Machine-gun Platoon

ARTILLERY



Self-propelled Gun Battery

DIVISIONAL SUPPORT COMPANIES

INFANTRY, ANTI-AIRCRAFT, AND ANTI-TANK



Motostrelkovy Company

Sapper Company

Anti-aircraft Company

Tank Destruction Company

ARTILLERY



Motorised Artillery Battalion

ARTILLERY



Guards Rocket Mortar Battalion

ARMOUR OR ARTILLERY



KV Tankovy Company

Heavy Tankovy Company

Armoured Car Company

Motorised Heavy Artillery Battalion

AIRCRAFT



Air Support



MOTIVATION AND SKILL

The enemy has invaded and must be stopped! A Red Army Tankovy Batalon is rated as **Confident Conscript**.

The best troops have been re-equipped with new tanks and sent back into battle. A Guards Tankovy Batalon is rated **Fearless Conscript**.

★ RED ARMY

RELUCTANT	CONSCRIPT
CONFIDENT	TRAINED
FEARLESS	VETERAN

🛡️ GUARDS

RELUCTANT	CONSCRIPT
CONFIDENT	TRAINED
FEARLESS	VETERAN

HEADQUARTERS

TANKOVY BATALON HQ

HEADQUARTERS

T-34 obr 1940
T-34 obr 1941

★
215 points
300 points

🛡️
240 points
335 points

The tank divisions formed the hard hitting core of the mechanised corps. They were armed with a mix of tanks with the best armed based around the new T-34 tank.

Guards tank brigades were formed in late 1941 from the best tank units formed from the shattered tank divisions.



COMBAT COMPANIES

TANKOVY COMPANY

COMPANY

10 T-34 obr 1940
9 T-34 obr 1940
8 T-34 obr 1940
7 T-34 obr 1940
6 T-34 obr 1940
5 T-34 obr 1940
4 T-34 obr 1940
3 T-34 obr 1940
2 T-34 obr 1940

★
2830 points
2410 points
2025 points
1675 points
1360 points
1075 points
860 points
645 points
430 points

🛡️
3215 points
2740 points
2300 points
1900 points
1535 points
1215 points
970 points
725 points
480 points

OPTIONS

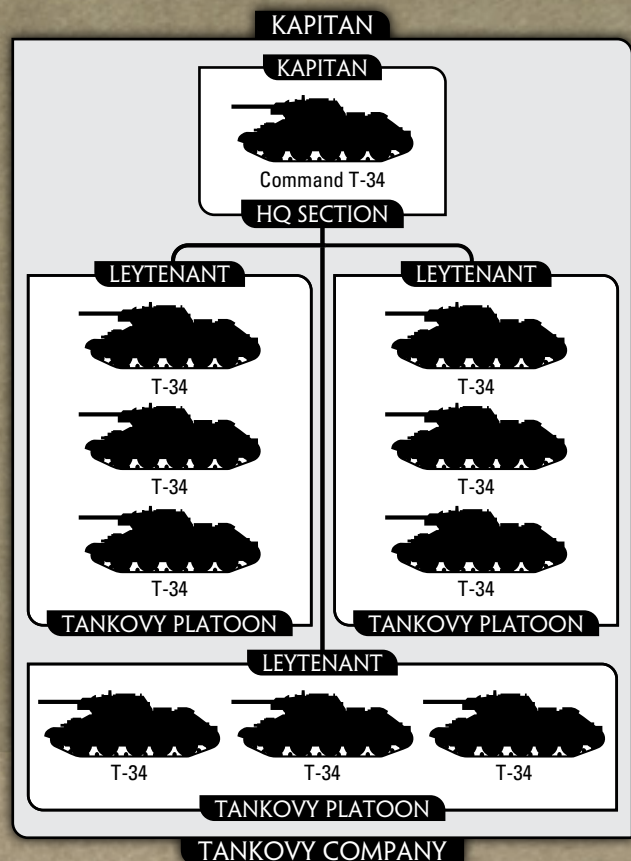
- Replace any or all T-34 obr 1940 tanks with T-34 obr 1941 tanks for:

Per tank **+85 points** **+95 points**

- Replace up to three T-34 obr 1940 tanks with T-34/57 obr 1941 tanks for:

Per tank **+105 points** **+115 points**

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.



LIGHT TANKOVY COMPANY

COMPANY

	★	🛡️
16 T-26 obr 1933 or 1939	775 points	870 points
15 T-26 obr 1933 or 1939	700 points	790 points
14 T-26 obr 1933 or 1939	625 points	705 points
13 T-26 obr 1933 or 1939	560 points	630 points
12 T-26 obr 1933 or 1939	495 points	555 points
11 T-26 obr 1933 or 1939	440 points	495 points
10 T-26 obr 1933 or 1939	385 points	435 points
9 T-26 obr 1933 or 1939	335 points	375 points
8 T-26 obr 1933 or 1939	285 points	320 points
7 T-26 obr 1933 or 1939	250 points	280 points
6 T-26 obr 1933 or 1939	215 points	240 points
5 T-26 obr 1933 or 1939	180 points	205 points

- 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.

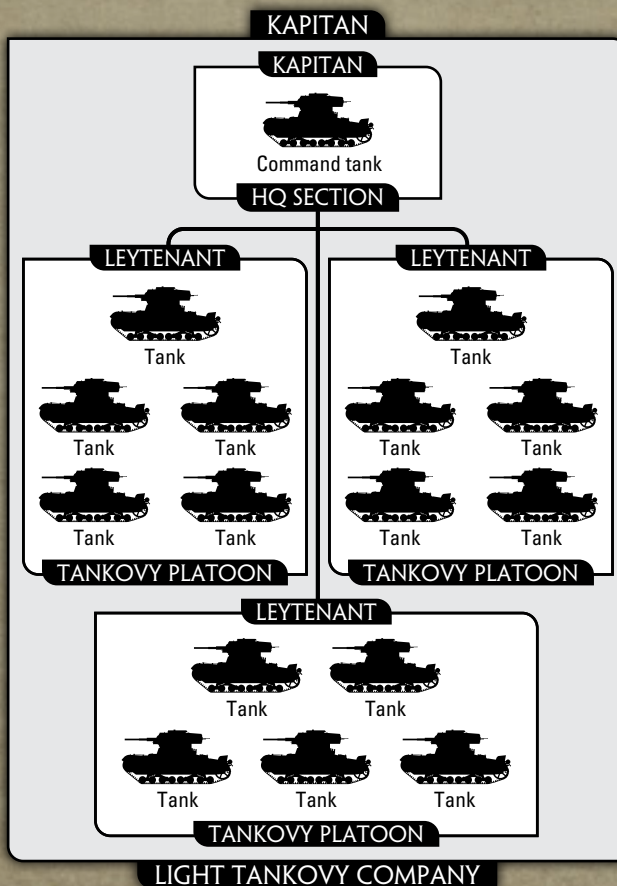
16 BT-5	925 points	1040 points
15 BT-5	830 points	935 points
14 BT-5	740 points	835 points
13 BT-5	655 points	735 points
12 BT-5	580 points	655 points
11 BT-5	510 points	575 points
10 BT-5	450 points	505 points
9 BT-5	385 points	435 points
8 BT-5	330 points	370 points
7 BT-5	290 points	325 points
6 BT-5	245 points	275 points
5 BT-5	205 points	230 points

- Replace any or all BT-5 tanks with BT-7 tanks for +5 points per tank.

10 T-60 obr 1941	265 points	300 points
9 T-60 obr 1941	230 points	260 points
8 T-60 obr 1941	195 points	225 points
7 T-60 obr 1941	165 points	190 points
6 T-60 obr 1941	140 points	155 points
5 T-60 obr 1941	115 points	125 points

OPTIONS

- Arm any or all T-26 obr 1939, T-26E, or BT-7 tanks with AA MG for +5 points per tank.
- Add Turret-rear MG to any or all T-26 obr 1939, T-26E, or BT-7 tanks for +5 points per tank.



The Red Army uses a great variety of light tanks in their mechanised corps, from old twin machine-gun turreted T-26 obr 1932 to the brand new T-60 light tank. Though lightly armoured most are armed with the excellent 45mm gun. These tanks can concentrate formidable firepower against the enemy, and prove especially effective against enemy infantry and light armour.

The T-26 obr 1932 mounts two small machine-gun turrets on its hull and is designed to provide mobile machine-gun support to the infantry.

The T-26 obr 1933 mounts the excellent 45mm gun in a larger turret, while the T-26 obr 1939 is the final production model with a cast turret and 45mm gun, and could mount a turret rear machine-gun. The final T-26 model is the T-26E, which has been uparmoured with additional armoured plates.

The BT tanks are based on the American designed Christie tank and can operate with or without its tracks fitted. The BT-5 mounts a 45mm gun in a similar turret to the T-26 obr 1933. The BT-7 is an improved model with a new turret and improved armour. The BT fast tanks have good speed that can be utilised by brave patriots to out manoeuvre the enemy and get behind his flanks to take advantage of their weak rear armour.

The T-60 is a new tank. It is armed with a 20mm cannon, it is lighter, and has a lower profile than the older models. However, it only requires two crew.

Units are big, with up to 16 tanks in each company. However, many of them did not arrive on the battlefield due to mechanical breakdowns, so it is more common to see companies of eight, nine, or ten tanks in the field.

MEDIUM TANKOVY COMPANY

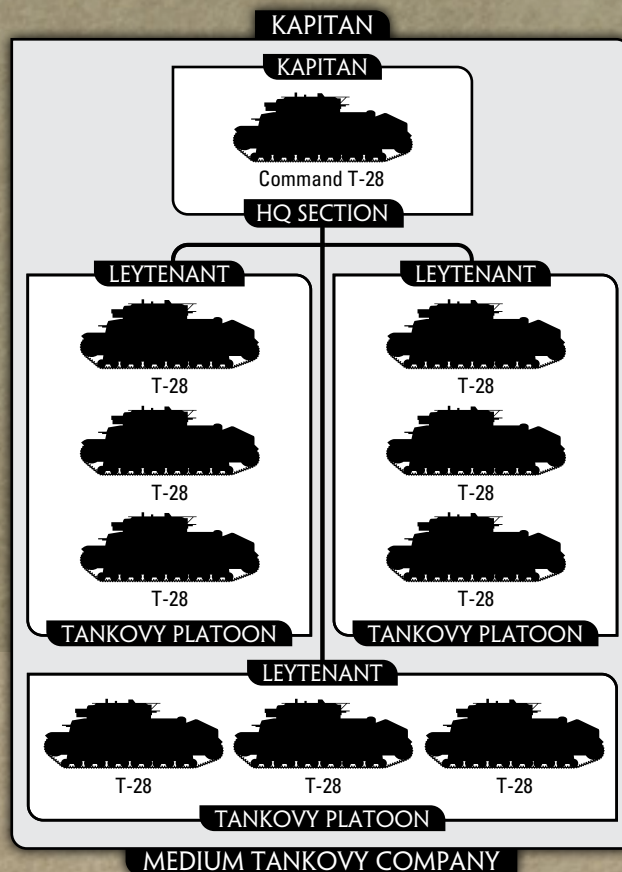
COMPANY

	★	🛡️
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.



WEAPONS COMPANIES

FLAME-TANK COMPANY

COMPANY

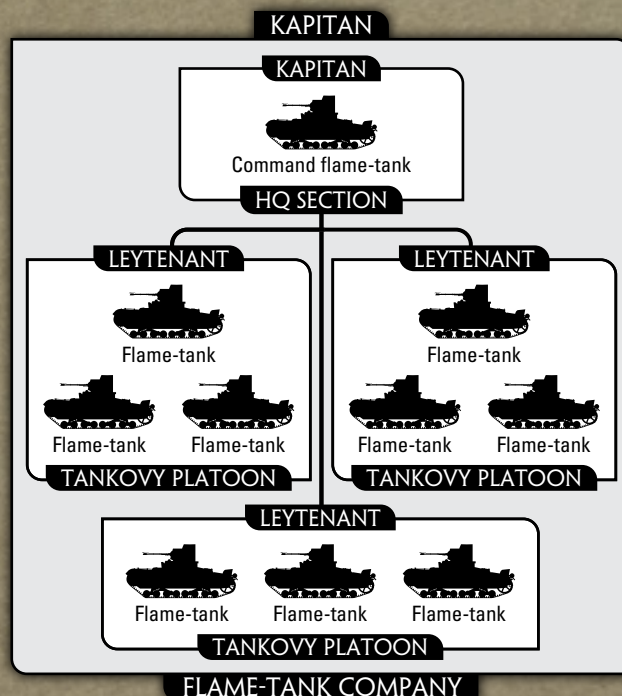
	★	🛡️
10 KhT-26	255 points	-
9 KhT-26	220 points	-
8 KhT-26	190 points	-
7 KhT-26	160 points	-
6 KhT-26	130 points	-
5 KhT-26	105 points	-

- Replace up to half KhT-26 with KhT-130 for +5 points per tank.

10 KhT-130	305 points	-
9 KhT-130	265 points	-
8 KhT-130	230 points	-
7 KhT-130	195 points	-
6 KhT-130	160 points	-
5 KhT-130	125 points	-

OPTION

- Add Turret-rear MG to any or all KhT-130 tanks for +5 points per tank.



The chemical or flame-tanks are used to clear the enemy out of trenches and bunkers, where a quick burst of liquid fire is sure to send even the most determined defender running.

Two types of flame-tanks were used by the Red Army in 1941, both based on the T-26 light tank.

The KhT-26 (*KhT* = *Khimicheskij Tank*, or Chemical Tank) was based on the twin turret T-26 obr 1932, which removed one turret and mounted the flame-thrower in the remaining turret. The second model used was the KhT-130, which was based on the T-26 obr 1933 and mounted the flame-thrower in its larger turret.

