

CHAIN OF COMMAND



1941 MOTOR RIFLE PLATOON

7th MECHANIZED DIVISION, 300th REGIMENT THE BATTLE OF DUBNO-BRODY, 1941

On June 26th, 1941, the 8th Mechanized Corps counterattacked against the German offensive in the Ukraine. Their mission was confused; they had received three separate orders from 3 separate high commands.

Still, they fought valiantly; the *tankisti* of the 34th Tank Division cutting the road between Dubno and Brody, capturing Verba and assaulting the rear of the fully engaged 11th Panzer.

For a time, the situation was perilous for the Wehrmacht, but a lack of coordination between Soviet Corps and multiple failures at high command echelons resulted in the 34th Tank Division getting surrounded just as its supporting infantry units in the 8th Mechanized Corps caught up.

The 300th Regiment in the 7th Mechanized Division was one of these following infantry units, that tried to break the 34th out of its encirclement. Though unsuccessful, part of the 34th Tank Division was able to escape the encirclement, only to be caught by the advancing Germans at Sasiv and destroyed during the first week of July.

PLATOON FORCE RATING:

Regular: -2

Green: -6

Command Dice: 5 (4 if Green)

PLATOON HEADQUARTERS

Leytnant, *Senior Leader*, with Pistol
Starshina, *Inferior Senior Leader*, with Rifle

SECTIONS ONE TO THREE

Serzhant, *Junior Leader*, with Rifle

MOTOR RIFLE SQUAD

DP-28 LMG with two crew
Eight riflemen
One truck driver armed with a rifle

Support in the Support List comes from the 8th Mechanized Corps.

SOVIET SUPPORT LIST

LIST ONE

2 x PPD-40 SMG
2 x SVT-40 Semi-Automatic Rifles
Satchel charge
Truck or car, no crew
Medical orderly
Engineer Mine Clearance Team, 3 men
Engineer Wire Cutting Team, 3 men
Engineer Demolition Team, 3 men
Minefield
Barbed Wire
Entrenchments for one Team

LIST TWO

RM38 50mm mortar Team, 3 men
Commissar
ROKS2 Flamethrower Team of 3 men
T-20 Komsomylets tractor with LMG and *Junior Leader*
T-37 with *Junior Leader*
T-27 tankette with *Junior Leader*
BA-20 with *Junior Leader*

LIST THREE

Sniper Team
M19110 Maxim MMG, 5 crew
Ten man rifle squad with *Junior Leader* (rifles only)
T-26 with 37mm gun with *Junior Leader*
T-26 Twin MG turrets with *Junior Leader*
T-38 with *Junior Leader*

LIST FOUR

M1937 45mm anti-tank gun with 5 crew and *Junior Leader*
76.2mm Infantry gun M1927 with five crew and a *Junior Leader*
Engineer Section with *Junior Leader*
Additional Regular Squad with *Junior Leader*

LIST FOUR (CONTINUED)
BA-6 or 10 Armoured Car with <i>Junior Leader</i>
T26 with 45mm gun with <i>Junior Leader</i>
BT-5 with <i>Junior Leader</i>
BT-7 with <i>Junior Leader</i>
BT-7A with <i>Junior Leader</i>
T-40 with <i>Junior Leader</i>
LIST FIVE
KhT-26 or 130 with <i>Junior Leader</i>
T-28 with <i>Junior Leader</i>
T-35 M1935-37 with <i>Junior Leader</i>
LIST SIX
T-28E with <i>Junior Leader</i>
T-35 M1939 with <i>Junior Leader</i>
LIST SEVEN
T-34 M1940-41 76mm with <i>Junior Leader</i>
KV-1 M1939-40 with <i>Junior Leader</i>
LIST EIGHT
KV-1E with <i>Junior Leader</i>
LIST TEN
KV-2 with <i>Junior Leader</i>

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

PPD-40 SMG

A maximum of one man per squad may be issued with an SMG.

SVT-40 SEMI-AUTOMATIC RIFLES

To reflect the partial issue of the SVT-40 up to two men in each squad may be issued with these weapons. Men firing with these weapons dice as for normal bolt action rifles but re-roll any 1's rolled.

M39 50MM MORTAR

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

INFERIOR SENIOR LEADER

An Inferior senior Leader activates on a Command dice roll of 4, but has only two Command Initiative to use. He may influence any unit in the Platoon.

COMMISSAR

In July 1941 the Commissar had the right to influence military decisions and take part in the chain of command.

A Commissar may be activated on a Command Dice roll of 5. If the player activates the Commissar, he does not increase his Chain of Command tally by one. When activated a Commissar moves as normal. He counts as two men for morale purposes when considering Shock levels. A Commissar does not fire or crew weapons. When activated a Commissar has 1 Command initiative that he can use on any unit he has joined. If he uses his single CI to remove shock, he removes 2 shock instead of 1.

