



# OBRNENÝ ROTA





# OBRNENÝ ROTA

ARMoured COMPANY

(TANK COMPANY)

HEADQUARTERS

HEADQUARTERS



3

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

COMBAT PLATOONS

ARMOUR



4

ARMOUR



4

ARMOUR



4

ARMOUR



4

ALLIED PLATOONS



German Platoons in your force are Allies and follow the Allies rules in the rulebook.

DIVISIONAL SUPPORT PLATOONS

RECONNAISSANCE



4

ANTI-TANK



4

INFANTRY



5

INFANTRY



5

5

6



8

ARTILLERY



6

ARTILLERY



6



9

ANTI-AIRCRAFT



7

AIRCRAFT



7

9



# SLOVAK SPECIAL RULES

## RYCHLÁ (“RAPID”) DOCTRINE

Unlike the lumbering Infantry divisions, the Slovakian Mobile forces prided themselves on conducting a war of manoeuvre based on pre-war Czech doctrine. The troops covered vast distances in the opening stages of the war against the Soviets.

*Any Slovak Platoon with a Command team may attempt a Rychlá move at the start of the Shooting Step instead of shooting. If a platoon attempts to make a Rychlá move, it may not shoot even if it fails to make a Rychlá move.*

*Roll a Skill test for each platoon:*

- *If the test is successful, the platoon may move another 4”/10cm,*
- *Otherwise the platoon cannot move this step.*

*All normal rules apply for this movement. Platoons cannot make Rychlá moves if they are Pinned Down or have moved At the Double. Bugged Down or Bailed vehicles cannot make Rychlá moves.*

## IRON DISCIPLINE

The German Army was impressed by the stoic behaviour and professionalism of the Slovakian Mobile forces. They noted a tendency to stick to a mission in the face of extremely adverse conditions.

*A Slovakian company that retains its Company Command team may re-roll its first failed Company Morale Check.*

## RESOURCEFULNESS

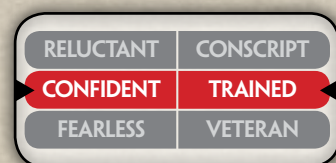
Slovakian forces inherited large numbers of LT-35 tanks. The familiarity of Slovakian mechanics and crews with this temperamental and complex design and the assistance of Skoda engineers enabled them to get the best out of them. After initial problems, they travelled vast distances largely on their own tracks.

*In any turn when an LT vz.35 tank fails an unreliability die roll, immediately roll a Skill Test for the crew. If the Skill Test is successful, the unreliability result is ignored and the tank does not become bogged down.*

## MOTIVATION AND SKILL

*Expanded from a brigade to a division the Slovak mobile troops represent the elite fighting force of the new Slovakian nation.*

*A Motorizovaná Pechota Rota is rated **Confident Trained**.*



## HEADQUARTERS

### OBRNENÝ ROTA HQ

#### HEADQUARTERS

2 LT vz.35 (Panzer 35(t))	120 points
1 LT vz.35 (Panzer 35(t))	60 points
2 LT vz.40 (Panzer 38(t))	65 points
1 LT vz.40 (Panzer 38(t))	35 points



The Slovak's armoured battalion fought with LT vz.35 (Panzer 35(t)) and LT vz.38 (Panzer 38(t)) tanks during the early phases of Operation Barbarossa in 1941. Initially they fielded 35 LT vz.35 tanks and 10 LT vz.38 tanks. In

addition the battalion had 7 machine-gun armed LT vz.40 light tanks. These looked similar to the LT vz.38 tanks, but with a machine-gun mounted in the turret.



