

# SREDNIY SAMOKHODNO-ARTILLYERIYSKIY POLK (RED ARMY)

MEDIUM SELF-PROPELLED ARTILLERY REGIMENT

CONFIDENT

TRAINED

TANK COMPANY

POINTS

1535

PLATOON	QTY UNIT		POINTS
HEADQUARTERS			
Sredniy Samokhodno-artillyeriyskiy HQ (Red Army) p.21	1	T-34/85 obr 1944	4.6% 70
COMBAT COMPANIES			
Medium Assault Gun Company (Red Army) p.21	4	SU-85M	18.9% 290
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SUPPORT COMPANIES			
Motostrelkovy Company (Red Army) p.13	1	Cmd SMG team	8.5% 130
	7	SMG team	
Tank Destruction Company (Red Army) p.26	1	Cmd Rifle team	9.4% 145
	4	57mm ZIS-2 gun	
Motorised Artillery Battalion (Red Army) p.19	1	Cmd Rifle team	12.4% 190
	1	Staff team	
	8	76mm ZIS-3 field gun	
Anti-aircraft Company (Red Army) p.31	1	Cmd Rifle team	8.5% 130
	6	37mm obr 1939 gun	

Desperate Measures - 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>	

### MEDIUM TANKS

T-34/85 obr 1944	Standard Tank	7	5	1	Co-ax MG, Hull MG.
<i>85mm ZIS-53 gun</i>	<i>32"/80cm</i>	<i>2</i>	<i>12</i>	<i>3+</i>	

### ASSAULT-GUNS

SU-85M	Slow Tank	9	5	1	Overloaded.
<i>85mm D-5 S-85 gun</i>	<i>32"/80cm</i>	<i>2</i>	<i>12</i>	<i>3+</i>	<i>Hull mounted, Cat killer.</i>

## GUN TEAMS

Weapon	Mobility	Range	ROF	Anti-tank	Firepower	Notes
37mm obr 1939 gun	Immobile	24"/60cm	4	6	4+	Anti-aircraft, Turntable.
57mm ZIS-2 gun	Medium	32"/80cm	3	11	4+	Gun shield, Volley fire.
76mm ZIS-3 field gun	Medium	32"/80cm	2	9	3+	Gun shield, Volley fire.
Firing bombardments		80"/200cm	-	2	4+	

## INFANTRY TEAMS

Team	Range	ROF	Anti-tank	Firepower	Notes
Rifle team	16"/40cm	1	2	6+	
SMG team	4"/10cm	3	1	6+	Full ROF when moving.
Staff team	16"/40cm	1	2	6+	Moves as a Heavy Gun team.

## VEHICLE MACHINE-GUNS

Weapon	Range	ROF	Anti-tank	Firepower	
Vehicle MG	16"/40cm	3	2	6	ROF 1 if other weapons fire.

## SPECIAL RULES

### **Medium Assault Gun Company (Red Army) - p.21**

Assault guns from a Medium Assault Gun Company do not use the Volley Fire special rule. Instead, assault guns from a Medium Assault Gun Company that did not move in the Movement Step may re-roll failed rolls To Hit when shooting their main guns at platoons with all teams more than 16"/40cm away.

### **Sredniy Samokhodno-artilyeriyskiy HQ (Red Army) - p.21**

#### **Bed Spring Armour**

A Tank Team with Bed Spring Armour increases their Side armour by +1 against Infantry weapons with Firepower 5+ or 6.