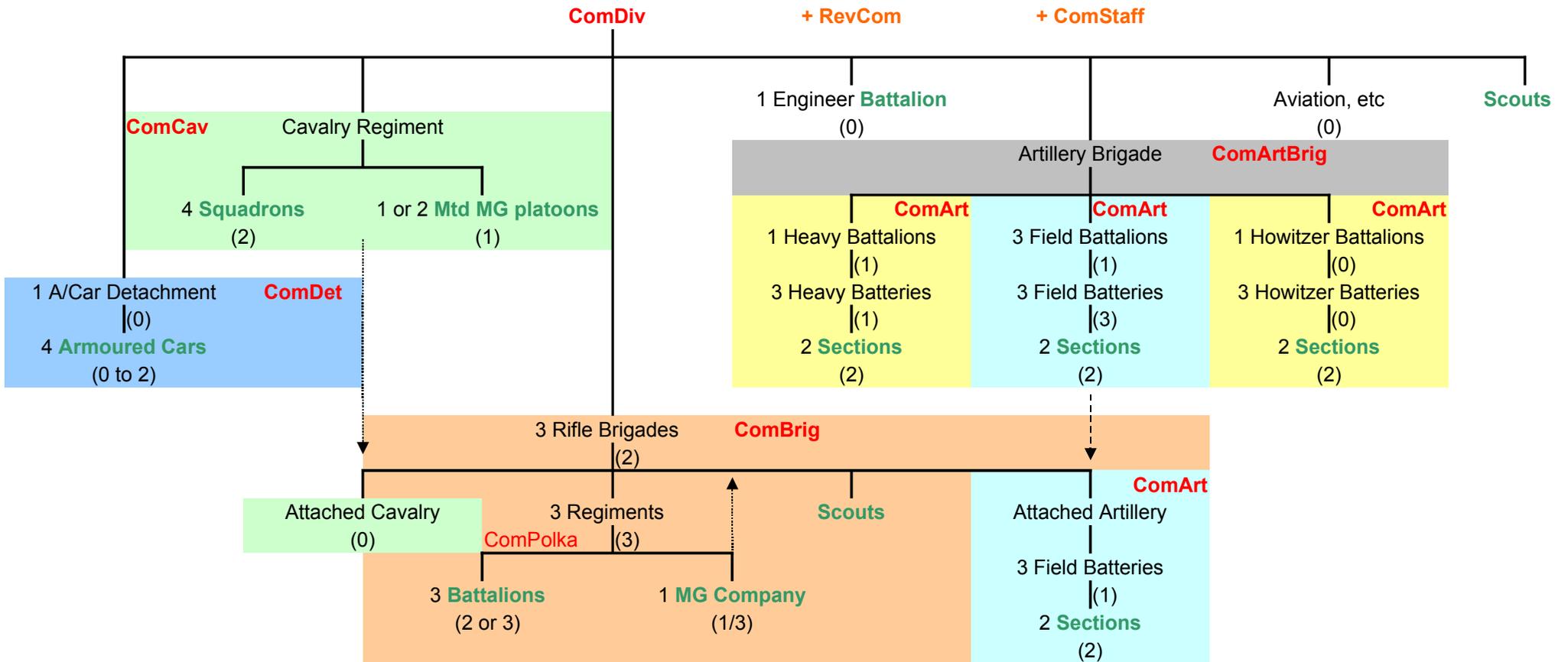


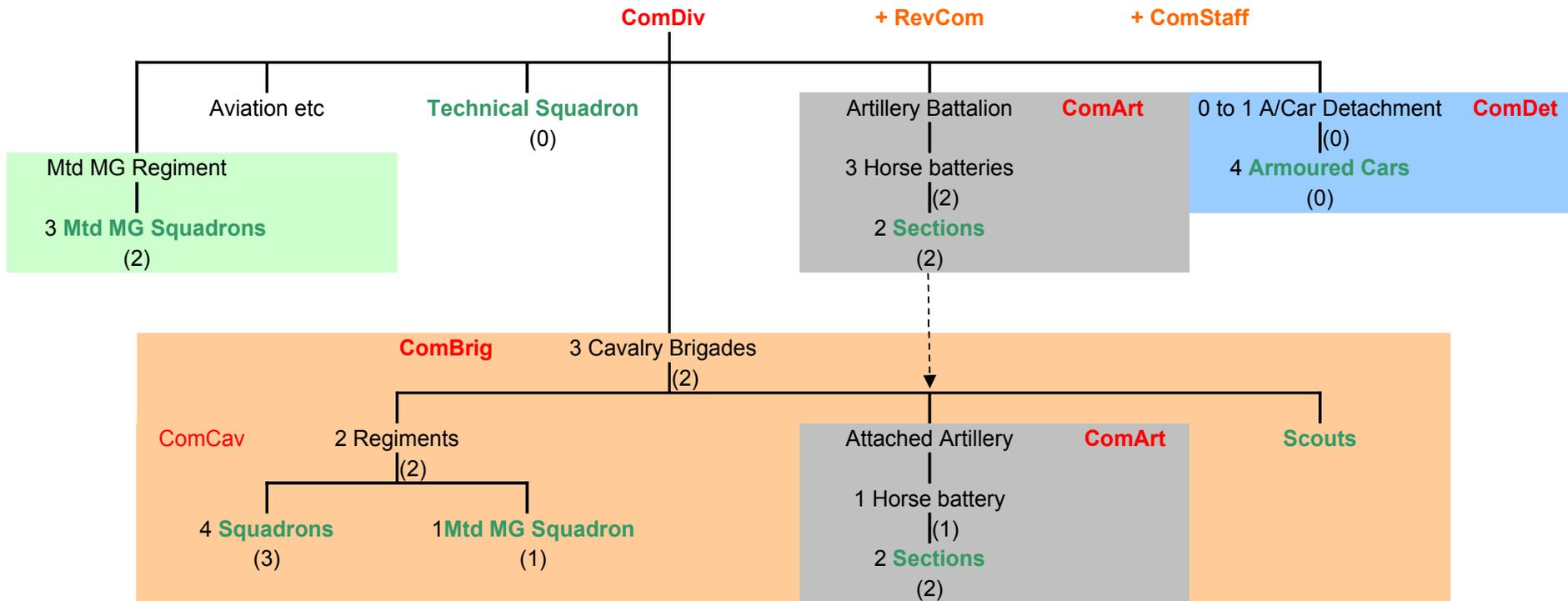
# 1 Red Rifle Division Structure



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

**Notes**  
 1) A rifle battalion is 4 to 6 bases (or 3 to 4 bases, if fielding 3 battalion regiments).  
 2) A cavalry squadron is 3 to 5 bases.  
 3) An MG company is 2 or 3 bases.  
 4) A tachanka platoon is 1 or 2 bases.  
 5) An artillery section is 1 model.  
 6) At least one battery will normally be attached to each rifle brigade.  
 7) A cavalry squadron may be attached at Brigade level if sufficient squadrons are available.

