PLATOON #1

Soviet Reinforced Platoon

		Soviet Reinford ORK WA		on			
		OFFIC					
Juni	or Lieutenant (Armies of the Soviet Union page 22)					Inexperienced	35
	Weapons	Range	Shots	Pen	Special		
1	Second (Junior) Lieutenant	S			•		
	with Pistol				Assault		
	with Submachine gun				Assault		
	with Rifle						
		INFANTRY	SQUAD	S			
Assa	nult Engineers squad (Armies of the Soviet Union page 32)					Veteran	124
Qty	Weapons	Range	Shots	Pen	Special		
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		
	Entire squad equipped with body armour				Body Armour		
1	men have Panzerfaust in addtion to other weapons	12"	1	+6	One-shot, Shaped Charge		
Mou	inted Reconnaissance Squad (Fortress Budapest page 126)					Regular	11:
Qty	Weapons	Range	Shots	Pen	Special		
2	Infantry with Rifle	24"	1	n/a			
	Mounted Recon				Mounted Recon		
1	NCO with Submachine gun	12"	2	n/a	Assault		
4	Infantry with Submachine gun	12"	2	n/a	Assault		
1	Infantry with Flamethrower (requires assistant)	6"	D6	+3	Flamethrower		
		INFAN	TRY				
Assa	nult Engineers squad (Armies of the Soviet Union page 32)					Veteran	124
		Range	Shots	Pen	Special		
1	Infantry with Rifle	24"	1	n/a	•		
1	NCO with Submachine gun	12"	2		Assault		
2	Infantry with Submachine gun	12"	2		Assault		
1	Flamethrower (infantry) team	6"	D6		Team (2 men), Flamethrower		
	Entire squad equipped with body armour	· ·	20		Body Armour		
1	men have Panzerfaust in addition to other weapons	12"	1	+6	One-shot, Shaped Charge		
•	men nave i anzenansi madalen te omer wedpons	FREE INF.		. 0	one shou, shaped charge		
Free	Rifle squad (Armies of the Soviet Union page 23) full strength					Inexperienced	(
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		
	Zinit squar squipped mar and anni greataure	MORT	AR				
Med	lium Mortar team (Armies of the Soviet Union page 37)					Inexperienced	35
	Weapons	Range	Shots	Pen	Special		
1	Medium Mortar team	12"-60"	1		Team (3 men), Fixed, Indirect	fire. HE (2")	
	- Indiana installa venda	SNIPI			Tourn (& mon), Tinou, munico	1110,112 (2)	
Snip	er team (Armies of the Soviet Union page 36)	S1 (11 1				Regular	50
_	Weapons	Range	Shots	Pen	Special	.8	
1	Sniper team	36"	1		Team (2 men), Sniper		
		ANTI-T.			(2 1111), 211, 21		
Dog	Mine Anti-tank team (Armies of the Soviet Union page 35)					Inexperienced	20
_	Weapons	Range	Shots	Pen	Special		_
νι, 1	NCO with Rifle	24"	1	n/a	~ L . r.m.		
1	Infantry with Rifle	24"	1	n/a			
-	Entire squad equipped with anti-tank grenades	Δ 1	1	па	Tank hunters		
	Entire squad equipped with dog mines				Dog mines		
Dog	Mine Anti-tank team (Armies of the Soviet Union page 35)				DOS HILLO	Inexperienced	20
Dug	ATTIME ATTEL-GAIN (ATTIMES OF the Soviet Union page 35)					mexperienceu	20

