

Rising Sun

RUSSIA'S WARS WITH
JAPAN AND FINLAND
1939-1940



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. *Rising Sun* allows you to field forces from the Soviet Union, Japan and Finland as they battle throughout 1939 and 1940. 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 RISING SUN?

Rising Sun brings you into the Soviet Union's wars with the Japanese and Finns on its borders in 1939. Take command of the Red Army's tank forces, infantry or cavalry forces as you throw the Japanese back into Manchuria or fight the stubborn Finns to expand the Soviet border.

Take command of Japanese forces, highly motivated and almost impossible to break, they can take advantage of the night to attack the enemy and always fight to the bitter end.

The citizen soldiers of Finland are a formidable foe and defend their small nation with great skill. They use innovative ambush tactics, local knowledge, and take advantage of horrific weather to fight the Soviets to a standstill.

HOW THIS BATTLE BOOK WORKS

The Intelligence Briefings in this book give you the choices of four Japanese, six Soviet, and four Finnish companies based on historical examples that fought in 1939 and 1940.

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.



Rising Sun

RUSSIA'S WARS WITH
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1939-1940

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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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FIRE IN



KEY

River	Railway	Soviet Border	Other Borders	German Territory	Japanese Territory

Though formally WWII did not start in the east until the German invasion of the Soviet Union on 22 June 1941, in 1939 Eastern Europe and Asia were far from quiet. The Japanese had been at war in China since the early 1930s, and had already clashed with the Soviet Union in 1938 during the Changkufeng/Lake Khasan incident. Their next border engagement would escalate into the Nomonhan Incident/Battle of Khalkhin Gol on the Mongolian/Manchurian border and involved tens of thousands of troops and lasted for three months.

In Europe the Soviet leader, Stalin had entered into a pact with the Germans, dividing Eastern Europe into spheres of influence and agreeing to not interfere with each other's objectives in these areas. This meant when the

Germans invaded Poland in September 1939, the Soviets also attacked a few weeks later to claim the eastern half of Poland. Soon after, the Red Army moved into the Baltic countries of Lithuania, Latvia and Estonia, before turning their attention to Finland.

However, Finland proved to be a somewhat harder nut to crack. Between 30 November 1939 and 12 March 1940 both nations fought a bitter and bloody struggle through the harsh northern winter. The tiny nation of Finland held off the might of the Red Army, fighting them to a standstill and inflicting a number of bloody battlefield defeats on them. Eventually the Soviets' weight of numbers told and the Finns were forced to concede to the Soviet territorial demands.

THE EAST, 1939



THE ARCTIC CIRCLE

SIBERIA

KAMCHATKA

See Map on Pages 4 and 5

MONGOLIA

MANCHURIA

CHINA

KOREA

JAPAN

THE EMPIRE OF JAPAN

FIRST SINO-JAPANESE WAR

The Japanese had maintained heavy presence in China since the First Sino-Japanese War of 1894 to 1895. They defeated China, which was then under the Qing Dynasty, and forced China to cede Formosa (Taiwan) and recognize the independence of Korea, which was in fact under Japanese control. After the war, the Qing Dynasty was on the brink of collapse from internal revolts and foreign imperialism, while Japan had emerged as a great power. In 1905 the Japanese defeated the Russians, further increasing their influence and power in Northern China and Manchuria.

THE REPUBLIC OF CHINA

By 1912 the Qing Dynasty had been overthrown and China had become a republic. Despite this, order in China broke down and the country was split into regions controlled by rival warlords, with the central government's control limited. In the case of Manchuria the warlord Zhang Zuolin openly cooperated with the Japanese, who delivered military and economic assistance.

In 1915, Japan issued the Twenty-One Demands to extort further political, economic and trade concessions from China. China was forced to concede to most of the demands, and consequently Japan gained an international reputation as a diplomatic bully and garnered ill-will among the Chinese people. Following the First World War, Japan acquired the German Empire's sphere of influence in Shandong province, but despite nationwide anti-Japanese protests and mass demonstrations across China, the nation remained fragmented and unable to resist foreign incursions. In 1926 the Kuomintang (KMT, or Chinese Nationalist Party) in Guangzhou set about eradicating regional warlords and uniting China.

The Kuomintang's National Revolutionary Army (NRA) swept through China until it was stopped in the Shandong region during the Jinan Incident of 1928 by the Imperial Japanese Army. The NRA were forced to withdrawal from Jinan.

In the same year, Manchurian Warlord Zhang Zuolin was assassinated because he had become less willing to cooperate with Japan. Afterwards his son Zhang Xueliang took control of Manchuria, but despite Japanese efforts to convince the Manchurians to resist the Kuomintang, he declared his allegiance to the Kuomintang government under Chinese nationalist leader Chiang Kai-shek.

In 1930 further internal strife diverted the Chiang Kai-shek government's attention away from pushing out foreign powers, as they dealt with regional warlords and the communist revolt against the central government.

SOVIET UNION

MONGOLIA

CHINA



KEY

			
Japanese Empire 1870	River	Borders	Railway
			
Japanese Acquisitions until 1932	Additional Occupation by 1937	Additional Occupation by 1939	Additional Occupation by 1940



JAPANESE INVASION OF MANCHURIA

With China in chaos yet again, the Japanese took the opportunity to expand their control in Manchuria. As an industrial economy with few natural resources the Japanese saw Manchuria as the ideal source of these, as a market for its manufactured goods, and as a buffer between it and the Soviet Union.

Japan invaded Manchuria after the Mukden Incident in September 1931, in which the Japanese faked an attempt to blow up a Japanese train so they could accuse Chinese dissidents of the act and use it as an excuse to invade.

After five months of fighting, the puppet state of Manchukuo was established in 1932, with the last emperor of China, Puyi, installed as its puppet ruler. Internal strife meant China was militarily too weak to challenge Japan, so the Chinese government appealed to the League of Nations (forerunner of the United Nations) for assistance. The League's investigation uncovered the Japanese Mukden Incident ruse and the report published subsequently caused Japan to withdraw from the League of Nations. However, no country was willing go beyond words and take action against Japan.

Sporadic fighting continued on and off until 1937, with local resistance forces clashing with the Japanese. During this period the Japanese went about increasing their influence with the northern Chinese warlords. The Japanese forced a number of political and military concessions from the Chinese government so that by the end of 1935 the Chiang Kai-shek government had virtually abandoned northern China.

SECOND SINO-JAPANESE WAR

On the night of 7 July 1937, Chinese and Japanese troops exchanged fire in the vicinity of the Lugou (or Marco Polo) bridge, an important access point into Beijing. What began as confused skirmishing soon escalated into a full-scale battle. During the battle Beijing and its port city of Tianjin fell to

Japanese forces. The Japanese were content with these initial gains, but the attack proved the breaking point for Chiang Kai-shek and his government.

Chiang Kai-shek mobilised his Chinese forces and attacked the Japanese Marines in Shanghai on 13 August 1937. This escalated into the Battle of Shanghai, involving over 200,000 Japanese troops committed to the capture of the city. After more than three months of intense fighting the city fell to the Japanese, but casualties far exceeded initial expectations.

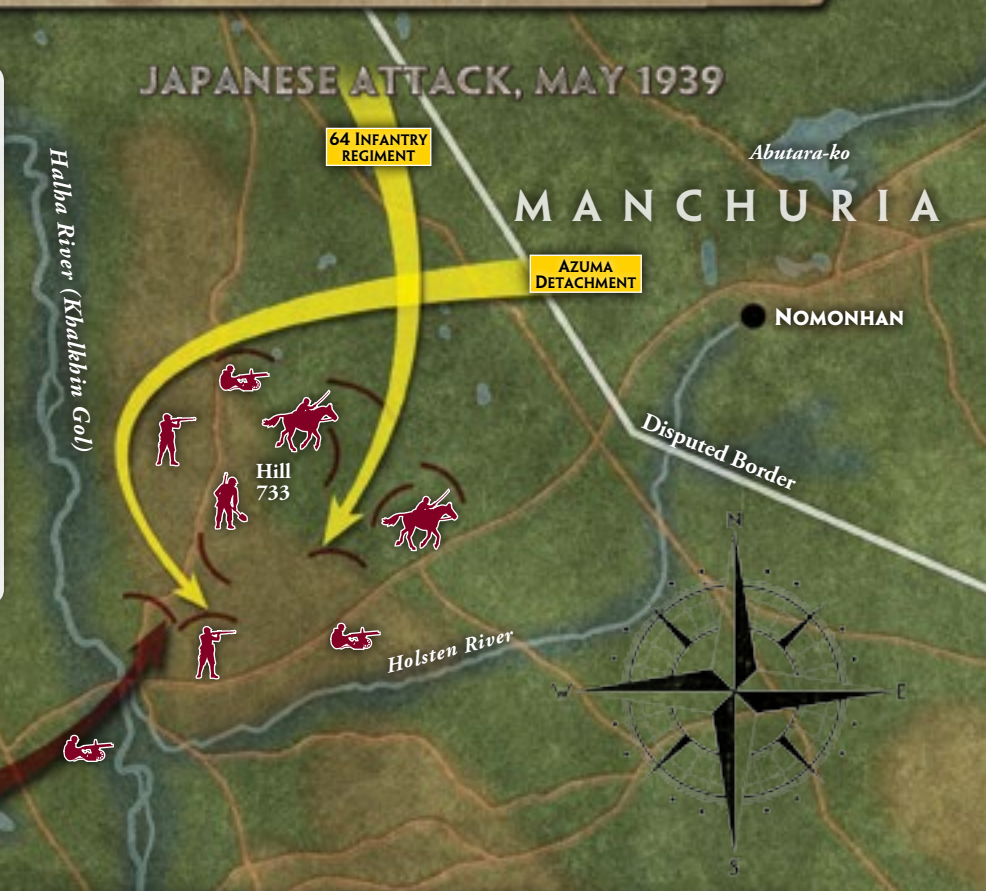
By the end of 1937 the Japanese had captured the Chinese Kuomintang government's capital city of Nanjing (Nanking) and northern Shanxi province. During the capture of Nanjing the Japanese committed the brutal mass murder of some 300,000 Chinese civilians.

KEY

			
Road	River	Marsh	Sand
			
Soviet Positions	Soviet Attacks	Japanese Attacks	

SOVIET FORCES

			
Motorised Company	Cavalry Regiment	Sapper Company	Machine-gun Battalion



With so much success the Japanese high command effectively lost control of the Imperial Japanese Army as the field generals escalated the conflict. The rampage came to an end when the Japanese were finally defeated at the battle of Battle of Taierzhuang.

The Japanese then changed strategy and deployed most of their armies to attack the city of Wuhan, the main centre of Chinese government after the fall of Nanjing. The Japanese captured Wuhan on 27 October 1938, forcing the Kuomintang government to retreat to Chongqing (Chungking). The Japanese had hoped to bring the Chinese to the negotiating table, but Chiang Kai-shek still refused; he would only consider talks if Japan agreed to withdraw to pre-1937 borders.

The Japanese resorted to massive air raids on major cities in an attempt to break Chinese morale. Though the Japanese in-

flicted massive damage and loss of life, the Chinese remained defiant.

By the beginning of 1939 the war had entered a new phase with the unprecedented defeat of the Japanese at Changsha and Guangxi province. These outcomes encouraged the Chinese to launch their first large-scale counter-offensive against the Japanese in early 1940, though poor equipment and limited offensive experience led to Chinese defeat. Afterwards Chiang Kai-shek could not risk another offensive due to the disorganised state of his armies and increasing opposition to his leadership.

By 1941, Japan held most of the eastern coastal areas of China and Vietnam, but guerrilla fighting continued in these occupied areas. Japan had suffered high casualties from unexpectedly stubborn Chinese resistance, and neither side could make any swift progress.

BORDER DISPUTES WITH THE SOVIETS

While still fighting its war in China, the Imperial Japanese Army faced constant tension with the Soviet Union on the Soviet and Mongolian borders with Manchuria. By taking control of Manchuria the Japanese now had a 3,000 mile border with the Soviet Union and between 1932 and 1939 a number of clashes occurred up and down the border between the two nations. A particularly bloody confrontation occurred in 1938 at Changkufeng/Lake Khasan resulting in over 2,500 casualties on both sides. The result of this conflict seemed to strengthen the Soviets resolve to meet any aggression on its borders with a massive counter-strike. So it should not have come as a surprise to the Japanese, that a minor Mongolia-Manchuria border skirmish, between local cavalry forces, was significantly escalated by the Soviets into a major confrontation.

NOMONHAN INCIDENT (See Map Page 6)

The incident started when a Mongolian cavalry patrol moved into the disputed border area on the Halha River (or Khalkhin Gol to the Soviets) near the tiny village of Nomonhan. The Japanese argued that the border was on the Halha River, while the Soviets claimed that the border ran along the high ground just past Nomonhan. On 11 May 1939 Manchukuoan cavalry (allies of the Japanese) drove the local Mongolian forces out. Two days later the Mongolians returned, but this time the Mongolians could not be evicted. The Japanese Kwantung Army, as the Japanese forces in Manchuria were called, stepped in. The 23rd Infantry Division, which was responsible for border security in the region, mobilised its 64th Infantry Regiment and its reconnaissance unit, the Azuma Detachment, and sent them against the Mongolians.

The Mongolians refused to take the bait and withdrew across the Halha River, where Soviet and Mongolian troops had begun to build-up in increasing numbers. A week later the Azuma Detachment, so named for its commander Lieutenant Colonel Azuma Yazo, returned to push out the Mongolians. Unfortunately the Japanese commander had underestimated the build-up and Azuma's force was surrounded and destroyed. The command of the Japanese Kwantung Army was willing to concede the territory, but the Soviets continued to pour more and more troops into the area and the Japanese decided to launch a division-sized attack to clear the incursion once and for all.

FIRST JAPANESE OFFENSIVE (See Map Page 8)

The attack began on 1 July with the 23rd Infantry Division's 71st and 72nd Infantry Regiments seizing the high ground overlooking the Halha River. The following day they pushed across the river and cleared the Soviets from the Baintsagan Heights overlooking the opposite bank. At the same time a force consisting of the Japanese 3rd and 4th Tank Regiments, 64th Infantry Regiment and the veteran 7th Infantry Division's 28th Infantry Regiment attacked Soviet positions on the Manchurian side of the Halha River. The Japanese attacks were initially successful, but by dusk on 3 July the attack through the Baintsagan Heights had stalled and resistance stiffened as they approached the positions of the Soviet artillery. The Soviet commander, Georgy Konstantinovich Zhukov, risked committing his armour despite the fact that the bulk of his infantry had yet to arrive at the front. This bold move blunted the Japanese offensive, but the Soviet tanks suffered high casualties without their infantry support. Japanese losses were also high, but the bravery of the Human Bullet or *Nikuhaku* anti-tank teams and the small number of 37mm guns available to the Japanese managed to destroy around 120 Soviet tanks and armoured cars.

With only one pontoon bridge available across the Halha River, the Japanese had just the one crossing point for supplies and ammunition. With this limitation in mind the Japanese decided to withdraw back across the Halha River on 5 July.

Meanwhile, an attack by the Japanese tanks had failed to break through the Soviet positions despite the loss of half the Japanese tanks. The 23rd Division's 64th Infantry Regiment and the 7th Division's II Battalion/28th Infantry Regiment were also unable to penetrate the Soviet lines. The battle on the eastern side of the Halha centred around the attempts to retake Hill 733 from the Soviets.

Between 7 and 22 July heavy fighting focused on a four kilometre area between Hill 733 and the Holsten river, a tributary of the Halha. More Soviet troops poured into the area, raising the forces facing the Japanese to two armoured brigades, a motorised rifle division, a rifle division, three motorised brigades and two Mongolian cavalry divisions. Both sides also escalated their artillery presence, with the Soviets fielded up to 100 guns of all types, while the Japanese shipped artillery to Manchuria from Japan so that they had 82 guns facing the Soviets by 23 July.



Soviet BT-7 fast tanks, the most common tank used during the Nomonhan battles.

Japanese Nikuhaku 'Human Bullet' anti-tank infantry teams

JAPANESE OFFENSIVE, JULY 1939

MANCHURIA



23 DIVISION

- 64th Infantry Regiment
- 72nd Infantry Regiment
- 13th Field Artillery Regiment



MONGOLIA

KEY

Road	River	Marsh	Sand
Soviet Positions	Soviet Attacks	Japanese Attacks 1-2 July	Japanese Attacks 7-23 July

SOVIET FORCES

- Motor Rifle Regiment
- Cavalry Regiment
- Armoured Regiment
- Machine-gun Battalion

JAPANESE FORCES

- Infantry Regiment
- Tank Regiment
- Artillery Battalion

JAPANESE ORDER OF BATTLE

Nomonhan, 1939

23 DIVISION

- 64th Infantry Regiment
- 71st Infantry Regiment
- 72nd Infantry Regiment
- 23rd Recon Unit
- 13th Field Artillery Regiment
- 23rd Engineer Regiment

7 DIVISION

- 26th Infantry Regiment
- 27th Infantry Regiment
- 28th Infantry Regiment
- 7th Cavalry Regiment
- 7th Field Artillery Regiment
- 7th Engineer Regiment
- 7th Transport Regiment

ARMY LEVEL UNITS

- 8th Border Guards
- 24th Engineer Regiment
- 4th Truck Regiment
- 3rd Heavy Field Artillery Brigade
- 1st Independent Field Artillery Regiment
- 1st Heavy Field Artillery Regiment
- 7th Heavy Field Artillery Regiment
- Muleng Heavy Field Artillery Regiment
- 10th Anti-aircraft Artillery Regiment
- 3rd Tank Regiment
- 4th Tank Regiment

SECOND JAPANESE ATTACK

With the Soviets well established on the eastern bank of the Halha River the Japanese prepared for another attack on the Soviet positions in late July. On 23 July the Japanese 64th and 72nd Infantry Regiments launched a frontal assault on the Soviet 11th Tank Brigade, 149th Motorised Rifle Regiment and 5th Independent Cavalry Brigade. The Japanese prepared for the assault with a heavy counter-battery artillery bombardment to neutralise the Soviet artillery and to allow the Japanese infantry to approach the Soviet positions unmolested. However, the Soviet artillery was not silenced and responded with heavy fire against the Japanese infantry and artillery. The Japanese infantry did manage to push the Soviets back, but did not achieve their objective of routing them back across the Halha River. The Soviets still resisted, pushing the number of casualties for the Japanese to over 5000 since the conflict had begun.

Following the failure of the Japanese to gain a decisive victory, both sides settled down into defensive positions stretching over a 30 kilometre front from 25 July. During early August the Soviets pecked away at the Japanese with probing attacks and the occasional battalion-sized attack. The Soviet artillery now had the upper hand and pounded the Japanese positions on a daily basis. In the meantime, Zhuhov was preparing for a major offensive to finish the Japanese forces once and for all. More troops were brought to the front and all attempts were made to conceal the troop build-up and movements.

SOVIET OFFENSIVE (See Map Page 38)

By the time Zhukov was ready to launch his assault the Soviets had two rifle divisions, three cavalry brigades, two tank brigades and two motorised brigades opposed by only two Japanese infantry divisions and supporting troops. 77,000 Soviet troops against 30,000 Japanese. Zhukov launched his attack on 20 August 1939.

The Soviet attack was preceded by artillery bombardments and air attacks on the Japanese positions starting at 5.45 hours. At 9.00 hours Soviet troops moved out of their positions and attacked along the entire 30 kilometre front. The attack took the Japanese by complete surprise, but they

resisted ferociously. The fighting all along the front was bloody and savage.

In the north the Soviet 7th Motorised Brigade and 601st Rifle Regiment stormed Hill 721, but faced fierce resistance from the Japanese 64th Infantry Regiment and were unable to take the hill. The centre was heavily engaged, with the Soviets attempting to draw in as many Japanese units as possible with the aim of weakening the flanks. Meanwhile, the Soviet attack to the South was reinforced with much of the Soviet armour supported by the 57th Rifle Division. The Japanese had no answer for the massed Soviet armour and their flank was turned, allowing the Soviet tanks to push on North to Nomonhan.

With such heavy fighting around Hill 721, the Japanese commander of the 23rd Division, Lieutenant-General Komatsubara Michitaro, assumed that the main thrust was through Hill 721. Reinforcements were sent north, weakening the south and allowing the Soviet tanks to easily break through and isolate the 8th Border Guard Regiment and II Battalion/28th Infantry Regiment. After four days of hard fighting the Soviets finally shattered the Japanese defence of Hill 721. The Soviet northern pincer was then able to complete the encirclement of the 23rd Division.

The Soviets drove the withdrawing Japanese troops eastward past Nomonhan where the Soviet momentum slowed, seemingly uninterested in pushing the Japanese further. The Soviet and Japanese governments had already begun negotiations, and by early September the fighting around Nomonhan had petered out. A cease-fire was agreed on and the Soviets quickly turned their attentions to events in Poland. The Japanese turned their focus back on China.

The estimated casualties for the Nomonhan Incident vary wildly. The Japanese claim to have had 17,000 casualties, of which 8440 were killed in action. Soviet sources claim they lost 15,952 wounded and 9703 killed or missing. Despite the low numbers of Japanese anti-tank guns, the Soviets lost 196 tanks and 133 armoured cars. The Mongolians lost 556 men, and an unknown number of armoured cars (which are possibly included in the Soviet numbers).

● Japanese Type 95 Ha-Go light tanks

Japanese Type 89 Chi-Ro medium tanks ●



Soviet Motostrelkovy infantry and Maksim heavy machine-gun

JAPANESE SPECIAL RULES

BUSHIDO

The Japanese Army was deeply imbued with concepts of bushido, the way of the warrior, or the samurai code.

BANZAI CHARGE

Japanese soldiers are the epitome of 'do or die'. The shame of failure is so great that they would rather commit suicide in one final charge than survive. The enemy were often alerted to these charges by the soldiers getting their courage up by chanting 'Banzai!'—'Ten thousand years!', part of a blessing wishing the Emperor ten thousand years.

Whenever an assaulting Japanese Platoon (unless it has one or more Tank teams) is forced to Fall Back by Defensive Fire, immediately roll a Motivation Test.

- *If the platoon passes, it is no longer Pinned Down and must attempt to carry on with the Assault. The enemy immediately shoots again in Defensive Fire as if this was a new Assault. If the Japanese platoon is not forced to Fall Back this time, it carries on the Assault as normal. If it is forced to Fall Back a second time by the enemy's Defensive Fire, it remains Pinned Down and Falls Back as normal.*
- *Otherwise, the platoon remains Pinned Down and Falls Back as normal.*

KENDO

Swordsmanship has always been an important part of samurai culture. A Japanese officer (even in a tank) is not properly dressed without his sword.

If there are no enemy Tank teams or Bunkers within 2"/5cm of a Sword team, the Sword team hits on 2+ in Assaults.

NO SURRENDER

A Japanese commander and his men dare not suffer the dishonour of defeat and will keep fighting beyond the point when any other nation's forces would have fled the battlefield.

Unlike normal, when a Japanese force fails a Company Morale Check, the game does not immediately end.

Instead all Independent teams (but not Warrior teams) are immediately Destroyed, and all Warriors and platoons draw on their Seishin (using the Seishin rule) as if they had failed a Platoon Morale Check.

Platoons in Reserve continue to arrive as normal, but upon arrival immediately draw on their Seishin.

If the Japanese player starts a turn with all Japanese teams on the table Destroyed, the game ends following the rules for Failing Company Morale on page 274 of the rulebook.

SEISHIN

Japanese military doctrine believed strongly in *Seishin* or strength of will and spirit. Commanders had an unbending faith in the superior loyalty and morale of their men to overcome the matériel superiority of the enemy. When called to do what would seem impossible to a western soldier, the Japanese soldier would do it with unflinching loyalty.

If a Japanese Platoon fails a Platoon Morale Check, it is not automatically Destroyed. Instead it draws on its Seishin and remains on the table and fights on.

When a platoon draws on its Seishin all of its Tank and Independent teams are immediately Destroyed and its Gun teams become Rifle teams for the rest of the game. All other teams continue fighting.

A platoon that has drawn on its Seishin automatically passes all Motivation Tests they are required to take aside from platoons that have a Sole Surviving Infantry team, which must still pass Sole Survivor Motivation Tests as normal.

In the Movement Step a platoon that has drawn on its Seishin and that is not within 8"/20cm of either the nearest Objective you must take to win the game, or the nearest Objective you must hold to stop the enemy winning the game, must move their full Movement Distance towards either of these Objectives until they are within 8"/20cm of it. They may never Move at the Double or Dig-in.

In the Shooting Step a platoon that has drawn on its Seishin must move again as if it is the Movement Step instead of Shooting.

In the Assault Step a platoon that has drawn on its Seishin must launch an Assault if they can. They must always Counterattack rather than Break Off.

If a platoon that has drawn on its Seishin has no Platoon Command team, immediately replace any other team in the platoon with the original Platoon Command team.

*Japanese Regimental Standard 2iC
Sword team and Banner Rifle teams* 



HUMAN BULLET DIAGRAM

NIKUHAKU TEAMS THAT HAVE NO ENEMY TANKS WITHIN 2"/5CM THEY ROLL ONE DIE AS NORMAL, AND A ROLL OF 1 HAS NO EFFECT.

NIKUHAKU TEAMS THAT HAVE ENEMY TANKS WITHIN 2"/5CM ROLL 4 DICE IN THE ASSAULT. ALL HITS **MUST** BE ASSIGNED TO TANK TEAMS, AND **MAY NOT** BE ASSIGNED TO INFANTRY TEAMS.

THIS NIKUHAKU TEAM HAS 2 TANKS WITHIN 2"/5CM, AND ROLLS A 1, 4, 4, AND 5, SCORING 3 HITS. THE NIKUHAKU TEAM HAS THE IMPROVISED TANK ASSAULT RULE, SO THE ROLL OF 1 MEANS THAT THE TEAM IS DESTROYED. THE THREE HITS MUST STILL BE ALLOCATED TO THE TANKS WITHIN 2"/5CM.

HUMAN BULLET

The Japanese plan for dealing with tanks was simple. They formed *Tokkō* or 'special attack' teams equipped with Molotov Cocktails and mines, relying on the superior moral fibre of the Japanese soldier to overcome matériel superiority. The attacks by these men were known as *Nikuhaku Kōgeki* or 'human bullet assaults' because the men's determination to destroy the tank transformed them into weapons.

If a Japanese Platoon containing Nikuhaku teams fails a Motivation Test for Tank Terror (page 143 of the rulebook) the Japanese platoon may instead continue the assault and any teams other than the Nikuhaku teams in the Japanese platoon become Non-Assaulting Teams.

If there are enemy Tank teams within 6"/15cm of Nikuhaku teams the following rules apply:

- *If an assaulting Japanese platoon with Nikuhaku teams is forced to Fall Back by Defensive Fire after the Banzai Charge rule is applied, the Japanese platoon does not Fall Back. Instead the Japanese platoon containing Nikuhaku teams continues the Assault. However, all teams other than the Nikuhaku teams immediately move as if the platoon was forced to Fall Back by Defensive Fire and become Non-Assaulting Teams.*
- *If a Japanese platoon containing Nikuhaku teams fails its Motivation Test to Counterattack, the Japanese platoon will still Counterattack. However, all teams other than Nikuhaku teams in the Japanese platoon become Non-assaulting Teams and must immediately move as if the platoon was forced to Break Off.*

If a Nikuhaku team is within 2"/5cm of an enemy Tank team when it Rolls to Hit in Assaults they roll 4 dice per team. These hits may only be assigned to enemy Tank teams. If there are no enemy Tank teams within 2"/5cm, they roll one dice per team as normal. Nikuhaku teams are rated Improvised Tank Assault 4 (see page 169 of the rulebook).

BANNERS

The Japanese carried 'rising sun' banners into battle, inspiring them to the great deeds of the samurai of the past, ignoring casualties as unimportant.

The first hit from enemy shooting in the Shooting Step does not count towards Pinning Down a Japanese platoon with Banners. Likewise, the first hit from an Artillery Bombardment, Air Support, or Flame-throwers does not count for Pinning Down. For example, an enemy Artillery Bombardment needs to hit two teams to Pin Down a Japanese platoon with Banners.

As usual the first hit from an enemy Sniper Pins Down a platoon, even if it has Banners.

A Japanese platoon with Banners also does not count the first hit from Defensive Fire when determining if it will Fall Back, so it requires six hits to make it Fall Back rather than five before it is immediately Pinned Down and forced to Fall Back (see page 154 of the rulebook).

REGIMENTAL STANDARD

The Japanese carried their regimental standards into battle. They valued these flags above all else.

A platoon with the same title as the Company HQ that has been Joined by the Regimental Standard automatically passes all Motivation Tests. For example, only platoons with Hohei in their platoon title, such as Hohei Platoons or Hohei Battalion Gun Platoons, benefit from being joined by a Regimental Standard from a Hohei Chutai HQ.

If the Regimental Standard is Destroyed, immediately Destroy a Japanese Infantry team from a platoon with the same title as the Company HQ within 4"/10cm instead, leaving the Regimental Standard unharmed. However, the Regimental Standard team is no longer a 2iC Command team, but remains a Warrior and a Regimental Standard Sword team.

The Regimental Standard rules do not apply to Company Morale Checks.



Japanese Type 89 Chi-Ro and Type 95 Ha-Go tanks 

TACTICS

The Japanese had a unique approach to battle, reflected in their tactics:

HELL BY DAY, PARADISE BY NIGHT

The Japanese trained hard for night attacks, rarely attacking in daylight. Often if the enemy threatened to attack Japanese troops, the Japanese would launch their own attack the night before to catch the enemy off guard.

Players commanding a Japanese 3rd Sensha Rentai, 4th Sensha Rentai, or a Hobei Chutai that does not have Field Fortifications may elect to use the Always Attack special rule.

If a Japanese company is the Attacker in any type of mission, including Meeting Engagements, the Japanese player may choose to use the Dawn rules (see page 273 of the rulebook).

If the opposing force uses the Time Of Day rules on page 273 of the rulebook, both players roll a die and the player with the highest score uses their time of day rules.

ENVELOPMENT

The Imperial Japanese Army put great emphasis on enveloping attacks, using the cover of terrain or night to move around the flanks of an enemy before launching an attack.

Japanese Infantry teams, Man-packed Gun teams, and Light Gun teams may Move at the Double through Rough Terrain as well as at Night.

Japanese Tank teams are not restricted to 8"/20cm while moving at Night, instead they may move up to their full move.



TANKS

DUTY TO THE END

Japanese tank crews viewed their tanks as their honour and would not abandon them under any circumstances. They often defended their damaged tank with a dismounted machine-gun.

Bogged Down and Bailed Out Japanese Tank teams are not ignored in Platoon Morale Checks, counting as still fighting. They can shoot their Japanese Turret MG and fight in Assaults, but cannot move to Counterattack or Break Off. They are not required to make a Bogging Check if making a Counterattack in Rough Terrain.

Enemy platoons Assaulting or Counterattacking Bogged Down or Bailed Out Japanese Tank teams do not ignore them for the Tank Terror rule on page 143 of the rulebook or the Must Test if Assaulted by Tanks on page 162 of the rulebook. They take a Motivation Test as if the Japanese tanks are still operational. Bogged Down or Bailed Out Japanese Tank teams also prevent enemy Assaulting Platoons from Winning if within 4"/10cm, as if they were still operational.

In all other respects they are treated as Bogged Down or Bailed Out, such as being Captured and Destroyed if their platoon Breaks Off from an Assault.

HIP SHOT

Japanese tank commanders like to close with the enemy and to keep moving. Their gunners would fire on the move, 'firing from the hip' as targets presented themselves.

If they moved in the Movement Step, Japanese Tank teams may re-roll failed To Hit rolls when shooting with their main gun, provided the easiest team to hit in the target platoon is within 16"/40cm.

JAPANESE TURRET MG

Japanese tanks were often fitted with a rear mounted machine-gun. They used this by swinging the whole turret around to fire it at the enemy to their front. This meant, of course, that they could not fire the main gun while they fired the turret MG and the gunner must shift positions in the tank to operate it.

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

Type 89 Chi-Ro tank



Type 95 Ha-Go tank

ARTILLERY

FIRE BURSTS

Japanese artillery relied on rapid bursts of fire from limited numbers of guns. This conserved ammunition and made good use of their very limited artillery resources. Japanese artillery operates in sections of one or two guns.

When firing two-gun Artillery Bombardments Japanese Hobei Battalion Gun Platoons, Hobei Regimental Gun Platoons, and Field Artillery Batteries do not re-roll hits. Single gun batteries still retain the +1 penalty on the roll To Hit (see page 131 of the rulebook).

A Heavy Field Artillery Battery does not use the Fire Bursts special rule.

TYPE 92 70MM BATTALION GUN

Before the widespread introduction of the medium mortar to the Imperial Japanese Army, the Type 92 70mm battalion guns filled a similar role.

When firing bombardments a Hobei Battalion Gun Platoon may re-roll the first failed attempt to Range In like mortars (see page 129 of the rulebook).



Japanese Type 89 Chi-Ro medium tanks and Japanese Hobei infantry



Soviet BT-5 fast tanks

Japanese 4th Sensha Rentai with Type 89 Chi-Ro and Type 95 Ha-Go tanks



NOMONHAN

Soviet BT fast tanks and Motostrelkovy infantry attack 



Japanese Field Artillery Gun Section with Type 38 75mm guns 

Soviet Strelkovy Company and Strelkovy Anti-tank Company 



Japanese Kihei (Cavalry) Platoon 

Japanese Hobei Platoon with the Company HQ and a Regimental Standard 

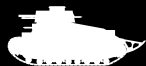
3RD SENSHA RENTAI

3RD TANK REGIMENT

TANK COMPANY

HEADQUARTERS

HEADQUARTERS



3rd Sensha Rentai HQ

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

Your force must be either supported by the 7th Division (marked 7) or the 23rd Division (marked 23). All platoons with either of these symbols must be from the division you selected.

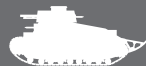
COMBAT PLATOONS

ARMOUR



Sensha Company

ARMOUR



Sensha Company

SUPPORT PLATOONS

INFANTRY



Hohei Platoon

21

INFANTRY



Hohei Platoon

21

Manchurian Cavalry Platoon

28

ARTILLERY



Hohei Rapid-fire Gun Platoon

22

Field Artillery Battery

23

AIRCRAFT



Air Support

31


JAPANESE MODEL AND YEAR SYSTEM

The weapons the Imperial Japanese Army used during its wars in Asia and the Pacific were designated using a model system based on the year of the Japanese Emperor they entered service with. This can sometimes be confusing as the weapons available could come from the reign of three different emperors; Emperor Meiji (1867 to 1912), Emperor Taisho (1912 to 1926), and Emperor Hirohito (1926 to 1989). To confuse things further, during the reign of Emperor Hirohito the model system referred to year in the Japanese calendar, which was 660 years ahead of the current western date, so 1939 was 2599 in Japan. The model is usually referred to as Type in English translations.

Some examples:

The 6.5mm heavy machine-gun was an older weapons that entered service in 1914 during the third year of Emperor Taisho's reign, giving it the designation Type 3. However, the 6.5mm Type 96 light machine-gun used by the infantry was produced in 1936, or 2596 in the Japanese calendar system, which was abbreviated to 96.

 Soviet BT-5 fast tanks

Japanese Type 89 Chi-Ro medium tanks 

MOTIVATION AND SKILL

Colonel Yoshimaru Kiyotake's 3rd Tank Regiment (*Sencha Rentai*) was high-spirited and splendidly united. However, though they trained hard, they had not seen combat before the fighting at Nomonhan. The 3rd *Sencha Rentai* is rated as Fearless Trained.

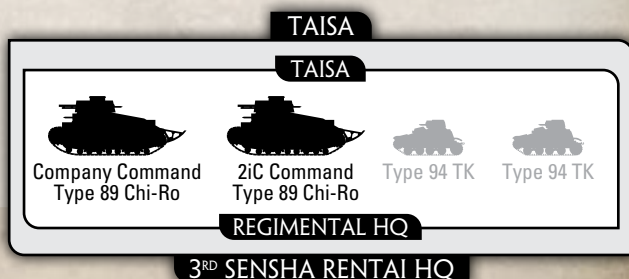
RELUCTANT	CONSCRIPT
CONFIDENT	TRAINED
FEARLESS	VETERAN

HEADQUARTERS

3RD SENSHA RENTAI HQ

HEADQUARTERS

- 2 Type 89 Chi-Ro and 2 Type 94 TK 150 points
- 2 Type 89 Chi-Ro and 1 Type 94 TK 120 points
- 2 Type 89 Chi-Ro 90 points



With just two companies under his command, Colonel Yoshimaru's regiment is supported by the troops of the 7th and 23rd Infantry divisions.

