

FLAMES OF WAR®

STALINGRAD

INTELLIGENCE HANDBOOK ON SOVIET AND GERMAN INFANTRY FORCES

Written By: Phil Yates

Editors: Peter Simunovich, John-Paul Brisigotti

Photography: Battlefront Studio

Photographs: National Library of New Zealand, Imperial War Museum, Bovington Tank Museum, Australian War Memorial, Roger Key Private Collection, NARA, National Archives Of Canada, www.ww2modelmaker.com

Stories: David Billinghamurst

Art: Randy Elliott, Andrew Gorman, Warren Mahy

Assistant Writers: Paul Goldstone, Richard Steer

Proof Reader: Paul Beach. **Russian:** Eduard Luhtonen

Graphic Design: Dion Holswich

Miniatures Design: Evan Allen, Karl Cederman

Terrain Modelling: Richard Carlisle, Colin Craigie, Casey Davies, Peter Simunovich jr.

Miniatures Painting: Evan Allen, Karl Cederman, Colin Craigie, Ian Galley, Kelly Gay, Dion Holswich, Wayne Turner

Lead Playtesters: Tony Armstrong, Jon Cleaves, Ken Dalziel, Tim Ederer, Dallas Eves, Andrew Karl, Simon McBeth, Paul Monk, Antony Nobbs, Juergen Parks, Ernest Payton, Todd Schneider, Karl Shanstrom, Mike Turner, Dan Wade

And thanks to all of the other playtesters!

Stalingrad.....	2	Intelligence Handbook On German Infantry Forces.....	73
Organisation And Equipment.....	6	Special Rules	75
Intelligence Handbook On Soviet Infantry Forces	25	Grenadierkompanie	76
Special Rules	27	HQ Platoon	76
Specialist Troops.....	28	Combat Platoons	77
Soviet Artillery	29	Weapons Platoons.....	78
Soviet Tanks.....	29	Support Platoons	79
Soviet Aircraft	29	Assault Platoon	80
Strelkovy Batalon	30	Oberfeldwebel Hans Wolf Schmidt.....	81
HQ Company	30	Schnellschwadron	82
Combat Companies.....	31	Pionierkompanie.....	83
Weapons Companies.....	32	Divisional Support Platoons	85
Storm Groups.....	36	German Arsenal	90
Divisional Support Companies	37	Street Fighting Terrain	94
Gvardeyskiy Strelkovy Batalon.....	43	Snipers.....	95
Gvardeyskiy Vozdushno-Desantniy Batalon.....	43	Major Bruno Koenig	96
Batalon Opolcheniya	43	Mladshi Leytenant Noble Sniper VG Zaytsev	97
Warriors In Flames Of War	44	Not One Step Back Mission.....	98
Diviziya Komissar Boris Ivanovich Vasilevksy.....	45	Mission Special Rules	98
Soviet Arsenal.....	46	Not One Step Back	99
Street Fighting Rules.....	50	German Terminology	100
Street Fighting Terrain	50	Quick Reference Sheet	101
Moving In Buildings	52	Russian Terminology	102
Platoon Command In Street Fighting.....	54	Quick Reference Sheet.....	103
Shooting At A Room.....	55		
Assaults In Street Fighting	56		

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.

All rights reserved. No part of this publication may be reproduced, stored in a retrieval system, or transmitted, in any form or by any means without the prior written permission of the publisher, nor be otherwise circulated in any form of binding or cover other than that in which it is published and without a similar condition being imposed on the subsequent purchaser.

ISBN 0-9582536-0-9

© Copyright Battlefront Miniatures Ltd., 2004.



Battlefront Miniatures Ltd

DX Box, BX10668

Auckland

New Zealand

Flames Of War website:

<http://www.FlamesOfWar.com>

STALINGRAD

03:00 June 22, 1941

Despite considerable German activity on the border, Operation *Barbarossa* the German invasion caught the Soviet Union by surprise. Within weeks most of the *RKKA*, the Workers and Peasants Red Army, had been destroyed in gigantic encirclement battles. Another lightning victory for the German Army, the *Wehrmacht*, seemed certain.

Hitler, the German leader, had not counted on the stubbornness of the Soviet people. Stalin, the Soviet leader, immediately rebuilt the *RKKA*, throwing divisions of reservists into battle as fast as they could muster. Despite losing 4.5 million soldiers, 20,000 tanks, and three-quarters of their industrial production in six months, the *RKKA* held the *Wehrmacht* at the gates of Moscow.

General Winter

As the German Army approached Moscow, they faced a new enemy they nicknamed 'General Winter'. The weather deteriorated into the coldest

winter in 50 years. It was so cold that engine oil froze solid and weapons jammed, unable to fire. In these hellish conditions fresh Soviet divisions from Siberia counterattacked, pushing the Germans back over 100 miles (150 km) in the first three months of 1942.

The Summer Offensive

The humiliating defeats of 1941 and stories of German atrocities awakened a fierce sense of patriotism and vengeance in the Russian people. From factories in Stalingrad on the Volga and hastily set up factories beyond the Urals the Red Army was rebuilt with new tanks and guns. In May 1942 the Soviet leader, Stalin, ordered Soviet forces to take the offensive from the Crimea in the south to Leningrad in the north.

The Germans had rebuilt their forces as well. When the Soviets attacked, the German army was ready and waiting. They inflicted terrible defeats on the inexperienced Red Army. The German belief in the military genius of Hitler was confirmed.

Meanwhile, Hitler had been planning *Fall Blau*, Plan Blue, his master strategy to win the war. His armies would strike south to encircle and destroy Soviet armies, and seize the Caucasus oilfields.

Fall Blau

After defeating the Soviet Summer offensive, the *Wehrmacht* launched its own attack in June 1942. Spearheaded by two Panzer armies and the famed *6. Armee*, the German 6th Army of some 300,000 men under General Paulus, they swept through the Ukraine and southern Russia. Believing victory was at hand, Hitler ordered part of his forces south to subjugate the Caucasus, while the other half was to take the city of Stalingrad on the Volga river.

Not A Step Back!

The Soviet defeats seemed about to turn into a rout when Stalin issued his famous Order 227—Not One Step Back of 28 July 1942. This threatened drastic action against troops who retreated. This had little immediate effect as *6. Armee* tore apart the Soviet defences

62-YA ARMIYA—Soviet Army, Stalingrad, November 1942

General V I Chuikov

Divisions	Regiments	Commander
13-ya Gvardeyskaya Strelkovaya Diviziya	34, 39, & 42	General-mayor A I Rodimtsev
37-ya Gvardeyskaya Strelkovaya Diviziya	109, 114, & 118	General-mayor V G Zholudev
39-ya Gvardeyskaya Strelkovaya Diviziya	112, 117, & 120	General-mayor S S Guriev
45-ya Strelkovaya Diviziya	10, 61, & 253	Podpolkovnik V P Sokolov
95-ya Strelkovaya Diviziya	90, 161, & 241	General-mayor V A Gorishny
112-ya Strelkovaya Diviziya	385, 416, & 524	Unknown
138-ya Strelkovaya Diviziya	344, 650, & 768	General-mayor I I Lyudnikov
193-ya Strelkovaya Diviziya	604, 683, & 685	General-mayor F N Smekhotvorov
196-ya Strelkovaya Diviziya	863, 884, & 893	Polkovnik S P Ivanov
244-ya Strelkovaya Diviziya	907, 911, & 913	Polkovnik G A Afanasiev
284-ya Strelkovaya Diviziya	1043, 1045, & 1047	Polkovnik N F Batyuk
308-ya Strelkovaya Diviziya	339, 347, & 351	Polkovnik L N Gurtiev
10-ya Strelkovaya Diviziya NKVD	269, 270, 271, 272, 282	Diviziya Komissar Rogatin
92-ya Brigada Morskoi Pekhoty		Polkovnik Tarasov
42-ya Brigada Opolcheniya		Polkovnik M S Batrakov
115-ya Brigada Opolcheniya		Polkovnik K M Andryusenko
124-ya Brigada Opolcheniya		Polkovnik S F Gorokov
149-ya Brigada Opolcheniya		Mayor I D Durnev
160-ya Brigada Opolcheniya		Unknown
84-ya Tankovy Brigada	200 & 202 Tk bns, 84 MR bn	Polkovnik D N Bely
189-ya Tankovy Brigada	135 & 178 Tk bns, 189 MR bn	Podpolkovnik K S Udovichenko

Armiya = Army, *Gvardeyskaya Strelkovaya Diviziya* = Guards Rifle Division, *Strelkovaya Diviziya* = Rifle Division, *Strelkovaya Diviziya NKVD* = NKVD Rifle Division, *Brigada Morskoi Pekhoty* = Naval Infantry Brigade, *Brigada Opolcheniya* = Militia Brigade, *Tankovy Brigada* = Tank Brigade, *62-ya* = 62nd.

The *RKKA*, the Workers and Peasants Red Army, expanded from 177 rifle divisions at the start of the war to some 407 by 1943. In the meanwhile it had lost 191 rifle divisions in the encirclement battles of 1941 and 1942. As a result it is almost impossible to list every rifle division, let alone their histories. Instead, here is a list of the divisions fighting in Stalingrad in November 1942 with Chuikov's *62-ya Armiya*. The dire lack of experienced senior officers after the early disasters led to the Red Army dissolving its rifle corps and putting the troops directly under the army commanders.

on the Don River, and advanced on Stalingrad. For Hitler, taking Stalin's city would signal to the world the inevitability of German victory.

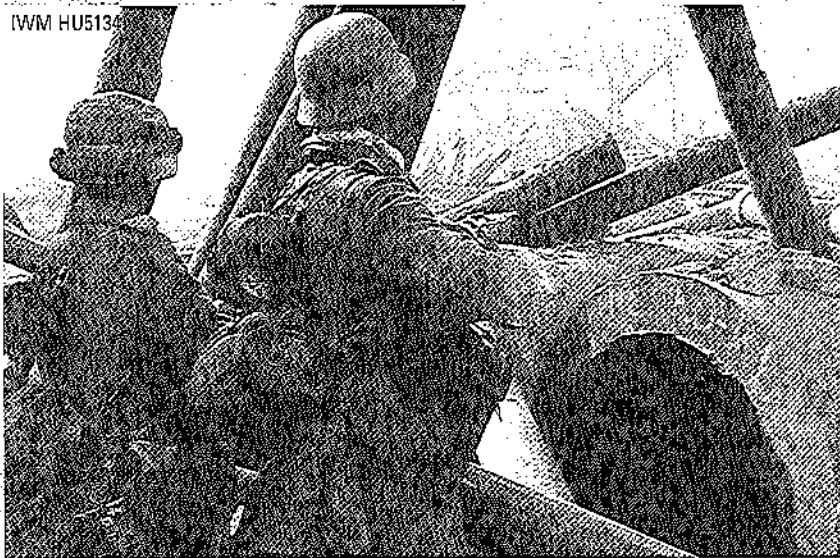
In early September 1942 *6. Armee* spearheads pushed into the outskirts of Stalingrad. Stalin appointed a tough talented general, V I Chuikov, to take command of *62-ya Armiya*, the Soviet 62nd Army, of little more than 100,000 men defending the city. 'We shall either hold the city or die here,' Chuikov stated in response to Stalin's Order 227.

The Battle for the City Centre

On 14 September, Von Paulus ordered his troops to clear the southern suburbs and the city centre. Despite bitter resistance from city militia and NKVD, the Germans advanced, supported by wave after wave of Stuka divebombers.

At the last minute, the elite 13th Guards Rifle Division arrived, ferried across the Volga under fire. Throwing themselves straight into battle, the Guards slowed the German advance. More Red Army divisions arrived and ferocious battles raged for the railway station, the grain elevator, and other buildings that *62-ya Armiya* turned into fortresses.

IWM HU5134



To the north, on Mamayev Kurgan hill, which overlooked Stalingrad, a desperate struggle raged. Control of the summit changed hands as the two armies attacked and counter-attacked, fighting for control of the small hill.

After ten days of continuous bitter fighting, *6. Armee* cleared most of the city centre. 13th Guards Division, 14,000-strong before the battle, was reduced to no more than 3000 men (by the end of the battle, only 300 would

remain). But the surviving Guards in the southern suburbs clung desperately to a sliver of land on the banks of the Volga and could not be shifted: 'For us there is no land beyond the Volga!' was their cry.

Rattenkrieg

The ferocious street fighting in Stalingrad earned the grim title of 'Rattenkrieg'—War of the Rats. The German strengths of excellent command and control and



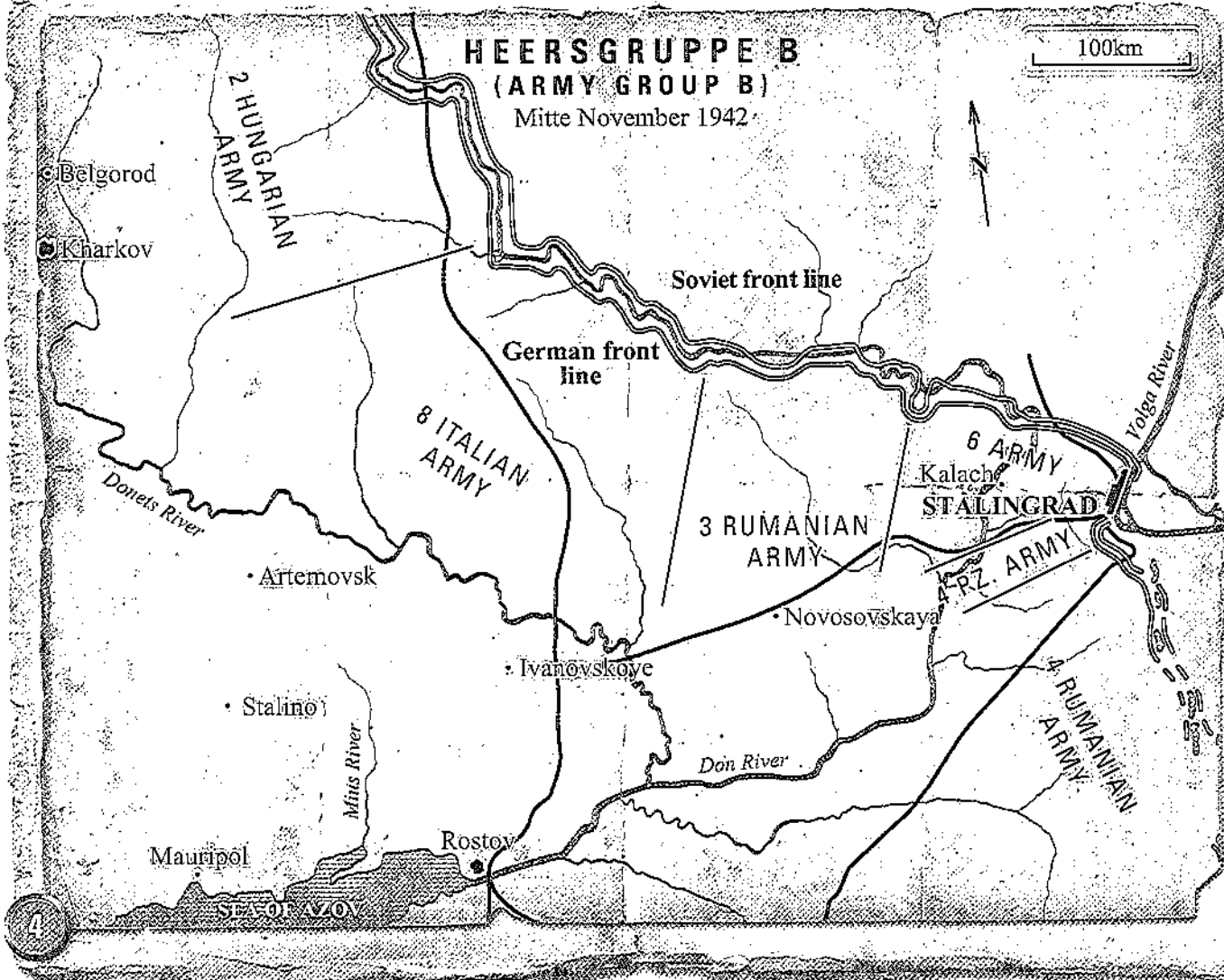
6. ARMEE—German Army, Stalingrad, November 1942

General der Panzertruppen Friedrich Paulus

Division	Regiments	Commander
XI Armeekorps		General der Infanterie Karl Strecker
384. Infanteriedivision	534, 535, & 5362	Generalleutnant Freiherr Eccard von Gablenz
44. Infanteriedivision	131, 132, & 134	Generalmajor Heinrich Deboi
376. Infanteriedivision	672, 673, & 767	Generalmajor Edler von Daniels
VIII Armeekorps		General der Artillerie Walter Heitz
113. Infanteriedivision	260, 261, & 268	Generalleutnant Hans-Heinrich Sixt von Armin
76. Infanteriedivision	178, 203, & 230	Generalmajor Carl Rodenburg
XIV Panzerkorps		General der Panzertruppen Hans Hube
16. Panzerdivision	2 Pz, 64, & 79	Generalmajor Günther Angern
3. Infanteriedivision (mot)	8 & 29	Generalmajor Helmuth Schlömer
60. Infanteriedivision (mot)	92 & 120	Oberst i.G. Hans-Adolf von Arenstorff-Oyle
94. Infanteriedivision	267, 274, & 276	Generalleutnant Georg Pfeiffer
LI Armeekorps		General der Artillerie Walther von Seydlitz-Kurzbach
71. Infanteriedivision	191, 194, & 211	Generalleutnant Alexander von Hartmann
79. Infanteriedivision	208, 212, & 226	Generalmajor Richard von Schwerin
295. Infanteriedivision	516, 517, & 518	Oberst Otto Korfes
305. Infanteriedivision	576, 577, & 578	Oberst Bernard Steinmetz
389. Infanteriedivision	544, 545, & 546	Generalmajor Erich Magnus
24. Panzerdivision	24 Pz, 21, & 26	Generalmajor Arno von Lenski
100. Jägerdivision	54 & 227	Generalleutnant Werner Sanne
	369. Croatian	Oberst Viktor Pavicic
Armeetruppen		
9. Flakdivision (mot)		Generalmajor Wolfgang Pickert
14. Panzerdivision	36 Pz, 103, & 108	Generalmajor Johannes Baçssler
1. Romanian Cavalry Division		Generalmajor Constantin Bratescu

Armee = Army, *Armeekorps* = Corps, *Infanteriedivision* = Infantry Division, *Panzerdivision* = Armoured Division, *Jägerdivision* = Light Infantry Division, *Armeetruppen* = Army Troops, *Flakdivision* = Anti-aircraft Division, *mot* = motorised.

While 6. Armee was certainly the largest German Army with four corps and twenty divisions, it was still only a small cog in the German war machine. For the invasion of the Soviet Union the German Army fielded 80 infantry divisions in six armies. Two years later there were 139 infantry divisions spread across four army groups along the 1200 mile (2000 km) Eastern Front.



IWM RU51179



overwhelming air power were of little use in a battle fought room-to-room where a hallway was no-man's land. The Luftwaffe pulverised Soviet soldiers being ferried across the Volga during the day. At night Soviet Shturmovye Gruppy, Storm Groups armed with knives, grenades and sub-machine guns, returned the favour with vicious raids killing German soldiers.

The Battle for the Factories

Having reached the Volga in the centre of the city, *6. Armee* set its sights on the factory district in the northern part of Stalingrad, dominated by three gigantic factories and workers' housing. On 27 September the two armies clashed head-on in the factory sector. After a week's hard fighting the Germans managed to gain a foothold in the Stalingrad tractor factory but the Barrikady armaments factory and the Red October steel factory still held out.

There was a lull of a few days, and then *6. Armee*, spurred on by Hitler's obsessive demands that the city be taken, launched another offensive on 14 October. The attack was of unprecedented ferocity. Massive air attacks and artillery bombardments turned the factories into a horrific mass of smoke, explosions, rubble and twisted metal. Soviet artillery on the east bank of the Volga responded in kind. Amidst this hell, groups of

German and Soviet infantry struggled at close quarters. Fighting raged for two weeks in the office buildings and workshops of the Barrikady and Red October factories, with entire divisions being reduced to a few hundred survivors. By 29 October *62-ya Armiya* had been driven back in to a bridgehead on the Volga only 500 meters deep.

The temperature was dropping and the first snow had fallen. Hitler had promised the German people victory before winter, so on 11 November another all-out offensive was launched by nine German divisions against the factory bridgehead and Mamayev Kurgan. *62-ya Armiya* resisted as tenaciously as ever and *6. Armee* was worn out by sixty days of fighting in the city making progress slow.

Operation Uranus

As the battle for Stalingrad raged, Stalin planned a counter-offensive codenamed Uranus. Hitler's maniacal obsession with taking the city had left the flanks of *6. Armee* badly exposed, held only by poorly-equipped Hungarian, Italian and Romanian allies. On 19 November 1942, 1 million men with 894 tanks launched a surprise attack, overrunning the Rumanians to the north and south of Stalingrad. On 23 November the pincers of the Soviet mechanised armies met at Kalach, trapping *6. Armee* in Stalingrad. Hitler refused Von Paulus'

pleas to be allowed to break out of the encirclement. Instead Hitler promised relief and supplies delivered by air.

Hitler's ordered a counterattack to relieve Stalingrad, Operation Winter Storm. This almost broke through to the trapped army, but Stalin had a plan of his own—Operation Saturn. Soviet tank armies launched further attacks. By January 1943, despite deep snow, the *RKKA* was advancing on Rostov. Further north, Soviet forces burst through the stretched German defences at Voronezh and advanced to Kursk.

6. Armee was still trapped and now without adequate food, ammunition, or fuel. Hitler's promise of supply from the air was a cruel lie, the Army, starving and half-frozen, fought on as *62-ya Armiya* attacked in turn. Finally on 2 February 1943, 90,000 pitiful survivors surrendered. Only 5,000 would ever see Germany again.

Stalingrad - The Turning Point

In September 1942 Germany seemed invincible and the Soviet Union on the verge of defeat. Stalingrad, one of the largest and most horrific battles in human history, was also perhaps the most decisive. For the Russian people it was the first moment of triumph, and brought a conviction that victory would eventually come. Hitler's reputation as a military genius was in tatters.

IWM RU514



ORGANISATION AND EQUIPMENT

The following sections describe the organisation and equipment of a Soviet *Strelkovy Batalon* and a German *Grenadierkompanie*, *Schnellschwadron*, or *Pionierkompanie* in the mid-war period. They give you all the information you need to lead the any of these units in your *Flames Of War* battles.

The first step in building your army is to decide which army you wish to fight for. The Soviet Army gives you the choice of a *Strelkovy Batalon* and its Guards and Militia variants, while the German Army gives you the choice of a *Grenadierkompanie*, a *Schnellschwadron*, or a *Pionierkompanie*.



SOVIET



Strelkovy Batalon

The basic building block of the Red Army is the *Strelkovy Batalon*, the Rifle Battalion. The essence of this type of force is masses of infantry, far more infantry than any other army will ever field. The infantry are well supported by a complete range of support weapons: machine-guns, mortars, anti-tank guns, tanks, artillery, anti-aircraft guns, and pioneers.

Gvardeyskiy Strelkovy Batalon

If the poor quality of the average Soviet soldier isn't to your liking, you can field a *Gvardeyskiy Strelkovy Batalon*, a Guards Rifle Battalion, instead.

Batalon Opolcheniya

If on the other hand, you want to field a battalion of worker's militia straight from the factories, a *Batalon Opolcheniya*, a Militia Battalion, is the thing for you.



German



Grenadierkompanie

Few units excel at infantry combat like the *Grenadierkompanie*, or Grenadier Company. Its troops are well-trained veterans of many victorious campaigns. They operate with unparalleled flexibility as their long experience allows them to anticipate the commander's orders, often before they are even issued.

Schnellschwadron

The *Schnellschwadron*, or Fast Squadron, is the mobile element of the division, grouping the recon companies and the motorised anti-tank battalion. Every gun in the squadron is motorised. Nothing is horse-drawn. This is your force if you like your infantry fast and light.

Pionierkompanie

The *Pionierkompanie*, or Pioneer Company, is part of the division's specialist assault pioneer battalion. These highly-trained troops have flame-throwers and demolition charges making them ideal for street-fighting.

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. Onward to victory!

This book entirely replaces the *Grenadierkompanie*, *Strelkovaya Batalon*, and the relevant Divisional Troops sections of the *Intelligence Briefings on the German and Soviet Armies* in the *Flames Of War* rulebook.

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. If no number is given, there is no limit to the number of this type of platoon available.

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. These are not part of the basic price for the platoon, but must be paid for separately.

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.

NAMING YOUR COMPANY

Both the Soviet and German armies numbered their battalions from I to III in each regiment (e.g. II/200 Infantry Regiment). However, they numbered their companies differently. Whereas Soviet practice was to number each type of company in its own sequence, German practice numbered every company in the regiment in the same sequence. To illustrate this, both armies have 1st, 2nd, and 3rd Rifle Companies in I battalion, but the Soviets have a 1st Machine-gun and a 1st Mortar Company, while the Germans have a 4th Heavy Company. A Soviet II battalion has 4th, 5th, and 6th Rifle Companies and 2nd Machine-gun and Mortar Companies, while the German equivalent has 5th, 6th, and 7th Rifle Companies and an 8th Heavy Company.

In both cases this allowed the battalion to be omitted and the 6th Rifle Company of the second battalion to be referred to as 6./200 Infantry Regiment. It was equally common to name a company for its commander, leaving out its designation altogether. In this way a company commanded by Kapitan I V Pavlov might be simply called Company Pavlov.

295. (HANOVER) INFANTERIEDIVISION

In the 1930's, Germany only had 35 infantry divisions. As war approached each division provided a cadre to form one or more divisions in a series of waves. As part of the 8th wave of this expansion in February 1940, 295. *Infanteriedivision* (the 295th Infantry Division) formed in Magdeburg, Hanover, under command of *Generalmajor* Herbert Geitner. Its components came from parts of the Hanoverian 19., 31., and 71. *Infanteriedivisionen* filled out with many new recruits. Later that year, while training in France, it was split itself to provide a cadre for 321. *Infanteriedivision* as the army grew to its full strength of more than 200 divisions for its biggest undertaking, the invasion of the Soviet Union.

The division was part of *IV. Armeekorps* (4th Corps) of 17. *Armee* (17th Army) in *Heeresgruppe Süd* (Army Group South) during the opening months of the invasion.

It reached the Dniepr River in September and Poltava in October after marching over 300 miles (500 km) on foot. November saw the capture of Ivanovskoye in the Don Basin, just as the first snows of the worst winter in 50 years set in.

The division fought throughout the bitter winter of 1941 under a new general, *Generalmajor* Karl Gumbel after Geitner was severely wounded. In order to hold the town of Artemovsk where the division was stationed, it took command of 204. *Infanterieregiment* (204th Infantry Regiment) from 93. *leichte Division* (93rd Light Division). Together, they held the line against heavy Soviet counter-attacks, and finally in April 1942, the division began rebuilding in preparation for the summer offensive, *Fall Blau* (Case Blue) which would take them to the Volga River.

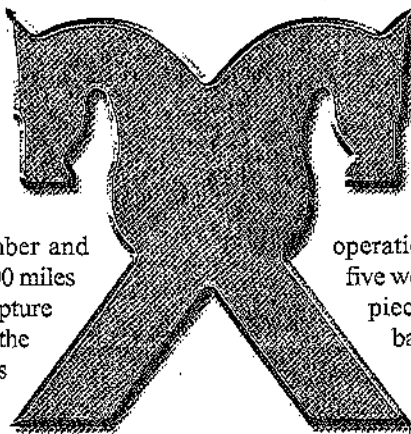
For *Fall Blau*, the division joined *LI. Armeekorps* (51st Corps) of von Paulus' ill-fated 6. *Armee* (6th Army), once again under a new general, *Generalmajor* Rolf Wuthmann. The division reached Stalingrad in August after marching more than 200 miles (320 km), once again all on foot.

On 14 September, the division launched its first major attack, capturing the Mamayev Kurgan, a burial mound dominating the city, breaking through to the Volga and splitting the Red Army in two. By 3 pm 295. *Infanteriedivision* was the first to break through to the Volga in the centre of Stalingrad. The Red Army launched desperate counterattacks, regaining a foothold on the Kurgan. The battle raged on for two more months as the German Army slowly captured the factory areas.

When the Soviet offensive cut off 6. *Armee* on 23 November, 295. *Infanteriedivision* (now under *Generalmajor* Dr Otto Korfes) was holding the river bank south of the Factory area. By 28 December, heavy casualties, the harsh winter and starvation rations had reduced the combat strength of the division to the point where it could no longer carry out offensive operations. It only had one weak battalion, and five worn-out battalions left, along with 36 artillery pieces, seven anti-tank guns, a weak pioneer battalion and no transport. Of the 21 divisions in the pocket, the only one still capable of attacking was 29. *Infanteriedivision (mot)*, and even it only had one strong battalion, five moderate-strength battalions, and three weak battalions, 30 artillery pieces, and three anti-tank guns!

During the assault on Stalingrad, four members of the division won the *Ritterkreuz*, the Knight's Cross, Germany's highest decoration. They were: *Hauptmann* Wilhelm Herb (I/517 I.R.), *Hauptmann* Ernst Werner (III/516. I.R.), *Major* Richard Henze (II/518 I.R.) and *Oberfeldwebel* Hermann Fleischer (2./517. I.R.).

By the time the division surrendered on 31 January 1943, five more members had won the *Ritterkreuz*, including the division's commander. 295. *Infanteriedivision* was immediately reformed in Germany and spent the rest of the war garrisoning Norway.



