

# Company of Heroes, Eastern Front

## *New allied faction : Red Army*

Russia is one of the most important factions of World War II.

When the Motherland was invaded by the Germans, the Barbarossa Operation, the Soviet nation had a rookie and obsolete army.

Then they developed a huge number of new and very effective weapons. The Soviet patriotism was very important too. The Russian army finally had many symbols : A huge number of Conscripts enrolled, snipers with their scoped Mosin Nagants rifles, assault infantry with PPSH automatic rifles, T-34 tanks, Katyushas, the IL-2 aircraft, etc.

## RED ARMY UNITS

### Head Quarters

- **Engineering comrades**
  - Cost : Manpower 130
  - Member(s) : 3
  - Weapon(s) :
    - 3 PPD-40 automatics rifles
  - Defense : lower than US sapper
  - Local upgrade (maximum 1) :
    - Mine sweeper (Ammunitions 35)
    - Flamethrower rifle ROKS-3 (Ammunitions 50)
  - Abilities : Build sand bags, barbed wires, antitank trenches, mines ; Build structures ; Repair buildings and vehicles

*Engineering comrades are the first cap units. They can build structures, defenses... and fight too. Theirs PPD-40 are inaccurate and effective against infantry only in short range. They can have a ROKS-3 flame-thrower to become more dangerous against defense positions.*

- **Commissar**
  - Cost : Manpower 200
  - Member(s) : 1
  - Weapon :
    - 1 Tokarev TT33 pistol
  - Defense : like British lieutenant
  - Abilities : Execution

*The commissar can motive troops in combat. With its Execution ability, he can kill one squad member, increasing squad fire speed, movement and can't be suppress ; (a cooldown will control the power of this skill).*

### Recruiting post

- **Conscripts**
  - Cost : Manpower 240
  - Member(s) : 8
  - Weapon(s) :
    - 4 Mosin Nagant M1891/30 rifles
  - Defense : lower than US riflemen
  - Global upgrade (from Recruiting Post) :
    - More rifles : +4 Mosin Nagant M1891/30 rifles (Manpower 150, Fuel 20)
    - Molotov Cocktail (Manpower 75, Fuel 10)
  - Abilities : Molotov Cocktail (Ammunitions 25)

*Conscripts weren't a regular army like Wermatch. They were young peasants, workmen and students without any training, enrolled by Red Army to defend the Motherland. In the beginning of the Russian defense against the German Blitzkrieg, there weren't enough rifles for each soldier, so*

*this eight member's squad got only four rifles. Alive soldiers take dead men rifles to continue the fight.*

*"More rifles" research gives rifles to all Members. Another research allows Conscripts to use "Molotov cocktails".*

- **GAZ-67B**

- Cost : Manpower 170
- Vehicle type : Jeep
- Weapon : none
- Defense : like US jeep
- Special : Detect infiltrated units, infantry transport
- Capacity : 1 squad, maximum 3 members
- Local upgrade (maximum 1) :
  - Radio (Ammunitions 10 ; replace transport capacity ; "Ask air support" ability needed)
- Abilities :
  - Ask anti-infantry air support (Ammunitions 100 ; "Radio" upgrade needed)
  - Ask anti-tank air support (Ammunitions 200 ; "Radio" upgrade needed)

*Red Army had almost American Jeep, but GAZ-67B was the second most used jeep during the war. This unarmed covered vehicle can transport a few soldiers on the battlefield.*

*"Ask anti-infantry air support" consists in an Iliouchine Il-2 Sturmovik Type 3 strafing the area with its machineguns (2 37mm NS37 guns and 2 7,62mm ShKAS machineguns).*

*"Ask anti-tank air support" consists in an Iliouchine Il-2 Sturmovik Type 3 dropping a bomb on the area.*

- **Soviet Sniper**

- Cost : Manpower 350
- Member(s) : 1
- Weapon :
  - Scoped Mosin Nagant M1891/30rifle
- Defense : like US Sniper
- Local upgrade (maximum 1) :
  - Scoped Tokarev SVT-40 (Ammunitions 25)
- Abilities : Camouflage, Hold fire.