Finally, when a Commissar is selected as a support option the Soviet Player adds 1 to his Force Morale dice score at the start of the game. Treat a Commissar as a Junior Leader for wounds and 'Bad Things Happen' tests. When he takes his first light wound he loses his CI but can still remove 1 shock from a unit he's attached to when activated. A second light wound kills him. Wound result rolls of 2 and 3 knock him out and a roll of 1 kills him as normal.

TWO MAN TANKS

The T-27, T-37, T-38, T-40 and Komsomolets all has just a two man crew. Any hits on the gunner are on the Commander. Hits on any other crew are on the driver.

KHT TANKS

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

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

T-35 "STAHLFESTUNG"

The T-35 had so many weapons, the Germans called it the "Steel Fortress". To represent the multiplicity of weapons, if the T-35 is activated by its Junior Leader it may also activate other weapons positions on a roll of 1 during that turn. If no 3 is rolled just one weapons position may activate on a roll of 1 in that turn.

TANK RADIOS

Soviet tanks in 1941 had an eclectic mix of gear. Light Tank units only had radios in the Company and Battalion command tanks, and this was true for Medium and Heavy tank units with the newest tanks (built when radios were scarce). However, larger earlier-generation tanks such as the T-28 had radios on every tank. *Only* platoons made up of T-28, T-35, and BA-series armored vehicles may benefit from radios.

8TH MECH CORPS ARSENAL TABLE

Below is the arsenal table for the Soviet 8th Mechanized Corps. Refer to the Master Arsenal Table in the main rulebook for more information.

8 TH MECH CORPS ARSENAL TABLE					
ARMoured VEHICLES					
VEHICLE	ARMOR	A.P.	H.E.	SPEED	NOTES
T-20 Komsomylets tractor	2	-	LMG	Fast	No Turret, Small, Low Profile
T-37 Amphibious Tank	1	-	LMG	Average	No Hull MG, Small, Low Profile, Amphibious
T-27 tankette	1	-	LMG	Average	No Turret, Small, Low Profile
BA-20 Armored Car	2	-	LMG	Wheeled	No Hull MG, Small, Low Profile
T-26 tank with 37mm gun	3	4	3	Slow	No Hull MG, Second MG Turret
T-26 with MG turrets	3	-	LMG	Slow	No Hull MG, Second MG Turret
T-38 Amphibious Tank	2	-	LMG	Average	No Hull MG, Small, Low Profile, Amphibious
T26 tank with 45mm gun	3	5	4	Slow	No Hull MG
BT-5 tank	3	5	4	Fast	No Hull MG
BT-7 tank	4	5	4	Fast	No Hull MG
BT-7A tank	3	4	6	Fast	No Hull MG
T-40 Amphibious Tank	2	1	HMG	Average	No Hull MG, Small, Low Profile, Amphibious
BA-6 Armored Car	3	5	4	Wheeled	Half-Track Option, Small, Low Profile
BA-10 Armored Car	3	5	4	Wheeled	Half-Track Option, Small, Low Profile
KhT-26 flame tank	3	-	Flame	Average	Reduced Range 12" (see special rules)
KhT-130 flame tank	3	-	Flame	Average	Reduced Range 18" (see special rules)
T-28 tank	4	4	6	Average	Twin Deck Turret MGs
T-35 M1936-38 tank	5	4 (5)	6 (4)	Slow	Unreliable, Stahlfestung (see special rules)
T-28E tank	7	4	6	Slow	Twin Deck Turret MGs
T-35 M1939 tank	7	4 (5)	6 (4)	Slow	Unreliable, Stahlfestung (see special rules)
T-34 M1940 tank	7	6	5	Fast	
T-34 M1941 tank	7	7	5	Fast	
KV-1 M1939 tank	8	6	5	Slow	Unreliable, Heavy Armor
KV-1 M1940 tank	8	7	5	Slow	Unreliable, Heavy Armor
KV-1E tank	10	7	5	Slow	Unreliable, Heavy Armor
KV-2 tank	8	8	13	Slow	Unreliable, Heavy Armor, Slow Turret
FIELD GUNS					
WEAPON	A.P.		H.E.	NOTES	
M1937 45mm AT Gun	5		4	Light Gun	
M1927 76mm Infantry Gun	4		6	Light Gun	

1941 SOVIET NATIONAL CHARACTERISTICS

UHRAAAAAAH!

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

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

WRATH OF THE GODS

The 8th Mechanized Corps artillery was either left behind in the rush forwards for the counter attack, or destroyed and interdicted by Luftwaffe air attack. Therefore, **there is no Preparatory Bombardment available to support** it. However, the Soviet 1941 Special Rule is retained here for completeness.

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