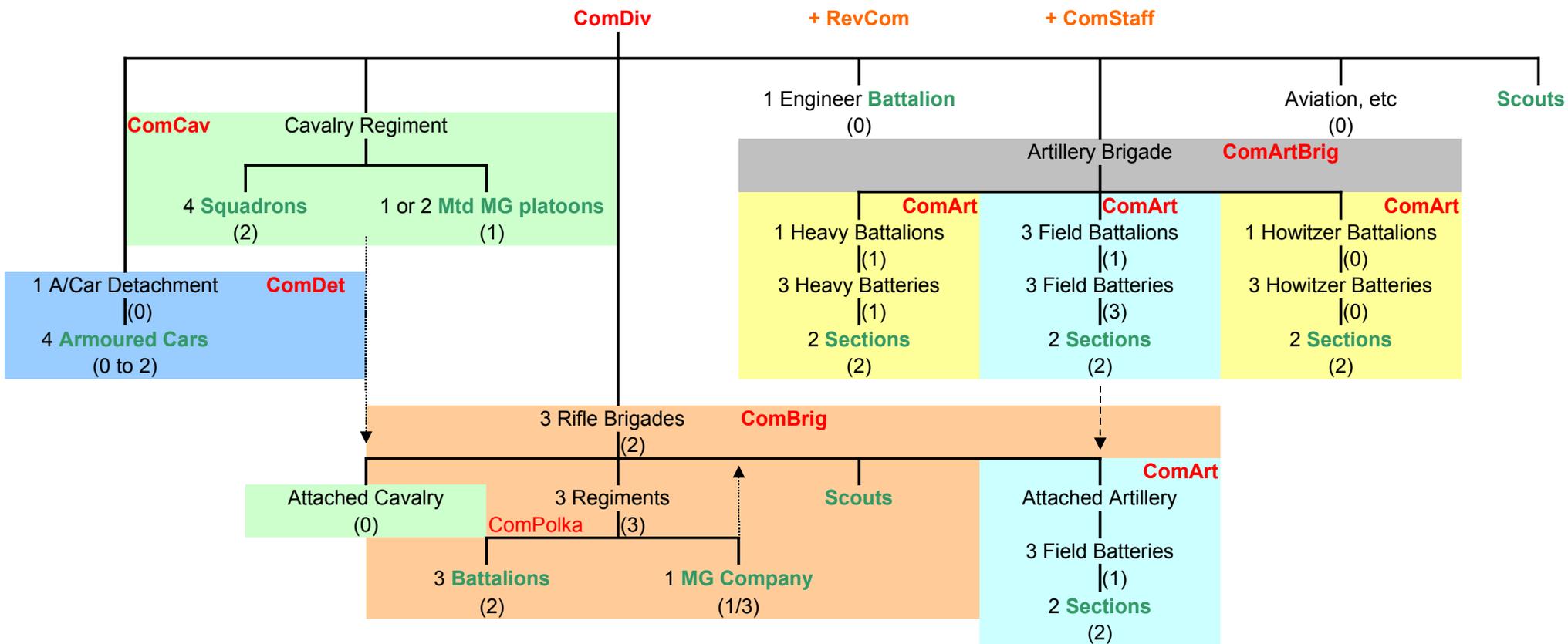


1

Red Rifle Division Structure



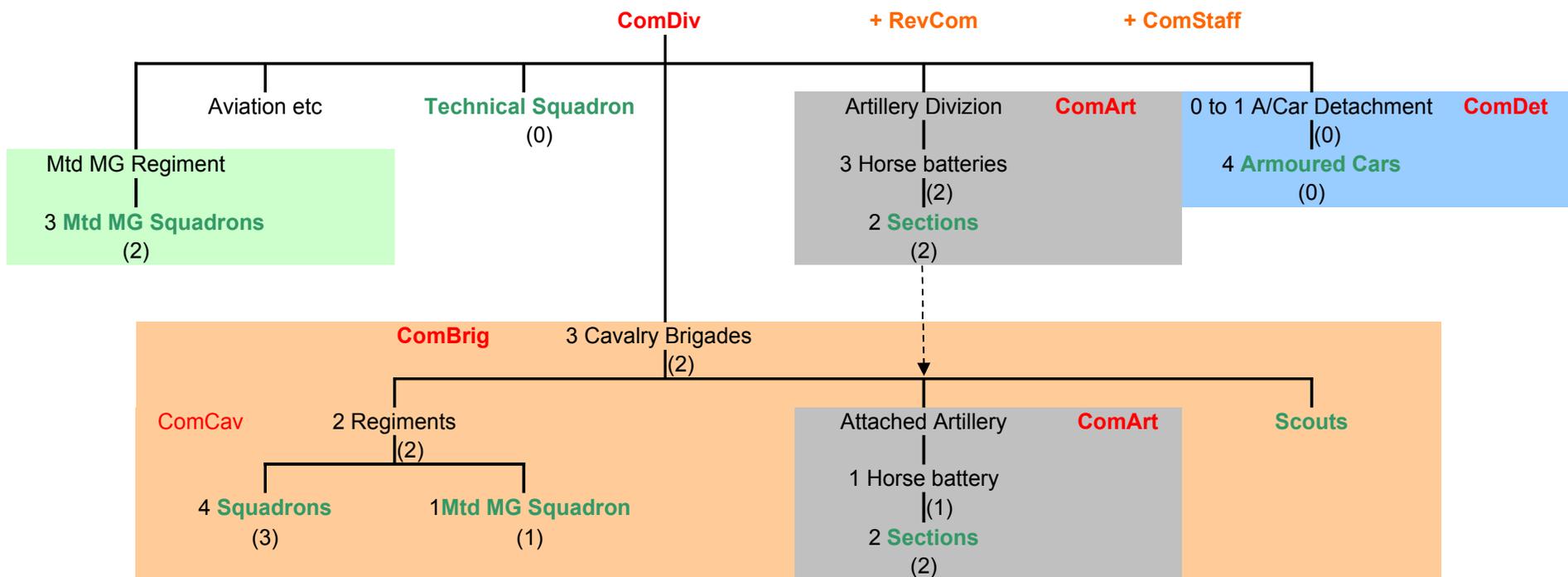
Key

- Commander** on table
- Actual unit** fielded on table
- XUnits** = the normal maximum
- (X)** = likely number of units

Notes

- 1) A rifle battalion is 200 to 300 bayonets.
- 2) A cavalry squadron is 150 to 200 sabres.
- 3) An MG company is 8 to 12 MGs.
- 4) A tachanka (mounted MG) platoon is 6 to 10 MGs.
- 5) An artillery section is 2 guns.
- 6) The ComBrig will normally command one regiment directly. The others may be commanded by a ComPolka, or directly.
- 7) At least one battery will normally be attached to each rifle brigade.
- 8) A cavalry squadron may be attached at Brigade level if sufficient squadrons are available.
- 9) Divisions often only had 2 Brigades, at least in the front line, but favoured shock units such as the Latvians might have 3 brigades, each with a full complement of 9 battalions, with a full MG company per regiment and increased support units to match.

