

SREDNIY TANKOVY BATALON

MEDIUM TANK BATTALION

CONFIDENT CONSCRIPT

TANK COMPANY

POINTS 1350

PLATOON	QTY UNIT		POINTS
HEADQUARTERS			
Sredniy Tankovy Batalon HQ p.6	1	T-28 obr 1938 with AA MG	8.1% 110
COMBAT COMPANIES			
Medium Tankovy Company p.6	2	T-28 obr 1938	31.5% 425
	2	T-28 obr 1938 with AA MG	
Medium Tankovy Company p.6	3	T-28 obr 1938	31.1% 420
	1	T-28 obr 1938 with AA MG	
WEAPONS COMPANIES			
Flame-tank Company p.7	10	KhT-130	22.6% 305
DIVISIONAL SUPPORT			
Air Support p.16	1	Sporadic Air Support I-153	6.7% 90

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

ARSENAL

TANK TEAMS

Name	Mobility	Front	Side	Top	Equipment and Notes
Weapon	Range	ROF	Anti-tank	Firepower	
TANKS					
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-28 obr 1938 with AA MG	Standard Tank	3	2	2	Two Deck-turret MG, Turret-front MG, Turret-rear MG, Limited Vision, Unreliable, Wide tracks, AA MG.
76mm L-10 gun	24"/60cm	2	7	3+	
FLAME TANKS					
KhT-130	Slow tank	1	1	1	Turret MG, Limited vision, Unreliable.
ATO obr 1938 flame-thrower	4"/10cm	3	2	1+	Flame-thrower.

AIRCRAFT

Aircraft	Weapon	To-Hit	Anti-Tank	Firepower	Notes
I-153	MG	3	3	6+	
	Rockets	4	3	3+	

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

Sredniy 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).