

**PLATOON #1**

1945 April, Seelow Heights

The Gates of Berlin

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

Qty	Weapons	Range	Shots	Pen	Special
1	Second (Junior) Lieutenant				
	with Pistol	6"	1	n/a	Assault
	with Submachine gun	12"	2	n/a	Assault
	with Rifle	24"	1	n/a	

**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****Tank Riders squad** (Armies of the Soviet Union page 25) **Veteran** **105**

Qty	Weapons	Range	Shots	Pen	Special
1	NCO with Submachine gun	12"	2	n/a	Assault
4	Infantry with Submachine gun	12"	2	n/a	Assault
	Tank Riders				Tank Riders
	Entire squad equipped with body armour				Body Armour

**Tank Riders squad** (Armies of the Soviet Union page 25) **Veteran** **105**

Qty	Weapons	Range	Shots	Pen	Special
1	NCO with Submachine gun	12"	2	n/a	Assault
4	Infantry with Submachine gun	12"	2	n/a	Assault
	Tank Riders				Tank Riders
	Entire squad equipped with body armour				Body Armour

**SMG squad** (Armies of the Soviet Union page 25) **full strength** **Inexperienced** **120**

Qty	Weapons	Range	Shots	Pen	Special
1	NCO with Submachine gun	12"	2	n/a	Assault

11 Infantry with Submachine gun 12" 2 n/a Assault

### 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

Bandera

### FLAMETHROWER

**Flamethrower team (Armies of the Soviet Union page 36)** **Veteran** **70**

**Qty Weapons Range Shots Pen Special**

1 Flamethrower (infantry) team - ROKS-2 6" D6 +3 Team (2 men), Flamethrower, ROKS-2

### 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")

**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")

### ARTILLERY

**ZiS-3 Divisional gun (Armies of the Soviet Union page 40)** **Regular** **80**

**Qty Weapons Range Shots Pen Special**

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")

**37mm 61-K Model 1939 Anti-aircraft gun (Armies of the Soviet Union page 39)** **60**

**Regular**

**Qty Weapons Range Shots Pen Special**

1 37mm 61-K Model 1939 Anti-aircraft gun 72" 2 +3 Team (4 men), Fixed, Flak, HE (1")

### TANKS AND SP GUNS

**M3 Stuart light tank (Armies of the Soviet Union page 36)** **Regular** **155**

**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- Front arc, Must shoot at same target as hull-

mounted LMGs 36" 4 n/a mounted MMG (4 shots each)

**M3 Stuart light tank** (Armies of the Soviet Union page 36) **Regular** **155**

Qty	Vehicle	Type	Trans	DV	Special
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**

**Artillery tractor** (Armies of the Soviet Union page 55) **Regular** **15**

Qty	Vehicle	Type	Trans	DV	Special
Qty	Weapons	Range	Shots	Pen	Special
1	Artillery tractor	Tracked	-	6+	Slow
		<b>Tow:</b> Any gun or howitzer			

**TRANSPORTS**

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

Qty	Vehicle	Type	Trans	DV	Special
Qty	Weapons	Range	Shots	Pen	Special
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

**Gaz 'Jeep'** (Armies of the Soviet Union page 55) **Regular** **21**

Qty	Vehicle	Type	Trans	DV	Special
Qty	Weapons	Range	Shots	Pen	Special
1	Gaz Jeep	Wheeled	3	6+	
		<b>Tow:</b> Light anti-tank gun; light anti-aircraft gun			

**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.

**Body Armour**

Small arms (rifles, machine guns, etc) and HE suffer a -1 modifier to damage soldiers wearing body armour. Troops wearing body armour do not increase their pace when given a run order. They can still be given a run order (to assault in close combat for example) but don't move any faster than their normal pace of 6"

### **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 sight 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

### **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)

### **Recce**

(p118)

### **ROKS-2**

If this option is chosen then the flamethrower armed man cannot be chosen as an 'exceptional damage' result. This flamethrower operator is indistinguishable from an ordinary rifleman.

### **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

### **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 (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.

### **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")

### **Vulnerable**

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



## PickList

Soviet Union 37mm 61-K Model 1939 Anti-aircraft gun	1
Soviet Union Artillery tractor	1
Soviet Union Flamethrower (infantry) team - ROKS-2	1
Soviet Union Gaz Jeep	1
Soviet Union Infantry with Rifle	19
Soviet Union Infantry with Submachine gun	19
Soviet Union M3 Stuart light tank	2
Soviet Union Medium Mortar team	2
Soviet Union NCO with Rifle	3
Soviet Union NCO with Submachine gun	3
Soviet Union Second (Junior) Lieutenant	1
Soviet Union Truck with pintle-mounted MMG	1
Soviet Union Unarmed Infantry	14
Soviet Union ZiS-3 Divisional gun	1