

Greece-Matteo Vertuan Berlin: Soviet

Hero Rifle Battalion		Soviet	LS118	27
Hero Rifle Battalion HQ	LS118	2		
2x PPSH SMG team	2			
Hero Rifle Company	LS119	8		
7x DP MG and M1891 rifle team				
1x Komissar team	6			
• Add up to two PTRD anti-tank rifle teams for +1 point each. (2 selected)				
Hero Rifle Company	LS119	7		
7x DP MG and M1891 rifle team				
1x Komissar team	6			
• Add up to two PTRD anti-tank rifle teams for +1 point each. (1 selected)				
Maksim Machine-gun Company	LS112	4		
6x Maksim HMG	4			
PTRD Anti-tank Company	LS115	4		
6x PTRD anti-tank rifle	4			
82mm Mortar Company	LS113	2		
3x 82mm mortar	2			

Red Banner Rifle Regiment		Soviet	LS201	41
Red Banner Rifle Regiment HQ	LS201	2		
2x PPSH SMG team	2			
Red Banner Rifle Company	LS202	12		
7x DP MG & M1891 rifle team				
1x Komissar team	9			
• Equip DP MG & M1891 rifle teams with Panzerfaust anti-tank for +3 points.				
Red Banner Rifle Company	LS202	12		
7x DP MG & M1891 rifle team				
1x Komissar team	9			
• Equip DP MG & M1891 rifle teams with Panzerfaust anti-tank for +3 points.				
Maksim Machine-gun Company	LS112	4		
6x Maksim HMG	4			
82mm Mortar Company	LS113	2		
3x 82mm mortar	2			
Red Banner 76mm Anti-tankPlatoon	LS207	9		
4x 76mm gun	9			

Support		Soviet		36
BA-64 Armoured Car Platoon	LS184	2		
3x BA-64 (MG)	2			
• Replace up to two BA-64 (MG) with BA-64 (PTRD) at no cost. (2 selected)				
M10 Tank-killer Battery	LS216	13		
3x M10 (3-inch)	13			
100mm Tank-killer Company	LS186	11		
4x 100mm gun	11			
IL-2 Shturmovik Assault Company	LS151	7		
2x IL-2 Shturmovik	7			
ZSU M17 Anti-aircraft Platoon	LS174	3		
3x ZSU M17 (Quad .50 cal MGs)	3			

Berlin: Soviet Command Cards		Soviet		1
Lucky		1		
Command Card Lucky	1			

Berlin-Soviet Unit Count: 18 Total Points : 105

Card List:

Lucky
 LS112 Maksim Machine-gun Company
 LS113 82mm Mortar Company
 LS115 PTRD Anti-tank Company
 LS118 Hero Rifle Battalion HQ
 LS119 Hero Rifle Company
 LS151 IL-2 Shturmovik Assault Company
 LS174 ZSU M17 Anti-aircraft Platoon
 LS184 BA-64 Armoured Car Platoon
 LS186 100mm Tank-killer Company
 LS201 Red Banner Rifle Regiment HQ
 LS202 Red Banner Rifle Company
 LS207 Red Banner 76mm Anti-tankPlatoon

Pick List:

4 100mm gun
 4 76mm gun
 6 82mm mortar team
 1 BA-64 (MG)
 2 BA-64 (PTRD)
 14 DP MG & M1891 rifle team with Panzerfaust anti-tank
 14 DP MG and M1891 rifle team
 2 IL-2 Shturmovik
 4 Komissar team
 3 M10 (3-inch)
 12 Maksim HMG team
 4 PPSH SMG team
 9 PTRD anti-tank rifle team

LS216 M10 Tank-killer Battery

3 ZSU M17 (Quad .50 cal MGs)

MAKSIM MACHINE-GUN COMPANY

• INFANTRY UNIT • HEAVY WEAPON •

MOTIVATION
CONFIDENT 4+

SKILL
TRAINED 4+
Heavy Weapon Assault
5+

IS HIT ON
AGGRESSIVE 3+

SAVE
3+
Infantry



TACTICAL	TERRAIN DASH	CROSS COUNTRY DASH	ROAD DASH	CROSS			
8"/20CM	8"/20CM	12"/30CM	12"/30CM	AUTO			
WEAPON	RANGE	HALTED	MOVING	ROF	ANTI-TANK	FIRE-POWER	NOTES
Maksim HMG	24"/60cm	6	2	2	6		

MAKSIM MACHINE-GUN COMPANY

MAKSIM MACHINE-GUN COMPANY

- 9x Maksim HMG
- 6x Maksim HMG
- 3x Maksim HMG

6 POINTS

4 POINTS

2 POINTS

SPECIAL RULES

Heavy Weapon: Team cannot Charge into Contact.

