

For all you players out there... Read it, but just print the last 5 pages ;o)

To the creators of this fine expansion: Where's the Armory image?

Soviet Union



ATTENTION! I am Major Ivan Danko. I will explain to you the armed forces of our glorious Soviet Union. Listen carefully and you might live to see tomorrow.

1. Basic Information

In order to prepare you for your first battle (which you will probably not survive), it is imperative that you get to know the basic traits of the Soviet Union, so that you can make the most out of it.

2. Buildings, Units and Upgrades

The Soviet Union has a new unique tech-tree. There are three unit production buildings: The Red Army Infantry Mustering Tent, the Soviet Support Barracks and the Russian Tank Hall. You can build any one of these buildings at any time, given the resources. Each building has three tiers. If you only have one factory building, you can only build units of the first tier. As soon as you have any two different factory buildings, you unlock tier two in both of those buildings. With all three buildings, you can access all tier three units in all three buildings.

You better understand this comrade, just yesterday I had to shoot 25 conscripts again for not knowing this correctly!

3. Company Commander

Soviet doctrines have a wide variety of powerful abilities that will help to enhance your playstyle. They are referred to as strategies.

Basic Information

No Starting Unit

The first thing you will recognize is that the Soviet Union has no starting unit. This is because the fascist pigs caught us by surprise. While we trusted in the non-aggression treaty, they amassed troops at our border, supposedly for relaxation and to protect them from British bombers. To us that seemed reasonable at the time, which is why we were not prepared for the war. While this puts us at a disadvantage in the beginning, we are able to train a large variety of troops in a relatively short amount of time.

No Retreat

By Order No. 00227 by the People's Commissar of Defense of the USSR Comrade Stalin has ordered us that retreat is not an option anymore. Deserters will be shot. Soviet Union troops cannot retreat, but they are cheap and more of them just keep on coming. Not one step back!

No Recrewing

Our honorable soldiers would never pickup axis heavy weapons to use them. They would not know how to use them anyway. And, the German weapons are prone to breakdown. But this lack of training means the same for our own guns. Soviet Union infantry cannot recrew heavy weapons. As compensation, Soviet weapon crews number four men.

Already Veterans

Veterancy in the Soviet Union is already represented through the army list. Conscripts are fresh soldiers, Strelky are trained veterans and Guards are the elite. Units in the Soviet Union do not earn veterancy, since it is already incorporated.

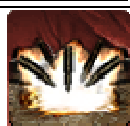
Cooldowns instead of Costs

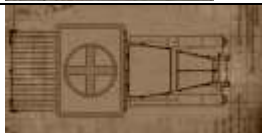
You still pay for upgrades as usual. But all Soviet use abilities, like handgrenades or artillery strikes, are not restricted by munitions costs, but by cooldown timers. For example the Commander's light artillery strike never costs anything, but once used you have to wait ten minutes until you can use it again. This is not rocket science to understand Mikhail.

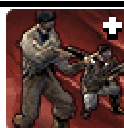
	<u>Headquarters</u> This is our HQ. The center of planning our strategy and tactics, and where we drink vodka after the battle.
Commander 	This is me, Major Ivan Danko and my squad of Honour Guard. I will lead our forces into battle. With my ability to call-in light artillery strikes and lead heroic charges, the Germans do not stand a chance. I can even spy on those Germans with my binoculars. Haha, sneaky.
Ingenery 	The backbone of our forces. They are there for construction and clearing obstacles. Later on, you can even upgrade them with SN-42 body armor and satchel charges from the Armoury and send those Sturmovie Ingenery right into the thickest of German defenses.

	<u>Outpost</u> A small sandbag fortification, which can be manned by infantry, to provide them with a certain amount of protection. It also provides reinforcement abilities.
	<u>ML-20 Firebase</u> This heavy 120 mm gun-howitzer can lay down a thunderstorm of steel. It is not very accurate, but fires a lot of shells in a single salvo. This makes it perfect for area bombardment.

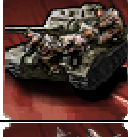
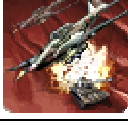
	<u>Red Army Infantry Mustering Tent</u> This is where we draw upon our innumerable reserves of manpower, millions of soviet countrymen ready for battle. You are one of them.
Conscripts 	Fresh soldiers rushed to the front to hold the axis onslaught. Due to logistical problems, full weapon supply is not possible. Stop complaining Vladimir, soon there will be more rifles lying around than you can carry! Conscripts can be supervised by a political commissar to fire them up and can be equipped with extra rifles and molotov cocktails from the armoury. Conscripts are available in the millions and therefore cost no population. But they are not very disciplined and tend to charge the enemy, although not ordered to.
Strelky 	Experienced soldiers, the mainstay of the soviet army, well equipped with the trusty Mosin-Nagant rifle. Can be upgraded with PPSH-41 smgs or DP-28 lmg, for either close or long range combat. This will be the Red Tide breaching over the Germans.
Guards 	Guards are the elite, feeling no remorse and no regret. Bearing the newest SVT-40 weaponry, they excel at long range combat, and are well equipped with anti-infantry and anti-tank grenades to get up close and personal. Guards have seen the horrors of war in all its forms and know no more fear. They are unsuppressable.

		<u>Propaganda Strategy</u> The Propaganda strategy focuses on the traditional warcraft of infantry and artillery. There are more soviet infantrymen than stars in the sky and the deadly soviet artillery will rain down on the enemy like a meteor shower.
<u>Political Warfare</u>	<u>Artillery Warfare</u>	
 Impenetrable Defense Ingenery can now build MG-Dugouts.	 Trench Systems Ingenery can now build trenches.	
 For the Motherland Once triggered all infantry units are unsuppressable for a short amount of time.	 Stalin Organ You can now call in BM-13 Katyusha rocket launchers.	
 The Red Tide While active all killed infantry units respawn at your HQ.	 God of War All available artillery pieces are now redirected to your sector. This will allow you unleash hell upon a large area of the map.	