SELF-PROPELLED GUN BATTERY

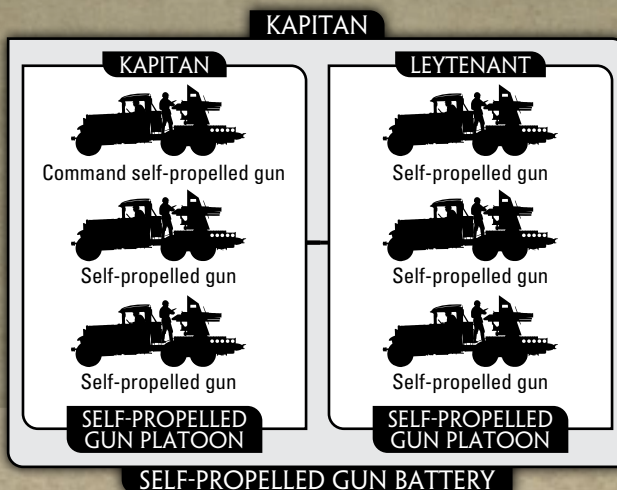
PLATOON	★	🛡️
6 SU-12	105 points	-
3 SU-12	55 points	-
6 BT-7A	160 points	-
3 BT-7A	80 points	-

OPTION

- Arm any or all BT-7A tanks with AA MG for +5 points per tank.

The BT-7A tank and SU-12 self-propelled gun are assault guns and use the Volley Fire special rule on page 250 of the rulebook.

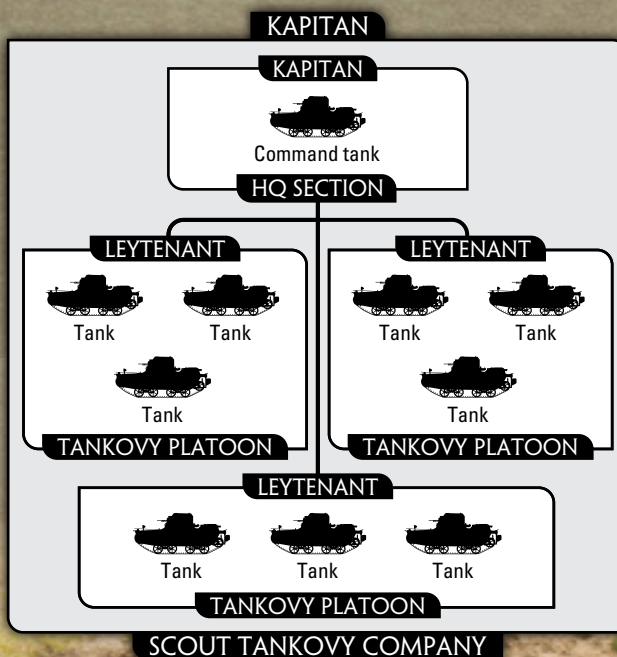
For added firepower against enemy infantry, Red Army tank units often had a battery of self-propelled guns attached. The 76mm gun of the truck mounted SU-12 or the BT-7A artillery tank provided the ideal firepower for digging out entrenched infantry and guns.



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.





DIVISIONAL SUPPORT COMPANIES

KV TANKOVY COMPANY

COMPANY

	★	🧑
10 KV-1 obr 1939	3350 points	3740 points
9 KV-1 obr 1939	2845 points	3185 points
8 KV-1 obr 1939	2390 points	2680 points
7 KV-1 obr 1939	1980 points	2215 points
6 KV-1 obr 1939	1625 points	1795 points
5 KV-1 obr 1939	1275 points	1425 points
4 KV-1 obr 1939	1020 points	1140 points
3 KV-1 obr 1939	765 points	855 points
2 KV-1 obr 1939	510 points	570 points
1 KV-1 obr 1939	255 points	285 points

OPTIONS

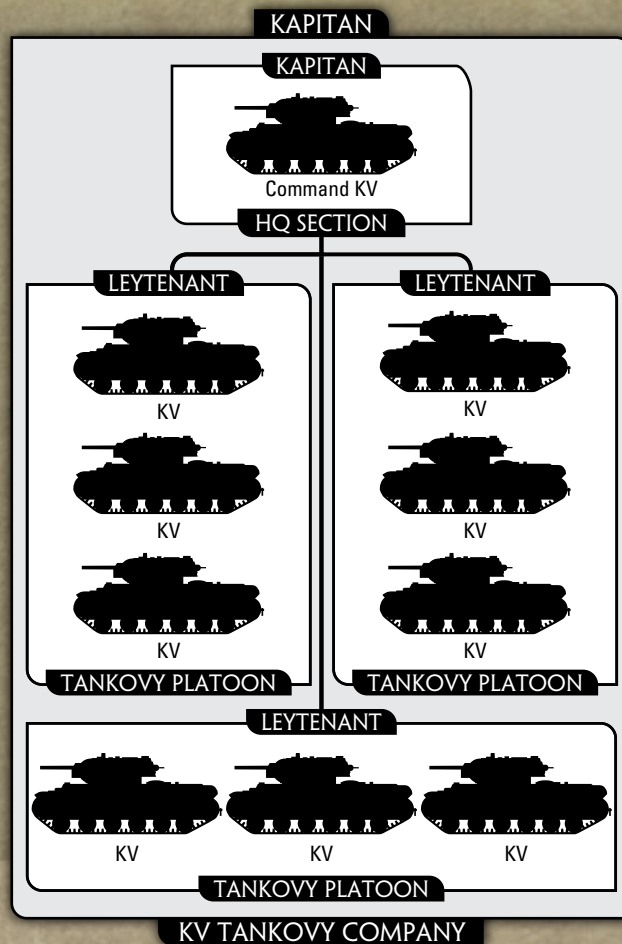
- Replace any or all KV-1 obr 1939 tanks with KV-1 obr 1940 tanks for:

Per tank **+100 points** **+115 points**

- Replace any or all KV-1 obr 1939 tanks with KV-1e tanks for:

Per tank **+110 points** **+125 points**

- Replace up to half KV-1 obr 1939 tanks with KV-2 tanks at no cost.



The KV tank was a new type of heavy tank, a rejection of the multi-turreted designs like the T-35 and T-28 that had dominated the 1930s. During combat tests against the Finns during the Winter War, the new design proved itself superior to multi-turreted SMK and T-100 designs. In 1939 a production run of 50 was ordered. When Operation Barbarossa began, the Red Army had 508 new KV tanks. So effective was its armour that the Germans were incapable of destroying it with their tanks or anti-tank weapons and

had to rely on pioneers with anti-tank mines, 8.8cm FlaK36 anti-aircraft guns, or s10cm K18 guns to knock them out. German advances were brought to a halt while pioneers or guns were moved up to deal with the seemingly immovable obstacles. On 23 June 1941 a single KV-2 tank of 3rd Mechanised Corps held up the entire 6. Panzerdivision for one day during the Battle of Raseiniai.



INOMAROCHNIKIY TANKOVY BATALON

LEND LEASE TANK BATTALION

(TANK COMPANY)

HEADQUARTERS

HEADQUARTERS



Inomarochnikiy Tankovy Batalon HQ

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

Your Inomarochnikiy Tankovy Batalon must be either from the Red Army (marked ★) or Guards (marked). All Combat and Weapons companies and platoons must be from the same type as your Battalion HQ. All Corps and Divisional Support companies or platoons must be taken from the Red Army (marked ★) or from unmarked companies or platoons.

COMBAT COMPANIES

ARMOUR



Inomarochnikiy Tankovy Company

ARMOUR



Tankovy Company

Light Tankovy Company

ARMOUR



Heavy Inomarochnikiy Tankovy Company

WEAPONS PLATOONS

ANTI-AIRCRAFT



Anti-aircraft Machine-gun Platoon

DIVISIONAL SUPPORT COMPANIES

INFANTRY, ANTI-AIRCRAFT, AND ANTI-TANK



Motostrelkovy Company

Sapper Company

Anti-aircraft Company

Tank Destruction Company

ARTILLERY



Motorised Artillery Battalion

ARTILLERY



Guards Rocket Mortar Battalion

ARMOUR OR ARTILLERY



KV Tankovy Company

Armoured Car Company

Motorised Heavy Artillery Battalion

AIRCRAFT



Air Support

MOTIVATION AND SKILL

A Red Army Inomarochnikiy Tankovy Batalon is rated as **Confident Conscript**.

A Guards Inomarochnikiy Tankovy Batalon is rated **Fearless Conscript**.

★ RED ARMY

RELUCTANT	CONSCRIPT
CONFIDENT	TRAINED
FEARLESS	VETERAN

GUARDS

RELUCTANT	CONSCRIPT
CONFIDENT	TRAINED
FEARLESS	VETERAN

HEADQUARTERS

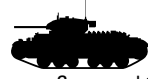
INOMAROCHNIKIY TANKOVY BATALON HQ

HEADQUARTERS

	★	
T-34 obr 1941	300 points	335 points
Mark III (Valentine)	110 points	120 points
Mark II (Matilda)	165 points	185 points

PODPOLKOVNIK

PODPOLKOVNIK



Company Command tank

BATTALION HQ

INOMAROCHNIKIY TANKOVY BATALON HQ

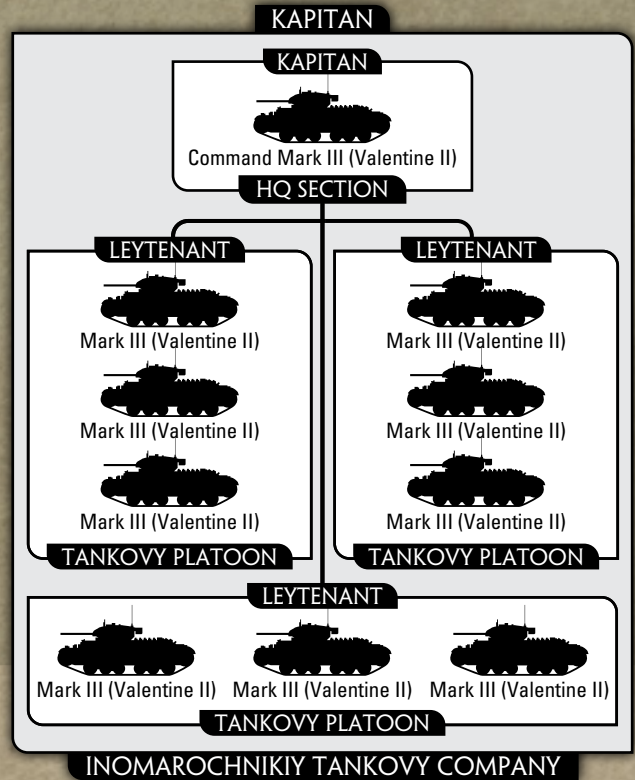
COMBAT COMPANIES

INOMAROCHNIKIY TANKOVY COMPANY

COMPANY	★	🛡️
10 Mark III (Valentine II)	1335 points	1500 points
9 Mark III (Valentine II)	1150 points	1295 points
8 Mark III (Valentine II)	985 points	1105 points
7 Mark III (Valentine II)	825 points	930 points
6 Mark III (Valentine II)	680 points	765 points
5 Mark III (Valentine II)	550 points	615 points
4 Mark III (Valentine II)	440 points	490 points
3 Mark III (Valentine II)	330 points	365 points

Soon after the German launched Operation Barbarossa, the British began to send supplies and equipment to the Soviet Union. The first tanks to arrive were Mark III (Valentine II) and Mark II (Matilda) tanks. These were used to equip newly formed Tank Brigades alongside new T-34 tanks.

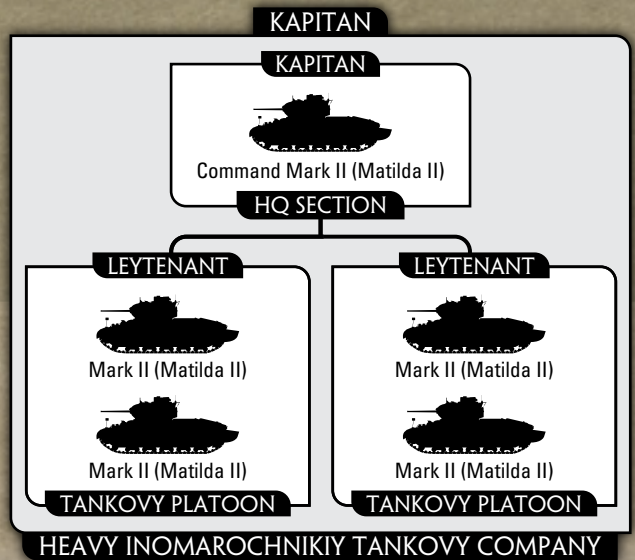
The Valentine was immediately popular with its Soviet crews. They appreciated the low silhouette, reliability, and good protection. However, they found the narrow tracks not great in heavy snow because they were easily clogged.



HEAVY INOMAROCHNIKIY TANKOVY COMPANY

COMPANY	★	🛡️
5 Mark II (Matilda II)	825 points	925 points
4 Mark II (Matilda II)	660 points	740 points
3 Mark II (Matilda II)	495 points	555 points
2 Mark II (Matilda II)	330 points	370 points

As early as late 1941 a few Mark II (Matilda II) heavy tanks had arrived from Britain and were pressed into service by the Red Army. The first batch took part in the battle of Moscow from December 1941 to January 1942. Like the Valentine, the Matilda tanks also had trouble with ice and snow, and mud clogging in their enclosed tracks, but the Red Army crews devised a simple expedient, welding sections of steel to each link for a better grip.



MOTOSTRELKOVY BATALON

MOTOR INFANTRY BATTALION

(INFANTRY COMPANY)

HEADQUARTERS

HEADQUARTERS



Motostrelkovy Batalon HQ 65

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

Your Motostrelkovy Batalon is from the Red Army. All combat, weapons and support companies and platoons must be from Red Army (marked ★) or unmarked companies or platoons.

COMBAT COMPANIES

INFANTRY



Motostrelkovy Company 65

INFANTRY



Motostrelkovy Company 65

INFANTRY



Motostrelkovy Company 65

MACHINE-GUNS



Motostrelkovy Machine-gun Company 66

ARTILLERY



Motostrelkovy Mortar Company 66

WEAPONS COMPANIES AND PLATOONS

ANTI-AIRCRAFT



Anti-aircraft Machine-gun Platoon 72

ARTILLERY



Motostrelkovy Regimental Gun Company 67

Motostrelkovy Heavy Mortar Company 67

DIVISIONAL SUPPORT COMPANIES

ARMOUR



Light Tankovy Company 58

Scout Tankovy Company 60

Tankovy Company 57

Heavy Tankovy Company 78

KV Tankovy Company 61

ARTILLERY



Motorised Artillery Battalion 80

ARMOUR OR ARTILLERY



Light Tankovy Company 58

Tankovy Company 57

Medium Tankovy Company 59

Armoured Car Company 79

Guards Rocket Mortar Battalion 82

Motorised Heavy Artillery Battalion 81

INFANTRY



Sapper Company 76

ANTI-AIRCRAFT



Anti-aircraft Company 77

AIRCRAFT



Air Support 79



MOTIVATION AND SKILL

The infantry of the tank and mechanised units fight in support of the tanks. These new infantry are inexperienced, with newly promoted officers. A Motostrelkovy Batalon is rated as **Confident Conscript**.