295. Infanteriedivision

Infanterieregiment 516	(Infantry Regiment)	3250 men
Infanterieregiment 517	(Infantry Regiment)	3250 men
Infanterieregiment 518	(Infantry Regiment)	3250 men
Artillerieregiment 295	(Artillery Regiment)	2500 men
Panzerjägerabteilung 295	(Tank-hunter Bn)	550 men
Pionierbataillon 295	(Pioneer Battalion)	843 men
Schnellbataillon (mot) 295	(Fast Battalion)	625 men



284-YA (TOMSK) STRELKOVAYA DIVIZIYA

The original *284-ya Strelkovaya Diviziya* (284th Rifle Division) formed in Kharkov in July 1941, three weeks after the Germans crossed the border. A month later the division was at the front defending Kiev. Six weeks later in September, the division was destroyed in the massive encirclement of the entire *Yugozapadnyy Front* (South-western Front) around Kiev.

The rapid creation and destruction of *284-ya Strelkovaya Diviziya* was not unusual in the disastrous days of 1941. Nor was its resurrection in Tomsk, Siberia, three months later. This time the division was given three months to gather its personnel and equipment, train them, and forge them into a unit, a ridiculously short amount of time in normal circumstances. However, with the Germans at the gates of Moscow and most of the army destroyed, these were not normal times.

In April the division moved closer to the front as reserves. The divisional commanders *Podpolkovnik* (Lieutenant Colonel) N F Batyuk and *Brigadiy Komissar* (Brigade Commissar) KT Zubkov continued receiving troops and equipment and training their division. In May they occupied a sector of the front lines near Kastornoye near Voronezh as part of *40-ya Armiya* (40th Army) of the *Bryansk Front*.

Its first battle began on 1 July 1942 when the German Army began *Fall Blau*, the advance to Stalingrad and the oilfields with an attack on Voronezh. After six days of hard fighting, the division finally withdrew to avoid being surrounded.

The division suffered heavy losses, and was withdrawn to Sverdlosk in the Urals to rebuild once more. A month later, on 17 September 1942, *284-ya Strelkovaya Diviziya*, now part of Chuikov's *62-ya Armiya* (62nd Army), was ferried across the Volga to defend the critical Mamayev Kurgan hill, which dominated Stalingrad. German forces had seized the summit of Mamayev Kurgan hill and were preparing for further offensives.

The situation was desperate. As soon as Batyuk's men arrived they were ordered to make a counterattack.

Batyuk, on receiving his orders, said 'Comrade Commander, I have come to fight the Nazis, not to parade. I have Siberians in my regiments.'

For two days fighting raged for Mamayev Kurgan. Casualties were horrific, and the division was reduced to the size of a battalion. The Germans were able to hold on to the summit, but its eastern slopes remained stubbornly in the hands of the Siberians. Despite further fighting, including a big attack by the Germans on 11 November, the Siberians were to stay on Mamayev Kurgan until the end of the battle.

A week later, on 8 February, 1943, *284-ya Strelkovaya Diviziya* was rewarded for its heroic defence and stubborn counterattacks with the Order of the Red Banner, and on 1 March it became the *79-ya Gvardeyskiy Strelkovaya Diviziya*, the 79th Guards Rifle Division. The division remained with Chuikov's Army (now the 8th Guards Army) for the remainder of the war.

Later in 1943 it received the honorific '*Zaporozhye*' for liberating the city of Zaporozhe. Then, in 1944 it was at the forefront of the offensives into Poland. The Siberians ended their path to victory in Berlin. By May 1945, the division had received the Order of Lenin, the Order of the Red Banner, and the Orders of Suvorov and Bogdan Khmel'nitskiy. Fourteen orders honoured the banners of its parts. Nineteen of its soldiers were honoured with the title of Hero of the Soviet Union.

Its final title was *79-ya Tomsk-Zaporozhskaya Gvardeyskiy ordena Lenina, Krasnognamyonnoy, ordena Suvorova i Bogdana Khmel'nitskaya strelkovaya diviziya*.

284-ya Strelkovaya Diviziya

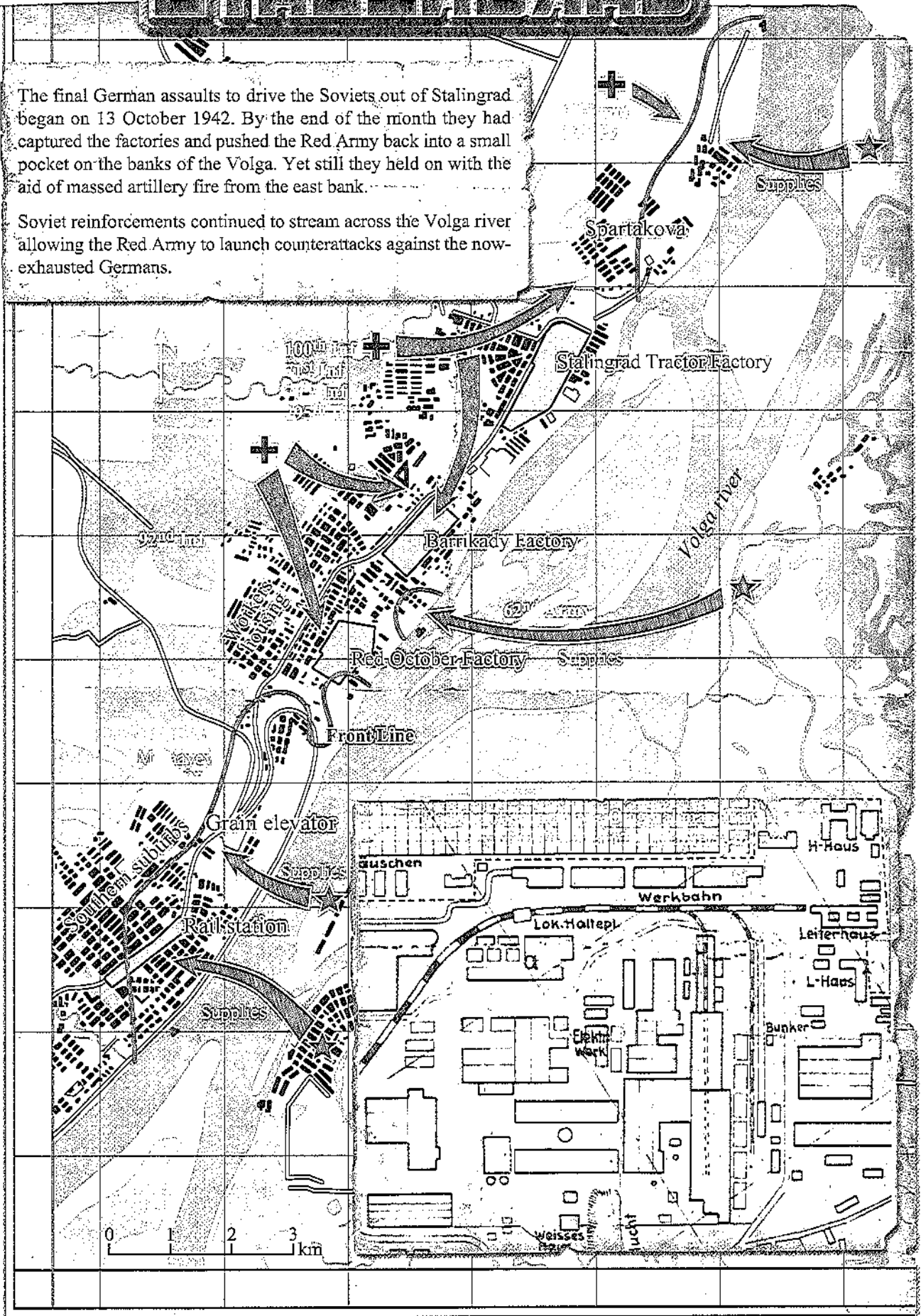
1043-ya Strelkovy Polk	(Rifle Regiment)	2537 men
1045-ya Strelkovy Polk	(Rifle Regiment)	2537 men
1047-ya Strelkovy Polk	(Rifle Regiment)	2537 men
320-ya Artilleriyskiy Polk	(Artillery Regiment)	1079 men
284-ya Batalon Pulemets	(MG Battalion)	251 men
284-ya Batalon Privotankovyy	(Anti-tank Bn)	221 men
284-ya Batalon Saperny	(Pioneer Battalion)	180 men



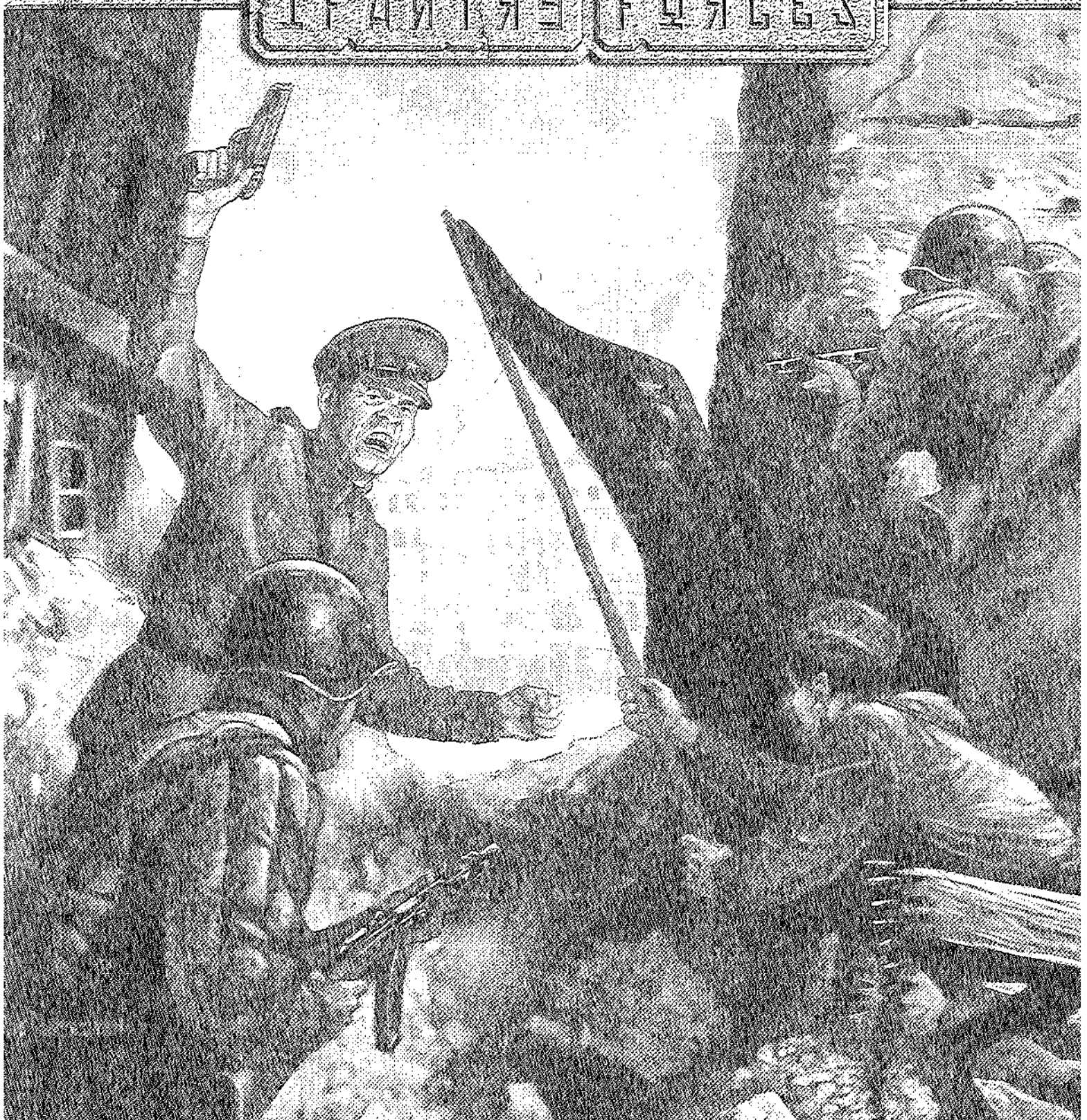
STALINGRAD

The final German assaults to drive the Soviets out of Stalingrad began on 13 October 1942. By the end of the month they had captured the factories and pushed the Red Army back into a small pocket on the banks of the Volga. Yet still they held on with the aid of massed artillery fire from the east bank.

Soviet reinforcements continued to stream across the Volga river allowing the Red Army to launch counterattacks against the now-exhausted Germans.



INTELLIGENCE HANDBOOK ON
SOVIET
TRADITIONAL FORCES



WHY COLLECT A STRELKOVY BATALON

Our Motherland is experiencing hard days. We must stop, and then to throw back and smash the enemy regardless of cost. The Germans are not so strong, as it seems to the panic-mongers. They strain their last forces. To withstand their impact now, means to ensure our victory in some months. Can we withstand the impact, and then throw back the enemy to the west? Yes we can, because our factories and plants in the rear are fine and our army receives ever more and more airplanes, tanks, artillery and mortars.

It is time to finish retreating. Not one step back! Such should now be our main slogan. It is necessary to defend each position, each meter of our territory, up to the last drop of blood, taking each plot of Soviet land and defending it as long as possible.

—National Commissar for Defence Iosif Stalin, Order 227, 28 July 1942.

One year ago the grasping Fascists stabbed Mother Russia in the back. Aided by traitors and cowards they have penetrated deep into the Soviet Union. By throwing new forces to the front without regard to heavy losses, the enemy has seized new regions, plundering and destroying. Only by winning this Great Patriotic War can the Soviet Union survive. There can be no defeatist talk of retreat. Every man, woman, and child must work for the defeat of the Nazi horde. Forward to victory socialist workers!

The Russians have a saying that 'quantity has a quality all of its own' and quantity is certainly the appeal of the Red Army.

The Red Army is by far the biggest in the world. Its core is its 400 rifle divisions. These formations may have been rushed into battle with little training, but they make up for it in sheer numbers. While other armies field companies, the Red Army fields entire battalions.

As a Red Army commander, you will never be outnumbered by your foes. You will swamp the enemy in an unstoppable human tide. Not that this means you can't use subtlety,

it's just a subtlety of a special kind—big guns and even bigger guns!

Your massed riflemen have the backing of whole battalions of artillery, as many mortars and heavy machine-guns as you could hope for, and companies of some of the world's best tanks, the fast T-34 and the heavy KV-1!

There is truly nothing like leading an army so large that your opponent simply cannot comprehend stopping your steamroller advance. That is the true joy of fielding a *Strelkovy Batalon*.



SOVIET 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 its army 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.

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 commanders 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.

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.

EXAMPLE

Kapitan Tcharkovsky'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 Tcharkovsky's command team. With a little encouragement from his commander, Tcharkovsky tries again. This time the Soviet player rolls a 2. *Kapitan* Tcharkovsky 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.





Scouts—Infiltration

Soviet soldiers have a reputation for being long-suffering and tough-minded. They often surprise defences by launching attacks from terrain that seems impassable to other troops. Soviet infantry may swim freezing rivers or wade through trackless swamps in the pitch darkness to reach positions close to or even behind the enemy before the battle begins.

If the Russians are attacking in a game, their scout platoon may attempt to infiltrate the enemy position instead of making a Reconnaissance Deployment move. A Strelkovy or Submachine-gun Company or a Storm Group may infiltrate with the Scout Platoon if desired, in which case the company or group must deploy in command distance of the Scout's command team (i.e. base-to-base contact for a Strelkovy Company).

After deployment but before the game begins, the Soviets may move the infiltrating troops up to 16"/40cm. If they end this movement within 8"/20cm of an enemy team, or are not in concealing terrain and are within 16"/40cm of an enemy team, they are automatically detected.

If the infiltrating troops are not automatically detected, roll a die:

- On a roll of 2+, they have infiltrated undetected.
- On a roll of 1, they are detected.

If the infiltrators are detected, the enemy has the first turn.

You may not infiltrate in the Free-For-All mission.

Anti-tank Rifles—Tank Killers

The Anti-tank Rifle Company is responsible for protecting the entire *Strelkovaya Polk*, or Rifle Regiment, from enemy tanks. To do this it is often broken up into detachments.

Before deployment, an Anti-tank Rifle Company may detach any or all Anti-tank Rifle Platoons to protect specific companies.

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).

Tanks—Tankodesantniki

Tanks are extremely vulnerable to infantry tank-hunter teams at close quarters. The Tankodesantniki (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. 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.

Flame-throwers—Chemical Troops

The Red Army concentrated all of its flame-throwers into specialist chemical weapons battalions. Almost everyone in the battalion is armed with a flame-thrower! The battalion is assigned to an army making a major attack, and split up amongst the front-line battalions.

Before deployment all Flame-thrower Sections must be attached to Strelkovy or Submachine-gun Companies.

The detached Flame-thrower Section 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.

Once the sections are attached to other units, the Flame-thrower Platoon ceases to exist.



IWM-RUS2880



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.

Mixed Battalions

Soviet artillery battalions generally mixed 76mm guns and 122mm howitzers. A typical battalion had one or two batteries of four horse-drawn 76mm guns and a battery of four tractor-towed 122mm howitzers.

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 76mm guns, the template is doubled in size to 12"/30cm wide by 6"/15cm. The fire is spread over the whole area, so it is equivalent to three or four guns firing on a normal template and doesn't give re-rolls for failed to hit rolls.
- If an Artillery Battalion fires an artillery bombardment including both 76mm guns and at least three 122mm howitzers, the bombardment has an Anti-tank rating of 3 and Firepower 2+.
- If an Artillery Battalion fires an artillery bombardment with six or more guns including at least three 122mm howitzers, the bombardment is intense enough to give a re-roll on failed to hit rolls.

All of the above effects are cumulative, so a full Artillery Battalion has all three effects combined.

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 neither they nor their Command team 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. A Soviet Tank team (any team in the Tank Teams table in the Arsenal on page 48 including assault guns) that moved more than 6"/15cm in the Movement step cannot shoot any weapons in the Shooting step.

The lack of communications also makes it difficult to order part of the company to remain in place while the rest manoeuvre. If the Command team of a Tankovy Company moved more than 6"/15cm in the Movement step, none of the Tank 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.

SOVIET AIRCRAFT

Flying Tank

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

When attempting to shoot down an Il-2 Shтурмовик 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.

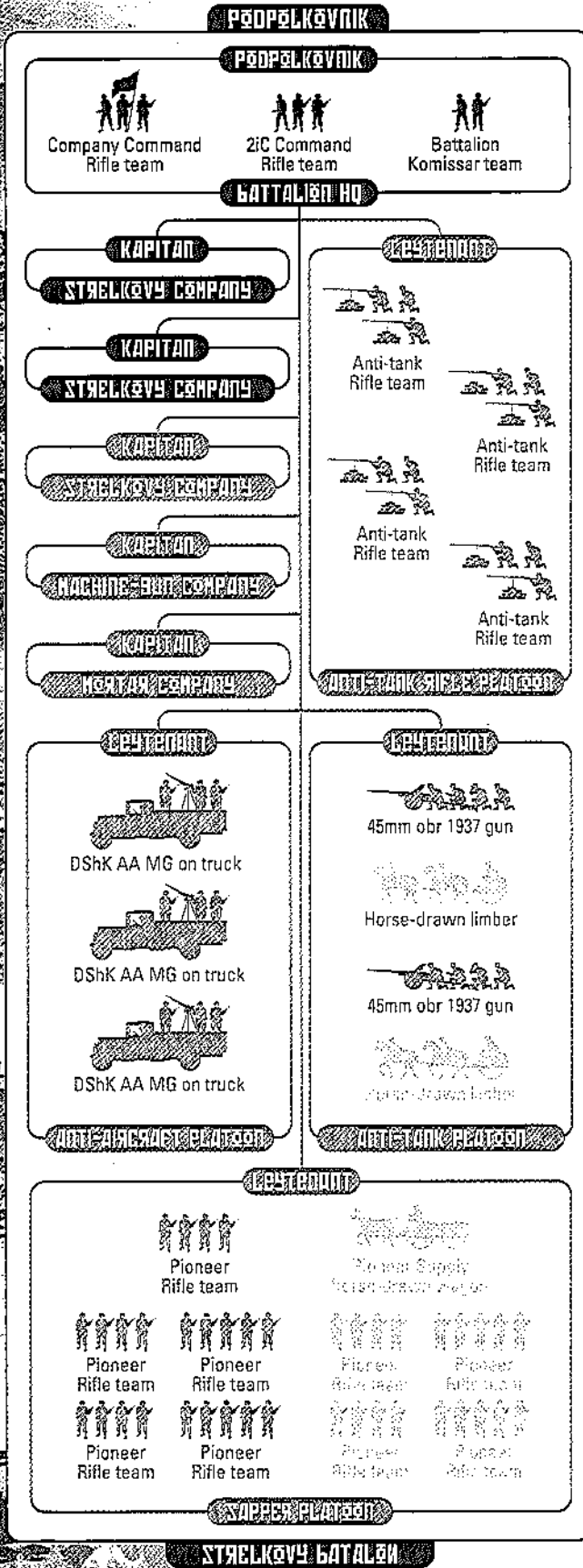
Horse-drawn Vehicles

In 1942, a Soviet rifle division had a mere 124 trucks compared with 2500 in a western division. As a result, almost every gun was horse-drawn. While horses were essential for long marches, the gunners often preferred to man-handle the gun for short moves, so they are optional in *Flames Of War*. If you choose to use horse-drawn vehicles, you can model them with just one or two horses, or look at the diagrams to see the full complement of horses.



СТРЕЛКОВЫ БАТАЛОН

(Infantry Battalion)



A force based around a *Strelkovy Batalon* must contain:

- a Battalion HQ, and
- two or three Strelkovy Companies.

Weapons Companies available to a Strelkovy Batalon are:

- a Scout Platoon,
- two Machine-gun Companies,
- a Submachine-gun Company,
- an Anti-tank Rifle Company,
- an Anti-tank Company,
- a Mortar Company,
- a Regimental Gun Company,
- a Heavy Mortar Company, and
- a Storm Group.

Support Companies for a Strelkovy Batalon can be any Divisional Support Company.

You may have up to one Support Company attached to your battalion for each Strelkovy Company you are fielding.

Motivation And Experience

Soviet troops are poorly trained, but determined. A Strelkovy Batalon is **Fearless Conscript**.

HQ COMPANY

1 Battalion HQ

Company

Battalion HQ 25 points

Options

- Add Anti-tank Rifle Platoon for +80 points.
- Add Anti-tank Platoon for +60 points.
- Replace both 45mm obr 1937 guns with 45mm obr 1942 guns for +10 points.
- Add Anti-aircraft Platoon for +45 points.
- Add Sapper Platoon of five Pioneer Rifle teams for +75 points.
- Add four additional Pioneer Rifle teams for +60 points.
- Equip Sapper Platoon with a Pioneer Supply wagon for +5 points.

A Soviet *Strelkovy Batalon* (Rifle Battalion) is armed to the teeth. It has many specialist weapons to support its heroic riflemen. If Hitlerite tanks attack, the anti-tank guns destroy them. If Hitlerite aircraft attack, the anti-aircraft guns destroy them. If the Hitlerites attempt to hide in their holes behind barbed wire and minefields, the fearless sappers dig them out.



'The soldiers of the Workers and Peasants Red Army are heroes defending the people against the fascist vipers. The riflemen of the Strelkovy Batalion fight with socialist vigour, destroying the Hitlerite invaders and freeing our beloved Mother Russia from their tyranny.'

-Kapitan P. Kalishnikov



БОЙНАТ КОМПАНИИ



2 or 3 Strelkovy Companies

Company

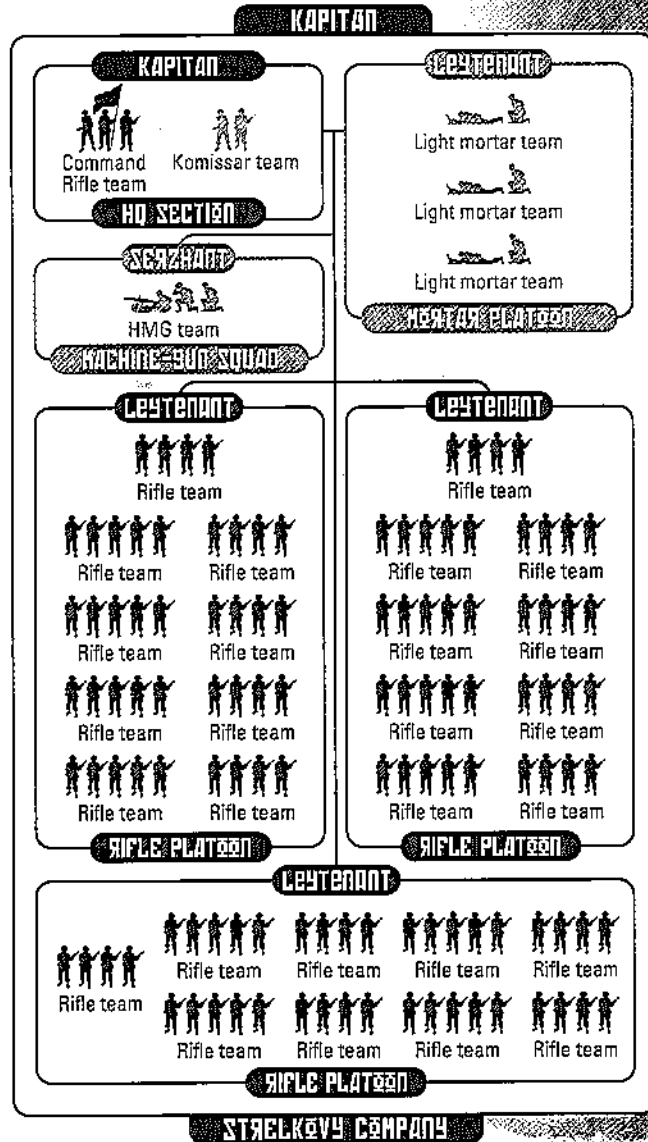
HQ Section with:

3 Rifle Platoons	285	points
2 Rifle Platoons	195	points
1 Rifle Platoon	105	points

Options

- Replace all Rifle teams with Rifle/MG teams for +45 points per platoon.
- Replace all Rifle/MG teams with SMG teams in one Rifle Platoon at no cost.
- Add Komissar team for +5 points.
- Add HMG team for +20 points.
- Add up to three Light mortar teams for +10 points per team.

The Red Army soldier knows how highly victory is prized in the Red Army, and that nothing can be allowed to interfere with this exalted goal. Neither the futile resistance of the fascist enemy or any selfish thoughts of personal survival can be allowed to hinder the socialist victory. The individual is meaningless when compared to the survival of International Communism. There are many Hitlerites infesting our state, and many workers have died heroic deaths eradicating them, but Russia is a vast country, and one thing it is not short of is people that are willing to fight to the last breath in defence of the Motherland.



ШТРАФ КОМПАНИЯ

Stalin's infamous Order 227—Not One Step Back formed *Shtrafnye Roti* or Penal Companies in each Army. These were used as assault troops and for risky tasks like mine-clearing under fire where they could redeem themselves with their blood.

You may take a Shtraf Company as a Support platoon. It is organised like a normal Strelkovy Company, but it may not have any options other than adding a Komissar team, which it must have. Your Shtraf Company may not have more platoons than your smallest Strelkovy Company. Because it is expected to die, the Shtraf Company does not add to the number of operational

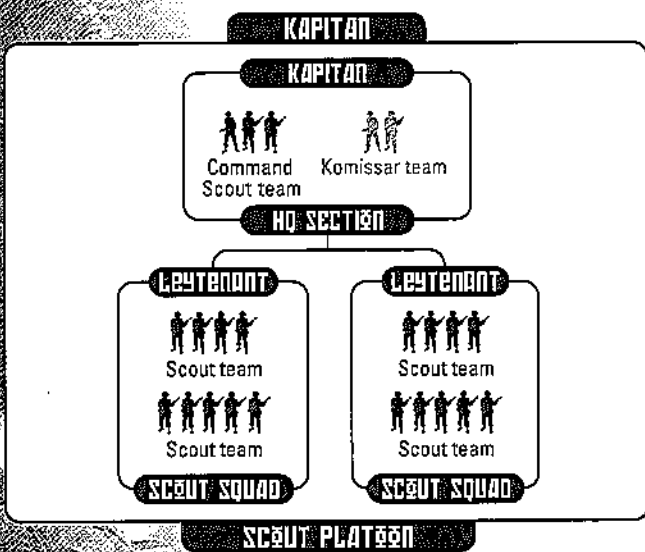
platoons when taking a Company Morale Check nor does it count as destroyed if it suffers that fate. It is totally ignored for morale purposes. For the same reason, its loss is of little military significance. Do not count it as a lost platoon when calculating victory points.

Since the soldiers of the Shtraf Company can only gain pardon for their crimes (such as spreading defeatist propaganda, failing to report defeatist talk, failing to shoot traitors attempting to desert or surrender, etc) with their blood, they tend to be hard to stop.

A Shtraf Company always passes a Motivation test on a roll of 2+.

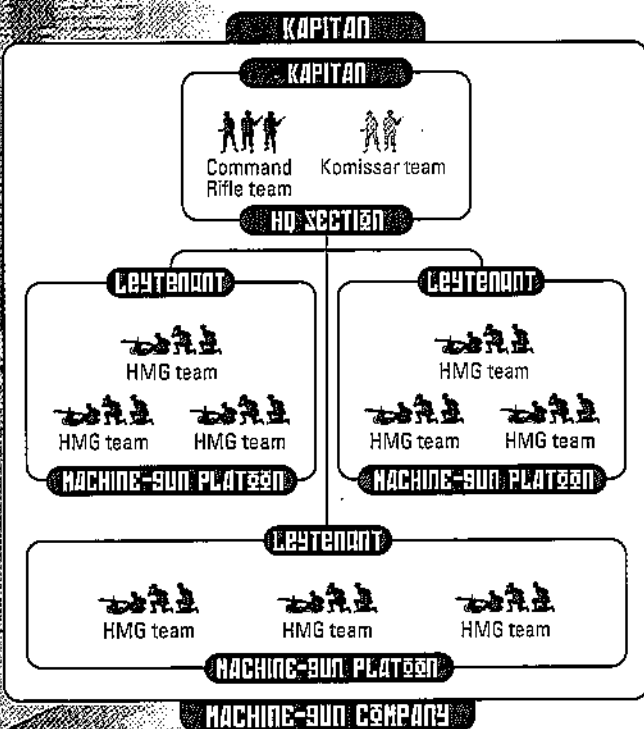


0 to 1 Scout Platoon



Scouts wear camouflage suits coloured to match the terrain.

