

Guide to Building the Russian Army

For Gary Grigsby's War In The East

By Martin Schenkel

The current revision of this guide conforms with WitE version 1.06.14.

This is intended to help guide the Russian player through the difficult and sometimes confusing process of building up the Russian Army. I originally started this as a way to help myself when confronted with the task of trying to build the Russian Army. I wanted to simulate the historical Russian Order of Battle (OOB). I came to the conclusion that there was perhaps enough interest in the WitE community for me to share this. This project remains a work in progress. As I find new information, I will update this file. I also welcome any input from others, be it corrections, suggestions, or additional information. Eventually, I hope to use the information here to create (or help create) a more historical Russian reinforcement schedule for the game.

Major changes and revisions from the previous version of this guide will be highlighted in red text.

As this guide is intended to represent the historical Russian OOB, games that feature significant deviations to the historical Russian losses will of course be reflected in the size of the Russian Army. The units and formations detailed here represent the nominal or median force structure. As a quick and very simple reference to determine how a player's losses may compare to historical, in 1941 122 Rifle Divisions were destroyed or disbanded, with a further 69 Rifle Divisions in 1942, but no more were lost after 1942.

This guide is separated into 3 main parts:

Section 1: Contains Table 1, a quick reference listing the number and type of major units and formations available on a given date, within the scope of WitE. Where sources have listed total Soviet strength, I have to my best abilities estimated only those forces facing the Axis (or in strategic reserve) within the map boundaries of WitE.

Section 2: Contains historical and organisational information for different types of forces (Tank, Rifle, Artillery, etc). Sometimes the information gives specific dates of creation (or destruction) of individual units.

Section 3: Provides various other guidance material.

I hope that players will find this resource useful.

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SECTION 1: TABLE 1

The number of units listed below **are independent of each other**, in the case where units can be used to build-up a larger unit, such as Rifle Divisions into Rifle Corps. Thus, the number of Rifle Divisions listed represent only those which have not been used to build-up Rifle Corps. I have chosen to list units in this way, as the Commander's Report in WitE lists units in the same way. Cavalry Divisions/Corps, Tank Brigades/Corps, etc, follow the same pattern.

The columns represent the number of units available on that specific date. As an example, if a unit was created in August 1943, it does not appear on this list until 1 Jan 44. Thus, any additional units created after 1 Jul 43 and before 1 Jan 44, could be built at anytime between those dates.

		1941	1942		1943		1944		1945	
Available		22 Jun	1 Jan	1 Jul	1 Jan	1 Jul	1 Jan	1 Jul	1 Jan	1 May
Army HQ	Start	21	51	54	65	66	57	55	55	55
Tank Army HQ	Jul 42	-	-	1	4	5	5	6	6	6
<u>Rifle and Airborne</u>										
Rifle Corps	Jun 42	-	-	9	25	72	145	153	156	157
Rifle Div	Start	139	269	343	293	221	35	24	20	13
Gds Abn Div	Jan 43	-	-	-	10	10	10	10	10	10
Rifle Bde	Sep 41	2	84	121	139	66	29	8	2	8
<u>Mobile</u>										
Cavalry Corps	Dec 41	-	6	7	8	7	7	7	7	7
Cavalry Div	Start	6	36	5	4	-	-	-	-	-
Tank Corps (Tank Div)	Apr 42	50	-	19	21	24	24	24	24	24
Mech Corps (Mot Div)	Sep 42	25	-	-	9	9	13	13	13	13
Tank Bde	Sep 41	-	52	82	78	53	46	34	26	20
Hvy Tank Bde	Feb 45	-	-	-	-	-	-	-	5	9
Mot/Mech Bde	Apr 42	-	2	20	6	3	3	1	2	2
Lt SU Bde	Feb 44	-	-	-	-	-	-	3	6	6
Med SU Bde	Jan 45	-	-	-	-	-	-	-	3	3
Hvy SU Bde	Mar 45	-	-	-	-	-	-	-	-	1
Tank Bn/Regt*	Aug 41	-	57	47	85	78	71	39	10	6
Hvy Tank Regt	Oct 42	-	-	-	20	30	32	35	46	44
Lt SU Regt	Mar 43	-	-	-	-	11	18	78	88	95
Med SU Regt	Mar 43	-	-	-	-	6	10	10	11	11
Hvy SU Regt	Mar 43	-	-	-	-	7	13	27	31	31
Motorcycle Regt	Start	25	4	1	12	12	11	13	12	12
* Starting in Sep 1942, WitE will upgrade Tank Battalions to Tank Regiments.										
<u>Artillery</u>										
Artillery Div	Oct 42	-	-	-	13	22	27	27	35	37
Rocket Div	Dec 42	-	-	-	1	6	7	7	7	7
AT Bde	Start	-	-	11	11	30	43	44	54	60
Art Bde	Jan 42	-	-	-	-	9	15	66	67	65
Mortar Bde	Apr 43	-	-	-	-	9	10	10	8	8
Gds Mortar Bde	Nov 42	-	-	-	11	9	13	12	10	9
AA Bde	Start	-	-	-	12	14	8	27	-	-
Artillery Regt	Start	104	119	186	174	158	136	76	59	54
AT Regt	Jul 41	-	57	119	151	122	119	103	78	71
Mortar Regt	Jan 42	-	-	40	92	110	104	95	88	79
Gds Mortar Regt	Aug 41	-	6	59	84	95	95	100	97	96
AA Regt	Start	-	2	35	81	134	136	137	149	151
Mortar Bn	Start	2	19	18	16	15	18	18	-	-
Gds Mortar Bn	Sep 41	-	73	42	43	18	3	4	2	2
AA Bn	Start	-	88	105	72	64	64	64	65	62
<u>Other</u>										
Engineer Regt	Start	18	50	84	137	153	169	236	304	309
Flame Bn	Jun 43	-	-	-	-	-	28	36	46	48

