

## 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	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

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

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	24"	1	n/a	
	Entire squad is Green				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

<b>Medium Howitzer</b> ( <i>Armies of the Soviet Union</i> page 38)	<b>Regular</b>	<b>75</b>
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## TANKS AND SP GUNS

<b>Katyusha (Armies of the Soviet Union page 52)</b>	<b>Regular</b>	<b>80</b>
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<b>T-34 medium tank (Armies of the Soviet Union page 45)</b>	<b>Regular</b>	<b>195</b>
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TRANSPORTS

Truck (Armies of the Soviet Union page 54)	Regular	54
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## Assault

## Body Armour

**Fixed**

## Flak

## Flamethrower

## Green

## Gun shield

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