## COMBAT PLATOONS

### OBRNENÝ PLATOON

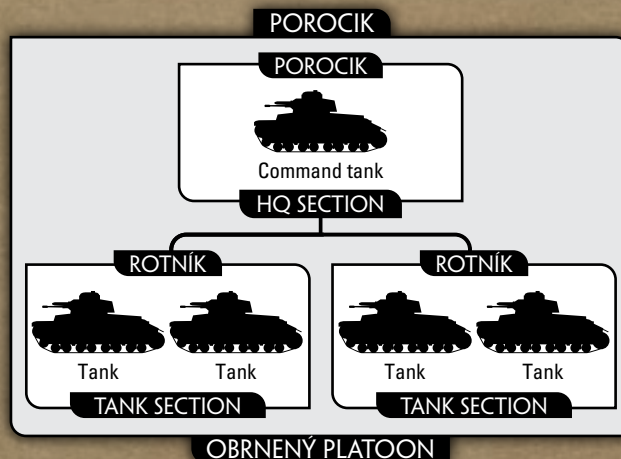
#### PLATOON

5 LT vz.35 (Panzer 35(t))	300 points
4 LT vz.35 (Panzer 35(t))	240 points
3 LT vz.35 (Panzer 35(t))	180 points

5 LT vz.38 (Panzer 38(t))	310 points
4 LT vz.38 (Panzer 38(t))	250 points
3 LT vz.38 (Panzer 38(t))	190 points

#### OPTION

- Replace up to two LT vz.38 tanks with LT vz.40 tanks for -30 points per tank.



*A Slovak company can only field two Obrnený Platoon armed with LT vz.38 tanks.*

The Slovaks used both the LT vz.35 (Panzer 35(t)) and LT vz.38 (Panzer 38(t)) tanks of the former Czechoslovakian army. The LT vz.40 tanks were made for Lithuania, which

could not be delivered due to the Soviet Union's annexation of their country, so the Slovaks were glad to take them.

At the beginning of Operation Barbarossa the Slovak mobile group fielded these in a two-company battalion. These were put to good use as the armoured arm of the Fast Division.

## DIVISIONAL SUPPORT

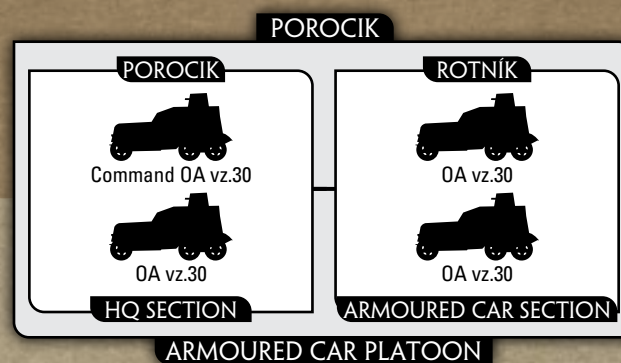
### ARMOURED CAR PLATOON

#### PLATOON

4 OA vz.30	125 points
3 OA vz.30	95 points

*An Armoured Car Platoon is a Reconnaissance Platoon.*

The OA vz.30 Armoured Car was based on a 6-wheeled truck chassis with a hull-mounted machine-gun forward and a simple cylindrical turret also mounting an machine-gun.



### MOTORIZOVANÁ ANTI-TANK PLATOON

#### PLATOON

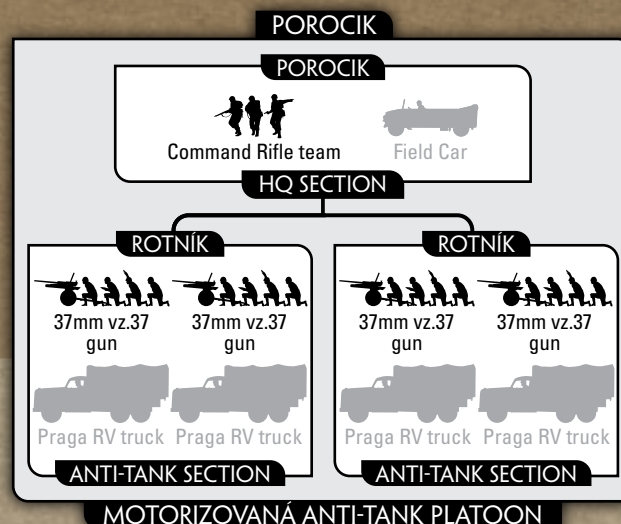
HQ Section with:

4 37mm vz.37	115 points
2 37mm vz.37	60 points

#### OPTION

- Add Field Car and Praga RV trucks for +5 points for the platoon.

