



# ЗА СТАЛИНА!

INTELLIGENCE HANDBOOK ON  
SOVIET ARMoured AND CAVALRY FORCES



**FLAMES OF WAR®**

THE WORLD WAR II MINIATURES GAME



# TACTICS

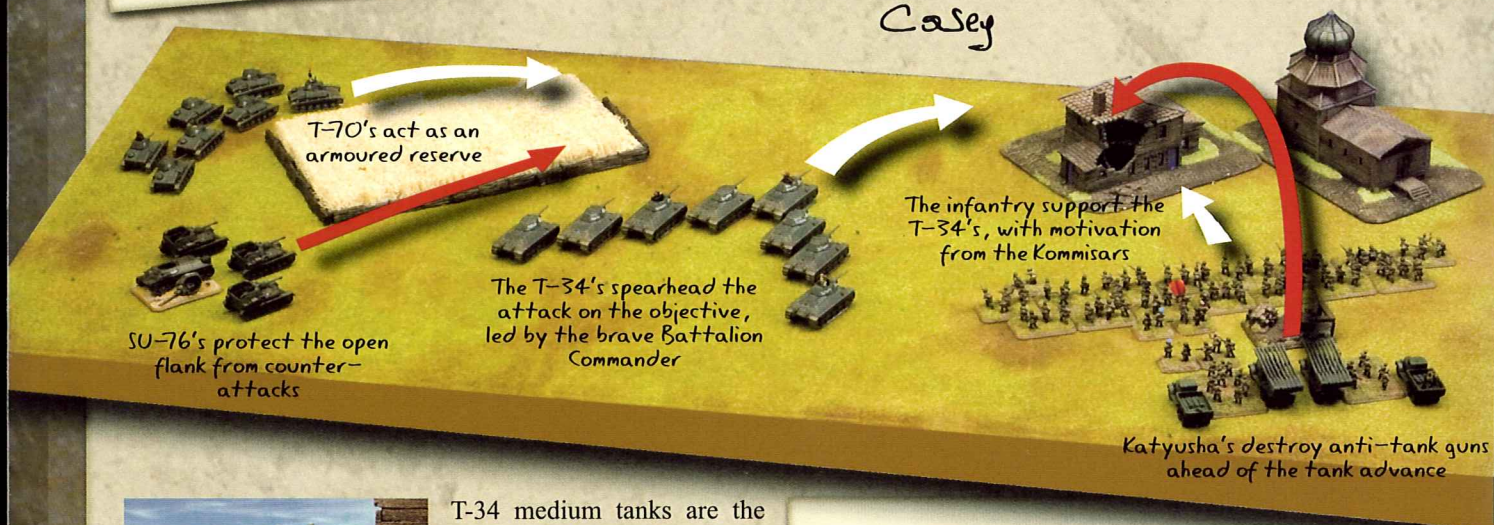


The tanks of the Soviet Union are the best in the world. Their armour is thick, their guns are powerful, and their speed and mobility unmatched. They are the sledgehammer of the Red Army, smashing the Hitlerite army against the anvil of Mother Russia.

The core of the attack is formed by the '34's. They attack up the centre of the battlefield, taking on the main strength of the enemy while the light tanks sneak around the side striking at the enemy's exposed flanks.

On the other flank the Katyusha rocket launchers protect the attacking tanks by smashing fascist anti-tank guns with their accurate high explosive salvoes. Meanwhile the brave tank-rider company holds the other flank or advances to eradicate the Hitlerite scum that infest our beloved Motherland.

## Casey



T-34 medium tanks are the core of this army. They deploy in the centre. From there they can strike towards either objective.



T-70 light tanks are perfect for harassing the flanks. Armed with a 45mm gun and a machine-gun, these tanks can take out light tanks and infantry with little difficulty.



SU-76M assault guns are good cheap anti-tank guns. They hide in cover near objectives, ready to take out anything that threatens the main tank assault.



The Tank-rider Company is hard to shift when holding an objective, and great for rooting out enemy infantry from difficult terrain.



The heavy rockets of the Katyusha rocket launchers are perfect for taking out dug-in anti-tank guns. They rarely miss and one hit destroys most guns.

## CASEY'S TANKOVY BATALION

### Battalion HQ

T-34 90 points

### Tankovy Company

7x T-34's 555 points

### Tankovy Company

7x T-70's 210 points

### Tank-rider Company

Add Komissar 5 points

Add HMG 20 points

### Assault Gun Company

3x SU-76M 150 points

### Guards Rocket Mortar Company

1x Rocket Mortar Platoon 180 points

Add Loading Crew 70 points

### Total

1500 points



# FLAMES OF WAR®

## Za Stalina!

### INTELLIGENCE HANDBOOK ON SOVIET ARMoured AND CAVALRY FORCES

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3 <sup>rd</sup> Mechanised Corps in Battle .....	2	Combat Companies .....	34
Why Collect .....	5	Weapons Companies .....	34
Soviet Alphabet .....	5	<b>Rota Razvedki</b> .....	39
Terminology .....	6	Headquarters Platoon .....	39
Russian Military Units .....	6	Combat Platoons .....	39
Tank Corps of the Red Army .....	7	Weapons Platoons .....	39
Guard Tank Corps of the Red Army .....	8	Cossacks in Flames Of War .....	40
Cavalry Corps of the Red Army .....	8	<b>Kazachya Sotnya</b> .....	41
Guard Mechanised Corps of the Red Army .....	9	Headquarters Platoon .....	41
Mechanised Corps of the Red Army .....	9	Combat Platoons .....	42
Tank Development Bureau .....	12	Weapons Platoons .....	42
<b>Warriors in Flames Of War</b> .....	14	Support Platoon .....	44
Mariya Oktyabrskaya .....	15	Dismounting Your Cavalry .....	44
Organisation and Equipment .....	25	<b>Corps Support</b> .....	45
Naming Your Company .....	25	<b>Gvardeyskiy Tankovy Batalon</b> .....	57
Choosing Your Force .....	25	<b>Gvardeyskiy Motostrelkovy Batalon</b> .....	57
Platoon Descriptions .....	25	<b>Gvardeyskiy Rota Razvedki</b> .....	57
<b>Special Rules</b> .....	26	<b>Gvardeyskaya Kazachya Sotnya</b> .....	57
Soviet Artillery .....	27	The Great Battle Of Kursk .....	58
Soviet Tanks .....	27	<b>Za Stalina Arsenal</b> .....	60
Soviet Aircraft .....	27	Weapons .....	60
<b>Tankovy Batalon</b> .....	28	Vehicles .....	61
Headquarters Company .....	28	Tank Teams .....	62
Combat Companies .....	29	Vehicle Weapons .....	62
Weapons Companies .....	30	Transport Teams .....	63
<b>Mixed Tankovy Batalon</b> .....	32	Gun Teams .....	63
Headquarters Company .....	32	Infantry Teams .....	63
Combat Companies .....	32	Aircraft .....	63
<b>Motostrelkovy Batalon</b> .....	33	Terrain Chart .....	64
Headquarters Company .....	33		

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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## 3<sup>RD</sup> MECHANISED CORPS IN BATTLE

*Formed amidst the turmoil of the Great Patriotic War, forged in the red heat of battle, and tempered by the fierce Russian winter, 3-y Mechanizirovanniy Korpus, the 3<sup>rd</sup> Mechanised Corps, fought against the Nazi invaders from the gates of Moscow to the ruins of Berlin.*

### The Last Blitzkrieg

The Great Patriotic War (as the Soviet Union called their part of the Second World War) began on 22 June 1941, when Hitler launched his battle-hardened army against an unprepared RKKA (Workers and Peasants Red Army) in Operation *Barbarossa*, the invasion of the Soviet Union. Using their blitzkrieg tactics perfected in the first two years of the war, the German Panzers raced east across the vast expanses of the Soviet Union with unprecedented speed. The armoured spearheads struck deep into Soviet territory encircling and destroying whole armies.

Amongst the massive casualties suffered by the RKKA in the face of the German onslaught were their poorly trained and led tank and motorised divisions. Although the Red Army had the world's biggest tank force, many were unserviceable when the war began, and most obsolete. The divisions were further hamstrung by shortages of trucks, radios, and experienced officers (tank officers had suffered badly in Stalin's pre-war purge).

### Desperate Days

Stalin rebuilt the almost destroyed Red Army, desperately seeking to

stem the German tide. Tank divisions were out of the question—the few armoured vehicles left were shuffled into small tank brigades instead. If large tank forces were difficult, motorised divisions were simply impossible. The few trucks available were desperately needed to supply the tank forces. Instead, there was a resurgence of the cavalry forces to provide mobile infantry. More than eighty new cavalry divisions were formed, with many composed of the dashing Cossacks—renowned horse warriors of a previous age.

Miraculously, the hastily scraped together forces held. In early December 1941, the German Army finally ground to a halt in the outskirts of Moscow.

### General Winter

The onset of the cruellest Russian winter in fifty years saved the devastated Red Army, freezing the advancing Germans in their tracks. With 'General Winter' on their side the RKKA undertook counter-offensives that were partially successful in pushing the invaders back, but at the cost of almost all of their hastily scraped together mobile forces.

### A New Beginning

The spring of 1942 saw both sides rebuilding their exhausted forces. The Red Army realised that it needed strong armoured formations on the German model if it was to go back on the offensive. The resulting tank corps combined three tank brigades into one concentrated force.

As spring turned to summer, the Red

Army struck first in June 1942 with offensives against the Rzhev pocket in front of Moscow and out of the Izyum bridgehead in the south. The new tank corps were committed, and being untrained and inexperienced, were devastated by German counter-attacks, leaving the cavalry isolated behind German lines.

With Soviet forces weakened, the German Army resumed the offensive, this time concentrating their efforts in the south. The Panzer divisions punched down the Don River smashing tank corps thrown in their path and captured Voronezh in July 1942. German forces swept into the oil-rich Caucasus. On the flanks of this advance the ferocious battle for Stalingrad, the city named in honour of the Soviet leader himself, began in early September.

Soviet tank corps were thrown into battle against the flanks of the German thrust, aiming to relieve the city, but their handling was still inept and they were destroyed time and again by the Panzer veterans. Stalingrad was near to falling.

### Mechanised Corps

The lack of infantry and artillery support in the Soviet tank corps had been cruelly exposed in the summer battles. In response the Peoples' Commissariat for Defence added support units to the tank corps and ordered the creation of eight new mechanised corps. The third of these, 3-y Mechanizirovanniy Korpus, was formed in September





1942 from the shattered remnants of several tank corps. Placed under the command of General M E Katukov, a renowned tank commander, the Corps was assigned to *22-ya Armiya*, the 22<sup>nd</sup> Army, for the winter offensives.

### Uranus and Mars

With Stalingrad about to fall, the only option open to the RKKA was to attack. The winter offensives of 1942 were based around the twin spheres of Operations Uranus and Mars. General Vasilevsky's Operation Uranus was intended to surround the 6<sup>th</sup> Army of the German General Von Paulus in the ruins of Stalingrad. In Operation Mars, Marshal Zhukov's forces were to attempt a similar encirclement of General Model's 9<sup>th</sup> Army, in the Rzhev salient north of Moscow.

Operation Uranus saw the more balanced tank and mechanised corps allied with their old comrades, the cavalry corps. Together they smashed through the Rumanian 3<sup>rd</sup> and 4<sup>th</sup> Armies in mid-November 1942, encircling Stalingrad in a matter of days. They then turned to defeat the Panzer forces sent to break their stranglehold. It was the first real victory of the Red Army in the war.

### The Rzhev Meat Grinder

Meanwhile in the north, amidst snowstorms and fog, Operation Mars began on 25 November. With more than 800,000 men and 2000 tanks available and simultaneous attacks in three sectors, the plan looked foolproof.

In the east, *20-ya Armiya*, at huge cost, established a bridgehead across the Vazuza River. The mobile group, *6-y Tankovy Korpus* (6<sup>th</sup> Tank Corps)

and *2-y Gvardeyskiy Kavaleriyskiy Korpus* (2<sup>nd</sup> Guards Cavalry Corps), pushed though the breach only to be cut off and destroyed piecemeal. Only *20-ya Gvardeyskiy Kavaleriya Diviziya*, the 20<sup>th</sup> Guards Cavalry Division, survived, spending forty days behind German lines before returning.

On the western flank of the salient, *41-ya Armiya* smashed through the front-line and led by *1-y Mechanizirovanniy Korpus*, 1<sup>st</sup> Mechanised Corps, struck deep into German-held territory. However, the bulk of the army quickly become bogged down in a fruitless assault upon the heavily-fortified town of Belyi. Again the penetration was eventually cut off and the encircled forces destroyed.

In the most successful of the 3 sectors, *3-y Mechanizirovanniy Korpus* formed the spearhead of the drive by *22-ya Armiya* eastward along the Luchesa valley. For the first two days the Corps swept aside all opposition as they pushed towards their objective of the Olenino-Belyi road. Against the on-rushing Soviets the Germans threw the grenadiers of the famed *Grossdeutschland Division*. Heavy fighting ensued around the village of Starukhi, resulting in a stalemate that the steadily weakening ranks of *3-y Mechanizirovanniy Korpus* could not break.

As the Soviet offensive stalled, Zhukov, unwilling to concede defeat, issued orders to keep attacking at all costs, pouring his reserves into the

'Rzhev Meat Grinder' in an attempt to make a decisive breakthrough. By 15 December Soviet casualties had reached enormous levels, nearly 500,000 men and 1,700 tanks in total, and Stalin intervened to cancel the operation. Like most of the units involved, *3-y Mechanizirovanniy Korpus* had been nearly destroyed.

### Little Saturn

With the ailing Mars operation finally cancelled, focus switched to Operation Saturn, designed to exploit the success of Uranus around Stalingrad. Saturn was to destroy all German forces in the Caucasus. General Vasilevsky was forced to revise this plan to counter German attempts to relieve 6<sup>th</sup> Army trapped inside an ever-tightening circle around Stalingrad. The revised Little Saturn, launched on 16 December 1942, parried the German relief attempt then went on to retake Kursk, Kharkov and Rostov in January and February 1943. As the Soviet thrust ran out of steam, the Germans counterattacked retaking Kharkov in March, forming a bulge in the Soviet front line around Kursk.

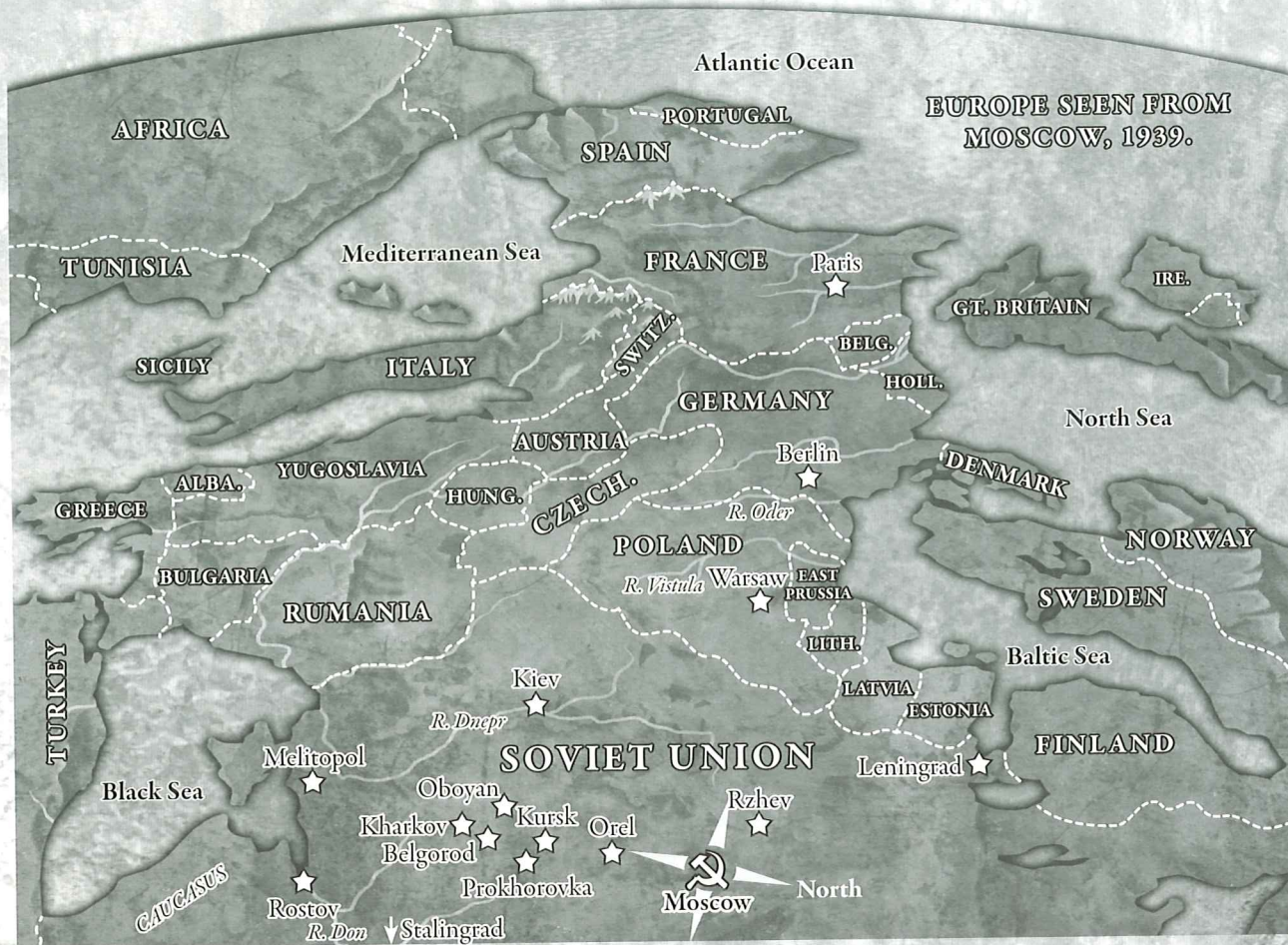
### Operation Citadel

In early 1943 *3-y Mechanizirovanniy Korpus* was totally rebuilt, along with most of the virtually destroyed Soviet tank forces. Fortunately the German Army was equally exhausted. Once again both prepared for new summer offensives. This time Stalin elected to wait for the Germans to strike first.

The German plan was codenamed Operation Citadel and was intended to cut off and destroy the troops in the Kursk salient. However, delays in the launching of Citadel, which didn't begin until 5 July, 1943, allowed the







Soviet forces to rebuild and fortify their positions. Kursk was to be the rock against which the steel fist of the Nazi forces was to shatter itself.

### Thunderstorms at Kursk

As summer thunderstorms rolled overhead, 3-y *Mechanizirovanniy Korpus* once again rolled into battle against its old enemy—the *Grossdeutschland Division*. Attacking south from Kursk, the Corps aimed to stop the German 48<sup>th</sup> Panzer Corps' thrust towards Oboyan. T-34 tanks of 3-y *Mechanizirovanniy Korpus* repeatedly clashed with enemy armour. On 8 July the brave tankists engaged the fearsome Tiger heavy tanks of *Grossdeutschland* outside the town of Syrtsevo. The following day the German thrust was turned aside at heavy cost to the enemy. The ill-fated German offensive would now meet its doom upon the reckoning ground of Prokhorovka in one of the largest tank battles in history.

On 12 July, the same day as the mighty tank clash at Prokhorovka, the Red Army launched a major offensive against the Germans around Orel immediately to the north of the Kursk salient. Over a month of hard

fighting followed, as the Soviet attack inflicted heavy losses upon the enemy forces and gradually drove them back. After this the Red Army would never be defeated again.

### Guards Mechanised Corps

3-y *Mechanizirovanniy Korpus* was given little time to rest following its victory at Kursk, and was in the thick of the fray in the Soviet offensives that followed. Belgorod was recaptured, as too was Kharkov for the final time.

As a reward for its brave fighting at Kursk and after, 3-y *Mechanizirovanniy Korpus* was renamed 8-y *Gvardeyskiy Mechanizirovanniy Korpus* (8<sup>th</sup> Guards Mechanised Corps) on 23 October 1943. On that same day the Red Army captured Melitopol north of the Crimean peninsular.

### The Red Tide Flows

How far the Red Army had come from the dismal days of a year before is shown in their new cavalry-mechanised groups. Composed of a cavalry and a mechanised corps and fighting with new-found operational skill, these groups advanced ahead of the main force, keeping the defenders off-balance. With these mobile groups

in the vanguard, the red tide swept westwards. The Dnepr River became the finish line in a race between the German Army Group Centre rushing to reach the western bank and fortify it, and the advancing Soviets attempting to cut them off. The German Army won, narrowly, but a few Soviet bridgeheads across the Dnepr would ultimately prove their undoing.

### Triumphant March

1944 saw the Red Army finally liberating the rest of the Soviet Union in Operation Bagration (launched on the third anniversary of Hitler's invasion) and the Lvov-Sandomir operation in August that carried them to the Vistula River in central Poland.

In September, 8-y *Gvardeyskiy Mechanizirovanniy Korpus* was withdrawn into reserve for a well-deserved rest and refit. It was back at the front by the beginning of 1945 driving relentlessly forward through the heavily fortified area from the Vistula to the Oder. The vengeful Red Army swept onwards and in May 1945, the battle-weary 8-y *Gvardeyskiy Mechanizirovanniy Korpus* played its final part in the bloody, but triumphant, storming of Berlin.



## WHY COLLECT

*Modern warfare will be a war of engines. Engines on land, engines in the air, engines on water and under water. Under these conditions, the winning side will be the one with the greater number and the more powerful engines.*

*—National Commissar for Defence, Iosif Stalin.*

The treacherous fascist invasion has awakened a slumbering giant. It has triggered the massive mobilization of brave soldiers and diligent factory workers. Together these comrades have built the mightiest army the world has ever seen — the awesome RKKA, the Red Army. The foolhardy Germans will now feel the wrath of the Soviet people, and be crushed by it. All that will be left of the Hitlerites will be their gleaming bones turned over by our ploughs in the summer planting.

With a Soviet Armoured or Cavalry force you have at your command the steel fist of the indestructible Red Army.

As a Red tank commander, you field huge formations of tanks, more numerous and more powerful than any foe. The best is the famed T-34, the finest tank of the war—rugged, fast, and hard-hitting. Deployed en masse and supported by heavy KV tanks, these machines are almost unstoppable. Your options are almost unlimited though. You can equip your tank force with a myriad of other tank types instead, such as American lend-lease M3s Lee and M4 Sherman medium tanks or British Mark II Matilda and Mark III Valentine infantry-support tanks.

As well as these mighty engines of war, you can field motor-rifle and tank-riding infantry. Huge companies of valiant Soviet motor-riflemen easily swamp enemy positions. Submachine-gunners storm enemy strongpoints, while heavy machine-gunners cut down enemy counterattacks. With plentiful artillery and masses of tanks in support, your motor-riflemen sweep the enemy from the battlefield.



For those players who long for the dash and vigour, to say nothing of the élan, of an old-style cavalry charge, there are the Cossacks! For centuries the cossacks have been the most feared horse-warriors in the world. The Red Army has harnessed their traditional ferocity and mobility to modern weapons of war. Operating with tanks, machine-guns and artillery, these sons of the steppe are still a force to be reckoned with.

Victory is inevitable. Defeat is unthinkable. For the Rodina! For Stalin!

## SOVIET ALPHABET

The Russians use the Cyrillic alphabet. The table below shows the approximate pronunciation of each letter.

А	а	a	father	К	к	k	kiss	Х	х	kh	loch
Б	б	b	bank	Л	л	l	fill	Ц	ц	ts	sits
В	в	v	victor	М	м	m	mother	Ч	ч	ch	church
Г	г	g	good	Н	н	n	north	Ш	ш	sh	short
Д	д	d	dog	О	о	o	port	Щ	щ	shch	fresh cheese
Е	е	ye	yes	П	п	p	penguin	Ъ	ъ		hard sign
Ё	ё	yo	yoghurt	Р	р	r	red	Ы	ы	y	ill
Ж	ж	zh	massage	С	с	s	soon	Ь	ь		soft sign
З	з	z	zebra	Т	т	t	tea	Э	э	e	let
И	и	i	see	У	у	u	fool	Ю	ю	yu	youth
Й	й	y	goodbye	Ф	ф	f	fun	Я	я	ya	yatch



## ТЕРМИНОЛОГИЯ

Англичанин (an-gli-cha-nin): Englishman. Nickname for Marks II & III British lend-lease tanks.  
 БА, Бронепоезд (BA, bro-nye-av-to-mo-bil): Armoured car.  
 Бей Фашистов (bye-y fa-shist-ov): Slogan 'Crush the Fascists'.  
 Боевая Подруга (bo-ye-va-ya po-dru-ga): Slogan 'Fighting Girlfriend'.  
 Братская могила на шестерых (brats-ka-ya mo-gi-la na shye-stye-rykh): 'Grave for six brothers'. Nickname of lend-lease M3s medium tank.  
 Бронетранспортер (bro-nye-trans-por-tyer): Armoured transporter.  
 Валентин (va-lyen-tayn): Valentine. Lend-lease Mark III tank.  
 ВВС, Военно Воздушный Силы (VVS, vo-yen-no voz-dush-ny-y si-ly): Military Air Force.  
 Великая Отечественная Война (vyel-i-ka-ya ot-ye-choyest-vyen-na-ya voy-na): Great Patriotic War. The Second World War.  
 Вперед На Заряд (vpye-ryed na za-rad): Slogan 'Forward to the West'.  
 Голожопий Фэрдинант (go-lo-zho-pi-y fer-di-nant): Bare-ass Ferdinand, derogatory nickname for SU-76M assault gun.  
 Ефрейтор (ye-frye-y-tor): Corporal.  
 За Сталина (za sta-li-na): Slogan 'For Stalin'.  
 За Родину (za ro-di-nu): Slogan 'For the Motherland'.  
 Зверобой (zvye-ro-bo-y): 'Animal Killer'. Nickname given the SU-152 assault gun for killing the German Tigers and Panthers.  
 Казак (ka-zak): Cossack.  
 Казачья Сотня (ka-zach-ya sot-nya): Cossack hundred, squadron.  
 Капитан (ka-pi-tan): Captain. Company officer.  
 Катюша (ka-tyu-sha): Little Katy. BM-13 rocket launcher.  
 КВ, Климент Ворошилов (KV, kli-ment vo-ro-shi-lov): Commissar of Defence. KV tank named after him.  
 КВ-1э (KV-1e): 'Ekranirovanny' or uparmoured KV-1 tank.  
 КВ-1с (KV-1s): 'Skorostnoy' or fast KV-1 tank.  
 Коломбина (ko-lom-bi-na): Columbine. Nickname for SU-76M.  
 Комиссар (ko-mis-sar): Senior political officer.  
 Красноармеец (kras-no-ar-myets): Red Armyman. Private soldier.  
 Легкий (leg-ki-y): Light.  
 Лейтенант (lye-y-tye-nant): Lieutenant. Junior officer.  
 Ли (li): Lee. Lend-lease M3 medium tank.  
 МЗл (M3l): M3 'legkiy' or light tank.  
 МЗс (M3s): M3 'sredniy' or medium tank.  
 Матильда (ma-til-da): Matilda. Lend-lease Mark II tank.  
 Механизированная Бригада (me-kha-ni-zi-ro-van-na-ya bri-ga-da): Mechanised brigade.

Механизированный Корпус (me-kha-ni-zi-ro-van-ny-y kor-pus): Mechanised corps.  
 Мотострелковый Батальон (mo-to-stryel-ko-vy-y ba-ta-lon): Motor-rifle battalion.  
 обр, Образца (obr, o-braz-tsa): Model.  
 Победа (po-bye-da): Slogan 'Victory'.  
 Полковник (pol-kov-nik): Colonel. Regimental officer.  
 Подполковник (pod-pol-kov-nik): Sub-colonel. Lt. Colonel.  
 Пуп (pup): Pup. Nickname for lend-lease Mark III tank.  
 Разведчики (raz-ved-chi-ki): Scouts.  
 РККА, Рабоче-Крестьянская Красная Армия (RKKA, ra-bo-che kryest-yan-ska-ya kras-na-ya ar-mi-ya): Workers and Peasants Red Army.  
 Родина Мать (ro-di-na mat): Motherland.  
 Сержант (ser-zhant): Sergeant.  
 Скоростной (sko-rost-noy): Fast.  
 Славянин (slav-ya-nin): Slav. Nickname for Soviet soldier.  
 Средний (sryed-ni-y): Medium.  
 СССР, Союз Советских Социалистических Республик (SSSR, so-yuz, so-vyetsk-ikh so-tsi-al-ist-its-yesk-ikh ryes-pub-lik): Union of Soviet Socialist Republics.  
 Сталин (sta-lin): Iosif Stalin, Soviet leader.  
 СУ, Самоходная Установка (SU, sa-mo-khod-na-ya u-sta-nov-ka): Self-propelled mounting. Assault gun.  
 Сука (su-ka): Bitch. Nickname for SU-76M assault gun.  
 Танк (tank): Tank.  
 Танковый Батальон (tan-ko-vy-y ba-ta-lon): Tank battalion.  
 Танковая Бригада (tan-ko-va-ya bri-ga-da): Tank brigade.  
 Танковый Корпус (tan-ko-vy-y kor-pus): Tank corps.  
 Танкодесантник (tan-ko-dye-sant-nik): Tank-rider.  
 Тачанка (ta-chan-ka): Horse-drawn machine-gun cart.  
 Товарищ (to-va-rishch): Comrade.  
 Тяжелый (tya-zhye-ly-y): Heavy.  
 Тридцатьчетвёрка (trid-stat-choyet-vyor-ka): Thirty-four. Nickname for T-34 tank.  
 USA, Убийца Сукинсына Адолфа (u-bye-yat su-kin-sy-na a-dolf-a): USA, 'Kill that son-of-a-bitch Adolf'. Pre-painted slogan on American lend-lease vehicles.  
 Фриц (frits): Fritz. Nickname for German soldier.  
 Фронтовник (front-ov-nik): Front-line soldier.  
 Черчилль (chyer-chill): Churchill. Lend-lease mark IV tank.  
 Шваб (shvab): Schwabian Nickname for Germans.  
 Шерман (shyer-man): Sherman. Lend-lease M4 tank.  
 экранированный (ek-ra-ni-ro-van-ny-y): Shielded.  
 Эмча, Эм Четыре (em-cha, em che-tyr-ye): M4. Nickname for lend-lease M4 tank.

## RUSSIAN MILITARY UNITS

The structure of the Red Army's mechanised forces can often be difficult to fathom at first glance. They have tank corps with fewer tanks than anyone else's armoured divisions, and assault gun regiments with only twelve heavy assault guns, a large company by other standards. However, closer examination reveals the underlying logic.

Starting at the bottom, the Red Army is composed of companies. These are the smallest unit capable of independent combat. Most Soviet companies are similar to their western counterparts, although tank companies tend to be rather small with ten tanks rather than twenty, with heavy tank companies getting down to five tanks (a large platoon in the West). An extreme example of this meaning of the term company is the heavy assault gun company with just two guns. However, since they are intended for independent assignment they are by definition a company.

