

Panzers Last Stand:

Soviet Player Book

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Soviet Air Points

Die	Weather		
	Poor	Normal	Good
1	0	2	4
2	0	3	6
3	0	4	8
4	0	4	8
5	0	5	10
6	1	5	10

Soviet Replacement Table

Do not roll or add these on the first turn of any scenario.

Die	AV	Non-AV
1	2	5
2	2 (1)	5
3	3 (1)	7
4	3 (2)	8
5	4 (2)	10
6	4 (3)	12

= Steps Available
 (#) = AV Steps available which can only be used for Soviet Mech Brigades

Don't forget the Soviet AT unit return rule 3.2.

Nationality does not affect the use of a side's Repls.

Heavy Tank units and Soviet AT units **cannot** make use of regular AV Repls (1.9).

Activation Types

Tier?	Type	How Awarded?	Pre-Designated?	Can be Ignored or Replaced?	Special Rules & Modifications to standard BCS Activations
1	Primary	Requires expending a Primary Allotment.	Yes, in the Orders Phase.		Second Activation allowed.
	Surge	Requires expending a Surge Allotment.	Yes, in the Orders Phase.		Second Activation allowed. These may have geographical restrictions.
	Tier 1 Spoiled	Required if suffers a Spoiling Attack while in another Tier 1 Box.			Second Activation allowed. Formation cannot conduct a Recovery Activation or Failure Flip (unless Fat-4).
2	Response	Requires expending a Response Allotment.			Second Activation allowed. These may have geographical restrictions.
	Secondary	Requires expending a Secondary Allotment.			No Second Activation allowed.
	Budapest	Soviets Only. Free, if requirements met.		Yes	Second Activation allowed. HQ must start initial Activation w/i 6 of any Budapest Urban hex.
	Reinforcements	Free, if requirements met.		Yes	Second Activation allowed. Can only be done on the turn the HQ arrives on the OOA.
	Tier 2 Spoiled	Required if suffers a Spoiling Attack while in the Available Formations Box.			No Second Activation allowed. Formation cannot conduct a Recovery Activation or Failure Flip (unless Fat-4).

Soviet Activations Chart

Date	Primary Allotment	Secondary Allotment
2 Jan	0	1
3 Jan	1	2
4 Jan	2	2
5-27 Jan	3	4

See Scenario for values in February and March.

Soviet Surge Chart

January scenarios only.

	Soviet Allotments	
	Surge	Response
Konrad III (2.2)		
<i>Entry Turn</i>	0	3
<i>Each Turn Thereafter</i>	0	3

Duration: 10 Turns

Location: Axis player selects either North or South of the Danube Surge Line.

All Activations from Konrad III (both Surge and Response) must be performed on the chosen side.

	Surge	Response
	6 Gds Tank Army (3.4)	
<i>Entry Turn</i>	4	0
<i>Each Turn Thereafter</i>	4	0

Duration: 10 Turns

Location: North of the Danube Surge Line ONLY. All Activations from 6 Gds Tank Army (both Surge and Response) must be done North of the Danube Surge Line.

Add Allotment number(s) shown, if applicable, to those on the *Activation Chart*.

Dates to Remember

Earliest use of Konrad III: 12 Jan

Formation Return time in Konrad III: 2 turns (earliest would be 14 Jan)

Earliest use of 6 Gds Tank Army: 6 Jan

Both offensives could be run simultaneously (add their effects together), but they only apply to January scenarios.

