

PLATOON #1

*Version 3 - Soviet - Rifle Platoon

PLATOON COMMANDER

Platoon Commander (Version 3 Rulebook page 253)

						Regular		40
Qty	Weapons	Range	Shots	Pen	Special			
1	Platoon Commander							
1	Infantry (equipped as modeled)		-	-				
	with Pistol	6"	1	n/a				
	with Rifle	24"	1	n/a				
	with Submachine gun	12"	2	n/a	Assault			

INFANTRY

Veteran Infantry Squad (Version 3 Rulebook page 255)

						Veteran		117
Qty	Weapons	Range	Shots	Pen	Special			
1	NCO with Submachine gun	12"	2	n/a	Assault			
5	Infantry with Submachine gun	12"	2	n/a	Assault			
1	men have Panzerfaust in addition to other weapons	12"	1	+6	One-shot, Shaped Charge			

Veteran Infantry Squad (Version 3 Rulebook page 255)

						Veteran		108
Qty	Weapons	Range	Shots	Pen	Special			
7	Infantry with Rifle	24"	1	n/a				
1	NCO with Submachine gun	12"	2	n/a	Assault			

Regular Infantry Squad (Version 3 Rulebook page 254)

						Regular		99
Qty	Weapons	Range	Shots	Pen	Special			
6	Infantry with Rifle		24"	1	n/a			
1	NCO with Submachine gun		12"	2	n/a	Assault		
1	Infantry with Light Machine gun (requires loader)		36"	4	n/a			

SNIPER

Sniper Team (Version 3 Rulebook page 258)

						Regular		58
Qty	Weapons	Range	Shots	Pen	Special			
1	Sniper Team	36"	1	n/a	Team (2 men), Sniper, Infiltrator, (Sniper has a rifle and a pistol, spotter has a pistol)			
	Sniper has submachine gun	12"	2	n/a	Assault			
	Spotter has submachine gun	12"	2	n/a	Assault			

ANTI-TANK

Anti-tank Team (Version 3 Rulebook page 257)

						Regular		25
Qty	Weapons	Range	Shots	Pen	Special			
1	Anti-tank rifle team	48"	1	+2	Team (2 men)			
	Extra selection (AT)				Extra selection (AT)			

Dog Mines Anti-Tank Team (Version 3 Rulebook page 257)

						Veteran		54
Qty	Weapons	Range	Shots	Pen	Special			
2	Dog Handler with Submachine Gun	12"	2	n/a	Assault			
	Entire squad equipped with anti-tank grenades				Tank hunters			
	Entire squad equipped with dog mines				Dog mines			

TRANSPORTS

T-20 Komsomolets (Version 3 Rulebook page 266)

						Regular		46
Qty	Vehicle	Type	Trans	DV	Special			
	Weapons	Range	Shots	Pen				
1	T-20 Komsomolets	Tracked	6	7+	Open-topped			
	Forward facing LMG	36"	4	n/a	Front arc			

Tow: Any anti-tank gun; any anti-aircraft gun; light or medium howitzer

PLATOON #2

*Version 3 - Soviet - Recce Infantry Platoon

PLATOON COMMANDER

Platoon Commander (Version 3 Rulebook page 253)

Inexperienced

21

Qty	Weapons	Range	Shots	Pen	Special
1	Platoon Commander				
	with Pistol	6"	1	n/a	
	with Rifle	24"	1	n/a	
	with Submachine gun	12"	2	n/a	Assault

INFANTRY

Veteran Infantry Squad (Version 3 Rulebook page 255)

Veteran

117

Qty	Weapons	Range	Shots	Pen	Special
1	NCO with Submachine gun	12"	2	n/a	Assault
5	Infantry with Submachine gun	12"	2	n/a	Assault
1	men have Panzerfaust in addition to other weapons	12"	1	+6	One-shot, Shaped Charge

ANTI-TANK

Dog Mines Anti-Tank Team (Version 3 Rulebook page 257)

Inexperienced

26

Qty	Weapons	Range	Shots	Pen	Special
2	Dog Handler with Rifle	24"	1	n/a	
	Entire squad equipped with anti-tank grenades				Tank hunters
	Entire squad equipped with dog mines				Dog mines

RECCE VEHICLES RULE

Recce Vehicles rule (v3) (Version 3 Rulebook page 189)

