



# SREDNIY TANKOVY BATALON





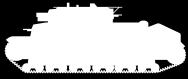
# SREDNIY TANKOVY BATALON

MEDIUM TANK BATTALION

(TANK COMPANY)

HEADQUARTERS

HEADQUARTERS



6

You must field one company or platoon from each box shaded black and may field one company or platoon from each box shaded grey.

COMBAT PLATOONS

ARMOUR



6

ARMOUR



6

ARMOUR



6

7

DIVISIONAL SUPPORT PLATOONS

ARMOUR



7

8

ANTI-AIRCRAFT



8

ARTILLERY



8

INFANTRY



9

10

10

11

ARTILLERY



12

ARTILLERY



13

ARMOUR AND ARTILLERY



14

14

15

15

16

AIRCRAFT



16



# SOVIET SPECIAL RULES

Soviet forces use the Soviet National Special rules on pages 249 to 252 of the rulebook, and the following additional special rules.

## INFANTRY

### WAVE ATTACKS

The one thing the Soviet Union had in 1939 was a seemingly inexhaustible reserve of manpower. New divisions were being created all the time. These new formations lacked training, but had a willingness to fight and die for the Soviet Worker's Paradise.

*Strelkovy Companies can undertake Wave Attacks in which new companies replace the existing ones as they are destroyed.*

*In the Starting Step after a Strelkovy Company is Destroyed, but before Company Morale Checks, roll a die.*

- On a score of 4+ the Strelkovy Company will Wave Attack and is replaced with a new Strelkovy Company from the next wave.
- On a lesser roll, the company is not replaced and is permanently Destroyed and cannot roll again.

*You do not need to wait for a Strelkovy Company to be Destroyed. In your Starting Step, immediately before taking Company Morale Checks, you may elect to Destroy any or all Strelkovy Companies that are below half strength. You may immediately roll to bring the Destroyed Strelkovy Companies on again as the next wave.*

*The new Strelkovy Company starts at the original strength of the Destroyed Strelkovy Company. Only teams that are actually part of the Strelkovy Company return in the new Strelkovy Company. All Attachments, Warriors, and Independent Teams Destroyed with the Strelkovy Company are permanently lost and do not return.*

*Whenever a Platoon Command team from a Strelkovy Company is Destroyed, mark the location where it was Destroyed.*

*Place the new Strelkovy Company anywhere on the table such that it is In Command and closer to your closest Deployment Area than the location where the Platoon Command team was Destroyed. If you do not have a Deployment Area, use the closest table edge that your Reserves arrive from instead.*

*No team in the new Strelkovy Company may be placed within 12"/30cm of an enemy team or within 16"/40cm of an enemy Recce team. Any teams that cannot be placed are removed from the platoon, but are not Destroyed. Ignore enemy Independent teams, Warrior teams and any teams that Moved at the Double when placing the new Strelkovy Company. Such teams do not limit the placing of the new Strelkovy Company's teams at all.*

*Treat the new Strelkovy Company as a totally new platoon. The old Strelkovy Company still counts as being Destroyed for Company Morale Checks. If a Strelkovy Company is Destroyed multiple times, it counts as multiple platoons being Destroyed.*

*A Strelkovy Company only counts as Destroyed for calculating Victory Points once it has failed a roll to Wave Attack.*

*In a Mission with the Strategic Withdrawal mission special rule a Strelkovy Company Destroyed during a withdrawal cannot be replaced using the Wave Attacks special rule.*

### WAVE ATTACKS DIAGRAM





## COMMAND

### DUAL COMMAND

In 1939, Soviet units had dual command in which a unit's political komissar oversaw the military officer. In light of the purges, officers usually deferred to the opinion of the Komissar (who as a civilian lacked military experience).

*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.*

### CLOSE SUPERVISION

With Komissars interfering at every level of command, officers rely on direct contact to get their orders carried out.

*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.*

### OFFENSIVE DOCTRINE

Soviet tank doctrine was based around them being the aggressor in any future war. Soviet tank forces had no defensive methods or plan to fall back on.

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

## TANKS

### DECK TURRETS

In the 1930's a number of designers envisioned tanks as battleships on land. Covered in guns mounted in deck turrets placed on the top deck of the tank, they would steam forward into enemy formations to wreak serious havoc.

*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).*

### TURRET-FRONT MG

A turret-front MG is mounted beside the main gun, but unlike a co-ax MG the gunner must shift positions in the tank to operate it.

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

### TURRET-REAR MG

While not very practical for long-range shooting, a machine-gun mounted in the back of the turret is perfect for discouraging boarders in an assault.

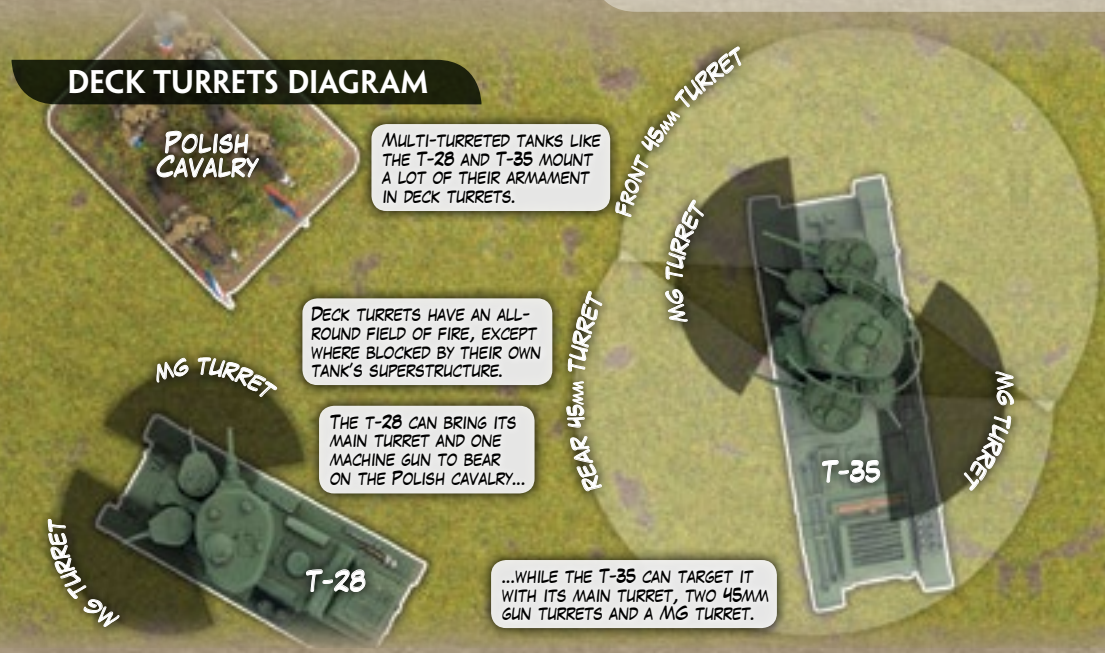
*A Turret-rear MG may not shoot, it is purely defensive.*

*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.*

### DECK TURRETS DIAGRAM





## LAND BATTLESHIPS

T-35 tanks were designed to drive deep into enemy defences, fighting an independent battle to knock out enemy artillery and headquarters.

*Land Battleships like the T-35 use the Multiple Weapons, Shooting at Land Battleships, and Land Battleships Fight On special rules below.*

### MULTIPLE WEAPONS

The T-35 land battleship has five turrets. While powerful, this is not always useful, as the gunners rely on the commander to give them targets and he can only do one thing at a time!

*Land Battleships may fire all main guns and machine-guns at the same time, at either the same platoon or different enemy platoons. You may choose which main gun or machine-gun fires at its normal ROF. All other weapons have ROF 1.*

*Remember, if a tank moves the ROF of its main guns (but not machine-guns) drops to 1, or if already ROF 1, adds +1 to the score needed to hit. As Soviet tanks they must also add +1 to the score needed to hit with main guns when they move due to the Hen and Chicks special rule.*

### SHOOTING AT LAND BATTLESHIPS

Land battleships can withstand a lot of punishment and still keep fighting.

*If a Land Battleship that is not Bugged Down becomes Bailed Out, it becomes Bugged Down instead. While Bugged Down, it cannot move, but can still shoot, and if assaulted, it can fight.*

*If a Land Battleship that is Bugged Down becomes Bailed Out, it becomes Bailed Out as well as Bugged Down. Any further Bailed Out results then trigger the Bailed Out a Second Time rule on page 102 of the rulebook as usual.*

*If a Land Battleship that is not Bugged Down is Destroyed by shooting, artillery bombardment, or air attack, the shooting team immediately takes a second Firepower Test:*

- *If it passes, the Land Battleship is Destroyed outright.*
- *Otherwise, it is Bugged Down rather than Destroyed.*

*If a Land Battleship that is Bugged Down is Destroyed, it is Destroyed outright with no further tests.*

*If a Land Battleship needs to take multiple saves from an enemy platoon's shooting, take each save in turn, applying the result before taking the next save.*

### LAND BATTLESHIPS FIGHT ON

With the crew distributed between different compartments, with little communication between them, the gunners often have little idea why the tank stopped, fighting on regardless.