		<u>Soviet Support Barracks</u> Here the Soviet Union trains its specialists and weapons teams.
	Sharp-shooter Team	One sharpshooter and one observer, they stalk the battlefield to find their prey. Effective at scouting and marksmanship, these troopers are viable combat support. They cannot cloak, but can ambush while in cover, and observe a wider area of view when not moving. Once permission is granted, sharpshooters can call down precision artillery strikes.
	PTRD Tank Hunter Team	This three man squad is our infantry's primary mean of anti-tank. One man carries a high velocity, high caliber PTRD anti-tank rifle. It is good against light vehicles and the sides and rear of medium tanks. The fact that the Germans have now begun to attach side skirts onto their weak armor just because of this weapon, shows its power.
	ZIS-2 Anti-Tank Gun	This cheap and mass produced ATG has enough firepower to still be effective against the heavier German armor. As all Soviet heavy weapons, it is handled by a crew of four specially trained soldiers.
	M1938 Heavy Mortar	The heavy 120mm mortar packs quite a punch. It has a long reload time and big scatter radius, but also a wide range and big boom. Be sure to protect them carefully though from those german raiding units.
	ZIS-5 Medical Supply Truck	This truck is there to tend to our wounded. Nearby squads can heal.

		<u>Urban Combat Strategy</u> This strategy is ideal in destroying the enemy in urban environments and harassing their supply lines.	
<u>Street Warfare</u>	<u>Guerilla Warfare</u>		
	Close Combat Ingenuity can now be upgraded with double flamethrowers.		Partisans You can now infiltrate a squad of local Freedom Fighters.
	Not one Step back This ability will make all friendly units within its radius immobile, but give them a significant health bonus at the same time.		Sabotage Partisans can now booby trap points.
	Steamroller You can now call in a KV-2 heavy tank.		Sniper Ace You can now infiltrate a Hero of the Soviet Union.

		<u>Armoury</u> In this building, Soviet military research and development is done.
	Extra Rifles	Our weapon factories are now safely behind the Ural mountains and production is in full swing. Now every conscript can be equipped with a rifle, effectively doubling their firepower.
	Molotov Cocktails	These improvised fire bombs can be handed to conscripts to give them a way to effectively clear out buildings.
	Sturmovie Ingenery	Ingenery are equipped with SN-42 body armour and satchel charges, making them effective assault troops.
	Artillery Spotter	Sharpshooters are now outfitted with a radio device, which allows them to act as artillery observers, calling in precision strikes at targets of opportunity.
	Men against Machine	Seeing the need to give soviet infantry extra anti-tank capabilities, PTRD tank hunter squads now contain a fourth man with an additional PTRD.
	Phosphor Rounds	The already powerful heavy mortars can now fire phosphor rounds. What Piotr, how do you know that this is against the Geneva Convention? Well, don't tell anybody.
	T-34/85	Although the T-34/76 is already powerful, the T-34/85 is even better. It has a new turret, containing a long barreled gun, thicker armour and improved optics. The T-34 now approaches the Panther in killing power. To not disrupt the numbers of our tank divisions, old T-34s stay in service, but only new ones are produced from now on.

		<u>Breakthrough Strategy</u> Utilizing combined arms and the heaviest of Soviet armour, this is the spearhead of the Red Army.
<u>Combined Arms Warfare</u>		<u>Tank Warfare</u>
	Inspiring Speech All units can now sprint for a limited amount of time.	 Mechanics You can now call in a squad of Mechanics, who can repair and salvage.
	Tank Riders T-34s can now mount Guard infantry. Or was it vice versa?	 Rolling Fortress IS-2s can now dig in.
	IL-2 Sturmoviks You can now call in a squadron of IL2 Sturmoviks, performing a rocket run on an area target.	 The Juggernaut You can now call in an ISU-152.

	<u>Russian Tank Hall</u> This is where our glorious workers manufacture our true might: Soviet tanks.
 T-70	The lightest of our armour, it is good for early reconnaissance and skirmishes. Do not rely on it for too long though, as its 45mm gun is not the biggest.
 T-90	A modified version of the T-70, bearing a different main armament. It is armed with two 12.7mm DShKs, suited for anti-aircraft and anti-infantry duties.
 T-34	This is the Soviet Union. Tough, strong and fast. You should have seen the Germans faces when they saw our T-34 for the first time! They didn't even have any guns capable of penetrating our armor! A big 76.2 mm gun, thick sloped armor and a powerful engine characterize this tank. The problem is, that we are now producing so many of these tanks that most of the crews are rookies, having a somewhat poor impact on the accuracy. Also, the vision slits are not the best, resulting in decreased sight, so best support it with infantry.
 SU-85	Our new SU-85 assault gun is the bane of the german armor. Specifically designed as a tank hunter, it excels at this role with its powerful 85mm gun and sloped armor. Be careful against infantry, as it has no machine gun for close defense. This tank is so good, there goes a rumor around that the Germans copied this design for a new development based on a panther chassis...
 IS-2	This tank is just a beast, like the Russian bear and bearing the name of our glorious leader Iosef Stalin. It roars with a 122 mm gun and has a hide of 120 mm of soviet steel. Panzer 4s are no match for the IS-2 and it can best a Panther in a 1v1. This heavy tank will seal the Germans fate. And they know it.