# SOVIET BLOC

The Workers' and Peasants' Red Army was forged in the crucible of the Russian Civil War. They fought to preserve the new-born Soviet Republic from being 'strangled in its cradle' as advocated by Churchill and capitalist counter-revolutionaries, marching in the vanguard of the struggle for freedom and worker's prosperity. Initially a people's militia recruited from loyal revolutionaries on the instructions of the heroic Comrade Lenin, the Red Army has grown into the largest and fiercest military force in the world, an impenetrable bulwark against those who seek to undermine the Proletariat and return them to the Czarist Dark Ages of serfdom.

Class traitors such as the demonic Trotsky sought to mislead the nascent state in the past, but the solid proletarian core has always stood firm behind the Politburo and its visionary leader Comrade Stalin. All the conspiracies of Trotskyite dupes uncovered by loyal functionaries of State Security were purged in the great Reorganisation of the 1930s. Now a parallel organizational structure of ideologically reliable commissars promotes the education and well-being of the troops so that such infiltration can never be repeated. These loyal servitors of the People stand ready to enforce discipline with the bullet if necessary.

Early in his rise to power Stalin became aware of various esoteric sciences pursued in the past by Czarist nobility. Seeking advantages for the rapidly growing Soviet state he gathered such knowledge and supported the construction of special 'science colonies' in remote locations. Under his patronage, thousands of educated, but ideologically unreliable, inmates from the Gulags volunteered to join the special colonies and they grew into 'science cities'.

Until the cascade of events caused by the opening of the Rifts, these lines of development, although promising, enjoyed limited success with hundreds of hushed-up failures for every much-heralded triumph. Nonetheless, Stalin saw the potential and continued to specifically back the experimental programs at Science Cities Nine and Thirteen. He allegedly said, "If we must spend ten thousand counter-revolutionary lives to create one Soviet Superman, so be it."

The United States flatly refused to share their knowledge of the Rifts at Los Alamos and Dresden despite their self-evident complicity in their creation. Stalin concluded, not entirely inaccurately, that Western capitalists had rejuvenated and empowered the Fascist enemy in order to conquer the Soviet Bloc once and for all. Unwilling to indulge the capitalist snake any further, Stalin formally split with the Allies and declared that the Soviet Union would forge its own path true to Marx's vision of world revolution – the overthrow of capitalism in all countries through the conscious revolutionary action of the organized working class.

Under such circumstances, an ample potential flow of volunteers could be found for the science cities. The fact that monsters were created and had to be put down was merely proof of the potential of the project. Eventually a mixture of Rift-activated material, and research smuggled out of the Axis and Allied dominions by brave Soviet spies, and the fruits of the Proletarian Hemotype Alpha serum resulted in dazzling successes such as the so-called Moroz Gul 'Ice ghouls' and Ursus infantry.

It has been a source of some chagrin to Stalin and the Politburo that they do not yet have access to a Rift of their own. The well-organised Russian intelligence machine has provided the leaders of the Soviet Union with considerable details concerning both the US and Axis Rifts. Science City Seventeen was set up specifically to investigate the possibility of contacting whatever resides beyond the Rifts and the opening of a Soviet controlled Rift is the highest priority. Currently the Soviet Union relies on its vast reserves of manpower, stolen technology from the other powers, and, above all, the visionary leadership of Comrade Stalin to safeguard the proletarian Revolution and herald humanity into a new era of Peace, Prosperity, and the Dictatorship of the Proletariat.

Elements of the Red Army have been equipped with the latest products of Soviet Super-Science superior to anything produced by the decadent capitalists or the insane Axis. Mighty walkers resistant to artillery fire and rocket blasts stride across the battlefields of the West treading the fascists under their mighty metal feet.

The ferocious half-man/half-bear warriors of the Ursus squads stand shoulder to shoulder with their human comrades in the fight against the oppressors. Unrelenting and savage in their battle against the enemies of the Motherland, they would never harm loyal comrades. Symbolic of the fighting spirit of the Russian people, these giant protectors stand ready to enter the fray with fang and claw wherever they are needed.

Sworn to protect the Motherland, inspired by the vision of Comrade Stalin, the Red Army will never retreat and never surrender.



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# THE ARMY LIST

This army list describes the troops, equipment, and special abilities available to the Soviet Bloc in games of *Konflikt '47*. It may be used in conjunction with the Force Selection rules on pages 164-171 of the *Konflikt '47* Rulebook. Each unit entry specifies its type for the purposes of fulfilling the slots in each type of Platoon.

### Incorporating Bolt Action Units

If both players agree, they may use units taken from *Bolt Action Armies of the Soviet Union: Third Edition* in their list (see page 164 of the *Konflikt '47* rulebook). It is recommended that any units taken be identified as 'Late War' units in *Armies of the Soviet Union*. Any Infantry units count as Basic Infantry for the purposes of the *Konflikt '47* Platoon Selectors.

With the opening of the Rifts, the nature of warfare has changed. For this reason, any *Bolt Action* units taken do not benefit from the Soviet Bloc Army Special Rules, nor do they benefit from the Army Special Rules present in *Armies of the Soviet Union*.

## ARMY SPECIAL RULES

### HARMONIC RESONANCE

*The Soviets have mastered sonic manipulation and the subconscious interactions of it with human consciousness. Enemy forces in the battlezone are constantly bombarded with confusing, overlapping long-range subsonics modulated to disorient and distress them.*

At the start of every Game Turn roll a D6 for each enemy unit on the table that does not have the Fearless special rule. On a 5+, that unit immediately receives a Pin Marker.

### ZA STALINA

*Throughout the war, Russian forces endured a rate of casualties unimaginable in the West and which would undoubtedly have broken a people less inured to hardship and sacrifice.*

Whenever a Soviet Bloc Infantry or Artillery unit fails a Morale Check and would be destroyed as a result, re-roll it and apply the second result instead. If a test is passed in this way, that unit is immediately up-rated to the next Quality level for the rest of the game. If the unit was already Veteran, it gains +1 Morale Value instead.

### HEROES OF THE SOVIET BLOC

*Propagandists continue to sow stories into the public consciousness of those patriots that overcame monstrous foes against impossible odds in service of the Union, inspiring their comrades to ever greater feats.*

At the start of the game, before deployment, one non-Hero, non-Rift Infantry unit in a Soviet Bloc force may be designated 'Heroes of the Soviet Bloc'. The chosen unit immediately gains a point of Guts – any model in the unit may spend it as if they were a Hero. Furthermore, friendly units within 6" of the Heroes of the Soviet Bloc unit gain the Fanatics special rule.

### STOLEN RIFT-TECH

*Stalin yearns for a Rift the Soviets can call their own, but they are not without knowledge. A network of spies embedded within the Rift facilities of their hated foes trickles back a steady stream of intelligence, enabling Soviet troops to develop their own technologies, or prepare counters to the Rift-tech they encounter on the field of battle.*

Once per Game, when a Soviet Bloc Rift Die is drawn randomly from the Dice Bag, rolled and assigned to a Soviet Bloc Rift unit, its owning player may swap the result with that of another Rift Die assigned to another unit within 6", friend or foe. For example, if it rolled an Exhausted result, and an enemy unit within 6" of that unit had an Active Rift Die, you may change the Soviet Rift Die to Active and the enemy's Rift Die to Exhausted.



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# HEROES

## COMMISSAR GREGOR DRUGOV

*Commissar Gregor Drugov is a formidable figure within the Soviet Political Commissariat. Known for his imposing stature and aggressive nature, Drugov's fervent dedication to the Rodina propelled him swiftly through the ranks. He was one of the first to volunteer as a human test subject for the Ursus initiative. Although they were formidable, the mighty Ursus soldiers were atavistic in nature, lacking imagination and tactical thinking. A new process had been formulated to overcome this shortfall. It was intended to create a being with all the strengths and advantages of an Ursus, but with the advantages of human intuition and party-educated reasoning.*

*Drugov was singled out as an ideal candidate for the new process and readily agreed to the ordeal ahead. He died three times on the operating table due to the extreme bodily manipulation he endured, but each time Soviet science brought him back to life and the agonising process continued. Drugov survived, and after a lengthy recovery he did indeed exhibit many significant physical enhancements of an Ursus but without their bestial side effects. Despite these modifications, Drugov's trademark ferocity remained undiminished and, if anything, was felt to be considerably enhanced.*

*On the battlefield, Drugov is often accompanied by 'Drugov's Chosen'; two elite Ursus soldiers hand-picked by the Commissar for their loyalty and strength. Drugov's shock assaults have proved so effective that both Allied and Axis forces have been given standing orders to terminate Drugov with extreme prejudice wherever he may be encountered. So far, no soldier or agent has succeeded in this task.*

| | |
|---|---|
| **Unit Composition:** | 1 Heroic Officer |
| **Unit Type:** | Hero *(May be used as a Company Commander)* |
| **Base Size:** | Drugov – 25mm<br>Ursus Bodyguards – 40mm |
| **Standard Weapon:** | Drugov – Assault Rifle, Teeth and Claws *(+2 Pen at Close Quarters)*<br>Ursus Bodyguards – Teeth and Claws *(+2 Pen at Close Quarters)* |
| **Movement Rate:** | ***Advance*** 6" ***Run*** 12" |
| **Quality:** | ***Veteran*** |
| **Damage Value:** | 7+ |
| **Morale Value:** | 10 (Fearless) |

**REQUISITION POINTS**

**160**

### SPECIAL RULES

- **Deadly (3)** – Drugov; Deadly (4) – Ursus Bodyguards
- **Fearless**
- **Hard to Kill**
- **Horror**
- **Large**
- **Tough Fighters** *(Drugov only)*
- **Wide Formation**
- **Not One Step Back!** – When a friendly Infantry unit fails an Order Test within 6" of Drugov, remove one model from the unit and re-roll the test.