The Czech arms industry produced a number of excellent small calibre anti-tank weapons. Of these the Slovaks inherited the 37mm vz.37 gun.





## MOTORIZOVANÁ PECHOTA PLATOON

### PLATOON

HQ Section with:

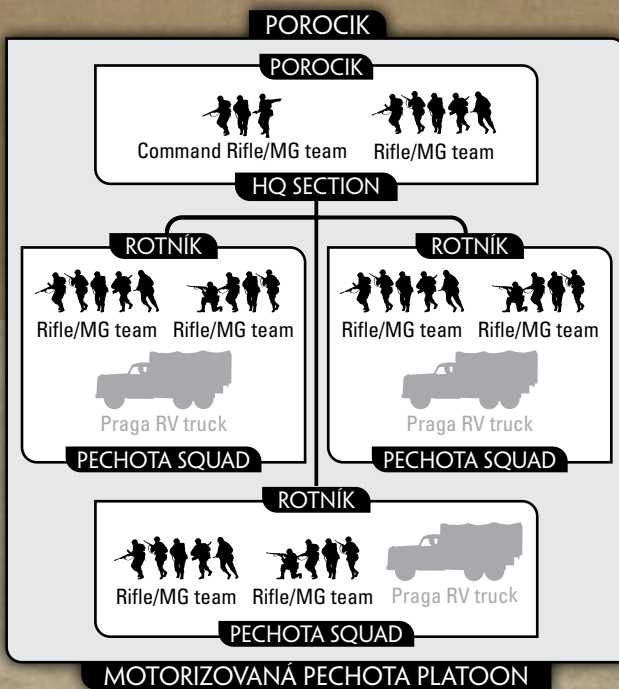
3 Pechota Squads	130 points
2 Pechota Squads	95 points

### OPTION

- Add Praga RV trucks for +5 points for the platoon.

In theory, these platoons were meant to be carried in trucks, but owing shortages transport is not always available. When they are motorised the platoon's HQ section rides with the rest of the platoon in their trucks.

A Motorizovaná Pechota Platoon (Motorised Infantry Platoon) is commanded by a *Porocik* (Lieutenant) who works in conjunction with the Mobile Group's tanks to rapidly move his troops forward for the assault. After August 1941 they learnt to fight as fast deploying infantry without the support of the tank, who had been sent home for an overhaul.



## MOTORCYCLE PLATOON

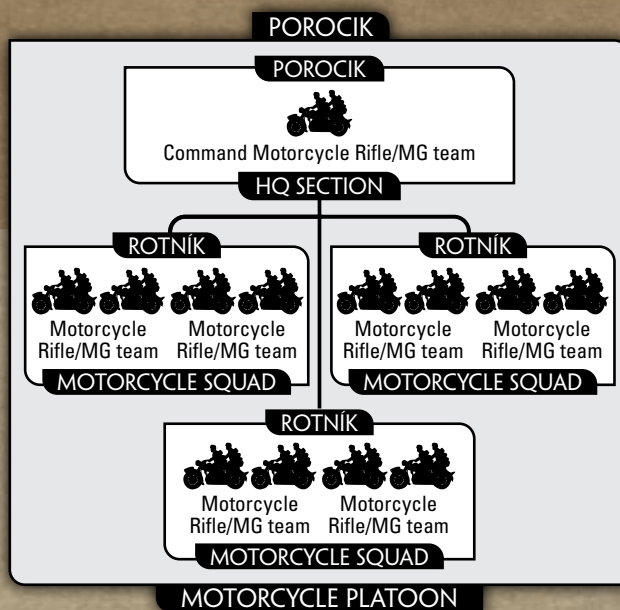
### PLATOON

HQ Section with:

3 Motorcycle Squads	170 points
2 Motorcycle Squads	120 points

*Motorcycle Platoons use the Motorcycle Reconnaissance rules on page 196 of the rulebook and are Reconnaissance Platoons while mounted.*

The Slovaks motorcycle mounted scouts were the eyes and ears of the Fast Division. Operating ahead of the advancing formation ready to report back on enemy positions and movements.