RELUCTANT	CONSCRIPT
CONFIDENT	TRAINED
FEARLESS	VETERAN

HEADQUARTERS

MOTOSTRELKOVY BATALON HQ

HEADQUARTERS

Battalion HQ

20 points

OPTIONS

- Add 45mm obr 1937 guns for +35 points per gun.
- Add 82-BM-41 mortars for +15 points per mortar.

A Motostrelkovy Batalon (Motor Rifle Battalion) has the might of the Red Army's armoured forces behind it.



COMBAT COMPANIES

MOTOSTRELKOVY COMPANY

COMPANY

HQ Section with:

3 Motor Rifle Platoons

260 points

2 Motor Rifle Platoons

175 points

Add 2 Maksim HMG teams

+40 points

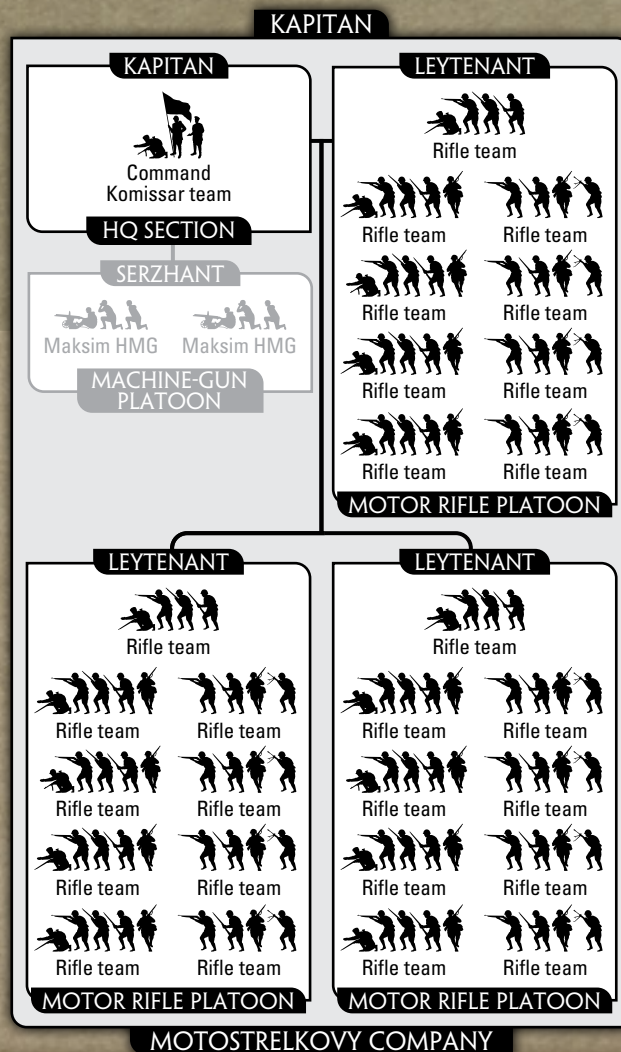
Add 1 Maksim HMG team

+20 points

The Motostrelkovy Company is versatile; it can either attack alongside the tanks, or it can hold a position and cover their flanks. With their rifles and heavy machine-guns they can stop even the most determined enemy assaults, pumping out enough firepower to halt the advance and leave the enemy exposed and vulnerable to the Red Army tanks.

On attack manpower is not a problem and they can easily absorb any casualties the enemy may inflict during an assault. They will strike back with sheer weight of numbers to ensure the success of their attack. With their Komissar leading them into battle, their morale is sure to hold as they sweep across the battlefield clearing all before them!

They fight alongside fast, light, and heavy tanks and have the support of artillery, sappers and anti-aircraft guns. Each battalion also has its own platoon of 45mm obr 1937 anti-tank guns to defend against enemy tanks.



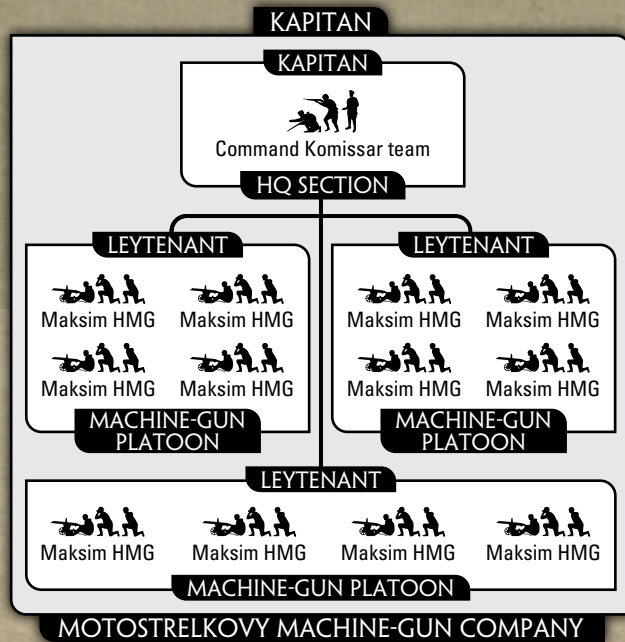
MOTOSTRELKOVOY MACHINE-GUN COMPANY

COMPANY

HQ Section with:

12 Maksim HMG	190 points
8 Maksim HMG	155 points
4 Maksim HMG	90 points

Additional firepower is provided by the Motostrelkovy Machine-gun company equipped with the old, but reliable Maksim heavy machine-gun. With 12 Maksim HMGs the company can provide the battalion with a wall of devastating firepower ideal in defence or for softening the enemy before an attack.



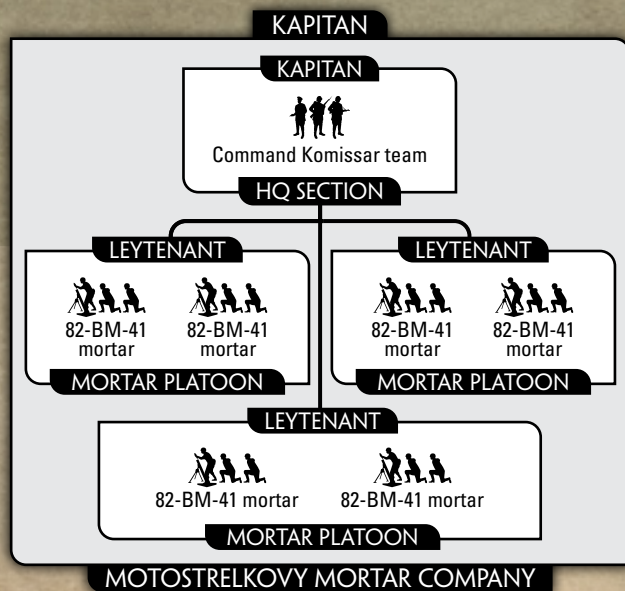
MOTOSTRELKOVOY MORTAR COMPANY

COMPANY

HQ Section with:

6 82-BM-41	90 points
4 82-BM-41	65 points

New 82mm mortars provide the Motostrelkovy with light artillery that can be called on anytime they need it. Set-up behind the infantry they provide direct fire and indirect fire support covering the approaches their positions and aiding in the defence. On attack they can bombard the enemy in preparation for an attack.





WEAPONS COMPANIES

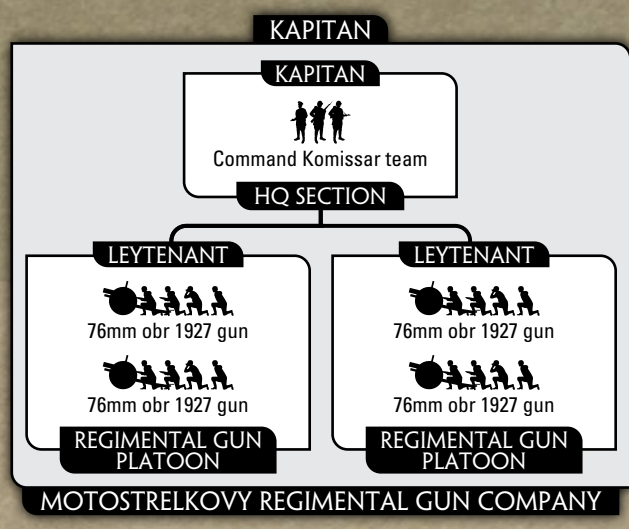
MOTOSTRELKOVY REGIMENTAL GUN COMPANY

COMPANY

HQ Section with:

- | | |
|-----------------|-----------|
| 4 76mm obr 1927 | 70 points |
| 2 76mm obr 1927 | 35 points |

The regimental guns provide traditional light gun support. These little 76mm guns give the Motostrelkovy their own artillery that can be either be used to bombard the enemy or for more precise work direct firing against stubborn targets like dug-in guns and machine-guns.



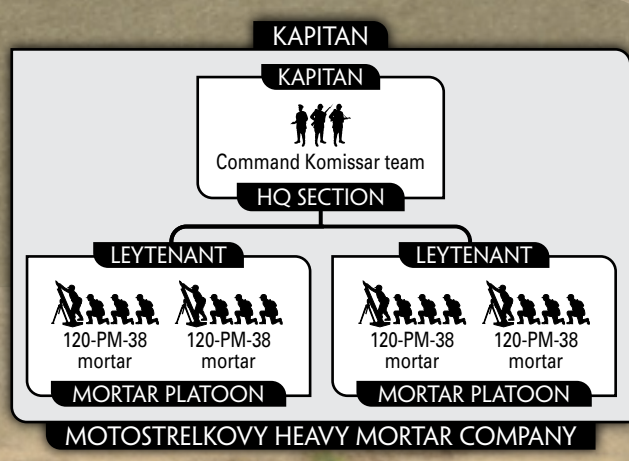
MOTOSTRELKOVY HEAVY MORTAR COMPANY

COMPANY

HQ Section with:

- | | |
|-------------|-----------|
| 4 120-PM-38 | 70 points |
| 2 120-PM-38 | 35 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.



STRELKOVY BATALON

RIFLE BATTALION

(INFANTRY COMPANY)

HEADQUARTERS

HEADQUARTERS



Strelkovy Batalon HQ

68

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

Your Strelkovy Batalon HQ must be either from the Red Army (marked ★), Guards (marked ⚔), Red Banner (marked 🚩), or Militia (marked 🪖). All other companies and platoons with all four of these symbols must be from the same type as your Strelkovy Batalon HQ, otherwise you may take Red Army, Guards or unmarked options.

CORPS & DIVISIONAL SUPPORT COMPANIES

COMBAT COMPANIES

INFANTRY



Strelkovy Company

70

INFANTRY



Strelkovy Company

70

INFANTRY



Strelkovy Company

70

MACHINE-GUNS



Strelkovy Machine-gun Company

71

WEAPONS COMPANIES AND PLATOONS

ANTI-TANK



Strelkovy Anti-tank Company

73

INFANTRY



Submachine-gun Company

74

ARTILLERY



Strelkovy Regimental Gun Company

71

ARTILLERY



Strelkovy Mortar Company

72

ANTI-AIRCRAFT



Anti-aircraft Machine-gun Platoon

72

ARMOUR OR ARTILLERY



Light Tankovy Company

58

Scout Tankovy Company

60

Tankovy Company

57

Medium Tankovy Company

59

Heavy Tankovy Company

78

KV Tankovy Company

61

Inomarochnikiy Tankovy Company

63

Heavy Inomarochnikiy Tankovy Company

63

Armoured Car Company

79

Guards Rocket Mortar Battalion

82

Motorised Heavy Artillery Battalion

81

INFANTRY



Sapper Company

76

INFANTRY



Flame-thrower Platoon

77

ARMOURED TRAIN



Captured Polish Armoured Train

83

ARTILLERY



Artillery Battalion

75

Strelkovy Heavy Mortar Company

74

ANTI-AIRCRAFT OR ANTI-TANK



Self-propelled Anti-tank Platoon

77

Tank Destruction Company

76

Anti-aircraft Company

77

AIRCRAFT



Air Support

79



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 Strelkovy Batalon (marked ★) is rated as **Confident Conscript**.

A number of divisions that performed well in the early battles of the invasion were given Guards status. A Guards Strelkovy Batalon (marked 🛡️) is rated as **Fearless Conscript**.

Many divisions were transferred from the east to fight the Germans, the best had seen battle against the Japanese. A Red Banner Strelkovy Batalon (marked 🚩) is rated as **Fearless Trained**. Red Banner Strelkovy Companies do not use the Wave Attacks special rule.

During the desperate battles for Moscow and in the defence of Leningrad the citizens were called on to defend their homes and factories. A Militia Strelkovy Batalon (marked ⚒️) is rated as **Confident Conscript**.