5112

LUCKY

I'd rather have a lucky general than a good one.

Discard this card to re-roll any one die. The second result must be used.

Soviet, Force, Limited

1 POINTS



PTRD ANTI-TANK COMPANY



MOTIVATION

CONFIDENT 4+

SKILL

TRAINED 4+
Heavy Weapon Assault **5+**



IS HIT ON
AGGRESSIVE 3+

SAVE

3+

• INFANTRY UNIT • HEAVY WEAPON •

TACTICAL	TERRAIN DASH	CROSS COUNTRY DASH	ROAD DASH	CROSS
8"/20CM	8"/20CM	12"/30CM	12"/30CM	AUTO

WEAPON	RANGE	HALTED	ROF	MOVING	ANTI-TANK	FIRE POWER	NOTES
PTRD anti-tank rifle	16"/40CM	4	2	5	5+	No HE	



PTRD ANTI-TANK COMPANY



PTRD ANTI-TANK COMPANY

6x PTRD anti-tank rifle
3x PTRD anti-tank rifle

4 POINTS
2 POINTS

SPECIAL RULES

Heavy Weapon: Team cannot Charge Into Contact.
No HE: No HE targeting Infantry or Guns adds +1 to the score needed To Hit.

5113



82MM MORTAR COMPANY



MOTIVATION

CONFIDENT 4+

SKILL

TRAINED 4+
Heavy Weapon Assault **5+**



IS HIT ON
AGGRESSIVE 3+

SAVE

3+

• INFANTRY UNIT • HEAVY WEAPON •

TACTICAL	TERRAIN DASH	CROSS COUNTRY DASH	ROAD DASH	CROSS
8"/20CM	8"/20CM	12"/30CM	12"/30CM	AUTO

WEAPON	RANGE	HALTED	ROF	MOVING	ANTI-TANK	FIRE POWER	NOTES
82mm mortar	40"/100CM	ARTILLERY	1	4+			



82MM MORTAR COMPANY



82MM MORTAR COMPANY

9x 82mm mortar
6x 82mm mortar
3x 82mm mortar

6 POINTS
4 POINTS
2 POINTS

SPECIAL RULES

Heavy Weapon: Team cannot Charge Into Contact.

5113



HERO RIFLE COMPANY



MOTIVATION

CONFIDENT 4+



• INFANTRY UNIT • KOMISSAR •

IS HIT ON
AGGRESSIVE 3+

SKILL

VETERAN 3+



SAVE
 3+

TACTICAL

8"/20CM

TERRAIN DASH

8"/20CM

CROSS COUNTRY DASH

12"/30CM

ROAD DASH

12"/30CM

CROSS

AUTO

WEAPON

DP MG & MI 891 rifle team

RANGE

16"/40CM

ROF

1

HALTED

1

MOVING

2

ANTI-TANK

2

FIRE-POWER

6

NOTES

Assault 5+, Heavy Weapon

Optional Maksim HMG

24"/60CM

6

2

2

6

Optional PTRD anti-tank rifle

16"/40CM

4

2

5

5+

Optional 50mm mortar

16"/40CM

3

2

2

4+

Optional Flame-thrower team

4"/10CM

4

4

4

AUTO
Flame-thrower, Heavy Weapon, Pinned ROF 2



HERO RIFLE COMPANY



HERO RIFLE COMPANY

10x DP MG and MI 891 rifle team
1x Komissar team

9 POINTS

7x DP MG and MI 891 rifle team
1x Komissar team

6 POINTS

OPTIONS

- Add up to two PTRD anti-tank rifle teams for +1 point each.
- Add up to two Maksim HMG teams for +1 point each.
- Add one 50mm mortar team for +1 point.
- Add one Flame-thrower team for +2 points.

SPECIAL RULES

Assault 5+: Team hits on 5+ in Assaults.

Flame-thrower: Armoured Teams use Top armour for Saves. Other Teams re-roll Saves. Unit is Pinned Down if Hit.

Heavy Weapon: Team cannot Charge Into Contact.

Komissar: While Komissar team is In Command, Unit passes all Motivation tests on 3+. The Komissar team shoots as a DP MG and MI 891 rifle team.

Overhead Fire: Can Shoot over friendly teams.

No HE: No HE targeting Infantry or Guns adds +1 to the score needed To Hit.

Pinned ROF 2: Reduce ROF to 2 when Pinned Down.



