

INOMAROCHNIKIY TANKOVY BATALON (GUARDS)

LEND LEASE TANK BATTALION

FEARLESS

CONSCRIPT

TANK COMPANY

POINTS

1700

PLATOON	QTY UNIT		POINTS
HEADQUARTERS			
Inomarochnikiy Tankovy Batalon HQ (Guards) p.62	1	Mark III (Valentine II)	7.1% 120
COMBAT COMPANIES			
Inomarochnikiy Tankovy Company (Guards) p.63	4	Mark III (Valentine II)	28.8% 490
Light Tankovy Company (Guards) p.58	9	T-60 obr 1941	15.3% 260
DIVISIONAL SUPPORT COMPANIES			
Motostrelkovy Company p.65 CONFIDENT CONSCRIPT	1 18	Cmd Komissar team Rifle team	10.3% 175
KV Tankovy Company (Red Army) p.61 CONFIDENT CONSCRIPT	2	KV-1 obr 1939	30% 510
Air Support p.79	1	Sporadic Air Support Il-2 Shturmovik	8.5% 145

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>	
HEAVY TANKS					
KV-1 obr 1939	Slow Tank	8	7	2	Co-ax MG, Hull MG, Turret-rear MG, Limited vision, Unreliable.
<i>76mm L-11 gun</i>	<i>24"/60cm</i>	<i>2</i>	<i>8</i>	<i>3+</i>	

INFANTRY TEAMS

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

AIRCRAFT

Aircraft	Weapon	To-Hit	Anti-Tank	Firepower	Notes
Il-2 Shturmovik	Cannon	3	9	5+	Flying Tank.
	Bombs	4	3	1+	
	Rockets	3	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

Inomarochnikiy Tankovy Batalon HQ (Guards) - 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).