★ RED ARMY		🛡️ GUARDS	
RELUCTANT	CONSCRIPT	RELUCTANT	CONSCRIPT
CONFIDENT	TRAINED	CONFIDENT	TRAINED
FEARLESS	VETERAN	FEARLESS	VETERAN

🚩 RED BANNER		⚒️ MILITIA	
RELUCTANT	CONSCRIPT	RELUCTANT	CONSCRIPT
CONFIDENT	TRAINED	CONFIDENT	TRAINED
FEARLESS	VETERAN	FEARLESS	VETERAN

HEADQUARTERS

STRELKOVY BATALON HQ

HEADQUARTERS

	★	🛡️	🚩	⚒️
Battalion HQ	20 points	25 points	30 points	20 points
Add Sapper Platoon for:	+100 points	+120 points	+155 points	-
Downgrade all Pioneer Rifle teams in the Sapper Platoon to Unarmed Pioneer teams for:	-65 points	-80 points	-	-
Add Anti-tank Rifle Platoon for:	+25 points	+30 points	+35 points	-

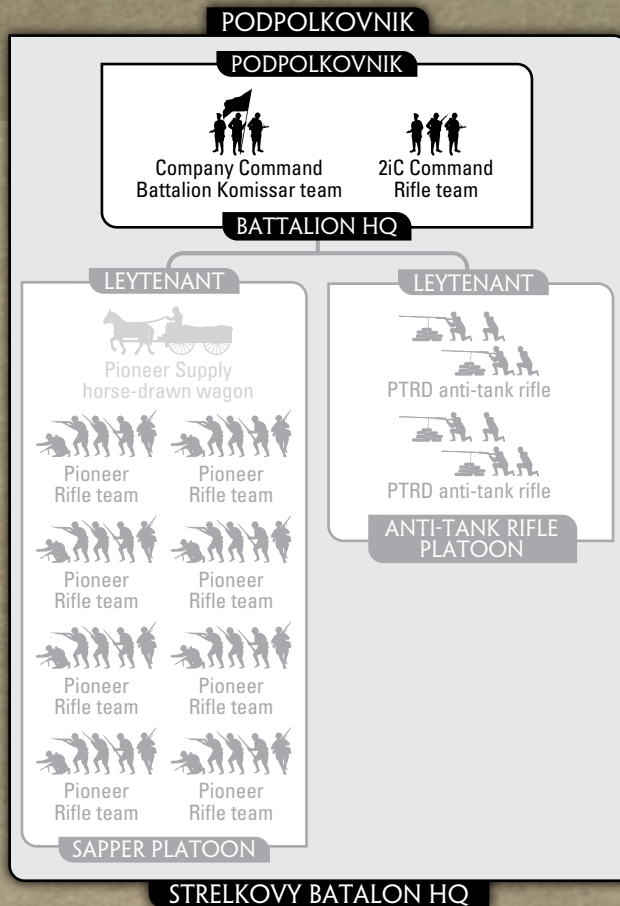
OPTION

- Add Pioneer Supply Wagon to the Sapper Platoon for +20 points.

Stalin's great purge (1936 to 1938) took a punishing toll on the professional officers of the Red Army. Many talented, but outspoken, officers were dragged off to the gulags of Siberia for re-education, or in other cases simply shot as enemies of the state. This resulted in a state of perpetual fear among those remaining military officers.

Despite occasional political purges through 1940 and 1941, the organisation of the Red Army have undergone a number of changes since 1939. New weapons and additional troops have been allocated to the Strelkovy. Sappers are available to help with fortifications and field works, and new PTRD anti-tank rifles have become available to hold off enemy tanks.

A number of divisions distinguished themselves in the fighting against the invading Germans, especially during the defence of Moscow and the following counter-offensive. Often these divisions were labelled Siberian in western sources, but they came from many different parts of the Soviet Union, including Siberia and the Far East, as well as those raised in the west. Some of these divisions later became Guards, while others were awarded with the Order of the Red Banner.





COMBAT COMPANIES

STRELKOVY COMPANY

COMPANY

HQ Section with:

3 Rifle Platoons

2 Rifle Platoons

Add 2 Maksim HMG

Add 1 Maksim HMG

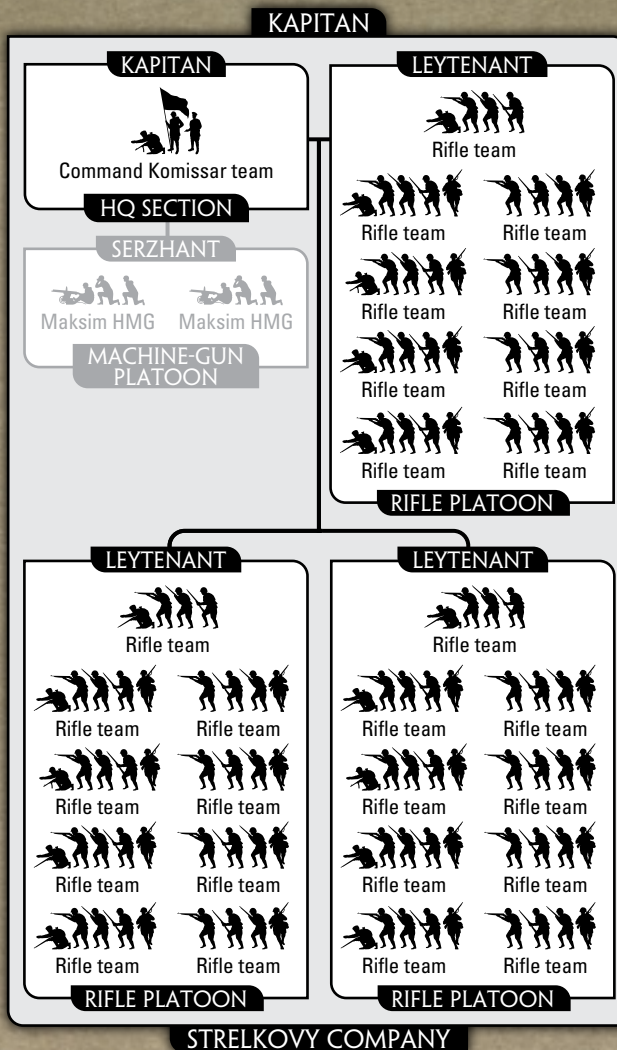
	285 points	340 points	405 points	285 points
	195 points	235 points	275 points	195 points
Add 2 Maksim HMG	40 points	50 points	60 points	-
Add 1 Maksim HMG	20 points	25 points	30 points	-

Red Banner Strelkovy Companies do not use the Wave Attacks special rule.

During the chaos of the German invasion the Red Army rifle divisions went through several organisational changes. Strelkovy companies initially started with their own Maksim heavy machine-gun, but by the end of 1941 the companies were made up of purely riflemen, the weapons having been moved to their own companies.

Each company also had a political komissar, as part of the dual command. The climate of fear caused by the purges meant the military officers often deferred to the komissars, despite the komissars being civilian Communist Party officials with little or no military training. This resulted in some rather unsound military decisions.

The Russian soldier has traditionally embodied stoicism. They were tough, loyal soldiers able to endure the most extreme hardships of campaign and battle with not a word of complaint. This attitude has continued into the Red Army.



STRELKOVY MACHINE-GUN COMPANY

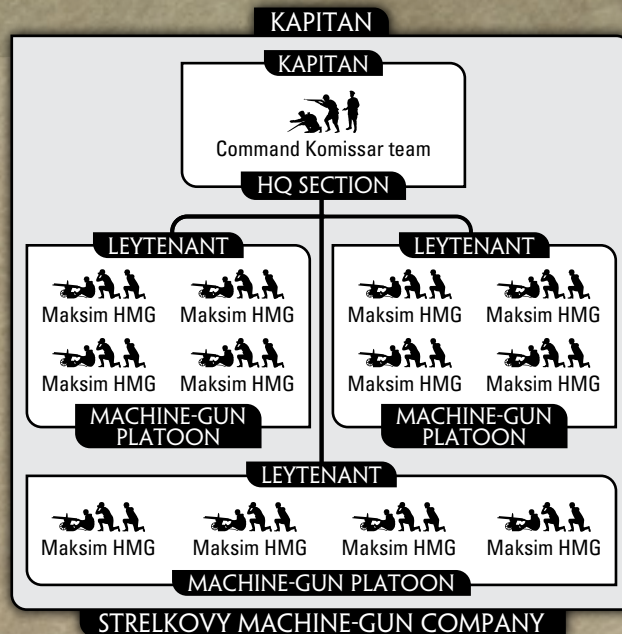
COMPANY

HQ Section with:

- 12 Maksim HMG
- 8 Maksim HMG
- 4 Maksim HMG

190 points	230 points	250 points	-
150 points	180 points	200 points	150 points
90 points	110 points	115 points	90 points

For added firepower Red Army riflemen rely on the machine-gunners and their Maksim machine-guns. These old reliable weapons date from the tyrannical days of the Tsars (Russian Emperors), but with a whole company of twelve machine-guns they can deliver a terrifying blast of bullets.



WEAPONS COMPANIES

STRELKOVY REGIMENTAL GUN COMPANY

COMPANY

HQ Section with:

- 4 76mm obr 1927
- 2 76mm obr 1927

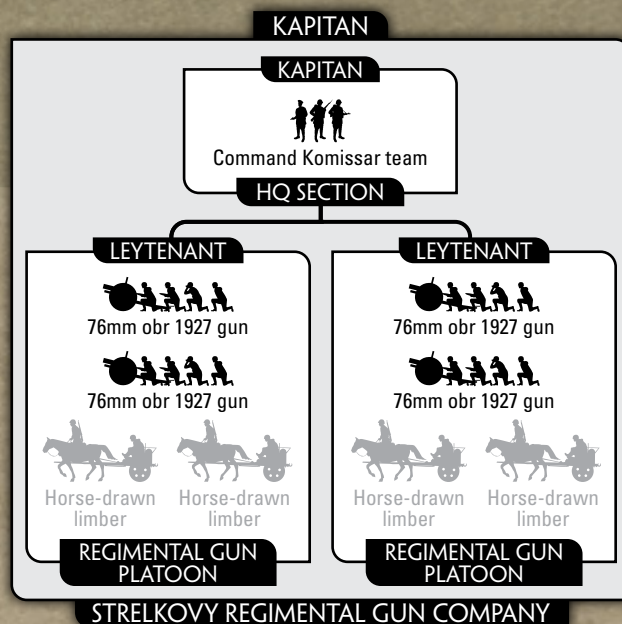
70 points	80 points	95 points	-
35 points	45 points	50 points	-

OPTION

- Add horse-drawn limbers for +5 points for the Company or an Armoured Tractor Detachment (see page 73) with two T-20 Komsomolyets tractors per Regimental Gun Platoon.

The regimental gun company is armed with 76mm obr 1927 guns to provide close range fire support to the riflemen. This short, stocky howitzer is based on an older design from 1913, but has been updated so it can be towed by modern motor vehicles.

Though old-fashioned, it is still a reliable and deadly weapon, ideal for the Soviet artillerymen who like to roll up their guns and engage the enemy at close ranges. Their crews prefer direct fire over indirect artillery barrages.



STRELKOVOY MORTAR COMPANY

COMPANY

HQ Section with:

8 82-BM-41

4 82-BM-41

Add 8 Light Mortar teams

Add 4 Light Mortar teams



110 points

65 points

+90 points

+45 points



125 points

70 points

+110 points

+55 points



140 points

80 points

+145 points

+70 points



-

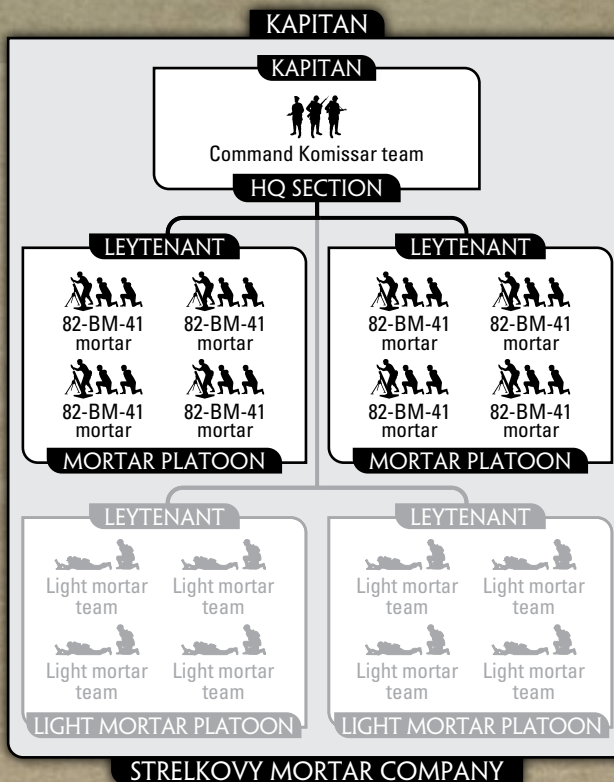
65 points

-

+45 points

Light Mortar teams in a Strelkovy Mortar Company may make combat attachments to Strelkovy Companies.

Mortars are a new addition to the Red Army, and it has taken some infantry commanders some time to come to terms with these new weapons. They are concentrated under one company where a specialist mortar officer can oversee their use. The light 50mm mortars can be allocated out to the Strelkovy Companies when the mortar commander is sure they will be used correctly. He keeps the heavier 82-BM-41 medium mortars under his own command where he can be sure they will be used with the greatest efficiency.



ANTI-AIRCRAFT MACHINE-GUN PLATOON

PLATOON

3 Quad Maksim AA on truck

3 DShK on truck



55 points

55 points



60 points

60 points



70 points

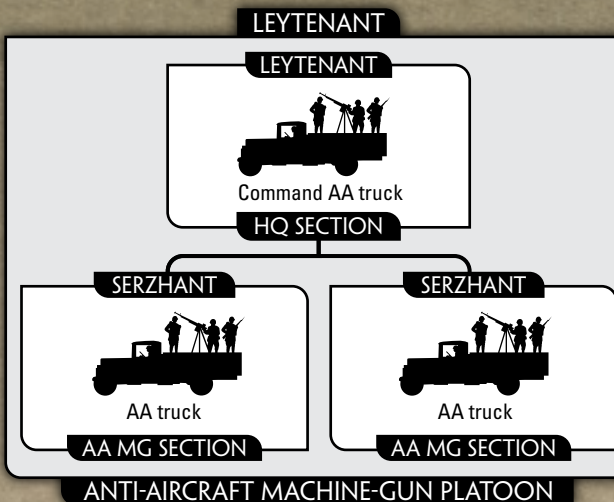
70 points



55 points

55 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.