COMBAT PLATOONS

SENSHA COMPANY

COMPANY

HQ Platoon of:

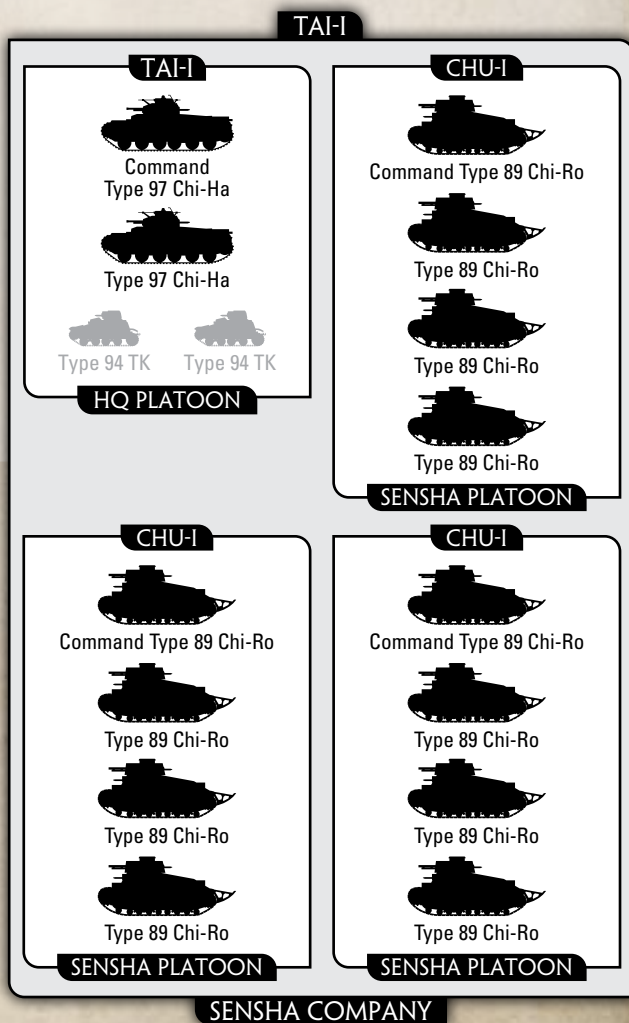
- 2 Type 97 Chi-Ha and 2 Type 94 TK 190 points
- 2 Type 97 Chi-Ha and 1 Type 94 TK 160 points
- 2 Type 97 Chi-Ha 130 points
- No HQ Platoon -

with *Sensha* Platoons of 4 Type 89 Chi-Ro tanks each:

- 3 *Sensha* Platoons +540 points
- 2 *Sensha* Platoons +360 points
- 1 *Sensha* Platoon +180 points

The HQ Platoon and Sensha Platoons of a Sensha Company operate as separate platoons, each with their own command team.

The bulk of the tanks of 3rd *Sencha Rentai* (3rd Tank Regiment) are the older Type 89 Chi-Ro tank. These are the first medium tanks built by the Japanese, replacing old post-WWI tanks supplied by the British and French. The Type 89 Chi-Ro was designed to support the infantry and armed with a 57mm gun and two machine-guns. Each company has a pair of the newer Type 97 Chi-Ha medium tanks with better armour and superior cross-country speed.



4th SENSHA RENTAI

4TH TANK REGIMENT

TANK COMPANY

HEADQUARTERS

HEADQUARTERS



4th Sensha Rentai HQ

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

Your force must be either supported by the 7th Division (marked **7**) or the 23rd Division (marked **23**). All platoons with either of these symbols must be from the division you selected.

COMBAT PLATOONS

ARMOUR



Light Sensha Company

ARMOUR



Light Sensha Company

ARMOUR



Light Sensha Company

ARMOUR



Medium Sensha Company

SUPPORT PLATOONS

INFANTRY



Hohei Platoon

INFANTRY



Hohei Platoon

Manchurian Cavalry Platoon

ARTILLERY



Hohei Rapid-fire Gun Platoon

Field Artillery Battery

AIRCRAFT



Air Support

Japanese Hohei Platoon

Type 95 Ha-Go tanks

Soviet Motostrelkovy infantry with 45mm anti-tank gun

MOTIVATION AND SKILL

Colonel Tamada's 4th Sensha Rentai (4th Tank Regiment) is well drilled by their new commander. They also have had previous battle experience fighting in China. The 4th Sensha Rentai is rated as Fearless Veteran.

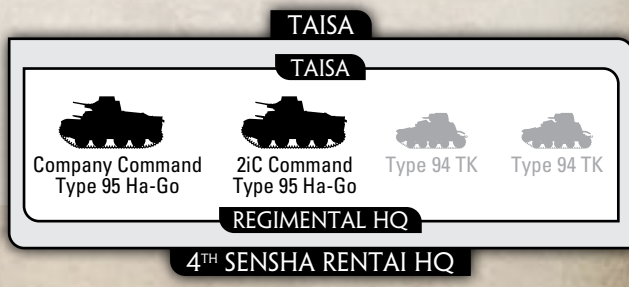
RELUCTANT	CONSCRIPT
CONFIDENT	TRAINED
FEARLESS	VETERAN

HEADQUARTERS

4TH SENSASHI RENTAI HQ

HEADQUARTERS

2 Type 95 Ha-Go and 2 Type 94 TK	245 points
2 Type 95 Ha-Go and 1 Type 94 TK	205 points
2 Type 95 Ha-Go	165 points



COMBAT PLATOONS

LIGHT SENSASHI COMPANY

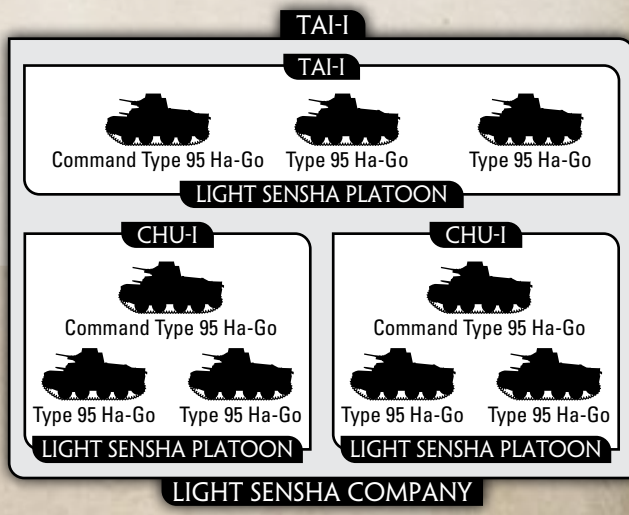
COMPANY

With Light Sensha Platoons of 3 Type 95 Ha-Go tanks each:

3 Light Sensha Platoons	735 points
2 Light Sensha Platoons	490 points
1 Light Sensha Platoon	245 points

The Light Sensha Platoons of a Light Sensha Company operate as separate platoons, each with their own command team.

Three of the 4th Tank Regiment's line companies were armed with the Type 95 Ha-Go light tank. The Type 95 Ha-Go is lightly armoured and armed with a 37mm gun. However, it is not slowed down with extra weight like the Type 89.



MEDIUM SENSASHI COMPANY

COMPANY

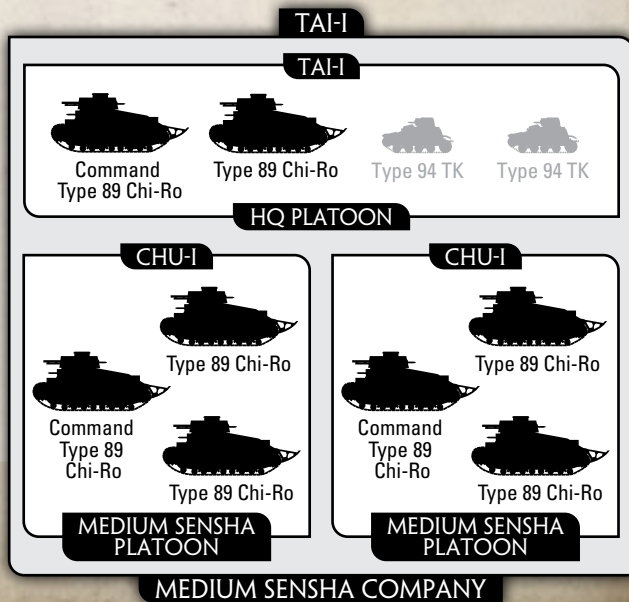
HQ Platoon of:

2 Type 89 Chi-Ro and 2 Type 94 TK	195 points
2 Type 89 Chi-Ro and 1 Type 94 TK	155 points
2 Type 89 Chi-Ro	115 points
No HQ Platoon	-

with Medium Sensha Platoons of 3 Type 89 Chi-Ro tanks each:

2 Medium Sensha Platoons	+350 points
1 Medium Sensha Platoon	+175 points

The HQ Platoon and Medium Sensha Platoons of a Medium Sensha Company operate as separate platoons, each with their own command team.



付中兵団 中隊

INFANTRY COMPANY

INFANTRY COMPANY

HEADQUARTERS

HEADQUARTERS



Hohei Chutai HQ

21

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 from either 7th Division (marked **7**) or 23rd Division (marked **23**). All platoons with either of these symbols must be from the division you selected.

COMBAT PLATOONS

INFANTRY



Hohei Platoon

21

INFANTRY



Hohei Platoon

21

INFANTRY



Hohei Platoon

21

WEAPONS PLATOONS

MACHINE-GUNS



Hohei Machine-gun Platoon

28

Field Fortifications

28

MACHINE-GUNS



Hohei Machine-gun Platoon

28

ARTILLERY



Hohei Battalion Gun Platoon

22

REGIMENTAL SUPPORT PLATOONS

ANTI-TANK



Hohei Rapid-fire Gun Platoon

22

Hohei Regimental Gun Platoon

23

SUPPORT PLATOONS

ARMOUR & ARTILLERY



Sensha Company

17

Medium Sensha Company

19

Light Sensha Company

19

Heavy Field Artillery Battery

30

INFANTRY



Hohei Platoon

21

Manchurian Cavalry Platoon

28

Engineer Platoon

30

TRANSPORT



Transport Platoon

31

ARTILLERY



Field Artillery Battery

23

ARTILLERY



Heavy Field Artillery Battery

30

AIRCRAFT



Air Support

31

 Japanese Medium Sensha Platoon

 Japanese Hohei Platoon with Banners and Hohei Chutai HQ with Regimental Standard

MOTIVATION AND SKILL



The 7th Division is an experienced division first formed in 1888. It saw action in the Russo-Japanese War. Most of the division's men had been with it for at least a year and were well-trained and prepared for battle. A 7th Division Hohei Chutai is rated as Fearless Veteran.

RELUCTANT	CONSCRIPT
CONFIDENT	TRAINED
FEARLESS	VETERAN



The 23rd Division was formed in April 1938 as a reserve division for the war against China and immediately deployed to Manchuria. With no previous combat experience the division soon found itself in the frontline of a war with the Soviet Union. A 23rd Division Hohei Chutai is rated as Fearless Trained.

RELUCTANT	CONSCRIPT
CONFIDENT	TRAINED
FEARLESS	VETERAN

HEADQUARTERS

HOHEI CHUTAI HQ

HEADQUARTERS

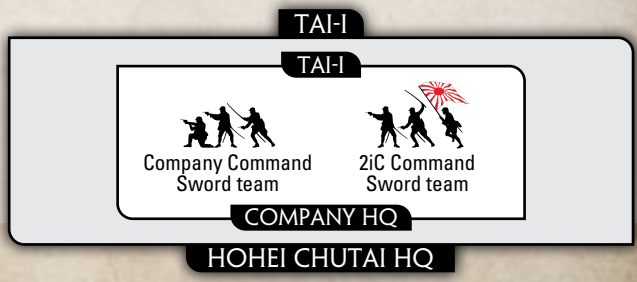
Company HQ

7
50 points

23
35 points

OPTION

- Add Regimental Standard to 2iC Command Sword team for +75 points.



COMBAT PLATOONS

HOHEI PLATOON

PLATOON

HQ Section with:

3 Rifle Squads

7
335 points

23
255 points

2 Rifle Squads

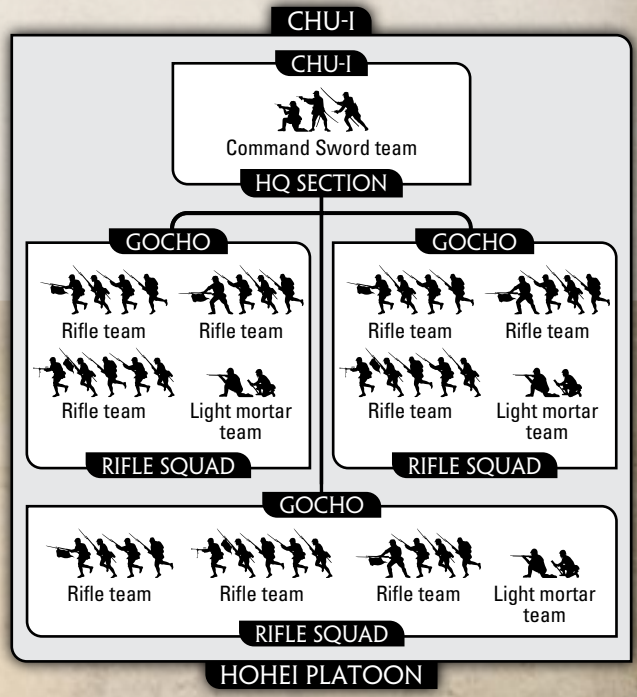
230 points

180 points

OPTION

- Model the teams in your platoon with Banners for +25 points for the platoon.

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



Whether from the experienced 7th Division or the newly raised 23rd Division, the Japanese riflemen has had a focused training regime that emphasises the spiritual aspects of fighting, such as certainty in victory, loyalty, and patriotic duty. The spirit of the offensive is instilled in every soldier, and tactical training concentrates on infantry combat and hand-to-hand fighting. However, little attention is paid to combined arms tactics or coordination with the tanks and artillery.



WEAPONS PLATOONS

HOHEI MACHINE-GUN PLATOON

PLATOON

HQ Section with:

4 Type 3 HMG

7
160 points

23
125 points

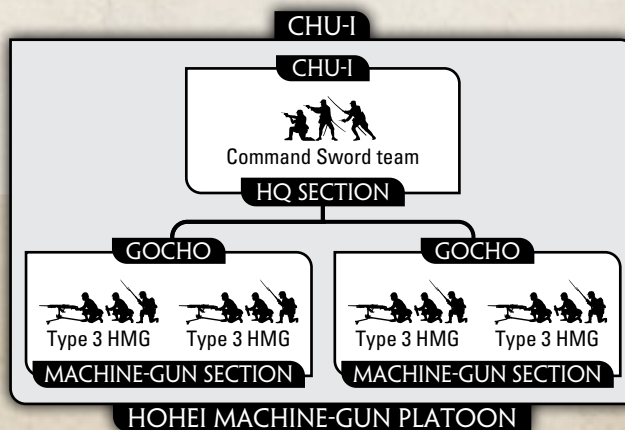
2 Type 3 HMG

85 points

65 points

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

The 6.5mm Type 3 heavy machine-gun was a Japanese design based on a French WWI Hotchkiss design. It was a sturdy weapon that was introduced in 1914 and modified to 7.7mm calibre in 1932 as the Type 92, but many troops in China and Manchuria still used the 6.5mm Type 3 HMG.



HOHEI BATTALION GUN PLATOON

PLATOON

HQ Section with:

2 Type 92 70mm

7
70 points

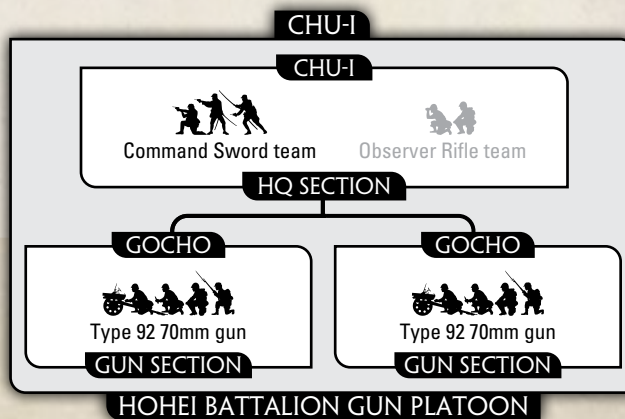
23
55 points

OPTION

- Add Observer Rifle team for +15 points.

Hohei Battalion Gun Platoons may re-roll the first failed attempt to Range In like mortars (see page 129 of the rulebook).

Hohei Battalion Gun Platoons use the Fire Bursts special rule on page 13.



For immediate infantry support the Japanese relied on the compact Type 92 70mm battalion gun. Though it was a small howitzer, it performed the role of a mortar, but could also be used for direct fire.

REGIMENTAL SUPPORT PLATOONS

HOHEI RAPID-FIRE GUN PLATOON

PLATOON

HQ Section with:

2 Type 94 37mm

7
90 points

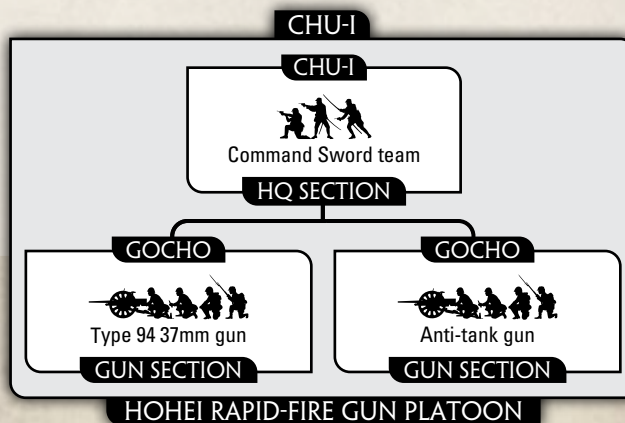
23
70 points

1 Type 94 37mm and
1 Captured
45mm obr 1937

110 points

85 points

The Type 94 rapid-fire gun is a dual-purpose weapon designed for anti-tank work and as an infantry support gun. Though only a light weapon, it proved effective during the Nomonhan battles against Soviet light tanks and armoured cars. On occasion the Japanese would press captured Soviet 45mm guns into service to replace lost Type 94 guns.



HOHEI REGIMENTAL GUN PLATOON

PLATOON

HQ Section with:

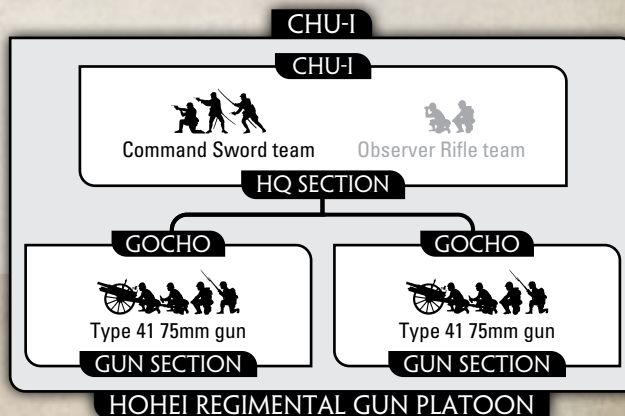
2 Type 41 75mm	150 points	115 points
1 Type 41 75mm	75 points	60 points

OPTION

- Add Observer Rifle team for +15 points.

Hohei Regimental Gun Platoons use the Fire Bursts special rule on page 13.

The Type 41 75mm regimental gun is easy to man-handle, making it an ideal infantry support weapon. It was originally designed as a mountain gun, so could be broken down into several loads. It has found new life supporting the infantry



regiments with short intense barrages of high-explosive rounds bring death and destruction to the enemy.

SUPPORT PLATOONS

FIELD ARTILLERY BATTERY

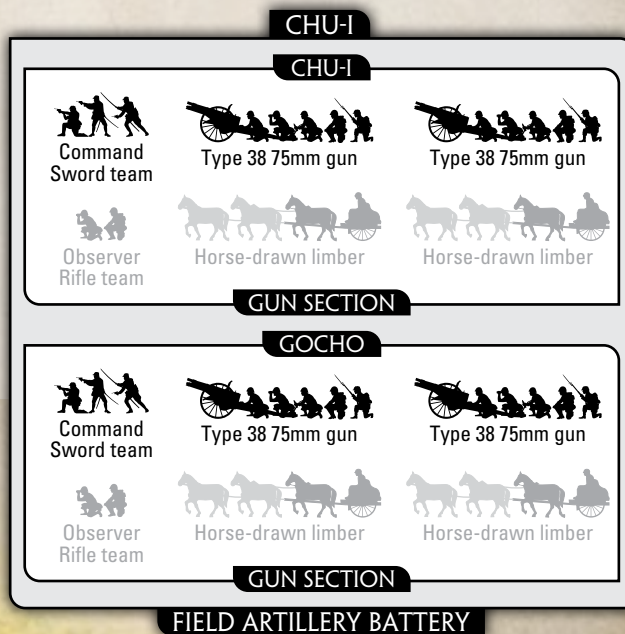
PLATOON

2 Gun Sections with: 4 Type 38 75mm	380 points	290 points
1 Gun Section with: 2 Type 38 75mm	190 points	145 points

OPTIONS

- Add Observer Rifle teams for +15 points per Gun Section.
- Add Horse-drawn limbers for +5 points per Gun Section.

Although a Field Artillery Battery is a single Support choice, each Gun Section operates as a separate platoon with its own Command team.



Field Artillery Battery Gun Sections use the Fire Bursts special rule on page 13.

Field Artillery Battery Gun Sections may not be deployed in Ambush.



Soviet T-26 obr 1933 tanks

Japanese Hohei Regimental Gun Platoon with Type 41 75mm guns

KIHEI CHUTAI

CAVALRY COMPANY

MECHANISED COMPANY

HEADQUARTERS

HEADQUARTERS



Kihei Chutai HQ

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

Your force must be either supported by the 7th Division (marked **7**) or the 23rd Division (marked **23**). All platoons with either of these symbols must be from the division you selected.

COMBAT PLATOONS

CAVALRY



Kihei Platoon

CAVALRY



Kihei Platoon

Dismounted Kihei Platoon

CAVALRY



Kihei Platoon

Dismounted Kihei Platoon

WEAPONS PLATOONS

ARMOUR



Kihei Tank Platoon

ANTI-TANK



Kihei Rapid-fire Gun Platoon

MACHINE-GUNS



Kihei Machine-gun Platoon

Field Fortifications

INFANTRY



Kehei Motorised Infantry Platoon

INFANTRY



Kehei Motorised Infantry Platoon

SUPPORT PLATOONS

ARMOUR



Tank Platoon

INFANTRY



Hohei Platoon

Manchurian Cavalry Platoon

Engineer Platoon

INFANTRY



Hohei Platoon

Manchurian Cavalry Platoon

ARTILLERY



Hohei Battalion Gun Platoon

Hohei Regimental Gun Platoon


Field Artillery Battery

AIRCRAFT



Air Support



 Soviet Strelkovy Anti-tank Company

MOTIVATION AND SKILL

Like the rest of their division, the men of the 7th Cavalry Regiment forming the Ioki Detachment are well-trained and prepared for battle. A 7th Division Ioki Detachment Kihei Chutai is rated as Fearless Veteran.

RELUCTANT	CONSCRIPT
CONFIDENT	TRAINED
FEARLESS	VETERAN

HEADQUARTERS

KIHEI CHUTAI HQ

HEADQUARTERS

Company HQ

60 points

OPTION

- Add Regimental Standard to 2iC Command Cavalry Sword team for +75 points.



COMBAT PLATOONS

KIHEI PLATOON

PLATOON

HQ Section with:

4 Cavalry Squads

210 points

3 Cavalry Squads

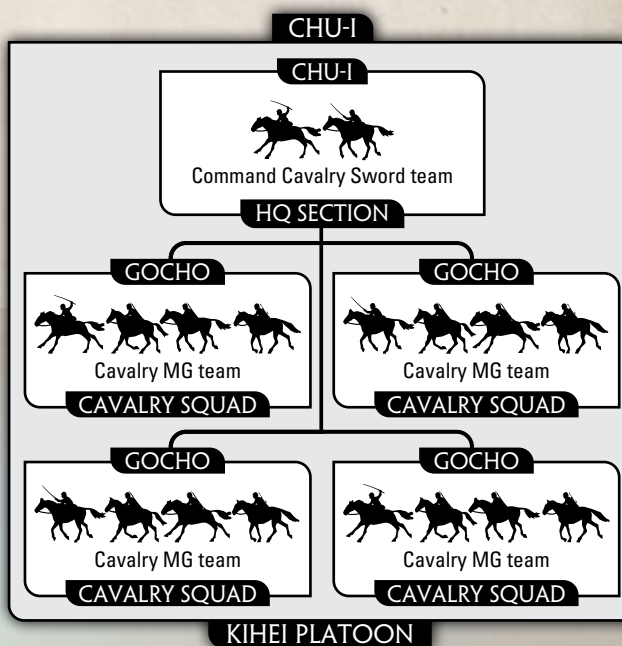
165 points

OPTION

- Model the teams in your platoon with Banners for +25 points for the platoon.

A *Kehei* (Cavalry) Platoon is small but it does have a Type 96 light machine-gun in each cavalry squad, giving them considerable firepower for a unit of its size.

Their duties would normally consist of advancing ahead of the division to discover the enemy's disposition. After the destruction of their fellow reconnaissance regiment, the Azuma Detachment, the cavalry men of the Ioki Detachment found themselves in defensive positions.



Japanese Kihei Platoon



DISMOUNTED KIHEI PLATOON

PLATOON

HQ Section with:

4 Cavalry Squads

180 points

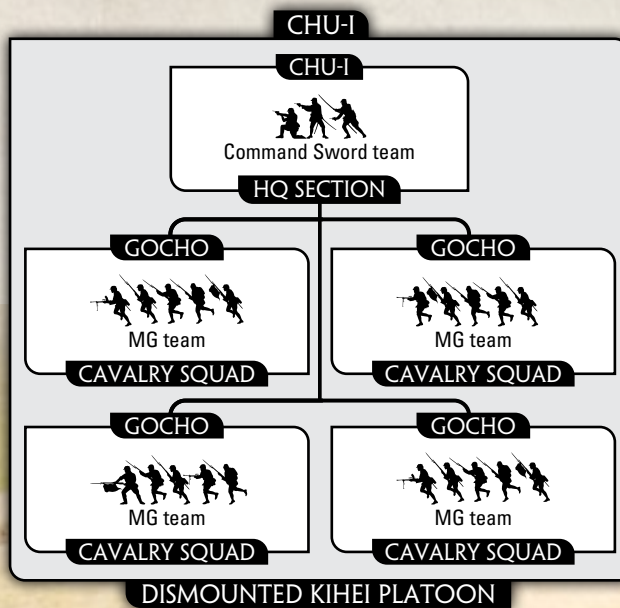
3 Cavalry Squads

140 points

OPTION

- Model the teams in your platoon with Banners for +25 points for the platoon.

As the Japanese army settled down in to defensive positions the cavalymen of the Ioki Detachment dismounted and defended trench lines on the Fui Heights guarding the 23rd Division's right flank.



Soviet Strelkovy Company

Japanese Kihei Platoon



WEAPONS PLATOONS

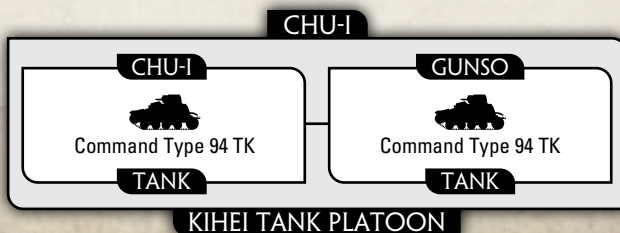
KIHEI TANK PLATOON

PLATOON

2 Type 94 TK

80 points

The regiment had a pair of tankettes to provide it with some armour of its own. The Type 94 TK was originally designed as an armoured and armed gun and ammunition tractor, but in China it began to be used as a light tank where its machine-gun turret proved effective against Chinese infantry.



KIHEI MACHINE-GUN PLATOON

PLATOON

HQ Section with:

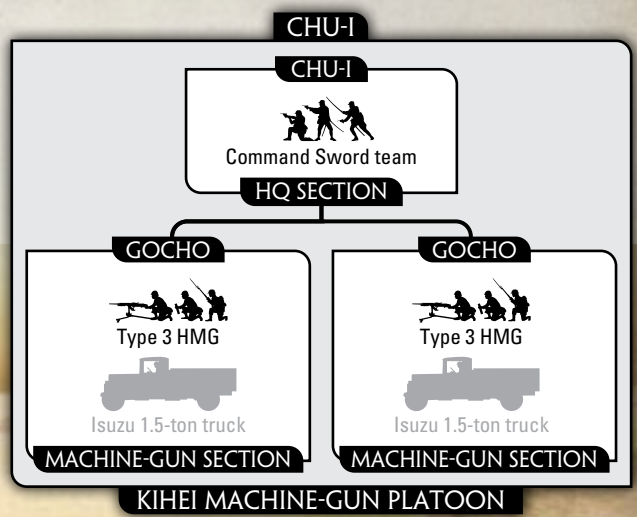
2 Type 3 HMG 100 points

OPTION

- Add 1.5-ton trucks for + 5 points for the platoon.

Kihei Machine-gun Platoons may make Combat Attachments to Dismounted Kihei Platoons and Kihei Motorised Infantry Platoons.

To provide additional firepower the cavalry were equipped with truck-transported Type 3 heavy machine-guns. Capable of laying down a withering fire, these weapons are invaluable in defensive positions.



Japanese Dismounted Kihei Platoon

Japanese Tank Platoon

KIHEI RAPID-FIRE GUN PLATOON

PLATOON

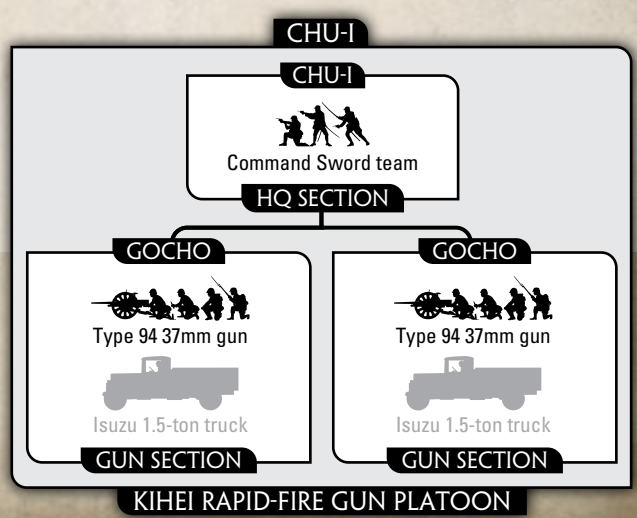
HQ Section with:

2 Type 94 37mm 90 points

OPTION

- Add 1.5-ton trucks for +5 points for the platoon.

The cavalry's rapid-fire guns provide some level of protection against the Red Army's horde of tanks. These guns are also effective infantry support weapons.



KIHEI MOTORISED INFANTRY PLATOON

PLATOON

HQ Section with:

3 Rifle Squads

360 points

2 Rifle Squads

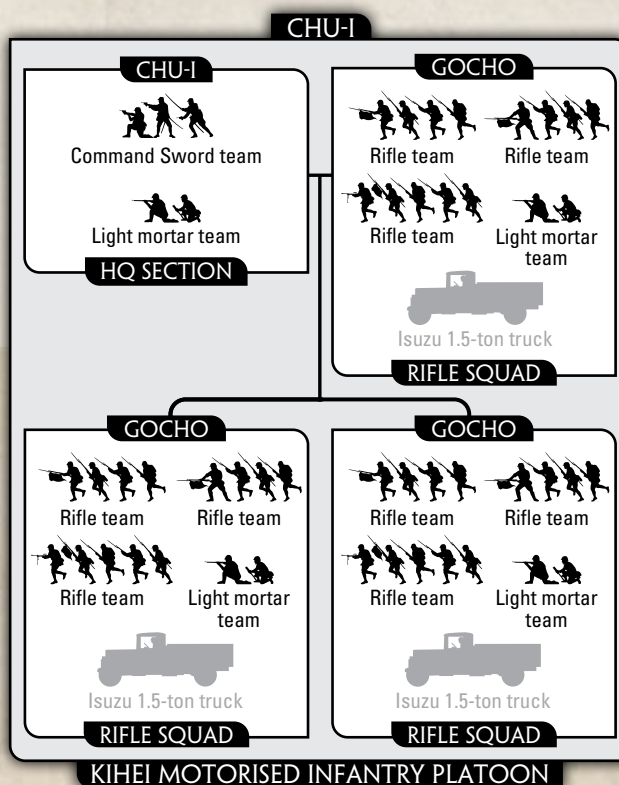
255 points

OPTIONS

- Add 1.5-ton trucks for +5 points for the platoon.
- Model the teams in your platoon with Banners for +25 points for the platoon.

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

Ioki's regiment also had a company of motorised infantry that were often mounted in trucks to keep pace with the cavalry. These troops were organised like the standard infantry platoons except with four rather than three light mortars.



SUPPORT PLATOONS

MANCHURIAN CAVALRY PLATOON

PLATOON

HQ Section with:

4 Cavalry Squads

105 points

3 Cavalry Squads

80 points

MOTIVATION AND SKILL

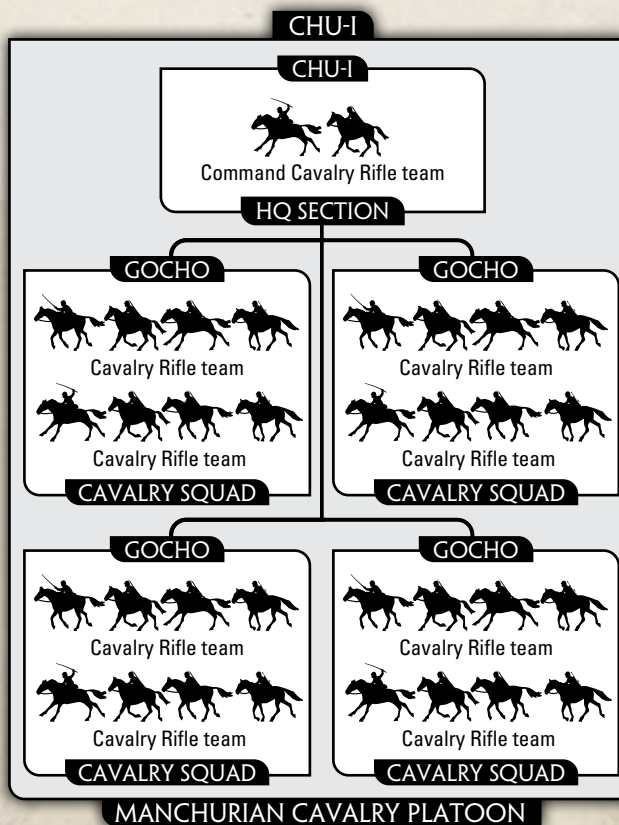
*The Manchurian troops are trained by the Japanese, but do not share the Japanese enthusiasm for warfare. A Manchurian Cavalry Platoon is rated as **Reluctant Trained**.*

RELUCTANT	CONSCRIPT
CONFIDENT	TRAINED
FEARLESS	VETERAN

Manchurian Cavalry Platoons do not use the Japanese special rules and do not have any special rules of their own.

Manchurian Cavalry Platoons in a Japanese force are Allied Platoons and follow the Allies rules on page 70 of the rulebook.

The Japanese Manchurian puppet-state (Manchukuo) provided cavalry for patrolling the border with Mongolia and the Soviet Union. These troops wore uniforms similar to that of the Japanese. However, their training and enthusiasm to fight was not as high as that of the iron-willed Japanese.



The Manchurian cavalry was engaged in the first clashes with the Mongolians, before retiring to patrol the Japanese army's flanks and rear.

FIELD FORTIFICATIONS

STRONGPOINTS

STRONGPOINT

 Entrenched Position 29

STRONGPOINT

 Entrenched Position 29

STRONGPOINT

 Entrenched Position 29

STRONGPOINT

 Entrenched Position 29

If you choose to take Field Fortifications, you must field one fortification option from each box shaded black and may field one fortification option from each box shaded grey.

A Company with Field Fortifications is a Fortified Company, see page 262 of the rulebook.

GUN POSITIONS

FORTIFICATION

 Gun Position 29

FORTIFICATION

 Gun Position 29

FORTIFICATION

 Gun Position 29

FORTIFICATION

 Gun Position 29

FORTIFICATION

 Gun Position 29

FORTIFICATION

 Gun Position 29

ENTRENCHED POSITION

STRONGPOINT

Strongpoint with:

4 Trench Lines, 2 Barbed Wire Entanglements and 1 HMG Nest 80 points


OPTIONS


- Add Trench Line for +5 points.
- Add Barbed Wire Entanglement for +10 points.


A Platoon with an Entrenched Position attached is a Fortified Platoon, see page 262 the rulebook.


An Entrenched Position must be attached to a platoon containing only Infantry or Man-packed Gun teams.


FORTIFICATION
FORTIFICATION



 HMG Nest



 Trench Line

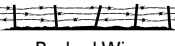

 Trench Line

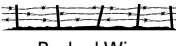

 Trench Line


 Trench Line


 Trench Line


 Barbed Wire Entanglement


 Barbed Wire Entanglement


 Barbed Wire Entanglement

STRONGPOINT
ENTRENCHED POSITION

GUN POSITION

STRONGPOINT


Trench Line and:


4 Gun Pits 25 points
 2 Gun Pits 15 points


A Platoon with a Gun Position attached is a Fortified Platoon, see page 262 the rulebook.


A Gun Position must be attached to a platoon containing Gun teams.


FORTIFICATION
FORTIFICATION


 Gun Pit


 Gun Pit


 Trench Line


 Gun Pit


 Gun Pit

GUN PITS
GUN POSITION

DIVISIONAL SUPPORT

MOTIVATION AND SKILL

Japanese dedication to duty and aggression in combat makes even their support troops a deadly foe. Unless otherwise noted, Divisional Support Platoons are rated as Fearless Trained.

