

CHAIN OF COMMAND



MACHINE GUN PLATOON

(Mar 1942 - 1945)

v4 Jan 19

The backbone of the Soviet Fortified Regions were tiny platoons of just 13 men manning four machine guns. Support from heavy weapons, field defences and infantry allowed them to hold off much larger German units.

PLATOON FORCE RATING:

Regular: -4

Elite: -1

Command Dice: 5

PLATOON HEADQUARTERS

Leytenant, *Senior Leader*, with pistol

SECTIONS ONE AND TWO

Serzhent, *Junior Leader*, with rifle or SMG

HMG TEAM

Entrenched Maxim
MMG with 3 crew

LMG TEAM

Entrenched DP LMG
with 2 crew



Special Rules:

Dug In

All of the platoon's core MGs are dug in, this is included in the force rating and does not need to be picked from the support lists. The guns can be moved, but obviously will lose the advantage of hard cover if they do. These free entrenchments do not count against the four that may be bought from the support lists.

Defensive

The MG platoon must spend the first 3 points of support on field defences (wire, mines, roadblocks, entrenchments, bunkers).

The MG platoon can only ever be the defender in a game, and cannot take part in a patrol battle. If playing a campaign the MG platoon cannot ever hold the initiative, if it wins a game it must choose to "strengthen defences".

Any option marked as "entrenched" on the support list takes up one of the four entrenchment slots available to the platoon.

Stubborn

The machine gunners know their orders: not one inch of retreat. They ignore all shock inflicted during close combat (but still take into account any shock they already have at the start of combat). If they lose the combat they may still be forced to withdraw, they just won't break due to shock inflicted by an assault.

LIST ONE
Satchel Charge
Medical Orderly
Minefield
Barbed Wire
Commissar (counts as Adjutant)
Entrenchments for one <i>Team</i> or <i>Single-Team Squad</i>
Upgrade one entrenched Maxim MG Team to a bunker
LIST TWO
Roadblock
Tank Killer Team
Sniper Team
Pre-Game Barrage
DP LMG with 2 crew
Engineer flamethrower Team, 3 men.

LIST THREE
Entrenched Anti-Tank Rifle, 2 crew.
Entrenched 50mm mortar (2 crew plus JL)
Universal Carrier (LMG with 3 crew plus JL)
Command Post
Maxim MMG with 4 crew (not entrenched)
LIST FOUR
Entrenched direct fire 82mm mortar (4 crew plus JL)
Entrenched 45mm AT gun (4 crew plus JL)
Regular rifle squad with JL
DSHK 12.7mm HMG with 5 crew
LIST FIVE
Entrenched 76mm Zis-3 direct fire gun (6 crew plus JL)
Elite scout squad with JL
LIST SIX
N/A
LIST SEVEN
Regular Anti-Tank Rifle squad. 3 AT rifles with two crew each plus JL.

Support Notes:

Tank Killer Team: 3 men. Two with SMGs, one with a Molotov or satchel charge.

Bunkers: These are log and earth bunkers or hard sangars, and function exactly as bunkers in the rules (hard cover, ignore first kill per phase, cannot be assaulted from the front, etc). They have a 90deg firing arc. They can be assaulted through their rear entrance.

Direct fire weapons: The battalion's 82mm mortars and 76mm guns were used in direct fire only. No forward observers were available, although especially as the war went on guns were sometimes held back and fired at pre-registered defensive targets (hence the barrage option). The 82mm mortar can fire at enemy within line of sight of friendlies like a light mortar, and has a minimum range of 24"

Command Post: This functions as a bunker for the platoon's senior leader and has landlines that run to all the prepared positions. From the bunker he can activate any infantry or heavy weapons deployed in entrenchments or bunkers as per the vehicle rules for "command by radio". For example, the platoon CO could activate a dug-in Zis-3 and both MG squads to fire, but he couldn't rally shock or put them on overwatch. This option allows the Russians to occupy a more dispersed position than would otherwise be possible. The CP can house the senior leader and up to 3 other attached men, such as medics, commissars or engineers.

If troops move from their prepared positions they can no longer be activated by the command post, as they no longer have the field telephone.

Fortified Region Arsenal:

HEAVY WEAPONS:				
	AP	HE		
Zis-3 Gun	7	5		
INFANTRY WEAPONS:				
	Firepower	Close	Effective	Notes
82mm mortar direct fire	6	Over 24" and LOS	Over 24" and no LOS	Reduce cover one level