0 to 2 Machine-gun Companies



Platoon

HQ Section with:

2 Scout Squads	160 points
1 Scout Squad	100 points

Option

- Add Komissar team for +5 points.

Your force may not contain more than one Scout Platoon, even it has more than one Strelkovy Batalon.

Scout Platoons are very tough and can launch an attack against the enemy from almost anywhere. To represent this, Soviet scout platoons follow the Scouts—Infiltrators rule on page 28.

A Scout Platoon is rated as **Fearless Veteran**.

Scout Platoons are reconnaissance platoons and may use the Reconnaissance rules on page 62 of the *Flames Of War* rulebook, or page 20 of *Old Ironsides* (also available on our website) to avoid enemy fire.

Red Army scouts probe enemy defences and prepare the way for the valiant Strelkovy Batalon to hound the fascist dogs all the way back to their kennel.

Scout Platoons are an exception to the Centralised Control special rule. They operate as a normal platoon.

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.

Our deadly *Maksim* machine-gunners support their brave comrades who snatch victory from the teeth of the fascist monster. Our machine-guns strike fear into the beast's very heart.

Once the fascist beast has been driven out of its stronghold, the valiant Soviet machine-gunners dig in and scythe down the German chaff as they attempt to retake our prized soil, defending it to the last drop of blood.



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

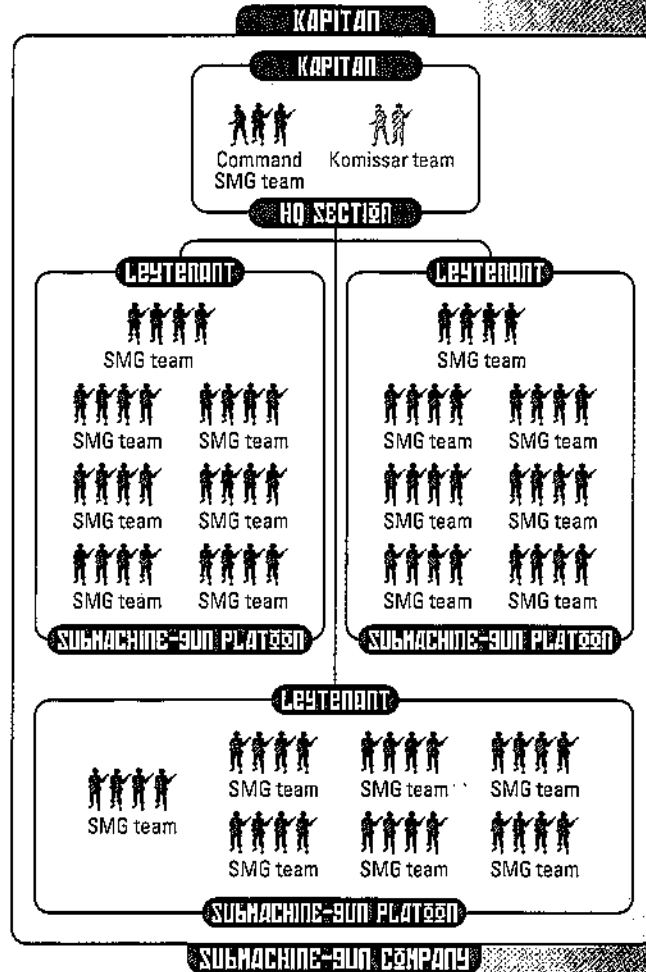
Option

- Add Komissar team for +5 points.

Your force may not contain more than one Submachine-gun Company, even if it has more than one Strelkovy Batalon.

The Red Army soldier knows no fear, bravely taking the battle to the cruel Hitlerite invaders. Armed with superior PPSH-41 *Avtomat* guns, the *Slavs* of the *Fusiler* Submachine-gun Companies throw Fritz back and cut him down as wheat before the Soviet Sickle.

The Submachine-gun Company attacks the front line of the capitalist army. They take back the land and bread that has been stolen from us, liberating our socialist brothers and sisters from fascist tyranny.



0 to 1 Anti-tank Rifle Company

Company

HQ Section with:

- 3 Anti-tank Rifle Platoons 225 points
- 2 Anti-tank Rifle Platoons 155 points
- 1 Anti-tank Rifle Platoon 85 points

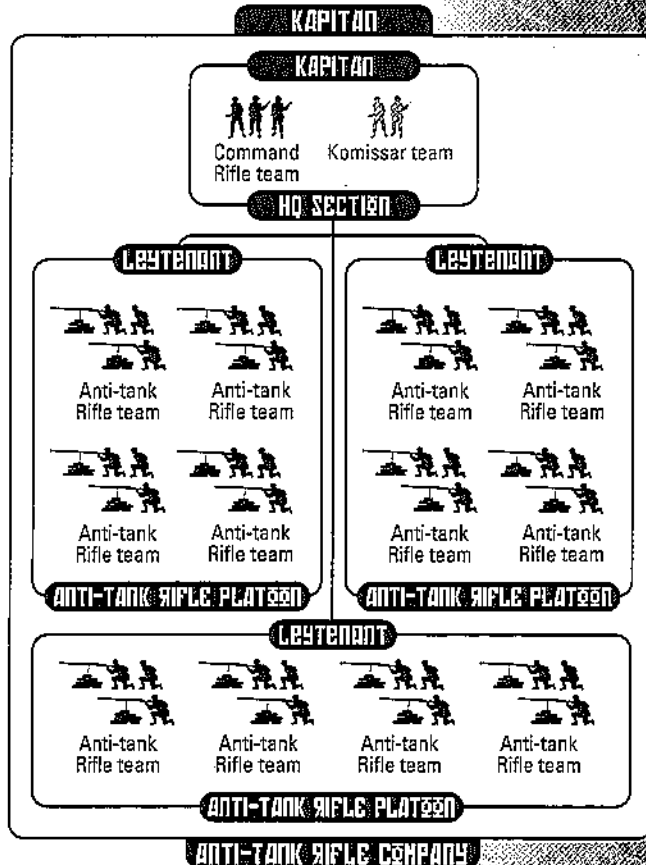
Option

- Add Komissar team for +5 points.

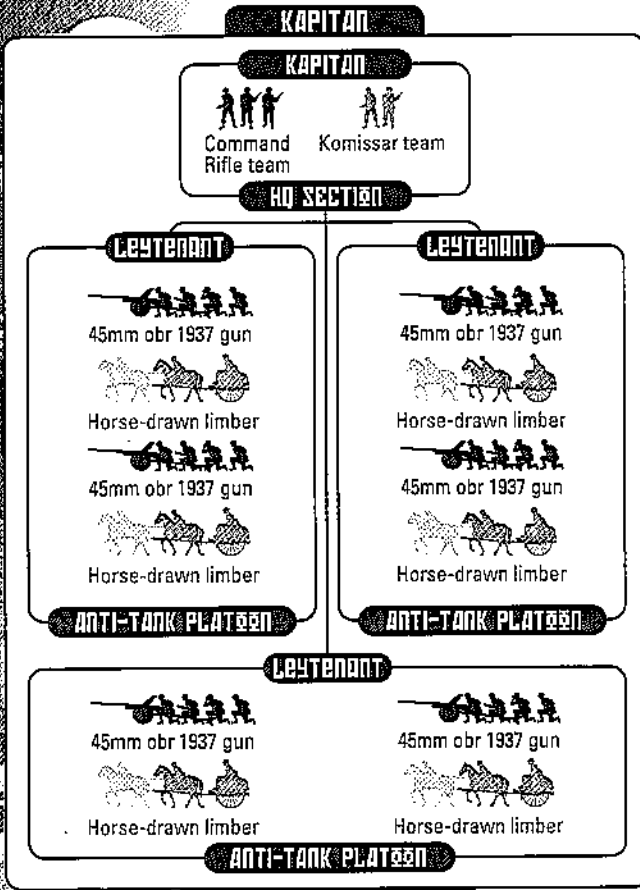
An Anti-tank Rifle Company is tasked with protecting the Red Army against enemy tanks and are often detached to companies throughout the Strelkovy Batalon. To represent this, Anti-tank Rifle Companies follow the *Anti-tank Rifles—Tank-killers* rule on page 28.

The Hitlerites underestimate our strength, they see no tanks and think we are defenseless. We are never defenseless.

While just one of our PTRD-41 anti-tank rifles may not be fearsome, a dozen or more wielded by brave socialist workers will tear apart light tanks and make heavier ones think twice. We shall lure them into our trap and destroy their tanks and they will fear us.



0 to 1 Anti-tank Company



ANTI-TANK COMPANY

Company

HQ Section with:

3 Anti-tank Platoons	190 points
2 Anti-tank Platoons	130 points
1 Anti-tank Platoon	70 points

Options

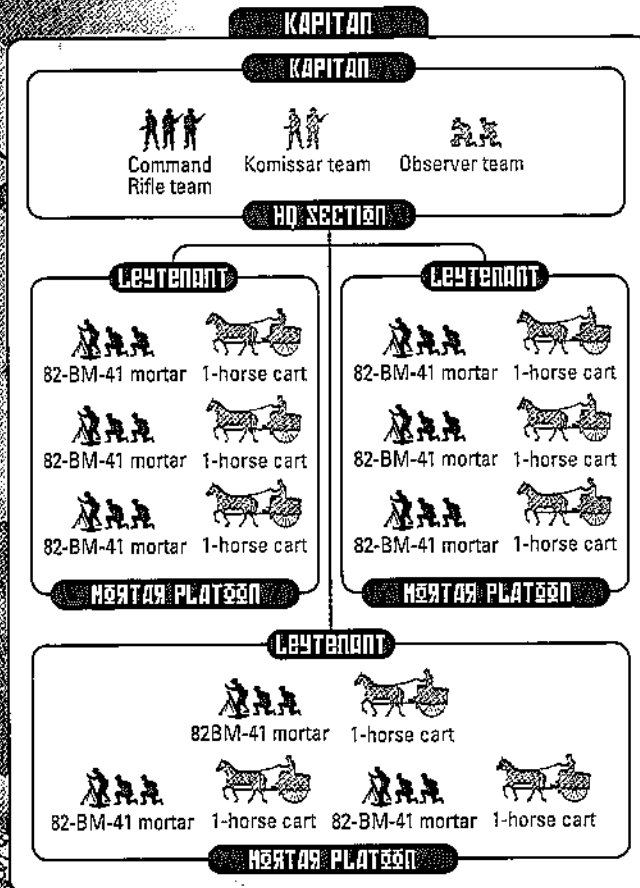
- Replace all 45mm obr 1937 guns with 45mm obr 1942 guns for +10 points per platoon.
- Add Komissar team for +5 points.
- Add horse-drawn limbers at no cost.

Your force may not contain more than one Anti-tank Company, even if has more than one Strelkovy Batalon.

Our brilliant engineers have defeated the Fascist monster again. With the opening of 1943, they have made our already formidable anti-tank guns even more effective.

Let the fascist army come. Let them bring their armoured tanks, we will be waiting with our guns and destroy them as easily as we have always done.

0 to 1 Mortar Company



MORTAR COMPANY

Company

HQ Section with:

3 Mortar Platoons	190 points
2 Mortar Platoons	130 points
1 Mortar Platoon	70 points

Option

- Add Komissar team for +5 points.
- Add Observer team for +30 points.
- Add one horse carts at no cost.

Every Red Army rifle battalion has a company of mortars. The battalion commander uses these to fire devastating bombardments at the fascist invaders neutralising the enemy before our attacks and wiping out their counterattacks.

A wise officer deploys his Mortar Company where it can see its target. Socialist workers do not instinctively know the complexities of firing artillery bombardments at targets out of sight, however, brave soviet soldiers can hit anything they can see. Of course more fortunate units have telephones, allowing them to neutralise a wider range of targets.



0 to 1 Regimental Gun Company

Company

HQ Section with:

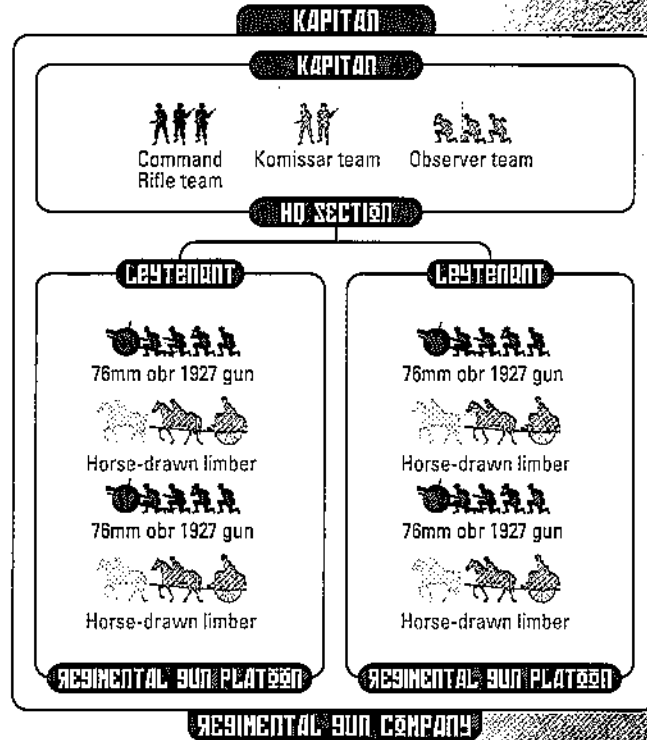
- 2 Regimental Gun Platoons **95 points**
- 1 Regimental Gun Platoon **50 points**

Options

- Add Komissar team for +5 points.
- Add Observer team for +30 points.
- Add horse-drawn limbers at no cost.

Your force may not contain more than one Regimental Gun Company, even if it has more than one Strelkovy Batalion.

The Hitlerites think we are cowards, hiding behind our big guns. We are not cowards, we do not hide behind hills throwing shells at them. They will then know who the cowards are when they see us run our guns forward. They will see us aiming at them down the barrel of our guns, before they run from our socialist fury.



0 to 1 Heavy Mortar Company

Company

HQ Section with:

- 3 Heavy Mortar Platoons **240 points**
- 2 Heavy Mortar Platoons **165 points**
- 1 Heavy Mortar Platoon **90 points**

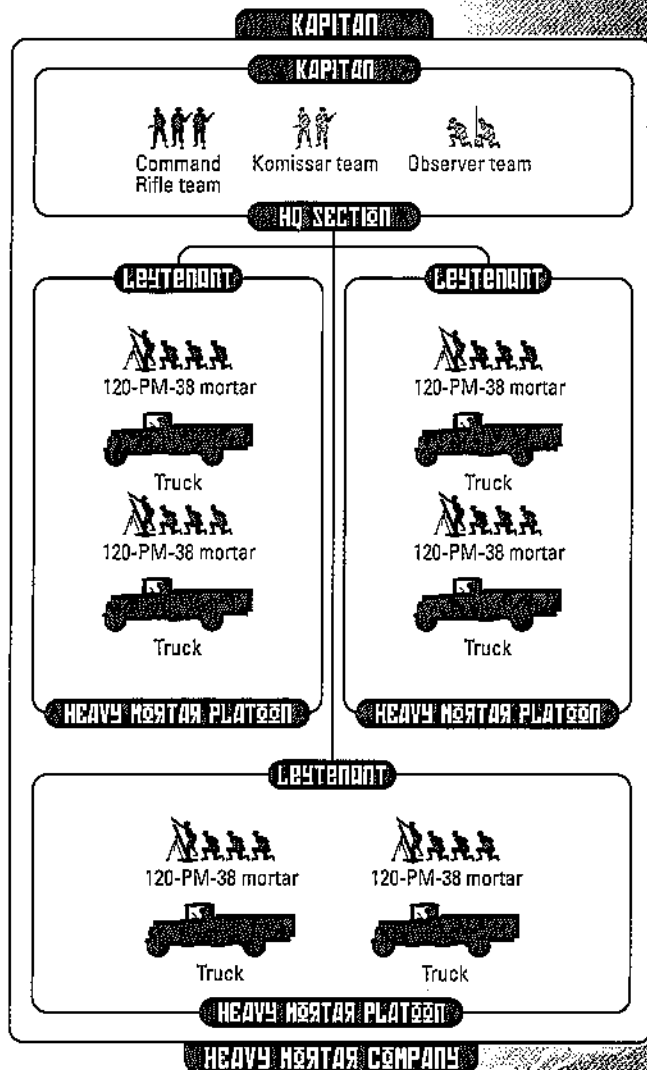
Options

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

Your force may not contain more than one Heavy Mortar Company, even if it has more than one Strelkovy Batalion.

Heavy Mortar Companies provide the Red Army with mobile artillery, applying pressure to the capitalist lines through unrelenting bombardment. They keep the fascist cowards hiding in their holes and divert their attention from the brave socialist soldiers sent to purge them from the Soviet Union.

Unlike the lighter battalion mortars, the big 120-PM-38 heavy mortar has the explosive power in its shells to destroy the fascists in their defences rather than merely neutralising them.



STORM GROUPS

The Red Army has learned its trade quickly in the 'Street-fighting Academy of Stalingrad'. One of the lessons they have learned well is the use of *Shturmovye Gruppy* or Storm Groups to capture key buildings. Storm Groups are formed specifically for the task at hand. Although each one is unique, they have much in common.

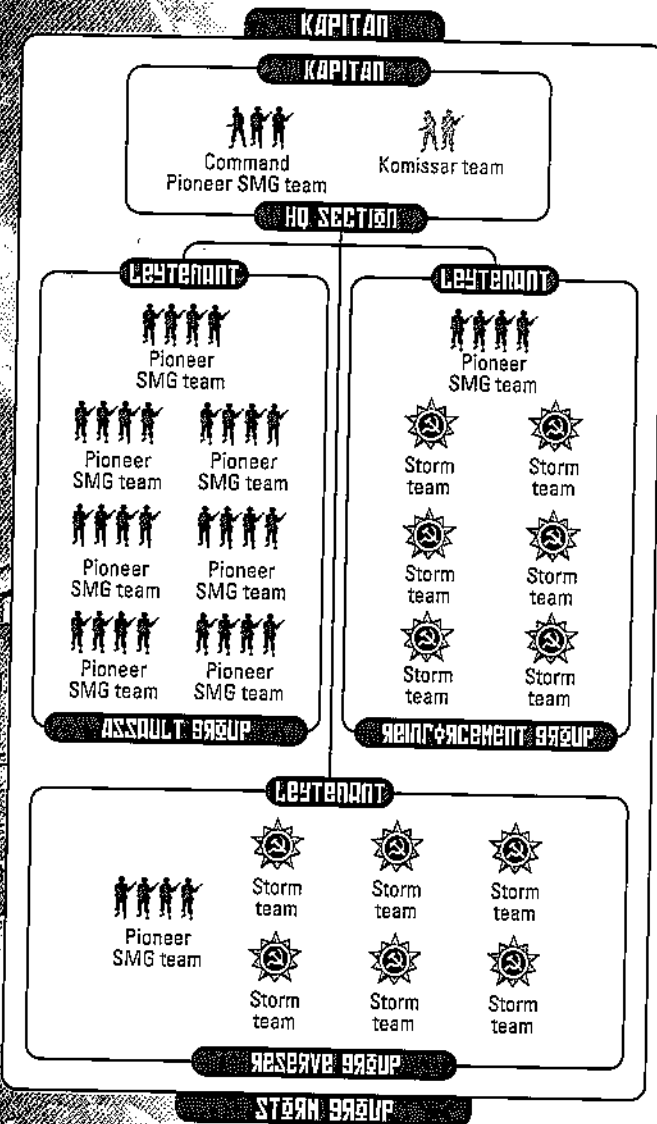
The core of every Storm Group is the **Assault Group**, a small platoon armed with *Pepeshka* submachine-guns and *Fenyusha* hand grenades. The Assault Group makes the initial assault, taking and clearing the building.

The **Reinforcement Group** enters the building immediately after the Assault Group. Armed with machine-guns, anti-tank rifles, and mortars, and reinforced by sappers, their role is to protect the Assault Group and prevent the enemy from counterattacking the building.

The final part of the Storm Group is the **Reserve Group**. They can be detailed to form additional assault groups as needed or to strengthen the Reinforcement Group.

Only the best soldiers are picked for Storm Groups. As a result all storm groups are rated as **Fearless Trained**.

0 to 1 Storm Group



The most experienced street fighters are chosen for special missions. Storm Groups are rated as **Fearless Trained**.

Company

HQ Section with:

Assault Group and Reinforcement Group **390 points**

Options

- Add Komissar team for +5 points.
- Add Reserve Group for +190 points.

Your force may not contain more than one Storm Group, even if it has more than one Strelkovy Batalon.

A Storm Group is unusual in that the composition of the company can change from game to game. The Reinforcement and Reserve Groups are made up of Storm teams.

There is no actual team called a Storm team. Instead these can be any of the following types of teams:

- Pioneer SMG team,
- Pioneer Rifle/MG team,
- Light Mortar team,
- Anti-tank Rifle team,
- HMG team,
- 82-BM-41 mortar, or
- 76mm obr 1927 gun.

Your Storm Group cannot have more than four Storm teams of the same type.

You may replace *three* Storm teams with *one* Flame-thrower team or *five* Storm teams with *two* Flame-thrower teams at no extra cost.

You may replace *two* Storm teams with *one* 45mm obr 1937 gun or *four* Storm teams with *two* 45mm obr 1937 guns at no extra cost.

You must choose the composition of your Storm Group for each game before deployment begins.



DIVISIONAL SUPPORT

Divisional Support Companies

Any Strelkovy Batalon may have the following support companies:

- Assault Gun Company,
- Heavy Assault Gun Company,
- Tankovy Company,
- Tank Destruction Company,
- Anti-aircraft Company,
- Artillery Battalion,
- Guards Rocket Mortar Battery,
- Flame-thrower Platoon,
- Flame-tank Company, and
- Sapper Company.

Motivation And Experience

Divisional troops supporting the Strelkovy Batalon have little or no training, but they all fight with Soviet passion to ensure a Socialist victory. All Divisional 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.

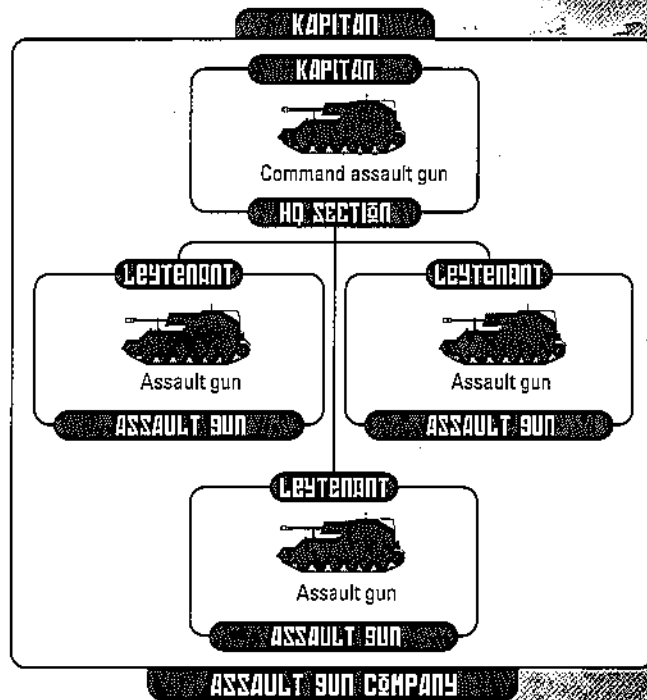
You may request Limited air support at a cost of 100 points. Limited air support will provide supporting Polikarpov I-15 or Bell P-39 Aircobra ground-attack aircraft and fighters on a roll of 5+. You may upgrade your ground-attack aircraft to Il-2 Shturmovik 'flying tanks' for +20 points.



0 to 1 Assault Gun Company

Company	
4 SU-76i	300 points
3 SU-76i	225 points
2 SU-76i	150 points
4 SU-76M	290 points
3 SU-76M	220 points
2 SU-76M	150 points
4 SU-122	415 points
3 SU-122	310 points
2 SU-122	205 points

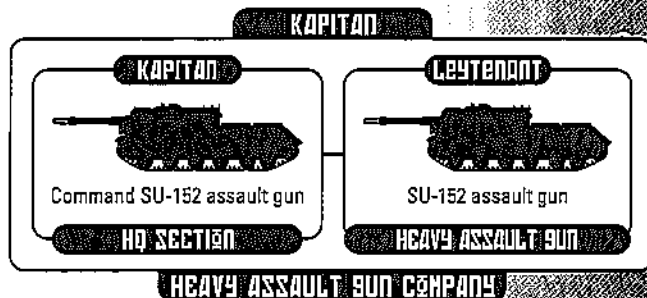
Soviet engineers use captured Fascist tanks against them. The SU-76i (*isostranny* or foreign) mounts a powerful Soviet 76mm gun on German Panzer III chassis captured after Stalingrad. When T-70 production ceased in 1943, the modernised all-Soviet SU-76M replaced them in the factories.



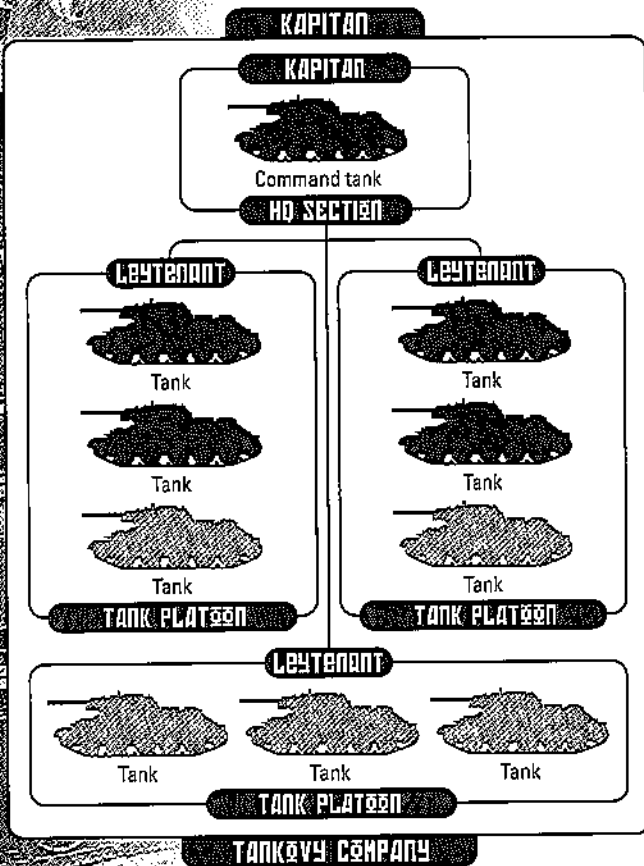
0 to 1 Heavy Assault Gun Company

Company	
2 SU-152	315 points

The arrival of the *Zvyerboi* or Animal Hunter signals the final destruction of the capitalist invaders. The fascist Tigers, Panthers and Elephants quiver in fear of the might of this powerfully-armed assault gun.



0 to 1 Tankovy Company



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 are unmatched. Enthusiastic Soviet workers now turn out these impressive tanks in huge numbers. This is reflected in the game by a discount to the points costs for larger units.

Tankovy Companies are the sledgehammer of the Red Army, smashing the Hitlerite army against the anvil of Mother Russia.

Officially *Tankovy* Companies had between five and ten tanks depending on the type of tank and the various reorganisations. In practice casualties (which were not replaced until the unit was wiped out and rebuilt) and supply problems meant that many companies are drastically under strength.

Tankodesantniki

Heroic *Tankodesantniki*, or Tank Descent Soldiers, are armed with submachine-guns and assigned to defend their tanks from the underhand attacks of the capitalist enemy. They bravely aid their tanks in assaults against the fascist intruders.

Tankodesantniki follow the Tankodesantniki special rules on page 28.

Company	10	9	8	7	6	5	4		
Light Tanks									
T-60 obr. 1942	195	185	165	150	135	115	95	points	
T-70 obr. 1942	335	310	285	260	230	200	170	points	
T-70 obr. 1943				275	245	210	175	points	
Mark III (Valentine II)	355	330	305	275	245	210	175	points	
• Replace any Mark III (Valentine II) tanks with Mark III (Valentine VIII) tanks for +15 points per tank.									
MSL (Stuart)	300	280	255	230	205	175	145	points	
Medium Tanks									
T-34 obr. 1941 or 1942	790	735	680	615	545	470		points	
• Upgrade all T-34 obr. 1941 tanks with extra armour for +10 points per tank.									
• Fit any T-34 obr. 1942 tanks with cupolas for +5 points per tank.									
M3M (M3 Lee)	645	600	555	500	445	385		points	
• Fit any or all M3M (M3 Lee) tanks with long 75mm tank guns for +10 points per tank.									
M4 (M4A2 Sherman)	815	755	695	630	560	485		points	
Heavy Tanks				7	6	5	4	3	
KV-1e				835	740	640	530	410	points
• Replace any KV-1e tanks with KV-2 tanks at no cost.									
KV-1s						640	530	410	points
KV-85						735	605	470	points
Mark II (Matilda II)				395	350	300	250	195	points
• Replace any Mark II (Matilda II) tanks with Mark II 76mm (Matilda II GS) tanks at no cost.									
Mark IV (Churchill III or IV)						490	405	315	points
Option									
• Mount Tankodesantniki on all medium or heavy tanks for +5 points per tank.									



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 trucks with Stalinets tractor at no additional cost.

You may not field more than one Tank Destruction Company armed with 57mm ZIS-2 guns, even if your force has more than one Strelkovy Batalion.

Wise Red Army commanders assign Tank Destruction Companies to the rifle divisions tasked with halting marauding fascist tanks. The companies' powerful guns smash any tank attack.

