

PLATOON #1

1945 April, Seelow Heights
Lemariont 25 Nov.

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

INFANTRY

Assault Engineers squad (Armies of the Soviet Union page 32) **Veteran** **117**

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

2 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
2 men have Panzerfaust in addition to other weapons 12" 1 +6 One-shot, Shaped Charge

Guards squad (Armies of the Soviet Union page 26) **Regular** **65**

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

1 NCO with Rifle 24" 1 n/a
5 Infantry with Rifle 24" 1 n/a
1 man has Panzerfaust in addition to other weapons One-shot, Shaped Charge

Guards squad (Armies of the Soviet Union page 26) **Regular** **65**

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

1 NCO with Rifle 24" 1 n/a
5 Infantry with Rifle 24" 1 n/a
1 man has Panzerfaust in addition to other weapons One-shot, Shaped Charge

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

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

FLAMETHROWER

Flamethrower team (Armies of the Soviet Union page 36)					Regular	50
Qty	Weapons	Range	Shots	Pen	Special	
1	Flamethrower (infantry) team	6"	D6	+3	Team (2 men), Flamethrower	
ANTI-TANK						
Tank Hunter Anti-tank team (Armies of the Soviet Union page 34)					Veteran	47
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	
1	Infantry with Submachine gun	12"	2	n/a	Assault	
	1 man has Panzerfaust in addition to other weapons				One-shot, Shaped Charge	
Anti-tank Rifle team (Armies of the Soviet Union page 34)					Regular	30
Qty	Weapons	Range	Shots	Pen	Special	
1	Anti-tank rifle team	36"	1	+2	Team (2 men)	
MORTAR						
Heavy Mortar team (Armies of the Soviet Union page 37)					Inexperienced	46
Qty	Weapons	Range	Shots	Pen	Special	
1	Heavy Mortar team	12"-72"	1	HE	Team (4 men), Fixed, Indirect fire, HE (3")	
Heavy Mortar team (Armies of the Soviet Union page 37)					Inexperienced	46
Qty	Weapons	Range	Shots	Pen	Special	
1	Heavy Mortar team	12"-72"	1	HE	Team (4 men), Fixed, Indirect fire, HE (3")	
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")	
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")	
TANKS AND SP GUNS						
Tokarev 4M Quad Maxim on Gaz-AAA truck (Armies of the Soviet Union page 52)					Regular	60
Qty	Vehicle	Type	Trans	DV	Weapons	
1	Tokarev 4M Quad Maxim on Gaz-AAA truck	Wheeled	-	6+		
	Four turret-mounted MMGs	36"	5	n/a	Flak, (5 Shots each)	
M3 Stuart light tank (Armies of the Soviet Union page 36)					Regular	140
Qty	Vehicle	Type	Trans	DV	Weapons	
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						
Artillery tractor (Armies of the Soviet Union page 55)					Inexperienced	12
Qty	Vehicle	Type	Trans	DV	Weapons	
1	Artillery tractor	Tracked	-	6+	Slow	
	Tow: Any gun or howitzer					
	0			+0		
TRANSPORTS						
Gaz 'Jeep' (Armies of the Soviet Union page 55)					Regular	21
Qty	Vehicle	Type	Trans	DV	Weapons	
1	Gaz Jeep	Wheeled	3	6+		
	Tow: Light anti-tank gun; light 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

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.

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)

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

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.

Slow

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

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 (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.

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)

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

Pick List	
Soviet Union Anti-tank rifle team	1
Soviet Union Artillery tractor	1
Soviet Union Flamethrower (infantry) team	2
Soviet Union Gaz Jeep	1
Soviet Union Heavy Mortar team	2
Soviet Union Infantry with Rifle	31
Soviet Union Infantry with Submachine gun	8
Soviet Union M3 Stuart light tank	1
Soviet Union men have Panzerfaust in addition to other weapons	2
Soviet Union NCO with Rifle	5
Soviet Union NCO with Submachine gun	3
Soviet Union Second (Junior) Lieutenant	1
Soviet Union Sniper team	1
Soviet Union Tokarev 4M Quad Maxim on Gaz-AAA truck	1
Soviet Union Unarmed Infantry	14
Soviet Union ZiS-3 Divisional gun	2