

Battle of The Iron Triangle



Mailed Fist Wargames Demo
Britcon 2015

Setting the Scene

The Battle of Brody (other names in use include Battle of Dubna, Battle of Dubno, Battle of Rovne, Battle of Rovne-Brody) was a tank battle fought between the 1st Panzer Group's III Army Corps and XLVIII Army Corps (Motorized) and five mechanized corps of the Soviet 5th Army and 6th Army in the triangle formed by the towns Dubno, Lutsk, and Brody between 23 and 30 June 1941. It is known in Soviet historiography as a part of the "border defensive battles". Although the Red Army formations inflicted heavy losses on the German forces, they were outmanoeuvred and suffered enormous losses in tanks. Poor Soviet logistics, German air supremacy as well as a total breakdown in Red Army command and control ensured victory for the Wehrmacht despite overwhelming Red Army numerical and technological superiority. This was one of the most intense armoured engagements in the opening phase of Operation Barbarossa and one of the largest tank battles of World War II.

Scenario Rules

Rules Rapid Fire v2.

Disposition at start of game as per slide **DISPOSTIONS**.

For the first 2 moves no air attacks allowed in order for players to organise their air defence when bringing them on table.

During their phase of a turn each side rolls a die 3 in order to see how many aircraft they receive. They then can choose what types. If they wish they can choose fighters that then stay on table to intercept any enemy aircraft in the next phase. At the end of that phase these fighters are taken off table.

Infantry may attack moving vehicles using the heroic action rule. The infantry will still need a 6 for the heroic action, followed by a 5 or 6 to hit and a 1 for light damage, 2 for heavy and 3 for destroy.

Transport used by artillery and to tow guns can be taken off the table once their cargo has deployed. They then can be returned if the cargo wishes to be transported again. If the cargo is destroyed the transport automatically is destroyed.

If a crewed weapon is destroyed, its crew is also automatically destroyed.

Vehicles and infantry may also move, fire and move as long as the distance travelled does not exceed its max movement distance.

Recon units may be attached to btns individually. They spot for that btn for direct fire. If a spotting target is seen by the btn recon unit either automatically or by chance test, the btn units inside the recon spotting distance also see the target. Only one recon unit at a time may be attached to a btn.

German LMG`s. Add 1 to the fire effect D6 throw for German inf and 2 for the Panzer Grenadiers. Page 88 rule 13.1

Dispositions

		Kampfgruppe Angern & Riebel		Kampfgruppe Sickenius			
				Artillerie Regt 3rd Btn (105mm How)			
8th Mechanized Corps		57 In Div Inf Btn	AT Btn	197th Assault Gun Btn	57 In Div Inf Btn		15th Mechanized Corps
	34th Tank Division	1st Soviet Reduced Strength Rifle	1st A/T Brigade 76/85mm	Airborne Btn 204 Airborne Inf Bde	1st Soviet Reduced Strength Rifle		

Armoured Veh`s

Row Labels	GERMAN	SOVET	Grand Total
ASSAULT GUN	8		8
Sig 33	2		2
StuG III (short 75mm)	6		6
Flame Thrower		1	1
Flame Thrower		1	1
Flame Thrower Tank		1	1
OT 130 (T26 flamethrower)		1	1
Heavy Tank		11	11
KV1		6	6
KV2		2	2
T35		2	2
T35 Command		1	1
Heavy Tank Command		1	1
KV1 Command		1	1
Light Tank	12	45	57
BT 5		4	4
BT7		15	15
BT7 Command		4	4
Panzer II (20mm)	12		12
T26		20	20
T26 (76.2mm howitzer)		2	2
Light Tank Command		4	4
T26 Command		4	4
Medium Tank	32	12	44
Panzer III (37mm)	8		8
Panzer III (short 50mm)	16		16
Panzer IV (short 75mm)	8		8
T28		6	6
T34		6	6
Medium Tank Command	6	1	7
Panzer III (short 50mm)	4		4
Panzer III command (VMG)	2		2
T28 Command		1	1
SP AT GUN	2		2
Marder I (47mm)	2		2
Grand Total	60	76	136

Artillery

Row Labels	GERMAN	SOVET	Grand Total
[-] 120mm Mortar max crew 4 min crew 2		1	1
120mm Mortar		1	1
[-] 50mm mortar + 2 crew	4	2	6
50mm mortar + 2 crew	4	2	6
[-] 81/82mm mortar + 3 crew	4	4	8
81/82mm mortar + 3 crew	4	4	8
[-] Artillery	11	4	15
105mm FH 18 howitzer with 5 crew	9		9
107mm Mod 1910/30 with 5 crew		2	2
122mm Mod 1938 with 5 crew		2	2
75mm Inf Gun	2		2
[-] Artillery Off Table	6		6
150mm sFH 18 howitzer Off Table	6		6
Grand Total	25	11	36

Off Table Artillery & OP`s

			Kampfgruppe Angern 1st Btn (150mm How) off table		Kampfgruppe Sickenius 1st Btn (150mm How) off table			
			Firing point from table edge border tiles 3 & 4		Firing point from table edge border tiles 5 & 6			
Tile Number	1	2	3	4	5	6	7	8

The German firing points for their off table artillery is shown on the figure to the left. As they are off table they have a max range of 96".

Each artillery unit in the game has one dedicated artillery OP as per the ORBAT`s. These can only spot for their guns and if destroyed cannot be replaced. These OP`s should be marked at the start of the game as to which guns they control. Their targets can only be enemy units that the battle group the guns are attached to are threatened by or attacking

Recon units cannot spot for artillery.

Btn commanders can sport for support units in their commands as per page 63 of the rules (8.76 & 77). They cannot spot for artillery btns/batteries.

AA Guns

Row Labels	GERMAN	SOVET	Grand Total
AA Autocannon	4		4
20mm Flak 36 anti-aircraft with 4 crew	2		2
Sdkfz 10/4	2		2
AA Gun MG		2	2
AA HMG/Gaz Truck		2	2
single barrel 37-40mm AA gun	2	4	6
37mm A/A Gun with 4 crew		4	4
37mm Flak 37/37 anti-aircraft SP	2		2
Grand Total	6	6	12

AT Guns

Row Labels	GERMAN	SOVET	Grand Total
AT Gun	10	13	23
37mm Pak with 4 crew	6		6
45mm AT gun with 4 crew		7	7
50mm PAK with with 4 crew	2		2
76.2mm field / anti-tank with 4 crew		4	4
85mm Mod 39 anti-aircraft		2	2
88mm Flak 36/41 dual purpose with 5 crew	2		2
AT Rifle + 1 crew	5		5
AT Rifle + 1 crew	5		5
Grand Total	15	13	28

German ORBAT

11 Panzer Division	16 Panzer Division	XXXXVIII ArmeeKorp
Kampfgruppe Angern	Kampfgruppe Sickenius	
119 Artillerie Regt	2 Panzer Regiment	AT Btn
1st Btn (150mm How) off table	1st Btn	197th Assault Gun Btn
2nd Btn (105mm How) On Table	2nd Btn	Artillerie Regt 3rd Btn (105mm How) On Table
110 Schützen Regiment	FlaK-Kampf-Truppe	57 In Div Inf Btn
1st Btn	64 Schützen Regiment 2nd Btn	57 In Div Inf Btn
Kampfgruppe Riebel	16 Artillerie Regt	
7 Panzer Regiment	1st Btn (150mm How) off table	
1st Btn	2nd Btn (105mm How) On Table	
2nd Btn		
Armoured Recce Btn		

11th Panzer Div

11 Panzer Division
Kampfgruppe Angern
119 Artillerie Regt
1st Btn (150mm How) off table
2nd Btn (105mm How) On Table
110 Schützen Regiment
1st Btn
Kampfgruppe Riebel
7 Panzer Regiment
1st Btn
2nd Btn
Armoured Recce Btn

