

## 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	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**

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# PTRD ANTI-TANK COMPANY



MOTIVATION

**CONFIDENT 4+**

SKILL

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



IS HIT ON  
**AGGRESSIVE 3+**

SAVE

**3+**  
Infantry

• 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

• 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+**

SAVE



**3+**

TACTICAL

8"/20CM

TERRAIN DASH

8"/20CM

GROSS COUNTRY DASH

12"/30CM

ROAD DASH

12"/30CM

CROSS

AUTO

WEAPON

DP MG & MI 891 rifle team

16"/40CM

1

1

2

6

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

GROSS COUNTRY DASH

12"/30CM

ROAD DASH

12"/30CM

CROSS

AUTO

WEAPON

PPSh SMG team

4"/10CM

3

3

1

6

Pinned ROF 1



# 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.



FORTRESS EUROPE  
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  
**Lost 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)  
**3 POINTS**

SPECIAL RULES

**Dedicated AA:** Use full ROF when Shooting at Aircraft.



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  
**7 POINTS**

SPECIAL RULES

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



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 TANK POWER
100mm gun	32"/80CM	1	1	15 2+
NOTES Forward Firing, Slow Firing				

# 100MM TANK-KILLER COMPANY



**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-FIRE TANK POWER
BA-64 (MG) OPTIONAL BA-64 (PTRD)	16"/40CM 16"/40CM	3 2	3 1	2 5 6 5+
NOTES Self-defence AA No HE				

# BA-64 ARMoured CAR PLATOON



**BA-64 ARMoured CAR PLATOON**  
7x BA-64 (MG) **4 POINTS**  
5x BA-64 (MG) **3 POINTS**  
3x BA-64 (MG) **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



# RED BANNER RIFLE COMPANY



MOTIVATION

**CONFIDENT 4+**



**3+**

• INFANTRY UNIT • KOMISSAR •



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.



# RED BANNER RIFLE REGIMENT HQ



MOTIVATION

**FEARLESS 3+**

SKILL

**VETERAN 3+**

• 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

**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

### FORMATION CONTAINS:

- Red Banner Rifle Regiment HQ (IS201)
  - Red Banner Rifle Company (IS202)
  - Red Banner Storm Group (IS204)
- OR
- Red Banner SMG Company (IS203)
  - Red Banner Storm Group (IS204)
- OR
- Maksim Machine-gun Company (IS112)
  - 82mm Mortar Company (IS113)
  - 120mm Mortar Company (IS114)
- OR
- Red Banner Storm Gun Platoon (IS205)
  - Red Banner Assault Tank Company (IS208)
- OR
- 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+

5P Gun  
Counter attack

**5+**

SKILL

**VETERAN** 3+

5P 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

IS HIT ON

**CAREFUL** 4+

ARMOUR

**FRONT** 5

**SLIDE & REAR** 2

**TOP** 0



• TANK UNIT •

## 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+**



MOTIVATION

**CONFIDENT** 4+

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

• GUN UNIT • GUN SHIELD •

IS HIT ON

**CAREFUL** 4+

SAVE

**3+**



MOTIVATION

**CONFIDENT** 4+

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



## 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