*A Land Battleship that is Bailed Out cannot shoot or fight in assaults, but can still move.*

*A Land Battleship that is Bugged Down cannot move, but can still shoot, and if assaulted, fight. If the platoon moves, it ignores tanks that are Bugged Down for the Stay Together and Hen and Chicks rules on pages 67 and 252 of the rulebook.*

*Hits must be allocated to Land Battleships that are Bugged Down, but not Bailed Out and therefore able to shoot, before other teams that are Bailed Out and unable to shoot.*

*In Assaults, a Land Battleship that has been Bugged Down, but not Bailed Out, is not ignored for Tank Terror, prevents the Assaulting Platoon from Winning if within 4"/10cm, and is counted as still operational for Platoon Morale Checks.*

*If a Land Battleship is Bugged Down and Bailed Out, it rolls to Remount and to Free itself separately in the Starting Step. This can result in a Land Battleship that can move but not shoot because it is Bailed Out, but not Bugged Down.*

### LAND BATTLESHIPS DIAGRAM





### MOTIVATION AND SKILL

The enemy has invaded and must be stopped! A Sredniy Tankovy Batalon is rated as **Confident Conscript**.

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

RED ARMY

RELUCTANT	CONSCRIPT
CONFIDENT	TRAINED
FEARLESS	VETERAN

## HEADQUARTERS

### SREDNIY TANKOVY BATALON HQ

#### HEADQUARTERS

T-28 obr 1933	60 points
T-28 obr 1938	105 points
T-28E	110 points

#### OPTION

- Arm T-28 obr 1938 or T-28E tanks with AA MG for +5 points.



## COMBAT COMPANIES

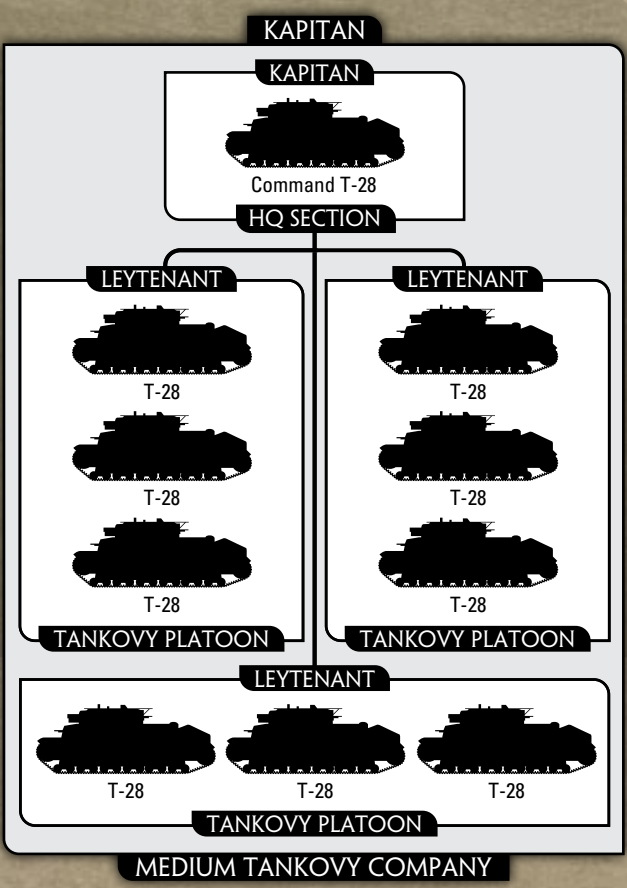
### MEDIUM TANKOVY COMPANY

#### COMPANY

10 T-28 obr 1933	810 points
9 T-28 obr 1933	680 points
8 T-28 obr 1933	570 points
7 T-28 obr 1933	465 points
6 T-28 obr 1933	370 points
5 T-28 obr 1933	290 points
4 T-28 obr 1933	235 points

#### OPTIONS

- Replace any or all T-28 obr 1933 tanks with T-28 obr 1938 tanks for +45 points per tank
- Replace up to half T-28 obr 1933 tanks with T-28E tanks for +50 points per tank.
- Arm any or all T-28 obr 1938 or T-28E tanks with AA MG for +5 points per tank.



The Medium Tankovy Companies are armed with the T-28 medium tank. Though replaced in production by the new T-34 and KV tanks, the Red Army still has stocks of these tanks in 1941. Most Mechanised Corps still have a few companies of them in their arsenals.



## TANKOVY COMPANY

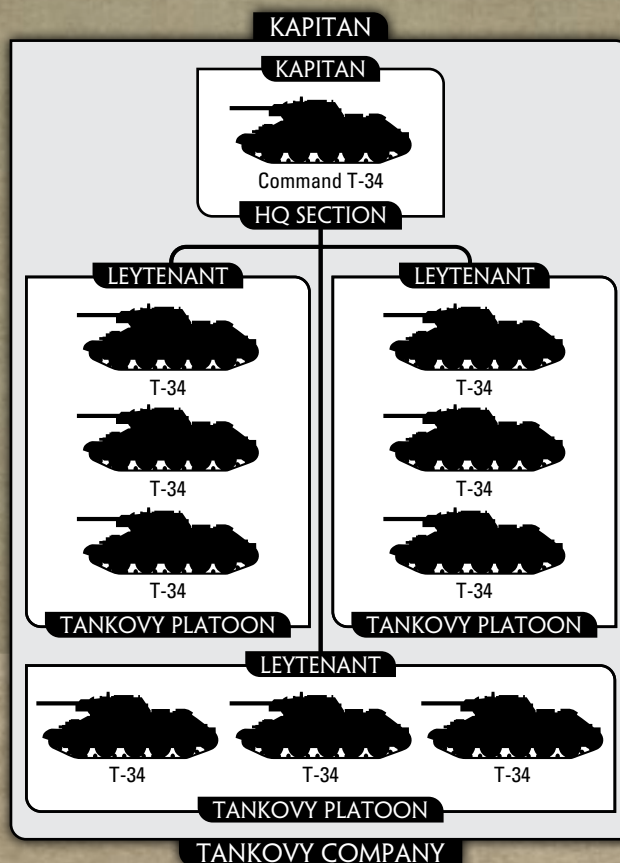
### COMPANY

10 T-34 obr 1940	2830 points
9 T-34 obr 1940	2410 points
8 T-34 obr 1940	2025 points
7 T-34 obr 1940	1675 points
6 T-34 obr 1940	1360 points
5 T-34 obr 1940	1075 points
4 T-34 obr 1940	860 points
3 T-34 obr 1940	645 points
2 T-34 obr 1940	430 points

### OPTIONS

- Replace any or all T-34 obr 1940 tanks with T-34 obr 1941 tanks for +85 points per tank.
- Replace up to three T-34 obr 1940 tanks with T-34/57 obr 1941 tanks for +105 points per tank.

The new T-34 tanks were issued to a number of Tank Divisions in the Mechanised Corps and the Germans began to run into them within the first few days of the invasion. The T-34 caused the Germans to often avoid direct engagement with this well-armoured tank and powerful 76mm gun.



## WEAPONS COMPANIES

### FLAME-TANK COMPANY

#### COMPANY

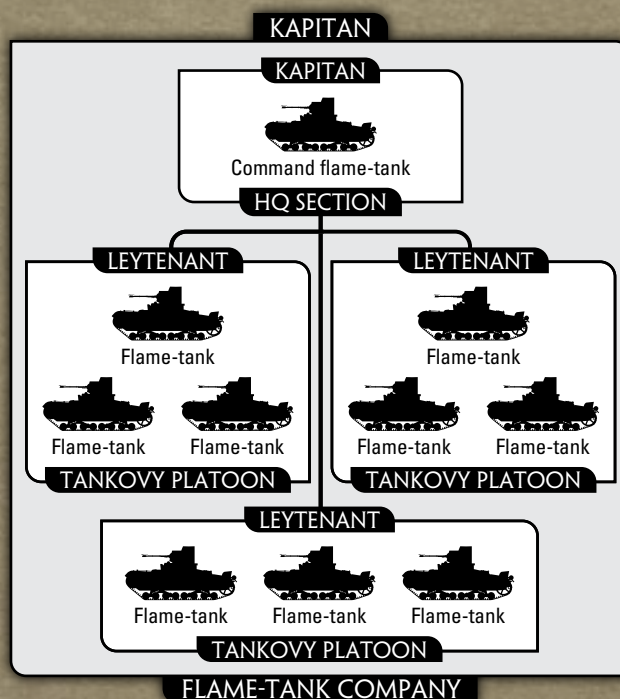
10 KhT-26	255 points
9 KhT-26	220 points
8 KhT-26	190 points
7 KhT-26	160 points
6 KhT-26	130 points
5 KhT-26	105 points

- Replace up to half KhT-26 with KhT-130 for +5 points per tank.