SECTION 2: UNITS and FORMATIONS

2a: Army Headquarters

Combined Arms Armies

The game provides 55 Army HQs, plus 1st Polish Army. As can be seen in Table 1, the Russians fielded as many as 66 combined arms Armies in 1943. Due to the growth of the Russian Army in 1942-43, it is suggested that some extra Army HQs are created, and then later disbanded once Rifle Corps begin to take less of a command toll on HQs.

Tank Armies

The Russian player will have to create all Tank Army HQs in WitE, as none are received as replacements. **Tank Armies were created as follows:**

5th Tank Army	Jun 42	3rd Tank Army	Aug 42
1st Tank Army	Jul 42	2nd Tank Army	Jan 43
4th Tank Army	Jul 42	6th Tank Army	Jan 44

All Tank Armies were historically given Guards status during the war.

2b: Cavalry Corps and Divisions

Cavalry Corps

Starting December 1941, Cavalry Corps can be built-up using 3 Cavalry Divisions. The table shows the dates when the Cavalry Corps were formed:

1st Guards Cavalry	Dec 41
2nd Guards Cavalry	Dec 41
3rd Guards Cavalry	Dec 41
1st Cavalry	Dec 41 - Destroyed March 1942
2nd Cavalry	Dec 41 - Destroyed May 1942
7th Cavalry	Dec 41
5th Cavalry	Jan 42 - Destroyed June 1942
6th Cavalry	Jan 42 - Destroyed May 1942
8th Cavalry	Jan 42
9th Cavalry	Jan 42 - Disbanded April 1942
11th Cavalry	Jan 42 - Destroyed July 1942
13th Cavalry	Jan 42 - Destroyed May 1942
17th Cavalry	Jan 42
4th Cavalry	Sep 42 - Disbanded May 1943
5th Guards Cavalry	Nov 42

As can be seen above, a number of Cavalry Corps were destroyed during the fighting of late spring and early summer 1942. None were rebuilt, and the 7 Corps that survived until the end of the war were all eventually granted Guards status. Although WitE TOEs don't reflect it, it was standard practice to assign a Light SU Regiment to a Cavalry Corps on a permanent basis from late summer 1943 on. These SU Regiments are included in Table 1.

Cavalry Divisions

In WitE, there is no need for a Russian player to build any Cavalry Divisions. All required divisions arrive as reinforcements, and during WW2 the Russians did not rebuild any destroyed Cavalry Divisions (or Corps).

The game provides 68 Cavalry Divisions: 8 at the start and 60 as reinforcements.

