

## 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 Assault  
with Submachine gun Assault  
with Rifle

## INFANTRY SQUADS

**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

**Assault Engineers squad (Armies of the Soviet Union page 32)** **Veteran** **90**

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

1 NCO with Rifle 24" 1 n/a  
3 Infantry with Rifle 24" 1 n/a  
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

## INFANTRY

**Scout squad (Armies of the Soviet Union page 32)** **Veteran** **102**

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

Soviet scouts Behind enemy lines, Scouts  
1 NCO with Submachine gun 12" 2 n/a Assault  
5 Infantry with Submachine gun 12" 2 n/a Assault

**Mounted Reconnaissance Squad (Fortress Budapest page 126)** **Regular** **73**

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

1 NCO with Rifle 24" 1 n/a  
2 Infantry with Rifle 24" 1 n/a  
Mounted Recon Mounted Recon  
1 Infantry with Submachine gun 12" 2 n/a Assault  
1 Infantry with Flamethrower (requires assistant) 6" D6 +3 Flamethrower

## 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**

1 Sniper team 36" 1 n/a Team (2 men), Sniper

## ANTI-TANK

**Tank Hunter Anti-tank team (Armies of the Soviet Union page 34)** **Veteran** **89**

**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  
3 Infantry with Submachine gun 12" 2 n/a Assault  
1 man has Panzerfaust in addition to other weapons One-shot, Shaped Charge

**Tank Hunter Anti-tank team (Armies of the Soviet Union page 34)** **Veteran** **89**

**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
3	Infantry with Submachine gun	12"	2	n/a	Assault
	1 man has Panzerfaust in addition to other weapons				One-shot, Shaped Charge

#### 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

**Light Howitzer** (Armies of the Soviet Union page 38) **Regular** **50**

Qty	Weapons	Range	Shots	Pen	Special
1	Light howitzer	48"(24-60)	1	HE	Team (3 men), Gun shield, Fixed, Howitzer, HE (2")

**Light Howitzer** (Armies of the Soviet Union page 38) **Regular** **50**

Qty	Weapons	Range	Shots	Pen	Special
1	Light howitzer	48"(24-60)	1	HE	Team (3 men), Gun shield, Fixed, Howitzer, HE (2")

#### TANKS AND SP GUNS

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

Qty	Vehicle	Type	Trans	DV	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
	Twin Forward facing hull-mounted LMGs					36"	4	n/a	Front arc, Must shoot at same target as hull-mounted MMG (4 shots each)

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

Qty	Vehicle	Type	Trans	DV	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
	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

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

Qty	Vehicle	Type	Trans	DV	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

#### TRANSPORTS

**Truck** (Armies of the Soviet Union page 54) **Inexperienced** **31**

Qty	Vehicle	Type	Trans	DV	Weapons	Range	Shots	Pen	Special
1	Truck	Wheeled	12	6+					
	<b>Tow:</b> light howitzer; light or medium anti-tank gun; light or medium 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.

##### Behind enemy lines

When Outflanking, ignore the -1 modifier to the Order test for coming onto the table

##### 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.

### **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)

### **Mounted Recon**

The first time this unit dismounts their transport vehicle in a game, the player may elect to leave up to two squad members behind to man the transport vehicle's weapons for the rest of the game. These models are removed from the game and cannot re-join t

### **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)

### **Scouts**

Unless mounted, this unit may set up in the same manner as snipers or observers. (The unit may use forward deployment where the mission permits)

### **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.

#### **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.

#### **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.

#### **Vulnerable**

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

<b>Pick List</b>	
Soviet Union Bren Carrier	1
Soviet Union Flamethrower (infantry) team	1
Soviet Union Infantry with Flamethrower (requires assistant)	1
Soviet Union Infantry with Rifle	20
Soviet Union Infantry with Submachine gun	12
Soviet Union Light howitzer	2
Soviet Union M3 Stuart light tank	2
Soviet Union Medium Mortar team	2
Soviet Union men have Panzerfaust in addition to other weapons	1
Soviet Union NCO with Rifle	4
Soviet Union NCO with Submachine gun	3
Soviet Union Second (Junior) Lieutenant	1
Soviet Union Sniper team	1
Soviet Union Truck	1