

## RUSSIAN UNITS ★

| Category                                      | Type & Code-Group   | Quantity Given                           | Unit Composition  |
|---|---|--|---|
| TOWED GUNS (Sub-hundred)                      | <b>MG</b><br>6 I 6<br>12.7mm<br>2 ↑ 0                     | 2  | 48 men, 1 SMG, 9 12.7mm MG, 9 trucks.   |
|   | <b>ANTI-TANK GUNS</b><br>7 A 3<br>45mm<br>3 ↓ 0           | 4  | 55 men, 12 SMG, 6 45mm guns, 2 horsedrawn wagons<br>26 horses.                                |
|   | <b>ANTI-TANK GUNS</b><br>9 A 4<br>57mm<br>3 ↓ 0           | 2  | 55 men, 12 SMG, 6 57mm guns, 2 horse drawn wagons<br>26 horses.                               |
|   | <b>ANTI-TANK GUNS</b><br>12 A 5<br>76.2mm<br>2 ↓ 0        | 6  | 52 men, 10 SMG, 4 76mm guns, 8 trucks.  |
|   | <b>HOWITZERS</b><br>3 H 10<br>76.2mm<br>2 ↓ 0             | 2  | 74 men, 15 SMG, 4 76mm howitzers, 13 horse drawn<br>vehicles, 49 horses.                      |
|   | <b>HOWITZERS</b><br>40 H 20<br>122mm<br>1 ↓ 0             | 2  | 129 men, 24 SMG, 6 MG, 6 122mm howitzers, 4 trucks<br>horse drawn vehicles, 80 horses.        |
|   | <b>MORTARS</b><br>2 M 12<br>82mm (MOT.)<br>3 ↓ 1          | 3  | 45 men, 6 SMG, 6 82mm mortars, 6 trucks.  |
|   | <b>MORTARS</b><br>3 M 12<br>82mm<br>3 ↓ 1                 | 6  | 61 men, 5 SMG, 9 82mm mortars, 9 horse drawn wagons.  |
|   | <b>MORTARS</b><br>24 M 20<br>120mm<br>2 ↓ 0               | 3  | 65-70 men, 14-16 SMG, 7-8 120mm mortars, 8 trucks.  |
|   | INFANTRY (100's)  | 3 I 2<br>8 I 1<br>Engineers<br>(111-112) | 2   |
| 3 I 1<br>4 I 1<br>Reconnaissance<br>(131-135) |   | 5  | 37 men, 15 SMG, 5 MG, 3 trucks or half tracks.  |
| 5 I 4<br>16 I 1<br>Rifle<br>(141-149)         |   | 9  | 156 men, 42 SMG, 23 MG, 2 50mm mortars, 3 horse drawn<br>wagons.                              |
| 6 I 5<br>18 I 1<br>Guards<br>(161-169 & 171)  |   | 10                                       | 170 men, 55 SMG, 25 MG, 2 50mm mortars, 3 horse drawn<br>wagons.                              |
| 8 I 1<br>12 I 1<br>Submachinegun<br>(181-186) |   | 6  | (various types) 78-100 men, 60-100 SMG, 6-9 MG in units<br>less than 100 men, 1-10 trucks     |
| 0 CP<br>1 CP<br>Command Post<br>(201-202)     |   | 2  | 6 men and communications equipment  |
| CAV (300's)                                   | 10 I 3<br>8 I 3<br>Cavalry (squadron)<br>(301-304)        | 4  | 171 men, 100 SMG, 12 MG, 6 ATR, 8 horse drawn vehicles<br>180 horses.                         |
| TRANSPORT (400's)                             | 0 C 0<br>1 C 3<br>Wagons<br>(411-418)                     | 8  | 11 men, 4-6 horse drawn vehicles, about 24 horses.  |
|   | 0 C 0<br>1 C 12<br>Truck Transport<br>(421-429 / 431-438) | 17                                       | 8 men, 8 SIS-5 three ton trucks or 8 US Lend-Lease 2½<br>trucks or combination thereof.       |
|   | 2 C(1) 1<br>6 C 1<br>Halftrack SIS 33 & M3<br>(441-446)   | 6  | 16 men, 8 halftracks (combination of Soviet SISS-33 and<br>Lend-Lease M3 halftrack vehicles). |
| AG (700's)                                    | 40 H 10<br>16 H 7<br>SU-152<br>(741-742)                  | 2  | 80 men, 70 SMG, 10 SU-152 SP guns, 1 motorcycle.  |

