

CHAIN OF COMMAND



SOVIET UNION 1941

THE RIFLE PLATOON

The Soviet Rifle Platoon of 1941 faced the onslaught of the German offensive in the East. Devastated by the purges of the officer Corps during the 1930s, a situation made worse by the rapid expansion of the Red Army at precisely the same time, meant that many senior leaders were over-promoted and inexperienced. However, at a lower level the junior leaders were relatively well trained and appointed according to merit.

Most Soviet troops in June and July 1941 are rated as Regulars, after which many will be Green.

PLATOON FORCE RATING:

Regular: +4

Green: -3

Command Dice: 5 when Regular, 4 when Green.

PLATOON HEADQUARTERS

Leytenant, *Senior Leader*, with pistol
Starshina, *Inferior Senior Leader*, with rifle

MORTAR TEAM

M39 50mm mortar
Four crew with rifles

SQUADS ONE TO FOUR

Serzhant, *Junior Leader*, with rifle

RIFLE SQUAD

DP-28 LMG
Two crew
Nine riflemen
One rifle grenadier

SOVIET SUPPORT LIST

LIST ONE

2 x PPD-40 SMG
2 x SVT-40 Semi-Automatic Rifles
Satchel charge
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
PTRD AT rifle, 2 crew (October 1941 on only)
Commissar
Pre-Game Barrage
ROKS2 Flamethrower Team of 3 men
T-20 Komsomylets tractor with LMG and *Junior Leader*
T37 with *Junior Leader*
T-27 tankette with *Junior Leader*
BA-20 with *Junior Leader*

LIST THREE

Sniper *Team*
M19110 Maxim MMG on wheeled mount, 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*
Regular Infantry Squad with *Junior Leader* (fully equipped, as at left)
BA-6 or 10 Armoured Car with *Junior Leader*
T26 with 45mm gun with *Junior Leader*
BT-2 with *Junior Leader*
BT-5 with *Junior Leader*
BT-7 with *Junior Leader*
BT-7A with *Junior Leader*
T-40 with *Junior Leader*

LIST FIVE
KhT-26 or 130 with <i>Junior Leader</i>
T-28 with <i>Junior Leader</i>
T-35 with <i>Junior Leader</i>
LIST SIX
T-28E with <i>Junior Leader</i>
T-34 M1940-41 76mm with <i>Junior Leader</i>
LIST SEVEN
KV-1 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

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

SVT-40 SEMI-AUTOMATIC RIFLES

There is much debate about the prevalence of these semi-automatic rifles in Soviet ranks. What is clear is that at the outbreak of Barbarossa the Red Army were partially through the process of re-equipping with this weapon. The outbreak of war saw that process end and the older but better know Mosin Nagant M1889/30 used as the standard weapon for most of the war.

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

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

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

In the desperate struggle to save the great Communist Revolution it may sometimes be necessary to make unpleasant sacrifices in order to defeat fascism. A Commissar may remove 1D6 points of Shock from a single *Squad* or *Team* by making an example of a backsliding revisionist traitor who is encouraging the promulgation of anti-revolutionary thoughts. To do this he will shoot dead one man in the squad. Roll a D6 to see how many points of shock are immediately removed from that squad. On a roll of 6 the man shot as an example will be the Squad Leader.

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 *Khimicheskiy* or Chemical Tanks.

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

THE T-35

The T-35 was a remarkable tank in that it had five turrets, one with a low velocity 76.2mm gun for dealing with infantry targets, two with 45mm guns for taking on armour, and a further two with machine guns for close defence.

To represent the multiplicity of weapons, if the T-35 is activated on a roll of 3 for 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.

THE SOVIET ARSENAL TABLE

The Arsenal Table below covers a wide range of Soviet support options specifically for June to December 1941. For infantry weapons and some armoured vehicle armament see Table Four, *The Master Arsenal Table*.

SOVIET ARSENAL TABLE					
TANKS & ARMoured VEHICLES					
VEHICLE	ARMOUR	A.P.	H.E.	SPEED	NOTES
T-20 Komsomylets Tractor	2	-	LMG	Fast	No turret, Small, Low profile
T-27 tankette	1	-	LMG	Average	No Hull MG, Small, low profile
T-26 Twin-Turret with 37mm	3	4	3	Slow	No Hull MG
T-26 Twin-Turret with MGs	3	-	MGs	Slow	Two MG Turrets, No Hull MG
T-26 M.33-37	3	5	4	Slow	No Hull MG
T-26 M.38-39	3	5	4	Slow	No Hull MG
KhT-26	3	-	Flame	Slow	No Hull or turret MGs
KhT-130	3	-	Flame	Slow	No Hull MG
BT-2	3	4	3	Fast	No Hull MG
BT-5	3	5	4	Fast	No Hull MG
BT-7	3	5	4	Fast	No Hull MG
BT-7A	3	3	6	Fast	No Hull MG
T-28	4	5	6	Slow	Three turrets, two with MGs one main gun.
T-28E	7	5	6	Slow	Three turrets, two with MGs one main gun.
T-37 Amphibious Tank	1	-	LMG	Average	No Hull MG, small, low profile
T-38	2	-	MG	Average	Small, Low profile, No Hull MG, amphibious
T-40	3	1	HMG	Fast	Small, No Hull MG
T-34 M1940 76mm	6	5	5	Fast	
T-34 M1941 76mm	6	6	5	Fast	
T-35	4	4/5	6/4	Slow	See special rules
KV-1	8	6	5	Slow	
KV-2	9	8	13		Slow turret
BA-3	3	5	4	Wheeled	Half-Track Option
BA-6	3	5	4	Wheeled	Half-Track Option
BA-10	3	5	4	Wheeled	Half-Track Option
BA-20	2	-	MG	Wheeled	No Hull MG
ANTI-TANK GUNS					
ANTI-TANK WEAPONS	A.P.			H.E.	
M1927 76mm Infantry Gun	4			6	
45mm AT gun, M32, 37 and 38	5			4	
PTRD AT Rifle	3			1	

SOVIET NATIONAL CHARACTERISTICS FOR 1941

WRATH OF THE GODS

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

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

UHRAAAAH!

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

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



CREDIT

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