

MOTOSTRELKOVY BATALON (RED ARMY)

UK GT 2017

CONFIDENT

TRAINED

MECHANISED COMPANY

POINTS

1525

PLATOON	QTY	UNIT	POINTS
HEADQUARTERS			
Motostrelkovy Batalon HQ (Red Army) p.99	2	Cmd Rifle team	2% 30
	1	Komissar team	
COMBAT COMPANIES			
Motostrelkovy Company (Red Army) p.99	1	Cmd SMG team	8.5% 130
	7	SMG team	
Motostrelkovy Company (Red Army) p.99	1	Cmd SMG team	8.5% 130
	7	SMG team	
WEAPONS COMPANIES			
Motostrelkovy Artillery Battalion (Red Army) p.102 Player note: -10 points for redundant command and staff teams	1	Cmd Rifle team	19% 290
	1	Staff team	
	1	Observer Rifle team	
	1	M3A1 armoured transporter	
	12	76mm ZIS-3 field gun	
	8	M3A1 armoured tractor	
Light Tankovy Company p.23	4	M3A1 armoured tractor with .50 cal AA MG	14.1% 215
	9	Mark III (Valentine VIII)	
Sapper Company (Red Army) p.149	1	Cmd Rifle team	12.1% 185
	10	Pioneer Rifle team	
CORPS SUPPORT COMPANIES			
Tankovy Company p.22	5	T-34 obr 1942	29.2% 445
	4	T-34/85 obr 1943	
Spetsnaz Platoon p.103 FEARLESS VETERAN	1	Cmd SMG team	6.6% 100
	1	Captured Sd Kfz 250 half-track	
	2	SMG team	
	1	Captured Sd Kfz 251 half-track	

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>	

LIGHT TANKS

Mark III (Valentine VIII)	Slow Tank	6	4	1	Protected ammo.
<i>OQF 6 pdr gun</i>	<i>24"/60cm</i>	<i>2</i>	<i>10</i>	<i>4+</i>	

MEDIUM TANKS

T-34 obr 1942	Standard Tank	6	5	1	Co-ax MG, Hull MG, Fast tank, Limited vision, Wide-tracks.
<i>76mm F-34 gun</i>	<i>32"/80cm</i>	<i>2</i>	<i>9</i>	<i>3+</i>	
T-34/85 obr 1943	Standard Tank	7	5	1	Co-ax MG, Hull MG.
<i>85mm D-5T gun</i>	<i>32"/80cm</i>	<i>2</i>	<i>12</i>	<i>3+</i>	

GUN TEAMS

Weapon	Mobility	Range	ROF	Anti-tank	Firepower	Notes
--------	----------	-------	-----	-----------	-----------	-------

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
------	-------	-----	-----------	-----------	-------

Komissar team	4"/10cm	1	1	6+	
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 Light Gun team.

ADDITIONAL TRAINING AND EQUIPMENT

Pioneer teams are rated as Tank Assault 4.

TRANSPORT TEAMS

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

TRACTORS

M3A1 armoured tractor	Jeep	1	0	0	
M3A1 armoured tractor with .50 cal AA MG	Jeep	1	0	0	Passenger-fired .50 cal AA MG

ARMoured PERSONNEL CARRIERS

Captured Sd Kfz 250 half-track	Half-tracked	1	0	0	Passenger-fired Hull MG.
Captured Sd Kfz 251 half-track	Half-tracked	1	0	0	Passenger-fired Hull MG.
M3A1 armoured transporter	Jeep	1	0	0	Passenger-fired AA MG.

VEHICLE MACHINE-GUNS

Weapon	Range	ROF	Anti-tank	Firepower	
--------	-------	-----	-----------	-----------	--

Vehicle MG	16"/40cm	3	2	6	ROF 1 if other weapons fire.
.50 cal Vehicle MG	16"/40cm	3	4	5+	ROF 1 if other weapons fire.

SPECIAL RULES

Spetsnaz Platoon - p.103

Decoy

A Decoy Unit must be identified before the enemy can shoot at it or assault it. A Decoy Unit starts the game unidentified. In order to identify a Decoy Unit, an enemy Unit must attempt to shoot or bombard it. Before rolling To Hit, roll a Skill Test for the enemy shooting unit.

If they pass the Skill Test, they identify the Decoy Unit and shoot at it as normal. The Decoy Unit is now identified to all enemy Units. If they fail, they do not identify the Decoy Unit, but may shoot at another Soviet Unit instead.

If a Decoy Unit shoots or assaults, they are immediately identified by all enemy Units.

A Spetsnaz Platoon is a Reconnaissance Platoon and a Decoy Platoon. See the Decoy rules.

A Spetsnaz Platoon is an Infiltration Platoon. They may infiltrate a Tankovy Company, Gvardeyskiy Tankovy Company, Inomarochniy Tankovy Company, Motostrelkovy Company, Tank-rider Company, Motostrelkovy Submachine-gun Company, or Razvedki Platoon. See the Infiltration rules on page 73 of the rulebook.