2 Red Horse Division Structure



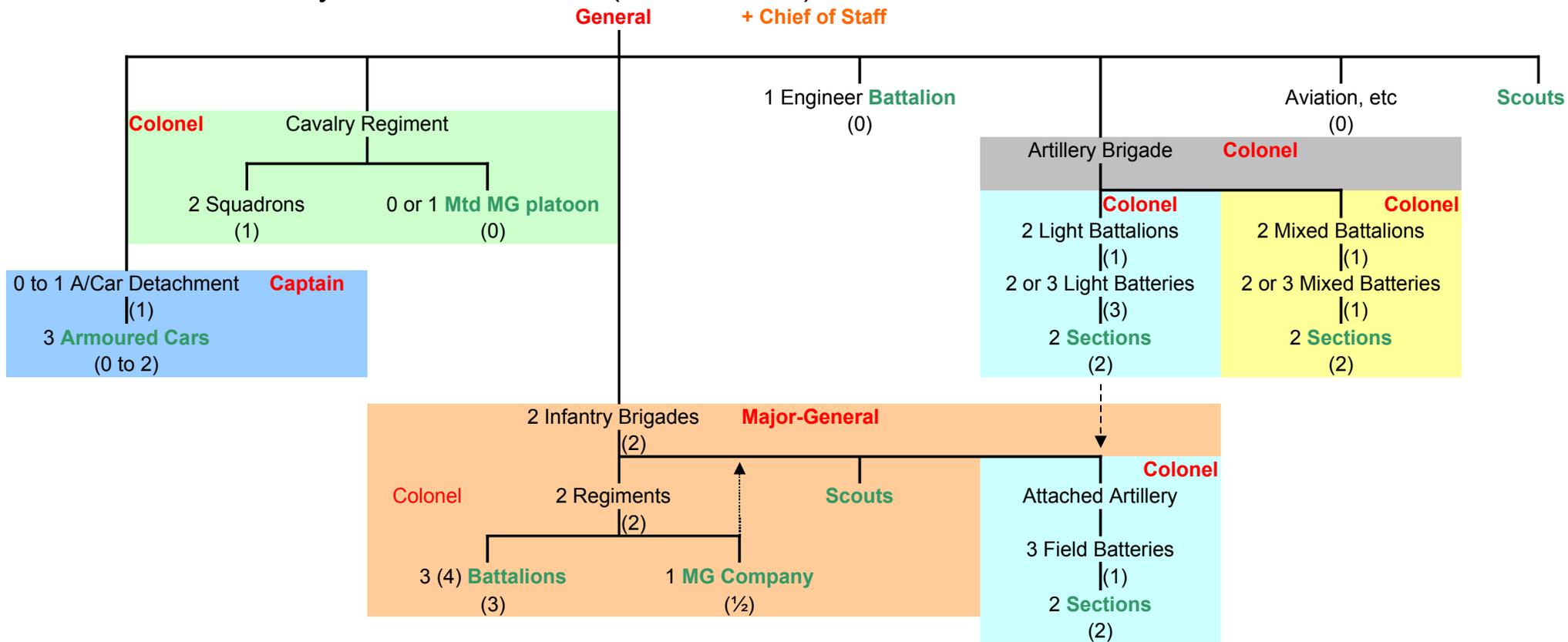
Key

- Commander** on table
- Actual unit** fielded on table
- XUnits** = the normal maximum
- (X)** = likely number of units

Notes

- 1) A rifle battalion is 180 to 250 bayonets.
- 2) A cavalry squadron is 150 to 200 sabres.
- 3) An MG company is 8 to 12 MGs.
- 4) A tachanka (mounted MG) platoon is 6 to 10 MGs.
- 5) An artillery section is 2 guns.
- 6) The Brigade commander will normally command one regiment directly, and perhaps the other, depending on strength.
- 7) Horse artillery will normally be attached at Brigade level.
- 8) The theoretical number of horse artillery batteries was 4 until mid-1919.
- 9) The armoured car detachment is only for the Horse Armies from late 1919

