#### Greece-Matteo Vertuan

Berlin: Soviet

Be	nin: Soviet			
Hero Rifle Battalion		Soviet	LS118	27
Hero Rifle Battalion HQ	LS118	2		· <u> </u>
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			
<ul> <li>Add up to two PTRD anti-tank rifle teams for +1 point each. (1</li> </ul>				
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	20201	•
2x PPSh SMG team	2	_		
Red Banner Rifle Company	LS202	12		
7x DP MG & M1891 rifle team	20202	12		
1x Komissar team	9			
Equip DP MG & M1891 rifle teams with Panzerfaust anti-tank				
Red Banner Rifle Company	LS202	12		
7x DP MG & M1891 rifle team	20202	12		
1x Komissar team	9			
Equip DP MG & M1891 rifle teams with Panzerfaust anti-tank				
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	3		
Support	1.0404	Soviet		36
BA-64 Armoured Car Platoon	LS184	2		
3x BA-64 (MG)	_			
<ul> <li>Replace up to two BA-64 (MG) with BA-64 (PTRD) at no cost.</li> </ul>		40		
M10 Tank-killer Battery	LS216	13		
3x M10 (3-inch)	13	4.4		
100mm Tank-killer Company	LS186	11		
4x 100mm gun	11	_		
IL-2 Shturmovik Assault Company	LS151	7		
2x II-2 Shturmovik	7			
ZSU M17 Anti-aircraft Platoon 3x ZSU M17 (Quad .50 cal MGs)	LS174 3	3		
JA 250 IVITI (Quau .30 Cal IVICS)	J			
Berlin: Soviet Command Cards		Soviet		1
Lucky		1		
Command Card Lucky	1			
Berlin-Soviet	Unit Count: 18		Total P	oints : 10

Card Lis	Card List: Pick List:		ck List:
	Lucky	4	100mm gun
LS112	Maksim Machine-gun Company	4	76mm gun
LS113	82mm Mortar Company	6	82mm mortar team
LS115	PTRD Anti-tank Company	1	BA-64 (MG)
LS118	Hero Rifle Battalion HQ	2	BA-64 (PTRD)
LS119	Hero Rifle Company	14	DP MG & M1891 rifle team with Panzerfaust anti-tank
LS151	IL-2 Shturmovik Assault Company	14	DP MG and M1891 rifle team
LS174	ZSU M17 Anti-aircraft Platoon	2	IL-2 Shturmovik
LS184	BA-64 Armoured Car Platoon	4	Komissar team
LS186	100mm Tank-killer Company	3	M10 (3-inch)
LS201	Red Banner Rifle Regiment HQ	12	Maksim HMG team
LS202	Red Banner Rifle Company	4	PPSh SMG team
LS207	Red Banner 76mm Anti-tankPlatoon	9	PTRD anti-tank rifle team















# HERO RIFLE COMPANY





### HERO RIFLE COMPANY

10x DP MG and M1891 rifle team

1x Komissar team

7x DP MG and M1891 rifle team 1x Komissar team

9 POINTS

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

Flame-thrower: Armoured Teams use Assault 5+: Team hits on 5+ in Assaults roll Saves. Unit is Pinned Down if Hit Top armour for Saves. Other Teams re-

Heavy Weapon: Team cannot Charge Into Contact.

Komissar: While Komissar team is In as a DP MG and M1891 rifle team. Command, Unit passes all Motivation tests on 3+. The Komissar team shoots

Overhead Fire: Can Shoot over friendly

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.

**S119** 

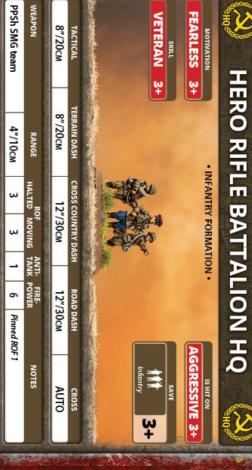
Flame-thrower team 50mm mortar

4"/10cm 16"/40cm

2

Assault 5+ Heavy Weapon Overhead Fire

AUTO Flame-thrower, Heavy Weapon, Pinned ROF 2





# 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 HQ (15118)

- 0-1 Hero SMG Company (LS111) 2-3 Hero Rifle Company (LS119)
- 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 120mm Mortar Company (LS114) 0-1 82mm Mortar Company (LS113)
- 0-1 Scout Platoon (LS120)



**S118** 



















BA-64 ARMOURED CAR PLATOON

■ S186



### BA-64 ARMOURED CAR PLATOON

7x BA-64 (MG) 4 5x BA-64 (MG) 3

4 POINTS

3 POINTS 2 POINTS

OPTIONS

Relace up to two BA-64 (MG) with BA-64 (PTRD) at no cost.