*Russian army had many snipers. They were very important in Motherland defense. That's why they can be recruited at Tiers 1.*

*Snipers are long-range anti-infantry units. Scoped Tokarev SVT-40 has a higher fire rate but it is less accurate.*

## **Arms manufacture**

- **Comrades with heavy machinegun**

- Cost : Manpower 250
- Member(s) : 3
- Weapon(s) :
  - 7,62mm Maxim 1910 heavy machinegun
  - 2 Mosin Nagant M1891/30 rifles
- Defense : like US heavy machinegun team
- Global upgrade ("New heavy weapons" ability needed) :
  - 7,62mm Goryunov SG-43 heavy machinegun (better range and armor penetration)

*The outdated and obsolete Maxim 1910 machinegun was one of the rare heavy Weapons the Russians had on the beginning of the war. In 1943, the SG-43 became the new mounted heavy machinegun (more accurate, higher range ?)*

- **Comrades with mortar**

- Cost : Manpower 270
- Member(s) : 3
- Weapon(s) :
  - 82mm mortar
  - 2 Mosin Nagant M1891/30 rifles (only 1 when the mortar is deployed)
- Defense : like Wermatch mortar team
- Abilities : Bombardment, Smoke Barrage, Disable Free-Fire

- Global upgrade ("New heavy weapons" ability needed) :
  - 120mm PM-38 heavy mortar (better area of effect and armor penetration)

*Red Army took time to equip well his companies. 50mm mortars was for long the former Russian mortar. When counter-attack time came, Russians were good stuffed with for example that 82mm mortar and some awesome 120mm PM-38 heavy mortars. Because of its weight, PM-38 reduce by half the squad movement.*

#### - **Comrades with antitank gun**

- Cost : Manpower 280
- Member(s) : 3
- Weapon(s) :
  - 57mm ZIS-2 antitank gun
  - 1 Mosin Nagant M1891/30 rifle
- Defense : like US 57mm antitank gun
- Global upgrade ("New heavy weapons" ability needed) :
  - 76,2mm ZIS-3 antitank gun (better range and armor penetration)

*ZIS-2 was the second antitank gun used by the Red Army in this war behind the 45mm M-42 antitank gun. ZIS-3 was a bigger and more powerful gun.*

### **Tactic support center**

#### - **Soviet veterans**

- Cost : Manpower 330
- Member(s) : 6
- Weapon(s) :
  - 4 Mosin Nagant M1891/30 rifles
  - 2 Tokarev SVT-40 semi-automatic rifles
  - RG-42 grenades
  - RPG-43 antitank grenades
- Defense : like US Paratroopers ?
- Local upgrade (maximum 1) :
  - 7,62mm Degtyarev DP 28 light machinegun (Ammunitions 50)
- Abilities : Suppressing fire (Ammunitions 30), RG-42 grenade (Ammunitions 50), RPG-43 antitank grenade (Ammunitions 75).

*The Red Army veterans were survivors of the Barbarossa operation who became models for the new recruits. Well stuffed, they were often assault units, able to deal against tanks too thanks to their RPG-43.*

#### - **BA-64**

- Cost : Manpower 270, Fuel 30
- Vehicle type : Armored car
- Weapon :
  - 7,62mm Degtyarev DP 28 light machinegun
- Defense : better than PE Armored car
- Local upgrade (maximum 1) :
  - 12,7mm DShK anti-air heavy machinegun (Ammunitions 50)

*BA-64 was the heaviest and the most powerful recon armored car of World War II. DShK anti-air heavy machinegun increases its firepower.*

#### - **SU-76M**

- Cost : Manpower 330, Fuel 50
- Vehicle type : Self-propelled light antitank gun
- Weapon :
  - 76,2mm ZIS-5Sh antitank gun
- Defense : like PE Marder III, like British Stuart too (T-70 frame)
- Ability : Light artillery fire (Ammunitions 75)

*This tank has got two aim, hunt others tanks, and make light artillery fire. This ability consists by firing five explosive shells on the targeted area. SU-76 was the second most produced Russian tank after T-34.*

## Tank factory

### - Tank dragons « Tankodesantniki »

- Cost : Manpower 375
- Member(s) : 5
- Weapon(s) :
  - 5 PPSH-41 automatic rifles
  - RG-42 grenades
- Defense : like Wermatch Knight's Cross Holders ?
- Local upgrade (maximum 1) :
  - SN-42 body armors (Ammunitions 75)
- Abilities : RG-42 grenade (Ammunitions 50)