RELUCTANT	CONSCRIPT
CONFIDENT	TRAINED
FEARLESS	VETERAN

ENGINEER PLATOON

PLATOON

HQ Section with:

4 Engineer Squads	325 points
3 Engineer Squads	250 points
2 Engineer Squads	175 points

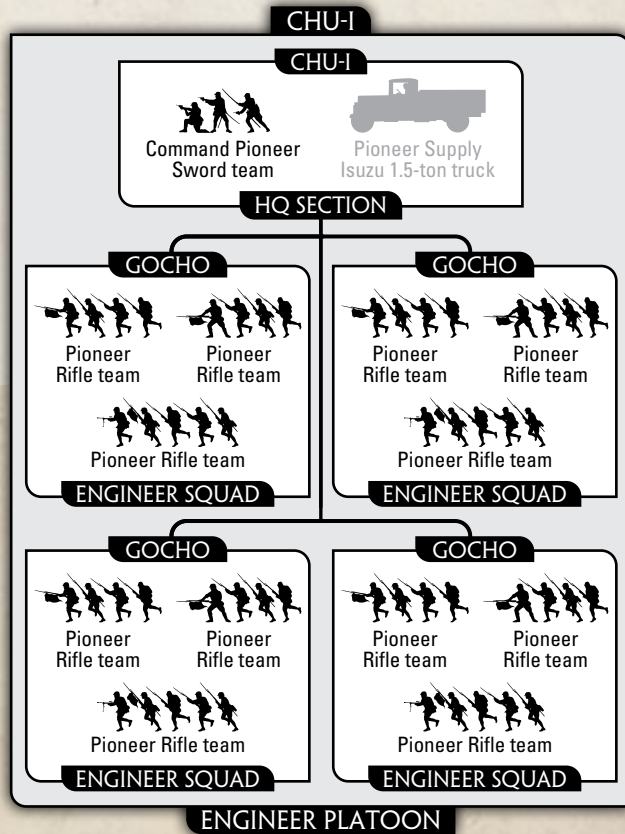
OPTIONS

- Model the teams in your platoon with Banners for +25 points for the platoon.
- Add Pioneer Supply 1.5-ton truck for +25 points.

You may replace up to two Rifle teams per Engineer Squad with a Nikuhaku team at the start of the game before deployment.

The 24th Engineer Regiment provided the Japanese Army at Nomonhan with two companies of engineers. Additionally the 23rd Division had its own 23rd Engineer Regiment, and the 7th Division had the 7th Engineer Regiment.

The divisional engineers provided obstacle clearing, road repairs, and footbridge construction. The 24th Regiment carried out more specialised tasks like mine and wire laying and larger bridge construction. All engineers have access explosives and mines for destructive operations.



HEAVY FIELD ARTILLERY BATTERY

PLATOON

HQ Section with:

4 Type 96 150mm	440 points
2 Type 96 150mm	235 points
4 Type 92 105mm	570 points
2 Type 92 105mm	300 points

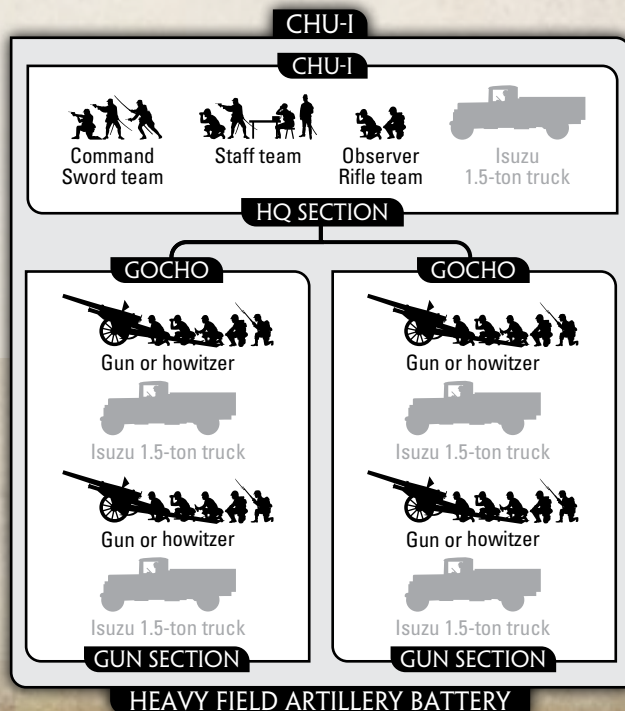
OPTION

- Add 1.5-ton trucks for +5 points for the battery.

A Heavy Field Artillery Battery does not use the Fire Burst special rule.

A Heavy Field Artillery Battery may not be deployed in Ambush.

The Heavy guns were brought to the front in late July in an attempt to smash the Soviets at Nomonhan with overwhelmingly heavy firepower.



TANK PLATOON

PLATOON

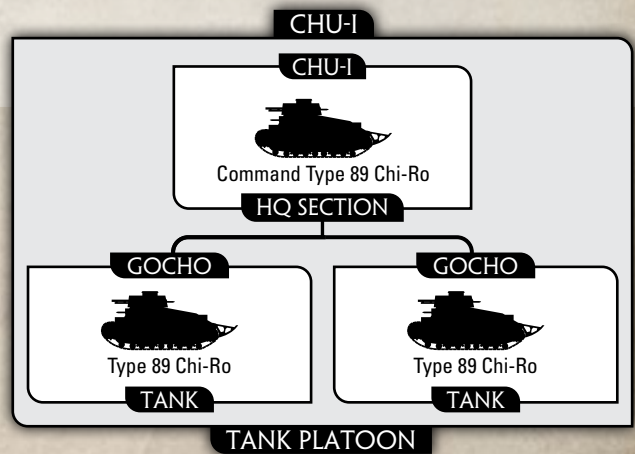
3 Type 89 Chi-Ro

175 points

Lieutenant Takeshita's medium tank platoon from the 4th Tank Regiment supported the Ioki Detachment on the Fui Heights between 15 and 20 July.

Tank Platoons are rated Fearless Veteran.

FEARLESS
VETERAN



TRANSPORT PLATOON

PLATOON

8 Isuzu 1.5-ton trucks

30 points

6 Isuzu 1.5-ton trucks

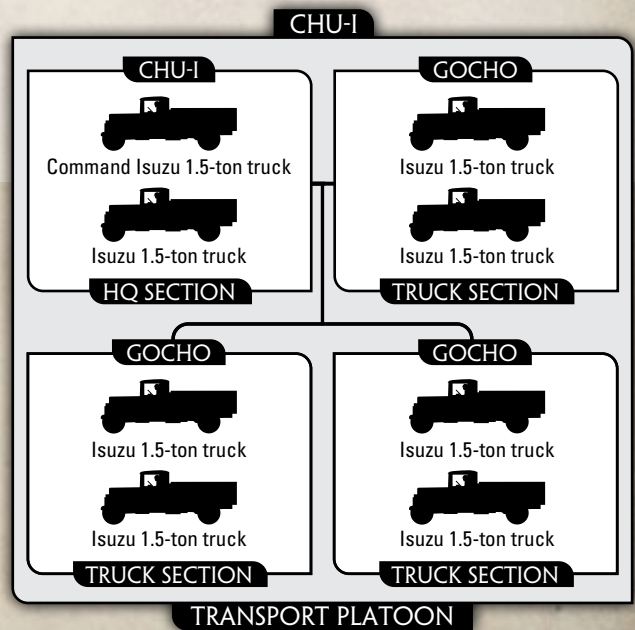
25 points

4 Isuzu 1.5-ton trucks

20 points

A Transport Platoon follows the rules for Transport Platoons on pages 47 to 48 of the rulebook.

The divisions had their own transport pools that could be called on to move the infantry. On occasion the engineer regiments' trucks were also pooled together to help transport the infantry.



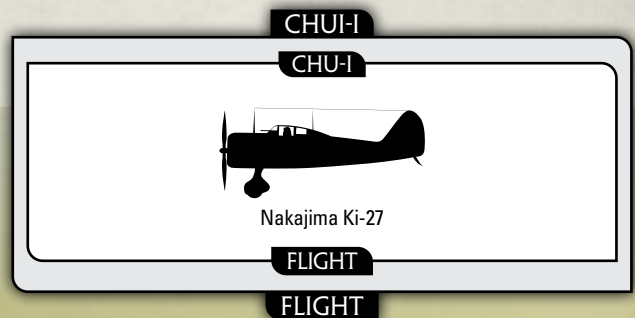
AIR SUPPORT

PRIORITY AIR SUPPORT

Nakajima Ki-27

50 points

The Nakajima Ki-27 is a dedicated air superiority fighter. It can only be used for Fighter Interception and cannot be used for Ground Attack.



● Japanese Field Artillery Battery Gun Section



JAPANESE ARSENAL

TANK TEAMS

Name <i>Weapon</i>	Mobility <i>Range</i>	Front <i>ROF</i>	Armour		Equipment and Notes
			Side <i>Anti-tank</i>	Top <i>Firepower</i>	
TANKS					
Type 94 TK	Standard Tank	1	1	1	MG.
Type 95 Ha-Go <i>Type 94 37mm gun</i>	Standard Tank <i>24"/60cm</i>	1 2	1 5	1 4+	Japanese Turret MG, Hull MG. <i>One-man turret.</i>
Type 89 Chi-Ro <i>Type 90 57mm gun</i>	Slow Tank <i>16"/40cm</i>	1 2	1 5	1 4+	Japanese Turret MG, Hull MG.
Type 97 Chi-Ha <i>Type 90 57mm gun</i>	Standard Tank <i>16"/40cm</i>	2 2	2 5	1 4+	Japanese Turret MG, Hull MG.

VEHICLE MACHINE-GUNS

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

Weapon	Mobility	Range	ROF	Anti-tank	Firepower	Notes
Type 3 HMG	Man-packed	24"/60cm	6	2	6	ROF 3 when pinned down or moving.
Type 94 37mm gun	Light	24"/60cm	3	6	4+	Gun shield.
Captured 45mm obr 1937 gun	Light	24"/60cm	3	7	4+	Gun shield.
Type 92 70mm gun <i>Firing bombardments</i>	Man-packed	16"/40cm 40"/100cm	2 -	3 2	3+ 6	Gun shield.
Type 41 75mm gun <i>Firing bombardments</i>	Light	16"/40cm 64"/160cm	2 -	6 3	3+ 6	Gun shield.
Type 38 75mm gun <i>Firing bombardments</i>	Heavy	24"/60cm 80"/200cm	2 -	8 3	3+ 6	Gun shield.
Type 92 105mm gun <i>Firing bombardments</i>	Immobile	40"/100cm 96"/240cm	1 -	14 4	2+ 4+	Gun shield.
Type 96 150mm howitzer <i>Firing bombardments</i>	Immobile	24"/60cm 80"/200cm	1 -	12 5	1+ 2+	Gun shield, Bunker buster.

 *Japanese Hobei Platoon*



INFANTRY TEAMS

Team	Range	ROF	Anti-tank	Firepower	Notes
Sword team	4"/10cm	1	1	6	Hits on 2+ in Assaults. Tank assault 1.
Rifle team	16"/40cm	1	2	6	
MG team	16"/40cm	3	2	6	ROF 2 when pinned down.
Nikuhaku team	-	-	-	-	Human bullet, Improvised tank assault 4.
Light Mortar team	16"/40cm	1	1	4+	Can fire over friendly teams.
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	Mobility	Armour			Equipment and Notes
		Front	Side	Top	
TRUCKS					
Isuzu 1.5-ton truck	Wheeled	-	-	-	
TRACTORS					
Horse-drawn limber	Wagon	-	-	-	

FORTIFICATIONS

Weapon	Mobility	Range	ROF	Anti-tank	Firepower	Notes
HMG Nest	Immobile	24"/60cm	6	2	6	ROF 3 when pinned down.

 Japanese Type 95 Ha-Go light tanks



Japanese Type 89 Chi-Ro medium tanks 

AIRCRAFT

Aircraft	Weapon	To Hit	Anti-tank	Firepower	Notes
Nakajima Ki-27 Type 97	-	-	-	-	Fighter interception.

PAINTING JAPANESE

JAPANESE INFANTRY



Japanese tunics officially had coloured collar tabs to distinguish each branch of service (shown below), but they were usually removed when on campaign, leaving the collars blank.

- Infantry (Red):** Flat Red (957)
- Cavalry (Green):** Medium Olive (850)
- Artillery (Yellow):** Deep Yellow (915)
- Engineers (Crimson):** Flat Red (957) + ¼ Dark Blue (930)
- Armoured troops (Red):** Flat Red (957)

MANCHUKOU UNIFORM

During the 1930s the Manchukou Army adopted a uniform similar to that of the Imperial Japanese Army. The uniforms were cut from the same Khaki cloth as the Japanese uniform. Equipment and weapons were much the same. Head gear was also similar with a Japanese style forage cap and the Japanese model 1930 helmet. Manchukou troops also were issued with peaked caps and fur hats for winter. The Manchukou Army cavalry at Nomonhan wore green collar tabs.

JAPANESE VEHICLES

Before 1942 there was little standardisation in paint schemes for Imperial Japanese Army armour. Most vehicles were painted in a hard-edged camouflage scheme with distinctive yellow stripes.



Official instructions called for vehicles to be painted in in a khaki color ('*tsuchi kusa iro*') **Green Brown 879** or **SP06 German Armour (desert)**, known to US intelligence as 'Japanese Artillery Brown.' Roughly 30% of the vehicle was painted in disruptive patterns of a dark mahogany brown or earth color ('*tsuchi iro*') (**Flat Brown 984**).



Officially, it was recommended that green ('*kusa iro*') (**Reflective Green 890**) should replace the khaki ('*tsuchi kusa iro*') base colour in summer, or in southern areas. In practice, though, green was often added as an additional colour instead, in disruptive areas covering roughly 20% of the vehicle's surface. Areas of colour were sometimes separated by thin black lines.

TANKS DESIGNATIONS

The tanks used the *type system* to arrive at their designations. Tanks were a new weapon so the models used in China and Manchuria were all issued during the reign of Emperor Hirohito and received Japanese year designations. In addition to the Type 'year' model number, they also receive a Japanese two-character combination indicating the variant of the design.

🔴 Japanese 4th Sensha Rentai with
Type 89 Chi-Ro and Type 95 Ha-Go tanks



Flat yellow (**Flat Yellow 953**) was applied in two wavy lines forming a rough cross shape when viewed from above, centred on the top of the vehicle. There is some dispute about the actual colour of the cruciform yellow lines. Some researchers have theorised that it was actually a sandy, 'dry grass' colour (**Green Ochre 914**), which was described as 'yellow' because that is how it looked in contrast with the darker camouflage colours. Both suggestions are equally plausible, so gamers are free to pick the colour which looks best to them.



Japanese tank markings also varied widely based on the tank model and area of service. Most Japanese armour was numbered using Western characters, with Type 89 tanks utilising four-digit numbers starting with '89' and Type 95 tanks utilising four-digit numbers starting with '95'. Many tanks would also bear unit or regimental insignias, which varied widely from geometric shapes to traditional *mon* (traditional Japanese heraldic emblems) crests. Both the vehicle number and the regimental symbols were generally painted white. Army vehicles also generally had a brass star on the front superstructure, and most also carried licence plates of some sort on the hull front and rear.

At Nomonhan the following numbers of types were used:

- 34 Type 89 (1929) Chi-Ro (medium-2) tank
- 4 Type 97 (1937) Chi-Ha (medium-3) tank
- 35 Type 95 (1935) Ha-Go (3rd type) light tank
- 10 Type 94 (1934) TK (special tractor) tankettes
- 4 Type 97 (1935) Ke-te (special tractor-tankette) tankette



NOMONHAN TERRAIN



ROLLING HILLS

The area around Nomonhan and the Halha River was not entirely even and was broken up with gentle rolling hills and rises. This broke up the line of sight for troops in the lower ground between the rises. Some areas of steep slopes become eroded and are difficult to cross.

Rolling Hills are Cross-country terrain and do not hinder vehicles moving across them.

For eroded slopes use the Sandy Soil rule.

THE VILLAGE OF NOMONHAN

Nomonhan itself sat behind the main battle area, but was eventually overrun during the Soviet offensive. The village was made up of traditional round buildings called gers (ger in Mongolian means 'home' and they are often referred to by their Turkic name 'yurt' non-Mongolians). Gers are portable, bent wood-framed dwellings covered with animal skins or felt, traditionally used by nomads of the steppes of Central Asia.

Gers do not provide Bullet Proof Cover, but count as Buildings for all other purposes.

RIVERS AND STREAMS

The Halha River (Khalkin Gol) and the Holsten River were important terrain features during the battles of the Nomonhan Incident. A number of smaller streams and dry stream-beds also feed into these rivers. These rivers are relatively shallow, with rocky beds, but the ground slopes down to them. They proved easy to cross for both the Soviet and Japanese tanks and vehicles, as there were a number of good fording points. However, during the May water levels were still high from the spring rains.

Shallow rivers are Area Terrain and Very Difficult Going. Fords across the rivers are Difficult Going.

Streams and Dry Stream Beds are Area Terrain and Difficult Going.



GRASSLAND

The whole area was heavily grassed, but during the summer the dry grass provided no noticeable benefits or effects to the troops fighting at Nomonhan.

Grassland covers the areas of the table that aren't covered by other terrain. Grassland is rated Cross-country.



DIRT TRACKS

What few roads there were in the Nomonhan area were little more than dirt tracks worn into existence by traffic and do not offer any benefit over the surrounding terrain.

Nomonhan roads are rated as Cross-country terrain.

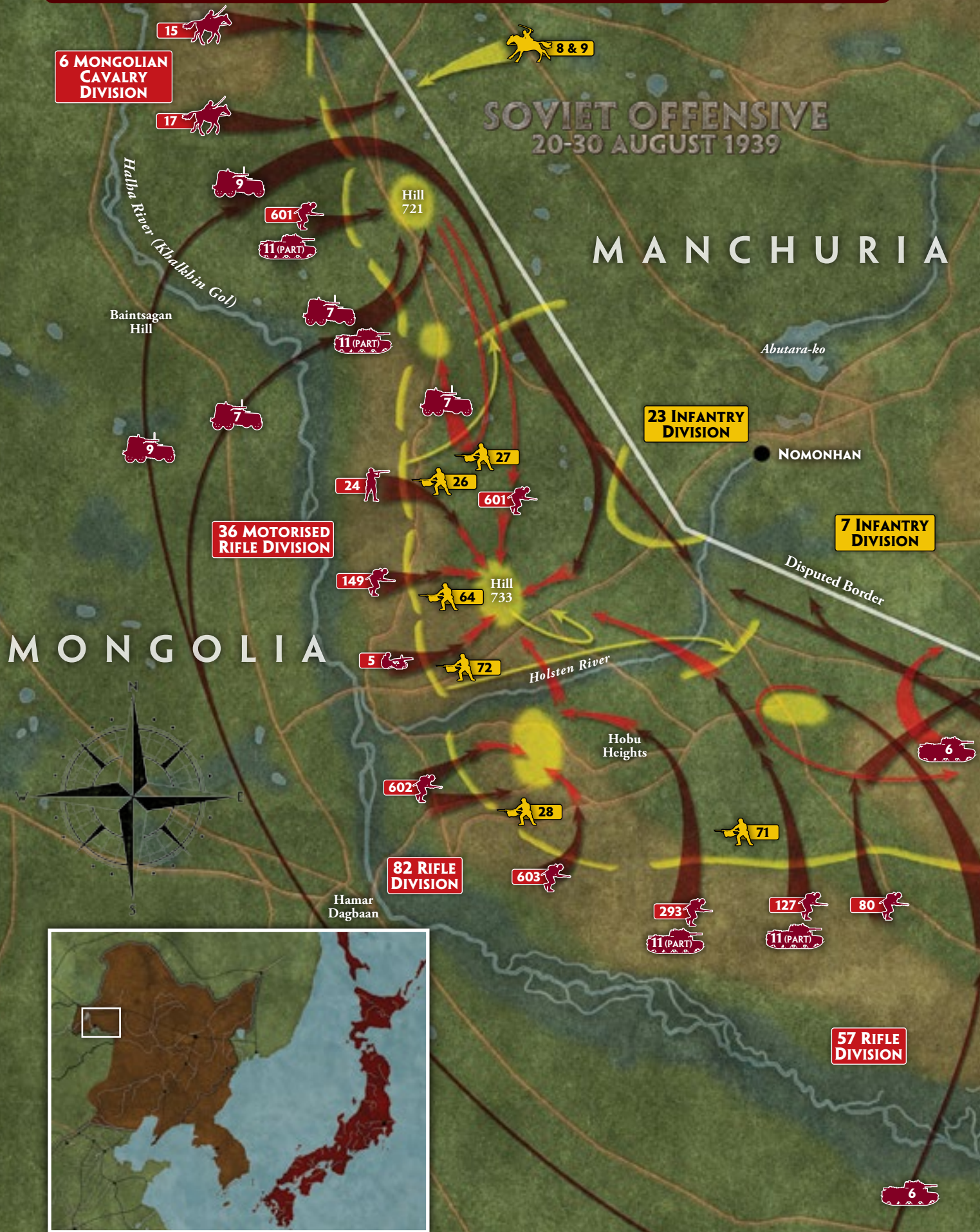
SANDY SOIL

The soil around the battle area on both sides of the Halha River was very sandy, making it easy to dig in. However, some areas of particularly soft sand would make it treacherous for tanks and other vehicles.

Soft Ground like Soft Sandy Soil is Area Terrain and Difficult Going.



THE SOVIET UNION AT WAR



KEY

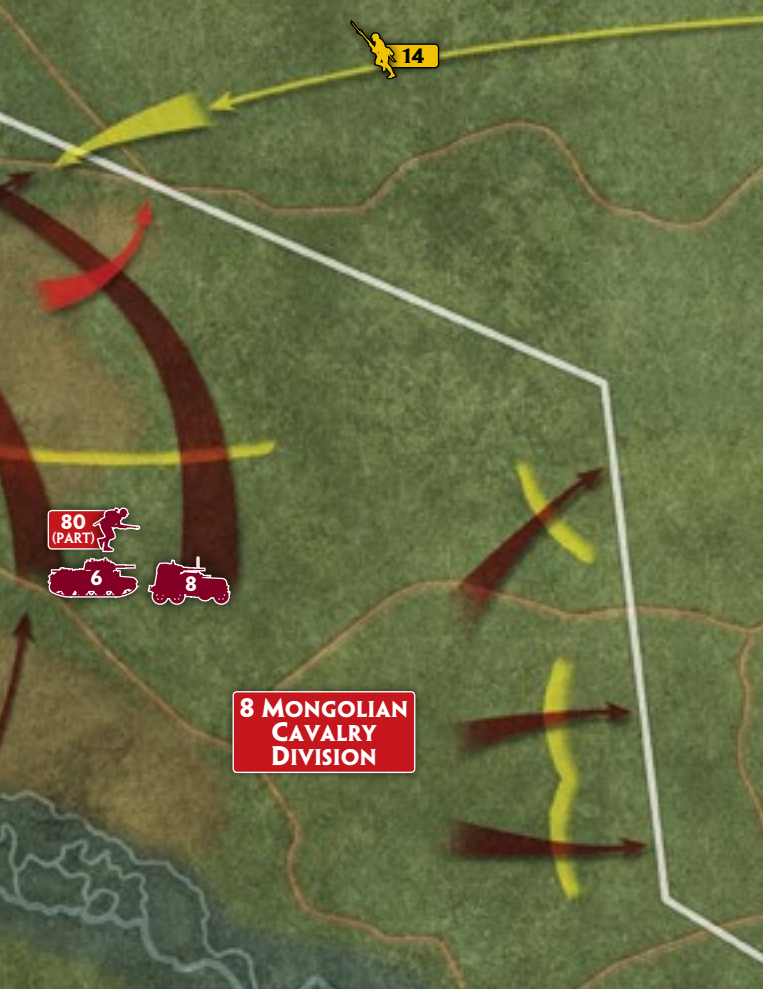
Road	River	Marsh	Sand	Japanese Positions
		Soviet Deployment		
20-24 August	25-30 August			Japanese Deployment
		Soviet Attacks		
20-24 August	25-30 August			Japanese Attacks

SOVIET FORCES

Rifle Regiment	Motor Rifle Regiment	Rifle Machine-gun Brigade	Cavalry Regiment
Motorised Armoured Regiment		Armoured Regiment	

JAPANESE FORCES

Infantry Brigade	Infantry Regiment	Manchurian Cavalry Regiment



THE BATTLE FOR LAKE KHASAN

Between May and September 1939 the Soviets fought an undeclared border war with Japanese forces in Manchuria. This clash had been preceded by another battle in 1938 around Lake Khasan, also known as the Changkufeng Incident. The Lake Khasan battles arose from a disagreement over the demarcation of the boundary between the Soviet Union and Japanese-controlled Korea. The Japanese claimed that the demarcation markers had been tampered with. In July 1938 the Soviets began to occupy the high ground west of Lake Khasan, most notably the disputed Changkufeng Heights. The heights overlooked the Korean port-city of Rajin, as well as strategic railways linking Korea to Manchuria. The Soviets slowly built up the number troops on the Changkufeng Heights, building fortifications and making themselves at home.

The Japanese commanders on the ground took the matter to Tokyo, recommending that a formal protest be sent to the USSR. The Japanese *attaché* in Moscow demanded the removal of Soviet border troops from the heights, claiming this territory by the Soviet-Korea border was Korean (so by default Japanese). The demand was rejected by the Soviets.

The Japanese launched their first attack on 29 July 1938. It was repelled, but the Japanese kept up the pressure and on 31 July the Soviet troops were forced to retreat. The Japanese 19th Division along with some Manchukuo (the renamed Japanese controlled Manchurian state) units engaged the Soviets. The Japanese 75th Infantry Regiment expelled Soviet troops from the hill in a night sortie, the execution of which became a Japanese model for assaults on fortified positions. Fighting for the high ground continued backwards and forwards.

On 31 July the Soviets mobilised the 1st Coastal Army and the Pacific Fleet. Additional Soviet forces were moved to the Lake Khasan area. Fighting heated up between 2 and 9 August and the Japanese forces were decisively defeated and thrown out of the Soviet territory. After negotiations hostilities halted on 11 August.

THE BATTLES FOR KHALKHIN GOL

The Battles of Khalkhin Gol (known as Nomonhan Incident to the Japanese, after a nearby village) were caused by yet another border demarcation dispute. This time the area under dispute was between Mongolia and Manchuria along the river Khalkhin Gol (Halha to the Japanese) in the northwest of Manchuria. The Japanese believed the border ran along the river, while the Mongolians and Soviets believed the border was along the high ground east of the river near the village of Nomonhan.

After the battles at Lake Khasan the Soviets had decided to meet any border encroachments with a heavy hand. Initially the dispute had begun with light skirmishing between Mongolian and Manchurian cavalry on 11 May. The Japanese escalated the dispute by sending troops to clear the eastern bank of the Khalkhin Gol. The Japanese troops were quickly surrounded and destroyed on 21 May. The Soviets and Mongolians built up their troops in the area and held off two more Japanese offensives during July. In August they launched an offensive of their own, which overwhelmed two Japanese divisions and seized the high ground around Nomonhan (see page 9 for more detail).

The Nomonhan incident was officially concluded by the Molotov-Togo agreement, which was signed on 15 September 1939, taking effect on 16 September 1939. The next day Stalin ordered the Soviet invasion of Poland.

POLAND INVADED

MOLOTOV-RIBBENTROP PACT

On 23 August 1939 the Soviets and Germans signed the Molotov–Ribbentrop Pact, named after their respective foreign ministers, Vyacheslav Molotov and Joachim von Ribbentrop. It was signed after Soviet negotiations with the British, French and Romanians had failed to form an alliance to counter German aggression in Eastern Europe. The pact was a Treaty of Non-Aggression and gave the Germans a promise of non-interference from the Soviets if they invaded Poland. The pact also made secret provisions to divide the states of northern and eastern Europe into German and Soviet spheres of influence. The Soviet sphere included Latvia, Estonia and Finland. Poland would be partitioned between Germany and the Soviet Union.

SOVIET INVASION OF POLAND 1939

While the Germans invaded Poland on 1 September 1939, formally igniting the Second World War, the Soviet Red Army did not attack until 17 September. Despite some victories in the field, the Polish army was hard-pressed and a retreat to the Romanian border was ordered on 10 September. Polish units began to withdraw to the southeast corner of the country near the Romanian border to hold until French and British attacks in the west could put pressure on the Germans and some further aid could arrive through Romania.

Meanwhile, the Germans had been urging the Soviets to attack from the east and play their part in the Molotov–Ribbentrop Pact. The Soviets delayed while they prepared their forces and waited for the Germans to whittle the Poles down. They finally invaded on 17 September, using the pretence of protecting Polish citizens from the chaos caused by their collapsed government.

The Poles, focused on the German invasion, had stripped their eastern border of most of its troops, so the border was only held by the stripped down Polish Border Defence Corps under General Wilhelm Orlik-Rueckemann. They were hit by two Soviet armies, the Belorussian Front in the north and Ukrainian Front in the south, comprising somewhere between 500,000 and one million men. With no orders from their higher command, Polish troops all along the Soviet border fought a number of actions against the Red Army. Polish troops continued to fend off the Germans, while also clashing with the Soviets as they tried to sustain the corridor south to Romania. However, many Polish units were captured and the Polish army in the field ceased to exist by 6 October 1939.

BATTLE OF WILNO (VILNIUS), 18-19 SEPT

On 18 September, the commander of the Belorussian Front, Komandarm (Army Commander) Mikhail Kovalyov, ordered



KEY

				
Borders	Rivers	Marshes	Germany	Soviet Union
				
German-Soviet Border negotiated under the Molotov-Ribbentrop Pact.		German Attacks	Soviet Attacks	



SOVIET UNION

Soviet Union Invades Poland
17 September 1939.

BELORUSSIAN FRONT

UKRAINIAN FRONT

the capture of Wilno. The 24th Cavalry Division and 22nd (T-26 tanks) and 25th (T-26 tanks) Tank Brigades advanced from the northeast and the 36th Cavalry Division and 6th Tank Brigade (BT tanks) advanced from the southeast.

On receiving reports of the approaching Soviet mobile forces, the Poles began to evacuate Wilno, with units falling back to the Lithuanian border. The Poles tried to make contact with the Soviets to inform them they did not intend to fight for Wilno, but their envoy was shot at and he returned to the Polish lines.

The Poles therefore decided to defend the city, even though a great number of Polish units has already withdrawn. The remaining Polish forces repulsed the first Red Army attack on the evening of 18 September. However, the Soviets had established a foothold and continued to push into the city. By the end of the day the Soviets had secured the airfield and made several thrusts into the city.

By the next morning the Red Army tank units had been reinforced with infantry and cavalry. The Polish defenders delayed the Soviet advance by defending the bridges, but they could not hold the Soviets for long, and later that day the Polish defence collapsed and the Soviets seized the city.

BATTLE OF SZACK, 28 SEPTEMBER

Recognising that his small force of border troops was better off concentrated, Polish General Wilhelm Orlik-Rueckemann gathered up his units (totalling around 9000 men) in the Polesie region (Pripyat marshes) and began withdrawing west to join other Polish forces at Kowel. Avoiding German forces Orlik-Rueckemann's group ended up in the area between the Germans and Soviets north of Włodawa. Here on 27 September the General decided to engage the Soviets in order to raise the falling Polish morale.

On the morning of 28 September the Poles were deployed in two columns. The northern column entered the forest near the village of Mielniki, and the southern column deployed in the forest east of Szack (now Shatsk). Szack was occupied by Red Army infantry and tanks. Orlik-Rueckemann ordered both his columns to form a defensive line along the edge of the forest. Deploying in view provoked the Soviets into an attack.

At 0800 hours a Soviet tank unit (T-26 tanks, probably the tank battalion of the 52nd Rifle Division) began to assault the Polish positions. The Poles waited until the T-26 tanks had closed to within 500 metres and opened up with their Bofors 37mm wz. 36 anti-tank guns. These were soon joined by the infantry and the 75mm wz. 1897 guns of the artillery. The lightly armoured T-26 tanks couldn't resist the onslaught and soon all the attacking Soviet tanks were disabled or destroyed. Then the Poles attacked Szack with their infantry battalion. The Soviet infantry were taken by surprise and, after a short hand-to-hand fight, the Soviet forces were routed. Some infantry managed to retreat, but left behind all their artillery and nine T-26 tanks.

At 1400 hours Soviet reserve units appeared in the area and Orlik-Rueckemann decided to withdraw his troops back into the forest. Most of the Polish force escaped to cross the Bug River and join other Polish forces for the Battle of Wytyczno.

BATTLE OF WYTYCZNO, 1 OCTOBER

After the battle of Szack, General Orlik-Rueckemann crossed his forces over the Bug River on 30 September. After crossing the Włodawa-Trawniki road, shortly after 0100 hours on 1 October, the Polish border guards were attacked by a tank unit of the Soviet 45th Rifle Division. Polish Bofors 37mm wz. 36 guns once again proved their worth and forced the tanks to withdraw after they lost four T-26 tanks.

Just after dawn the 45th Rifle Division attacked again, this time with the majority of the division's units. The Soviets, expecting the Poles to be easily routed, started a frontal assault on Polish positions in the village of Wytyczno. However, the Polish placed artillery in the forest behind the village. The artillery support allowed the Poles to hold their positions. Casualties on both sides mounted as the struggle for the village continued. By 0900 hours the Polish artillery had only limited supplies of ammunition left.

By this time the Polish will to fight had begun to waver, with one battalion failing to carry out an order to attack the Soviet left flank. The soldiers were simply too tired after days of hard marching and fighting.

The 45th Rifle Division was slowly wearing down the Polish defences and at 1030 hours the Polish command gathered to discuss the situation and decided to withdraw and break through to the units of Independent Operational Group Polesie fighting the Germans nearby. Most were able to join Group Polesie where they fought for another five days and avoided Soviet captivity.

Facing a second front, the Polish government decided that the defence of the Romanian Bridgehead was no longer feasible and ordered the evacuation of all troops to neutral Romania.

With the total defeat of the Polish Army the Soviet government then annexed the territory under its control. In November 1939 the Soviet Union made 13.5 million former Poles citizens of the Soviet Union. They staged elections and crushed opposition through summary executions, thousands of arrests, and deportations to Siberia.

ULTIMATUM TO THE BALTIC STATES

In September and October 1939 the Baltic States of Estonia, Latvia, and Lithuania were all coerced into signing a pact of defence and mutual assistance with the Soviet Union. The pact permitted the Soviet Union to station troops inside each state's territories.

MILITARY PURGES OF THE 1930S

During the 1930s Stalin attempted to rid himself of political opposition and potential counter-revolutionaries in what has become known as the Great Purge. One of the consequences of this was that many of the best and most experienced officers in the Red Army were arrested and executed or imprisoned in Siberia, often on trumped up charges of conspiring against the Soviet Union. This left few able commanders and a great number of inexperienced and cowed officers in command of the Red Army before the campaigns of 1939. These purges continued through 1939 and 1940 and had a disastrous impact on the performance of the Red Army for the next few years.

THE WINTER WAR

With the Baltic states brought into line, Stalin then turned his attention to Finland, with the aim of gaining a similar agreement in addition to territorial concessions. The Soviets demanded territories on the Karelian Isthmus, the islands of the Gulf of Finland, and a naval base near the Finnish town of Hanko, all of which Finland rejected. Finnish counter-offers were in turn rejected by the Soviets.

The Soviets staged the shelling of the Soviet village near the Finnish border on 26 November 1939, blamed the Finns, and used it as a pretext to withdraw from the non-aggression pact they had signed with Finland in 1934.

The Red Army attacked on 30 November 1939. Meanwhile, Stalin also set up a puppet pro-Soviet Finnish government to rule Finland once the Red Army had won its anticipated easy victory. This was not to be the case.

The Red Army crossed the Finnish border on a wide front, not only attacking through the Karelian Isthmus, but also in the centre and north of Finland. By 7 December the Red Army had reached the Finnish main line of resistance on the Karelian Isthmus, centred on the Mannerheim Line (named after the Finnish leader, see Map on page 85). The Red Army on the Karelian Isthmus was about 250,000 men strong and faced 130,000 Finns. The Finnish command had deployed a screening force of about 21,000 men in the area in front of the Mannerheim Line to delay the Red Army.

KARELIAN ISTHMUS

The Mannerheim Line was constructed to protect against Soviet invasion. It was built in two phases: 1920–1924 and 1932–1939. In November 1939, when the Winter War began, the line was far from complete. However, both Soviet and Finnish propaganda portrayed the line's defences as formidable, the Finns for morale purposes, and the Soviets to explain why they hadn't taken it quickly. The vast majority of the Mannerheim Line was merely composed of trenches and field fortifications. Those bunkers there were along the line were mostly small and thinly spread out.

However, the Finns fought tenaciously and with great improvisation, especially when faced with tanks, the Red Army's one great advantage. The Finns had few anti-tank weapons and knew little of modern anti-tank tactics. However, the favoured Red Army armoured tactic was to simply swamp the enemy with a frontal charge. The Finns learned a number of ways of dealing with tanks at close range, quickly adapting to the armoured threat. During the fighting along the border they destroyed over 80 Soviet tanks.



KEY

- Borders
- Soviet Attacks
- Roads
- Rivers
- Railway
- FINNISH UNITS SHOWN IN BLUE
- SOVIET UNITS SHOWN IN RED



See map on page 86

See map on page 85

Svir river

On 6 December the Red Army began its first major attack against the Mannerheim Line at Taipale. The battle began with a forty-hour Soviet artillery barrage. This was followed by an infantry attack across open ground, which was repulsed with heavy casualties. Between 6 and 12 December the Red Army continued to engage the Finns at Taipale with just one division. The Red Army finally decided to strengthen the attack on 14 December, adding extra artillery, tanks and the 10th Rifle Division. The reinforced Soviets launched a new attack, but were once more thrown back by the Finns. A third Soviet division was added to the mix, but this unit proved to be very poor and panicked under shellfire and was withdrawn from the line. The Red Army assaults continued with little success, while taking heavy casualties.

By 16 December Red Army units on the western side of the Karelian Isthmus faced the Finnish line at Summa, near the city of Viipuri. The Finns had built 41 reinforced concrete bunkers in the Summa area, making the defensive line in this area stronger than anywhere else on the Mannerheim Line. However, because of the Munasuo swamp there was a 1 km-wide (0.6 mile) gap in the line. During the first battle of Summa on 19 December, a number of Soviet tanks broke through the line, but the Soviets could not exploit the situation due to poor command coordination. With no proper anti-tank weapons the Finns remained in their trenches, allowing the Soviet tanks to move freely behind the Finnish lines. Despite this, the Finns succeeded in repelling the main Soviet assault. The tanks, stranded behind enemy lines, attacked the strongpoints at random until all 20 tanks were eventually destroyed. By 22 December, the first phase of the battle had ended in a Finnish victory.

