

## 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

**Assault Engineers squad** (Armies of the Soviet Union page 32) **Veteran** **115**

**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  
1 men have Panzerfaust in addition to other weapons 12" 1 +6 One-shot, Shaped Charge

**Veteran squad** (Armies of the Soviet Union page 26) **Veteran** **106**

**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  
2 men have Panzerfaust in addition to other weapons 12" 1 +6 One-shot, Shaped Charge

## INFANTRY

**Guards squad** (Armies of the Soviet Union page 26) full strength **Regular** **130**

**Qty Weapons Range Shots Pen Special**

1 NCO with Rifle 24" 1 n/a  
9 Infantry with Rifle 24" 1 n/a  
1 Infantry with Light Machine gun (requires loader) 36" 4 n/a

**Guards squad** (Armies of the Soviet Union page 26) full strength **Regular** **130**

**Qty Weapons Range Shots Pen Special**

1 NCO with Rifle 24" 1 n/a  
9 Infantry with Rifle 24" 1 n/a  
1 Infantry with Light Machine gun (requires loader) 36" 4 n/a

## 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

## 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 36" 5 n/a Team (3 men), Fixed  
Gun shield Gun shield

## MORTAR

**Heavy Mortar team** (Armies of the Soviet Union page 37) **Regular** **75**

**Qty Weapons Range Shots Pen Special**

1 Heavy Mortar team 12"-72" 1 HE Team (4 men), Fixed, Indirect fire, HE (3")  
1 Spotter Spotter

## ARTILLERY

**37mm 61-K Model 1939 Anti-aircraft gun** (Armies of the Soviet Union page 39) **Regular** **60**

**Qty Weapons Range Shots Pen Special**

1 37mm 61-K Model 1939 Anti-aircraft gun 72" 2 +3 Team (4 men), Fixed, Flak, HE (1")

**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")

#### TANKS AND SP GUNS

Tokarev 4M Quad Maxim on Gaz-AAA truck (Armies of the Soviet Union page 52)						Regular	60
Qty	Vehicle Weapons	Type Range	Trans Shots	DV Pen	Special		
1	Tokarev 4M Quad Maxim on Gaz-AAA truck	Wheeled	-	6+			
	Four turret-mounted MMGs	36"	5	n/a	Flak, (5 Shots each)		

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

#### TRANSPORTS

Truck (Armies of the Soviet Union page 54)						Regular	54
Qty	Vehicle Weapons	Type Range	Trans Shots	DV Pen	Special		
1	Truck with pintle-mounted MMG	Wheeled	12	6+			
	<b>Tow:</b> 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.

##### 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

##### 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)

### 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

### Recce

(p118)

### Shaped Charge

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

### 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).

### 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.

### 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 37mm 61-K Model 1939 Anti-aircraft gun	1
Soviet Union Flamethrower (infantry) team	1
Soviet Union Heavy Mortar team	1
Soviet Union Infantry with Light Machine gun (requires loader)	2
Soviet Union Infantry with Rifle	30
Soviet Union Infantry with Submachine gun	8
Soviet Union M3 Stuart light tank	1
Soviet Union Medium Machine gun team	1
Soviet Union men have Panzerfaust in addition to other weapons	3
Soviet Union NCO with Rifle	3
Soviet Union NCO with Submachine gun	2
Soviet Union Second (Junior) Lieutenant	1
Soviet Union Spotter	1
Soviet Union Tokarev 4M Quad Maxim on Gaz-AAA truck	1
Soviet Union Truck with pintle-mounted MMG	1
Soviet Union ZiS-3 Divisional gun	1