## 2 Red Horse Division Structure



### Key

**Commander** on table

**Actual unit** fielded on table

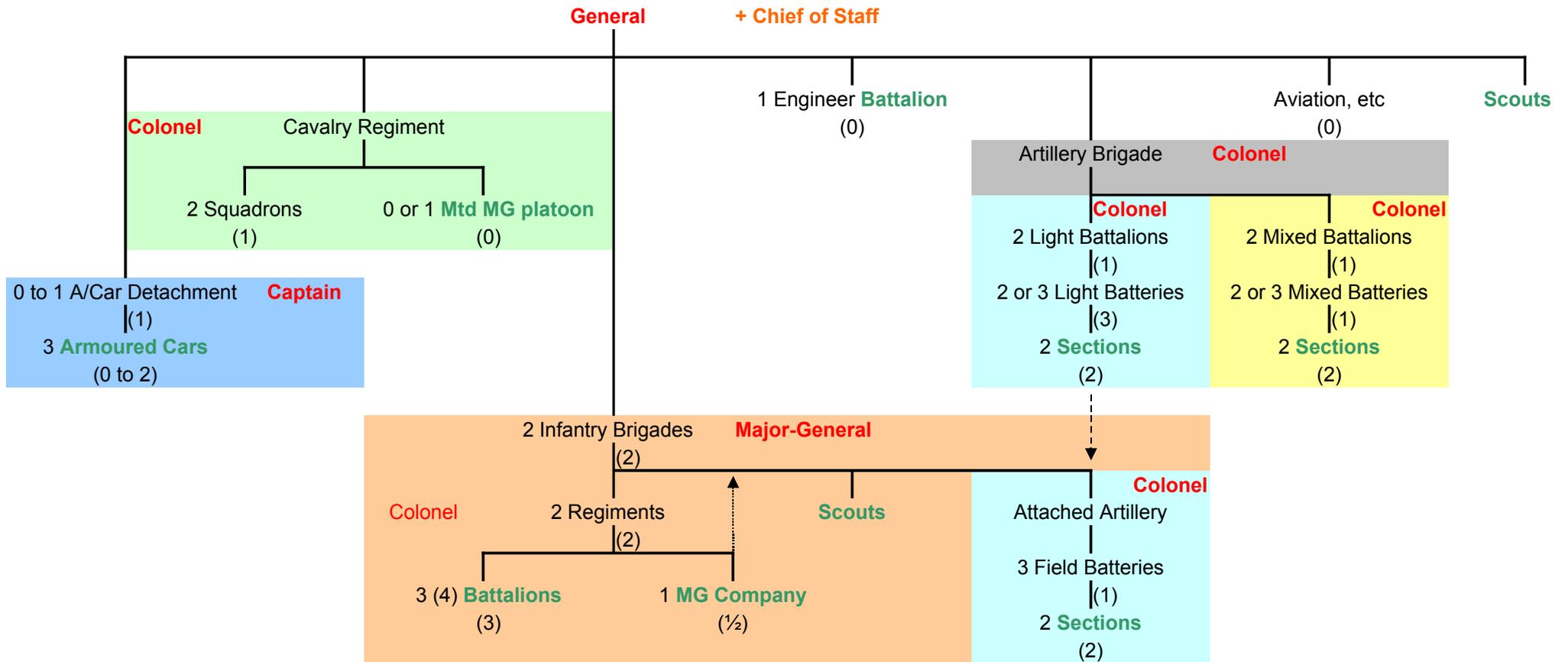
**X Units** = the normal maximum

**(X)** = likely number of units

### Notes

- 1) A rifle battalion is 3 to 6 bases.
- 2) A cavalry squadron is 3 to 5 bases.
- 3) An MG company is 2 or 3 bases.
- 4) A tachanka squadron is 1 to 3 bases.
- 5) An artillery section is 1 model.
- 6) Horse artillery will normally be attached at Brigade level.