|                         |  |    |   |
|-------------------------|--|----|---|
| TANK-DESTROYERS (800's) | 12 A 5<br>9 H 9<br>SU-76<br>(811-812)            | 2  | 70 men, 60 SMG, 10 SU-76 SP guns, 1 motorcycle.   |
|                         | 14 A 8<br>12 H 11<br>SU-85<br>(821-822)          | 2  | 70 men, 60 SMG, 10 SU-85 SP guns, 1 motorcycle.   |
|                         | 16 A 8<br>15 H 8<br>SU-100<br>(841-842)          | 2  | 80 men, 70 SMG, 10 SU-100 SP guns, 1 motorcycle.  |
|                         | 17 A 10<br>15 H 7<br>JSU-122<br>(851-852)        | 2  | 52 men, 21 SMG, 10 JSU-122 SP guns, 1 motorcycle. |
|                         | 15 A 8<br>13 H 10<br>KV85<br>(921-922)           | 2  | 52 men, 26 SMG, 10 KV 85 tanks.                   |
| TANKS (900's)           | 12 A 6<br>9 H 11<br>T-34c<br>(931-939 / 941-943) | 12 | 42 men, 22 SMG, 10 T-34c tanks.                   |
|                         | 15 A 8<br>10 H 11<br>T-34/85<br>(951-956)        | 6  | 42 men, 22 SMG, 10 T-34/85 tanks.                 |
|                         | 18 A 8<br>12 H 8<br>JS-II<br>(971-972)           | 2  | 52 men, 26 SMG, 10 JS II heavy tanks.             |
|                         | 18 A 12<br>14 H 8<br>JS III<br>(981-982)         | 2  | 52 men, 26 SMG, 10 JS III heavy tanks.            |
|                         | 50<br>1121<br>Fortification<br>(1121-1128)       | 8  |   |

### UNIT IDENTIFICATION TABLE AND THE PROGRAM IDENTITY CODE SYSTEM (PICS)

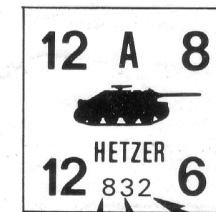
The Unit Identification Table shows a full "breakout" of all the units in PanzerBlitz grouped according to general category and function. Unless otherwise stated, all Russian units are COMPANIES and all German units are PLATOONS. The Unit Composition portion of the table shows what actually went into the make-up of the various units. (Note: Although the non-vehicular units had organic transport assigned to them, the game-counters symbolize them without this transport—the trucks and wagons being given as separate counters in each Situation.)

Each specific unit has been assigned a specific code number (example: Hetzer No. 832). Each specific TYPE of unit has a common second digit code number (example: all German "Hetzers" have the number "3" as their second digit). Each FUNCTIONAL CATEGORY is expressed by the left-most number (example: all Tank Destroyers are in the 800 series).

Roughly comparable Russian and German units have been assigned the same TYPE code number group. Towed guns have been assigned

two-digit numbers (although they may be thought of as having a FUNCTIONAL CODE of "0"). To fully identify a given unit, write "G" or "R" (nationality) followed by its PIC number: Thus "G/832" means: German/Tank-Destroyer/Hetzer/2nd Platoon.

Note: the right hand digit will only be a zero if there is only one counter of that type supplied. The second digit will only be a zero if there is only one TYPE in that category.



IDENTIFIER  
TYPE (Code-Group)  
FUNCTIONAL CATEGORY (Code-Group)

The Program Identity Code System is simply a shorthand method of positive unit identification for use in play-by-mail games and noting the position of units in games which must be interrupted and re-started