### HERO STATISTICS

| | |
|---|---|
| **Guts:** | 3 |
| **Rift Mastery:** | 1 |
| **Luck:** | 1 |

### RIFT UNIT

| | |
|---|---|
| **Rift Dice:** | 2 *(including Rift Mastery)* |
| **Active Rift Enhancement:** | ***Ursine Fury.*** When issued a *Run* Order Drugov can opt to enter an Ursine Fury. Drugov and his Ursus bodyguards gain the Fast special rule and increase their Teeth and Claws bonus to +3 Pen at Close Quarters for the remainder of the Game Turn. If Drugov uses Ursine Fury exhaust one of his Rift Dice after he has executed his Order. |
| **Surging Bonus:** | Increase Damage Value to 8+. |
| **Exhausted Penalty:** | Gain Lumbering special rule – Reduced to a movement rate of 4" on an *Advance* Order and 8" on a *Run* Order. |

### OPTIONS

| | *Points per model* | *Limit* |
|---|---|---|
| **May be accompanied by Ursus Bodyguards** | +43 | 2 |



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# HQ TEAMS

## OFFICERS

*Many Soviet officers were the products of Josef Stalin's military reforms and purges of the late 1930s. When the Fascists invaded the decimated Red Army officer corps saw the rapid promotion of younger, less experienced officers. These officers quickly gained experience and demonstrated remarkable leadership qualities as the war progressed, leading troops under incredibly harsh conditions, often facing supply shortages, severe weather, and overwhelming enemy forces. They were also quick to adapt to the changing realities of new weapons and tactics, embracing anything that would give advantage over their hated foe. Since the opening of the Rifts, Soviet officers have been re-educated to inspire their troops even further by revealing the unbreakable links between the scientific miracles brought about by the Communist party and the traditional spiritual heritage of Za Rodina.*

### COMPANY COMMANDER – OFFICER

**REQUISITION POINTS**

| | |
|---|---|
| **Inexperienced:** | **42** |
| **Regular:** | **60** |
| **Veteran:** | **78** |

| | | | |
|---|---|---|---|
| **Unit Composition:** | 1 Officer | | |
| **Unit Type:** | Company Commander | | |
| **Base Size:** | 25mm | | |
| **Standard Weapon:** | Pistol | | |
| **Movement Rate:** | ***Advance*** 6" | ***Run*** 12" | |
| **Quality:** | ***Inexperienced*** | ***Regular*** | ***Veteran*** |
| **Damage Value:** | 3+ | 4+ | 5+ |
| **Morale Value:** | 8 | 9 | 10 |

| **OPTIONS** | | ***Points per model*** | ***Limit*** |
|---|---|---|---|
| · **Additional Soldiers with Pistols** *(No Mixed Quality)* | ***Inexperienced*** | 6 | 2 per squad |
| | ***Regular*** | 9 | |
| | ***Veteran*** | 12 | |
| · **Replace Pistol with Rifle** | | +1 | 3 per squad |
| · **Replace Pistol with SMG** | | +5 | 3 per squad |
| · **Replace Pistol with Assault Rifle** | | +7 | 3 per squad |
| · **The Officer may take <u>one</u> of the following Hero stat points:** | **Guts** | +10 | 1 per Officer |
| | **Luck** | +15 | |

| **SQUAD UPGRADES** *(Must be applied to entire squad)* | ***Points per model*** |
|---|---|
| · **RPG-1s** | +5 |



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## COMPANY COMMANDER – OFFICER IN GUARDS MK II ARMOUR

| REQUISITION POINTS | |
|---|---|
| Regular: | 69 |
| Veteran: | 87 |

| | | |
|---|---|---|
| **Unit Composition:** | 1 Officer in Grade 1 Heavy Powered Armour | |
| **Unit Type:** | Company Commander | |
| **Base Size:** | 25mm | |
| **Standard Weapon:** | SMG | |
| **Movement Rate:** | ***Advance*** 6" | ***Run*** 12" |
| **Quality:** | ***Regular*** | ***Veteran*** |
| **Damage Value:** | 5+ | 6+ |
| **Morale Value:** | 9 | 10 |

### SPECIAL RULES

- **Heavy**

### OPTIONS

| | | *Points per model* | *Limit* |
|---|---|---|---|
| • **Additional Soldiers in Grade 1 Heavy Powered Armour armed with SMGs** *(No Mixed Quality)* | ***Regular*** | 19 | 2 per squad |
| | ***Veteran*** | 22 | |
| • **Replace SMG with Anti-tank Rifle** | | +11 | 1 per squad |
| • **The Officer may take <u>one</u> of the following Hero stat points:** | **Guts** | +10 | 1 per Officer |
| | **Luck** | +15 | |

### SQUAD UPGRADES *(Must be applied to entire squad)*

| | *Points per model* |
|---|---|
| • **RPG-1s** | +5 |
| • **Anti-tank Grenades** | +2 |
| • **Stubborn** | +1 |



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# PLATOON COMMANDER – OFFICER

| REQUISITION POINTS | |
|---|---|
| Inexperienced: | 21 |
| Regular: | 30 |
| Veteran: | 39 |

| | | | |
|---|---|---|---|
| **Unit Composition:** | 1 Officer | | |
| **Unit Type:** | Platoon Commander | | |
| **Base Size:** | 25mm | | |
| **Standard Weapon:** | Pistol | | |
| **Movement Rate:** | ***Advance*** 6" | ***Run*** 12" | |
| **Quality:** | ***Inexperienced*** | ***Regular*** | ***Veteran*** |
| **Damage Value:** | 3+ | 4+ | 5+ |
| **Morale Value:** | 8 | 9 | 10 |

## OPTIONS

| | | *Points per model* | *Limit* |
|---|---|---|---|
| • **Additional Soldiers armed with Pistols** *(No Mixed Quality)* | ***Inexperienced*** | 6 | 2 per squad |
| | ***Regular*** | 9 | |
| | ***Veteran*** | 12 | |
| • **Replace Pistol with Rifle** | | +1 | 3 per squad |
| • **Replace Pistol with SMG** | | +5 | 3 per squad |
| • **Replace Pistol with Assault Rifle** | | +7 | 3 per squad |
| • **The Officer may take <u>one</u> of the following Hero stat points:** | **Guts** | +10 | 1 per Officer |
| | **Luck** | +15 | |

## SQUAD UPGRADES *(Must be applied to entire squad)*

| | *Points per model* |
|---|---|
| • **RPG-1s** | +5 |



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## PLATOON COMMANDER – OFFICER IN GUARDS MK II ARMOUR

| REQUISITION POINTS | |
|---|---|
| Regular: | 39 |
| Veteran: | 48 |

| | | |
|---|---|---|
| **Unit Composition:** | 1 Officer in Grade 1 Heavy Powered Armour | |
| **Unit Type:** | Platoon Commander | |
| **Base Size:** | 25mm | |
| **Standard Weapon:** | SMG | |
| **Movement Rate:** | ***Advance*** 6" | ***Run*** 12" |
| **Quality:** | ***Regular*** | ***Veteran*** |
| **Damage Value:** | 5+ | 6+ |
| **Morale Value:** | 9 | 10 |

### SPECIAL RULES

- **Heavy**

### OPTIONS

| | | *Points per model* | *Limit* |
|---|---|---|---|
| • **Additional Soldiers in Grade 1 Heavy Powered Armour armed with SMGs** *(No Mixed Quality)* | ***Regular*** | 19 | 2 per squad |
| | ***Veteran*** | 22 | |
| • **Replace SMG with Anti-tank Rifle** | | +11 | 1 per squad |
| • **The Officer may take <u>one</u> of the following Hero stat points:** | **Guts** | +10 | 1 per Officer |
| | **Luck** | +15 | |