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

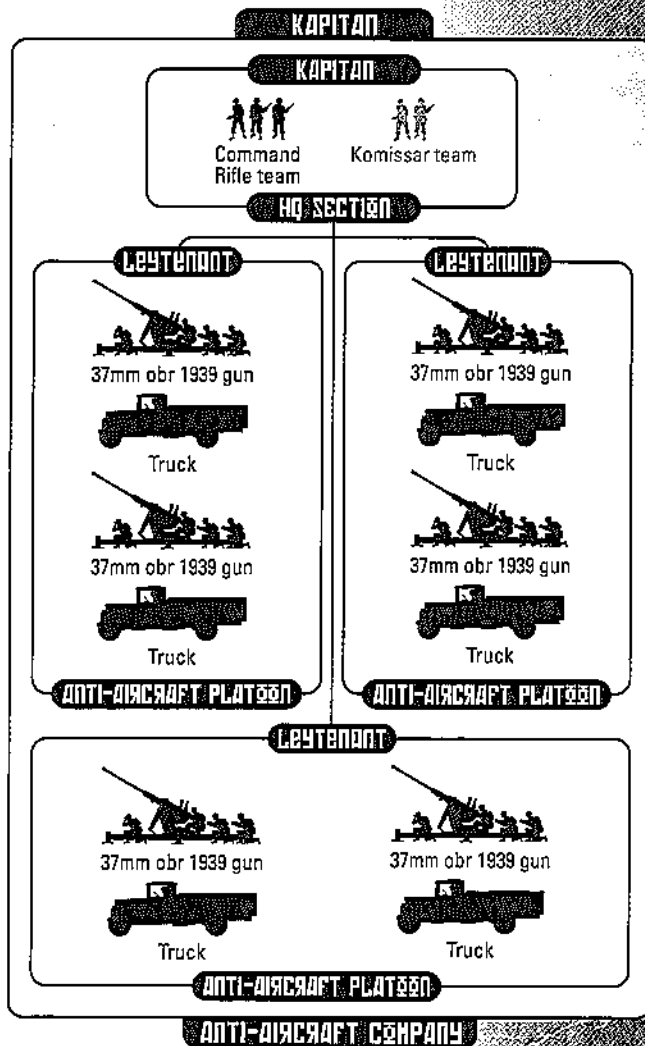
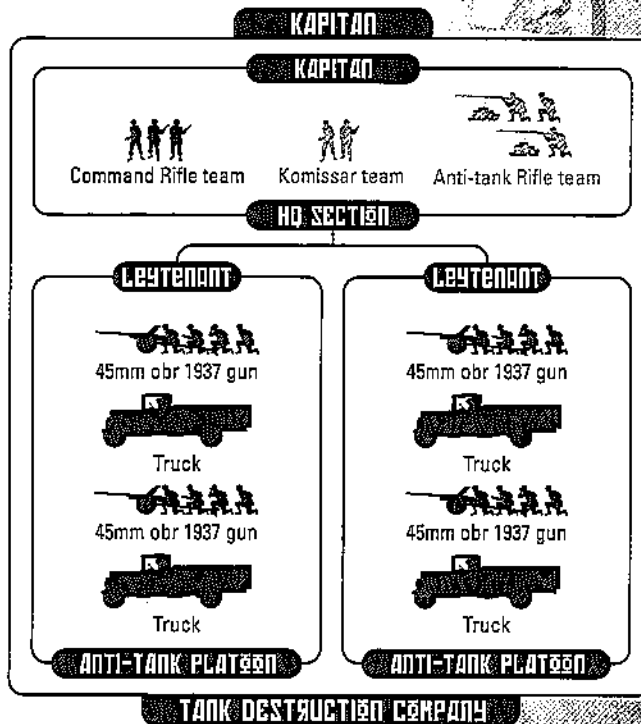
- Add Komissar team for +5 points.

Your force may not have more than one Anti-aircraft Company, even if it has more than one Strelkovy Batalion.

The Hitlerite terror bombers destroy our cities, killing our people and striking our soldiers. The VVS, the Military Air Force shoot many fascist aircraft down, but the fascist hordes are never ending. The brave Anti-aircraft Companies protect the Red Army from the terror bombers. Their fire drives the fascist aircraft from the skies of Mother Russia.

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 Artillery Battalion



Company

- HQ Section with:
- 1 Gun Platoon **120 points**
 - 1 Howitzer Platoon **90 points**
- HQ Section with:
- 4 Gun Platoons **340 points**
 - 2 Gun Platoons **210 points**
- Add two Howitzer Platoons for +90 points for both platoons

Options

- Add Komissar team for +5 points.
- Add Observer team for +30 points.
- Add Anti-tank Rifle teams to Howitzer Platoons for +20 points per team.
- Add horse-drawn wagon to carry the Staff team at no cost.
- Add horse-drawn limbers at no cost.

As the heroic army of the Soviet state advances, their artillery, the Red God Of War, neutralises the capitalist enemy ahead of them. The artillery arm opens holes for the spearhead of Socialism to reclaim despoiled land and lift the yoke of capitalist oppression.

Our guns are built light so the gunners can roll them forward, blasting the Hitlerites from their positions.

Socialist artillery disdains the imprecise, uneconomical bombardments of the enemy that saturate an area with shells. Instead, Soviet artillery prefers to fire over open sights, with well-placed shots, destroying the fascist enemy.

Our Artillery Battalions are exceptionally well equipped. The 76mm ZIS-3 divisional gun that equips four platoons outranges most enemy artillery. These guns shell any target in view. The remaining two platoons are armed with 122mm obr 1938 divisional howitzers. These fire a heavy shell, adding destructive force to massed artillery bombardments.

Soviet Artillery Battalions use the special rules on page 29 to reflect their massed tactics and dogged determination.



0 to 1 Guards Rocket Mortar Battery

Company

HQ Section with:

2 Rocket Mortar Platoons	165 points
1 Rocket Mortar Platoon	100 points

Options

- Add Loading crews and trucks to all platoons for +50 points per platoon.
- Add Anti-aircraft Section for +30 points.
- Replace all DShK AA MG with towed 37mm obr 1939 guns for +20 points.

Your force may not contain more than one Guards Rocket Mortar Battery, even if it has more than one Strelkovy Batalon.

Loading Crews

It takes a lot of manpower to keep a Katyusha battery operational due to the vast amounts 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.

Like little Katy, the Katyusha of the popular song, our rockets wail as they scream their way to the enemy. While Katyusha longs for her beloved to return, our rocket launchers long for the destruction of the hated fascist invaders. The Hitlerites call our rockets 'Stalin Organs' as their terrifying music demoralizes the fascist enemy with salvos of high explosive rockets.

0 to 1 Flame-thrower Platoon

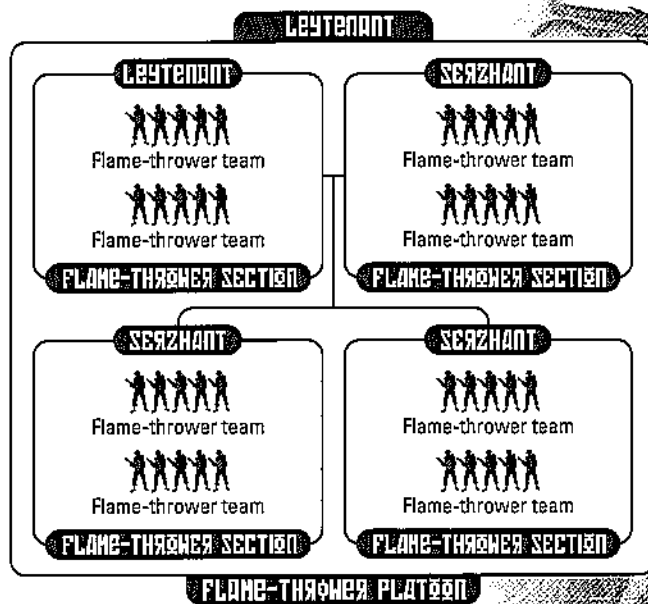
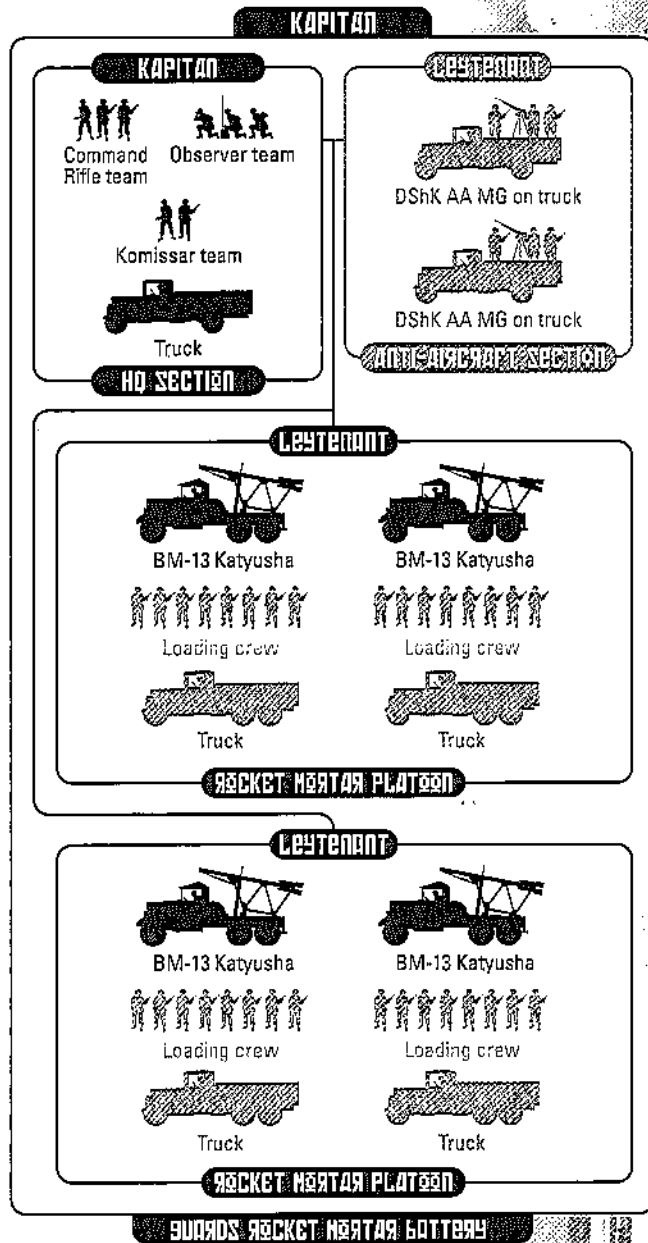
Platoon

4 Flame-thrower Sections	320 points
3 Flame-thrower Sections	240 points
2 Flame-thrower Sections	160 points
1 Flame-thrower Section	80 points

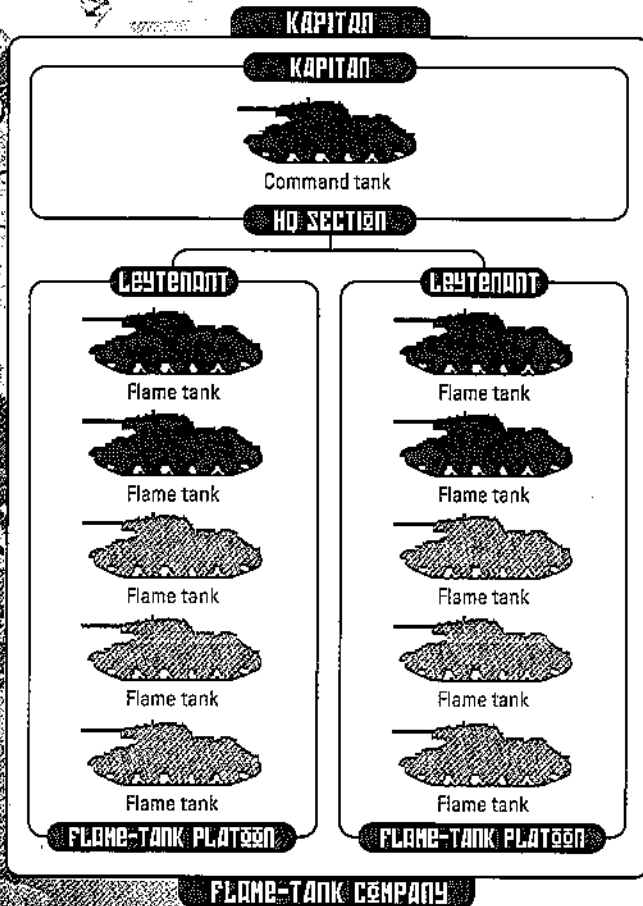
Your force may not contain more than one Flame-thrower Platoon, even if it has more than one Strelkovy Batalon.

The courageous flame-thrower operators bravely run forward to bathe the capitalist enemy in sheets of fire. They will burn the stench of the fascist invaders from the beloved Motherland with solid socialist vigour.

Flame-thrower Platoons are specialist troops that operate in support of regular companies. To represent this, they follow the Chemical Troops—Flame-throwers rules on page 28.



0 to 1 Flame-tank Company



Company

T-34 command tank with:

10 OT-34	625 points
9 OT-34	590 points
8 OT-34	550 points
7 OT-34	510 points
6 OT-34	465 points
5 OT-34	415 points

KV-8 command tank with:

4 KV-8	420 points
3 KV-8	350 points
2 KV-8	270 points

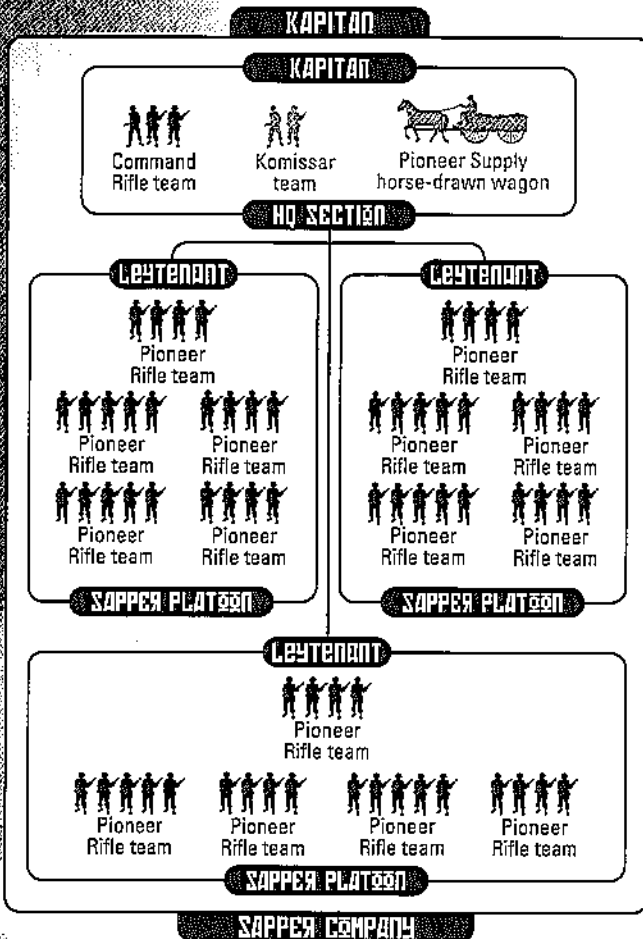
KV-8s command tank with:

4 KV-8s	450 points
3 KV-8s	375 points
2 KV-8s	290 points

Your force may not contain more than one Flame-tank Company, even if it has more than one Strelkovy Batalon.

Flame-throwing tanks are specialists at destroying the bunkers and trenches where the capitalist butchers cower. They are crewed by brave socialist soldiers who valiantly take their fire-spewing tanks toward the fascist lines, destroying the Hitlerites with their flames.

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 wagon for +5 points.
- Downgrade Pioneer Rifle teams to Unarmed Pioneer teams for -10 points per platoon.

Your force may not contain more than one Sapper company, even if it has more than one Strelkovy Batalon.

Red Army sappers are specialists in removing fascists traps before the socialist advance. Once our beloved Motherland is free from the filthy Hitlerite infestation the brave sappers destroy the enemy's works and then lay our own minefields and barbed wire to keep them out. By order of Stalin, the sappers will also eradicate all evidence of the Hitlerites from the soil of Mother Russia. It will be as if they were never here.



ГВАРДЕЙСКИЙ СТРЕЛКОВЫ БАТАЛОН

(Guard Infantry Battalion)

With the horrendous losses of 1941 and early 1942, the Soviet high command, STAVKA, needed to reward and distinguish those units that acquitted themselves well in combat. They introduced the title 'Guards' to mark these exceptional units. A *Gvardeyskiy Strelkovy Batalon* or Guards Rifle Battalion was issued the best equipment available, then rewarded with the most difficult assignments.

You may upgrade your Strelkovy 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 Strelkovy Batalon has the following differences from a normal Strelkovy Batalon.

- A Guards Battalion HQ may have up to two Anti-tank Rifle Platoons.
- A Guards Strelkovy Company may have up to two HMG teams.
- A Guards Scout Platoon remains rated as Veteran but decreases in cost by -5 points for the HQ Section and -15 points for each Scout Squad in the platoon.
- A Guards Machine-gun Company has four rather than three HMG teams in each platoon at a cost of +20 points per platoon.
- A Guards force may have up to two Submachine-gun Companies as Weapons Platoon choices.
- A Guards Heavy Mortar Company may add a fourth platoon for +80 points.
- A Guards Storm Group remains rated as trained, but decreases in cost by -90 points for each Assault, Reinforced, and Reserve Group in the Storm Group.

ГВАРДЕЙСКИЙ ВОЗДУШНО-ДЕСАНТНЫЙ БАТАЛОН

(Airborne Infantry Battalion)

Throughout the war the Red Army had the world's largest parachute force. Unfortunately they lacked the transport aircraft to use it and sent them into battle as elite infantry with the standard Guards Rifle Battalion organisation instead.

You may make your Strelkovy Batalon into a *Gvardeyskiy Vozdushno-Desantniy Batalon* or Guards Air-landing Battalion using the changes above in the same way you would make it a Guards Rifle Battalion.

БАТАЛОН ОПОЛЧЕНИЯ

(Militia Infantry Battalion)

When Stalin issued his Not One Step Back order, it applied to civilians as well as soldiers. The workers of Stalingrad were not evacuated as the German Army approached. Instead, each part of a factory formed a *Batalon Opolcheniya* or Militia Battalion. These hastily raised formations held the line long enough for better troops to arrive, then held on through the bitter siege until the city was finally freed.

You may downgrade your Strelkovy Batalon to Militia reducing their Motivation rating and that of all supporting troops (except as noted below) to **Confident** rather than Fearless. If you do this the number of points you have available to spend on your force *increases* as follows:

Normal Force	Militia Force
1000 points	1200 points
1500 points	1800 points
2000 points	2400 points

As a result of their limited equipment, a Batalon Opolcheniya has the following restrictions.

- A Militia Battalion HQ may not have any Anti-tank Rifle, Anti-tank Gun, Anti-aircraft, or Sapper Platoons.
- A Militia Strelkovy Company may not have any upgrades aside from a Komissar.
- Your force cannot contain Scout Platoons, Submachine-gun Companies, Heavy Mortar Companies, Storm Groups, Assault Guns, or Tank Destruction Companies.
- A Militia force may not upgrade anti-tank guns. They are all 45mm obr 1937 models.
- A Militia force may only have one Machine-gun Company, but may have up to two Anti-aircraft Companies (often manned by women) from the city's defences.

Any Shtraf or Tankovy Companies, Guards Rocket Mortar Batteries, or Flame-tank Companies cost an additional +10 points for every 50 points or part thereof you spend on them. These troops remain Fearless when supporting a Batalon Opolcheniya.



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.

Company Command Teams

A Warrior team that is a Company Command team must be assigned to a company at the start of the game, replacing the normal Company Command team. Warrior teams that are Company Command or 2iC Command teams can move between platoons and use the Take Over Command rules on page 44 of the *Flames Of War* rulebook.

Higher Command Teams

Some Warrior teams are described as Higher Command teams. These represent senior commanders, such as battalion or regimental commanders, taking personal control of a critical part of the battle.

If the Higher Command team is not Pinned Down, any platoon whose command team is within 6"/15cm re-rolls failed Platoon Motivation checks. The Higher Command team does not re-roll failed Company Morale Checks. A Higher Command team can move about and take over command of any platoon like a Company Command team, except that they can take over any platoon in the entire force, not just from their own company. If a company in the force has to take a Company Morale Check, the Higher Command team may take the Motivation test, whether or not the Company Command team is present.

Higher Command teams deploy at the same time as Company Command teams. They may deploy with any platoon or on their own.

...Mamayev Kurgan, 1942...

Divizionny Komissar (Divkom) B I Vasilevsky strides down the trench, his greatcoat flapping about him like dark wings, his security detail pressing close behind him. Dishevelled soldiers look up at him as he passes, and then quickly look away. They have a dispirited air about them. Vasilevsky notes as he walks, the panic-mongers have been active amongst them. The rot has set in.

He brushes past the sentries and steps into the dugout. A group of officers are clustered about a map. Several have been wounded and all are grey with fatigue. Their heated argument instantly stills as Vasilevsky's security detail push through the doorway.

Vasilevsky adjusts his wire-rimmed glasses. *Tovarishch Major Artamonov*, he announces flatly. Comrade Major Artamonov snaps to attention, his face pale. 'In direct contravention, Vasilevsky continues, of Order 227 by the People's Commissar of Defence, *Tovarishch Stalin*, you allowed your battalion to withdraw without express orders from the Divisional Commander.' 'But *Tovarishch Komissar*,' the Major stammers, 'we were being mauled by a Panzer division...' Vasilevsky

holds up one hand. 'Be silent, *Tovarishch Major*,' he says. 'Save your lying excuses for your court-martial. There you will be permitted to expunge this stain upon the honour of Mother Russia by serving in a *Shtraf* battalion.' He snaps his fingers. His security men step forward and escort the Major away.

Vasilevsky turns to the rest of the officers. *Tovarishch*, he says to their stunned faces. 'Comrades, you will launch an immediate assault. The lost ground must be won back from the Fascists.' The officers glance at each other in growing horror. 'I realise,' Vasilevsky continues, his eyes gleaming, 'that the panic-mongers have been at work on your men. To suppress their machinations, I have ordered up my blocking detachment. We will provide support for your assault and immediately punish any malingerers or deserters.' With a nod to the ashen-faced officers, Vasilevsky strides to the door of the dugout. As he lifts the door flap, he glances back. 'I trust you will succeed in this,' he says, 'for the greater glory of Mother Russia and the People's Revolution. Otherwise,' he shrugs, 'I will not be so lenient on my next visit.'



КОМИССАР БОЯТСЯ ТУМАНОВИЧ ВАСИЛЕВСКИЙ



Order 227—Not One Step Back

The Supreme General Headquarters of the Red Army commands:

Military councils of armies and first of all army commanders should:

1. Unconditionally remove commanders and commissars who have accepted troop withdrawals from occupied positions without the order of the army command, take from them their orders and medals, and send them to the military councils for court martial.
2. Form within each army 3 to 5 well-armed blocking detachments, put them directly behind unstable divisions, and require them to shoot panic-mongers and cowards on the spot in the case of panic and scattered withdrawals and thus help the honest soldiers of the division execute their duty to the Motherland;

3. Form within each Front from one to three (depending on the situation) penal battalions where commanders and high commanders and appropriate commissars of all service arms who have been guilty of a breach of discipline due to cowardice or bewilderment will be sent.

Form within each Army up to ten (depending on the situation) penal companies where ordinary soldiers and low ranking commanders who have been guilty of a breach of discipline due to cowardice or bewilderment will be sent.

Put them at difficult sectors of the front to give them an opportunity to redeem by blood their crimes against the Motherland.

This order is to be read in all companies, cavalry squadrons, artillery batteries, commands and headquarters.

The National Commissar for Defence: I. Stalin

Characteristics

Boris Vasilevsky is a Warrior and a Command team. He is rated as Fearless Conscript.

Komissar Vasilevsky is always accompanied by his Blocking Detachment of a deputy Komissar team and three HMG teams. The Blocking Detachment counts as a platoon for all purposes and Vasilevsky is its command team.

Komissar Vasilevsky and his Blocking Detachment can join a Strelkovy Batalon for 135 points, a Gvardeyskiy Strelkovy Batalon for 105 points, or an Batalon Opolcheniya for 165 points.

Special Rules

For Stalin: Vasilevsky and his Blocking Detachment always pass Motivation tests on a roll of 2+.

Not One Step Back: If Vasilevsky is adjacent to the Battalion Command team when it takes a Company Morale Check, the Command team rolls again if it failed its Motivation test. The result of the second roll is final.

Blocking Detachment: If any part of a Soviet company is In Command and within 24"/60cm and line of sight of an HMG team of the Blocking Detachment that is also In Command, fails a Motivation test it must re-roll the test as if the Battalion's Company Command team was within 6"/15cm of its Command team.

If the company fails the Motivation test (after re-rolling for the blocking detachment and the company's Komissar), then roll a die. The result is the number of hits scored by the HMG teams on the company in an effort to motivate them. Apply the hits to teams visible to the HMG teams, starting with those closest to the Blocking Detachment. Roll the normal save for any teams hit. The company is automatically Pinned Down if it wasn't before.

ЗАСТАВКА!



SOVIET 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 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.

One Use

Flame-thrower tanks have a very limited fuel supply, so they can only attack one target. Once their fuel is used up they usually retire from the battle. Being full of volatile gases, empty fuel tanks are even more explosive than full ones and these vehicles are too valuable to waste.

Flame-thrower tanks only carry enough fuel for one turn of shooting with their flame-throwers.

Flame-thrower tanks with no fuel left take an immediate Motivation test when any flame-thrower tank in the platoon is destroyed.

- If they pass the test, they fight on as normal.
- If they fail the test, the crew retire. Remove the tank from the game, counting it as destroyed.

You can send any empty flame-thrower tank to the rear at the start of your Movement step. Remove the tank from the game, but do not count it as destroyed.

Pioneer

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.

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

Scout Teams

Most Scouts are armed with PPSH-41 submachine-guns, however, each squad has a couple of marksmen with rifles.

A Scout team fires as an SMG team at ranges up to 4"/10cm and as a Rifle team at longer ranges.

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 Mount

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 dismounted 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-gun

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.

Unarmed

Some Sapper companies were not issued with weapons as their main focus was pioneering tasks such as digging fortifications, and laying and clearing minefields.

Unarmed troops cannot shoot and re-roll successful rolls to hit in assaults.

Very Long Gun

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.





2-man Turret

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 that have the two-man turret rule reduce their rate of fire to 2.

Cupola

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.

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 Tank

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

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

Heavy Tank

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

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.

Light Tank

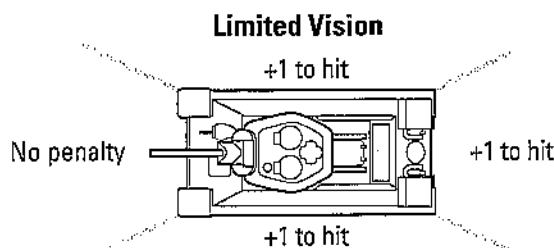
M3L Stuart lend-lease light tanks have powerful Continental radial aircraft engines giving them excellent performance.

M3L Stuart light tanks move 16"/40cm when moving on Roads or Cross-country.

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 its hull-mounted weapons.



No Loader

The OT-34 flame-thrower tank sacrifices its loader and some of its ammunition to fit the flame-thrower and its fuel.

Reduce the ROF of the OT-34 tank's 76mm gun to 1 to reflect the difficulty of operating the gun.

Pioneer Supply Wagons

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

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

If a Pioneer Supply Wagon 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 is complete.

Slow Tank

Infantry support tanks are heavily armoured. They grind their way slowly forward with the infantry.

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

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.

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.
Infantry only: Remove team after shooting.

Fuel tanks: Flame-thrower fuel is highly flammable. The enemy re-rolls any failed Firepower tests to destroy a flame-tank.

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 or to hit rolls.

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





INFANTRY TEAMS



Team	Range	ROF	Anti-tank Firepower		Weapons and 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-guns.
SMG team	4"/10cm	3	1	6	PPSh-41 submachine-guns.
Light Mortar team	16"/40cm	1	1	5+	5cm PM-41 light mortar.
Anti-tank Rifle team	16"/40cm	2	5	6	PTRD anti-tank rifle.
HMG team	24"/60cm	4	2	6	Maksim PM-1910 machine-guns.
Scout team-as SMG team	4"/10cm	3	1	6	PPSh-41 submachine-gun and M1930G rifle
-as Rifle team	16"/40cm	1	2	6	
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 Gun team.

Additional Training and Equipment

Pioneer teams	_____ as infantry team _____	Pioneer.
Unarmed teams	- - - - -	Unarmed.



TANK TEAMS



Name	Mobility	Armour			Equipment and Notes
		Front	Side	Top	
Light Tanks					
T-60 obr 1942	Half-tracked	3	1	1	20mm tank gun, co-ax MG.
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
M3L (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.
M3M (M3 Lee)	Fully-tracked	5	3	1	37mm tank gun, co-ax MG, turret 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 visibility, Slow tank, Unreliable.
KV-2	Fully-tracked	8	7	2	152mm tank howitzer, turret-rear MG, hull MG, 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	8	6	2	85mm tank gun, co-ax MG, turret-rear MG, hull MG.
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.
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-122	Fully-tracked	5	5	1	122mm assault gun.
SU-152	Fully-tracked	7	6	2	152mm assault gun, Slow tank.
Chemical Tanks					
OT-34	Fully-tracked	6	5	1	76mm tank gun, co-ax MG, hull Light flame-thrower, No loader, Limited vision, Wide tracks, Fast tank, Fuel tanks.
KV-8	Fully-tracked	8	7	2	45mm tank gun, co-ax Heavy flame-thrower, turret-rear MG, hull MG, Limited vision, Slow tank, Unreliable, Fuel tanks.
KV-8s	Fully-tracked	8	6	2	45mm tank gun, co-ax Heavy flame-thrower, turret-rear MG, hull MG, Wide-tracks, Fuel tanks.
Rocket Launchers					
BM-13 Katyusha	Wheeled	-	-	-	Katyusha rocket launcher
Anti-aircraft Machine-guns					
DShK AA HMG on truck	Wheeled	-	-	-	DShK AA MG, Tripod mount





VEHICLE WEAPONS



Name	Range	ROF	Anti-tank Firepower		Weapons and Notes
MG	16"/40cm	3	2	6	ROF 1 if other weapons fire
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.
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	32"/80cm	2	10	2+	
152mm tank howitzer	32"/80cm	1	10	1+	
152mm assault gun	40"/100cm	1	13	1+	
Katyusha rocket launcher	72"/180cm	-	2	3+	Salvo rocket artillery
Light Flame-thrower	4"/10cm	2	-	6	Flame-thrower, One use.
Heavy Flame-thrower	4"/10cm	3	-	5+	Flame-thrower, One use.



