

## PLATOON #1

1945 April, Seelow Heights  
The Gates of Berlin

## OFFICER

**Junior Lieutenant (Armies of the Soviet Union page 22)** **Inexperienced** **49**

Qty	Weapons	Range	Shots	Pen	Special
1	Second (Junior) Lieutenant with Pistol				Assault
	with Submachine gun				Assault
	with Rifle				
2	Infantry (equipped as modeled)		-	-	

## INFANTRY SQUADS

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

Qty	Weapons	Range	Shots	Pen	Special
1	NCO with Rifle	24"	1	n/a	
4	Infantry with Rifle	24"	1	n/a	
7	Unarmed Infantry				
	Entire squad are Shirkers				Shirkers

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

Qty	Weapons	Range	Shots	Pen	Special
1	NCO with Rifle	24"	1	n/a	
4	Infantry with Rifle	24"	1	n/a	
7	Unarmed Infantry				
	Entire squad are Shirkers				Shirkers

## INFANTRY

**Assault Engineers squad (Armies of the Soviet Union page 32)** **Veteran** **117**

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

**Veteran squad (Armies of the Soviet Union page 26)** **Veteran** **94**

Qty	Weapons	Range	Shots	Pen	Special
1	NCO with Rifle	24"	1	n/a	
5	Infantry with Rifle	24"	1	n/a	
2	men have Panzerfaust in addition to other weapons	12"	1	+6	One-shot, Shaped Charge
	Tough Fighters				Tough Fighters

**Guards squad (Armies of the Soviet Union page 26)** **Regular** **65**

Qty	Weapons	Range	Shots	Pen	Special
1	NCO with Rifle	24"	1	n/a	
5	Infantry with Rifle	24"	1	n/a	
	1 man has Panzerfaust in addition to other weapons				One-shot, Shaped Charge

**Guards squad (Armies of the Soviet Union page 26)** **Regular** **65**

Qty	Weapons	Range	Shots	Pen	Special
1	NCO with Rifle	24"	1	n/a	
5	Infantry with Rifle	24"	1	n/a	
	1 man has Panzerfaust in addition to other weapons				One-shot, Shaped Charge

