

# Russian Army, Late Eastern Front/Far East (4/44-8/45)

<u>Quantity</u>	<u>Troops</u>	<u>Type</u>	<u>Move</u>	<u>Attacks</u>	<u>Hits</u>	<u>Save</u>	<u>Points</u>	<u>Total</u>	<u>Notes</u>
1	CO (CV 9)	Command	20	3	6	6	75	75	-
5	HQ (CV 8)	Command	30	2	4	6	45	225	-
2	Recce Unit (BA-64)	Recce	20	1/20*	3	6	40	80	(o)
18	Infantry Unit	Infantry	10	3/30*	6	-	20	360	1
4	Support Unit (MG)	Infantry	10	3/50*	5	-	25	100	-
6	Medium Tank Unit (T-34/76 late)	Armour	30	3/60	5	5	100	600	-
6	Medium Tank Unit (T-34/85)	Armour	30	4/80	5	5	125	750	-

## **Special Rules**

- Rigid command structure (-1 per 15cm when issuing orders, but may issue Fixed Orders)
- Stockpile: +1 to random points modifier
- Infiltration: +2 to command value for flank deployment
- Stubborn: do not roll for fall-back when dug-in
- Up to 3 artillery units may be fielded on-table (excluding rockets)
- Hull-Down: When on hills, armour classed as in the open and no bonus for firing at half-distance
- Dig-In: Infantry may dig-in as an action

## **Note 1. Infantry Unit**

- 2/30 or 10/5 attacks against armour and soft vehicles

## **Summary**

- 2370 points
- Breakpoint 18
- Add 120 to the Victory Points awarded to your opponent at the end of the game