- 7) The theoretical number of horse artillery batteries was 4 until mid-1919.
- 8) 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

**X Units** = the normal maximum

**(X)** = likely number of units

#### Notes

1) A rifle battalion is 3 to 5 bases, smaller if it represents the separate "officer" units.

2) A cavalry squadron is 2 to 4 bases.

3) An MG company is 2 or 3 bases.

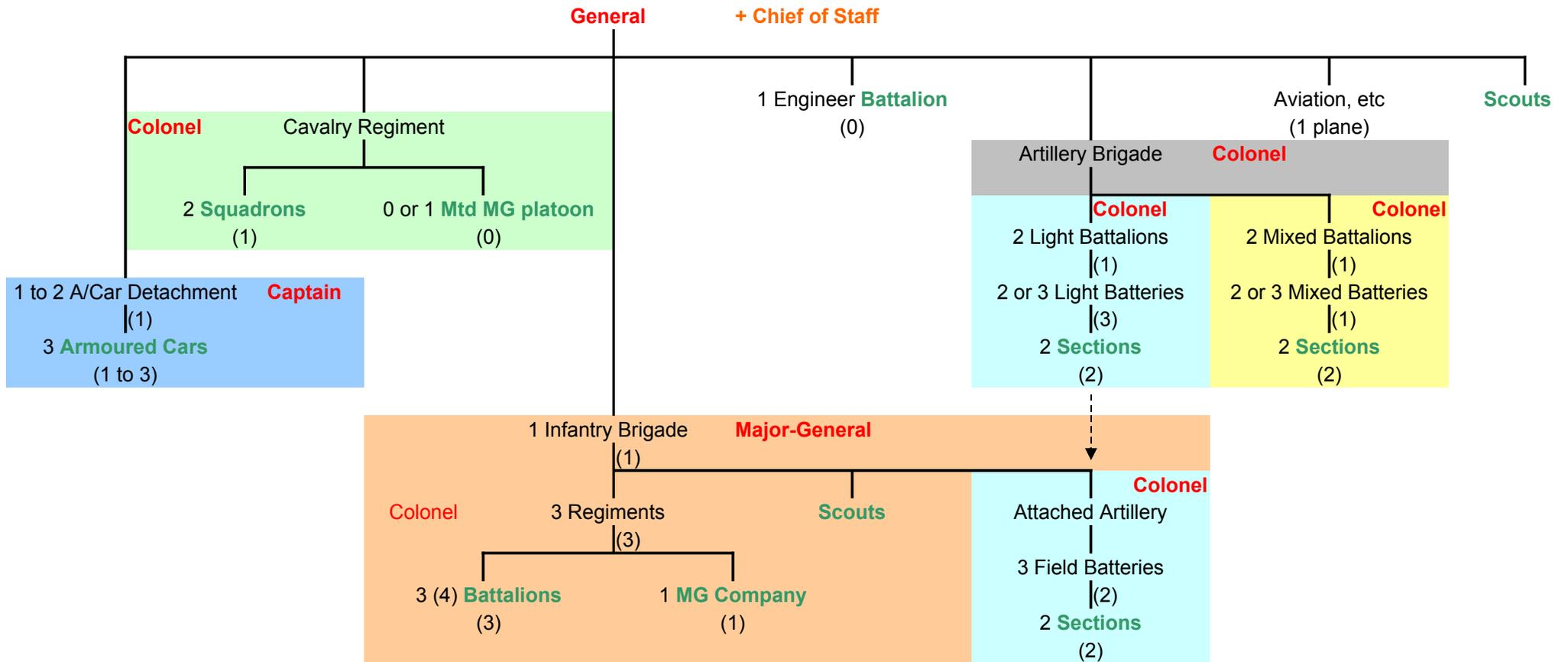
4) A tachanka platoon is 1 base.