COMPANY	UNIT	TYPE	COMMAND	RECCE	OP	Speed	ARMOUR	Turret Weapons	MORALE
BTN HQ	CO + 2 Figures	CO + 2 Figures	Y	N	N	9/6 spots for 81mm mortar do not roll to contact do not add 12" to their observation range page 63		spots for 81mm mortar do not roll to contact do not add 12" to their observation range page 63	Elite
BTN HQ	AT Rifle + 1 crew	AT Rifle + 1 crew	N	N	N	9/6			Elite
BTN HQ	Car	Transport	N	N	N	30/9	Softskin		Elite
BTN HQ	50mm mortar + 2 crew	50mm mortar + 2 crew	N	N	N	9/6		HE 6 points table 4 max crew 2 max range 18" min range 3"	Elite
BTN HQ	Light Truck	Transport	N	N	N	30/18	Softskin		Elite
MG Company	81/82mm mortar + 3 crew	81/82mm mortar + 3 crew	N	N	N	9/6		HE 8 points table 4 max crew 3 min crew 2 max range 48" min range 6"	Elite
MG Company	MG 34 MMG + 3 crew	MMG with 3 crew	N	N	N	9/3			Elite
MG Company	MG 34 MMG + 3 crew	MMG with 3 crew	N	N	N	9/3			Elite
MG Company	Light Truck	Transport	N	N	N	30/18	Softskin		Elite
MG Company	Light Truck	Transport	N	N	N	30/18	Softskin		Elite
Gun Company	37mm Pak with 4 crew	AT Gun	N	N	N			AT class 5 / HE 6 points table 4	Elite
Gun Company	1 ton H/T	Transport	N	N	N	24/12	Softskin		Elite
Gun Company	Sig 33	ASSAULT GUN	N	N	N	24/12	E	HE 12 points table 5	Elite
1ST	9 Inf with AT Grenades	9 Inf with AT Grenades	N	N	N	9/6			Elite
1ST	Transport	Transport	N	N	N	24/12	Softskin		Elite
2ND	9 Inf with AT Grenades	9 Inf with AT Grenades	N	N	N	9/6			Elite
2ND	Transport	Transport	N	N	N	24/12	Softskin		Elite
3RD	9 Inf with AT Grenades	9 Inf with AT Grenades	N	N	N	9/6			Elite
3RD	Transport	Transport	N	N	N	24/12	Softskin		Elite

Kampfgruppe Angern 119 Schtzen Regiment

32 inf and 12 in supporting units. Total of 42. Btn tests as a whole at 20 figures and sub units in others circumstances as per rules

Kampfgruppe Angern Artillery Regiment 119

Test morale by gun

COMPANY	UNIT	TYPE	COMMAND	RECCE	OP	Speed	ARMOUR	Turret Weapons	MORALE
OP 1st Btn	Car	Transport	N	N	Y	30/9	Softskin		Elite
OP 1st Btn	OP with 3 Figures	OP with 3 Figures	N	N	Y	9/6			Elite
1st BATTALION	150mm sFH 18 howitzer Off Table	Artillery Off Table	N	N	N			12 points table 5	Elite
1st BATTALION	150mm sFH 18 howitzer Off Table	Artillery Off Table	N	N	N			12 points table 5	Elite
1st BATTALION	150mm sFH 18 howitzer Off Table	Artillery Off Table	N	N	N			12 points table 5	Elite
BTN HQ	Radio Truck	Transport	Y	N	N	24/12	Softskin		Elite
OP 2nd Btn	Car	Transport	N	N	Y	30/9	Softskin		Elite
OP 2nd Btn	OP with 3 Figures	OP with 3 Figures	N	N	Y	9/6			Elite
2nd BATTALION	105mm FH 18 howitzer with 5 crew	Artillery	N	N	N			AT class 3 / 12 points table 4	Elite
2nd BATTALION	3 Ton H/T	Transport	N	N	N	24/12	Softskin		Elite
2nd BATTALION	105mm FH 18 howitzer with 5 crew	Artillery	N	N	N			AT class 3 / 12 points table 4	Elite
2nd BATTALION	3 Ton H/T	Transport	N	N	N	24/12	Softskin		Elite
2nd BATTALION	105mm FH 18 howitzer with 5 crew	Artillery	N	N	N			AT class 3 / 12 points table 4	Elite
2nd BATTALION	3 Ton H/T	Transport	N	N	N	24/12	Softskin		Elite

Kampfgruppe Riebel Panzer Regt 7

BATTALION	COMPANY	UNIT	TYPE	COMMAND	RECCE	OP	Speed	ARMOUR	Turret Weapons	MORALE
Regt HQ	Regt HQ	Panzer III command (VMG)	Medium Tank Command	Y	N	N	24/12	D	VMG	Elite
Regt HQ	Regt HQ	37mm Flak 37/37 anti- aircraft SP	AA Gun	N	N	N	24/12	F	AT class 5 / autocannon	Elite
Btn HQ	BTN HQ	Panzer III (short 50mm)	Medium Tank Command	Y	N	N	24/12	C	AT class 5 / HE 6 points table 4 (or VMG)	Elite
1ST	1ST	Panzer II (20mm)	Light Tank	N	N	N	24/12	E	Autocannon	Elite
1ST	1ST	Panzer III (37mm)	Medium Tank	N	N	N	24/12	D	AT class 5 / HE 6 points table 4 (or VMG)	Elite
1ST	1ST	Panzer III (short 50mm)	Medium Tank	N	N	N	24/12	C	AT class 5 / HE 6 points table 4 (or VMG)	Elite
1ST	1ST	Panzer III (short 50mm)	Medium Tank	N	N	N	24/12	C	AT class 5 / HE 6 points table 4 (or VMG)	Elite
1ST	2ND	Panzer II (20mm)	Light Tank	N	N	N	24/12	E	Autocannon	Elite
1ST	2ND	Panzer III (37mm)	Medium Tank	N	N	N	24/12	D	AT class 5 / HE 6 points table 4 (or VMG)	Elite
1ST	2ND	Panzer III (short 50mm)	Medium Tank	N	N	N	24/12	C	AT class 5 / HE 6 points table 4 (or VMG)	Elite
1ST	2ND	Panzer III (short 50mm)	Medium Tank	N	N	N	24/12	C	AT class 5 / HE 6 points table 4 (or VMG)	Elite
1ST	3RD	Panzer II (20mm)	Light Tank	N	N	N	24/12	E	Autocannon	Elite
1ST	3RD	Panzer IV (short 75mm)	Medium Tank	N	N	N	24/12	C	AT class 4 / HE 10 points table 4 (or VMG)	Elite
1ST	3RD	Panzer IV (short 75mm)	Medium Tank	N	N	N	24/12	C	AT class 4 / HE 10 points table 4 (or VMG)	Elite
Btn HQ	BTN HQ	Panzer III (short 50mm)	Medium Tank Command	Y	N	N	24/12	C	AT class 5 / HE 6 points table 4 (or VMG)	Elite
2ND	1ST	Panzer II (20mm)	Light Tank	N	N	N	24/12	E	Autocannon	Elite
2ND	1ST	Panzer III (37mm)	Medium Tank	N	N	N	24/12	D	AT class 5 / HE 6 points table 4 (or VMG)	Elite
2ND	1ST	Panzer III (short 50mm)	Medium Tank	N	N	N	24/12	C	AT class 5 / HE 6 points table 4 (or VMG)	Elite
2ND	1ST	Panzer III (short 50mm)	Medium Tank	N	N	N	24/12	C	AT class 5 / HE 6 points table 4 (or VMG)	Elite
2ND	2ND	Panzer II (20mm)	Light Tank	N	N	N	24/12	E	Autocannon	Elite
2ND	2ND	Panzer III (37mm)	Medium Tank	N	N	N	24/12	D	AT class 5 / HE 6 points table 4 (or VMG)	Elite
2ND	2ND	Panzer III (short 50mm)	Medium Tank	N	N	N	24/12	C	AT class 5 / HE 6 points table 4 (or VMG)	Elite
2ND	2ND	Panzer III (short 50mm)	Medium Tank	N	N	N	24/12	C	AT class 5 / HE 6 points table 4 (or VMG)	Elite
2ND	3RD	Panzer II (20mm)	Light Tank	N	N	N	24/12	E	Autocannon	Elite
2ND	3RD	Panzer IV (short 75mm)	Medium Tank	N	N	N	24/12	C	AT class 4 / HE 10 points table 4 (or VMG)	Elite
2ND	3RD	Panzer IV (short 75mm)	Medium Tank	N	N	N	24/12	C	AT class 4 / HE 10 points table 4 (or VMG)	Elite

Kampfgruppe Riebel Panzer Recon Btn

COMPANY	UNIT	TYPE	COMMAND	RECCE	OP	Speed	ARMOUR	Turret Weapons	MORALE
HQ	SDKFZ 247	Transport	N	Y	N	24/12	E		Elite
HQ	AT Rifle + 1 crew	AT Rifle + 1 crew	N	Y	N	9/6			Elite
HQ	CO + 3 Figures	CO + 3 Figures	Y	Y	N	9/6			Elite
1ST	SDKFZ 222	AC	N	Y	N	30/15	E	Autocannon	Elite
1ST	SDKFZ 222	AC	N	Y	N	30/15	E	Autocannon	Elite
1ST	SDKFZ 222	AC	N	Y	N	30/15	E	Autocannon	Elite
1ST	SDKFZ 232	AC	N	Y	N	30/15	E	Autocannon	Elite
2ND	M/C Comb	M/C Comb	N	Y	N	30/18		VMG	Elite
2ND	M/C Comb	M/C Comb	N	Y	N	30/18		VMG	Elite
2ND	M/C Comb	M/C Comb	N	Y	N	30/18		VMG	Elite
2ND	M/C Comb	M/C Comb	N	Y	N	30/18		VMG	Elite
2ND	M/C Comb	M/C Comb	N	Y	N	30/18		VMG	Elite

May operate as complete company or have individual vehicles attached to other btns in the Kampfgruppe. If this is the case these attached recon units act as the eyes for that btn as per the recon observation rules for the game. Only one recon veh can be attached to a btn at one time. When attached individually they test morale independently.