The Soviet advance was stopped at the Mannerheim Line. Red Army troops suffered from poor morale and a shortage of supplies, eventually refusing to participate in further suicidal frontal attacks. The Finns, led by General Harald Öhquist, decided to launch a counterattack to encircle three Soviet divisions near Viipuri on 23 December. Öhquist's plan was bold, but it failed. The Finns lost 1,300 men, and the Soviets a similar number.

LODOGA-KARELIA FRONT

North of the Karelian Isthmus and Lake Ladoga on the Ladoga-Karelia front, the Finnish units relied on the terrain. The area, like much of Finland, was a wilderness of forests and lakes. It didn't have an extensive road network, which hindered the Red Army's movement. On 12 December, the advancing Soviet 139th Rifle Division and supporting 56th Rifle Division, were defeated by a much smaller Finnish force at Tolvajärvi (see page 85 for more detail).

To the south, the Soviet 18th and 168th Rifle Divisions advanced down the coastal road on the northern side of Lake Ladoga. These divisions were also trapped by the more mobile Finnish units. The Finns attacked them from the north and flanked the Soviet columns. However, Finnish troops in the area were exhausted by 19 December and it was not until 6 January 1940 that the Finns went on the offensive again, cutting the Soviet divisions into smaller groups of different-sized encirclements or *mottis* (see pages 90 to 91).

The encircled Red Army troops did not try to break out, but instead entrenched and waited for relief. The Finns lacked the necessary heavy artillery and manpower to finish off the encircled Soviets. In spite of the cold and hunger, the Soviet troops did not surrender easily but fought bravely, often entrenching their tanks using them as pillboxes and building timber dugouts.

In northern Karelia, Soviet forces were outmanoeuvred at Ilomantsi and Lieksa. The Finns used effective guerrilla tactics, taking advantage of their superior skiing skills, using snow-white layered clothing for camouflage and warmth, and conducting many ambushes and raids. By the end of December, the Soviets decided to retreat, transferring resources to more critical fronts.

 Soviet Strelkovy Company supported
by a T-26 Light Tankovy Company





 Soviet T-28 tanks

CENTRAL AND NORTHERN FINLAND

In central and northern Finland the Finns did not expect the Soviets to attack. However, despite the wild terrain and few roads the Red Army sent eight divisions, complete with tanks and artillery, across those parts of the border. The 155th Rifle Division attacked at Lieksa, and further north the 44th Rifle Division attacked at Kuhmo before moving north.


The 163rd Rifle Division was deployed at Suomussalmi charged with cutting Finland in half by marching along the Raate Road. They were reinforced by the 44th Rifle Division. The month-long battle of Suomussalmi, resulted in some of the largest Soviet losses during the Winter War. The Soviet divisions were almost completely destroyed by Finnish ambushes as they marched along the forest road. A small unit blocked the Soviet advance while the Finnish 9th Division cut off their retreat, split the Soviet force into small fragments, and destroyed the remnants in detail as they retreated (see page 87 for more detail).

In Finnish Lapland, the Soviet 88th and 112th Rifle Divisions attacked at Salla. The Soviets advanced easily to Salla, where the road forked. The Soviet forces split, send one force up the

northern road toward Pelkosenniemi, while the rest pushed on toward Kemijärvi. On 17 December, the Soviet northern group, comprising an infantry regiment and a company of tanks from the 112th Rifle Division, was outflanked by a Finnish battalion. The 112th retreated, leaving much of its heavy equipment and vehicles behind. The Finns then moved reinforcements down to Kemijärvi. The Soviets hit the Finnish defensive line there hard, but were unable to break them. The Finns counterattacked, and the Soviets were pushed back to a new defensive line where they remained for the rest of the war.

The Arctic port of Petsamo was attacked by the Red Army's 104th Mountain Rifle Division by sea and land, supported by naval gunfire. The Finns did not have the manpower to hold and gave up Petsamo easily. The Finns successfully prevented further Soviet advances from the port using delaying actions and guerrilla attacks. The area was treeless, windy and relatively flat, offering little good defensive terrain. However, during the winter in the far north, the Finns had the advantage of almost constant darkness and extreme temperatures. As a result further Soviet movements were contained by a very small number of Finns.



Finnish Sissi Platoon 



THE FINAL KARELIAN ISTHMUS OFFENSIVE

Stalin was not pleased with the lack of success in Finland. The Red Army had been humiliated by the tiny Finnish forces. Stalin appointed new generals and the focus of the campaign was switched to the Karelian Isthmus. Efforts were made for better coordination between the different branches of service in the Red Army. They also changed tactics to meet the realities of the situation, unsupported frontal assaults were no longer to be the order of the day.

The Red Army on the Karelian Isthmus was divided into the 7th and the 13th Armies. The 7th Army would concentrate three-quarters of its strength against the 16 km (10 mile) length of the Mannerheim Line between Taipale and the Munasuo swamp. Their plan called for an armoured wedge to make the initial breakthrough, followed by an infantry exploitation force. The 123rd Assault Division rehearsed the attack on life-size mockups. The Soviets shipped massive numbers of new tanks and artillery pieces to the theatre. Troops were increased from ten divisions to 25 divisions and six tank brigades, totalling over 600,000 men.

During January the Soviets kept up harassing artillery fire and an occasional probing infantry assault. The constant trench warfare took its toll on the Finns and exhaustion began to affect them.

On 1 February, the Red Army began a massive offensive, firing 300,000 shells into the Finnish line in the first 24 hours of the bombardment.

Although the Soviets had refined their tactics, their generals were still willing to accept massive losses in order to reach their objectives. Attacks were screened by smoke pots, heavy

artillery and armour support, but the infantry still charged in the open and in dense formations. Unlike their tactics in December, Soviet tanks advanced in smaller numbers. The Finns could not as easily eliminate tanks when infantry troops protected them. After 10 days of round-the-clock artillery barrages, the Soviets achieved a breakthrough on the western Karelian Isthmus in the second battle of Summa.

One by one, the Finnish strongholds crumbled under the Soviet attacks and the Finns were forced to retreat. On 15 February, Mannerheim ordered a general retreat of the Second Corps north from the Mannerheim Line. On the eastern side of the isthmus, the Finns continued to resist Soviet assaults, repelling them in the battle of Taipale.

By 5 March, the Red Army had advanced 10 to 15 km (6 to 9 miles) past the Mannerheim Line to the suburbs of Viipuri. That same day, the Red Army established a beachhead on the western Gulf of Viipuri. By 9 March, the Finnish Army was in dire straits, the men were exhausted, casualties were heavy, artillery ammunition supplies were low and weapons were wearing out. The Finnish government, with no imminent foreign intervention, were forced to accept the Soviet terms. The formal peace treaty was signed in Moscow on 12 March. A cease-fire took effect the next day. The treaty resulted in the Finnish loss of part of the southeastern regions of Karelia and Salla.

SOVIET EXPANSION

The Winter War was followed by Soviet annexations of Estonia, Latvia, Lithuania, and Romania's Bessarabia, Northern Bukovina and the Hertza regions. These had been allocated to the Soviets under the Molotov-Ribbentrop Pact.

Soviet Artillery Battalion 



RED ARMY TANKS

The Red Army had the biggest tank arsenal in the world in 1939. Many of their designs followed the trends in tank warfare at the time, from the tiny T-38 light tankette to massive land battleships like the T-35 heavy tank. Below you can see how the Soviet tanks compare in armour and weapons to their opponent during the wars of 1939 and 1940.

T-20 KOMSOMOLYETS

Armament: 1x7.92 mm MG
Length: 3.45m
Weight: 3.5 tonnes
Armour: 7-10mm

Speed: 50 km/h
Range: 250 km



TKS

Armament: 1x7.92 mm MG
Length: 2.58 m
Weight: 2.43 tonnes
Armour: 4-10mm
Speed: 40 km/h
Range: 100 km



T-26

Armament: 1x 45mm gun
 1x7.62mm MG
Length: 4.65m
Weight: 9.6 tonnes
Armour: 6-15mm
Speed: 31 km/h
Range: 150 km

T-26 obr 1939



T-26 obr 1933

7TP JW

Armament: 1x 37 mm wz.37
 1x7.92 mm MG
Length: 4.6 m
Weight: 9.9 tonnes
Armour: 17mm
Speed: 37 km/h
Range: 150 km



BT-5 & BT-7

Armament: 1x 45 mm L/46 gun
 2x7.62mm MG
Length: 5.66m
Weight: 13.9 tonnes
Armour: 6-22mm
Speed: 72 km/h
Range: 360 km

BT-5



BT-7



VICKERS 6-TON

Armament: 1x 37 mm Bofors
 1x7.92 mm MG
Length: 4.8 m
Weight: 7.3 tonnes
Armour: 13 mm
Speed: 35 km/h
Range: 160 km



TYPE 95 HA-GO

Armament: Type 98 37 mm gun
 2 x 7.7 mm MG
Length: 4.38 m
Weight: 7.4 tonnes
Armour: 12 mm
Speed: 45 km/h
Range: 250 km



T-28

Armament: 76.2mm gun
 3, 4 or 5x 7.62mm MG
Weight: 12.79 tonnes
Length: 7.44 m
Armour: 20-30mm
Speed: 37 km/h
Range: 220 km



TYPE 89 CHI-RO

Armament: 57 mm Type 90 gun
 2 x 6.5 mm MG
Weight: 12.79 tonnes
Length: 5.73 m
Armour: 17 mm
Speed: 26 km/h
Range: 170 km



T-35

Armament: 76.2 mm gun
 2x 2 x 45 mm guns
 5 or 6x 7.62mm MG
Length: 9.72 m
Weight: 45 tonnes
Armour: 11-30mm
Speed: 30 km/h
Range: 150 km



All miniatures on this page shown at 100%.

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. The 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 platoons 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.

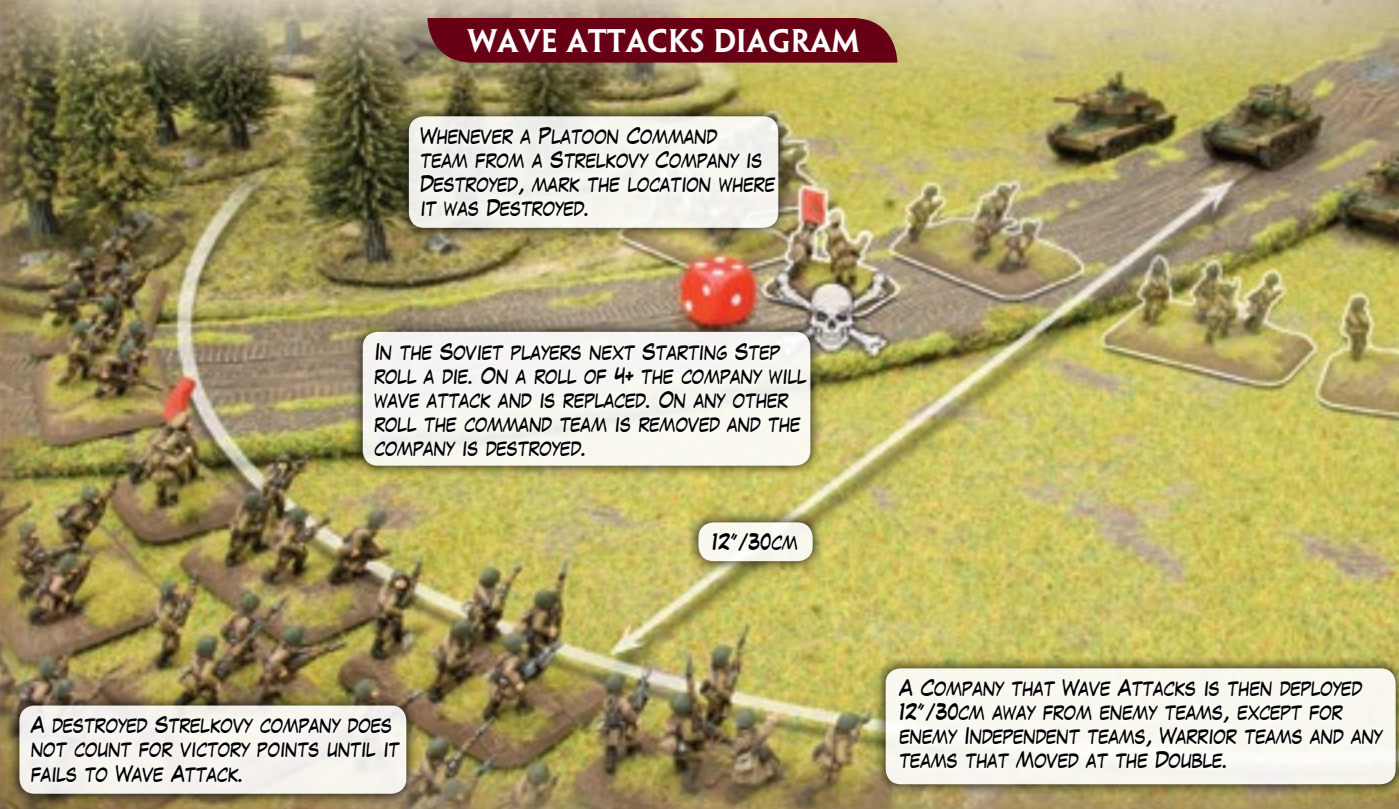
No team in the new Strelkovy Company may be placed within 12"/30cm of an enemy team or within 16"/40cm of an enemy Recce team. Any teams that cannot be placed are removed from the platoon, but are not Destroyed. Ignore enemy Independent teams, Warrior teams and any teams that Moved at the Double when 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 Light Tankovy Batalon, Fast Tankovy Batalon, or Heavy 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.

DECK TURRETS DIAGRAM



POLISH CAVALRY

MULTI-TURRETED TANKS LIKE THE T-28 AND T-35 MOUNT A LOT OF THEIR ARMAMENT IN DECK TURRETS.

DECK TURRETS HAVE AN ALL-ROUND FIELD OF FIRE, EXCEPT WHERE BLOCKED BY THEIR OWN TANK'S SUPERSTRUCTURE.

THE T-28 CAN BRING ITS MAIN TURRET AND ONE MACHINE GUN TO BEAR ON THE POLISH CAVALRY...

...WHILE THE T-35 CAN TARGET IT WITH ITS MAIN TURRET, TWO 45MM GUN TURRETS AND A MG TURRET.

FRONT 45MM TURRET

MG TURRET

REAR 45MM TURRET

MG TURRET

T-35

MG TURRET

T-28

MG TURRET

T-35 BREAKTHROUGH TANK

In the 1920s and 1930s many European nations valued the idea of multi-turreted heavy breakthrough tanks, and the T-35 was the Soviet Union's take on this concept. Design work on the T-35 tank began in 1930. Two design teams worked on competing designs, but eventually the team working on a design similar to the British Vickers A1E1 Independent won out.

DESIGN AND PRODUCTION

The first prototype was produced in July 1932, with a 76.2mm-armed central turret and four smaller turrets arranged around it. Two of the smaller turrets were armed with 37mm guns and co-axial machine-guns and two just with machine-guns. This prototype proved too complex for mass production, so work began on a simpler design. The new design replaced the 37mm guns in the secondary turrets with more powerful 45mm guns, and the redesigned turrets were standardised with those used on the T-26 light tank and T-28 heavy tank with a few minor differences. The main turret was also fitted with a rear-facing slot that could be used to fire a machine-gun from.

 Soviet T-35 heavy tanks



THE BATTLE OF BRODY

When the Germans invaded the Soviet Union on 22 June 1941, the Southwestern Front immediately ordered a massive armoured counterattack involving over 3500 Soviet tanks in four mechanised corps against Panzer Group 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 (300 mile) 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, taken from the Poles in 1939) caught the Germans on the move, cutting off the supply lines for the 11th Panzer Division 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. By 7 July, the corps had just 43 tanks out of the 800 it started with. It was disbanded a month later.

IN SERVICE

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.

Although it did not manage to stop the German offensive, this, the most effective Soviet counterattack at the time, mauled the panzer divisions of 48th Panzer Corps in the biggest tank battle of the war to date.

This wasn't the end of the combat career of the giant T-35, as at least three fought in the defence of Kharkov, and the last recorded action of the T-35 tank took place during the early stages of the Battle of Moscow in late 1941.

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 Bogged Down becomes Bailed Out, it becomes Bogged Down instead. While Bogged Down, it cannot move, but can still shoot, and if assaulted, it can fight.

If a Land Battleship that is Bogged Down becomes Bailed Out, it becomes Bailed Out as well as Bogged 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 Bogged 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 Bogged Down rather than Destroyed.*

If a Land Battleship that is Bogged 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.

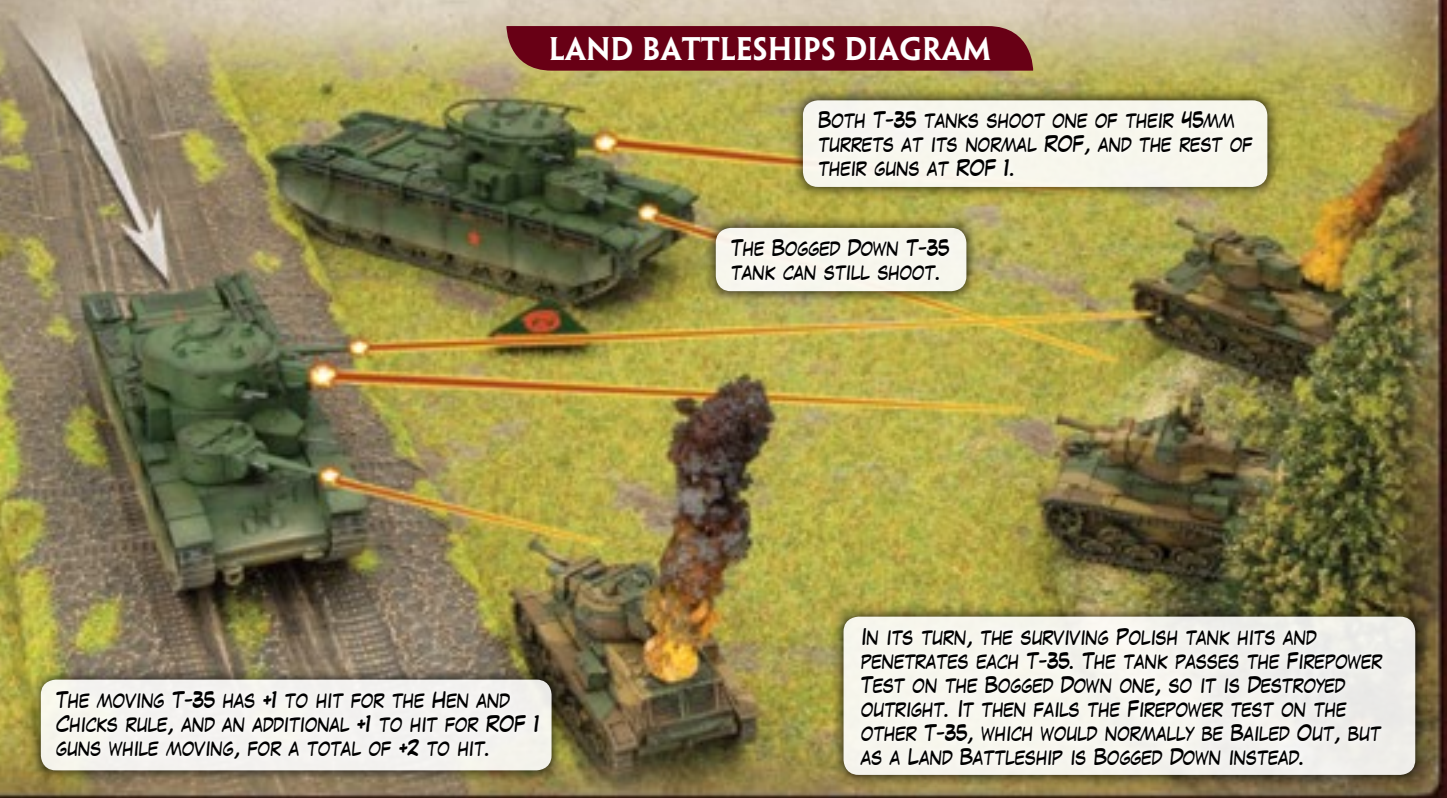
A Land Battleship that is Bogged Down cannot move, but can still shoot, and if assaulted, fight. If the platoon moves, it ignores tanks that are Bogged Down for the Stay Together and Hen and Chicks rules on pages 67 and 252 of the rulebook.

Hits must be allocated to Land Battleships that are Bogged 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 Bogged 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 Bogged 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 Bogged Down.

LAND BATTLESHIPS DIAGRAM




BOTH T-35 TANKS SHOOT ONE OF THEIR 45MM TURRETS AT ITS NORMAL ROF, AND THE REST OF THEIR GUNS AT ROF 1.


THE BOGGED DOWN T-35 TANK CAN STILL SHOOT.

THE MOVING T-35 HAS +1 TO HIT FOR THE HEN AND CHICKS RULE, AND AN ADDITIONAL +1 TO HIT FOR ROF 1 GUNS WHILE MOVING, FOR A TOTAL OF +2 TO HIT.

IN ITS TURN, THE SURVIVING POLISH TANK HITS AND PENETRATES EACH T-35. THE TANK PASSES THE FIREPOWER TEST ON THE BOGGED DOWN ONE, SO IT IS DESTROYED OUTRIGHT. IT THEN FAILS THE FIREPOWER TEST ON THE OTHER T-35, WHICH WOULD NORMALLY BE BAILED OUT, BUT AS A LAND BATTLESHIP IS BOGGED DOWN INSTEAD.

Soviet Polikarpov I-153 Chaika 




 Polish Light Gun Battery with 75mm wz. 1897 guns


POLAND



 Polish Piechoty Anti-tank Gun Platoon with 37mm wz 36 guns

 Soviet T-26 obr 1933 Light Tankovy Company




Polish Rifle teams and a 37mm wz 36 Bofors anti-tank gun 

Soviet T-26 obr 1933 Light Tankovy Company 



Soviet
Motostrelkovy
Company 

Soviet T-28 obr 1938
Heavy Tankovy Company 

Polish Piechoty Company 

HEAVY TANKOVY BATALION

HEAVY TANK BATTALION

TANK COMPANY

HEADQUARTERS

HEADQUARTERS



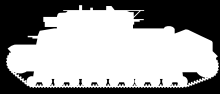
Heavy Tankovy Batalon HQ

55

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

COMBAT COMPANIES

ARMOUR



Heavy Tankovy Company

55

ARMOUR



Heavy Tankovy Company

55

ARMOUR



Heavy Tankovy Company

55

WEAPONS COMPANIES

ARMOUR



Light Tankovy Company

57

Fast Tankovy Company

59

Flame-tank Company

60

ARTILLERY



Self-propelled Gun Battery

60

ANTI-AIRCRAFT



Anti-aircraft Machine-gun Platoon

67

SUPPORT COMPANIES

ARMOUR & ARTILLERY



Scout Tank Company

61

Armoured Car Company

78

Motorised Heavy Artillery Battalion

65

ARTILLERY



Motorised Artillery Battalion

64

INFANTRY



Motostrelkovy Company

63

Sapper Company

70

AIRCRAFT



Air Support

78

 *Soviet Heavy Tankovy Company with T-35 heavy tanks*

MOTIVATION AND SKILL

The Red Army's Tank troops have undergone many command and organisational changes in the years leading up to 1939. As a result, these tankers still have much to learn about armoured warfare. A Heavy Tankovy Batalon is rated as **Confident Conscript**.

RELUCTANT	CONSCRIPT
CONFIDENT	TRAINED
FEARLESS	VETERAN

HEADQUARTERS

HEAVY TANKOVY BATALON HQ

HEADQUARTERS

1 BT-5	40 points
1 BT-7	45 points
1 T-28 obr 1933	60 points
1 T-28 obr 1938	105 points
1 T-28E	110 points
1 T-35	135 points



OPTIONS

- Add AA MG to BT-7, T-28 or T-35 tank for +5 points.
- Add Turret-rear MG to BT-7 tank for +5 points.

COMBAT COMPANIES

HEAVY TANKOVY COMPANY

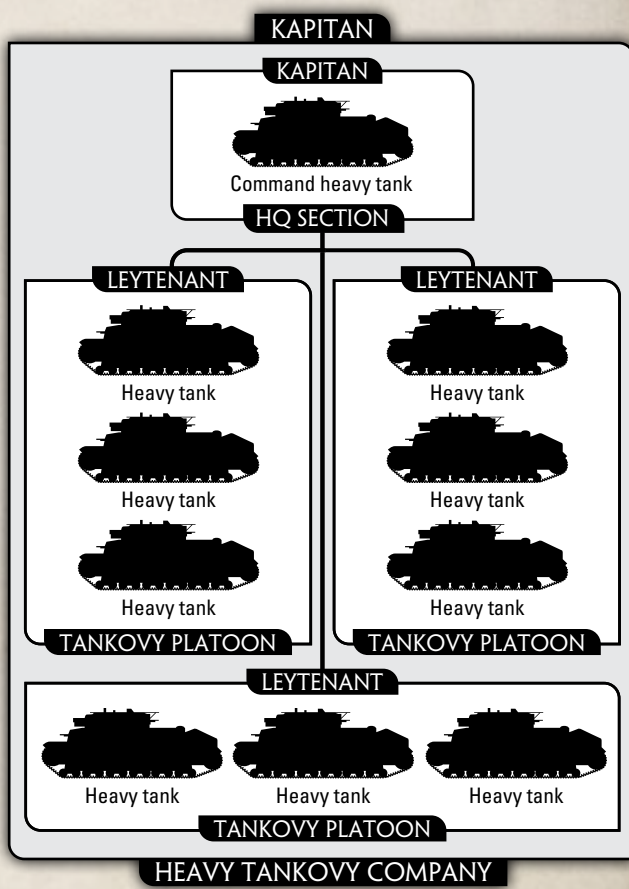
COMPANY

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

- 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.

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

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



Two heavy tank brigades equipped with T-28 tanks entered Poland in September 1939. The 21st Tank Brigade had 105 of

these beasts, while the 10th Tank Brigade had 98 T-28 tanks. A further reserve brigade was equipped with T-35 tanks.

LIGHT TANKOVY BATALION

LIGHT TANK BATTALION

TANK COMPANY

HEADQUARTERS

HEADQUARTERS



Light Tankovy Batalion HQ

57

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

COMBAT COMPANIES

ARMOUR



Light Tankovy Company

57

ARMOUR



Light Tankovy Company

57

ARMOUR



Light Tankovy Company

57

WEAPONS COMPANIES

ARMOUR



Flame-tank Company

60

Scout Tank Company

61

ARTILLERY



Self-propelled Gun Battery

60

ANTI-AIRCRAFT



Anti-aircraft Machine-gun Platoon

67

SUPPORT COMPANIES

ARMOUR & ARTILLERY



Heavy Tankovy Company

55

Fast Tankovy Company

59

Armoured Car Company

78

Motorised Heavy Artillery Battalion

65

ARTILLERY



Motorised Artillery Battalion

64

Artillery Battalion

71

INFANTRY



Motostrelkovy Company

63

Strelkovy Company

67

Sapper Company

70

AIRCRAFT



Air Support

78

Soviet Light Tankovy Company with T-26 obr 1939 tanks supported by a Soviet Motostrelkovy Company



MOTIVATION AND SKILL

The Red Army's Tank troops have undergone many command and organisational changes in the years leading up to 1939. T-26 tanks serve in both the Mechanised Corps and in support of the infantry. A Light Tankovy Batalon is rated as Confident Conscript.

RELUCTANT	CONSCRIPT
CONFIDENT	TRAINED
FEARLESS	VETERAN

HEADQUARTERS

LIGHT TANKOVY BATALON HQ

HEADQUARTERS

1 T-26 obr 1933 or 1939	35 points
1 T-26E	45 points

OPTIONS

- Add AA MG to T-26 tank for +5 points.
- Add Turret-rear MG to T-26 obr 1939 or T-26E tank for +5 points.



COMBAT COMPANIES

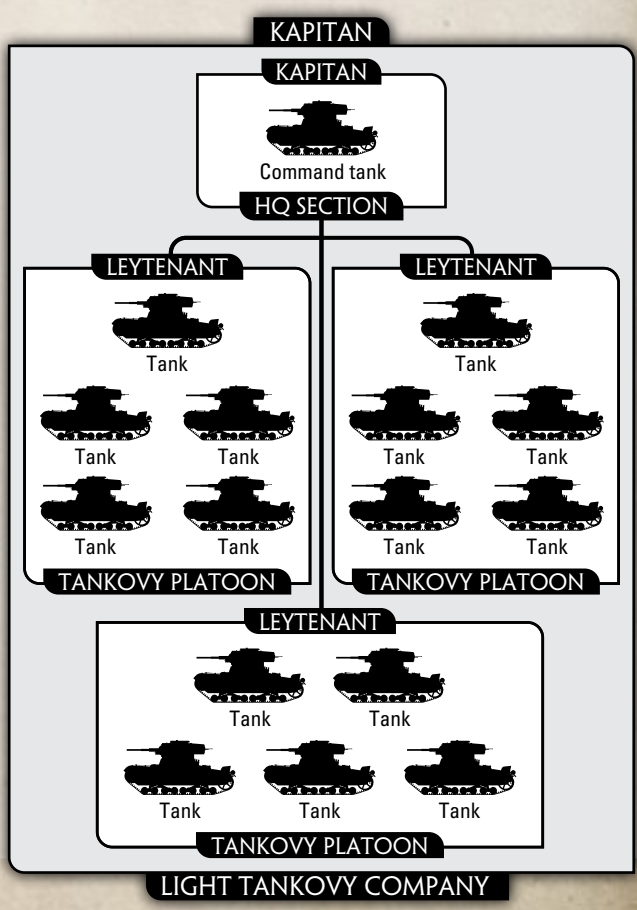
LIGHT TANKOVY COMPANY

COMPANY

16 T-26 obr 1933 or 1939	775 points
15 T-26 obr 1933 or 1939	700 points
14 T-26 obr 1933 or 1939	625 points
13 T-26 obr 1933 or 1939	560 points
12 T-26 obr 1933 or 1939	495 points
11 T-26 obr 1933 or 1939	440 points
10 T-26 obr 1933 or 1939	385 points
9 T-26 obr 1933 or 1939	335 points
8 T-26 obr 1933 or 1939	285 points
7 T-26 obr 1933 or 1939	250 points
6 T-26 obr 1933 or 1939	215 points
5 T-26 obr 1933 or 1939	180 points

OPTIONS

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



TWIN MG TURRETS

Some tank designs from the early 1930's, like the T-26 obr 1932 light tank, had two machine-gun turrets mounted side-by-side making them lethal against infantry.

Twin MG Turrets are Deck Turrets. Both turrets can fire at their full ROF 3 at the same time, either at the same platoon or each at a different enemy platoon.

The T-26 tank is the standard tank of the Soviet tank forces at this time, and is the most commonly found tank supporting the Red Army rifle divisions in Poland and Finland.

FAST TANKOVY BATALON

FAST TANK BATTALION

TANK COMPANY

HEADQUARTERS

HEADQUARTERS



Fast Tankovy Batalon HQ

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

COMBAT COMPANIES

ARMOUR



Fast Tankovy Company

ARMOUR



Fast Tankovy Company

ARMOUR



Fast Tankovy Company

WEAPONS COMPANIES

ARMOUR



Flame-tank Company

Scout Tank Company

ARTILLERY



Self-propelled Gun Battery

ANTI-AIRCRAFT



Anti-aircraft Machine-gun Platoon

SUPPORT COMPANIES

ARMOUR & ARTILLERY



Heavy Tankovy Company

Light Tankovy Company

Armoured Car Company

Motorised Heavy Artillery Battalion

ARTILLERY



Motorised Artillery Battalion

INFANTRY



Motostrelkovy Company

Sapper Company

AIRCRAFT



Air Support

Soviet Fast Tankovy Company with BT-5 and BT-7 fast tanks



Japanese Hobei Platoon

MOTIVATION AND SKILL

The Red Army's Tank troops have undergone many command and organisational changes in the years leading up to 1939. The tankers of the Mechanised Corps have much to learn about armoured warfare. A Fast Tankovy Batalon is rated as **Confident Conscript**.

RELUCTANT	CONSCRIPT
CONFIDENT	TRAINED
FEARLESS	VETERAN

HEADQUARTERS

FAST TANKOVY BATALON HQ

HEADQUARTERS

1 BT-5	40 points
1 BT-7	45 points

OPTIONS

- Add AA MG to BT-7 tank for +5 points.
- Add Turret-rear MG to BT-7 tank for +5 points.



Soviet BT-5 and BT-7 fast tanks 



COMBAT COMPANIES

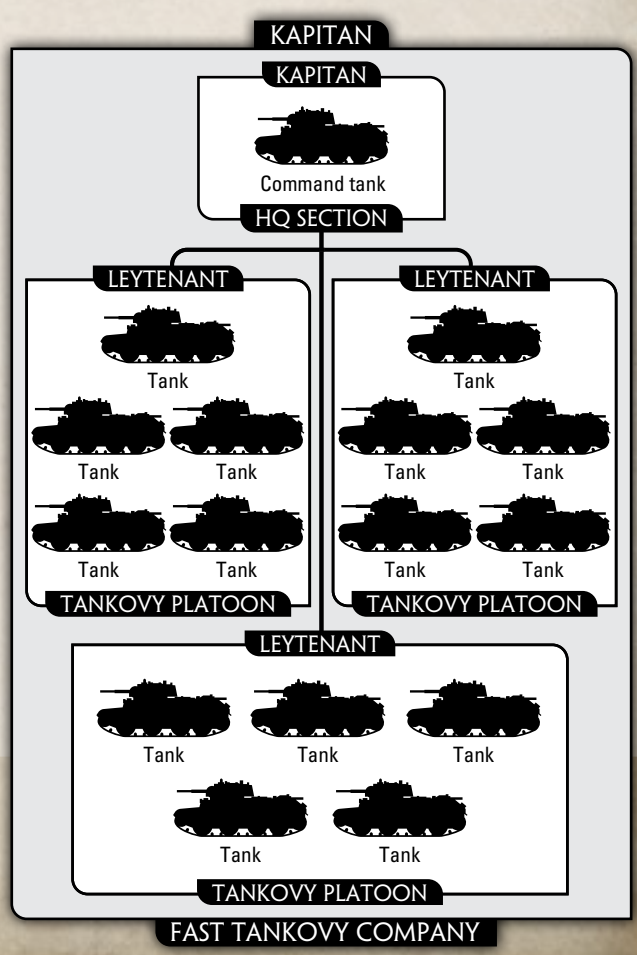
FAST TANKOVY COMPANY

COMPANY

16 BT-5	925 points
15 BT-5	830 points
14 BT-5	740 points
13 BT-5	655 points
12 BT-5	580 points
11 BT-5	510 points
10 BT-5	450 points
9 BT-5	385 points
8 BT-5	330 points
7 BT-5	290 points
6 BT-5	245 points
5 BT-5	205 points

OPTIONS

- Replace any or all BT-5 tanks with BT-7 tanks for +5 points per tank.
- Add AA MG to BT-7 tanks for +5 points per tank.
- Add Turret-rear MG to BT-7 tanks for +5 points per tank.



BT fast tanks were the tanks of the Mechanised Corps, where their speed was utilised to break through enemy lines.

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

WEAPONS COMPANIES

FLAME-TANK COMPANY

COMPANY

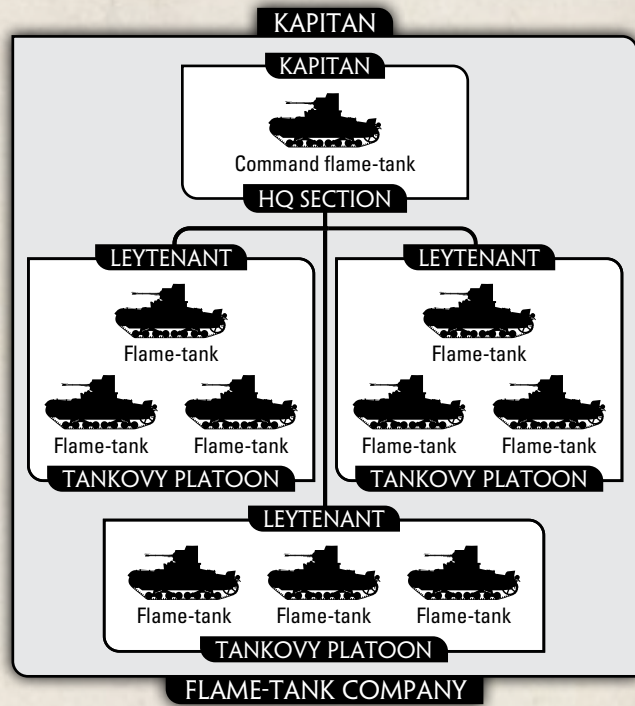
10 KhT-26	255 points
9 KhT-26	220 points
8 KhT-26	190 points
7 KhT-26	160 points
6 KhT-26	130 points
5 KhT-26	105 points

- 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 KhT-130 tanks for +5 points per tank.



SELF-PROPELLED GUN BATTERY

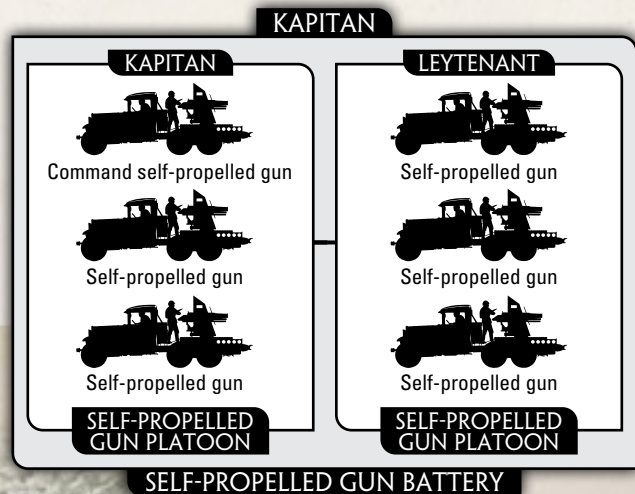
PLATOON


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

OPTION

- Add AA MG to BT-7A tanks 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.