2c: Rifle Corps, Divisions, and Brigades (including Airborne and Mountain)

Rifle Corps

Starting in June 1942, Rifle Corps can be built-up using 3 Rifle Divisions or 2 Rifle Divisions and one Rifle Brigade. Naval Infantry Brigades can NOT be used for Corps build-up. If two or more of the forming units are Guards, the resulting Corps will have Guards status. Corps should represent roughly 2.75 Rifle Divisions, so that roughly 25% of Corps are formed using a Brigade.

Rifle Divisions

To the end of October 1941, all destroyed Rifle Divisions are automatically re-built at no cost. Re-built units may still arrive after October, however any units destroyed starting in November 1941 will have to be manually re-built. Almost without exception, historically when a Rifle Division was destroyed, it was re-built. Some divisional numbers went through 3 or 4 destruction/rebuild cycles through the course of the war! By 1943 however, destroyed units should be non-existent.

Beginning in June 1942, a Rifle Division can be built-up using two Rifle or Naval Rifle Brigades. Naval Infantry Brigades can NOT be used.

The game starts with 151 Rifle Divisions on the map. 228 arrive as reinforcements, and 30 additional Rifle Divisions will convert from Motorized Divisions. This gives a total of 409 Rifle Divisions that the game provides. Thus, in addition to replacing destroyed Divisions, a further 36 Divisions will need to be created in game over time in order to match historical numbers.

Over the course of the war, Rifle Divisions were chronically understrength, despite the vast manpower reserves of the Soviet Union. As an optional rule of thumb, average Rifle Division and Corps max TOE % should be reduced by an average of 10% per year of war:

	<u>1942</u>	<u>1943</u>	<u>1944</u>	<u>1945</u>
Max TOE	90%	80%	70%	60%

This does not need to be across the board, but as an average. If you raise the max TOE for a Division or Corps above the average percentage in a given year, another Division/Corps should have its max TOE reduced by the same amount.

Mountain Divisions

Mountain Divisions can not be built in WitE (manually or automatically). Historically, when destroyed, Mountain Divisions were re-built as Rifle Divisions. This will have to be re-created in WitE manually.

There are 12 Mountain Divisions at the start, plus 3 that are frozen for most of the game. An additional 2 Divisions arrive as reinforcements.

Rifle Brigades

The Russian player receives a large number of Rifle Brigades as reinforcements. As few of these survived to the end of the war, in game terms, they should be used to build Rifle Divisions, build-up Rifle Corps, provide replacements by merging into Rifle Divisions. Many Rifle Brigades soldiered on into 1943 by converting to Ski Brigades (later disbanded for replacements), but by 1944 few Rifle Brigades remained.

The game provides 122 Rifle Brigades (2 at start, 120 as reinforcements). Additionally, 29 Naval Rifle Brigades and 8 Naval Infantry Brigades arrive as reinforcements.

Guards Airborne Divisions

In January 1943, Guards Airborne Divisions can be built-up using 3 Airborne Brigades. Prior to that date, 3 Airborne Brigades building-up will create Guards Rifle Divisions.

Russian Airborne units are abstracted in the game. Historically, many of the Airborne Corps were destroyed, rebuilt, converted to Guards Rifle Divisions, re-built again, then converted to Guards Airborne Divisions. As Airborne Brigades and their Corps HQs do not rebuild when destroyed and can not be built manually, all Airborne Brigades should be reserved for building of Guards Airborne Divisions.

The game provides 30 Airborne Brigades (15 at start and 15 as reinforcements). Also provided are 10 Airborne Brigade HQs (5 at start and 5 as reinforcements). Historically, the Guards Airborne Divisions were initially grouped into Guards Airborne Corps. Later these Corps were renamed Guards Rifle Corps. The historical Guards Airborne Corps HQs are not provided, so 3 of the Airborne Corps HQs should be retained. The rest can be disbanded at the player's discretion.

