

Peredovoye Otryad

Fearless Trained

Forward Detachment
Mechanised Company

Soviet

Late-War

Platoon	Qty	Unit	Points
Headquarters			
Peredovoye Otryad HQ - p.105	1 1 1	Cmd Rifle team Jeep T-34 obr 1942	65
Combat Companies			
Tankovy Company - p.22 Confident Trained	10 10	T-34 obr 1942 SMG Tank Escort	450
Tank-Rider Company (Guards) - p.97	1 1 18	Cmd SMG team Komissar team SMG team	380
Weapons Companies			
Light Tankovy Company - p.23 Confident Trained	7	M31 (M3A1 Stuart)	180
Corps Support Companies			
Tank Killer Company (Guards) - p.148	5	SU-100	430
Spetsnaz Platoon - p.103 Fearless Veteran	1 1 2 1	Cmd SMG team Captured Sd Kfz 250 half-track SMG team Captured Sd Kfz 251 half-track	100
Guards Rocket Mortar Battalion - p.154	1 1 1 4	Cmd Rifle team Observer Rifle team Truck BM-13 Katyusha (5+ crew)	130
Air Support - p.155	7	Priority Air Support Il-2 Shturmovik	270
Company Points:			2005

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Source document: Red Bear (Revised)

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
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					
T-34 obr 1942	Standard Tank	6	5	1	Co-ax MG, Hull MG, Fast tank, Limited vision, Wide-tracks.
76mm F-34 gun	32"/80cm	2	9	3+	
Assault-guns					
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
Komissar team	4"/10cm	1	1	6+	
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	-	-	-	
Armoured Personnel Carriers					
Captured Sd Kfz 250 half-track	Half-tracked	1	0	0	Passenger-fired MG.
Captured Sd Kfz 251 half-track	Half-tracked	1	0	0	Passenger-fired Hull MG.
Aircraft					
Aircraft	Weapon	To-Hit	Anti-tank	Firepower	Notes
Il-2 Shturmovik	Cannon	3	9	5+	Flying Tank.
	Bombs	4	5	1+	
	Rockets	3	6	3+	
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
<p>Guards Rocket Mortar Battalion - p.154</p> <p>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.</p> <p>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.</p> <p>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.</p> <p>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.</p> <p>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.</p>
<p>Peredovoye Otryad HQ - p.105</p> <p>Exploitation Force A Peredovoye Otryad Always Attacks (see page 257 of the rulebook).</p> <p>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.</p>
<p>Spetsnaz Platoon - p.103</p> <p>A Spetsnaz Platoon is a Reconnaissance Platoon and a Decoy Platoon. See the Decoy rules on page 143.</p> <p>A Spetsnaz Platoon is an exception to the Centralised Control doctrine. They operate as a normal platoon.</p> <p>A Spetsnaz Platoon is an Infiltration Platoon. They may infiltrate a Tankovy Company, Gvardeyskiy Tankovy Company, Inomarochnikiy Tankovy Company, Motostrelkovy Company, Tank-rider Company, Motostrelkovy Submachine-gun Company, or Razvedki Platoon. See the Infiltration rules on page 143.</p>

Tank Killer Company (Guards) - p.148

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.