HERO RIFLE BATTALION HQ



MOTIVATION

FEARLESS 3+

SKILL

VETERAN 3+

• INFANTRY FORMATION •

IS HIT ON
AGGRESSIVE 3+

SAVE

3+



TACTICAL

8"/20CM

TERRAIN DASH

8"/20CM

CROSS COUNTRY DASH

12"/30CM

ROAD DASH

12"/30CM

CROSS

AUTO

WEAPON

PPSh SMG team

RANGE

4"/10CM

ROF

3

HALTED

3

MOVING

3

ANTI-TANK

1

FIRE-POWER

6

NOTES

Pinned ROF 1



HERO RIFLE BATTALION HQ



HERO RIFLE BATTALION HQ



HERO RIFLE BATTALION HQ

2x PPSh SMG team

2 POINTS

SPECIAL RULES

Pinned ROF 1: Reduce ROF to 1 when Pinned Down.



HERO RIFLE BATTALION

FORMATION CONTAINS:

- 1 Hero Rifle Battalion HQ (LS118)
- 2-3 Hero Rifle Company (LS119)
- 0-1 Hero SMG Company (LS111)
- 0-1 Maksim Machine-gun Company (LS112)
- 0-1 PTRD Anti-tank Company (LS115)
- 0-1 45mm Anti-tank Company (LS116)
- 0-1 45mm Anti-tank Company (LS116) or 76mm Anti-tank Company (LS117)
- 0-1 82mm Mortar Company (LS113)
- 0-1 120mm Mortar Company (LS114)
- 0-1 Scout Platoon (LS120)

LS118



ZSU M17

ANTI-AIRCRAFT PLATOON

• TANK UNIT •



MOTIVATION
CONFIDENT 4+

SP Gun
Counter attack 6
Not One Step Back
Last Stand 3+

SKILL
TRAINED 4+
SP Gun
Assault
6

IS HIT ON
AGGRESSIVE 3+

ARMOUR
FRONT 1
SLIDE & REAR 0
TOP 0

TACTICAL	TERRAIN DASH	CROSS COUNTRY DASH	ROAD DASH	CROSS
10"/25CM	10"/25CM	16"/40CM	32"/80CM	3+

WEAPON	RANGE	HALTED MOVING	ROF	ANTI-TANK POWER	FIRE POWER	NOTES
ZSU M17 (Quad .50 cal MGs)	20"/50CM	5	3	4	5+	Dedicated AA



ZSU M17

ANTI-AIRCRAFT PLATOON



3x ZSU M17 (Quad .50 cal MGs)
ANTI-AIRCRAFT PLATOON
3 POINTS

SPECIAL RULES

Dedicated AA: Use full ROF when Shooting at Aircraft.



1 S174



IL-2 SHTURMOVIK

ASSAULT COMPANY

• AIRCRAFT UNIT •



MOTIVATION
FEARLESS 3+

SKILL
TRAINED 4+

IS HIT ON
FLYING TANK 4+

SAVE
Aircraft 2+

TACTICAL	TERRAIN DASH	CROSS COUNTRY DASH	ROAD DASH	CROSS
	UNLIMITED			AUTO

WEAPON	RANGE	HALTED MOVING	ROF	ANTI-TANK POWER	FIRE POWER	NOTES
23mm guns Bombs and Rockets	6"/15CM 6"/15CM	-	2	6	5+	4+ Bombs



IL-2 SHTURMOVIK

ASSAULT COMPANY



2x IL-2 Shurtmovik
IL-2 SHTURMOVIK ASSAULT COMPANY
7 POINTS

SPECIAL RULES

Bombs: No penalty for having only 1 or 2 weapons firing. Only Teams from this Unit can Spot for it.



1 S151

100MM TANK-KILLER COMPANY

• GUN UNIT • LARGE GUN • GUN SHIELD •

MOTIVATION
FEARLESS 3+

SKILL
VETERAN 3+
Gun Assault 4+



IS HIT ON
CAREFUL 4+

SAVE
Gun 4+

TACTICAL	TERRAIN DASH	CROSS COUNTRY DASH	ROAD DASH	CROSS
-	2"/5CM	4"/10CM	4"/10CM	6
WEAPON	RANGE	HALTED MOVING	ROF	ANTI-FIRE POWER
100mm gun	32"/80CM	1	1	15 2+
				Forward Firing, Slow Firing

100MM TANK-KILLER COMPANY

IS HIT ON
100MM TANK-KILLER COMPANY
4x 100mm gun
2x 100mm gun

11 POINTS
5 POINTS

SPECIAL RULES

Forward Firing: Weapon can only hit targets fully in front of the Team.
Gun Shield: In Bulletproof Cover when shot at from in front of the Team's base. Does not apply to Bombardments or if the Team moved at Dash speed.
Large Gun: Cannot be placed in a building. Cannot be placed from Ambush within 16"/40cm of the enemy.
Slow Firing: +1 To Hit for Moving ROF.