2d: Tank Corps, Divisions, and Brigades

Tank Corps

Starting April 1942, Tank Corps can be build-up with 3 Tank Brigades. The following table shows the dates when the Tank Corps were historically formed:

1st Tank	Apr 42	13th Tank	Jun 42 (2)
3rd Tank	Apr 42	14th Tank	Jun 42 (2)
4th Tank	Apr 42	16th Tank	Jun 42
5th Tank	Apr 42	17th Tank	Jun 42
6th Tank	Apr 42	18th Tank	Jul 42
7th Tank	Apr 42	25th Tank	Jul 42
21st Tank	Apr 42 (3)	28th Tank	Jul 42 (2)
22nd Tank	Apr 42 (2)	12th Tank	Aug 42
23rd Tank	Apr 42	15th Tank	Aug 42
24th Tank	Apr 42	26th Tank	Sep 42
2nd Tank	May 42	19th Tank	Dec 42
8th Tank	May 42 (2)	20th Tank	Dec 42
9th Tank	May 42	31st Tank	May 43
10th Tank	May 42	29th Tank	Jul 43
11th Tank	May 42	30th Tank	Jul 43

** The 27th Tank Corps was never properly formed.*

(2) Several Tank Corps were heavily mauled during the 1942 German summer offensive. Subsequently, the surviving cadres were used as a basis for forming most of the initial Mechanized Corps. This effect is difficult to create in game. I suggest disbanding your six weakest Tank Corps between September and November 1942, when you will start forming the first Mechanized Corps. The disbanded troops, tanks, and vehicles added to the pools should help offset the initial drain of creating Mechanized Corps.

(3) The 21st Tank Corps was destroyed in June 1942 and was never re-built.

Tank Divisions

Early war Tank Divisions destroyed before November 1941 will be re-built as Tank Brigades. Any surviving Tank Divisions will eventually convert to Tank Brigades. **The game will provide 60 Tank Divisions at the start or as reinforcements.**

Tank Brigades

The game will provide 106 Tank Brigades: 46 as reinforcements, and 60 from the conversion of Tank Divisions. Approximately 35 additional Tank Brigades should be built in game in order to maintain historical numbers of Tank Corps and independent Brigades, as per Table 1.

Over time however, independent Tank Brigades should be disbanded, to reflect the increasing Soviet emphasis on Self-Propelled Gun units. In late 1944, a number of Tank Brigades were converted to Heavy Tank Brigades. When constructing a Heavy Tank Brigade, a Tank Brigade should be disbanded.

2e: Mechanized Corps and Brigades (including Motorized Divisions)

Mechanized Corps

Starting September 1942, Mechanized Corps can be built-up using 3 Mechanized or Motorized Brigades. The following table shows the dates when the Mechanized Corps were formed:

1st Mechanized	Sep 42 (4)	2nd Guards Mechanized	Dec 42 (5)
2nd Mechanized	Oct 42	6th Mechanized	Dec 42 (4)
3rd Mechanized	Oct 42 (4)	6th Guards Mechanized	Jul 43 (5)
4th Mechanized	Oct 42 (4)	7th Mechanized	Aug 43
5th Mechanized	Oct 42 (4)	8th Mechanized	Aug 43
1st Guards Mechanized	Nov 42 (5)	9th Mechanized	Aug 43
13th Mechanized	Nov 42 (4)		

(4) These Mechanized Corps were formed from the remaining cadres of several Tank Corps that were heavily mauled during the German 1942 summer offensive. They should be built-up from newly created Mechanized or Motorized Brigades.

(5) Three Mechanized Corps were formed from the conversion of Guards Rifle Divisions. This is impossible to replicate in WitE, however a Russian player should start building Motorized Brigades early on and attempt to gain Guards status for enough of these Brigades to build-up three Guards Mechanized Corps. Once these Corps are created, three Guards Rifle Divisions should be disbanded. Alternatively, whenever your first 3 Mechanized Corps gain Guards status, a Guards Rifle Division should be disbanded each time.

Motorized Divisions

Early war Motorized Divisions destroyed before November 1941 will be re-built as Rifle Divisions. Any surviving Motorized Divisions will eventually convert to Rifle Divisions. **The game provides 30 Motorized Divisions at the start or as reinforcements.**

Motorized and Mechanized Brigades

Starting in April 1942, Motorized Brigades can be built. It is recommended that the Russian player quickly builds 9 of these in the hopes of getting 6 of them Guards status in order to build-up the three Guards Mechanized Corps described above. All other Mechanized Corps should be built-up using newly created Mechanized Brigades, which are available for building starting in September 1942. Historically, the Russians maintained very few independent Mechanized Brigades, but by war's end two such Brigades remained on strength.

