

BYSTROKHODNY TANKOVY BATALON

FAST TANK BATTALION

CONFIDENT CONSCRIPT

TANK COMPANY

POINTS 845

PLATOON	QTY UNIT		POINTS
HEADQUARTERS			
Bystrokhodny Tankovy Batalon HQ p.6	1	BT-7	5.3% 45
COMBAT COMPANIES			
Fast Tankovy Company p.6	5	BT-7	27.2% 230
Fast Tankovy Company p.6	5	BT-7	27.2% 230
WEAPONS COMPANIES			
Flame-tank Company p.7	5	KhT-130	14.8% 125
Anti-aircraft Machine-gun Platoon (Red Army) p.8	3	DShK AA MG on truck	6.5% 55
Self-propelled Gun Battery p.8	6	BT-7A	18.9% 160

Barbarossa (Digital Exclusive) - Soviet Early-War - v4

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>	
LIGHT TANKS					
BT-7	Standard Tank	1	1	1	Co-ax MG, Fast tank, Limited vision, Unreliable.
<i>45mm obr 1938 gun</i>	<i>24"/60cm</i>	<i>2</i>	<i>7</i>	<i>4+</i>	
FLAME TANKS					
KhT-130	Slow tank	1	1	1	Turret MG, Limited vision, Unreliable.
<i>ATO obr 1938 flame-thrower</i>	<i>4"/10cm</i>	<i>3</i>	<i>2</i>	<i>1+</i>	<i>Flame-thrower.</i>
SELF-PROPELLED GUNS					
BT-7A	Standard Tank	1	1	1	Turret-front MG, Turret-rear MG, Fast tank, Limited vision, Unreliable.
<i>76mm obr 1927/32 gun</i>	<i>16"/40cm</i>	<i>2</i>	<i>5</i>	<i>3+</i>	<i>Volley fire.</i>
<i>Firing bombardments</i>	<i>64"/160cm</i>	<i>-</i>	<i>2</i>	<i>4+</i>	
ANTI-AIRCRAFT MACHINE-GUNS					
DShK AA MG on truck	Wheeled	-	-	-	
<i>DShK AA gun</i>	<i>16"/40cm</i>	<i>4</i>	<i>4</i>	<i>5+</i>	<i>Anti-aircraft, Portee.</i>

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

Bystrokhodny Tankovy Batalon HQ - p.6

A Command Komissar Team is both a Unit Leader and a Komissar Team and follows all the rules for both.

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.

In an Assault, if hit by an Infantry or Gun Team the Team that Hit must re-roll its successful Skill Test to hit.

Bailed Out Tank Teams cannot use the Turret-rear MG rule.

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 36 of the Flames Of War 1939-41 and 1944-45 rulebook).

Self-propelled Gun Battery - p.8

The BT-7A tank and SU-12 self-propelled gun are assault guns and use the Volley Fire special rule on page 73 of the Flames Of War 1939-41 and 1944-45 rulebook.