## PIONEER PLATOON

### PLATOON

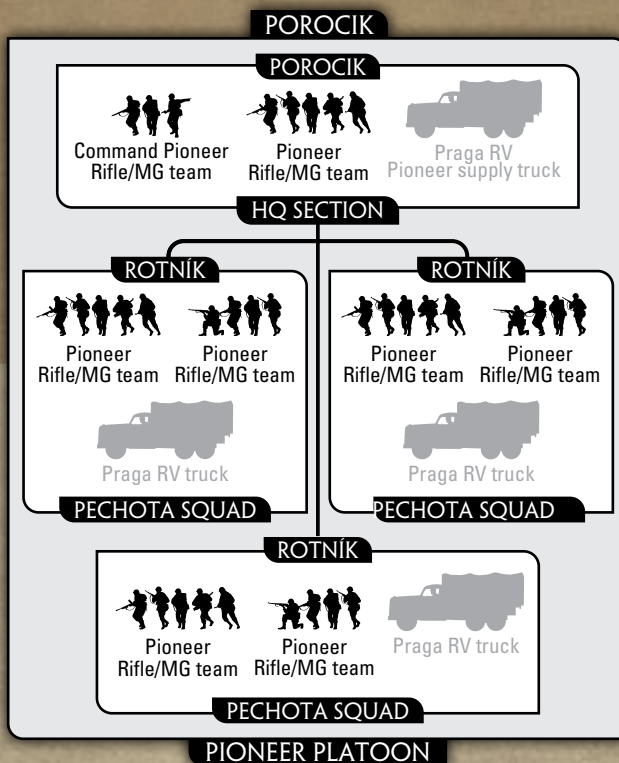
HQ Section with:

3 Pioneer Sections	165 points
2 Pioneer Sections	125 points

### OPTIONS

- Add Praga RV trucks for +5 points for the platoon.
- Add Praga RV Pioneer supply truck for +25 points.

The Pioneers play an important role in combating field fortifications, obstacles and mine fields. The Slovak field engineers clear the way for the rest of the division.



## ARTILLERY BATTERY

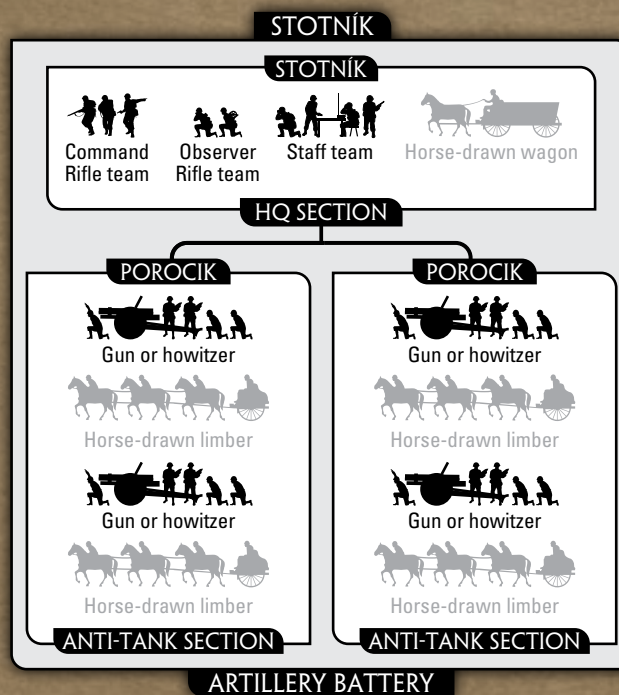
### PLATOON

HQ Section with:

4 100mm vz.14/19	245 points
2 100mm vz.14/19	130 points
4 100mm vz.30	260 points
2 100mm vz.30	135 points
4 10.5cm leFH18	260 points
2 10.5cm leFH18	135 points
4 105mm vz.35	355 points
2 105mm vz.35	180 points

### OPTIONS

- Add horse-drawn wagon and horse-drawn limber for +5 points for the platoon.
- Replace horse-drawn wagon and horse-drawn limbers with Praga RV trucks at no cost.