2f: Artillery Divisions and Brigades (including SU Brigades)

Artillery Divisions

Starting in October 1942, a variety of Artillery Division types become available for building over time. In WitE terms, Divisions built are up to the player's discretion, but should be mostly of the 'Artillery Division' and 'Breakthrough Artillery Division' type units. These units will upgrade and represent the most common TO&Es in use by the Russians during WW2. The table shows the dates when Artillery Divisions became operational:

1st Guards Artillery	Oct 42	16th Artillery	Feb 43
2nd Guards Artillery	Nov 42	18th Artillery	Feb 43
2nd Artillery	Nov 42	6th Guards Mortar	Feb 43 (6)
3rd Artillery	Nov 42	17th Artillery	Mar 43
5th Artillery	Nov 42	4th Guards Cannon	May 43
6th Artillery	Nov 42	20th Artillery	Jun 43
7th Artillery	Nov 42	7th Guards Mortar	Jul 43 (6)
3rd Guards Artillery	Nov 42	21st Artillery	Jul 43
19th Heavy Cannon	Nov 42	23rd Artillery	Jul 43
9th Artillery	Dec 42	6th Guards Artillery	Oct 43
1st Guards Mortar	Dec 42 (6)	8th Heavy Cannon	Oct 43
12th Artillery	Dec 42	22nd Artillery	Nov 43
26th Artillery	Dec 42	24th Artillery	Sep 44
27th Artillery	Dec 42	25th Artillery	Sep 44
3rd Guards Mortar	Jan 43 (6)	10th Artillery	Oct 44
4th Guards Mortar	Jan 43 (6)	1st Artillery	Nov 44
11th Artillery	Jan 43	4th Artillery	Dec 44
5th Guards Mortar	Jan 43 (6)	14th Artillery	Dec 44
28th Artillery	Jan 43	29th Artillery	Dec 44
2nd Guards Mortar	Feb 43 (6)	31st Artillery	Dec 44
15th Artillery	Feb 43	19th Artillery	Feb 45
13th Artillery	Feb 43	30th Artillery	Mar 45

(6) Guards Mortar Divisions contained rocket artillery units. In WitE terms, these should be the only Artillery Divisions built using the 'Rocket Launcher Division' unit type.

Artillery Brigades

The Russians greatly expanded their Artillery arm in 1942-43. See Table 1 for the number of Artillery, Anti-Tank, Mortar, and Guards Mortar Brigades on hand for a given date. Through the course of the war, there will be a slight trend to consolidate Regiments into Brigades. In WitE terms, this will result in the gradual disbanding of a number of Artillery type Regiments as the number of on-map Brigades increases.

SU Brigades

A small number SU (Self-Propelled Gun) Brigades appeared beginning in 1944. They grouped independent SU Regiments together to form a stronger force. Although not a major factor by themselves, these Brigades should still be built along historical lines, as per Table 1.

2g: Support Units

This sub-section contains notes and tips to help guide a Russian player through the large number of support units available for building. Units not listed or described here play a minor role within WitE, and should largely be disregarded in game terms. Refer to Table 1 for numbers of units on hand for the given dates.

As attaching support units directly to combat units is highly subjective, player and situation dependent, the recommendations below will focus on an average number of units available per Army HQ. I find this to be the quickest way to determine how many units to build and how to organize unit construction goals.

Artillery

A quick rule of thumb is to have an average of 3 Artillery Regiments supporting each Army HQ. I recommend the building of Corps Artillery Regiments, as they provide a mix of guns. Take note that Corps Artillery Regiments built starting in 1942 will eventually 'downgrade' to Battalions in June 1943. This can be handy in regards to the evolution of Russian Artillery away from independent Regiments, however could also come as a surprise if a player is not expecting the TO&E change.

Few Artillery Regiments will need to be built in 1941, other than to replace losses should the number of Regiments fall below the historical numbers listed in Table 1.

Anti-Tank

Anti-Tank Regiment construction should concentrate almost exclusively on AT Artillery Regiments. The goal should be to average 2 AT Regiments per Army HQ, eventually reducing to 1 Regiment per Army HQ as on-map AT Brigades are built later in the war.

Anti-Aircraft

Anti-Aircraft support units should concentrate on AA Regiments and Battalions. PVO Regiments and Battalions should be reserved for rear-area city AA defense. Army/Front HQs should average roughly 2 AA Regiments and 1 AA Battalion each by 1943.

Mortar

A Russian player could almost do away with Mortar Battalions, but Mortar Regiments were a numerous and effective unit. Construction should aim for about 1.5 Regiments per Army HQ in 1943.

