

PLATOON #1

1945 April, Seelow Heights
Vill mod nacional

OFFICER

Senior Lieutenant (Armies of the Soviet Union page 22) **Inexperienced** **67**

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

| | | | | | |
|---|--|---|---|--|---------|
| 1 | First (Senior) Lieutenant with Pistol | | | | Assault |
| | with Submachine gun | | | | Assault |
| | with Rifle | | | | |
| 1 | Infantry (equipped as modeled) | - | - | | |

INFANTRY SQUADS

Tank Riders squad (Armies of the Soviet Union page 25) **Regular** **90**

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

| | | | | | |
|---|---|-----|---|-----|------------------------|
| 1 | NCO with Submachine gun | 12" | 2 | n/a | Assault |
| 5 | Infantry with Submachine gun Tank Riders | 12" | 2 | n/a | Assault Tank Riders |
| | Entire squad equipped with anti-tank grenades | | | | Tank hunters |

Assault Engineers squad (Armies of the Soviet Union page 32) **Veteran** **130**

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

| | | | | | |
|---|---|-----|----|-----|----------------------------|
| 3 | 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 |

INFANTRY

Assault Engineers squad (Armies of the Soviet Union page 32) **Veteran** **125**

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

| | | | | | |
|---|---|-----|----|-----|----------------------------|
| 3 | 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 |
| 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** **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 |

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) **Veteran** **65**

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 | | | Tough Tank Hunters, Forward position | | |
| 1 man has Panzerfaust in addition to other weapons | | | One-shot, Shaped Charge | | |

MORTAR

| | | |
|---|----------------------|-----------|
| 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") |

| | | |
|---|----------------------|-----------|
| 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) | 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 |

ARMOURED CARS

| | | |
|---|----------------|-----------|
| Gaz 'Jeep' (no transport) (Armies of the Soviet Union page 55) | Regular | 36 |
|---|----------------|-----------|

| Qty | Vehicle | Type | Trans | DV |
|-----|----------------------------------|---------|-------|--------------------------|
| Qty | Weapons | Range | Shots | Pen Special |
| 1 | Gaz Jeep with pintle-mounted MMG | Wheeled | - | 6+ |
| | Pintle-mounted MMG | 36" | 5 | n/a Flak, 360 degree arc |

TANKS AND SP GUNS

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

| Qty | Vehicle | Type | Trans | DV |
|-----|------------------------------------|---------|-------|--------------------------|
| Qty | Weapons | Range | Shots | Pen Special |
| 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 |
|-----|--|---------|-------|--------------------------|
| Qty | Weapons | Range | Shots | Pen Special |
| 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 |
|--|--|------------|-------|---------------------|
| Qty | Weapons | Range | Shots | Pen Special |
| 1 | Half-track truck with pintle-mounted MMG | Half-track | 12 | 6+ |
| Tow: 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 |
|--|-------------------------------|---------|-------|--------------------------|
| Qty | Weapons | Range | Shots | Pen Special |
| 1 | Truck with pintle-mounted MMG | Wheeled | 12 | 6+ |
| Tow: 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)

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.

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 (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

Reece

(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.

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.

Tank Riders

Can mount onto or dismount from a tank counting it as a transport. One unit can ride on one tank. Cannot be targeted while on tank. Must immediately disembark if tank is shot at.

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.

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

| Pick List | |
|--|----|
| Soviet Union Anti-tank rifle team | 1 |
| Soviet Union First (Senior) Lieutenant | 1 |
| Soviet Union Flamethrower (infantry) team | 2 |
| Soviet Union Gaz Jeep with pintle-mounted MMG | 1 |
| Soviet Union Half-track truck with pintle-mounted MMG | 1 |
| Soviet Union Heavy Mortar team | 2 |
| Soviet Union Infantry (equipped as modeled) | 1 |
| Soviet Union Infantry with Rifle | 26 |
| Soviet Union Infantry with Submachine gun | 9 |
| Soviet Union M3 Stuart light tank | 1 |
| Soviet Union men have Panzerfaust in addition to other weapons | 3 |
| Soviet Union Multiple rocket launcher | 2 |
| Soviet Union NCO with Rifle | 4 |
| Soviet Union NCO with Submachine gun | 3 |
| Soviet Union Sniper team | 1 |
| Soviet Union Tokarev 4M Quad Maxim on Gaz-AAA truck | 1 |
| Soviet Union Truck with pintle-mounted MMG | 1 |