

## PLATOON #1

1945 April, Seelow Heights  
Villa mod

## OFFICER

**Junior Lieutenant (Armies of the Soviet Union page 22)** **Inexperienced** **35**

**Qty Weapons** **Range** **Shots Pen Special**

1 Second (Junior) Lieutenant  
with Pistol Assault  
with Submachine gun Assault  
with Rifle

## INFANTRY SQUADS

**LMG squad (Armies of the Soviet Union page 24)** **Regular** **93**

**Qty Weapons** **Range** **Shots Pen Special**

5 Infantry with Rifle 24" 1 n/a  
1 NCO with Submachine gun 12" 2 n/a Assault  
1 Infantry with Light Machine gun (requires loader) 36" 4 n/a

**Assault Engineers squad (Armies of the Soviet Union page 32)** **Veteran** **119**

**Qty Weapons** **Range** **Shots Pen Special**

5 Infantry with Rifle 24" 1 n/a  
1 NCO with Submachine gun 12" 2 n/a Assault  
1 Flamethrower (infantry) team 6" D6 +3 Team (2 men), Flamethrower  
1 men have Panzerfaust in addition to other weapons 12" 1 +6 One-shot, Shaped Charge

## INFANTRY

**Assault Engineers squad (Armies of the Soviet Union page 32)** **Veteran** **119**

**Qty Weapons** **Range** **Shots Pen Special**

5 Infantry with Rifle 24" 1 n/a  
1 NCO with Submachine gun 12" 2 n/a Assault  
1 Flamethrower (infantry) team 6" D6 +3 Team (2 men), Flamethrower  
1 men have Panzerfaust in addition to other weapons 12" 1 +6 One-shot, Shaped Charge

**Shtrafbat squad (Armies of the Soviet Union page 27)** **Inexperienced** **35**

**Qty Weapons** **Range** **Shots Pen Special**

1 NCO with Rifle 24" 1 n/a  
4 Infantry with Rifle 24" 1 n/a

**Shtrafbat squad (Armies of the Soviet Union page 27)** **Inexperienced** **20**

**Qty Weapons** **Range** **Shots Pen Special**

1 NCO with Rifle 24" 1 n/a  
4 Infantry with Rifle 24" 1 n/a  
Entire squad are Shirkers Shirkers

## FREE INFANTRY

**Free Rifle squad (Armies of the Soviet Union page 23) full strength** **Inexperienced** **0**

**Qty Weapons** **Range** **Shots Pen Special**

1 NCO with Rifle 24" 1 n/a  
11 Infantry with Rifle 24" 1 n/a  
Entire squad is Green Green  
Entire squad equipped with anti-tank grenades Tank hunters

## SNIPER

**Sniper team (Armies of the Soviet Union page 36)** **Regular** **50**

**Qty Weapons** **Range** **Shots Pen Special**

1 Sniper team 36" 1 n/a Team (2 men), Sniper

## ANTI-TANK

**Anti-tank Rifle team (Armies of the Soviet Union page 34)** **Regular** **30**

**Qty Weapons** **Range** **Shots Pen Special**

1 Anti-tank rifle team 36" 1 +2 Team (2 men)

**Tank Hunter Anti-tank team (Armies of the Soviet Union page 34)** **Regular** **33**

**Qty Weapons** **Range** **Shots Pen Special**

1 NCO with Rifle 24" 1 n/a  
1 Infantry with Rifle 24" 1 n/a  
Entire squad equipped with anti-tank grenades Tank hunters

Tough Tank Hunters and Forward Position  
1 man has Panzerfaust in addition to other weapons

Tough Tank Hunters, Forward position  
One-shot, Shaped Charge

### MORTAR

**Medium Mortar team** (Armies of the Soviet Union page 37) **Inexperienced** **35**

Qty	Weapons	Range	Shots	Pen	Special
1	Medium Mortar team	12"-60"	1	HE	Team (3 men), Fixed, Indirect fire, HE (2")

**Heavy Mortar team** (Armies of the Soviet Union page 37) **Inexperienced** **46**

Qty	Weapons	Range	Shots	Pen	Special
1	Heavy Mortar team	12"-72"	1	HE	Team (4 men), Fixed, Indirect fire, HE (3")

### ARTILLERY

**M-30** (Ostfront page 63) **Inexperienced** **42**

Qty	Weapons	Range	Shots	Pen	Special
1	Multiple rocket launcher	12"-72"	1	HE	Indirect fire, HE (4"), Team (5 men), Fixed, Multiple launcher, Heavy Rocket Launcher

**M-30** (Ostfront page 63) **Regular** **70**

Qty	Weapons	Range	Shots	Pen	Special
1	Multiple rocket launcher	12"-72"	1	HE	Indirect fire, HE (4"), Team (5 men), Fixed, Multiple launcher, Heavy Rocket Launcher
1	Spotter				Spotter

