

FORMATION OF A SOVIET ARMY

A Soviet Army is built from a number of regiments. Each regiment must include a specific combination of units, as listed below. Each type of unit has a minimum and maximum quantity which can be included in the regiment. The scenario (or agreement between players) will determine how many Force Points you may spend to purchase regiments. You must pay the cost for all units in the regiment.

INFANTRY REGIMENT

Required Units: 1 HQ, 4 Rifle Companies, \neq 2 Machineguns, 1 Artillery

Unit Quantities:

- 1 HQ
- 2 - 3 Infantry Battalions, each including:
 - 2 - 7 Rifle Companies
 - 1 - 2 Machineguns
 - 1 - 2 82-mm Mortars
- 0 - 2 Anti-tank Teams
- 0 - 1 Medical Team
- 0 - 1 Reconnaissance Team
- 0 - 1 Engineer Unit
- 1 - 3 Artillery Units
- 0 - 3 Vehicle Units

An Infantry Reg

ARTILLERY REGIMENT

Required Units: 2 Artillery, 1 Vehicle

A Soviet Army cannot include more Artillery Regiments than Infantry Regiments, Motorized Regiments, and Tank Battalions (combined).

Unit Quantities:

- 0 - 1 HQ
- 2 - 3 Artillery Units
- 1 - 3 Vehicle Units

TANK REGIMENT

Required Units: 2 Light Tanks, 1 Medium Tank

Unit Quantities:

- 0 - 1 HQ
- 2 - 4 Light Tank Units
- 1 - 3 Medium Tank Units
- 0 - 1 Heavy Tank Unit
- 0 - 3 Vehicle Units

SUPPORT UNITS

For every 300 Force Points spent on regular Regiments, the Soviet Army can also purchase up to 200 Force Points of Units from this list.

No more than 2 of each specific type of unit can be included.

- 0 - 4 Combat Aircraft
- 0 - 1 HQ
- 0 - 6 Infantry Units
- 0 - 4 Artillery Units
- 0 - 2 Light Tank Units
- 0 - 1 Medium Tank Unit
- 0 - 1 Heavy Tank Unit
- 0 - 4 Vehicle Units
- 0 - 2 Armored Boat Units
- 0 - 1 Armored Train
- 0 - 2 Trains