A battalion is a collection of companies that will always operate together as a single unit, while a regiment is a collection of battalions and companies all of the same type that will operate independently. Thus we can explain the twelve-gun heavy assault gun regiment. It can't be a battalion since the companies are intended to be dispersed to other units, so the six-company unit must be a regiment!

Coming to the larger units, a brigade is a collection of battalions and regiments of different types that will fight together, a division is a collection of regiments that will fight together, and a corps is a collection of brigades and divisions. Again, this makes sense of the absence of Soviet tank divisions. Since the basic formation is a mixed brigade of tank and infantry battalions, it must be a corps rather than a division. A tank division by comparison would require pure tank and infantry regiments.



# TANK CORPS OF THE RED ARMY

The Red Army entered 1942 with less than 2000 tanks on inventory. They were held in small brigades of 10 heavy, 14 medium, and 20 light tanks and allocated to armies as needed. This was unsuitable for the planned summer offensives, so 22 tank corps were ordered built in March to June 1942. When the fledgling tank corps went into battle they suffered horrific casualties. Rebuilt with better support and more experienced officers, they would lead all subsequent offensives. Tank Corps, authorised strength from July 1942: Tanks—63 light, 99 medium. Personnel—7853.

Note: The units listed are those that served with the corps during 1942-43. Not all were present at the same time.

Corps	Tank Brigades	Battles
1-y Tankovy 'Isterburgskiy' Krasnoznamenniy Korpus	1 Gds, 49, 89, 1 Mot, later 89, 117, 159, 44 Mot, 1437 SU Rgt <sup>1</sup>	Voronezh, Uranus, Orel, Bagration, Baltic, East Prussia
2-y Tankovy Korpus	26, 27, 148, 2 Mot, later 26, 99, 169 <sup>8</sup> , 58 Mot, 62 Hvy Rgt, 15 Gds Hvy Rgt <sup>2</sup>	Voronezh, Kursk, Bagration, 8-y Gvardeyskiy Tankovy Korpus
3-y Tankovy Korpus	50, 51, 103 <sup>3</sup> , 57 Mot, 1540 Hvy SU Rgt	Kharkov, Orel, Bagration, 9-y Gvardeyskiy Tankovy Korpus
4-y 'Stalingradskikh' Tank Korpus	45, 47, 102 <sup>3</sup> , 4 Mot	Voronezh, Stalingrad, Uranus, Saturn, 5-y Gds Tank Korpus
5-y Tankovy 'Dvinskiy' ordenov Suvorova i Kutuzova Korpus	24, 41, 70, 5 Mot, 1435 SU Rgt <sup>1</sup>	Orel, Baltic
6-y Tankovy Korpus	22 <sup>4</sup> , 100, 200 <sup>4</sup> , 6 Mot, 112, 1461 SU Rgt <sup>1</sup>	Rzhev, Kursk, 11-y Gvardeyskiy Tankovy Korpus
7-y Tankovy Korpus	3 Gds, 62, 87, 7 Mot	Voronezh, Stalingrad, Uranus, 3-y Gds Tankovy Korpus
8-y Tankovy Korpus	25, 31, 93, 8 Mot	Rzhev, 3-y Mechanizirovanniy Korpus
9-y Tankovy 'Bobruysko-Berlinskiy' Krasnoznamenniy, ordena Suvorova Korpus	23, 95, 108, 8 Mot, 1454 SU Rgt <sup>5</sup> , 1455 SU Rgt <sup>6</sup> , 1540 Hvy SU Rgt	Rzhev, Orel, Bagration, Berlin
10-y Tankovy 'Dneprovskiy' ordena Suvorova Korpus	178, 183 <sup>3</sup> , 186 <sup>3</sup> , 11 Mot, 1450 SU Rgt <sup>6</sup>	Kharkov, Kursk, Kharkov, Dnepr, Baltic, East Prussia
11-y Tankovy 'Radomsko-Berlinskiy' Krasnoznamenniy, ordenov Suvorova i Kutuzova Korpus	53 <sup>3</sup> , 59 <sup>3</sup> , 160 <sup>3</sup> , 12 Mot later 20, 36, 65, 12 Mot, 1493 SU Rgt <sup>6</sup>	Bryansk, Kharkov, Melitopol, Ukraine, Berlin
12-y Tankovy Korpus	30, 86, 97, 13 Mot, 106, 1417 SU Rgt <sup>5</sup>	Rzhev, Kharkov, Orel, 6-y Gvardeyskiy Tankovy Korpus
13-y Tankovy Korpus	65 Hvy, 85, 88, 20 Mot, 163, 166, 169, later 6 Gds, 13, 254, 38 Mot	Bryansk, Stalingrad, 13-y Mechanizirovanniy Korpus
15-y Tankovy Korpus	96, 105, 113, 17 Mot, later 88, 113, 195, 52 Mot, 1418 SU Rgt <sup>5</sup>	Kozelsk, Kharkov, Kursk, 7-y Gvardeyskiy Tankovy Korpus
16-y Tankovy Korpus	107, 109, 164 <sup>3</sup> , 15 Mot, 1441 SU Rgt <sup>6</sup>	Stalingrad, Uranus, Kursk, Dnepr, Korsun, Bagration, 12-y Gvardeyskiy Tankovy Korpus
17-y Tankovy Korpus	66, 67, 174, 31 Mot	Voronezh, Saturn, 4-y Gvardeyskiy Tankovy Korpus
18-y Tankovy 'Znamensko-Budapeshtskiy' Krasnoznamenniy, ordenov Suvorova i Kutuzova Korpus	110, 180, 181, 18 Mot, later 110, 170, 181, 32 Mot, 36 Gds Hvy Rgt, 1543 Hvy SU Rgt	Voronezh, Saturn, Kharkov, Kursk, Kharkov, Kirovograd, Korsun, Lvov-Sandomir, Hungary
19-y Tankovy 'Perikopskiy' Krasnoznamenniy Korpus	79, 101, 202 <sup>3,8</sup> , 19 (later 26) Mot, 1824 Hvy SU Rgt, 1452 SU Rgt <sup>7</sup>	Kursk, Donbas, Melitopol, Crimea, Baltic
20-y Tankovy 'Zvenigorodskiy' Krasnoznamenniy Korpus	8 Gds, 80 <sup>8</sup> , 155, 7 Gds Mot, 1419 SU Rgt <sup>6</sup> 1834 Hvy SU Rgt, 1895 SU Rgt <sup>5</sup>	Kursk, Ukraine, Korsun
21-y Tankovy Korpus	64 <sup>3,8</sup> , 198, 199, 21 Mot	Kharkov, Destroyed June 1942
22-y Tankovy Korpus	13, 36, 133, 3, 36, 173, 176, 182, 22 Mot	Kharkov, Stalingrad, Destroyed August 1942
23-y Tankovy 'Budapeshtskiy' ordena Suvorova Korpus	6, 130 <sup>8,9</sup> , 131 <sup>8</sup> , 23 Mot, later 3, 39, 135, 56 Mot, 1443 SU Rgt <sup>5</sup>	Kharkov, Donbas, Dnepr, Ukraine, Hungary, Vienna
24-y Tankovy Korpus	4 Gds, 54, 130, 24 Mot	Uranus, 2-y Gvardeyskiy Tankovy Korpus
25-y Tankovy Krasnoznamenniy Korpus	111, 162 <sup>8</sup> , 175 <sup>10</sup> , 16 Mot, 41 SU Rgt <sup>7</sup> , 1829 Hvy SU Rgt	Voronezh, Saturn, Kharkov, Kursk, Dnepr, Lvov-Sandomir, Vistula-Oder, Berlin
26-y Tankovy Korpus	19, 157, 216, 14 Mot	Uranus, 1-y Gvardeyskiy Tankovy Korpus
28-y Tankovy Korpus	39, 55, 56, 32 Mot	Stalingrad, 4-y Mechanizirovanniy Korpus
29-y Tankovy 'Znamenskikh' Krasnoznamenniy Korpus	25, 31, 32, 53 Mot, 1446 SU Rgt <sup>6,7</sup> , 1549 Hvy SU Rgt	Kursk, Kharkov, Dnepr, Korsun, Bagration, Baltic, East Prussia
30-y Tankovy Dobrovolcheskiy 'Uralskiy' Korpus im. Stalina	197, 243, 244, 30 Mot, 1621 SU Rgt <sup>5</sup>	Orel, Smolensk, 10-y Gvardeyskiy Tankovy Korpus
31-y Tankovy 'Vislenskiy' Krasnoznamenniy, ordenov Suvorova i Kutuzova Korpus	100, 237 <sup>4</sup> , 242 <sup>4</sup> , 293 Gds SU Rgt <sup>5</sup> , 1535 Hvy SU Rgt	Kursk, Kharkov, Dnepr, Bagration, Lvov-Sandomir, Vistula-Oder, Berlin

Tankovy Korpus = Tank Corps, Krasnoznamenniy = Red Banner, ordena Suvorova = Order of Suvorov, ordena Kutuzova = Order of Kutuzov, Dobrovolcheskiy = Volunteer, im. Stalina = in the name of Stalin, Hvy = Heavy, SU = Assault gun, Rgt = Regiment.

1 Mixed SU-76i & SU-122	2 KV-85	3 Mark II (Matilda II)	4 M3M (M3 Lee)	5 SU-76
6 SU-122	7 SU-85	8 Mark III (Valentine II)	9 M3L Stuart	10 Mark III (Valentine VIII)



## GUARD TANK CORPS OF THE RED ARMY

Corps	Tank Brigades	Battles
1-y Gvardeyskiy Tankovy 'Donskoi' ordena Lenina, Krasnoznamenniy, ordena Suvarova Korpus	15 Gds, 16 Gds, 17 Gds, 1 Gds Mot, 34 Gds Hvy Tk, 1001 SU Rgt <sup>1</sup> , 1541 Hvy SU Rgt	Kursk, Dnepr, Bagration, Vistula-Oder, Berlin
2-y Gvardeyskiy Tankovy 'Tatsinskiy' Krasnoznamenniy, ordena Suvarova II Korpus	4 Gds, 25 Gds, 26 Gds, 4 Gds Mot, 47 Gds Tk Rgt, 1819 SU Rgt <sup>1</sup> , 1833 Hvy SU Rgt	Kursk, Dnepr, Bagration, Baltic, East Prussia
3-y Gvardeyskiy Tankovy 'Kotelnikovskiy', Krasnoznamenniy, ordena Suvarova Korpus	3 Gds, 18 Gds, 19 Gds, 2 Gds Mot, 1436 SU Rgt <sup>2</sup>	Dnepr, Leningrad, Bagration, Berlin
4-y Gvardeyskiy Tankovy 'Kantemirovskiy', ordena Lenina, Krasnoznamenniy Korpus	12 Gds <sup>3</sup> , 13 Gds <sup>3</sup> , 14 Gds <sup>3</sup> , 3 Gds Mot, 1451 SU Rgt <sup>2</sup>	Saturn, Kharkov, Kharkov, Vistula-Oder, Berlin
5-y Gvardeyskiy Tankovy 'Stalingradsko-Kievskiy', ordena Lenina, Krasnoznamenniy, ordenov Suvarova i Kutuzova Korpus	20 Gds, 21 Gds, 22 Gds, 6 Gds Mot, 48 Gds Hvy Tk Rgt <sup>4</sup>	Kursk, Dnepr, Iasi-Kishinev, Hungary
6-y Gvardeyskiy Tankovy 'Kievsko-Berlinskiy', ordena Lenina, Krasnoznamenniy, ordenov Suvarova i Bogdana-Khmelnitskogo Korpus	51 Gds, 52 Gds, 53 Gds, 22 Gds Mot, 292 Gds SU Rgt <sup>2,5</sup> , 1893 SU Rgt <sup>1</sup> , 1835 Hvy SU Rgt, 1442 SU Rgt <sup>5</sup>	Kursk, Dnepr, Lvov-Sandomir, Berlin
7-y Gvardeyskiy Tankovy 'Kievsko-Berlinskiy', ordena Lenina, dvazhd Krasnoznamenniy, ordena Suvarova II Korpus	54 Gds, 55 Gds, 56 Gds, 23 Gds Mot, 293 Gds SU Rgt <sup>1</sup> , 1894 SU Rgt <sup>1</sup> , 1419 SU Rgt <sup>5</sup>	Smolensk, Lvov-Sandomir, Prague
10-y Gvardeyskiy Tankovy Dobrovolcheskiy 'Uralsko-Lvovskiy' Krasnoznamenniy, ordenov Suvarova i Kutuzova Korpus	61 Gds, 62 Gds, 63 Gds, 29 Gds Mot, 356 Gds SU Rgt <sup>1</sup> , 1545 Hvy SU Rgt,	Bagration, Lvov-Sandomir, Vistula-Oder, Berlin
11-y Gvardeyskiy Tankovy 'Priкарпатско-Berlinskiy', Krasnoznamenniy, ordena Suvarova II Korpus	40 Gds, 44 Gds, 45 Gds, 27 Gds Mot, 293 Gds SU Rgt <sup>1</sup> , 1535 Hvy SU Rgt	Ukraine, Bagration, Lvov-Sandomir, Berlin

*Gvardeyskiy* = Guards (Gds), *Tankovy Korpus* = Tank Corps, *Krasnoznamenniy* = Red Banner, *dvazhd* = twice, *ordena Suvarova* = Order of Suvarov, *ordena Bogdana-Khmelnitskogo* = Order of Bogdan-Khmelnitsky, *ordena Kutuzova* = Order of Kutuzov, *Dobrovolcheskiy* = Volunteer, Hvy = Heavy, Mot = Motor Rifle, SU = Assault gun, Tk = Tank, Rgt = Regiment.

1 SU-76    2 SU-122    3 Mark III (Valentine II)    4 Mark IV (Churchill III)    5 SU-85

## CAVALRY CORPS OF THE RED ARMY

Corps	Cavalry Divisions	Battles
1-y Gvardeyskiy Kavaleriyskiy 'Zhitomirskoi' Korpus (Kavaleriyskiy Korpus 'Belov')	1 Gds, 2 Gds, 7 Gds, 1461 SU Rgt	Vyazma, Donbas, Dnepr, Zhitomir, Lvov-Sandomir, Vistula-Oder, Prague
2-y Gvardeyskiy Kavaleriyskiy Korpus	3 Gds, 4 Gds, 20 (later 17 Gds), 1812 SU Rgt	Rzhev, Orel, Pripyat Marshes, Bagration, Lvov-Sandomir, Vistula-Oder, Frankfurt
3-y Gvardeyskiy Kavaleriyskiy 'Grodenskikhii' Korpus	5 Gds, 6 Gds, 32 1814 SU Rgt	Izyum, Kharkov, Stalingrad, Uranus, Smolensk, Vitebsk, Bagration, Vistula-Oder, Elbe
4-y Kubanskiy Gvardeyskiy Kavaleriyskiy Kazachiy ordena Lenina, Krasnoznamenniy, ordenov Suvarova i Bogdan Khmelnitskiy II Korpus	9 Gds, 10 Gds, 30, 110, 1815 SU Rgt	Caucasus, Mius, Odessa, Bagration, Budapest, Prague
5-y Donskoy Gvardeyskiy Kavaleriyskiy Kazachiy 'Budapeshtskiy' Krasnoznamenniy Korpus	11 Gds, 12 Gds, 63, 1896 SU Rgt	Caucasus, Donbas, Melitopol, Dnepr, Korsun, Iassi-Kishinev, Budapest, Vienna
6-y Gvardeyskiy Kavaleriyskiy Korpus	8 Gds, 13 Gds, 8, 1813 SU Rgt	Smolensk, Pripyat Marshes, Budapest, Prague
7-y Gvardeyskiy Kavaleriyskiy 'Brandenburgskiy' ordena Lenina, Krasnoznamenniy, ordena Suvarova II Korpus	14 Gds, 15 Gds, 16 Gds, 1897 SU Rgt	Voroshilovgrad, Pripyat Marshes, Bagration, Vistula-Oder, Brandenburg
2-y Kavaleriyskiy Korpus	38, 62, 64, 70	Izyum, Kharkov, Destroyed July 1942.
4-y Kavaleriyskiy Korpus	61, 81	Uranus, Destroyed February 1943
5-y Kavaleriyskiy Korpus	30, 34, 60	Izyum, Kharkov, Destroyed July 1942
6-y Kavaleriyskiy Korpus	26, 28, 49, 7 Tank Bde	Izyum, Kharkov, Destroyed May 1942
7-y Kavaleriyskiy Korpus	11, 17, 83	Saturn, 6-y Gvardeyskiy Kavaleriyskiy Korpus
8-y Kavaleriyskiy Korpus	21, 58, 112	Bryansk, Uranus, 7-y Gvardeyskiy Kavaleriyskiy Korpus
11-y Kavaleriyskiy Korpus	18, 24, 82	Vyazma, Destroyed August 1942
13-y Kavaleriyskiy Korpus	25, 80, 87	Volkhov, Destroyed July 1942
17-y Kavaleriyskiy Kazachiy Korpus	12, 13, 15, 116	Caucasus, 4-y Gvardeyskiy Kavaleriyskiy Korpus

*Gvardeyskiy* = Guards (Gds), *Kavaleriyskiy Korpus* = Cavalry Corps, *Krasnoznamenniy* = Red Banner, *ordena Suvarova* = Order of Suvarov, *ordena Bogdanay Khmelnitskaya* = Order of Bogdan Khmelnitsky, *Kazachiy Korpus* = Cossack Corps, *Kubanskiy Kazach* = Kuban Cossack, *Donskoy Kazach* = Don Cossack, SU = Assault gun, Rgt = Regiment, Bde = Brigade.



## GUARD MECHANISED CORPS OF THE RED ARMY

The Red Army found its all-tank tank corps to be unbalanced in combat and even when a motor-rifle brigade and artillery support were added, unable to hold the ground they took. Their solution was the new mechanised corps with three motor-rifle brigades and two tank regiments (later one tank brigade). These corps actually had more tanks than a tank corps and three times as much infantry! Equipping a mechanised corps was expensive and relatively few were raised—most quickly gaining Guards status (unsurprising given their role in leading every major offensive!)

Mechanised Corps, authorised strength from September 1942: Tanks—69 light, 101 medium, 5 heavy. Personnel—15,581.



Corps	Mechanised Brigades	Battles
1-y Gvardeyskiy Mechanizirovanniy 'Venskiy' ordenov Lenina i Kutuzova Korpus	1 Gds, 2 Gds, 3 Gds, 16 Gds Tk Rgt, 17 Gds Tk Rgt, later 9 Gds Tk, 1544 Hvy SU Rgt	Uranus, Donbas, Dnepr, Vienna
2-y Gvardeyskiy Mechanizirovanniy 'Nikolaesko-Budapeshtskiy' Krasnoznamenniy, ordena Suvorova Korpus	4 Gds, 5 Gds, 6 Gds, 21 Gds Tk Rgt, 22 Gds Tk Rgt, later 37 Gds Tk, 1543 Hvy SU Rgt	Uranus, Kursk, Dnepr, Vienna
3-y Gvardeyskiy Mechanizirovanniy 'Stalingradsko-Kirvorozhskiy' Korpus	7 Gds, 8 Gds, 9 Gds, 41 Gds Tk Rgt, 42 Gds Tk Rgt, later 35 Gds Tk, 1831 Hvy SU Rgt	Uranus, Kursk, Dnepr, Bagration, Baltic
4-y Gvardeyskiy Mechanizirovanniy 'Stalingradskiy' Krasnoznamenniy, ordenov Suvorova i Kutuzova Korpus	13 Gds, 14 Gds, 15 Gds, 41 Gds Tk Rgt, later 36 Gds Tk, 1828 Hvy SU Rgt, 292 Gds SU Rgt <sup>1</sup>	Uranus, Dnepr, Iasi-Kishinev, Balkans, Budapest
5-y Gvardeyskiy Mechanizirovanniy 'Zimovnikovskiy', ordenov Kutuzova i Aleksandra Nevskogo Korpus	10 Gds, 11 Gds, 12 Gds, 52 Gds Tk Rgt, 53 Gds Tk Rgt, later 24 Gds Tk, 1447 SU Rgt <sup>2</sup>	Uranus, Kursk, Dnepr, Bagration, Berlin
6-y Gvardeyskiy Mechanizirovanniy 'Lvovskiy' ordena Lenina, Krasnoznamenniy, ordena Suvorova Korpus	16 Gds, 17 Gds, 49, 29 Gds Tk Rgt, 56 Gds Tk Rgt, 1 Gds SU Rgt <sup>3</sup>	Orel, Lvov-Sandomir, Vistula-Oder, Prague
7-y Gvardeyskiy Mechanizirovanniy 'Nezhinsko-Kuzbanskii' ordena Suvorova Korpus	24 Gds, 25 Gds, 26 Gds, 57 Gds Tk, 293 Gds SU Rgt <sup>3</sup>	Orel, East Prussia, Prague
8-y Gvardeyskiy Mechanizirovanniy 'Prikrpatsko-Berlinskii' Krasnoznamenniy, ordena Suvorova II Korpus	19 Gds, 20 Gds, 21 Gds, 1 Gds Tk, 354 Gds Hvy SU Rgt, 1451 SU Rgt <sup>2</sup>	Kharkov, Dnepr, Lvov-Sandomir, Berlin

*Gvardeyskiy* = Guards (Gds), *Mechanizirovanniy Korpus* = Mechanised Corps, *Krasnoznamenniy* = Red Banner, *ordena Lenina* = Order of Lenin, *ordena Suvorova* = Order of Suvorov, *ordena Kutuzova* = Order of Kutuzov, *ordena Aleksandra Nevskogo* = Order of Alexander Nevsky, Hvy = Heavy, SU = Assault gun, Tk = Tank, Rgt = Regiment.

1 SU-85 2 SU-122 3 SU-76

## MECHANISED CORPS OF THE RED ARMY

Corps	Mechanised Brigades	Battles
1-y Mechanizirovanniy 'Krasnogradskiy' Krasnoznamenniy Korpus	19, 35, 37, 219 Tk,	Kharkov, Dnepr, Bagration, Vistula-Oder, Berlin
2-y Mechanizirovanniy Korpus	18, 34, 43, 33 Tk, 36 Tk	Velikiye Luki, Orel, 7-y Gvardeyskiy Mechanizirovanniy Korpus
3-y Mechanizirovanniy Korpus	1, 3, 10, 1 Gds Tk, 49, 1547 Hvy SU Rgt	Rzhev, Kursk, Dnepr, 8-y Gvardeyskiy Mechanizirovanniy Korpus
4-y Mechanizirovanniy Korpus	36, 59, 60, 55 Tk Rgt, 158 Tk Rgt	Uranus, 3-y Gvardeyskiy Mechanizirovanniy Korpus
5-y Mechanizirovanniy Korpus	45 <sup>1</sup> , 49 <sup>1</sup> , 50 <sup>1</sup> , 166 Tk Rgt <sup>1</sup> , 188 Tk Rgt <sup>1</sup> , later 2 <sup>1</sup> , 9 <sup>1</sup> , 45 <sup>1</sup> , 233 Tk <sup>1</sup> , 1827 Hvy SU Rgt	Uranus, Kharkov, Kursk, Smolensk, Korsun, Dnepr, Iasi-Kishinev, 9-y Gvardeyskiy Mechanizirovanniy Korpus
6-y Mechanizirovanniy Korpus	51, 54, 55, 77 Tk Rgt, 78 Tk Rgt	Uranus, 5-y Gvardeyskiy Mechanizirovanniy Korpus
7-y Mechanizirovanniy 'Novoukrainsko-Khinganskii' ordena Lenina, Krasnoznamenniy, ordena Suvorova Korpus	16, 63, 64, 237 Tk Rgt, 240 Tk Rgt, 1821 SU Rgt <sup>2</sup>	Dnepr, Rumania, Hungary, Vienna
8-y Mechanizirovanniy 'Aleksandriyskiy' Krasnoznamenniy, ordena Kutuzova Korpus	66, 67, 68, 116 Tk, 1822 SU Rgt <sup>3</sup>	Dnepr, Bagration, Iasi-Kishinev, East Prussia
9-y Mechanizirovanniy 'Kievsko-Zhitomirskiy' Krasnoznamenniy, ordenov Suvorova i Kutuzova Korpus	69 <sup>1</sup> , 70 <sup>1</sup> , 71 <sup>1</sup> , 59 Gds Hvy Tk Rgt, 166 Tk Rgt, 1823 SU Rgt <sup>2</sup> , 1454 SU Rgt <sup>2</sup>	Dnepr, Lvov-Sandomir, Vistula-Oder, Prague
13-y Mechanizirovanniy Korpus	17, 61, 62, 13 Tk	Uranus, 4-y Gvardeyskiy Mechanizirovanniy Korpus

*Mechanizirovanniy Korpus* = Mechanised Corps, *Krasnoznamenniy* = Red Banner, *ordena Lenina* = Order of Lenin, *ordena Suvorova* = Order of Suvorov, *ordena Kutuzova* = Order of Kutuzov, Hvy = Heavy, SU = Assault gun, Tk = Tank, Rgt = Regiment.

1 Mark II (Matilda II) & Mark III (Valentine II) 2 SU-85 3 SU-76





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# ПРАВДА



# ВІСТЮЯУ АТ ЯЗНЕВ!

**Moscow—29 November 1942**

Sources close to *Stavka*, the Soviet High Command, have today declared they are confident of the imminent and glorious victory of our gallant forces over the fascist invaders around Rzhev.

Our glorious offensive was launched on 25 November with a three-pronged simultaneous attack designed to stun the enemy and cause confusion and panic. Led by the hero of the people, Marshal Georgi Zhukov, the valiant troops of the Red Army are close to driving the Fascist wolf from the doorstep of our beloved capital.

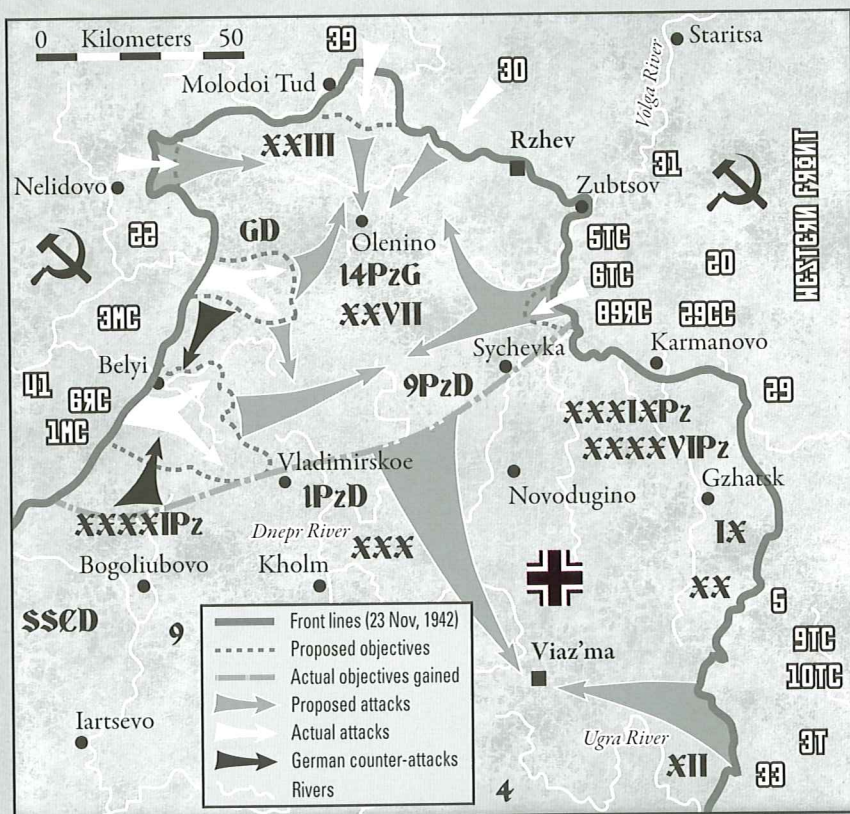
In the east the 20<sup>th</sup> and 31<sup>st</sup> Armies under General Konev attacked on a 40 km front along the Vazuza and Osuga Rivers near the town of Zubtsov against the Hitlerite 5<sup>th</sup> Panzer Division and the 78<sup>th</sup> and 102<sup>nd</sup> Infantry Divisions.

The very forces of nature again aided the defence of the Motherland as thick fog and snow allowed our brave forces to advance close to the enemy positions without suffering serious losses. The 20<sup>th</sup> Army, led by the 247<sup>th</sup> Rifle Division and the 80<sup>th</sup> and 240<sup>th</sup> Tank Brigades swept aside the enemy forward positions and crossed the Vazuza river to establish a bridgehead on the western bank. In a bold move General-Major Kiryukhin, rushed forward Major-General Kruikov's 2<sup>nd</sup> Guards Cavalry Corps and Colonel Arman's 6<sup>th</sup> Tank Corps to expand their gains. A lack of roads in the area and heavy fire from enemy artillery caused some delays with this redeployment, but our valiant troops continued to push forward, sweeping aside enemy opposition and driving a wedge deep into the area.

Meanwhile in the west the 22<sup>nd</sup> Army under General-Major Iushkevich and the 41<sup>st</sup> Army under General-Major Tarasov launched a twin operation from the opposite direction. The 41<sup>st</sup> Army's attack will liberate the town of Belyi and link up with 20<sup>th</sup> Army. This meeting will encircle and destroy an entire German Army and smash a 100 km (60 mile) hole in their Army Group Centre. These gallant sons of Russia succeeded in quickly breaking

the German defence and cutting the enemy's lines of communication.

In some areas our troops met with stubborn resistance as could be expected from an enemy fighting for survival. Resistance was particularly strong in the area of Belyi where troops from General Solomatin's 1<sup>st</sup> Mechanised Corps clashed heavily with organised enemy defences before breaking through in the direction of



SOVIET ARMY GROUPS		GERMAN ARMY GROUPS	
5 5 <sup>th</sup> Army	8888 8 <sup>th</sup> Guards Rifle Corps	IX 9 <sup>th</sup> Infantry Corps	1PzD 1 <sup>st</sup> Panzer Division
20 20 <sup>th</sup> Army	1MC 1 <sup>st</sup> Mechanised Corps	XII 12 <sup>th</sup> Infantry Corps	9PzD 9 <sup>th</sup> Panzer Division
22 22 <sup>nd</sup> Army	2MC 2 <sup>nd</sup> Mechanised Corps	XX 20 <sup>th</sup> Infantry Corps	14PzD 14 <sup>th</sup> Panzer Division
29 29 <sup>th</sup> Army	6RC 6 <sup>th</sup> Rifle Corps	XXX 30 <sup>th</sup> Infantry Corps	4 4 <sup>th</sup> Army
30 30 <sup>th</sup> Army	3TA 3 <sup>rd</sup> Tank Army	XXIII 23 <sup>rd</sup> Infantry Corps	9 9 <sup>th</sup> Army
31 31 <sup>st</sup> Army	5TC 5 <sup>th</sup> Tank Corps	XXVII 27 <sup>th</sup> Infantry Corps	GD Grossdeutschland
33 33 <sup>rd</sup> Army	6TC 6 <sup>th</sup> Tank Corps	XXXIAPz 39 <sup>th</sup> Panzer Corps	SSCD SS Cavalry Division
39 39 <sup>th</sup> Army	9TC 9 <sup>th</sup> Tank Corps	XXXXIPz 41 <sup>st</sup> Panzer Corps	
41 41 <sup>st</sup> Army	10TC 10 <sup>th</sup> Tank Corps	XXXXVIPz 46 <sup>th</sup> Panzer Corps	
22GC 2 <sup>nd</sup> Guards Cavalry Corps			





Our gallant Red Armymen advance behind a well-camouflaged T-34 medium tank.