10 KhT-130	305 points
9 KhT-130	265 points
8 KhT-130	230 points
7 KhT-130	195 points
6 KhT-130	160 points
5 KhT-130	125 points

#### OPTION

- Add Turret-rear MG to any or all KhT-130 tanks for +5 points per tank.



The chemical or flame-tanks are used to clear the enemy out of trenches and bunkers, where a quick burst of liquid fire is sure to send even the most determined defender running.

Two types of flame-tanks were used by the Red Army in 1941, both based on the T-26 light tank.

The KhT-26 (KhT = Khimicheskiy Tank, or Chemical Tank) was based on the twin turret T-26 obr 1932, which removed one turret and mounted the flame-thrower in the remaining turret. The second model used was the KhT-130, which was based on the T-26 obr 1933 and mounted the flame-thrower in its larger turret.

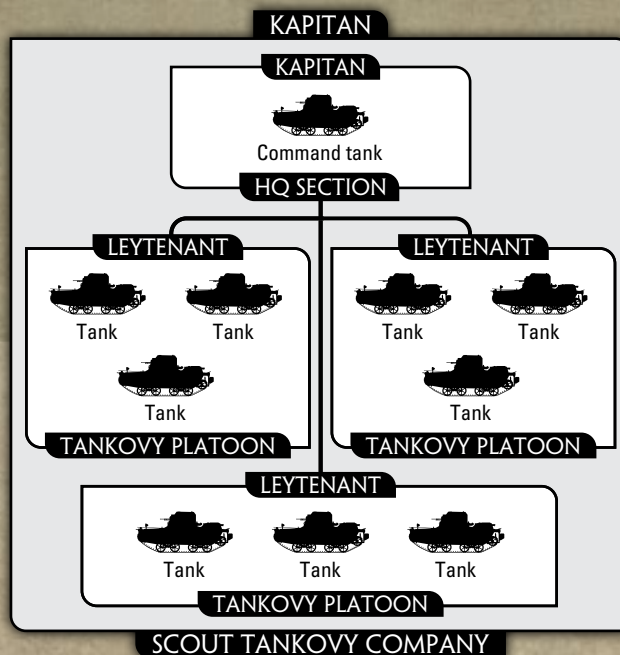


## SCOUT TANKOVY COMPANY

### COMPANY

10 T-38	225 points
9 T-38	195 points
8 T-38	165 points
7 T-38	140 points
6 T-38	115 points
5 T-38	90 points

The little T-38 amphibious light tank was used by the Red Army as a scout tank. However, this was scouting in the Soviet manner. The scout tanks would go forward and engage the enemy, if the enemy was weak they would continue to advance. If the enemy was strong, their destruction and the sounds of battle would alert the Soviet commanders to the strength of the enemy in that sector.

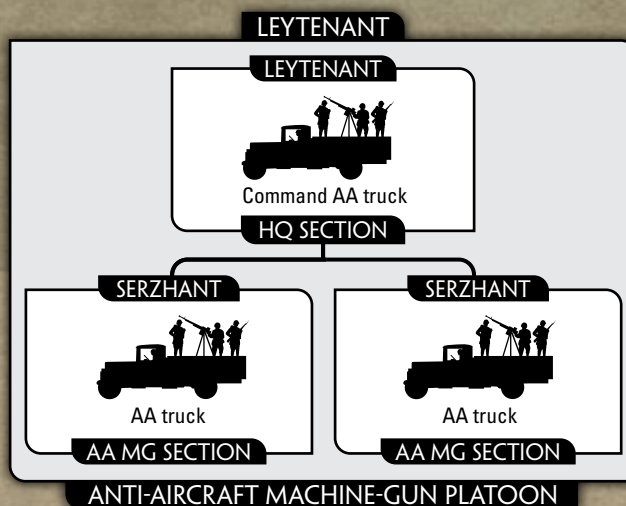


## ANTI-AIRCRAFT MACHINE-GUN PLATOON

### PLATOON

3 Quad Maksim AA on truck	55 points
3 DShK on truck	55 points

For anti-aircraft protection the Red Army uses truck mounted machine-guns. The trucks give them mobility to keep pace with rapid advances, while on the defensive they can be dismounted and dug-in with the riflemen.



## SELF-PROPELLED GUN BATTERY

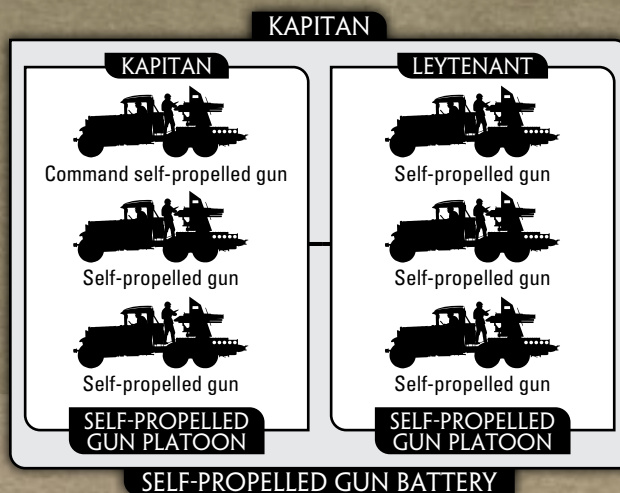
### PLATOONS

6 SU-12	105 points
3 SU-12	55 points
6 BT-7A	160 points
3 BT-7A	80 points

### OPTION

- Arm BT-7A tanks with AA MG for +5 points per tank.

*The BT-7A tank and SU-12 self-propelled gun are assault guns and use the Volley Fire special rule on page 250 of the rulebook.*



For added firepower against enemy infantry, Red Army tank units often had a battery of self-propelled guns attached. The 76mm gun of the truck mounted SU-12 or the BT-7A artillery tank provided the ideal firepower for digging out entrenched infantry and guns.



# CORPS SUPPORT

## MOTIVATION AND SKILL

The bulk of the Red Army is made up of conscripts with a short period of training. Corps Support Platoons are rated as **Confident Conscript**, unless otherwise noted.

RELUCTANT	CONSCRIPT
CONFIDENT	TRAINED
FEARLESS	VETERAN

## MOTOSTRELKOVOY COMPANY

### COMPANY

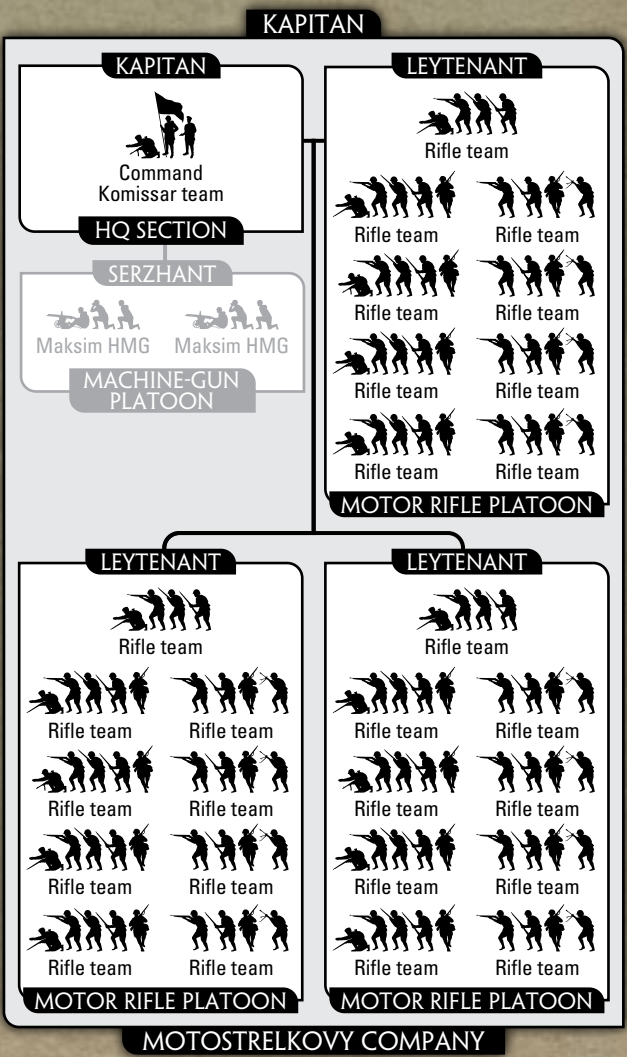
HQ Section with:

3 Motor Rifle Platoons	260 points
2 Motor Rifle Platoons	175 points
Add 2 Maksim HMG teams	+40 points
Add 1 Maksim HMG team	+20 points

The Motostrelkovy Company is versatile; it can either attack alongside the tanks, or it can hold a position and cover their flanks. With their rifles and heavy machine-guns they can stop even the most determined enemy assaults, pumping out enough firepower to halt the advance and leave the enemy exposed and vulnerable to the Red Army tanks.

On attack manpower is not a problem and they can easily absorb any casualties the enemy may inflict during an assault. They will strike back with sheer weight of numbers to ensure the success of their attack. With their Komissar leading them into battle their morale is sure to hold as they sweep across the battlefield clearing all before them!

