

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** **39**

Qty	Weapons	Range	Shots	Pen	Special
1	NCO with Rifle	24"	1	n/a	
4	Infantry with Rifle	24"	1	n/a	
1	Unarmed Infantry				

INFANTRY

Assault Engineers squad (Armies of the Soviet Union page 32) **Veteran** **193**

Qty	Weapons	Range	Shots	Pen	Special
1	NCO with Rifle	24"	1	n/a	
5	Infantry with Rifle	24"	1	n/a	
2	Infantry with Submachine gun	12"	2	n/a	Assault
1	Flamethrower (infantry) team Entire squad equipped with body armour	6"	D6	+3	Team (2 men), Flamethrower Body Armour
1	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 1 man has Panzerfaust in addition to other weapons	24"	1	n/a	One-shot, Shaped Charge

Guards squad (Armies of the Soviet Union page 26) **Regular** **63**

Qty	Weapons	Range	Shots	Pen	Special
1	NCO with Rifle	24"	1	n/a	
4	Infantry with Rifle	24"	1	n/a	
1	Infantry with Submachine gun	12"	2	n/a	Assault

Guards squad (Armies of the Soviet Union page 26) **Regular** **66**

Qty	Weapons	Range	Shots	Pen	Special
1	NCO with Rifle	24"	1	n/a	
3	Infantry with Rifle	24"	1	n/a	
2	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 Entire squad is Green	24"	1	n/a	Green

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

MORTAR

Medium Mortar team (Armies of the Soviet Union page 37) **Inexperienced** **45**

Qty	Weapons	Range	Shots	Pen	Special
1	Medium Mortar team	12"-60"	1	HE	Team (3 men), Fixed, Indirect fire, HE (2")
1	Spotter				Spotter

Medium Mortar team (Armies of the Soviet Union page 37) **Regular** **60**

Qty	Weapons	Range	Shots	Pen	Special
1	Medium Mortar team	12"-60"	1	HE	Team (3 men), Fixed, Indirect fire, HE (2")

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" 48"(24-60)	1 1	+5 HE	Team (4 men), Gun shield, Fixed, HE (1"), Versatile Team (4 men), Gun shield, Fixed, Howitzer, HE (2")		
Medium Howitzer (Armies of the Soviet Union page 38)						Regular	75
Qty	Weapons	Range	Shots	Pen	Special		
1	Medium howitzer	60"(30-72)	1	HE	Team (4 men), Gun shield, Fixed, Howitzer, HE (3")		
TANKS AND SP GUNS							
Katyusha (Armies of the Soviet Union page 52)						Regular	80
Qty	Vehicle	Type	Trans	DV	Weapons		
1	Katyusha	Wheeled	-	6+	Katyusha multiple rocket launcher (heavy mortar)		
		12"-72"	1	HE	Indirect fire, HE (3"), Multiple launcher, Front arc		
T-34 medium tank (Armies of the Soviet Union page 45)						Regular	195
Qty	Vehicle	Type	Trans	DV	Weapons		
1	T-34 medium tank	Tracked	-	9+	Turret-mounted medium anti-tank gun		
		60"	1	+5	HE (1")		
		36"	5	n/a	Co-axial MMG		
		36"	5	n/a	Forward facing hull-mounted MMG		
TRANSPORTS							
Truck (Armies of the Soviet Union page 54)						Regular	54
Qty	Vehicle	Type	Trans	DV	Weapons		
1	Truck with pintle-mounted MMG	Wheeled	12	6+	Tow: light howitzer; light or medium anti-tank gun; light or medium anti-aircraft gun		
		36"	5	n/a	Pintle-mounted MMG		

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"

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 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.

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)

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.

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).

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 (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.

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")

Pick List	
Soviet Union Flamethrower (infantry) team	1
Soviet Union Infantry with Rifle	32
Soviet Union Infantry with Submachine gun	5
Soviet Union Katyusha	1
Soviet Union Medium howitzer	1
Soviet Union Medium Mortar team	2
Soviet Union men have Panzerfaust in addition to other weapons	1
Soviet Union NCO with Rifle	6
Soviet Union Second (Junior) Lieutenant	1
Soviet Union Sniper team	1
Soviet Union Spotter	2
Soviet Union T-34 medium tank	1
Soviet Union Truck with pintle-mounted MMG	1
Soviet Union Unarmed Infantry	1
Soviet Union ZiS-3 Divisional gun	1