5) An artillery section is 1 model.

6) At least one battery will normally be attached to each rifle brigade.

7) Mixed artillery battalions may include horse artillery as well as field and heavy guns.

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

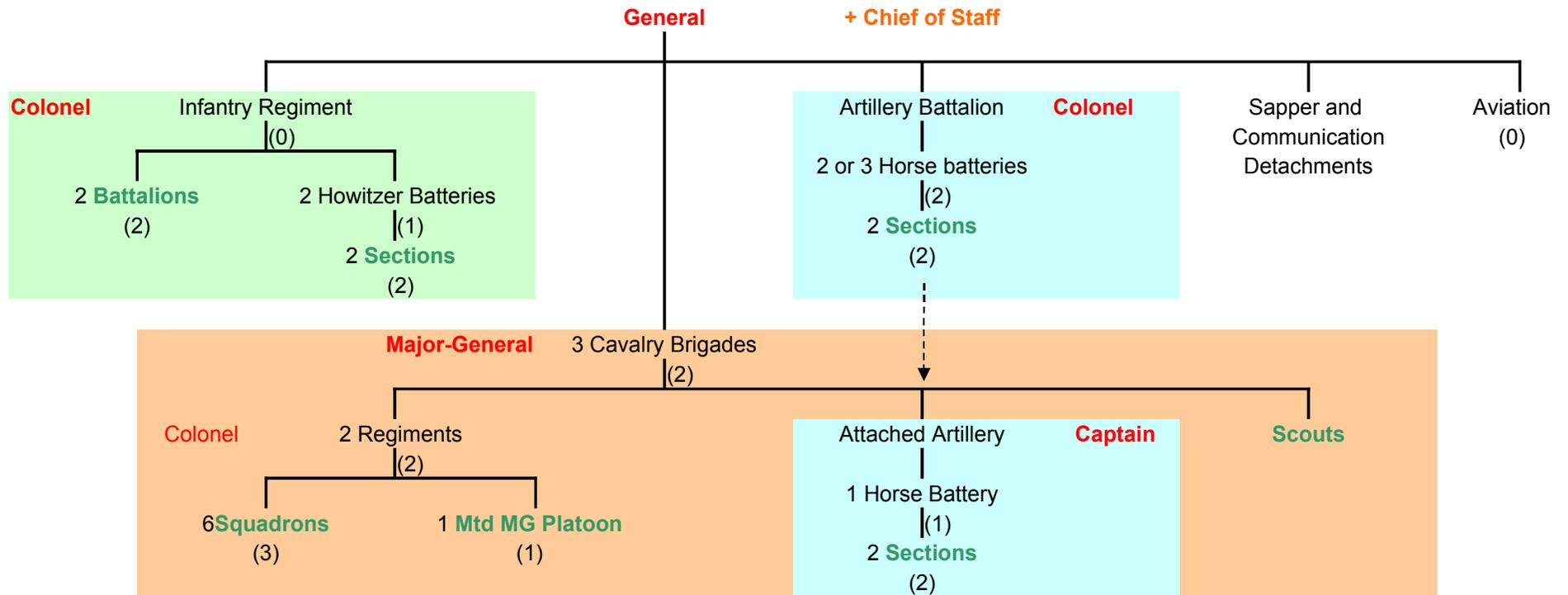


**Key**  
**Commander** on table  
**Actual unit** fielded on table  
**X Units** = the normal maximum  
**(X)** = likely number of units