16th Panzer Div

16 Panzer Division
Kampfgruppe Sickenius
2 Panzer Regiment
1st Btn
2nd Btn
FlaK-Kampf-Truppe
64 Schützen Regiment 2nd Btn
16 Artillerie Regt
1st Btn (150mm How) off table
2nd Btn (105mm How) On Table

Kampfgruppe Sickenius Panzer Regt 2

BATTALION	COMPANY	UNIT	TYPE	COMMAND	RECCE	OP	Speed	ARMOUR	Turret Weapons	MORALE
Regt HQ	Regt HQ	Panzer III command (VMG)	Medium Tank Command	Y	N	N	24/12	D	VMG	Elite
Regt HQ	Regt HQ	37mm Flak 37/37 anti-aircraft SP	AA Gun	N	N	N	24/12	F	AT class 5 / autocannon	Elite
Btn HQ	BTN HQ	Panzer III (short 50mm)	Medium Tank Command	Y	N	N	24/12	C	AT class 5 / HE 6 points table 4 (or VMG)	Elite
1ST	1ST	Panzer II (20mm)	Light Tank	N	N	N	24/12	E	Autocannon	Elite
1ST	1ST	Panzer III (37mm)	Medium Tank	N	N	N	24/12	D	AT class 5 / HE 6 points table 4 (or VMG)	Elite
1ST	1ST	Panzer III (short 50mm)	Medium Tank	N	N	N	24/12	C	AT class 5 / HE 6 points table 4 (or VMG)	Elite
1ST	1ST	Panzer III (short 50mm)	Medium Tank	N	N	N	24/12	C	AT class 5 / HE 6 points table 4 (or VMG)	Elite
1ST	2ND	Panzer II (20mm)	Light Tank	N	N	N	24/12	E	Autocannon	Elite
1ST	2ND	Panzer III (37mm)	Medium Tank	N	N	N	24/12	D	AT class 5 / HE 6 points table 4 (or VMG)	Elite
1ST	2ND	Panzer III (short 50mm)	Medium Tank	N	N	N	24/12	C	AT class 5 / HE 6 points table 4 (or VMG)	Elite
1ST	2ND	Panzer III (short 50mm)	Medium Tank	N	N	N	24/12	C	AT class 5 / HE 6 points table 4 (or VMG)	Elite
1ST	3RD	Panzer II (20mm)	Light Tank	N	N	N	24/12	E	Autocannon	Elite
1ST	3RD	Panzer IV (short 75mm)	Medium Tank	N	N	N	24/12	C	AT class 4 / HE 10 points table 4 (or VMG)	Elite
1ST	3RD	Panzer IV (short 75mm)	Medium Tank	N	N	N	24/12	C	AT class 4 / HE 10 points table 4 (or VMG)	Elite
Btn HQ	BTN HQ	Panzer III (short 50mm)	Medium Tank Command	Y	N	N	24/12	C	AT class 5 / HE 6 points table 4 (or VMG)	Elite
2ND	1ST	Panzer II (20mm)	Light Tank	N	N	N	24/12	E	Autocannon	Elite
2ND	1ST	Panzer III (37mm)	Medium Tank	N	N	N	24/12	D	AT class 5 / HE 6 points table 4 (or VMG)	Elite
2ND	1ST	Panzer III (short 50mm)	Medium Tank	N	N	N	24/12	C	AT class 5 / HE 6 points table 4 (or VMG)	Elite
2ND	1ST	Panzer III (short 50mm)	Medium Tank	N	N	N	24/12	C	AT class 5 / HE 6 points table 4 (or VMG)	Elite
2ND	2ND	Panzer II (20mm)	Light Tank	N	N	N	24/12	E	Autocannon	Elite
2ND	2ND	Panzer III (37mm)	Medium Tank	N	N	N	24/12	D	AT class 5 / HE 6 points table 4 (or VMG)	Elite
2ND	2ND	Panzer III (short 50mm)	Medium Tank	N	N	N	24/12	C	AT class 5 / HE 6 points table 4 (or VMG)	Elite
2ND	2ND	Panzer III (short 50mm)	Medium Tank	N	N	N	24/12	C	AT class 5 / HE 6 points table 4 (or VMG)	Elite
2ND	3RD	Panzer II (20mm)	Light Tank	N	N	N	24/12	E	Autocannon	Elite
2ND	3RD	Panzer IV (short 75mm)	Medium Tank	N	N	N	24/12	C	AT class 4 / HE 10 points table 4 (or VMG)	Elite
2ND	3RD	Panzer IV (short 75mm)	Medium Tank	N	N	N	24/12	C	AT class 4 / HE 10 points table 4 (or VMG)	Elite

Kampfgruppe Sickenius Artillery Regiment 16

Test morale by gun

COMPANY	UNIT	TYPE	COMMAND	RECCE	OP	Speed	ARMOUR	Turret Weapons	MORALE
OP 1st Btn	Car	Transport	N	N	Y	30/9	Softskin		Elite
OP 1st Btn	OP with 3 Figures	OP with 3 Figures	N	N	Y	9/6			Elite
1st BATTALION	150mm sFH 18 howitzer Off Table	Artillery Off Table	N	N	N			12 points table 5	Elite
1st BATTALION	150mm sFH 18 howitzer Off Table	Artillery Off Table	N	N	N			12 points table 5	Elite
1st BATTALION	150mm sFH 18 howitzer Off Table	Artillery Off Table	N	N	N			12 points table 5	Elite
BTN HQ	Radio Truck	Transport	Y	N	N	24/12	Softskin		Elite
OP 2nd Btn	Car	Transport	N	N	Y	30/9	Softskin		Elite
OP 2nd Btn	OP with 3 Figures	OP with 3 Figures	N	N	Y	9/6			Elite
2nd BATTALION	105mm FH 18 howitzer with 5 crew	Artillery	N	N	N			AT class 3 / 12 points table 4	Elite
2nd BATTALION	3 Ton H/T	Transport	N	N	N	24/12	Softskin		Elite
2nd BATTALION	105mm FH 18 howitzer with 5 crew	Artillery	N	N	N			AT class 3 / 12 points table 4	Elite
2nd BATTALION	3 Ton H/T	Transport	N	N	N	24/12	Softskin		Elite
2nd BATTALION	105mm FH 18 howitzer with 5 crew	Artillery	N	N	N			AT class 3 / 12 points table 4	Elite
2nd BATTALION	3 Ton H/T	Transport	N	N	N	24/12	Softskin		Elite

Kampfgruppe Sickenius 64 Schtzen Regiment

32 inf and 12 in supporting units. Total of 42. Btn tests as a whole at 20 figures and sub units in others circumstances as per rules

COMPANY	UNIT	TYPE	COMMAND	RECCE	OP	Speed	ARMOUR	Turret Weapons	MORALE
BTN HQ	CO + 2 Figures	CO + 2 Figures	Y	N	N	9/6 spots for 81mm mortar do not roll to contact do not add 12" to their observation range page 63		spots for 81mm mortar do not roll to contact do not add 12" to their observation range page 63	Elite
BTN HQ	AT Rifle + 1 crew	AT Rifle + 1 crew	N	N	N	9/6			Elite
BTN HQ	Car	Transport	N	N	N	30/9	Softskin		Elite
BTN HQ	50mm mortar + 2 crew	50mm mortar + 2 crew	N	N	N	9/6		HE 6 points table 4 max crew 2 max range 18" min range 3"	Elite
BTN HQ	Light Truck	Transport	N	N	N	30/18	Softskin		Elite
MG Company	81/82mm mortar + 3 crew	81/82mm mortar + 3 crew	N	N	N	9/6		HE 8 points table 4 max crew 3 min crew 2 max range 48" min range 6"	Elite
MG Company	MG 34 MMG + 3 crew	MMG with 3 crew	N	N	N	9/3			Elite
MG Company	MG 34 MMG + 3 crew	MMG with 3 crew	N	N	N	9/3			Elite
MG Company	Light Truck	Transport	N	N	N	30/18	Softskin		Elite
MG Company	Light Truck	Transport	N	N	N	30/18	Softskin		Elite
Gun Company	37mm Pak with 4 crew	AT Gun	N	N	N			AT class 5 / HE 6 points table 4	Elite
Gun Company	1 ton H/T	Transport	N	N	N	24/12	Softskin		Elite
Gun Company	Sig 33	ASSAULT GUN	N	N	N	24/12	E	HE 12 points table 5	Elite
1ST	9 Inf with AT Grenades	9 Inf with AT Grenades	N	N	N	9/6			Elite
1ST	Transport	Transport	N	N	N	24/12	Softskin		Elite
2ND	9 Inf with AT Grenades	9 Inf with AT Grenades	N	N	N	9/6			Elite
2ND	Transport	Transport	N	N	N	24/12	Softskin		Elite
3RD	9 Inf with AT Grenades	9 Inf with AT Grenades	N	N	N	9/6			Elite
3RD	Transport	Transport	N	N	N	24/12	Softskin		Elite