GUN TEAMS



Name	Range	ROF	Anti-tank Firepower		Weapons and Notes
DShK MG	24"/60cm	4	4	6	Man-packed, Small gun, Light gun.
82-BM-41 mortar team	40"/100cm	-	1	3+	Mortar, Man-packed, Small gun, Light gun.
120-PM-38 mortar team	56"/140cm	-	2	2+	Mortar
76mm obr 1927 gun	16"/40cm	2	5/2	3+	Gun shield, Artillery, Small gun, Light gun
DShK AA gun	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.
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.
76mm ZIS-3 gun	32"/80cm	2	9/2	3+	Gun shield, Artillery, Light gun.
122mm obr 1938 howitzer	24"/60cm	1	7/4	2+	Gun shield, Artillery, Immobile.



TRANSPORT TEAMS



Name	Mobility	Armour			Equipment and Notes
		Front	Side	Top	
Trucks					
ZIS-5 3-ton truck	Wheeled	-	-	-	4 passengers.
ZIS-6 4-ton truck	Wheeled	-	-	-	5 passengers.
Dodge 3/4-ton truck	Wheeled	-	-	-	2 passengers.
Studebeker 2 1/2-ton truck	Wheeled	-	-	-	4 passengers.
Supply wagon	Wagon	-	-	-	1 passenger, Horse drawn.
Gun Tractors					
Stalinets	Fully-tracked	-	-	-	1 passenger, Slow tank.
Horse-drawn limber	Wagon	-	-	-	1 passenger, Horse-drawn.



AIRCRAFT



Aircraft	Weapon	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+	



MOVING IN BUILDINGS

INFANTRY

Troops on foot have little difficulty moving in and around buildings.

Infantry teams may only enter or exit a room at the start of their movement. They may only enter or exit a room through an opening. A team must be adjacent to the opening or adjacent to a team that is adjacent to the opening to enter or exit the room.

Because most rooms are less than 6"/15cm across, infantry can move anywhere inside the room in a turn. This makes movement in most buildings simple as you can freely rearrange teams without measuring.

Infantry in multi-storey buildings may move through openings up or down by up to *two floors* at the start of their movement. They must start their movement in the building, so they cannot enter or exit a building in the same movement as they move up or down floors.

At The Double

All buildings are Rough Terrain. As such, troops cannot move At the Double in or through buildings.

Cavalry

Cavalry and other mounted infantry cannot enter a building. They must dismount first, leaving their horses outside.

Stormtroopers And Avanti

German teams making a Stormtrooper move and Italian teams making an Avanti move can enter or exit buildings by starting their Stormtrooper or Avanti movement adjacent to an opening, just like normal movement.

TANKS AND TRANSPORT

While most vehicles can only enter buildings through large doors and other openings, tanks are quite capable of smashing their way through walls.

Only fully-tracked enclosed armoured vehicles can drive through normal buildings. External and interior walls are rated as Very Difficult Going obstacles. The vehicle must

take a Skill test to avoid Bogging Down as it passes through *each* wall.

The interior of a building is just as much of a hazard to a tank. Any vehicle moving entirely within a building, treats the building as Very Difficult Going and must take a Skill test to avoid Bogging Down at the start of its movement. Solidly-built industrial buildings are sufficiently tough to be impassable to all vehicles, except at large enough openings.

GUNS

Man-handling small guns into a building is fairly easy, but it takes a huge amount of work to get a bigger gun inside.

Gun teams may not enter houses and other small buildings. They may only enter factories and other large buildings with loading bay doors and other openings big enough to fit them. Even then rubble and debris make it troublesome, with the door or opening counting as Difficult Going for Gun teams. Wheeled Gun teams may not be taken up stairs. They must remain on the ground floor.

Man-packed Gun teams (machine-guns, mortars of Firepower 3+ or more, and other weapons carried on the backs of their crews) can freely enter or exit buildings and be taken up stairs.

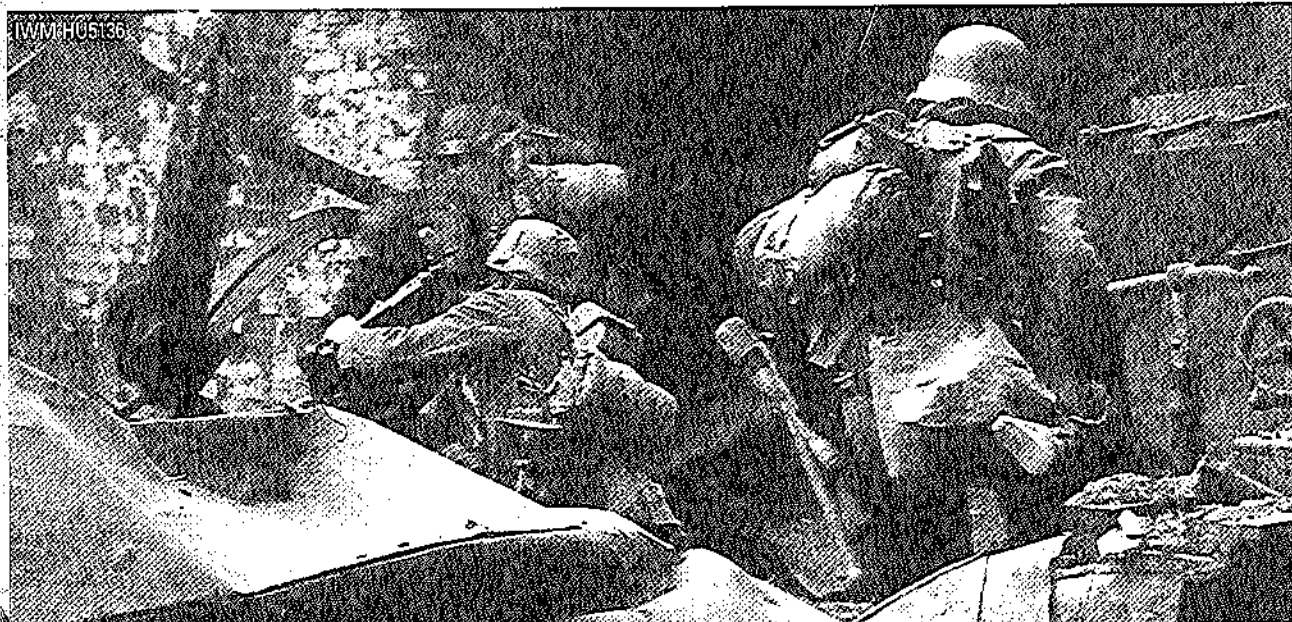
Deploying Guns In Upper Floors

Although guns cannot move up stairs, they can be laboriously hauled up using block and tackle before the game begins.

If a Gun team starts the game above the ground floor of a building, roll a dice after deployment for each two floors (or part thereof) it has been raised. Add the weapon's Firepower rating to each dice.

- If any modified die roll is less than 7, the gun proves too heavy. The rope breaks and the gun smashes to the ground, wrecking it. The Gun team is not available for this game, but does not count as destroyed.
- Otherwise, the crew haul the gun into position. The Gun team can fire from its position, but cannot move during the game.

Immobile guns cannot be deployed on upper floors.



STREETS AND RUBBLE

Heavy artillery and aerial bombing quickly turn a well ordered city into a shambles. Buildings collapse, street lamps and tram lines are bowled down, and the parks' trees are reduced to burnt skeletons.

Streets

Although roads normally provide quick and easy routes, in a bombed out city fallen debris make passage slow, even in the best areas, and almost impossible in the worst.

In a street-fighting game roads are classified as Difficult Going within 4"/10cm of damaged buildings and Cross

Country terrain within 12"/30cm of a damaged building. The debris on the roads is enough to make movement tricky, but not enough to provide any cover or concealment.

If the city has not been bombed and there are no damaged buildings about, roads count as normal.

Rubble

Piles of rubble are impassable to trucks and present even heavy tanks with difficulties.

Rubble is classed as Very Difficult Going and a pile of rubble provides bullet-proof cover for troops hiding behind it.



ENTRENCHING AND MOUSEHOLING

No Entrenching In Streets

Streets are built to withstand heavy traffic and it takes more than an entrenching tool to dig them up.

Troops cannot Entrench on streets, however, it's possible to place trench lines on streets in a Big Push mission. Troops can still Entrench in parks and other open spaces.

Loopholes

As in the *Flames Of War* rulebook, troops can make loopholes to shoot through walls lacking openings by Digging In. As with entrenchments, they cease to exist if the teams end their turn away from them.

Mouseholing

Troops taking part in street fighting are equipped with pick axes, crowbars, and explosives. They can break 'mouseholes' through walls allowing them to enter rooms without using doors and windows. These small holes allow them to work their way from room to room without exposing themselves to enemy fire, and to launch surprise assaults into enemy held rooms.

In *Flames Of War*, mouseholes are assumed to be of a temporary nature, only allowing a squad to move through them. This is done for two reasons. Firstly, it avoids the

need to mark the exact position of every mousehole. Secondly, following troops may be unaware of the presence of a mousehole in an adjacent room, or it may have been blocked by enemy troops or falling rubble, requiring them to make a new opening.

An Infantry team starting the turn adjacent to a wall, and that does not move or shoot, can take a Skill test at the start of the Assault step to make a mousehole in the wall.

If the team fails its Skill test, it cannot do anything else this turn.

If it succeeds, it creates a temporary opening. Even if more than one team succeeds in its Skill test, they only make one opening through the wall.

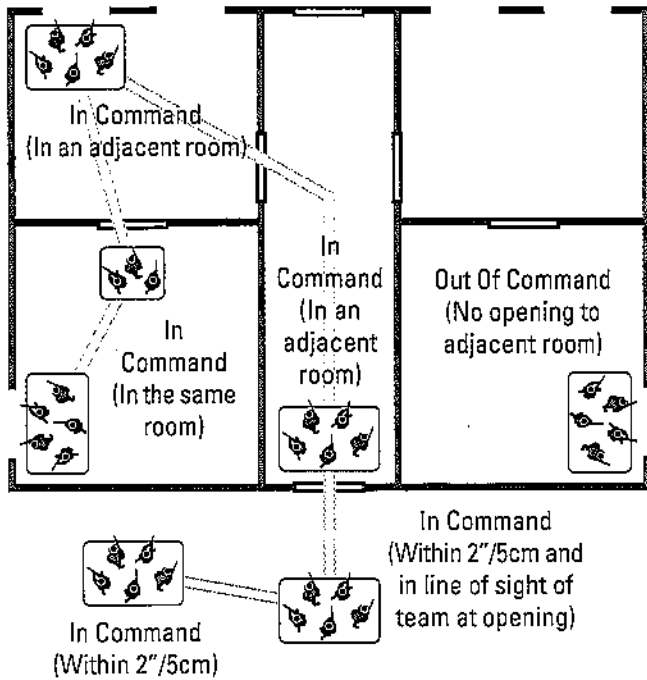
The successful team can use this opening to:

- Move through into the next room (even if it could not normally move in the Assault step). If the team does this, any adjacent teams may move through the opening as well. At this point, the mousehole is removed.
- Launch an assault into the next room (see *Launching An Assault* on page 56). Fight the assault as normal. Once the assault is finished, the mousehole is removed.

Pioneer teams re-roll failed Skill tests when mouseholing.

PLATOON COMMAND IN STREET FIGHTING

Infantry platoon showing teams in and out of command.



Keeping control of a platoon inside a building is difficult. Even troops in the next room are hard to keep under command.

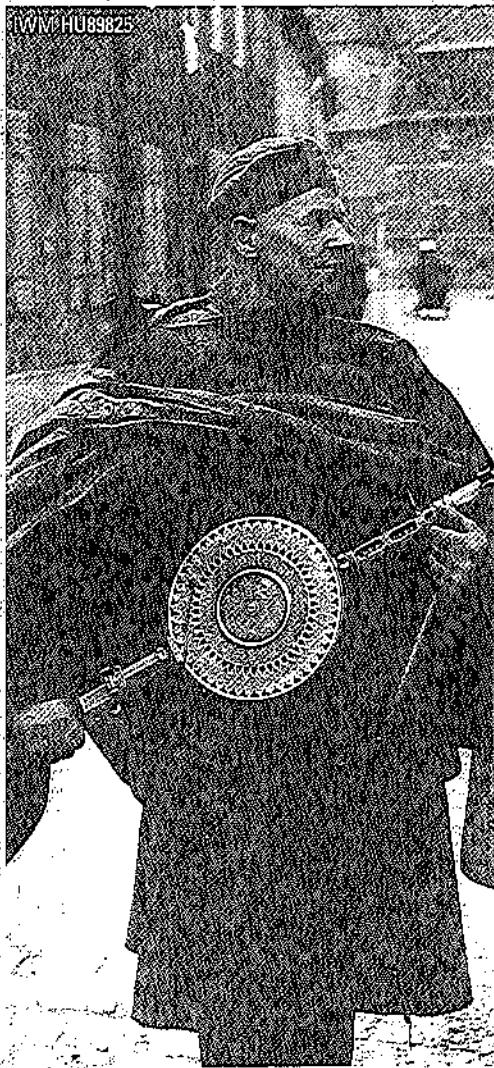
Once inside a building command and control breaks down. Inside a building the normal Platoon Command Distance is irrelevant.

Teams inside a building are In Command if they are:

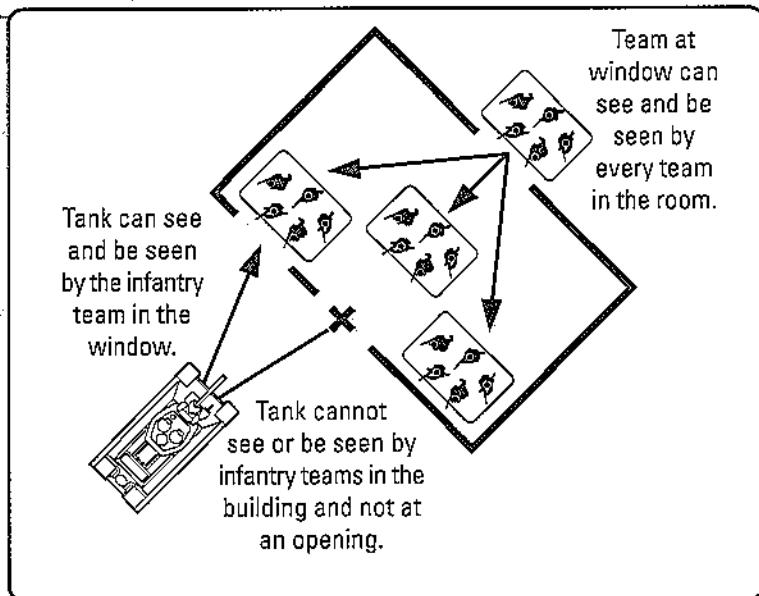
- in the same room as the Platoon Command team or a team that is In Command,
- in an adjacent room connected by an opening to a room that contains teams of the platoon that are In Command, or
- adjacent to an opening that has line of sight to a team from the platoon that is outside the building, within Command Distance and In Command.

Teams outside a building containing their Command team are In Command if they are:

- in line of sight and within Command Distance of an opening to a room that contains teams of the platoon that are In Command, or
- within Command Distance of a team outside the building that is In Command.



LINE OF SIGHT IN STREET FIGHTING



Shooting At Troops In Buildings

Line of sight stops at the edge of a building or wall. Troops on the other side of the wall are out of line of sight unless either team is adjacent to an opening in the wall.

Shooting In A Room

Teams in a room always count as Concealed. They also count as being in bulletproof cover unless the shooting team is in the same room or is adjacent to an opening into the room.

Any team that is in a room or adjacent to an opening into the room can see and shoot at any team in the room.

FIELDS OF FIRE IN STREET FIGHTING

It is often difficult to draw a bead on your target in street fighting as they hide around corners or tight against the base of your building.

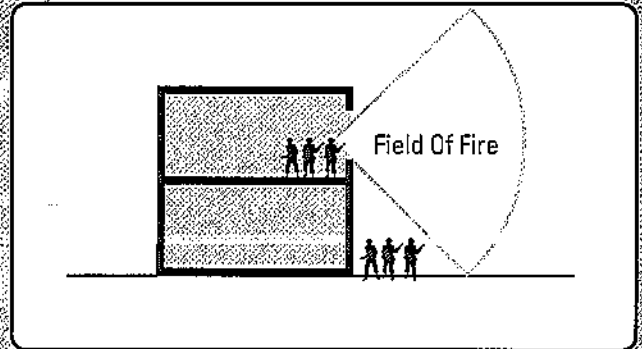
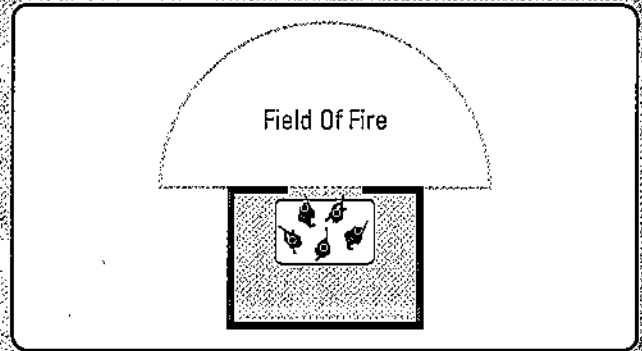
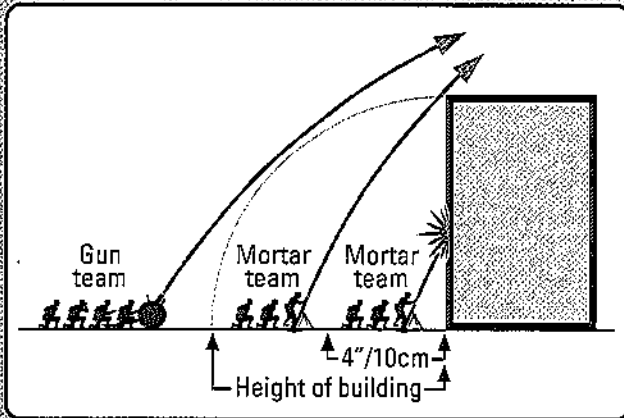
Shooting From Buildings

Troops occupying an opening in a wall can fire at any target on the other side of a line drawn along the wall (providing that their normal field of fire allows them to do so). They will manoeuvre to bring their weapons to bear, use personal weapons or shoot the enemy while they approach.

Teams above the ground floor cannot shoot at teams on the ground adjacent to the wall they are firing from.

Artillery Firing Over Buildings

Street fighting is difficult for artillery. It is difficult to get far enough away from tall buildings to fire over them; this makes parks and road intersections important artillery positions and highlights the value of mortars.



Mortars may not fire over a building within 4"/10cm. However their high angle of fire allows them to fire over any building further away, no matter how tall.

Other artillery may not fire over a building within 4"/10cm or the height of the building, whichever is greater.

SHOOTING AT A ROOM

While normal shooting aims to hit specific individuals, a building offers a unique opportunity. If you can fire a heavy enough shell into a room, the walls will contain and concentrate the blast killing or wounding most of the occupants.

Roll for the effect of the shot on the team that was hit as normal.

If the hit was from a weapon of Firepower 3+ or better, the target player then rolls a save for every other team in the same room. Any team failing its save has also been hit by the blast of the shot.

For each failed save, the shooting player rolls on the Blast Firepower table. If they roll the score needed, the blast destroys the team.

Blast Firepower Table

Firepower	Score Needed
4+ or more	Not possible
3+	6
2+	4+
1+	2+
Automatic	Automatic

Pinning Down

Both the original hit and any additional hits scored by the blast on any teams that *fail* their saves count as hits for the purposes of Pinning Down the target platoon.

EXAMPLE

A German StuIG53B assault tank fires at and hits an infantry team in the window of a building in Stalingrad. The Soviet player rolls an Infantry Save for the team, rolling a 2, failing the save. The German player now rolls a Firepower test to destroy the team since it is in bulletproof cover. With a Firepower of 1+, they cannot fail. The team is destroyed. There are a further five infantry teams in the same room, so the Soviet player rolls saves for them as well, failing two more saves. These two teams have been hit by the blast from the shot. The German player then rolls on the Blast Firepower table to destroy each team. Rolling a 5 and a 1, they destroy one team, but fail to destroy the other. The one shot has destroyed two teams and added three hits (one for the original and one each for the two teams that failed their saves) to the total number of hits for Pinning Down this Soviet unit.

ARTILLERY IN STREET FIGHTING

Working out which teams are under artillery bombardment templates can be tricky when buildings are involved. To simplify matters, the bombardment is assumed to land either outside or inside a building.

If a template placed on troops outside a building, also includes part of a building, only troops adjacent to wall openings inside the template can be hit.

Rather than using a template against troops in a building, assume that the artillery bombardment hits one room of the building. All troops in that room are under the template. Only troops adjacent to openings leading into the room can be hit if they are not in the room.

If the artillery has a double-sized template, it hits two side-by-side rooms, the one in which the target team is and one adjacent room chosen by the shooting player. If the building

only has one room, place a double sized template over the building so that all teams in the building and any under the template outside the building can be hit.

Multiple Storey Buildings

An artillery bombardment firing at a multiple storey building will hit the room containing the target team and any room directly above or below it. If necessary, the gunners will use delayed-action fuses to hit targets deep in the building, but it's difficult to get right. Troops in the cellars are almost completely safe from all but the heaviest artillery.

If troops being bombarded are in a room that is not on the top floor, add +1 to the score needed on the Artillery Firepower table for each floor the rounds must penetrate to reach them.

AIRCRAFT IN STREET FIGHTING

Pilots have enough problems identifying the front line in open terrain. In street fighting where the distance between friend and foe is often very small, it is much harder. It only takes an error of one street and they end up bombing their own troops.

In street fighting situations, aircraft mistake the target identity and attack their own troops on a roll of 1 or 2, rather than the normal 1.

Recognising this risk, a player can elect to cancel their ground-attack air support for the rest of the game at the start of any turn before any dice are rolled.

ASSAULTS IN STREET FIGHTING

ASSAULTS INSIDE BUILDINGS

Fighting in buildings is brutal. With limited fields of fire and very short ranges, shooting plays a very small part. It comes down to submachine-guns, hand grenades, bayonets and sharpened entrenching tools in close hand-to-hand fighting.

LAUNCHING AN ASSAULT

In order to launch an assault into a room a platoon must have at least one team in an adjacent room connected by an opening to the room being assaulted, or outside the building and within 4"/10cm of an opening into the room.

Charge Into Contact

If the defenders have a team adjacent to an opening, the assaulting teams cannot enter the room, but must fight through the opening.

If an opening is undefended, then the assaulting teams enter the room occupying empty spaces in the room. The assaulting teams may not pass through enemy teams to occupy space behind them, they may only occupy spaces they can reach from the opening.

Defensive Fire

Defensive fire will usually be very limited by the lack of openings for more than one or two teams to shoot. Unless an opening is wider than one base, only one team can fire through the opening.

If the defensive fire kills an attacking team, the assaulting player can immediately move adjacent teams up to occupy their position.

If a building is a solid model, assume that there is only one opening between rooms, so only one team can fire defensive fire (and only one team can fight through the opening).

FIGHTING IN AN ASSAULT

Who Fights

Every team in a room can fight any enemy teams in the same room in an assault.

Only one team may fight through an opening unless it is wider than a stand width. Teams must break into a room to gain the space for more teams to fight. Once a team has broken into a room, another team may take its place at the opening and join in the fight.

Breaking into A Room

When fighting in buildings, it is vital to break into a room if you want to clear it. The usual technique is a grenade through the opening, then follow up with a submachine-gun.

Any team destroying an enemy team in an assault inside a building may immediately advance to occupy the enemy team's position.

Assaulting Up Floors

It is very difficult to fight your way up a stairwell into the room above. The enemy merely need to drop grenades, while you risk your own bouncing back down on you and are likely to be shot the instant you poke your head up. Teams assaulting up through an opening between floors must re-roll successful rolls to hit. This makes it very tricky to gain a foothold in an upstairs floor.

DEFENDER CHECKS MOTIVATION

Troops in buildings often have nowhere to run to, and even if they do, staying where they are is often safer.

Fleeing In Buildings

When a platoon fails a Motivation test to counterattack in an assault, its teams must flee or surrender. Teams in a room with enemy teams, where the enemy hold all of the exits, surrender if their platoon flees. However, teams in a room that does not contain any enemy teams do not need to flee, and will not surrender, even if the enemy hold all of the exits.

Instead, they remain where they are and the combat continues. The platoon that fled does not get to make any attacks in the round that it fled, so play goes immediately to the opponents next counterattack. If the counterattacking player wants to win the fight, they must either break into the room or wipe the defenders out.

COUNTERATTACKING

Launching A Counterattack

Counterattacking teams in a building move from one room to the next each time they counterattack. Troops moving to counterattack can enter or exit the building through an adjacent opening before moving as for normal movement.

VICTORY AND CONSOLIDATION

The assault ends when there are no defending teams in any of the rooms occupied by the attacking platoon, in any rooms connected by openings to the attacking platoon, or outside the building and within 4"/10cm of a ground-floor opening occupied by the attacking platoon.

Consolidating

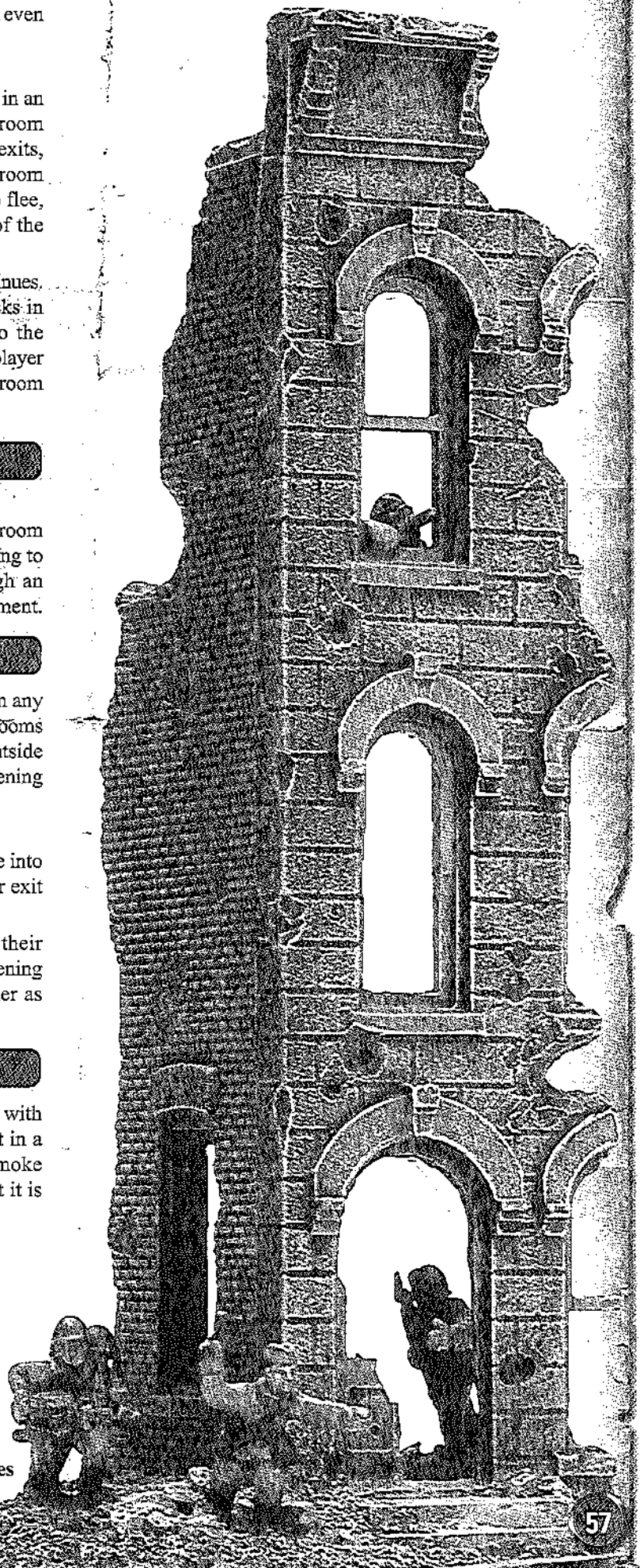
Consolidating teams may stay in the same room, move into an adjacent room (on the same or a different floor), or exit the room through an opening and move 4"/10cm.

Teams outside a building, may enter it as part of their consolidation movement if they are adjacent to an opening or a team adjacent to an opening in the same manner as normal movement.

ASSAULTING TANKS

A tank may not fire Defensive Fire if it is in contact with an assaulting team that started its assault movement in a building. The infantry sneak up and blind it with smoke grenades, mud, or flour bombs before it is aware that it is under attack.

Diorama by: Mike Jacques



Intelligence Handbook On

GERMAN

Infantry Forces



Why Collect A Grenadierkompanie

Stalingrad... was in flames and suddenly, like a silver ribbon, I saw the Volga. We all knew we had to get there—that's our goal, maybe the goal of the whole war... It was a very impressive thing to be standing on the border of Asia and being able to say—we're at the Volga! In spite of all the casualties, all the hardships, we had managed to attain this goal, this victory. The Volga! It was within our grasp!