STRELKOVOY ANTI-TANK COMPANY

COMPANY

HQ Section with:

- 6 45mm obr 1937
- 4 45mm obr 1937
- 2 45mm obr 1937

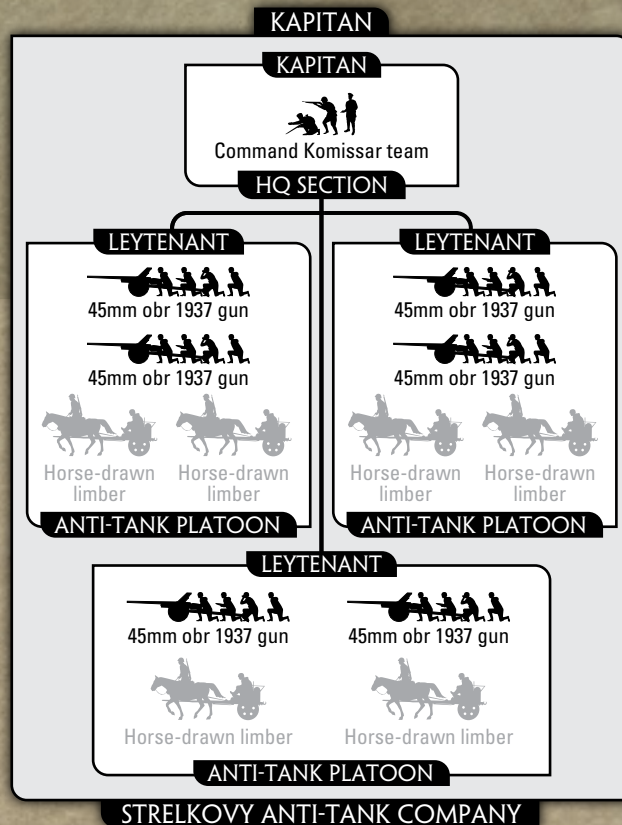
200 points	225 points	260 points	-
140 points	155 points	180 points	-
70 points	80 points	90 points	70 points

OPTIONS

- Add horse-drawn limbers for +5 points for the Company or an Armoured Tractor Detachment (see below) with two T-20 Komsomolyets tractors per Anti-tank Platoon.

A Strelkovy Anti-tank Company must have at least four 45mm obr 1937 guns in order to have an Armoured Tractor Detachment.

Though its design is based on the German 3.7cm PaK36 anti-tank gun, the Red Army version is superior. Ingenious Soviet engineers have redesigned the gun to make the 45mm obr 1937 anti-tank gun. It has superior anti-tank capabilities and an excellent high-explosive round, making it a good dual-purpose weapon for use against both infantry and tanks.



ARMOURED TRACTOR DETACHMENT

COMPANY

- 6 T-20 Komsomolyets
- 4 T-20 Komsomolyets
- 2 T-20 Komsomolyets

105 points	120 points	135 points	-
75 points	85 points	95 points	-
40 points	45 points	50 points	-

An Armoured Tractor Detachment is purchased with a gun platoon, but operates as a separate platoon with its own command team.

TOW HOOK

A T-20 Komsomolyets tractor is fitted with a tow hook and may tow a 45mm obr 1937 or 76mm obr 1927 gun, carrying the crew as Passengers riding on the T-20 Komsomolyets tractor Tank team (see page 47 of the rulebook).



The T-20 *Komsomolyets* (pronounced kom-som-o-lets, meaning Young Communists, named after the Communist youth movement) tractor was designed to tow light guns like

the 45mm obr 1937 anti-tank gun and the 76mm obr 1927 regimental gun. However, because its crew were protected by armour and it was armed with a machine-gun many commanders pressed it into service as a light tank.

SUBMACHINE-GUN COMPANY

COMPANY

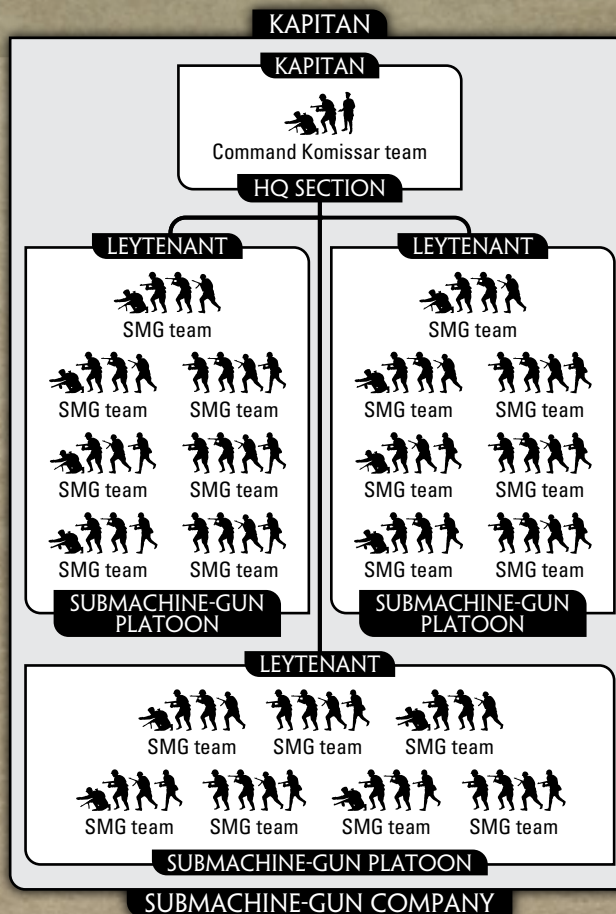
HQ Section with:

- 3 Submachine-gun Platoons
- 2 Submachine-gun Platoons
- 1 Submachine-gun Platoon

			
270 points	325 points	425 points	-
185 points	220 points	290 points	-
100 points	120 points	155 points	-

Another new weapon available to the Strelkovy is the submachine-gun. The Red Army had introduced the PPD-40 (Pistolet-Pulemyot Degtyaryova 40) submachine-gun in 1935, but it wasn't in widespread use as it was expensive and complex to manufacture. Impressed by the Finn's Suomi submachine-gun during the Winter War, the Red Army set about getting their own weapon into mass production. The result was the excellent PPSH-41 (Pistolet-Pulemyot Shpagina 41), a simplified version the PPD-40. Both weapons saw use in 1941 in small numbers.

The role of the submachine-gun company is simple: to lead the assault against the enemy and destroy them. Wherever the fighting is thickest, the need most desperate, and the enemy the toughest is where the *avtomatchiki*, the submachine-gunners, are. They lead the way, storming enemy positions with speed and ferocity.



SUPPORT COMPANIES

STRELKOVY HEAVY MORTAR COMPANY

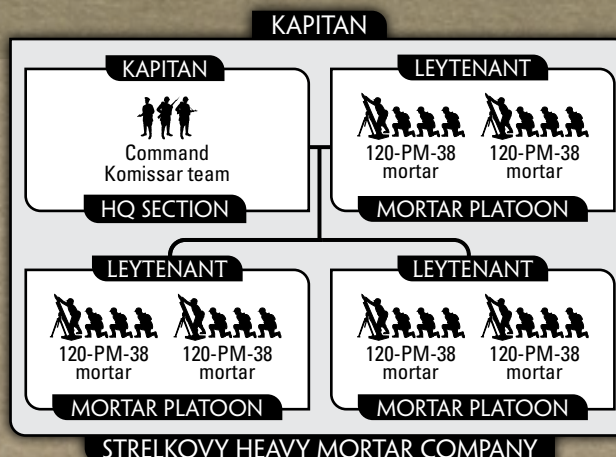
COMPANY

HQ Section with:

- 6 120-PM-38
- 4 120-PM-38

			
95 points	110 points	125 points	-
70 points	80 points	90 points	-

The brand new 120-PM-38 heavy mortar provides the Red Army with mobile artillery, applying pressure to the enemy lines through unrelenting bombardment. They keep the enemy hiding in their holes and divert their attention from the brave Red Army soldiers sent to drive them from their positions. Unlike the lighter medium mortars, the big 120-PM-38 heavy mortar has the explosive power in its shells to destroy the dug-in enemy with ease.



ARTILLERY BATTALION

COMPANY

HQ Section with:

12 76mm obr 1902	410 points
8 76mm obr 1902	325 points
4 76mm obr 1902	185 points
12 76mm obr 1902/30	520 points
8 76mm obr 1902/30	410 points
4 76mm obr 1902/30	235 points
8 76mm obr 1902/30 and 4 122mm obr 1910/30	510 points
4 76mm obr 1902/30 and 4 122mm obr 1910/30	355 points
4 122mm obr 1910/30	140 points
12 76mm obr 1936	740 points
8 76mm obr 1936	580 points
4 76mm obr 1936	330 points
8 76mm obr 1936 and 4 122mm obr 1910/30	680 points
4 76mm obr 1936 and 4 122mm obr 1910/30	450 points
8 76mm obr 1936 and 4 122mm obr 1938	705 points
4 76mm obr 1936 and 4 122mm obr 1938	475 points
4 122mm obr 1938	175 points
12 76mm obr 1939	620 points
8 76mm obr 1939	490 points
4 76mm obr 1939	275 points
8 76mm obr 1939 and 4 122mm obr 1938	570 points
4 76mm obr 1939 and 4 122mm obr 1938	405 points

OPTIONS

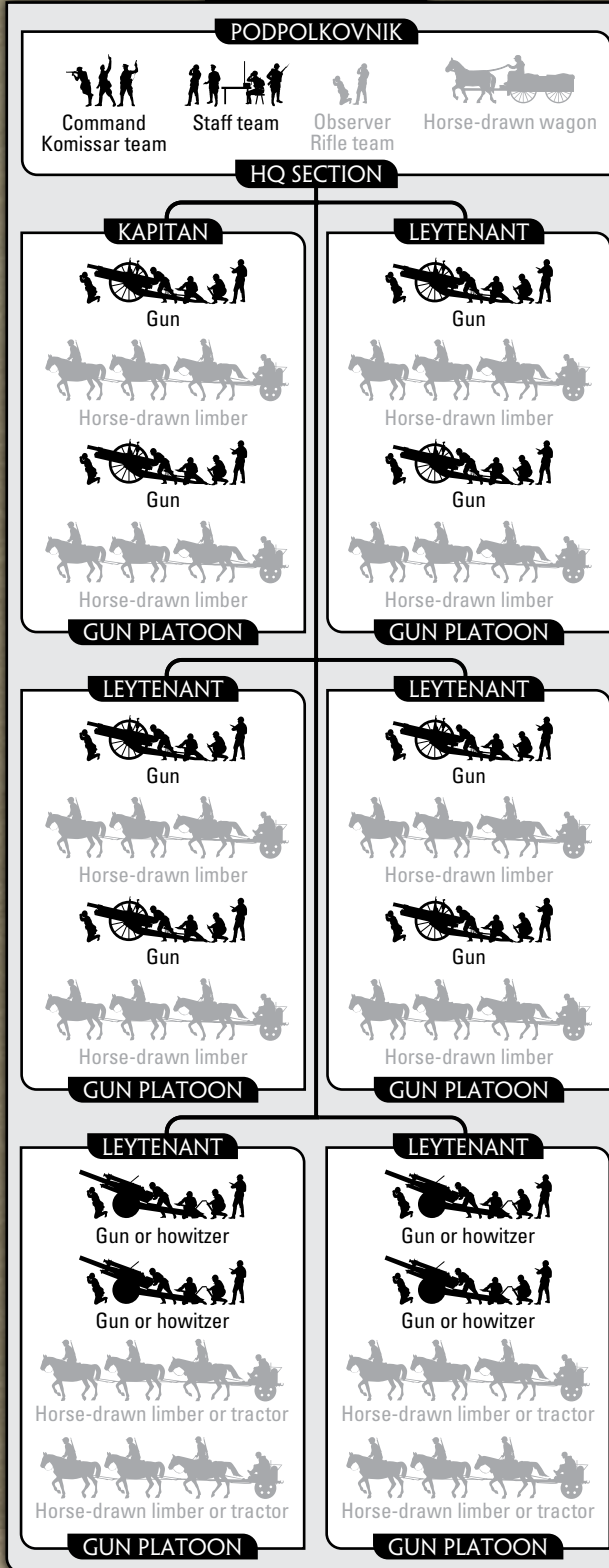
- Add an Observer Rifle team for +15 points.
- Add horse-drawn wagon and limbers for +5 points for the Battalion.
- Replace horse-drawn limbers in Gun Platoons equipped with 122mm obr 1938 howitzers with STZ-3 tractors at no cost.

An Artillery Battalion may not be deployed in Ambush.

*An Artillery Battalion is rated as **Confident** **Conscript**.*

RELUCTANT	CONSCRIPT
CONFIDENT	TRAINED
FEARLESS	VETERAN

PODPODKOVNIK



ARTILLERY BATTALION

The Red Army's artillery is armed with a mix of old and modern weapons. Old reliable weapons like the 76mm obr 1902 field gun are modernised versions of Tsarist guns dating from before the First World War. Though old they can still cause destruction to the enemy in bombardments or through direct fire, which the Red Army gunners excel in. Modern guns like the 76mm obr 1936 field gun and the 122mm obr 1938 howitzer provide longer ranges than the older types.

SAPPER COMPANY

COMPANY

HQ Section with:

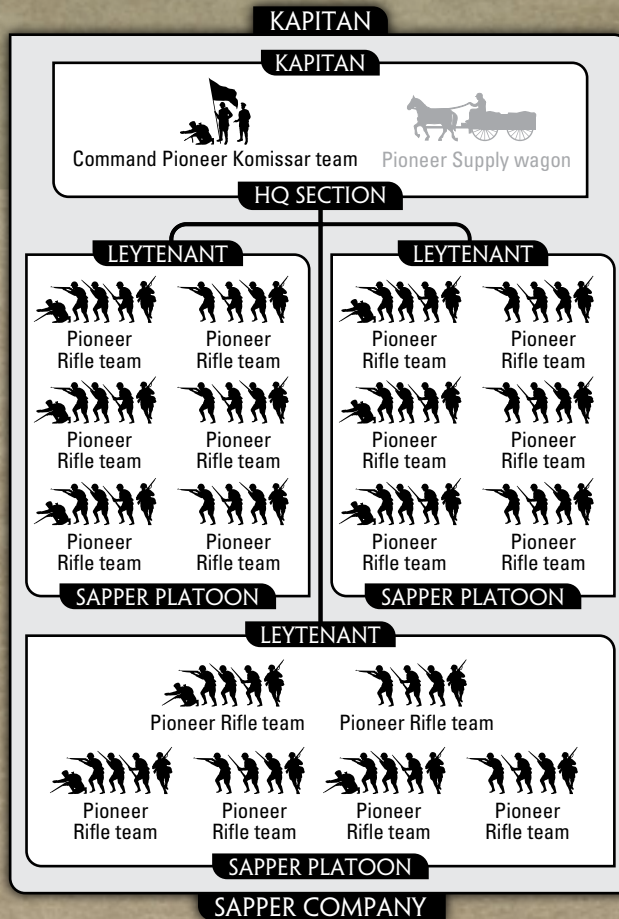
- 3 Sapper Platoons
- 2 Sapper Platoons
- 1 Sapper Platoon

			
235 points	265 points	345 points	-
160 points	180 points	235 points	-
85 points	100 points	125 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.