 Soviet T-26 obr 1933 light tanks

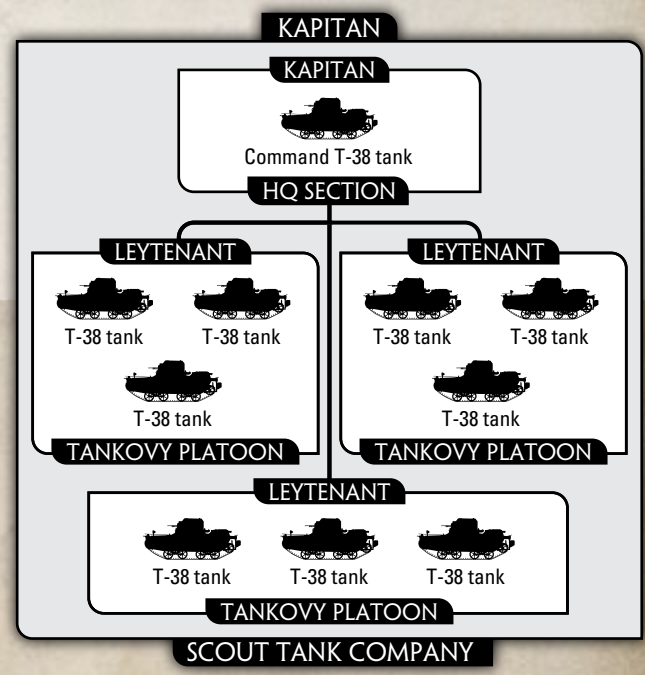
SCOUT TANK COMPANY

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.

The T-38 amphibious light tank was built with British style carrier suspension. However, unlike British carriers it was fully armoured, mounting a turret armed with a 7.62mm DT machine-gun. To suit its role it was also amphibious allowing it to ford the wide rivers of the Soviet Union with ease.



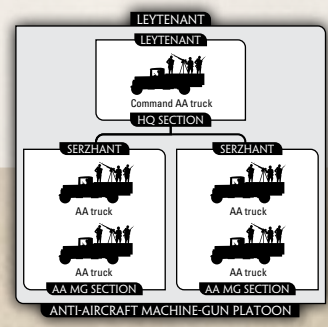
*A Scout Tank Company is **not** a Reconnaissance Platoon.*

ANTI-AIRCRAFT MACHINE-GUN PLATOON

PLATOON

5 Quad Maksim AA on truck	85 points
5 DShK on truck	85 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 dismantled and dig-in with the riflemen.



Finnish Jalkaväki Strongpoint



МОТОСТРЕЛКОВЫ БАТАЛОН

MOTOR INFANTRY BATTALION

MECHANISED COMPANY

HEADQUARTERS

HEADQUARTERS



Motostrelkovy Batalon HQ

63

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

COMBAT COMPANIES

INFANTRY



Motostrelkovy Company

63

INFANTRY



Motostrelkovy Company


63

INFANTRY



Motostrelkovy Company

63

 *Soviet Motostrelkovy Company supported by T-28 tanks*

SUPPORT COMPANIES

ARMOUR



Heavy Tankovy Company

55

Light Tankovy Company

57

Fast Tankovy Company

59

Scout Tank Company

61

ARMOUR & ARTILLERY



Heavy Tankovy Company

55

Light Tankovy Company

57

Fast Tankovy Company

59

Armoured Car Company

78

Motorised Heavy Artillery Battalion

85

ARTILLERY



Motorised Artillery Battalion

64

INFANTRY



Sapper Company

70

ANTI-AIRCRAFT



Anti-aircraft Machine-gun Platoon

61

AIRCRAFT



Air Support

78



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

MOTOSTRELKOVOY BATALON HQ

HEADQUARTERS

Battalion HQ 20 points

OPTIONS

- Add 45mm obr 1937 guns for +35 points per gun.
- Add Armoured Tractor Detachment (see page 69) with three T-20 Komsomolyets tractors for +55 points.

The Anti-tank Platoon must have three 45mm obr 1937 guns in order to have an Armoured Tractor Detachment.

A Motostrelkovy Batalon (motor-rifle battalion) has the might of the Red Army's armoured forces behind it.

PODPOLKOVNIK

PODPOLKOVNIK

Company Command Battalion Komissar team

2iC Command Rifle team

BATTALION HQ

PODPOLKOVNIK

LEYTENANT

45mm obr 1937 gun

45mm obr 1937 gun

45mm obr 1937 gun

ANTI-TANK PLATOON

MOTOSTRELKOVOY BATALON HQ

COMBAT COMPANIES

MOTOSTRELKOVOY COMPANY

COMPANY

HQ Section with:

3 Motor Rifle Platoons 260 points

2 Motor Rifle Platoons 175 points

OPTION

- Add Machine-gun Platoon for +20 points per gun.

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.

Motostrelkovy Companies do not use the Wave Attacks special rule.

KAPITAN

KAPITAN

Command Komissar team

HQ SECTION

SERZHANT

Maksim HMG Maksim HMG

MACHINE-GUN PLATOON

LEYTENANT

Rifle team

Rifle team Rifle team

Rifle team Rifle team

Rifle team Rifle team

Rifle team Rifle team

Rifle team Rifle team

MOTOR RIFLE PLATOON

LEYTENANT

Rifle team

Rifle team Rifle team

Rifle team Rifle team

Rifle team Rifle team

Rifle team Rifle team

Rifle team Rifle team

Rifle team Rifle team

MOTOR RIFLE PLATOON

MOTOR RIFLE PLATOON

MOTOSTRELKOVOY COMPANY

MOTORISED CORPS SUPPORT COMPANIES

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

OPTIONS

- Add an Observer Rifle team for +15 points.
- Add ZIS-5 trucks for +5 points for the battalion.

A Motorised Artillery Battalion may not be deployed in Ambush.

The motorised artillery battalion can be armed with a variety of different 76mm and 122mm weapons. Some are older weapons that have been modernised like the 76mm obr 1902/30 field gun and 122mm obr 1910/30 howitzer, or brand new designs like the 76mm obr 1936 field gun and 122mm obr 1938 howitzer.



 Soviet Motorised Artillery Battalion

MOTORISED HEAVY ARTILLERY BATTALION

COMPANY

HQ Section with:

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

OPTIONS

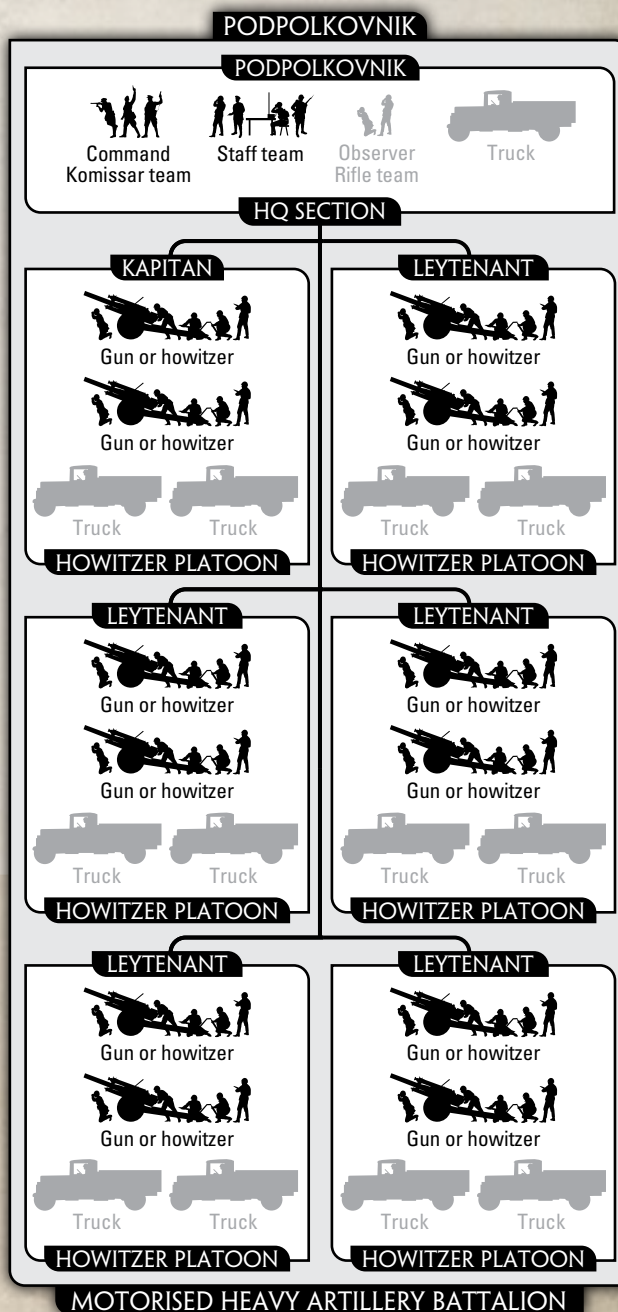
- Add an Observer Rifle team for +15 points.
- Add ZIS-5 trucks for +5 points for the Battalion.

A Motorised Heavy Artillery Battalion may not be deployed in Ambush.

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

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

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



СТРЕЛКОВЫ БАТАЛОН

RIFLE BATTALION

INFANTRY COMPANY

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

HEADQUARTERS

HEADQUARTERS



Strelkovy Batalon HQ

67

COMBAT COMPANIES

INFANTRY



Strelkovy Company

67

INFANTRY



Strelkovy Company

67

INFANTRY



Strelkovy Company

67

MACHINE-GUNS



Strelkovy Machine-gun Company

68

WEAPONS P COMPANIES

ARTILLERY



Strelkovy Regimental Gun Company

68

ANTI-TANK



Strelkovy Anti-tank Company

69

INFANTRY



Flame-thrower Platoon

70

INFANTRY



Sapper Company

70

ANTI-AIRCRAFT



Anti-aircraft Machine-gun Platoon

67

SUPPORT COMPANIES

ARMOUR & ARTILLERY



Heavy Tankovy Company

55

Light Tankovy Company

57

Scout Tank Company

61

Armoured Car Company

78

Motorised Heavy Artillery Battalion

65

ARTILLERY



Artillery Battalion

71

ANTI-TANK



Strelkovy Anti-tank Company

69

INFANTRY



Sapper Company

70

AIRCRAFT



Air Support

78



MOTIVATION AND SKILL

Lenin envisioned the Workers' and Peasants' Red Army as the embodiment of Communist principles. The men were conscripts, called up at the age of 21 to do two years service. A Strelkovy Batalon is rated as Confident Conscript.

RELUCTANT	CONSCRIPT
CONFIDENT	TRAINED
FEARLESS	VETERAN

HEADQUARTERS

STRELKOVOY BATALON HQ

HEADQUARTERS

Battalion HQ	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.

PODPOLKOVNIK	
PODPOLKOVNIK	PODPOLKOVNIK
 Company Command Battalion Komissar team	 2iC Command Rifle team
BATTALION HQ	
STRELKOVOY BATALON HQ	

COMBAT COMPANIES

STRELKOVOY COMPANY

COMPANY

HQ Section with:

3 Rifle Platoons	315 points
2 Rifle Platoons	215 points
















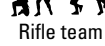
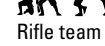
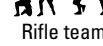

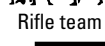
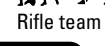
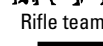
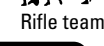














OPTIONS

- Add Maksim HMG teams for +20 points per team.
- Replace up to one Rifle team in each Rifle Platoon with a Light Mortar team for +5 points per team.

A Strelkovy Company uses the Wave Attacks special rule.

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.

KAPITAN	
KAPITAN	SERZHANT
 Command Komissar team	  Maksim HMG Maksim HMG
HQ SECTION	MACHINE-GUN PLATOON
LEYTENANT	LEYTENANT
 Rifle team  Rifle team	 Rifle team  Rifle team
 Rifle team  Rifle team	 Rifle team  Rifle team
 Rifle team  Rifle team	 Rifle team  Rifle team
 Rifle team  Rifle team	 Rifle team  Rifle team
 Rifle team  Rifle team	 Rifle team  Rifle team
RIFLE PLATOON	RIFLE PLATOON
LEYTENANT	LEYTENANT
 Rifle team  Rifle team  Rifle team	 Rifle team  Rifle team  Rifle team  Rifle team
 Rifle team  Rifle team  Rifle team	 Rifle team  Rifle team  Rifle team  Rifle team
RIFLE PLATOON	RIFLE PLATOON
STRELKOVOY COMPANY	



Soviet Strelkovy Company 

STRELKOVOY MACHINE-GUN COMPANY

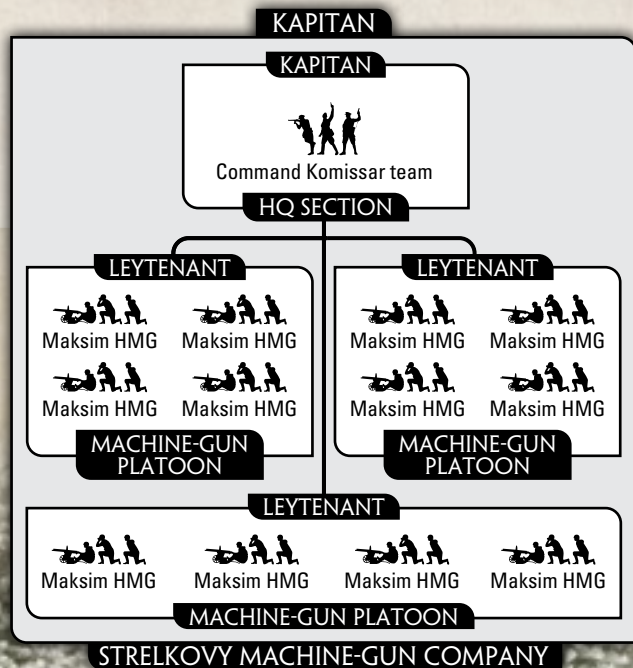
COMPANY

HQ Section with:

3 Machine-gun Platoons	190 points
2 Machine-gun Platoons	150 points
1 Machine-gun Platoons	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.

Soviet Strelkovy Anti-tank Company 



 *Finnish Jääkäri Platoon*

WEAPONS COMPANIES

STRELKOVOY REGIMENTAL GUN COMPANY

COMPANY

HQ Section with:

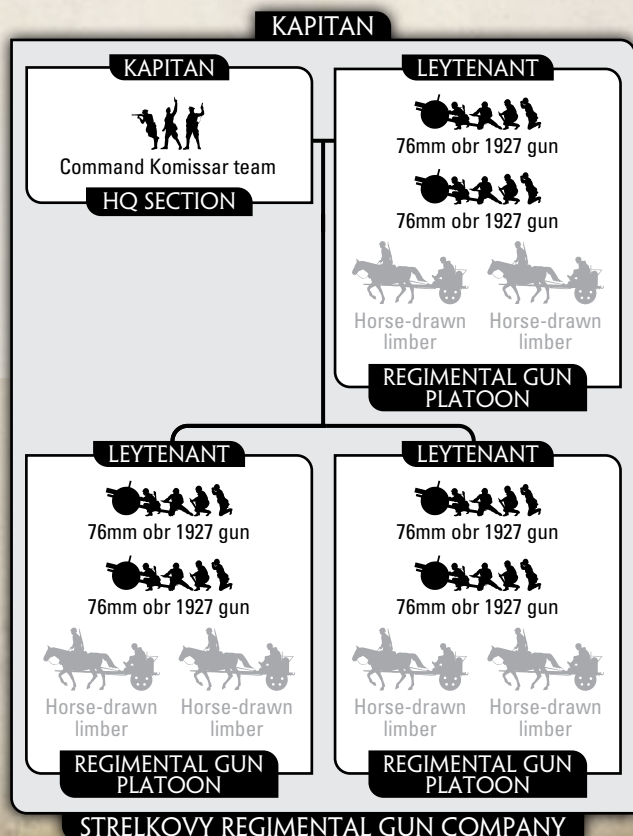
6 76mm obr 1927	105 points
4 76mm obr 1927	75 points

OPTION

- Add horse-drawn limbers for +5 points for the Company or an Armoured Tractor Detachment (see page 69) 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.



STRELKOVY ANTI-TANK COMPANY

COMPANY

HQ Section with:

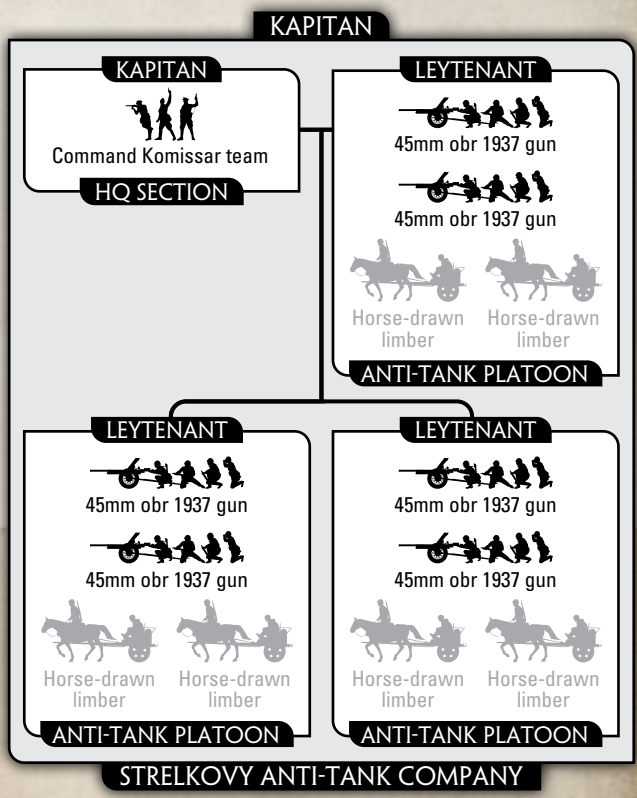
6 45mm obr 1937	200 points
4 45mm obr 1937	140 points
2 45mm obr 1937	70 points

OPTION

- 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.



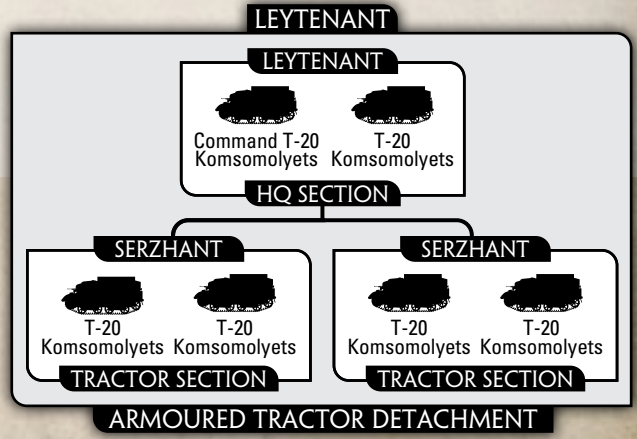
ARMOURED TRACTOR DETACHMENT

COMPANY

6 T-20 Komsomolyets tractors	105 points
4 T-20 Komsomolyets tractors	75 points
3 T-20 Komsomolyets tractors	55 points

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

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.



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).

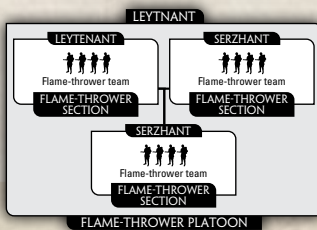
Soviet Armoured Tractor Detachment



FLAME-THROWER PLATOON

PLATOON

3 Flame-thrower Sections	105 points
2 Flame-thrower Sections	70 points
1 Flame-thrower Sections	35 points



A small number of flame-throwers were available to the battalion to allocate out to the frontline companies to aid them on the attack, lowering enemy resistance.

Flame-thrower Platoons must make Combat Attachments to Strelkovy Companies or Sapper Companies with all of their sections.

SUPPORT COMPANIES

SAPPER COMPANY

COMPANY

HQ Section with:

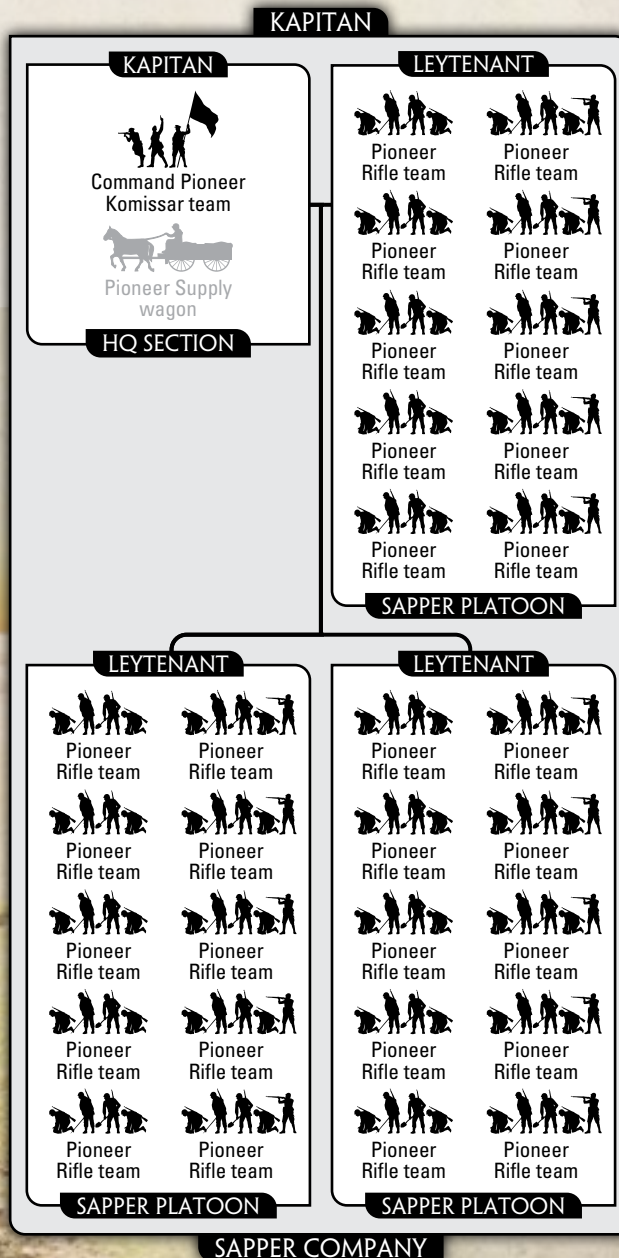
3 Sapper Platoons	380 points
2 Sapper Platoons	260 points
1 Sapper Platoon	135 points

OPTION

- Add Pioneer Supply wagon for +20 points.

Like the riflemen, the sappers get the 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.

A Sapper Company does not use the Wave Attacks special rule.



Japanese Kihei Platoon



Soviet Sapper Company

Soviet Flame-thrower team

ARTILLERY BATTALION

COMPANY

HQ Section with:

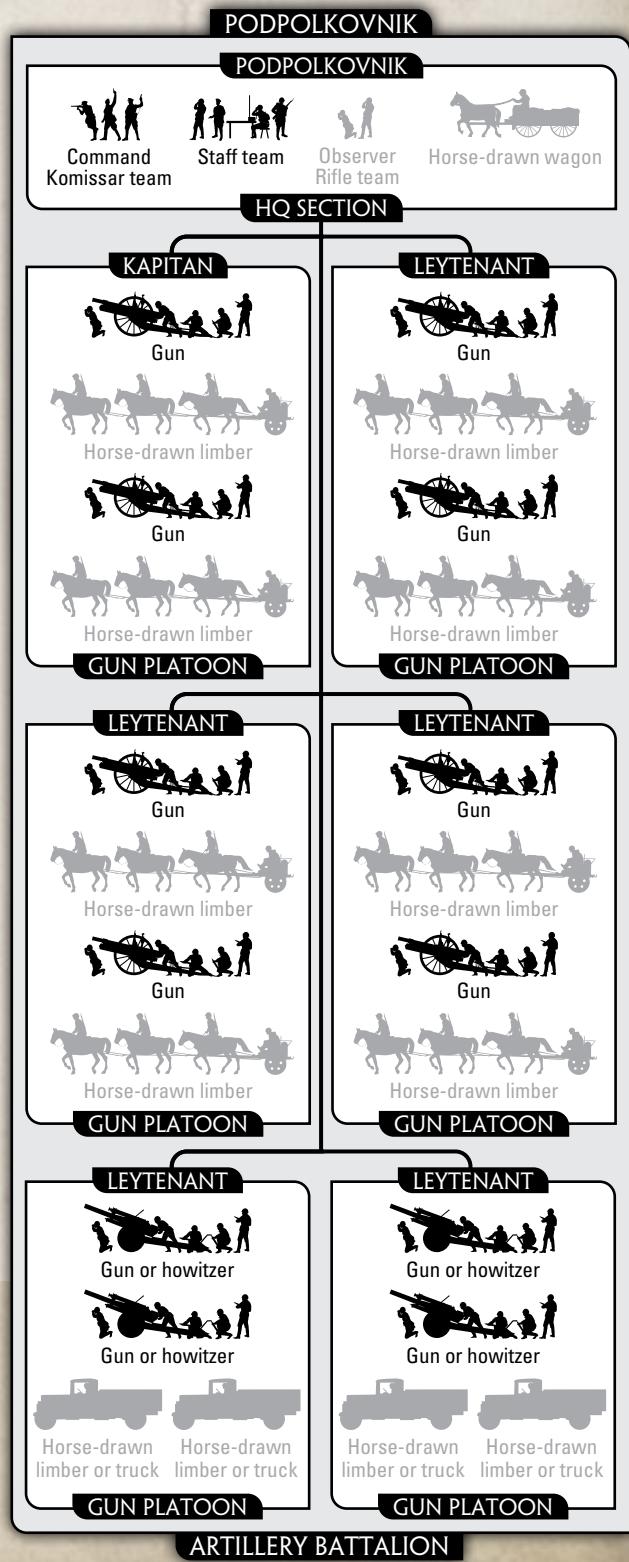
12 76mm obr 1902	410 points
8 76mm obr 1902	325 points
4 76mm obr 1902	185 points
12 76mm obr 1902/30	520 points
8 76mm obr 1902/30	410 points
4 76mm obr 1902/30	235 points
8 76mm obr 1902/30 and 4 122mm obr 1910/30	510 points
4 76mm obr 1902/30 and 4 122mm obr 1910/30	355 points
4 122mm obr 1910/30	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

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 ZIS-5 trucks at no cost.

An Artillery Battalion may not be deployed in Ambush.

The Red Army's artillery is armed with a mix of older 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.



ARTILLERY BATTALION

KAVALYERIYSKIY PŌLK

CAVALRY REGIMENT

MECHANISED COMPANY

HEADQUARTERS

HEADQUARTERS



Kavalyeriyskiy Polk HQ

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

COMBAT COMPANIES

CAVALRY



Kavalyeriyskiy Company

CAVALRY



Kavalyeriyskiy Company

Dismounted Kavalyeriyskiy Company

CAVALRY



Kavalyeriyskiy Company

Dismounted Kavalyeriyskiy Company

CAVALRY



Kavalyeriyskiy Company

Dismounted Kavalyeriyskiy Company

CAVALRY



Kavalyeriyskiy Company

Dismounted Kavalyeriyskiy Company

WEAPONS COMPANIES

MACHINE-GUNS



Kavalyeriyskiy Machine-gun Company

ARTILLERY



Kavalyeriyskiy Regimental Gun Company

ANTI-TANK



Kavalyeriyskiy Anti-tank Company

SUPPORT COMPANIES

ARMOUR



Light Tankovy Company

Fast Tankovy Company

Scout Tank Company

Armoured Car Company

ARTILLERY



Kavalyeriyskiy Artillery Battalion

INFANTRY



Motorised Cavalry Company

Sapper Company

ANTI-TANK



Kavalyeriyskiy Anti-Tank Company

ANTI-AIRCRAFT



Anti-aircraft Machine-gun Platoon

AIRCRAFT



Air Support

Soviet Kavalyerskiy Company 



MOTIVATION AND SKILL

The Red Army and the Mongolian Peoples Army both field large numbers of cavalry. Made up of conscripts, even though the Mongolians were natural horsemen, they had only limited experience of modern warfare. A *Kavalyeriyskiy Polk* is rated as **Confident Conscript**.

RELUCTANT	CONSCRIPT
CONFIDENT	TRAINED
FEARLESS	VETERAN

HEADQUARTERS

KAVALYERIYSKIY POLK HQ

HEADQUARTERS

Battalion HQ	25 points
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The commander of a *Kavalyeriyskiy Polk* (pronounced cav-al-yer-ee-ski polk, Cavalry Regiment) has a substantial force at his command, with up to five cavalry companies with support. Cavalry's mobility makes it an important asset in Eastern Europe and the Far East where roads are few.

POLKOVNIK	
POLKOVNIK	POLKOVNIK
 Company Command Battalion Komissar Cavalry team	 2iC Command Cavalry Rifle team
REGIMENT HQ	
KAVALYERIYSKIY POLK HQ	

COMBAT COMPANIES

KAVALYERIYSKIY COMPANY

COMPANY

HQ Section with:

4 Cavalry Platoons	250 points
3 Cavalry Platoons	190 points
2 Cavalry Platoons	130 points

OPTION

- Add up to four Tachanka machine-gun carriers for +20 points per Tachanka.

A Kavalyeriyskiy Company does not use the Wave Attacks special rule.



















Mounted on sturdy local ponies, the Soviet and Mongolian cavalry played an important role in the battles around Nomonhan. During the invasion of Poland the Soviet cavalry led the way across the border where they easily outflanked isolated groups of Poles.

The Mongolians have a proud cavalry tradition, and spend most of their lives around their shaggy little steppe ponies. Mongolian cavalry border patrols were the first to engage Japanese and Manchurian forces near Nomonhan in May 1939. As the fighting escalated whole Mongolian cavalry divisions joined the Soviet forces massing to crush the Japanese.

The Soviets also deployed a cavalry brigade at Nomonhan, then in much larger numbers against Poland in September 1939.

Cavalry should be used as a strike force to hit the enemy's flanks and rear. They use their speed and manoeuvrability to get into position before launching an attack.

Tachanka machine-gun carts provide additional firepower to aid the success of the cavalry attack by pinning down enemy platoons.

KAPITAN	
KAPITAN	LEYTENANT
 Command Cavalry Komissar team	 Tachanka
HQ SECTION	MACHINE-GUN PLATOON
LEYTENANT	LEYTENANT
 Cavalry Rifle/MG team	 Cavalry Rifle/MG team
 Cavalry Rifle/MG team	 Cavalry Rifle/MG team
 Cavalry Rifle/MG team	 Cavalry Rifle/MG team
 Cavalry Rifle/MG team	 Cavalry Rifle/MG team
CAVALRY PLATOON	CAVALRY PLATOON
LEYTENANT	LEYTENANT
 Cavalry Rifle/MG team	 Cavalry Rifle/MG team
 Cavalry Rifle/MG team	 Cavalry Rifle/MG team
 Cavalry Rifle/MG team	 Cavalry Rifle/MG team
 Cavalry Rifle/MG team	 Cavalry Rifle/MG team
CAVALRY PLATOON	CAVALRY PLATOON
KAVALYERIYSKIY COMPANY	

DISMOUNTED KAVALYERIYSKIY COMPANY

COMPANY

HQ Section with:

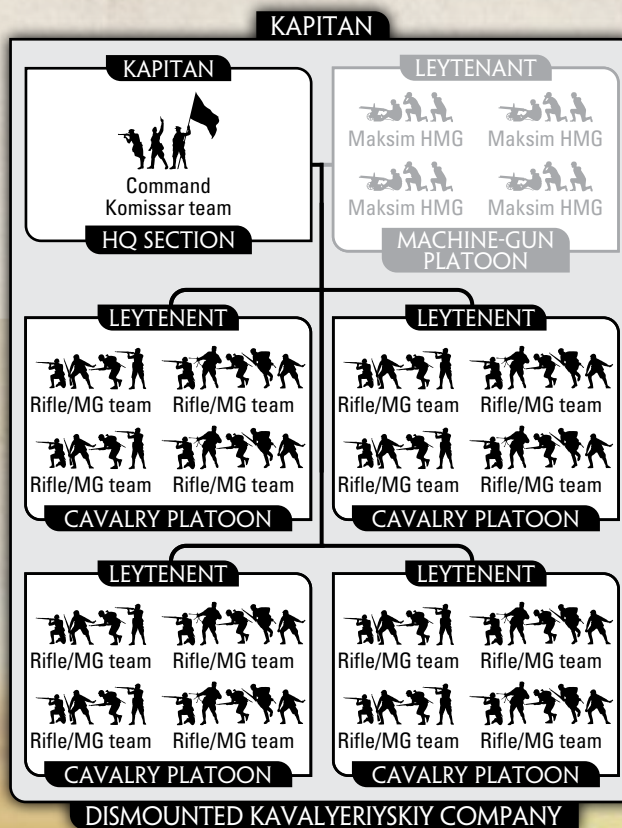
4 Cavalry Platoons	210 points
3 Cavalry Platoons	160 points
2 Cavalry Platoons	110 points

OPTION

- Add Machine-gun Platoon for +75 points.

The Red Army has been using cavalry in modern warfare ever since the Russian Civil War. They know the value of using their cavalry dismounted as infantry when required to hold a position.

They also dismount on the attack, with the dismounted troops engaging the enemy's front, while mounted companies work around the flank to gain an advantage.



Soviet Kavalryeriykiy Machine-gun Company



WEAPONS COMPANIES

KAVALYERIYSKIY MACHINE-GUN COMPANY

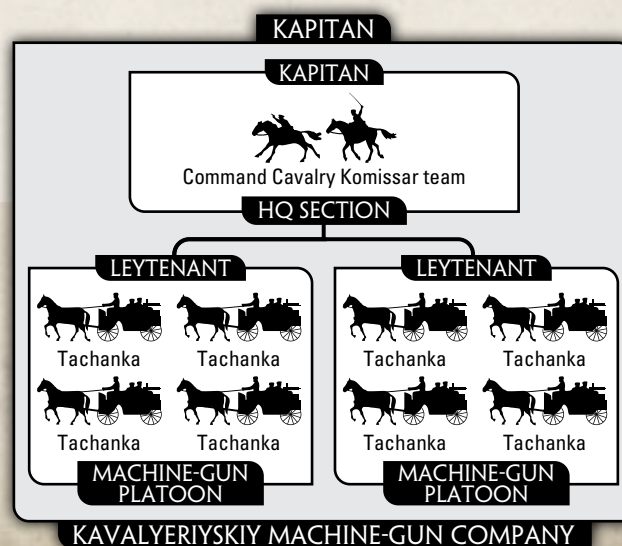
COMPANY

HQ Section with:

8 Tachanka	165 points
4 Tachanka	95 points

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

This combination used four horses abreast, chariot-style, to give the *Tachanka* the speed to keep up with the cavalry, providing them with the fire support they needed.



KAVALYERIYSKIY REGIMENTAL GUN COMPANY

COMPANY

HQ Section with:

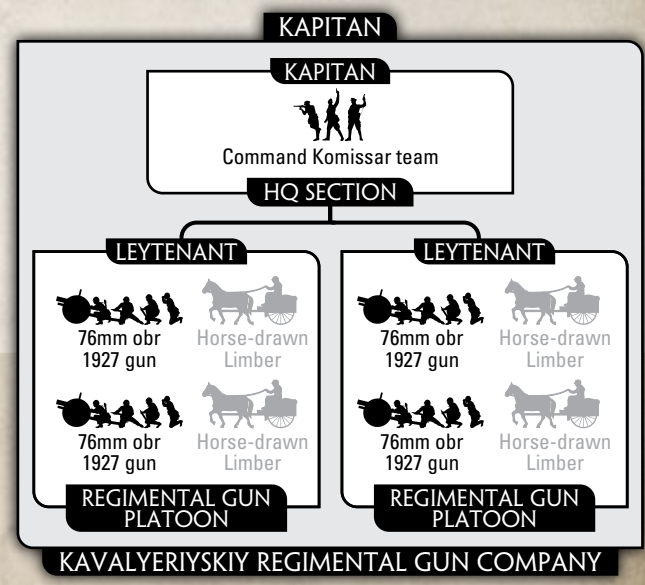
4 76mm obr 1927 75 points

OPTIONS

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

A Kavalyeriyskiy Regimental Gun Company uses the Horse Artillery special rule (see page 118 of the rulebook).

Each cavalry regiment has a company of 76mm infantry guns. These brave men ride into the fray, ready to unlimber at any moment to knock out dug-in heavy machine-guns or clear out anti-tank guns.



SUPPORT COMPANIES

KAVALYERIYSKIY ANTI-TANK COMPANY

COMPANY

HQ Section with:

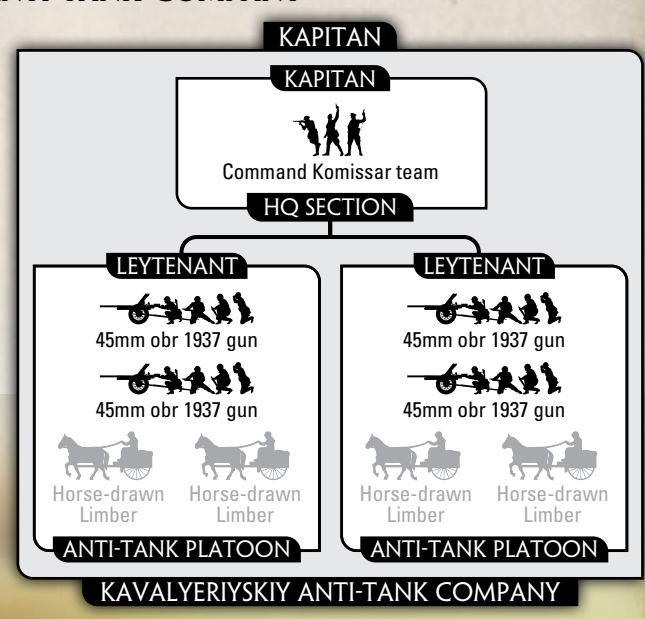
4 45mm obr 1937 140 points
 2 45mm obr 1937 70 points

OPTIONS

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

A Kavalyeriyskiy Anti-tank Company uses the Horse Artillery special rule (see page 118 of the rulebook).

