

Gvardeyskiy Tankovy Batalon (Red Army)

Confident Trained

Guards Tank Battalion

Soviet

Late-War

Tank Company

Platoon	Qty	Unit	Points
Headquarters			
Gvardeyskiy Tankovy Batalon HQ (Red Army) - p.95	1	T-34/85 obr 1943	70
Combat Companies			
Gvardeyskiy Tankovy Company (Red Army) - p.96	10	T-34/85 obr 1943	570
Gvardeyskiy Tankovy Company (Red Army) - p.96	9	T-34/85 obr 1943	535
Corps Support Companies			
Gvardeyskiy Tyazhelyy Tankovy Company - p.54 Fearless Trained	5	IS-2 obr 1943	725
	5	SMG Tank Escort	
Decoy Tank Company - p.97	2	Panzer IV H	100
Company Points:			2000

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Source document: Red Bear (Revised)

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>	
Captured Tanks					
Panzer IV H	Standard Tank	6	3	1	Co-ax MG, Hull MG, Protected ammo, Schürzen, Unreliable.
7.5cm KwK40 gun	32"/80cm	1	11	3+	
Medium Tanks					
T-34/85 obr 1943	Standard Tank	7	5	1	Co-ax MG, Hull MG.
85mm D-5T gun	32"/80cm	2	12	3+	
Heavy Tanks					
IS-2 obr 1943	Slow Tank	10	8	2	Co-ax MG, Turret-rear MG.
122mm D-25T gun	32"/80cm	1	15	2+	Breakthrough gun.

Infantry Teams

Team	Range	ROF	Anti-tank	Firepower	Notes
SMG Tank Escort	4"/10cm	1	1	6+	

Vehicle Machine-guns

<i>Weapon</i>	<i>Range</i>	<i>ROF</i>	<i>Anti-tank</i>	<i>Firepower</i>	
Vehicle MG	16"/40cm	3	2	6	ROF 1 if other weapons fire.

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Special Rules

Decoy Tank Company - p.97

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.

Gvardeyskiy Tankovy Batalon HQ (Red Army) - p.95

A Gvardeyskiy Tankovy Batalon Always Attacks (see page 257 of the rulebook).

Gvardeyskiy Tankovy Company (Red Army) - p.96

Comrades Forward!

Any Soviet company entirely equipped with Tank teams joined by Brigada Komissar M A Dedov may re-roll any Motivation Tests it and its members are required to make.

When leading a platoon (Soviet company) with other types of teams in it, Brigada Komissar M A Dedov uses the Komissar special rules on page 249 of the rulebook. However, if you roll a 1 for the new Motivation Test the platoon (Soviet Company) does not destroy Brigada Komissar M A Dedov, he instead becomes Bailed Out as he retreats back into his tank turret away from the angry soldiers.

Dedov cannot use Comrades Forward! If his tank is Bailed Out or Bogged Down.

You over there, what are you doing to defeat the Fascists?

Brigada Komissar M A Dedov acts as a 2iC Command team and follows all the rules for 2iC Command teams in the rulebook.

Brigada Komissar M A Dedov is a Warrior Tank Team and is rated Fearless Veteran.

Add Brigada Komissar M A Dedov to a Gvardeyskiy Tankovy Company in a Gvardeyskiy Tankovy Batalon (page 96) or a Tankovy Company in a Tankovy Batalon (page 22) for +70 points. He takes over a tank from a Gvardeyskiy Tankovy Company or Tankovy Company at the beginning of the game before deployment. Dedov's Tank team is no longer a part of any platoon (Soviet company).

Gvardeyskiy Tyazhelyy Tankovy Company - p.54

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.