3x BA-64 (MG)

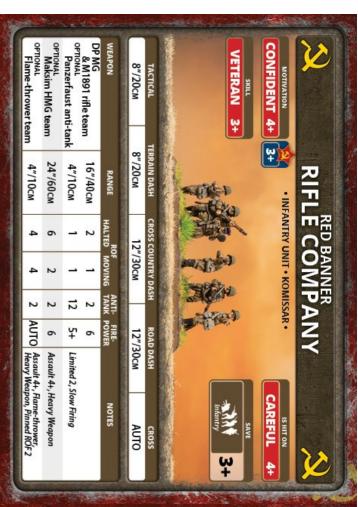
### SPECIAL RULES

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

S184





# RIFLE COMPANY





## RED BANNER RIFLE COMPANY

10x DP MG & M1891 rifle team
1x Komissar
13 POINTS

7x DP MG & M1891 rifle team

1x Komissar

4x DP MG & M1891 rifle team 6 POINTS

- Equip DP MG & M1891 rifle teams
- Add up to two Maksim HMG teams for
- Add one Flame-thrower team for +2 points.

#### 9 POINTS

if Hit.

#### OPTIONS

- +1 point each.



with Panzerfaust anti-tank for +3 points

### SPECIAL RULES

Flame-thrower: Infantry, Gun, and Assault 4+: Team hits on 4+ in Assaults. Saves. Armoured Tank Teams use Top armour for Saves. Unit is Pinned Down Unarmoured Tank Teams re-roll successful

Komissar: While Komissar is In Command, Heavy Weapon: Cannot Charge into Contact. M1891 rifle team. Komissar team shoots as DP MG & Unit passes all Motivation tests on 3+.

Limited 2: Each time this Unit Shoots, two two Teams may use a Panzerfaust. time this Unit rolls To Hit in an Assault, Teams may Shoot as a Panzerfaust. Each

Slow Firing:+1 To Hit for Moving ROF. Pinned ROF 2: ROF 2 when Pinned Down.



RIFLE REGIMENT HQ

INFANTRY FORMATION .

CAREFUL

4

IS HIT ON

# RIFLE REGIMENT HQ



2x PPSh SMG team 2 POINTS

3+

VETERAN 3+

FEARLESS

¥

MOTIVATION

#### OPTIONS

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

### SPECIAL RULES

Limited 1: Each time this Unit Shoots, one one Team may use a Panzerfaust. time this Unit rolls To Hit in an Assault, Team may Shoot as a Panzerfaust. Each

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

Panzerfaust anti-tank PPSh SMG team

4"/10cm 4"/10cm

12

**5** 

Limited 1, Slow Firing

Pinned ROF 1

8"/20cm

TACTICAL

TERRAIN DASH

CROSS COUNTRY DASH

ROAD DASH

12"/30cm

AUTO

CROSS

12"/30cm

ROF HALTED MOVING

TANK POWE

NOTES

8"/20cm

Slow Firing:+1 To Hit for Moving ROF.

### FORMATION CONTAINS:

RED BANNER RIFLE REGIMENT

- 1 Red Banner Rifle Regiment HQ (LS201)
- Red Banner Rifle Company (15202)
   or Red Banner Storm Group (15204)
- 0-1 Red Banner SMG Company (LS203) or Red Banner Storm Group (LS204)
- 0-1 Maksim Machine-gun Company (LS112)
- 0-1 82mm Mortar Company (LS113)
- 0-1 Red Banner Assault Tank Company (LS208 0-1 120mm Mortar Company (IS114) or Red Banner Storm Gun Platoon (IS205)
- 0-2 Red Banner or Red Banner 45mm Anti-tank Platoon (LS206)
- 0-1 Scout Platoon (LS120) 76mm Anti-tank Platoon (LS207

S201





Aircraft with ROF 1.

SPECIAL RULES





**■** S216



9 POINTS

5 POINTS

SPECIAL RULES

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

**■** S207