Kampfgruppe Sickenius FlaK-Kampf-Truppe

Test morale by gun

COMPANY	UNIT	TYPE	COMMAND	RECCE	OP	Speed	ARMOUR	Turret Weapons	MORALE
Battery	88mm Flak 36/41 dual purpose with 5 crew	AA Gun	N	N	N			AT class 2 / HE 12 points table 4 AT ranges 0 - 12", 12 - 36", 36 - 60". HE bands 6 x 10"	Elite
Battery	8 Ton H/T	Transport	N	N	N	24/12	Softskin		Elite
Battery	20mm Flak 36 anti-aircraft with 4 crew	AA Autocannon	N	N	N			Autocannon	Elite
Battery	Light Truck	Transport	N	N	N	30/18	Softskin		Elite
Battery	88mm Flak 36/41 dual purpose with 5 crew	AA Gun	N	N	N			AT class 2 / HE 12 points table 4 AT ranges 0 - 12", 12 - 36", 36 - 60". HE bands 6 x 10"	Elite
Battery	8 Ton H/T	Transport	N	N	N	24/12	Softskin		Elite
Battery	20mm Flak 36 anti-aircraft with 4 crew	AA Autocannon	N	N	N			Autocannon	Elite
Battery	Light Truck	Transport	N	N	N	30/18	Softskin		Elite
Battery	Sdkfz 10/4	AA Autocannon	N	N	N	24/12	Softskin	Autocannon	Elite
Battery	Sdkfz 10/4	AA Autocannon	N	N	N	24/12	Softskin	Autocannon	Elite

XXXXVIII Armeekorps
AT Btn
Assault Gun Btn
Artillerie Regt 3rd Btn (105mm How) On Table
57 In Div Inf Btn
57 In Div Inf Btn

XXXXVIII Armeekorps

A/T Btn

COMPANY	UNIT	TYPE	COMMAND	RECCE	OP	Speed	ARMOUR	Turret Weapons	MORALE
1ST	37mm Pak with 4 crew	AT Gun	N	N	N			AT class 5 / HE 6 points table 4	Elite
1ST	1 ton H/T	Transport	N	N	N	24/12	Softskin		Elite
1ST	50mm PAK with with 4 crew	AT Gun	N	N	N			AT class 3 / HE 6 points table 4	Elite
1ST	1 ton H/T	Transport	N	N	N	24/12	Softskin		Elite
2ND	37mm Pak with 4 crew	AT Gun	N	N	N			AT class 5 / HE 6 points table 4	Elite
2ND	1 ton H/T	Transport	N	N	N	24/12	Softskin		Elite
2ND	50mm PAK with with 4 crew	AT Gun	N	N	N			AT class 3 / HE 6 points table 4	Elite
2ND	1 ton H/T	Transport	N	N	N	24/12	Softskin		Elite
3RD	Marder I (47mm)	SP AT GUN	N	N	N	24/12	E	AT class 4 / HE 6 points table 4	Elite
3RD	Marder I (47mm)	SP AT GUN	N	N	N	24/12	E	AT class 4 / HE 6 points table 4	Elite

Inf Btn

33 inf and 17 in supporting units. Total of 50. Btn tests as a whole at 20 figures and sub units in others circumstances as per rules

COMPANY	UNIT	TYPE	COMMAND	RECCE	OP	Speed	ARMOUR	Turret Weapons	MORALE
BTN HQ	CO + 2 Figures	CO + 2 Figures	Y	N	N	9/6		spots for support weapons do not roll to contact do not add 12" to their observation range page 63	Regular
BTN HQ	50mm mortar + 2 crew	50mm mortar + 2 crew	N	N	N	9/6		HE 6 points table 4 max crew 2 max range 18" min range 3"	Regular
BTN HQ	AT Rifle + 1 crew	AT Rifle + 1 crew	N	N	N	9/6		AT Class 6	Regular
MG Company	81/82mm mortar + 3 crew	81/82mm mortar + 3 crew	N	N	N	9/6		HE 8 points table 4 max crew 3 min crew 2 max range 48" min range 6"	Regular
MG Company	MG 34 MMG + 3 crew	MMG with 3 crew	N	N	N	9/3		8 points casualty table. Fires independantly	Regular
MG Company	MG 34 MMG + 3 crew	MMG with 3 crew	N	N	N	9/3			Regular
Gun Company	37mm Pak with 4 crew	AT Gun	N	N	N			AT class 5 / HE 6 points table 4	Regular
Gun Company	Light Truck	Transport	N	N	N	30/18	Softskin		Regular
Gun Company	75mm Inf Gun	Artillery	N	N	N			AT class 5 / HE 10 points table 4 Maximum range for IDF is 72"	Regular
Gun Company	Light Truck	Transport	N	N	N	30/18	Softskin		Regular
1st	9 Inf with AT Grenades	9 Inf with AT Grenades	N	N	N	9/6			Regular
3rd	9 Inf with AT Grenades	9 Inf with AT Grenades	N	N	N	9/6			Regular
2nd	9 Inf with AT Grenades	9 Inf with AT Grenades	N	N	N	9/6			Regular

Inf Btn

COMPANY	UNIT	TYPE	COMMAND	RECCE	OP	Speed	ARMOUR	Turret Weapons	MORALE
BTN HQ	CO + 2 Figures	CO + 2 Figures	Y	N	N	9/6		spots for support weapons do not roll to contact do not add 12" to their observation range page 63	Regular
BTN HQ	50mm mortar + 2 crew	50mm mortar + 2 crew	N	N	N	9/6		HE 6 points table 4 max crew 2 max range 18" min range 3"	Regular
BTN HQ	AT Rifle + 1 crew	AT Rifle + 1 crew	N	N	N	9/6		AT Class 6	Regular
MG Company	81/82mm mortar + 3 crew	81/82mm mortar + 3 crew	N	N	N	9/6		HE 8 points table 4 max crew 3 min crew 2 max range 48" min range 6"	Regular
MG Company	MG 34 MMG + 3 crew	MMG with 3 crew	N	N	N	9/3		8 points casualty table. Fires independantly	Regular
MG Company	MG 34 MMG + 3 crew	MMG with 3 crew	N	N	N	9/3			Regular
Gun Company	37mm Pak with 4 crew	AT Gun	N	N	N			AT class 5 / HE 6 points table 4	Regular
Gun Company	Light Truck	Transport	N	N	N	30/18	Softskin		Regular
Gun Company	75mm Inf Gun	Artillery	N	N	N			AT class 5 / HE 10 points table 4 Maximum range for IDF is 72"	Regular
Gun Company	Light Truck	Transport	N	N	N	30/18	Softskin		Regular
1st	9 Inf with AT Grenades	9 Inf with AT Grenades	N	N	N	9/6			Regular
3rd	9 Inf with AT Grenades	9 Inf with AT Grenades	N	N	N	9/6			Regular
2nd	9 Inf with AT Grenades	9 Inf with AT Grenades	N	N	N	9/6			Regular

33 inf and 17 in supporting units. Total of 50. Btn tests as a whole at 20 figures and sub units in others circumstances as per rules

197th Assault Gun Btn

COMPANY	UNIT	TYPE	COMMAND	RECCE	OP	Speed	ARMOUR	Turret Weapons	MORALE
BTN HQ	SDKFZ 253	APC	Y	N	Y	30/15	E		Elite
1ST	StuG III (short 75mm)	ASSAULT GUN	N	N	N	24/12	C	AT class 4 / HE 10 points table 4	Elite
1ST	StuG III (short 75mm)	ASSAULT GUN	N	N	N	24/12	C	AT class 4 / HE 10 points table 4	Elite
2ND	StuG III (short 75mm)	ASSAULT GUN	N	N	N	24/12	C	AT class 4 / HE 10 points table 4	Elite
2ND	StuG III (short 75mm)	ASSAULT GUN	N	N	N	24/12	C	AT class 4 / HE 10 points table 4	Elite
3RD	StuG III (short 75mm)	ASSAULT GUN	N	N	N	24/12	C	AT class 4 / HE 10 points table 4	Elite
3RD	StuG III (short 75mm)	ASSAULT GUN	N	N	N	24/12	C	AT class 4 / HE 10 points table 4	Elite

