

## PLATOON #1

1945 April, Seelow Heights  
Campeonato nacional 25.11.2023

## 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

**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

## HEADQUARTERS

**Forward Artillery Observer (Armies of the Soviet Union page 23)** **Regular** **100**

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

1 Artillery Forward Observer  
with Rifle Massed batteries  
with Pistol Assault  
with Submachine gun Assault

## INFANTRY

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**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

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

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**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

## 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

### FLAMETHROWER

<b>Flamethrower team</b> (Armies of the Soviet Union page 36)	<b>Regular</b>	<b>50</b>
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Qty	Weapons	Range	Shots	Pen	Special
1	Flamethrower (infantry) team	6"	D6	+3	Team (2 men), Flamethrower

### ANTI-TANK

<b>Tank Hunter Anti-tank team</b> (Armies of the Soviet Union page 34)	<b>Veteran</b>	<b>47</b>
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Qty	Weapons	Range	Shots	Pen	Special
	Entire squad equipped with anti-tank grenades				Tank hunters
	Tough Tank Hunters and Forward Position				Tough Tank Hunters, Forward position
1	NCO with Submachine gun	12"	2	n/a	Assault
1	Infantry with Submachine gun	12"	2	n/a	Assault
	1 man has Panzerfaust in addition to other weapons				One-shot, Shaped Charge

<b>Tank Hunter Anti-tank team</b> (Armies of the Soviet Union page 34)	<b>Veteran</b>	<b>47</b>
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Qty	Weapons	Range	Shots	Pen	Special
	Entire squad equipped with anti-tank grenades				Tank hunters
	Tough Tank Hunters and Forward Position				Tough Tank Hunters, Forward position
1	NCO with Submachine gun	12"	2	n/a	Assault
1	Infantry with Submachine gun	12"	2	n/a	Assault
	1 man has Panzerfaust in addition to other weapons				One-shot, Shaped Charge

<b>Tank Hunter Anti-tank team</b> (Armies of the Soviet Union page 34)	<b>Veteran</b>	<b>47</b>
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	Tough Tank Hunters and Forward Position				Tough Tank Hunters, Forward position
1	NCO with Submachine gun	12"	2	n/a	Assault
1	Infantry with Submachine gun	12"	2	n/a	Assault
	1 man has Panzerfaust in addition to other weapons				One-shot, Shaped Charge

### MORTAR

<b>Heavy Mortar team</b> (Armies of the Soviet Union page 37)	<b>Inexperienced</b>	<b>46</b>
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Qty	Weapons	Range	Shots	Pen	Special
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>
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Qty	Weapons	Range	Shots	Pen	Special
1	Heavy Mortar team	12"-72"	1	HE	Team (4 men), Fixed, Indirect fire, HE (3")

### ARTILLERY

<b>M-30</b> (Ostfront page 63)	<b>Regular</b>	<b>70</b>
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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

<b>M-30</b> (Ostfront page 63)	<b>Regular</b>	<b>70</b>
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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

### TANKS AND SP GUNS

<b>M3 Stuart light tank</b> (Armies of the Soviet Union page 36)	<b>Regular</b>	<b>155</b>
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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
	Twin Forward facing hull-mounted LMGs	36"	4	n/a	Front arc, Must shoot at same target as hull-mounted MMG (4 shots each)

<b>M3 Stuart light tank</b> (Armies of the Soviet Union page 36)	<b>Regular</b>	<b>155</b>
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Qty	Vehicle	Type	Trans	DV
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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
	Twin Forward facing hull-mounted LMGs	36"	4	n/a	Front arc, Must shoot at same target as hull-mounted MMG (4 shots each)

### TOWS

<b>Bren Carrier (Armies of the Soviet Union page 0)</b>				<b>Regular</b>	<b>70</b>
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Qty	Weapons	Range	Shots	Pen	Special
1	Bren Carrier	Tracked	5	7+	Open-topped, Turn on the spot
	<b>Tow:</b> Light or medium anti-tank gun				
	Forward-facing LMG	36"	4	n/a	Front arc
	Pintle-mounted LMG	36"	4	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 flamerthrower, 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)

#### Massed batteries

When rolling to determine the 'Fire for effect' radius from the aiming point (D6+6") instead of rolling one die roll two dice and take the highest score.

#### 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.

### **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.

### **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)

### **Turn on the spot**

Can execute a full speed run rate 'reverse' finishing the move facing in direction of travel.

### **Unarmed**

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

### **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 Artillery Forward Observer	1
Soviet Union Bren Carrier	1
Soviet Union Flamethrower (infantry) team	1
Soviet Union Heavy Mortar team	2
Soviet Union Infantry with Rifle	35
Soviet Union Infantry with Submachine gun	3
Soviet Union M3 Stuart light tank	2
Soviet Union Multiple rocket launcher	2
Soviet Union NCO with Rifle	7
Soviet Union NCO with Submachine gun	3
Soviet Union Second (Junior) Lieutenant	1
Soviet Union Spotter	2
Soviet Union Unarmed Infantry	42