The 45mm obr 1937 provides the cavalry with protection from enemy tanks. This excellent gun has the power to knock out most enemy tanks. These guns are drawn by well trained limber teams that can get the guns into action at a moment's notice.



Japanese Type 95 Ha-Go light tanks ●



Soviet Kavalyeriyskiy Regimental Gun Company

MOTORISED CAVALRY COMPANY

COMPANY

HQ Section with:

2 Motor Rifle Platoons

120 points

1 Motor Rifle Platoon

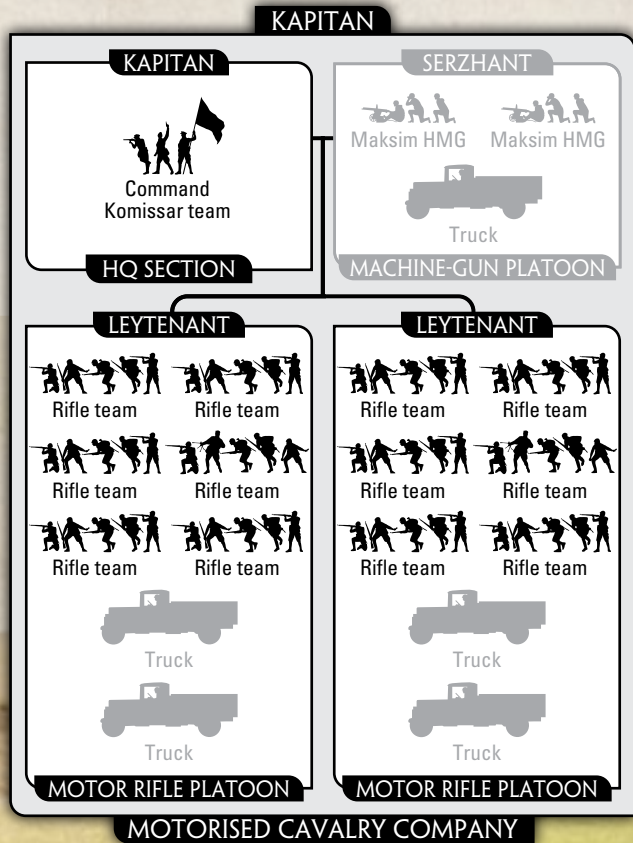
65 points

OPTIONS

- Add Maksim HMG teams for +20 points per team.
- Add trucks for +5 points for the company.

A Motorised Cavalry Company does **not use** the Wave Attacks special rule.

Some cavalry units have a small complement of motorised infantry mounted in trucks to keep up with the fast-moving cavalry.



Soviet Kavalyeriyskiy Company

Soviet Kavalyeriyskiy Machine-gun Company

Soviet Dismounted Kavalyeriyskiy Company

Japanese Hobei Platoon

KAVALYERIYSKIY ARTILLERY BATTALION

COMPANY

HQ Section with:

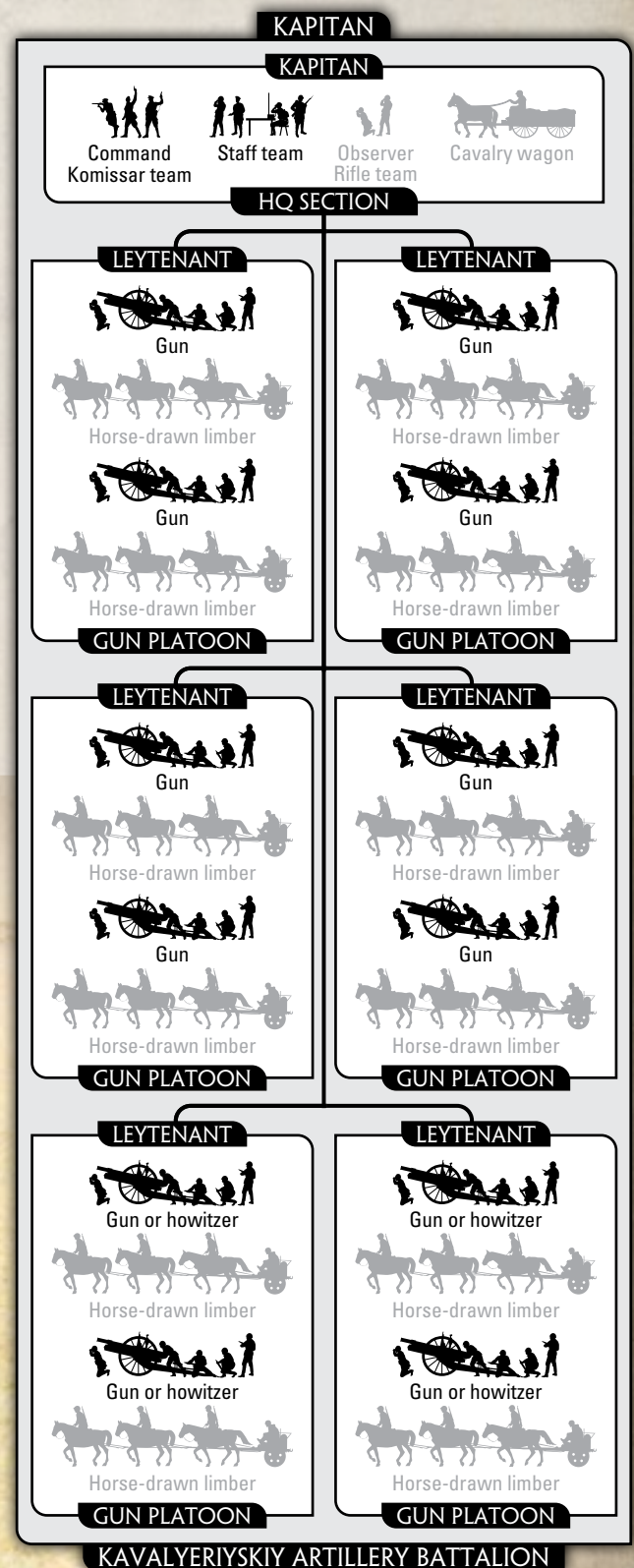
12 76mm obr 1902	410 points
8 76mm obr 1902	325 points
4 76mm obr 1902	185 points
12 76mm obr 1902/30	520 points
8 76mm obr 1902/30	410 points
4 76mm obr 1902/30	235 points
8 76mm obr 1902/30 and 4 122mm obr 1910/30	510 points
4 76mm obr 1902/30 and 4 122mm obr 1910/30	355 points
4 122mm obr 1910/30	140 points

OPTIONS

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

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

A Kavalyeriyskiy Artillery Battalion may not be deployed in Ambush.



The Kavalyeriyskiy Artillery Battalion must keep up with the rest of the cavalry and have special training that allows them to unlimber and get into action very quickly to support their comrades.

The cavalry are armed with older guns as these are best suited to cavalry action. These guns are a little lighter than some of the bigger and heavier modern weapons designed to be towed behind tracked tractors or trucks.



Japanese Field Artillery Battery Gun Section

CORPS SUPPORT

RELUCTANT	CONSCRIPT
CONFIDENT	TRAINED
FEARLESS	VETERAN

MOTIVATION AND SKILL

The Red Army is a conscript army. Stalin's purges have left the officer corps weak and training is often limited or lacking. Corps Support Companies are rated as **Confident Conscript**.

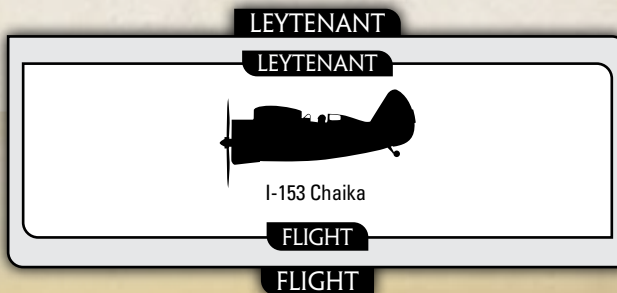
AIR SUPPORT

SPORATIC AIR SUPPORT

I-153 Chaika

90 points

The Soviet air force provides air support with the little Polikarpov I-153 Chaika (Seagull) biplane. Armed with bombs and machine-guns these highly manoeuvrable fighter-bombers could appear in the sky over the enemy at any moment.



🚩 Soviet Polikarpov I-153 Chaika (Seagull) biplanes

ARMoured CAR COMPANY

COMPANY

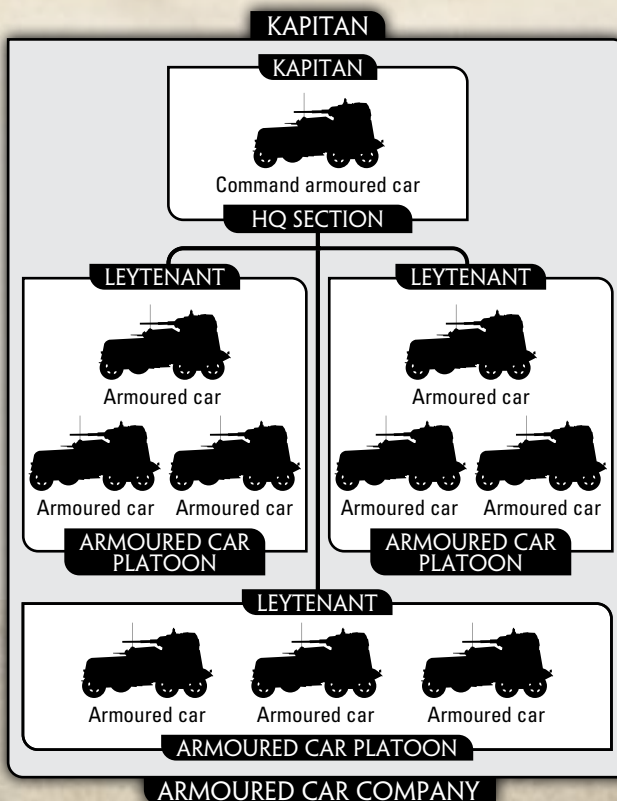
10 BA-6	460 points
9 BA-6	395 points
8 BA-6	340 points
7 BA-6	285 points
6 BA-6	235 points
5 BA-6	185 points

- 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. The Mongolians also use them in much the same way as the Red Army.

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.



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-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.
HEAVY 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-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. <i>Deck turret, Co-ax MG.</i> <i>Deck turret, Co-ax MG.</i>
FLAME TANKS					
KhT-26 ATO obr 1933 flame-thrower	Slow Tank 4"/10cm	1 2	1 -	1 6	Turret MG, Limited vision, Unreliable. <i>Flame-thrower.</i>
KhT-130 ATO obr 1938 flame-thrower	Slow Tank 4"/10cm	1 3	1 -	1 6	Turret MG, Limited vision, Unreliable. <i>Flame-thrower.</i>
ARMoured TRACTORS					
T-20 Komsomolyets	Half-tracked	0	0	1	Hull MG, Tow hook, Unreliable.
SELF-PROPELLED GUNS					
SU-12 76mm obr 1927 gun Firing bombardments	Wheeled 16"/40cm 64"/160cm	- 2 -	- 5 3	- 3+ 6	<i>Gun shield, Volley fire.</i>
BT-7A 76mm obr 1927/32 gun Firing bombardments	Standard Tank 16"/40cm 64"/160cm	1 2 -	1 5 3	1 3+ 6	Turret-front MG, Turret-rear MG. Fast tank, Limited vision, Unreliable. <i>Volley fire.</i>

Soviet BA-10 armoured cars 



Name <i>Weapon</i>	Mobility <i>Range</i>	Front <i>ROF</i>	Armour		Equipment and Notes
			Side <i>Anti-tank</i>	Top <i>Firepower</i>	
BA-20	Wheeled	0	0	0	MG.
BA-6 <i>45mm obr 1934 gun</i>	Wheeled <i>24"/60cm</i>	0 2	0 7	0 4+	Co-ax MG, Hull MG, Limited vision.
BA-10 <i>45mm obr 1934 gun</i>	Wheeled <i>24"/60cm</i>	1 2	0 7	0 4+	Co-ax MG, Hull MG, Limited vision.

ANTI-AIRCRAFT MACHINE-GUNS

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

CAVALRY MACHINE-GUNS

Tachanka <i>Maksim HMG gun</i>	Wagon <i>16"/40cm</i>	- 6	- 2	- 6	<i>Hull mounted, Portee.</i>
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VEHICLE MACHINE-GUNS

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

Weapon	Mobility	Range	ROF	Anti-tank	Firepower	Notes
MACHINE-GUNS						
Maksim HMG	Man-packed	24"/60cm	6	2	6	ROF 3 when pinned down or moving.
INFANTRY GUNS						
76mm obr 1927 gun <i>Firing bombardments</i>	Light	16"/40cm 64"/160cm	2 -	5 3	3+ 6	Gun shield.
ANTI-AIRCRAFT GUNS						
DShK AA gun	Man-packed	16"/40cm	4	4	5+	Anti-aircraft, Turntable.
ANTI-TANK GUNS						
45mm obr 1937 gun	Light	24"/60cm	3	7	4+	Gun shield.
FIELD ARTILLERY						
76mm obr 1902 gun <i>Firing bombardments</i>	Heavy	24"/60cm 64"/160cm	2 -	8 3	3+ 6	Gun shield.
76mm obr 1902/30 gun <i>Firing bombardments</i>	Heavy	24"/60cm 72"/180cm	2 -	9 3	3+ 6	Gun shield.
76mm obr 1936 gun <i>Firing bombardments</i>	Heavy	32"/80cm 80"/200cm	2 -	10 3	3+ 6	Gun shield.
HEAVY ARTILLERY						
107mm obr 1910/30 gun <i>Firing bombardments</i>	Immobile	24"/60cm 72"/180cm	1 -	9 4	2+ 4+	Breakthrough gun, Gun shield.
122mm obr 1910/30 howitzer <i>Firing bombardments</i>	Immobile	16"/40cm 64"/160cm	1 -	6 4	2+ 3+	Breakthrough gun, Gun shield.
122mm obr 1938 howitzer <i>Firing bombardments</i>	Immobile	24"/60cm 80"/200cm	1 -	7 4	2+ 3+	Breakthrough gun, Gun shield.
152mm obr 1910/30 howitzer <i>Firing bombardments</i>	Immobile	16"/40cm 72"/180cm	1 -	8 5	1+ 2+	Bunker buster, Gun shield.
152mm obr 1931 gun-howitzer <i>Firing bombardments</i>	Immobile	32"/80cm 88"/220cm	1 -	13 5	1+ 2+	Bunker buster, Gun shield.

INFANTRY TEAMS

Team	Range	ROF	Anti-tank	Firepower	Notes
Rifle team	16"/40cm	1	2	6	
Rifle/MG team	16"/40cm	2	2	6	
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 truck	Wheeled	-	-	-	
Horse-drawn wagon	Wagon	-	-	-	
TRACTORS					
Horse-drawn limber	Wagon	-	-	-	


AIRCRAFT

Aircraft	Weapon	To Hit	Anti-tank	Firepower	Notes
I-153 Chaika	MG	3+	3	6	
	Bombs	4+	5	2+	



Soviet 76mm obr 1902 guns 

 Soviet ZIS-5 trucks


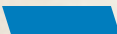

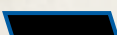

Soviet 122mm obr 1938 howitzers 

PAINTING THE RED ARMY

STRELKOVOY AND MOTOSTRELKOVOY RIFLEMEN



Each branch of the Soviet Army had a specific colour for uniform collar tab, piping, and cap hat distinctions.

-  **Infantry (Crimson):** Flat Red (957) + ¼ White (951)
-  **Cavalry (Blue):** Dark Blue (930)
-  **Artillery (Black piped Red):** Black (950) & Flat Red (957)
-  **Engineers (Black piped Royal Blue):** Black (950) & Dark Blue (930)
-  **Armoured (Black piped Red):** Black (950) & Flat Red (957)



SOVIET VEHICLES

There is no one correct way to paint Soviet vehicles. As you will have noticed throughout this book there are several distinct painting styles demonstrated, with varying shades of green. The following painting guide provides a way of getting the most out of the monotone Soviet green paint scheme by adding character and depth through weathering. All paints listed are from the *Flames Of War* paint range.

BASE GREEN



1. Undercoat your tank with *SP02 Soviet Armour War Paint*. **2.** Give the tank a good coat of *Black Shade (201)*. **3.** Paint the panels of your tank with *Luftwaffe Camo Green (823)*, carefully avoiding panel lines and shadows around boltheads. **4.** To soften the panel painting effect, give the tank a wash of very thinned down *German Camo Black Brown (822)*, followed by a drybrush of *Luftwaffe Camo Green* lightened with a little *German Camo Bright Green (833)*.

WEATHERING



5. Using the sponge from your blister pack, dab *German Camo Black Brown* onto any edges and areas that would see a lot of wear. Thin down the *German Camo Black Brown* and paint on some vertical streaks originating at worn areas or bolt-heads. **6.** For heavy rusting, paint on some more vertical streaks with thinned *English Uniform (921)* as well as washing it into some of the panel lines and around some of the raised areas. **7.** Give the tank a very light drybrush of *Iraqi Sand (819)* to highlight the edges. **8.** Run a Graphite pencil along some of the edges to represent bare metal.

TRACKS



9. Give the tracks a base coat of *German Camo Black Brown*. **10.** Give the tracks a coat of *Black Shade*. **11.** Drybrush the tracks with a 50/50 mix of *Black Grey (862)* and *Oily Steel (865)*. This gives a subtle metal effect where using a straight metallic colour would be too bright. **12.** Dirty the tank up by drybrushing the lower hull *Green Brown (879)*.

RUSTY EXHAUSTS



13. Paint the exhaust with *Burnt Umber (203)* and give it a wash with *Black Shade*. **14.** Paint on a patchy coat of *Burnt Umber* back over the top. **15.** Make a 50/50 mix of *Burnt Umber* and *Light Brown (929)* and stipple this on, leaving more of the previous layer exposed. **16.** Add a little more *Light Brown* into the mix used for step 15 and very selectively highlight the rust. Finally, give the exhaust a thin wash of *German Camo Black Brown* to help blend it all together.

See page 56 for an example of a finished company painted this way.

The Defence of Finland

BUILD-UP TO THE WINTER WAR

Before 1809 Finland had been part of the Kingdom of Sweden, but the Russo-Swedish war of 1808 to 1809 saw Sweden lose control of Finland to Imperial Russia. Finland spent the next 108 years under the control of the Russian Empire, though as the autonomous Grand Duchy of Finland, finally winning their independence during the chaos of the end of the First World War and the Russian Revolution.

Finland's independence led to a brief civil war between Red Communist and White conservative forces, which the White forces won. Finland joined the League of Nations in 1920 and despite further internal political disturbances, had become a prosperous export-orientated country by the 1930s.

Relations with the Soviet Union continued to be rocky, even after Finland and the Soviet Union signed the Treaty of Tartu on 14 October 1920, confirming the border. The Finnish government allowed volunteers to cross the border to support the East Karelian Uprising in 1921, and Finnish Communists in the Soviet Union made a cross-border raid into Finland, called the 'Pork mutiny', in 1922.

In 1932, the Soviet Union signed a non-aggression pact with Finland. However, relations between the two countries remained frosty. Finnish foreign trade boomed, but less than 1% of Finnish trade was with the Soviet Union. Soviet propaganda painted Finland's leadership as a 'vicious and reactionary Fascist clique.' When Joseph Stalin gained near-absolute power through the Great Purge of 1938, the Soviet Union changed its foreign policy toward Finland. The Soviet Union began pursuing the reconquest of the former provinces of the old Russian Empire, including Finland.

In October 1939 the Soviet Union demanded that the border between the Soviet Union and Finland, on the Karelian Isthmus, be moved westward to a point only 30 km (19 miles) east of Viipuri and that the Finns destroy their fortifications on the Karelian Isthmus. They also demanded the islands in the Gulf of Finland and the Kalastajansaarento peninsula. In exchange the Soviets would give up some territory to the Finns.

The Soviet offer divided the Finnish government, but it was eventually rejected. The Finns made two counter-offers whereby Finland would cede the Terijoki area to the Soviet Union, which would double the distance between Leningrad and the Finnish border, but this was far less than the Soviets had demanded. For the Soviets the negotiations were finished.

THE WINTER WAR (TALVISOTA)

During the closing days of 1939 one of the most unequal military contests of World War Two occurred. The Soviet Union, with a population of 170 million, invaded Finland, with a population of 3 million. This followed Finland's refusal of Stalin's demands for key territory along the frontier. Even with her army and military reserves fully mobilised, the Finnish army of 11 divisions and 200,000 men was hopelessly outnumbered by the invading Soviet force of 28 divisions and 600,000 men. Later reinforcements brought the total of Soviet combatants engaged to over 1 million men. In terms of equipment the comparison was even worse: the Finns had only 34 tanks and 60 aircraft, compared to over 2000 tanks and 800 aircraft for the Soviets. The only real assets of the Finnish army were a cadre of experienced officers who were veterans of the German army Jägers (light infantry) of World War One, and rigorous regular training of all soldiers in the mainly conscript army.

On 30 November 1939 the Soviets attacked all along the frontier. The main force marched across the Karelian isthmus from Leningrad and tried to smash through the Mannerheim Line fortifications. Other Soviet corps attacked through the farm areas in eastern Karelia and through forested country in the centre and north of Finland. The Soviets were poorly trained and lacked experienced officers after the army purges by Stalin, but still expected an easy victory, if not outright capitulation by their foe.

The Finnish troops turned out to be a fierce adversary employing 'motti' (encirclement) tactics in the forests and capitalizing on their local knowledge of climate and terrain. At Tolvajärvi in Karelia and Suomussalmi in central Finland Finnish forces not only stopped the Soviet attackers, but encircled and destroyed four Soviet divisions. The captured armaments were rushed south to bolster the defences.

KARELIAN ISTHMUS

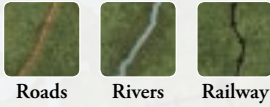
On the Mannerheim line a combination of determination, skilfully-sited defences, and improvised petrol bombs (derisively nicknamed Molotov Cocktails after the Soviet Foreign Minister) halted the Soviet assault with heavy losses. Weather conditions for the winter of 1939/40 were harsh; temperatures of -40 Celsius were not unusual, and the Finns were able to use this to their advantage. After two months the Red Army had made embarrassingly little progress.

Finnish Jääkäri Platoon 



 *Finnish Vickers 6-ton tank*

KEY



Roads Rivers Railway



Border, 1939 Soviet Attacks Finnish Attacks



Finnish Positions, 1940

FINNISH UNITS SHOWN IN BLUE

SOVIET UNITS SHOWN IN RED

FINLAND

KARELIA

SUPREME COMMAND MANNERHEIM

LAKE LADOGA

KARELIAN ISTHMUS

SOVIET UNION

GULF OF FINLAND

LENINGRAD





BATTLE OF TOLVAJÄRVI (SEE MAP PAGE 85)

North of Lake Ladoga Finnish troops began a pre-planned retreat ahead of the overwhelming opposition. The Finns didn't expect the Soviets to deploy large numbers of troops in this rugged and almost roadless area. However, they deployed the entire 139th Rifle Division, which advanced along the road between Suojärvi and Tolvajärvi. The Soviet advance was a serious threat to the Finnish IV Corps' lines of communication. The Finnish high command assembled 'Group Talvela', commanded by Colonel Paavo Talvela, to counter this threat.

The plan was to encircle the Soviet division by two pincer-attacks over the frozen lakes Hirvasjärvi and Tolvajärvi (*järvi* is Finnish for lake). Both attacks began at 08.00 hours.

The northern Hirvasjärvi group of two battalions soon met the Soviet 718th Rifle Regiment (139th Rifle Division), which was preparing to make its own attack on the Finnish flank. By 12.00 hours, the Finnish troops were forced to withdraw. Although this attack did not achieve its initial aims, it did prevent the Soviet flanking attack and the Soviet regiment from aiding the rest of its division.

While the second battalion of the Finnish 16th Infantry Regiment from the Tolvajärvi group was preparing to attack along the road it was attacked by the Soviet 609th Rifle Regiment (139th Rifle Division). The Soviet attack was broken up by Finnish artillery. The Finns then attacked towards a hotel located on a thin isthmus between the two lakes. The commander of the 16th Infantry Regiment, Aaro Pajari, committed his reserves in a pincer attack on the Soviets around the hotel. The hotel was captured and in it were found a dead Soviet regimental commander and all the regiment's papers.

The Finns withdrew over the lakes for the night. In the morning Colonel Talvela ordered a new attack, which pushed back the Soviet 139th Rifle Division. Between 20 and 22 December the Soviet division was destroyed around Ägläjärvi, 20 km from Tolvajärvi. By 22 December the Soviets had reinforced the area with the 75th Rifle Division, but they were too late to save the 139th Rifle Division.

Finnish losses were over 100 dead and 250 wounded. The Soviet losses are thought to be over 1000 dead along with most of the division's equipment. The victory proved an important boost for the morale of the whole Finnish Army.

SUOMUSSALMI (SEE MAPS ON PAGES 43, 86 & 87)

Suomussalmi is a small provincial town of 4,000 near the border at the narrowest point of Finland. The area is made up of long lakes, wild forests and has few roads. The Finns again thought the Soviets would not attack in this region. However, the Red Army committed two divisions to the area with orders to cross the wilderness, capture the city of Oulu on the coast and effectively cut Finland in two. There were two roads leading to Suomussalmi from the Soviet border.

The Soviets attacked along the southern Raate road on 30 November 1939 with the 163rd Rifle Division north-east towards the town of Suomussalmi. The area was only defended by the Finnish 15th Independent Battalion, which was placed near Raate, outside Suomussalmi.

Suomussalmi was taken with little resistance on 7 December, but the Finns had destroyed the town before the Soviets arrived, to deny them shelter. The Finns withdrew to the opposite shores of lakes Niskanselkä and Haukiperä.

The Soviets attacked across the frozen lakes on 8 December, but were turned back by a determined Finnish defence. A second Soviet force attacked to the northwest striking for Puolanka, defended by the 16th Independent Battalion, which had recently arrived to reinforce the defence of the area. This attack was also halted by the Finns.

On 9 December the defenders were reinforced with the newly formed 27th Infantry Regiment. Colonel Hjalmar Siilasvuo was given command of the Finnish forces and he

began immediate counter-measures to regain Suomussalmi. The first advance on Suomussalmi was turned back. The Soviets counterattacked on 24 December, but failed to breakthrough the surrounding Finnish forces.

The Finns were further reinforced by two new regiments (64th and 65th) and began another attack on 27 December. This time they re-captured the town, and the Soviets retreated in panic over the surrounding frozen lakes.

Meanwhile, the Soviet 44th Rifle Division had advanced from the east towards Suomussalmi. It had entrenched on the road between Suomussalmi and Raate and was caught up in the retreat of the 163rd Rifle Division. Between 4 and 8 January 1940, the 44th Rifle Division was divided into isolated groups and destroyed. The Finns called this tactic *motti*, the Finnish word for a measure of wood, because it resembled chopping up the Soviets like lengths of firewood. The Finns again captured substantial quantities of heavy equipment, which they incorporated into their own arsenals.

The Finnish victory kept the rail link between the north and south, and to Sweden, open. The victory was also another vital boost to the morale of the Finnish Army.

The month-long battle of Suomussalmi had resulted in one of the largest losses for the Soviets in the Winter War. The Soviet 44th and parts of the 163rd Rifle Divisions, comprising about 14,000 troops, were almost completely destroyed. The Soviets suffered 7,000–9,000 casualties, while the Finnish units lost only 400 men.



STALIN DEMANDS RESULTS

By February 1940 Stalin was becoming desperate. He appointed General Semyon Timoshenko as commander, along with considerable reinforcements of men, tanks, and artillery. A huge offensive was unleashed on the Mannerheim Line after a prolonged artillery preparation. Waves of Soviet troops suffered horrendous losses, but, tactical coordination of forces, eventually wore down the defences and gained a breakthrough. Finnish forces fell back and the Soviets captured Viipuri (Vyborg), the second largest city in Finland. A new defence line was established, and the front stabilised again, although the Finnish army was down to its last reserves. Yet for Stalin as well, the price was becoming too high.

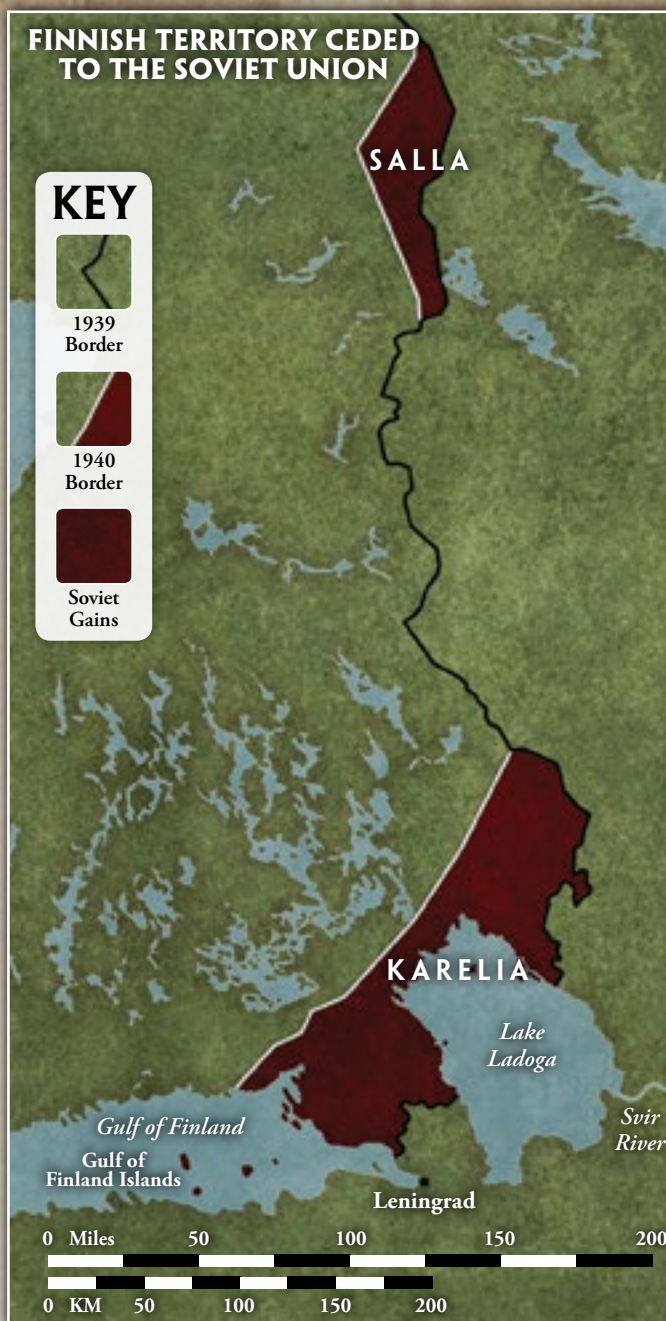
PEACE

In March 1940 a peace treaty was signed. Finland had lost 30,000 men in the war and ceded territory that was home to almost 10% of the population, it nonetheless remained the only country of the former Russian Empire not occupied by the Soviet Union. The Soviets had lost 400,000 men, 700 aircraft, and over 3000 tanks in four and a half months of fighting.

THE CONTINUATION WAR (JATKOSOTA)

After the end of the Winter War in March 1940, Finland did not demobilise its army for fear of further Soviet aggression. It also began to receive military aid from Germany. A few days after the German attack on the Soviet Union in June 1941, it joined in the hope of regaining the territory lost in the Winter War. This began the Continuation War between Finland and the Soviet Union which lasted until 1944. The attacks were at first very successful, and quickly regained all the territory that had been lost. In the east the Finnish army continued past the old border to take up a defensive position on the Svir River.

The alliance with Germany was an uneasy one, and Finland refused German requests to press further its attacks on the Soviets. There was little enthusiasm in the army for further offensives. It avoided cutting the Murmansk railroad and settled down into static defensive positions on the Svir and near Leningrad for the next two years.



Alikersantti Simo Häyhä



Simo Häyhä was the most successful sniper to serve during World War II. He racked up over 500 confirmed sniper kills in just 100 days of fighting during the Winter War.

Häyhä started his military service in 1925. He joined the Civil Guard (militia) where his hunting marksmanship skills were encouraged. When the war broke out he served as a sniper with the 6th Company, 34th Infantry Regiment. In temperatures ranging between -40° and -20° Celsius, dressed completely in white camouflage, Häyhä fought on the Kollaa River, taking a heavy toll on the attacking Red Army soldiers. The Soviets soon nicknamed him 'White Death' (in Russian: *Belaya Smert*).

The 34th Regiment kept account of the kills on the Kollaa, and Häyhä eventually reached 505 confirmed sniper kills. In combat situations Häyhä was also handy with a Suomi KP/-31 submachine-gun and was credited with over 200 additional kills. Despite his deadly reputation, he was known among the Finns for his quiet disposition and good nature.

Häyhä used a shorter M39 rifle because it suited his stature; he was a small man, just 1.6 metres tall (5'3"). Another quirk, which was pretty common among Finnish snipers, was that he preferred to use open iron rather than telescopic sights. He had a number of reasons for this approach. Firstly, he wanted to present a smaller target, as a sniper with a telescopic sight must raise his head higher when firing. Secondly, iron sights did not fog or ice up in cold weather. Finally, with no lenses, sunlight could not glint off them and reveal his position.

Häyhä also used well-prepared hides to snipe from. He would compact the snow in front of his position so that his shot would not disturb the snow and reveal his position. He also kept snow in his mouth to keep his breath cold so that his breath vapour would not give his position away.

He caused the Soviets so much grief that they tried to eliminate him with both snipers and artillery. They eventually succeeded on 6 March 1940 when Häyhä was struck in

the lower left jaw by a Soviet bullet during a battle. He was found by fellow soldiers who evacuated him to the rear. To his comrades it looked like 'half his head was missing'. However, he survived and regained consciousness on 13 March 1940, the very same day the war ended.

After the Winter War he was promoted from *Alikersantti* (corporal) to Second Lieutenant by Field Marshal Mannerheim. Despite his survival, his injuries were very severe and it took several years for Häyhä to recover. The bullet had smashed his jaw and left cheek. He eventually recovered and became a successful moose hunter and dog breeder.

CHARACTERISTICS

Alikersantti Simo Häyhä is a Warrior Sniper team rated **Fearless Veteran**. Häyhä may join a Jalkaväkikomppania (page 94) and replaces a Sniper team for an additional +15 points.

WHITE DEATH!

Häyhä's hides are always well concealed and proved almost impossible for the Red Army to find.

Häyhä is removed from the table and put back in the Sniper pool on a 3+ when using the Alternate Hides rule (instead of 4+, see page 110 of the rulebook).

HANDY WITH A SUBMACHINE-GUN

Häyhä also notched up a fair few kills with his SMG, showing he wasn't afraid to get mixed up in the thick of things.

When an enemy platoon attempts to drive off Häyhä (using the Driven Off rules on page 110 of the rulebook), before the enemy player rolls a die to knock out Häyhä, Häyhä gives them a burst with his submachine-gun. Shoot Häyhä as a normal SMG team at the enemy platoon attempting to drive him off using the normal shooting procedure.

If Häyhä destroys all enemy teams within 4"/10cm with his shooting he is automatically returned to your pool of snipers.

Finnish Special Rules

SELF-SUFFICIENT

The Finnish Army is composed of farmers and hunters, used to an outdoor lifestyle and making their own decisions. Their training emphasised this self-sufficiency.

Finnish Platoons use the German Mission Tactics special rule (see page 242 of the rulebook).

HUNTERS

Finland is a country of forests and lakes, and the natives know their country well. Skiing is the national sport in Finland, as well as a necessity for travelling cross-country. They are able to quickly move through this difficult terrain quickly and easily. Finnish platoons are ski-equipped, increasing their mobility during winter.

Finnish Infantry and Man-packed Gun teams may move At the Double through Forests, Woods, Snow, and Deep Snow (see page 30 of the rulebook).

SISU

The Finns are a stubborn people used to adversity and have plenty of *Sisu* or 'Guts' (approximate translation). The survival of their country is at stake. All Finnish troops are prepared to fight at close quarters if needed.

When Finnish platoons test their Motivation to Counterattack in assaults, you may re-roll the die and apply the re-rolled result to all Finnish platoons that failed on the original roll.

MOTTI AMBUSH

The Finnish word *Motti* was used to describe the result of Finnish ambush and encirclement tactics against isolated Soviet columns. *Motti* originally is a term used for a cubic metre of firewood (from the Swedish *mått*, meaning 'measure'), which would be left in the woods to be retrieved later. During the Winter War it was used to describe isolated groups of encircled Soviet soldiers because the Finns had chopped them up into manageable chunks to deal with later.

Finnish *Motti* tactics were aided by the Soviet habit of advancing mainly along the few available roads. Once they were committed to the roads the Finns could easily block the Soviets' way forward and backwards. Soviet mechanised forces were especially vulnerable to these Finnish ambushes. The Finns were able to use their local knowledge and superior woodsmanship to ski up and down the Soviet column, felling trees to block them and launching hit and run attacks to break the Soviet column up into smaller groups. Once this was achieved, the Finns could then attack the smaller and weaker groups by concentrating their limited numbers on them.