### ARMOURED CARS

**BA-64** (Armies of the Soviet Union page 53) **Regular** **65**

Qty	Vehicle	Type	Trans	DV	Weapons
1	BA-64	Wheeled	-	7+	Recce, Open-topped, Flak
	Turret-mounted LMG	36"	4	n/a	

### TANKS AND SP GUNS

**M3 Stuart light tank** (Armies of the Soviet Union page 36) **Regular** **140**

Qty	Vehicle	Type	Trans	DV	Weapons
1	M3 Stuart light tank	Tracked	-	8+	Vulnerable
	Turret-mounted light anti-tank gun	48"	1	+4	HE (1")
	Co-axial MMG	36"	5	n/a	
	Forward facing hull-mounted MMG	36"	5	n/a	Front arc
	Recce		-	-	Recce
	Pintle-mounted MMG	36"	5	n/a	Flak, 360 degree arc

**Tokarev 4M Quad Maxim on Gaz-AAA truck** (Armies of the Soviet Union page 52) **Regular** **60**

Qty	Vehicle	Type	Trans	DV	Weapons
1	Tokarev 4M Quad Maxim on Gaz-AAA truck	Wheeled	-	6+	
	Four turret-mounted MMGs	36"	5	n/a	Flak, (5 Shots each)

### TOWS

**Half-track truck** (Armies of the Soviet Union page 55) **Regular** **54**

Qty	Vehicle	Type	Trans	DV	Weapons
1	Half-track truck with pintle-mounted MMG	Half-track	12	6+	
	<b>Tow:</b> Light howitzer; light or medium anti-tank gun; light or medium anti-aircraft gun				
	Forward-facing pintle-mounted MMG	36"	5	n/a	Front arc, Flak

### TRANSPORTS

**Truck** (Armies of the Soviet Union page 54) **Regular** **54**

Qty	Vehicle	Type	Trans	DV	Weapons
1	Truck with pintle-mounted MMG	Wheeled	12	6+	
	<b>Tow:</b> light howitzer; light or medium anti-tank gun; light or medium anti-aircraft gun				
	Pintle-mounted MMG	36"	5	n/a	Flak, 360 degree arc

### SPECIAL RULES

#### Assault

(p66) This weapon suffers no penalty 'to hit' when moving and shooting. In addition, infantry models armed with an assault weapon count as tough fighters (page 91). When a tough fighter scores a casualty in close quarters against infantry or artillery, it can immediately make a second damage roll.

#### Fixed

(p66) When given Advance order, fixed weapons can rotate on the spot suffering a -1 to-hit penalty. Non-artillery Fixed can move normal 12" when given Run order.

### **Flak**

All enemy units not currently down automatically fire at the attacking aircraft if it is within their firing arc and range, regardless of whether they have already taken an action or not that turn. Flak fire does not require an action. Line of site ignored. Rolls to hit aircraft are always at a -2 penalty. Friendly flak units must test to hold their fire (page 67)

### **Famethrower**

(p67). Flamethrowers never suffer to-hit penalties for cover or Down. Hits multiplied into D6 (D6+1 for vehicle flamethrower). Always hits top armour. No -1 PEN for long range. Gun shield and extra protection rules do not apply. Units hit take D3+1 pins and must always check morale (if fail, then destroyed). Flamethrower rolls D6 - on 1 it runs out of fuel. When rolling to damage vehicle equipped with flamethrower, add +1 to damage effects chart.

### **Forward position**

Counts as Observers/Snipers for Set-Up purposes (see page 118 of the Bolt Action rulebook)

### **Green**

(p90) Green units are inexperienced with morale rating of 8. The first time the unit suffers a casualty roll a die. On a roll of a 1 the unit suffers an additional D6 pin markers and goes *Down*. On a 2, 3, 4 the unit fights on. On a 5 or 6 the unit is immediately up rated to Regular with morale value 9 for the rest of the battle. There is no further effect.

### **HE (1")**

(p68) PEN: +1, PIN: D2 (D3 if in building) - Infantry and artillery can go *down* to halve the hits taken

### **HE (2")**

(p68) PEN: +2, PIN: D3 (D6 if in building) - Infantry and artillery can go *down* to halve the hits taken

### **HE (3")**

(p68) PEN: +3, PIN: D3 (2D6 if in building) - Infantry and artillery can go *down* to halve the hits taken. 10+ hits on building collapses it and kills all inside.

### **HE (4")**

(p68) PEN: +4, PIN: D6 (3D6 if in building) - Infantry and artillery can go *down* to halve the hits taken. 10+ hits on building collapses it and kills all inside.