—Leutnant Joachim Stempel

The German *Wehrmacht* has defeated the Bolshevik horde in every battle, and will continue to do so. Only the endless masses they throw into every new battle have enabled them to continue the struggle for so long. Our greatest enemy isn't Marshal Stalin or General Chuikov, it is General Winter with his bottomless mud and freezing snows. If we survive the winter, we will finally destroy them come summer. They cannot withstand us much longer. Victory will be ours.

A Grenadierkompanie is the finest infantry force you can command. The troops are all experienced veterans and their equipment is as good as it gets. Man for man they can outmanoeuvre and outfight any other army. Of course, you'll always be outnumbered, but there's nothing like the satisfaction of facing an overwhelming horde... and winning!

Your Grenadiers may be some of the best infantry available, but their supporting weapons are outstanding. They have the backing of some of the most powerful tanks in existence. The Tiger tank and Ferdinand assault gun are virtually immune to most enemy gunfire, yet both pack guns capable

of destroying any tank on earth. Less extreme are the StuG and Stupa assault guns. Armoured as well as any tank, these will wipe out anything holding up the Grenadiers' advance.

The Grenadiers have plenty of towed guns, and aside from the ubiquitous 3.7cm PaK36 'doorknocker' which is showing its age, these are all very deadly weapons. The 5cm PaK38 is an outstanding light anti-tank gun, while the 7.5cm PaK40 is one of the greatest anti-tank guns ever built.

Overall, the Grenadierkompanie means quality. These troops are the best in existence!



Organisation And Equipment

The following rules reflect the doctrine and training that give the German Grenadiers their edge in battle.

Mission Tactics

Before battle, the whole unit is briefed on their mission and how it relates to the overall battle plan. Far from compromising security, this trust allows any soldier to take over when their superior is killed.

If the Command team of a German platoon is destroyed, another team may take over immediately.

If the Command team is a Tank team, nominate another Tank team in the platoon as the new command team.

If the command team is an Infantry team, either remove a surviving Infantry or Gun team from the platoon and bring the command team back into play to replace it, or nominate a Tank team as the new Command team.

Kampfgruppe

The *Kampfgruppe* or battle group is an important part of German military operations. Leaders at every level form mission-specific task forces from any available forces.

At the start of the game, take up to half the teams from any Combat or Weapons platoon in the company and attach them to the Company HQ platoon led by the 2iC Command team. Teams attached in this way cannot be detached to other platoons in the company.

The attached teams count as part of the HQ platoon for all purposes including platoon and company morale.

Any casualties sustained by the new Company HQ platoon do not affect the original platoons that the teams belonged to.



Stormtroopers

German soldiers have inherited the Stormtrooper ethos from their fathers in the First World War. While other armies wait for orders, the Stormtroopers are racing ahead to take their objective.

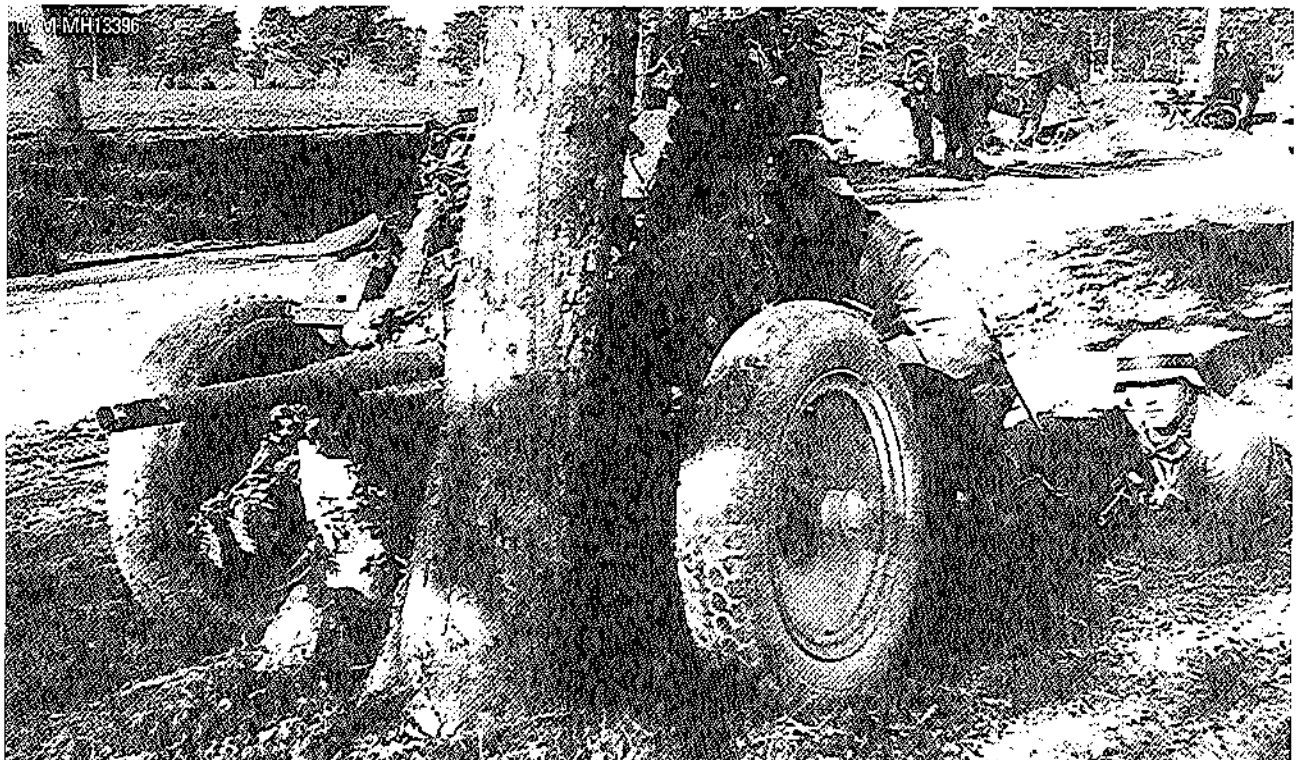
Any German platoon with a command team may attempt a Stormtrooper move in its Assault step instead of launching an assault.

Roll a Skill test for each platoon.

- If the test is passed, the platoon may move another 4"/10cm.
- If the test is failed, the platoon cannot move any further this turn.

All of the normal Movement rules apply.

Platoons cannot make Stormtrooper moves if they moved at the double or are pinned down. Bugged down or bailed out vehicles cannot make Stormtrooper moves. Gun teams that shot earlier in the turn cannot make a Storm Trooper move.



Grenadierkompanie

(Infantry Company)

The foot-slogging Grenadierkompanie are tough, self-reliant warriors. German Grenadiers have fought and gained great victories for the Fatherland, bringing more land under the rule of the Third Reich, from the deserts in Africa to the wind-swept tundra of Russia.'

—Hauptmann Arndt Strauss

A force based around a Grenadierkompanie must contain:

- A Company HQ, and
- two or three Grenadier Platoons.

Weapons Platoons available to a Grenadierkompanie are:

- two Machine-gun Platoons,
- a Mortar Platoon, and
- an Assault Troop.

Support Platoons available to a Grenadierkompanie are:

- an Infantry Gun Platoon,
- a Scout Platoon,
- a Pioneer Platoon, and
- any Divisional Support Platoons.

You may have **two** Support Platoons for each Grenadier Platoon you field.

Motivation And Experience

The German Army is well trained and has many victorious campaigns behind it. The soldiers are confident that victory lies in the near future. A Grenadierkompanie is rated as **Confident Veteran**.

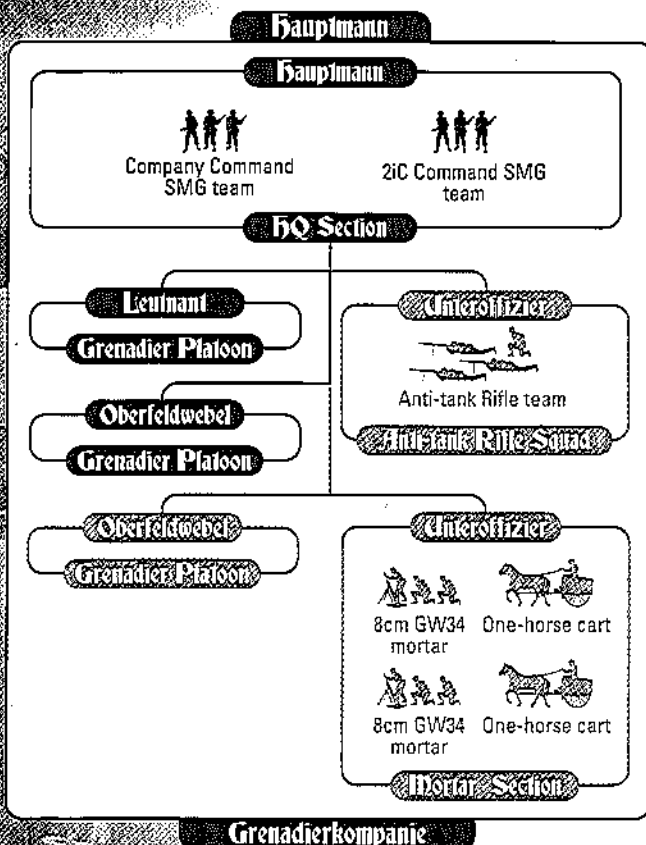


Ostmedaille

Winterschlacht im Osten 1941/42
(Winter battle in the East 1941/42)

Headquarters Platoon

1 Company HQ



Platoon

Company HQ **40 points**

Options

- Replace either or both Command-SMG teams with Command Panzerknacker-SMG teams for +5 points per team.
- Add Anti-tank Rifle team for +25 points or an 8.8cm RW43 (Püppchen) launcher for +30 points.
- Add Mortar Section for +70 points.
- Replace both one-horse carts with one 3-ton truck or RSO tractor for +5 points.

Armed with the experience of successive victories over the Bolshevik hordes, the frontline commander leads his Grenadierkompanie to even greater feats. It is only a matter of time before the Soviet resistance is crushed and the East is added to the German Empire.





Combat Platoons



2 or 3 Grenadier Platoons

Platoon
 HQ Section with:

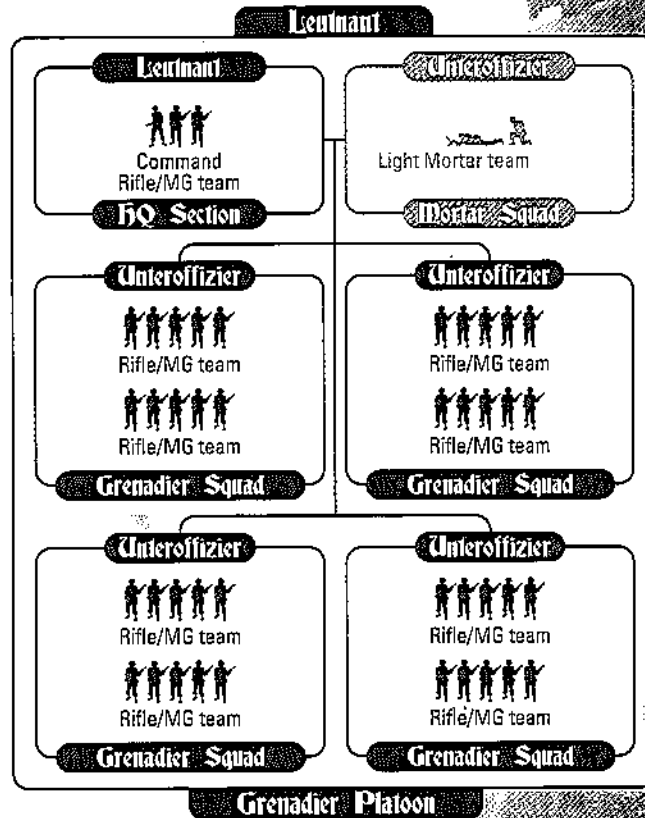
4 Grenadier Squads	200 points
3 Grenadier Squads	155 points
2 Grenadier Squads	110 points

Option

- Replace Command Rifle/MG team with a Command Panzerknacker SMG team for +5 points.
- Add Light Mortar team for +15 points.

Grenadiers are the core components of the German war machine, performing brave and heroic deeds for the Fatherland.

German Grenadiers are better trained than any other army's soldiers. With their superior training, self-reliant Grenadiers perform the real work of the German Army, assaulting and capturing enemy positions, and holding these against counterattacks.



The *Infanterieregiment* has considerable engineering capability of its own and each battalion forms a pioneer platoon from its Grenadiers as needed. These infantry pioneers are called 'white' pioneers because they wear the white piping of infantry rather than the black piping of engineers.

If your Grenadierkompanie has three Grenadier Platoons, you may upgrade the smallest Grenadier Platoon to a Battalion Pioneer Platoon for +15 points per squad. This converts the Command team and every Rifle/MG team into Pioneer teams with the same armament. The Battalion Pioneer Platoon may have a horse-drawn Pioneer Supply Wagon for an additional +5 points.

Luftwaffe Feldkompanie

After the winter of 1941, the army desperately needed spare air force personnel as reinforcements. Instead, Göring, head of the *Luftwaffe* (German Air Force) pledged to form 22 *Luftwaffe Felddivisionen* (Air Force Field Divisions), vowing that the reactionary army would never have his loyal National Socialist airmen. These divisions (still clothed in their air force blue uniforms) fared badly, being poorly equipped and lacking all but the most rudimentary infantry training. You can field your Grenadierkompanie as a *Luftwaffe Feldkompanie* making the Training rating of the entire company and its supporting troops **Trained** rather than **Veteran**. If you do this the number of points you have available to spend on your force *increases* as follows:

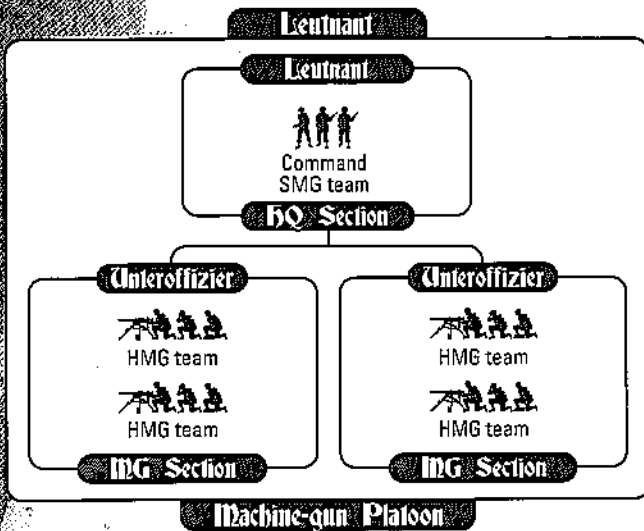
Normal Force	Luftwaffe Force
1000 points	1300 points
1500 points	1950 points
2000 points	2600 points

- Mortar Platoons may not be upgraded to 12cm sGW43 heavy mortars.
- Your force cannot contain Infantry Gun Platoons, Assault Troops, Heavy Assault Gun Platoons, or Assault Tank Platoons.
- You may only have one Anti-tank Platoon.
- You may have up to two Light Anti-aircraft Platoons.
- You may only have one Artillery Battery. This may be equipped with 12cm sGW43 mortars (actually 10cm NW 40 mortars) for +10 points per Gun Section, or 7.5cm leIG 18 infantry guns (actually 7.5cm GebK 15 mountain guns) for +35 points per Gun Section.
- Heavy Tank Platoons, Tank-hunter Platoons, and Rocket Launcher Batteries remain **Veteran**, however their cost increases by +15 points for every 50 points or part thereof spent on them.



Weapons Platoons

0 to 2 Machine-gun Platoons



Platoon

HQ Section with:

2 MG Sections	145 points
1 MG Section	85 points

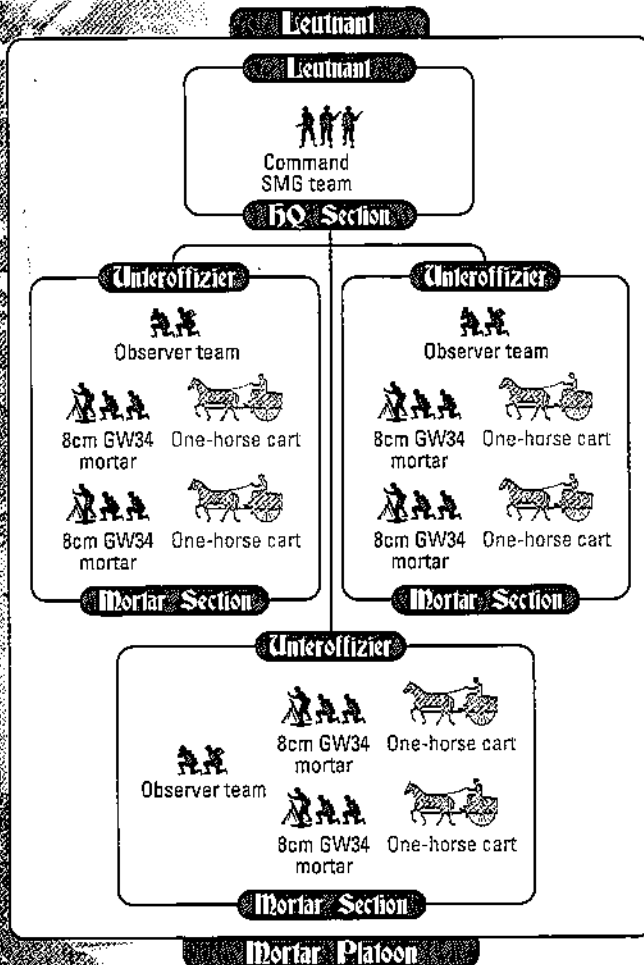
Option

- Replace Command SMG team with a Command Panzerknacker SMG team for +5 points.

The Machine-gun Platoons provide a *Schwerpunkt*, a concentration of intense firepower, to support the Grenadiers advance. Their devastating fire keeps the enemy's heads down as the infantry attack.

The Machine-gun Platoons also provide the main defensive fire against enemy counter-attacks. As soon as an important objective is taken they dig in to hold them against all corners.

0 to 1 Mortar Platoon



Platoon

HQ Section with:

3 Mortar Sections	255 points
2 Mortar Sections	175 points
1 Mortar Section	100 points

Option

- Replace Command SMG team with a Command Panzerknacker SMG team for +5 points.
- Replace all 8cm GW34 mortars with 12cm sGW43 mortars for +35 points per section.
- Add one-horse carts at no cost.
- Replace all one-horse carts with one 3-ton truck or RSO tractor per Mortar Section for +5 points per section.

You must upgrade the Mortar Platoon to 12cm GW43 mortars if you have 8cm GW34 mortars in the Company HQ.

A Mortar Platoon upgraded to 12cm sGW43 mortars may not have more than two sections.

Your force may not contain more than one Mortar Platoon, even if it has more than one Grenadierkompanie.

Mortar Platoons provide the Grenadierkompanie with their own artillery to bombard the enemy lines prior to an attack. While the enemy is looking heavenward the Grenadierkompanie will crush them from the front.

The Mortar Platoon is equally useful screening enemy strong points with smoke to neutralise them while the Grenadiers attack.





Support Platoons



0 to 1 Infantry Gun Platoon

Platoon

HQ Section with:

2 Infantry Gun Sections **110 points**

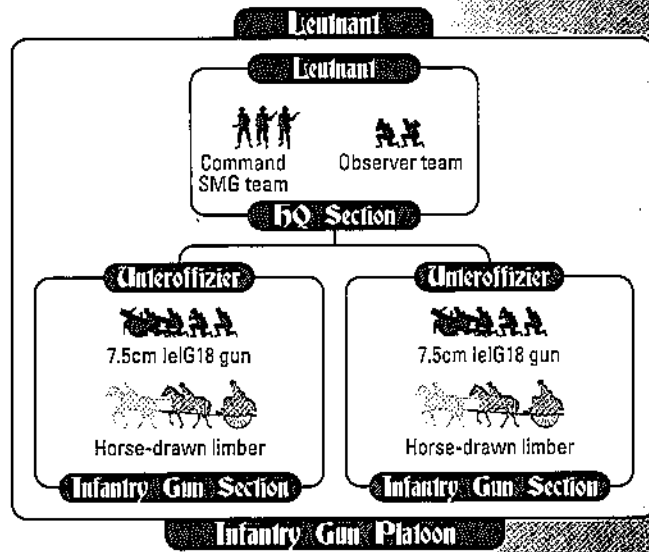
Options

- Replace Command SMG team with a Command Panzerknacker SMG team for +5 points.
- Replace all 7.5cm leIG18 guns with 15cm sIG33 guns for +50 points.
- Add horse-drawn limbers at no cost.
- Replace both horse-drawn limbers with 3-ton trucks or RSO tractors for +10 points.

Your force may not contain more than one Infantry Gun Platoon, even if it has more than one Grenadierkompanie.

Infantry Gun Platoons provide the Grenadierkompanie with close-support artillery, taking out targets such as gun positions, bunkers and machine-gun nests with direct fire.

The 7.5cm leIG18 guns are also effective at destroying enemy tanks should any stray towards the German lines.



The heavy 15cm sIG33 is not as handy or as versatile, but nothing beats it for sheer destructive power. Defences in buildings and bunker positions crumble before its heavy shells.

0 to 1 Scout Platoon

Platoon

HQ Section with:

2 Scout Squads **110 points**

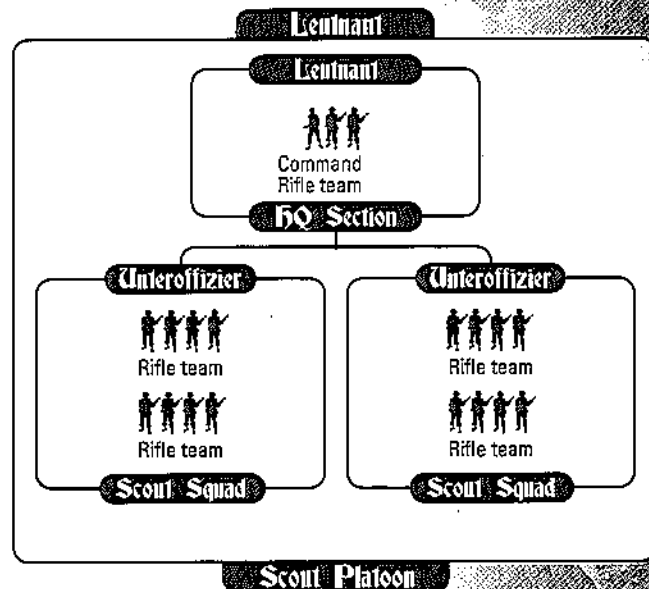
1 Scout Squad **65 points**

Options

- Replace Command Rifle team with Command Panzerknacker SMG team for +15 points.
- Replace all Rifle and SMG teams with Assault Rifle teams for +20 points for the HQ Section and +20 points per Scout Squad.

Your force may not contain more than one Scout Platoon, even if it has more than one Grenadierkompanie.

Scout Platoons are reconnaissance platoons and use the Reconnaissance rules on page 62 of the *Flames Of War* rulebook, or those on page 20 of *Old Ironsides* (also available on our website) to avoid enemy fire.



The Scout Platoons are the eyes of the German army, reconnoitering in front of the Grenadiers' advance, protecting the army from unpleasant surprises. The scouts can also operate as an advance force, taking important objectives by stealth and holding the enemy back until reinforcements arrive.



Assault Troop

...Barrikady Factory, 1942...

Oberfeldwebel Schmidt checks the map again. The Ivans hold it, General Paulus wants it. Kill the Ivans, and then we can all go home. Simple, nein?

Folding the map, he slings a sack of potato-masher grenades over his shoulder and checks his watch. The second hand sweeps around towards zero hour. He lifts his arm. The men tense. 'Go!' he orders.

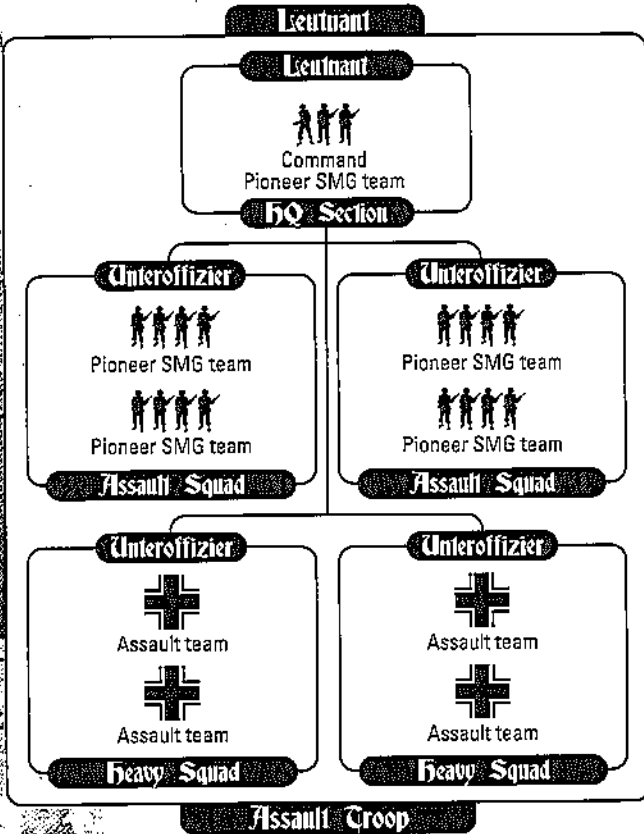
The heavy machine-guns rip the silence apart. With a loud crack the stubby 7.5cm bounces back on its trail spade. The assault teams sprint across the open ground.

The factory is a maze of flames and shadows. Lurid tracers flash through the smoky darkness. Schmidt dashes between two immense machines. Bullets crack and scream off metal. Dark figures sprawl over wrecked machinery.

A loud explosion suddenly followed by silence. Ears ringing, eyes smarting from acrid smoke, Schmidt carefully surveys the wreckage. One by one, his squad leaders make their way over. Casualties have been light, this time.

'More dead Ivans,' he thinks grimly, 'I hope the General is happy now. Maybe soon we can go home.'

0 to 1 Assault Troop



Company

HQ Section with:

2 Assault Squads **140 points**

Options

- Add up to two Heavy Squads for +70 points per section.
- Replace Command Pioneer SMG team with Command Panzerknacker Pioneer SMG team for +5 points.

Your force may not contain more than one Assault Troop, even it has more than one Grenadier-kompanie.

German infantry battalions often formed a *Stosstrupp* or Assault troop for specific tasks when assaulting fortified positions.

An Assault Troop is formed for a specific mission. Its composition changes from game to game. The Assault Squads are the core of the Assault Group. The Heavy Squads are tailored from the regiment's assets specifically for the task at hand.

There is no actual team called an Assault team. Instead these can be any of the following types of teams:

- Pioneer SMG team,
- Pioneer MG team,
- Light Mortar team,
- HMG team,
- 2cm FlaK38 gun,
- 3.7cm PaK36 gun,
- 7.5cm leIG18 gun.

Your Assault Troop cannot have more than two Assault teams of the same type.

You may remove one Assault team per Heavy Squad to equip one Pioneer team with a Flame-thrower in addition to its normal weapons at no extra cost.

You must choose the composition of your Assault Troop for each game before deployment begins.

The Assault Troop is specifically formed for a particular task. You may not take teams from the Assault Troop to form your Kampfgruppe.



Oberfeldwebel Hans Wolf Schmidt



Characteristics

Schmidt is a Warrior and Command team rated as **Fearless Veteran**.

He is armed with a Russian PPSH-41 submachine-gun and potato-masher stick grenades with the following ratings:

Range: 4/10cm. **ROF:** 3. **Anti-tank:** 1. and **Firepower:** 6. As an SMG team, Schmidt fires at full ROF when moving.

Schmidt replaces the command team of an Assault Troop for +50 points.

Special Rules

Iron Cross: Schmidt is an experienced veteran. If he is hit by the enemy, immediately roll a die.

On a score of 5—his experience and instincts save him as he dives for cover, so ignore the hit.

On any other roll, determine the effects of the hit as normal including rolling the normal 3—

Infantry Save: If Schmidt is killed, remove him from play and nominate another team in his platoon as the new Platoon Command team.

Follow Me: Schmidt and his Assault Troop always pass Motivation tests on a roll of 3+.

Old Hands: Schmidt and his Assault Squads (but not the Heavy Squads) hit on a roll of 2+ in assault combats.

Cautious Movement: Schmidt and his Assault Troop are considered to be Concealed and Gone to Ground in the opponent's following turn if they did not move. At the Double, shoot or assault in their own turn.

Reconnaissance Deployment: After all deployment, but before the game begins, Schmidt and his Assault Troop may move up to their normal movement in any direction. This movement may not be At the Double and may not take any team within 16/40cm of the enemy.

...Oberfeldwebel Schmidt...

Hans Wolf Schmidt had just finished his training as a baker's apprentice when he was called up for military service in August 1939. He served as an *Unteroffizier*, or Sergeant, with the 257 *Infanteriedivision* in Poland later that year. During the Battle of France in 1940, he won the Iron Cross, Second Class, assaulting a pillbox while breaching the Maginot Line in July.

In November, he was promoted to *Feldwebel*, or Platoon Sergeant, when he was transferred to the newly-formed III/516 *Infanterieregiment* of 295 *Infanterie*-division. The division fought with 17 *Armee* on the southern front in Operation Barbarossa, the invasion of the Soviet Union from June 1941.

Schmidt won the Iron Cross, First Class, in the fighting at Poltava in November 1941, leading his company after all of the officers became casualties. He was promoted to *Oberfeldwebel*, or Senior Sergeant, now commanding his

own platoon, at the start of 1942 during the harsh winter battles.

Fall Blau, the advance on Stalingrad in July 1942, saw *Oberfeldwebel* Schmidt once more in the thick of battle. His company were heavily involved in the fighting over Stalingrad's Mamayev Kurgan in September. Schmidt led assaults to the summit twice before it was finally taken.

October saw the survivors of Schmidt's company taking part in the intense fighting for the Barrikady and Stalingrad Tractor factories. Schmidt led his small group of survivors, now formed into an assault group, through the grim hand-to-hand battles in the factories.

