

PLATOON #1

Soviet Reinforced Platoon
Fall Guys Soviets

OFFICER

Junior Lieutenant (Armies of the Soviet Union page 22)

Regular

60

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

INFANTRY SQUADS

Rifle squad (Armies of the Soviet Union page 23) full strength

Inexperienced

84

Qty	Weapons	Range	Shots	Pen	Special
1	NCO with Rifle	24"	1	n/a	
11	Infantry with Rifle	24"	1	n/a	
	Entire squad is Green				Green

Rifle squad (Armies of the Soviet Union page 23) full strength

Inexperienced

84

Qty	Weapons	Range	Shots	Pen	Special
1	NCO with Rifle	24"	1	n/a	
11	Infantry with Rifle	24"	1	n/a	
	Entire squad is Green				Green

COMMISSAR

Frontnik Commissar (Stalingrad page 119)

Regular

50

Qty	Weapons	Range	Shots	Pen	Special
1	Commissar				
	with Pistol	6"	1	n/a	Assault
	with Submachine gun	12"	2	n/a	Assault
	with Rifle	24"	1	n/a	
	Not One Step Back!				Not One Step Back!
	Inspiring Rhetoric				Inspiring Rhetoric
1	Infantry (equipped as modeled)		-	-	

INFANTRY

Rifle squad (Armies of the Soviet Union page 23) full strength

Inexperienced

84

Qty	Weapons	Range	Shots	Pen	Special
1	NCO with Rifle	24"	1	n/a	
11	Infantry with Rifle	24"	1	n/a	
	Entire squad is Green				Green

Rifle squad (Armies of the Soviet Union page 23) full strength

Inexperienced

84

Qty	Weapons	Range	Shots	Pen	Special
1	NCO with Rifle	24"	1	n/a	
11	Infantry with Rifle	24"	1	n/a	
	Entire squad is Green				Green

SMERSH squad (Armies of the Soviet Union page 68)

Veteran

138

Qty	Weapons	Range	Shots	Pen	Special
3	Infantry with Rifle	24"	1	n/a	
	SMERSH				Tough Fighters, Not One Step Back! (SMERSH)
1	NCO with Submachine gun	12"	2	n/a	Assault
4	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

Qty	Weapons	Range	Shots	Pen	Special
1	NCO with Rifle	24"	1	n/a	
11	Infantry with Rifle	24"	1	n/a	
	Entire squad is Green				Green

MORTAR

Heavy Mortar team (Armies of the Soviet Union page 37)

Regular

75

Qty	Weapons	Range	Shots	Pen	Special
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1	Heavy Mortar team Spotter	12"-72"	1	HE Team (4 men), Fixed, Indirect fire, HE (3") Spotter
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ARTILLERY

TOWS

TANKS AND SP GUNS

SPECIAL RULES

Fixed

Green

Gun shield

HE (2'')

HE (3")

HE (4'')

Howitzer

Indirect fire

Inspiring Rhetoric

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.

Not One Step Back!

Political officers don't confer any Morale bonus to nearby troops. However, whenever a friendly unit fails a Morale check or an Order test within 12" of a political officer, remove one model from the unit and re-roll the dice. The second result stands, as normal. This rule has no effect on vehicles and units that are reduced to one or two models.

Not One Step Back! (SMERSH)

Whenever a friendly unit fails a Morale check or an Order test within 6" of a SMERSH squad, remove one model from the unit and re-roll the dice. The second result stands, as normal. This rule has no effect on vehicles and units that are reduced to one or two models.

Slow

(p119) A vehicle designated as slow has a basic move rate of 6" when Advancing and 12" at a Run

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).

Team (3 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.

Team (5 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 Fighters

(p91) When a tough fighter scores a casualty in close quarters against infantry or artillery, it can immediately make a second damage roll.

Pick List	
Soviet Union Ampulomet	3
Soviet Union Artillery tractor	1
Soviet Union Commissar	1
Soviet Union Heavy howitzer	1
Soviet Union Heavy Mortar team	1
Soviet Union Infantry (equipped as modeled)	2
Soviet Union Infantry with Rifle	58
Soviet Union Infantry with Submachine gun	4
Soviet Union Katyusha	1
Soviet Union NCO with Rifle	5
Soviet Union NCO with Submachine gun	1
Soviet Union Second (Junior) Lieutenant	1