

FLAMES OF WAR - ORDER OF BATTLE

Tom Kearny

1st Battalion, 12th
Guards Rifle Regiment

Headquarters Platoon(<i>You must have one Headquarters Platoon</i>)	Motivation	Experience	Command Distance	Points
HQ's (2 rifle teams. 1 Komissar team)	Fearless	Trained	4"	35
Anti-Tank Rifle Platoon (4 PTRD anti-tank rifle teams)	Fearless	Trained	4"	45
Anti-Tank Platoon (2 45mm obr 1942 anti-tank guns)	Fearless	Trained	4"	45
Sapper Platoon (pioneer teams)	Fearless	Trained	4"	95
Pioneer Supply Wagon	Fearless	Trained	4"	20
Combat Platoons(<i>You must have two or more Combat Platoons</i>)				
1st Udamy Strelkovy Co, 3 Platoon (1 SMG), Komissar, 2xMaksim HMG	Fearless	Trained	4"	300
2nd Udamy Strelkovy Co, 3 Platoon (1 SMG), 2xMaksim HMG	Fearless	Trained	4"	285
Weapon Platoons(<i>You may have one or more Weapon Platoons</i>)				
Shock Scout Platoon, 1 squad	Fearless	Veteran	6"	100
Shock Heavy Mortar Co, 3 Platoons, observer	Fearless	Trained	4"	215
Shock Anti-Tank Co, 1 Platoon	Fearless	Trained	4"	55
Supporting Platoons (<i>You may have Supporting Platoons for each Combat Platoon</i>)				
Guards Flamethrower Platoon, 2 sections	Fearless	Trained	4"	180
Mine Roller Co, 7 T-34/76 obr 1942, with cupolas	Fearless	Trained	6"	375
Company Totals	Platoons	6	Points	1750

Tanks, Infantry, Guns & Transport	Mobility	Range	ROF	AT	FP	Armor		
						F	S	R
T-34 obr 1942, 76mm F-34 gun	Fully Tracked	32	2	9	3+	6	5	1
Maksim HMG	Man-packed	24"	6	2	6			
PTRD Anti-tank Rifle	Man-packed	16"	2	5	5+			
45mm obr 1942 gun	Light	24"	3	8	4+	Gun shield		
120mm PM-38 mortar	Light	56"		3	3+			
Rifle Team		16"	1	2	6			
Rifle/MG Team		16"	2	2	6			
SMG Team		4"	3	1	6	move, full ROF		
Flame-thrower Team		4"	4		6	Flame-thrower		
Komissar Team		4"	1	1	6			
Pioneer teams are tank assault 4								

Special Rules **Guards Assault Battalion:** always attack infantry. **Hardened Veterans:** infantry teams always hit on 3+ in assault. **Volley Fire:** 45mm obr 1942.