5186

BA-64 ARMoured CAR PLATOON

• TANK UNIT • SPEARHEAD •

MOTIVATION
CONFIDENT 4+

Armoured Car
Counterattack 6
Not One Step Back
Last Stand 3+

SKILL
VETERAN 3+
Armoured Car Assault 5+



IS HIT ON
AGGRESSIVE 3+

ARMOUR
FRONT 1
SIDE & REAR 1
TOP 0

TACTICAL	TERRAIN DASH	CROSS COUNTRY DASH	ROAD DASH	CROSS
8"/20CM	8"/20CM	10"/25CM	20"/50CM	5+
WEAPON	RANGE	HALTED MOVING	ROF	ANTI-TANK POWER
BA-64 (MG) OPTIONAL BA-64 (PTRD)	16"/40CM 16"/40CM	3 2	3 1	2 5
				6 5+
				Self-defence AA No HE

BA-64 ARMoured CAR PLATOON

IS HIT ON
BA-64 ARMoured CAR PLATOON
7x BA-64 (MG)
5x BA-64 (MG)
3x BA-64 (MG)

4 POINTS
3 POINTS
2 POINTS

SPECIAL RULES

No HE: No HE targeting Infantry or Guns adds +1 to the score needed To Hit.
Self-defence AA: Weapon can Shoot at Aircraft with ROF 1.
Spearhead: Unit can move before the game to expand the Deployment Area.

OPTIONS
• Replace up to two BA-64 (MG) with BA-64 (PTRD) at no cost.

5184



MOTIVATION

CONFIDENT 4+**3+**

• INFANTRY UNIT • KOMISSAR •

RED BANNER RIFLE COMPANY



IS HIT ON

CAREFUL 4+

SAVE

**3+**

TACTICAL	TERRAIN DASH	CROSS COUNTRY DASH	ROAD DASH	CROSS
8"/20CM	8"/20CM	12"/30CM	12"/30CM	AUTO

WEAPON	RANGE	HALTED	MOVING	ANTI-TANK	FIRE-POWER	NOTES
DP MG & M1891 rifle team	16"/40CM	2	1	2	6	
OPTIONAL Panzerfaust anti-tank	4"/10CM	1	1	12	5+	Limited 2, Slow Firing
OPTIONAL Maksim HMG team	24"/60CM	6	2	2	6	Assault 4+, Flame-thrower, Heavy Weapon
OPTIONAL Flame-thrower team	4"/10CM	4	4	2	AUTO	Assault 4+, Flame-thrower, Heavy Weapon, Pinned ROF 2



RED BANNER RIFLE COMPANY



RED BANNER RIFLE COMPANY

- 10x DP MG & M1891 rifle team
- 1x Komissar
- 7x DP MG & M1891 rifle team
- 1x Komissar
- 4x DP MG & M1891 rifle team
- 1x Komissar

13 POINTS**9 POINTS****6 POINTS**

OPTIONS

- Equip DP MG & M1891 rifle teams with Panzerfaust anti-tank for +3 points.
- Add up to two Maksim HMG teams for +1 point each.
- Add one Flame-thrower team for +2 points.

IS 5202

SPECIAL RULES

- Assault 4+:** Team hits on 4+ in Assaults.
- Flame-thrower:** Infantry, Gun, and Unarmoured Tank Teams re-roll successful Saves. Armoured Tank Teams use Top armour for Saves. Unit is Pinned Down if Hit.
- Heavy Weapon:** Cannot Charge into Contact.
- Komissar:** While Komissar is In Command, Unit passes all Motivation tests on 3+. Komissar team shoots as DP MG & M1891 rifle team.
- Limited 2:** Each time this Unit Shoots, two Teams may Shoot as a Panzerfaust. Each time this Unit rolls To Hit in an Assault, two Teams may use a Panzerfaust.
- Pinned ROF 2:** ROF 2 when Pinned Down.
- Slow Firing:** +1 To Hit for Moving ROF.