Soviet Order of Arrival

All units are Soviet

Turn	Entry Area	Units
3 Jan 45	At HQ assigned	438 AT Rgt 595 AT Rgt
	K	30 Rfl Corps (I/36, II/36, III/36 Gds Inf Rgt)
5 Jan 45	At HQ assigned	1172/9 AT Rgt 24 AT Bde
11 Jan 45	At HQ assigned	2 AT Bde 11 AT Bde 1202 SU Rgt
15 Jan 45	At HQ assigned	991 SU Rgt [1]
	At 2 Gds Mech HQ	2 Guards Mech Corps (1509 SU Rgt [1])
	I	113 Rfl Div (HQ (Fresh), 239 AT Bn, 1/1288, 2/1288, 1/1290, 2/1290, 1/1292, 2/1292 Inf Bn, Combat Trains)
16 Jan 45	Remove	7 Rom Corps (all)
17 Jan 45	I or J	133 Rfl Corps (HQ (Fat-0), AT AT Bn (+), I/21, II/21, III/21, I/104, II/104, III/104, I/122, II/122, III/122 Inf Rgt, Combat Trains)
		10 AT Bde (Assigned 133 Rfl)
19 Jan 45	At HQ assigned	49 AT Bde
20 Jan 45	At HQ assigned	1891 SU Rgt
	G or H	Viktorov Mech Grp (HQ (Fat-0), 53 Motorcycle Rgt, 3 Gds Motorcycle Rgt, 32 Gds Mech Bde, 249 Tk Rgt [1], 252 Amphibious Bn, 188 Res Inf Rgt, 65 Eng Bde, Combat Trains)
		374 AT Rgt (Assigned Viktorov)
21 Jan 45	w/i 1 30 Rfl HQ	30 Rfl Corps (I/74, II/74, III/74 Inf Rgt)
	H	135 Rfl Corps (HQ (Fat-1), AT AT Bn (+), I/233, II/233, III/233, I/236, II/236, III/236 Inf Rgt, Combat Trains)
22 Jan 45	Add	2 Arty Points
	w/i 1 104 Rfl HQ	104 Rfl Corps (I/3, II/3, III/3 Guards Abn Inf Rgt)
	K	35 Gd Corps (HQ (Fat-1), AT AT Bn (+), I/38, II/38, III/38, I/78, II/78, III/78, I/163, II/163, III/163 Inf Rgt, Combat Trains)
23 Jan 45	L	23 Tk Corps (HQ (Fat-0), 82 Motorcycle Bn, 3, 39, 135 Tk Bde, 56 Inf Bde, 1443 ISU Rgt, 1501 AT Rgt, Combat Trains)

Terrain Effects

Terrain	Movement Type			Terrain for Combat/Barrage?	Blocking Terrain?	Key Terrain?
	Leg	Tac	Truck			
Open	1	1	2	-	-	-
Primary Road	1/2	1/2	1/4	-	-	-
Secondary Road	1/2	1/2	1/2	-	-	-
Track	1/2	1	1	-	-	-
RR	1	2	2	-	-	-
Woods	1	STOP	STOP	Yes	Yes	-
Forest	2	STOP	STOP	Yes	Yes	-
Marsh	All	P	P	Yes	-	-
Rolling	1	3	4	Yes	Yes	-
Slope	+1	P	P	Yes	Yes	-
Massive River	P	P	P	Yes (1)	-	Yes
River	+2	P	P	Yes (1)	-	Yes
Stream	+1	+1	+4	Yes (1)	-	-
Point of Interest	ot	ot	ot	-	-	-
Village	ot	ot	ot	Yes	Yes	-
City	ot	ot	ot	Yes	Yes	Yes
Urban	ot	ot	ot	Yes	Yes	Yes
Water Barrier	P	P	P	-	-	-

Unlisted features have no movement or combat effects.

ot = use other terrain in the hex for this purpose.

STOP = See 4.1e

Poor Trafficability: All Truck MAs are HALVED. This effect is NOT cumulative with being halved for a Partial SNAFU result.

Notes:

(1) Apply the Hexside Terrain DRM on the Combat Table for these Terrain Features if the Attack unit is attacking across it. These never apply to Engagements or Attack by Fire.

Dead Heavy Tanks (1.9a) and Soviet Support AT Return (3.2b)

If a Heavy Tank unit or Soviet AT unit (capable of being in Support) is destroyed in any way, roll one die. The unit **returns** to play that many turns later as a Reinforcement with one step remaining.