### SQUAD UPGRADES *(Must be applied to entire squad)*

| | *Points per model* |
|---|---|
| • **RPG-1s** | +5 |
| • **Anti-tank Grenades** | +2 |
| • **Stubborn** | +1 |



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# MEDICS

*Soviet field medics present the wounded soldier with their best chance of surviving serious injury and can ensure that lightly wounded soldiers are returned to the battle as rapidly as possible. Under the old Geneva Convention medical staff were obliged to go unarmed, but now that unnatural horrors roam the battlefields firearms are more commonly carried.*

## MEDIC

| REQUISITION POINTS | |
|---|---|
| Regular: | 23 |
| Veteran: | 30 |

| | | |
|---|---|---|
| **Unit Composition:** | 1 Medic | |
| **Unit Type:** | Medic | |
| **Base Size:** | 25mm | |
| **Standard Weapon:** | Pistol | |
| **Movement Rate:** | ***Advance*** 6" | ***Run*** 12" |
| **Quality:** | ***Regular*** | ***Veteran*** |
| **Damage Value:** | 4+ | 5+ |
| **Morale Value:** | 9 | 10 |

### SPECIAL RULES

- **Medic**

### OPTIONS

| | | *Points per model* | *Limit* |
|---|---|---|---|
| • **Additional Soldiers armed with Pistols** | ***Regular*** | 9 | 2 per squad |
| | ***Veteran*** | 12 | |
| • **Replace Pistol with Rifle** *(additional soldiers only)* | | +1 | 2 per squad |
| • **Replace Pistol with SMG** *(additional soldiers only)* | | +5 | 2 per squad |
| • **Replace Pistol with Assault Rifle** *(additional soldiers only)* | | +7 | 2 per squad |



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# FORWARD OBSERVERS

*Forward observers are liaison officers responsible for coordinating the fire of remote heavy artillery batteries, aircraft strikes, or other Rift weapons. They are likely to be accompanied by a radio operator or other immediate attendants. We rate these officers as regular or veteran, those of lesser ability being unlikely to find themselves in such a position.*

## ARTILLERY FORWARD OBSERVER

| REQUISITION POINTS | |
|---|---|
| Regular: | 75 |
| Veteran: | 90 |

| | | |
|---|---|---|
| **Unit Composition:** | 1 Artillery Forward Observer | |
| **Unit Type:** | Forward Observer | |
| **Base Size:** | 25mm | |
| **Standard Weapon:** | Pistol | |
| **Movement Rate:** | ***Advance*** 6" | ***Run*** 12" |
| **Quality:** | ***Regular*** | ***Veteran*** |
| **Damage Value:** | 4+ | 5+ |
| **Morale Value:** | 9 | 10 |

### SPECIAL RULES

- **Infiltrator**

### OPTIONS

| | | *Points per model* | *Limit* |
|---|---|---|---|
| • **Additional Soldiers armed with Pistols** | ***Regular*** | 9 | 2 per squad |
| | ***Veteran*** | 12 | |
| • **Replace Pistol with Rifle** | | +1 | 3 per squad |
| • **Replace Pistol with SMG** | | +5 | 3 per squad |
| • **Replace Pistol with Assault Rifle** | | +7 | 3 per squad |



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# AIR FORCE FORWARD OBSERVER

| REQUISITION POINTS | |
|---|---|
| Regular: | 75 |
| Veteran: | 90 |

| | | |
|---|---|---|
| **Unit Composition:** | 1 Air Force Forward Observer | |
| **Unit Type:** | Forward Observer | |
| **Base Size:** | 25mm | |
| **Standard Weapon:** | Pistol | |
| **Movement Rate:** | ***Advance*** 6" | ***Run*** 12" |
| **Quality:** | ***Regular*** | ***Veteran*** |
| **Damage Value:** | 4+ | 5+ |
| **Morale Value:** | 9 | 10 |

## SPECIAL RULES

- **Infiltrator**

## OPTIONS

| | | *Points per model* | *Limit* |
|---|---|---|---|
| • **Additional Soldiers armed with Pistols** | ***Regular*** | 9 | 2 per squad |
| | ***Veteran*** | 12 | |
| • **Replace Pistol with Rifle** | | +1 | 3 per squad |
| • **Replace Pistol with SMG** | | +5 | 3 per squad |
| • **Replace Pistol with Assault Rifle** | | +7 | 3 per squad |



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# COMMISSARS

*The role of a Soviet commissar is pivotal, serving as both a political officer and a representative of Communist Party authority within the Red Army. Commissars are essential to the ideological and operational structure of the Soviet military, ensuring that the troops and commanders adhere to the directives of the Communist Central Committee. They act as the Party's eyes and ears within the army, ensuring that soldiers and officers maintain their commitment to Marxist-Leninist principles and their loyalty to Stalin. Commissars have the authority to punish soldiers for acts of cowardice, desertion, or disobedience. This includes execution, carried out to set an example to the rest.*

## COMMISSAR

| | | | |
|---|---|---|---|
| **Unit Composition:** | 1 Commissar | | |
| **Unit Type:** | Commissar (see below) | | |
| **Base Size:** | 25mm | | |
| **Standard Weapon:** | Pistol | | |
| **Movement Rate:** | ***Advance*** 6" | ***Run*** 12" | |
| **Quality:** | ***Inexperienced*** | ***Regular*** | ***Veteran*** |
| **Damage Value:** | 3+ | 4+ | 5+ |
| **Morale Value:** | 8 | 9 | 10 |

### REQUISITION POINTS

| | |
|---|---|
| **Inexperienced:** | **15** |
| **Regular:** | **21** |
| **Veteran:** | **27** |

### SPECIAL RULES

- **Commissar** – A Soviet Bloc force can include a single Commissar, not part of any Platoon Selector, in the same way as a Company Commander.
- **Not One Step Back!** – When a friendly Infantry unit fails an Order Test within 6" of a Commissar, remove one model from the unit and re-roll the test.

### OPTIONS

| | | *Points per model* | *Limit* |
|---|---|---|---|
| • **Additional Soldiers armed with Pistols** *(No Mixed Quality)* | ***Inexperienced*** | 6 | 2 per squad |
| | ***Regular*** | 9 | |
| | ***Veteran*** | 12 | |
| • **Replace Pistol with Rifle** | | +1 | 3 per squad |
| • **Replace Pistol with SMG** | | +5 | 3 per squad |
| • **Replace Pistol with Assault Rifle** | | +7 | 3 per squad |



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# INFANTRY

## SOVIET INFANTRY SQUAD

*Throughout the war Soviet troops continued to suffer a rate of casualties far exceeding anything endured by any other combatant nation. The demand for new recruits and new formations was therefore great, and no sooner were men equipped and given the most rudimentary training than they were often thrown into the fighting. The sheer size of the Red Army meant that a significant proportion of its troops would be relatively inexperienced., and it is these men and women the weight of the whole Red Army still marches on. Such troops can, at least in theory, benefit from improved armaments, with the increased availability of assault rifles and RPG-1s, but the sheer number of soldiers to equip often necessitates the use of more conventional firearms.*

| | | | |
|---|---|---|---|
| **Unit Composition:** | 1 NCO and 4 Soldiers | | |
| **Unit Type:** | Basic Infantry | | |
| **Base Size:** | 25mm | | |
| **Standard Weapon:** | Rifle | | |
| **Movement Rate:** | ***Advance*** 6" | ***Run*** 12" | |
| **Quality:** | ***Inexperienced*** | ***Regular*** | ***Veteran*** |
| **Damage Value:** | 3+ | 4+ | 5+ |
| **Morale Value:** | 8 | 9 | 10 |

**REQUISITION POINTS**

| | |
|---|---|
| **Inexperienced:** | **35** |
| **Regular:** | **50** |
| **Veteran:** | **65** |

### OPTIONS

| | | *Points per model* | *Limit* |
|---|---|---|---|
| · **Additional Soldiers** *(No Mixed Quality)* | ***Inexperienced*** | 7 | 7 per squad |
| | ***Regular*** | 10 | |
| | ***Veteran*** | 13 | |
| · **Replace Rifle with SMG** | | +4 | 12 per squad |
| · **Replace Rifle with Assault Rifle** | | +6 | 12 per squad |
| · **Replace Rifle with LMG** | | +15 | 2 per squad |
| · **Replace Rifle with Infantry Flamethrower** *(only if Engineers option taken)* | | +30 | 1 per squad |

### SQUAD UPGRADES *(Must be applied to entire squad)*

| | *Points per model* |
|---|---|
| · **RPG-1s** | +5 |
| · **Anti-tank Grenades** | +2 |
| · **Stubborn** *(Veteran Squads only)* | +1 |
| · **Tough Fighters** *(Veteran Squads only)* | +1 |
| · **Engineers** | +1 |
| · **Shirkers** *(Inexperienced Squads only)* | –2 |
| · **Green** *(Inexperienced Squads only)* | Free |



