

## PLATOON #1

Warsaw Uprising

## OFFICER

Second Lieutenant (Armies of France and the Allies page 76)

Regular

60

Qty	Weapons	Range	Shots	Pen	Special
1	Second Lieutenant with Pistol				Assault
1	Infantry (equipped as modeled)		-	-	

## INFANTRY SQUADS

Kedyw Squad (Road to Berlin page 52) full strength

Regular

155

Qty	Weapons	Range	Shots	Pen	Special
1	NCO with Rifle	24"	1	n/a	
8	Infantry with Rifle	24"	1	n/a	
	Entire squad are Fanatics				Fanatics
1	men have Panzerfaust in addition to other weapons				
1	Infantry with Light Machine gun (requires loader)	36"	4	n/a	

AK Militia Squad (Road to Berlin page 53)

Inexperienced

70

Qty	Weapons	Range	Shots	Pen	Special
1	NCO with Rifle	24"	1	n/a	
9	Infantry with Rifle	24"	1	n/a	
	Entire squad is Green				Green

## MEDIC

Medic (Armies of France and the Allies page 76)

Veteran

30

Qty	Weapons	Range	Shots	Pen	Special
1	Medic with Pistol				Assault

## INFANTRY

Kedyw Squad (Road to Berlin page 52) full strength

Regular

135

Qty	Weapons	Range	Shots	Pen	Special
1	NCO with Rifle	24"	1	n/a	
9	Infantry with Rifle	24"	1	n/a	
	Entire squad are Fanatics				Fanatics
1	men have Panzerfaust in addition to other weapons				

Rifle squad (Armies of the Soviet Union page 23)

Inexperienced

81

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

Rifle squad (Armies of the Soviet Union page 23)

Inexperienced

63

Qty	Weapons	Range	Shots	Pen	Special
1	NCO with Rifle	24"	1	n/a	
8	Infantry with Rifle	24"	1	n/a	
	Entire squad is Green				Green

Rifle squad (Armies of the Soviet Union page 23)

Inexperienced

63

Qty	Weapons	Range	Shots	Pen	Special
1	NCO with Rifle	24"	1	n/a	
8	Infantry with Rifle	24"	1	n/a	
	Entire squad is Green				Green

## MACHINE GUNS

Medium Machine gun team (Road to Berlin page 53)

Regular

50

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

## SNIPER

Sniper (Road to Berlin page 53)

Regular

50

Qty	Weapons	Range	Shots	Pen	Special
1	Sniper team	36"	1	n/a	Team (2 men), Sniper

FLAMETHROWER						
Flamethrower Team (Road to Berlin page 54)					Regular	50
Qty	Weapons	Range	Shots	Pen	Special	
1	Flamethrower (infantry) team	6"	D6	+3	Team (4 men), Flamethrower, Home-built	
ANTI-TANK						
Anti-tank team (Road to Berlin page 54)					Regular	40
Qty	Weapons	Range	Shots	Pen	Special	
1	PIAT team	12"	1	+5	Team (2 men), Shaped Charge	
Anti-tank team (Road to Berlin page 54)					Regular	40
Qty	Weapons	Range	Shots	Pen	Special	
1	PIAT team	12"	1	+5	Team (2 men), Shaped Charge	
ARTILLERY						
Light Artillery (Armies of France and the Allies page 81)					Regular	50
Qty	Weapons	Range	Shots	Pen	Special	
1	Light howitzer	48"(24-60)	1	HE	Team (3 men), Fixed, Gun shield, Howitzer, HE (2")	
TANKS AND SP GUNS						
Kubus Armoured Car/Personnel Carrier (Road to Berlin page 54)					Regular	134
Qty	Vehicle	Type	Trans	DV		
Qty	Weapons	Range	Shots	Pen	Special	
1	Kubus Armoured Car/Personnel Carrier	Wheeled	12	7+		
	Forward-facing pintle-mounted LMG	36"	4	n/a	Front arc, Flak	
	Forward-facing Flamethrower	12"	D6	+3	Flamethrower, Front arc	
Captured German SdKfz 251/1 (Grey Wolf) (Road to Berlin page 55)					Inexperienced	79
Qty	Vehicle	Type	Trans	DV		
Qty	Weapons	Range	Shots	Pen	Special	
1	Captured SdKfz 251/1 half-track	Half-track	12	7+		
	Forward-facing pintle-mounted HMG	36"	3	+1	Front arc, FlaK	

## 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.

### 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.

### 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 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 (2")

(p68) PEN: +2, PIN: D3 (D6 if in building) - Infantry and artillery can go *down* to halve the hits taken

### Home-built

On a natural to-hit roll of 1, roll an additional die: 1-2 Nothing bad happens. 3-5 Worrying fuel leak, team gains 2 pin markers. 6 The flamethrower explodes, instantly killing the team.

### 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.

### 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.

### 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.

Pick List	
Poland Captured SdKfz 251/1 half-track	1
Poland Flamethrower (infantry) team	1
Poland Infantry (equipped as modeled)	1
Poland Infantry with Light Machine gun (requires loader)	1
Poland Infantry with Rifle	26
Poland Kubus Armoured Car/Personnel Carrier	1
Poland Light howitzer	1
Poland Medic	1
Poland Medium Machine gun	1
Poland men have Panzerfaust in addition to other weapons	2
Poland NCO with Rifle	3
Poland PIAT team	2
Poland Second Lieutenant	1
Poland Sniper team	1
Soviet Union Infantry with Rifle	24
Soviet Union NCO with Rifle	3