Ω,	W	D	CI. 4	ъ	G • 1		
Qty 1	Weapons NCO with Rifle	Range 24"	Shots	Pen n/a	Special		
1	Infantry with Rifle	24"	1	n/a			
•	Entire squad equipped with anti-tank grenades		•	12.4	Tank hunters		
	Entire squad equipped with dog mines				Dog mines		
		TANKS AND	SP GUN	NS			
Katy	yusha (Armies of the Soviet Union page 52)					Inexperienced	64
	Vehicle	Type	Trans	DV			
Qty	Weapons	Range	Shots		Special		
1	Katyusha	Wheeled	-	6+	T. 11 (7 TITE (21) 3.6.1.1	11 1 5	
	Katyusha multiple rocket launcher (heavy mortar)	12"-72"	1 ODTG	HE	Indirect fire, HE (3"), Multip	ble launcher, Front arc	
Типа	ck (Armies of the Soviet Union page 54)	TRANSP	OKIS			Regular	39
Truc	Vehicle	Туре	Trans	DV		Regulai	39
Qty	Weapons	Range	Shots		Special		
1	Truck	Wheeled	12	6+	•		
	Tow: light howitzer; light or medium anti-tank gun; light or medi	um anti-aircraft g	gun				
	0			+0			
Truc	ck (Armies of the Soviet Union page 54)					Regular	39
	Vehicle	Type	Trans	DV			
Qty	Weapons	Range	Shots		Special		
1	Truck	Wheeled	12	6+			
	Tow: light howitzer; light or medium anti-tank gun; light or medi	um anti-aircraft g	gun				
	0			+0			24
Truc	ck (Armies of the Soviet Union page 54)	T	mr.	DII		Inexperienced	31
Qty	Vehicle Weapons	Type Range	Trans Shots	DV Pen	Special		
1	Truck	Wheeled	12	6+	Брестаг		
	Tow: light howitzer; light or medium anti-tank gun; light or medi			0.			
	0	on and an orang		+0			
		PLATO)N #2				
		Soviet Reinford		on			
		ORK WAA	AGH 2				
		OFFIC	ER				
	or Lieutenant (Armies of the Soviet Union page 22)					Inexperienced	35
	Weapons	Range	Shots	Pen	Special		
1	Second (Junior) Lieutenant						
	with Pistol				Assault		
	with Submachine gun				Assault		
	with Rifle	INIEANITON	COLLAD	C			
Shtr	afbat squad (Armies of the Soviet Union page 27) full strength	INFANTRY	SQUAD	3		Inexperienced	27
		Range	Shots	Pen	Special	mexperienceu	21
1	_	_		n/a	Брестаг		
	NCCOWITH RITIE	/4"					
	NCO with Rifle Infantry with Rifle	24" 24"	1 1				
4	Infantry with Rifle	24" 24"	1	n/a n/a			
	Infantry with Rifle Unarmed Infantry				Shirkers		
4 7	Infantry with Rifle Unarmed Infantry Entire squad are Shirkers				Shirkers	Inexperienced	27
4 7	Infantry with Rifle Unarmed Infantry Entire squad are Shirkers afbat squad (Armies of the Soviet Union page 27) full strength			n/a		Inexperienced	27
4 7 Shtr :	Infantry with Rifle Unarmed Infantry Entire squad are Shirkers	24"	1	n/a	Shirkers Special	Inexperienced	27
4 7 Shtra Qty	Infantry with Rifle Unarmed Infantry Entire squad are Shirkers afbat squad (Armies of the Soviet Union page 27) full strength Weapons	24" Range	1 Shots	n/a Pen		Inexperienced	27
4 7 Shtra Qty 1	Infantry with Rifle Unarmed Infantry Entire squad are Shirkers afbat squad (Armies of the Soviet Union page 27) full strength Weapons NCO with Rifle	24" Range 24"	Shots 1	n/a Pen n/a		Inexperienced	27
4 7 Shtr Qty 1 4	Infantry with Rifle Unarmed Infantry Entire squad are Shirkers afbat squad (Armies of the Soviet Union page 27) full strength Weapons NCO with Rifle Infantry with Rifle	24" Range 24"	Shots 1	n/a Pen n/a		Inexperienced	27
4 7 Shtra Qty 1 4	Infantry with Rifle Unarmed Infantry Entire squad are Shirkers afbat squad (Armies of the Soviet Union page 27) full strength Weapons NCO with Rifle Infantry with Rifle Unarmed Infantry	24" Range 24"	Shots 1 1	n/a Pen n/a	Special	Inexperienced	27
