

PLATOON #1

Soviet Reinforced Platoon

OFFICER

Junior Lieutenant (Armies of the Soviet Union page 22)	Inexperienced	35
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Qty	Weapons	Range	Shots	Pen	Special
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1	Second (Junior) Lieutenant with Pistol				Assault
	with Submachine gun				Assault
	with Rifle				

INFANTRY SQUADS

Veteran squad (Armies of the Soviet Union page 26)	Veteran	109
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Qty	Weapons	Range	Shots	Pen	Special
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1	NCO with Rifle	24"	1	n/a	
7	Infantry with Rifle	24"	1	n/a	
1	men have Panzerfaust in addition to other weapons	12"	1	+6	One-shot, Shaped Charge

Veteran squad (Armies of the Soviet Union page 26)	Veteran	109
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Qty	Weapons	Range	Shots	Pen	Special
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1	NCO with Rifle	24"	1	n/a	
7	Infantry with Rifle	24"	1	n/a	
1	men have Panzerfaust in addition to other weapons	12"	1	+6	One-shot, Shaped Charge

INFANTRY

Scout squad (Armies of the Soviet Union page 32)	Veteran	119
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Qty	Weapons	Range	Shots	Pen	Special
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	Soviet scouts				Behind enemy lines, Scouts
1	NCO with Submachine gun	12"	2	n/a	Assault
6	Infantry with Submachine gun	12"	2	n/a	Assault

Scout squad (Armies of the Soviet Union page 32)	Veteran	119
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Qty	Weapons	Range	Shots	Pen	Special
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	Soviet scouts				Behind enemy lines, Scouts
1	NCO with Submachine gun	12"	2	n/a	Assault
6	Infantry with Submachine gun	12"	2	n/a	Assault

FREE INFANTRY

Free Rifle squad (Armies of the Soviet Union page 23) full strength	Inexperienced	0
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Qty	Weapons	Range	Shots	Pen	Special
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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

Heavy Mortar team (Armies of the Soviet Union page 37)	Inexperienced	46
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Qty	Weapons	Range	Shots	Pen	Special
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1	Heavy Mortar team	12"-72"	1	HE	Team (4 men), Fixed, Indirect fire, HE (3")
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SNIPER

Sniper team (Armies of the Soviet Union page 36)	Regular	50
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Qty	Weapons	Range	Shots	Pen	Special
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1	Sniper team	36"	1	n/a	Team (2 men), Sniper
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ANTI-TANK

Dog Mine Anti-tank team (Armies of the Soviet Union page 35)	Inexperienced	26
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Qty	Weapons	Range	Shots	Pen	Special
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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

Tank Hunter Anti-tank team (Armies of the Soviet Union page 34)	Veteran	89
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Qty	Weapons	Range	Shots	Pen	Special
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	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 1 man has Panzerfaust in addition to other weapons	12"	2	n/a	Assault One-shot, Shaped Charge
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ARTILLERY

Medium Howitzer (Armies of the Soviet Union page 38)	Regular	85
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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 Spotter

ARMOURED CARS

Recce Carrier (Armies of Great Britain page 57)	Regular	70
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Qty Weapons	Vehicle	Type	Trans	DV	Special
1 Recce Carrier		Tracked	-	7+	Open-topped, Recce, Turn on the spot
	Forward-facing LMG	36"	4	n/a	Front arc
	Pintle-mounted LMG	36"	4	n/a	Flak, 360 degree arc

TANKS AND SP GUNS

M3 Stuart light tank (Armies of the Soviet Union page 36)	Regular	140
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Qty Weapons	Vehicle	Type	Trans	DV	Special
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)

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

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)

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 (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

Open-topped

(p118) Pinned by hits from small arms in the same way as soft-skins and infantry. If assaulted by infantry open-topped armoured vehicles are destroyed automatically if the vehicle is damaged, in the same way as for soft-skins.

If hit by indirect fire then add +1 to the damage result roll. Note that all hits upon the upper surface of armoured vehicles count +1 penetration regardless of whether the target is open or not - so open-topped armoured vehicles suffer a double penalty: +1 penetration and +1 damage result

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 (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 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)

Turn on the spot

Can execute a full speed run rate 'reverse' finishing the move facing in direction of travel.

Vulnerable

Because of the riveted construction, all shots to the side and rear of the vehicle get an additional +1 penetration modifier

Pick List

British Recce Carrier	1
Soviet Union Heavy Mortar team	1
Soviet Union Infantry with Rifle	26
Soviet Union Infantry with Submachine gun	15
Soviet Union M3 Stuart light tank	1
Soviet Union Medium howitzer	1
Soviet Union men have Panzerfaust in addition to other weapons	2
Soviet Union NCO with Rifle	4
Soviet Union NCO with Submachine gun	3

Soviet Union Second (Junior) Lieutenant	1
Soviet Union Sniper team	1
Soviet Union Spotter	1