By January, Schmidt's assault group was one of the few still functioning in the surrounded division. They fought to the last. There is no record of Schmidt in Russian captivity after the surrender.



Schnellschwadron

(Reconnaissance Infantry Company)

The divisional reconnaissance battalion was the only mobile reserve available to the divisional commander. It was often grouped with the anti-tank battalion to form a Schnellbataillon or Fast Battalion. This tough force acted as an advance guard and a last-ditch reserve.

You may field a *Schnellschwadron* or Fast Squadron containing:

- a Company HQ, and
- 2 or 3 Schnell Platoons.

The Company HQ is organised like a Grenadierkompanie costing an additional 15 points to make it a reconnaissance platoon. Rather than a Mortar Section, it may have a Machine-gun Section with two HMG teams for +75 points. Weapons platoons available to a Schnellschwadron are:

- an Infantry Gun Platoon equipped with 7.5cm leIG18 guns,
- any number of Anti-tank Gun Platoons,

- an Armoured Car Platoon, and
- a Pioneer Platoon.

All Weapons platoons taken must be motorised. Support platoons available to a Schnellschwadron are:

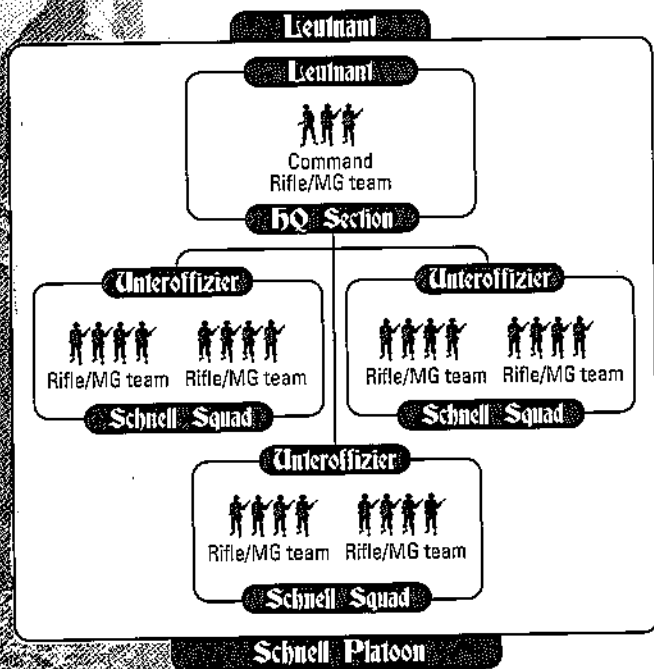
- any Divisional Support Platoons.

You may only have **one** Support Platoon attached to your company for each Schnell Platoon in your force.

Motivation And Experience

The reconnaissance troops are well-trained and sure of their abilities. A Schnellschwadron is rated as **Confident Veteran**.

2 or 3 Schnell Platoons



Platoon

HQ Section with:

3 Schnell Squads	200 points
2 Schnell Squads	145 points

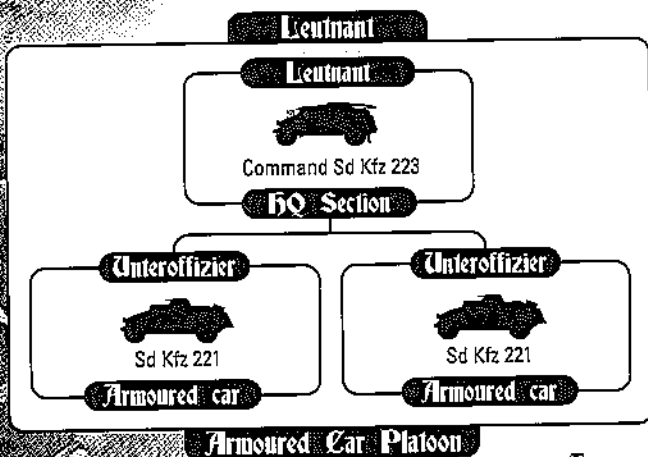
Options

- Replace Command Rifle/MG team with Command Panzerknacker SMG team for +5 points
- Replace all Rifle/MG and SMG teams with Assault Rifle teams for +15 points per squad

The fast-moving Schnellschwadron seizes objectives before the enemy can react.

Schnell and Armoured Car Platoons are reconnaissance platoons and use the Reconnaissance rules on page 62 of the *Flames Of War* rulebook, or those on page 20 of *Old Ironsides* (also available on our website) to avoid enemy fire.

0 to 1 Armoured Car Platoon



Platoon

Sd Kfz 223 with:

2 Sd Kfz 221	100 points
1 Sd Kfz 221	65 points

or

1 captured BA-10	55 points
------------------	-----------

Your force may not contain more than one Armoured Car Platoon, even if your force has more than one Company.

The division's three armoured cars operated with the Schnellbataillon.



Pionierkompanie

(Pioneer Infantry Company)

Every division has a Pionierbataillon or Pioneer Battalion, and more are attached from the army reserves when needed for particularly difficult missions. At Stalingrad the pioneers led the final assaults on the factories, facing the stiffest opposition the German Army has yet faced. Despite the odds, they took their objectives, pushing the Soviets back to the Volga.

You may field a *Pionierkompanie* or Pioneer Company containing:

- a Company HQ, and
- 2 or 3 Pioneer Platoons.

The Company HQ is organised like a Grenadierkompanie. It may include:

- two Kfz 15 field cars for +15 points, and
- a Machine-gun Section with two HMG teams for +65 points. Add a 3-ton truck to the section for +5 points.

Weapons Platoons available to a Pionierkompanie are:

- an Assault Troop.

Support Platoons available to a Pionierkompanie are:

- any Divisional Support Platoons.

You may only have **one** Support Platoon attached to your company for each Pioneer Platoon in your force.

Motivation And Experience

Pioneers are highly professional. A Pionierkompanie is rated as **Confident Veteran**.

2 to 3 Pioneer Platoons

Platoon

HQ Section with:

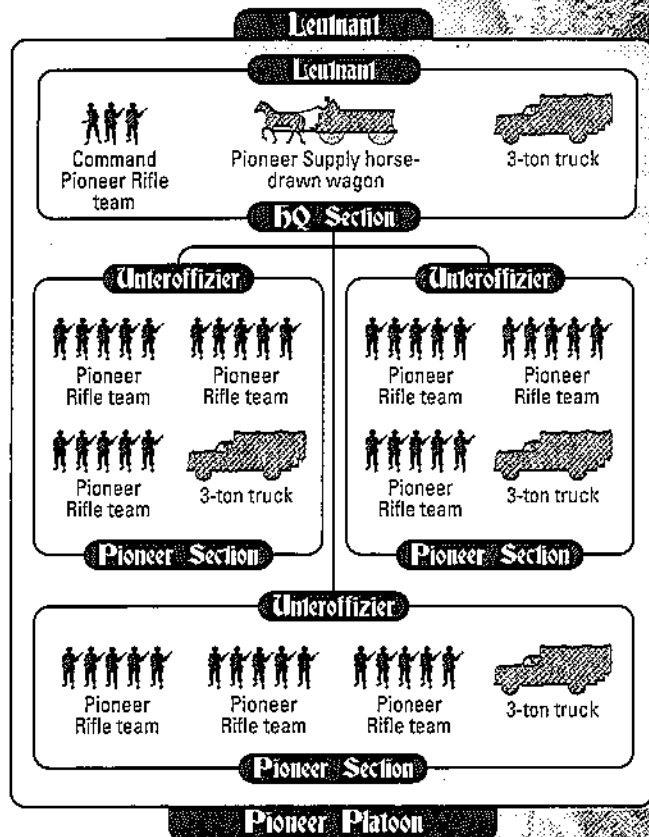
3 Pioneer Sections	220 points
2 Pioneer Sections	155 points
1 Pioneer Section	90 points

Options

- Replace Command Pioneer Rifle team with Command Pioneer Panzerknacker SMG team for +5 points.
- Equip up to two Pioneer Rifle teams with a Flame-thrower in addition to its normal weapons for +30 points per team.
- Equip up to two Pioneer Rifle teams with a Goliath remote-control demolition carrier in addition to its normal weapons for +10 points per team.
- Add Pioneer Supply horse-drawn wagon at no cost, or Pioneer Supply 3-ton truck or RSO tractor for +5 points.
- Add 3-ton trucks for +5 points per section.

Goliath remote-control demolition carriers are small, tracked vehicles driven by remote control right up to enemy fortifications, then detonated, destroying itself and the enemy.

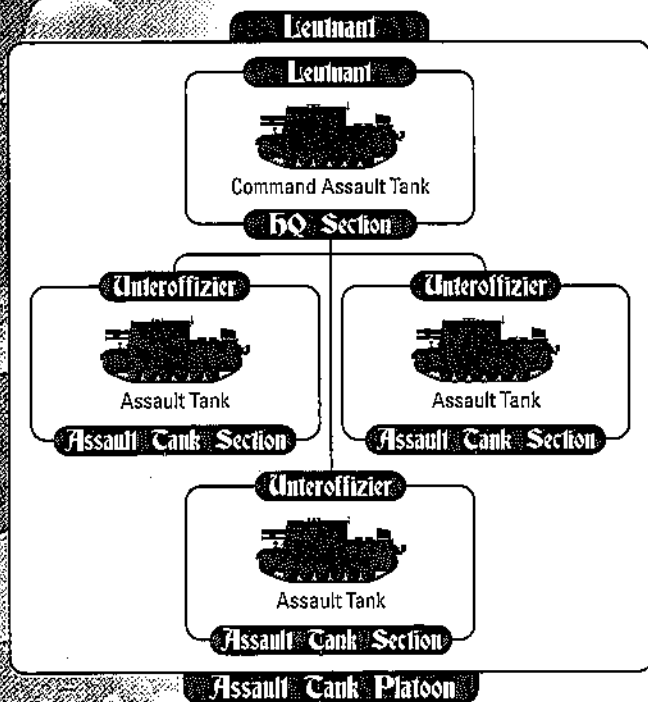
Rules for using the Goliath remote-controlled vehicles can be found on page 49 of *Hitler's Fire Brigade* or on the *Flames Of War* website.



'Black' pioneers perform all the specialist tasks that are required to get the army to the front. The divisional pioneers clear minefields, dig ditches and build roads and bridges. They also lead assaults against particularly tough enemy strong points.



0 to 1 Assault Tank Platoon



Assault Tank Platoon

Platoon

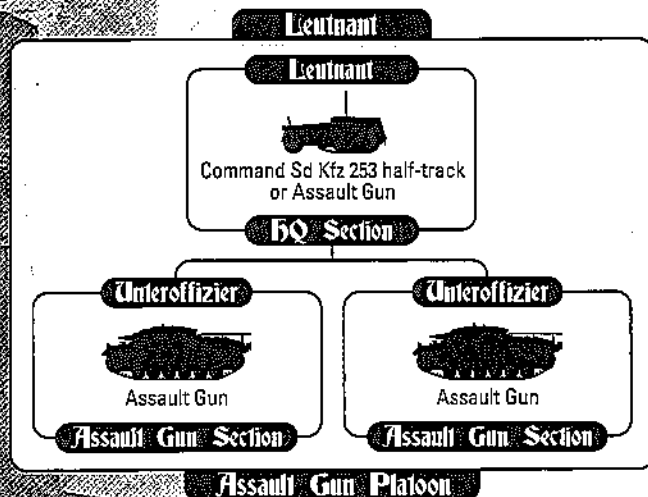
4 StuIG33B	570 points
3 StuIG33B	430 points
2 StuIG33B	285 points
4 Brummbär	690 points
3 Brummbär	520 points
2 Brummbär	345 points

Option

- Add Schürzen side skirts to any Brummbär assault tanks for +5 points per tank.

The StuIG33B and Brummbär both mount heavy 15cm guns. Known as *Stupa* (short for *Sturmpanzer*), they demolish the strongest Bolshevik fortifications with ease.

0 to 1 Assault Gun Platoon



Assault Gun Platoon

Platoon

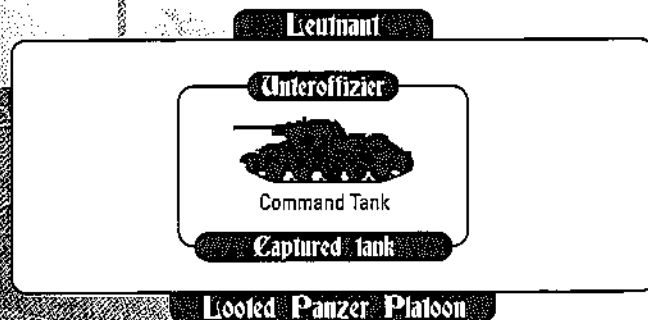
Sd Kfz 253 and 2 StuG D/E	225 points
Sd Kfz 253 and 1 StuG D/E	125 points
3 StuG F	460 points
2 StuG F	305 points

Options

- Upgrade any or all StuG F assault guns to StuG F/8 or G assault guns or StuH42 assault howitzers for +25 points per gun.
- Add Schürzen side skirts to any StuG F/8 or G assault guns or StuH42 assault howitzers for +5 points per gun.

Assault guns spearhead infantry attacks. Their effective guns smash Soviet tanks while their thick armour protects them from harm.

0 to 1 Looted Panzer Platoon



Looted Panzer Platoon

Platoon

1 captured T-70	60 points
1 captured T-34	120 points
1 captured KV-1e	160 points

All captured tanks use the same characteristics as they had with their original owners, but they are rated as Confident Trained and are Unreliable.

Beutepanzer, booty or looted tanks, are tanks captured from the enemy and pressed into service against their original owners.



0 to 1 Tank-hunter Platoon

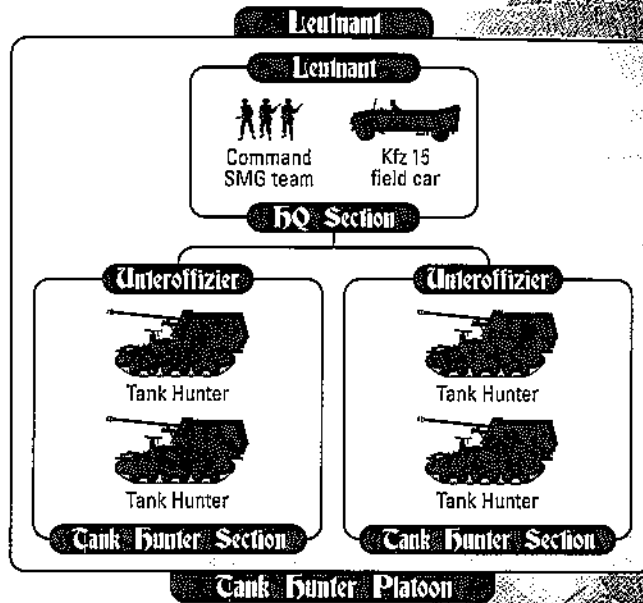
Platoon

4 Marder I	365 points
3 Marder I	280 points
2 Marder I	195 points

Options

- Upgrade all Marder I to:
 - Marder II for +15 points per tank-hunter.
 - Marder III (7.62cm) for +10 points per tank-hunter.
 - Marder III H for +15 points per tank-hunter.
 - Marder III M for +10 points per tank-hunter.
- Downgrade all Marder I to Panzerjäger I for -40 points per tank-hunter.

Your force may not contain more than one Tank-hunter Platoon, even if it has more than one Grenadierkompanie.



Tank-hunters knock out the heaviest of enemy tanks with their potent guns, but are vulnerable to enemy fire.

0 to 2 Anti-tank Platoons

Platoon

HQ Section with:

4 3.7cm PaK36	165 points
3 3.7cm PaK36	130 points
2 3.7cm PaK36	95 points

- Either equip each 3.7cm PaK36 gun with Stielgranate ammunition for +5 points per gun or mount 3.7cm PaK36 guns on Krupp Kfz 70 trucks as weapons carriers at no cost.

HQ Section with:

3 5cm PaK38	175 points
2 5cm PaK38	125 points

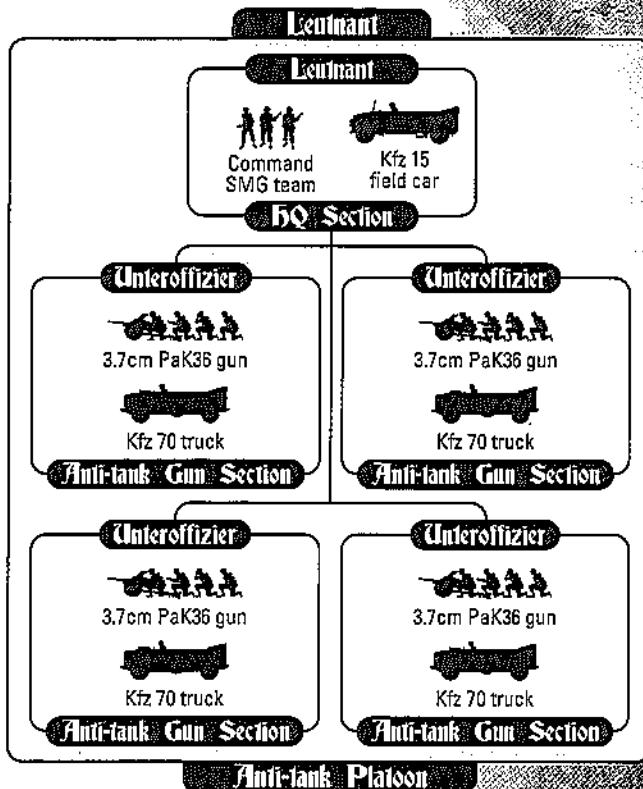
- Replace all 5cm PaK38 guns with 7.5cm PaK38/97 guns at no cost.
- Replace all 5cm PaK38 guns and Kfz 70 trucks with 7.62cm PaK36(r) guns and 3-ton trucks for +15 points per gun, or 7.5cm PaK40 guns and 3-ton trucks for +20 points per gun.

Option

- Replace all trucks with RSO tractors at no cost.

You may not have more than one Anti-tank Platoon armed with 5cm or larger guns for each company in your force.

You may not field more than one Anti-tank Platoon equipped with 7.62cm PaK36(r) or 7.5cm PaK40 guns, even if your force has more than one company.

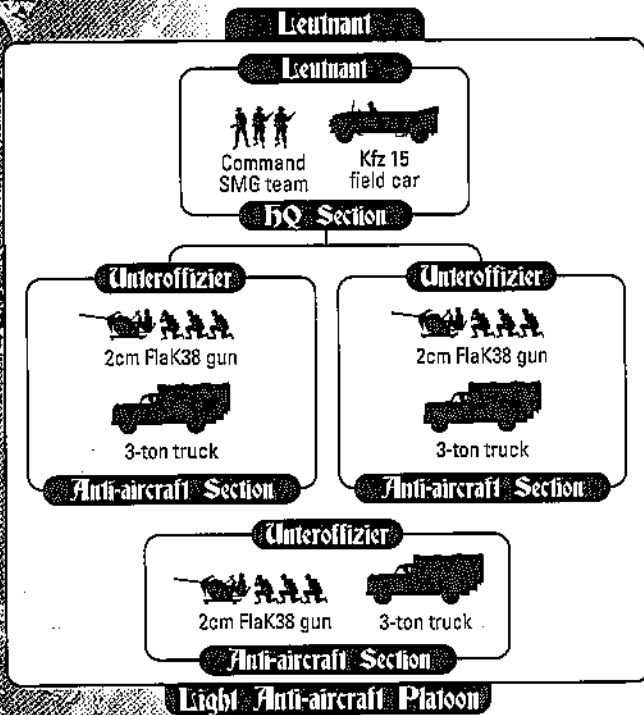


Every infantry regiment has a company of anti-tank guns and every division an additional battalion. The majority of the guns are light 3.7 PaK36 anti-tank guns, which must rely on surprise at short range to kill tanks. Most regiments also have a handful of heavier guns capable of tackling any Soviet tank.



DIVISIONAL SUPPORT PLATOONS

0 to 1 Light Anti-aircraft Platoon



Platoon

HQ Section with:

3 Anti-aircraft Sections **150 points**

2 Anti-aircraft Sections **110 points**

Options

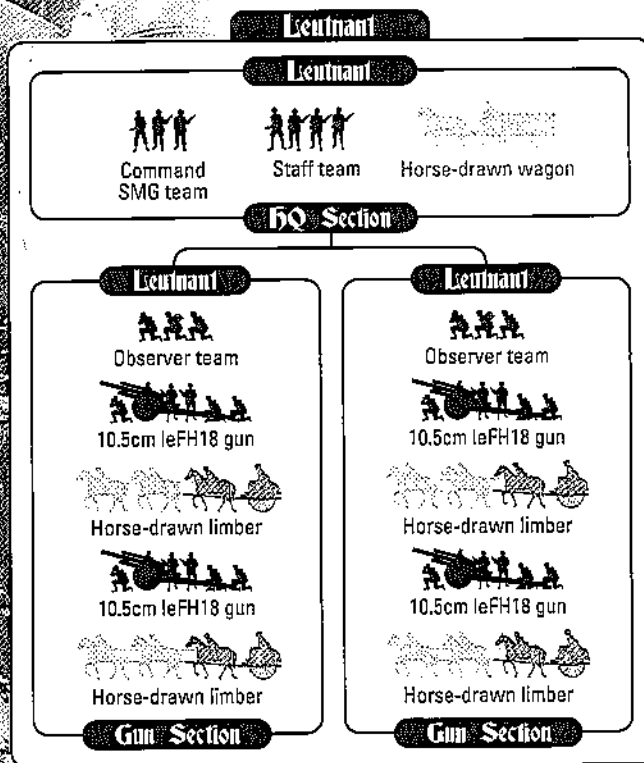
Mount 2cm FlaK38 guns on 3-ton trucks as weapons carriers at no cost.

Your force may not contain more than one Light Anti-aircraft Platoon, even if your force has more than one Grenadierkompanie.

The Grenadiers have very little in the way of anti-aircraft guns, just one company in the anti-tank battalion. Fortunately, as infantry they can hide from aircraft much better than the tanks and half-tracks of the armoured divisions.

If the Red Air Force gets too troublesome though, the Light Anti-aircraft Platoon will soon see them off with its quick-firing guns.

Artillery Battery



Platoon

HQ Section with:

2 Gun Sections **280 points**

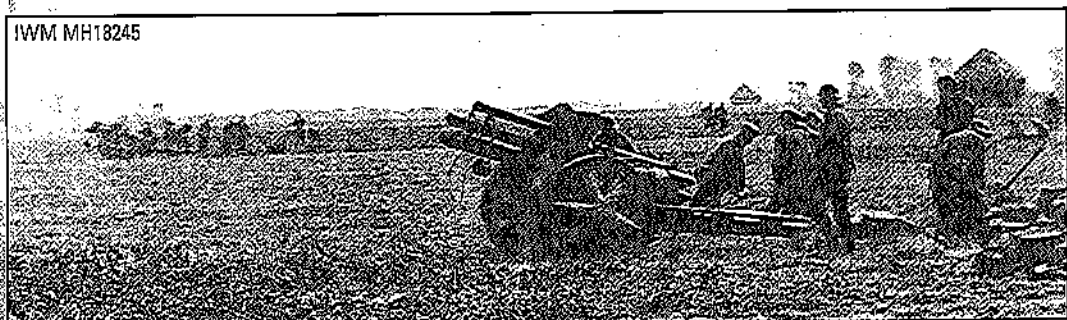
1 Gun Section **155 points**

Options

- Add horse-drawn limbers at no cost.
- Replace all horse-drawn limbers and wagons with 3-ton trucks or RSO tractors for +5 points per vehicle.

Every Grenadierdivision has nine batteries of 10.5cm artillery. These pound the enemy line ahead of the Grenadiers' attacks, smashing the Bolsheviks' positions and keeping them pinned down. Once the objective is taken, the howitzers pound enemy counterattacks, smashing them before they begin. In a crisis, the howitzers make worthwhile anti-tank guns too.

IWM MH18245



0 to 1 Heavy Anti-aircraft Platoon

Platoon

HQ Section with:

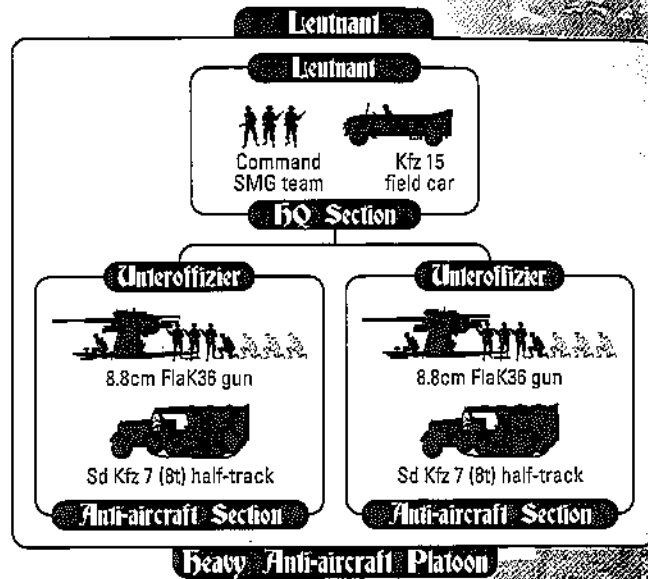
2 Anti-aircraft Sections 240 points

1 Anti-aircraft Section 135 points

Option

- Model 8.8cm FlaK36 guns with eight or more crew and increase their ROF to 3 for +10 points per gun.
- Replace all 8.8cm FlaK36 guns and Sd.Kfz 7 half-tracks with Sd.Kfz 7/2 3.7cm self-propelled anti-aircraft guns at a cost of -45 points per gun.
- Add a third Sd.Kfz 7/2 3.7cm self-propelled anti-aircraft gun for +60 points.

Your force may not contain more than one Heavy Anti-aircraft Platoon, even if your force has more than one Grenadierkompanie.



The Luftwaffe are often called upon to provide heavy anti-tank support for the Grenadierkompanie. Their 8.8cm FlaK36, or *Acht-Acht*, is the same gun as in the Tiger heavy tank. No Soviet tank or aircraft can stand up to its deadly fire.

0 to 1 Rocket Launcher Battery

Platoon

HQ Section with:

2 Launcher Sections 370 points

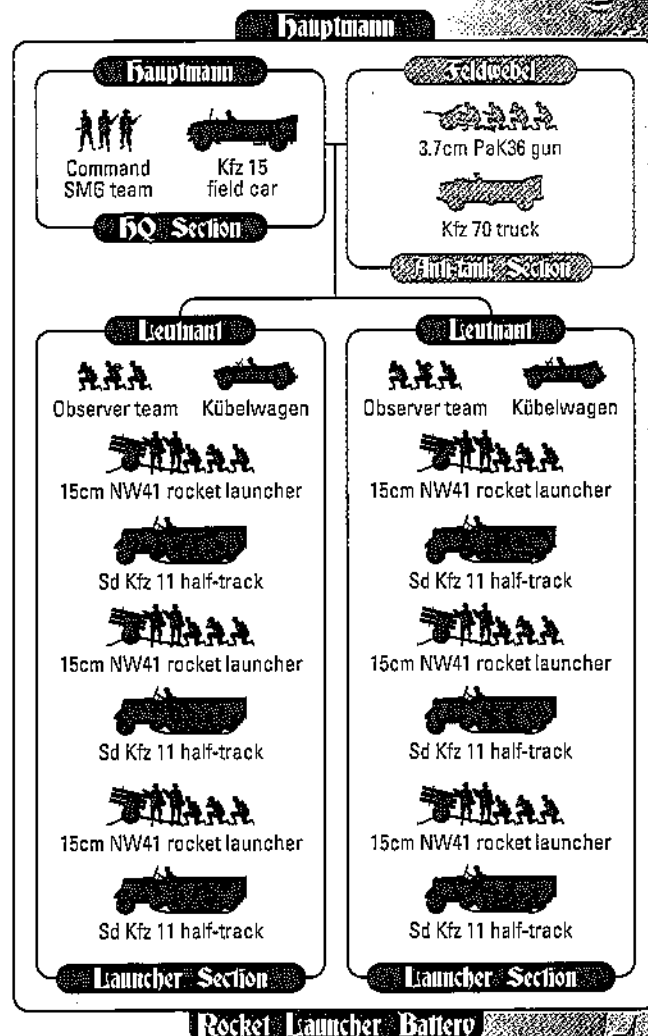
1 Launcher Section 200 points

Option

- Replace three 15cm NW41 rocket launchers and Sd.Kfz 11 half-tracks in each section with four Panzerwerfer 42 (Maulwurf) rocket launchers for +205 points per section.
- Add Anti-tank Section for +35 points.
- Equip 3.7cm PaK36 gun with Stielgranate ammunition for +5 points.
- Replace 3.7cm PaK36 gun with 5cm PaK38 gun for +15 points.
- Replace Kfz 70 truck with Sd.Kfz 10 half-track for +5 points.

In German Nebelwerfer means Fog Launcher as it was intended for chemical warfare. However they are equally good firing high-explosive shells.

Rocket Launcher Batteries demoralize the enemy with smashing rocket salvos, and lay covering smoke screens. Their only drawback is that rockets leave long smoke trails in the sky, making the battery easy to locate.



German Arsenal

Weapons

Assault Rifles

Grenadier scouts and a few other lucky platoons were often equipped with experimental MKb42 assault rifles. The scouts were ideal troops to test the guns capabilities in the field before they were put into mass production.

Assault Rifle teams have range 8"/20cm, ROF 3, Firepower 6, and Anti-tank 1. The team fires at its full ROF when moving.

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.

Heavy Anti-aircraft Guns

Heavy anti-aircraft guns like the 8.8cm Flak gun have large crews and fast reloading systems to allow them to keep up extraordinary rate of fire.

An 8.8cm anti-aircraft gun can have ROF 3 for +10 points if it is modeled with 8 or more crew.

