

## 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) 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** **145**

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

1 Infantry with Rifle 24" 1 n/a  
1 NCO with Submachine gun 12" 2 n/a Assault  
3 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

**SMG squad (Armies of the Soviet Union page 25)** **Regular** **143**

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

1 NCO with Submachine gun 12" 2 n/a Assault  
10 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

## 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

**M-30 (Ostfront page 63)** **Regular** **70**

Qty	Weapons	Range	Shots	Pen	Special
1	Multiple rocket launcher	12"-72"	1	HE	Indirect fire, HE (4"), Team (5 men), Fixed, Multiple launcher, Heavy Rocket Launcher
1	Spotter				Spotter

**M-30 (Ostfront page 63)** **Regular** **70**

Qty	Weapons	Range	Shots	Pen	Special
1	Multiple rocket launcher	12"-72"	1	HE	Indirect fire, HE (4"), Team (5 men), Fixed, Multiple launcher, Heavy Rocket Launcher
1	Spotter				Spotter

## TANKS AND SP GUNS

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

Qty	Vehicle	Type	Trans	DV	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)

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	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)

## TRANSPORTS

**Gaz 'Jeep' (Armies of the Soviet Union page 55)** **Veteran** **25**

Qty	Vehicle	Type	Trans	DV	Special
1	Gaz Jeep	Wheeled	3	6+	
	<b>Tow:</b> Light anti-tank gun; light anti-aircraft gun				
	0			+0	

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

Qty	Vehicle	Type	Trans	DV	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

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

Qty	Vehicle	Type	Trans	DV	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

## 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"

### 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.

### **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 (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 (4")**

(p68) PEN: +4, PIN: D6 (3D6 if in building) - Infantry and artillery can go *down* to halve the hits taken. 10+ hits on building collapses it and kills all inside.

### **Heavy Rocket Launcher**

Fires HE (3D6) rockets rather than the usual HE (2D6) rockets. However, to represent the fact that it is so slow to reload, when it fires it immediately suffers D3 pin markers. It must then be given a successful Rally order to reload it before it can be ordered to Fire again.

### **Indirect fire**

(p71)

### **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

### **Recce**

(p118)

### **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.

### **Spotter**

Spotters rules on page 71. Inexperienced Spotters cannot spot for inexperienced indirect fire weapon. Errata: Note that spotters are always ignored for the purpose of victory conditions (e.g. they cannot capture/control/hold objectives and areas of the table, move out of the table to score points, etc).

### **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.

### **Team (5 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

### **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 Flamethrower (infantry) team	2
Soviet Union Gaz Jeep	1
Soviet Union Infantry with Rifle	20
Soviet Union Infantry with Submachine gun	13
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 Multiple rocket launcher	2
Soviet Union NCO with Rifle	3
Soviet Union NCO with Submachine gun	2
Soviet Union Second (Junior) Lieutenant	1
Soviet Union Sniper team	1
Soviet Union Spotter	2
Soviet Union Truck with pintle-mounted MMG	2
Soviet Union Unarmed Infantry	14