*An Artillery Battery may not be deployed in Ambush.*

In 1930 the Czechs upgraded to the Skoda 100mm howitzer with a longer L28 barrel (from the vz.14/19 L17). This upgraded howitzer had increased range. This was the main gun of the Slovak artillery forces until later when the Germans made the 10.5cm leFH18 howitzer available.



## ANTI-AIRCRAFT PLATOON

### PLATOON

HQ Section with:

2 Anti-aircraft Sections

45 points

### OPTION

- Add Praga RV trucks for +5 points for the platoon.

To keep the Soviet ground-attack aircraft at bay the Slovaks used the 20mm vz.36 anti-aircraft cannon. Towed by Praga RV trucks the platoon can keep pace with the rapidly moving Fast Division.



## AIR SUPPORT

### SPORADIC AIR SUPPORT

Avia B-534

90 points

### GERMAN SPORADIC AIR SUPPORT

Ju 87B Stuka

90 points







# German Support

## MOTIVATION AND SKILL

The German army is at its peak. After three years of hard fighting it contains some of the most experienced and well-motivated troops available in Europe!

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

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

Heer Divisional Support platoons (marked ) are rated as **Confident Veteran**. SS Divisional Support Platoons (marked ) are rated as **Fearless Veteran**.

## INFANTERIE PLATOON

### PLATOON

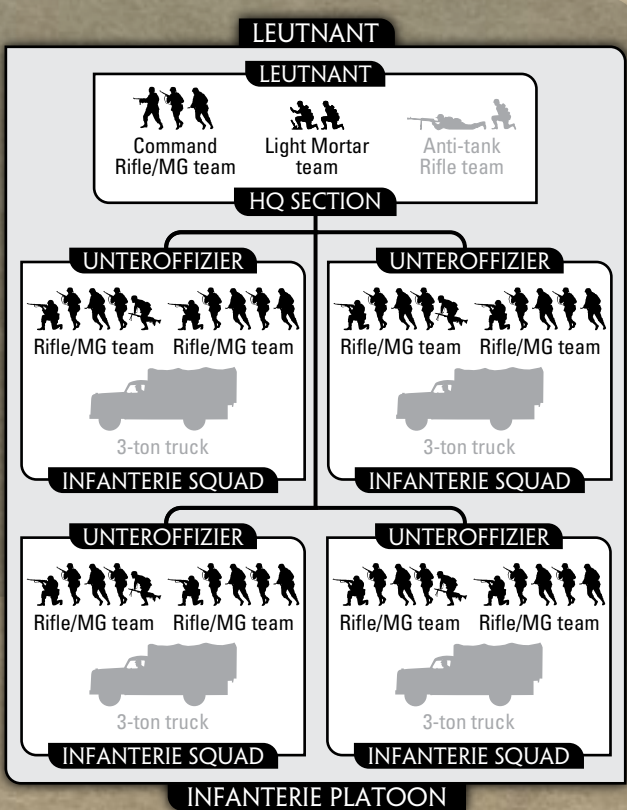
HQ Section with:	HEER	SS
4 Infanterie Squads	220 points	260 points
3 Infanterie Squads	175 points	210 points
2 Infanterie Squads	130 points	155 points
Add Anti-tank Rifle team	+20 points	+25 points

### OPTIONS

- Replace Command Rifle/MG team with a Command SMG team at no cost.
- Replace Command Rifle/MG team or Command SMG team with a Command Panzerknacker SMG team for +10 points
- Add 3-ton trucks for +5 points for the platoon.

