

## PLATOON #1

## Soviet Reinforced Platoon

## OFFICER

<b>Junior Lieutenant</b> (Armies of the Soviet Union page 22)	<b>Inexperienced</b>	<b>35</b>
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Qty Weapons	Range	Shots	Pen	Special
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1	Second (Junior) Lieutenant with Pistol			Assault
	with Submachine gun			Assault
	with Rifle			

## INFANTRY SQUADS

<b>Veteran squad</b> (Armies of the Soviet Union page 26)	<b>Veteran</b>	<b>108</b>
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Qty Weapons	Range	Shots	Pen	Special
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1	NCO with Rifle	24"	1	n/a
6	Infantry with Rifle	24"	1	n/a
2	men have Panzerfaust in addition to other weapons Tough Fighters	12"	1	+6 One-shot, Shaped Charge Tough Fighters

<b>Veteran squad</b> (Armies of the Soviet Union page 26)	<b>Veteran</b>	<b>108</b>
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Qty Weapons	Range	Shots	Pen	Special
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1	NCO with Rifle	24"	1	n/a
6	Infantry with Rifle	24"	1	n/a
2	men have Panzerfaust in addition to other weapons Tough Fighters	12"	1	+6 One-shot, Shaped Charge Tough Fighters

## INFANTRY

<b>Assault Engineers squad</b> (Armies of the Soviet Union page 32)	<b>Veteran</b>	<b>94</b>
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Qty Weapons	Range	Shots	Pen	Special
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1	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

<b>Storm Group</b> (Stalingrad page 122)	<b>Veteran</b>	<b>68</b>
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Qty Weapons	Range	Shots	Pen	Special
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1	NCO with Submachine gun	12"	2	n/a Assault
3	Infantry with Submachine gun Armed to the Teeth	12"	2	n/a Assault Armed to the Teeth

<b>Shtrafbat squad</b> (Armies of the Soviet Union page 27)	<b>Inexperienced</b>	<b>20</b>
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Qty Weapons	Range	Shots	Pen	Special
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1	NCO with Rifle	24"	1	n/a
4	Infantry with Rifle Entire squad are Shirkers	24"	1	n/a Shirkers

## FREE INFANTRY

<b>Free Rifle squad</b> (Armies of the Soviet Union page 23) full strength	<b>Inexperienced</b>	<b>0</b>
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Qty Weapons	Range	Shots	Pen	Special
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1	NCO with Rifle	24"	1	n/a
11	Infantry with Rifle Entire squad is Green Entire squad equipped with anti-tank grenades	24"	1	n/a Green Tank hunters

## MORTAR

<b>Medium Mortar team</b> (Armies of the Soviet Union page 37)	<b>Inexperienced</b>	<b>35</b>
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Qty Weapons	Range	Shots	Pen	Special
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1	Medium Mortar team	12"-60"	1	HE Team (3 men), Fixed, Indirect fire, HE (2")
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## ANTI-TANK

<b>Anti-tank Rifle team</b> (Armies of the Soviet Union page 34)	<b>Regular</b>	<b>30</b>
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Qty Weapons	Range	Shots	Pen	Special
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1	Anti-tank rifle team	36"	1	+2 Team (2 men)
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<b>Dog Mine Anti-tank team</b> (Armies of the Soviet Union page 35)	<b>Inexperienced</b>	<b>26</b>
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Qty Weapons	Range	Shots	Pen	Special
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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  
 Entire squad equipped with dog mines Dog mines

**Dog Mine Anti-tank team (Armies of the Soviet Union page 35)** **Inexperienced** **26**

**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
	Entire squad equipped with dog mines				Dog mines

**ARTILLERY**

**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-20 (Armies of the Soviet Union page 54)** **Regular** **110**

Qty	Vehicle Weapons	Type Range	Trans	DV	Shots Pen Special
1	BA-20 with flamethrower	Wheeled	-	7+	Recce, Internal volatile fuel tanks
	Turret-mounted flamethrower	12"	D6+1	+3	Flamethrower

**TANKS AND SP GUNS**

**KV-2 (Armies of the Soviet Union page 51)** **Regular** **300**

Qty	Vehicle Weapons	Type Range	Trans	DV	Shots Pen Special
1	KV-2	Tracked	-	10+	Slow traverse, Slow
	Turret-mounted heavy howitzer	72"(36-84)	1	HE	Howitzer, HE (4")
	Co-axial MMG	36"	5	n/a	
	Turret-mounted rear-facing MMG	36"	5	n/a	Turret rear arc
	Forward facing hull-mounted MMG	36"	5	n/a	Front arc

**TRANSPORTS**

**Bren Carrier (Armies of the Soviet Union page 0)** **Regular** **70**

Qty	Vehicle Weapons	Type Range	Trans	DV	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**

**Armed to the Teeth**

Whenever this unit initiates close quarters combat with an enemy unit, the enemy cannot take advantage of the Defensive Position rule. This unit always attacks first in any close quarters fight that they initiate.

**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.

**Dog mines**

One-shot weapon with a range of 18". Can only target stationary vehicles. If Recce vehicle reacts by moving, treat as 2-3.

Roll a die:

1= hits closest friendly stationary vehicle within range. Resolve as result 4-6. If no target see result 2-3.

2-3=no effect

4-6=Vehicle suffers a hit with a Pen of +5 (no Pen modifiers apply).

**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.

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

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

### **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.

### **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)

### **Internal volatile fuel tanks**

Flame-throwing vehicles are more likely to be destroyed by damage, as explained on page 68 of the rulebook

### **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

### **Rece**

(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.

### **Slow**

(p119) A vehicle designated as slow has a basic move rate of 6" when Advancing and 12" at a Run

### **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 (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 Fighters**

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

### **Turn on the spot**

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

<b>Pick List</b>	
Soviet Union Anti-tank rifle team	1
Soviet Union BA-20 with flamethrower	1
Soviet Union Bren Carrier	1
Soviet Union Flamethrower (infantry) team	1
Soviet Union Infantry with Rifle	30
Soviet Union Infantry with Submachine gun	5
Soviet Union KV-2	1
Soviet Union Medium Mortar team	1
Soviet Union men have Panzerfaust in addition to other weapons	4
Soviet Union Multiple rocket launcher	1
Soviet Union NCO with Rifle	6
Soviet Union NCO with Submachine gun	2
Soviet Union Second (Junior) Lieutenant	1
Soviet Union Spotter	1