Artillerie Regt 3rd Btn (105mm How)

COMPANY	UNIT	TYPE	COMMAND	RECCE	OP	Speed	ARMOUR	Turret Weapons	MORALE
OP + 3 Figures	OP with 3 Figures	OP with 3 Figures	N	N	Y	9/6			Elite
	Car	Transport	N	N	N	30/9	Softskin		Elite
Regt HQ	Radio Truck	Radio Truck	Y	N	N	24/12	Softskin		Elite
3rd Btn	105mm FH 18 howitzer with 5 crew	Artillery	N	N	N			AT class 3 / 12 points table 4	Elite
3rd Btn	3 Ton H/T	Transport	N	N	N	24/12	softskin		Elite
3rd Btn	105mm FH 18 howitzer with 5 crew	Artillery	N	N	N			AT class 3 / 12 points table 4	Elite
3rd Btn	3 Ton H/T	Transport	N	N	N	24/12	softskin		Elite
3rd Btn	105mm FH 18 howitzer with 5 crew	Artillery	N	N	N			AT class 3 / 12 points table 4	Elite
3rd Btn	3 Ton H/T	Transport	N	N	N	24/12	softskin		Elite

Soviet ORBAT

8th Mechanized Corps Corp HQ		99 Rifle Div	1 Airborne Corps	15th Mechanized Corps Corp HQ
12th Tank Division	7th Motorized Infantry Division			10th Tank Division
12th Recon Battalion MC Company Regular	145th Anti-Tank Battalion 45mm AT Regular	1st A/T Brigade 76/85mm Elite	Airborne Btn 204 Airborne Inf Bde Elite	20th Tank Regiment
12th Anti-Aircraft Battalion 37mm ADC Regular	23rd Artillery Regiment 107mm Regular	1st Soviet Reduced Strength Rifle Regt Conscript		1st Btn KV1 Elite
67th Tank Regiment	27th Motorized Infantry Regiment 1st Btn Regular			2nd Btn T28/T26 Regular
1st Btn BT7/T28/T34 Regular	Tank Regiment 1st Btn BT5 Regular			3rd Btn BT7 Regular
2nd Btn BT7/T28/T34 Regular	Tank Regiment 2nd Btn T26 Regular			4th Btn T26 Regular
3rd Btn BT7/T34/KV1 Regular				10th Anti-Aircraft Battalion 37mm ADC Regular
4th Btn T26 Regular				10th Howitzer Regiment 122mm How Regular
34th Tank Division				10th Recon Battalion BA20/B10/MC Regular
34th Tank Division Composite Tank Battalion BT7/T26/T35/OT130 Conscript				
34th Motorized Infantry Regiment 1st Btn Regular				

15th Mechanized Corps

15th Mechanized Corps Corp HQ
10th Tank Division
20th Tank Regiment
1st Btn KV1 Elite
2nd Btn T28/T26 Regular
3rd Btn BT7 Regular
4th Btn T26 Regular
10th Anti-Aircraft Battalion 37mm ADC Regular
10th Howitzer Regiment 122mm How Regular
10th Recon Battalion BA20/B10/MC Regular

10th Anti-Aircraft Battalion

COMPANY	UNIT	TYPE	COMMAND	RECCE	OP	Turret Weapons	MORALE
BATTERY	37mm A/A Gun with 4 crew	single barrel 37-40mm AA gun	N	N	N	AT class 4	Regular
BATTERY	ZIS Truck	Transport	N	N	N		Regular
BATTERY	37mm A/A Gun with 4 crew	single barrel 37-40mm AA gun	N	N	N	AT class 4	Regular
BATTERY	ZIS Truck	Transport	N	N	N		Regular

2 x 37mm AA Gun AT class 4/single barrel 37-40mm AA gun (page 99 rules)
max crew 4 min crew 2. Test morale by battery.

2 x ZIS Truck movement rate (when towing) 24inch road/12inch cross country
soft skin F class

10th Howitzer Regiment

COMPANY	UNIT	TYPE	COMMAND	RECCE	OP	Speed Armour Hull (and Other) Weapons Turret Weapons Point	ARMOUR	MORALE
HQ	Radio Truck	Radio Truck	Y	N	N	30/18	Softskin	Regular
OP	Car	Transport	N	N	N	30/18	Softskin	Regular
OP	OP with 3 Figures	OP with 3 Figures	N	N	Y	9/6		Regular
Btn	122mm Mod 1938 with 5 crew	Artillery	N	N	N	AT class 3 / HE 12 points table 4		Regular
Btn	Stalinets Gun Tractor	Transport	N	N	N	24/12	Softskin	Regular
Btn	122mm Mod 1938 with 5 crew	Artillery	N	N	N	AT class 3 / HE 12 points table 4		Regular
Btn	Stalinets Gun Tractor	Transport	N	N	N	24/12	Softskin	Regular

2 x 122mm Mod 1938 howitzer class 3/HE 12 points table 4 maximum crew 5 minimum crew 2. Test morale by battery. On table IDF max range 120 inch

2 x ZIS Truck movement rate (when towing) 24" road/12" cross country soft skin F class

10th Motorized Infantry Regiment

COMPANY	UNIT	TYPE	COMMAND	RECCE	OP	Speed	MORALE
BTN HQ	Car	Transport	Y	N	N	30/9	Regular
BTN HQ	CO + 3 Figures	CO + 3 Figures	Y	N	N	9/6 spots for support mortar contacts it without die roll but do not add 12" to their observation ranges page 63	Regular
SUPPORT	81/82mm mortar + 3 crew	81/82mm mortar + 3 crew	N	N	N	9/6 HE 8 points table 4 min range 6 " max range 48" max crew 3 min crew 2	Regular
SUPPORT	ZIS Truck	Transport	N	N	N	24/12	Regular
SUPPORT	MMG with 3 crew	MMG with 3 crew	N	N	N	9/6 min crew 2 AT gun class 6 fire points 10 fires independantly	Regular
SUPPORT	ZIS Truck	Transport	N	N	N	24/12	Regular
AT Company	45mm AT gun with 4 crew	AT Gun	N	N	N	9/6 AT class 4 / HE 6 points table 4 max crew 4 min crew 2	Regular
AT Company	ZIS Truck	Transport	N	N	N	24/12	Regular
1ST	8 Inf with AT grenades	8 Inf with AT grenades	N	N	N		Regular
1ST	ZIS Truck	Transport	N	N	N	24/12	Regular
2ND	8 Inf with AT grenades	8 Inf with AT grenades	N	N	N		Regular
2ND	ZIS Truck	Transport	N	N	N	24/12	Regular
3RD	8 Inf with AT grenades	8 Inf with AT grenades	N	N	N		Regular
3RD	ZIS Truck	Transport	N	N	N	24/12	Regular

Total number of figures in btn:-

27 inf and 10 in supporting units. Total of 37. Btn tests as a whole at 20 figures and sub units in others circumstances as per rules

10th Recon Battalion

COMPANY	UNIT	TYPE	COMMAND	RECCE	OP	Speed	ARMOUR	Hull (and Other) Weapons	Turret Weapons	MORALE
BTN HQ	BA 20 Command	AC	Y	Y	N	30/15	E	VMG	VMG	Regular
M/C COMPANY	M/C Comb	M/C Comb	N	Y	N	30/18	Softskin	VMG	VMG	Regular
M/C COMPANY	M/C Comb	M/C Comb	N	Y	N	30/18	Softskin	VMG	VMG	Regular
M/C COMPANY	M/C Comb	M/C Comb	N	Y	N	30/18	Softskin	VMG	VMG	Regular
M/C COMPANY	M/C Comb	M/C Comb	N	Y	N	30/18	Softskin	VMG	VMG	Regular
1ST	BA20	AC	N	Y	N	30/15	E	VMG	VMG	Regular
1ST	BA20	AC	N	Y	N	30/15	E	VMG	VMG	Regular
2ND	BA10	AC	N	Y	N	30/15	E	VMG	AT class 4 / HE 6 points table 4 (or VMG)	Regular
2ND	BA10	AC	N	Y	N	30/15	E	VMG	AT class 4 / HE 6 points table 4 (or VMG)	Regular

May operate as complete btn or have individual vehicles attached to other btns in the 15th MC. If this is the case these attached recon units act as the eyes for that btn as per the recon observation rules for the game. Only one recon veh can be attached to a btn at one time. When attached individually they test morale independently.