The SS and a few elite motorised divisions are mounted in trucks. These motorised formations are able to keep pace with the fast moving panzer spearheads that lead the advance.

The bulk of the German infantry travel on foot. This does not diminish there fighting ability or importance to the German war effort.







## LIGHT ARTILLERY BATTERY

### PLATOON

HQ Section with:

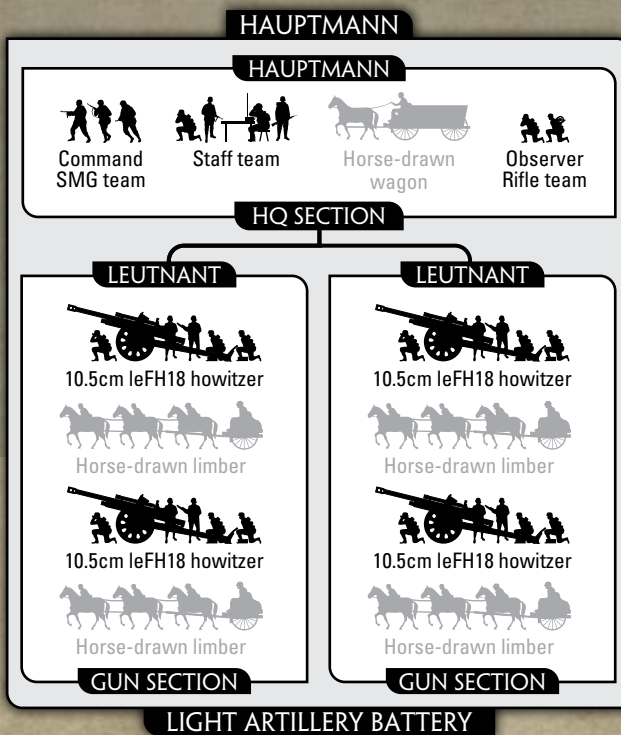
4 10.5cm leFH18	 <b>HEER</b> 360 points	 <b>SS</b> 405 points
2 10.5cm leFH18	190 points	215 points

### OPTIONS

- Add horse-drawn wagon and horse-drawn limbers for +5 points for the battery.
- Replace horse-drawn wagon with a Kfz 15 field car and Kfz 68 radio truck and horse-drawn limbers with Sd Kfz 11 half-tracks at no cost.

*A Light Artillery Battery may not be deployed in Ambush.*

The artillery of the divisions sent to invade the Soviet Union have been almost universally equipped with the excellent 10.5cm leFH18 howitzer. This sturdy howitzer has superior hitting power than Soviet field guns who still mostly rely on lighter 7.62cm models.



## AIR SUPPORT

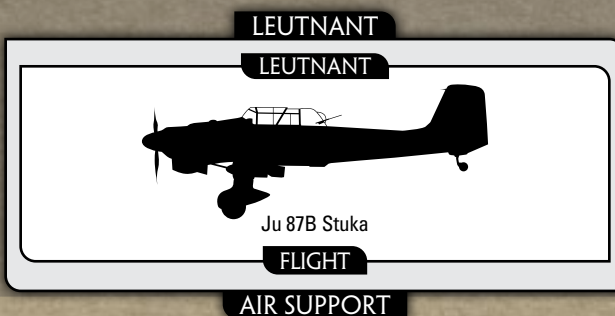
### PRIORITY AIR SUPPORT

Ju 87B Stuka 150 points

- Establish a Stuka Schwerpunkt for +25 points.

### LIMITED AIR SUPPORT

Ju 87B Stuka 115 points



### STUKA SCHWERPUNKT

The role of the *Luftwaffe* (Air Force) in Operation Barbarossa was to focus its efforts at the breakthrough points, totally dominating the air above the battle.