If the encircled enemy group is too strong the Finns would leave the Soviets to sit. Surprisingly, rather than try and break out, many of the isolated Soviet groups did just that, entrenching and waiting for relief. Some of the larger mottis held out until the end of the war, being resupplied by air, but had been effectively taken out of the fight by Finnish *Motti* tactics.

MOTTI AMBUSH DIAGRAM

PLATOONS MAY BE PLACED FROM MOTTI AMBUSH IN THE STARTING STEP. PLATOONS MUST BE DEPLOYED IN COMMAND.

PLATOONS DEPLOYED FROM MOTTI AMBUSH MAY BE PLACED IN YOUR DEPLOYMENT AREA OR NO MAN'S LAND.

A Finnish player may elect to hold any Sissi Platoons (including any teams Combat Attached to them) in their force in Motti Ambush in any Mission, whether it uses the Ambush mission special rule or not.

Other platoons can still be placed in Ambush in Missions using the Ambush mission special rule in addition to those that have been allocated to be placed from Motti Ambush.

Sissi Platoons that are held in Reserve may instead be placed from Motti Ambush on the turn they arrive on table from Reserve.

At the start of your turn, in the Starting Step, you may place any or all Sissi Platoons you have been holding in Motti Ambush. You must place an entire platoon at a time and the platoon must be placed so as to be In Command.

You may place a team from Motti Ambush anywhere in your Deployment Area or No Man's Land provided that it is within 12"/30cm of at least one enemy team and that it is not:

- within 16"/40cm of any enemy team within Line of Sight, unless Concealed by Terrain from it, or
- within 4"/10cm of any enemy team, or
- within 8"/20cm of any enemy Recce teams that is in Line of Sight (apart from Recce teams that are Bugged Down, Bailed Out, or moved at the Double).

You do not have to decide where your platoon will be placed until you place it.

A platoon placed from Motti Ambush can move and shoot as normal, but cannot Launch an Assault in the turn in which it is placed.

A platoon placed from Motti Ambush does not benefit from the Prepared Positions mission special rule.

MELTING AWAY

Finnish Motti tactics were about attacking vulnerable Soviet units. Once the Finns had destroyed their target they would ski off into the woods to prepare for another attack.

In the Shooting Step instead of shooting with a Sissi Platoon you may attempt to remove it from the table and hold it in Motti Ambush. To do this you must not have More Teams Destroyed than Still Fighting, not have moved at the Double in the Movement Step, and not have teams:

- within 16"/40cm of any enemy team within Line of Sight, unless Concealed by Terrain from it, or
- within 4"/10cm of any enemy team, or
- within 8"/20cm of any enemy Recce team that is in Line of Sight (apart from Recce teams that are Bugged Down, Bailed Out, or moved at the Double).


Make a Skill Test before removing the teams.

- If the Sissi Platoon passes, they are successfully removed from the table and are held in Motti Ambush. They can be placed again, less any teams destroyed in previous turns, from Motti Ambush from the beginning of the next or subsequent turns.
- If they fail they remain on the table and can not shoot this step.



TEAMS ARE DEPLOYED SO THAT THEY ARE NO CLOSER THAN 4"/10CM TO ANY ENEMY TEAM, AND WITHIN 12"/30CM OF AN ENEMY TEAM. BECAUSE THEY MUST BE WITHIN 12"/30CM OF AN ENEMY TEAM, THEY MUST BE CONCEALED BY TERRAIN OR OUT OF LINE OF SIGHT OF ENEMY TEAMS WITHIN 16"/40CM.

 Finnish Artillery Battery

Soviet T-26 obr 1939 



 Soviet T-28 Heavy Tankovy Company




FINLAND



Soviet Motorised Artillery Battalion 

Finnish Sissi Platoon 



Soviet Strelkovy Company 

Finnish Jalkaväki Anti-tank Platoon 

 *Finnish Jalkaväki Platoon*

Jalkaväkikomppania

INFANTRY COMPANY

INFANTRY COMPANY

HEADQUARTERS

HEADQUARTERS



Jalkaväkikomppania HQ

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

COMBAT PLATOONS

INFANTRY



Jalkaväki Platoon

INFANTRY



Jalkaväki Platoon

INFANTRY



Jalkaväki Platoon

INFANTRY



Jalkaväki Platoon

WEAPONS PLATOONS

MACHINE-GUNS



Jalkaväki Machine-gun Platoon

ARTILLERY



Jalkaväki Mortar Platoon

SUPPORT PLATOONS

ARMOUR



Panssari Platoon

ANTI-TANK



Jalkaväki Anti-tank Platoon

INFANTRY



Jalkaväki Tank-hunter Platoon

Pioneer Platoon

INFANTRY



Jalkaväki Platoon

Jääkäri Platoon

Jääkäri Scout Platoon

Sissi Platoon

ARTILLERY



Artillery Battery

ARTILLERY



Artillery Battery

Heavy Artillery Battery

ANTI-AIRCRAFT



Anti-aircraft Platoon

AIRCRAFT



Air Support

MOTIVATION AND SKILL

The main strength of the Finnish army is in its determined and skillful infantry, the Jalkaväki. A Jalkaväkikomppania is rated as Confident Veteran.

RELUKTANT	CONSCRIPT
CONFIDENT	TRAINED
FEARLESS	VETERAN

HEADQUARTERS

JALKAVÄKIKOMPPANIA HQ

HEADQUARTERS

Company HQ **30 points**

OPTION

- Add up to three Sniper teams for +50 points per team.



A *Jalkaväkikomppania* (Infantry Company — pronounced yal-kar-va-kee komp-pa-nee-a) is determined and dangerous in defence. They are also flexible, and quick to use innovative tactics in attack. Although lacking in armour and limited in

artillery support, they have machine-guns and mortars for infantry fire support. A small number of anti-tank guns, and some specially equipped anti-tank squads, enable it to defend against enemy armour. All infantry teams are ski-trained.

Finnish Jalkaväki Anti-tank Platoon



Finnish Jalkaväki Platoon

COMBAT PLATOONS

JALKAVÄKI PLATOON

PLATOON

HQ Section with:

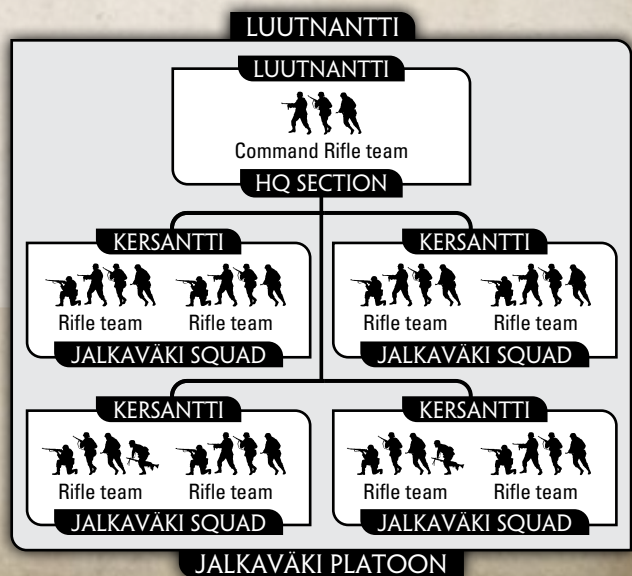
4 Jalkaväki Squads **140 points**
 3 Jalkaväki Squads **110 points**

OPTION

- Replace the Command Rifle team with a Command Close-defence Rifle team for +5 points.

Jalkaväki platoons are the core of the Finnish army. The infantry are well-trained, well-led, and ready to fight for their freedom! They are comfortable fighting in the difficult terrain and weather of Finland.

To offset the lack of anti-tank guns, *Läbitorjunta* (anti-tank or close-defence) teams have been trained to destroy tanks in close-assault.





WEAPONS PLATOONS

JALKAVÄKI MACHINE-GUN PLATOON

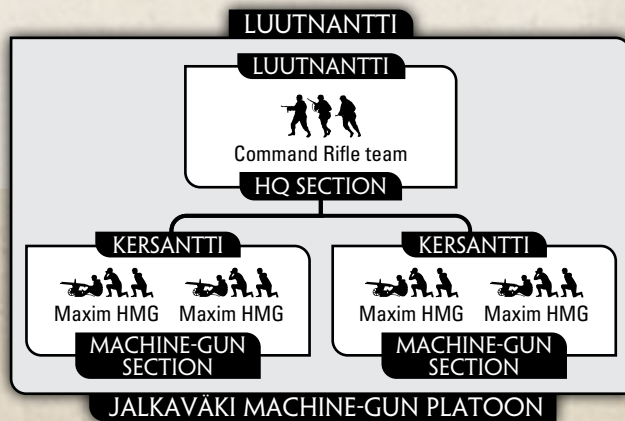
PLATOON

HQ Section with:

4 Maxim HMG	130 points
2 Maxim HMG	70 points

A Jalkaväki Machine-gun Platoon may make Combat Attachments to Jalkaväki Platoons.

One item of equipment Finnish units are well equipped with heavy machine-guns. These are ideal for mowing down waves of attackers. The Finnish HMG is the same as the Soviet *Maksim* but without the bulky gun-shield to slow it down.



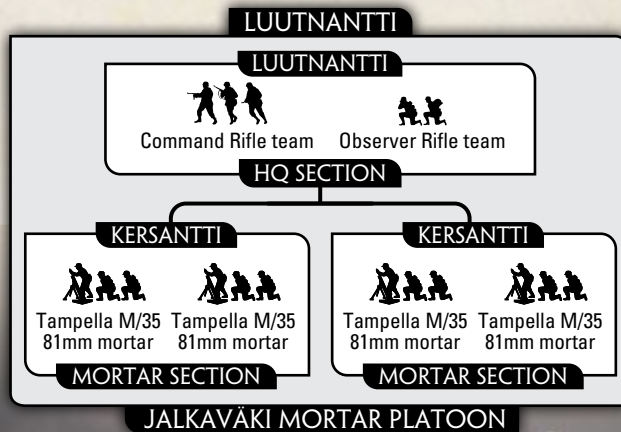
JALKAVÄKI MORTAR PLATOON

PLATOON

HQ Section with:

4 Tampella M/35 81mm	120 points
3 Tampella M/35 81mm	95 points
2 Tampella M/35 81mm	70 points

While Finnish units may lack in artillery, there are at least enough mortars to equip every regiment. This consists of a command team, observer team, two sections of two 81mm mortar teams, and *Pulkka* (horse- or reindeer-pulled sled).



SUPPORT PLATOONS

JALKAVÄKI TANK-HUNTER PLATOON

PLATOON

HQ Section with:

2 Boys anti-tank rifles 60 points

2 Lahti anti-tank rifles 60 points

OPTIONS

- Replace anti-tank rifle teams with Close-defence Rifle teams at no cost.
- Add Close-defence Rifle teams for +20 points per team.

During the Winter War the Finns received 100 14mm pst kiv/37 anti-tank rifles (0.55" Boys Mark 1) from Britain. 70 of these saw service with the Finns and 30 went to the Swedish volunteers fighting for the Finns. The Finns managed to get about 300 more before the Continuation War.

Only two prototype 20mm Lahti Anti-tank Rifles and one prototype 13.2mm anti-tank machine-gun made it to the



front during the Winter War. These saw action with the Lahti proving effective, but the 13.2mm was judged ineffective.

During the Continuation War in 1941 the Lahti had been put into full production and began replacing the Boys rifle in the field.

JALKAVÄKI ANTI-TANK PLATOON

PLATOON

HQ Section with:

2 25 Pstk/34 50 points

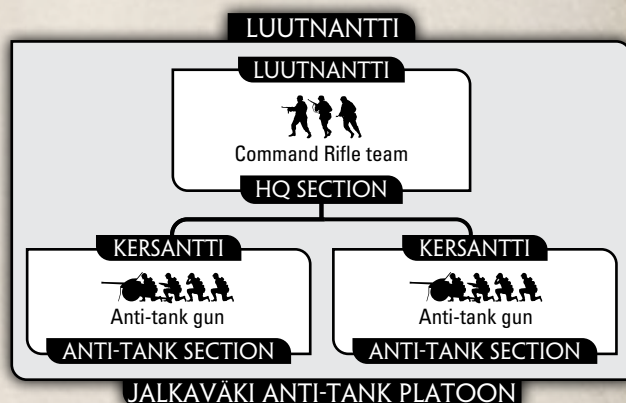
2 37 Pstk/36 70 points

2 37 Pstk/37 70 points

2 45 Pstk/37 100 points

OPTION

- Replace Command Rifle team with a Command Close-defence Rifle team for +5 points.



During the Winter War the Finns had limited numbers of 37mm Bofors anti-tank guns (37 Pstk/36), but they used these to great effect. Various other anti-tank guns became available as the Finns held off the Red Army onslaught. French 25mm Hotchkiss guns (25 Pstk/34) were used from

February 1940. During the Winter War Soviet 45mm obr 1937 guns (45 Pstk/37) were captured and were added to the Finnish arsenals and were put into use in 1941, as were German supplied 3.7cm PaK36 (37 Pstk/37) anti-tank guns.

Soviet T-28 tank



Mannerheim Line Strongpoint

FORTIFIED LINE

FORTIFIED COMPANY

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

HEADQUARTERS

HEADQUARTERS



Mannerheim Line Strongpoint HQ

58

COMBAT PLATOONS

INFANTRY



Jalkaväki Strongpoint

58

INFANTRY



Jalkaväki Strongpoint

58

INFANTRY



Jalkaväki Strongpoint

58

INFANTRY



Jalkaväki Strongpoint

58

WEAPONS PLATOONS

ARTILLERY



Fortified Mortar Platoon

100

FORTIFICATIONS

FORTIFICATION



Gun Position

100

FORTIFICATION



Gun Position

100

FORTIFICATION



Gun Position

100

OBSTACLES



Anti-tank Obstacles

100

OBSTACLES



Minefields

101

OBSTACLES



Barbed Wire Entanglements

101

FORTIFICATION



Communication Trenches

101

SUPPORT PLATOONS

ARMOUR



Panssari Platoon

109

ANTI-TANK



Jalkaväki Anti-tank Platoon

97

INFANTRY



Jalkaväki Tank-hunter Platoon

97

Pioneer Platoon

111

INFANTRY



Jalkaväki Platoon

95

Jääkäri Platoon

103

ARTILLERY



Artillery Battery

110

ARTILLERY



Artillery Battery

110

Heavy Artillery Battery

110

ANTI-AIRCRAFT



Anti-aircraft Platoon

111

AIRCRAFT



Air Support

111

Finnish Jalkaväki Strongpoint

MOTIVATION AND SKILL

The infantry defending the Mannerheim Line in the Karelian Isthmus come from regular Finnish Army divisions. These well-trained men defend the line with great bravery against overwhelming odds. A Mannerheim Line Strongpoint is rated as Confident Veteran.

RELUCTANT	CONSCRIPT
CONFIDENT	TRAINED
FEARLESS	VETERAN

HEADQUARTERS

MANNERHEIM LINE STRONGPOINT HQ

HEADQUARTERS

Company HQ 35 points

OPTION

- Add up to three Sniper teams for +50 points per team.



The Finnish infantry defending the Mannerheim Line defend a line of trenches, wooden log bunkers, and the occasional concrete bunker. The line is also protected by minefields, barbed wire, and anti-tank obstacles.

A Mannerheim Line Strongpoint HQ is a Fortified Company HQ, see page 262 of the rulebook.

COMBAT PLATOONS

JALKAVÄKI STRONGPOINT

PLATOON

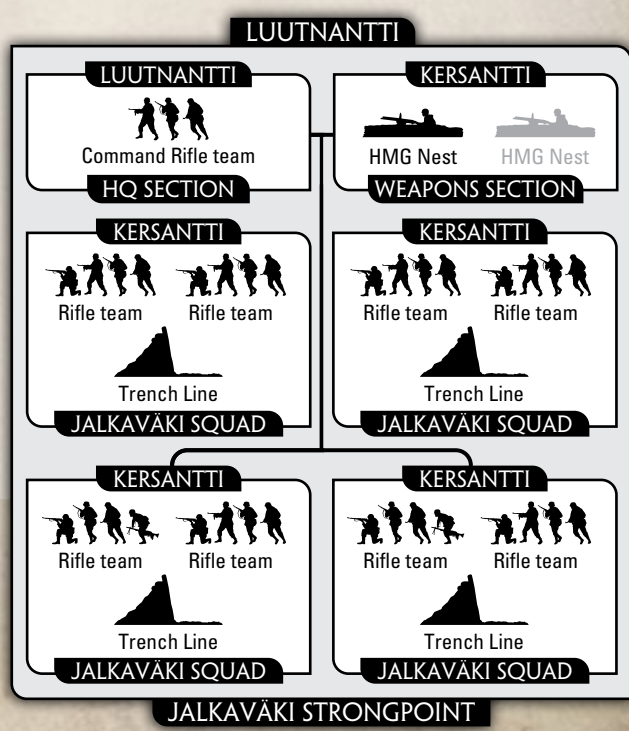
HQ Section and Weapons Section with:

4 Jalkaväki Squads	200 points
3 Jalkaväki Squads	165 points
2 Jalkaväki Squads	130 points

OPTIONS

- Replace the Command Rifle team with a Command Close-defence Rifle team for +5 points.
- Add second HMG Nest for +40 points or a FT-17 Male turret or FT-17 Female turret for +25 points.
- Replace any or all HMG Nests with HMG Pillboxes for +40 points per Pillbox.

A Jalkaväki Strongpoint is a Fortified Platoon, see page 262 of the rulebook.



Despite propaganda issued by both the Finns and Soviets the Mannerheim Line is not as heavily fortified as they would have you believe. However, it will withstand the disorganised attacks the Red Army throws at it. Wooden and concrete machine-gun positions can hold back even the most determined attack.



Finnish Anti-tank Obstacles

WEAPONS PLATOONS

FORTIFIED MORTAR PLATOON

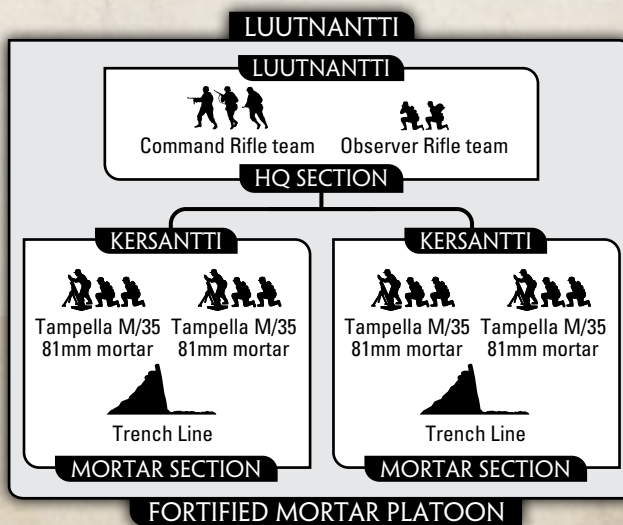
PLATOON

HQ Section and:

2 Mortar Sections with: 4 Tampella M/35 81mm	130 points
3 Tampella M/35 81mm	105 points
1 Mortar Section with: 2 Tampella M/35 81mm	75 points

A Fortified Mortar Platoon is a Fortified Platoon, see page 262 of the rulebook.

On the Mannerheim Line many mortar platoon were deployed near the front in wood-lined trenches so they could give immediate fire support against Red Army attacks.



FORTIFICATIONS

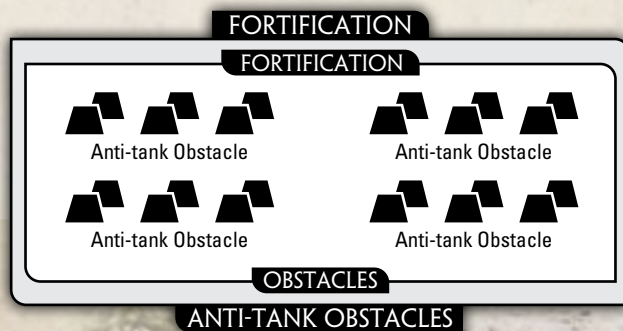
FORTIFICATION

4 Anti-tank Obstacles	400 points
3 Anti-tank Obstacles	300 points
2 Anti-tank Obstacles	200 points
1 Anti-tank Obstacle	100 points

Anti-tank Obstacles are Area Defences.

Finnish anti-tank obstacles are simple but effective. They consist of large rocks or boulders placed in a field in front of the defences in the style of improvised dragon's teeth. These obstacles prove impassable to Soviet tanks.

Soviet Light Tankovy Company



ANTI-TANK OBSTACLES

Soviet Strelkovy Company

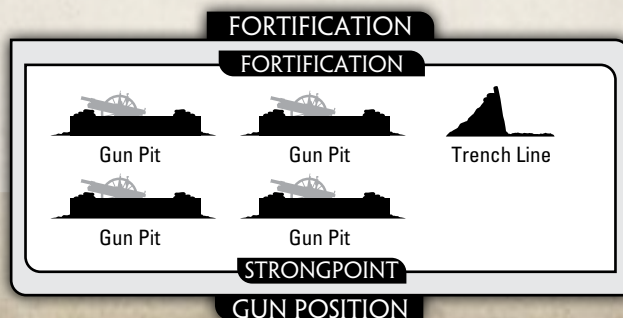
GUN POSITION

STRONGPOINT

Trench Line and:

4 Gun Pits	25 points
2 Gun Pits	15 points

A Gun Position must be attached to a Platoon in a Mannerheim Line Strongpoint containing Gun teams. A Platoon with a Gun Position attached is a Fortified Platoon.



GUN POSITION

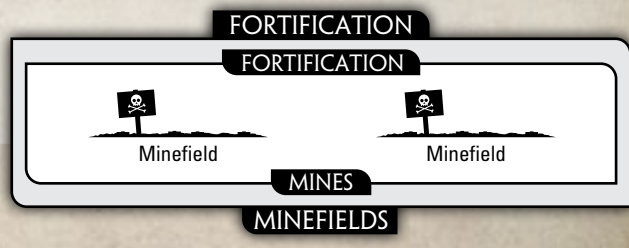
MINEFIELDS

FORTIFICATION

2 Minefields	100 points
1 Minefield	50 points

Minefields are Area Defences.

Minefields are placed in the outer line of the defences to slow and break up attacks. When the attacks contain tanks the Finnish tank-hunting Close-defence teams rush forward to knock out any tanks disabled by the minefield.



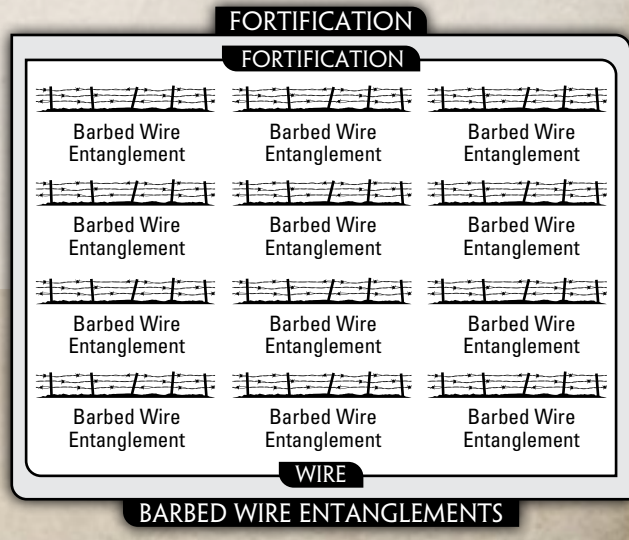
BARBED WIRE ENTANGLEMENTS

FORTIFICATION

12 Barbed Wire Entanglements	120 points
10 Barbed Wire Entanglements	100 points
8 Barbed Wire Entanglements	80 points
6 Barbed Wire Entanglements	60 points
4 Barbed Wire Entanglements	40 points
2 Barbed Wire Entanglements	20 points

Barbed Wire Entanglements are Area Defences.

Barbed Wire Entanglements are ideal for slowing down enemy attacks. While the enemy spends time negotiating or clearing the wire, lay into them with your heavy machine-guns and artillery.



Finnish Barbed Wire Entanglements

Finnish Jalkaväki Strongpoint

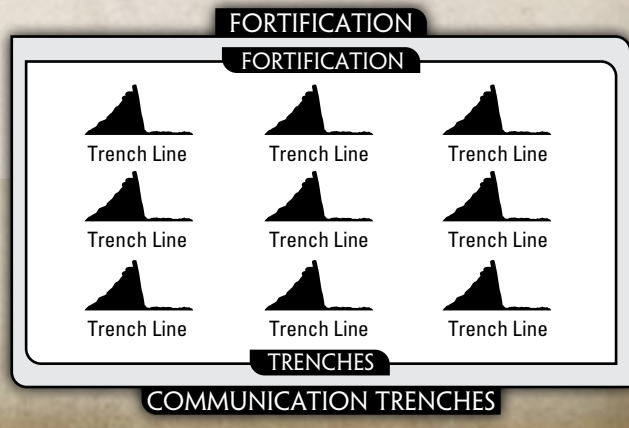
COMMUNICATION TRENCHES

FORTIFICATION

9 Trench Lines	45 points
6 Trench Lines	30 points
3 Trench Lines	15 points

Trench Lines from the Communication Trenches option are Area Defences.

Communication trenches play an important role in getting reinforcements to the front lines. Link your positions together with communication trenches so you can move your defenders around in relative safety.



Jääkärikomppania

LIGHT INFANTRY COMPANY

INFANTRY COMPANY

HEADQUARTERS

HEADQUARTERS



Jääkärikomppania HQ

103

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

COMBAT PLATOONS

INFANTRY



Jääkäri Platoon

103

INFANTRY



Jääkäri Platoon

103

INFANTRY



Jääkäri Platoon

103

Jääkäri Scout Platoon

104

WEAPONS PLATOONS

MACHINE-GUNS



Jääkäri Machine-gun Platoon

104

ARTILLERY



Jääkäri Mortar Platoon

104

ANTI-TANK



Jääkäri Tank-hunter Platoon

105

INFANTRY



Jääkäri Tank-hunter Platoon

105

Jääkäri Anti-tank Platoon

105

SUPPORT PLATOONS

ARMOUR



Panssari Platoon

109

Panssari Christie Platoon

109

ARMOUR



Panssari Platoon

109

INFANTRY



Jalkaväki Platoon

95

Sissi Platoon

107

Pioneer Platoon

111

ARTILLERY



Artillery Battery

110

ARTILLERY



Artillery Battery

110

Heavy Artillery Battery

110

ANTI-AIRCRAFT



Anti-aircraft Platoon

111

AIRCRAFT



Air Support

111

MOTIVATION AND SKILL

A *Jääkärikomppania* is made up of elite light infantry. While their role is to scout ahead of the main force and provide information on enemy strengths and locations, they do this aggressively and will attack when the opportunity presents itself. A *Jääkärikomppania* is rated as Fearless Veteran.

RELUKTANT	CONSCRIPT
CONFIDENT	TRAINED
FEARLESS	VETERAN

HEADQUARTERS

JÄÄKÄRIKOMPPANIA HQ

HEADQUARTERS

Company HQ

35 points

OPTION

- Add up to three Sniper teams for +50 points per team.



Each Finnish division has a light detachment which includes a *Jääkäri* (*Jäger* or Light Infantry) Battalion of three companies. These companies are more lightly equipped than normal infantry companies and have three platoons per company instead of the usual four platoons. They also have more transport and are more nimble than infantry companies.

They are scouts, but will also join the attack when the opportunity arises. On the long open flanks of Soviet columns, moving up roads through the forest, such opportunities often occur.

COMBAT PLATOONS

JÄÄKÄRI PLATOON

PLATOON

HQ Section with:

4 Jääkäri Squads

170 points

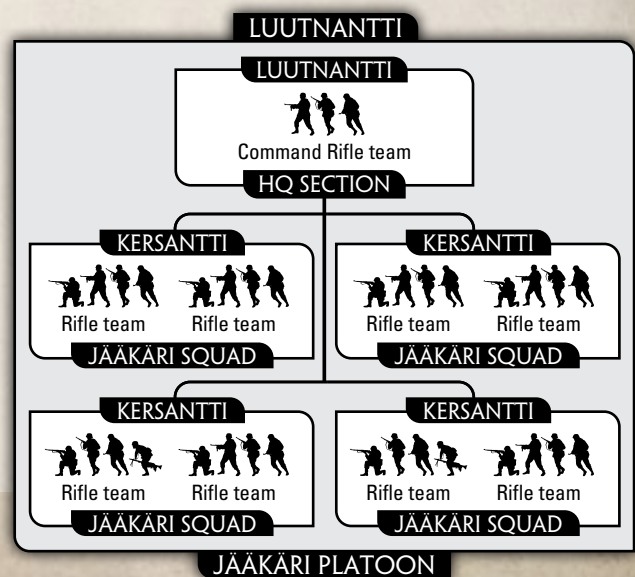
3 Jääkäri Squads

130 points

OPTIONS

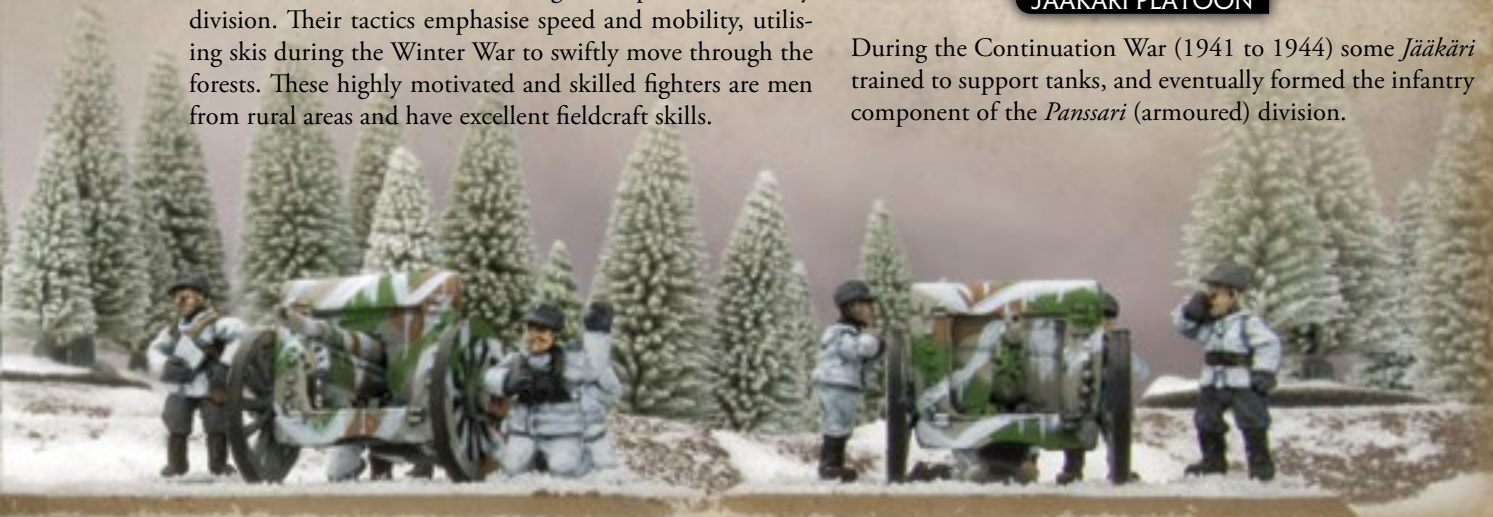
- Replace the Command Rifle team with a Command Close-defence Rifle team for +5 points.
- Replace all Rifle teams with SMG teams and Close-defence Rifle teams with Close-defence SMG teams for +15 points per squad.

You may only replace the Rifle teams with SMG teams in one Jääkäri Platoon in your company.



The *Jääkäri* (yay-ay-kahr-ee, from the German *Jäger*, meaning hunter or scout) Platoon are the light troops of an infantry division. Their tactics emphasise speed and mobility, utilising skis during the Winter War to swiftly move through the forests. These highly motivated and skilled fighters are men from rural areas and have excellent fieldcraft skills.

During the Continuation War (1941 to 1944) some *Jääkäri* trained to support tanks, and eventually formed the infantry component of the *Panssari* (armoured) division.



JÄÄKÄRI SCOUT PLATOON

PLATOON

HQ Section with:

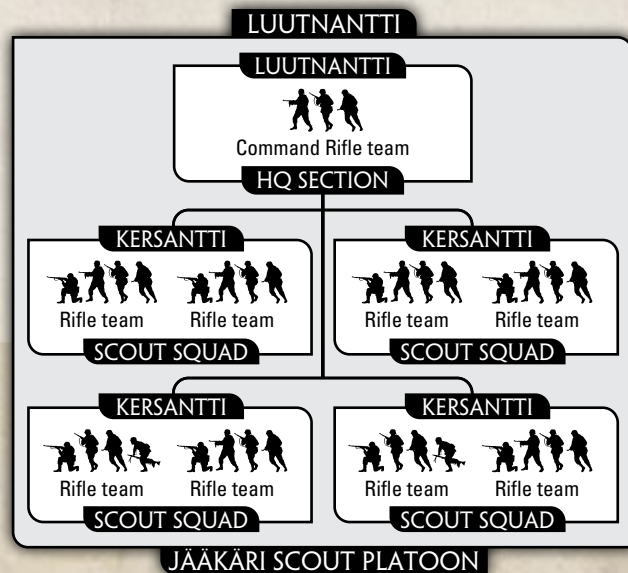
4 Scout Squads	240 points
3 Scout Squads	185 points
2 Scout Squads	130 points

OPTION

- Replace the Command Rifle team with a Command Close-defence Rifle team for +5 points.

Jääkäri Scout Platoons are Reconnaissance Platoons.

Many Finnish soldiers are hunters and woodsmen, familiar with the country and completely at home in it. Their ability to advance silently and undetected is remarkable. They are aggressively led and are equally at home with reconnaissance work or taking part in the frontline fighting with the rest of the company. Selected woodsmen of the *Jääkäri* are pooled together for scouting missions.



WEAPONS PLATOONS

JÄÄKÄRI MACHINE-GUN PLATOON

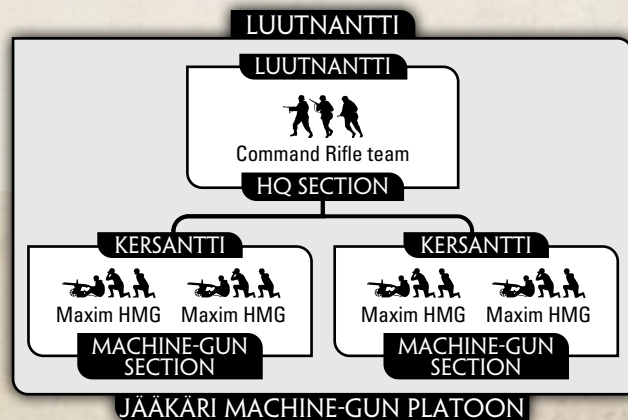
PLATOON

HQ Section with:

4 Maxim HMG	150 points
2 Maxim HMG	80 points

A Jääkäri Machine-gun Platoon may make Combat Attachments to Jääkäri Platoons and Jääkäri Scout Platoons.

Heavy machine-guns (HMGs) are an important part of the company's firepower. The Maxim HMG can be quickly moved forward on sleds to keep up with the rapidly moving *Jääkäri* platoons.



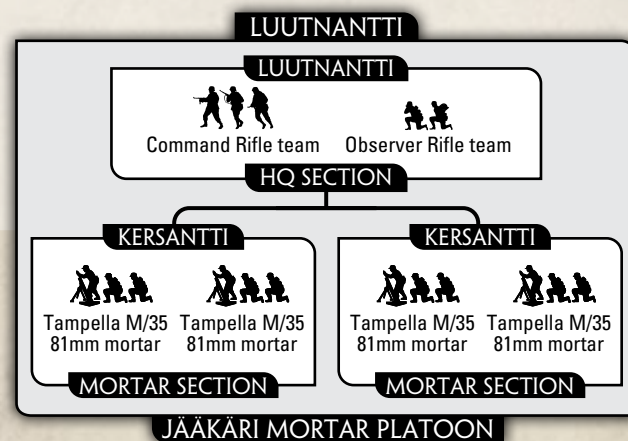
JÄÄKÄRI MORTAR PLATOON

PLATOON

HQ Section with:

4 Tampella M/35 81mm	135 points
3 Tampella M/35 81mm	105 points
2 Tampella M/35 81mm	75 points

With fewer heavy support weapons, the Tampella M/35 81mm mortars are invaluable for *Jääkäri* companies. *Pulikka* sleds are used to keep pace with the advance.



JÄÄKÄRI ANTI-TANK PLATOON

PLATOON

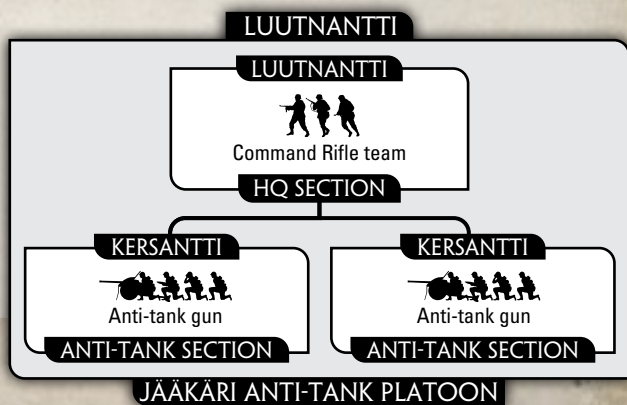
HQ Section with:

- 2 37 Pstk/36 80 points
- 2 45 Pstk/37 115 points

OPTION

- Replace Command Rifle team with a Command Close-defence Rifle team for +5 points.