20th Tank Regt Regt HQ

COMPANY	UNIT	TYPE	COMMAND	RECCE	OP	Speed	ARMOUR	Hull (and Other) Weapons	Turret Weapons	MORALE
Regt HQ	T26 Command	Light Tank Command	Y	N	N	24/12	E	N	AT class 4 / HE 6 points table 4	Regular
Regt HQ	KV2	Heavy Tank	N	N	N	18/9	B	VMG	AT class 3 / xheavy gun (or VMG)	Regular
Regt HQ	T26 (76.2mm howitzer)	Light Tank	N	N	N	24/12	E	N	AT class 5 / HE 10 points table 4	Regular
Regt HQ	AA HMG/Gaz Truck	AA Gun MG	N	N	N	24/12	Softskin	N	multiple AA HMG / 20-30mm autocannon page 99	Regular

Units test morale independently

20th Tank Regt 1ST Btn

COMPANY	UNIT	TYPE	COMMAND	RECCE	OP	Speed	ARMOUR	Hull (and Other) Weapons	Turret Weapons	MORALE
BTN HQ	KV1 Command	Heavy Tank Command	Y	N	N	24/12	B	VMG	AT class 3 / HE 10 points table 4 (or VMG)	ELITE
1ST	KV1	Heavy Tank	N	N	N	24/12	B	VMG	AT class 3 / HE 10 points table 4 (or VMG)	ELITE
1ST	KV1	Heavy Tank	N	N	N	24/12	B	VMG	AT class 3 / HE 10 points table 4 (or VMG)	ELITE
2ND	KV1	Heavy Tank	N	N	N	24/12	B	VMG	AT class 3 / HE 10 points table 4 (or VMG)	ELITE
2ND	KV1	Heavy Tank	N	N	N	24/12	B	VMG	AT class 3 / HE 10 points table 4 (or VMG)	ELITE

20th Tank Regt 2nd Btn

UNIT	TYPE	COMMAND	RECCE	OP	Speed	ARMOUR	Hull (and Other) Weapons	Turret Weapons	MORALE
T28 Command	Medium Tank Command	Y	N	N	18/9	E	2 x VMG	AT class 4 / HE 10 points table 4 (or VMG)	Regular
T26	Light Tank	N	N	N	24/12	E	N	AT class 4 / HE 6 points table 4	Regular
T26	Light Tank	N	N	N	24/12	E	N	AT class 4 / HE 6 points table 4	Regular
T28	Medium Tank	N	N	N	18/9	E	2 x VMG	AT class 4 / HE 10 points table 4 (or VMG)	Regular
T28	Medium Tank	N	N	N	18/9	E	2 x VMG	AT class 4 / HE 10 points table 4 (or VMG)	Regular
BT7	Light Tank	N	N	N	30/15	E	N	AT class 4 / HE 6 points table 4	Regular
BT7	Light Tank	N	N	N	30/15	E	N	AT class 4 / HE 6 points table 4	Regular

20th Tank Regt 3rd Btn

COMPANY	UNIT	TYPE	COMMAND	RECCE	OP	Speed	ARMOUR	Hull (and Other) Weapons	Turret Weapons	MORALE
BTN HQ	BT7 Command	Light Tank	Y	N	N	30/15	E	N	AT class 4 / HE 6 points table 4	Regular
1ST	BT7	Light Tank	N	N	N	30/15	E	N	AT class 4 / HE 6 points table 4	Regular
1ST	BT7	Light Tank	N	N	N	30/15	E	N	AT class 4 / HE 6 points table 4	Regular
2ND	BT7	Light Tank	N	N	N	30/15	E	N	AT class 4 / HE 6 points table 4	Regular
2ND	BT7	Light Tank	N	N	N	30/15	E	N	AT class 4 / HE 6 points table 4	Regular
3RD	BT7	Light Tank	N	N	N	30/15	E	N	AT class 4 / HE 6 points table 4	Regular
3RD	BT7	Light Tank	N	N	N	30/15	E	N	AT class 4 / HE 6 points table 4	Regular

20th Tank Regt 4th Btn

COMPANY	UNIT	TYPE	COMMAND	RECCE	OP	Speed	ARMOUR	Hull (and Other) Weapons	Turret Weapons	MORALE
BTN HQ	T26 Command	Light Tank Command	Y	N	N	24/12	E	N	AT class 4 / HE 6 points table 4	Regular
1ST	T26	Light Tank	N	N	N	24/12	E	N	AT class 4 / HE 6 points table 4	Regular
1ST	T26	Light Tank	N	N	N	24/12	E	N	AT class 4 / HE 6 points table 4	Regular
2ND	T26	Light Tank	N	N	N	24/12	E	N	AT class 4 / HE 6 points table 4	Regular
2ND	T26	Light Tank	N	N	N	24/12	E	N	AT class 4 / HE 6 points table 4	Regular
3RD	T26	Light Tank	N	N	N	24/12	E	N	AT class 4 / HE 6 points table 4	Regular
3RD	T26	Light Tank	N	N	N	24/12	E	N	AT class 4 / HE 6 points table 4	Regular

99th Inf Div & Airborne Troops

99 Rifle Div	1 Airborne Corps
1st A/T Brigade 76/85mm Elite	Airborne Btn 204 Airborne Inf Bde Elite
1st Soviet Reduced Strength Rifle Regt Conscript	

1st AT Brigade

COMPANY	UNIT	TYPE	COMMAND	RECCE	OP	Speed	ARMOUR	Turret Weapons	MORALE
Battery	76.2mm field / anti-tank with 4 crew	AT Gun	N	N	N			AT class 2 / HE 10 points table 4 max crew 4 min crew 2	Elite
Battery	ZIS Truck	Transport	N	N	N	24/12	Softskin		
Battery	76.2mm field / anti-tank with 4 crew	AT Gun	N	N	N			AT class 2 / HE 10 points table 4 max crew 4 min crew 2	Elite
Battery	ZIS Truck	Transport	N	N	N	24/12	Softskin		
Battery	76.2mm field / anti-tank with 4 crew	AT Gun	N	N	N			AT class 2 / HE 10 points table 4 max crew 4 min crew 2	Elite
Battery	ZIS Truck	Transport	N	N	N	24/12	Softskin		
Battery	76.2mm field / anti-tank with 4 crew	AT Gun	N	N	N			AT class 2 / HE 10 points table 4 AT class 2 / HE 10 points table 4 max crew 4 min crew 2	Elite
Battery	ZIS Truck	Transport	N	N	N	24/12	Softskin		
Battery	85mm Mod 39 anti-aircraft	AA Gun Cannon	N	N	N			AT class 2 / HE 10 points table 4 max crew 5 min crew 2	Elite
Battery	ZIS Truck	Transport	N	N	N	24/12	Softskin		
Battery	85mm Mod 39 anti-aircraft	AA Gun Cannon	N	N	N			AT class 2 / HE 10 points table 4 max crew 5 min crew 2	Elite
Battery	ZIS Truck	Transport	N	N	N	24/12	Softskin		

1st Soviet Reduced Strength Rifle Regt

COMPANY	UNIT	TYPE	COMMAND	RECCE	OP	Speed	Turret Weapons	MORALE
Regt HQ	CO + 3 Figures	CO + 3 Figures	Y	N	N	9/6	spots for 120mm mortar do not roll to contact do not add 12" to their observation range page 63	Conscript
Regt HQ	120mm Mortar	120mm Mortar max crew 4 min crew 2	N	N	N		HE 12 points table 4 max crew 4 min crew 2 max range 60" min range 6"	Conscript
BTN HQ	CO + 2 Figures	CO + 2 Figures	Y	N	N	9/6	spots for 81mm mortar do not roll to contact do not add 12" to their observation range page 63	Conscript
1st	8 Inf with AT grenades	8 Inf with AT grenades	N	N	N	9/6		Conscript
2nd	8 Inf with AT grenades	8 Inf with AT grenades	N	N	N	9/6		Conscript
MG Company	MMG with 3 crew	MMG with 3 crew	N	N	N	9/6	min crew 2 10 points fire table fires independantly	Conscript
BTN HQ	CO + 2 Figures	CO + 2 Figures	Y	N	N	9/6	spots for 81mm mortar do not roll to contact do not add 12" to their observation range page 63	Conscript
1st	8 Inf with AT grenades	8 Inf with AT grenades	N	N	N	9/6		Conscript
2nd	8 Inf with AT grenades	8 Inf with AT grenades	N	N	N	9/6		Conscript
MG Company	MMG with 3 crew	MMG with 3 crew	N	N	N	9/6	min crew 2 10 points fire table fires independantly	Conscript
AT Battery	45mm AT gun with 4 crew	AT Gun	N	N	N		AT class 4 / HE 6 points table 4	Conscript
AT Battery	Horse Tow	Transport	N	N	N	15/9		Conscript
Mortar Company	81/82mm mortar + 3 crew	81/82mm mortar + 3 crew	N	N	N	9/6	HE 8 points table 4 max crew 3 min crew 2 max range 48" min range 6"	Conscript

The Regt HQ, AT Battery & mortars test morale independently.