**Notes**  
 1) A rifle battalion is 3 to 5 bases, smaller if it represents the separate "officer" units.  
 2) A cavalry squadron is 2 to 4 bases.  
 3) An MG company is 2 or 3 bases.  
 4) A tachanka platoon is 1 base.  
 5) An artillery section is 1 model.  
 6) At least one battery will normally be attached to the rifle brigade.  
 7) Mixed artillery battalions may include horse artillery as well as field and heavy guns.

# 4

## AFSR Cavalry Division Structure



### Key

**Commander** on table

**Actual unit** fielded on table

**X Units** = the normal maximum

**(X)** = likely number of units

### Notes

1) A rifle battalion is 3 to 6 bases.

2) A cavalry squadron is 3 or 4 bases, usually representing the merger of two smaller squadrons.

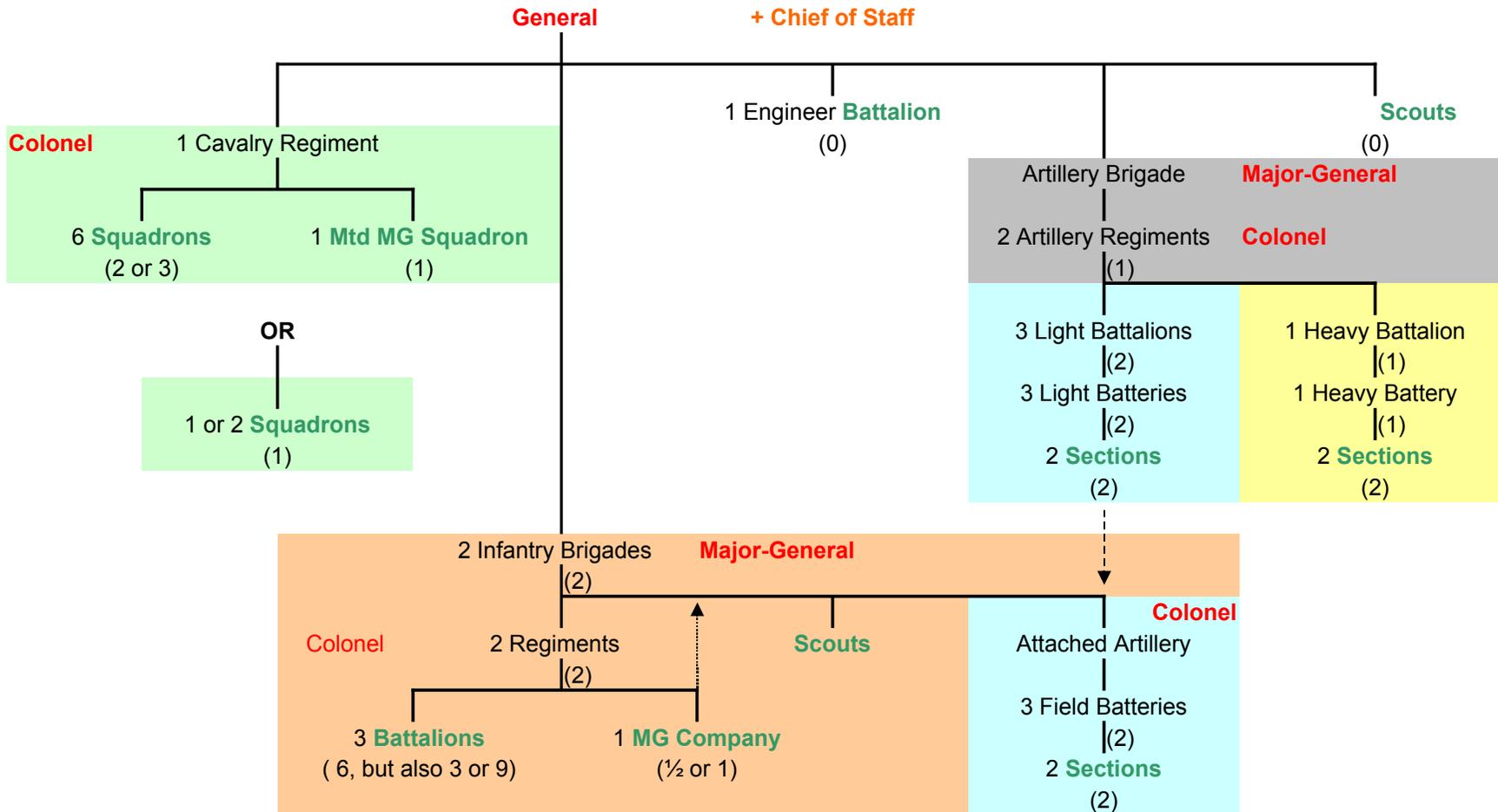
3) A tachanka platoon is 1 or 2 bases.