Vladimirskoe.

Whilst the 41<sup>st</sup> Army continues to gain ground around Belyi, the 22<sup>nd</sup> Army commanded by General Iushkevich has launched a parallel attack along the Luchesa River valley to the north. The spearhead succeeded yesterday in breaking through the defence of the Germans and have started to push the enemy from the Luchesa Valley. Much of the area is frozen swamp and forests, but units are progressing well and commanders are confident the final enemy resistance will be swept aside shortly.

Intelligence suggests that the Germans have committed units from their much-touted 'Grossdeutschland' Motorised Rifle Division to try to stem the flow, but to little gain. General Iushkevich continues to exploit the breach and

push on towards the strategic goal of the Olenino-Belyi highway.

This can only help the companion thrust southwards by 30<sup>th</sup> and 39<sup>th</sup> Armies who are also facing elements of 'Grossdeutschland'. Progress here has been good with Molodoi Tud liberated and the advance on Olenino progressing well.

The 20<sup>th</sup> Army's 22<sup>nd</sup> Tank Brigade took the spearhead in the next phase of the battle. The mighty machines of 6<sup>th</sup> Tank Corps, supported by the 2<sup>nd</sup> Guards Cavalry Corps, smashed aside the enemy defences, crossing the Rzhev-Sychevka road, 20km into enemy territory, and liberated the village of Lozhky by nightfall on 26 November. Many fascist units were routed and at least two artillery regiments destroyed. There are numerous

reports of supply dumps being captured or destroyed. Marshal Zhukov ordered the infantry to advance from the Vazuza bridgehead to join the shock group and consolidate the ground. The infantry renewed its offensive yesterday, 28 November and initial reports are encouraging.

From 41<sup>st</sup> Army around Belyi reports have been received of the commitment early today of the 47<sup>th</sup> Tank Brigade, under the command of Colonel I Dremov, who have secured the Belyi-Vladimirskoye highway and control the eastern approaches to the town. This completes the envelopment of the enemy in the area.

Zhukov continues to push the attack and our men are fighting their way deeper into the heart of the enemy area. Resistance is strengthening but that can only be seen as a positive sign that indicates the desperation of the defence as they try to hold their line against the red tide of our victory. Reports have been received of some counterattacks but again these are the actions of a desperate enemy facing certain defeat. They are throwing in their last reserves who will soon be consumed. It is only a matter of time before our gallant forces break the resolve of the invaders, already sapped by the harsh reality of a Soviet winter, and the trickle of retreat becomes the full flood of rout.

Our brave sons of Russia are well-positioned to drive the fascist curs from the soil of our beloved Motherland with their tails between their legs.

Our men will not rest until every fascist has been driven from the soil of Mother Russia. Victory is ours!



Our victorious troops ride KV heavy tanks along the Belyi road.



## TANK DEVELOPMENT BUREAU

**T-34**

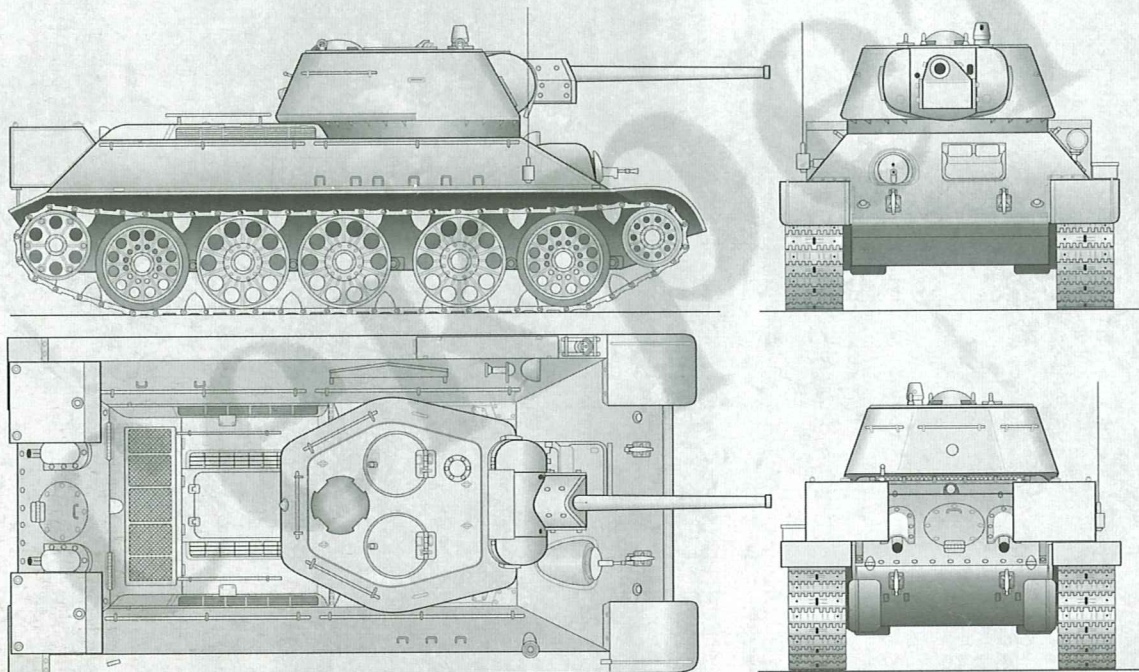
**OBRAZTSA 1942**

**Crew:** 5

**Armament:** 76.2mm F34 tank gun and two 7.62mm DT machine-guns

**Dimensions:** Length 7.5m (24ft 7in), width 2.92m (9ft 7in), height 2.39m (7ft 10in)

**Weight:** 32,000kg (70,547lb)



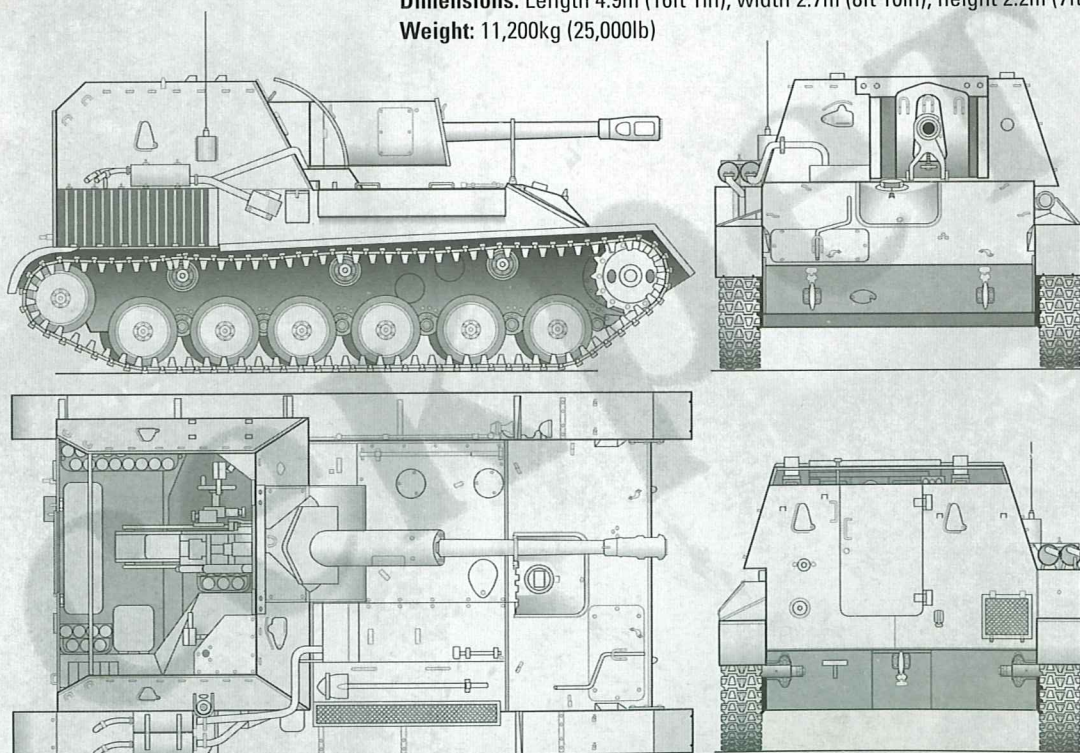
**SU-76M**

**Crew:** 4

**Armament:** 76.2mm ZIS-3 divisional cannon

**Dimensions:** Length 4.9m (16ft 1in), width 2.7m (8ft 10in), height 2.2m (7ft 3in)

**Weight:** 11,200kg (25,000lb)





Comrade, you have been given access to the Central Tank Development Bureau files. These plans must not fall into the hands of the fascists, keep them secret at all costs.

With this advanced technology we are certain to push the fascists from the Motherland and all of Europe.

**T-60**

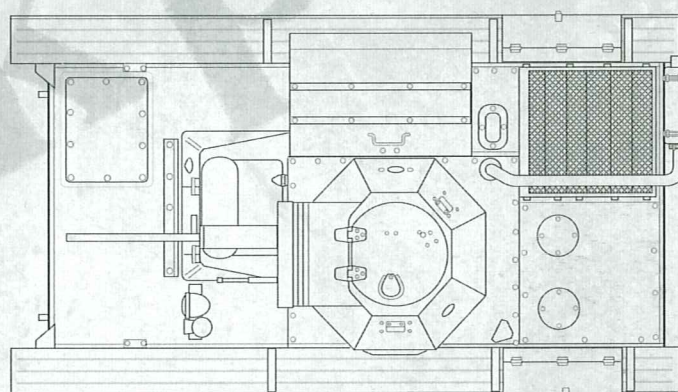
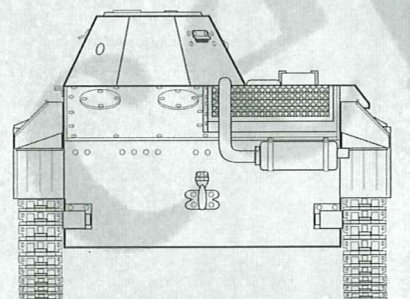
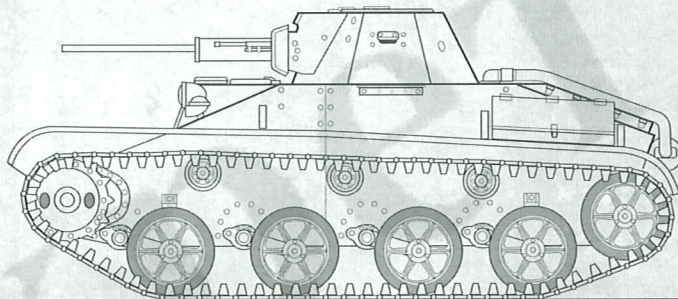
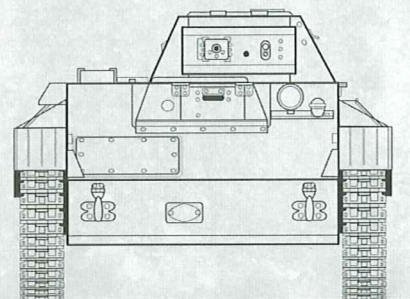
**OBRAZTSA 1941**

**Crew:** 2

**Armament:** 20mm ShVAK cannon and one 7.62mm DT machine-guns

**Dimensions:** Length 4.3m (14ft 1in), width 2.46m (8ft 1in), height 1.89m (6ft 2in)

**Weight:** 5,150kg (11,354lb)



**KV-1S**

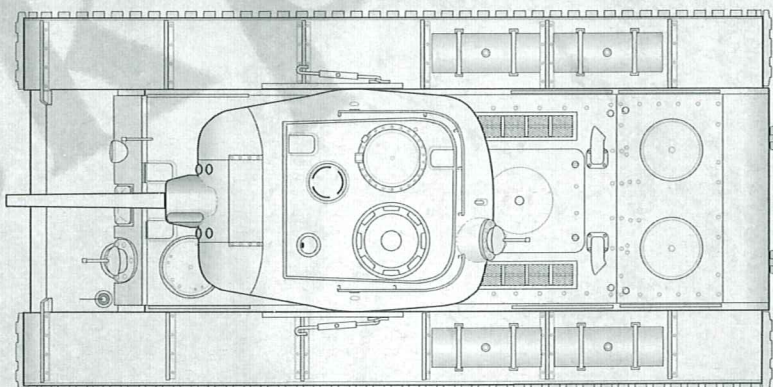
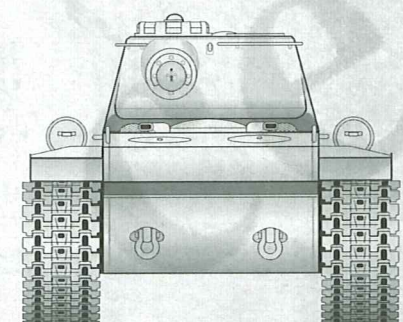
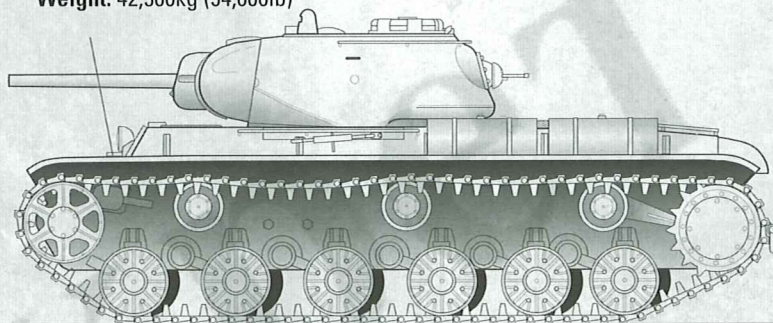
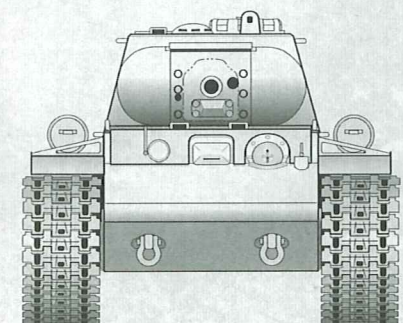
**SKOROSTNOY**

**Crew:** 5

**Armament:** 76.2mm ZIS-5 gun and three 7.62mm DT machine-guns

**Dimensions:** Length 7.0m (23ft), width 3.3m (10ft 10in), height 2.8m (9ft 2in)

**Weight:** 42,500kg (94,000lb)





## ...Fighting Girlfriend...

Yefimovich grasps his mug of acorn coffee tightly and slumps tiredly down onto an ammunition crate beside his comrades. "Yefimovich, tell Gregori about what happened today with Toovaritsch Mariya" urges Volskova.

"Da, very well" he begins, taking a long gulp of his coffee.

"It was mid-afternoon and we had just broken through the German lines, or so we thought. It had seemed too quiet, too subdued. That fool Tolistov had blundered ahead yet again and we had become separated when the whole world seemed to erupt around our very ears! It was obvious that Tolistov had led us all into an ambush, blast his eyes. The first shot, bang! Hit us on the flank. The boy Pavel was hysterical, screaming for his mother. But Mariya refused to panic. We were reversing when, bang, another hit! This one was louder, closer, the impact sending us back, skidding until we came to a halt. Then we waited, that cold silence, not knowing whether we'd start burning. Fjedor shouted down from the turret 'Left track — out!' We weren't going anywhere. Mariya picked up the tool kit from the floor. 'Where the hell do you think you're going?' demanded Fjedor. 'A still tank is a dead tank' shouted Mariya. She turned to the rest of us. 'Who's with me?' Pavel was sobbing still; Fjedor for all his protests muttered something about his back. She looked at me, what could I do? Next thing I know, we are clambering out from the tank. In one, two, three movements we hit the hard ground."

"Outside was chaos, smashed tanks, bodies, fire—terrible! Clank, clank, clank, Mariya hammered at the buckled links. The damage wasn't as bad as we feared but still bad enough to leave us exposed. Soon enough they had our range and bullets were zipping all around us."

"You know what she did?" asks Yefimovich with a smile. "She threw her hammer up at the turret to where Fjedor was skulking. Fjedor! One hundred yards, ten o'clock, continuous fire, keep their heads down, now! There was enemy fire coming from ahead of us. I wasn't sure exactly where but somehow she knew where to aim Fjedor at. My heart was pounding, my mouth dry with fear. We shouldn't be out here! I thought."

"We heard Fjedor grumbling but soon he was firing. By the gods, it was loud! Still Mariya kept hammering at the buckled track, her hands bruised and cut. Soon enough we had beaten the last link into place and the track was good once more. The fire was getting heavier; Mariya had her heel clipped by a stray shot but she just pushed me head first back into the tank and dropped back into her seat. 'Let's go and find Tolistov'."



## WARRIORS IN FLAMES OF WAR

Outstanding individual soldiers often performed amazing feats. Whether their actions were heroic fights against the odds or inspiring leadership in desperate situations, these warriors changed the outcome of battles by their strength of will and personal courage.

*Flames Of War* recognises these heroes and their contribution by representing them as Warrior teams with their own

special rules. A Warrior team can be included as part of an appropriate force. Of course, Warriors are unique and your force can only have one of any Warrior.

They do not count as a platoon and must usually be attached to a platoon at the start of the game and remain with it for the game's duration.



# МАРИЯ ОКТЯБРИСКАЯ

Born into a peasant family in the Crimea, Mariya was one of ten children. In 1925 she married a young army officer and in tribute to the October Revolution she and her husband changed their surname to Oktyabrskaya.

Her husband was killed in the fighting around Kiev in August 1941 but the news took a year to reach her. Her desire for revenge led her to sell all of her possessions to raise funds to purchase a tank for the Red Army. Mariya placed one condition on this donation: she must be allowed to drive it! Realising the publicity opportunities, High Command approved her request and, at the age of thirty-eight, she commenced training.

In September 1943, she was assigned to *26ya Gvardeyskaya Tankovaya Brigada* (26<sup>th</sup> Guards Tank Brigade) as a mechanic/driver. When Mariya arrived at her unit in a T-34 tank emblazoned with the turret slogan '*Boevaya Podruga*' or 'Fighting Girlfriend', the tankists viewed her with scepticism and considered the assignment a publicity stunt.

This attitude changed to one of respect following Mariya's participation in battle. In combat during October and November 1943, Mariya distinguished herself as a skilled and fearless driver, manoeuvring her tank like a veteran and accounting for many enemy troops and guns in close assaults during her rampage of revenge. In several engagements enemy shells damaging the tracks halted her T-34. Mariya, often disregarding orders not to, would jump out of the tank while under fire, effect repairs to get back into action as fast as possible.

In January 1944 she was hit in the head by shrapnel while repairing a broken track and killed. In August she was posthumously decorated becoming the first female tankist to be awarded the Hero of the Soviet Union—the Red Army's highest award for military valour.

## CHARACTERISTICS

Mariya Oktyabrskaya is a Warrior and has the same characteristics as the platoon she is part of.

Mariya may be assigned as the driver of your battalion's Company Command tank or any Tank team in a Tankovy Company for a cost of +25 points.

### Special Rules

**Vengeance:** Any tank driven by Mariya passes all Motivation tests on a roll of 2+.

**For the Motherland:** Any tank driven by Mariya passes all Skill Tests on a roll of 2+

**Heroine of the Soviet Union:** Mariya makes expert use of all available cover and concealment when manoeuvring. Any time a tank driven by Mariya receives a hit, including during Assaults, make an immediate 5+ Save. If the Save is successful Mariya's experience has protected her tank—disregard the hit. If unsuccessful the tank still receives its Armour Save as normal.

**Fighting Girlfriend:** Mariya's ability to anticipate her commander/gunner's shooting allows her to halt at the right moments to give him the best shots. As a result, any tank driven by Mariya does not reduce the ROF of its main gun if firing while moving. However, a tank driven by Mariya still obeys the Hen and Chicks special rule.

## БОЕВАЯ ПОДРУГА



## ...Don Pursuit...

16th December on the Don River and it is very cold outside, I feel sorry for the infantry, the inside of my T-34 seems positively warm in comparison.

After midday a knock resounds on the bottom of the hull and a soldier says, 'Lieutenant Bonder, a note for you from the battalion commander.' I say, 'Take it through the hatch.' The commander writes: 'Son, at five o'clock in the evening 'Katyushas' will play. As soon as they play, try to break through with the infantry to Dubovikoyka.' That was the whole order. Everything was clear, there were no separation lines from neighbouring detachments, no reference points, simply: 'Son, try to breakthrough to the other end.' And so I shout orders to my crew to get ready.

My crew consists of Schukin, and Perepelitsa, both old enough to be my fathers, they're around forty and I am still a teenager, and Yashka Vorontsov, who is about five years older than myself. The driver, Perepelitsa keeps complaining he is cold and that his feet in their boots and leg-wrappings are frozen to a degree of total insensitivity. I tell him he can warm them up on the Fascists' fires, anyway what does he have to complain about, he doesn't have to have his head up top directing the other tanks...

'Katyusha' sings and we are off, I am using my feet on the shoulders of Perepelitsa, I push forward my left and he turns left, push right and he turns right — the internal telephone system is not working again! The noise of the T-34 tracks are enough to wake the dead, but that is nothing compared to the first shells hitting the armour—the whole inside rings like a bell and I can't hear a thing. And there go the headlights again, always cleaned off in the first firefight. We charge on not stopping, leaving the infantry to clean up. On to Dubovikoyka.

The Fascists are putting up a terrible fight. We have used up all our ammunition blasting tanks and buildings. We had to wait for more ammunition, but no one wants to get out and do the reloading, it is too cold, so I have to yell at the lazy peasants. I see that there are not as many tanks left as started, but no time to think, the

assault is on again, with infantry support, and this time we push these invaders of Mother Russia out for good.

Success, Dubovikoyka is ours, and then they make us wait until relieved by infantry. We are angry to be missing the 'fun' up front as our comrades drive on. But we refuel, and resupply. It is even colder, so we keep the engine running (otherwise the fuel freezes of course). New orders to take Taly. Off we go driving through discarded Fascist equipment and straggling infantry that Yashka enjoys shooting up with the hull machine-gun. Comrade Semenov's tank stops, he yells his steering is not working and where the hell are the support troops to fix it. His problem, I drive off.

I see a clearing bathed in sunlight at the other end, and I have only one wish: to get to the centre of Taly. If it is not defended, that means that Taly is ours, and I won't advance further. I will have carried out my mission and stayed alive. Suddenly, I see through the periscope a German tank gun! A missile to the side! The driver cries, 'Commander! They killed Yashka!' I bend over Yashka. He is all black. The projectile went right through him. Another blow! The tank stalls and catches fire! I throw back the hatch and yell to the crew, 'Out of the vehicle!' and jump. All three of us jump; the dead remain in the tank.

We jump onto a snow-covered field as bullets whistle around. I am wounded, blood gushes from my left leg. I bandage my leg and as we lie there, the tank stops burning. I keep saying, 'Why aren't you burning? Why aren't you burning?' After all, if it doesn't burn I'm facing the penal battalion, because I had the right to leave the tank under only two circumstances: the first, if it caught fire and the second, if it's armament was out of commission. But the gun was fine and now the tank has stopped burning. It turns out that the tank itself wasn't burning, the vapours inside it were. The vapours all burned out, the oil burned out on the bottom as well, and the tank stopped burning. I order the driver, 'Crawl over there and start the tank.' So we crawl over and in through the bottom hatch and it starts first time. We destroy the gun that thought we were dead and advance into the centre of Taly! A glorious victory!







May 1942—The Red Army launches its summer offensive in the south.



June 1942—The German Army counterattacks.



August 1942—German forces reach Stalingrad.



September 1942—Soviet tank forces launch strong attacks but fail to drive the Germans back from the city.





# ЯЗНЕВ



25 November 1942—Marshal Zhukov launches Operation Mars to eliminate the German Army Group Centre.



The Red Army breaks through the German frontlines in several places.



28 November 1942—Renewed Soviet attacks.





26 November 1942—Zhukov commits his reserve tanks to expand the bridgehead.

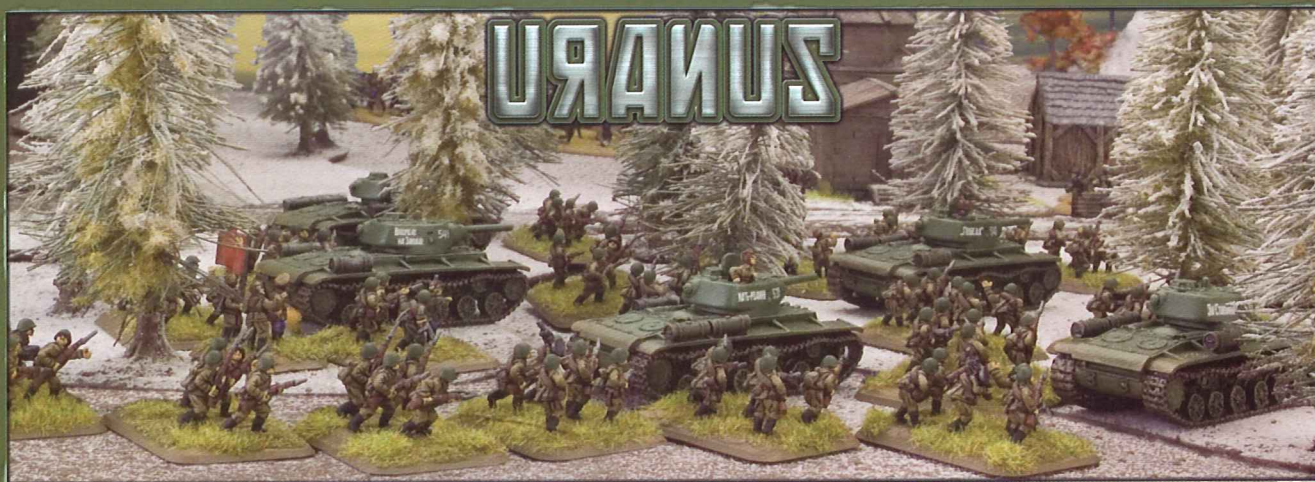


27 November 1942—German counterattacks cut off the armoured spearhead.



Further German counterattacks eliminate the spearhead.

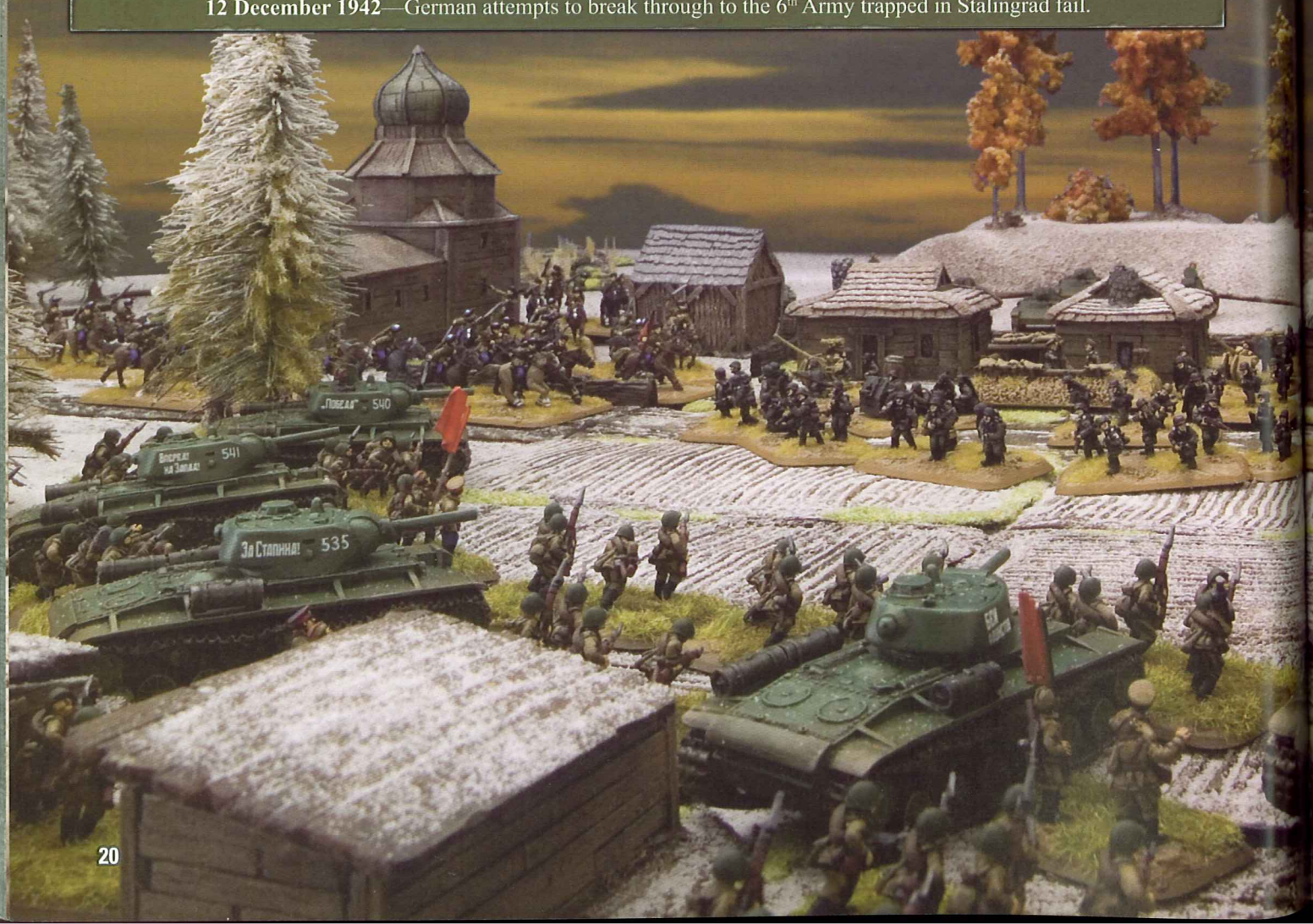




19 November 1942—General Vasilevsky launches Operation Uranus to encircle and destroy the Germans in Stalingrad.



12 December 1942—German attempts to break through to the 6<sup>th</sup> Army trapped in Stalingrad fail.







22 November 1942—Soviet forces meet at Kalach, completing the encirclement and trapping the Germans in Stalingrad.



2 February 1943—The German 6<sup>th</sup> Army surrenders in the face of overwhelming odds and certain destruction.

## FIGHTING WINTER BATTLES

More than any Soviet leader, 'General Winter' was responsible for halting the German advance at the end of 1941. The snow and ice of that terrible winter proved as dangerous as any enemy to the invading Germans. The Red Army took advantage of following winters to launch major offensives, relying on the snow and ice to immobilise the Germans, allowing their less technological forces free reign.

