

TANKOVY BATALON (RED ARMY)

SAJANET SEGUNDA FASE

CONFIDENT

TRAINED

TANK COMPANY

POINTS

1500

PLATOON	QTY	UNIT	POINTS
HEADQUARTERS			
Tankovy Batalon HQ (Red Army) p.9	1	T-34 obr 1942	45
COMBAT COMPANIES			
Tankovy Company (Red Army) p.9	8	T-34 obr 1942	300
Tankovy Company (Red Army) p.9	8	T-34/85 obr 1944	495
SUPPORT COMPANIES			
Medium Assault Gun Company (Red Army) p.21	3	SU-100	230
Spetsnaz Platoon p.27 FEARLESS VETERAN	1	Cmd SMG team	100
	1	Captured Sd Kfz 250 half-track	
	2	SMG team	
	1	Captured Sd Kfz 251 half-track	
Razvedki Platoon p.16 FEARLESS TRAINED	1	Cmd Rifle/MG team	235
	5	Rifle/MG team	
	3	Panzerfaust SMG team	
	5	M3A1 armoured transporter	
Heavy Mortar Company (Red Army) p.18	1	Cmd Rifle team	95
	4	120-PM-38 mortar	

Desperate Measures - Soviet Late-War - Platoon Count: 6

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>	
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-34/85 obr 1944	Standard Tank	7	5	1	Co-ax MG, Hull MG.
<i>85mm ZIS-53 gun</i>	<i>32"/80cm</i>	<i>2</i>	<i>12</i>	<i>3+</i>	
ASSAULT-GUNS					
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>

GUN TEAMS

Weapon	Mobility	Range	ROF	Anti-tank	Firepower	Notes
120-PM-38 mortar	Light	56"/140cm	-	3	3+	

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+	
Rifle/MG team	16"/40cm	2	2	6+	
SMG team	4"/10cm	3	1	6+	Full ROF when moving.

TRANSPORT TEAMS

Vehicle	Mobility	Front	Side	Top	Equipment and Notes
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.
M3A1 armoured transporter	Jeep	1	0	0	AA MG.

VEHICLE MACHINE-GUNS

Weapon	Range	ROF	Anti-tank	Firepower	
Vehicle MG	16"/40cm	3	2	6	ROF 1 if other weapons fire.

SPECIAL RULES

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.