

# INOMAROCHNIKIY TANKOVY BATALON (RED ARMY)

LEND LEASE TANK BATTALION

CONFIDENT CONSCRIPT

TANK COMPANY

POINTS 840

PLATOON	QTY UNIT		POINTS
HEADQUARTERS			
Inomarochnikiy Tankovy Batalon HQ (Red Army) p.62	1	Mark III (Valentine II)	13.1% 110
COMBAT COMPANIES			
Inomarochnikiy Tankovy Company (Red Army) p.63	3	Mark III (Valentine II)	39.3% 330
Light Tankovy Company (Red Army) p.58	5	T-60 obr 1941	13.7% 115
DIVISIONAL SUPPORT COMPANIES			
Motostrelkovy Company p.65	1	Cmd Komissar team	20.8% 175
	18	Rifle team	
Guards Rocket Mortar Battalion p.82 FEARLESS TRAINED	1	Cmd Komissar team	13.1% 110
	1	Observer Rifle team	
	1	Truck	
	4	BM-13 Katyusha	
Barbarossa - 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

Mark III (Valentine II)	Slow Tank	6	5	1	Co-ax MG.
<i>OQF 2 pdr gun</i>	<i>24"/60cm</i>	<i>2</i>	<i>7</i>	<i>4+</i>	<i>No HE.</i>
T-60 obr 1941	Half-tracked	2	1	1	Co-ax MG, Limited vision, Unreliable.
<i>20mm ShVAK gun</i>	<i>16"/40cm</i>	<i>2</i>	<i>5</i>	<i>5+</i>	

### ROCKET LAUNCHERS

BM-13 Katyusha	Wheeled	-	-	-	Mobile Rocket Launcher.
<i>BM-13-16 rocket launcher</i>	<i>64"/160cm</i>	<i>-</i>	<i>1</i>	<i>3+</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
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### TRUCKS

ZIS-5 3-ton, ZIS-6 4-ton, Dodge 3/4-ton, or Studebaker 2 1/2-ton truck	Wheeled	-	-	-	
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## 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**

Each M-8 Katyusha rocket launcher Team 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.

See the Rocket Launcher rules on page 50 of the rulebook.

### **Inomarochnikiy Tankovy Batalon HQ (Red Army) - p.62**

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

A Company Command Komissar Team is both a Commander 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 Commander before attempting a re-roll as a Battalion Komissar Team.

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.

Battalion Komissar Team uses the Commander's Leadership rule on pages 38, 42, 58, and 60 of the rulebook.

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 rulebook).