In winter the entire battlefield is covered in snow, often in deep drifts hiding all manner of obstacles. Snow makes all Cross-country Terrain into Difficult Going and all Roads into Easy Going Cross-country Terrain.

Streams, rivers, lakes, and marshes freeze solid making crossing possible, but risky. Frozen streams are only Difficult Going instead of the usual Very Difficult Going. Rivers, lakes and swamps ice over becoming Difficult Going as well. However, armoured vehicles face an additional risk. They must add 3 to their initial Bogging Roll and compare the result with their Front armour rating. If the result is less than their Front armour rating, the tank breaks through the ice and disappears into the water below. On a higher result, the ice holds.



# PAINTING SOVIET TANKS

STEP 1



Assemble your tanks using the diagram in the pack. Undercoat them with a black spray-can primer or thinned primer paint. Base coat your tanks with **Russian Green**.

STEP 2



Next highlight the tank. Mix **Russian Green** with a little **White** (90:10) and dry brush this onto the raised parts of the tank to add depth. Check out the *Flames Of War* book and website ([www.FlamesOfWar.com](http://www.FlamesOfWar.com)) for dry-brushing and modelling techniques.

STEP 3



Finish off your tanks by painting your tracks **Gunmetal Grey** and the tyres on the road wheels **Black**.

**Your tanks are now ready to stalk their prey across the battlefield.**

STEP 4



To take your tank to the expert level you can paint the tool handles **Beige Brown** and their heads **Gunmetal Grey**. Dry brush the tracks with **Flat Earth** and highlight with **Gunmetal Grey** to simulate mud and wear. Add decals for slogans or hand paint your own to give your tanks the final touches.

## COLOURS USED

All the colours used in this guide are available in the *Quartermasters* and *Soviet Paint Sets*. Available from all good hobby stores.

	Vallejo	Games Workshop
<b>Tanks, Trucks and Guns</b>		
Green	Russian Green (924)	Catachan Green

### Camouflage

White	White (951)	Skull White
Earth Brown	Flat Earth (983)	Bestial Brown
Sand Yellow	Yellow Ochre (913)	Bubonic Brown

### Common Colours

Tracks	Gunmetal Grey (863)	Boltgun Metal
Tool handles	Beige Brown (875)	Scorched Brown
Tyres, road wheels	Black (950)	Chaos Black

### Tank Crews

Overalls	Black (950)	Chaos Black
Alternate uniform	Khaki Grey (880)	Graveyard Earth
Helmet	Black (950)	Chaos Black
Alternate colour	Beige Brown (875)	Scorched Brown
Faces and hands	Flat Flesh (955)	Dwarf Flesh

## FIGHTING GIRLFRIEND



Mariya Oktyabrskaya's tank 'Fighting Girlfriend' has been painted using the guide above. Being the command tank, extra care and detail has been added to make this the centrepiece of the army.

A mixed grey (**White** and **Black** mixed at 50:50) was used to paint on stains and wear in the paint with final touches of **Gunmetal Grey** on the edges of areas that can easily be damaged in operation representing paint being worn off, exposing the metal of the tank underneath.

The mud was made by mixing **Beige Brown** paint with ready-mixed plaster.



Mariya shown on her tank (*above*) and the dismounted version (*left*) show the common tank crew uniform colours of **Black** or **Khaki Grey**.



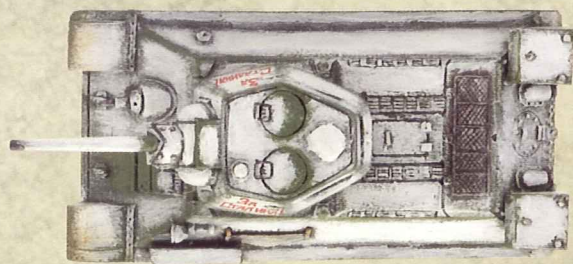
# PAINTING TANK CAMOUFLAGE

Once you have finished painting your tanks as shown opposite you can go a step further by adding tank camouflage. This will give your army a unique look and can be used to represent specific periods like white-wash camouflage for winter.



**Brown Camouflage.** Once you have completed *Step 3* as shown opposite, add irregular patches of **Flat Earth** as camouflage, then add a small amount of **White** to the **Flat Earth** and dry brush the camouflage patches before moving on to *Step 4*.

Other variations of camouflage colour applied in this way are **Yellow Ochre** or **White**.



**Whitewash.** Whitewash is unusual as it is designed only to last through winter, after which it can be scrubbed off when the season changes revealing the original paint underneath. During operation this meant that areas of the whitewash were easily worn off by crew members clambering in and out of the tank as well as from snow and mud being thrown up from the tracks, washing away at the whitewash.

Once the tank is painted as shown opposite, roughly paint on **White**, leaving areas of the **Russian Green** showing through on the edges and anywhere where the crew or normal use would wear it off. Thinning the **White** paint with water and slowly building up layers of white paint will help simulate the look of a whitewashed tank.

## T-34 TURRET VARIATIONS

Shown below are some of the T-34 turret variations listed with some recognition features to help you distinguish the variants.



**Stalingrad (STZ)**  
Single hatch.  
Chisel-cut mantlet.



**Chelyabinsk Kirov (ChKZ)**  
Drop-forged turret with  
rounded edges.



**Obraztsa 1942**  
Cast turret with  
two round hatches.



**Obraztsa 1942 (late)**  
Two round hatches,  
one with a raised cupola.





# CRIMEA



May 1942—The Red Army launches desperate attacks to retain the Crimean peninsula.



June 1942—Sevastopol and the Crimean peninsula fall.



November 1943—The Red Army returns to Crimea.



The Naval Infantry Brigades lead the way supported by tanks of the Red Army.







# ORGANISATION AND EQUIPMENT



*This section describes the organisation and equipment of a Tankovy Batalon (tank battalion), a Motostrelkovy Batalon (motorised infantry battalion), a Rota Razvedki (reconnaissance company), and a Kazachya Sotnya (cossack cavalry company) in the mid-war period. It gives you all the information you need to lead your troops to victory in Flames Of War battles, fighting for Stalin and the Motherland.*

You have four types of Soviet force to choose from. Your first task is to pick one that matches your playing style.

## Tankovy Batalon

For sheer brute force, nothing beats a Tankovy Batalon, a Soviet Tank Battalion. This is really a heavy metal force with twenty or even thirty good tanks. Of course the crew training is poor, so you have to keep your tactics simple. Keep the enemy in sight and blow them away with massed firepower or overwhelm them in close-range combat!

## Motostrelkovy Batalon

For those who like a little more subtlety, the Motostrelkovy Batalon or Motor-rifle Battalion may be your pick. With a core of well-equipped infantry backed up with every imaginable form of support weaponry and plenty of room for lots of tanks too, this is the ultimate combined-arms force.

## Rota Razvedki

The *razvedchiki* of your Rota Razvedki, Reconnaissance Company, are well-trained and mounted in armoured transporters making them fast and deadly. With armoured cars and tanks for mobile fire support and heavy anti-tank guns for protection, they can take on anything and win.

## Kazachya Sotnya

A Cossack Squadron or Kazachya Sotnya is a great choice for those with a bit of flair! With it you have to be careful—your force is small and can be vulnerable when mis-handled. Against this, it is one of the most mobile forces available in woods and swamps and is as lethal as a sabre.

**This book entirely replaces the relevant parts of the Intelligence Briefing on the Soviet Army in the Flames Of War rulebook.**

## NAMING YOUR COMPANY

In the Red Army companies are numbered separately in each independent unit, so the 360<sup>th</sup> Tank Battalion has a 1<sup>st</sup>, a 2<sup>nd</sup>, and a 3<sup>rd</sup> Tank Company and the 361<sup>st</sup> Tank Battalion in the same brigade also has a 1<sup>st</sup>, a 2<sup>nd</sup>, and a 3<sup>rd</sup> Tank Company. Unfortunately, higher groupings are made as needed so there is no pattern to the numbering of battalions in a brigade.

Fortunately, the Red Army followed the custom of referring to units by their commander's name, so the 360<sup>th</sup> Tank Battalion could be the 'Ivanov' Tank Battalion after its commander Podpolkovnik I M Ivanov.

## CHOOSING YOUR FORCE

Before fighting a battle, you need to choose your force. To make sure that you and your opponent choose forces that will give a fair fight and an interesting game, every unit has a points value. Agree with your opponent on the maximum points value that you may spend on your armies. The limit for a typical game is 1500 points. Now look through the Intelligence Briefing for the type of company that you have chosen. Select the platoons you want in your force and subtract their points value from your total. Continue until you have no more points left. Your force is now complete and ready for battle. Onwards for Stalin and the Motherland!

## PLATOON DESCRIPTIONS

The organisation charts describe each platoon in the following parts:

**Unit Name:** The title of the platoon and the number you can have in each company.

**Organisation Diagram:** Showing the composition and internal organisation of the platoon.

**Platoon:** A list of the basic platoon choices available and the points cost of each.

**Options:** Some platoons are shown with part of the diagram in grey indicating additional options. These are not part of the basic price for the platoon, but must be paid for separately if you wish to include them in your platoon.

**Restrictions:** In some cases there are additional restrictions on the availability of weapons and how many platoons of the same type your force may have.





## SPECIAL RULES

The following rules reflect the unique nature of the Red Army during the critical years of 1942 and 1943. At this time the Red Army was desperately rebuilding after the disasters of 1941, and quantity was much more important than quality with trained and experienced officers being in extremely short supply.

### Centralised Control

The Soviet economy and social system emphasises centralised planning and control by the government. This applies to the army as well. Soviet generals prefer their troops to strictly obey orders, rather than think for themselves.

*To reflect this, the forces in this Intelligence Briefing are organised differently from other armies. For game purposes, a Soviet company is treated as a single platoon and a whole battalion operates like most armies' companies.*

*Wherever the rules talk about a platoon, read that as a Soviet company. Where the rules talk about a company, read that as a Soviet battalion.*

*A Soviet company is led by a Platoon Command team and operates like a large platoon. A Soviet battalion is led by a Company Command team assisted by a 2iC Command team, and operates as a large company.*

*For example, whereas a German platoon must remain in command to move freely, an entire Soviet company must be in command. Similarly, while the enemy shoots at a German platoon, they shoot at a Soviet company.*

### Battalion Komissar

As well as the Komissars assigned to specific companies, your battalion has a senior Komissar responsible for the entire battalion.

*The Battalion Komissar team in the Battalion HQ deploys at the same time as the battalion's Command team. The Battalion Komissar team can be deployed with any company in the battalion, or with the Company Command team.*

*Like the Company Command team, the Battalion Komissar team can join any company within 6"/15cm at the start of the Movement step taking over the duties of the company's Komissar team. The company Komissar team has no effect as long as the Battalion Komissar team is attached to the company.*

### Example

Kapitan Tchaikovsky's company were Pinned Down by heavy enemy fire last turn. Now at the start of the Soviet player's turn they are attempting to rally.

The player rolls the Motivation test to rally the company as usual and scores a 1. The test fails. Fortunately Podpolkovnik Tolstoy, the battalion commander, is on hand and within 6"/15cm of Tchaikovsky's command team. With a little encouragement from his commander, Tchaikovsky tries again. This time the Soviet player rolls a 2. Kapitan Tchaikovsky is still unable to rally his company.

However, not all is lost! Politruk Rachmaninov, the company's Komissar, is on hand. The Soviet player removes a team and re-rolls a second time. This time they roll a 3. Rachmaninov's non-too-subtle 'encouragement' works. The company prepares to advance.

### Komissar

A Komissar is a Communist Party official who supervises the soldiers during combat to make sure they display the proper level of enthusiasm in battle. A lack of heroism in driving the Hitlerites from Mother Russia is not acceptable and the Komissar will not hesitate to shoot soldiers who show fear during battle. As Comrade Stalin said, 'It takes a brave man not to be a hero in the Red Army.'

*If a Soviet company containing a Komissar team that is In Command fails its Motivation test to rally from being Pinned Down, to Counterattack in an assault, or to pass a Platoon Morale Check (but not to launch an assault against tanks or any other Motivation test), you may immediately destroy any other Infantry or Gun team from the company within 2"/5cm of the Komissar team and re-roll the Motivation test.*

*If you roll a 1 for the new Motivation test, the soldiers revolt against the Komissar and shoot him in turn! The Komissar team is destroyed as well.*

*If the unit's Platoon Command team is within 6"/15cm of the battalion's Company Command team, re-roll the Motivation test for the commander's influence first. If the unit fails the re-roll, then destroy a team and re-roll again for the Komissar's attempt to motivate them. This is an exception to the rule preventing a test from being re-rolled more than once.*

*As with any unit, a Soviet company Pinned Down by Defensive Fire fails to assault its target. It must wait until its next turn to rally as normal.*

*However, a Soviet company containing a Komissar team is never Pinned Down by hits caused by their own Artillery Bombardments unless the team that was hit was actually under the Artillery template.*

### The Quality Of Quantity

The Russians have a saying that 'quantity has a quality all of its own.' The big formations used by the Red Army take a lot of shooting to stop.

*A Soviet company currently containing at least fifteen Infantry or Gun teams (including the Komissar team and any attached teams) must take at least ten hits in a single Shooting step before they become pinned down. A single hit from an Artillery bombardment still pins them however.*





## SOVIET ARTILLERY

The Russians often refer to artillery as the God of War. They have long been famous for their aggressive use of massed artillery. Long experience has taught them that direct fire is far more efficient at destroying the enemy than bombardments. When they do need to use bombardments, they always use massed guns to guarantee a result.

### Big Battalions

A Soviet Artillery Battalion operates like a battery of any other army's artillery. Wherever the rules talk of artillery batteries or platoons, read it as artillery battalions.

*If an Artillery Battalion fires an artillery bombardment with six or more guns, it receives the normal benefit of re-rolling failed to hit rolls.*

*If an Artillery Battalion fires an artillery bombardment with nine or more 76mm guns, the template is doubled in size to 12"/30cm wide by 6"/15cm. This is in addition to the re-roll for six or more guns.*

### Rocket Barrages

Rockets are not particularly precise weapons and cannot conduct pinpoint bombardments. However this can be an advantage as it spreads their destructive effect over a bigger area.

*If a Guards Rocket Mortar Battery fires an artillery bombardment with six or more launchers and loading crews, the template is doubled in size to 12"/30cm wide by 6"/15cm. However, the rockets are so scattered that they do not get to re-roll misses for having six or more weapons.*

### Self-defence Machine-guns

The infantry need every machine-gun they can get. There are none available to equip the artillery.

*Soviet Gun teams count as Rifle teams rather than Rifle/MG teams when firing in self-defence (see page 68 of the Flames Of War rulebook).*

### Senior Arm Of Service

The artillery is the senior arm of service. Their traditions date back to Peter the Great. Although the current war has meant a huge influx of untrained conscripts, they retain their high standards.

*Soviet Gun teams may fire a bombardment while Out of Command, provided that none of the platoon moved since they were last In Command. This allows them to continue a bombardment in the face of heavy casualties.*

*Any team under a Soviet bombardment is always hit on a roll of 6, even if a 7 or 8 would normally be needed.*

## SOVIET TANKS

'Because of the small amount of radio equipment, command within the company is by flag signals (yellow flag—follow me; red flag—enemy tanks, spread out). Therefore the other tanks follow the command tank in battle like a mother hen and her chicks'

—German Combat Report, 1942.

### Hen And Chicks

Soviet tank losses were incredible. In 1942 they built 10,000 light tanks, 12,000 medium tanks, and 2,000 heavy tanks, and received 4,500 more from Britain, Canada, and America. They lost 16,000 of them, far more tanks than any other army even possessed!

*The only way the Red Army could keep up with such losses was to rush tank crews into battle with minimal training. Combined with a lack of radios and a preference for going into battle with all hatches closed, this resulted in Soviet tanks blindly following their company commander.*

*When the company moves at speed, the tank commanders are so focused on keeping in formation that they cannot locate targets at the same time. If any Soviet Tank or Transport team (any team in the Tank Teams or Transport Teams tables in the Arsenal on page 48 including assault guns and armoured transporters) in a company moved more than 6"/15cm in the Movement step, none of the Tank or Transport teams in the company can shoot in the Shooting step.*

*Tankodesantniki are practiced at fighting from the back of moving tanks and may shoot even if their tank moves more than 6"/15cm.*

### Tank Riders

Often infantry, especially Tank Rider Companies 'hitch a lift' on the back of tanks. Whether to protect the tank or as a means of getting around, it is not particularly safe.

*Tanks and similar vehicles can carry up to three Infantry teams. Tank riders mount and dismount in the same way as for troops in any other sort of transport.*

## SOVIET AIRCRAFT

### Flying Tank

The Il-2 Shturmovik is a heavily-armoured ground-attack aircraft. The crew and engine are protected by an armoured bathtub weighing 1540 pounds (700 kg), making this rugged aircraft difficult to bring down, and earning it the nickname the 'Flying Tank'.

*When attempting to shoot down an Il-2 Shturmovik you must re-roll successful Firepower rolls.*

*A successful re-roll shoots the aircraft down.*

*A failed re-roll means that the aircraft's heavy armour protected it, allowing it to press home its attack on a roll of 3+ as normal.*





# ТАНКОВЫ БАТАЛОН

(Tank Company)



A force based around a Tankovy Batalon must contain:

- a Company HQ, and
- two or three Light and Medium Tankovy Companies.

Weapons Companies available to a Tankovy Batalon are:

- a Heavy Anti-tank Company,
- a Tank Rider Company, and
- a Mortar Company.

Support Companies for a Tankovy Batalon can be:

- Motostrelkovy Companies,

- Light Armoured Car Platoons,
- Armoured Transporter Platoons,
- a Kazachya Sotnya, and
- Corps Support Companies.

You may have up to **one** Support Company attached to your company for each Tankovy Company you field.

## Motivation and Experience

Many Soviet tank crews gain their first experience of battle after only the briefest training. Those that survive learn, but many perish first. A Tankovy Batalon is rated as **Fearless Conscript**.

## HEADQUARTERS COMPANY

### 1 Battalion HQ

#### ПОДРОБЛКОВНИК

##### ПОДРОБЛКОВНИК



Company Command tank

##### БАТТАЛИОН HQ

##### КАПИТАН

##### МЕДИУМ ТАНКОВЫ СЪМРАЧУ

##### КАПИТАН

##### ТАНКОВЫ СЪМРАЧУ

##### КАПИТАН

##### ТАНКОВЫ СЪМРАЧУ

##### КАПИТАН

##### ТАНК ЯДЕР СЪМРАЧУ

##### КАПИТАН

##### НЕВУ АНТИ-ТАНК СЪМРАЧУ

#### ТАНКОВЫ БАТАЛОН

##### ЛЕУТЕНАНТ



DShK AA MG on truck



DShK AA MG on truck



DShK AA MG on truck

##### АНТИ-АВИАЦИОН ПЛАТОН

##### КАПИТАН

##### МОЯТА СЪМРАЧУ

### Company

#### Light Tanks

T-60 obr 1942	25 points
T-70 obr 1942	35 points
T-70 obr 1943	40 points
Mark III (Valentine II)	45 points
M31 (M3A1 Stuart)	40 points

- Arm M31 tank with AA MG for +5 points.

#### Medium Tanks

T-34 obr 1941 or 1942	90 points
-----------------------	-----------

- Upgrade T-34 obr 1942 tank with a Cupola for +5 points.

Mark II (Matilda II)	65 points
Mark II 76mm (Matilda II CS)	65 points
M3s (M3 Lee)	70 points

- Arm M3s tank with a Long 75mm tank gun in place of the Short 75mm tank gun for +15 points.

M4 (M4A2 Sherman)	100 points
-------------------	------------

- Arm M4 tank with AA MG for +5 points.

### Options

- Mount Tankodesantniki on T-34, Mark II, M3s, or M4 tank for +5 points.
- Add Anti-aircraft Platoon for +45 points.

A Tankovy Batalon must contain at least **one** Tankovy Company equipped with the same type of tank as the Battalion HQ.

The devastating losses suffered by the Soviet tank forces at the hands of the Nazi invaders have now been made good. Thanks to the dedication of the factory workers and the steady supply of lend-lease vehicles from our allies, the tankists are now ready to smash the arrogant fascists with their puny Panzers upon the battlefields of Mother Russia.





## COMBAT COMPANIES

A Tankovy Batalon must have two or three Tankovy Companies. At least one of the companies must be a Medium Tankovy Company and at least one of the companies must be equipped with the same type of tank as the Battalion HQ Platoon.

### 1 or 2 Medium Tankovy Companies

#### Tankodesantniki

Tankodesantniki are part of the Tank team. They cannot move, be shot at, or be assaulted separately from the tank. The only way to destroy Tankodesantniki is to destroy their tank.

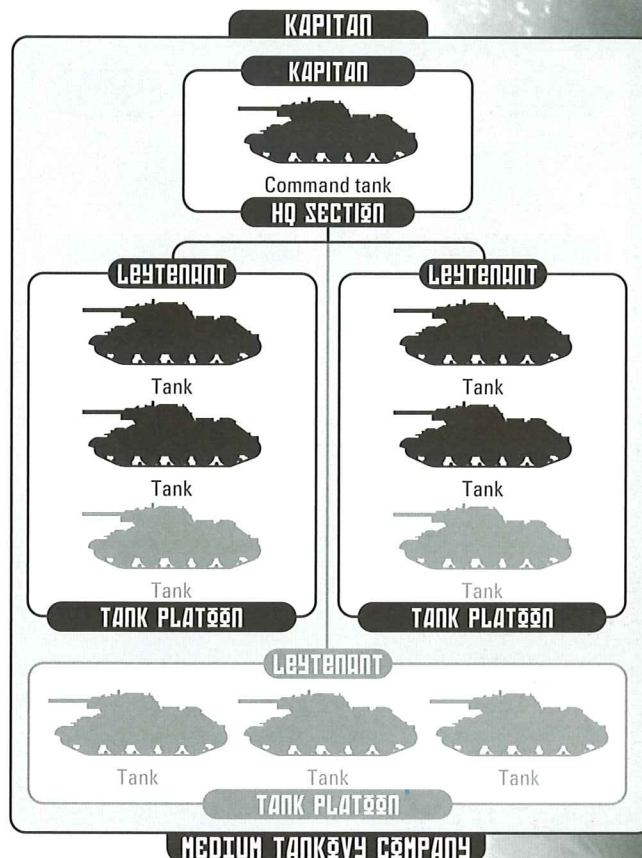
Tankodesantniki can shoot at any platoon separately from their tank. They have a range of 4"/10cm, ROF 1 whether the tank moves or not, Anti-tank 1, and Firepower 6.

In assaults, Tankodesantniki fight at the same time as their tank, giving the tank two attacks in assault combat.

If a tank is Bailed Out, the Tankodesantniki fight and shoot normally to defend the tank. If all of the tanks in an assaulting company are Bailed Out or Destroyed they lose the assault, (see page 75 of the Flames Of War rulebook) regardless of whether or not there are any Tankodesantniki still in assault.

Tanks still move and assault normally if the Tankovy Company is Pinned Down. However, while Pinned Down, the Tankodesantniki need +1 to hit their targets when shooting and take no part in assaults.

A tank carrying Tankodesantniki cannot carry other passengers.



Tanks are extremely vulnerable to infantry tank-hunter teams at close quarters. The *tankodesant-niki* (pronounced tank-o-dye-sant-nik-i), or tank riders, protect the tanks. Tankodesantniki never go far from their tank. Represent them with submachine-gun-armed miniatures mounted on the back of the tank.

#### Company

	10	9	8	7	6	5	
T-34 obr 1941 or 1942	715	665	615	555	490	425	points
<ul style="list-style-type: none"> <li>Replace up to three T-34 obr 1942 tanks with T-34/57 tanks for +15 points per tank.</li> <li>Upgrade any or all T-34 obr 1942 or T-34/57 tanks with Cupolas for +5 points per tank.</li> </ul>							
Mark II (Matilda II)	530	485	440	395	350	300	points
<ul style="list-style-type: none"> <li>Replace any or all Mark II (Matilda II) tanks with Mark II 76mm (Matilda II CS) tanks at no cost.</li> </ul>							
M3s (M3 Lee)	545	505	470	425	380	330	points
<ul style="list-style-type: none"> <li>Arm any or all M3s tanks with Long 75mm tank guns in place of their Short 75mm tank guns for +15 points per tank.</li> </ul>							
M4 (M4A2 Sherman)	815	755	695	630	560	485	points
<ul style="list-style-type: none"> <li>Arm any or all M4 tanks with AA MG for +5 points per tank.</li> </ul>							

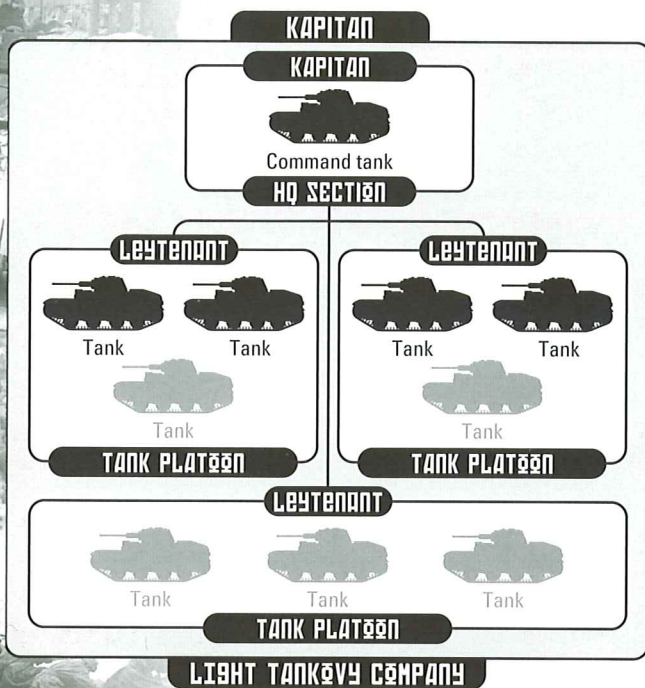
#### Option

- Mount Tankodesantniki on all T-34, Mark II, M3s, or M4 tanks for +30 points for the company.





## 0 to 2 Light Tankovy Companies



Better armed and armoured than their German counterparts, our light tanks are the steel wolves circling and snapping at the fascist beasts and dragging them down into smoking ruin.

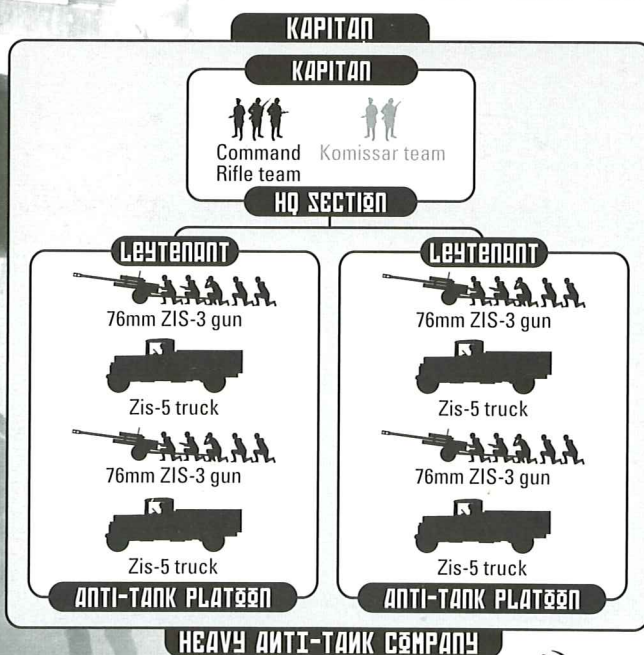
While most of our tanks come from the factories of Leningrad, Stalingrad and Tankograd in the Urals, our British and American allies have sent numbers of their own tanks through the lend-lease program as well. These 'Valentines' and 'General Stuarts' are reliable, but undergunned. Still, every little bit helps.

## Company

	10	9	8	7	6	5	
T-60 obr 1942	195	185	165	150	135	115	points
T-70 obr 1942	275	255	230	210	190	160	points
T-70 obr 1943				220	195	165	points
Mark III (Valentine II)	355	330	305	275	245	210	points
• Replace any or all Mark III (Valentine II) tanks with Mark III (Valentine VIII) tanks for +15 points per tank.							
M31 (M3A1 Stuart)	300	280	255	230	205	175	points
• Arm any or all M31 tanks with AA MG for +5 points per tank.							

## WEAPONS COMPANIES

## 0 to 1 Heavy Anti-tank Company



## Company

HQ Section with:

2 Anti-tank Platoons	215 points
1 Anti-tank Platoon	115 points

## Option

- Add Komissar team for +5 points.

The soldiers of the Heavy Anti-tank Company play a key role in the work of the Tankovy Batalon. While the brave tank commanders drive hard towards the enemy, the anti-tank guns fire round after round at the fascist panzers. Once the tanks overcome the enemy, the artillerists quickly hitch their guns to the trucks and follow in the pursuit of the enemy.



## 0 to 1 Tank-rider Company

## Company

HQ Section with:

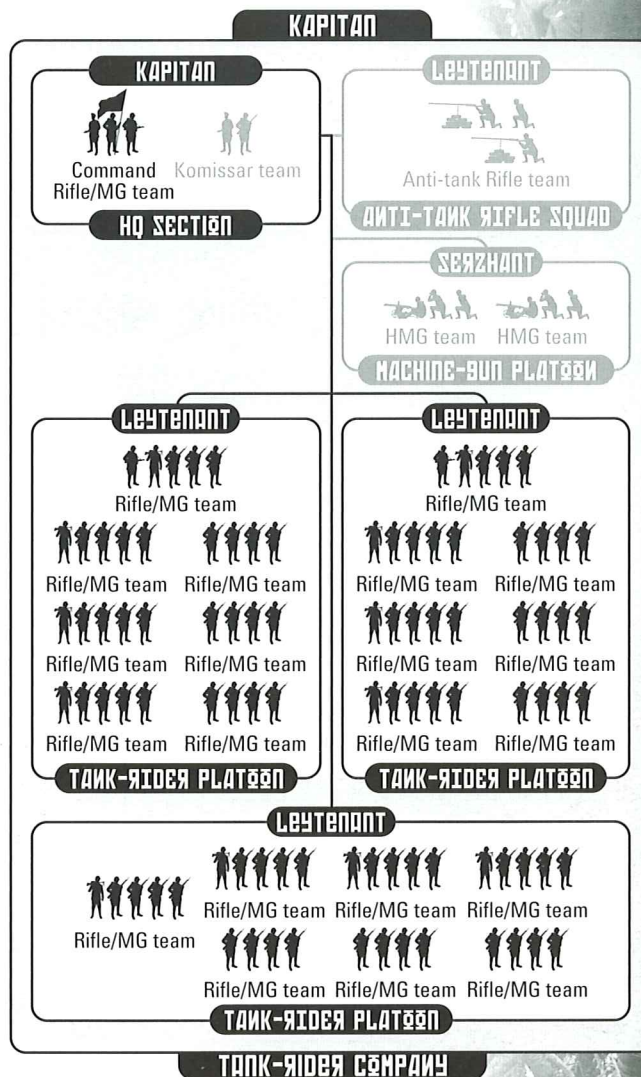
3 Tank-rider Platoons	320 points
2 Tank-rider Platoons	220 points
1 Tank-rider Platoon	120 points

## Options

- Replace all Rifle/MG teams with SMG teams in one Tank-rider Platoon at no cost.
- Add Komissar team for +5 points.
- Add HMG teams for +20 points per team.
- Add Anti-tank Rifle team for +20 points.

