

Peredovoye Otryad

Fearless Trained

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Soviet

Late-War

Mechanised Company

Platoon	Qty	Unit	Points
Headquarters			
Peredovoye Otryad HQ - p.77	2 2	Cmd Rifle team Jeep	30
Combat Companies			
Tankovy Company - p.22 Confident Trained	10	M3s (M3 Lee)	350
Motostrelkovy Company (Guards) - p.71	1 14	Cmd SMG team SMG team	290
Weapons Companies			
Assault Gun Company - p.107 Confident Trained	4	SU-122	170
Light Tankovy Company - p.23 Confident Trained	10	M31 (M3A1 Stuart)	230
Corps Support Companies			
Tank Killer Company (Guards) - p.134	3	SU-100	260
Assault Gun Company - p.107 Confident Trained	3 3	SU-122 SMG Tank Escort	160
Decoy Tank Company - p.69 Confident Trained	2	Panther A	220
Guards Rocket Mortar Battalion - p.140	1 1 1 2	Cmd Rifle team Observer Rifle team Truck BM-13 Katyusha (5+ crew)	70
Company Points:			1780

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Source document: Red Bear

Arsenal

Tank Teams

Name <i>Weapon</i>	Mobility <i>Range</i>	Front <i>ROF</i>	Side <i>Anti-tank</i>	Top <i>Firepower</i>	Equipment and Notes
Captured Tanks					
Panther A or D	Standard Tank	10	5	1	Co-ax MG, Hull MG, Wide tracks, Unreliable.
7.5cm KwK42 gun	32"/80cm	1	14	3+	
Light Tanks					
M31 (M3A1 Stuart)	Light Tank	3	2	1	Co-ax MG, Hull MG.
M5 37mm gun	24"/60cm	2	7	4+	
Medium Tanks					
M3s (M3 Lee)	Standard Tank	5	3	1	Co-ax MG, Cupola MG.
M3 37mm gun	24"/60cm	3	7	4+	
M3 75mm gun	32"/80cm	2	10	3+	Hull-mounted.
Assault-guns					
SU-122	Standard Tank	5	5	1	
122mm obr 1938 howitzer	24"/60cm	2	10	2+	Breakthrough gun, Hull mounted.
SU-100	Slow tank	9	5	1	Overloaded.
100mm D-10S gun	40"/100cm	1	16	2+	Hull mounted.
Rocket Launchers					
BM-13-16 Katyusha (5+ crew)	Wheeled	-	-	-	Each count as two weapons firing
BM-13-16 rocket launcher	64"/160cm	-	2	4+	Rocket launcher.

Infantry Teams					
Team	Range	ROF	Anti-tank	Firepower	Notes
Rifle team	16"/40cm	1	2	6+	
SMG Tank Escort	4"/10cm	1	1	6+	
SMG team	4"/10cm	3	1	6+	Full ROF when moving.
Transport Teams					
Vehicle	Mobility	Front	Side	Top	Equipment and Notes
Trucks					
Jeep	Jeep	-	-	-	Optional Passenger-fired AA MG or .50 cal AA MG.
ZIS-5 3-ton, ZIS-6 4-ton, Dodge 3/4-ton, or Studebaker 2 1/2-ton truck	Wheeled	-	-	-	
Vehicle Machine-guns					
Weapon	Range	ROF	Anti-tank	Firepower	
Vehicle MG	16"/40cm	3	2	6	ROF 1 if other weapons fire.
.50 cal Vehicle MG	16"/40cm	3	4	5+	ROF 1 if other weapons fire.

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Special Rules

Decoy Tank Company - p.69

A Decoy Platoon must be identified before the enemy can shoot at it or assault it. These units start the game unidentified.

If a Decoy Platoon shoots or launches an assault, they are immediately identified by all enemy platoons.

In order to identify a Decoy Platoon, an enemy platoon must attempt to shoot at it or select it as the target for an artillery bombardment. Before rolling to hit with the shooting platoon, roll a Skill Test for the platoon.

If they pass the Skill Test, they identify the Soviet platoon or company and shoot at it as normal. The Soviet unit is now identified to all enemy platoons.

If they fail, they do not identify the unit, but may shoot at other Soviet units instead.

Aircraft cannot choose an unidentified team as the target of an air strike.

Enemy reconnaissance teams automatically identify a Decoy Platoon if they are within 8"/20cm when they attempt to shoot at them.

Sometimes your Decoy teams will be facing enemy other than the Germans. On these occasions the Decoy Platoon retains all the Decoy Special Rules as it is assumed that Soviets are using their new enemy's captured vehicles. However, you can still model your decoy troops as, and use the characteristics of, the historically correct captured German equipment.

A Decoy Tank Company is a Decoy Platoon. See the Decoy rules on page 143. A Decoy Tank Company is not affected by the Hen and Chicks special rule.

A Decoy Tank Company must always be deployed on the table and may not be held in reserve.

A Decoy Tank Company is an Infiltration Platoon. They may infiltrate a Tankovy Company, Gvardeyskiy Tankovy Company, Inomarochnikiy Tankovy Company, Inomarochnikiy Light Tankovy Company, Motostrelkovy Company, Tank-rider Company, Motostrelkovy Submachine-gun Company, or Razvedki Platoon. See the Infiltration rules on page 143.

StuG G assault guns do not use the volley fire special rule.

Guards Rocket Mortar Battalion - p.140

Mobil Rocket Launchers

A Guards Rocket Mortar Battalion that fired may take a Skill Test in the Assault Step instead of taking part in an Assault:

If it passes the Skill Test, remove all Smoke Trail markers from all Rocket Launcher teams in the battalion.

Otherwise, they are too slow in getting away, leaving them vulnerable to counterbattery artillery fire using the Fire In the Sky rule on page 138 of the rulebook.

Super Heavy Rockets

At the start of the game, place a Full Salvo marker with a Guards Rocket Mortar Battalion equipped with BM-31-12 Katyusha rocket launchers. Remove this marker after firing an Artillery Bombardment.

If a battalion with BM-31-12 Katyusha rocket launchers does not have a Full Salvo marker when it fires an Artillery Bombardment, roll a Skill Test for each Rocket Launcher able to fire in the Bombardment. Only those that pass the Skill Test can fire as part of the Bombardment.

Place a Full Salvo marker on a battalion with BM-31-12 Katyusha rocket launchers at the end of any Shooting Step in which every Rocket Launcher in the platoon was able to fire an Artillery Bombardment, but none did so.

If the Bombarding platoon has nine to thirteen weapons firing, use a Devastating Bombardment Template to determine which teams are hit.

If the Bombarding platoon has fourteen or more weapons, use a Devastating Bombardment Template to determine which teams are hit and re-roll failed To Hit rolls.

Peredovoye Otryad HQ - p.77

Exploitation Force

A Peredovoye Otryad Always Attacks (see page 257 of the rulebook).

Any tanks in your Peredovoye Otryad HQ, and in your Combat and Weapons Tankovy Company, Gvardeyskiy Tankovy Company, or Inomarochnikiy Tankovy Company, must be the same type of tank. However, Tankovy Companies may be equipped with a mix of T-34/76 and T-34/85 tanks.

Tank Killer Company (Guards) - p.134

Cat Killers

M10, SU-85, SU-85M, and SU-100 assault guns do not use the Volley Fire special rule. Instead, M10, SU-85, SU-85M, and SU-100 assault guns that did not move in the Movement Step may re-roll failed rolls To Hit when shooting their main guns at platoons with all teams more than 16"/40cm away.