The *Jääkäri* only have a handful of anti-tank guns available, so they must be used carefully. During the Winter War they used Bofors 37mm Pstk/36 guns, but as the war wore on they captured Soviet 45mm guns.



Soviet Light Tankovy Company

Soviet Strelkovy Company



Finnish Jääkäri Platoon

Finnish Jääkäri Anti-tank Platoon

JÄÄKÄRI TANK-HUNTER PLATOON

PLATOON

HQ Section with:

- 2 Boys anti-tank rifle teams 70 points
- 2 Lahti anti-tank rifles 70 points

OPTIONS

- Replace anti-tank rifle teams with Close-defence Rifle teams at no cost.
- Add Close-defence Rifle teams for +25 points per team.

The lack of anti-tank weapons in the army has forced the formation of infantry *Lähitorjunta* (anti-tank) or Close-defence teams. These are armed with molotov cocktails, explosives, and rifles, and trained to destroy tanks in close assault. Only the bravest men serve in these teams.



Sissikomppania

SKI GUERRILLA COMPANY

INFANTRY COMPANY

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


HEADQUARTERS



Sissikomppania HQ **107**


COMBAT PLATOONS

INFANTRY




Sissi Platoon **107**

INFANTRY



Sissi Platoon **107**

INFANTRY



Sissi Platoon **107**

WEAPONS PLATOONS

MACHINE-GUNS



Sissi Machine-gun Platoon **108**


ARTILLERY



Sissi Mortar Platoon **108**


SUPPORT PLATOONS

INFANTRY




Jalkaväki Platoon **95**
 Jääkäri Platoon **103**
 Pioneer Platoon **111**

ARTILLERY

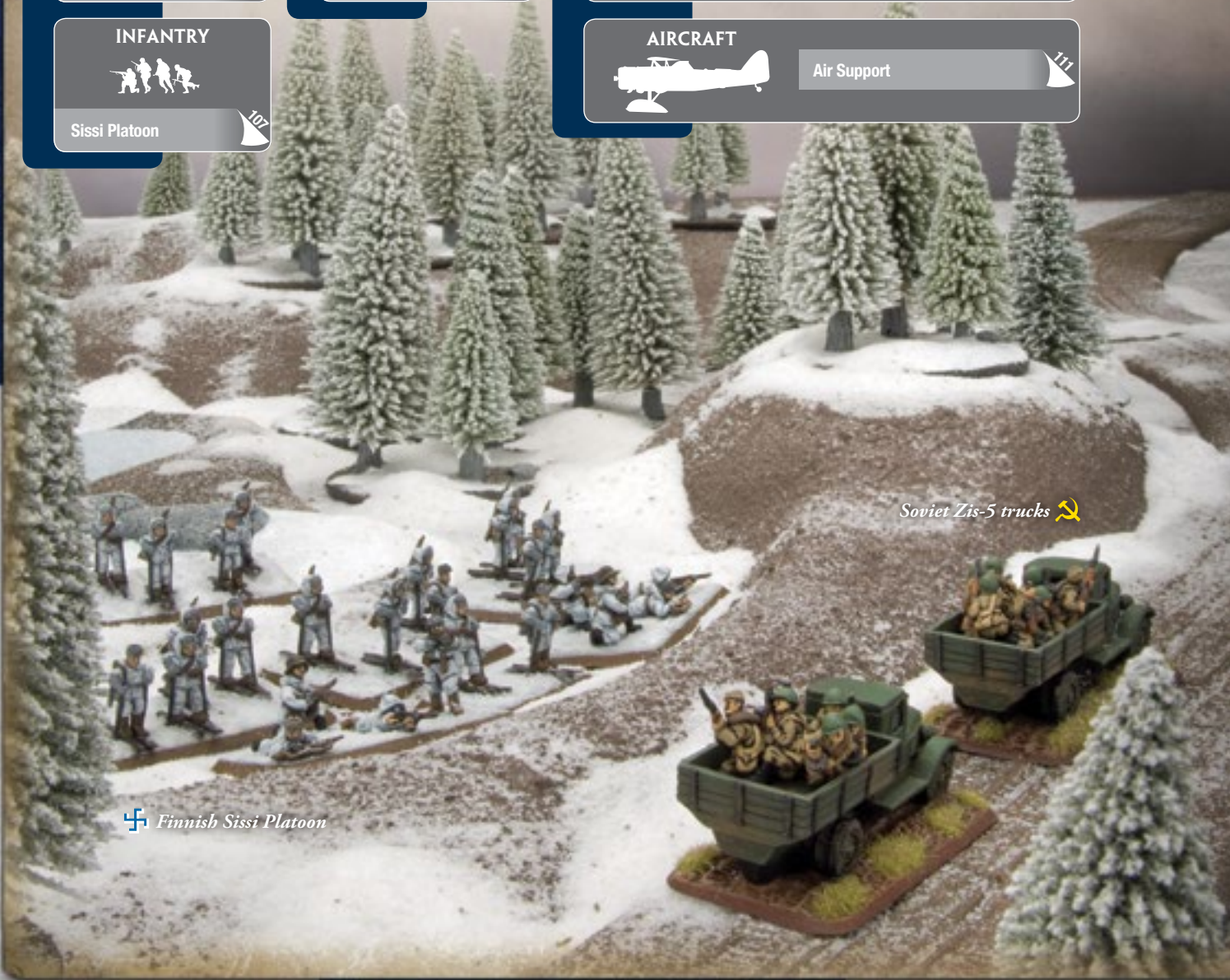



Artillery Battery **110**

AIRCRAFT



Air Support **111**



Soviet Zis-5 trucks 

 Finnish Sissi Platoon

MOTIVATION AND SKILL

A Sissikomppania is extremely mobile, and well trained. They are often composed of reservists from the local area they were defending, making them even more highly motivated than regular Finnish infantry. A Sissikomppania is rated as Fearless Veteran.

RELUCTANT	CONSCRIPT
CONFIDENT	TRAINED
FEARLESS	VETERAN

HEADQUARTERS

SISSIKOMPPANIA HQ

HEADQUARTERS

Company HQ

35 points

OPTION

- Add up to three Sniper teams for +50 points per team.



The Finnish army makes extensive use of independent *Sissi* (ski guerilla) battalions. These are less heavily equipped than line battalions from infantry divisions, and lack the heavy divisional support weapons available to the latter. However, they are extremely mobile, and well trained.

The Infantry teams of a Sissikomppania HQ are Recce teams.

COMBAT PLATOONS

SISSI PLATOON

PLATOON

HQ Section with:

4 Sissi Squads

310 points

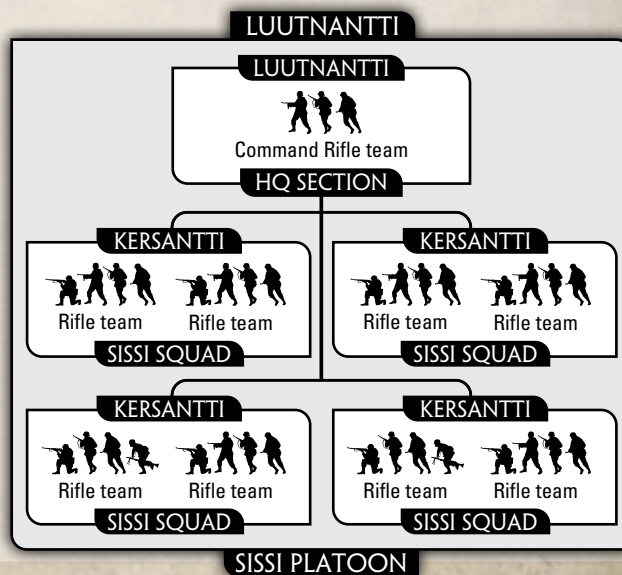
3 Sissi Squads

240 points

OPTIONS

- Replace the Command Rifle team with a Command Close-defence Rifle team for +5 points.
- Replace up to two Rifle teams with Close-defence Rifle teams for +5 points per team.
- Replace all Rifle teams with SMG teams and Close-defence Rifle teams with Close-defence SMG teams for +30 points per squad.

You may only replace the Rifle teams with SMG teams in one Sissi Platoon in your company.



Sissi Platoons are Reconnaissance Platoons and use the Motti Ambush special rule.

The *Sissi* battalions are light infantry units intended for fighting in vast the wilderness of forests and swamps on the Finno-Soviet border. To keep their mobility high they are lightly equipped with rifles and other weapons that can be carried by the men themselves.

The literal translation of *Sissi* is guerilla, but as they are still regular, rather than irregular, troops and part of the Finnish Army. A term like ranger or commando may be a better description of their role. However, their fighting methods did have a lot in common with guerilla warfare, with the use of hit and run, and ambush tactics.

WEAPONS PLATOONS

SISSI MACHINE-GUN PLATOON

PLATOON

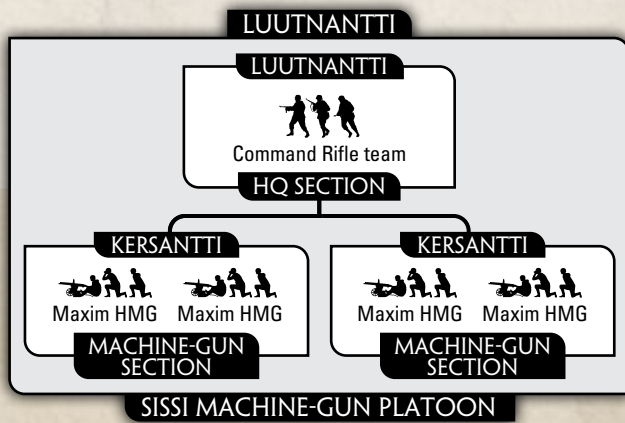
HQ Section with:

4 Maxim HMG	185 points
2 Maxim HMG	100 points

Though lightly equipped, the Sissi battalion did have Maxim heavy machine-guns to increase their firepower. Like other Finnish troops they quickly moved the Maxim about on sleds.

A Sissi Machine-gun Platoon may make Combat Attachments to Sissi Platoons.

Sissi Machine-gun Platoons are Reconnaissance Platoons.



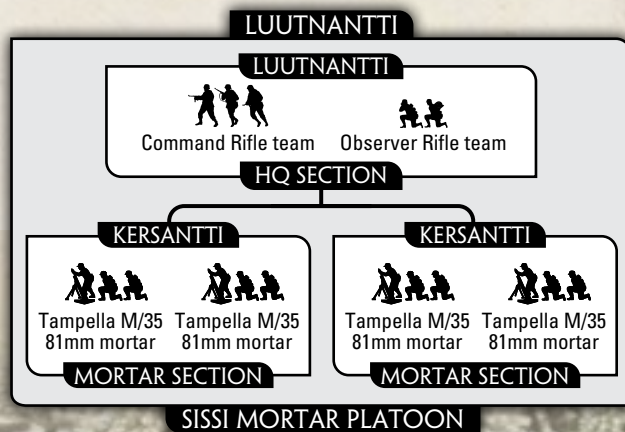
SISSI MORTAR PLATOON

PLATOON

HQ Section with:

4 Tampella M/35 81mm	135 points
3 Tampella M/35 81mm	105 points
2 Tampella M/35 81mm	75 points

The Tampella M/35 81mm mortars are also easy to move about. These give the *Sissi* companies ready fire support at a moments notice, making them ideal for sudden ambushes. *Pulkka* sleds are used to keep pace with fast skiing *Sissi* troops.



Finnish Panssari Platoon with T-28 tanks

Finnish Jääkäri Platoon



Soviet Strelkovy Company

Divisional Support

MOTIVATION AND SKILL

The Finnish Army is well-trained, and though much of their equipment and weapons are old, their adaptability and local knowledge make them tough fighters. Divisional Support Platoons are rated as **Confident Veteran**, unless otherwise noted.

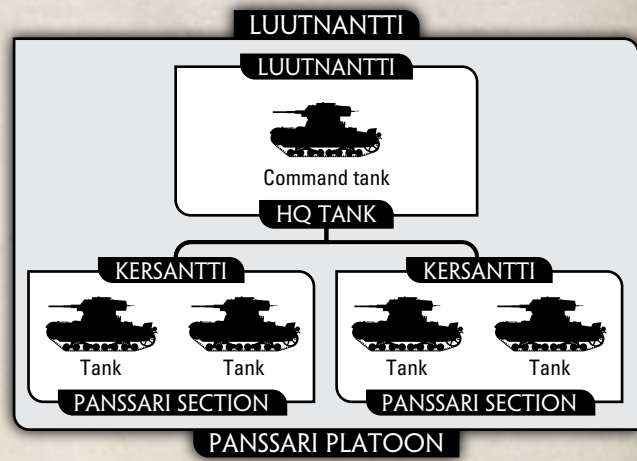
RELUCTANT	CONSCRIPT
CONFIDENT	TRAINED
FEARLESS	VETERAN

PANSSARI PLATOON

PLATOON

5 Vickers 6-ton	170 points
4 Vickers 6-ton	135 points
3 Vickers 6-ton	100 points
5 T-26	240 points
4 T-26	190 points
3 T-26	145 points
2 T-28	300 points
1 T-28	150 points

You may only field one Panssari Platoon equipped with T-28 tanks in your force.



During the Winter War only the Finnish 4th Tank Company saw action with their Vickers 6-ton tanks. The Finns ordered 32 Vickers 6-ton tanks in 1936. These were fitted with 37mm Bofors guns with a co-ax machine-gun in Finland. A 9mm submachine-gun was also fitted to the hull.

upgrade the Vickers tanks to the same standard as the Soviet T-26 tanks. The upgraded Vickers tanks were redesignated T-26E, the 'E' standing for English. The Finns also fielded a platoon of two uparmoured T-28 tanks in 1941.

However, by 1941 the Finns had 167 captured Soviet tanks in service. The tank battalion spearheaded the Finnish attack during the Battle of Tuulos. Most of the captured tanks were T-26 light tanks, which were comparable with the Finns' own Vickers 6-ton tanks. Captured equipment was also used to

The Finnish armoured forces are a new branch of the Finnish Army. Panssari Platoons are rated **Confident Trained**.

CONFIDENT	TRAINED
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PANSSARI CHRISTIE PLATOON

PLATOON

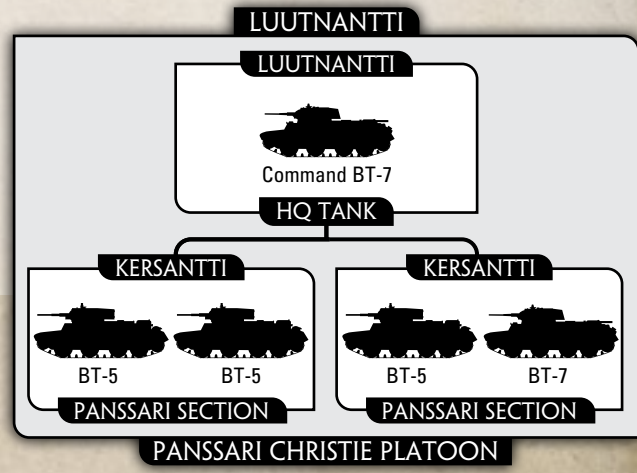
3 BT-5 and 2 BT-7	255 points
2 BT-5 and 2 BT-7	205 points
2 BT-5 and 1 BT-7	150 points

OPTION

- Mount SMG Tank Escorts on all tanks for +10 points per tank.

The Finnish armoured forces are a new branch of the Finnish Army. Panssari Christie Platoons are rated **Confident Trained**.

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



Only one platoon of captured Soviet BT tanks was used by the Finns in 1941. It was know as the Christie Detachment after the BT tank's suspension design. The Christie Detachment was also unusual in having its own unit of escort infantry that rode into battle with them.

ARTILLERY BATTERY

PLATOON

HQ Section and:

4 76 K/02 guns

275 points

2 76 K/02 guns

145 points

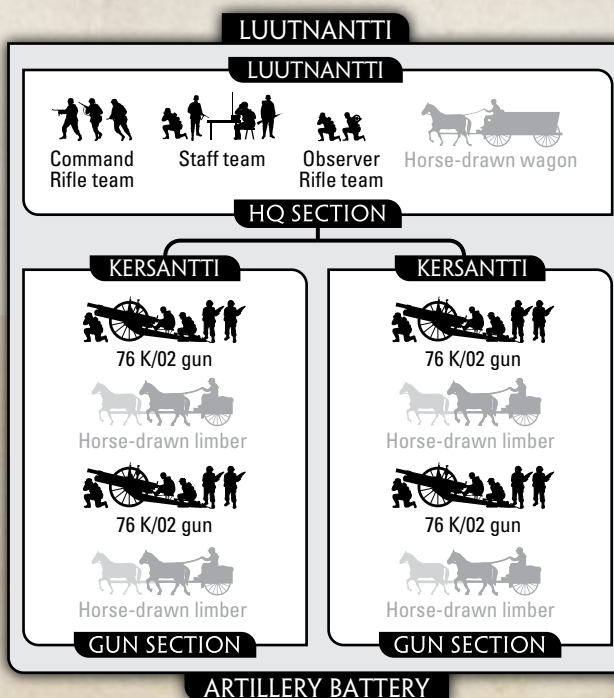
OPTION

- Add Horse-drawn wagon and limbers for +5 points for the battery.

An Artillery Battery may not be deployed in Ambush.

Finnish artillery is well-trained, although equipped with a motley collection of older guns. The most common is the Russian 76mm field gun, the 76 K/02.

The Finns had 190 76 K/02 guns that were either captured or bought between 1918 and 1931. The Finns also used 75mm guns borrowed from Sweden for the Winter War, the 75 K/02. These had a similar performance to the 76 K/02.



HEAVY ARTILLERY BATTERY

PLATOON

HQ Section with:

4 105 K/13 gun

285 points

2 105 K/13 gun

150 points

4 114 H/18 howitzer

260 points

2 114 H/18 howitzer

140 points

4 122 H/09 howitzer

230 points

2 122 H/09 howitzer

125 points

4 152 H/17 howitzer

400 points

2 152 H/17 howitzer

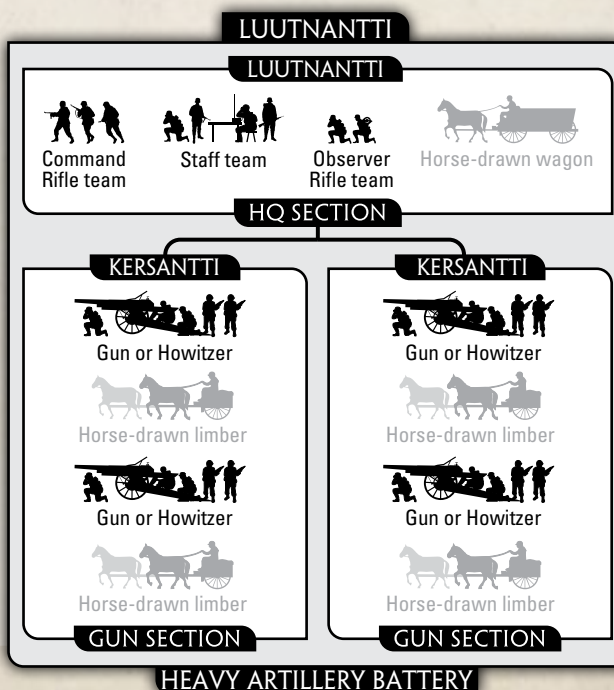
210 points

OPTION

- Add Horse-drawn wagon and limbers for +5 points for the battery.

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

A Heavy Artillery Battery may not be deployed in Ambush.



While the field batteries were mostly made up of a few types of guns, the heavy artillery had a wide variety of guns and howitzers from all over Europe. The Finns used French 105

K/13 (105mm L mle 1913 S) guns and 152 H/17 (155mm C mle 1917 S) howitzers, British 114 H/18 (OQF 4.5") howitzers, and Imperial Russian 122 H/09 howitzers.

 Finnish Artillery Battery



PIONEER PLATOON

PLATOON

HQ Section with:

4 Pioneer Squads	285 points
3 Pioneer Squads	220 points
2 Pioneer Squads	155 points

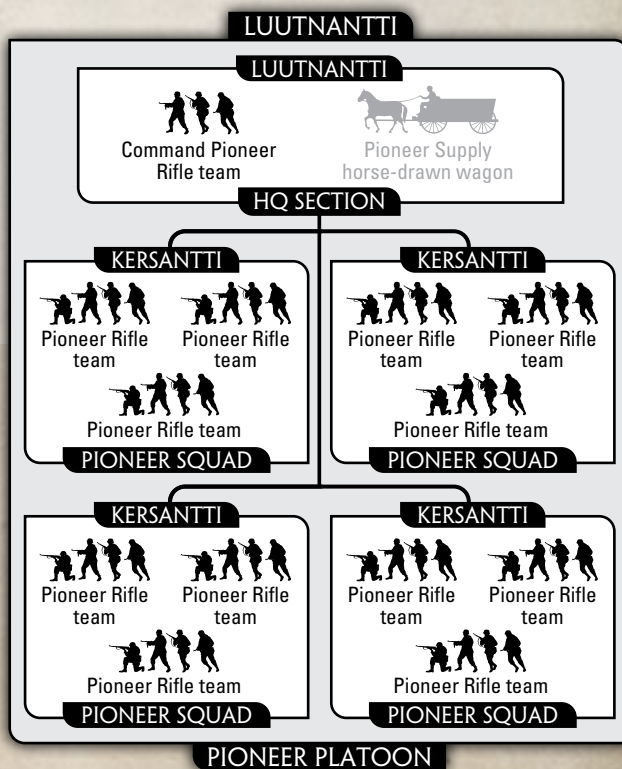
OPTION

- Add Pioneer Supply horse-drawn wagon for +20 points.

You may replace up to two Pioneer Rifle teams with Flame-thrower teams at the start of the game before deployment.

The large number of foresters in the Finnish Army means there is no shortage of soldiers familiar with explosives and engineering equipment. These units are amongst the best trained in the whole army, and have the full range of pioneer abilities, as well as satchel charges for use against fortifications or tanks.

The Finns received their first flame-throwers from Italy in 1940, but they were not used during the Winter War. However, they saw extensive use from 1941 during the Continuation War.



ANTI-AIRCRAFT PLATOON

PLATOON

HQ Section with:

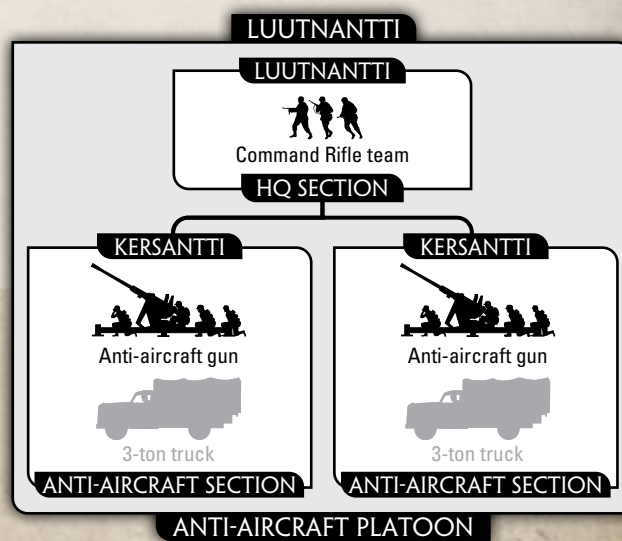
2 40 ItK/38	105 points
2 20 ItK/30	65 points

OPTION

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

Most Finnish anti-aircraft guns were deployed around the cities to protect them from Soviet air raids, but a few 20mm and 40mm weapons protected the troops on the front line.

Thirty German 20mm ItK/30 (FlaK38) guns were delivered just before the Winter War and another 20 arrived in early December 1939. The Finns also had 53 40mm ItK/38 (Bofors) at the outbreak of the Winter War.

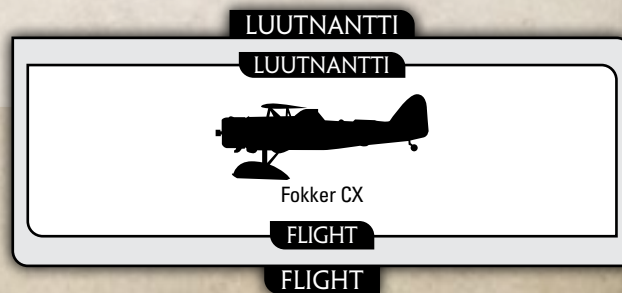


AIR SUPPORT

SPORADIC AIR SUPPORT

Fokker CX	90 points
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The Finnish Air Force has its hands full keeping Soviet bombers from devastating Helsinki and other cities, leaving few resources to support the infantry on the front lines. A handful of outdated Fokker biplanes are all that is available. However, the determination and courage of their pilots allow them to achieve much with so little.



Finnish Arsenal

TANK TEAMS

Name Weapon	Mobility Range	Front ROF	Armour		Equipment and Notes
			Side Anti-tank	Top Firepower	
TANKS					
Vickers 6-ton 37 mm Psv.K/36 gun	Slow Tank 24"/60cm	0 2	0 6	1 4+	Co-ax MG, Hull SMG, Limited vision, Unreliable.
T-26 45mm obr 1934 gun	Slow Tank 24"/60cm	1 2	1 7	1 4+	Co-ax MG, Limited vision, Unreliable.
BT-5 45mm obr 1934 gun	Standard Tank 24"/60cm	0 2	0 7	1 4+	Co-ax MG, Fast tank, 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-28 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.

VEHICLE MACHINE-GUNS

Vehicle MG	16"/40cm	3	2	6	ROF 1 if other weapons fire.
Vehicle SMG	4"/10cm	3	1	6	ROF 1 if other weapons fire.

GUN TEAMS

Weapon	Mobility	Range	ROF	Anti-tank	Firepower	Notes
Maxim HMG	Man-packed	24"/60cm	6	2	6	ROF 3 when pinned down or moving.
Lahti anti-tank rifle	Man-packed	16"/40cm	3	5	5+	
Tampella M/35 81mm mortar	Man-packed	24"/60cm	2	2	3+	Smoke, Minimum range 8"/20cm.
Firing bombardments		40"/100cm	-	2	6	Smoke bombardment.
25 PstK/34 gun (25mm SA-34)	Light	16"/40cm	3	6	5+	Gun shield, No HE.
37 PstK/36 gun	Light	24"/60cm	3	6	4+	Gun shield.
37 PstK/37 gun (3.7cm PaK36)	Light	24"/60cm	3	6	4+	Gun shield.
45 PstK/37 gun (45mm obr 1937)	Light	24"/60cm	3	7	4+	Gun shield.
20 ItK/30 gun (2cm FlaK38)	Light	16"/40cm	4	5	5+	Anti-aircraft, Turntable.
40 ItK/38 gun (Bofors 40mm)	Immobile	24"/60cm	4	6	4+	Anti-aircraft, Turntable.
76 K/02 gun	Heavy	24"/60cm	2	8	3+	Gun shield, Smoke.
Firing bombardments		64"/160cm	-	3	6	Smoke bombardment.
105 K/13 gun (105mm L mle 1913 S)	Immobile	24"/60cm	1	9	2+	Breakthrough gun, Gun shield.
Firing bombardments		80"/200cm	-	4	4+	
114 H/18 howitzer (OQF 4.5")	Heavy	24"/60cm	1	7	2+	Breakthrough gun, Gun shield, Smoke.
Firing bombardments		64"/160cm	-	4	3+	Smoke bombardment.
122 H/09 howitzer (122mm obr 1910/30)	Immobile	16"/40cm	1	6	2+	Breakthrough gun, Gun shield.
Firing bombardments		64"/160cm	-	4	3+	
152 H/17 howitzer (155mm C mle 1917 S)	Immobile	16"/40cm	1	10	1+	Bunker buster, Gun shield.
Firing bombardments		72"/180cm	-	5	2+	

AIRCRAFT

Aircraft	Weapon	To Hit	Anti-tank	Firepower	Notes
Fokker CX	MG	3+	3	6+	
	Bombs	4+	5	2+	

TRANSPORT TEAMS

Vehicle	Mobility	Armour			Equipment and Notes
		Front	Side	Top	

TRUCKS

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

TRACTORS

Horse-drawn limber	Wagon	-	-	-	
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INFANTRY TEAMS

Team	Range	ROF	Anti-tank	Firepower	Notes
Rifle team	16"/40cm	1	2	6	
SMG team	4"/10cm	3	1	6	Full ROF when moving.
Boys Anti-tank Rifle team	16"/40cm	1	4	5+	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

Close-defence and Pioneer teams are rated as Tank Assault 4.

FORTIFICATIONS

BUNKERS AND NESTS

Weapon	Range	ROF	Anti-tank	Firepower	Notes
HMG Nest	24"/60cm	6	2	6	ROF 3 when pinned down.
HMG Pillbox	24"/60cm	6	2	6	ROF 3 when pinned down.

TURRETS

Weapon	Range	Armour			Notes
		Front ROF	Side Anti-tank	Top Firepower	
FT-17 Male turret		1	0	1	
37mm SA-18 gun	16"/40cm	2	4	4+	
FT-17 Female turret		1	0	1	
Turret Bunker MG	16"/40cm	4	2	6	ROF 2 when pinned down.

Soviet T-28 obr 1938 tanks 🇷🇺
Soviet Motostrelkovy Company 🇷🇺

Finnish T-26 tanks 🇫🇮

🇫🇮 Finnish Jääkäri Platoon

Painting Finns

JALKAVÄKI



Brown Violet (887)
Helmet

Medium Sea Grey (870)
Gloves, Ushankas (Fur caps)

Flat Flesh (955)
Exposed flesh

White (951)
Trousers, hooded parker, overalls, helmet covers.

Chocolate Brown (872)
Belts, straps, rifle ammo pouches

Gunmetal (863)
Gun metal

German Camo Beige (821)
Bread bag, water bottle strap


Beige Brown (875)
Rifle wood, tool handles


Grey Green (866)
Trousers (alternate), Caps


Black (950)
Boots


German Camo Medium Brown (826)
'Lapland' boots

Each branch of the Finnish Army had unique uniform collar tab colours.

 **Infantry:**
Medium Olive (850)

 **Armoured Troops:**
Black (950)

 **Artillery (including AA):**
Flat Red (957)

 **Engineers:**
Cavalry Brown (982)

FINNISH VEHICLES

During the Winter War the Finns had only a few armoured vehicles of their own, the main one being the British Vickers 6-ton tank. These were whitewashed over a base of dark green (Russian Green 894) for the fighting in the Winter War. National marking consisted of white/light blue/white horizontal bands around the top half of the turret. Soviet vehicles and guns captured by the Finns and used in 1941 were usually dark green (Russian Green 894).



Finnish Vickers 6-ton tank 1939



Captured Soviet Vehicles 1941

Winter Battles

OPTIONAL WINTER BATTLE SPECIAL RULES

YOUR BATTLEFIELD

These rules are optional. Feel free to use all of them, but be aware that this can lead to slower and longer games.

If that isn't your style but you'd still like to add some flavour to your battle, go ahead and choose a few of the rules to use in your game and leave the others for another time and another battle.

SNOW-COVERED TERRAIN

Moving in the snow presents a number of hazards for the unwary traveller. Deep snow impedes foot traffic as much as it does vehicle movement.

All teams treat snow-covered Roads as Cross-country Terrain, and all other snow-covered Terrain as Slow Going.

DEEP SNOW AND SNOW DRIFTS

During wild Winter storms the snow can collect against obstacles such as fences, buildings, natural rises and stands of trees.

All teams treat Deep Snow and Snow Drifts as Difficult Going.

SNOW STORM

Snow storms are frequent during the Winter in Finland and can cause confusion and frustration.

If both players agree, your battle can take place during a snow storm. The game is played under the Night Fighting rules in the rulebook (see page 272 of the rulebook). The mission is played at Dawn (see page 273 of the rulebook).

BLIZZARD

Blizzards are a more serious breed of snow storm. They can strike suddenly, delivering a pile of deep snow within a matter of minutes.

If both players agree you can decide to risk having a blizzard strike your battlefield.

If a Blizzard could strike in your battle, roll a die at the start of each player's turn. On a 1, the Blizzard strikes. That turn and those following are played under the Night Fighting rules in the rulebook (pages 272 and 273).

Instead of using the Night Visibility Table, use the Blizzard Visibility Table below to find out how far your teams can see in the Blizzard.

Players continue to roll at the start of their turn. On a 5+ the Blizzard dies down, and the rest of the game uses the normal visibility rules.

If the game is not already using the Snow-covered Terrain special rule when the Blizzard strikes, the rest of the game is played with them in effect.

BLIZZARD VISIBILITY TABLE

Dice Roll	Distance
1 or 2	4"/10cm
3 or 4	8"/20cm
5 or 6	12"/30 cm

Soviet Fast Tank Company 



Finland Terrain

Finland presents the battlefield commander with a number of challenges such as thick woods, limited roads, and many lakes. During the Winter this is further compounded by cold, ice, and snow.



FORESTS & WOODS

Finland is Heavily wooded making this wild country difficult to cross. When combined with the snows of winter only the most skilled woodsmen can find their way with any certainty or speed.

Finnish Woods are Difficult going.

VILLAGES

Finland is a sparsely populated Country. However, Karelia is dotted with small villages and farmsteads. A Finnish village or Farmstead consisted of wooden houses. houses were often painted in Bright colours.

OPEN GROUND

Between the forests, Finland is occasionally broken by fields, pastures, and areas cleared by logging.

Open Ground is Cross-country Terrain.

ROADS & TRACKS

The roads of Finland mainly consist of unpaved gravel or dirt roads and tracks. These were heavily used for Soviet invasion and were the focus of many of the Finnish Ambushes and subsequent Motti pockets.

STREAMS & RIVERS

Finland is known as the land of a thousand lakes and many of these lakes are fed by streams and rivers.

When they are not frozen over, Streams are Difficult Going with Slow Going Fords where Tracks cross. Rivers are wider than streams and are Very Difficult Going. Fords across Rivers are Difficult Going, but most Roads cross by Bridges.

BATTLEFIELD IN A BOX

All of the terrain on this table, other than the hills, is available from the Battlefield in a Box range of pre painted terrain, making it quick and easy to create a Finnish battlefield for your troops to fight over.

SNOW

The Winters in Finland can be harsh. Snowfall adds another difficulty to the fighting. The snow covers the ground, making it hard to locate streams, fences, and uneven ground. This means troops have to be more cautious in snow covered terrain.

To play a game in the Snow, use the Snow-covered Terrain rules on the previous page.

ICE

Packed snow and ice make moving vehicles a risky affair. Black ice, which is extremely hard to spot, makes honest men out of even the most reckless drivers!

If a vehicle moves more than 8"/20cm in the Movement Step, at the end of its movement roll a Skill Check for that vehicle.

- *If successful, the vehicle navigates through the ice and carries on unharmed.*
- *Otherwise, the vehicle slips on the ice and becomes Bugged Down.*

PONDS & LAKES

Finland has many lakes of all different sizes and shapes. In the depths of Winter many of these freeze over. Some are almost as solid as the land around them and can be traversed as Slow Going. However, many others prove treacherous, with patches of weak or thin ice lying in wait for unsuspecting travellers. You can represent some smaller bodies with just a pond or you could represent a larger lake by making part of the table the surface of a frozen Lake.

FROZEN RIVERS AND PONDS

Frozen rivers, streams, lakes, and ponds posed their own threats, not least of which was the temptation to cross them with armoured vehicles to outflank the enemy.

For light vehicles, such as trucks, jeeps, and other utility vehicles, a frozen river is easier to cross. For these vehicles a frozen river is rated as Cross-country terrain.

However, a crossing is far more risky for armoured vehicles. When an Armoured vehicle attempts to cross a frozen river, it must roll a die.

- *If the total is less than the vehicle's Front armour, the ice gives way under the vehicle's weight and the vehicle is Destroyed.*
- *Otherwise the vehicle safely navigates the river and it may continue as normal.*

These rules discard the additional 3 added to the dice roll you find in the rules for Mid and Late-war due to the lower armour to weight ratio of Early-war tanks.



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.



Before the great powers of Britain, France, and Germany struggled for dominance in Western Europe in 1939, the Soviet Union was conducting campaigns against enemies on its borders.

In the Far East the Soviets enforced their dominance over the rapidly rising sun of the Japanese Empire, which had set up a puppet state in Manchuria. The Japanese had been at war in China since 1931, and an eventual clash on the long Manchurian border with the Soviet Union was inevitable. A number of border skirmishes finally escalated into a showdown on the Khalkin Gol River near the village of Nomonhan in May 1939. The bloody fighting lasted into August.

No sooner had the Soviets finished their battles with the Japanese, they were again involved in the invasion of Poland in September 1939, joining the Germans to divide Poland between them. The Soviets overwhelmed the Polish border forces and linked up with the Germans to establish a new border between the two nations.

Stalin then brought the Baltic States of Lithuania, Latvia, and Estonia to heel with military and political threats. He then turned on Finland. Finland refused to bow to Stalin's demands, and the Red Army crossed the border during the winter of 1939 and 1940. The Finns proved a formidable foe and the Winter War turned out to be a bloody struggle for the Red Army.

INSIDE YOU WILL FIND:

- History of the Japanese in China and their clash with the Soviet Union on the Mongolian border.
- History of the Soviet Union's border expansions and its operations in Manchuria, Poland, and Finland in 1939 and 1940.
- History of the Finnish Winter War against the Soviet Union in 1939 and 1940 and their role in the Invasion of the Soviet Union in 1941.
- Options to field the Japanese Army with tank, infantry, and cavalry forces.
- Options to field the Soviet Red Army in 1939 with heavy tank, light tank, fast tank, motor rifle, infantry, and cavalry forces.
- Options to field the Finnish Army during 1939 to 1941 with infantry, fortified, light infantry, and guerilla forces.
- Terrain guides.
- Winter War weather rules.
- Inspirational colour photos.

Designed in New Zealand

Printed in China

978-0-9922555-0-3

Product Code FW304

Flames Of War website and discussion forum:
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