Like Alexander Nevski and the warrior knights of old, the bold tank-riders mount their steel-clad chargers to lead the attack. Fighting closely with the tanks, they will drive out the Nazi invaders as Nevski drove out their Teutonic ancestors.

While the tanks are the undoubted masters of the Steppe, the tank-riders are vital for clearing the villages and woods in their path. Together they are unstoppable.



## 0 to 1 Mortar Company

## Company

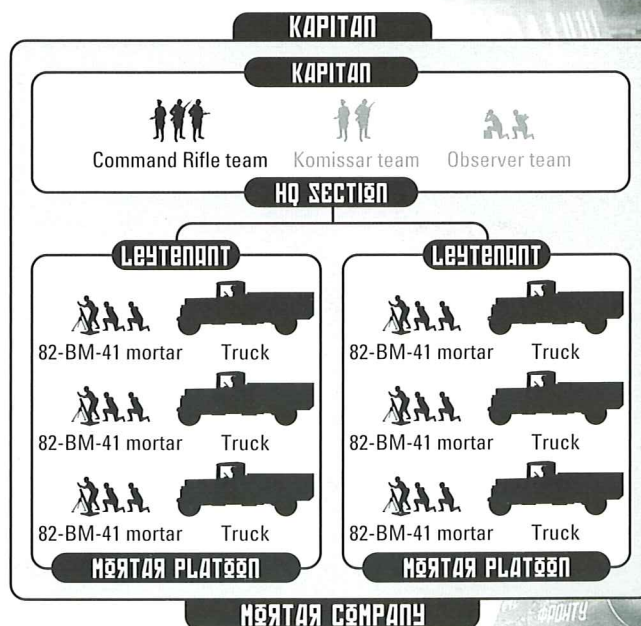
HQ Section with:

2 Mortar Platoons	135 points
1 Mortar Platoon	75 points

## Options

- Add Komissar team for +5 points.
- Add Observer team for +30 points.

When attacking infantry the Tankovy Batalon is vulnerable to tank-hunters and anti-tank guns. The massed fire of the Mortar Company batters the enemy, keeping their heads down. Their task may not be the heroic work of the tank crews, but many a tankist has been thankful for the storm of mortar rounds pounding the enemy.







# MIXED TANKOVY BATALON

(Tank Company)



A Mixed Tankovy Batalon is organised the same as a Tankovy Batalon, except that it may only have one Tankovy Company of each type, but can also have one Heavy Tankovy Company as well. If the battalion has only two Tankovy Companies, they may be any two of the three types.

## HEADQUARTERS COMPANY

### 1 Battalion HQ

The Battalion HQ of a Mixed Tankovy Batalon does not have any tanks. In battle the battalion commander rode in one of the tanks in a combat company. Before deployment, you may remove one tank from any Tankovy Company and make it into the Battalion Command Tank.

## COMBAT COMPANIES

### 0 to 1 Light Tankovy Company

This is organised and equipped like the Light Tankovy Company shown on page 22, except that it may not have more than eight tanks and may not have T-70 obr 1943 or Mark III (Valentine VIII) tanks.

### 0 to 1 Medium Tankovy Company

This is organised and equipped like the Medium Tankovy Company shown on page 21, except that it may not have T-34 obr 1942, T-34/57, or M4 (M4A2 Sherman) tanks and M3s (M3 Lee) tanks may not be armed with Long 75mm guns.

- You may equip all of your T-34 obr 1941 tanks with extra armour for +10 points per tank.

### 0 to 1 Heavy Tankovy Company

This is organised like the Medium Tankovy Company shown on page 21, except that it may have as few as three tanks and not have more than seven tanks. All of these tanks must be KV-1e, KV-1s, or KV-2 tanks for the following points.

#### Company

	7	6	5	4	3	
KV-1e	835	740	640	530	410	points

- Replace any or all KV-1e tanks with KV-2 tanks at no cost.

KV-1s	835	740	640	530	410	points
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#### Option

- Mount Tankodesantniki on all KV tanks for +30 points for the company.

### T-26 Tankovy Company

The first versions of the T-26 entered service in 1933, and for its day it was an outstanding tank. It was manufactured in greater quantities than any other tank of its time and by the start of the war the Red Army had 11,000 of them in service. Most of these were lost in the months following the German invasion in June 1941. However, some survived in areas distant from the fighting and in the desperate days at the start of 1942 they were sent into battle despite their obsolescence.

Any Light, Medium, or Heavy Tankovy Companies in a Mixed Tankovy Batalon may be replaced with T-26 Tankovy Companies for the following points cost.

#### Company

	10	9	8	7	6	5	
T-26s obr 1939	245	230	215	195	170	145	points







# МОТОСТРЕЛКОВЫ БАТАЛОН

(Mechanised Infantry Company)



A force based around a Motostrelkovy Batalon must contain:

- a Company HQ, and
- two or three Motostrelkovy Companies.

Weapons Companies available to a Motostrelkovy Batalon are:

- a Machine-gun Company,
- an Anti-tank Rifle Company,
- two Mortar Companies,
- an Anti-tank Company,
- a Submachine-gun Company,
- an Artillery Battalion,
- a Truck Section,
- a Light or Medium Tankovy Company.
- a Light Armoured Car Platoon, and

- an Armoured Transporter Platoon.

Support Companies for a Motostrelkovy Batalon can be:

- Tankovy Companies,
- a Kazachya Sotnya, and
- Corps Support Companies.

You may have up to **one** Support Company attached to your company for each Motostrelkovy Company you field.

## Motivation and Experience

The desperate need for fresh units to replace casualties means that few Soviet troops receive much training before being committed to battle. A Motostrelkovy Batalon is rated as **Fearless Conscript**.



## HEADQUARTERS COMPANY

### 1 Battalion HQ

#### Company

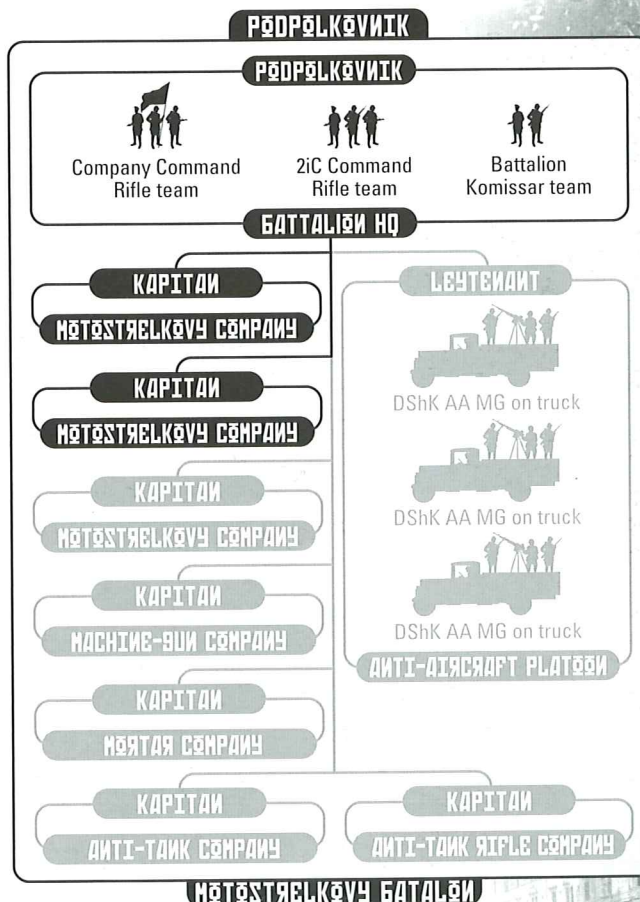
Battalion HQ

25 points

#### Option

- Add Anti-aircraft Platoon for +45 points.

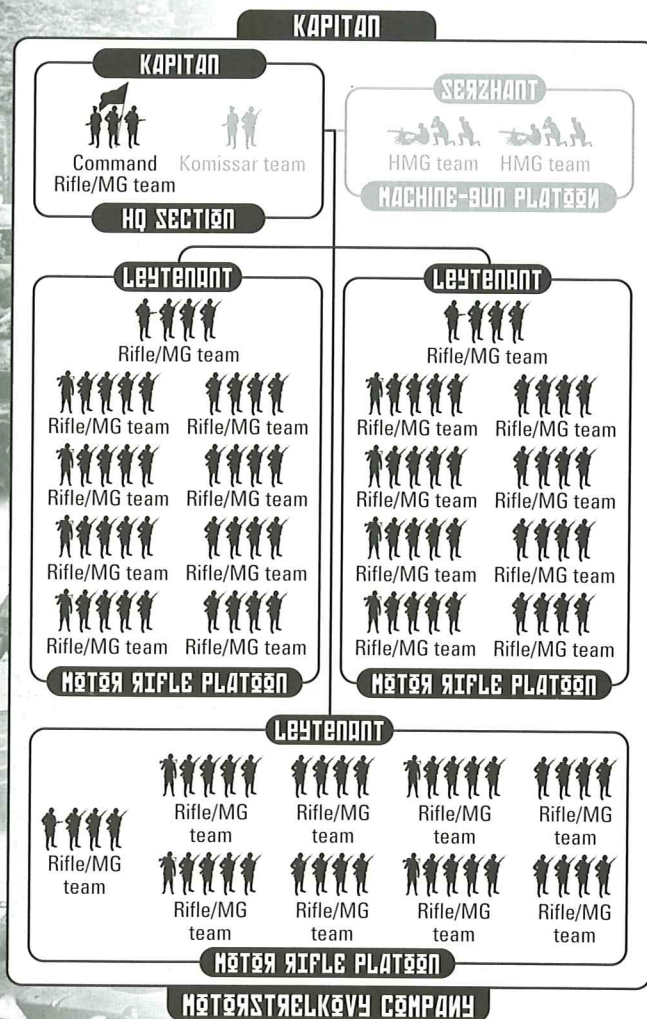
The combined effort required to cast off the yoke of the despised Nazi invaders is epitomized in the composition of the versatile Motostrelkovy Company. Our troops of the brave *motostrelkovy* fight arm-in-arm with their comrades from the artillery, reconnaissance and tank forces. The commander of a Motostrelkovy Company has a devastating array of support arms at his disposal. Anti-tank weapons, artillery, machine-guns, all are at his beck and call. This versatility combined with the mobility of motorised infantry will prove too much for the over-stretched Fritz.





# БОМБАТ БОМПАНИЕС

## 2 or 3 Motostrelkovy Companies



### Company

HQ Section with:

3 Motor Rifle Platoons	420 points
2 Motor Rifle Platoons	285 points
1 Motor Rifle Platoon	150 points

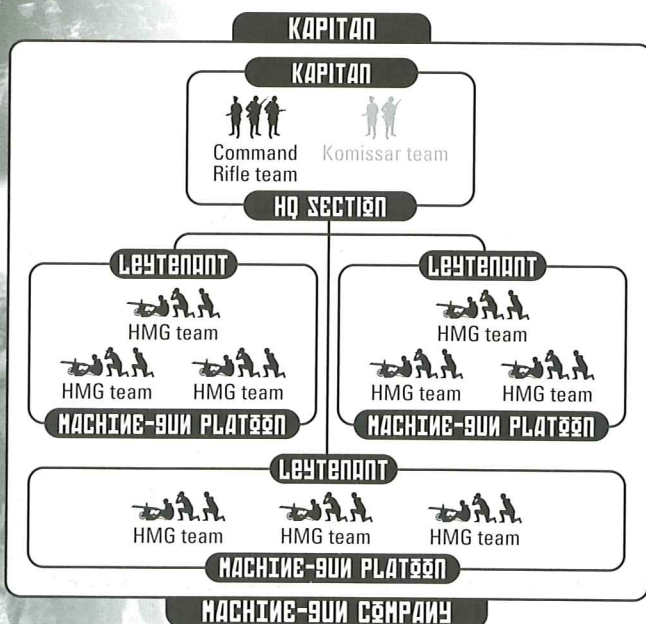
### Options

- Replace all Rifle/MG teams with SMG teams in one Motor Rifle Platoon at no cost.
- Add Komissar team for +5 points.
- Add HMG teams for +20 points per team.

The Motostrelkovy Companies are the pick of the Red Army's infantry. While tanks alone can only attack, the motor-riflemen are more versatile. The brave *motostrelkovy* keep pace with the rapidly advancing tanks in the attack. As fast as the enemy flees before the might of the vengeful Red Army the *motostrelkovy* pursue. Yet when the enemy turns at bay and launches a desperate counterattack, the *motostrelkovy* dig in and hold on until a new attack can be launched.

# НАШИНЕ-БУН БОМПАНИЕС

## 0 to 1 Machine-gun Company



### Company

HQ Section with:

3 Machine-gun Platoons	200 points
2 Machine-gun Platoons	140 points
1 Machine-gun Platoon	80 points

### Option

- Add Komissar team for +5 points.

The machine-gun is still the best defence against the counterattacks of the desperate Hitlerite infantry. The deadly fire of the Maksim scythes down the fascists like the first wheat of summer.



## 0 to 1 Anti-tank Rifle Company

### Company

HQ Section with:

3 Anti-tank Rifle Platoons	180 points
2 Anti-tank Rifle Platoons	125 points
1 Anti-tank Rifle Platoon	70 points

### Option

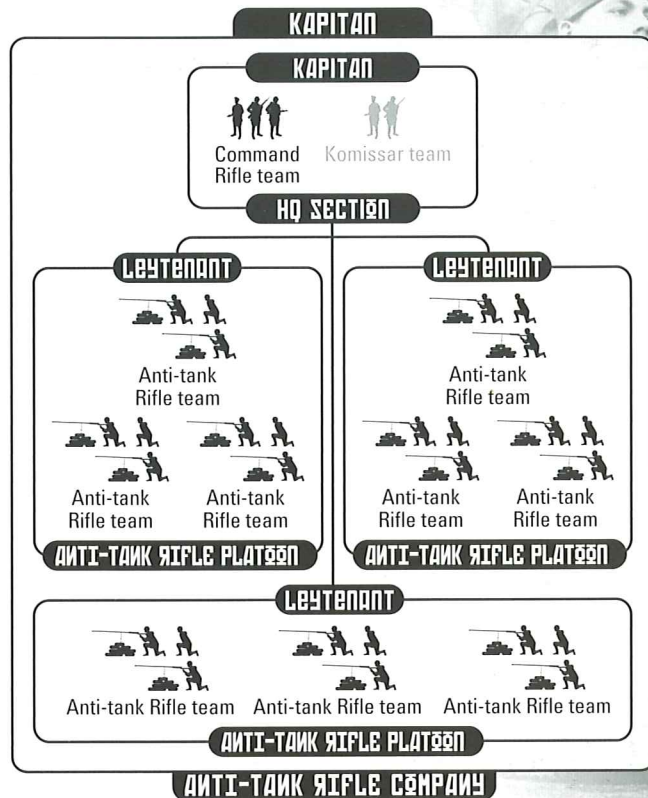
- Add Komissar team for +5 points.

The Anti-tank Rifle Company is responsible for protecting the entire battalion. To do this it is often broken up into detachments.

*Before deployment, the Anti-tank Rifle Company may detach any or all Anti-tank Rifle Platoons to other Combat or Weapons Companies in the force.*

*Each detached Anti-tank Platoon is no longer part of the Anti-tank Company. The detached Anti-tank Rifle Platoon becomes part of the company it is attached to. The exception is that they do not count towards the number of teams that are capable of fighting when working out whether the company is below half strength. If they are destroyed, they do count towards the number of destroyed teams in their adopted company.*

*If all of the Anti-tank Rifle Platoons are detached from the Anti-tank Rifle Company, the Anti-tank Rifle Company ceases to exist and the Command Rifle team is removed (even though you have paid the points for it).*



The half-tracks and armoured cars of the invaders are the favourite prey of our anti-tank riflemen. Dug in amongst the riflemen, they leave any of Fritz's tanks foolish enough to attack burning upon the battlefield.

## 0 to 2 Mortar Companies

The Mortar Companies of a Motostrelkovy Batalon are organised like those on page 31. You may convert one Mortar Company in your force to a Heavy Mortar Company by replacing each 82-BM-41 mortar with a 120-PM-38 mortar for +15 points per Mortar Platoon.

## 0 to 1 Anti-tank Company

### Company

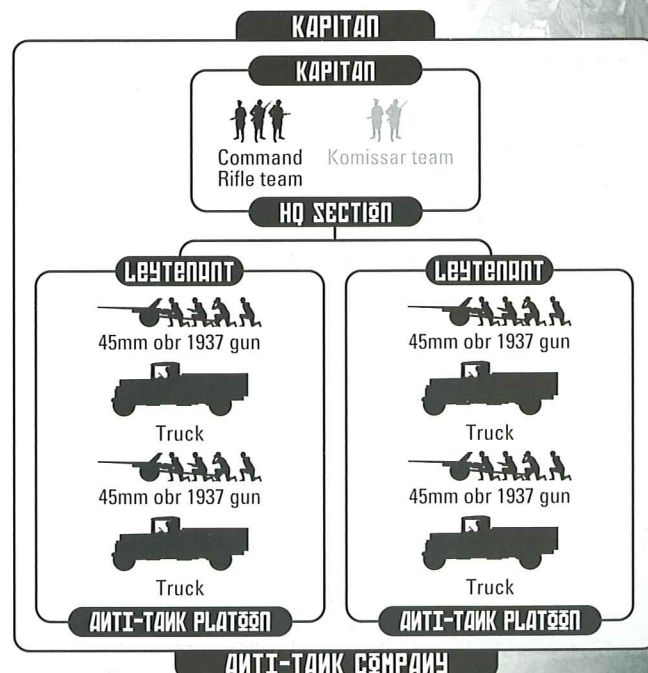
HQ Section with:

2 Anti-tank Platoons	135 points
1 Anti-tank Platoon	75 points

### Option

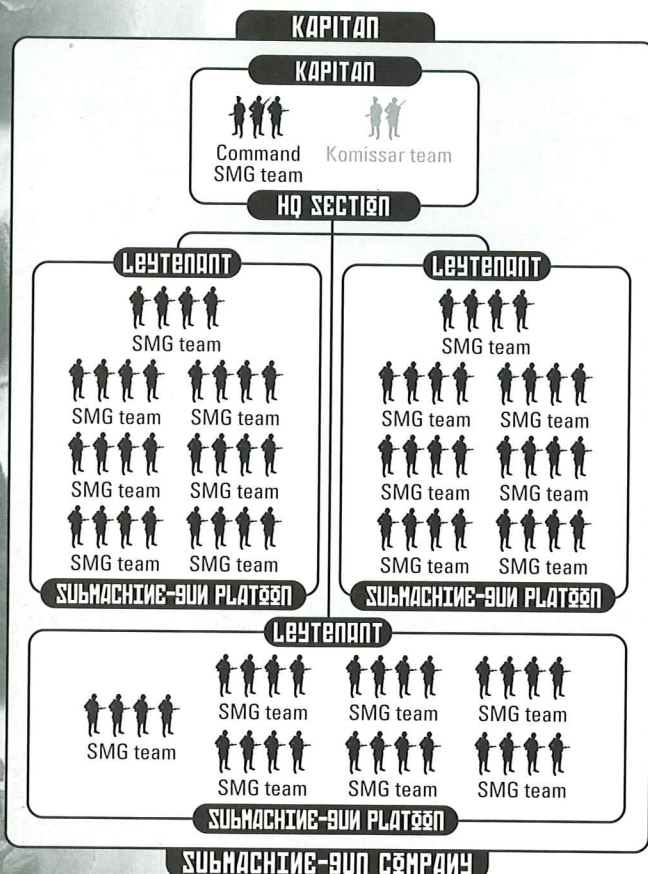
- Replace all 45mm obr 1937 guns with 45mm obr 1942 guns for +10 points per platoon.
- Add Komissar team for +5 points.

The ingenuity of the Soviet weapons designers has taken the German 3.7cm Pak36 gun, improved upon it, and turned it back upon the fascists. With their 45mm gun, effective against both tanks and infantry, the Anti-tank Company is a useful and versatile part of the Red Army.





# 0 to 1 Submachine-gun Company



## Company

HQ Section with:

3 Submachine-gun Platoons	320 points
2 Submachine-gun Platoons	220 points
1 Submachine-gun Platoon	120 points

## Option

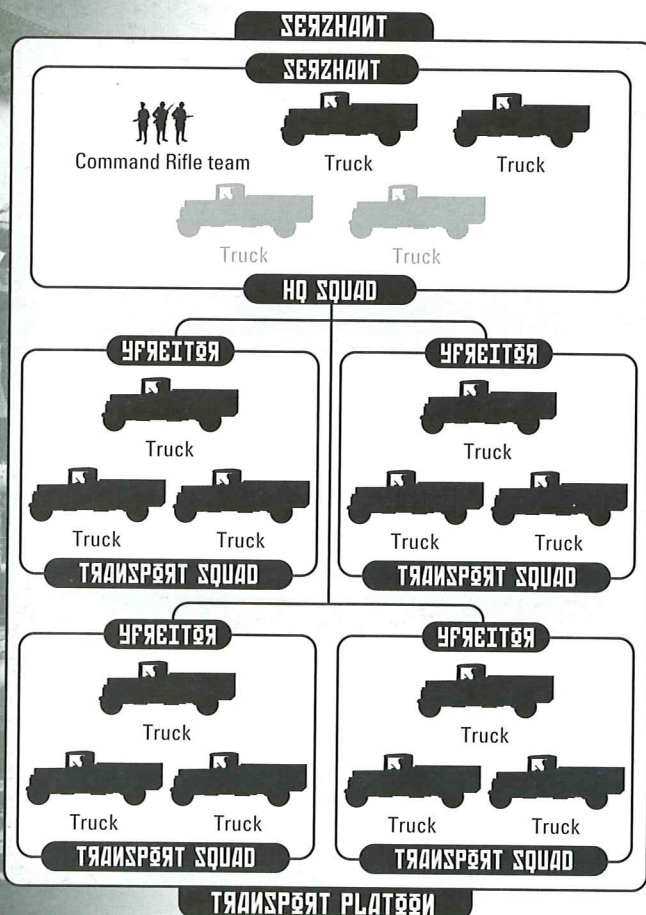
- Add Komissar team for +5 points.

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

## Trucks

The most common trucks in the Red Army at the start of the war were the four-wheeled ZIS-5 truck, a Soviet copy of the American Autocar truck, and the ZIS-6, a six-wheeled version. The need for more tanks curtailed truck production, so US-supplied Dodge and 'Studebaker' trucks became the backbone of the Red Army from 1943.

# 0 to 1 Transport Platoon



## Platoon

HQ Squad with:

4 Truck Squads	75 points
3 Truck Squads	60 points
2 Truck Squads	45 points
1 Truck Squad	30 points

## Option

- Add trucks to HQ Squad for +5 points per truck.

A Transport Platoon can carry teams from other companies as passengers.

The Transport Platoon must deploy with the company (or companies) that it is transporting. It does not count as a separate platoon for deployment and is counted with its passengers as a single platoon for the Ambush and Reserves and similar special rules.

Ignore Transport Platoons when calculating whether your battalion is below half strength for Company Morale Checks.

The scarcity of transport in the Red Army means that trucks are highly prized. Without them the Motostrelkovy could not keep pace with the Red tide sweeping the fascists from the Motherland.



# 0 to 1 Artillery Battalion

## Company

HQ Section with:

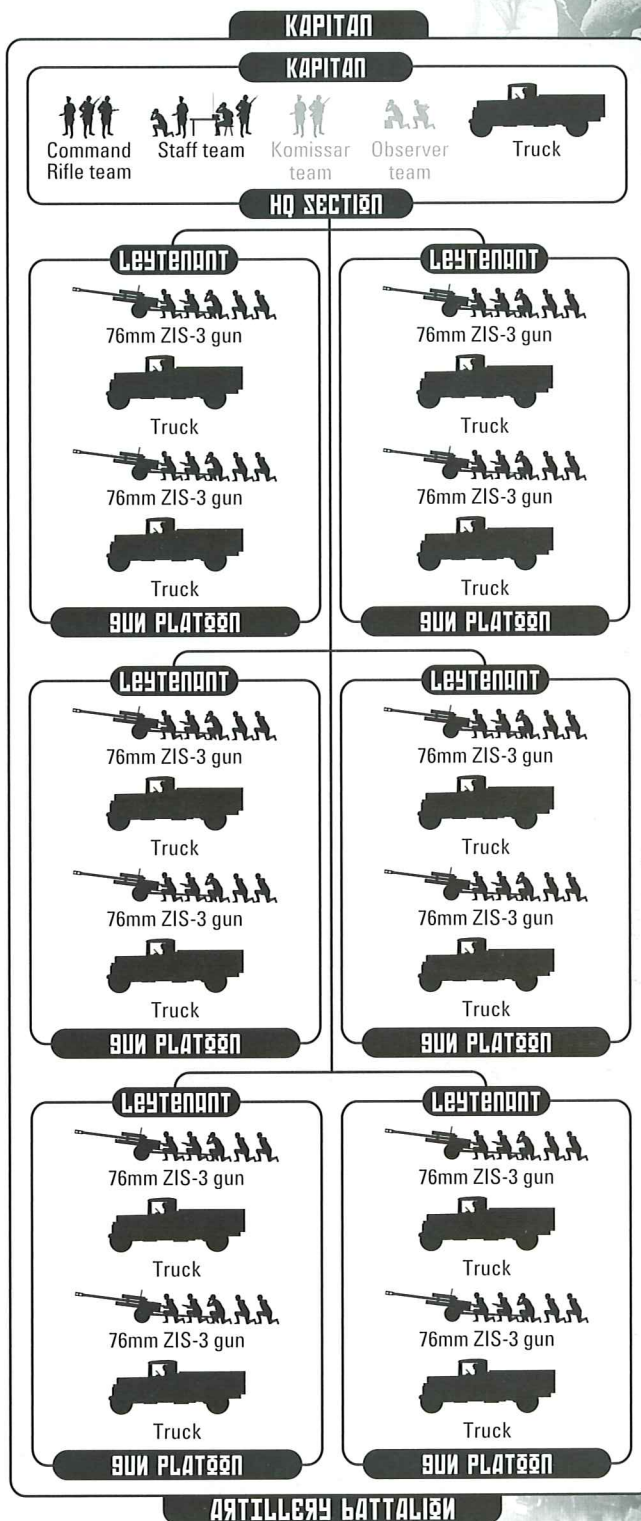
6 Gun Platoons	470 points
4 Gun Platoons	360 points
2 Gun Platoons	230 points
1 Gun Platoon	125 points

## Options

- Add Komissar team for +5 points.
- Add Observer team for +30 points.



The Artillery Battalion is armed with the versatile 76.2mm ZIS-3 gun. This fine weapon can deliver devastating barrages, but is often at its best rolling forward and pounding the fascists with hard-hitting direct fire. A massed battery firing over open sights is the surest way to guarantee a successful assault.



# 0 to 1 Light or Medium Tankovy Company

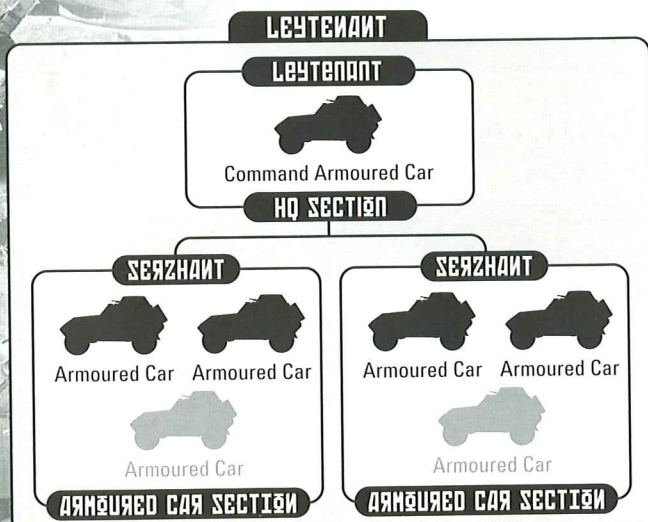
The Soviet economy was not particularly mechanised before the war, and the losses of 1941 made trucks even more scarce. With few trucks and no armoured personnel carriers, the Red Army turned to the one thing it did have in numbers to motorise its infantry—tanks! Every mechanised brigade included a tank regiment specifically to transport the infantry into battle.

*A Motostrelkovy Batalon may have one Medium Tankovy Company from page 29 or one Light Tankovy Company from page 30 as a Weapons Platoon.*





## 0 to 1 Light Armoured Car Platoon

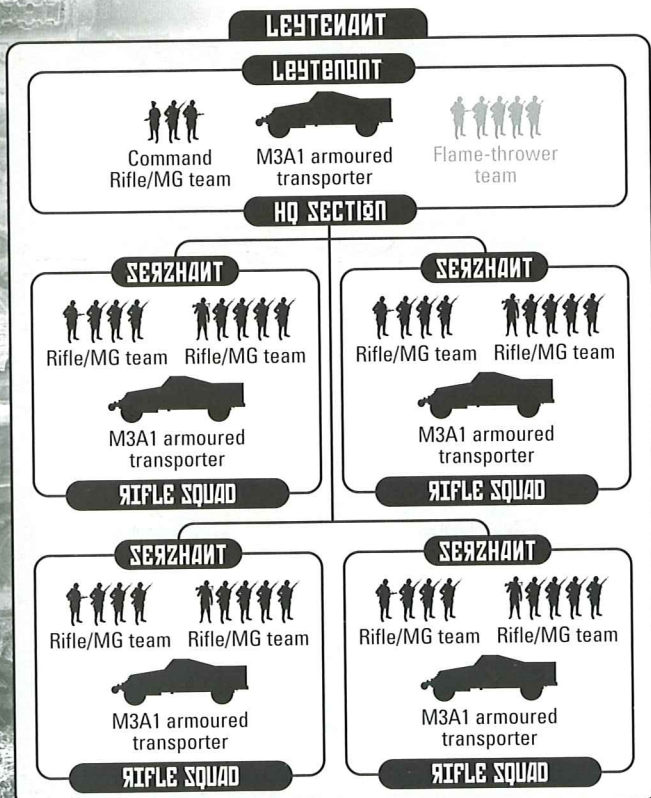


### LIGHT ARMOURER CAR PLATOON

A Light Armoured Car Platoon is a Reconnaissance Platoon and may use the Reconnaissance rules from the rule book or from our website ([www.FlamesOfWar.com](http://www.FlamesOfWar.com)).

The armoured cars probe the enemy's defences and lead the Motostrelkovy to the weakest point.

