

CHAIN OF COMMAND



SOVIET UNION 1939-40

THE RIFLE PLATOON

The Soviet Rifle Platoon of 1939 and 1940 fought the Poles, the Finns and the Japanese in the Manchuria. It was a blunt instrument for the most part, relying on numbers to overcome more tactically sophisticated opponents, but at times it could surprise onlookers with its ability to reinvent and reinvigorate itself.

PLATOON FORCE RATING:

Regular: +6

Green: -2

Command Dice: 5 when Regular. 4 when Green.

PLATOON HEADQUARTERS

Leytenant, *Senior Leader*, with pistol

Starshina, *Senior Leader*, with rifle

SQUADS ONE TO FOUR

Serzhant, *Junior Leader*, with rifle

RIFLE SQUAD

DP-28 LMG

Two crew

Twelve rifleman

Most Soviet troops in Poland and Manchuria are rated as Regulars. In Finland the Soviets are rated as Green between November 1939 and January 1940 and then Regular after that.

SOVIET SUPPORT LIST

LIST ONE

1 x PPD-34/38 SMG

2 x SVT-38 Semi-Automatic Rifles

Engineer Mine Clearance *Team*, 3 men

Engineer Wire Cutting *Team*, 3 men

Engineer Demolition *Team*, 3 men

Minefield

Barbed Wire

Entrenchments for one *Team*

LIST TWO

RM38 50mm mortar *Team*, 3 men

Pre-Game Barrage

ROKS2 Flamethrower *Team* of 3 men

T37 with *Junior Leader*

T-27 tankette with *Junior Leader*

BA-20 with *Junior Leader*

LIST THREE

Sniper *Team*

T26 with 37mm gun with *Junior Leader*

T-26 Twin MG turrets with *Junior Leader*

Maxim MMG on wheeled mount, 5 crew

Commissar

LIST FOUR

45mm anti-tank gun with 5 crew and *Junior Leader*

75mm infantry gun M1927 with five crew and a *Junior Leader*

Engineer *Section* with *Junior Leader*

BA-3, 6 or 10 Armoured Car with *Junior Leader*

T26 with 45mm gun with *Junior Leader*

BT-2 with *Junior Leader*

BT-5 with *Junior Leader*

BT-7 with *Junior Leader*

BT-7A with *Junior Leader*

Regular Infantry Squad with *Junior Leader*

LIST FIVE

KhT-26 or 130 with *Junior Leader*

T28 with *Junior Leader*

LIST SIX

T-28E with *Junior Leader*

Most of the support options on the list will be self-explanatory and their qualities covered by the National Arsenal Table. All tanks and armoured cars come with a *Junior Leader*. Transport only vehicles, such as the car are simply vehicles which come with no crew. Remember, you will need to allocate men to drive these.

PPD-34/38 SMG

These weapons started to get distributed to troops from January 40' onwards but even then there were very few of them, with less than 2000 being issued. Usually these weapons were given to elite units. A maximum of one man per squad may be issued with an SMG.

SVT-38 SEMI-AUTOMATIC RIFLES

Issued in relatively modest numbers, up to two men in each squad may be issued with these weapons. Men firing with these weapons dice as for normal bolt action rifles but re-roll and 1's rolled.

RM38 50MM MORTAR

The Soviet 50mm light mortar is only equipped with H.E. ammunition and cannot fire smoke.

COMMISSAR

A Commissar may be activated on a Command Dice roll of 5. If the player activates the Commissar he does not increase his Chain of

Command tally by one.

When activated a Commissar moves as normal. If attached to a squad he may move with that squad without being activated himself. He counts as two men for morale purposes when considering Shock levels and one man in any Close Combat. A Commissar does not fire or crew weapons.

When a Leader is hit, a Commissar may sacrifice themselves BEFORE any roll is made to see what the effect is.

TWO MAN TANKS

The T-27 and T-37 both has just a two man crew. Any hits on the gunner are on the Commander. Hits on any other crew are on the driver.

KHT TANKS

The Soviets identified their flame-throwing tanks with the letters KhT for *Khimicheskiy* or Chemical Tanks.

Being early designs the fuel propulsion system was rudimentary and not as efficient as later war weapons. To reflect this the KhT-26 has a maximum range of 12" with its flamethrower, whilst the KhT-130 has an 18" range. They roll 16 firepower dice as indicated in Table Four, the Master Arsenal table.

SOVIET NATIONAL CHARACTERISTICS

WRATH OF THE GODS

The Soviet Army is unable to provide close artillery support for her forces during battle, but can prepare the way with a initial barrage of notable severity.

The works as a normal pre-game barrage, but the enemy *Units* attempting to deploy onto the table in the first *Turn* roll with a -1 on their dice.

UHRAAAAH!

As the Red Army infantry closed with the enemy supported by MMG's and tanks the last push would be made with an overwhelming assault. At their leaders command, the soldiers would charge the enemy, their bayonets fixed and their battle-cry rising over the battlefield. These wave attacks were effective when they caught the enemy by surprise or without proper support weapons but many times they made little or no gain for terrible cost in men.

A Soviet *Senior Leader* may by using all his Command Initiatives order all the sections within his Command Distance that haven't been activated yet in that Phase, to assault the enemy. Any troops so activated will move with 4D6 straight towards their chosen enemy, each squad dicing for its own movement. They halve their Shock for the Movement purposes (rounding up). Any Squad or Squads which gets within 4" from enemy initiates Close Combat.

HALF-TRACK OPTION

Where indicated below Soviet Armoured cars with this designation may elect to operate as half-tracks in a game rather than wheeled. They may not change this during a game.

THE SOVIET ARSENAL TABLE

The Arsenal Table below covers a wide range of Soviet support options specifically for 1939 and 1940. For infantry weapons and some armoured vehicle armament see Table Four, *The Master Arsenal Table*.

SOVIET ARSENAL TABLE					
TANKS & ARMoured VEHICLES					
VEHICLE	ARMOUR	A.P.	H.E.	SPEED	NOTES
T-37 Amphibious Tank	1	-	LMG	Average	No Hull MG, small, low profile
T-27 tankette	1	-	LMG	Average	No Hull MG, small, low profile
T-26 Twin-Turret with 37mm	3	4	3	Slow	No Hull MG
T-26 Twin-Turret with MGs	3	-	MGs	Slow	Two MG Turrets, No Hull MG
T-26 M.33-37	3	5	4	Slow	No Hull MG
T-26 M.38-39	3	5	4	Slow	No Hull MG
KhT-26	3	-	Flame	Slow	No Hull or turret MGs
KhT-130	3	-	Flame	Slow	No Hull MG
BT-2	3	4	3	Fast	No Hull MG
BT-5	3	5	4	Fast	No Hull MG
BT-7	3	5	4	Fast	No Hull MG
BT-7A	3	3	6	Fast	No Hull MG
T-28	4	5	6	Slow	Three turrets, two with MGs one main gun.
T-28E	7	5	6	Slow	Three turrets, two with MGs one main gun.
BA-3	3	5	4	Wheeled	Half-Track Option
BA-6	3	5	4	Wheeled	Half-Track Option
BA-10	3	5	4	Wheeled	Half-Track Option
BA-20	2	-	MG	Wheeled	No Hull MG
ANTI-TANK GUNS					
ANTI-TANK WEAPONS	A.P.		H.E.		
M1927 76mm Infantry Gun	4		6		
45mm AT gun, M32, 37 and 38	5		4		



CREDIT

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