*Tank dragons were soldiers dedicated to protect tanks against infantry in urban combat formation. They were equipped with automatic rifles.*

*The SN-42 body armors protected them against enemy weapons like the 9mm MP40 which failed to penetrate at 100-125m. Very useful in close combat, so mostly in urban battles, but because of its weight, units equipped with couldn't run efficiently.*

### - KV-1

- Cost : Manpower 450, Fuel 60
- Vehicle type : heavy tank
- Weapon(s) :
  - 76,2mm F-32 tank gun
  - Front 7,62mm Degtyarev DP 28 light machinegun
  - Rear 7,62mm Degtyarev DP 28 light machinegun
  - Roof 7,62mm Degtyarev DP 28 light machinegun ("Roof machinegun" ability needed)
- Defense : lower than Wermatch Panzer IV
- Global upgrade :
  - **KV-1e** : 35mm shielding plates (Manpower 200, Fuel 35)

*When Germans invaded Russia, no weapons except 88mm flak gun and artillery fire could damage a KV tank. Unlike Germans, Red Army tanks aim wasn't to hunt others tanks. This role was for self-propelled guns and antitank artillery. Russians tanks were more dedicated to defense piercing and so, to fight against infantry. KV-1 tank gun had a high explosive power, with anti-personal shells. Anti-tank shells were here only in case of bad encounters.*

### - T-34

- Cost : Manpower 500, Fuel 100
- Vehicle type : Medium tank
- Weapon(s) :
  - 76,2mm F-34 tank gun
  - Front 7,62mm Degtyarev DP 28 light machinegun
  - Roof 7,62mm Degtyarev DP 28 light machinegun ("Roof machinegun" ability needed)
- Defense : lower than Wermatch Panther, better than Panzer IV
- Local upgrade (maximum 1) :
  - **OT-34** : ATO-42 flamethrower (Ammunitions 100, replace the front machinegun)
  - **T34/85** : 85mm S-53 tank canon (Ammunitions 150)

*The T-34 is the best tank of World War II. Powerful, resisting and cheap for a medium tank, he over class the existing tanks like Panzer III and IV which can't fight it, and the few number of Panzer IV with a 75mm long gun, Panzer V and VI make it over run Germans during the counter attack.*

*1943 tank's skin should be the best.*

## RED ARMY STRUCTURES

### Head Quarters (or Advanced Barrack)

- Local upgrade
  - Medical center
    - Cost : Ammunitions 50
    - Effect : The structure become a medical center. Every friendly infantry unit next to this building is healed.

### Recruitment post

- Cost : Manpower 175, Fuel 15
- Researches
  - More rifles
    - Cost : Manpower 150, Fuel 20
  - Molotov Cocktail
    - Cost : Manpower 75, Fuel 10
    - Effect : Engineering comrades, Conscripts, Soviet veterans and Tank dragons can now use Molotov Cocktail (Ammunitions 25).
  - New recruits
    - Cost : Manpower 200, Fuel 25
    - Effect : Russians loses were very important during the war. But for each dead, another comrade joined the Red Army. X Russians soldiers killed bring a new Conscripts squad from the Recruitment post.

### Arms manufacture

- Cost : Manpower 250, Fuel 50

### Tactic support center

- Cost : Manpower 375, Fuel 75

### Tank factory

- Cost : Manpower 450, Fuel 100
- Researches
  - Shielding pates
    - Cost : Manpower 200, Fuel 35
    - Effect : By adding 35mm shielding pates on the turret, KV-1 tanks become more resisting to enemy fire.

### Sand bags

- Cost : None

### Barbed wires

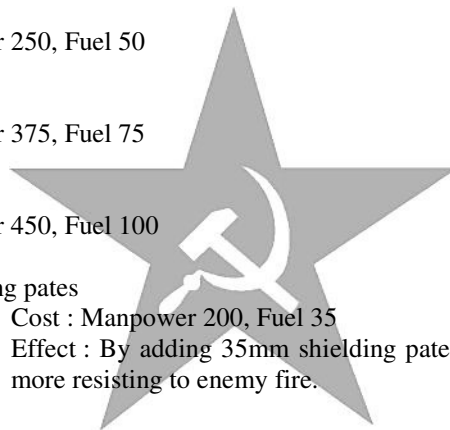
- Cost : None

### Antitank trenches

- Cost : None

### Mines

- Cost : Ammunitions 25



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## RED ARMY TECH TREE

- Head Quarters
  - Recruitment post (Tiers 1)
    - Arms manufacture (Tiers 2)
      - Tactic support center (Tiers 3)
        - Armored factory (Tiers 4)