TANK DESTRUCTION COMPANY

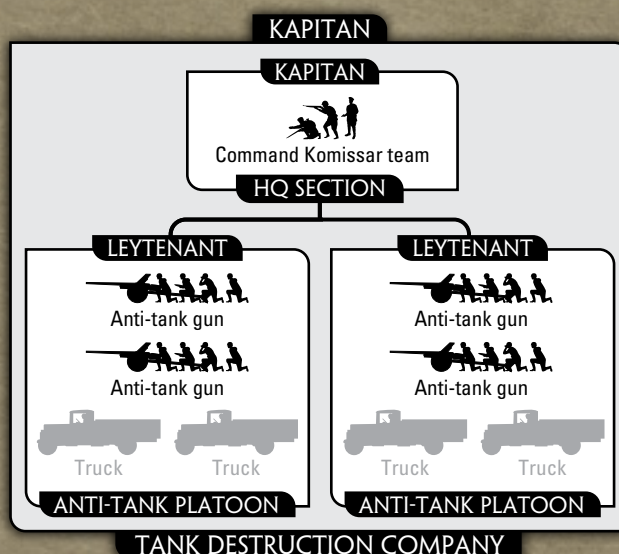
COMPANY

HQ Section with:

	
4 85mm obr 1939	490 points
2 85mm obr 1939	245 points
4 76mm obr 1936 anti-tank	370 points
2 76mm obr 1936 anti-tank	185 points
4 57mm ZIS-2	450 points
2 57mm ZIS-2	230 points
4 45mm obr 1937	155 points
2 45mm obr 1937	80 points

OPTION

- Add trucks for +5 points for the company



Toward the end of 1941 the Red Army began to form special anti-tank brigades armed with a variety of guns. As the Germans approached Moscow these brigades were pressed into action to halt the assault. As well as the light 45mm anti-tank guns, which in themselves are deadly against most enemy tanks,

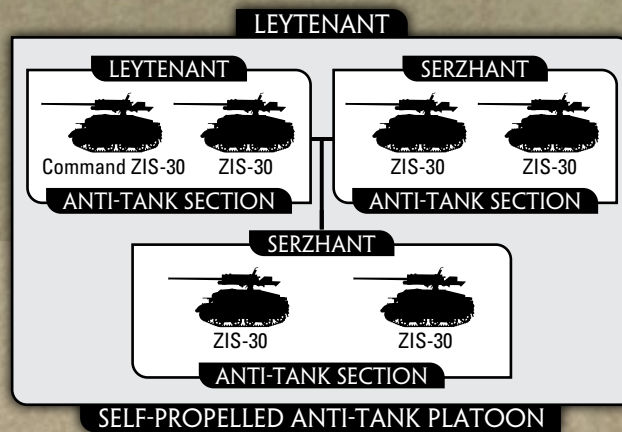
the Red Army pushed 76mm field guns and 85mm anti-aircraft gun into action. For use against more heavily armoured tanks the new 57mm ZIS-2 anti-tank gun has been designed. This new weapon has excellent range and can penetrate the armour of any tank the enemy has in their arsenal.

SELF-PROPELLED ANTI-TANK PLATOON

COMPANY

6 ZIS-30	585 points
4 ZIS-30	405 points
2 ZIS-30	205 points

In August 1941 the design bureau at Gorky Factory no. 92 mounted the 57mm ZIS-2 gun onto the chassis of a Komsomolets artillery tractor. It proved a successful design and was pressed into service. Only about a hundred were made due to lack of Komsomolets and ZIS-2 guns. It was issued to the anti-tank brigades in October 1941.



FLAME-THROWER PLATOON

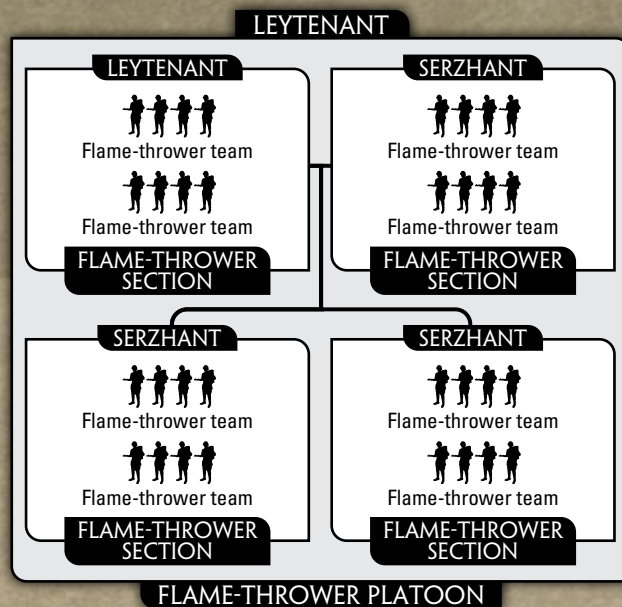
PLATOON

4 Flame-thrower Sections	280 points	360 points
3 Flame-thrower Sections	210 points	270 points
2 Flame-thrower Sections	140 points	180 points
1 Flame-thrower Section	70 points	90 points

Flame-thrower Platoons must make Combat Attachments to the following companies with all of their sections:

- *Strelkovy Companies*
- *Submachine-gun Companies*

Flame-thrower teams take on the Motivation and Skill rating of the company they are attached to.



ANTI-AIRCRAFT COMPANY

COMPANY

HQ Section with:

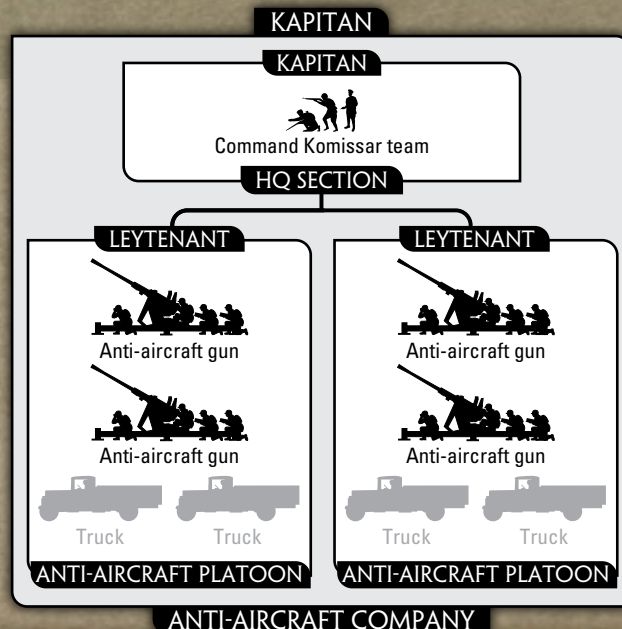
4 37mm obr 1939
2 37mm obr 1939

140 points	160 points	205 points	140 points
70 points	80 points	105 points	70 points

OPTION

- Add trucks for +5 points for the company

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



CORPS SUPPORT

MOTIVATION AND SKILL

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

RELUCTANT	CONSCRIPT
CONFIDENT	TRAINED
FEARLESS	VETERAN

HEAVY TANKOVY COMPANY

COMPANY

10 T-35	1665 points
9 T-35	1435 points
8 T-35	1225 points
7 T-35	1030 points
6 T-35	850 points
5 T-35	675 points
4 T-35	540 points
3 T-35	405 points
2 T-35	270 points

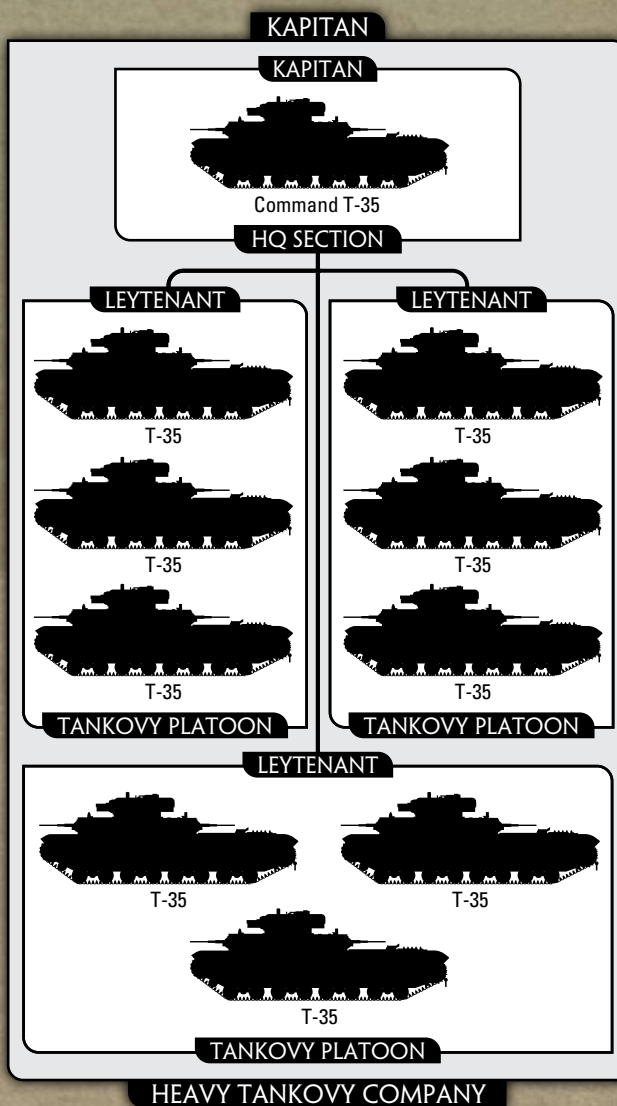
OPTION

- Arm any or all T-35 tanks with AA MG for +5 points per tank.

Most of the T-35 tanks were with the 5th Separate Heavy Tank Brigade stationed in Moscow, and its 50 T-35 tanks spent most of the pre-war period taking part in parades as a showpiece unit. In March 1940, the 5th Separate Heavy Tank Brigade with its T-35 tanks was renamed the 68th Tank Regiment and combined with the 14th Tank Brigade to form the 34th Tank Division. The division served with the 8th Mechanized Corps in the Kiev Special Military District.

The T-35 tank's most famous action was at the Battle of Brody. On 22 June 1941, the Southwestern Front ordered a massive armoured counterattack involving over 3,500 Soviet tanks in four mechanised corps against Panzergruppe 1 with some 700 tanks. Unfortunately, the Soviet forces were scattered and attacked piecemeal starting on 24 June. 8th Mechanised Corps was the strongest of these corps with over 900 tanks on strength (including 51 T-35 tanks). A 500km (310 miles) march to the front cost the corps many its tanks and most of its supporting infantry and artillery as vehicles broke down, but the remainder (including most of the T-35 land battleships) attacked off the march, still vastly outnumbering their German opponents.

The attack launched on the afternoon of 25 June at Brody (near Lvov) caught the Germans on the move, cutting off the supply lines for 11. Panzerdivision and capturing Dubno,



making it the most successful Soviet counterattack at the time. The Germans reacted violently, and by 28 June, the 8th Mechanized Corps was under attack by elements of one panzer and four infantry divisions. Photographs taken after the battle show T-35 tanks ringed with knocked out German tanks, reflecting the intensity of the fighting. On 1 July, after a week of continuous battle, the corps finally retreated, having lost most of its tanks.





ARMoured CAR COMPANY

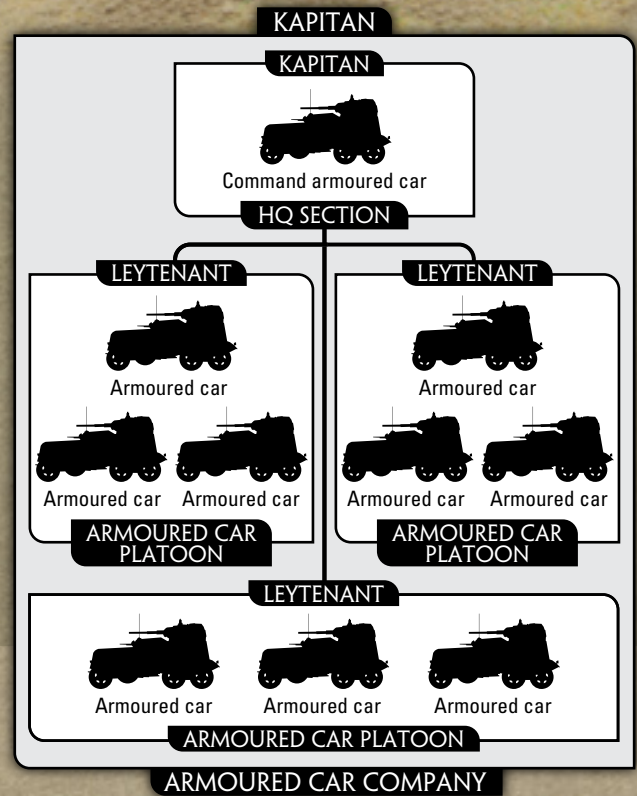
COMPANY

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

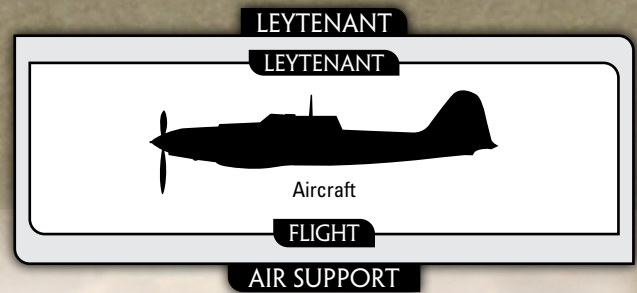
Armoured cars are used in large numbers by the Red Army, usually as wheeled tanks. If they are used to do any scouting it is in the un-subtle Red Army method of simply driving until engaged by the enemy, with the sound of the fighting alerting the commander to the presence of an enemy unit.