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# GUARDS MK 1 ARMOURED INFANTRY

*In a rush to keep up with their foes, Soviet personal powered armour was developed quickly and pressed into production mere months after the first Schwertruppen were encountered on the Ostfront. Cumbersome and bulky, the Soviet suits lacked finesse, but were nevertheless effective. Like most supplies, the suits invariably found their way to the elite Guards units. In the Red Army the title of Guards was awarded to units proven in combat, given priority when it came to supplies, access to automatic weapons, and promotion. But with these benefits comes a price. The Guards are also given the toughest assignments. Thankfully, Mk I armour has had an impact in alleviating the astounding rate of attrition of Guards units, though not so far as to be comforting to the men and women actually wearing the suits.*

| | | |
|---|---|---|
| **Unit Composition:** | 1 NCO and 4 Soldiers in Grade 1 Heavy Powered Armour | |
| **Unit Type:** | Advanced Infantry | |
| **Base Size:** | 25mm | |
| **Standard Weapon:** | DPM Pulemet-Poykbi | |
| **Movement Rate:** | ***Advance*** 4" | ***Run*** 8" |
| **Quality:** | ***Regular*** | ***Veteran*** |
| **Damage Value:** | 5+ | 6+ |
| **Morale Value:** | 9 | 10 |

**REQUISITION POINTS**

| | |
|---|---|
| **Regular:** | **135** |
| **Veteran:** | **150** |

## SPECIAL RULES

- **Heavy**
- **Lumbering** – Guards Mk I Armoured Infantry have a movement rate of 4" on an *Advance* Order and 8" on a *Run* Order.

## OPTIONS

| | | *Points per model* | *Limit* |
|---|---|---|---|
| • **Additional Soldiers in Guards Mk I Armour** *(No Mixed Quality)* | ***Regular*** | 27 | 5 per squad |
| | ***Veteran*** | 30 | |
| • **Equip a soldier with an additional DPM Pulemet-Poykbi** | | +15 | 4 per squad |

## SQUAD UPGRADES *(Must be applied to entire squad)*

| | *Points per model* |
|---|---|
| • **RPG-1s** | +5 |
| • **Anti-tank Grenades** | +2 |
| • **Stubborn** | +1 |
| • **Engineers** | +1 |



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# GUARDS MK II ARMOURED INFANTRY

*Although the early heavy infantry armour fielded by the Soviets was both effective and functional, it was clear there was room to improve the design. Initial trials to convert the existing design to a more anti-infantry role were of limited worth and a new suit was commissioned to take advantage of increased understanding of the other nations' Rift-tech advances. The Mark II suits benefit from more power assisted movement, and engineers are working on diversifying the purpose built armaments for the suit. Overall production rates are not yet satisfactory so the MK II suit has only had only limited rollout to the elite Guards units.*

| | | |
|---|---|---|
| **Unit Composition:** | 1 NCO and 4 Soldiers in Grade 1 Heavy Powered Armour | |
| **Unit Type:** | Advanced Infantry | |
| **Base Size:** | 25mm | |
| **Standard Weapon:** | SMG | |
| **Movement Rate:** | ***Advance*** 6" | ***Run*** 12" |
| **Quality:** | ***Regular*** | ***Veteran*** |
| **Damage Value:** | 5+ | 6+ |
| **Morale Value:** | 9 | 10 |

**REQUISITION POINTS**

| | |
|---|---|
| **Regular:** | **95** |
| **Veteran:** | **110** |

## SPECIAL RULES

- **Heavy**

## OPTIONS

| | | *Points per model* | *Limit* |
|---|---|---|---|
| • **Additional Soldiers in Guards Mk II Armour** *(No Mixed Quality)* | ***Regular*** | 19 | 5 per squad |
| | ***Veteran*** | 22 | |
| • **Replace SMG with Anti-tank Rifle** | | +11 | 2 per squad |

## SQUAD UPGRADES *(Must be applied to entire squad)*

| | *Points per model* |
|---|---|
| • **RPG-1s** | +5 |
| • **Anti-tank Grenades** | +2 |
| • **Stubborn** | +1 |
| • **Engineers** | +1 |



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# MOROZ GUL

*The Moroz Gul, dubbed 'Siberian Terror Troops' in the West, are drawn from the ancient, isolated peoples of the East Siberian taiga. Legend has it that even before the Rifts opened they already possessed certain extraordinary powers which protected them from the extreme cold of their home. Playing on these legends, it was long term Gulag inmates in Siberia that were the first recipients of the Proletarian Hemotype A serum. The first subjects quickly demonstrated their ability to use extreme cold as a killing weapon whilst also quickly chilling their bodies to such an extent that incoming projectiles and blades became instantly brittle on contact, losing much of their deadly energy. Experienced Allied and Axis soldiers have learned to recognise the sudden extreme drops in temperature that herald an attack by the Moroz Gul.*

| | | | |
|---|---|---|---|
| **Unit Composition:** | 1 NCO and 4 Moroz Gul | | **REQUISITION POINTS** |
| **Unit Type:** | Specialist Infantry | | **140** |
| **Base Size:** | 25mm | | |
| **Standard Weapon:** | SMG | | |
| **Movement Rate:** | ***Advance*** 8" | ***Run*** 16" | |
| **Quality:** | ***Veteran*** | | |
| **Damage Value:** | 6+ | | |
| **Morale Value:** | 10 | | |

## SPECIAL RULES

- **Fast**
- **Fieldcraft**
- **Frozen Meat** – Moroz Gul are immune to damage and Pinning effects from Flamethrowers.
- **Horror**
- **Infiltrator**

## RIFT UNIT

| | |
|---|---|
| · **Rift Dice:** | 1 |
| · **Active Rift Enhancement:** | ***Killing Mist.*** When issued an Order a Moroz Gul Squad can opt to create an icy mist around themselves for the remainder of the Game Turn. This confers the Moroz Gul Squad Light Cover that moves with the unit. Killing Mist negates any Defensive Position bonus if the Moroz Gul Squad assaults in the same turn. If assaulting models in Open Ground the Moroz Gul Squad resolves their damage and casualties are removed before the enemy has a chance to retaliate. If a Moroz Gul squad uses Killing Mist exhaust its Rift Die after it has executed its Order. |
| · **Surging Bonus:** | Gain +1 Pen in Close Quarters. |
| · **Exhausted Penalty:** | May not be issued *Run* Orders. |

## OPTIONS

| | *Points per model* | *Limit* |
|---|---|---|
| · **Additional Moroz Gul** | 28 | 5 per squad |
| · **Replace SMG with Assault Rifle** | +2 | 10 per squad |

## SQUAD UPGRADES *(Must be applied to entire squad)*

| | *Points per model* |
|---|---|
| · **RPG-1s** | +5 |
| · **Anti-tank Grenades** | +2 |



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# URSUS INFANTRY

*With the appearance of the Rifts, the efficacy of the Proletarian Hemotype serum has been greatly magnified. Taking advantage of this and stolen Axis research Soviet Science has created an astonishing triumph to counter the Axis' dread Shreckwulfen; a new breed of soldier, the Ursus Infantry. Bonding humanity to the formidable Siberian Brown Bear has resulted in an augmented, monstrous soldier. Little is more symbolic of the Soviet Union's bold embrace of the Rift than the Ursus. Deployed in small squads, they engage in brutal close-quarters combat, ripping their way through enemy lines and leaving carnage in their wake. Even the most advanced Rift-enhanced units are hard pressed to resist their physical and psychological challenge.*

| | | |
|---|---|---|
| **Unit Composition:** | 3 Ursus Soldiers | **REQUISITION POINTS** |
| **Unit Type:** | Specialist Infantry | **129** |
| **Base Size:** | 40mm | |
| **Standard Weapon:** | Teeth and Claws *(+2 Pen at Close Quarters)* | |
| **Movement Rate:** | ***Advance*** 6" ***Run*** 12" | |
| **Quality:** | ***Veteran*** | |
| **Damage Value:** | 7+ | |
| **Morale Value:** | 10 (Fearless) | |

## SPECIAL RULES

- **Deadly (4)**
- **Fearless**
- **Hard to Kill**
- **Horror**
- **Large**
- **Wide Formation**

## RIFT UNIT

| | |
|---|---|
| · **Rift Dice:** | 1 |
| · **Active Rift Enhancement:** | ***Ursine Fury.*** When issued a *Run* Order Ursus Infantry can opt to enter an Ursine Fury. The unit gains the Fast special rule and each model increases its Teeth and Claws bonus to +3 Pen at Close Quarters for the remainder of the Game Turn. If this Enhancement is used exhaust the unit's Rift Die after it has executed its Order. |
| · **Surging Bonus:** | Increase Damage Value to 8+. |
| · **Exhausted Penalty:** | Gain Lumbering special rule – Reduced to a movement rate of 4" on an *Advance* Order and 8" on a *Run* Order. |

| **OPTIONS** | ***Points per model*** | ***Limit*** |
|---|---|---|
| · **Additional Ursus Infantry** | 43 | 3 per squad |

| **SQUAD UPGRADES** *(Must be applied to entire squad)* | ***Points per model*** |
|---|---|
| · **Equip the unit with Mauls** *(Confers re-rolls to hit against Vehicles at Close Quarters)* | +10 |