## RED ARMY DOCTRINES « Military phases »

### Motherland defense

|   |  |
|---|--|
| <ul style="list-style-type: none"> <li>- <b>Advanced HQ</b> <ul style="list-style-type: none"> <li>- Commandement : 1</li> <li>- Cost : Ammunitions 75</li> <li>- Effect : The HQ or the advanced barrack become an advanced HQ. Sand bags increase the building protection. A 7,62mm Degtyarev DP 28 light machinegun is setup on the windows. Advanced barrack can produce units even if the building is cut off from the HQ, but at half speed.</li> </ul> </li> </ul> <p><i>Soviets are accustomed to urban war and siege situation like Stalingrad. Advanced HQ is useful to regroup soldiers and setup guerilla strategies.</i></p>   | <ul style="list-style-type: none"> <li>- <b>Antitank rifleman</b> <ul style="list-style-type: none"> <li>- Commandement : 2</li> <li>- Cost : Manpower 400</li> <li>- Member(s) : 1</li> <li>- Weapon : 1 PTRD-41 antitank rifle</li> <li>- Defense : Sniper</li> <li>- Local upgrade (maximum 1) : <ul style="list-style-type: none"> <li>- PTRS-41 semi-automatic antitank rifle (Ammunitions 25)</li> </ul> </li> <li>- Abilities : Camouflage, Hold fire, Target the driver (Ammunitions 50)</li> </ul> </li> </ul> <p><i>Red Army didn't have Bazookas like the US – they had it, thanks to the American Lend Lease, but a few. However, Russians had PTRD/PTRS, an antitank rifle which ammunitions went through the armor to kill vehicle servants or hit fuel tank. This weapon was ineffective against good armored units like Panzer III and more. PTRS-41 had a better fire rate than PTRD-41, but it was less accurate. "Target the driver" ability will block the armored target.</i></p> |
| <ul style="list-style-type: none"> <li>- <b>Soviets Partisans</b> <ul style="list-style-type: none"> <li>- Commandement : 2</li> <li>- Cost : Manpower : 300</li> <li>- Member(s) : 4</li> <li>- Weapon(s) : <ul style="list-style-type: none"> <li>- 3 Mosin Nagant M1891/30 rifles</li> <li>- 1 PPSH 41 automatic-rifle.</li> <li>- Molotov cocktails</li> <li>- Handmade explosive</li> </ul> </li> <li>- Defense : lower than US Riflemen</li> <li>- Abilities : Molotov Cocktail (Ammunitions 25), Handmade explosive (Ammunitions 100).</li> <li>- Special : Comes from any building or out of the map ; Great flag capture speed ; Cap/uncap neutral buildings twice faster.</li> </ul> </li> </ul> <p><i>Partisans are civilians who fight against the invaders. A kind of resistance force. They usually have Russian weapons, and sometimes German weapons.</i></p> | <ul style="list-style-type: none"> <li>- <b>Elite snipers</b> <ul style="list-style-type: none"> <li>- Commandement : 1</li> <li>- Effect : Sight and fire range are increased for Soviet Snipers and Antitank riflemen.</li> </ul> </li> </ul> <p><i>Your snipers were trained by the famous hero Vassili Grigorievitch Zaitsev. They are the elite of Red Army snipers.</i></p>  |
| <ul style="list-style-type: none"> <li>- <b>“For Mother Russia !”</b> <ul style="list-style-type: none"> <li>- Commandement : 2</li> <li>- Cost : Ammunitions 150</li> <li>- Effect : All infantry units will rush the German lines. They temporally gain speed, are immunized to suppressive fire and may cause enemies to fall back when they are close to them.</li> </ul> </li> </ul> <p><i>This war cry will inspire all the Russian soldiers on the battlefield. The Motherland will never fall thanks to the Soviet's devotion.</i></p>  | <ul style="list-style-type: none"> <li>- <b>SU-152 “Animals Killer”</b> <ul style="list-style-type: none"> <li>- Commandement : 4</li> <li>- Cost : Manpower 800</li> <li>- Vehicle type : Self-propelled heavy antitank gun</li> <li>- Weapon(s) : <ul style="list-style-type: none"> <li>- 152mm ML-20 howitzer gun</li> </ul> </li> <li>- Defense : lower than PE Jagpanther ?</li> </ul> </li> </ul> <p><i>Based on the KV frame, the SU-152 was a great tank hunter, able to destroy panthers and tigers with a 2km range.</i></p>  |