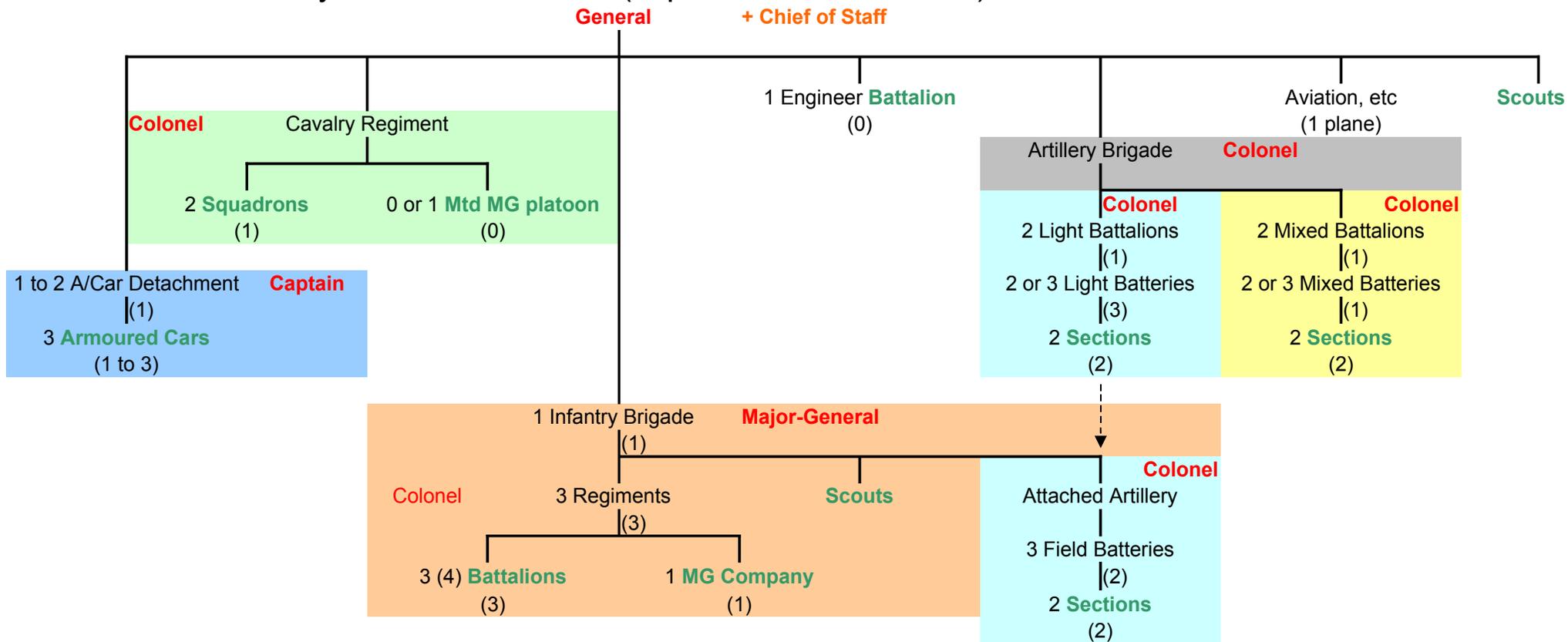
3a AFSR Infantry Division Structure ("old" version)



- Key**
- Commander** on table
 - Actual unit** fielded on table
 - XUnits** = the normal maximum
 - (X)** = likely number of units

- Notes**
- 1) A rifle battalion is 180 to 250 bayonets.
 - 2) A cavalry squadron is 120 to 160 sabres.
 - 3) An MG company is 8 to 12 MGs.
 - 4) A tachanka (mounted MG) platoon is 6 to 10 MGs.
 - 5) An artillery section is 2 guns.
 - 6) The Brigade commander will normally command the entire brigade, unless it is at full strength.
 - 7) At least one battery will normally be attached to each rifle brigade.
 - 8) Mixed artillery battalions may include horse artillery as well as field and heavy guns.
 - 9) Normally only 3 battalions would form a regiment, but this also represents large battalions split in two, and since 4 was old imperial practice some units doubtless retained that structure.
 - 10) The armoured car units are technically only attached, not permanent.