Each of the inf btns has 22 figures and tests morale at 11 casualties. sub units in others circumstances as per rules

Airborne Btn 204 Airborne Brig

COMPANY	UNIT	TYPE	COMMAND	RECCE	OP	Speed	MORALE
BTN HQ	CO + 4 Figures	CO + 3 Figures	Y	N	N	9/6 spots for mortars	ELITE
BTN HQ	Flame Thrower	Flame Thrower	N	N	N	9/6 max range 6" 15 points on cas table	ELITE
Mortar Company	50mm mortar + 2 crew	50mm mortar + 2 crew	N	N	N	9/6 max range 18" min range 3" HE 6 points table 4	ELITE
Mortar Company	50mm mortar + 2 crew	50mm mortar + 2 crew	N	N	N	9/6 max range 18" min range 3" HE 6 points table 4	ELITE
MG Company	MMG with 3 crew	MMG with 3 crew	N	N	N	9/6 10 points on cas table fires independatly	ELITE
1ST	8 Inf with AT grenades	8 Inf with AT grenades	N	N	N	9/6	ELITE
2nd	8 Inf with AT grenades	8 Inf with AT grenades	N	N	N	9/6	ELITE
3rd	8 Inf with AT grenades	8 Inf with AT grenades	N	N	N	9/6	ELITE

8th Mechanized Corps Corp HQ	
12th Tank Division	7th Motorized Infantry Division
12th Recon Battalion MC Company Regular	145th Anti-Tank Battalion 45mm AT Regular
12th Anti-Aircraft Battalion 37mm ADC Regular	23rd Artillery Regiment 107mm Regular
67th Tank Regiment	27th Motorized Infantry Regiment 1st Btn Regular
1st Btn BT7/T28/T34 Regular	Tank Regiment 1st Btn BT5 Regular
2nd Btn BT7/T28/T34 Regular	Tank Regiment 2nd Btn T26 Regular
3rd Btn BT7/T34/KV1 Regular	
4th Btn T26 Regular	
34th Tank Division	
34th Tank Division Composite Tank Battalion BT7/T26/T35/OT130 Conscript	
34th Motorized Infantry Regiment 1st Btn Regular	

8th Mechanized Corp

12th Anti-Aircraft Battalion

COMPANY	UNIT	TYPE	COMMAND	RECCE	OP	Turret Weapons	MORALE
BATTERY	37mm A/A Gun with 4 crew	single barrel 37-40mm AA gun	N	N	N	AT class 4	Regular
BATTERY	ZIS Truck	Transport	N	N	N		Regular
BATTERY	37mm A/A Gun with 4 crew	single barrel 37-40mm AA gun	N	N	N	AT class 4	Regular
BATTERY	ZIS Truck	Transport	N	N	N		Regular

2 x 37mm AA Gun AT class 4/single barrel 37-40mm AA gun (page 99 rules)
max crew 4 min crew 2. Test morale by battery.

2 x ZIS Truck movement rate (when towing) 24inch road/12inch cross country
soft skin F class

12th Recon Btn M/C Company

COMPANY	UNIT	TYPE	COMMAND	RECCE	OP	Speed	MORALE
M/C COMPANY	M/C Comb	M/C Comb	N	Y	N	30/18	Regular
M/C COMPANY	M/C Comb	M/C Comb	N	Y	N	30/18	Regular
M/C COMPANY	M/C Comb	M/C Comb	N	Y	N	30/18	Regular
M/C COMPANY	M/C Comb	M/C Comb	N	Y	N	30/18	Regular

May operate as complete company or have individual vehicles attached to other btns in the 8th MC. If this is the case these attached recon units act as the eyes for that btn as per the recon observation rules for the game. When attached individually they test morale independently.

67th Tank Regt Regt HQ

COMPANY	UNIT	TYPE	COMMAND	RECCE	OP	Speed	ARMOUR	Hull (and Other) Weapons	Turret Weapons	MORALE
Regt HQ	T26 Command	Light Tank Command	Y	N	N	24/12	E	N	AT class 4 / HE 6 points table 4	Regular
Regt HQ	KV2	Heavy Tank	N	N	N	18/9	B	VMG	AT class 3 / xheavy gun (or VMG)	Regular
Regt HQ	T26 (76.2mm howitzer)	Light Tank	N	N	N	24/12	E	N	AT class 5 / HE 10 points table 4	Regular
Regt HQ	AA HMG/Gaz Truck	AA Gun MG	N	N	N	24/12	Softskin	N	multiple AA HMG / 20-30mm autocannon page 99	Regular

Units test morale independently

67th Tank Regt 1ST Btn

COMPANY	UNIT	TYPE	COMMAND	RECCE	OP	Speed	ARMOUR	Hull (and Other) Weapon	Turret Weapons	MORALE
BTN HQ	BT7 Command	Light Tank	Y	N	N	30/15	E	N	AT class 4 / HE 6 points table 4	REGULAR
1ST	BT7	Light Tank	N	N	N	30/15	E	N	AT class 4 / HE 6 points table 4	REGULAR
1ST	BT7	Light Tank	N	N	N	30/15	E	N	AT class 4 / HE 6 points table 4	REGULAR
2ND	T28	Medium Tank	N	N	N	18/9	E	2 x VMG	AT class 4 / HE 10 points table 4 (or VMG)	REGULAR
2ND	T28	Medium Tank	N	N	N	18/9	E	2 x VMG	AT class 4 / HE 10 points table 4 (or VMG)	REGULAR
3RD	T34	Medium Tank	N	N	N	30/15	C	VMG	AT class 3 / HE 10 points table 4 (or VMG)	REGULAR
3RD	T34	Medium Tank	N	N	N	30/15	C	VMG	AT class 3 / HE 10 points table 4 (or VMG)	REGULAR

67th Tank Regt 2ND Btn

COMPANY	UNIT	TYPE	COMMAND	RECCE	OP	Speed	ARMOUR	Hull (and Other) Weapon	Turret Weapons	MORALE
BTN HQ	BT7 Command	Light Tank	Y	N	N	30/15	E	N	AT class 4 / HE 6 points table 4	REGULAR
1ST	BT7	Light Tank	N	N	N	30/15	E	N	AT class 4 / HE 6 points table 4	REGULAR
1ST	BT7	Light Tank	N	N	N	30/15	E	N	AT class 4 / HE 6 points table 4	REGULAR
2ND	T28	Medium Tank	N	N	N	18/9	E	2 x VMG	AT class 4 / HE 10 points table 4 (or VMG)	REGULAR
2ND	T28	Medium Tank	N	N	N	18/9	E	2 x VMG	AT class 4 / HE 10 points table 4 (or VMG)	REGULAR
3RD	T34	Medium Tank	N	N	N	30/15	C	VMG	AT class 3 / HE 10 points table 4 (or VMG)	REGULAR
3RD	T34	Medium Tank	N	N	N	30/15	C	VMG	AT class 3 / HE 10 points table 4 (or VMG)	REGULAR

67th Tank Regt 3RD Btn

COMPANY	UNIT	TYPE	COMMAND	RECCE	OP	Speed	ARMOUR	Hull (and Other) Weapon	Turret Weapons	MORALE
BTN HQ	BT7 Command	Light Tank	Y	N	N	30/15	E	N	AT class 4 / HE 6 points table 4	REGULAR
1ST	BT7	Light Tank	N	N	N	30/15	E	N	AT class 4 / HE 6 points table 4	REGULAR
1ST	BT7	Light Tank	N	N	N	30/15	E	N	AT class 4 / HE 6 points table 4	REGULAR
2ND	KV1	Heavy Tank	N	N	N	24/12	B	VMG	AT class 3 / HE 10 points table 4 (or VMG)	REGULAR
2ND	KV1	Heavy Tank	N	N	N	24/12	B	VMG	AT class 3 / HE 10 points table 4 (or VMG)	REGULAR
3RD	T34	Medium Tank	N	N	N	30/15	C	VMG	AT class 3 / HE 10 points table 4 (or VMG)	REGULAR
3RD	T34	Medium Tank	N	N	N	30/15	C	VMG	AT class 3 / HE 10 points table 4 (or VMG)	REGULAR

