

PLATOON #1

*Version 3 - Soviet - Rifle Platoon

PLATOON COMMANDER

Platoon Commander (Version 3 Rulebook page 253)

						Inexperienced	28
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

Scout Squad (Version 3 Rulebook page 256)

						Veteran	106
Qty	Weapons	Range	Shots	Pen	Special		
2	Infantry with Rifle	24"	1	n/a			
1	NCO with Submachine gun	12"	2	n/a	Assault		
3	Infantry with Submachine gun	12"	2	n/a	Assault		
	Behind enemy lines				Behind enemy lines		
	Infiltrator				Infiltrator		

Scout Squad (Version 3 Rulebook page 256)

						Veteran	106
Qty	Weapons	Range	Shots	Pen	Special		
2	Infantry with Rifle	24"	1	n/a			
1	NCO with Submachine gun	12"	2	n/a	Assault		
3	Infantry with Submachine gun	12"	2	n/a	Assault		
	Behind enemy lines				Behind enemy lines		
	Infiltrator				Infiltrator		

Scout Squad (Version 3 Rulebook page 256)

						Veteran	106
Qty	Weapons	Range	Shots	Pen	Special		
2	Infantry with Rifle	24"	1	n/a			
1	NCO with Submachine gun	12"	2	n/a	Assault		
3	Infantry with Submachine gun	12"	2	n/a	Assault		
	Behind enemy lines				Behind enemy lines		
	Infiltrator				Infiltrator		

Regular Infantry Squad (Version 3 Rulebook page 254)

						Regular	100
Qty	Weapons	Range	Shots	Pen	Special		
1	NCO with Rifle	24"	1	n/a			
9	Infantry with Rifle	24"	1	n/a			

SNIPER

Sniper Team (Version 3 Rulebook page 258)

						Veteran	67
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)		

ANTI-TANK

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

						Regular	36
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		

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)		

LIGHT MORTAR

Light Mortar Team (Version 3 Rulebook page 258)						Regular	30
Qty	Weapons	Range	Shots	Pen	Special		
1	Light Mortar team	12-36"	1	HE	Team (2 men), Indirect fire, HE (1"), Cannot fire smoke		

Light Mortar Team (Version 3 Rulebook page 258)						Regular	30
Qty	Weapons	Range	Shots	Pen	Special		
1	Light Mortar team	12-36"	1	HE	Team (2 men), Indirect fire, HE (1"), Cannot fire smoke		

PLATOON #2

*Version 3 - Soviet - Artillery 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		

ARTILLERY

Anti-tank Gun (Version 3 Rulebook page 259)						Regular	75
Qty	Weapons	Range	Shots	Pen	Special		
1	ZiS-3 Divisional gun	60"	1	+5	Team (4 men), Gun shield, Fixed, HE (1"), Versatile		
		48"(30-60")	1	HE	Team (4 men), Gun shield, Fixed, Howitzer, HE (2")		

PLATOON #3

*Version 3 - Soviet - Armoured Platoon

COMMAND VEHICLE

Katyusha (Version 3 Rulebook page 264)						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		

CMD VEHICLE OPTIONS

Command Vehicle rule (v3) (Version 3 Rulebook page 188)						Regular	10
Command Vehicle special rule							

VEHICLE

T-34 Medium Tank (Version 3 Rulebook page 261)						Regular	195
Qty	Vehicle	Type	Trans	DV	Special		
1	T-34 medium tank						
		Tracked	-	9+			
	Turret-mounted medium anti-tank gun	60"	1	+5	HE (1")		
	Co-axial MMG	36"	6	n/a			
	Forward facing hull-mounted MMG	36"	6	n/a	Front arc		

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)

Behind enemy lines

(v3) When outflanking as described on page 172, unit ignores the -1 modifier to the order test for coming onto the table.

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.

Fixed

(v3 page 96) When ordered to *Fire*, fixed weapons do not move from their position, but can instead be rotated on the spot to face any direction, and can then fire suffering the normal -1 to hit for 'fire on the move'. When ordered to *Run*, fixed weapons that are carried and crewed by infantry teams move the normal 12" over open ground or 6" on rough ground, obstacles, etc. Fixed weapon units can never assault other units. If assaulted by an enemy, the gun itself is ignored and the crew models are assaulted as normal. Any artillery piece defined as light or medium can be moved by the crew with a *Run* order, as normal for fixed weapons - except that those units can only move 6" rather than 12" with a *Run* order. Heavy and super-heavy anti-tank guns and heavy howitzers, as well as any lighter gun whose crew is reduced to a single man, cannot be moved by their crew with a *Run* order.

Gun shield

(v3 page 126) The crew counts as in soft cover from small arms hits that come from models within the front arc of the gun. Note that hits from heavy weapons, close quarters attacks, and any attacks that ignore cover saves also ignore the Gun Shield rule.

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).

HE (2")

(v3 page 97) PEN: +2, PIN: D2 (D6 if in building) - Infantry and artillery can go *down* to halve the hits taken (rounded up).

HE (3")

(v3 page 97) 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

(v3 page 100) 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

(v3 page 101) - cannot hit targets within their minimum range, measured from the centre of the weapon itself. Units hit by indirect fire receive no cover saves of any kind. However, if the target unit is or goes *Down* when shot at with indirect fire, the number of hits suffered is still halved. When fired against vehicles, hits from indirect fire weapons always strike the top armour, counting the +1 penetration modifier to damage regardless of the actual position of the firer. If an open-topped armoured vehicle is hit by indirect fire add the +1 penetration modifier to the roll to damage, and also add +1 to the die roll on the Armoured Vehicle Damage Results Tables. Cannot fire indirect fire weapons from *Ambush*. Indirect fire weapons can fire smoke (page 128).

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).

Multiple launcher

(v3 page 102) Counts as a heavy mortar, but its chance of hitting never gets any better than a 6 (no ranging in). All units with 6" of the target and not entirely within the weapon's minimum range can be hit. If friendly unit within 6", you cannot fire and the shot is wasted. The unit firing also receives ~~1 pin marker~~ (see errata). When towed, multiple launchers count as light howitzers. (Errata: Sept 2024) The unit firing a multiple launcher (whether infantry or vehicle) cannot use spotters for line of sight and also received **D3** pin markers whether they hit or missed the target.

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.

Team (4 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.

Versatile

(v3 page 259) Can also fire as a light howitzer 48"(30-60), HE (2")

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.