



BERLIN

THE SOVIET ASSAULT ON THE GERMAN CAPITAL, APRIL-MAY 1945



WAYNE TURNER'S HERO STRELKOVY POLK



FLAMES OF WAR
THE WORLD WAR II MINIATURES GAME

SOVIET SPECIAL RULES

Soviet companies also use the the normal Soviet special rules in addition to the Heros of the Soviet Union rules below.

HEROES OF THE SOVIET UNION

'Only the luckier, smarter, sharper crews made it out alive.'

— Vasili Pavolovich Bryukhov

The tireless advances from Operation Bagration to the very borders of Germany have severely depleted our heroic brigades. Replacement soldiers and crews are rare, and time to develop new tactics is even more so. However, in an army where initiative is often punishable, there are remarkable exceptions, adapting and leading crews or platoons toward final victory. Those men that remain have become professional soldiers along the way and are determined to end this terrible war.

Hero companies and platoons from a Hero Gvardeyskiy Tyazhelyy Tankovy Polk (page 46), a Hero Tyazhelyy Samokhodno-Artilyeriyskiy Polk (page 48), a Hero Strelkovy Polk (page 56), and Hero Corps Support (page 60) use all of the normal Soviet special rules on pages 249 to 252 of the rulebook (except for Hen and Chicks). In addition they also use the Luckier, Smarter, and Sharper special rules.

LUCKIER

Your men have come through the cauldron of war. Most have been in action non-stop since Operation Bagration, nearly a year ago. They have learned to survive, and the luckiest, smartest, and sharpest of these have become Heroes of the Soviet Union.

If the Company or 2iC Command team is Destroyed, your opponent must roll a 5+, rather than the normal 4+, when rolling for Warrior Team Casualties (see page 106 of the rulebook).

SMARTER

Many years of war have made the Soviet soldiers veterans. Once in combat, they know what to do and how best to do it. They persevere, though still plagued by incompetent leadership and an influx of poorly trained or ill-prepared replacements.

Teams from Hero platoons and companies pass all Skill Tests on a result of 3+. In addition, when firing bombardments, Hero companies roll to hit as though they were rated as Veteran.

SHARPER

Years of training on the job means that tank crews have become familiar with their tanks and they know how to get the most out of them.

Hero platoons and companies do not use the Hen and Chicks special rule.

HERO STRELKOVY POLK

RIFLE REGIMENT

INFANTRY COMPANY

HEADQUARTERS

HEADQUARTERS

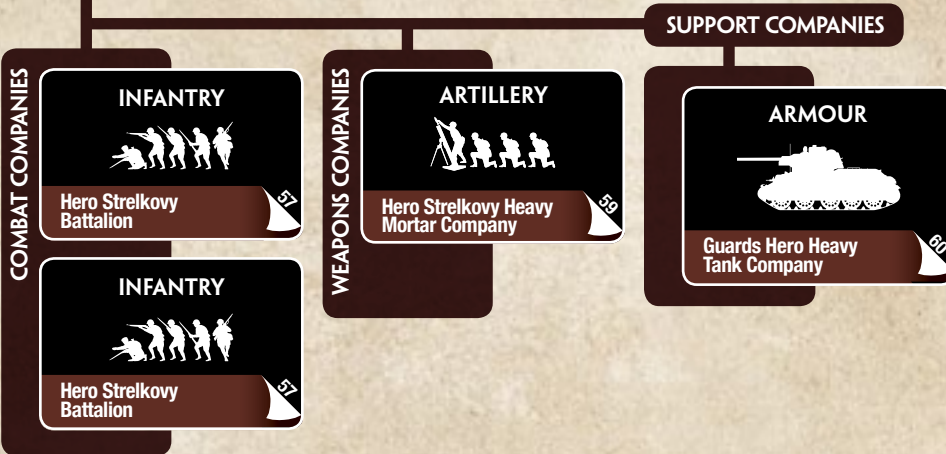
Hero Strelkovy Polk HQ **57**

MOTIVATION AND SKILL

A Hero Strelkovy Polk from a Red Army division is rated as **Confident Trained**.

★ RED ARMY DIVISION

RELUCTANT	CONSCRIPT
CONFIDENT	TRAINED
FEARLESS	VETERAN



HEADQUARTERS

HERO STRELKOVY POLK HQ

HEADQUARTERS

Battalion HQ

★ 25 points

OPTION

- Add a Battalion Komissar team for +15 points.