AIR SUPPORT

SPORADIC AIR SUPPORT

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





MOTORISED ARTILLERY BATTALION

COMPANY

HQ Section with:

12 76mm obr 1902/30	520 points
8 76mm obr 1902/30	410 points
4 76mm obr 1902/30	235 points
8 76mm obr 1902/30 and 4 122mm obr 1910/30	510 points
4 76mm obr 1902/30 and 4 122mm obr 1910/30	355 points
4 122mm obr 1910/30	140 points
12 76mm obr 1936	740 points
8 76mm obr 1936	580 points
4 76mm obr 1936	330 points
8 76mm obr 1936 and 4 122mm obr 1910/30	680 points
4 76mm obr 1936 and 4 122mm obr 1910/30	450 points
8 76mm obr 1936 and 4 122mm obr 1938	705 points
4 76mm obr 1936 and 4 122mm obr 1938	475 points
4 122mm obr 1938	175 points
12 76mm obr 1939	620 points
8 76mm obr 1939	490 points
4 76mm obr 1939	275 points
8 76mm obr 1939 and 4 122mm obr 1938	570 points
4 76mm obr 1939 and 4 122mm obr 1938	405 points

OPTIONS

- Add an Observer Rifle team for +15 points.
- Add trucks for +5 points for the battalion.
- Replace trucks in Gun Platoons equipped with 122mm obr 1938 howitzers with STZ-3 tractors at no cost.

A Motorised Artillery Battalion may not be deployed in Ambush.



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**.

RELUCTANT	CONSCRIPT
CONFIDENT	TRAINED
FEARLESS	VETERAN

36-RAIL LAUNCHER

The Soviet BM-8 Katyusha rocket launcher has 36 rails on each launcher (compared to the 10 to 16 other 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.

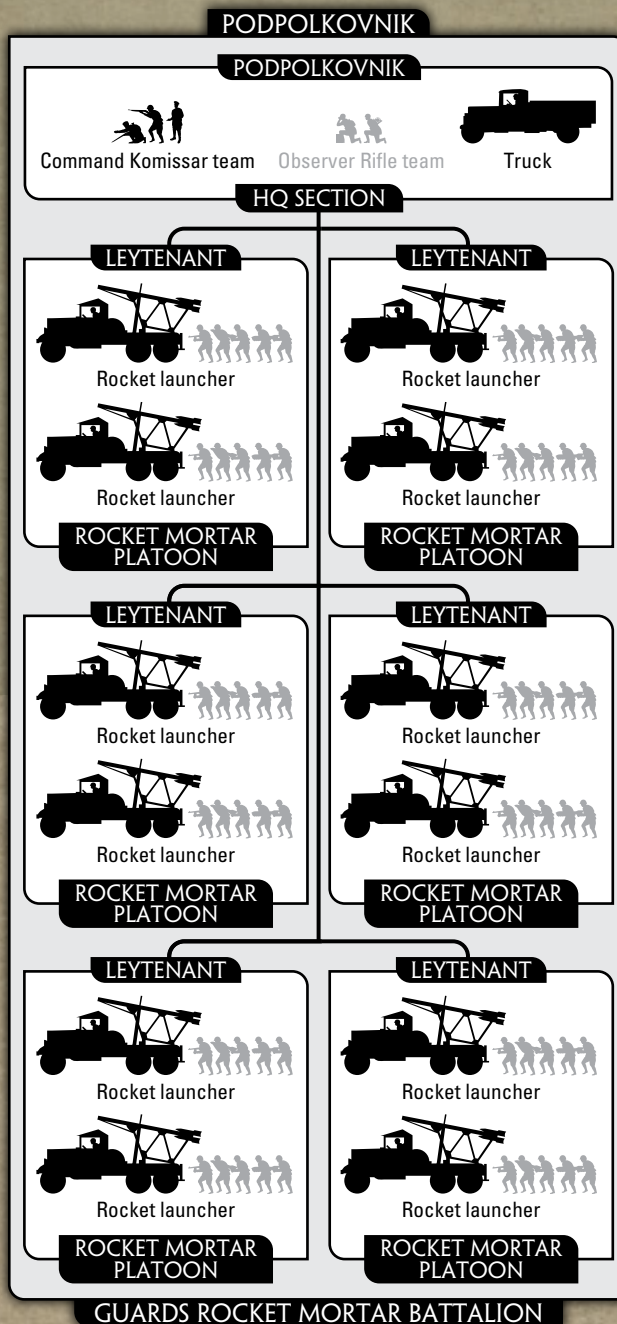
CONCENTRATED FIRE

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.



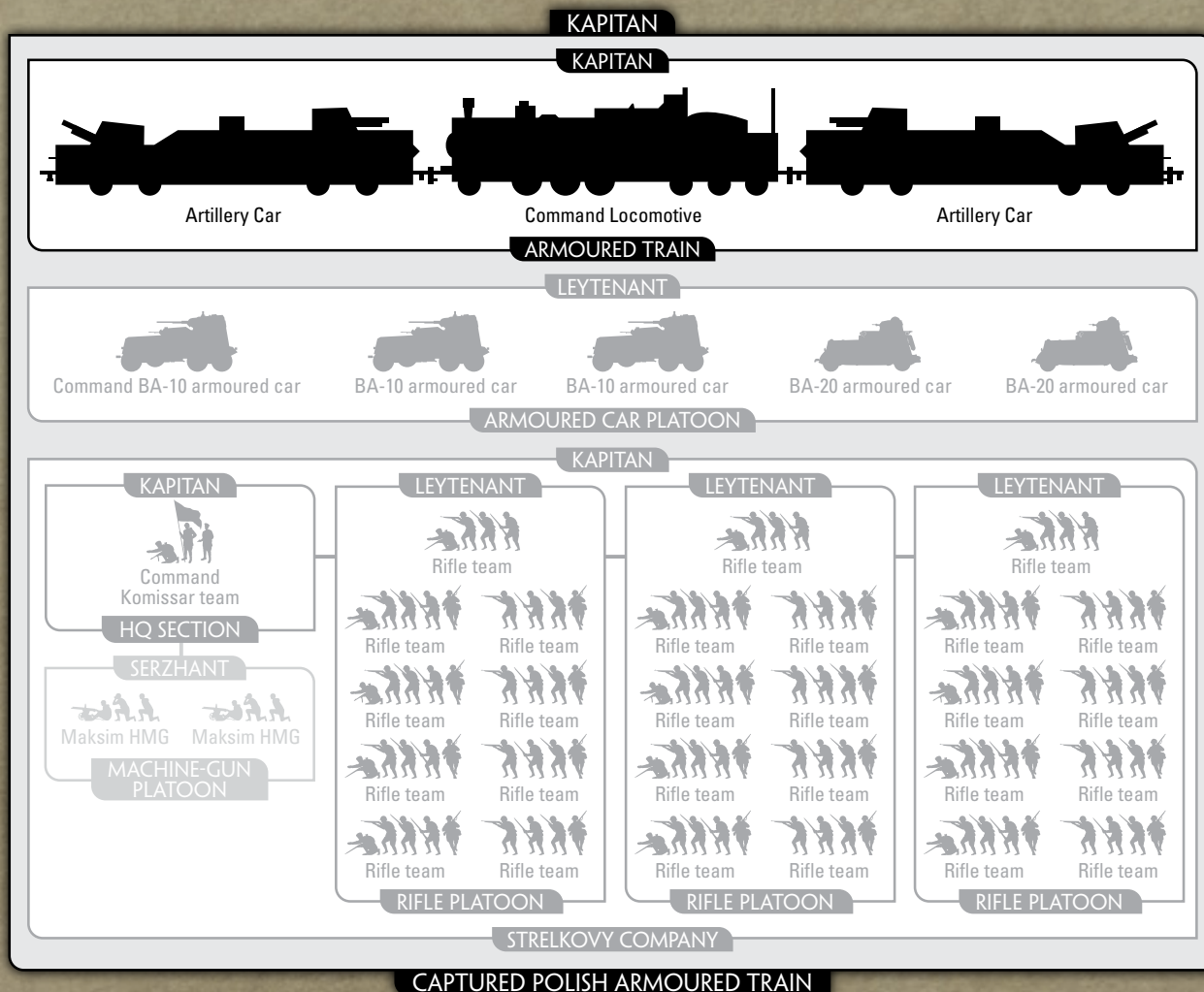
MOBILE ROCKET LAUNCHERS

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:

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

CAPTURED POLISH ARMoured TRAIN



ARMoured TRAIN

Command Locomotive with:

2 Light Artillery Cars	425 points
1 Light Artillery Car	215 points
2 Heavy Artillery Cars	435 points
1 Heavy Artillery Car	220 points

OPTIONS

- Add Armoured Car Platoon for +160 points.
- Add a Strelkovy Company with three Rifle Platoons for +260 points, with two Rifle Platoons for +175 points, or with one Rifle Platoon for +95 points.
- Add Machine-gun Platoon to Strelkovy Company for +40 points.

ARMoured TRAIN
STRELKOVY COMPANY

An Armoured Train Strelkovy Company operates as a separate platoon (Soviet company) with their own command team. Treat the Armoured Train and the Strelkovy Company as separate platoons when calculating the number of platoons held in Ambush or Reserve (see pages 266 and 268 of the rulebook), but all arrive together as a single platoon from Reserves.

The teams of an Armoured Train Strelkovy Company deploy within 6"/15cm of any part of the Armoured Train.

An Armoured Train Strelkovy Company does not use the Wave Attacks special rule.

An Armoured Train Armoured Car Platoon uses the Supporting Tank Platoons rule on page 205 of the rulebook.

The Armoured Train of a Captured Polish Armoured Train is not affected by the Hen and Chicks special rule.

Armoured Trains have been a part of the Soviet Union's arsenal since the Civil War and their clashes with the Poles in the 1920s. During the invasion of Poland in 1939 the Red Army captured two Polish trains. These were pressed into service with the internal security troops of the NKVD. During Operation Barbarossa armoured trains were used all along the front in the fight against the invading Germans.

Former Polish train Nr.53 "Smialy" was put into service with the 75th NKVD Regiment as BP Nr.75 (Bronyepoyezd, or Armoured Train, number 75). The other captured Polish train was of an older type, which ironically had been captured from the Red Army in the 1920s, named Nr.51 "I Marszalek" and served with the 77th NKVD Regiment as BP Nr.77. Both regiments served with the 10th NKVD Division.

SOVIET ARSENAL

TANK TEAMS

Name Weapon	Mobility Range	Front ROF	Armour		Equipment and Notes
			Side Anti-tank	Top Firepower	
LIGHT TANKS					
T-38	Half-tracked	0	0	1	MG, Amphibious, Limited vision, Unreliable.
T-60 obr 1941 20mm ShVAK gun	Half-tracked 16"/40cm	2 2	1 5	1 5+	Co-ax MG, Limited vision, Unreliable.
T-26 obr 1932	Slow Tank	1	1	1	Twin MG turrets, Limited vision, Unreliable.
T-26 obr 1933 or 1939 45mm obr 1934 gun	Slow Tank 24"/60cm	1 2	1 7	1 4+	Co-ax MG, Limited vision, Unreliable.
T-26E 45mm obr 1934 gun	Very Slow Tank 24"/60cm	3 2	2 7	1 4+	Co-ax MG, Limited vision, Overloaded, Unreliable.
BT-5 45mm obr 1938 gun	Standard Tank 24"/60cm	0 2	0 7	1 4+	Co-ax MG, Fast tank, Limited vision, Unreliable.
BT-7 45mm obr 1938 gun	Standard Tank 24"/60cm	1 2	1 7	1 4+	Co-ax MG, Fast tank, Limited vision, Unreliable.
Mark III (Valentine II) OQF 2 pdr gun	Slow Tank 24"/60cm	6 2	5 7	1 4+	Co-ax MG. No HE.
MEDIUM TANKS					
T-28 obr 1933 76mm obr 1927/32 gun	Standard Tank 16"/40cm	3 2	2 5	2 3+	Two Deck-turret MG, Turret-front MG, Turret-rear MG, Limited vision, Unreliable, Wide-tracks.
T-28 obr 1938 76mm L-10 gun	Standard Tank 24"/60cm	3 2	2 7	2 3+	Two Deck-turret MG, Turret-front MG, Turret-rear MG, Limited vision, Unreliable, Wide-tracks.
T-28E 76mm L-10 gun	Slow Tank 24"/60cm	4 2	3 7	2 3+	Two Deck-turret MG, Turret-front MG, Turret-rear MG, Limited vision, Unreliable, Wide-tracks.
T-34 obr 1940 76mm L-11 gun	Standard Tank 24"/60cm	6 2	5 8	1 3+	Co-ax MG, Hull MG, Fast tank, Limited vision, Unreliable, Wide-tracks.
T-34 obr 1941 76mm F-34 gun	Standard Tank 32"/80cm	6 2	5 9	1 3+	Co-ax MG, Hull MG, Fast tank, Limited vision, Unreliable, Wide-tracks.
T-34/57 obr 1941 57mm ZIS-4 gun	Standard Tank 32"/80cm	6 2	5 11	1 4+	Co-ax MG, Hull MG, Fast tank, Limited vision, Unreliable, Wide-tracks.
Mark II (Matilda II) OQF 2 pdr gun	Slow Tank 24"/60cm	7 3	6 7	2 4+	Co-ax MG, Unreliable. No HE.
HEAVY TANKS					
T-35 76mm obr 1927/32 gun 45mm obr 1934 gun 45mm obr 1934 gun	Slow Tank 16"/40cm 24"/60cm 24"/60cm	3 2 2 2	3 5 7 7	2 3+ 4+ 4+	Two Deck-turret MG, Turret-front MG, Turret-rear MG, Land battleship, Overloaded, Unreliable. Deck turret, Co-ax MG. Deck turret, Co-ax MG.
KV-1 obr 1939 76mm L-11 gun	Slow Tank 24"/60cm	8 2	7 8	2 3+	Co-ax MG, Hull MG, Turret-rear MG, Limited vision, Unreliable.
KV-1 obr 1940 76mm F-34 gun	Slow Tank 32"/80cm	8 2	7 9	2 3+	Co-ax MG, Hull MG, Turret-rear MG, Limited vision, Unreliable.
KV-1e 76mm F-34 gun	Slow Tank 32"/80cm	9 2	8 9	2 3+	Co-ax MG, Hull MG, Turret-rear MG, Limited vision, Unreliable.
KV-2 152mm obr 1938/40 howitzer	Slow Tank 24"/60cm	8 1	7 10	2 1+	Hull MG, Turret-rear MG, Limited vision, Unreliable. Bunker buster.