### **Heavy Rocket Launcher**

Fires HE (3D6) rockets rather than the usual HE (2D6) rockets. However, to represent the fact that it is so slow to reload, when it fires it immediately suffers D3 pin markers. It must then be given a successful Rally order to reload it before it can be ordered to Fire again.

### **Indirect fire**

(p71)

### **Multiple launcher**

(p72) Counts as a heavy mortar, but its chance of hitting never gets any better than a 6. All units with 6" of the target and not entirely within the weapon's minimum range can be hit.

### **One-shot**

(p72) This is a disposable weapon that can be fired only once per game. Once fired replace the model with another model that does not carry the disposable weapon

### **Open-topped**

(p118) Pinned by hits from small arms in the same way as soft-skins and infantry. If assaulted by infantry open-topped armoured vehicles are destroyed automatically if the vehicle is damaged, in the same way as for soft-skins.

If hit by indirect fire then add +1 to the damage result roll. Note that all hits upon the upper surface of armoured vehicles count +1 penetration regardless of whether the target is open or not - so open-topped armoured vehicles suffer a double penalty: +1 penetration and +1 damage result

### **Recce**

(p118)

### **Shaped Charge**

(p73) Never suffer the -1 penetration modifier for firing at long range.

### **Shirkers**

(p91) Shirkers must always take an order test when given an order, even where they are not pinned, and always count pinned markers as double.

### **Sniper**

(p91) When a sniper shoots using a Fire or Ambush order, the player can decide to use his scope. Rifle range changes to 36". If target is within 12" the shot misses automatically. Shot ignores negative to-hit modifiers except pinning markers and for missing assistant. Shot ignores gun shield and extra protection rules. If successful, always counts as exceptional damage and can pick any model in the unit. When not using scope, all members of team can fire any weapon they have and in assault can use the assault rule if pistol/submachine gun.

### **Spotter**

Spotters rules on page 71. Inexperienced Spotters cannot spot for inexperienced indirect fire weapon. Errata: Note that spotters are always ignored for the purpose of victory conditions (e.g. they cannot capture/control/hold objectives and areas of the table, move out of the table to score points, etc).

### **Tank hunters**

(p91) If a tank hunter unit wins an assault and scores damage against an armoured vehicle, the effect is resolved on the Damage Result table as for a normal anti-tank penetration rather than as for superficial damage.

### **Team (2 men)**

(p73) A Team weapon shoots at full effectiveness so long as there are at least two men to serve it. If only one man remains then the weapon suffers a -1 to hit penalty, and (p42) -1 penalty to its morale. For squad-based team weapons, loader must remain within 1" or weapon suffers the -1 to-hit penalty.

### **Team (3 men)**

(p73) A Team weapon shoots at full effectiveness so long as there are at least two men to serve it. If only one man remains then the weapon suffers a -1 to hit penalty, and (p42) -1 penalty to its morale. For squad-based team weapons, loader must remain within 1" or weapon suffers the -1 to-hit penalty.

### **Team (4 men)**

(p73) A Team weapon shoots at full effectiveness so long as there are at least two men to serve it. If only one man remains then the weapon suffers a -1 to hit penalty, and (p42) -1 penalty to its morale. For squad-based team weapons, loader must remain within 1" or weapon suffers the -1 to-hit penalty.

### **Team (5 men)**

(p73) A Team weapon shoots at full effectiveness so long as there are at least two men to serve it. If only one man remains then the weapon suffers a -1 to hit penalty, and (p42) -1 penalty to its morale. For squad-based team weapons, loader must remain within 1" or weapon suffers the -1 to-hit penalty.

### **Tough Tank Hunters**

Tough tank hunters have all the usual rules for 'tank hunters' and in addition double their attacks in close combat against vehicles (i.e each soldier makes 2 attacks)

### **Vulnerable**

Because of the riveted construction, all shots to the side and rear of the vehicle get an additional +1 penetration modifier

<b>Pick List</b>	
Soviet Union Anti-tank rifle team	1
Soviet Union BA-64	1
Soviet Union Flamethrower (infantry) team	2
Soviet Union Half-track truck with pintle-mounted MMG	1
Soviet Union Heavy Mortar team	1
Soviet Union Infantry with Light Machine gun (requires loader)	1
Soviet Union Infantry with Rifle	35
Soviet Union M3 Stuart light tank	1
Soviet Union Medium Mortar team	1
Soviet Union men have Panzerfaust in addition to other weapons	2
Soviet Union Multiple rocket launcher	2
Soviet Union NCO with Rifle	4
Soviet Union NCO with Submachine gun	3
Soviet Union Second (Junior) Lieutenant	1
Soviet Union Sniper team	1
Soviet Union Spotter	1
Soviet Union Tokarev 4M Quad Maxim on Gaz-AAA truck	1
Soviet Union Truck with pintle-mounted MMG	1