

## PLATOON #1

Soviet Reinforced Platoon

## OFFICER

**Junior Lieutenant** (Armies of the Soviet Union page 22) **Inexperienced** 42

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

## INFANTRY SQUADS

**Assault Engineers squad** (Armies of the Soviet Union page 32) **Veteran** 147

Qty	Weapons	Range	Shots	Pen	Special
2	Infantry with Rifle	24"	1	n/a	
1	NCO with Submachine gun	12"	2	n/a	Assault
2	Infantry with Submachine gun	12"	2	n/a	Assault
1	Flamethrower (infantry) team Entire squad equipped with body armour	6"	D6	+3	Team (2 men), Flamethrower Body Armour
2	men have Panzerfaust in addition to other weapons	12"	1	+6	One-shot, Shaped Charge

**Assault Engineers squad** (Armies of the Soviet Union page 32) **Veteran** 142

Qty	Weapons	Range	Shots	Pen	Special
2	Infantry with Rifle	24"	1	n/a	
1	NCO with Submachine gun	12"	2	n/a	Assault
2	Infantry with Submachine gun	12"	2	n/a	Assault
1	Flamethrower (infantry) team Entire squad equipped with body armour	6"	D6	+3	Team (2 men), Flamethrower Body Armour
1	men have Panzerfaust in addition to other weapons	12"	1	+6	One-shot, Shaped Charge

## FREE INFANTRY

**Free Rifle squad** (Armies of the Soviet Union page 23) full strength **Inexperienced** 0

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

## SNIPER

**Sniper team** (Armies of the Soviet Union page 36) **Regular** 50

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

## TANKS AND SP GUNS

**Katyusha** (Armies of the Soviet Union page 52) **Inexperienced** 64

Qty	Vehicle	Type	Trans	DV	Special
1	Katyusha	Wheeled	-	6+	
	Katyusha multiple rocket launcher (heavy mortar)	12"-72"	1	HE	Indirect fire, HE (3"), Multiple launcher, Front arc

## TRANSPORTS

**Truck** (Armies of the Soviet Union page 54) **Regular** 54

Qty	Vehicle	Type	Trans	DV	Special
1	Truck with pintle-mounted MMG	Wheeled	12	6+	
	<b>Tow:</b> light howitzer; light or medium anti-tank gun; light or medium anti-aircraft gun				
	Pintle-mounted MMG	36"	5	n/a	Flak, 360 degree arc

## PLATOON #2

Soviet Reinforced Platoon

## OFFICER

**Junior Lieutenant** (Armies of the Soviet Union page 22) **Inexperienced** 42

Qty	Weapons	Range	Shots	Pen	Special
1	Second (Junior) Lieutenant with Pistol				Assault
	with Submachine gun				Assault

with Rifle

1 Infantry (equipped as modeled) - -

### INFANTRY SQUADS

**Assault Engineers squad (Armies of the Soviet Union page 32)** **Veteran** **147**

Qty	Weapons	Range	Shots	Pen	Special
2	Infantry with Rifle	24"	1	n/a	
1	NCO with Submachine gun	12"	2	n/a	Assault
2	Infantry with Submachine gun	12"	2	n/a	Assault
1	Flamethrower (infantry) team	6"	D6	+3	Team (2 men), Flamethrower
Entire squad equipped with body armour					
2	men have Panzerfaust in addition to other weapons	12"	1	+6	One-shot, Shaped Charge

**Assault Engineers squad (Armies of the Soviet Union page 32)** **Veteran** **142**

Qty	Weapons	Range	Shots	Pen	Special
2	Infantry with Rifle	24"	1	n/a	
1	NCO with Submachine gun	12"	2	n/a	Assault
2	Infantry with Submachine gun	12"	2	n/a	Assault
1	Flamethrower (infantry) team	6"	D6	+3	Team (2 men), Flamethrower
Entire squad equipped with body armour					
1	men have Panzerfaust in addition to other weapons	12"	1	+6	One-shot, Shaped Charge

### SNIPER

**Sniper team (Armies of the Soviet Union page 36)** **Regular** **50**

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

### TANKS AND SP GUNS

**Katyusha (Armies of the Soviet Union page 52)** **Inexperienced** **64**

Qty	Vehicle	Type	Trans	DV
Qty	Weapons	Range	Shots	Pen Special
1	Katyusha	Wheeled	-	6+
	Katyusha multiple rocket launcher (heavy mortar)	12"-72"	1	HE Indirect fire, HE (3"), Multiple launcher, Front arc

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Qty	Weapons	Range	Shots	Pen Special
1	Truck with pintle-mounted MMG	Wheeled	12	6+
	<b>Tow:</b> light howitzer; light or medium anti-tank gun; light or medium anti-aircraft gun			
	Pintle-mounted MMG	36"	5	n/a Flak, 360 degree arc

### 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.

#### Body Armour

Small arms (rifles, machine guns, etc) and HE suffer a -1 modifier to damage soldiers wearing body armour. Troops wearing body armour do not increase their pace when given a run order. They can still be given a run order (to assault in close combat for example) but don't move any faster than their normal page of 6"

#### 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.

#### 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.

#### Indirect fire

(p71)

### **Multiple launcher**

(p72) Counts as a heavy mortar, but its chance of hitting never gets any better than a 6. All units with 6" of the target and not entirely within the weapon's minimum range can be hit.

### **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

### **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.

<b>Pick List</b>	
Soviet Union Flamethrower (infantry) team	4
Soviet Union Infantry (equipped as modeled)	2
Soviet Union Infantry with Rifle	19
Soviet Union Infantry with Submachine gun	8
Soviet Union Katyusha	2
Soviet Union men have Panzerfaust in addition to other weapons	6
Soviet Union NCO with Rifle	1
Soviet Union NCO with Submachine gun	4
Soviet Union Second (Junior) Lieutenant	2
Soviet Union Sniper team	2
Soviet Union Truck with pintle-mounted MMG	2