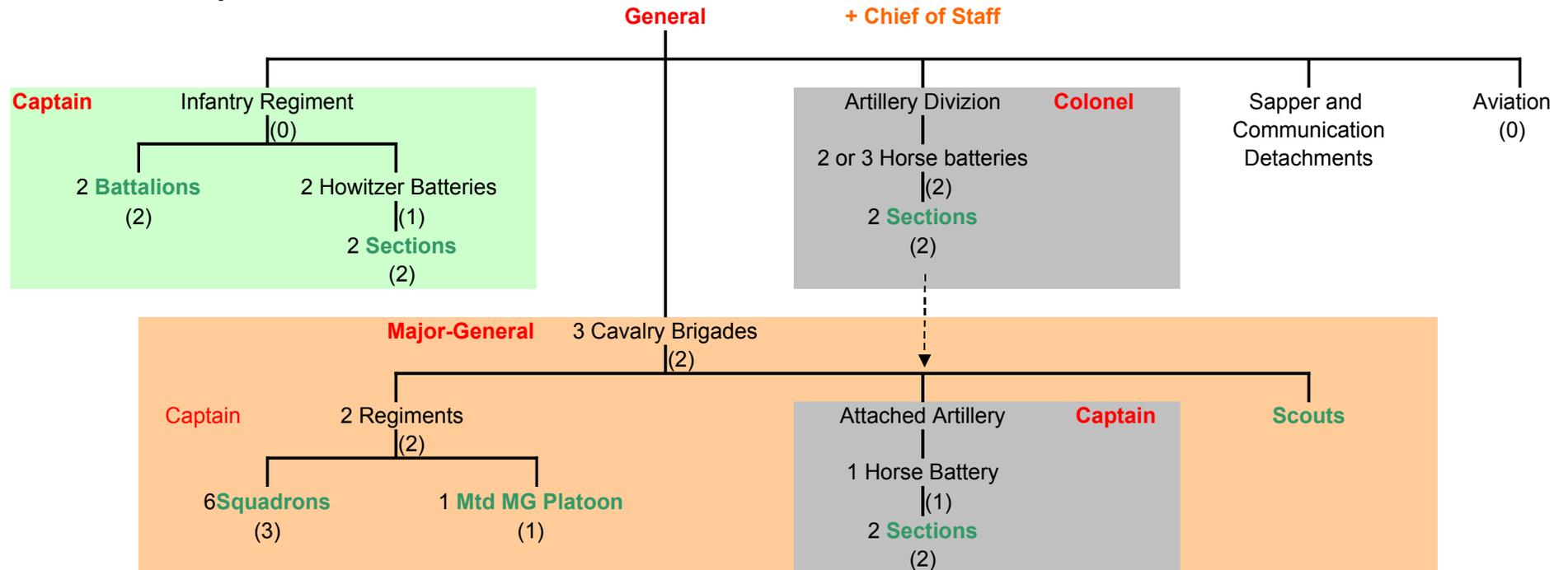
3b AFSR Infantry Division Structure (esp. Coloured Divisions)



Key
Commander on table
Actual unit fielded on table
XUnits = the normal maximum
(X) = likely number of units

- Notes**
- 1) A rifle battalion is 180 to 250 bayonets.
 - 2) A cavalry squadron is 120 to 160 sabres.
 - 3) An MG company is 8 to 12 MGs.
 - 4) A tachanka (mounted MG) platoon is 6 to 10 MGs.
 - 5) An artillery section is 2 guns.
 - 6) The Brigade commander will normally command the entire brigade, unless it is at full strength.
 - 7) At least one battery will normally be attached to the rifle brigade.
 - 8) Mixed artillery battalions may include horse artillery as well as field and heavy guns.
 - 9) Normally only 3 battalions would form a regiment, but this also represents large battalions split in two, and the separate "officer" companies of these units, which were sometimes quite large.
 - 10) Sometimes a brigade would contain a fourth regiment, being the depot or reserve regiment, usually smaller than the others.
 - 11) The favoured coloured units were often better supplied than the normal divisions. In good times (such as at Orel) battalions may be modified to have two (or three) "companies" as the base "unit" (out of four theoretical) with similar increases in support units.
 - 12) The coloured units would normally be well supplied with supporting armoured trains, planes etc.

