

PLATOON #1

Soviet Reinforced Platoon
List for Spanish Nationals - Paul Wickens

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

Scout squad (Armies of the Soviet Union page 32) **Veteran** **102**

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

Soviet scouts Behind enemy lines, Scouts
1 NCO with Submachine gun 12" 2 n/a Assault
5 Infantry with Submachine gun 12" 2 n/a Assault

Scout squad (Armies of the Soviet Union page 32) **Veteran** **102**

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

Soviet scouts Behind enemy lines, Scouts
1 NCO with Submachine gun 12" 2 n/a Assault
5 Infantry with Submachine gun 12" 2 n/a Assault

INFANTRY

Cavalry squad (Armies of the Soviet Union page 27) full strength **Regular** **120**

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

1 NCO with Cavalry carbine 24" 1 n/a Cavalry carbine
9 Infantry with Cavalry carbine 24" 1 n/a Cavalry carbine
Entire squad mounted upon horses Cavalry

Assault Engineers squad (Armies of the Soviet Union page 32) **Veteran** **136**

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

1 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
1 Flamethrower (infantry) team 6" D6 +3 Team (2 men), Flamethrower
2 men have Panzerfaust in addition to other weapons 12" 1 +6 One-shot, Shaped Charge

Assault Engineers squad (Armies of the Soviet Union page 32) **Veteran** **136**

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

1 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
1 Flamethrower (infantry) team 6" D6 +3 Team (2 men), Flamethrower
2 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

Heavy Mortar team (Armies of the Soviet Union page 37) **Inexperienced** **46**

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

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

SNIPER

Sniper team (Armies of the Soviet Union page 36) **Veteran** **65**

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

1 Sniper team 36" 1 n/a Team (2 men), Sniper

ANTI-TANK

Dog Mine Anti-tank team (Armies of the Soviet Union page 35) **Inexperienced** **52**

Qty Weapons	Range	Shots	Pen	Special	
1 NCO with Rifle	24"	1	n/a		
3 Infantry with Rifle	24"	1	n/a		
Entire squad equipped with anti-tank grenades				Tank hunters	
Entire squad equipped with dog mines				Dog mines	
Dog Mine Anti-tank team (Armies of the Soviet Union page 35)					Inexperienced 52

Qty Weapons	Range	Shots	Pen	Special	
1 NCO with Rifle	24"	1	n/a		
3 Infantry with Rifle	24"	1	n/a		
Entire squad equipped with anti-tank grenades				Tank hunters	
Entire squad equipped with dog mines				Dog mines	
Dog Mine Anti-tank team (Armies of the Soviet Union page 35)					Inexperienced 26

Qty Weapons	Range	Shots	Pen	Special	
1 NCO with Rifle	24"	1	n/a		
1 Infantry with Rifle	24"	1	n/a		
Entire squad equipped with anti-tank grenades				Tank hunters	
Entire squad equipped with dog mines				Dog mines	

ARTILLERY

Qty Weapons	Range	Shots	Pen	Special	
M-30 (Ostfront page 63)					
1 Multiple rocket launcher	12"-72"	1	HE	Indirect fire, HE (4"), Team (5 men), Fixed, Multiple launcher, Heavy Rocket Launcher	Regular 70
1 Spotter				Spotter	

ARMOURED CARS

Qty Weapons	Range	Shots	Pen	Special	
Gaz 'Jeep' (no transport) (Armies of the Soviet Union page 55)					
Vehicle					
	Type	Trans	DV		
1 Gaz Jeep with pintle-mounted MMG	Wheeled	-	6+		
Pintle-mounted MMG	36"	5	n/a	Flak, 360 degree arc	Regular 36

TANKS AND SP GUNS

Qty Weapons	Range	Shots	Pen	Special	
Katyusha (Armies of the Soviet Union page 52)					
Vehicle					
	Type	Trans	DV		
1 Katyusha	Wheeled	-	6+		
Katyusha multiple rocket launcher (heavy mortar)				12"-72"	1 HE Indirect fire, HE (3"), Multiple launcher, Front arc

TRANSPORTS

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

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

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.

Behind enemy lines

When Outflanking, ignore the -1 modifier to the Order test for coming onto the table

Cavalry

(p89) Moves 9" at Advance, 18" at Run. Cannot enter buildings unless they have dismounted. Can dismount as part of Advance move - cannot remount. Cannot go Down. Can Escape as a recon vehicle (at normal speed, not double speed)(p98). Can only fire pistol or carbine (rifle) when mounted. While mounted, cavalry have tough fighters special rule (p90- When a tough fighter scores a casualty in close quarters against infantry or artillery, it can immediately make a second damage roll). Can regroup up to 2D6".

Cavalry carbine

Carbines count as pistols when used from horseback, and rifles when used on foot

Dog mines

One-shot weapon with a range of 18". Can only target stationary vehicles. If Recce vehicle reacts by moving, treat as 2-3.

Roll a die:

1= hits closest friendly stationary vehicle within range. Resolve as result 4-6. If no target see result 2-3.

2-3=no effect

4-6=Vehicle suffers a hit with a Pen of +5 (no Pen modifiers apply).

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.

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.

Heavy Rocket Launcher

Fires HE (3D6) rockets rather than the usual HE (2D6) rockets. However, to represent the fact that it is so slow to reload, when it fires it immediately suffers D3 pin markers. It must then be given a successful Rally order to reload it before it can be ordered to Fire again.

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

Scouts

Unless mounted, this unit may set up in the same manner as snipers or observers. (The unit may use forward deployment where the mission permits)

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).

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 (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.

Team (5 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	2
Soviet Union Gaz Jeep with pintle-mounted MMG	1
Soviet Union Heavy Mortar team	1
Soviet Union Infantry with Cavalry carbine	9
Soviet Union Infantry with Rifle	20
Soviet Union Infantry with Submachine gun	18
Soviet Union Katyusha	1
Soviet Union men have Panzerfaust in addition to other weapons	4
Soviet Union Multiple rocket launcher	1
Soviet Union NCO with Cavalry carbine	1
Soviet Union NCO with Rifle	4
Soviet Union NCO with Submachine gun	4
Soviet Union Second (Junior) Lieutenant	1
Soviet Union Sniper team	1
Soviet Union Spotter	1
Soviet Union Truck with pintle-mounted MMG	2