

STRELKOVY BATALON (RED ARMY)

RIFLE BATTALION

CONFIDENT

TRAINED

INFANTRY COMPANY

POINTS

1775

PLATOON	QTY	UNIT	POINTS
HEADQUARTERS			
Strelkovy Batalon HQ (Red Army) p.25	2	Cmd Rifle team	8.7% 155
	1	Komissar team	
	4	PTRD anti-tank rifle	
	5	Pioneer Rifle team	
COMBAT COMPANIES			
Strelkovy Company (Red Army) p.26	1	Cmd Rifle/MG team	15.8% 280
	1	Komissar team	
	7	Rifle/MG team	
	7	SMG team	
	1	Maksim HMG team	
Strelkovy Company (Red Army) p.26	1	Cmd Rifle/MG team	15.8% 280
	1	Komissar team	
	7	Rifle/MG team	
	7	SMG team	
	1	Maksim HMG team	
WEAPONS COMPANIES			
Strelkovy Scout Platoon p.27 FEARLESS VETERAN	1	Cmd SMG team	5.6% 100
	2	SMG team	
Strelkovy Anti-tank Rifle Company (Red Army) p.28	1	Cmd Rifle team	4.8% 85
	8	PTRD anti-tank rifle	
Heavy Mortar Company (Red Army) p.101	1	Cmd Rifle team	6.2% 110
	4	120-PM-38 mortar	
	1	Observer Rifle team	
CORPS SUPPORT COMPANIES			
Tank Destruction Company (Red Army) p.150	1	Cmd Rifle team	8.2% 145
	4	57mm ZIS-2 gun	
Tank Killer Company (Red Army) p.148	4	SU-100	17.5% 310
Flame-thrower Platoon (Red Army) p.149	4	Flame-thrower team	10.1% 180
Guards Rocket Mortar Battalion p.154 FEARLESS TRAINED	1	Cmd Rifle team	7.3% 130
	1	Observer Rifle team	
	1	Truck	
	4	BM-13 Katyusha (5+ crew)	

Red Bear (Revised) - Soviet Late-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>	

ASSAULT-GUNS

SU-100	Slow tank	9	5	1	Overloaded.
<i>100mm D-10S gun</i>	<i>40"/100cm</i>	<i>1</i>	<i>16</i>	<i>2+</i>	<i>Hull mounted, Cat killer.</i>

ROCKET LAUNCHERS

BM-13-16 Katyusha (5+ crew)	Wheeled	-	-	-	Mobile Rocket Launcher, Each count as two weapons firing
<i>BM-13-16 rocket launcher</i>	<i>64"/160cm</i>	<i>-</i>	<i>1</i>	<i>3+</i>	<i>Hull mounted, Rocket launcher.</i>

GUN TEAMS

Weapon	Mobility	Range	ROF	Anti-tank	Firepower	Notes
120-PM-38 mortar	Light	56"/140cm	-	2	3+	
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.
57mm ZIS-2 gun	Medium	32"/80cm	3	11	4+	Gun shield, Volley fire.

INFANTRY TEAMS

Team	Range	ROF	Anti-tank	Firepower	Notes
Flame-thrower team	4"/10cm	4	2	1+	Flame-thrower.
Komissar team	4"/10cm	1	1	6+	
Rifle team	16"/40cm	1	2	6+	
Rifle/MG team	16"/40cm	2	2	6+	
SMG team	4"/10cm	3	1	6+	Full ROF when moving.

ADDITIONAL TRAINING AND EQUIPMENT

Pioneer teams are rated as Tank Assault 4.

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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SPECIAL RULES

Flame-thrower Platoon (Red Army) - p.149

Flame-thrower Platoons must make Combat Attachments to following companies with all of their sections if they are Combat or Weapons Companies in your force:

Strelkovy Companies

Submachine-gun Companies

Udarny Strelkovy Companies

Shock Submachine-gun Companies

Guards Rocket Mortar Battalion - p.154

If the Bombarding platoon has nine to thirteen weapons firing, use a Devastating Bombardment Template to determine which teams are hit.

If the Bombarding platoon has fourteen or more weapons, use a Devastating Bombardment Template to determine which teams are hit and re-roll failed To Hit rolls.

Strelkovy Anti-tank Rifle Company (Red Army) - p.28

A Strelkovy Anti-tank Rifle Company may make Combat Attachments to Strelkovy Companies.

Strelkovy Batalon HQ (Red Army) - p.25

The Strelkovy Batalon HQ Anti-tank Platoon operates as a separate Unit. The Teams of the Anti-tank Rifle Platoon and Sapper Platoon may be Combat Attached to Strelkovy Companies.

Strelkovy Scout Platoon - p.27

A Strelkovy Scout Platoon is an Infiltration Platoon. They may infiltrate a Strelkovy Company or Subnachine-gun Company, see the Infiltration rules on page 73 of the rulebook.

Strelkovy Scout Platoons are Reconnaissance Platoons.

Tank Destruction Company (Red Army) - p.150

The 76mm ZIS-3 guns of a tank Destruction Company cannot fire Artilley Bombardments.

Tank Killer Company (Red Army) - p.148

Cat Killers

M10, SU-85, SU-85M, and SU-100 assault guns do not use the Volley Fire special rule. Instead, M10, SU-85, SU-85M, and SU-100 assault guns use the Cat Killers rule on page 74 of the rulebook.