They fight alongside fast, light and heavy tanks and have the support of artillery, sappers and anti-aircraft guns. Each battalion also has its own platoon of 45mm obr 1937 anti-tank guns to defend against enemy tanks.



MOTOSTRELKOVOY COMPANY



## SAPPER COMPANY

### COMPANY

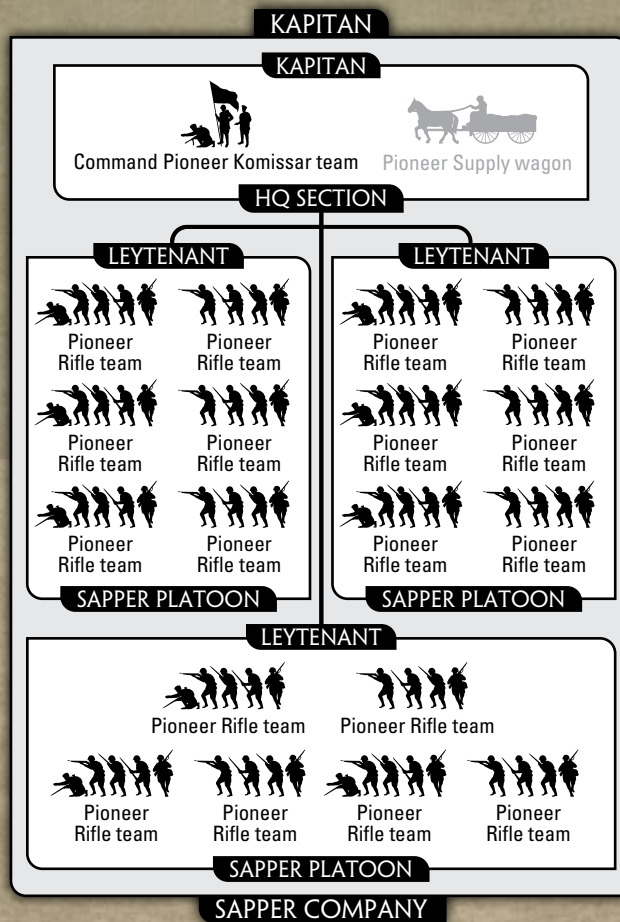
HQ Section with:

3 Sapper Platoons	235 points
2 Sapper Platoons	160 points
1 Sapper Platoon	85 points

### OPTIONS

- Add Pioneer Supply horse-drawn wagon for +20 points
- Downgrade Pioneer Rifle teams to unarmed Pioneer teams for -50 points per platoon.

Like the riflemen, the sappers get their tasks done with the minimum of fuss or complaint. These dedicated specialists clear minefields, dig fortifications, and assault enemy strongpoints. They can also lay down wire and mines to help strengthen the riflemen's defence.



## ANTI-AIRCRAFT COMPANY

### COMPANY

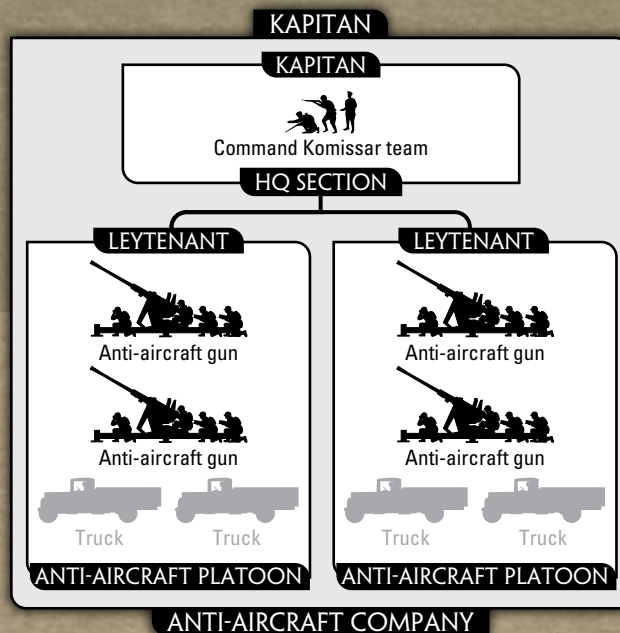
HQ Section with:

4 37mm obr 1939	140 points
2 37mm obr 1939	70 points

### OPTION

- Add trucks for +5 points for the company

Though limited in number the men and women of the Anti-aircraft Companies work hard to hold off enemy attacks. They guard the command, artillery and supply echelons, protecting them from the roaming enemy ground-attack aircraft.





## TANK DESTRUCTION COMPANY

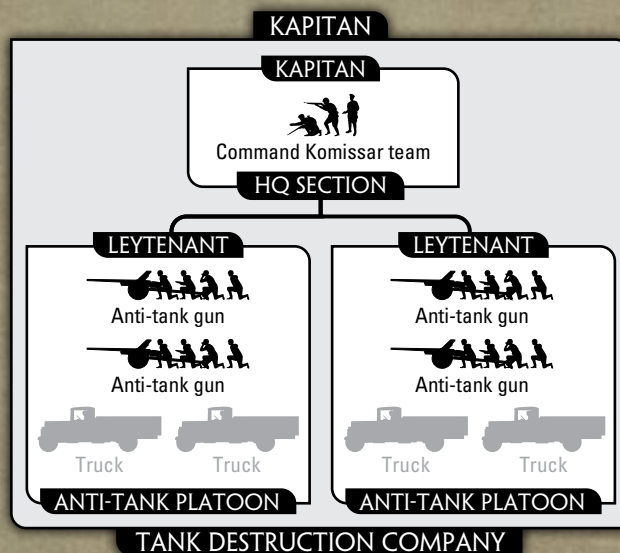
### COMPANY

HQ Section with:

4 85mm obr 1939	490 points
2 85mm obr 1939	245 points
4 76mm obr 1936 anti-tank	370 points
2 76mm obr 1936 anti-tank	185 points
4 57mm ZIS-2	450 points
2 57mm ZIS-2	230 points
4 45mm obr 1937	155 points
2 45mm obr 1937	80 points

### OPTION

- Add trucks for +5 points for the company



*A Tank Destruction Company is rated as Fearless Conscript.*

RELUCTANT	CONSCRIPT
CONFIDENT	TRAINED
FEARLESS	VETERAN

Toward the end of 1941 the Red Army began to form special anti-tank tank brigades armed with a variety of guns. As the

Germans approached Moscow these brigades were pressed into action to halt the assault. As well as the light 45mm anti-tank guns, which in themselves are deadly against most enemy tanks, the Red Army pushed 76mm field guns and 85mm anti-aircraft gun into action. For use against more heavily armoured tanks the new 57mm ZIS-2 anti-tank gun has been designed. This new weapon has excellent range and can penetrate the armour of any enemy tank.



## MOTORISED ARTILLERY BATTALION

### COMPANY

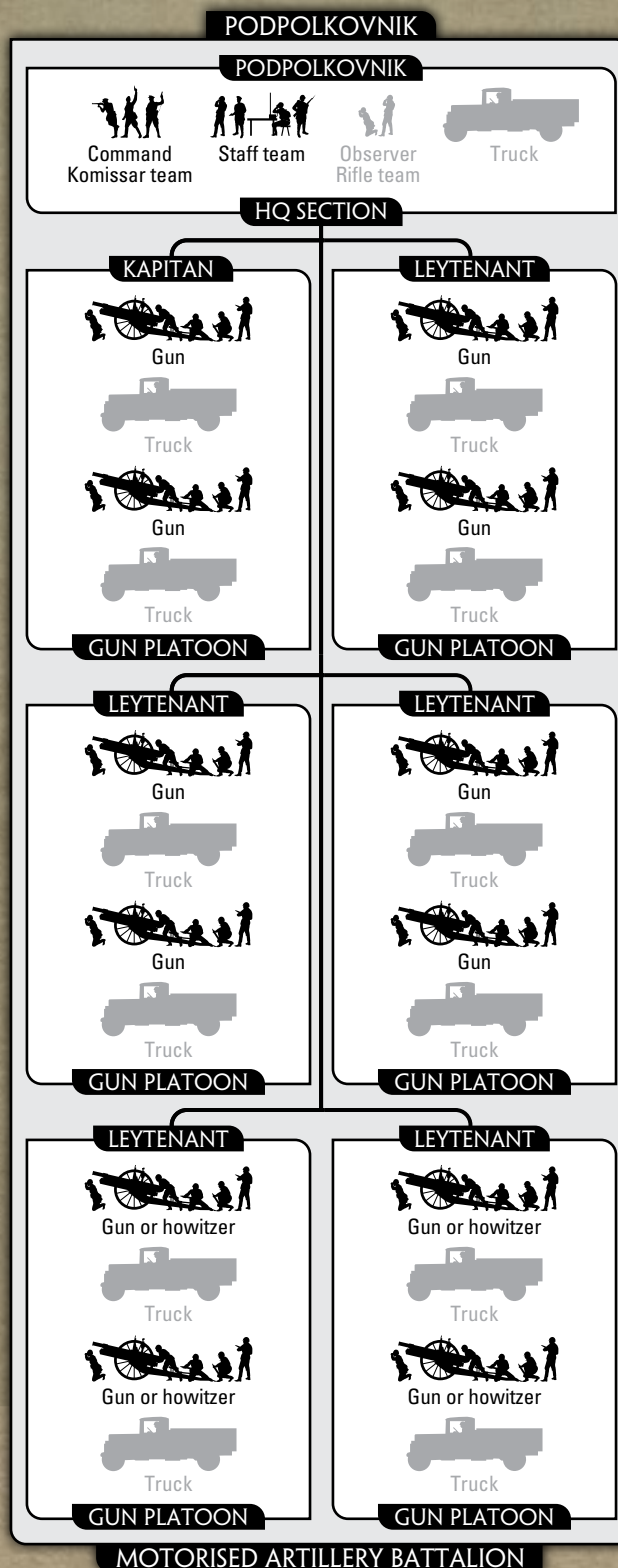
HQ Section with:

12 76mm obr 1902/30	520 points
8 76mm obr 1902/30	410 points
4 76mm obr 1902/30	235 points
8 76mm obr 1902/30 and 4 122mm obr 1910/30	510 points
4 76mm obr 1902/30 and 4 122mm obr 1910/30	355 points
4 122mm obr 1910/30	140 points
12 76mm obr 1936	740 points
8 76mm obr 1936	580 points
4 76mm obr 1936	330 points
8 76mm obr 1936 and 4 122mm obr 1910/30	680 points
4 76mm obr 1936 and 4 122mm obr 1910/30	450 points
8 76mm obr 1936 and 4 122mm obr 1938	705 points
4 76mm obr 1936 and 4 122mm obr 1938	475 points
4 122mm obr 1938	175 points
12 76mm obr 1939	620 points
8 76mm obr 1939	490 points
4 76mm obr 1939	275 points
8 76mm obr 1939 and 4 122mm obr 1938	570 points
4 76mm obr 1939 and 4 122mm obr 1938	405 points

### OPTIONS

- Add an Observer Rifle team for +15 points.
- Add ZIS-5 trucks for +5 points for the battalion.
- Replace ZIS-5 trucks in Gun Platoons equipped with 122mm obr 1938 howitzers with STZ-3 tractors at no cost.

*A Motorised Artillery Battalion may not be deployed in Ambush.*





## GUARDS ROCKET MORTAR BATTALION

### COMPANY

HQ Section and:

12 BM-13 Katyusha	190 points
8 BM-13 Katyusha	160 points
4 BM-13 Katyusha	95 points
2 BM-13 Katyusha	60 points
12 BM-8 Katyusha	190 points
8 BM-8 Katyusha	160 points
4 BM-8 Katyusha	95 points
2 BM-8 Katyusha	60 points

### OPTIONS

- Add Observer Rifle team for +15 points.
- Model BM-13 or BM-8 Katyusha rocket launchers with five or more crew and count each rocket launcher as two weapons when firing a bombardment for +5 points per rocket launcher.

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

RELUCTANT	CONSCRIPT
CONFIDENT	<b>TRAINED</b>
<b>FEARLESS</b>	VETERAN

### 36-RAIL LAUNCHER

The Soviet BM-8 Katyusha rocket launcher has 36 rails on each launcher (compared to the 10 to 16 other rocket launchers have), giving it much more firepower.

*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.*

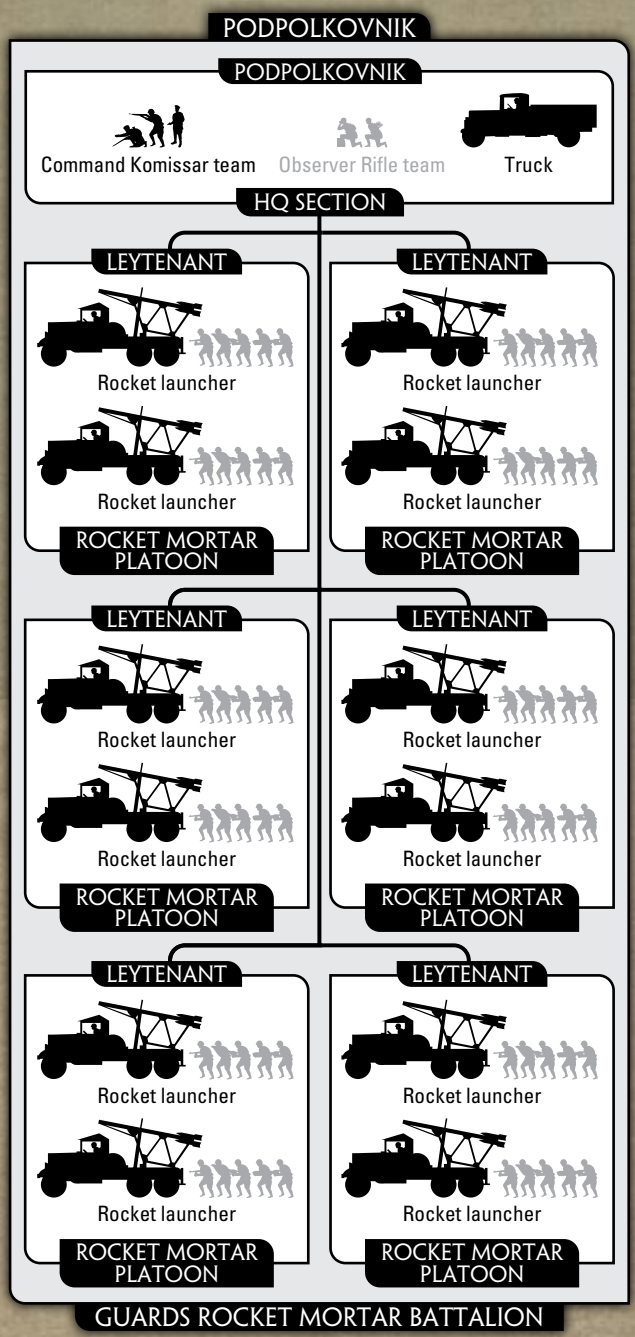
### CONCENTRATED FIRE

With the mass concentration of rockets delivered from the BM-8 Katyusha rocket launcher, the sheer number of 80mm rockets hitting an area the chances of hitting the desired target are dramatically increased.

*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.*



### MOBILE ROCKET LAUNCHERS

Guards Rocket Mortar Battalions use 'shoot n' scoot' tactics to move their truck mounted rocket launchers to avoid counter-battery fire.

*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.



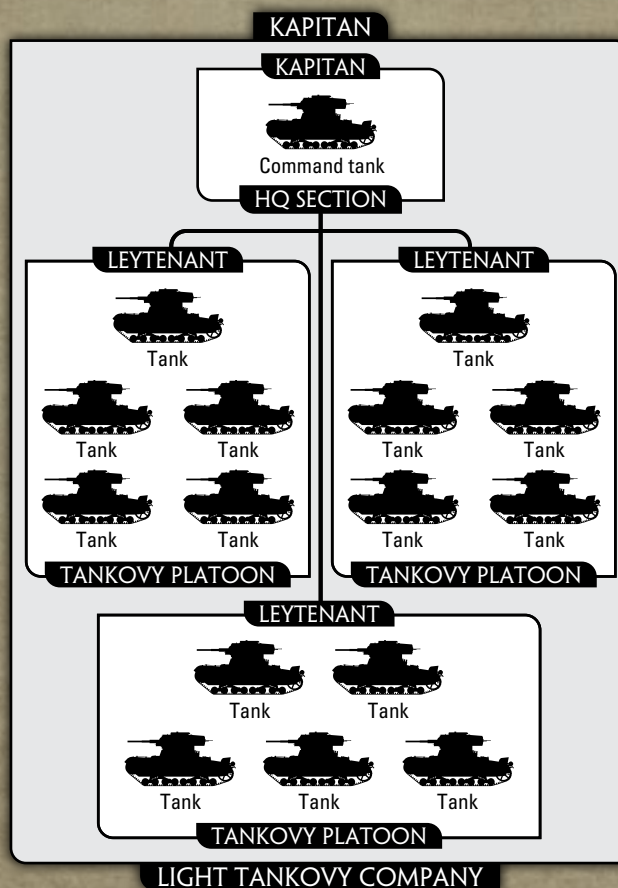
## LIGHT TANKOVY COMPANY

### COMPANY

16 T-26 obr 1933 or 1939	775 points
15 T-26 obr 1933 or 1939	700 points
14 T-26 obr 1933 or 1939	625 points
13 T-26 obr 1933 or 1939	560 points
12 T-26 obr 1933 or 1939	495 points
11 T-26 obr 1933 or 1939	440 points
10 T-26 obr 1933 or 1939	385 points
9 T-26 obr 1933 or 1939	335 points
8 T-26 obr 1933 or 1939	285 points
7 T-26 obr 1933 or 1939	250 points
6 T-26 obr 1933 or 1939	215 points
5 T-26 obr 1933 or 1939	180 points

### OPTIONS

- Either replace up to half T-26 obr 1933 or 1939 tanks with T-26E tanks for +10 points per tank or replace up to half T-26 obr 1933 or 1939 tanks with T-26 obr 1932 tanks for -10 points per tank.
- Arm any or all T-26 obr 1939 or T-26E tanks with AA MG for +5 points per tank.
- Add Turret-rear MG to any or all T-26 obr 1939 or T-26E tanks for +5 points per tank.