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# DAUGHTERS OF THE MOTHERLAND

*Initially, the Daughters were recruited purely for propaganda purposes - an all-female unit composed of the vengeful widows, sisters, daughters, and mothers of brave Soviet Patriots fallen in defence of Za Rodina. However, after they were committed to battle during the second Lvov-Sandomierz Offensive they proved themselves so thoroughly in battle they were granted Guards status. Stalin himself, impressed by their valour, ordered the survivors of the unit sent to Science City Nine to be enhanced. Inured against pain and fear, the Daughters of the Motherland now use their abundant fervour to rouse the troops of the Red Army against their global oppressors.*

| | | |
|---|---|---|
| **Unit Composition:** | 1 NCO and 4 Daughters of the Motherland | **REQUISITION POINTS** |
| **Unit Type:** | Specialist Infantry | **145** |
| **Base Size:** | 25mm | |
| **Standard Weapon:** | Assault Rifle | |
| **Movement Rate:** | ***Advance*** | ***Run*** |
| ***Whilst Fast:*** | 8" | 16" |
| ***Otherwise:*** | 6" | 12" |
| **Quality:** | ***Veteran*** | |
| **Damage Value:** | 6+ | |
| **Morale Value:** | 10 | |

## SPECIAL RULES

- **Fanatics**
- **Fast**

## RIFT UNIT

| | |
|---|---|
| · **Rift Dice:** | 1 *(or 2 if any Zvukovoy Avtomats are taken – see the Konflikt '47 Rulebook, page 84 for Shockwave)* |
| · **Active Rift Enhancement:** | ***Rallying Cry.*** Before rolling for an Order Test Daughters of the Motherland can opt to exhaust their Rift Die to remove D3 Pin Markers from their own unit and all friendly units within 6". Roll the D3 separately for each affected unit. If this results in the Daughters of the Motherland squad removing all their Pin Markers then the Order Test is passed automatically, unless the Order Test would be mandatory even without Pin Markers (e.g. Tank Fear). If this Enhancement is used, exhaust one of the Daughters of the Motherland's Rift Dice after it has completed its Order. |
| · **Surging Bonus:** | Gain Hard to Kill special rule. |
| · **Exhausted Penalty:** | Lose Fast special rule. |

| **OPTIONS** | ***Points per model*** | ***Limit*** |
|---|---|---|
| · **Additional Daughters of the Motherland** | 28 | 5 per squad |
| · **Replace Assault Rifle with LMG** | +9 | 2 per squad |
| · **Replace Assault Rifle with Zvukovoy Avtomat** | +29 | 2 per squad |

| **SQUAD UPGRADES** *(Must be applied to entire squad)* | ***Points per model*** |
|---|---|
| · **RPG-1s** | +5 |
| · **Anti-tank Grenades** | +2 |



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# INFANTRY TEAMS

## MACHINE GUN TEAMS

*The Red Army currently fields two main types of medium machine gun, the SG-43 and the RPD. The SG-43 Goryunov was designed to replace the old Maxim M1910 medium machine gun. Being lighter and more mobile than the Maxim, it is more suited to the Red Army's increasingly offensive operations. Like the old Maxim it can be placed on a wheeled mount or skis. The RPD, or Ruchnoy Pulemyot Degtyaryova, is a belt-fed machine gun with a rate of fire of around 650 rounds per minute, and is proving its reliability and ease of use in harsh conditions. Despite its age the Civil War-era Maxim M1910 still finds its place as a sustained fire machine gun, and many have been retained by Soviet units holding inactive stretches of the front.*

### MMG TEAM

| REQUISITION POINTS | |
|---|---|
| Inexperienced: | 35 |
| Regular: | 50 |
| Veteran: | 65 |

| | | | |
|---|---|---|---|
| **Team Composition:** | 3 Soldiers | | |
| **Unit Type:** | Machine Gun Team | | |
| **Base Size:** | 25mm | | |
| **Standard Weapon:** | 1x Medium Machine Gun | | |
| **Movement Rate:** | ***Advance*** Rotate | ***Run*** 12" | |
| **Quality:** | ***Inexperienced*** | ***Regular*** | ***Veteran*** |
| **Damage Value:** | 3+ | 4+ | 5+ |
| **Morale Value:** | 8 | 9 | 10 |

| OPTIONS | *Points* |
|---|---|
| · **Add a Gun Shield** | +5 |

### HMG TEAM

| REQUISITION POINTS | |
|---|---|
| Inexperienced: | 49 |
| Regular: | 70 |
| Veteran: | 91 |

| | | | |
|---|---|---|---|
| **Team Composition:** | 4 Soldiers | | |
| **Unit Type:** | Machine Gun Team | | |
| **Base Size:** | 25mm | | |
| **Standard Weapon:** | 1x Heavy Machine Gun | | |
| **Movement Rate:** | ***Advance*** Rotate | ***Run*** 12" | |
| **Quality:** | ***Inexperienced*** | ***Regular*** | ***Veteran*** |
| **Damage Value:** | 3+ | 4+ | 5+ |
| **Morale Value:** | 8 | 9 | 10 |

| OPTIONS | *Points* |
|---|---|
| · **Add a Gun Shield** | +5 |
| · **Gain the Flak special rule** | +5 |



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# ANTI-TANK TEAMS

*Whilst most armies phased out the Anti-tank rifle in favour of shaped charge projectiles, the Red Army continued to use the trusted PTRD in large numbers. With the opening of the Rifts and the appearance of personal powered armour, Soviet forces were the first to be able to demonstrate the anti-tank rifle's new role as an anti-personnel weapon.*

## ANTI-TANK RIFLE TEAM

| REQUISITION POINTS | |
|---|---|
| Inexperienced: | 18 |
| Regular: | 25 |
| Veteran: | 33 |

| | | | |
|---|---|---|---|
| **Team Composition:** | 2 Soldiers | | |
| **Unit Type:** | Anti-tank Team | | |
| **Base Size:** | 25mm | | |
| **Standard Weapon:** | 1x Anti-tank Rifle | | |
| **Movement Rate:** | ***Advance*** 6" | ***Run*** 12" | |
| **Quality:** | ***Inexperienced*** | ***Regular*** | ***Veteran*** |
| **Damage Value:** | 3+ | 4+ | 5+ |
| **Morale Value:** | 8 | 9 | 10 |

# SNIPER TEAMS

*Soviet snipers have rightly gained a fearful reputation on the battlefield. Soviet sniper schools emphasise the psychological impact of targeting officers, weapons team gunners, and other key personnel to disrupt enemy forces. A scoped version of the PTRD anti-tank rifle has been developed to provide soviet snipers with an effective weapon against powered-armour targets.*

## SNIPER TEAM

| REQUISITION POINTS | |
|---|---|
| Regular: | 52 |
| Veteran: | 67 |

| | | | |
|---|---|---|---|
| **Team Composition:** | 2 Soldiers | | |
| **Unit Type:** | Sniper Team | | |
| **Base Size:** | 25mm | | |
| **Standard Weapons:** | Team Leader – Rifle & Pistol<br>Assistant – Pistol | | |
| **Movement Rate:** | ***Advance*** 6" | ***Run*** 12" | |
| **Quality:** | ***Regular*** | ***Veteran*** | |
| **Damage Value:** | 4+ | 5+ | |
| **Morale Value:** | 9 | 10 | |

### SPECIAL RULES

- **Infiltrator**
- **Sniper**

| OPTIONS | *Points* |
|---|---|
| • **Replace the Team Leader's Rifle with an Anti-tank Rifle** *(Retains the benefits of the Sniper rule except that its range remains 48" when using the scope.)* | +15 |
| • **Replace the Assistant's Pistol with a Rifle** | +1 |
| • **Replace the Assistant's Pistol with an SMG** | +5 |
| • **Replace the Assistant's Pistol with an Assault Rifle** | +7 |



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# LIGHT MORTAR / MORTAR TEAMS

*Soviet mortars are noted for their simplicity, robustness, and effectiveness. The Light 50mm M1938 is easy to use and provides excellent infantry support. The medium 82mm PM-37 has a range of 3,000 meters, while the heavy 120mm M1943 delivers formidable HE barrages.*

