

STRELKOVY BATALON (RED BANNER)

RIFLE BATTALION

FEARLESS

TRAINED

INFANTRY COMPANY

POINTS

1700

PLATOON	QTY UNIT		POINTS
HEADQUARTERS			
Strelkovy Batalon HQ (Red Banner) p.69	1	Cmd Komissar team	12.9% 220
	1	Cmd Rifle team	
	8	Pioneer Rifle team	
	2	PTRD anti-tank rifle	
COMBAT COMPANIES			
Strelkovy Company (Red Banner) p.70	1	Cmd Komissar team	17.9% 305
	18	Rifle team	
	1	Maksim HMG team	
Strelkovy Company (Red Banner) p.70	1	Cmd Komissar team	17.9% 305
	18	Rifle team	
	1	Maksim HMG team	
WEAPONS COMPANIES AND PLATOONS			
Strelkovy Anti-tank Company (Red Banner) p.73	1	Cmd Komissar team	10.9% 185
	4	45mm obr 1937 gun	
	4	Horse-drawn limber	
Anti-aircraft Machine-gun Platoon(Red Banner) p.72	3	DShK AA MG on truck	4.1% 70
DIVISIONAL SUPPORT COMPANIES			
Inomarochnikiy Tankovy Company (Guards) p.63	5	Mark III (Valentine II)	36.2% 615
FEARLESS CONSCRIPT			

FEARLESS CONSCRIPT

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>

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>

GUN TEAMS

Weapon	Mobility	Range	ROF	Anti-tank	Firepower	Notes
45mm obr 1937 gun	Light	24"/60cm	3	7	4+	Gun shield, Volley fire.
Maksim HMG team	Man-packed	24"/60cm	6	2	6+	ROF 3 when pinned down or moving.
PTRD anti-tank rifle	Man-packed	16"/40cm	2	5	5+	Tank assault 3, Volley fire.

INFANTRY TEAMS

Team	Range	ROF	Anti-tank	Firepower	Notes
Komissar team	4"/10cm	1	1	6+	
Rifle team	16"/40cm	1	2	6+	

ADDITIONAL TRAINING AND EQUIPMENT

Pioneer teams are rated as Tank Assault 3.

TRANSPORT TEAMS

Vehicle	Mobility	Front	Side	Top	Equipment and Notes
---------	----------	-------	------	-----	---------------------

TRACTORS

Horse-drawn limber	Wagon	-	-	-	
--------------------	-------	---	---	---	--

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

Strelkovy Anti-tank Company (Red Banner) - p.73

A Strelkovy Anti-tank Company must have at least four 45mm obr 1937 guns in order to have an Armoured Tractor Detachment.

Strelkovy Batalon HQ (Red Banner) - p.69

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).

Strelkovy Company (Red Banner) - p.70

Red Banner Strelkovy Companies do not use the Wave Attacks special rule.