

Legkiy Samokhodno-Artilyeriyskiy Polk (Red Army)

Confident Trained

Zoran Skobic - Team Serbia

Soviet

Late-War

Tank Company

Platoon	Qty	Unit	Points
Headquarters			
Legkiy Samokhodno-Artilyeriyskiy HQ - p.107	1	T-70 obr 1943	25
Combat Companies			
Assault Gun Company - p.107	4	SU-122	170
Assault Gun Company - p.107	4	SU-122	170
Assault Gun Company - p.107	4	SU-122	170
Weapons Companies			
Assault Gun Reconnaissance Platoon (Red Army) - p.104	1 4 1	Cmd Rifle/MG team Rifle/MG team BA-64	130
Corps Support Companies			
Gvardeyskiy Tyazhelyy Tankovy Company - p.46 Fearless Trained	3	IS-2 obr 1943 with .50 cal AA MG	420
Flame-tank Company - p.134	10	OT-34/85 obr 1943 with Cupola	370
Strelkovy Company (Red Army) - p.26	1 1 14	Cmd Rifle/MG team Komissar team Rifle/MG team	255
Guards Rocket Mortar Battalion - p.140 Fearless Trained	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	Mobility	Front	Side	Top	Equipment and Notes
<i>Weapon</i>	<i>Range</i>	<i>ROF</i>	<i>Anti-tank</i>	<i>Firepower</i>	
Light Tanks					
T-70 obr 1943	Standard Tank	4	2	1	Co-ax MG, Limited vision, Wide tracks.
45mm obr 1938 gun	24"/60cm	1	7	4+	
Heavy Tanks					
IS-2 obr 1943 with .50 cal AA MG	Slow Tank	10	8	2	Co-ax MG, Turret-rear MG, .50 cal AA MG.
122mm D-25T gun	32"/80cm	1	15	2+	Breakthrough gun.
Flame Tanks					
OT-34/85 obr 1943 with Cupola	Standard Tank	7	5	1	Co-ax MG.
85mm D-5T gun	32"/80cm	1	12	3+	
ATO-42 flame-thrower	4"/10cm	2	-	6+	Flame-thrower, Hull mounted.
Assault-guns					
SU-122	Standard Tank	5	5	1	
122mm obr 1938 howitzer	24"/60cm	2	10	2+	Breakthrough gun, Hull mounted.
Armoured Cars					
BA-64	Jeep	0	0	0	AA MG.
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
Komissar team	4"/10cm	1	1	6+	
Rifle team	16"/40cm	1	2	6+	
Rifle/MG team	16"/40cm	2	2	6+	

Transport Teams					
Vehicle	Mobility	Front	Side	Top	Equipment and Notes
Trucks					
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

Assault Gun Reconnaissance Platoon (Red Army) - p.104

An Assault Gun Reconnaissance Platoon is a Reconnaissance Platoon.

An Assault Gun Reconnaissance Platoon is an exception to the Centralised Control and Hen and Chicks special rule. It operates as a normal platoon.

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.

Gvardeyskiy Tyazhelyy Tankovy Company - p.46

Tanks equipped with PT mine rollers use the Mine Flails and Rollers rules in the Flames of War rulebook.

The heavy tanks of a Gvardeyskiy Tyazhelyy Tankovy Polk HQ and Gvardeyskiy Tyazhelyy Tankovy Company are not affected by the Hen and Chicks special rule.

Legkiy Samokhodno-Artilyeriyskiy HQ - p.107

If your Legkiy Samokhodno-artilyeriyskiy Polk contains two or more Assault Gun Companies equipped with SU-76M assault guns you may elect to field it as a Mechanised Company instead of a Tank Company.