## Soviet War Machine

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| <ul style="list-style-type: none"> <li>- <b>Massive recruitment</b> <ul style="list-style-type: none"> <li>- Commandement : 1</li> <li>- Effect : Conscripts production time is reduced by half.</li> </ul> </li> </ul> <p><i>Red Army always recruited more and more soldiers. Russian men pool looked like inexhaustible.</i></p>   | <ul style="list-style-type: none"> <li>- <b>Delocalized production</b> <ul style="list-style-type: none"> <li>- Commandement : 1</li> <li>- Effect : Russian structures can be build in any controlled area linked to the HQ.</li> </ul> </li> </ul> <p>Those structures can produce units even if they are cut off from the HQ, but at half speed.</p> <p><i>To prevent the capture of its industries, Russians delocalized their factories behind the Oural mountains. By this way, Red Army was able to produce their weapons and tanks even if they were invaded. German's conquest stopped at the gates of Moscow and will be push back... to Berlin.</i></p>                 |
| <ul style="list-style-type: none"> <li>- <b>New heavy weapons</b> <ul style="list-style-type: none"> <li>- Commandement : 3</li> <li>- Effect : Goryunov SG-43 heavy machinegun, 120mm PM-38 heavy mortar and 76,2mm ZIS-3 antitank gun now equip the Red Army</li> </ul> </li> </ul> <p><i>Russians weapons were poor at start. When the industry was in security from German invasion, they developed a huge number of very effective weapons : automatic rifles, machineguns, mortars, antitank gun, howitzer...</i></p> | <ul style="list-style-type: none"> <li>- <b>Ask air support</b> <ul style="list-style-type: none"> <li>- Commandement : 2</li> <li>- Effect : The GAZ-67B crew can ask for an Iliouchine Il-2 Sturmovik</li> </ul> </li> </ul> <p>Type 3 air support thanks to the radio added on the jeep.</p> <p>The jeep's skin gains an antenna.</p> <p><i>IL-2 was the best air-to-ground aircraft of World War II. But it was vulnerable against enemy fighters, so a rear machinegun was mounted on the Type 3 model. But the IL-2 kept his vulnerability against AA guns.</i></p>  |
| <ul style="list-style-type: none"> <li>- <b>Double rate !</b> <ul style="list-style-type: none"> <li>- Commandement : 3</li> <li>- Cost : Manpower 200</li> <li>- Effect : Ammunitions and Fuel productions are temporary doubled (for 1 minute ?)</li> </ul> </li> </ul> <p><i>Soviets civilians worked hard to produce what their army needed to win this war. Production rate was always more and more important.</i></p>  | <ul style="list-style-type: none"> <li>- <b>Katyusha</b> <ul style="list-style-type: none"> <li>- Commandement : 4</li> <li>- Cost : Manpower 600</li> <li>- Vehicle type : Truck</li> <li>- Weapon(s) : <ul style="list-style-type: none"> <li>- BM-13 multiple rocket-launcher (16 132mm rockets)</li> </ul> </li> <li>- Defense : lower than US M3</li> <li>- Ability : Rocket fire</li> </ul> </li> </ul> <p><i>Katyusha was the second most important symbol of the Red Army after T-34. Lots of different trucks received rocket-launchers but the most seen was the ZIS-6 wearing the BM-13 multiple rocket-launcher. They are very effective when using in groups.</i></p> |



