

# ROTA RAZVEDKI (RED ARMY)

RECONNAISSANCE COMPANY

FEARLESS

TRAINED

MECHANISED COMPANY

POINTS

1780

PLATOON	QTY UNIT		POINTS
HEADQUARTERS			
Rota Razvedki HQ p.107	2 2	Cmd Rifle team M3A1 armoured transporter	35
COMBAT COMPANIES			
Razvedki Platoon p.108	1 8 5	Cmd SMG team SMG team M3A1 armoured transporter	205
Razvedki Platoon p.108	1 8 5	Cmd SMG team SMG team Captured Sd Kfz 251 half-track	205
WEAPONS COMPANIES			
Light Armoured Car Platoon p.108	3	BA-64	80
Tankovy Company p.22 CONFIDENT TRAINED	8	T-34 obr 1942 with Cupola	310
CORPS SUPPORT COMPANIES			
Tankovy Company p.22 CONFIDENT TRAINED	8 8	Mark II (Matilda II) SMG Tank Escort	305
Tank Killer Company (Red Army) p.148 CONFIDENT TRAINED	3	SU-100	230
Decoy Tank Company p.97 CONFIDENT TRAINED	2	Panzer IV H	100
Guards Rocket Mortar Battalion p.154	1 1 1 2 2	Cmd Rifle team Observer Rifle team Truck BM-13 Katyusha (5+ crew) DShK AA MG on truck	110
Air Support p.155	5	Limited Air Support Il-2 Shturmovik	200

Red Bear (Revised) - Soviet Late-War - Platoon Count: 8

# ARSENAL

## TANK TEAMS

Name	Mobility	Front	Side	Top	Equipment and Notes
Weapon	Range	ROF	Anti-tank	Firepower	
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					
Mark II (Matilda II)	Slow Tank	7	6	2	Co-ax MG, Unreliable.
OQF 2 pdr gun	24"/60cm	3	7	4+	
T-34 obr 1942 with Cupola	Standard Tank	6	5	1	Co-ax MG, Hull MG, Fast tank, Wide-tracks, Cupola.
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, Cat killer.
ARMOURED CARS					
BA-64	Jeep	0	0	0	AA MG, Recce.
ROCKET LAUNCHERS					
BM-13-16 Katyusha (5+ crew)	Wheeled	-	-	-	Mobile Rocket Launcher, Each count as two weapons firing
BM-13-16 rocket launcher	64"/160cm	-	2	4+	
ANTI-AIRCRAFT MACHINE-GUNS					
DShK AA MG on truck	Wheeled	-	-	-	Anti-aircraft, Portee.
DShK AA gun	16"/40cm	4	4	5+	

## INFANTRY TEAMS

Team	Range	ROF	Anti-tank	Firepower	Notes
Flame-thrower team	4"/10cm	4	-	6+	Flame-thrower.
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
<b>TRUCKS</b>					
ZIS-5 3-ton, ZIS-6 4-ton, Dodge 3/4-ton, or Studebaker 2 1/2-ton truck	Wheeled	-	-	-	
<b>ARMOURED PERSONNEL CARRIERS</b>					
Captured Sd Kfz 251 half-track	Half-tracked	1	0	0	Hull MG.
M3A1 armoured transporter	Jeep	1	0	0	Passenger-fired AA 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

<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.



## 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.

### **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.

### **Light Armoured Car Platoon - p.108**

A Light Armoured Car Platoon is a Reconnaissance Platoon.

Light Armoured Car Platoons are not subject to the Centralised Control and Hen and Chicks special rule.

**Razvedki Platoon - p.108**

Razvedki Platoons are not subject to the Centralised Control and Hen and Chicks special rules.

You may replace up to one Rifle/MG or SMG team with a Flame-thrower team at the start of the game before deployment.

**Rota Razvedki HQ - p.107**

**Exploitation Force**

A Rota Razvedki Always Attacks (see page 257 of the rulebook).

The Battalion HQ of a Rota Razvedki is not subject to the Hen and Chicks rule.

A Battalion HQ that is mounted in Motorcycles uses the Motorcycle Reconnaissance rules on page 196 of the rulebook and are Reconnaissance teams while mounted.

**Tank Killer Company (Red Army) - 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.