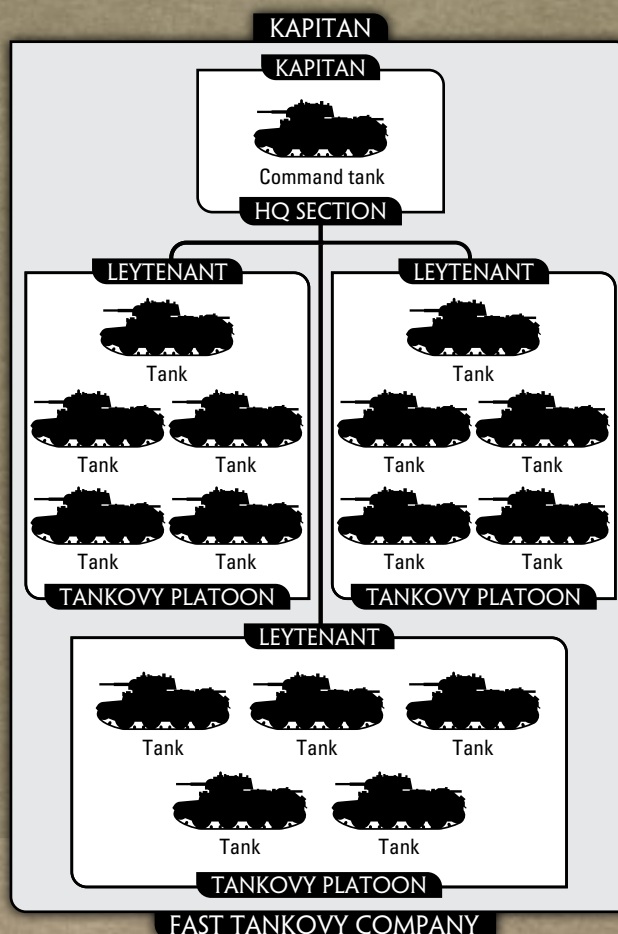
## FAST TANKOVY COMPANY

### COMPANY

16 BT-5	925 points
15 BT-5	830 points
14 BT-5	740 points
13 BT-5	655 points
12 BT-5	580 points
11 BT-5	510 points
10 BT-5	450 points
9 BT-5	385 points
8 BT-5	330 points
7 BT-5	290 points
6 BT-5	245 points
5 BT-5	205 points

### OPTIONS

- Replace any or all BT-5 tanks with BT-7 tanks for +5 points per tank.
- Arm any or all BT-7 tanks with AA MG for +5 points per tank.
- Add Turret-rear MG to any or all BT-7 tanks for +5 points per tank.



The BT fast tanks in particular have good speed that can be utilised by brave patriots to out manoeuvre the enemy and get behind hit flank to take advantage of their weak rear armour.



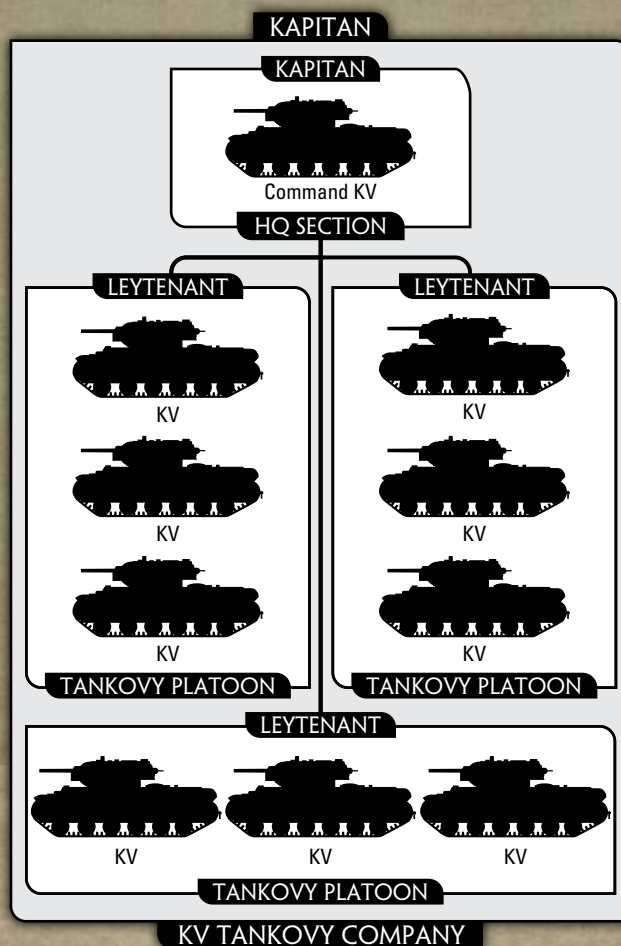
## KV TANKOVY COMPANY

### COMPANY

10 KV-1 obr 1940	3350 points
9 KV-1 obr 1940	2845 points
8 KV-1 obr 1940	2390 points
7 KV-1 obr 1940	1980 points
6 KV-1 obr 1940	1625 points
5 KV-1 obr 1940	1275 points
4 KV-1 obr 1940	1020 points
3 KV-1 obr 1940	765 points
2 KV-1 obr 1940	510 points
1 KV-1 obr 1940	255 points

### OPTION

- Replace any or all KV-1 obr 1940 tanks with KV-1 obr 1941 tanks for +100 points per tank.
- Replace any or all KV-1 obr 1940 tanks with KV-1e tanks for +110 points per tank.
- Replace any or all KV-1 obr 1939 tanks with KV-2 tanks at no cost.



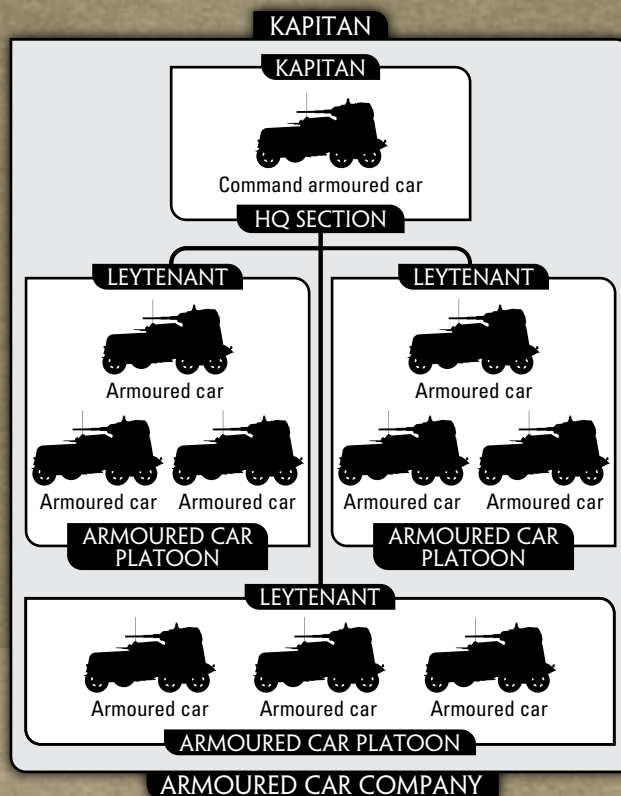
## ARMoured CAR COMPANY

### COMPANY

10 BA-6	460 points
9 BA-6	395 points
8 BA-6	340 points
7 BA-6	285 points
6 BA-6	235 points
5 BA-6	185 points

- Replace any or all BA-6 armoured cars with BA-10 armoured cars for +5 points per car.

10 BA-20	235 points
9 BA-20	205 points
8 BA-20	175 points
7 BA-20	145 points
6 BA-20	120 points
5 BA-20	95 points



Armoured cars are used in large numbers by the Red Army, usually as wheeled tanks. If they are used to do any scouting it is in the un-subtle Red Army method of simply driving until engaged by the enemy, with the sound of the fighting alerting the commander to the presence of an enemy unit.