## Armored Counter-strike

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|--|---|
| <ul style="list-style-type: none"> <li>- <b>SU-122</b> <ul style="list-style-type: none"> <li>- Commandement : 3</li> <li>- Cost : Manpower 600</li> <li>- Vehicle type : Self-propelled light howitzer</li> <li>- Weapon(s) : <ul style="list-style-type: none"> <li>- 122mm M-30 howitzer gun</li> <li>- Roof 7,62mm Degtyarev DP 28 light machinegun ("Roof machinegun" ability needed)</li> </ul> </li> <li>- Defense : better than Stug IV</li> </ul> <p><i>First self-propelled gun based on the T-34 frame, this SU-122 was build to support infantry. Good against infantry and structures, this assault gun wasn't enough against new Germans tanks like Panzer IV, Panthers and Tigers.</i></p> </li> </ul>                | <ul style="list-style-type: none"> <li>- <b>Roof machinegun</b> <ul style="list-style-type: none"> <li>- Commandement : 1</li> <li>- Effect : On each tank, a gunner take position to fire with the roof 7,62mm Degtyarev DP 28 light machinegun (12,7mm DShK heavy machinegun for IS-2).</li> </ul> <p><i>The Degtyarev DP 28 was a good light machinegun, used by infantry and tank crews as well.</i></p> </li> </ul>                          |
| <ul style="list-style-type: none"> <li>- <b>SU-85</b> <ul style="list-style-type: none"> <li>- Commandement : 3</li> <li>- Cost : Manpower 700</li> <li>- Vehicle type : Self-propelled medium antitank gun</li> <li>- Weapon(s) : <ul style="list-style-type: none"> <li>- 85mm D-5S tank gun</li> <li>- Roof 7,62mm Degtyarev DP 28 light machinegun ("Roof machinegun" ability needed)</li> </ul> </li> <li>- Defense : better than Stug IV</li> <li>- Local upgrade : <ul style="list-style-type: none"> <li>- <b>SU-100</b> : 100mm D-10S tank gun (Ammunitions 100)</li> </ul> </li> </ul> <p><i>Behind the SU-122 comes the SU-85. This tank hunter is based on the T-34 frame and an 85mm anti-tank gun.</i></p> </li> </ul> | <ul style="list-style-type: none"> <li>- <b>Overrun</b> <ul style="list-style-type: none"> <li>- Commandement : 2</li> <li>- Cost : Ammunitions 125</li> <li>- Effect : Armored units move faster during some seconds, crushing enemy infantries. They also gain a better fire rate during this time.</li> </ul> <p><i>During the Soviet counter-strike, the number of Russian tanks was amazing and overran the German army.</i></p> </li> </ul> |
| <ul style="list-style-type: none"> <li>- <b>IS-2</b> <ul style="list-style-type: none"> <li>- Commandement : 3</li> <li>- Cost : Manpower 500</li> <li>- Vehicle type : Heavy tank</li> <li>- Weapon(s) : <ul style="list-style-type: none"> <li>- 122mm D-25T tank gun</li> <li>- Front 7,62mm Degtyarev DP 28 light machinegun</li> <li>- Roof 12,7mm DShK heavy machinegun ("Roof machinegun" ability needed)</li> </ul> </li> <li>- Defense : Tiger</li> <li>- Special : Only once.</li> </ul> <p><i>The Iosif Stalin 2 tank is the heaviest, the most armored and the most powerful Russian tank of World War II.</i></p> </li> </ul>   | <ul style="list-style-type: none"> <li>- <b>Ambushed tank</b> <ul style="list-style-type: none"> <li>- Commandement : 4</li> <li>- Effect : When activated, a tank become invisible while it doesn't shoot or move.</li> </ul> <p><i>Even a tank can be hidden by natural camouflage.</i></p> </li> </ul>   |



## RED ARMY VETERANCY SYSTEM

### Together my comrades !

For each target down by a unit, this unit and all the same units gain experience. Veterancy comes at the same time to each of them. Examples :

All Conscripts units share their kills to gain jointly veterancy.

All Soviet Snipers units share their kills to gain jointly veterancy.

All T-34 units share their kills to gain jointly veterancy.

Etc.

*Or*

### Soviet Heroes

Once per time, you may choose one infantry unit to become a Red Army hero unit. The veterancy it gain, all infantry units have it. You can do the same with an armored unit for all others armored units.

If you change your hero, the last one keep his veterancy but cannot share it.

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## THE END

And we are in the end of my Red Army faction first version for Company of Heroes. I hope some of my ideas will pleasure you and could be used in your mod.

Thanks you very much for reading me.



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