4) An artillery section is 1 model.

5) Horse artillery will normally be attached at Brigade level.

6) 2 Brigades was the normal structure.

# Polish Infantry Division Structure



**Key**

**Commander** on table

**Actual unit** fielded on table

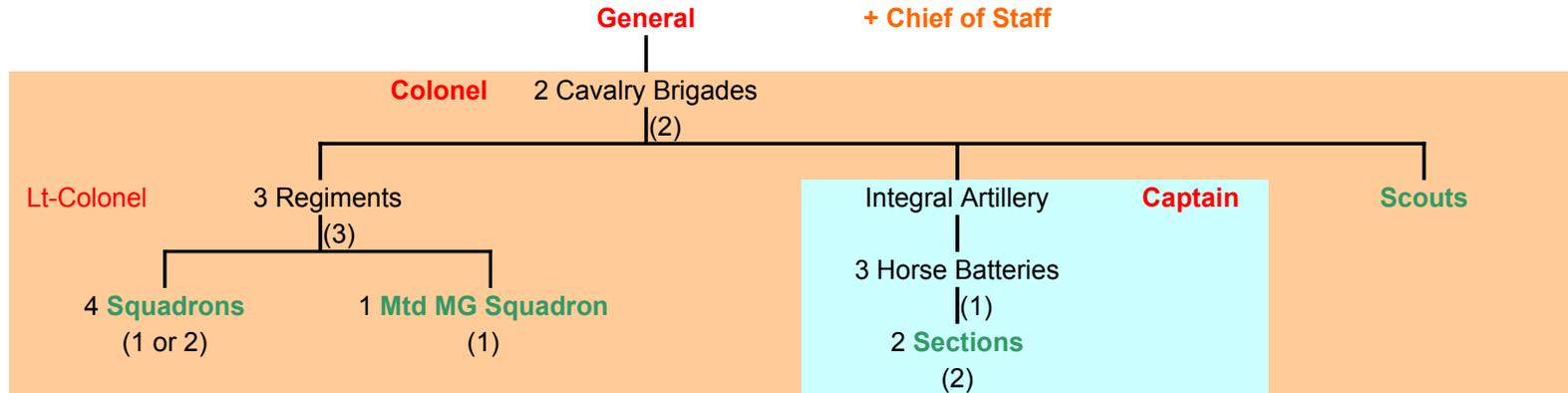
**X Units** = the normal maximum

**(X)** = likely number of units

**Notes**

- 1) A rifle battalion is 3 to 6 bases.
- 2) A cavalry squadron is 3 or 4 bases, usually representing the merger of 2 or 3 smaller squadrons.
- 3) An MG company is 2 or 3 bases.
- 4) A tachanka platoon is 1 or 2 bases.
- 5) An artillery section is 1 model.