## LIGHT MORTAR TEAM

| | | | |
|---|---|---|---|
| **Team Composition:** | 2 Soldiers | | |
| **Unit Type:** | Light Mortar Team | | |
| **Base Size:** | 25mm | | |
| **Standard Weapon:** | 1x Light Mortar | | |
| **Movement Rate:** | ***Advance***<br>6" | ***Run***<br>12" | |
| **Quality:** | ***Inexperienced*** | ***Regular*** | ***Veteran*** |
| **Damage Value:** | 3+ | 4+ | 5+ |
| **Morale Value:** | 8 | 9 | 10 |

**REQUISITION POINTS**

| | |
|---|---|
| **Inexperienced:** | **21** |
| **Regular:** | **30** |
| **Veteran:** | **39** |

## MEDIUM MORTAR TEAM

| | | | |
|---|---|---|---|
| **Team Composition:** | 3 Soldiers | | |
| **Unit Type:** | Mortar Team | | |
| **Base Size:** | 25mm | | |
| **Standard Weapon:** | 1x Medium Mortar | | |
| **Movement Rate:** | ***Advance***<br>Rotate | ***Run***<br>12" | |
| **Quality:** | ***Inexperienced*** | ***Regular*** | ***Veteran*** |
| **Damage Value:** | 3+ | 4+ | 5+ |
| **Morale Value:** | 8 | 9 | 10 |

**REQUISITION POINTS**

| | |
|---|---|
| **Inexperienced:** | **32** |
| **Regular:** | **45** |
| **Veteran:** | **59** |

### OPTIONS

| | ***Points*** |
|---|---|
| · **If taken as Regular or Veteran, may take a Spotter** | +10 |

## HEAVY MORTAR TEAM

| | | | |
|---|---|---|---|
| **Team Composition:** | 4 Soldiers | | |
| **Unit Type:** | Mortar Team | | |
| **Base Size:** | 25mm | | |
| **Standard Weapon:** | 1x Heavy Mortar | | |
| **Movement Rate:** | ***Advance***<br>Rotate | ***Run***<br>12" | |
| **Quality:** | ***Inexperienced*** | ***Regular*** | ***Veteran*** |
| **Damage Value:** | 3+ | 4+ | 5+ |
| **Morale Value:** | 8 | 9 | 10 |

**REQUISITION POINTS**

| | |
|---|---|
| **Inexperienced:** | **42** |
| **Regular:** | **60** |
| **Veteran:** | **78** |

### OPTIONS

| | ***Points*** |
|---|---|
| · **If taken as Regular or Veteran, may take a Spotter** | +10 |



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# FLAMETHROWER TEAMS

*The flamethrower has been a staple of the Red Army both in man-portable and vehicle mounted variants since the beginning of the war. It has found new utility against the fresh wave of horrors unleashed by the Axis on the Eastern Front.*

## FLAMETHROWER TEAM

| REQUISITION POINTS | |
|---|---|
| **Regular:** | **50** |
| **Veteran:** | **65** |

| | | |
|---|---|---|
| **Team Composition:** | 2 Soldiers | |
| **Unit Type:** | Flamethrower Team | |
| **Base Size:** | 25mm | |
| **Standard Weapon:** | Team Leader – Infantry Flamethrower<br>Assistant – Pistol | |
| **Movement Rate:** | ***Advance***<br>6" | ***Run***<br>12" |
| **Quality:** | ***Regular*** | ***Veteran*** |
| **Damage Value:** | 4+ | 5+ |
| **Morale Value:** | 9 | 10 |



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# ARTILLERY

## FIELD ARTILLERY

*Artillery has played a decisive role for the Soviet Union in this long and bloody conflict. Often called the "God of War" by Soviet soldiers. It is critical for both defensive and offensive operations. A wide variety of Howitzers are available to the Red Army ranging from the multi-purpose 76mm ZiS-3 to the massive 152mm artillery pieces which grouped together into batteries can lay waste to entire city blocks.*

### LIGHT ARTILLERY TEAM

| REQUISITION POINTS | |
|---|---|
| Inexperienced: | 32 |
| Regular: | 45 |
| Veteran: | 59 |

| | | | |
|---|---|---|---|
| **Team Composition:** | 3 Soldiers | | |
| **Unit Type:** | Field Artillery | | |
| **Base Size:** | 25mm | | |
| **Standard Weapon:** | 1x Light Howitzer | | |
| **Movement Rate:** | ***Advance*** Rotate | ***Run*** 6" | |
| **Quality:** | ***Inexperienced*** | ***Regular*** | ***Veteran*** |
| **Damage Value:** | 3+ | 4+ | 5+ |
| **Morale Value:** | 8 | 9 | 10 |

| OPTIONS | *Points* |
|---|---|
| · **Add a Gun Shield** | +5 |

### MEDIUM ARTILLERY TEAM

| REQUISITION POINTS | |
|---|---|
| Inexperienced: | 60 |
| Regular: | 85 |
| Veteran: | 111 |

| | | | |
|---|---|---|---|
| **Team Composition:** | 4 Soldiers | | |
| **Unit Type:** | Field Artillery | | |
| **Base Size:** | 25mm | | |
| **Standard Weapon:** | 1x Medium Howitzer | | |
| **Movement Rate:** | ***Advance*** Rotate | ***Run*** 6" | |
| **Quality:** | ***Inexperienced*** | ***Regular*** | ***Veteran*** |
| **Damage Value:** | 3+ | 4+ | 5+ |
| **Morale Value:** | 8 | 9 | 10 |

| OPTIONS | *Points* |
|---|---|
| · **If taken as Regular or Veteran, may take a Spotter** | +10 |
| · **Add a Gun Shield** | +5 |



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## HEAVY ARTILLERY TEAM

| REQUISITION POINTS | |
|---|---|
| Inexperienced: | 95 |
| Regular: | 135 |
| Veteran: | 176 |

| | | | |
|---|---|---|---|
| **Team Composition:** | 5 Soldiers | | |
| **Unit Type:** | Field Artillery | | |
| **Base Size:** | 25mm | | |
| **Standard Weapon:** | 1x Heavy Howitzer | | |
| **Movement Rate:** | ***Advance***<br>Rotate | ***Run***<br>N/A | |
| **Quality:** | ***Inexperienced*** | ***Regular*** | ***Veteran*** |
| **Damage Value:** | 3+ | 4+ | 5+ |
| **Morale Value:** | 8 | 9 | 10 |

### OPTIONS

| | *Points* |
|---|---|
| · **If taken as Regular or Veteran, may take a Spotter** | +10 |
| · **Add a Gun Shield** | +5 |

# ANTI-TANK GUNS

*By 1947, the light Soviet anti-tank guns such as the 45mm M1937 were largely considered obsolete. However, they have remained in service to counter larger armoured infantry and light walkers. Medium ordnance, including the 57mm ZiS-2 and the widely used 76mm ZiS-3, continues to provide useful service but faces challenges against contemporary heavy tanks and walkers. Despite the introduction of new Zvukovoy Proeyektor units, an increasing number of 85mm D-44 and 100mm BS-3 guns are being deployed to strengthen Soviet anti-tank defences.*

## LIGHT ANTI-TANK GUN TEAM

| REQUISITION POINTS | |
|---|---|
| Inexperienced: | 35 |
| Regular: | 50 |
| Veteran: | 65 |

| | | | |
|---|---|---|---|
| **Team Composition:** | 3 Soldiers | | |
| **Unit Type:** | Anti-tank Gun | | |
| **Base Size:** | 25mm | | |
| **Standard Weapon:** | 1x Light Anti-tank Gun | | |
| **Movement Rate:** | ***Advance***<br>Rotate | ***Run***<br>6" | |
| **Quality:** | ***Inexperienced*** | ***Regular*** | ***Veteran*** |
| **Damage Value:** | 3+ | 4+ | 5+ |
| **Morale Value:** | 8 | 9 | 10 |

### SPECIAL RULES

· **Gun Shield**



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## MEDIUM ANTI-TANK GUN TEAM

| REQUISITION POINTS | |
|---|---|
| Inexperienced: | 49 |
| Regular: | 70 |
| Veteran: | 91 |

| | | | |
|---|---|---|---|
| **Team Composition:** | 3 Soldiers | | |
| **Unit Type:** | Anti-tank Gun | | |
| **Base Size:** | 25mm | | |
| **Standard Weapon:** | 1x Medium Anti-tank Gun | | |
| **Movement Rate:** | ***Advance*** Rotate | ***Run*** 6" | |
| **Quality:** | ***Inexperienced*** | ***Regular*** | ***Veteran*** |
| **Damage Value:** | 3+ | 4+ | 5+ |
| **Morale Value:** | 8 | 9 | 10 |