MOTIVATION

FEARLESS 3+

SKILL

VETERAN 3+

RED BANNER RIFLE REGIMENT HQ

• INFANTRY FORMATION •



IS HIT ON

CAREFUL 4+

SAVE

**3+**

TACTICAL	TERRAIN DASH	CROSS COUNTRY DASH	ROAD DASH	CROSS
8"/20CM	8"/20CM	12"/30CM	12"/30CM	AUTO

WEAPON	RANGE	HALTED	MOVING	ANTI-TANK	FIRE-POWER	NOTES
PPSh SMG team	4"/10CM	3	3	1	6	Pinned ROF 1
OPTIONAL Panzerfaust anti-tank	4"/10CM	1	1	12	5+	Limited 1, Slow Firing



RED BANNER RIFLE REGIMENT HQ



RED BANNER RIFLE REGIMENT HQ

- 2x PPSh SMG team

OPTIONS

- Equip PPSh SMG teams with Panzerfaust anti-tank for +2 points.

IS 5202

SPECIAL RULES

- Limited 1:** Each time this Unit Shoots, one Team may Shoot as a Panzerfaust. Each time this Unit rolls To Hit in an Assault, one Team may use a Panzerfaust.
- Pinned ROF 1:** Reduce ROF to 1 when Pinned Down.
- Slow Firing:** +1 To Hit for Moving ROF.



RED BANNER RIFLE REGIMENT HQ



RED BANNER RIFLE REGIMENT HQ

- 2x PPSh SMG team

2 POINTS

OPTIONS

- Equip PPSh SMG teams with Panzerfaust anti-tank for +2 points.

SPECIAL RULES

- Limited 1:** Each time this Unit Shoots, one Team may Shoot as a Panzerfaust. Each time this Unit rolls To Hit in an Assault, one Team may use a Panzerfaust.
- Pinned ROF 1:** Reduce ROF to 1 when Pinned Down.
- Slow Firing:** +1 To Hit for Moving ROF.



RED BANNER RIFLE REGIMENT HQ

FORMATION CONTAINS:

- Red Banner Rifle Regiment HQ (IS201)
- Red Banner Rifle Company (IS202)
- Red Banner Storm Group (IS204)
- Red Banner SMG Company (IS203)
- Red Banner Storm Group (IS204)
- Maksim Machine-gun Company (IS112)
- 82mm Mortar Company (IS113)
- 120mm Mortar Company (IS114)
- Red Banner Storm Gun Platoon (IS205)
- Red Banner Assault Tank Company (IS208)
- Red Banner
 - 45mm Anti-tank Platoon (IS206)
 - Red Banner
 - 76mm Anti-tank Platoon (IS207)
 - Scout Platoon (IS120)

IS 5201



M10 TANK-KILLER BATTERY

MOTIVATION

FEARLESS 3+

SP Gun
Counterattack 5+

SKILL

VETERAN 3+

SP Gun
Assault 4+



IS HIT ON

CAREFUL 4+

ARMOUR

FRONT 5

SLIDE & REAR 2

TOP 0



• TANK UNIT •

TACTICAL

10"/25CM

TERRAIN DASH

14"/35CM

CROSS COUNTRY DASH

18"/45CM

ROAD DASH

20"/50CM

CROSS

3+

WEAPON

M10 (3-inch)

RANGE

36"/90CM

HALTED

2

MOVING

1

ANTI-TANK

12

FIRE POWER

3+

NOTES

No HE

M10 (.50 cal AA MG)

20"/50CM

3

2

4

5+

Self-defence AA



M10 TANK-KILLER BATTERY



M10 TANK-KILLER BATTERY

5x M10 (3-inch)

4x M10 (3-inch)

3x M10 (3-inch)

23 POINTS

18 POINTS

13 POINTS

SPECIAL RULES

No HE: No HE targeting. Infantry or Guns adds +1 to the score needed To Hit.
Self-defence AA: Weapon can Shoot at Aircraft with ROF 1.

IS216



76MM ANTI-TANK PLATOON

• GUN UNIT • GUN SHIELD •

IS HIT ON

CAREFUL 4+

SAVE

3+

SKILL

TRAINED 4+

Gun
Assault 5+



TACTICAL

4"/10CM

TERRAIN DASH

4"/10CM

CROSS COUNTRY DASH

6"/15CM

ROAD DASH

8"/20CM

CROSS

3+

WEAPON

76mm gun

RANGE

24"/60CM

HALTED

2

MOVING

1

ANTI-TANK

9

FIRE POWER

3+

NOTES

Forward Firing



76MM ANTI-TANK PLATOON

RED BANNER



RED BANNER 76MM ANTI-TANK PLATOON

4x 76mm gun

2x 76mm gun

9 POINTS

5 POINTS

SPECIAL RULES

Forward Firing: Weapon can only hit targets fully in front of the Team.
Gun Shield: In Bulletproof Cover when shot at from in front of the Team's base. Does not apply to Bombardments or if the Team moved at Dash speed.

IS207