Guards Mortar

In Russian terminology, 'Guards Mortar' equates to rocket artillery, not elite mortar units. These are the Katyushas or Stalin's Organ of popular WW2 literature. Early construction should be limited to Battalions, averaging better than 1 per Army HQ by the winter of 1941-42. Battalions quickly drop in favour of Regiments, averaging 1.5 Regiments per Army in 1943.

Tank

The Russians were required to essentially re-build their tank force in WW2. Tank Battalions were an important step in that process. By the first winter, there should be more than 1 Battalion per Army. Late in 1942 Tank Battalions will convert to Regiments, a more effective unit. Tank Regiments peak in mid-1943, with about 1.5 Regiments per Army HQ on average. After this, the number of independent Regiments declines, as the Russians focused more on SU Regiments. Many Tank Regiments were historically converted to SU and Heavy Tank Regiments. This will have to be replicated in WitE by disbanding Tank Regiments to match the numbers in Table 1.

A small number of Flame Tank Battalions were formed in 1942. In WitE, the Battalions will eventually upgrade to Regiments.

Heavy Tank

Heavy Tank Regiments began appearing in late 1942, to add more 'punch' than the independent Tank Regiments were able to provide in a support role. By 1944, Heavy Tank Regiments had largely replaced the Tank Regiments in this capacity. Heavy Tank Regiments were also frequently attached to Tank and Mechanized Corps for support. By war's end, there should be nearly 1 Heavy Tank Regiment on average per Army.

SU

SU (or Self-Propelled Gun) Regiments began appearing in 1943, providing an armoured support artillery component to the Russian Army. Later vehicles, particularly the SU-85 and SU-100, added a superb anti-tank capability. Light, Medium, and Heavy SU Regiments should be quickly built-up in late 1943 and early 1944. Historically, these units were created largely at the expense of Tank Regiments and Brigades, with straight-up unit conversions not unusual. The Russian player in WitE should disband Tank Regiments and Brigades as the SU force expands, as per Table 1.

Sappers and Construction Units

It is difficult to determine the historical distribution of these units. I have consolidated what I feel represent in game Sapper Regiments and RR Construction Brigades under the heading of 'Engineer Regiment' in Table 1. As a default, I will recommend a 50/50 distribution of the numbers listed between Sapper Regiments and RR Construction Brigades.

Other Support Units

The following support units, though perhaps small in numbers or effectiveness, should still be built as per Table 1 in the interest of historicity:

Motorcycle Regiment
Flamethrower Battalion

SECTION 3: ADDITIONAL GUIDANCE MATERIAL

3a: Unit Availability

These tables give the dates as to when various units are available for building in WitE:

<u>Div, Corps, HQ</u>		<u>Brigades</u>	
Army HQ	Jun 41	AT Artillery Brigade	Jun 41
Rifle Division	Jun 41	PVO AA Brigade	Jun 41
Cavalry Division	Jun 41	Fort	Jun 41
Cavalry Corps	Dec 41	Tank Brigade	Sep 41
Tank Corps	Apr 42	Rifle Brigade	Sep 41
Rifle Corps	Jun 42	Light Gun Brigade	Jan 42
Mountain Corps	Jun 42	Light Howitzer Brigade	Jan 42
Tank Army HQ	Jul 42	Motorized Brigade	Apr 42
Mechanized Corps	Sep 42	Gun Brigade	May 42
Artillery Division	Oct 42	Mechanised Brigade	Sep 42
Rocket Launcher Division	Dec 42	Ski Brigade	Sep 42
Guards Airborne Division	Jan 43	Heavy Rocket Brigade	Nov 42
Breakthrough Artillery Division	Mar 43	Heavy Howitzer Brigade	Feb 43
Heavy Gun Artillery Division	Jun 43	Mortar Brigade	Apr 43
Gun Artillery Division	Sep 43	Assault Engineer Brigade	May 43
<u>Other Support Units</u>		Light SU Brigade	Feb 44
		Army Gun Artillery Brigade	Jun 44
		Medium SU Brigade	Jan 45
		Heavy Tank Brigade	Feb 45
		Heavy SU Brigade	Mar 45
Motorcycle Regiment	Jun 41	<u>Artillery Support Units</u>	
PVO AA Regiment	Jun 41		
PVO AA Battalion	Jun 41		
AA Battalion	Jun 41		
Sapper Battalion	Jun 41		
Sapper Regiment	Jun 41	BM Howitzer Regiment	Jun 41
Construction Battalion	Jun 41	Corps Artillery Regiment	Jun 41
RR Construction Brigade	Jun 41	Howitzer Regiment	Jun 41
MG-Artillery Batatlion	Jun 41	Gun Regiment	Jun 41
Separate Tank Battalion	Aug 41	Heavy Gun Regiment	Jun 41
Ski Battalion	Nov 41	Mortar Battalion	Jun 41
AT Rifle Battalion	Apr 42	Heavy Mortar Battalion	Jun 41
Flame Company	May 42	AT Artillery Regiment	Jul 41
AA Regiment	Jun 42	Light Rocket Regiment	Aug 41
Flame Tank Battalion	Jul 42	Army Artillery Regiment	Sep 41
TD Artillery Battalion	Aug 42	Artillery Regiment RVGK	Sep 41
Separate Tank Regiment	Sep 42	Light Rocket Battalion	Sep 41
Heavy Tank Regiment	Oct 42	Light Gun Regiment	Jan 42
Light SU Regiment	Mar 43	Mortar Regiment	Jan 42
Medium SU Regiment	Mar 43	Heavy AT Regiment	Jun 42
Heavy SU Regiment	Mar 43	Heavy Rocket Battalion	Jun 42
Corps Artillery Batatlion	Jun 43	Mountain Mortar Regiment	Nov 42
Flame Battalion	Jun 43	Army Gun Artillery Regiment	May 43
Flame Tank Regiment	May 44		