### SPECIAL RULES

- **Gun Shield**

## HEAVY ANTI-TANK GUN TEAM

| REQUISITION POINTS | |
|---|---|
| Inexperienced: | 70 |
| Regular: | 100 |
| Veteran: | 130 |

| | | | |
|---|---|---|---|
| **Team Composition:** | 4 Soldiers | | |
| **Unit Type:** | Anti-tank Gun | | |
| **Base Size:** | 25mm | | |
| **Standard Weapon:** | 1x Heavy Anti-tank Gun | | |
| **Movement Rate:** | ***Advance*** Rotate | ***Run*** N/A | |
| **Quality:** | ***Inexperienced*** | ***Regular*** | ***Veteran*** |
| **Damage Value:** | 3+ | 4+ | 5+ |
| **Morale Value:** | 8 | 9 | 10 |

### SPECIAL RULES

- **Gun Shield**



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## SUPER-HEAVY ANTI-TANK GUN TEAM

| REQUISITION POINTS | |
|---|---|
| Inexperienced: | 98 |
| Regular: | 140 |
| Veteran: | 182 |

| | | | |
|---|---|---|---|
| **Team Composition:** | 5 Soldiers | | |
| **Unit Type:** | Anti-tank Gun | | |
| **Base Size:** | 25mm | | |
| **Standard Weapon:** | 1x Super-heavy Anti-tank Gun | | |
| **Movement Rate:** | ***Advance*** Rotate | ***Run*** N/A | |
| **Quality:** | ***Inexperienced*** | ***Regular*** | ***Veteran*** |
| **Damage Value:** | 3+ | 4+ | 5+ |
| **Morale Value:** | 8 | 9 | 10 |

### SPECIAL RULES

- **Gun Shield**

## ZVUKOVOY PROEYEKTOR TEAM

| REQUISITION POINTS | |
|---|---|
| Inexperienced: | 84 |
| Regular: | 120 |
| Veteran: | 156 |

| | | | |
|---|---|---|---|
| **Team Composition:** | 3 Soldiers | | |
| **Unit Type:** | Anti-tank Gun | | |
| **Base Size:** | 25mm | | |
| **Standard Weapon:** | 1x Zvukovoy Proeyektor – *Counts as Heavy Artillery for the purposes of being moved by its crew* | | |
| **Movement Rate:** | ***Advance*** Rotate | ***Run*** N/A | |
| **Quality:** | ***Inexperienced*** | ***Regular*** | ***Veteran*** |
| **Damage Value:** | 3+ | 4+ | 5+ |
| **Morale Value:** | 8 | 9 | 10 |

### RIFT UNIT

| | | |
|---|---|---|
| · **Rift Dice:** | 1 | Shockwave Weapon *(see Konflikt '47 rulebook, page 84)* |



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## KAZAK LIGHT WALKER

*After their initial encounter with the Axis Spinne walker, Soviet forces diligently endeavoured to capture an example. Demonstrating characteristic Soviet determination, scientists and engineers of Science City 4 succeeded in reverse-engineering much of the technology. This, along with plans for bipedal walkers stolen by SMERSH agents from the United States, enabled the Soviet Union to swiftly develop the Kazak walker as the first operational example. This fast and agile reconnaissance vehicle proved to be highly effective and has set the standard for subsequent Soviet walkers.*

| | | |
|---|---|---|
| **Unit Type:** | Light Walker (2 Legs) | |
| **Standard Weapons:** | 1x Forward-facing Light Automatic Cannon | |
| | 1x Forward-facing MMG | |
| **Movement Rate:** | ***Advance*** Up to 12" | ***Run*** 12"–24" |
| **Damage Value:** | 8+ | |
| **Quality:** | ***Regular*** | ***Veteran*** |
| **Morale Value:** | 9 | 10 |

**REQUISITION POINTS**

| | |
|---|---|
| **Regular:** | **115** |
| **Veteran:** | **138** |

### SPECIAL RULES

- **Recce**
- **Two-legged**

### OPTIONS

| | ***Points*** |
|---|---|
| **Replace Forward-facing Light Automatic Cannon with Light Anti-tank Gun** | +20 |



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# DM-40 MOLOT MEDIUM WALKER

*With the proliferation of United States and British Commonwealth two-legged walkers, the engineers of the Science Cities set out to replicate their successes with their own bipedal designs. One outcome was the DM-40 Molot, a development of the Kazak design, that would solve its forerunner's attrition issues with especially thick armour. This necessitated a thickening of the legs to such an extent that the Molot lacks much in the way of manoeuvrability, relying instead on its thick front armour to absorb all but the highest velocity and calibre rounds. Whilst still not capable of going toe-to-toe with the heaviest Axis walkers, it is more than a foil to bipedal examples thanks to its formidable anti-tank gun. Its weapon mounts have also been designed so that it can be fitted with a number of armaments, which makes it a prime candidate to carry Zvukovoy weapons, and enable it to fulfil a number of battlefield roles.*

| | | |
|---|---|---|
| **Unit Type:** | Medium Walker (2 Legs) | |
| **Standard Weapons:** | 1x Forward-facing Medium Anti-tank Gun | |
| | Twin Forward-facing HMGs | |
| **Movement Rate:** | ***Advance*** | ***Run*** |
| | Up to 6" | 6"–12" |
| **Damage Value:** | 9+ | |
| **Quality:** | ***Regular*** | ***Veteran*** |
| **Morale Value:** | 9 | 10 |

| REQUISITION POINTS | |
|---|---|
| **Regular:** | **238** |
| **Veteran:** | **286** |

## SPECIAL RULES

- **Reinforced Front Armour**
- **Slow**
- **Two-legged**

## RIFT UNIT (ONLY IF ARMED WITH ZVUKOVOY AVTOMAT)

- **Rift Dice:** 1 Shockwave Weapon *(see Konflikt '47 rulebook, page 84)*

## OPTIONS

| | ***Points*** |
|---|---|
| **Replace Hull-mounted Medium Anti-tank Gun with Medium Rocket System** | –15 |
| **Replace Hull-mounted Medium Anti-tank Gun with Heavy Automatic Cannon** | –30 |
| **Replace Twin Forward-facing HMGs with Infantry Flamethrower** | +5 |
| **Replace Twin Forward- HMGs with Zvukovoy Avtomat** | –5 |



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## MAHMOT HEAVY WALKER

*Despite the successes of the Kazak light walker, Soviet forces experienced significant losses from every encounter with Axis heavy Panzer walkers. A swift countermeasure was necessary. The OKMO design bureau at the Bolshevik Factory in Leningrad was assigned the task of developing Objekt 231. a heavy multi-legged walker chassis derived from the Axis' Thor. Rather than opting for the Axis' complex six-legged designs or the Allies' technically challenging biped configurations, OKMO produced a more straightforward and reliable quadruped chassis. Originally conceived as a mobile bunker, the designers revisited a multi-turret concept from OKMO's titanic 1930s T-35 tank.*

| | | |
|---|---|---|
| **Unit Type:** | Super-heavy Walker (4 Legs) | |
| **Standard Weapons:** | 1 x Turret-mounted Light Howitzer | |
| | 1 x Forward-facing Heavy Howitzer | |
| | 1 x Turret-mounted HMG covering the front and left arcs | |
| | 1 x Turret-mounted HMG covering the rear and right arcs | |
| **Movement Rate:** | ***Advance*** Up to 6" | ***Run*** 6"–12" |
| **Damage Value:** | 11+ | |
| **Quality:** | ***Regular*** | ***Veteran*** |
| **Morale Value:** | 9 | 10 |

| REQUISITION POINTS | |
|---|---|
| **Regular:** | **495** |
| **Veteran:** | **594** |

### SPECIAL RULES

- **Multi-legged**
- **Slow**

| OPTIONS | *Points* |
|---|---|
| • **Reinforced Front Armour** | +55 |

## MASTODONT HEAVY WALKER

*The Mahmot performed well in its mobile bunker role but it was limited by its armament; elements of the Red Army cried out for a dedicated hunter version with a single turreted anti-armour weapon. The result was the Mastodont, with a simplified chassis mounting a single huge turret armed with the same 122mm gun as the IS-3. Mastodonts proved capable of going toe-to-toe with Axis heavy walkers. During the 1947 Vistula offensive, competition between opposing walker commanders led to several individual duels between Mastodonts and Axis Thors.*

| | | |
|---|---|---|
| **Unit Type:** | Super-heavy Walker (4 Legs) | |
| **Standard Weapons:** | 1 x Turret-mounted Super-heavy Anti-tank Gun and Co-axial MMG | |
| | 1 x Forward-facing, Hull-mounted MMG | |
| **Movement Rate:** | ***Advance*** Up to 6" | ***Run*** 6"–12" |
| **Damage Value:** | 11+ | |
| **Quality:** | ***Regular*** | ***Veteran*** |
| **Morale Value:** | 9 | 10 |

| REQUISITION POINTS | |
|---|---|
| **Regular:** | **430** |
| **Veteran:** | **516** |