Regular

20

Qty	Weapons	Range	Shots	Pen	Special
2	Transport Vehicles with Recce special rule				Recce Infantry Platoon

TRANSPORTS

Gaz 'Jeep' (Version 3 Rulebook page 266)

Regular

18

Qty	Vehicle Weapons	Type Range	Trans Shots	DV Pen	Special
1	Gaz Jeep				
		Wheeled	3	6+	
	Tow: Light anti-tank gun; light anti-aircraft gun				

T-20 Komsomolets (Version 3 Rulebook page 266)

Regular

46

Qty	Vehicle Weapons	Type Range	Trans Shots	DV Pen	Special
1	T-20 Komsomolets				
		Tracked	6	7+	Open-topped
	Tow: Any anti-tank gun; any anti-aircraft gun; light or medium howitzer				
	Forward facing LMG	36"	4	n/a	Front arc

PLATOON #3

*Version 3 - Soviet - Armoured Platoon

COMMAND VEHICLE

Heavy Armoured Car (Version 3 Rulebook page 265)

Regular

125

Qty	Vehicle Weapons	Type Range	Trans Shots	DV Pen	Special
1	BA-10				
		Wheeled	-	7+	Recce
	Turret-mounted light anti-tank gun	48"	1	+4	HE (1")
	Co-axial LMG	36"	4	n/a	
	Forward facing LMG	36"	4	n/a	Front arc

CMD VEHICLE OPTIONS

Command Vehicle rule (v3) (Version 3 Rulebook page 188)

Regular

10

	Command Vehicle special rule				
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VEHICLE

Qty	Vehicle Weapons	Type Range	Trans Shots	DV Pen	Special
1	T-26A light tank	Tracked	-	7+	The 2 MMGs may fire at different targets, as long as they are in the same arc
	Turret-mounted MMG	36"	6	n/a	
	Turret-mounted MMG	36"	6	n/a	

Unit Special Rules

Assault

(v3 page 96) This weapon suffers no penalty 'to hit' when moving and shooting. In addition, infantry models armed with an assault weapon count as having the Tough Fighters special rule (Tough Fighters: When a model with this special rule fails to damage in close quarters against enemy infantry or artillery units, it can re-roll the failed rolls to damage)

Command Vehicle

(v3 page 149) Adds a morale bonus of +1 to itself and to any other friendly vehicle within 12" (not cumulative with morale bonus, and other command vehicles). In addition, when it activates, it can use one 'You men, snap to action!' extra dice on any one friendly vehicle within 12", except for other command vehicles. Command vehicles count as platoon commanders for the purpose of receiving orders from other officers.

Dog mines

(v3 page 257) A dog mine is a one-shot weapon with a range of 18". Dog mines may only target stationary vehicle (i.e. any vehicle that is not sporting an order dice showing a *Run* or *Advance* order). Dog mines are fired as normal, except that instead of rolling to hit, roll on the following chart. Note that if a recce vehicle reacts to the dog mine attack by moving, the dog mine automatically scores a 2-3:

1: The dog, due to familiarity with Soviet vehicles, hits the closest friendly stationary vehicle within range instead of the target (no line of sight is needed in this case).

Resolve the hit as described for 4-6 below. If no target presents itself, see 2-3 below.

2-3: The dog is either gunned down or bolts from the noise of battle and deserts.

4-6: The dog scampers to the target, crawls underneath and explodes. The vehicle suffers a hit with a Pen of +5 (no Pen modifiers apply).

Extra selection (AT)

(v3 page 257) You may take up to 3 anti-tank teams (any mix of anti-tank rifle teams, Ampulomet anti-tank teams, and dog-mines anti-tank teams) as 1 anti-tank team selection.

HE (1")

(v3 page 97) PEN: +1, PIN: D2 (D3 if in building) - Infantry and artillery can go *down* to halve the hits taken (rounded up).

Infiltrator

(v3 page 120) If the unit takes a cover save while it does not have an *Advance* or *Run* order dice on it, it receives an additional +1 to the roll. In addition, the unit might benefit from special deployment rules, as detailed in the scenario being played (see page 161).

One-shot

(v3-page 102) 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, armed with either a pistol or rifle. If a unit of infantry includes models armed with one-shot weapons, then each of these models is allowed to fire its one-shot weapon against a separate enemy unit. Declare the targets for all weapons that are firing at a different target before proceeding to roll for all of them separately.

