

8YA OTDYELNAYA SHTRAFNOY BATALON

SHTURM BOYARIE

FEARLESS

TRAINED

INFANTRY COMPANY

POINTS

1775

PLATOON	QTY UNIT		POINTS
HEADQUARTERS			
8ya Otdyelnáya Shtrafnoy Batalon HQ p.75	2 1 4 2 2 5 1 2	Cmd SMG team Komissar team PTRD anti-tank rifle 45mm obr 1942 gun Horse-drawn limber Pioneer Rifle team Pioneer Supply Horse-drawn wagon Flame-thrower team	345
COMBAT COMPANIES			
Pyl'cyn and Shtraf Company p.76	1 1 21	Warrior SMG Command team A V Pyl cyn Komissar team SMG team	430
Shtraf Company p.76	1 1 21	Cmd SMG team Komissar team SMG team	430
CORPS SUPPORT COMPANIES			
Assault Gun Company p.67 CONFIDENT TRAINED	4	SU-122	170
Anti-aircraft Machine-gun Platoon (Red Army) p.155 CONFIDENT TRAINED	3	DShK AA MG on truck	55
Guards Rocket Mortar Battalion p.154	1 1 1 2 2	Cmd Rifle team Observer Rifle team Truck BM-31-12 Katyusha (5+ crew) DShK AA MG on truck	145
Air Support p.155	5	Limited Air Support Il-2 Shturmovik	200

Red Bear (Revised) - Soviet Late-War - Platoon Count: 5

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>	
ASSAULT-GUNS					
SU-122	Standard Tank	5	5	1	<i>Breakthrough gun, Hull mounted, Volley fire.</i>
<i>122mm obr 1938 howitzer</i>	<i>24"/60cm</i>	<i>2</i>	<i>10</i>	<i>2+</i>	
ROCKET LAUNCHERS					
BM-31-12 Katyusha (5+ crew)	Wheeled	-	-	-	Mobile Rocket Launcher, Super Heavy Rockets, Each count as two weapons firing
<i>BM-31-12 rocket launcher</i>	<i>48"/120cm</i>	<i>-</i>	<i>3</i>	<i>1+</i>	<i>Rocket launcher.</i>
ANTI-AIRCRAFT MACHINE-GUNS					
DShK AA MG on truck	Wheeled	-	-	-	<i>Anti-aircraft, Portee.</i>
<i>DShK AA gun</i>	<i>16"/40cm</i>	<i>4</i>	<i>4</i>	<i>5+</i>	

GUN TEAMS

Weapon	Mobility	Range	ROF	Anti-tank	Firepower	Notes
45mm obr 1942 gun	Light	24"/60cm	3	8	4+	Gun shield, Volley fire.
PTRD anti-tank rifle	Man-packed	16"/40cm	2	5	5+	Tank assault 3, Volley fire.

INFANTRY TEAMS

Team	Range	ROF	Anti-tank	Firepower	Notes
Flame-thrower team	4"/10cm	4	-	6+	Flame-thrower.
Komissar team	4"/10cm	1	1	6+	
Rifle team	16"/40cm	1	2	6+	
SMG team	4"/10cm	3	1	6+	Full ROF when moving.

ADDITIONAL TRAINING AND EQUIPMENT

Pioneer teams are rated as Tank Assault 4.

TRANSPORT TEAMS

Vehicle	Mobility	Front	Side	Top	Equipment and Notes
TRUCKS					
Horse-drawn wagon	Wagon	-	-	-	
ZIS-5 3-ton, ZIS-6 4-ton, Dodge 3/4-ton, or Studebaker 2 1/2-ton truck	Wheeled	-	-	-	
TRACTORS					
Horse-drawn limber	Wagon	-	-	-	

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+	

SPECIAL RULES

8ya Otdyelnaya Shtrafnoy Batalon HQ - p.75

Teams from an 8ya Otdyelnaya Shtrafnoy Batalon HQ, an Otdyelnaya Shtraf Companies, a Shtraf Machine-gun Company or a Shtraf Mortar Company always pass a Motivation Test on a roll of 2+.

The 8ya Otdyelnaya Shtrafnoy Batalon never has to take a Company Morale Check for being below half strength. The Companies still take Platoon Morale Checks as normal, though. However, if no Shtraf Companies (Combat Companies) remain on the table, the remaining forces automatically fail a Company Morale Check and the game ends.

The 8ya Otdyelnaya Shtrafnoy Batalon uses the Always Attacks rule on page 257 of the rulebook, even against another force that Always Attacks.

Since it is expected to always go forward, Companies in the 8ya Otdyelnaya Shtrafnoy Batalon can never attempt to Dig In and never benefit from the Prepared Positions special rule.

Guards Rocket Mortar Battalion - p.154

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.

Pyl'cyn and Shtraf Company - p.76

Mine Expert

Pyl'cyn may gap Minefields and Barbed Wire Entanglements as though he was a Pioneer team.

Reconnaissance in Force

Deploy Pyl'cyn's Shtraf Company when you would normally deploy Independent Teams.

Rita Makarievskaya

Model Rita Makarievskaya on the same base as Pyl'cyn.

Once per turn, Rita may attempt to save a team that is in Pyl'cyn's Shtraf Company. If an Infantry or Gun team within 6"/15cm of Pyl'cyn fails a Save, roll a die:

If the result is 5+, Rita manages to save the team and it continues to fight on unharmed.

Otherwise, the soldiers are too badly wounded and the team is Destroyed as normal.

Leytenant A V Pyl'cyn (see page 41) must be the Command SMG team of one of your Shtraf Companies at no additional costs.

Leytenant A V Pyl'cyn is a Warrior and an SMG team that is the Command team of one of the Shtraf Companies in your 8ya Otdyelnaya Shtrafnoy Batalon. He is *not* an Independent team.

Leytenant A V Pyl'cyn (see page 41) must be the Command SMG team of one of your Shtraf Companies at no additional costs.