## 0 to 1 Armoured Transporter Platoon



### ARMOURER TRANSPORTER PLATOON

Equipped with armoured transporters and the best weapons, the *razvedchiki*, the scouts, move swiftly to strike the enemy with deadly force. Operating with the most forward elements of the Red Army these soldiers stand out even amongst the many heroes of the Great Patriotic War.

### Platoon

HQ Section with:

7 BA-64	195 points
6 BA-64	175 points
5 BA-64	150 points
4 BA-64	125 points
3 BA-64	95 points

- Replace the AA MG on up to two armoured cars with a hull-mounted PTRD-41 anti-tank rifle at no cost.

5 BA-10M	240 points
4 BA-10M	195 points
3 BA-10M	150 points

The reconnaissance troops are picked from the most resourceful and experienced troops. Light Armoured Car Platoons and Armoured Transporter Platoons are rated as **Fearless Trained** and operate independently from the rest of their company. They are not subject to the Centralised Control special rule.

### Platoon

HQ Section with:

4 Rifle Squads	295 points
3 Rifle Squads	230 points
2 Rifle Squads	165 points

### Options

- Replace AA MG on any or all M3A1 armoured transporters with 0.5" AA MG's for +5 points per vehicle.
- Replace all M3A1 armoured transporters with BA-10 or captured Sd Kfz 251 armoured transporters at no cost.
- Replace all M3A1 armoured transporters in Rifle Squads with one Universal Carrier armoured transporter per Rifle/MG team for +15 points per Rifle Squad.
- Replace all M3A1 armoured transporters in Rifle Squads with one Motorcycle team per Rifle/MG team for -10 points per Rifle Squad and -10 points for the HQ Section.
- Add Flame-thrower team for +50 points.
- If HQ Section has a Universal Carrier armoured transporter, add another for the Flame-thrower team for +15 points.
- If HQ Section has a Motorcycle team, add another for the Flame-thrower team for +5 points.
- Replace all Rifle/MG teams with SMG teams at no cost.





# РОТА РАЗВЕДКИ

(Reconnaissance Mechanised Infantry Company)



The reconnaissance force of the mechanised troops is their rota razvedki or reconnaissance company. It has the only truly mechanised infantry in the entire Red Army. The razvedchiki ride into battle in armoured transporters. These are a mix of lend-lease scout cars and carriers, converted armoured cars, and captured half-tracks.

A force based around an Rota Razvedki must contain:

- a Company HQ, and
- one or two Armoured Transporter Platoons.

Weapons Platoons available to a Rota Razvedki are:

- a Light Armoured Car Platoon,
- a Mortar Company, and
- a Heavy Anti-tank Company.

Support Companies for a Rota Razvedki can be:

- Tankovy Companies,
- Motostrelkovy Companies,
- a Kazachya Sotnya, and
- Corps Support Companies.

You may have up to **one** Support Company attached to your company for each Armoured Transporter Platoon you field.

## Motivation and Experience

A Rota Razvedki is rated as **Fearless Trained**.

## HEADQUARTERS PLATOON

### 1 Company HQ

#### Platoon

Company HQ 50 points

#### Options

- Add Komissar team and Motorcycle team for +10 points.
- Add Anti-aircraft Platoon for +60 points.

## COMBAT PLATOONS

### 1 or 2 Armoured Transporter Platoons

The Armoured Transporter Platoons are organised as shown on the previous page.

## WEAPONS PLATOONS

### 0 to 1 Light Armoured Car Platoon

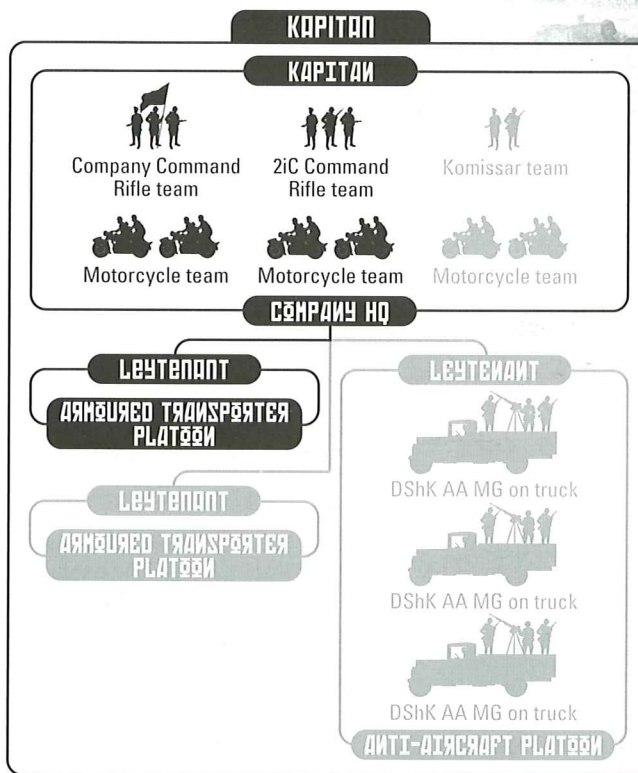
The Light Armoured Car Platoon is organised as shown on the previous page.

### 0 to 1 Mortar Company

The Mortar Company is organised as shown on page 31. Their higher Skill rating increases the points cost by +20 points per Mortar Platoon and +10 points for the Observer team.

### 0 to 1 Heavy Anti-tank Company

The Heavy Anti-tank Company is organised as shown on page 30. Their higher Skill rating increases the points cost by +35 points per Anti-tank Platoon.



РОТА РАЗВЕДКИ

The Rota Razvedki are the eyes and ears of the Red Army. They seek out the fascist vipers in their hiding places, and flush them out.





# COSSACKS IN FLAMES OF WAR

Cavalry is almost as old as warfare itself, but still remains important even in the age of Blitzkrieg. While there is little scope for cavalry in densely populated Europe where excellent roads make motorised vehicles superior, cavalry still play an important part in operations on the Eastern Front. The Soviet Union is vast and much of it remains roadless. The Pripyat Marshes, an area of swampy forests the size of a small country, sitting astride the main route from Moscow to Berlin, are practically impenetrable to motorised vehicles. These factors, combined with a universal shortage of trucks, make cavalry very attractive to all participants on the Eastern Front.

Whereas a tank army in the West uses motorised and armoured infantry to support armoured breakthroughs, the Red Army has formed Cavalry-Mechanised Groups. The ability of the cavalry to traverse terrible terrain and forage for their own supplies often enables them to outrun motor-

ised forces tied to roads and vast supply lines.

Whilst their operational mobility is a major asset, cavalry do have some serious tactical weaknesses: vulnerability to fire and a lack of mounted firepower. The Red Army has two solutions to these problems. The first is simply to dismount and fight on foot when close to the enemy, however this negates the cavalry's one big tactical advantage, speed. The second is to accompany the cavalry with *tachanka* machine-gun carts, mortars, and artillery. The *tachankas* race alongside the cavalry and turn and halt when in range to give covering fire. The mortars and artillery pound the enemy positions. Before the enemy can recover the cavalry is upon them. This solution retains the speed of the cavalry, while increasing their firepower, making cavalry truly deadly in the hands of a skilled commander.

The following rules allow you to use cavalry in *Flames of War* in your own Cavalry-Mechanised Group.

## Teams

Cossacks are quite obviously cavalry. Mounted Cavalry teams are rated as Infantry teams and follow the rules for infantry except as outlined below.

## Basing Your Cossacks

Horses occupy considerably more space than troops on foot. As a result Cavalry teams are modelled on bases one size bigger than normal Infantry teams.

- Teams of two horse miniatures are mounted facing the short edge of a medium base (1 1/4"/32mm wide by 2"/50mm deep).
- Teams of four horse miniatures are mounted facing the short edge of a large base (2"/50mm wide by 2 1/2"/65mm deep).

## Movement

Cavalry are extremely mobile. In good going they can travel at a good pace, yet even in all but the roughest terrain they can move rapidly.

*Cavalry teams move 10"/25cm in any terrain including rough terrain. Cavalry teams are not slowed by most rough terrain. However, Cavalry teams cannot enter buildings while mounted.*

## Shooting At Cossacks

While a mounted soldier presents a large target to the enemy and is unable to hide in the open, this is somewhat offset by their speed of movement. Additionally, in *Flames of War* we do not model the extra cavalymen present in every cavalry unit as horse-holders. These are always available to keep teams up to strength in the event of occasional casualties.

*Cavalry teams do not become Concealed (and hence cannot Go to Ground) if they halt in the open, unlike other Infantry teams.*

*Like all infantry teams, Cavalry teams have a 3+ Infantry Save when hit by shooting.*

## Shooting While Mounted

Shooting from horseback is very difficult. Cavalrymen can fire at point-blank range with some effect, but at longer ranges must halt to allow their light machine-guns to dismount temporarily to shoot.

*Cavalry teams always shoot as if they moved but may not shoot at all unless they remain stationary or the range is 4"/10cm or less.*

## Cossacks In Assaults

Where cavalry gain most from their mounts is speed. This is particularly telling against a fleeing enemy who are ridden down. Their biggest weakness is tanks, against which they have no answer. Cossacks launch and fight in assaults just like infantry with the exceptions listed below.

### Urrah!

*Cavalry teams move 8"/20cm rather than 4"/10cm when Launching Assaults, Counterattacking, Consolidating, or Launching Breakthrough Assaults in the Assault step.*

### Ride Them Down

*If Cavalry teams win an Assault Combat, any fleeing enemy teams within 8"/20cm of them surrender or are ridden down unless they are either:*

- in Rough Terrain, or
- are behind a Linear Obstacle.

### Horses Against Tanks

*Cavalry teams will never launch an assault against Tank teams and must always attempt to Break Off rather than Counterattack Tank teams.*





# KAZACHYA SOTNYA

(Horsed Mechanised Infantry Company)



Despite being persecuted by Stalin before the war, large numbers of kazachya or cossacks fought in the Red Army. Their basic unit was the kazachya sotnya (pronounced ka-za-chya sot-nya meaning a cossack 'hundred' or squadron). While their numbers are small, their mobility and heavy firepower enables them to have a major impact on the battle.

A force based around an Kazachya Sotnya must contain:

- a Company HQ, and
- two to four Kazachya Platoons.

Weapons Platoons available to an Kazachya Sotnya are:

- a Tachanka Platoon,
- an Anti-tank Rifle Platoon,
- a Mortar Company, and
- a Regimental Gun Company.

Support Companies for an Kazachya Sotnya can be:

- a Horse Artillery Battery,
- Motostrelkovy Companies,
- Armoured Transporter Platoons,

- Tankovy Companies, and
- Corps Support Companies.

You may have up to **one** Support Company attached to your company for each Kazachya Platoon you field.

## Motivation and Experience

Cossacks learn to ride when they learn to walk. Combine this with a long military tradition and you get some of the finest soldiers in the Red Army.

A Kazachya Sotnya is rated as **Fearless Trained**.

The platoons of an Kazachya Sotnya are an exception to the Centralised Control special rule. They operate as normal platoons.

## HEADQUARTERS PLATOON

### 1 Company HQ

#### Platoon

Company HQ **45 points**

#### Options

- Add Komissar team for +10 points.
- Add up to 3 DShK AA MG on trucks for +20 points each.

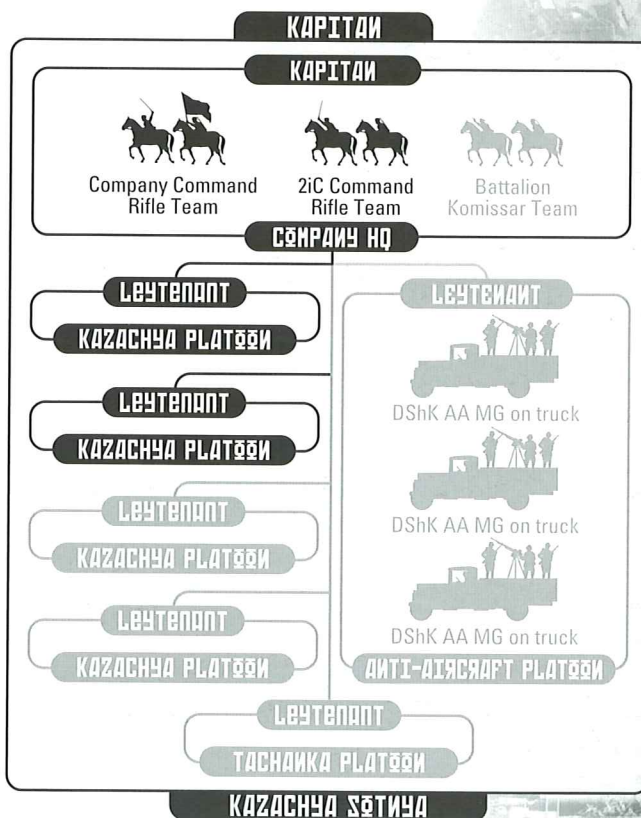
Before the game begins you may amalgamate two Kazachya Platoons with the Company HQ to form one large platoon under the 2iC Command team. The platoons' Command teams become normal Rifle/MG teams in this case.

### The Kazachya Sotnya In Support

When taking a Kazachya Sotnya as a support choice for a Tankovy, Mixed Tankovy, Motostrelkovy Batalon or a Rota Razvedki you can either take a single Kazachya Platoon, or you may take the Company HQ and two Kazachya Platoons amalgamated as described above as a single support choice.

In either case you may take a Tachanka Platoon as part of the same Support Choice.

If you are fielding a Strelkovy Batalon from Stalingrad, you may take a Kazachya Sotnya as a Support choice in the same manner.





## COMBAT PLATOONS

## 2 to 4 Kazachya Platoons



## Platoon

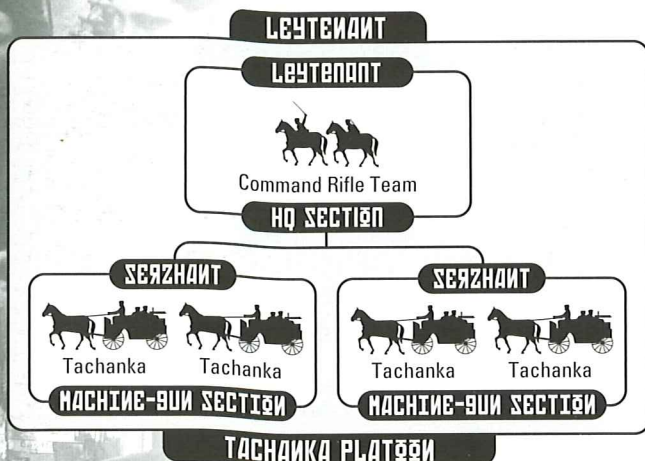
HQ Section with:

2 Kazachya Squads 130 points

The fearsome Cossacks are horse-warriors of old. In this age of mechanised warfare they fight on, their ferocity and skill undiminished. They penetrate deep into the enemy lines taking advantage of their mobility in rough terrain, not to mention the option of delivering an old-style charge if the opportunity arises.

## WEAPONS PLATOONS

## 0 to 1 Tachanka Platoon



## Platoon

HQ Section with:

2 Machine-gun Sections 115 points

1 Machine-gun Section 70 points

## Option

- Allow Maxim MG to fire as an Anti-aircraft weapon for +5 points per Tachanka.

## The Tachanka

The *tachanka* machine-gun cart was invented by the Ukrainian Anarchist forces during the Russian Civil War of 1918 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 the area.

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

With Russian battlefields lacking the impenetrable barbed wire entanglements of the

Western Front, cavalry were a powerful force limited only by the enemy machine-guns' ability to stop them. With the *tachanka* carts racing into position, wheeling around and firing their own machine-guns back, the cavalry could pin down the enemy machine-guns, then charge and rout their infantry.

With the Civil War long over and a new enemy threatening, the Soviet Cossacks find their *tachanka* carts as useful as ever. While they dismount to assault well-prepared positions, the combination of speed and firepower their partnership produces allows them to overrun less prepared foes with ease. As long as fast tanks remain in short supply, the *tachanka* will have its place in the Red Army.





## 0 to 1 Anti-tank Rifle Platoon

### Platoon

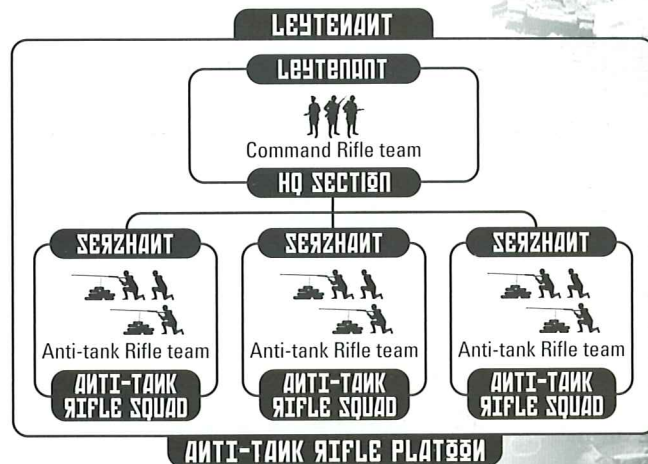
HQ Section with:

3 AT Rifle Squads	85 points
2 AT Rifle Squads	60 points

### Option

- Mount all teams as Cavalry teams for +5 points per team.

The anti-tank rifle platoon provides anti-tank support close to the forward positions occupied by the Cossack squadrons. The anti-tank rifle finds its mark in the soft flanks and bellies of the steel beasts of Hitler's army.



## 0 to 1 Mortar Company

### Company

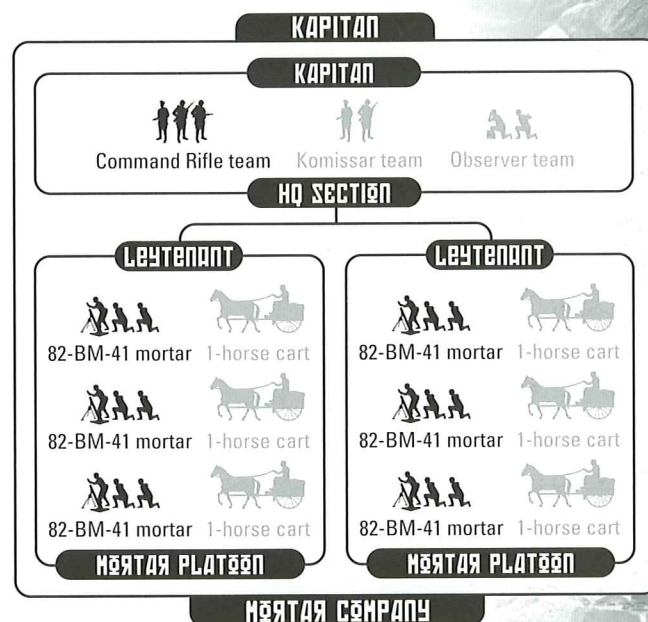
HQ Section with:

2 Mortar Platoons	170 points
1 Mortar Platoon	90 points

### Options

- Add Komissar team for +5 points.
- Add Observer team for +40 points.
- Add one-horse carts at no cost.

In the age of modern warfare, the Cossacks rely upon the Mortar Company for close artillery support. Their weapon is the standard 82mm mortar, light enough to keep pace with the fast moving cavalry squadrons.



## 0 to 1 Regimental Gun Company

### Company

HQ Section with:

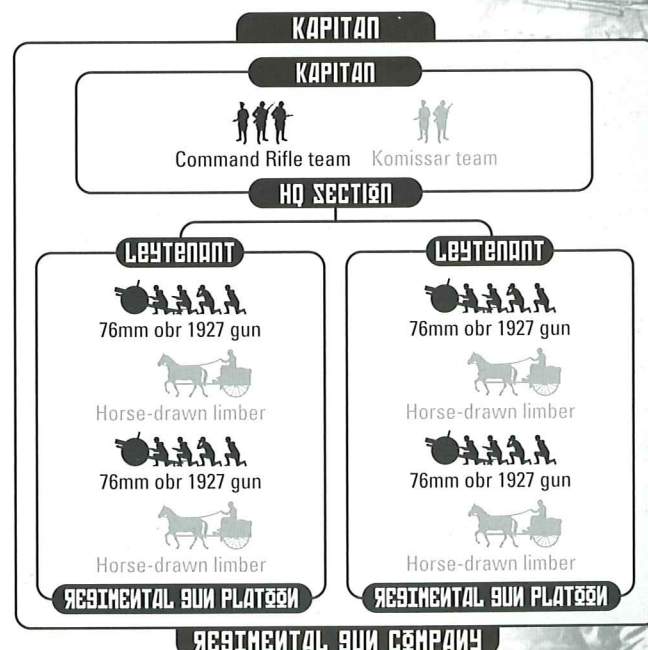
2 Regimental Gun Platoons	120 points
1 Regimental Gun Platoon	65 points

### Options

- Replace all 76mm obr 1927 guns with 45mm obr 1937 guns for +25 points per platoon or 45mm obr 1942 guns for +40 points per platoon.
- Add Komissar team for +5 points.
- Add horse-drawn limbers at no cost

Your force may not contain more than one Regimental Gun Company, even it has more than one Kazachya Sotnya.

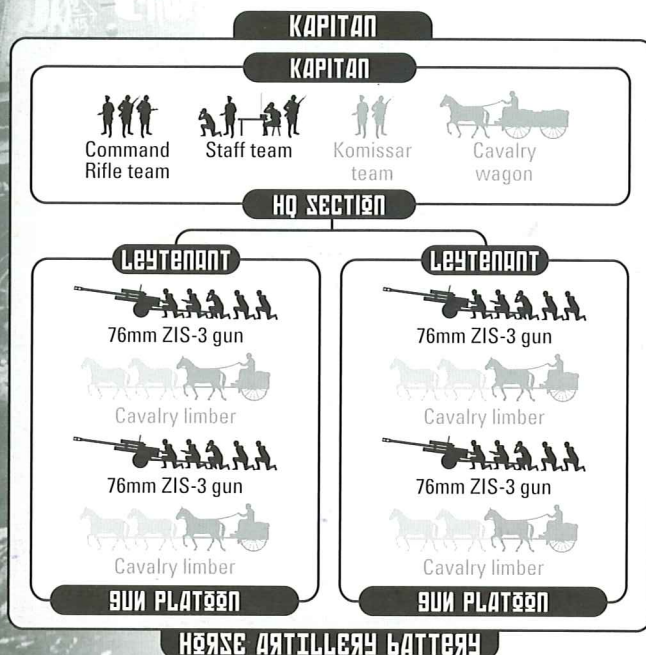
The Cossacks need artillery support that is as fast-moving as they are. The horse drawn guns provide a mobile, and powerful, solution.





## SUPPORT PLATOON

## 0 to 1 Horse Artillery Battery



## Company

HQ Section with:

2 Gun Platoons	285 points
1 Gun Platoon	160 points

## Options

- Add Komissar team for +5 points.
- Mount Command Rifle team and Komissar team as Cavalry teams for +5 points per team.
- Add cavalry wagon to carry the Staff team at no cost.
- Add cavalry limbers at no cost.

Representing the triumphant combination of tradition with Soviet technical excellence, the Horse Artillery Battery is armed with the fine, new 76mm ZIS-3 field gun. Its light yet strong construction is ideal for mobile artillery support.

## Crash Action

The Cossack artillery has a long tradition of close support for their countrymen. They endlessly practice getting their guns into action as fast as possible to protect their brothers with their fire.

*A Regimental Gun Company or Horse Artillery Battery that unlimbers its guns at the start of their movement, fire their guns without any penalty to their ROF for movement.*

*They still cannot fire artillery bombardments in the turn they dismount however, since they still need to survey their positions.*

## DISMOUNTING YOUR COSSACKS

While they are modelled as being mounted on their horses, cavalry operates as mounted infantry. They mount and dismount, as the tactical situation demands, always keeping their horses handy. This is of vital importance to the individual cavalymen and their leaders, but is normal cavalry behaviour and of little concern to you as the company commander. All that matters is whether your cavalry have their horses with them, or whether they have permanently dismounted and sent their horses to the rear.

*Cavalry teams may dismount and send their horses to the rear at the start of their movement, replacing each team with the equivalent Infantry team placed anywhere under the base of the Cavalry team. Note that although the Cavalry Command teams typically have only two horses on the base for reasons of space, they dismount to a normal three-figure Infantry Command team.*

*Cavalry platoons may deploy dismounted or arrive from reserve dismounted.*







# CORPS SUPPORT



## Corps Support Companies

Your force may have the following support companies:

- Assault Gun Company,
- Heavy Assault Gun Company,
- Guards Heavy Tankovy Company,
- Armoured Car Company,
- Heavy Mortar Company,
- Tank Destruction Company,
- Guards Rocket Mortar Battery,
- Anti-aircraft Company,
- Sapper Company.

## Motivation And Experience

Like the soldiers they support, corps troops have little or no training but fight with Soviet

passion to ensure a Socialist victory. All Corps Support companies are **Fearless Conscript** unless otherwise noted.

## Air Support

You may request Sporadic air support at a cost of 50 points. Sporadic air support will provide supporting Polikarpov I-15 or Bell P-39 Aircobra ground-attack aircraft and fighters on a roll of 6. You may upgrade your ground-attack aircraft to Il-2 Shturmovik 'flying tanks' for +10 points.

You may request Limited air support at a cost of 100 points. Limited air support will provide supporting Polikarpov I-15 or Bell P-39 Aircobra ground-attack aircraft and fighters on a roll of 5+. You may upgrade your ground-attack aircraft to Il-2 Shturmovik 'flying tanks' for +20 points.

## 0 to 2 Assault Gun Companies

### Company

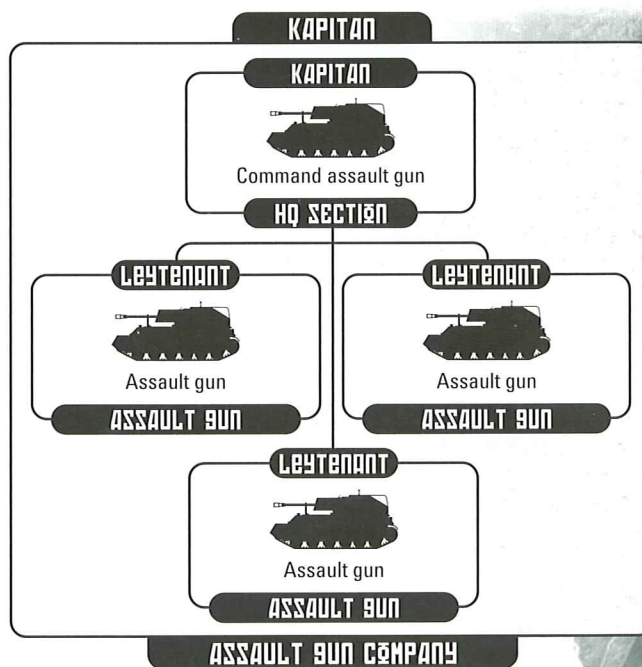
4 SU-76i	200 points
3 SU-76i	150 points
2 SU-76i	100 points

4 SU-76M	200 points
3 SU-76M	150 points
2 SU-76M	100 points

4 SU-85	345 points
3 SU-85	260 points
2 SU-85	175 points

4 SU-122	245 points
3 SU-122	185 points
2 SU-122	125 points

You may not field an Assault Gun Company with a Mixed Tankovy Batalon.



## 0 to 1 Heavy Assault Gun Company

### Company

2 SU-152	245 points
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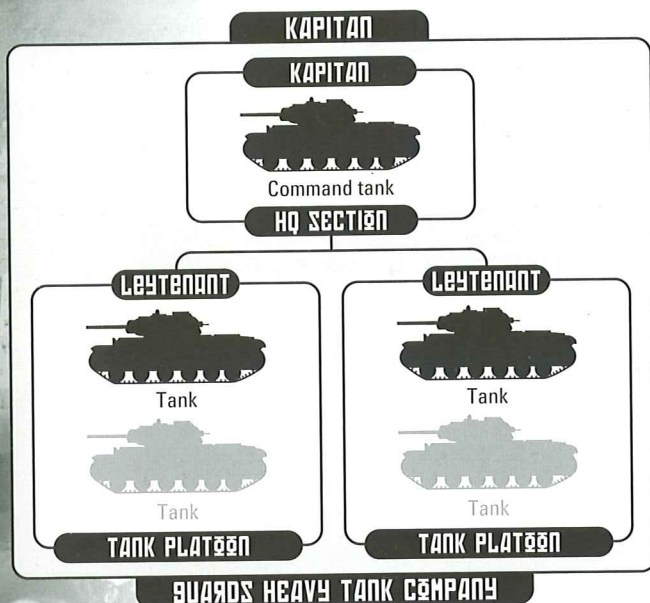
You may not field a Heavy Assault Gun Company with a Mixed Tankovy Batalon.

To kill a big cat you need a big gun. The SU-152 waits patiently for the enemy to appear and then the powerful shell from its gun will blast apart even a Tiger. Known as *zvyeroboy*, these animal-killers will skin many of the fascist cats.





## 0 to 1 Guards Heavy Tank Company



*With such a high proportion of officers in the company, Guards Heavy Tank Companies use more sophisticated tactics than most Soviet troops. They are not affected by the Hen and Chicks special rule on page 27.*

## Company

5 KV-1s	840 points
4 KV-1s	695 points
3 KV-1s	520 points

5 KV-85	1080 points
4 KV-85	895 points
3 KV-85	670 points

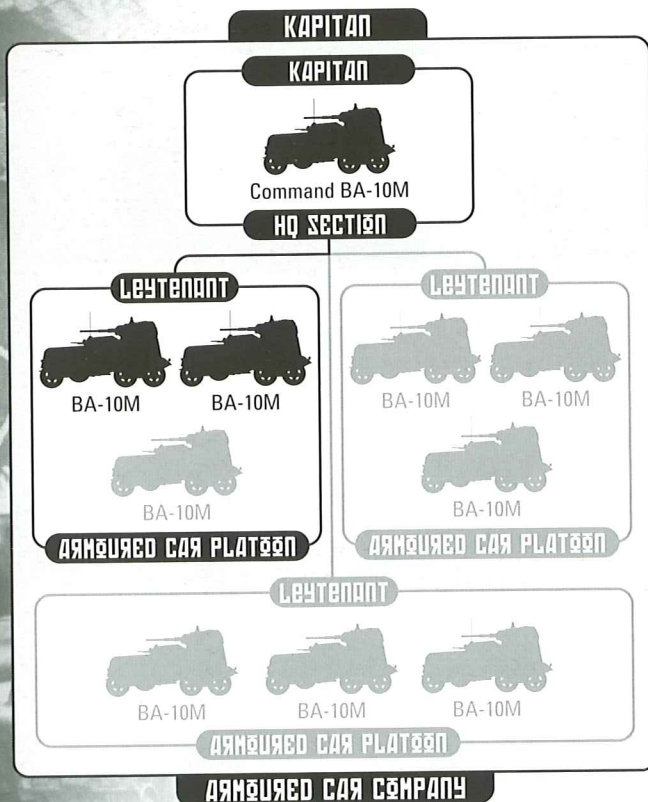
5 Mark IV (Churchill III or IV)	685 points
4 Mark IV (Churchill III or IV)	565 points
3 Mark IV (Churchill III or IV)	425 points

**You may not field a Guards Heavy Tank Company with a Mixed Tankovy Batalon.**

Heavy tanks are such a valuable resource that only the best are selected to crew them. Every tank has not one, but *two* officers in its crew when normally a platoon has just one in total!