67th Tank Regt 4TH Btn

COMPANY	UNIT	TYPE	COMMAND	RECCE	OP	Speed	ARMOUR	Hull (and Other) Weapons	Turret Weapons	MORALE
BTN HQ	T26 Command	Light Tank Command	Y	N	N	24/12	E	N	AT class 4 / HE 6 points table 4	REGULAR
1ST	T26	Light Tank	N	N	N	24/12	E	N	AT class 4 / HE 6 points table 4	REGULAR
1ST	T26	Light Tank	N	N	N	24/12	E	N	AT class 4 / HE 6 points table 4	REGULAR
2ND	T26	Light Tank	N	N	N	24/12	E	N	AT class 4 / HE 6 points table 4	REGULAR
2ND	T26	Light Tank	N	N	N	24/12	E	N	AT class 4 / HE 6 points table 4	REGULAR
3RD	T26	Light Tank	N	N	N	24/12	E	N	AT class 4 / HE 6 points table 4	REGULAR
3RD	T26	Light Tank	N	N	N	24/12	E	N	AT class 4 / HE 6 points table 4	REGULAR

34th Motorized Infantry Regiment

COMPANY	UNIT	TYPE	COMMAND	RECCE	OP	Speed	MORALE
BTN HQ	Car	Transport	Y	N	N	30/9	Regular
BTN HQ	CO + 3 Figures	CO + 3 Figures	Y	N	N	9/6 spots for support mortar contacts it without die roll but do not add 12" to their observation ranges page 63	Regular
SUPPORT	81/82mm mortar + 3 crew	81/82mm mortar + 3 crew	N	N	N	9/6 HE 8 points table 4 min range 6 " max range 48" max crew 3 min crew 2	Regular
SUPPORT	ZIS Truck	Transport	N	N	N	24/12	Regular
SUPPORT	MMG with 3 crew	MMG with 3 crew	N	N	N	9/6 min crew 2 AT gun class 6 fire points 10 fires independantly	Regular
SUPPORT	ZIS Truck	Transport	N	N	N	24/12	Regular
AT Company	45mm AT gun with 4 crew	AT Gun	N	N	N	9/6 AT class 4 / HE 6 points table 4 max crew 4 min crew 2	Regular
AT Company	ZIS Truck	Transport	N	N	N	24/12	Regular
1ST	8 Inf with AT grenades	8 Inf with AT grenades	N	N	N		Regular
1ST	ZIS Truck	Transport	N	N	N	24/12	Regular
2ND	8 Inf with AT grenades	8 Inf with AT grenades	N	N	N		Regular
2ND	ZIS Truck	Transport	N	N	N	24/12	Regular
3RD	8 Inf with AT grenades	8 Inf with AT grenades	N	N	N		Regular
3RD	ZIS Truck	Transport	N	N	N	24/12	Regular

Total number of figures in btn:-

27 inf and 10 in supporting units. Total of 37. Btn tests as a whole at 20 figures and sub units in others circumstances as per rules

Composite Tank Battalion

COMPANY	UNIT	TYPE	COMMAND	RECCE	OP	Speed	ARMOUR	Hull (and Other) Weapon	Turret Weapons	MORALE
BTN HQ	T35 Command	Heavy Tank	Y	N	N	18/19	E	2 x VMG	AT class 5 / HE 10 points table 4 (or VMG)	CONSCRIPT
1ST	BT7	Light Tank	N	N	N	30/15	E	N	AT class 4 / HE 6 points table 4	CONSCRIPT
1ST	OT 130 (T26 flamethrower)	Flame Thrower Tank	N	N	N	24/12	E	N	Flamethrower max range 9"	CONSCRIPT
2ND	T26	Light Tank	N	N	N	24/12	E	N	AT class 4 / HE 6 points table 4	CONSCRIPT
2ND	T26	Light Tank	N	N	N	24/12	E	N	AT class 4 / HE 6 points table 4	CONSCRIPT
3RD	T35	Heavy Tank	N	N	N	18/19	E	2 x VMG	AT class 5 / HE 10 points table 4 (or VMG)	CONSCRIPT
SRD	T35	Heavy Tank	N	N	N	18/19	E	2 x VMG	AT class 5 / HE 10 points table 4 (or VMG)	CONSCRIPT

27th Motorized Infantry Regiment

COMPANY	UNIT	TYPE	COMMAND	RECCE	OP	Speed	MORALE
BTN HQ	Car	Transport	Y	N	N	30/9	Regular
BTN HQ	CO + 3 Figures	CO + 3 Figures	Y	N	N	9/6 spots for support mortar contacts it without die roll but do not add 12" to their observation ranges page 63	Regular
SUPPORT	81/82mm mortar + 3 crew	81/82mm mortar + 3 crew	N	N	N	9/6 HE 8 points table 4 min range 6 " max range 48" max crew 3 min crew 2	Regular
SUPPORT	ZIS Truck	Transport	N	N	N	24/12	Regular
SUPPORT	MMG with 3 crew	MMG with 3 crew	N	N	N	9/6 min crew 2 AT gun class 6 fire points 10 fires independantly	Regular
SUPPORT	ZIS Truck	Transport	N	N	N	24/12	Regular
AT Company	45mm AT gun with 4 crew	AT Gun	N	N	N	9/6 AT class 4 / HE 6 points table 4 max crew 4 min crew 2	Regular
AT Company	ZIS Truck	Transport	N	N	N	24/12	Regular
1ST	8 Inf with AT grenades	8 Inf with AT grenades	N	N	N		Regular
1ST	ZIS Truck	Transport	N	N	N	24/12	Regular
2ND	8 Inf with AT grenades	8 Inf with AT grenades	N	N	N		Regular
2ND	ZIS Truck	Transport	N	N	N	24/12	Regular
3RD	8 Inf with AT grenades	8 Inf with AT grenades	N	N	N		Regular
3RD	ZIS Truck	Transport	N	N	N	24/12	Regular

Total number of figures in btn:-

27 inf and 10 in supporting units. Total of 37. Btn tests as a whole at 20 figures and sub units in others circumstances as per rules

145th Anti-Tank Battalion

COMPANY	UNIT	TYPE	COMMAND	RECCE	OP	Speed	ARMOUR	Hull (and Other) Weapon	Turret Weapons	MORALE
Battery	45mm AT gun with 4 crew	AT Gun	N	N	N				AT class 4 / HE 6 points table 4 max crew 4 min crew 2	Regular
Battery	45mm AT gun with 4 crew	AT Gun	N	N	N				AT class 4 / HE 6 points table 4 max crew 4 min crew 2	Regular
Battery	45mm AT gun with 4 crew	AT Gun	N	N	N				AT class 4 / HE 6 points table 4 max crew 4 min crew 2	Regular
Battery	T26 Tractor	Transport	N	N	N	24/12	E	N	None	Regular
Battery	T26 Tractor	Transport	N	N	N	24/12	E	N	None	Regular
Battery	T26 Tractor	Transport	N	N	N	24/12	E	N	None	Regular

23rd Artillery Regiment

COMPANY	UNIT	TYPE	COMMAND	RECCE	OP	Speed	ARMOUR	Hull (and Other) Weapon	Turret Weapons	MORALE
Battery	107mm Mod 1910/30 with 5 crew	Artillery	N	N	N				AT class 3 / HE 10 points table 4 max crew 5 min crew 2	Regular
Battery	107mm Mod 1910/30 with 5 crew	Artillery	N	N	N				AT class 3 / HE 10 points table 4 max crew 5 min crew 2	Regular
Battery	ZIS Truck	Transport	N	N	N	24/12	Softskin			Regular
Battery	ZIS Truck	Transport	N	N	N	24/12	Softskin			Regular
HQ	Radio Truck	Radio Truck	Y	N	N	24/12	Softskin			Regular
OP	Car	Transport	N	N	N	30/15	Softskin			Regular
OP	OP with 3 Figures	OP with 3 Figures	N	N	Y	9/6				Regular

Tank Regt

BATTALION	COMPANY	UNIT	TYPE	COMMAND	RECCE	OP	Speed	ARMOUR	Hull (and Other) Weapon	Turret Weapons	MORALE
1ST	2ND	BT 5	Light Tank	N	N	N	30/15	E	N	AT class 4 / HE 6 points table 4	Regular
1ST	2ND	BT 5	Light Tank	N	N	N	30/15	E	N	AT class 4 / HE 6 points table 4	Regular
1ST	1ST	BT 5	Light Tank	N	N	N	30/15	E	N	AT class 4 / HE 6 points table 4	Regular
1ST	1ST	BT 5	Light Tank	N	N	N	30/15	E	N	AT class 4 / HE 6 points table 4	Regular
2ND	2ND	T26	Light Tank	N	N	N	24/12	E	N	AT class 4 / HE 6 points table 4	Regular
2ND	2ND	T26	Light Tank	N	N	N	24/12	E	N	AT class 4 / HE 6 points table 4	Regular
2ND	1ST	T26	Light Tank	N	N	N	24/12	E	N	AT class 4 / HE 6 points table 4	Regular
2ND	1ST	T26	Light Tank	N	N	N	24/12	E	N	AT class 4 / HE 6 points table 4	Regular