

## PLATOON #1

1945 April, Seelow Heights  
Aitorovich Torneo 2023

## 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

**SMG squad (Armies of the Soviet Union page 25) full strength** **Regular** **156**

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

**SMG squad (Armies of the Soviet Union page 25) full strength** **Regular** **156**

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

## INFANTRY

**Assault Engineers squad (Armies of the Soviet Union page 32)** **Veteran** **141**

Qty	Weapons	Range	Shots	Pen	Special
4	Infantry with Rifle	24"	1	n/a	
1	NCO 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
2	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** **78**

Qty	Weapons	Range	Shots	Pen	Special
1	NCO with Submachine gun	12"	2	n/a	Assault
5	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 Entire squad equipped with anti-tank grenades	24"	1	n/a	Green Tank hunters

## MACHINE GUN

**Medium Machine Gun team (Armies of the Soviet Union page 33)** **Regular** **55**

Qty	Weapons	Range	Shots	Pen	Special
1	Medium Machine gun team Gun shield	36"	5	n/a	Team (3 men), Fixed Gun shield

## 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")

## TANKS AND SP GUNS

**Katyusha (Armies of the Soviet Union page 52)** **Regular** **80**

Qty	Vehicle	Type	Trans	DV	Special
1	Katyusha Katyusha multiple rocket launcher (heavy mortar)	Wheeled	-	6+	Indirect fire, HE (3"), Multiple launcher, Front arc

**SU-152 (Armies of the Soviet Union page 51)** **Regular** **290**

Vehicle	Type	Trans	DV
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Qty	Weapons	Range	Shots	Pen	Special
1	SU-152	Tracked	-	10+	Slow load, Big Shell
	Forward facing heavy howitzer	72"(36-84)	1	HE	Front arc, Howitzer, HE (4"), PEN +5

### TRANSPORTS

Truck (Armies of the Soviet Union page 54)					Regular	39
Qty	Weapons	Type	Trans	DV		
1	Truck	Wheeled	12	6+		
	Tow: light howitzer; light or medium anti-tank gun; light or medium anti-aircraft gun					
	0			+0		

### 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.

#### Big Shell

Because of the sheer size and explosive power of its shell the howitzer has an enhanced Pen value of Pen +5

#### 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.

#### 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 (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.

#### 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.

#### 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.

#### Slow load

An SU-152 or ISU-152 cannot be given an order until at least one other unit on the same side has already been given orders (whether successfully or not)

**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.

Pick List	
Soviet Union Flamethrower (infantry) team	1
Soviet Union Infantry with Rifle	15
Soviet Union Infantry with Submachine gun	27
Soviet Union Katyusha	1
Soviet Union Medium Machine gun team	1
Soviet Union Medium Mortar team	2
Soviet Union men have Panzerfaust in addition to other weapons	2
Soviet Union NCO with Rifle	1
Soviet Union NCO with Submachine gun	4
Soviet Union Second (Junior) Lieutenant	1
Soviet Union SU-152	1
Soviet Union Truck	1