### SPECIAL RULES

- **Multi-legged**
- **Slow**

| OPTIONS | *Points* |
|---|---|
| • **Reinforced Front Armour** | +55 |



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# VEHICLES

## T-34/ZP MEDIUM TANK

*Few weapons of war better reflect the Soviet way of war than the T-34 medium tank. Upgraded in 1944, the latest mass-produced models feature a powerful 85 mm ZiS-S-53 gun, providing effective anti-armour capability against Axis heavy tanks. The increase to a five-man crew has improved operational efficiency and along with the tanks balance of firepower, armour, and manoeuvrability make the T-34/85 a crucial weapon. The successful development of the turret mounted Zvukovoy Proeyektor has allowed the rapid deployment of the T-34/ZP variant in growing numbers.*

| | | | |
|---|---|---|---|
| **Unit Type:** | Medium Tank | | |
| **Standard Weapons:** | 1x Turret-mounted Zvukovoy Proeyektor | | |
| | 1x Forward-facing, Hull-mounted MMG | | |
| **Movement Rate:** | ***Advance*** Up to 9" | ***Run*** 9"–18" | |
| **Damage Value:** | 9+ | | |
| **Quality:** | ***Inexperienced*** | ***Regular*** | ***Veteran*** |
| **Morale Value:** | 8 | 9 | 10 |

**REQUISITION POINTS**

| | |
|---|---|
| **Inexperienced:** | **192** |
| **Regular:** | **240** |
| **Veteran:** | **288** |

### RIFT UNIT (ONLY IF ARMED WITH ZVUKOVOY PROEYEKTOR)

| | | |
|---|---|---|
| · **Rift Dice:** | 1 | Shockwave Weapon *(see Konflikt '47 rulebook, page 84)* |

### OPTIONS

| | *Points* |
|---|---|
| · **Replace Turret-mounted Zvukovoy Proeyektor with Heavy Anti-tank Gun & Co-axial MMG** | –15 |
| · **Replace Hull-mounted MMG with a Vehicle Flamethrower** | +40 |

## KV-ZP HEAVY TANK

*The Soviet KV-1 heavy tank was originally introduced in 1939. Known for its exceptional protection during the early stages of the war, as the war progressed it was replaced first by the KV-85 and then the more capable IS series. The arrival of Rift weaponry into the Soviet arsenal gave this old design a new lease of life. The large size of the KV hull made the fitting of the first turreted Zvukovoy Proeyektors a relatively easy task. The early appearance of the KV-ZP infantry support tank on the frontlines had a sobering effect on both Axis and Allied forces. Soviet deployment of battlefield Rift weapons had been assumed to be years away.*

| | | | |
|---|---|---|---|
| **Unit Type:** | Heavy Tank | | |
| **Standard Weapons:** | 1x Turret-mounted Zvukovoy Proeyektor | | |
| | 1x Forward-facing, Hull-mounted MMG | | |
| **Movement Rate:** | ***Advance*** Up to 6" | ***Run*** 6"–12" | |
| **Damage Value:** | 10+ | | |
| **Quality:** | ***Inexperienced*** | ***Regular*** | ***Veteran*** |
| **Morale Value:** | 8 | 9 | 10 |

**REQUISITION POINTS**

| | |
|---|---|
| **Inexperienced:** | **256** |
| **Regular:** | **320** |
| **Veteran:** | **384** |

### SPECIAL RULES

- **Armoured All Round**
- **Slow**

### RIFT UNIT

| | | |
|---|---|---|
| · **Rift Dice:** | 1 | Shockwave Weapon *(see Konflikt '47 rulebook, page 84)* |



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# ZVUKOVOY PROEYEKTOR EMPLACEMENT

*Having encountered German Panther and Schwerefeld Projektor turrets in prepared defensive lines, the Soviets quickly came to appreciate the tactical strengths of such a weapon system. Although the Soviets were predominantly on the offensive, as momentum stalled, the use of ZP turrets to bolster static infantry positions began to be implemented. The turrets are very effective at disrupting attacks allowing the adjacent infantry units to inflict maximum casualties on their attackers. Without the need to use well trained tank crews, the turrets are often manned by conscript crews or injured personnel not fit for frontline duties.*

| | | | |
|---|---|---|---|
| **Unit Type:** | Medium Emplacement *(Counts as Medium Tank)* | | |
| **Standard Weapons:** | 1x Turret-mounted Zvukovoy Proeyektor | | |
| **Movement Rate:** | ***Advance*** N/A | ***Run*** N/A | |
| **Damage Value:** | 9+ | | |
| **Quality:** | ***Inexperienced*** | ***Regular*** | ***Veteran*** |
| **Morale Value:** | 8 | 9 | 10 |

**REQUISITION POINTS**

| | |
|---|---|
| **Inexperienced:** | **160** |
| **Regular:** | **200** |
| **Veteran:** | **240** |

## SPECIAL RULES

- **Armoured All Round**
- **Emplacement** – The Zvukovoy Proeyektor Emplacement starts the game with an Immobilised result. In scenarios that do not normally allow units to start on the table, place this unit within 6" of your DZE.

## RIFT UNIT

- **Rift Dice:** 1 Shockwave Weapon *(see Konflikt '47 rulebook, page 84)*



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# TRANSPORTS & TOWS

*Transports remain as relevant as ever, serving vital logistical needs and getting troops where they need to be. The introduction of heavy powered armour, and bulky genetically modified troops, however, has rendered conventional transports somewhat less effective. For now they remain in service. Engineers are hard at work coming up with fresh designs to accommodate the new age of warfare.*

## TRUCK

| REQUISITION POINTS | |
|---|---|
| Inexperienced: | 22 |
| Regular: | 27 |
| Veteran: | 32 |

| | | | |
|---|---|---|---|
| **Unit Type:** | Transport Vehicle | | |
| **Standard Weapons:** | None | | |
| **Movement Rate:** | ***Advance*** Up to 12" | ***Run*** 12"–24" | |
| **Damage Value:** | 6+ | | |
| **Quality:** | ***Inexperienced*** | ***Regular*** | ***Veteran*** |
| **Morale Value:** | 8 | 9 | 10 |
| **Transport:** | Up to 12 Soldiers | | |
| **Tow:** | Light Howitzers, Light or Medium Anti-tank Guns, Light Anti-aircraft Guns | | |

### OPTIONS

| | *Points* |
|---|---|
| · **Add a Forward-facing Pintle-mounted LMG** | +10 |

## M3 WHITE SCOUT CAR

| REQUISITION POINTS | |
|---|---|
| Inexperienced: | 54 |
| Regular: | 68 |
| Veteran: | 82 |

| | | | |
|---|---|---|---|
| **Unit Type:** | Transport Vehicle | | |
| **Standard Weapons:** | 1x Forward-facing, Pintle-mounted HMG | | |
| **Movement Rate:** | ***Advance*** Up to 12" | ***Run*** 12"–24" | |
| **Damage Value:** | 7+ | | |
| **Quality:** | ***Inexperienced*** | ***Regular*** | ***Veteran*** |
| **Morale Value:** | 8 | 9 | 10 |
| **Transport:** | Up to 8 Soldiers | | |
| **Tow:** | Light Howitzers, Light or Medium Anti-tank Guns, Light Anti-aircraft Guns | | |

### SPECIAL RULES

· **Open-topped**

### OPTIONS

| | *Points* |
|---|---|
| · **Add a Pintle-mounted MMG covering the right and rear arcs** | +15 |
| · **Add a Pintle-mounted MMG covering the left and rear arcs** | +15 |



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## T-20 KOMSOMOLETS

| REQUISITION POINTS | |
|---|---|
| Inexperienced: | 37 |
| Regular: | 46 |
| Veteran: | 55 |

| | | | |
|---|---|---|---|
| **Unit Type:** | Transport Vehicle | | |
| **Standard Weapons:** | 1x Forward-facing, Hull-mounted LMG | | |
| **Movement Rate:** | ***Advance*** Up to 9" | ***Run*** 9"–18" | |
| **Damage Value:** | 7+ | | |
| **Quality:** | ***Inexperienced*** | ***Regular*** | ***Veteran*** |
| **Morale Value:** | 8 | 9 | 10 |
| **Transport:** | Up to 6 Soldiers | | |
| **Tow:** | Any Gun | | |

### SPECIAL RULES

- **Open-topped**

## GAZ 'JEEP'

| REQUISITION POINTS | |
|---|---|
| Inexperienced: | 14 |
| Regular: | 18 |
| Veteran: | 22 |

| | | | |
|---|---|---|---|
| **Unit Type:** | Transport Vehicle | | |
| **Standard Weapon:** | None | | |
| **Movement Rate:** | ***Advance*** Up to 12" | ***Run*** 12"–24" | |
| **Damage Value:** | 6+ | | |
| **Quality:** | ***Inexperienced*** | ***Regular*** | ***Veteran*** |
| **Morale Value:** | 8 | 9 | 10 |
| **Transport:** | Up to 3 Soldiers | | |



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