

PLATOON #1

Soviet Reinforced Platoon
Nacional Carlos Moros

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

Veteran squad (Armies of the Soviet Union page 26) **Veteran** **89****Qty Weapons** **Range** **Shots** **Pen** **Special**

1	NCO with Rifle	24"	1	n/a	
5	Infantry with Rifle	24"	1	n/a	
1	men have Panzerfaust in addition to other weapons Tough Fighters	12"	1	+6	One-shot, Shaped Charge Tough Fighters

Veteran squad (Armies of the Soviet Union page 26) **Veteran** **89****Qty Weapons** **Range** **Shots** **Pen** **Special**

1	NCO with Rifle	24"	1	n/a	
5	Infantry with Rifle	24"	1	n/a	
1	men have Panzerfaust in addition to other weapons Tough Fighters	12"	1	+6	One-shot, Shaped Charge Tough Fighters

Assault Engineers squad (Armies of the Soviet Union page 32) **Veteran** **153****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 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

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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SNIPER

Sniper team (Armies of the Soviet Union page 36) **Regular** **50****Qty Weapons** **Range** **Shots** **Pen** **Special**

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

Flamethrower team (Armies of the Soviet Union page 36) **Regular** **50**

Qty	Weapons	Range	Shots	Pen	Special		
1	Flamethrower (infantry) team	6"	D6	+3	Team (2 men), Flamethrower		
ANTI-TANK							
Tank Hunter Anti-tank team (Armies of the Soviet Union page 34)						Veteran	89
Qty	Weapons	Range	Shots	Pen	Special		
	Entire squad equipped with anti-tank grenades				Tank hunters		
	Tough Tank Hunters and Forward Position				Tough Tank Hunters, Forward position		
1	NCO with Submachine gun	12"	2	n/a	Assault		
3	Infantry with Submachine gun	12"	2	n/a	Assault		
	1 man has Panzerfaust in addition to other weapons				One-shot, Shaped Charge		
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		
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							
Medium Howitzer (Armies of the Soviet Union page 38)						Regular	85
Qty	Weapons	Range	Shots	Pen	Special		
1	Medium howitzer	60"(30-72)	1	HE	Team (4 men), Gun shield, Fixed, Howitzer, HE (3")		
1	Spotter				Spotter		
TANKS AND SP GUNS							
M3 Stuart light tank (Armies of the Soviet Union page 36)						Regular	140
Qty	Vehicle	Type	Trans	DV	Weapons		
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							
Gaz 'Jeep' (Armies of the Soviet Union page 55)						Regular	21
Qty	Vehicle	Type	Trans	DV	Weapons		
1	Gaz Jeep	Wheeled	3	6+			
	Tow: Light anti-tank gun; light anti-aircraft gun						
	0			+0			
Truck (Armies of the Soviet Union page 54)						Regular	54
Qty	Vehicle	Type	Trans	DV	Weapons		
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.

Behind enemy lines

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

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"

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 - 1 if runs out of fuel. When rolling to damage vehicle equipped with flamethrower, add +1 to damage effects chart.

Forward position

Counts as Observers/Snipers for Set-Up purposes (see page 118 of the Bolt Action rulebook)

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)

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 (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.

Tough Tank Hunters

Tough tank hunters have all the usual rules for 'tank hunters' and in addition double their attacks in close combat against vehicles (i.e each soldier makes 2 attacks)

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 Flamethrower (infantry) team	2
Soviet Union Gaz Jeep	1
Soviet Union Infantry with Rifle	23
Soviet Union Infantry with Submachine gun	17
Soviet Union M3 Stuart light tank	1
Soviet Union Medium howitzer	1
Soviet Union Medium Mortar team	1
Soviet Union men have Panzerfaust in addition to other weapons	4
Soviet Union NCO with Rifle	5
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	1