

TANKOVY BATALON (RED ARMY)

FUNNY TO RUN ON ISU

CONFIDENT

TRAINED

TANK COMPANY

POINTS

1780

| PLATOON | QTY UNIT | | POINTS |
|---|------------------|--|--------|
| HEADQUARTERS | | | |
| Tankovy Batalon HQ (Red Army) p.9 | 1 1 | T-34 obr 1942 with Cupola Bed Spring Armour added | 55 |
| COMBAT COMPANIES | | | |
| Tankovy Company (Red Army) p.9 | 7 7 7 | T-34 obr 1942 Bed Spring Armour added SMG Tank Escort | 380 |
| Tankovy Company (Red Army) p.9 | 5 5 5 | T-34 obr 1942 Bed Spring Armour added SMG Tank Escort | 290 |
| WEAPONS COMPANIES | | | |
| Motorised Anti-tank Company (Red Army) p.15 | 1 4 4 | Cmd Rifle team 57mm ZIS-2 gun M2 or M3 half-tracks | 150 |
| SUPPORT COMPANIES | | | |
| Guards Heavy Assault Gun Company p.25 FEARLESS TRAINED | 3 | ISU-152 | 310 |
| Medium Assault Gun Company (Red Army) p.21 | 3 | SU-100 | 230 |
| Spetsnaz Platoon p.27 FEARLESS VETERAN | 1 1 2 1 | Cmd Panzerfaust SMG team Captured Sd Kfz 250 half-track SMG team Captured Sd Kfz 251 half-track | 110 |
| Razvedki Platoon p.16 FEARLESS TRAINED Player note: 1 none-faust SMG is always replaced by flamethrower | 1 2 2 3 | Cmd SMG team SMG team Panzerfaust SMG team M3A1 armoured transporter with .50 cal AA MG | 150 |
| Guards Rocket Mortar Battalion p.29 FEARLESS TRAINED | 1 1 1 2 | Cmd Rifle team Observer Rifle team Truck BM-31-12 Katyusha (5+ crew) | 105 |
| Desperate Measures - Soviet Late-War - Platoon Count: 8 | | | |

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 |
|---------------------------------|--------------------------|---------------------|--------------------------|-------------------------|---|
| MEDIUM TANKS | | | | | |
| T-34 obr 1942 | Standard Tank | 6 | 5 | 1 | Co-ax MG, Hull MG, Fast tank, Limited vision, Wide-tracks. |
| <i>76mm F-34 gun</i> | <i>32"/80cm</i> | <i>2</i> | <i>9</i> | <i>3+</i> | |
| T-34 obr 1942 with Cupola | Standard Tank | 6 | 5 | 1 | Co-ax MG, Hull MG, Fast tank, Wide-tracks, Cupola. |
| <i>76mm F-34 gun</i> | <i>32"/80cm</i> | <i>2</i> | <i>9</i> | <i>3+</i> | |
| ASSAULT-GUNS | | | | | |
| ISU-152 | Slow Tank | 9 | 7 | 2 | . |
| <i>152mm ML-20S gun</i> | <i>32"/80cm</i> | <i>1</i> | <i>13</i> | <i>1+</i> | <i>Bunker Buster, Hull mounted, Volley fire.</i> |
| SU-100 | Slow tank | 9 | 5 | 1 | Overloaded. |
| <i>100mm D-10S gun</i> | <i>40"/100cm</i> | <i>1</i> | <i>16</i> | <i>2+</i> | <i>Hull mounted, Cat killer.</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> |

GUN TEAMS

| Weapon | Mobility | Range | ROF | Anti-tank | Firepower | Notes |
|----------------|----------|----------|-----|-----------|-----------|--------------------------|
| 57mm ZIS-2 gun | Medium | 32"/80cm | 3 | 11 | 4+ | Gun shield, Volley fire. |

INFANTRY TEAMS

| Team | Range | ROF | Anti-tank | Firepower | Notes |
|--------------------|----------|-----|-----------|-----------|--|
| Flame-thrower team | 4"/10cm | 4 | - | 6+ | Flame-thrower. |
| Panzerfaust | 4"/10cm | 1 | 12 | 5+ | Tank Assault 6. Cannot shoot in the Shooting Step if moved in the Movement Step. |
| 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 | | | | | |
| 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 | Hull MG. |
| Captured Sd Kfz 251 half-track | Half-tracked | 1 | 0 | 0 | Hull MG. |
| M2 or M3 half-tracks | Half-tracked | 1 | 0 | 0 | Optional Passenger-fired .50 cal AA MG. |
| M3A1 armoured transporter with .50 cal AA MG | Jeep | 1 | 0 | 0 | 50 cal AA MG. |

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. |

SPECIAL RULES

Guards Heavy Assault Gun Company - p.25

Guards

A Guards Heavy Assault Gun Company is not affected by the Hen and Chicks special rule.

A Guards Heavy Assault Gun Company is rated **Fearless Trained**.

Guards Rocket Mortar Battalion - p.29

A Guards Rocket Mortar Battalion is rated **Fearless Trained**.

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.

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 Bombardments.

If a battalion with a 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.

Medium Assault Gun Company (Red Army) - p.21

Assault guns from a Medium Assault Gun Company do not use the Volley Fire special rule. Instead, assault guns from a Medium Assault Gun Company 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.

Razvedki Platoon - p.16

A Razvedki Platoon is rated **Fearless Trained**.

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.

Spetsnaz Platoon - p.27

A Spetsnaz Platoon is a Reconnaissance Platoon. A Spetsnaz Platoon is an exception to the Centralised Control doctrine. They operate as a normal platoon.

A Spetsnaz Platoon is an Infiltration Platoon. They may Infiltrate a Tankovy Company, a Tank-rider Company, or a Motostrelkovy Company. See the Infiltration rules on page 250 in the rulebook.

A Spetsnaz Platoon is rated **Fearless Veteran**.

Tankovy Batalon HQ (Red Army) - p.9

Bed Spring Armour

If a tank protected by Bed Spring Armour fails an Armour Save against a weapon with a Firepower of 5+ or 6 hitting its Side armour, roll a special 4+ Bed Spring Armour save:

- If the save is successful the Bed Spring Armour protects the tank from the side shot.
- If the save is not successful the shot penetrated the Side armour as normal.

A Tankovy Batalon must contain at least one Tankovy Company equipped with the same type of tank as the Tankovy Batalon HQ.

PICK LIST

Soviet

- 4 57mm ZIS-2 gun
- 13 Bed Spring Armour added
- 2 BM-31-12 Katyusha (5+ crew)
- 1 Captured Sd Kfz 250 half-track
- 1 Captured Sd Kfz 251 half-track
- 1 Cmd Panzerfaust SMG team
- 2 Cmd Rifle team
- 1 Cmd SMG team
- 3 ISU-152
- 4 M2 or M3 half-tracks
- 3 M3A1 armoured transporter with .50 cal AA MG
- 1 Observer Rifle team
- 2 Panzerfaust SMG team
- 12 SMG Tank Escort
- 4 SMG team
- 3 SU-100
- 12 T-34 obr 1942
- 1 T-34 obr 1942 with Cupola
- 1 Truck