AFSR Cavalry Division Structure

**Key**

Commander on table

Actual unit fielded on table

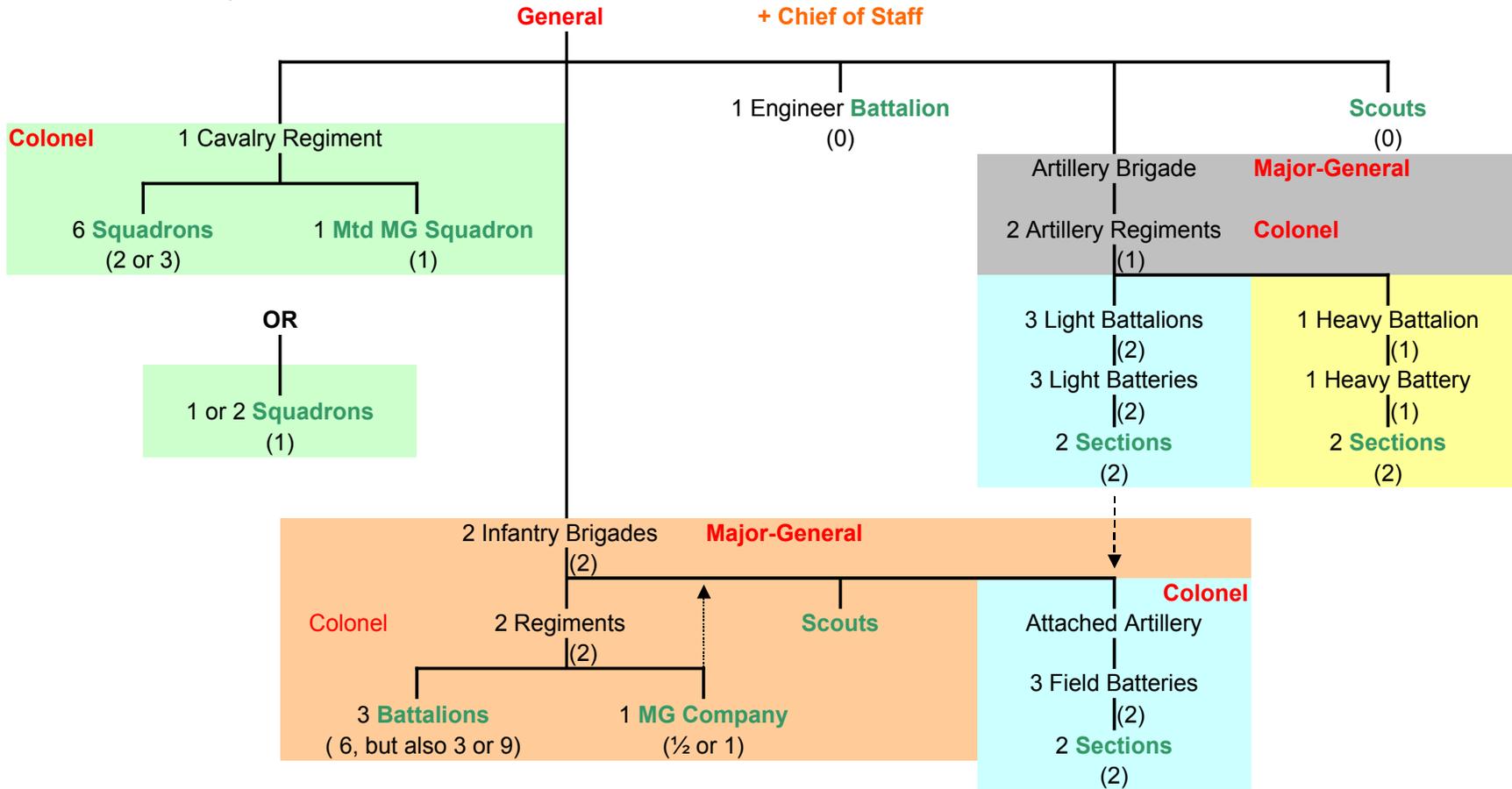
XUnits = the normal maximum

(X) = likely number of units

Notes

- 1) A rifle battalion is 180 to 250 bayonets.
- 2) A cavalry squadron is 120 to 160 sabres (most often two smaller ones merged).
- 3) An MG company is 8 to 12 MGs.
- 4) A tachanka (mounted MG) platoon is 6 to 10 MGs.
- 5) An artillery section is 2 guns.
- 6) The Brigade commander will normally command one regiment directly, and perhaps the other, depending on strength.
- 7) Horse artillery will normally be attached at Brigade level.
- 8) 2 Brigades was the normal structure.
- 9) Infantry might be cavalry without horses, rather than attached infantry.