4 7 Shtr. Qty 1 4 7	Infantry with Rifle Unarmed Infantry Entire squad are Shirkers afbat squad (Armies of the Soviet Union page 27) full strength Weapons NCO with Rifle Infantry with Rifle Unarmed Infantry	24" Range 24" 24"	Shots 1 1	Pen n/a n/a	Special Shirkers	Inexperienced	35
4 7 Shtr: Qty 1 4 7 Med	Infantry with Rifle Unarmed Infantry Entire squad are Shirkers afbat squad (Armies of the Soviet Union page 27) full strength Weapons NCO with Rifle Infantry with Rifle Unarmed Infantry Entire squad are Shirkers	Range 24" 24" MORT	Shots 1 1	Pen n/a n/a	Special		
4 7 Shtr: Qty 1 4 7 Med	Infantry with Rifle Unarmed Infantry Entire squad are Shirkers afbat squad (Armies of the Soviet Union page 27) full strength Weapons NCO with Rifle Infantry with Rifle Unarmed Infantry Entire squad are Shirkers lium Mortar team (Armies of the Soviet Union page 37)	24" Range 24" 24" MORT Range 12"-60"	Shots 1 1 Shots 1 1	Pen n/a n/a	Special Shirkers	Inexperienced	
4 7 Shtr. Qty 1 4 7 Med Qty 1	Infantry with Rifle Unarmed Infantry Entire squad are Shirkers afbat squad (Armies of the Soviet Union page 27) full strength Weapons NCO with Rifle Infantry with Rifle Unarmed Infantry Entire squad are Shirkers lium Mortar team (Armies of the Soviet Union page 37) Weapons Medium Mortar team	Range 24" 24" MORT	Shots 1 1 Shots 1 1	Pen n/a n/a	Special Special	Inexperienced	35
Shtr: Qty 1 4 7 Med Qty 1 Snip	Infantry with Rifle Unarmed Infantry Entire squad are Shirkers afbat squad (Armies of the Soviet Union page 27) full strength Weapons NCO with Rifle Infantry with Rifle Unarmed Infantry Entire squad are Shirkers lium Mortar team (Armies of the Soviet Union page 37) Weapons	24" Range 24" 24" MORT Range 12"-60"	Shots 1 1 Shots 1 EAR Shots 1 ER	n/a Pen n/a n/a Pen HE	Special Special	Inexperienced	

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

		ANTI-TA	ANK						
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				
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				
	TANKS AND SP GUNS								
Katy	rusha (Armies of the Soviet Union page 52)				Inexperienced 64				
	Vehicle	Type	Trans	DV					
Qty	Weapons	Range	Shots	Pen	Special				
1	Katyusha	Wheeled	-	6+					
	Katyusha multiple rocket launcher (heavy mortar)	12"-72"	1	HE	Indirect fire, HE (3"), Multiple launcher, Front 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.

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 page of 6"

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.

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.

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 (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.

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

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

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.

Unarmed

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

Pick List	
Soviet Union Flamethrower (infantry) team	2
Soviet Union Infantry with Flamethrower (requires assistant)	1
Soviet Union Infantry with Rifle	27
Soviet Union Infantry with Submachine gun	8
Soviet Union Katyusha	2
Soviet Union Medium Mortar team	2
Soviet Union men have Panzerfaust in addtion to other weapons	2
Soviet Union NCO with Rifle	7
Soviet Union NCO with Submachine gun	3
Soviet Union Second (Junior) Lieutenant	2
Soviet Union Sniper team	2
Soviet Union Truck	3
Soviet Union Unarmed Infantry	14