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

## 0 to 1 Armoured Car Company



## Company

10 BA-10M	400 points
9 BA-10M	375 points
8 BA-10M	345 points
7 BA-10M	310 points
6 BA-10M	275 points
5 BA-10M	240 points
4 BA-10M	195 points
3 BA-10M	150 points

*The armoured car battalions that survived to fight with the tank corps were pre-war units stationed in the East away from the fighting. They had plenty of time to train before going into battle and are rated as **Fearless Trained**.*

*Armoured Car Companies are Reconnaissance Companies and may use the Reconnaissance rules from the rule book or from our website ([www.FlamesOfWar.com](http://www.FlamesOfWar.com)).*

The heavily-armed BA-10M armoured cars of the Red Army do not shy away from a fight.

## Heavy Mortar Company

Heavy Mortar Companies are organised like the Mortar Company on page 31 except that they must replace each 82-BM-41 mortar with a 120-PM-38 mortar for +15 points per Mortar Platoon.





## Tank Destruction Company

### Company

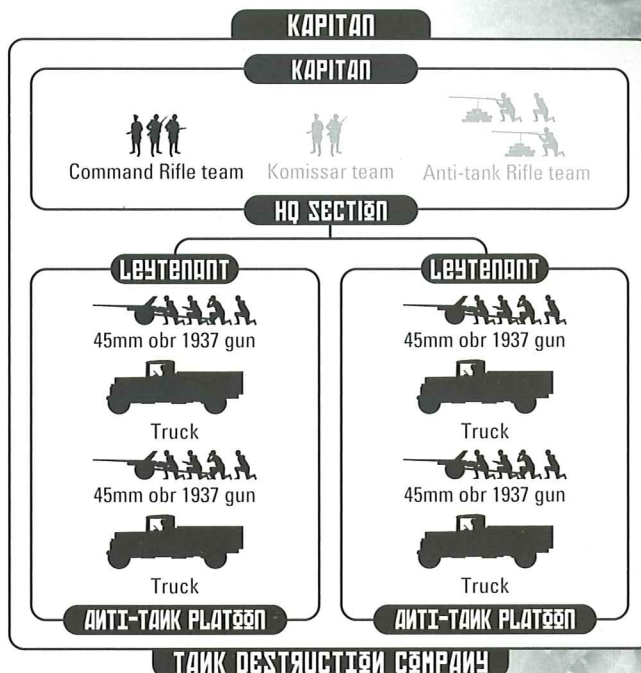
HQ Section with:

2 Anti-tank Platoons	135 points
1 Anti-tank Platoon	75 points

### Options

- Add Komissar team for +5 points.
- Add Anti-tank Rifle team for +20 points.
- Replace all 45mm obr 1937 guns with 45mm obr 1942 guns for +10 points per platoon, 57mm ZIS-2 guns for +40 points per platoon, or 76mm ZIS-3 guns for +40 points per platoon.
- Replace all 45mm obr 1937 guns and trucks with 85mm obr 1939 guns and Stalinets tractors and equip HQ Section with a truck for +30 points per platoon.
- Model 85mm obr 1939 guns with eight or more crew and increase their ROF to 3 for +10 points per platoon.

You may not field more than one Tank Destruction Company armed with 57mm ZIS-2 or 85mm obr 1939 guns.



## 0 to 1 Guards Rocket Mortar Battery

### Company

HQ Section with:

2 Rocket Mortar Platoons	320 points
1 Rocket Mortar Platoon	180 points

### Options

- Add Loading crews and trucks to all platoons for +70 points per platoon.
- Add Anti-aircraft Section for +45 points.
- Replace all DShK AA MG with towed 37mm obr 1939 guns for +15 points.

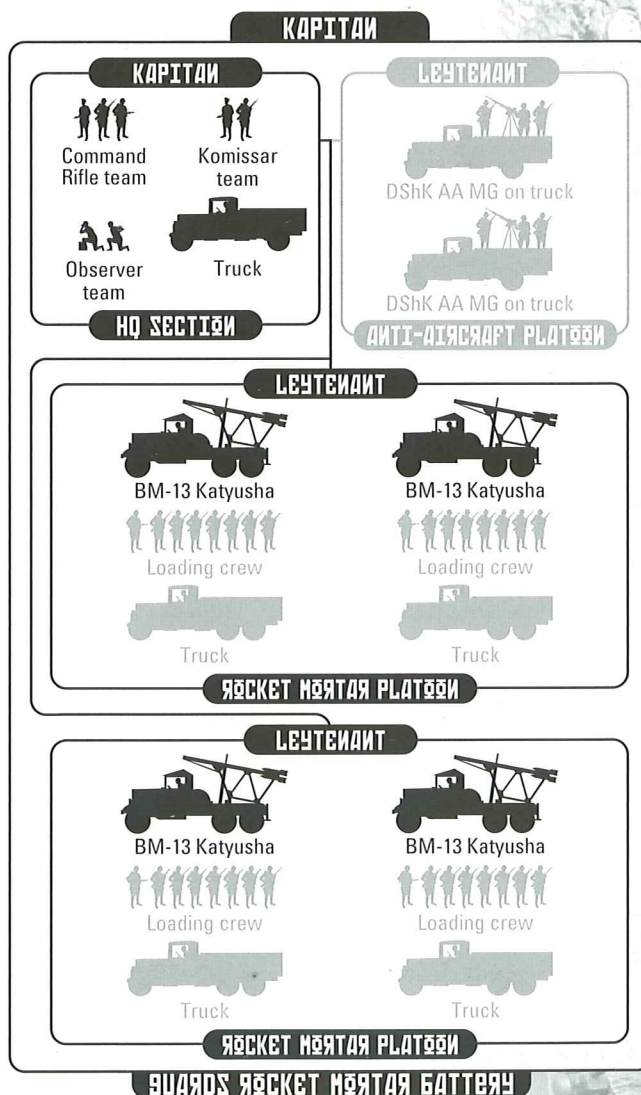
The Guards rocketeers are highly trained specialists. All Guards Rocket Mortar Batteries are rated as *Fearless Trained*.

### Loading Crews

It takes a lot of manpower to keep a Katyusha battery operational due to the vast amount of ammunition that is fired with each salvo.

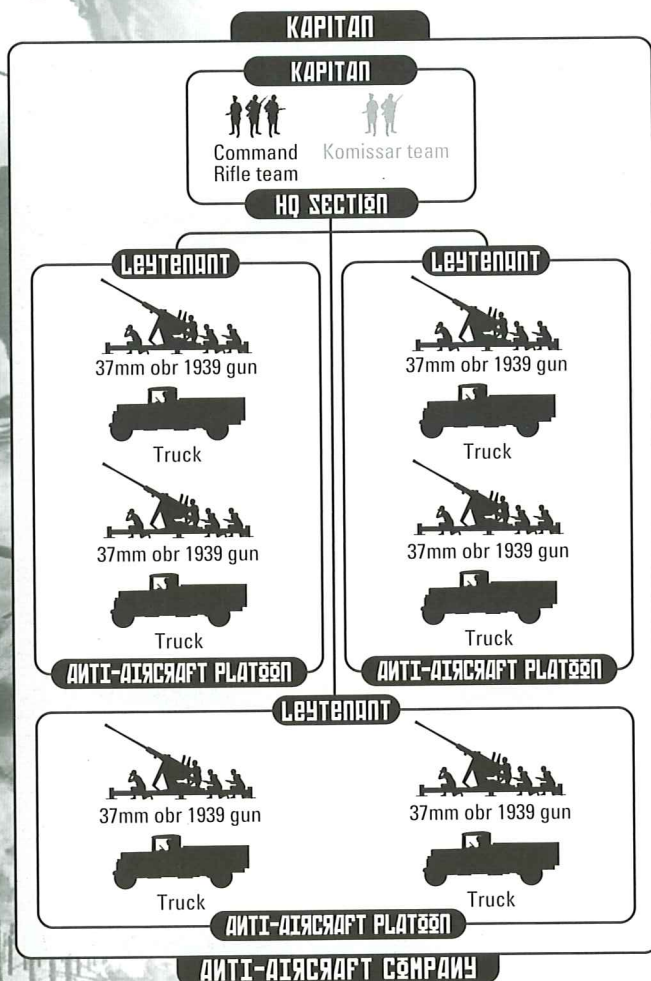
*A BM-13 Katyusha rocket launcher with a Loading Crew adjacent to it counts as two weapons firing in a bombardment. A Loading Crew cannot fire as part of a bombardment in its own right.*

*Loading Crews are Gun teams, but have no weapons aside from their rifles. They can fire as a Rifle team if they have to.*





## 0 to 1 Anti-aircraft Company



## Company

HQ Section with:

3 Anti-aircraft Platoons	170 points
2 Anti-aircraft Platoons	115 points
1 Anti-aircraft Platoon	60 points

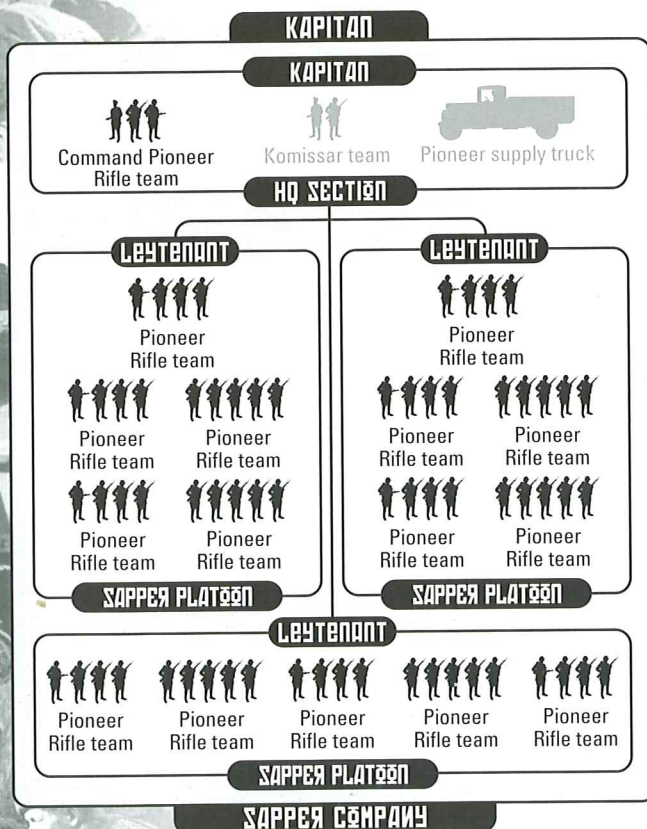
## Option

- Add Komissar team for +5 points.

The gallant work of the comrades of the Anti-aircraft Company cannot be underestimated. The rapid-firing 37mm obr 1939 gun lights the skies of the Motherland with fire to protect the valiant Red Army. The shrieking harpies of the Luftwaffe beware!



## 0 to 1 Sapper Company



## Company

HQ Section with:

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

## Options

- Add Komissar team for +5 points.
- Add Pioneer Supply truck for +5 points.

The Hitlerites have littered the soil of the Rodina with obstacles and mines in a desperate bid to delay the advance of the mighty Red Army. It is the job of the gallant sappers to detect and remove these obstacles, thus clearing the way to drive the reviled invaders from the Motherland.





# WINTER TABLES

Creating a winter theme table is a simple but very effective procedure.

Carve hills and river beds into sheets of high density polystyrene, then cover the whole board in a plaster/sand mix or textured paint.

Once dry paint the whole board an earthy brown colour, then paint the river bed and patches over the ground in a very light blue.

Finish the winter look by dry brushing the whole board with white, apply a heavier dry brush on the river and on the light blue patches of paint.

Finally add some trees or other scenery, then don the greatcoats and charge!



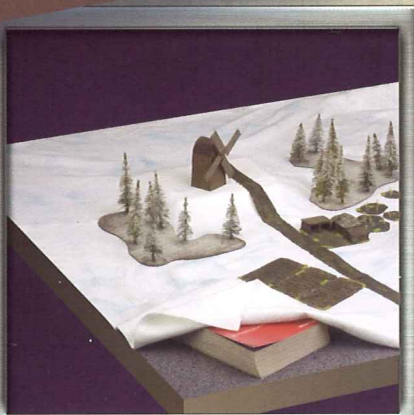
Trees can be adapted to suit winter by spraying an aerosol adhesive onto the top surfaces of the trees.



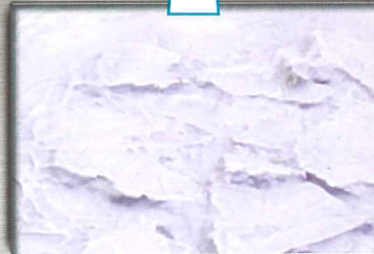
Then sprinkle on some scenic snow (found in most hobby stores that sell model railway scenics). The snow only sticks to the upper surfaces of the tree where the glue was sprayed for a realistic winter look.



A quick alternative to building a terrain board is to use a white sheet or material, scrunch up bunches of the sheet and spray across with a very light blue colour, this will give it a patchy and very cold look.



Use books under the painted sheet to simulate the risen contours of battlefield hills, then add your scenery. This method will allow great flexibility in terrain layout and is easy to store away.



The ice floes on this table were created by breaking up cork tiles and gluing the pieces onto the table. A layer of plaster was brushed on over top when dry to simulate the pieces being frozen into the river. Once dry, the whole river was painted light blue, then dry brushed with white.



# PAINTING COSSACKS



After preparing your figures for painting, undercoat them with a black spray-can primer or thinned primer paint. Paint a base coat of the main uniform colours. For Cossacks paint the shirt **Khaki Grey** and the pants and top patch of the hat **Dark Blue**. For the horse paint the entire body **Flat Earth**.



Next highlight the uniform and horse. Mix a little white paint with the original colours (90:10) and dry brush this onto the raised parts of the uniform and horse to add depth to the figure. Check out the *Flames Of War* book and website ([www.FlamesOfWar.com](http://www.FlamesOfWar.com)) for dry-brushing techniques.



Finish the figure by painting the details with a fine brush. Paint the face and hands in **Flat Flesh**, the sabre, gun barrel, stirrups, and bit **Gunmetal Grey**, the horse's reins and saddle **Flat Earth**, and the gun butt **Beige Brown**, the battle flag **Red**, and the boots **Black**. Now your troops are ready for battle. Finally, put them on their bases. Check out the *Flames Of War* book and website ([www.FlamesOfWar.com](http://www.FlamesOfWar.com)) for basing and modelling techniques.



Once you have painted your army you may want to go back and add more details to your figures.

Only do this if you wish to put a lot more time into your painting. You can paint the helmet straps and webbing on the soldiers and markings on the horse. You could also distinguish your troops as belonging to a particular Cossack host if you want to.

## COLOURS USED

All the colours used in this guide are available in the *Quartermasters* and *Soviet Paint Sets*. Available from all good hobby stores.

	Vallejo	Games Workshop
<b>Cossack Uniform</b>		
Shirt	Khaki Grey (830)	Catachan Green
Pants	Dark Blue (930)	Regal Blue
Fur cap, boots, belts	Black (950)	Chaos Black

<b>Horses</b>		
Horse	Flat Earth (983)	Bestial Brown
Blaze and socks	White (951)	Skull White

<b>Common Colours</b>		
Faces and hands	Flat Flesh (955)	Dwarf Flesh
Gun barrels, sabres	Gunmetal Grey (863)	Boltgun Metal
Rifle butt, leather	Beige Brown (875)	Scorched Brown

## TACHANKA



Give the Tachanka a base coat of **Beige Brown** mixed with a little **Black** (90:10), then dry brush it with **Beige Brown** with a little **White** added (90:10) to pick out the details.

Paint the Maksim machine-gun and ammunition boxes in **Russian Green**, then paint the crew and horses using the methods described above.



# VARYING HORSE COLOURS

Mixing a variety of horse colours together in a unit will give you an overall more realistic and interesting force.



**Grey:** Mix **Black** and **White** together (50:50) on your painting palette for the base colour, add more **White** for the dry brush.



**Dun:** Mix **Khaki Grey** and **White** together (80:20) on your painting palette for the base colour, add more **White** for the dry brush.



**Black:** Mix **Black** and **German Camo Beige** together (90:10) on your painting palette for the base colour, add a little **White** for the dry brush.

# Cossack HAT COLOURS

## Don Cossacks



Red hat patch.



Wide Red stripe.

## Kuban Cossacks



Red hat patch.



Narrow Red stripe.

## Siberian Cossacks



White fur cap.  
Deep Yellow hat patch.



Wide Deep Yellow stripe.

## Terek Cossacks



Dark Blue hat patch.

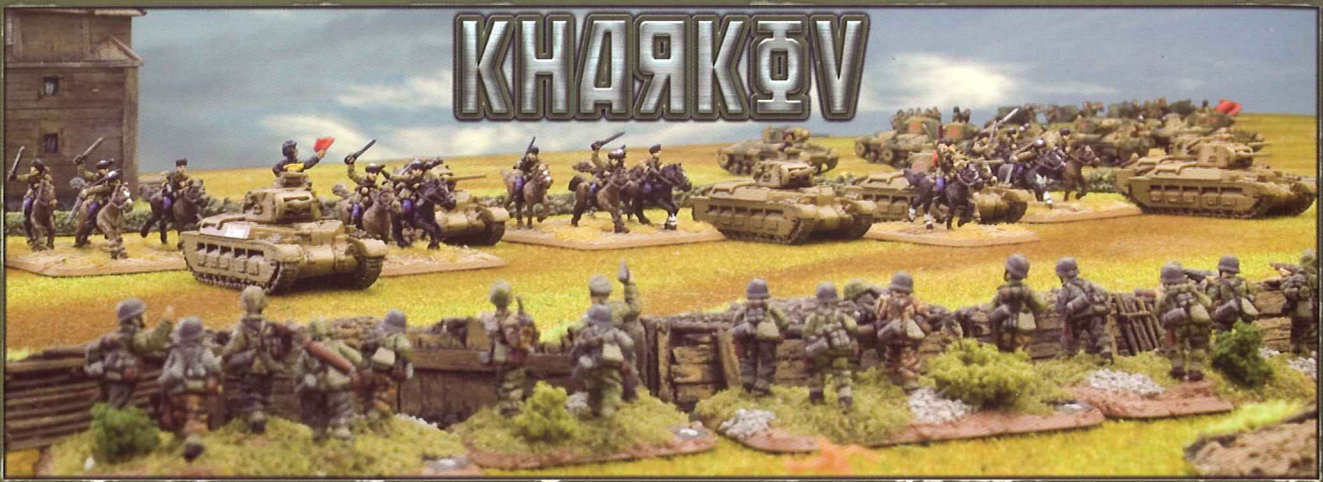


Wide Black stripe.





# КНАРКФV



8 February 1943—Soviet forces continue their advance after Uranus, liberating the city of Kursk.



20 February—The German Field Marshal Manstein counterattacks.



Late March 1943—Spring thaw sets in.







16 February 1943—The Red Army liberates Kharkov and almost reaches the Dnepr river.



15 March 1943—Manstein's tanks retake Kharkov.



April 1943—Mud halts operations.







5 July 1943—The German Army launches a massive offensive to crush the Soviet forces holding Kursk.



Incessant local counterattacks slow the German advance and wear down their forces.



16 July 1943—Hitler concedes defeat.







The Red Army is ready and waiting in well-prepared positions.



12 July 1943—Massed Soviet tank attacks halt the German spearhead.

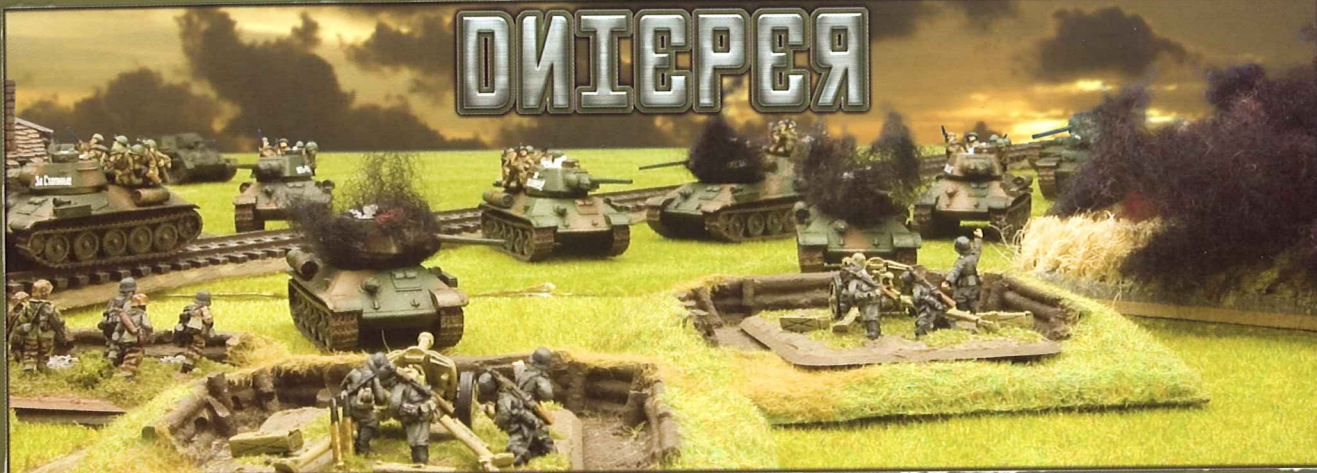


18 July 1943—Germans withdraw to their start lines.





# ОИТЕРЕЯ



August 1943—The Red Army goes on the offensive.



23 August 1943—Kharkov liberated for final time.



21 September 1943—Red Army crosses Dnepr river.



24 October 1943—Kiev, the largest city in the Ukraine is liberated.







## ГВАРДЕЙСКИЙ ТАНКОВЫ БАТАЛОН

(Guards Tank Battalion)



*Stavka*, the Soviet high command, distinguished successful units with the 'Guards' designation. These were always units that had succeeded in capturing their objectives in heavy fighting. A *Gvardeyskiy Tankovy Batalon*, a Guards Tank Battalion, is such a unit. The reward was the best equipment available—and the most difficult assignments!

You may upgrade your Tankovy batalon or Mixed Tankovy Batalon to Guards status making the Training rating of the entire battalion and its supporting troops **Trained** rather than **Conscript**. If you do this the number of points you have available to spend on your force *decreases* as follows:

Normal Force	Guards Force
1000 points	775 points
1500 points	1165 points
2000 points	1550 points

A Gvardeyskiy Tankovy Batalon has the following differences from a normal Tankovy Batalon.

- It may not field T-26 tanks.
- Light Armoured Car Platoons, Armoured Transporter Platoons, and Armoured Car Companies remain Trained, but decrease in cost by -15 points for every full 50 points that you spend on them.
- A supporting Kazachya Sotnya remains Trained, but decreases in cost by -15 points for every full 50 points that you spend on them.
- Guards Heavy Tank Companies and Guards Rocket Mortar Batteries remain Trained, but decrease in cost by -15 points for every full 50 points that you spend on them.



## ГВАРДЕЙСКИЙ МОТОСТРЕЛКОВЫ БАТАЛОН

(Guards Motor Rifle Battalion)



Like the Tank Corps, the Mechanised Corps were also rewarded with Guards status for successful combat actions. By the end of 1943 almost half of the Mechanised Corps had won the Guards honour.

You may field a *Gvardeyskiy Motostrelkovy Batalon*, a Guards Motor Rifle Battalion, using the changes above, but applying them to the Motostrelkovy Batalon instead of the Tankovy Batalon.



## ГВАРДЕЙСКИЙ РОТА РАЗВЕДКИ

(Guards Reconnaissance Company)



A Mechanised Brigade's *rota razvedki* or reconnaissance company was always in the lead, and always took the brunt of the inevitable German counterattack. As a result casualties were high and few lived long enough to acquire much experience.

If you field a *Gvardeyskiy Rota Razvedki*, a Guards Reconnaissance Company, your HQ Platoon, Combat Platoons and Weapons Platoons remain Trained. However all of your Support choices must be upgraded to a Skill rating of Trained for +15 points for each 50 points or part thereof that you spend on them, unless they are already rated as Trained.



## ГВАРДЕЙСКАЯ КАЗАЧЬЯ СОТНЯ

(Guards Cossack Squadron)



The time the Cossacks spent training together before entering battle made them far superior to the run-of-the-mill infantry and most were already Guards by the start of the summer of 1942. However their casualties were high and time for integrating replacements short, so they were unable to improve much further.

If you field a *Gvardeyskaya Kazachya Sotnya*, a Guards Cossack Squadron, your HQ Platoon, Combat Platoons and Weapons Platoons remain Trained. However all of your Support choices must be upgraded to a Skill rating of Trained for +15 points for each 50 points or part thereof that you spend on them, unless they are already rated as Trained. Note that their own Horse Artillery Battery is already rated as Trained.



## THE GREAT BATTLE OF KURSK

Yesterday I interviewed General S M Krivoshein commanding 3-y *Mechanizirovanniy Korpus* (3<sup>rd</sup> Mechanised Corps), the victors of the great battle of Kursk. This is his story.

The 5th of July opened to the thunder of the Red God of War and the song of the Katyushas as our artillery caught the Panzers in their marshalling areas and wreaked havoc upon them. Nevertheless, they regrouped and their offensive sprang towards us, led by 48<sup>th</sup> Panzer Corps heading for Oboyan. By 4 pm my men were in place behind 67-ya *Gvardeyskaya Strelkovy Diviziya* (67<sup>th</sup> Guards Rifle Division), manning the impressive fortifications. We watched flight after flight of Vultures, German divebombers, dropping from the sky upon our comrades in the positions before us. Our brave fighter pilots were struggling to keep them away, but the *shvab* fighters were up in force as well. For every one of our brave pilots who fell from the sky I counted at least five of the Fascists fall, like burning stars. Every fallen comrade there was a *tuz*, an 'ace' as our allies call them!

The next morning marked the destruction of the tank brigades to our front. Their American-made tanks are very poor, but they helped stem the tide as 48<sup>th</sup> Panzer Corps surged forward into 67-ya *Gvardeyskaya Strelkovy Diviziya*. The infantry took heavy

losses, and but for the noble sacrifice of the tankists they could not have survived, but they struggled on. They fell back onto our positions and then my men became embroiled in it, fire and steel and the flash and crack of battle.

It was about now that I received a call from General Katukov. A gap had opened between the 67-ya and 71-ya *Gvardeyskaya Strelkovy Diviziya*. I issued a command and my men, with the comrades of the 90-ya *Gvardeyskaya Strelkovy Diviziya*, deployed into the opening. We were only just in time. The elite German *Grossdeutschland* Division, our old foes from Operation Mars, crashed into us full force.

By midday the Fascists had reached the second defensive line, as our men struggled nobly against superior firepower. I myself witnessed the 1696-y *Zenitno-artilerijskiy Polk*, the 1696<sup>th</sup> Anti-aircraft Regiment, give good service against both the half-tracks of the *Grossdeutschland* infantry and the Vultures that swarmed in the sky. The Germans kept on attacking, and although we gave a little, we did not break. I ordered a steady fire

from our mortar battalions to cover a withdrawal. The men pulled back, fighting step-by-step, past Luchanino and Alexeievka to outside Dubrova. I spent all of that long day in my jeep, which became my mobile HQ.

Throughout the next day my tanks clashed with the *Grossdeutschland* Division outside Dubrova. The new Tigers and Panthers proved to be very tough for our guns to crack. Of the many reports of heroism I received that day one stands out above the rest. The third battery of 35-y *Protivotankoviy Polk*, the 35<sup>th</sup> Anti-tank Regiment, held the line against an attack by 37 German tanks. They held their fire until their *shvab* faces could be seen clearly through the slits in their armour before opening a devastating fire which left five Tigers burning on the field.

Mid-morning I put in a request for air support and within an hour I heard the roar of our *shтурмовик* assault aircraft over my tent. By the *rodina*, they gave Fritz's armour a good shake up! In spite of this, by early afternoon ceaseless enemy attacks had driven us back from the second defensive line. Soon thereafter 31-y *Tankovy Korpus*





(31<sup>st</sup> Tank Corps) joined our tanks in repulsing no fewer than three assaults by the 11<sup>th</sup> Panzer Division and *Grossdeutschland* along the Oboyan road. I stood atop a small rise to the east of the road and watched as our brave tankists threw themselves at the Germans. The sight of many burning Panzers gladdened my heart.

At dawn on the 8<sup>th</sup> of July, the weather was warm and overcast. The grey clouds which rolled towards the German line must have filled the enemy with a sense of foreboding. They only filled me with confidence. The very *rodina* herself was preparing to throw off the fascist invaders! Taking advantage of our excellent air support we went over to the offensive. Our attack, in conjunction with the 200-ya *Tankovaya Brigada* (200<sup>th</sup> Tank Brigade) and the 51-ya and 67-ya *Gvardeyskaya Strelkovy Diviziya*, threw back the German spearheads. Losses were acceptable, but sufficient to discourage further exploitation of our excellent tactical situation. I chose to make our own position secure rather than follow the foolish German example and push on against increasing enemy capability.

The Germans attacked in turn, pushing on towards Verechopenie with *Grossdeutschland* in the lead once more. I pulled 1-ya *Gvardeyskaya Tankovaya Brigada* (1<sup>st</sup> Guards Tank Brigade) and 1-ya and 3-ya *Mechanizirovannaya Brigada* (1<sup>st</sup> and 3<sup>rd</sup> Mechanised Brigades) up to counter this thrust. A fierce engagement ensued in which our brave tankists fought their '34's against the monstrous German machines at point blank range, blunting Fritz's onrush.

The following day, as the weather worsened, the Germans resumed their offensive. At midday *Grossdeutschland* attacked Verechopenie along with heavy support from their air force. Aided by the poor conditions we fought them step for step. By day's end they had advanced a mere 10 kilometres, in some places no more than six. The brave sacrifice of my noble soldiers had stopped the Fascists in their tracks.

The next two days saw repeated, increasingly desperate attempts by the German forces to break through our positions. Throughout the Pena valley



pockets of our noble comrades held out to the last round and the final 'Urrah!' despite being surrounded. Their sacrifice gutted the Germans. The main *shvab* thrust had been broken, and I received word from General Katukov that we were finally going onto the offensive again.

The 12<sup>th</sup> of July was the turning point of the whole battle. Two whole tank armies went on the offensive on a fifty kilometre front with some 800 tanks! 5-ya *Gvardeyskaya Tankovaya Armiya*, 5<sup>th</sup> Guards Tank Army, attacked around Prokhorovka into the teeth of the German SS Panzer Corps, halting them in their tracks and then pushing them back. At the same time our 1-ya *Tankovaya Armiya*, 1<sup>st</sup> Tank Army, attacked south down the Oboyan road. Attacking with 31-y *Tankovy Korpus* again we reduced the German forward positions inflicting heavy casualties and drawing them into costly counterattacks.

I received a report of one such action taking place outside the village of Yakovlevo where 70 tanks of *Grossdeutschland* counterattacked 1-ya *Gvardeyskaya Tankovaya Brigada*.