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

FLAME TANKS

KhT-26	Slow Tank	1	1	1	Turret MG, Limited vision, Unreliable.
<i>ATO obr 1933 flame-thrower</i>	<i>4"/10cm</i>	2	-	6	<i>Flame-thrower.</i>
KhT-130	Slow Tank	1	1	1	Turret MG, Limited vision, Unreliable.
<i>ATO obr 1938 flame-thrower</i>	<i>4"/10cm</i>	3	-	6	<i>Flame-thrower.</i>

SELF-PROPELLED GUNS

ZIS-30	Half-tracked	0	0	0	Awkward layout, Hull MG, Unreliable.
<i>57mm ZIS-2 gun</i>	<i>32"/80cm</i>	2	11	4+	<i>Hull mounted, Volley fire.</i>
SU-12	Wheeled	-	-	-	Gun shield.
<i>76mm obr 1927 gun</i>	<i>16"/40cm</i>	2	5	3+	<i>Volley fire.</i>
<i>Firing Bombardments</i>	<i>64"/160cm</i>	-	3	6	
BT-7A	Standard Tank	1	1	1	Turret-front MG, Turret-rear MG, Fast tank, Limited vision, Unreliable.
<i>76mm obr 1927/32 gun</i>	<i>16"/40cm</i>	2	5	3+	<i>Volley fire.</i>
<i>Firing Bombardments</i>	<i>64"/160cm</i>	-	3	6	

ARMoured CARS

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

ARMoured TRACTORS

T-20 Komsomolyets	Half-tracked	0	0	1	Hull MG, Tow hook, Unreliable.
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ROCKET LAUNCHERS

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

ANTI-AIRCRAFT MACHINE-GUNS

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

ARMoured TRAINS

Locomotive	Train	3	3	2	Locomotive.
Light Artillery Car	Train	3	3	2	Artillery Car, Six train MG, MG turret.
<i>Two 75mm wz. 02/26 gun</i>	<i>24"/60cm</i>	2	8	3+	<i>Deck turret.</i>
<i>Firing bombardments</i>	<i>72"/180cm</i>	-	3	6	
Heavy Artillery Car	Train	3	3	2	Artillery Car, Six train MG, MG turret.
<i>75mm wz. 02/26 gun</i>	<i>24"/60cm</i>	2	8	3+	<i>Deck turret.</i>
<i>Firing bombardments</i>	<i>72"/180cm</i>	-	4	5+	
<i>100mm wz. 14/19 howitzer</i>	<i>24"/60cm</i>	1	8	2+	<i>Deck turret.</i>
<i>Firing bombardments</i>	<i>72"/180cm</i>	-	4	5+	

VEHICLE MACHINE-GUNS

Vehicle MG	16"/40cm	3	2	6	ROF 1 if other weapons fire.
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GUN TEAMS

Weapon	Mobility	Range	ROF	Anti-tank	Firepower	Notes
ANTI-TANK RIFLES						
PTRD anti-tank rifle	Man-packed	16"/40cm	2	5	5+	Tank Assault 3, Volley fire.
MACHINE-GUNS						
Maksim HMG	Man-packed	24"/60cm	6	2	6	ROF 3 when pinned down or moving.
MORTARS						
82-BM-41 mortar	Man-packed	24"/60cm	2	2	3+	Minimum range 8"/20cm, Volley fire.
Firing bombardments		40"/100cm	-	2	6	
120-PM-38 mortar	Light	56"/140cm	-	3	3+	
INFANTRY GUNS						
76mm obr 1927 gun	Light	16"/40cm	2	5	3+	Gun shield, Volley fire.
Firing bombardments		64"/160cm	-	3	6	
ANTI-AIRCRAFT GUNS						
Quad Maksim AA MG	Man-packed	16"/40cm	6	2	6	Anti-aircraft, Turntable.
DShK AA MG	Man-packed	16"/40cm	4	4	5+	Anti-aircraft, Turntable.
37mm obr 1939 gun	Immobile	24"/60cm	4	6	4+	Anti-aircraft, Turntable.
85mm obr 1939 gun	Immobile	32"/80cm	2	12	3+	Heavy anti-aircraft, Turntable.
ANTI-TANK GUNS						
45mm obr 1937 gun	Light	24"/60cm	3	7	4+	Gun shield, Volley fire.
57mm ZIS-2 gun	Medium	32"/80cm	3	11	4+	Gun shield, Volley fire.
76mm obr 1936 anti-tank gun	Heavy	32"/80cm	2	10	3+	Gun shield, Volley fire.
FIELD ARTILLERY						
76mm obr 1902 gun (76k/02)	Heavy	24"/60cm	2	8	3+	Gun shield, Volley fire.
Firing bombardments		64"/160cm	-	3	6	
76mm obr 1902/30 gun	Heavy	24"/60cm	2	9	3+	Gun shield, Volley fire.
Firing bombardments		72"/180cm	-	3	6	
76mm obr 1936 gun (FK36(r))	Heavy	32"/80cm	2	10	3+	Gun shield, Volley fire.
Firing bombardments		80"/200cm	-	3	6	
76mm obr 1939 field gun	Heavy	32"/80cm	2	9	3+	Gun shield, Volley fire.
Firing bombardments		80"/200cm	-	3	6	
HEAVY ARTILLERY						
107mm obr 1910/30 gun	Immobile	24"/60cm	1	9	2+	Breakthrough gun, Gun shield, Volley fire.
Firing bombardments		72"/180cm	-	4	4+	
122mm obr 1910/30 howitzer	Immobile	16"/40cm	1	6	2+	Breakthrough gun, Gun shield, Volley fire.
Firing bombardments		64"/160cm	-	4	3+	
122mm obr 1938 howitzer	Immobile	24"/60cm	1	7	2+	Breakthrough gun, Gun shield, Volley fire.
Firing bombardments		80"/200cm	-	4	3+	
152mm obr 1910/30 howitzer	Immobile	16"/40cm	1	8	1+	Bunker buster, Gun shield, Volley fire.
Firing bombardments		72"/180cm	-	5	2+	
152mm obr 1931 gun-howitzer	Immobile	32"/80cm	1	13	1+	Bunker buster, Gun shield, Volley fire.
Firing bombardments		88"/220cm	-	5	2+	



INFANTRY TEAMS

Team	Range	ROF	Anti-tank	Firepower	Notes
Unarmed team	-	-	-	-	Can still fight in assaults.
Rifle team	16"/40cm	1	2	6	
SMG team	4"/10cm	3	1	6	Full ROF when moving.
Light Mortar team	16"/40cm	1	1	4+	Can fire over friendly teams
Flame-thrower team	4"/10cm	4	-	6	Flame-thrower.
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+	



SOVIET PAINTING GUIDE

SOVIET INFANTRY



SOVIET VEHICLES AND TANK CREW

PAINTING MUDDY TRACKS

Basecoat tracks with **Battlefield Brown**
Followed by a wash of **Manstein Shade**
Then a drybrush of **Dark Gunmetal**

In 1941 Red Army tank crews wore blue overalls (**Infantry Blue**, highlighted by adding a touch of **White**) with no rank insignia according to regulations. He wears a M33 tank helmet in **Black** leather.



Tankovy Green

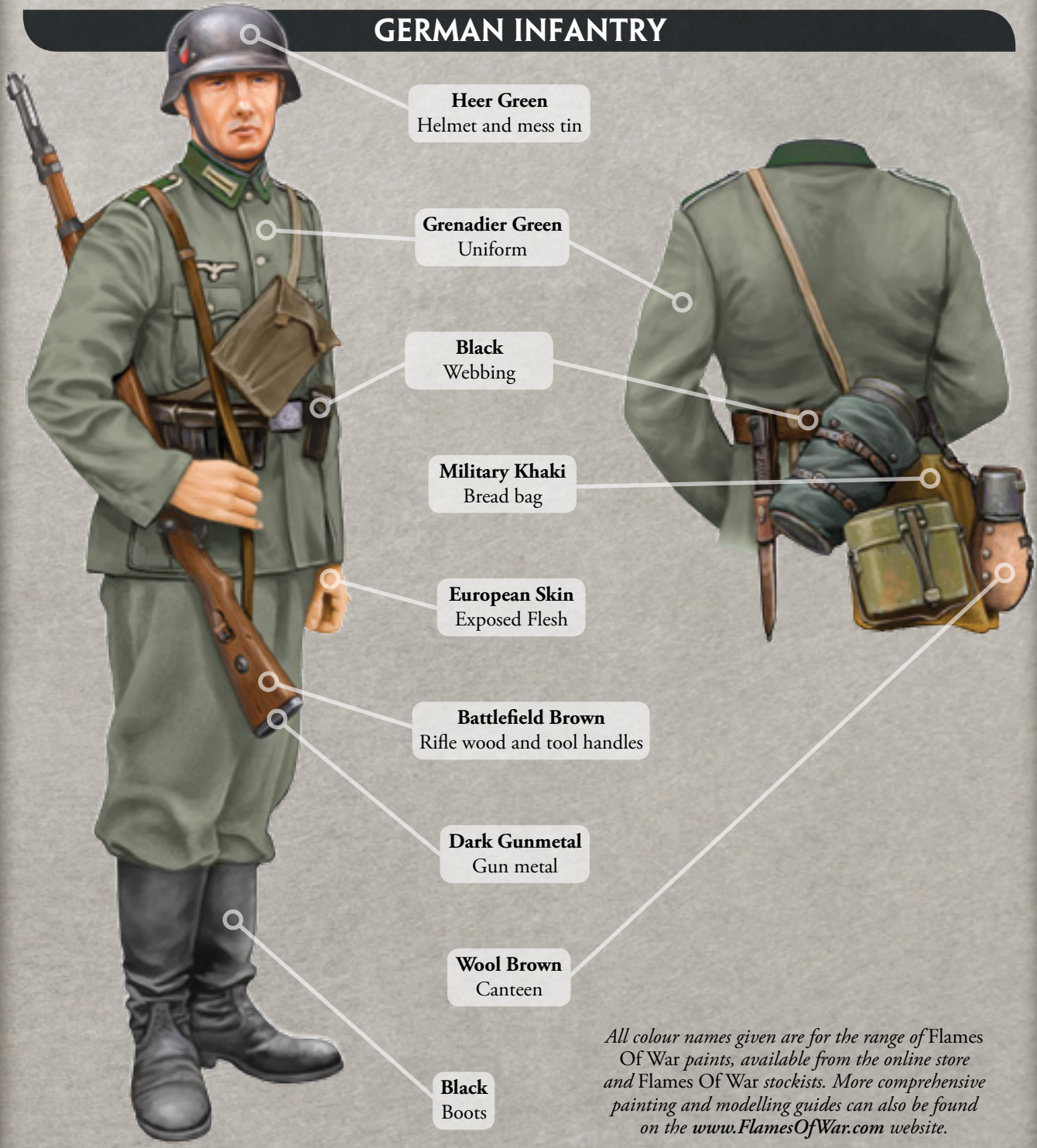
Vehicles, guns and equipment



T-34 obr 1940

German Painting Guide

GERMAN INFANTRY



Heer Green
Helmet and mess tin

Grenadier Green
Uniform

Black
Webbing

Military Khaki
Bread bag

European Skin
Exposed Flesh

Battlefield Brown
Rifle wood and tool handles

Dark Gunmetal
Gun metal

Wool Brown
Canteen

Black
Boots

All colour names given are for the range of Flames Of War paints, available from the online store and Flames Of War stockists. More comprehensive painting and modelling guides can also be found on the www.FlamesOfWar.com website.

GERMAN VEHICLES AND TANK CREW

PAINTING GERMAN PRIMED TRACKS
Basecoat tracks with **Devil Red**
Followed by a wash of **Manstein Shade**
Then a drybrush of **Dark Gunmetal**

Panzer Grey
Vehicles, guns and equipment

German tank crews wear a **Black panzer** wrap, combining a short jacket with pocketed trousers. The piping colour on the collar tabs and shoulder boards is pink (50/50 mix of **Artillery Red** and **White**).



Panzer IV D

This is a supplement for Flames Of War, the World War II Miniatures Game.
A copy of the rulebook for *Flames Of War* is necessary to use the contents of this book.



"We have only to kick in the door and the whole rotten structure will come crashing down."

—Hitler declared, with great optimism, during the planning for Operation Barbarossa.

Operation Barbarossa began a struggle of epic proportions that would result in four years of bitter fighting between the Germans and Soviets. It all began in the early hours of 22 June 1941 with a German surprise attack across the border of the Soviet Union with three army groups and 3.8 million Axis soldiers.

The Germans soon found many of the Red Army units they faced wanting, but other units held out with grim determination, fighting off the Germans until they were surrounded. However, the Germans were to encounter some nasty surprises against the Soviet mechanised corps' counterattacks, facing new heavily armoured Soviet T-34 and KV tanks.

Red Army counterattacks, stubbornly resisting pockets, and the autumn rains, followed by freezing weather, delayed the German thrust towards Moscow. The freezing conditions played into the Red Army's hands, and they launched a counter-offensive that would push back the Germans back from Moscow!

INSIDE YOU WILL FIND:

- History of Operation Barbarossa, the German invasion of the Soviet Union in 1941.
- History of the Battle for Moscow and the Soviet counter-strike against the German forces attacking their capital.
- Options to field three German tank companies: *Leichte Panzerkompanie*, *Mittlere Panzerkompanie*, and *Czech Panzerkompanie*. You can field mobile infantry with a *Panzerschützenkompanie*, *Schützenkompanie*, and *Kradschützenkompanie*. You can also field motorised and foot infantry with a *Heer* or *SS Infanteriekompanie*.
- Options to field the Soviet Red Army in 1941 with T-34 tank equipped *Tankovy Batalon*, lend-lease tanks with *Inomarochnikiy Tankovy Batalon*, motor infantry with a *Motostrelkovy Batalon*, and infantry forces from a *Strelkovy Batalon* with three different ratings options.
- Inspirational colour photos.

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