Polish Infantry Division Structure



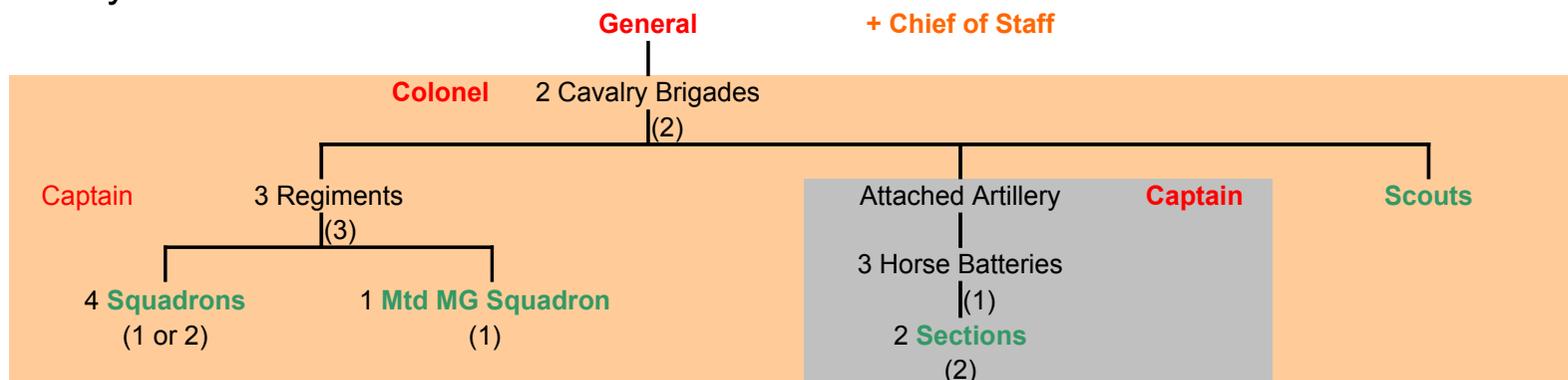
Key

- Commander** on table
- Actual unit** fielded on table
- XUnits** = the normal maximum
- (X)** = likely number of units

Notes

- 1) A rifle battalion is 180 to 250 bayonets.
- 2) A cavalry squadron is 120 to 160 sabres (most often two or three smaller ones merged).
- 3) An MG company is 8 to 12 MGs.
- 4) A tachanka (mounted MG) platoon is 6 to 10 MGs.
- 5) An artillery section is 2 guns.
- 6) The Brigade commander will command the entire brigade if it is at low strength.
- 7) The attached cavalry was either a squadron or two or an entire regiment (apparently at random).
- 8) Infantry and MG strengths varied wildly, so a battalion might field each of its three companies as the base "unit", or the entire battalion might only be a "unit" of a couple of hundred men. Supporting weapons might or might not match.

6 Polish Cavalry Division Structure



Key

Commander on table

Actual unit fielded on table

XUnits = the normal maximum

(X) = likely number of units

Notes

1) A rifle battalion is 180 to 250 bayonets.

2) A cavalry regiment is 100 to 400 sabres (so squadrons will almost always need to be merged).

3) An MG company is 8 to 12 MGs.

4) A tachanka (mounted MG) platoon is 6 to 10 MGs.

5) An artillery section is 2 guns.

6) The Brigade commander will normally command one regiment directly.

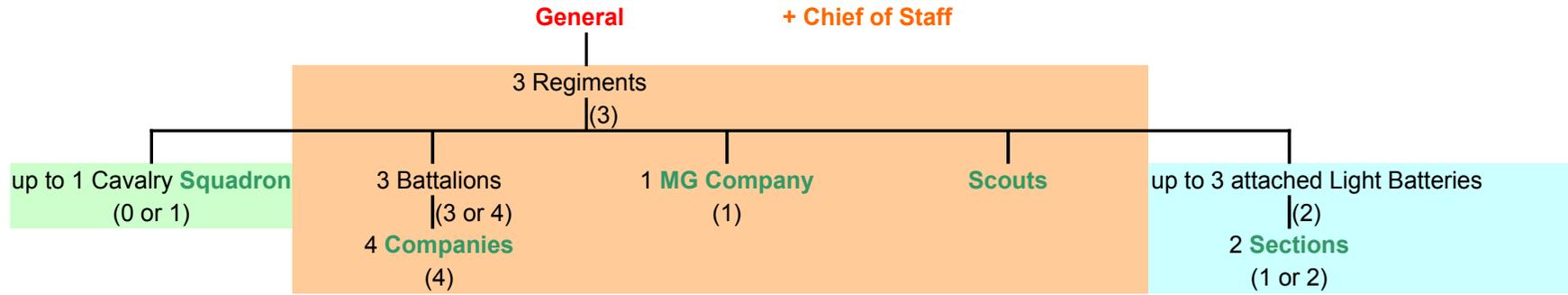
7) On occasion, a third Brigade might be attached to the Division.

