

# ★ Soviet CG Card

ID	Group Type	#	Unit Type	CP	FF Max	CG Max	Notes
I1	Rifle Platoon	4	Squads (458/447) + LMG	6	2	8	a
I2	SMG Platoon	4	Squads (628/527)	6	2	5	a
I3	MG Platoon	4	HMG*2; MMG*2; 248*4	4	1	3	c
I4	Weapons Platoon	4	ATR*2; 50mm RM obr.40*2 Half-squad (248/237)*4	4	1	4	a, c
V1	Light Tank Platoon	2	T-70	5/7	2	4	b
V2	Medium Tank Platoon	2	T-34M41	6/9	2	6	b
V3	Medium Tank Company Command Platoon	3	T34M41*2 T34M43	10/13	1	2	b
V4	Prime Mover Section	2	GAZ-MM	2	3	6	-
V5	Motorcycle Section	4	3 Cycles; 1 Sidecar	1	1	4	-
G1	AT Section	2	45mm PTP obr. 32	5	2	2	d
G2	MTR Section	2	82mm BM obr. 37	5	2	2	d, e
G3	ART Section	2	76.2mm P obr. 39	6	1	2	d, e
G4	AA Section	2	37mm ZP obr. 39	5	1	3	d
O1	Btln Mortars	-	82mm OBA Module	4	1	3	e, f, h
O2	Light Artillery	-	76mm OBA Module	3	1	3	e, f, h
O3	Rocket Module	-	200mm Rocket OBA Module	5	1	1	g, h
M1	Sniper	-	SAN Increase +1	1	1	4	-
M2	Fortifications	-	10 FP	1	2	6	-

## Notes for Soviet Reinforcement Groups

**a** This Reinforcement Group will have 8ML MMC's on a dr1-2; otherwise use 7ML MMC's. If receiving 7ML MMC's, there is a +1 DRM to the RG's Leader DR (PL 2.36)

**b** This RG may be purchased for two different prices as indicated on the RG chart: tanks suffering from Gas Shortage [CG SSR 3] pay the lesser cost; tanks not suffering from Gas Shortage pay the higher cost. The Leadership DR for this RG (PL 2.36) is modified by +1[EXC: any leadership DR for RG V3 receives a -2 DRM]. Additionally, any *final* Leadership DR11-12 results in *one* Inexperienced Crew (D3.45).

**c** Despite being a Platoon, this RG does not receive a leader.

**d** Each Gun comes with a 228 infantry crew.

**e** Each purchase of the G2 RG causes a black card to be removed from any current or subsequently purchased O1 RG. Similarly, any purchase of the G3 RG causes a black card to be removed from any current or subsequently purchased O2 RG.

**f** After purchase make a DR for each OBA module. On a DR 2-3 the module receives Plentiful Ammunition; on a DR 8-12 the module receives Scarce Ammunition.

**g** This module always comes with normal ammunition.

**h** Increase the CP cost by one for each Pre-registered hex, maximum of one per

