Order Dice: 15

Total Points: 1100

# PLATOON #1

1945 April, Seelow Heights The Gates of Berlin

The Gates of Berlin								
		OFFIC	CER					
Juni	or 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	<b>SQUAD</b>	S				
Shtr	afbat 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							
Assa	ult 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 addtion to other weapons	12"	1	+6	One-shot, Shaped Charge			
Gua	rds 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 addtion to other weapons				One-shot, Shaped Charge			
Gua	rds 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			
Gua	rds 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 INF	ANTRY					
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			
		SNIP	ER					
Snip	er 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			
		MORT	ΓAR					
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 to	fire, HE (2")		
1	Spotter				Spotter			
Med	ium 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 to	fire, HE (2")		

1 Spotter Spotter

		ARTILL	ERY				
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")		
Med	ium 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 GU	NS			
Katy	rusha (Armies of the Soviet Union page 52)				Regular	80	
	Vehicle	Type	Trans	DV			
Qty	Weapons	Range	Shots		Special		
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	
	Vehicle	Type	Trans	DV			
Qty	Weapons	Range	Shots		Special		
1	T-34 medium tank	Tracked	-	9+			
	Turret-mounted medium anti-tank gun	60"	1	+5	HE (1")		
	Co-axial MMG	36"	5	n/a			
	Forward facing hull-mounted MMG	36"	5	n/a	Front arc		
		TRANSP	ORTS				
Truc	k (Armies of the Soviet Union page 54)				Regular	54	
	Vehicle	Type	Trans	DV			
Qty	Weapons	Range	Shots		Special		
1	Truck with pintle-mounted MMG	Wheeled	12	6+			
	Tow: 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 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 addtion 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