## 6 Polish Cavalry Division Structure



### Key

**Commander** on table

**Actual unit** fielded on table

**X Units** = the normal maximum

**(X)** = likely number of units

### Notes

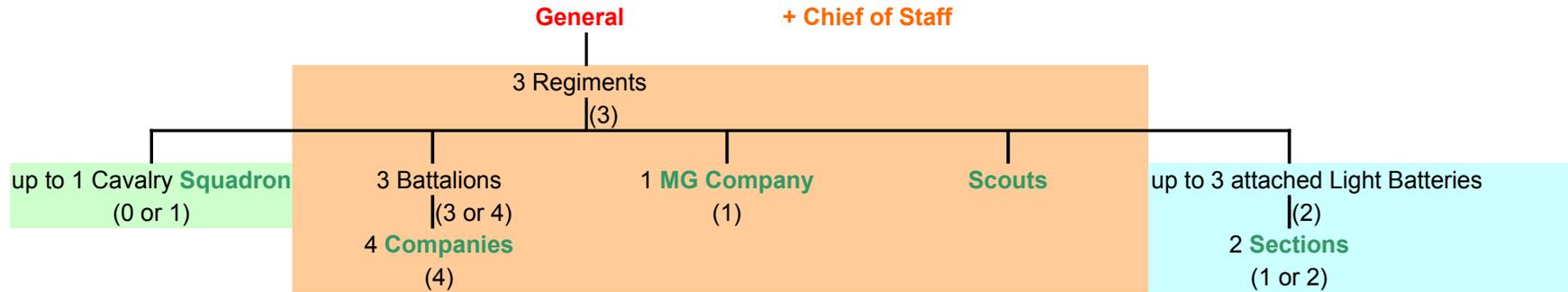
1) A cavalry regiment is 3 to 10 bases (so squadrons will almost always need to be merged).

2) A tachanka squadron is 1 to 4 bases.

3) An artillery section is 1 model.

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

# 7 Estonian or Latvian Division Structure



## 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 2 to 4 bases.

2) A cavalry squadron is 2 or 3 bases.

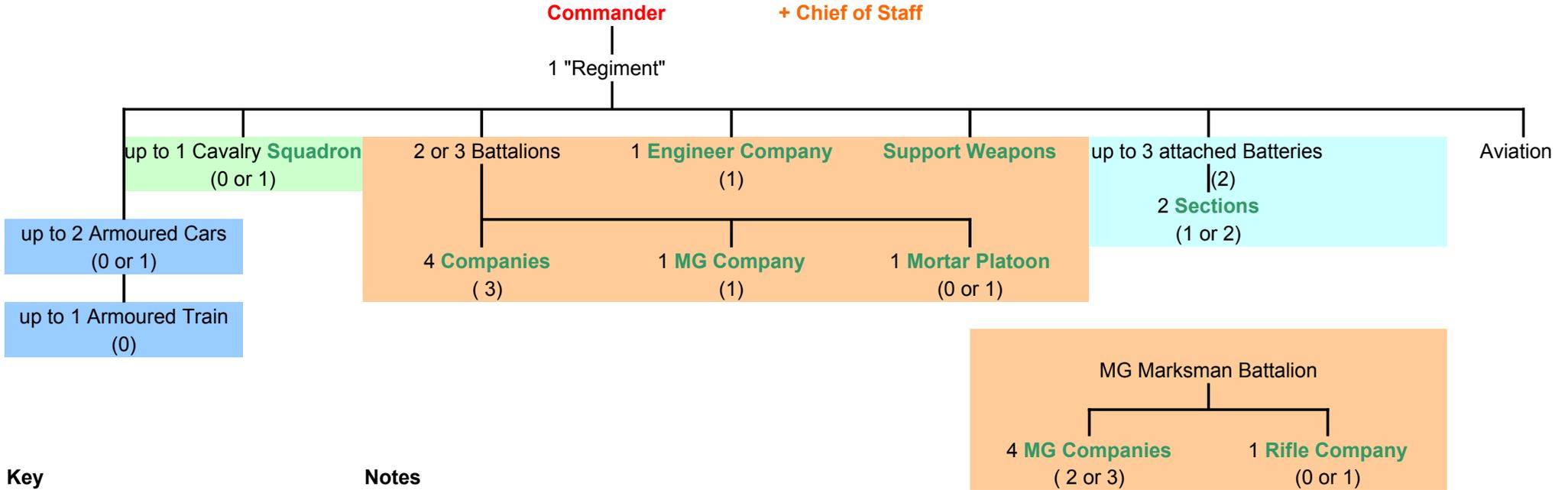
3) An MG company is 1 to 3 bases.

4) An artillery section is 1 model.

5) A Battalion would occasionally have its own MG company, separate from the regimental one, of 1 base.

6) An Estonian division would normally have a cavalry squadron, a Latvian one would not.

# 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 3 to 4 bases.
  - 2) A cavalry squadron is 2 or 3 bases.
  - 3) An MG company is 2, sometimes 3 bases.
  - 4) An artillery section is 1 model.
  - 5) The mortar platoon is one or two bases, 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 be a MG sharpshooter battalion.