

TANKOVY BATALON (RED ARMY)

TANK BATTALION

CONFIDENT CONSCRIPT

TANK COMPANY

POINTS 1550

PLATOON	QTY UNIT		POINTS
HEADQUARTERS			
Tankovy Batalon HQ (Red Army) p.57	1	T-34 obr 1940	215
COMBAT COMPANIES			
Tankovy Company (Red Army) p.57	2	T-34 obr 1941	600
Tankovy Company (Red Army) p.57	2	T-34 obr 1940	430
DIVISIONAL SUPPORT COMPANIES			
Motostrelkovy Company p.65	1	Cmd Komissar team	175
	18	Rifle team	
Guards Rocket Mortar Battalion p.82 FEARLESS TRAINED	1	Cmd Komissar team	130
	1	Observer Rifle team	
	1	Truck	
	4	BM-13 Katyusha (5+ crew)	
Barbarossa - Soviet Early-War			

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 1941	Standard Tank	6	5	1	Co-ax MG, Hull MG, Fast tank, Limited vision, Unreliable, Wide-tracks.
<i>76mm F-34 gun</i>	<i>32"/80cm</i>	<i>2</i>	<i>9</i>	<i>3+</i>	
T-34 obr 1940	Standard Tank	6	5	1	Co-ax MG, Hull MG, Fast tank, Limited vision, Unreliable, Wide-tracks.
<i>76mm L-11 gun</i>	<i>24"/60cm</i>	<i>2</i>	<i>8</i>	<i>3+</i>	
ROCKET LAUNCHERS					
BM-13 Katyusha (5+ crew)	Wheeled	-	-	-	Mobile Rocket Launcher, Count as two weapons firing.
<i>BM-13-16 rocket launcher</i>	<i>64"/160cm</i>	<i>-</i>	<i>2</i>	<i>4+</i>	<i>Concentrated fire, Rocket launcher.</i>

INFANTRY TEAMS

Team	Range	ROF	Anti-tank	Firepower	Notes
Komissar team	4"/10cm	1	1	6+	
Rifle team	16"/40cm	1	2	6+	

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	-	-	-	

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

Guards Rocket Mortar Battalion - p.82

A Guards Rocket Mortar Battalion that fired may take a Skill Test in the Assault Step:

- 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.

Each BM-8 Katyusha rocket launcher counts as two weapons when firing an Artillery Bombardment. If they have loading crews, they count as four weapons when firing an Artillery Bombardment instead.

If a Bombarding Guards Rocket Mortar Battalion counts as having 21 to 34 rocket launchers firing, they can make a fourth attempt to Range In.

If a Bombarding Guards Rocket Mortar Battalion counts as having 35 or more rocket launchers firing, they can make fourth and fifth attempts to Range In.

They do not suffer a To Hit penalty if they Ranged In on their fourth or fifth attempt.

Tankovy Batalon HQ (Red Army) - p.57

A Command Komissar team is both a Command team and a Komissar team and follows all the rules for both.

A Company Command Komissar team is both a Company Command team and a Battalion Komissar team and follows all the rules for both. So a Company Command Komissar team may re-roll a Motivation test first as a Company Command team before attempting a re-roll as a Battalion Komissar team.

If a Company Command Komissar or 2iC Command team appoints a new command team, the appointed team is a Command Rifle team, rather than a Command Komissar Team.

A Company Command team or Battalion Komissar Company Command team must be within Command Distance of the Platoon Command team of the Platoon (Soviet Company) it has joined in order to re-roll failed Motivation Tests using the Command Leadership rule on page 69 of the rulebook.

A Soviet Tankovy Batalon or Inomarochnikiy Tankovy Batalon uses the Always Attack special rule on page 257 of the rulebook.

A Turret-front MG has an all-round Field of Fire, but cannot fire at the same time as the vehicle's Main Gun.

A Turret-rear MG may not shoot, it is purely defensive.

In assault combat, if a hit from an Infantry or Gun team is allocated to a Tank team armed with a Turret-rear MG, the team that scored the hit must take another Skill Test.

- If they pass the second Skill Test, the assaulting team gets past the machine-gun to hit the tank and the tank must take an Armour Save as normal.
- If they fail the second Skill Test, the machine-gunner managed to keep the infantry at bay and protect the tank, and the assaulting team fails to score a hit.

Bailed Out Tank teams do not benefit from their Turret-rear MG.

Guns and machine-guns mounted in Deck Turrets have an all-round Field of Fire, except where their rotation is blocked by the vehicle's superstructure. Ignore the facing of Deck Turrets when determining if a shot hits the Front or Side armour (see page 98 of the rulebook).