

PLATOON #1

Soviet Reinforced Platoon
ORK WAAAGH

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

Assault 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 addition to other weapons	12"	1	+6	One-shot, Shaped Charge

Mounted Reconnaissance Squad (Fortress Budapest page 126) **Regular** **115**

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

INFANTRY

Assault 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 addition to other weapons	12"	1	+6	One-shot, Shaped Charge

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

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")

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

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

Katyusha (Armies of the Soviet Union page 52) **Inexperienced** **64**

Qty	Weapons	Vehicle	Type	Trans	DV	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

TRANSPORTS

Truck (Armies of the Soviet Union page 54) **Regular** **39**

Qty	Weapons	Vehicle	Type	Trans	DV	Range	Shots	Pen	Special
1	Truck		Wheeled	12	6+				
	Tow: light howitzer; light or medium anti-tank gun; light or medium anti-aircraft gun								
	0				+0				

Truck (Armies of the Soviet Union page 54) **Regular** **39**

Qty	Weapons	Vehicle	Type	Trans	DV	Range	Shots	Pen	Special
1	Truck		Wheeled	12	6+				
	Tow: light howitzer; light or medium anti-tank gun; light or medium anti-aircraft gun								
	0				+0				

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

Qty	Weapons	Vehicle	Type	Trans	DV	Range	Shots	Pen	Special
1	Truck		Wheeled	12	6+				
	Tow: light howitzer; light or medium anti-tank gun; light or medium anti-aircraft gun								
	0				+0				

PLATOON #2

Soviet Reinforced Platoon
ORK WAAAGH 2

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

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")

SNIPER

Sniper team (Armies of the Soviet Union page 36) **Regular** **50**

Qty	Weapons	Range	Shots	Pen	Special
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1	Sniper team	36"	1	n/a	Team (2 men), Sniper
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ANTI-TANK

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

Katyusha (Armies of the Soviet Union page 52)	Inexperienced	64
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Qty	Vehicle	Type	Trans	DV	Special
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 pace 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 addition 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