Light Guns

The 8.8cm RW43 anti-tank launcher (nicknamed the *Püppchen* or dolly) fires a powerful rocket, capable of penetrating the toughest of tanks. This early German rocket launcher works on the same principle as the American Bazooka, but has a wheeled carriage.

8.8cm RW43 (*Püppchen*) anti-tank launchers are light guns. They can be man-handled at a speed of 4"/10cm per turn on Road or Cross-country.

Panzerknackers

The German infantry has found that their anti-tank rifles are all but useless against many enemy tanks. The soldiers have had to think up other ways to knock out tanks. Panzerknackers use heavy anti-tank mines and petrol bombs to knock out tanks at close quarters.

A Panzerknacker team has an anti-tank rating of 5 in assaults against tanks, but otherwise operates as a normal SMG infantry team.

Pioneers

Pioneers don't have the skills of specialist tank-hunters, but they do have lots of demolition charges and other explosives.

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

Self-defence Anti-aircraft Guns

Some vehicles carry machine-guns or a cannon that can fire at aircraft for their own defence. However these vehicles are too busy with their primary tasks to protect other platoons from 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.

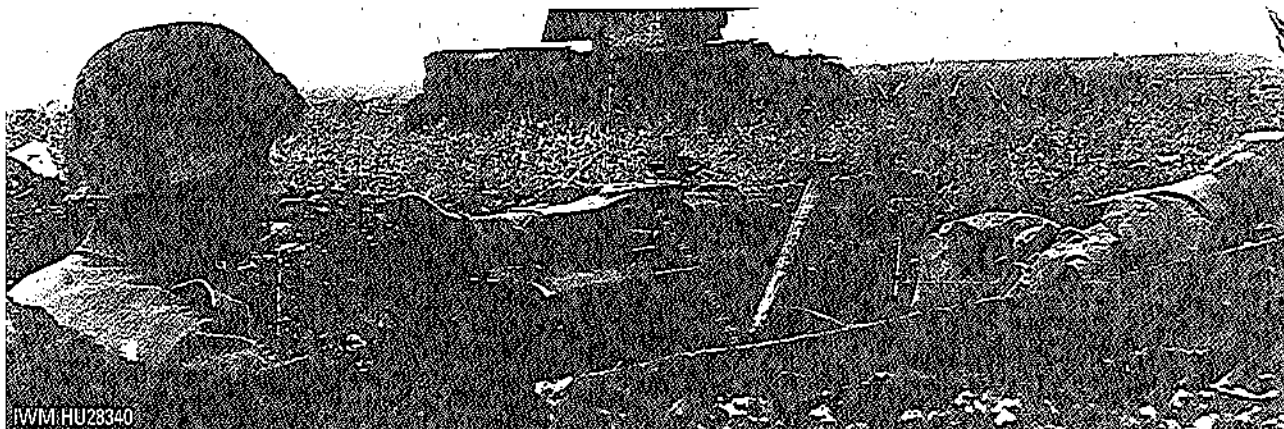
Small guns that are Entrenched (see page 47 of the *Flames Of War* rulebook) and neither moved nor shot in their turn, count as being Concealed and Gone To Ground, even if they are in the open.

7.5cm PaK38/97 and 7.5cm PaK 40 anti-tank guns are both rated as small guns despite their calibre. These guns are based on the chassis of the 5cm PaK38 and are almost as low-slung and easy to conceal.

Stielgranate

The little 3.7cm PaK gun earned the nickname 'the Army's Doorknocker' because it just made an ineffective banging noise on the outside of well-armoured tanks. The answer lies in the new *Stielgranate* (pronounced shteel gra-nah-ter) ammunition. It is a clumsy and short-ranged grenade placed over the muzzle like a rifle grenade, but it allows the 3.7cm PaK36 gun to knock out any tank in existence.

A 3.7cm anti-tank gun with Stielgranate ammunition may *either* fire normal ammunition or Stielgranate ammunition. Each time it shoots you must announce which type of ammunition the gun will be firing before rolling to hit.



IWM.HU28340



Heavy Tank

Tiger heavy tanks may be slow, but they have the power and weight to grind their way across any terrain.

Tiger tanks only move 8"/20cm across road and cross-country terrain.

If a Tiger 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.

Overloaded

The heavy armour and large guns of self-propelled guns like the Ferdinand and StuIG33B seriously overload their chassis making them less manoeuvrable.

Overloaded vehicles only move 8"/20cm across Road and Cross-country terrain.

When required to make a bogging roll, an overloaded vehicle becomes Bogged Down on a roll of 1 or 2, rather than the usual 1.

Schürzen

Schürzen are the thin armoured plates that are welded to the sides of some German tanks. Schürzen protects the vehicle from infantry anti-tank weapons, like anti-tank rifles and bazookas.

When a tank that is protected by Schürzen is hit on the side armour by an Infantry team's shooting and fails its Armour Save, roll a special 4+ Schürzen save:

- If the save is successful the Schürzen protects the tank from the side shot.
- If the save is not successful the shot penetrated the side armour as normal.

Unreliable

The new heavy Tiger tanks and Ferdinand assault guns have been rushed into service without sufficient time to iron out the problems. 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 roll of 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.

Weapons Carrier

German anti-tank gunners often used their gun tractor as a *Waffenträger*, or weapons carrier, by mounting the weapon on the vehicle for greater mobility and a quicker response time.

A weapons carrier counts as a Tank team with the same characteristics as the Transport vehicle.

A weapons carrier may be removed and replaced with the towed version of the gun taking an entire turn (the team cannot move, shoot, or assault this turn), and becomes a Gun team in the process. The Gun team is ready to shoot next turn, and the transport is sent to the rear.

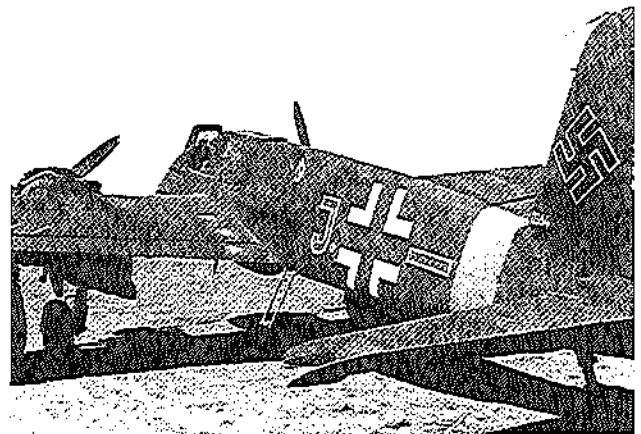


Flying Tank

Like the Soviet *Shturmovik*, the Hs129B is a heavily-armoured ground-attack aircraft. The armoured cockpit is so cramped that many of the flight instruments are mounted on the engine nacelles!

When attempting to shoot down a Hs129B 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.



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.
Infantry only. Remove team 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 ROE 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 ROE rating. Rockets do not suffer ranging-in penalties on to-hit rolls.

Smoke: Weapons with smoke ammunition can fire smoke rather than their normal shooting.

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





Infantry Teams



Team	Range	ROF	Anti-tank Firepower		Weapons and Notes
Rifle team	16"/40cm	1	2	6	Kar98k rifles.
Rifle/MG team	16"/40cm	2	2	6	Kar98k rifles and MG34 or MG42 machine-guns.
MG teams	16"/40cm	3	2	6	MG 34 or MG 42 machine-guns.
SMG team	4"/10cm	3	1	6	MP40 submachine-guns.
Assault Rifle team	8"/20cm	3	1	6	MKb42 assault rifles.
Light Mortar team	16"/40cm	1	1	5+	5cm leGW36 light mortar.
Anti-tank Rifle team	16"/40cm	2	4	6	7.92mm PzB39 anti-tank rifles.
HMG team	24"/60cm	4	2	6	sMG34 or sMG42 heavy machine-gun.
Observer team	_____	cannot shoot	_____	_____	
Staff team	_____	cannot shoot	_____	_____	Moves as a Gun team.

Additional Training and Equipment

Pioneer team	_____	as infantry team	_____	_____	Pioneers.
Panzerknacker team	_____	as infantry team	_____	_____	Panzerknackers.
Flame-thrower	4"/10cm	2	-	6	Flame-thrower.



Tank Teams



Name	Mobility	Armour			Equipment and Notes
		Front	Side	Top	
Tanks					
Panzer III L or M	Fully-tracked	6	3	1	Long 5cm tank gun, co-ax MG, hull MG.
Panzer III N	Fully-tracked	5	3	1	7.5cm assault gun, co-ax MG, hull MG.
Tiger I E	Fully-tracked	9	8	2	8.8cm tank gun, co-ax MG, hull MG, Heavy tank, Unreliable.
Assault Guns					
StuG D or E	Fully-tracked	5	3	1	7.5cm assault gun, AA MG.
Sd Kfz 253 (StuG)	Half-tracked	1	0	1	AA MG.
StuG F	Fully-tracked	5	3	1	7.5cm tank gun, AA MG.
StuG F/8 or G	Fully-tracked	7	3	1	7.5cm tank gun, hull MG.
StuH42	Fully-tracked	7	3	1	10.5cm assault howitzer, hull MG.
Assault tanks					
StuIG33B	Fully-tracked	7	4	1	15cm assault gun, hull MG, Overloaded.
Brummbär	Fully-tracked	9	5	1	15cm assault gun, AA MG, Overloaded.
Tank-Hunters					
Panzerjäger I	Half-tracked	0	0	0	4.7cm anti-tank gun, AA MG.
Marder I	Fully-tracked	0	0	0	7.5cm anti-tank gun, AA MG, Overloaded.
Marder II	Fully-tracked	1	0	0	7.5cm anti-tank gun, AA MG.
Marder III (7.62cm)	Fully-tracked	1	0	0	7.62cm anti-tank gun, hull MG.
Marder III H	Fully-tracked	1	0	0	7.5cm anti-tank gun, hull MG.
Marder III M	Fully-tracked	0	0	0	7.5cm anti-tank gun, AA MG.
Hornisse	Fully-tracked	1	1	0	Long 8.8cm anti-tank gun, AA MG.
Ferdinand	Fully-tracked	16	8	2	Long 8.8cm anti-tank gun, AA MG, Overloaded, Unreliable.
Artillery					
Panzerwerfer 42 (Maultier)	Half-tracked	0	0	0	15cm rocket launcher, AA MG.
Anti-aircraft					
Sd Kfz 7/2 (3.7cm)	Half-tracked	-	-	-	3.7cm anti-aircraft gun.
Armored Cars					
Sd Kfz 221 (MG) or Sd Kfz 223 (Radio)	Wheeled	0	0	1	AA MG.
Captured Armoured Car					
BA-10	Wheeled	1	0	1	Soviet 4.5cm tank gun, co-ax MG, hull MG, Unreliable.



Demolition Carriers



Name	Mobility	Armour			Anti-tank	Firepower
		Front	Side	Top		
Goliath	4"/10cm	0	0	0	5/1	2+/4+*

* The first anti-tank rating and firepower ratings are used against targets adjacent to the demolition carrier when it explodes. the second is used against all other teams within 2"/5cm.





Vehicle Weapons



Name	Range	ROF	Anti-tank Firepower		Weapons and Notes
Vehicle MG	16"/40cm	3	2	6	ROF 1 if other weapons fire.
AA MG	16"/40cm	3	2	6	Self-defence anti-aircraft, cannot fire with main gun.
2cm anti-aircraft gun	24"/60cm	4	5	5+	Anti-aircraft.
3.7cm anti-aircraft gun	32"/80cm	4	6	5+	Anti-aircraft.
Soviet 4.5cm tank gun	24"/60cm	2	7	4+	
4.7cm anti-tank gun	24"/60cm	2	7	4+	
Long 5cm tank gun	24"/60cm	3	9	4+	
7.5cm assault gun	24"/60cm	2	9	3+	
7.5cm tank gun	32"/80cm	2	11	3+	
7.5cm anti-tank gun	32"/80cm	2	12	3+	
7.62cm anti-tank gun	32"/80 cm	2	11	3+	
8.8cm tank gun	40"/100cm	2	13	3+	
Long 8.8cm anti-tank gun	40"/100cm	2	16	3+	
10.5cm assault howitzer	32"/80 cm	2	10	2+	Smoke.
15cm assault gun	24"/60cm	1	12	1+	
15cm rocket launcher	56"/140cm	-	2	2+	Salvo rocket artillery, Smoke.



Gun Teams



Name	Range	ROF	Anti-tank Firepower		Weapons and Notes
8.8cm RW43 (Püppchen)	16"/40cm	1	11	5+	Man-packed, Gun shield, Small gun, Light gun.
8cm GW34 mortar	40"/100cm	-	1	3+	Man-packed, Mortar, Smoke, Small gun.
12cm sGW43 mortar	56"/140cm	-	2	2+	Mortar, Smoke.
7.5cm leIG18 gun	16"/40cm	2	9/2	3+	Gun shield, Artillery Smoke, Small gun.
15cm sIG33 gun	16"/40cm	1	12/3	1+	Gun shield, Artillery Smoke.
2cm FlaK38 gun	24"/60cm	4	5	5+	Gun shield, Turntable, Anti-aircraft.
3.7cm PaK36 gun firing Stielgranate	8"/20cm	1	12	5+	Stielgranate.
5cm PaK38 gun	24"/60cm	3	9	4+	Gun shield, Small gun.
7.5cm PaK38/97 gun	24"/60cm	2	10	3+	Gun shield, Small gun.
7.5cm PaK40 gun	32"/80cm	2	12	3+	Gun shield, Small gun.
7.62cm PaK36(r) gun	32"/80cm	2	11	3+	Gun shield.
8.8cm FlaK36 gun	40"/100cm	2	13	3+	Gun shield, Turntable, Heavy anti-aircraft, Immobile.
10.5cm leFH18 howitzer	24"/60cm	1	10/3	2+	Gun shield, Artillery, Smoke.
15cm NW41 rocket launcher	56"/140cm	-	2	2+	Salvo rocket artillery, Smoke.



Transport Teams



Name	Mobility	Armour			Equipment and Notes
		Front	Side	Top	
Trucks					
BMW & Sidecar or Kübelwagen	Jeep	-	-	-	1 passenger.
Horch Kfz 15 car	Jeep	-	-	-	1 passenger.
Horch or Krupp Kfz 70 truck	Wheeled	-	-	-	1 passenger.
Steyr Kfz 70 truck	Wheeled	-	-	-	2 passengers.
Opel Blitz 3-ton truck	Wheeled	-	-	-	3 passengers.
Opel Blitz Kfz 68 radio truck	Wheeled	-	-	-	1 passenger.
Gun Tractors					
RSO	Fully-tracked	-	-	-	1 passenger
Sd Kfz 10 (1t)	Half-tracked	-	-	-	1 passenger.
Sd Kfz 11 (3t)	Half-tracked	-	-	-	1 passenger.
Sd Kfz 7 (8t)	Half-tracked	-	-	-	1 passenger.



Aircraft



Team Weapons	Range	ROF	Anti-tank Firepower		Weapons and Notes
Ju87D Stuka Bombs	4"/10cm	-	4	1+	
Ju87G Stuka Guns	8"/20cm	3	9	5+	
FW190F Bombs	4"/10cm	-	4	1+	
Me109E Bombs	4"/10cm	-	4	1+	
Hs129B Guns	8"/20cm	4	8	5+	Flying tank.
or Bombs	4"/10cm	-	4	1+	



STREET-FIGHTING TERRAIN

Cities have many varied types of terrain. As well as the many buildings, there are hills and parks, squares, factories, and of course, houses. This chart provides an optional way to decide what terrain to place on the table. Divide the table into 12"/30cm squares. The players take turns to pick two adjacent squares (or any two squares if no adjacent pairs remain) and roll to see what terrain they should place in it. The exact number and dimensions of the features are up to the player. Roll once for each pair of squares.

Basic Terrain

Where there is no other terrain, a city is treated as paved Road. The hard surface prevents troops from entrenching on roads.

PARKS AND HILLS

Roll again:

1 or 2 Kurgan

The Mamayev Kurgan is perhaps the most famous hill in any city battle. Built as a burial mound by the ancient Scythians, it rises in the centre of Stalingrad dominating the city around it.

A steep man-made burial mound (at least 12"/30cm long) rises above the surrounding buildings.

The kurgan is Very Difficult Going. It is taller than a tank or truck. Troops can dig in on the kurgan as normal.

3 to 4 Balka

Like the steppes around it, Stalingrad is cut through by deep, steep-sided gullies called *Balkas*.

A steep-sided gully (at least 12"/30cm long) cuts across the city. Connect balkas in adjacent squares. Balkas should meet the table edge at one or both ends.

The sides of a balka are Impassable to guns and vehicles. The floor is Difficult Going. A balka must have a Very Difficult Going vehicle access on each bank per square, plus one that is Difficult Going somewhere along its length. A balka is deep enough to hide a vehicle in it. Troops can dig in on the sides and floor of the balka as normal.

5 or 6 Park

Since industrial cities like Stalingrad are models of the socialist ideal, they have public spaces where the proud socialist workers can gather to enjoy the fruits of their labour.

The area is grassed with trees (or at least their remains) and walkways.

A park is Easy Going. Troops in the park can dig in as normal.

OPEN AREAS

Roll again:

1 Red Square

Perhaps more important than frivolous luxuries like parks, cities need squares where the glories of Socialism can be displayed.

A large open paved area provides a suitable place for rallies and strolling lovers and a great backdrop for heroic statues.

A square is treated as a large area of Road.

2 to 3 Boulevard

In the days before plentiful electric lighting, city buildings were usually well-spaced to maximise the use of sunlight for lighting and warmth.

A boulevard is a wide road with trees (or their remains) lining the sides and possibly the middle as well.

A boulevard is treated as a Road with sparse lines of trees providing Concealment, but posing no obstacle to movement.

4 to 6 Rubble

An area of the city has been reduced to rubble by heavy bombing. Scatter numerous piles of rubble throughout the area.

The area as a whole counts as Very Difficult Going. Rubble piles provide some concealment, and count as bullet-proof cover to infantry hiding behind them.

OR FACTORIES

One of the defining features of the fighting at Stalingrad was the factories. These huge complexes were fought over by entire divisions.

A large factory or a number of smaller industrial buildings covers most of the area. Roads and rubble cover the remainder of the area.

Factories are large buildings. See the Street-fighting rules on page 50 for more details.

COMMERCIAL BUILDINGS

Large department stores, office or civic buildings, or apartment buildings occupy this area. Roads and rubble surround them.

Commercial buildings are multi-storey, large buildings. See the Street-fighting rules on page 50 for more details.

WORKERS HOUSING

Workers' houses line the narrow streets of this part of the city. The buildings may be single-storied or multi-storied, but either way, they will be crowded together. Many if not all may be burned-out wrecks after a heavy bombing raid, covering the streets with debris in their collapse leaving only the chimneys standing.

Workers' housing will usually be basic one-room-per-floor buildings.

SNIPERS

A single rifle shot snaps out!

A man falls.

Sniper!

Snipers, solitary hunters with telescopic sights on their rifles, are the stuff of legends. In the Red Army the cult of sniperism made heroes of men and women like Natalya Venediktova Kovshova (120 kills), Ludmila Mikhailovna Pavlichenko (309 kills), Nikolay Yakovlevich Ilyin (494 kills), and Vasily Grigorevich Zaytsev (242 kills). In the Soviet Union's darkest hour, their extraordinary feats made inspiring reading for the common soldier, inspiring many to improve their skills.

Every Soviet rifle company contained designated marksmen, although the quality varied enormously. More effective were the dedicated sniper platoons that divisional and army commanders fostered. These gathered the best snipers together to train newcomers and share their expertise.

The Red Army wasn't the only one to recognise the value

of snipers, and most armies provided sniper rifles at a rate of three per company. In many cases these weren't used to their greatest effect, but when a sniping enthusiast gathered together a few like-minded soldiers, they could achieve devastating results. The top German snipers were Matthias Hetzenauer (345 kills) and Sepp Allerberg (257 kills), but there were many others.

Snipers usually work in pairs. One shoots while the other spots their shots, telling them if they were high, low, left, or right. The pair spends hours lying hidden, unable to move, waiting for their prey to come into their sights. Then, with one shot they bring the enemy down.

Although snipers don't kill as many soldiers as a machine-gun, the personal nature of their shooting makes them far more fearsome than an indiscriminate machine-gun. A leader can rally his men to advance into machine-gun fire, but even the act of waving your men forward means death in the face of a skilled sniper.

SNIPER RULES

In *Flames Of War*, any infantry company, or battalion in the case of the Soviets, may include one to three Sniper teams in their Company HQ platoon for +50 points per sniper team. Neither Mechanised Infantry nor Tank Companies may include snipers.

All snipers have the following characteristics. Snipers are always rated as **Confident Veteran**. They are armed with a sniper's rifle with Range 16"/40cm, ROF 1, Anti-tank 0, Firepower 4+.

Sniper's Hide

Snipers sneak out in the darkness before dawn, moving stealthily into their chosen hide. There they camouflage themselves. Once in position they will not move even a muscle as they wait patiently for their prey.

Sniper teams are never deployed at the start of the game. Instead, at the start of any Movement step, the owning player may place any of their Sniper teams in any terrain feature in their own deployment area or No Man's Land such that the Sniper team is not within 4"/10cm of any enemy team.

Once positioned, a Sniper team cannot move for any reason for the remainder of the game. If they have to move for any reason, they are removed, but do not count as destroyed.

A Sniper team may not fire if there are any friendly teams within 4"/10cm, as the presence of these troops will give away their hide.

Perfectly Camouflaged

A good sniper's hide is chosen so that the sniper will remain invisible, even when they shoot.

Sniper teams always count as Concealed and Gone to Ground, even when they shoot. They also count as being in Bulletproof Cover.

Expert Shot

Snipers are excellent shots. They shoot anyone that moves, making it difficult to keep up the momentum of attacks.

Any platoon hit by a Sniper team is automatically Pinned Down.

Sniper shots take time to line up. Sniper teams may not fire in Defensive Fire.

Loners

Snipers are loners who operate outside normal military organisation. Even their own side rarely knows where they are and what they are up to most of the time.

Although Sniper teams are part of the Company HQ platoon, each Sniper team operates as a platoon in its own right. The team counts as its own Command team.

Sniper teams do not count as either present or destroyed for Platoon and Company Morale Checks, they are completely ignored. Sniper teams never count as lost when working out victory points.



Major Bruno Koenig



Characteristics

Major Koenig is a Warrior. He is rated as Fearless Veteran.

Major Koenig can join any Grenadierkompanie or Promierkompanie for +100 points.

Special Rules

Hand-picked Rifle: Koenig uses his own hand-picked Kar98k rifle with a Zeiss telescopic sight giving him a range of 24"/60cm.

Crack Shot: Koenig is a crack shot. Re-roll any failed rolls to hit when he shoots.

Sniper-killer: Koenig was brought in to hunt down and kill enemy snipers. Enemy snipers that fired in their turn do not count as Gone to Ground when shot at by Koenig.

...Stalingrad, 1942...

Crack!

The rifle butt kicks against his shoulder. Motionless, Zaytsev gently exhales as he peers through the scope. 'Never move after a shot,' he tells his *zaychata*, his little hares, 'the Fascists will be looking for you. Remain as still as you were before the shot. Wait, wait, wait.'

Through the scope, Zaytsev sees the fascist officer lying in the snow.

He waits.

There, to the right, one of the soldiers, anger overcoming caution, scanning the surrounding roof-tops. Zaytsev smiles to himself. 'Hunting me?' he thinks. 'Foolish Fritz. Zaytsev means hare in the Mother Tongue, and, like the hare, I hide. You will not find me sitting on a roof, freezing my tail off in the wind. No, I am in my little burrow, safe and warm.'

His rifle cracks a second time, then silence.

The weak winter sun dips behind the ruined factory walls. Slowly, Zaytsev stirs in his burrow of fallen bricks. The Fascists have retreated, impotent in their rage and fear. Gently, he slides backwards, his precious rifle cradled in his arms. Out and away.

Methodically, Zaytsev cleans his rifle. The *Kapitan* steps into the dugout. "Pavlov didn't come back," he says. Zaytsev looks up, silent, waiting. "That's three of your *zaychata* in as many days," the *Kapitan* says with exasperation, "don't you teach your baby hares to hide properly?" Zaytsev seems to look right through him.

Suddenly nervous, imagining crosshairs in those pale eyes, the *Kapitan* licks his lips. "The brass says the Fascists have a *sverchsnyapper*, a super sniper," he says at last. "some Prussian named Koenig. So watch yourself, Zaytsev. Dismissed."

In a new lair, the second floor of a burnt out building, Zaytsev waits for a target. He has wriggled deep behind the Fascist lines, through sewers and drains. The new lair is more exposed than he likes, but he can see down three streets at once. Taking off his helmet and pulling on his *pilotka* cap, Zaytsev settles down to wait.

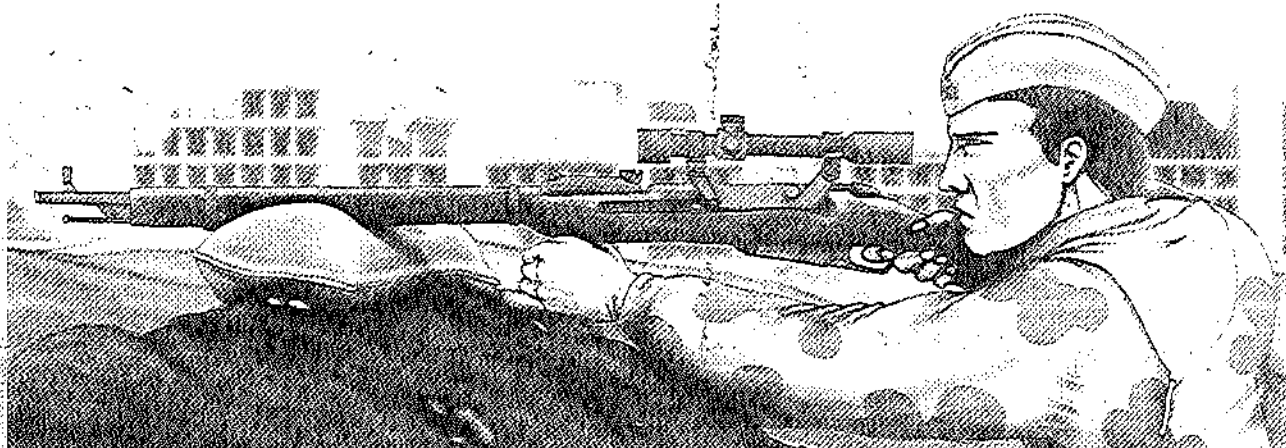
An officer's peaked cap appears briefly in a window as its incautious owner moves into position. Zaytsev smiles, waiting. The cap rises slowly as the officer peers over the sill. Zaytsev's trigger finger tightens gently on the trigger. And pauses.

Something's wrong with the way it's moving, the angle of the cap, it's a trap.

Patiently, Zaytsev scans the surrounding buildings breathing slowly. There! Sunlight on glass in a bombed out building. Through the scope, he sees a shadow in the shadows at a window. Waiting. Patiently. For his shot.

Scope to scope, they face each other across the ruins. Zaytsev holds his breath, squeezing his trigger. He sees the opposing muzzle flash and flings himself to the floor. A bullet throws his helmet against the wall. In an instant he is up, eye glued to the scope. The shadow is gone. 'Not today, my friend,' Zaytsev whispers. 'You, I will have, for my *zaychata* and for me.'


МЛАДСHI ЛЕЙТЕНАНТ ИГОБЕЛ СНИПЕР ВАСИЛIY ГЯIТБОЯРЕВИЧ ЗЯIТСЕВ



Known as 'Vasha' to his friends, V G Zaytsev was taught marksmanship in the taiga (Siberian forest) by his grandfather. When twenty-four years old, and a payroll clerk with the Soviet Navy's Pacific Fleet, *Glavstarshiny* (Chief Petty Officer) Zaytsev insisted on volunteering for frontline service in one of the new Siberian divisions.

Zaytsev crossed the Volga with the 284th Siberian Rifle Division at the end of September 1942. Soon after landing at Stalingrad, Zaytsev shot a German machine-gunner several hundred meters away. Impressed by Zaytsev's accuracy, his commander, Colonel Nikolai Batyuk, immediately ordered Zaytsev be issued with a rifle with telescopic sights.

Before long his sniping was widely known to the embattled defenders of Stalingrad—and to the Germans, who became increasingly fearful of Soviet snipers. His tally of Germans at Stalingrad was 242. It is said that he spent 243 bullets to make that score.

Batyuk recognised the importance of sniping, and a school was set up just behind the front-line to train new snipers under Zaytsev's expert instruction. Amongst Zaytsev's students were sniper aces such as Anatoli Chekov, Viktor Medvedev (who would go on to Berlin and kill even more Germans than Zaytsev), and Tania Chernova (who became his lover). Zaytsev was the star amongst many other snipers whose exploits became staple fare for Soviet propaganda.

Soviet sources claimed that a German super-sniper, Major Koenig, was sent to Stalingrad to kill Zaytsev, but after a three-day duel Zaytsev managed to kill Koenig (or Colonel Thorvald as some sources call him).

In January 1943, Zaytsev was wounded in the eyes, but once recovered he was promoted to *Mladshi Leytenant* (Junior Lieutenant) and continued to elect and train snipers. He was awarded the Soviet Union's highest decoration—Hero of the Soviet Union in February 1943.

After the war he became a professor of engineering at the University of Kiev and died in 1992.

"...await the right moment for one, and only one well-aimed shot!"

Characteristics

Zaytsev is a Warrior. He is rated as Fearless Veteran. Zaytsev can join any Strelkovy Batalon for +100 points.

Special Rules

Crack Shot: Zaytsev is a crack shot. Re-roll any failed rolls to hit when he shoots.

Little Hares: Zaytsev trains his students well. Any Sniper team in the same Strelkovy Batalon as Zaytsev may re-roll any failed roll to hit when shooting.

One Well-aimed Shot: Zaytsev learned his trade hunting deer in Siberia. He never wastes a bullet. Any team hit by Zaytsev must re-roll successful saves.