An attempted outflanking manoeuvre by the enemy had been repulsed by Lt. Shalandin and the men of his command. Between them, they destroyed 26 tanks, including 2 Tigers. For this feat I have recommended Lieutenant Shalandin be awarded the title 'Hero of the Soviet Union'.

This young officer's heroism is symbolic of the bravery of all of the men of 3-y *Mechanizirovanniy Korpus* throughout this battle. I am proud of each and every one of the comrades who have fought under my command during the struggle. In my eyes they are all Heroes of our glorious Soviet Republic fighting for Stalin and the *Rodina*.

These final attacks marked the high tide of the German advance. We are now pushing them back at all points along the line and are preparing for our own strategic offensive that will push Fritz back to the very borders of the Soviet Union. With their armour shattered against the strength of our positions it is only a matter of time now before we cleanse our Motherland of the stain of Fascist occupation.



# ZA STALINA ARSENAL

## WEAPONS

### Flame-throwers

Flame-throwers are offensive weapons. They take time to prepare and cannot react fast when surprised.

Flame-throwers cannot fire in defensive fire.

### Light Guns

Soviet guns are built light as they rely on direct fire and use horses for mobility. This makes them easier to man-handle, a task which Soviet gun crews get plenty of practice at.

Soviet 45mm obr 1937 and 1942 guns, 76mm obr 1927 guns, 57mm ZIS-2 guns, and 76mm ZIS-3 guns are light and can be man-handled at a speed of 4"/10cm per turn on Road or Cross-country.

### No HE

Lend-lease British tank guns lacked high explosive (HE) ammunition making them less effective against soft targets.

Weapons with no HE ammunition fire with Firepower 6 against unarmoured targets.

### Pioneers

Pioneers are equipped with explosives and mines making them effective at fighting tanks.

Pioneer teams have an Anti-tank rating of 4 in assaults against tanks.

### Poor HE

The 85mm tank gun was originally designed as an anti-aircraft gun. While it had a fragmentation round, it lacked a powerful high explosive round. The 57mm gun also lacked an effective HE round.

Reduce the Firepower rating of 85mm tank guns to 4+ and the 57mm guns to 5+ against unarmoured targets.

### Self-defence Anti-aircraft

Some Red Army vehicles mounted machine-guns for defence against enemy aircraft.

Self-defence anti-aircraft guns can only shoot at aircraft that are attacking their own platoon.

### Small Guns

Small anti-tank guns have a low profile and are easily concealed, even in open terrain.

Small guns that are Entrenched (see page 47 of the *Flames Of War* rulebook) and neither moved nor shot in their turn count as being Concealed and Gone to Ground, even if they are in the open.

### Tripod Mounts

DShK anti-aircraft machine-guns are extremely versatile. Their tripods are normally set up for anti-aircraft fire on the back of their truck. For static operations the tripods are dismantled and the trucks taken to concealed positions in the rear. If there are no enemy aircraft about, the tripod can be folded down to a traditional Russian wheeled machine-gun mount to support the infantry.

A DShK anti-aircraft gun mounted on the back of a truck cannot move and shoot in the same turn.

You may dismount the DShK machine-gun by removing the truck-mounted gun and replacing it with a ground-mounted DShK AA gun or a folded-down DShK MG taking an entire turn (the team cannot move, shoot, or assault this turn). The Gun team is ready to shoot next turn and the truck is sent to the rear.

You may also change a DShK AA gun into a DShK MG, or vice versa, taking an entire turn to do so.

### Turret-rear Machine-guns

Soviet heavy tanks have an extra machine-gun mounted in the rear of the turret to protect them from infantry attempting to assault the tank.

Turret-rear machine-guns have a field of fire to the rear between lines through the diagonal corners of the turret.

In an assault re-roll any successful Skill tests to hit a tank with a turret-rear machine-gun.

If you pass the re-roll, the assaulting team get past the machine-gun to hit the tank and the tank must make an Armour Save as normal.

If you fail the re-roll, the assaulting team fails to score a hit. The machine-gunner managed to keep the infantry at bay and protect the tank.

### Very Long Guns

The 57mm ZIS-2 anti-tank gun is unusually large for its calibre. The barrel is 13'8"/4.2m long and the carriage was designed for the 76mm ZIS-3.

The ZIS-2 is not a Small Gun, even though it is only 57mm in calibre.

#### Notes:

Anti-aircraft: Anti-aircraft weapons can fire at aircraft.

Artillery: Artillery can fire artillery bombardments at up to three times their normal range.

Flame-thrower: Flame-throwers roll a Skill test to hit and pin down any target. The target does not get any saving roll. Remove infantry flame-thrower teams after shooting.

Gun shield: Teams crewing weapons with a gun shield are in bulletproof cover when fired at from the front.

Immobile: Immobile guns cannot be man-handled. They can only move if towed.

Man-packed: Man-packed weapons are carried on the backs of the crew. They ignore Rough Terrain like Infantry teams.

Mortar: Mortars can only fire artillery bombardments, so they do not have a ROF rating. Re-roll first failed roll to range in.

Salvo rocket artillery: Rocket launchers can only fire artillery bombardments, so they do not have a ROF rating. Rockets do not suffer ranging-in penalties on to hit rolls.

Turntable: Weapons mounted on turntables can rotate to fire in any direction without penalty.



## VEHICLES

### 2-man Turrets

Many of the lend-lease British tanks shipped to the Soviet Union have only two men in the turret crew. This limits their rate of fire as the tank commander has to fire the gun.

Tanks with the two-man turret rule reduce their rate of fire to 2.

### Armoured Transporters

Soviet armoured transporters are armed with machine-guns to allow their passengers to shoot while mounted.

Unlike most vehicles, Armoured Transporters cannot shoot unless they are carrying passengers.

### Cupolas

From the middle of 1943 new T-34 tanks were fitted with a commander's cupola improving their vision.

Tanks fitted with a commander's cupola do not suffer the effects of the Limited Vision rule.

### Cupola MG's

The M3s Lee tank has a machine-gun mounted in the commander's cupola. However it is impossible to command the tank while firing it.

The cupola MG can be fired at the same time as the coaxial MG, but not at the same time as the main gun.

### Extra Armour

When the Red Army encountered heavy German anti-tank guns, their fears were realised—their previously invulnerable T-34 began taking heavy losses. They reacted by welding extra armour on tanks. However, the weight reduced their performance unacceptably, so they soon stopped the practice.

Extra armour gives a T-34 a Front armour rating of 7 and a Side armour rating of 6. Tanks with extra armour are not rated as a Fast tank or Wide-tracked.

### Fast Tanks

The powerful engine and flexible Christie suspension of the T-34 allowed it to travel at high speeds for long distances.

T-34 tanks move up to 32"/80cm when moving At the Double.

### Heavy Tanks

Lend-lease British Churchill heavy tanks may be slow, but they can grind their way across any terrain.

Mark IV heavy tanks only move 8"/20cm on Road and Cross-country terrain.

If a heavy tank becomes Bogged Down while attempting to cross Rough Terrain, roll again. On a roll of 4+ the tank immediately frees itself and continues moving.

### Horse Artillery

Cossack gunners all ride horses allowing their artillery to stay close and give them close support.

Cavalry limbers and wagons may move 8"/20cm on Road and Cross-country terrain.

### Light Tanks

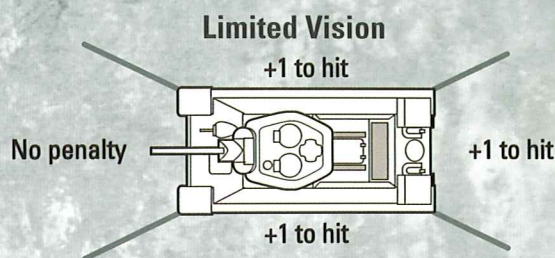
M31 Stuart lend-lease light tanks have powerful Continental radial aircraft engines giving them excellent performance.

M31 Stuart light tanks move 16"/40cm when moving on Roads or Cross-country terrain.

### Limited Vision

Soviet tank designers produced small, heavily armed and armoured tanks. In order to pack so much into such small tanks, they reduced the crew to a minimum. The tanks require the commander to operate as the gunner as well, at

the same time providing little in the way of vision devices.



Tanks with limited vision add +1 to the score required to hit when shooting any weapon at targets that are outside the field of fire of their hull-mounted weapons.

### Motorcycles and Jeeps

Historically, Soviet motorcycle and sidecar combinations were only expected to carry a driver and two soldiers each. A team of four soldiers was split over two vehicles. If vehicles were in short supply though, the entire team could cram themselves into a single vehicle.

In *Flames Of War* you can model a motorcycle transport team as either one or two vehicles (with one machine-gun between them), but either way they count as a single transport team. Both models must stay together and count as a single target for shooting. If one is Destroyed, both are Destroyed. Basing both vehicles together helps to show this.

Rifle, Rifle/MG, and SMG teams carried as passengers by a Motorcycle team fire as a vehicle-mounted MG.

### Pioneer Supply Trucks

Soviet sappers don't have much equipment, just a truck full of shovels, but they use them well.

A company with a Pioneer Supply Truck adjacent to the command team may re-roll failed rolls to Dig In.

If a Pioneer Supply Truck and at least four Pioneer teams start the Shooting step adjacent to a Bogged down vehicle, they may take a Skill test to free the vehicle instead of shooting. If the Skill test succeeds, the vehicle is freed after the shooting step.

### Slow Tanks

Infantry support tanks are heavily armoured, but slow.

Slow tanks only move 8"/20cm on Road and Cross-country terrain.

### Tachanka

A *tachanka* is a fast, light horse-drawn machine-gun cart pulled by four horses abreast—chariot style!

Tachanka machine-gun wagons are unarmoured Tank teams and move 10"/25cm on Road and Cross-country terrain. As Tank teams, they are affected by the Hen and Chicks special rule.

### Unreliable

The early KV tanks have problems with weak transmissions. As a result they tend to break down when driven hard.

If an unreliable tank attempts to move At the Double, roll a die. On a result of a 1, the tank falls victim to a serious mechanical breakdown and does not move at all. A broken down tank counts as Bogged Down for the rest of the game.

### Wide Tracks

Many Soviet tanks have extremely wide tracks allowing them to cross almost any terrain with ease.

If a tank with wide tracks becomes Bogged Down while attempting to cross Rough Terrain, roll again. On a roll of 4+ the tank immediately frees itself and continues moving.



## TANK TEAMS

Name	Mobility	Armour			Equipment and Notes
		Front	Side	Top	
Light Tanks					
T-26S obr 1939	Fully-tracked	1	1	1	45mm tank gun, co-ax MG, Limited vision, Slow tank, Unreliable.
T-60 obr 1942	Half-tracked	3	1	1	20mm tank gun, co-ax MG, Limited vision.
T-70 obr 1942	Fully-tracked	4	2	1	45mm tank gun, co-ax MG, Limited vision.
T-70 obr 1943	Fully-tracked	4	2	1	45mm tank gun, co-ax MG, Limited vision, Wide-tracks.
Mark III (Valentine II)	Fully-tracked	6	5	1	2 pdr tank gun, co-ax MG, 2-man turret, Slow tank.
Mark III (Valentine VIII)	Fully-tracked	6	4	1	6 pdr tank gun, 2-man turret, Slow tank
M31 (M3A1 Stuart)	Fully-tracked	3	2	1	37mm tank gun, co-ax MG, hull MG, Light tank
Medium Tanks					
T-34 obr 1941 or 1942	Fully-tracked	6	5	1	76mm tank gun, co-ax MG, hull MG, Limited vision, Wide tracks, Fast tank.
T-34/57	Fully-tracked	6	5	1	57mm tank gun, co-ax MG, hull MG, Limited vision, Wide tracks, Fast tank.
Mark II (Matilda II)	Fully-tracked	7	6	2	2 pdr tank gun, co-ax MG, Slow tank.
Mark II 76mm (Matilda II CS)	Fully-tracked	7	6	2	3" tank howitzer, co-ax MG, Slow tank.
M3s (M3 Lee)	Fully-tracked	5	3	1	37mm tank gun, co-ax MG, cupola MG, short 75mm tank gun.
M4 (M4A2 Sherman)	Fully-tracked	6	4	1	Long 75mm tank gun, co-ax MG, hull MG.
Heavy Tanks					
KV-1e	Fully-tracked	9	8	2	76mm tank gun, co-ax MG, turret-rear MG, hull MG, Limited vision, Slow tank, Unreliable.
KV-2	Fully-tracked	8	7	2	152mm tank howitzer, turret-rear MG, hull MG, Limited vision, Slow tank, Unreliable.
KV-1s	Fully-tracked	8	6	2	76mm tank gun, co-ax MG, turret-rear MG, hull MG, Wide tracks.
KV-85	Fully-tracked	9	7	2	85mm tank gun, co-ax MG, turret-rear MG, Slow tank.
Mark IV (Churchill III or IV)	Fully-tracked	8	7	2	6 pdr tank gun, co-ax MG, hull MG, Heavy tank.
Assault Guns					
SU-76i	Fully-tracked	3	2	1	76mm tank gun.
SU-76M	Fully-tracked	3	1	0	76mm tank gun, Wide tracks.
SU-85	Fully-tracked	5	5	1	85mm tank gun, Wide tracks.
SU-122	Fully-tracked	5	5	1	122mm assault gun.
SU-152	Fully-tracked	7	6	2	152mm assault gun, Slow tank.
Armoured Cars					
BA-64	Jeep	0	0	0	MG.
BA-10M	Wheeled	1	0	1	45mm tank gun, co-ax MG, hull MG, Limited vision.
Rocket Launchers					
BM-13 Katyusha	Wheeled	-	-	-	Katyusha rocket launcher.
Anti-aircraft Machine-guns					
DShK AA MG on truck	Wheeled	-	-	-	DShK AA MG, tripod mount.
Cavalry Vehicles					
Tachanka	Wagon	-	-	-	Maksim MG, Tachanka.

## VEHICLE WEAPONS

Name	Range	ROF	Anti-tank	Firepower	Notes
MG	16"/40cm	3	2	6	ROF 1 if other weapons fire.
Maksim MG	16"/40cm	4	2	6	
AA MG	16"/40cm	3	2	6	Self-defence anti-aircraft.
0.5" AA MG	16"/40cm	3	4	6	Self-defence anti-aircraft.
DShK AA MG	24"/60cm	4	4	6	Anti-aircraft.
20mm tank gun	16"/40cm	2	5	5+	
37mm tank gun	24"/60cm	2	7	5+	
2 pdr tank gun	24"/60cm	3	7	5+	No HE.
45mm tank gun	24"/60cm	2	7	4+	
6 pdr tank gun	24"/60cm	3	9	4+	No HE.
57mm tank gun	32"/80cm	2	11	4+	Poor HE.
Short 75mm tank gun	32"/80cm	2	9	3+	
Long 75mm tank gun	32"/80cm	2	10	3+	
3" tank howitzer	24"/60cm	2	5	3+	
76mm tank gun	32"/80cm	2	9	3+	
85mm tank gun	32"/80cm	2	12	3+	Poor HE.
122mm assault gun	24"/60cm	2	10	2+	
152mm tank howitzer	24"/60cm	1	10	1+	
152mm assault gun	32"/80cm	1	13	1+	
Katyusha rocket launcher	64"/160cm	-	-/2	2+/4+	Salvo rocket artillery.



## TRANSPORT TEAMS

Name	Mobility	Armour			Equipment and Notes
		Front	Side	Top	

### Motorcycles

M-72 motorcycle & sidecar	Jeep	-	-	-	1 passenger.
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### Trucks

ZIS-5 3-ton truck	Wheeled	-	-	-	4 passengers.
ZIS-6 4-ton truck	Wheeled	-	-	-	5 passengers.
Dodge ¾-ton truck	Wheeled	-	-	-	2 passengers.
Studebaker 2½-ton truck	Wheeled	-	-	-	4 passengers.
Cavalry wagon	Wagon	-	-	-	1 passenger, Horse artillery.

### Trucks

Stalinets	Fully-tracked	-	-	-	1 passenger. Slow tank.
Cavalry limber	Wagon	-	-	-	1 passenger, Horse artillery.

### Armoured Transporters

M3A1	Jeep	1	0	0	AA MG, Armoured transporter, 2 passengers.
BA-10	Jeep	1	0	0	MG, Armoured transporter, 2 passengers.
Captured Sd Kfz 251	Half-track	1	0	0	MG, Armoured transporter, 2 passengers.
Universal Carrier	Half-track	0	0	0	MG, Armoured transporter, 1 passenger.

## GUN TEAMS

Name	Range	ROF	Anti-tank	Firepower	Notes
DSHK MG	24"/60cm	4	4	6	Man-packed, Small gun, Light gun.
82-BM-41 mortar	40"/100cm	-	-/1	3+/6	Mortar, Man-packed, Small gun, Light gun.
120-PM-38 mortar	56"/140cm	-	-/2	2+/4+	Mortar.
76mm obr 1927 gun	16"/40cm	2	5/2	3+/6	Gun shield, Artillery, Small gun, Light gun.
DSHK AA MG	24"/60cm	4	4	6	Man-packed, Turntable, Anti-aircraft, Light gun.
37mm obr 1939 gun	32"/80cm	4	6	5+	Turntable, Anti-aircraft, Immobile.
85mm obr 1939 gun	32"/80cm	2	12	3+	Turntable, Heavy anti-aircraft, Immobile, Poor HE.
45mm obr 1937 gun	24"/60cm	3	7	4+	Gun shield, Small gun, Light gun.
45mm obr 1942 gun	24"/60cm	3	9	4+	Gun shield, Small gun, Light gun.
57mm ZIS-2 gun	32"/80cm	3	11	4+	Gun shield, Light gun, Very long gun, Poor HE.
76mm ZIS-3 gun	32"/80cm	2	9/2	3+/6	Gun shield, Artillery, Light gun.

## INFANTRY TEAMS

Name	Range	ROF	Anti-tank	Firepower	Notes
Rifle team	16"/40cm	1	2	6	Mosin-Nagant 1930G rifles.
Rifle/MG team	16"/40cm	2	2	6	Mosin-Nagant 1930G rifles and DP 1928 machine-gun.
SMG team	4"/10cm	3	1	6	PPSh-41 submachine-guns.
Anti-tank Rifle team	16"/40cm	2	5	6	PTRD-41 anti-tank rifles.
HMG team	24"/60cm	4	2	6	Maksim PM-1910 machine-guns.
Flame-thrower team	4"/10cm	4	-	6	ROKS-2 flame-throwers.
Komissar team	4"/10cm	1	1	6	TT-33 pistol.
Observer team	-	-	-	-	
Staff team	-	-	-	-	Moves as a Light Gun team.

### Additional Training and Equipment

Pioneer teams	as infantry team	Pioneer
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## AIRCRAFT

Aircraft	Weapons	Range	ROF	Anti-tank	Firepower	Notes
Il-2 Shturmovik	Bombs	4"/10cm	-	4	1+	Flying Tank.
	Rockets	8"/20cm	-	5	5+	
	Cannon	8"/20cm	3	9	5+	
I-15	Bombs	4"/10cm	-	4	1+	
P-39 Aircobra	Bombs	4"/10cm	-	4	1+	
	Cannon	8"/20cm	2	7	5+	



# TERRAIN CHART

The Soviet Union is vast, with huge areas of empty countryside, however fighting on the Eastern Front tended to coalesce around areas of strategic importance such as villages, rivers or railway lines. This chart provides an optional way to decide what terrain to place on the table. Divide the table into 2"/60cm squares. The players take turns to pick a square and roll to see what terrain they should place in it. The exact number and dimensions of the feature are up to the player.

## Basic Terrain

The predominant terrain feature in these areas is open steppes or grasslands. These are rated as Easy Going.



### Hill or Balka

Roll again:

#### 1 Hill

A large hill (at least 12"/30cm across) with gently sloping sides dominates the surrounding steppe.

*The hill is Easy Going.*

#### 2 or 3 Ridge

A low ridge (at least 12"/30cm long) juts from the surrounding steppe. Connect ridges in adjacent squares.

*The ridge is Easy Going and taller than a tank or truck.*

#### 4 or 5 Rise

One to three low rises (up to 12"/30cm long) grow gently from the surrounding steppe.

*A rise is Easy Going. It is just high enough to conceal tanks positioned on the far side.*

#### 6 Balka

A steep-sided balka or gully (at least 12"/30cm long) cuts through the steppe.

*The sides of a balka are Very Difficult Going. The floor is Difficult Going. A balka must have a Difficult Going vehicle access on each bank per square. A balka is deep enough to hide a vehicle in it.*



### Water feature

Roll again:

#### 1 River

A wide river wends its way across the steppe.

A river flows across the table through this square. Its course must start on one table edge and exit an adjacent table edge, passing through all other river squares.

*A river is Impassable and must have a road bridge or a ford (Difficult Going) in each square it passes through.*

#### 2 Stream

A stream runs through the steppe.

*Streams are Very Difficult Going.*

#### 3 or 4 Creek

A creek runs through the steppe.

*Creeks are Difficult Going.*

*Connect creeks and streams in adjacent squares. They must meet the table edge or a river at one or both ends.*

#### 5 or 6 Marsh

An area of wetland (at least 12"/30cm across or three smaller areas up to 6"/15cm across) forms a soggy barrier.

*A marsh is Difficult Going.*



### Vegetation

Roll again:

#### 1 to 3 Woods

One or two small woods (at least 12"/30cm across) cover this area.

#### 4 to 6 Standing Crops

One or two fields (at least 12"/30 across) of crops are growing in this area.

*Crops count as a wood, but are Easy Going and only shoulder high (1 1/2"/12mm). Since a team must be at least half obscured by terrain to be concealed, scrub will hide a low-slung T-60 tank, but leaves a tall Tiger tank completely exposed.*



### Settlements and Communication

Roll again:

#### 1 or 2 Village

A small village of three to twelve houses.

#### 3 or 4 Kholkoz

A kholkoz or collective farm composed of one large building, four or five smaller buildings.

#### 5 Isolated Farm

A small farm consisting of one or two buildings.

#### 6 Railway Embankment

A railway line crosses the table. In this area it runs along an embankment creating an obstacle to movement.

A railway crosses the table through this square. It starts on one table edge and exits on the opposite table edge, passing through all other railway embankment squares.

*A railway line is Difficult Going.*

*A railway embankment is Very Difficult Going and high enough to conceal tanks positioned on the far side.*



### General Winter

Russian winters are harsh and cold. Deep snow covers everything and rivers freeze solid. Worse, the spring thaw which follows, the *rasputitsa*, turns the previously frozen ground to mud making movement all but impossible.

*Roll again.* On a roll of 1 General Winter joins the battle. Roll once more to determine the season with a 1 giving Spring and the *rasputitsa*, and a 2+ giving Winter.

*In Spring all Roads become Easy Going, while all Easy Going counts as Difficult Going. Streams become rivers, creeks become streams, and marshes become Very Difficult Going.*

*The rules for Winter are given on page 21.*



# CATALOGUE



SU082 KV-1e



SU145 BM-13 Katyusha & Crew



SU720 Strelkovy Platoon (Greatcoats)



SU053 T-34 obr 1942 with  
SU719 Tankodesantniki



SU102 SU-85



SU722 Naval HQ & Naval Platoon



SBX05 Kazachya Sotnya



SU162 DShK HMG on truck



SU002 T-26S obr 1939



SU058 Stalingrad T-34 variant



SU122 SU-122

SUAB01 Soviet 1500pt Strelkovy Battalion  
SBX01 T-34 obr 1942/OT-34 Company  
SBX02 Strelkovy Company  
SBX03 Gods Of War Battery  
SBX04 KV-1s Company  
SBX05 Kazachya Sotnya  
SU002 T-26s obr 1939  
SU015 T-60  
SU016 T-70  
SU033 Mark III (Valentine II)  
SU050 T-34 obr 1940, 1941  
SU052 T-34 obr 1941 (late)  
SU053 T-34 obr 1942, T-34/57, OT-34  
SU058 Stalingrad T-34 variant  
SU060 ChKZ T-34 variant  
SU061 T-34 obr 1941 (Up-armoured)  
SU071 M4 (M4A2 Sherman)

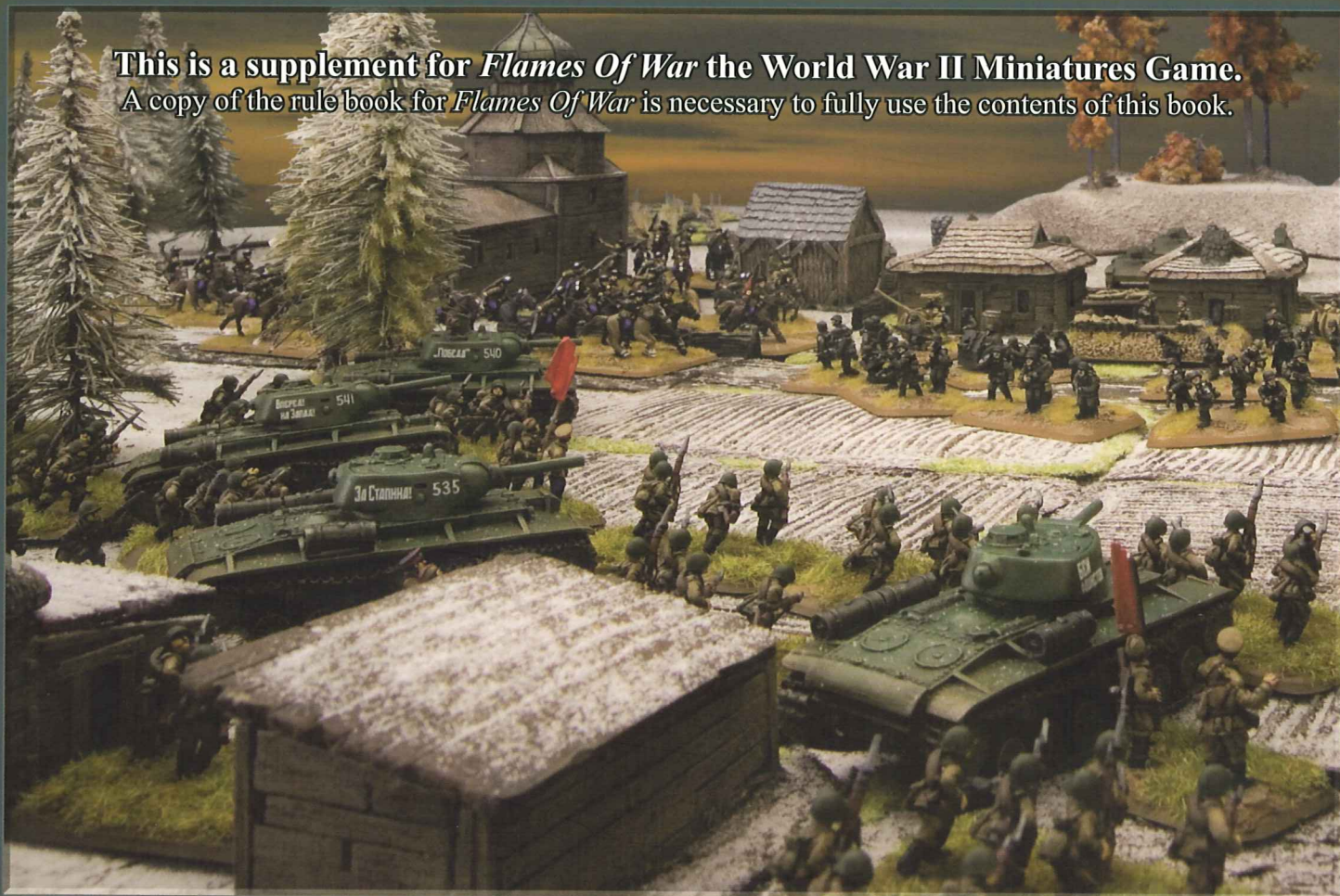
SU080 KV-1  
SU081 KV-2  
SU082 KV-1e  
SU083 KV-1s  
SU084 KV-85  
SU102 SU-85  
SU120 SU-76  
SU121 SU-76i  
SU122 SU-122  
SU123 SU-152  
SU145 BM-13 Katyusha & crew  
SU162 DShK HMG on truck  
SU273 Stalinets (x2 resin)  
SU300 BA-6  
SU301 BA-10  
SU302 BA-64 (x2)  
SU422 Zis-5 3-ton truck (x2 resin)

SU431 ZIS-6 4-ton truck (x2 resin)  
SU500 45mm obr 1937, 1942 gun (x2)  
SU510 57mm ZIS-2, 76mm ZIS-3 gun (x2)  
SU540 37mm obr 1939 gun (x2)  
SU542 85mm obr 1939 gun (x2)  
SU560 76mm obr 1927 gun (x2)  
SU576 122mm obr 1938 howitzer (x2)  
SU670 Soviet Stowage  
SU700 Battalion HQ  
SU701 Company HQ  
SU702 Strelkovy Platoon  
SU703 SMG Platoon  
SU704 Machine-gun Company  
SU705 Mortar Company  
SU706 Sapper Platoon  
SU707 Scout Platoon  
SU708 Anti-tank Rifle Platoon

SU709 Artillery HQ  
SU711 Heavy Mortar Company  
SU717 Flame-thrower Platoon  
SU718 Storm Group  
SU719 Tankodesantniki  
SU720 Strelkovy Platoon (Greatcoats)  
SU722 Naval HQ & Naval Platoon  
SU742 Cossack HQ & Platoon Dismounted  
SU880 Noble Sniper V G Zaytsev's Snipers  
SU881 Vasilevsky & Blocking Detachment  
SU882 Maria Oktyabrgskaya  
SU940 Soviet Decals  
AT524 Soviet Token Set  
DD002 Soviet Dice  
DD007 Soviet Armour Dice  
XX507 Destroyed T-34



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



The treacherous fascist invasion has awakened a slumbering giant. It has triggered the massive mobilization of brave soldiers and diligent factory workers. Together these comrades have built the mightiest army the world has ever seen – the awesome RKKA, the Red Army. The foolhardy Germans will now feel the wrath of the Soviet people, and be crushed by it. All that will be left of the Hitlerites will be their gleaming bones turned over by our ploughs in the summer planting.



## INSIDE YOU WILL FIND:

- Complete organisation and equipment for the *Tankovy Batalon* (Tank Battalion), *Mixed Tankovy Batalon* (Mixed Tank Battalion), *Motostrelkovy Batalon* (Motor Rifle Battalion), *Rota Razvedki* (Reconnaissance Company) and *Kazachya Sotnya* (Cossack Squadron).
- Variants for the *Gvardeyskiy Tankovy Batalon* (Guards Tank Battalion), *Gvardeyskiy Motostrelkovy Batalon* (Guards Motor Rifle Battalion), *Gvardeyskiy Rota Razvedki* (Guards Reconnaissance Company) and the *Gvardeyskiy Kazachya Sotnya* (Guards Cossack Squadron).
- History of the 3<sup>rd</sup> Mechanised Corps.
- Inspiring colour photos.
- Tactics guide.
- Comprehensive painting guides.
- Exploits of Mariya Oktyabrskaya, winner of the Hero of the Soviet Union, the highest Soviet award for heroism.

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