PODPOLKOVNIK

PODPOLKOVNIK

Company Command Rifle team 2iC Command Rifle team Battalion Komissar team

BATTALION HQ

HERO STRELKOVY POLK HQ

40 POINTS

COMBAT COMPANIES

HERO STRELKOVY BATTALION

COMPANY

HQ Section with:

3 Rifle Platoons

★
230 points

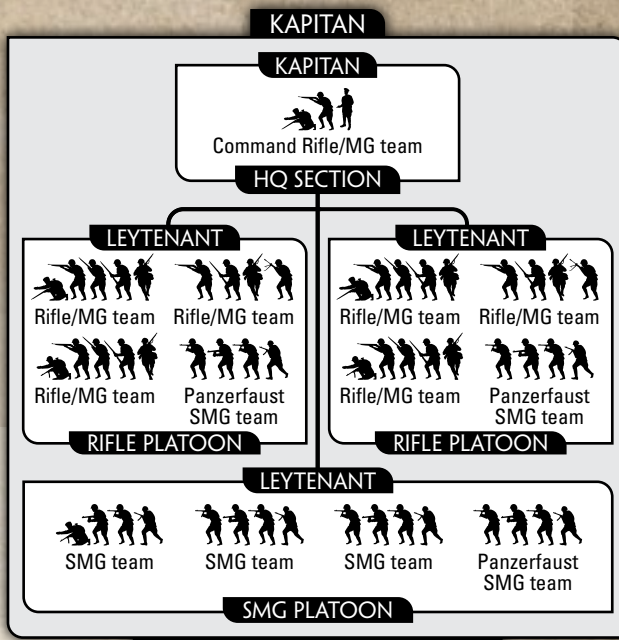
OPTIONS

- Replace all Rifle/MG teams with SMG teams in one Rifle Platoon at no cost.
- Replace one SMG or Rifle/MG team per Rifle Platoon with a Panzerfaust SMG team for +10 points per team.

The casualties of the continuous fighting starting from the opening of Operation Bagration in July 1944 have left the Red Army's rifle divisions much reduced in man-power. Many divisions are down to only the size of a battalion or a small regiment. However, these men are able to call on their experience during the fighting for Berlin.

While the division's *Shturmovye* Groups lead the attack on the enemy positions, the rest of the *Strelki* (riflemen) follow behind as the reserve and to mop up isolated pockets of resistance.

The *Strelkovy* Battalions retain all their standard weapons. Their Mosin Nagant rifles, DP light machine-guns, and Maksim heavy machine-guns are ideal for the reserve role where they provide covering fire for the assaulting *Shturmovye* Groups.



HERO STRELKOVY BATTALION

Once the *Shturmovye* Groups have taken their objective and have moved on to their next objective, the *Strelkovy* Battalion can move forward to take over the captured ground and prepare to defend against counterattacks.

260 POINTS

HERO STRELKOVY BATTALION

COMPANY

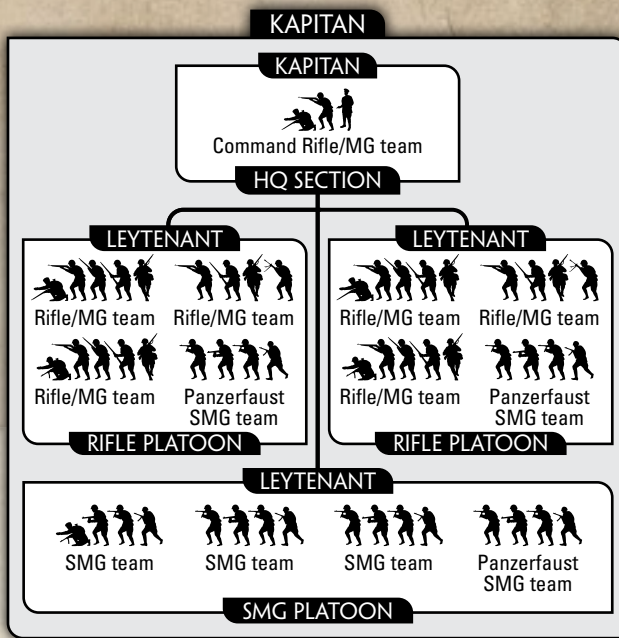
HQ Section with:

3 Rifle Platoons

★
230 points

OPTIONS

- Replace all Rifle/MG teams with SMG teams in one Rifle Platoon at no cost.
- Replace one SMG or Rifle/MG team per Rifle Platoon with a Panzerfaust SMG team for +10 points per team.



