

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

Guards squad (Armies of the Soviet Union page 26) full strength **Regular** **115**

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

1	NCO with Rifle	24"	1	n/a	
10	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) full strength **Regular** **115**

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

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

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

Guards squad (Armies of the Soviet Union page 26) **Regular** **85**

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

1	NCO with Rifle	24"	1	n/a	
7	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** **75**

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

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

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

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")
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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")

ARMOURED CARS

Gaz 'Jeep' (no transport) (Armies of the Soviet Union page 55) **Regular** **36**

Qty	Vehicle	Weapons	Type	Trans	DV
			Range	Shots	Pen Special
1	Gaz Jeep with pintle-mounted MMG		Wheeled	-	6+
		Pintle-mounted MMG	36"	5	n/a Flak, 360 degree arc

TANKS AND SP GUNS

M3 Stuart light tank (Armies of the Soviet Union page 36)	Regular	140
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Qty	Vehicle	Weapons	Type	Trans	DV
			Range	Shots	Pen 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)

SU-76 (Armies of the Soviet Union page 50)	Regular	115
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Qty	Vehicle	Weapons	Type	Trans	DV
			Range	Shots	Pen Special
1	SU-76		Tracked	-	8+ Open-topped
		Forward-facing light howitzer	48"(24-60)	1	HE Front arc, Howitzer, HE (2")

TOWS

Bren Carrier (Armies of the Soviet Union page 0)	Regular	70
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Qty	Vehicle	Weapons	Type	Trans	DV
			Range	Shots	Pen Special
1	Bren Carrier		Tracked	5	7+ Open-topped, Turn on the spot
		Tow: Light or medium anti-tank gun			
		Forward-facing LMG	36"	4	n/a Front arc
		Pintle-mounted LMG	36"	4	n/a Flak, 360 degree arc

TRANSPORTS

Truck (Armies of the Soviet Union page 54)	Regular	54
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Qty	Vehicle	Weapons	Type	Trans	DV
			Range	Shots	Pen 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 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.

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

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

Open-topped

(p118) Pinned by hits from small arms in the same way as soft-skins and infantry. If assaulted by infantry open-topped armoured vehicles are destroyed automatically if the vehicle is damaged, in the same way as for soft-skins.

If hit by indirect fire then add +1 to the damage result roll. Note that all hits upon the upper surface of armoured vehicles count +1 penetration regardless of whether the target is open or not - so open-topped armoured vehicles suffer a double penalty: +1 penetration and +1 damage result

Recce

(p118)

Shaped Charge

(p73) Never suffer the -1 penetration modifier for firing at long range.

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 (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.

Turn on the spot

Can execute a full speed run rate 'reverse' finishing the move facing in direction of travel.

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 Bren Carrier	1
Soviet Union Flamethrower (infantry) team	1
Soviet Union Gaz Jeep with pintle-mounted MMG	1
Soviet Union Infantry with Rifle	45
Soviet Union Infantry with Submachine gun	3
Soviet Union M3 Stuart light tank	1
Soviet Union Medium Mortar team	1
Soviet Union men have Panzerfaust in addition to other weapons	1
Soviet Union NCO with Rifle	5
Soviet Union NCO with Submachine gun	1
Soviet Union Second (Junior) Lieutenant	1

Soviet Union SU-76	1
Soviet Union Truck with pintle-mounted MMG	1
Soviet Union ZiS-3 Divisional gun	1