*If you establish a Stuka Schwerpunkt (see the option for Priority Air Support above), you roll two dice on the How Many Aircraft Table and take the best result.*

The Junkers Ju 87B dive bomber was known by both sides as the Stuka (an abbreviation for the German word for dive bomber). The bent wing silhouette of the Stuka epitomised Blitzkrieg warfare, developing a fearsome reputation during the Polish campaign, which it further enhanced with massed dive-bombing attacks during the Battle of France. They were once more in action during Operation Barbarossa, leading the assault on Soviet airfields and troop concentrations.



# SLOVAK 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>	

### LIGHT TANKS

LT vz.35 (Panzer 35(t)) <i>3.7cm KwK35(t) gun</i>	Standard Tank <i>24"/60cm</i>	2 2	1 6	1 4+	Co-ax MG, Hull MG, Protected ammo, Unreliable.
LT vz.38 (Panzer 38(t)) <i>3.7cm KwK35(t) gun</i>	Standard Tank <i>24"/60cm</i>	2 2	1 6	1 4+	Co-ax MG, Hull MG, Protected ammo.
LT vz.40 (Panzer 38(t))	Standard Tank	2	1	1	Turret MG, Hull MG, Protected ammo.

### ARMoured CARS

OA vz.30 <i>vz, 26 MG</i>	Wheeled <i>16"/40cm</i>	0 3	0 2	1 6	Hull MG, Recce.
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### RECONNAISSANCE

Motorcycle Rifle/MG team <i>Rifle/MG</i>	Jeep <i>16"/40cm</i>	- 2	- 2	- 6	Motorcycle reconnaissance, Dismount as Rifle/MG team. <i>Hull mounted, Vehicle MG.</i>
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### VEHICLE MACHINE-GUNS

<i>Vehicle MG</i>	<i>16"/40cm</i>	<i>3</i>	<i>2</i>	<i>6</i>	<i>ROF 1 if other weapons fire.</i>
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## TRANSPORT TEAMS

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

### TRUCKS

Field car	Jeep	-	-	-	
Praga RV truck (Botand) or 3-ton truck (Opel)	Wheeled	-	-	-	
Opel Kfz 68 radio trucks	Wheeled	-	-	-	
Horse-drawn wagon	Wagon	-	-	-	

### TRACTORS

Sd Kfz 11 half-track	Half-tracked	-	-	-	
Horse-drawn limber	Wagon	-	-	-	

## AIRCRAFT

Aircraft	Weapon	To Hit	Anti-tank	Firepower	Notes
Avia B-534	Bombs	4+	5	2+	
Ju 87B Stuka	Bombs	4+	5	2+	



## INFANTRY TEAMS

Team	Range	ROF	Anti-tank	Firepower	Notes
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.
Light Mortar team	16"/40cm	1	1	4+	Can fire over friendly teams.
Anti-tank Rifle team	16"/40cm	1	4	6	Tank Assault 3.
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. German Panzerknacker teams are rated as Tank Assault 4.

## GUN TEAMS

Weapon	Mobility	Range	ROF	Anti-tank	Firepower	Notes
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### ANTI-AIRCRAFT

20mm vz.36 gun (65/20)	Immobile	16"/40cm	4	5	5+	Anti-aircraft, Turntable.
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### ANTI-TANK

37mm vz.37 gun (M3)	Light	24"/60cm	3	6	4+	Gun shield.
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### ARTILLERY

100mm vz.14/19 howitzer (100/17)	Immobile	24"/60cm	1	9	2+	Breakthrough gun, Gun shield.
Firing bombardments		72"/180cm	-	4	4+	
100mm vz.30 howitzer (leFH30)	Immobile	24"/60cm	1	9	2+	Breakthrough gun, Gun shield, Smoke.
Firing bombardments		72"/180cm	-	4	4+	
105mm vz.35 gun (Schnieder M36)	Immobile	32"/80cm	1	12	2+	Breakthrough gun, Gun shield.
Firing bombardments		88"/220cm	-	4	4+	
10.5cm leFH18 howitzer	Immobile	24"/60cm	1	9	2+	Breakthrough gun, Gun shield, Smoke.
Firing bombardments		72"/180cm	-	4	4+	