## MOTORISED HEAVY ARTILLERY BATTALION

### COMPANY

HQ Section with:

12 107mm obr 1910/30	420 points
8 107mm obr 1910/30	330 points
4 107mm obr 1910/30	190 points
12 122mm obr 1910/30	310 points
8 122mm obr 1910/30	245 points
4 122mm obr 1910/30	140 points
12 122mm obr 1938	380 points
8 122mm obr 1938	300 points
4 122mm obr 1938	175 points
12 152mm obr 1910/30	485 points
8 152mm obr 1910/30	380 points
4 152mm obr 1910/30	220 points
12 152mm obr 1931	835 points
8 152mm obr 1931	655 points
4 152mm obr 1931	375 points

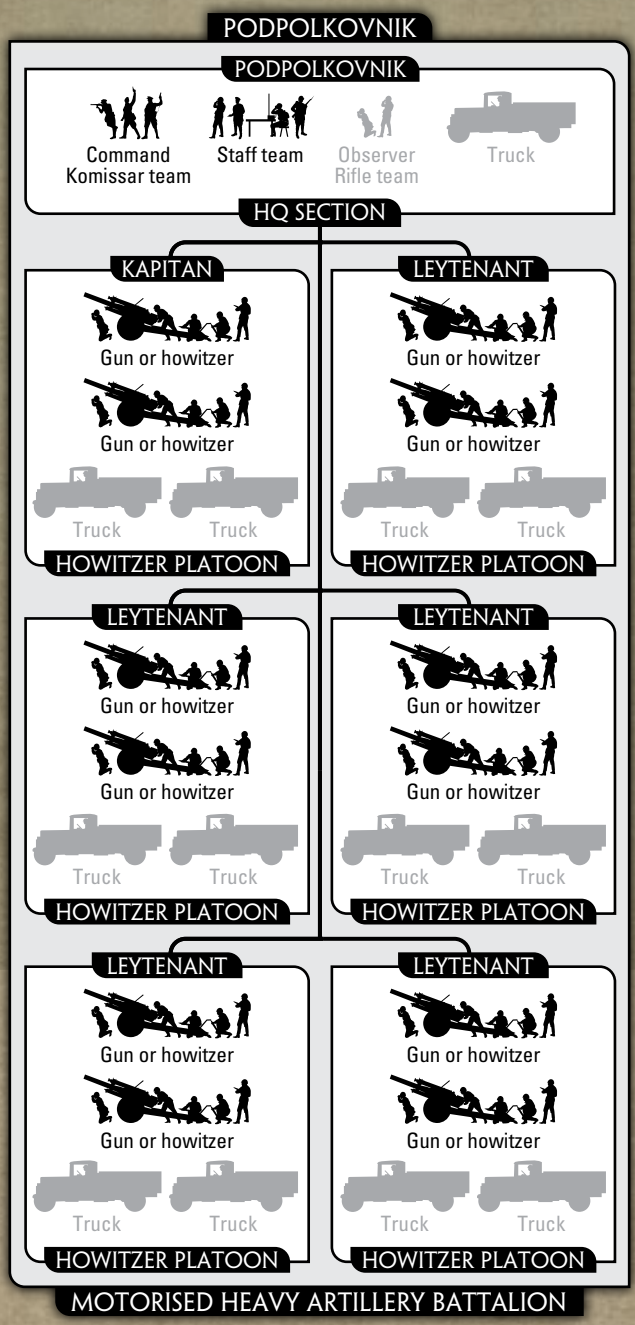
### OPTIONS

- Add an Observer Rifle team for +15 points.
- Add ZIS-5 trucks for +5 points for the Battalion.
- Replace ZIS-5 trucks with STZ-3 tractors at no cost.

All the heavy artillery battalions of the Red Army were motorised and can be found supporting everything from tanks and motor rifle units to cavalry and infantry.

These units could be armed with a variety of heavy guns and howitzers. Most commonly they were equipped with 122mm or 152mm howitzers, providing additional punch to the various field artillery battalions.

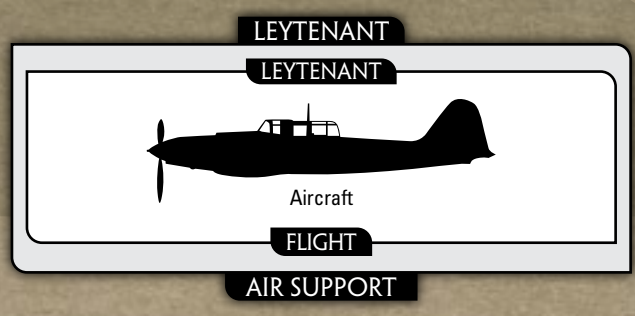
Some units were armed with longer-ranged weapons such as the 107mm obr 1910/30 gun, a modernised Imperial Russian gun based on a French design, or the hard-hitting 152mm obr 1931 gun-howitzer, a thoroughly modern gun with a long range ideally suited to counter-battery fire.



### AIR SUPPORT

#### SPORADIC AIR SUPPORT

I-153 Chaika	90 points
Il-2 Shturmovik	145 points





## SOVIET ARSENAL

## TANK TEAMS

Name <i>Weapon</i>	Mobility <i>Range</i>	Front <i>ROF</i>	Armour		Equipment and Notes
			Side <i>Anti-tank</i>	Top <i>Firepower</i>	
<b>LIGHT TANKS</b>					
T-38	Half-tracked	0	0	1	MG, Amphibious, Limited vision, Unreliable.
T-60 obr 1941	Half-tracked	2	1	1	Co-ax MG, Limited vision, Unreliable.
20mm ShVAK gun	16"/40cm	2	5	5+	
T-26 obr 1932	Slow Tank	1	1	1	Twin MG turrets, Limited vision, Unreliable.
T-26 obr 1933 or 1939	Slow Tank	1	1	1	Co-ax MG, Limited vision, Unreliable.
45mm obr 1934 gun	24"/60cm	2	7	4+	
T-26E	Very Slow Tank	3	2	1	Co-ax MG, Limited vision, Overloaded, Unreliable.
45mm obr 1934 gun	24"/60cm	2	7	4+	
BT-5	Standard Tank	0	0	1	Co-ax MG, Fast tank, Limited vision, Unreliable.
45mm obr 1938 gun	24"/60cm	2	7	4+	
BT-7	Standard Tank	1	1	1	Co-ax MG, Fast tank, Limited vision, Unreliable.
45mm obr 1938 gun	24"/60cm	2	7	4+	
Mark III (Valentine II)	Slow Tank	6	5	1	Co-ax MG.
OQF 2 pdr gun	24"/60cm	2	7	4+	No HE.
<b>MEDIUM TANKS</b>					
T-28 obr 1933	Standard Tank	3	2	2	Two Deck-turret MG, Turret-front MG, Turret-rear MG, Limited vision, Unreliable, Wide-tracks.
76mm obr 1927/32 gun	16"/40cm	2	5	3+	
T-28 obr 1938	Standard Tank	3	2	2	Two Deck-turret MG, Turret-front MG, Turret-rear MG, Limited vision, Unreliable, Wide-tracks.
76mm L-10 gun	24"/60cm	2	7	3+	
T-28E	Slow Tank	4	3	2	Two Deck-turret MG, Turret-front MG, Turret-rear MG, Limited vision, Unreliable, Wide-tracks.
76mm L-10 gun	24"/60cm	2	7	3+	
T-34 obr 1940	Standard Tank	6	5	1	Co-ax MG, Hull MG, Fast tank, Limited vision, Unreliable, Wide-tracks.
76mm L-11 gun	24"/60cm	2	8	3+	
T-34 obr 1941	Standard Tank	6	5	1	Co-ax MG, Hull MG, Fast tank, Limited vision, Unreliable, Wide-tracks.
76mm F-34 gun	32"/80cm	2	9	3+	
T-34/57 obr 1941	Standard Tank	6	5	1	Co-ax MG, Hull MG, Fast tank, Limited vision, Unreliable, Wide-tracks.
57mm ZIS-4 gun	32"/80cm	2	11	4+	
Mark II (Matilda II)	Slow Tank	7	6	2	Co-ax MG, Unreliable.
OQF 2 pdr gun	24"/60cm	3	7	4+	No HE.
<b>HEAVY TANKS</b>					
T-35	Slow Tank	3	3	2	Two Deck-turret MG, Turret-front MG, Turret-rear MG, Land battleship, Overloaded, Unreliable.
76mm obr 1927/32 gun	16"/40cm	2	5	3+	
45mm obr 1934 gun	24"/60cm	2	7	4+	Deck turret, Co-ax MG.
45mm obr 1934 gun	24"/60cm	2	7	4+	Deck turret, Co-ax MG.
KV-1 obr 1939	Slow Tank	8	7	2	Co-ax MG, Hull MG, Turret-rear MG, Limited vision, Unreliable.
76mm L-11 gun	24"/60cm	2	8	3+	
KV-1 obr 1940	Slow Tank	8	7	2	Co-ax MG, Hull MG, Turret-rear MG, Limited vision, Unreliable.
76mm F-34 gun	32"/80cm	2	9	3+	
KV-1e	Slow Tank	9	8	2	Co-ax MG, Hull MG, Turret-rear MG, Limited vision, Unreliable.
76mm F-34 gun	32"/80cm	2	9	3+	
KV-2	Slow Tank	8	7	2	Hull MG, Turret-rear MG, Limited vision, Unreliable.
152mm obr 1938/40 howitzer	24"/60cm	1	10	1+	Bunker buster.