3b: Guards Units

The following table is intended as a reference for players to compare their own in-game Guards conversion to the actual historical progress. The numbers represent total Guards units on strength at the given date:

	<u>1 Jan 42</u>	<u>1 Jul 42</u>	<u>1 Jan 43</u>	<u>1 Jul 43</u>	<u>1 Jan 44</u>	<u>1 Jul 44</u>	<u>1 Jan 45</u>	<u>1 May 45</u>
Guards Armies	-	-	3	10	10	10	11	11
Guards Tank Armies	-	-	-	1	1	2	4	6
Guards Rifle Corps	-	-	10	25	32	33	33	34
Guards Rifle Divisions	10	34	57	83	109	107	107	107
Guards Tank Corps	-	-	4	5	10	10	12	12
Guards Mech Corps	-	-	5	6	8	8	9	9
Guards Cav Corps	3	3	5	7	7	7	7	7

Sources

1. Sharp, Charles C. Soviet Order Of Battle World War II: Volumes 1 - 12 (George F. Nafziger 1995 - 1998)

The collection by Sharp is great for divisional sized units. For larger or smaller units, it is incomplete, which is to be expected especially relating to the profusion of independent Regimental units on the Russian Army.

2. Poirier and Conner. The Red Army Order Of Battle in the Great Patriotic War (Presidio 1985)

Poirier and Conner is a great starting point, and fills in the gaps left by Sharp regarding Corps and Army sized units.

3. The following website, which appears to be based on Russian military archival information:

<http://www.teatrskazka.com/Raznoe/BoevojSostavSA/BoevojSostavSA.html>

The website is in Russian. I used a basic internet translator to read the information. It has helped sort out the histories of Army HQs. It gives monthly totals for most types of units on strength during the war. This has been great to get totals for smaller Brigade and Regimental sized units. The site gives totals for the whole Army, so I have had to subtract the units serving in northern Finnish, Iranian, and Far Eastern fronts, in order to get an estimate for the units serving on the WitE front.

Revision Status

Revision 1:

- Added Tank Army HQ creation dates.
- Added information relating to the number of on-map units that are available at the game start and that arrive as in-game scheduled reinforcements.
- Added additional historical information relating to Mountain Divisions, as well as Airborne Corps and Guards Airborne Divisions.
- Clarified that Naval Infantry (as opposed to Naval Rifle) Brigades cannot be used for Rifle Division or Corps build-up.
- Minor adjusting of Tank and Mech Corps, and Artillery Division creation dates.
- Removed requirement to rebuild Rifle Divisions when destroyed or converted to Guards. Now, only destroyed Divisions should be rebuilt, however further Divisions will need to be created in addition to those provided as scheduled reinforcements.