## 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
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1	Sniper team	36"	1	n/a	Team (2 men), Sniper		
<b>ANTI-TANK</b>							
<b>Anti-tank Rifle team</b> (Armies of the Soviet Union page 34)						<b>Regular</b>	<b>30</b>
<b>Qty</b>	<b>Weapons</b>	<b>Range</b>	<b>Shots</b>	<b>Pen</b>	<b>Special</b>		
1	Anti-tank rifle team	36"	1	+2	Team (2 men)		
<b>MORTAR</b>							
<b>Heavy Mortar team</b> (Armies of the Soviet Union page 37)						<b>Inexperienced</b>	<b>46</b>
<b>Qty</b>	<b>Weapons</b>	<b>Range</b>	<b>Shots</b>	<b>Pen</b>	<b>Special</b>		
1	Heavy Mortar team	12"-72"	1	HE	Team (4 men), Fixed, Indirect fire, HE (3")		
<b>Heavy Mortar team</b> (Armies of the Soviet Union page 37)						<b>Inexperienced</b>	<b>46</b>
<b>Qty</b>	<b>Weapons</b>	<b>Range</b>	<b>Shots</b>	<b>Pen</b>	<b>Special</b>		
1	Heavy Mortar team	12"-72"	1	HE	Team (4 men), Fixed, Indirect fire, HE (3")		
<b>ARTILLERY</b>							
<b>ZiS-3 Divisional gun</b> (Armies of the Soviet Union page 40)						<b>Regular</b>	<b>80</b>
<b>Qty</b>	<b>Weapons</b>	<b>Range</b>	<b>Shots</b>	<b>Pen</b>	<b>Special</b>		
1	ZiS-3 Divisional gun	60"	1	+5	Team (4 men), Gun shield, Fixed, HE (1"), Versatile		
		48"(24-60)	1	HE	Team (4 men), Gun shield, Fixed, Howitzer, HE (2")		
<b>Medium Howitzer</b> (Armies of the Soviet Union page 38)						<b>Regular</b>	<b>85</b>
<b>Qty</b>	<b>Weapons</b>	<b>Range</b>	<b>Shots</b>	<b>Pen</b>	<b>Special</b>		
1	Medium howitzer	60"(30-72)	1	HE	Team (4 men), Gun shield, Fixed, Howitzer, HE (3")		
1	Spotter				Spotter		
<b>ARMOURED CARS</b>							
<b>Gaz 'Jeep' (no transport)</b> (Armies of the Soviet Union page 55)						<b>Regular</b>	<b>36</b>
<b>Qty</b>	<b>Vehicle</b>	<b>Type</b>	<b>Trans</b>	<b>DV</b>	<b>Weapons</b>		
1	Gaz Jeep with pintle-mounted MMG	Wheeled	-	6+			
	Pintle-mounted MMG	36"	5	n/a	Flak, 360 degree arc		
<b>TANKS AND SP GUNS</b>							
<b>SU-76i</b> (Armies of the Soviet Union page 50)						<b>Regular</b>	<b>130</b>
<b>Qty</b>	<b>Vehicle</b>	<b>Type</b>	<b>Trans</b>	<b>DV</b>	<b>Weapons</b>		
1	SU-76i with AP rounds	Tracked	-	8+			
	Forward-facing light howitzer	48"(24-60)	1	HE	Front arc, Howitzer, HE (2")		
	(firing as medium anti-tank gun)	60"	1	+5	HE (1"), Front arc		
<b>SU-76i</b> (Armies of the Soviet Union page 50)						<b>Regular</b>	<b>130</b>
<b>Qty</b>	<b>Vehicle</b>	<b>Type</b>	<b>Trans</b>	<b>DV</b>	<b>Weapons</b>		
1	SU-76i with AP rounds	Tracked	-	8+			
	Forward-facing light howitzer	48"(24-60)	1	HE	Front arc, Howitzer, HE (2")		
	(firing as medium anti-tank gun)	60"	1	+5	HE (1"), Front arc		
<b>TRANSPORTS</b>							
<b>Gaz 'Jeep'</b> (Armies of the Soviet Union page 55)						<b>Regular</b>	<b>21</b>
<b>Qty</b>	<b>Vehicle</b>	<b>Type</b>	<b>Trans</b>	<b>DV</b>	<b>Weapons</b>		
1	Gaz Jeep	Wheeled	3	6+			
	<b>Tow:</b> Light anti-tank gun; light anti-aircraft gun						
	0			+0			

## 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)

### **Flamethrower**

(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.

### **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.

### **Gun shield**

(p95) The die roll an enemy requires to score damage from the front arc of the gun is increased by +1. The die roll is modified by the penetration value of the weapon in the usual way. Hits from HE (both direct and indirect), flame throwers, and close quarters attacks ignore the gun shield rule.

### **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.

### **Howitzer**

(p71) Can either shoot directly at a target drawing its line of fire 'over open sights' in the normal way, or it can shoot indirect fire. When using indirect fire, a howitzer has a minimum range; when firing over open sights it has no minimum range.

### **Indirect fire**

(p71)

### **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

### **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 (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.

### **Tough Fighters**

(p91) When a tough fighter scores a casualty in close quarters against infantry or artillery, it can immediately make a second damage roll.

### **Unarmed**

Unarmed men neither shoot nor attack in close quarters - their only value is as casualties

### **Versatile**

Can also fire as a light howitzer 48"(24-60), HE (2")

<b>Pick List</b>	
Soviet Union Anti-tank rifle team	1
Soviet Union Flamethrower (infantry) team	1
Soviet Union Gaz Jeep	1
Soviet Union Gaz Jeep with pintle-mounted MMG	1
Soviet Union Heavy Mortar team	2
Soviet Union Infantry (equipped as modeled)	2
Soviet Union Infantry with Rifle	36
Soviet Union Infantry with Submachine gun	2
Soviet Union Medium howitzer	1
Soviet Union men have Panzerfaust in addition to other weapons	4
Soviet Union NCO with Rifle	6
Soviet Union NCO with Submachine gun	1
Soviet Union Second (Junior) Lieutenant	1
Soviet Union Sniper team	1
Soviet Union Spotter	1
Soviet Union SU-76i with AP rounds	2
Soviet Union Unarmed Infantry	14
Soviet Union ZiS-3 Divisional gun	1