Name <i>Weapon</i>	Mobility <i>Range</i>	Front <i>ROF</i>	Armour		Equipment and Notes
			Side <i>Anti-tank</i>	Top <i>Firepower</i>	
<b>FLAME TANKS</b>					
KhT-26 <i>ATO obr 1933 flame-thrower</i>	Slow Tank <i>4"/10cm</i>	1 2	1 -	1 6	Turret MG, Limited vision, Unreliable. <i>Flame-thrower.</i>
KhT-130 <i>ATO obr 1938 flame-thrower</i>	Slow Tank <i>4"/10cm</i>	1 3	1 -	1 6	Turret MG, Limited vision, Unreliable. <i>Flame-thrower.</i>
<b>SELF-PROPELLED GUNS</b>					
ZIS-30 <i>57mm ZIS-2 gun</i>	Half-tracked <i>32"/80cm</i>	0 2	0 <i>11</i>	0 4+	Awkward layout, Hull MG, Unreliable. <i>Hull mounted, Volley fire.</i>
SU-12 <i>76mm obr 1927 gun Firing Bombardments</i>	Wheeled <i>16"/40cm 64"/160cm</i>	- 2 -	- 5 3	- 3+ 6	Gun shield. <i>Volley fire.</i>
BT-7A <i>76mm obr 1927/32 gun Firing Bombardments</i>	Standard Tank <i>16"/40cm 64"/160cm</i>	1 2 -	1 5 3	1 3+ 6	Turret-front MG, Turret-rear MG, Fast tank, Limited vision, Unreliable. <i>Volley fire.</i>
<b>ARMoured CARS</b>					
BA-20	Wheeled	0	0	0	MG.
BA-6 <i>45mm obr 1934 gun</i>	Wheeled <i>24"/60cm</i>	0 2	0 7	0 4+	Co-ax MG, Hull MG, Limited vision.
BA-10 <i>45mm obr 1934 gun</i>	Wheeled <i>24"/60cm</i>	1 2	0 7	0 4+	Co-ax MG, Hull MG, Limited vision.
<b>ARMoured TRACTORS</b>					
T-20 Komsomolyets	Half-tracked	0	0	1	Hull MG, Tow hook, Unreliable.
<b>ROCKET LAUNCHERS</b>					
BM-8 Katyusha <i>BM-8-36 rocket launcher</i>	Wheeled <i>56"/140cm</i>	- -	- 2	- 6	<i>36-rail launcher, Concentrated fire, Rocket launcher.</i>
BM-13 Katyusha <i>BM-13-16 rocket launcher</i>	Wheeled <i>64"/160cm</i>	- -	- 2	- 4+	<i>Concentrated fire, Rocket launcher.</i>
<b>ANTI-AIRCRAFT MACHINE-GUNS</b>					
Quad Maksim AA MG on truck <i>Quad Maksim AA gun</i>	Wheeled <i>16"/40cm</i>	- 6	- 2	- 6	<i>Anti-aircraft.</i>
DShK AA MG on truck <i>DSbK AA gun</i>	Wheeled <i>16"/40cm</i>	- 4	- 4	- 5+	<i>Anti-aircraft, Portee.</i>
<b>ARMoured TRAINS</b>					
Locomotive	Train	3	3	2	Locomotive.
Light Artillery Car <i>Two 75mm wz. 02/26 gun Firing bombardments</i>	Train <i>24"/60cm 72"/180cm</i>	3 2 -	3 8 3	2 3+ 6	Artillery Car, Six train MG, MG turret. <i>Deck turret.</i>
Heavy Artillery Car <i>75mm wz. 02/26 gun Firing bombardments 100mm wz. 14/19 howitzer Firing bombardments</i>	Train <i>24"/60cm 72"/180cm 24"/60cm 72"/180cm</i>	3 2 - 1 -	3 8 4 8 4	2 3+ 5+ 2+ 5+	Artillery Car, Six train MG, MG turret. <i>Deck turret.</i>
<b>VEHICLE MACHINE-GUNS</b>					
Vehicle MG	<i>16"/40cm</i>	3	2	6	<i>ROF 1 if other weapons fire.</i>



## GUN TEAMS

Weapon	Mobility	Range	ROF	Anti-tank	Firepower	Notes
<b>ANTI-TANK RIFLES</b>						
PTRD anti-tank rifle	Man-packed	16"/40cm	2	5	5+	Tank Assault 3, Volley fire.
<b>MACHINE-GUNS</b>						
Maksim HMG	Man-packed	24"/60cm	6	2	6	ROF 3 when pinned down or moving.
<b>MORTARS</b>						
82-BM-41 mortar	Man-packed	24"/60cm	2	2	3+	Minimum range 8"/20cm, Volley fire.
Firing bombardments		40"/100cm	-	2	6	
120-PM-38 mortar	Light	56"/140cm	-	3	3+	
<b>INFANTRY GUNS</b>						
76mm obr 1927 gun	Light	16"/40cm	2	5	3+	Gun shield, Volley fire.
Firing bombardments		64"/160cm	-	3	6	
<b>ANTI-AIRCRAFT GUNS</b>						
Quad Maksim AA MG	Man-packed	16"/40cm	6	2	6	Anti-aircraft, Turntable.
DShK AA MG	Man-packed	16"/40cm	4	4	5+	Anti-aircraft, Turntable.
37mm obr 1939 gun	Immobile	24"/60cm	4	6	4+	Anti-aircraft, Turntable.
85mm obr 1939 gun	Immobile	32"/80cm	2	12	3+	Heavy anti-aircraft, Turntable.
<b>ANTI-TANK GUNS</b>						
45mm obr 1937 gun	Light	24"/60cm	3	7	4+	Gun shield, Volley fire.
57mm ZIS-2 gun	Medium	32"/80cm	3	11	4+	Gun shield, Volley fire.
76mm obr 1936 anti-tank gun	Heavy	32"/80cm	2	10	3+	Gun shield, Volley fire.
<b>FIELD ARTILLERY</b>						
76mm obr 1902 gun (76k/02)	Heavy	24"/60cm	2	8	3+	Gun shield, Volley fire.
Firing bombardments		64"/160cm	-	3	6	
76mm obr 1902/30 gun	Heavy	24"/60cm	2	9	3+	Gun shield, Volley fire.
Firing bombardments		72"/180cm	-	3	6	
76mm obr 1936 gun (FK36(r))	Heavy	32"/80cm	2	10	3+	Gun shield, Volley fire.
Firing bombardments		80"/200cm	-	3	6	
76mm obr 1939 field gun	Heavy	32"/80cm	2	9	3+	Gun shield, Volley fire.
Firing bombardments		80"/200cm	-	3	6	
<b>HEAVY ARTILLERY</b>						
107mm obr 1910/30 gun	Immobile	24"/60cm	1	9	2+	Breakthrough gun, Gun shield, Volley fire.
Firing bombardments		72"/180cm	-	4	4+	
122mm obr 1910/30 howitzer	Immobile	16"/40cm	1	6	2+	Breakthrough gun, Gun shield, Volley fire.
Firing bombardments		64"/160cm	-	4	3+	
122mm obr 1938 howitzer	Immobile	24"/60cm	1	7	2+	Breakthrough gun, Gun shield, Volley fire.
Firing bombardments		80"/200cm	-	4	3+	
152mm obr 1910/30 howitzer	Immobile	16"/40cm	1	8	1+	Bunker buster, Gun shield, Volley fire.
Firing bombardments		72"/180cm	-	5	2+	
152mm obr 1931 gun-howitzer	Immobile	32"/80cm	1	13	1+	Bunker buster, Gun shield, Volley fire.
Firing bombardments		88"/220cm	-	5	2+	



## INFANTRY TEAMS

Team	Range	ROF	Anti-tank	Firepower	Notes
Unarmed team	-	-	-	-	Can still fight in assaults.
Rifle team	16"/40cm	1	2	6	
SMG team	4"/10cm	3	1	6	Full ROF when moving.
Light Mortar team	16"/40cm	1	1	4+	Can fire over friendly teams
Flame-thrower team	4"/10cm	4	-	6	Flame-thrower.
Komissar team	4"/10cm	1	1	6	
Staff team	16"/40cm	1	2	6	Moves as a Heavy Gun team.

## ADDITIONAL TRAINING AND EQUIPMENT

Pioneer teams are rated as Tank Assault 3.

## TRANSPORT TEAMS

Vehicle <i>Weapon</i>	Mobility <i>Range</i>	Armour			Equipment and Notes
		Front <i>ROF</i>	Side <i>Anti-tank</i>	Top <i>Firepower</i>	

### TRUCKS

ZIS-5 3-ton truck	Wheeled	-	-	-	
Horse-drawn wagon	Wagon	-	-	-	

### TRACTORS

STZ-3 tractor	Fully-tracked	-	-	-	Slow tank.
Horse-drawn limber	Wagon	-	-	-	

## AIRCRAFT

Aircraft	Weapon	To Hit	Anti-tank	Firepower	Notes
I-153 Chaika	MG	3+	3	6	
	Rockets	4+	6	3+	
Il-2 Shturmovik	Cannon	3+	9	5+	Flying tank.
	Bombs	4+	5	1+	
	Rockets	3+	6	3+	