Open-topped

(v3 page 149) 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 against top armour then add an additional +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

(v3 page 150)

Recce Infantry Platoon

The platoon **must** include enough transport vehicles (either soft-skin or armoured) to transport all models in the infantry units in the platoon.

All these transports vehicles **must** have the Recce special rule, or must be given the Recce special rule at +10pts, even if its entry does not normally allow this option.

The only infantry units that are an exception to this, and which cannot have a transport vehicle, are the units with the Cavalry or Motorcycles special rules. These units can be included in the platoon without having to give them a transport, but they must be mounted on either horses or motorcycles if they have the option.

Shaped Charge

(v3 page 103) Never suffer the -1 penetration modifier for firing at long range, nor the +1 Pen for point-blank range.

Sniper

(v3 page 122) If team includes a second man, the sniper rifles has the Team Weapon special rule. This means that, if the leader is killed, the second man can fire the sniper rifles, with the usual -1 penalty to hit (as well as the -1 penalty to Morale due to the loss of the leader). Unlike other units with the Team Weapon special rule, all members of a sniper team can fire any weapon they are carrying in any turn when the sniper is not using his scope, and in an assault they can use beneficial rules, like those from submachine guns, tough fighters, etc. When a sniper shoots using a *Fire* or *Ambush* order, the player can decide if the sniper uses the rifle's scope, in which case the following apply: The rifle range changes to 36". However, if the target is then found to be within 12", the shot misses automatically. The shot benefits from an

additional +1 modifier to hit. Any hits go straight to damage, no cover saves allowed, and benefit from a +1 modifier on damage rolls against infantry and artillery units. If the sniper successfully rolls to hit and damage, the firing player can pick the squad leader in the target unit as a casualty. This includes NCOs, leaders of weapon teams and artillery units, officers, medics, observers, and so on.

Tank hunters

(v3 page 122) 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. In addition, these troops don't suffer from the Tank Fear rule when assaulting fully-enclosed armoured vehicles.

Team (2 men)

(v3 page 103) A Team weapon shoots at full effectiveness so long as there are at least two team members to serve it. If only one man remains to serve a team weapon, then the weapon suffers a -1 'to hit' penalty. For squad-based team weapons, loader must remain within 1" or weapon suffers the -1 to-hit penalty.

Soviet Union Army Special Rules

The Great Patriotic War

Whenever a unit of infantry or artillery models fails a morale check and would otherwise be destroyed as a consequence, take the test again and apply this second result. This re-roll applies to all infantry and artillery units and not to vehicles.

For the Motherland!

Every Inexperienced unit that has one or more pin markers can make a test to lose one pin marker if there are any enemy within 12" immediately before an order is given to it. Roll a die: on a roll of 4, 5 or 6 the test is passed and the unit loses one pin marker; on a 1, 2 or 3 the test is failed and the unit retains the pin markers it has. Once this has been done, continue to test to see if the unit obeys its order in the usual way, even if they have lost their last pin marker.

Not One Step Back!

Soviet armies may include a single commissar for each rifle platoon. Commissars are political officers and do not confer a morale bonus to nearby troops. When a friendly infantry unit fails an order test within 6" of a commissar, remove one model from the unit and re-roll the dice. Note that there is no choice in the matter. The second result stands as normal - the commissar may only make a single re-roll for each unit affected. This rule does not apply to units other than infantry, and does not apply to infantry units already reduced to one or two models, or consisting of only one or two models to start with.

Massed Batteries

When rolling to determine the 'Fire for effect!' radius (D6+6") from the aiming point of an artillery barrage, instead of rolling one die roll two dice and take the highest score.

PickList

Generic Transport Vehicles with Recce special rule	2
Soviet Union Anti-tank rifle team	1
Soviet Union BA-10	1
Soviet Union Dog Handler with Rifle	2
Soviet Union Dog Handler with Submachine Gun	2
Soviet Union Gaz Jeep	1
Soviet Union Infantry (equipped as modeled)	1
Soviet Union Infantry with Light Machine gun (requires loader)	1
Soviet Union Infantry with Rifle	13
Soviet Union Infantry with Submachine gun	10
Soviet Union men have Panzerfaust in addition to other weapons	2
Soviet Union NCO with Submachine gun	4
Soviet Union Platoon Commander	2
Soviet Union Sniper Team	1
Soviet Union T-20 Komsomolets	2
Soviet Union T-26A light tank	1