

## PLATOON #1

Soviet Reinforced Platoon  
1000 pts soviet tournament list

## OFFICER

**Senior Lieutenant (Armies of the Soviet Union page 22)** **Regular** **85**

Qty	Weapons	Range	Shots	Pen	Special
1	First (Senior) Lieutenant with Pistol				Assault
	with Submachine gun				Assault
	with Rifle				
1	Infantry (equipped as modeled)		-	-	

## INFANTRY SQUADS

**Naval squad (Armies of the Soviet Union page 31)** **Veteran** **138**

Qty	Weapons	Range	Shots	Pen	Special
3	Infantry with Rifle	24"	1	n/a	
	Tough Fighters				Tough Fighters
1	NCO with Submachine gun	12"	2	n/a	Assault
4	Infantry with Submachine gun	12"	2	n/a	Assault
	Entire squad equipped with anti-tank grenades				Tank hunters

**Airborne squad (Armies of the Soviet Union page 29)** **Veteran** **127**

Qty	Weapons	Range	Shots	Pen	Special
3	Infantry with Rifle	24"	1	n/a	
1	NCO with Submachine gun	12"	2	n/a	Assault
4	Infantry with Submachine gun	12"	2	n/a	Assault
	Tough Fighters				Tough Fighters

## COMMISSAR

**Frontnik Commissar (Stalingrad page 119)** **Regular** **40**

Qty	Weapons	Range	Shots	Pen	Special
1	Commissar				
	with Pistol				Assault
	with Submachine gun				Assault
	with Rifle				
	Not One Step Back!				Not One Step Back!
	Inspiring Rhetoric				Inspiring Rhetoric

## INFANTRY

**Second Line NKVD squad (Armies of the Soviet Union page 68)** **Inexperienced** **95**

Qty	Weapons	Range	Shots	Pen	Special
3	Infantry with Rifle	24"	1	n/a	
	Entire squad is Green				Green
1	NCO with Submachine gun	12"	2	n/a	Assault
4	Infantry with Submachine gun	12"	2	n/a	Assault
	Entire squad are Fanatics				Fanatics

**Assault Engineers squad (Armies of the Soviet Union page 32)** **Veteran** **160**

Qty	Weapons	Range	Shots	Pen	Special
1	NCO with Submachine gun	12"	2	n/a	Assault
4	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
	Entire squad equipped with anti-tank grenades				Tank hunters
1	men have Panzerfaust in addition to other weapons	12"	1	+6	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

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**

Qty	Weapons	Range	Shots	Pen	Special
1	ZiS-2 Anti-tank gun	60"	1	+5	Team (3 men), Gun shield, Fixed, HE (1")

**TANKS AND SP GUNS**

Qty	Vehicle	Type	Trans	DV	Special
Qty	Weapons	Range	Shots	Pen	Special
1	Infantry Tank Mk II Matilda Mk II	Tracked	-	9+	Slow
	Turret-mounted light anti-tank gun	48"	1	+4	HE (1")
	Co-axial MMG	36"	5	n/a	

**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"

**Fanatics**

(p90) When a fanatic unit loses half of its numbers from enemy fire, it does not take a morale check so long as it has at least two men. Fanatic units with at least two men are not destroyed when they have a number of pin markers equal to their morale value. When a fanatic unit is defeated in close quarter fighting, the fight counts as a draw instead and another round is immediately fought. Continue fighting until the fanatic unit wins, is completely wiped out or is defeated and left with a single model in which case it is destroyed.

**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 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 (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.

**Indirect fire**

(p71)

**Inspiring Rhetoric**

Inexperienced squads within 6" do not suffer the -1 to hit penalty for being Inexperienced.

**Not One Step Back!**

Political officers don't confer any Morale bonus to nearby troops. However, whenever a friendly unit fails a Morale check or an Order test within 12" of a political officer, remove one model from the unit and re-roll the dice. The second result stands, as normal. This rule has no effect on vehicles and units that are reduced to one or two models.

**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**

(p119) A vehicle designated as slow has a basic move rate of 6" when Advancing and 12" at a Run

### **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.

### **Tough Fighters**

(p91) When a tough fighter scores a casualty in close quarters against infantry or artillery, it can immediately make a second damage roll.

<b>Pick List</b>	
Soviet Union Commissar	1
Soviet Union First (Senior) Lieutenant	1
Soviet Union Flamethrower (infantry) team	1
Soviet Union Heavy Mortar team	1
Soviet Union Infantry (equipped as modeled)	1
Soviet Union Infantry Tank Mk II Matilda Mk II	1
Soviet Union Infantry with Rifle	20
Soviet Union Infantry with Submachine gun	16
Soviet Union men have Panzerfaust in addition to other weapons	1
Soviet Union NCO with Rifle	1
Soviet Union NCO with Submachine gun	4
Soviet Union Spotter	1
Soviet Union ZiS-2 Anti-tank gun	1