8) The proportion of tachankas varied incredibly and a second Squadron might be present

9) The Division was really just a grouping of Brigades, there were no Divisional assets.

10) The Scouts represent the 5th Squadrons ("Technical" Squadrons) which also supplies messengers etc, but they often fought as line units with the others.

7 Estonian or Latvian Division Structure



Key

Commander on table

Actual unit fielded on table

XUnits = the normal maximum

(X) = likely number of units

Notes

1) A rifle company is 80 to 160 bayonets.

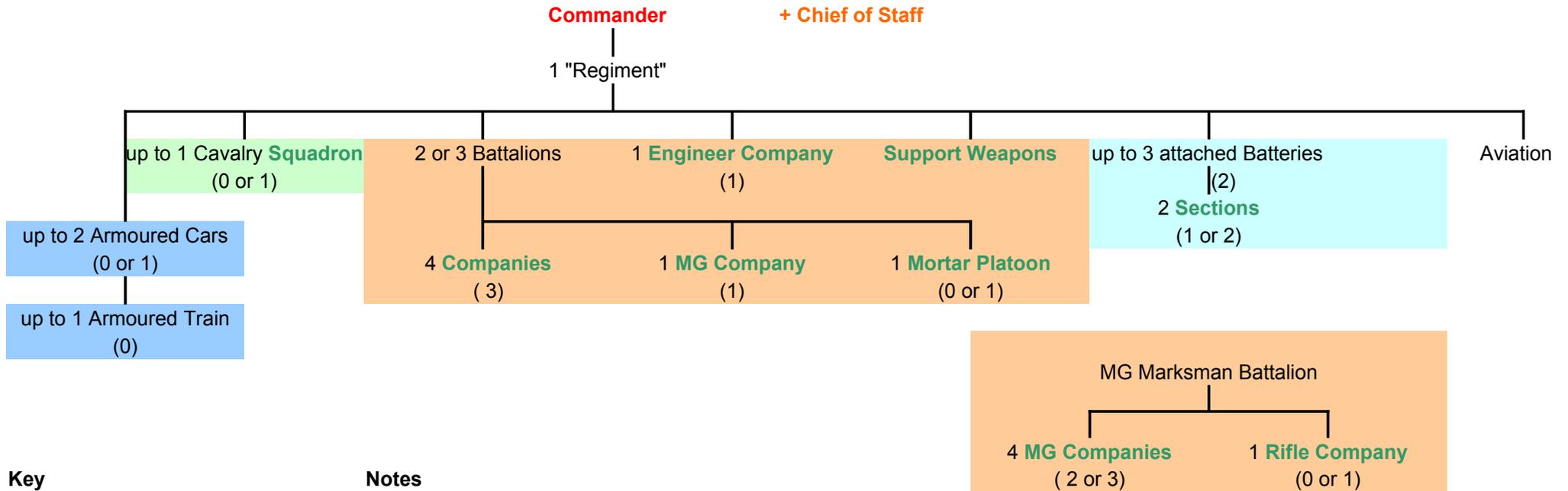
2) A cavalry squadron is 60 to 100 sabres.

3) An MG company is up to 8 HMGs, plus some LMGs.

4) An artillery section is 2 guns.

5) A Battalion would occasionally have its own MG company, separate from the regimental one.

8 Typical Freikorps Column (in Latvia)



Key

Commander on table

Actual unit fielded on table

X Units = the normal maximum

(X) = likely number of units

Notes

1) A rifle company is 75 to 120 bayonets.

2) A cavalry squadron is 50 to 75 sabres.

3) An MG company is up to 8 Mgs.

4) An artillery section is 2 guns.

5) The mortar platoon is usually only light mortars

6) The support weapons include bicycle and, rarely, flamethrower platoons and infantry support guns.

7) One of the infantry battalions might instead be a MG sharpshooter battalion.