HERO STRELKOVY BATTALION

260 POINTS

WEAPONS COMPANIES

HERO STRELKOVY HEAVY MORTAR COMPANY

COMPANY

HQ Section with:

4 120-PM-38

 110 points

OPTIONS

- Add Observer Rifle team for +15 points.

Immediate artillery support for the *Strelkovy* Battalions comes from the 120-PM-38 heavy mortars.

These heavy mortars are ideal weapons to follow the street fighting infantry into the city. They can be set up in squares and parks to provide heavy firepower from just a few streets away from the battling Red Army riflemen.



125 POINTS

HERO CORPS SUPPORT

MOTIVATION AND SKILL

*The Guardsmen of the heavy tank regiments have been smashing their way through German defences since July 1944 in near continuous warfare. Now their final goal is in sight. A Guards Hero Heavy Tank Company is rated **Fearless Trained**.*

RELUCTANT	CONSCRIPT
CONFIDENT	TRAINED
FEARLESS	VETERAN

GUARDS HERO HEAVY TANK COMPANY

COMPANY

2 IS-2 obr 1943

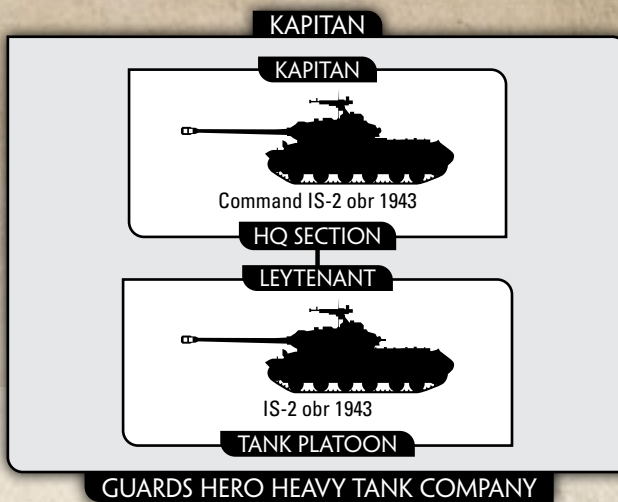
275 points

OPTIONS

- Equip one tank with a .50 cal AA MG for +5 points per tank.
- Mount SMG Tank Escorts on all tanks for +10 points per tank.

The powerful IS-2 tanks of the Guards Heavy Tank Regiments lead every attack. In Berlin these massive beasts plow through German road blocks and pound the buildings with 122mm shells.

The hard fighting over the last few months has left many infantry units depleted, meaning that the mechanised troops have had to take on more of the fighting in Berlin.



300 POINTS

TOTAL 985 POINTS

SÖVIET ARSENAL

TANK TEAMS

Name <i>Weapon</i>	Mobility <i>Range</i>	Front <i>ROF</i>	Armour Side <i>Anti-tank</i>	Top <i>Firepower</i>	Equipment and Notes
HEAVY TANKS					
IS-2 obr 1943 <i>122mm D-25T gun</i>	Slow Tank <i>32"/80cm</i>	10 <i>1</i>	8 <i>15</i>	2 <i>2+</i>	Co-ax MG, Turret-rear MG. <i>Breakthrough gun.</i>

VEHICLE MACHINE-GUNS

<i>Vehicle MG</i>	<i>16"/40cm</i>	<i>3</i>	<i>2</i>	<i>6</i>	<i>ROF 1 if other weapons fire.</i>
<i>.50 cal Vehicle MG</i>	<i>16"/40cm</i>	<i>3</i>	<i>4</i>	<i>5+</i>	<i>ROF 1 if other weapons fire.</i>

GUN TEAMS

Weapon	Mobility	Range	ROF	Anti-tank	Firepower	Notes
MORTARS						
120-PM-38 mortar	Light	56"/140cm	-	3	3+	

INFANTRY TEAMS

Team	Range	ROF	Anti-tank	Firepower	Weapons and Notes
Rifle team	16"/40cm	1	2	6	
Rifle/MG team	16"/40cm	2	2	6	
SMG team	4"/10cm	3	1	6	Full ROF when moving.
Komissar team	4"/10cm	1	1	6	

ADDITIONAL TRAINING AND EQUIPMENT

Panzerfaust	4"/10cm	1	12	5+	Tank Assault 6, Cannot shoot in the Shooting Step if moved in the Movement Step.
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