Qty Weapons

Order Dice: 15

Total Points: 999

## PLATOON #1

Soviet Reinforced Platoon Fall Guys Soviets

Fall Guys Soviets											
		OFFI									
Juni	or 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	SQUAD	S							
Rifle squad (Armies of the Soviet Union page 23) full strength  Inexperienced											
	Weapons	Range	Shots	Pen	Special	P					
1	NCO with Rifle	24"	1	n/a							
11	Infantry with Rifle	24"	1	n/a							
	Entire squad is Green				Green						
Rifla	e squad (Armies of the Soviet Union page 23) full strength					Inexperienced	84				
	Weapons	Range	Shote	Don	Special	mexperienceu	04				
Qiy 1	NCO with Rifle	24"	1	n/a	Special						
11	Infantry with Rifle	2 <del>4</del> 24"	1	n/a							
11	Entire squad is Green	24	1	II/a	Green						
	Little squad is Green	COMM	ICCAD		Gleen						
Euca	stuils Commission (C) II 110)	COMM	ISSAK			D 1	50				
	ntnik Commissar (Stalingrad page 119)	D	CI 4	n	G 11	Regular	50				
-	Weapons	Range	Shots	Pen	Special						
1	Commissar	a.		,	A 1						
	with Pistol	6"	1		Assault						
	with Submachine gun	12"	2		Assault						
	with Rifle	24"	1	n/a	N . O . G . D . 11						
	Not One Step Back!				Not One Step Back!						
1	Inspiring Rhetoric				Inspiring Rhetoric						
1	Infantry (equipped as modeled)	*****	-	_							
D.G	Lorenza a construir de Calleta de	INFAN	TRY			- I	0.4				
	e squad (Armies of the Soviet Union page 23) full strength	ъ.	GI 4	ъ	0 11	Inexperienced	84				
-	Weapons	Range			Special						
1	NCO with Rifle	24"	1	n/a							
11	Infantry with Rifle	24"	1	n/a							
	Entire squad is Green				Green						
Rifle	e squad (Armies of the Soviet Union page 23) full strength					Inexperienced	84				
Qty	Weapons	Range	Shots		Special						
1	NCO with Rifle	24"	1	n/a							
11	Infantry with Rifle	24"	1	n/a							
	Entire squad is Green				Green						
SMI	ERSH 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 INF	FANTRY								
Free Rifle squad (Armies of the Soviet Union page 23) full strength  Inexperienced											
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											
Hea	vy Mortar team (Armies of the Soviet Union page 37)					Regular	75				
	page v.)	_		_			. 0				

Range

Shots Pen Special

	,					
	Spotter				Spotter	
		ANTI-TA	ANK			
Amp	oulomet Anti-tank team (Armies of the Soviet Union page 34)				Regular	40
Qty	Weapons	Range	Shots	Pen	Special	
1	Ampulomet	24"	1	HE	Team (3 men), Fixed, HE (2")	
Amp	oulomet Anti-tank team (Armies of the Soviet Union page 34)				Regular	40
Qty	Weapons	Range	Shots	Pen	Special	
1	Ampulomet	24"	1	HE	Team (3 men), Fixed, HE (2")	
Amp	oulomet Anti-tank team (Armies of the Soviet Union page 34)				Regular	40
Qty	Weapons	Range	Shots	Pen	Special	
1	Ampulomet	24"	1	HE	Team (3 men), Fixed, HE (2")	
		ARTILL	ERY			
Heav	vy Howitzer (Armies of the Soviet Union page 39)				Regular	125
Qty	Weapons	Range	Shots	Pen	Special	
1	Heavy howitzer	72"(36-84)	1	HE	Team (5 men), Gun shield, Fixed, Howitzer, HE (4")	
	Spotter				Spotter	
		TOW	'S			
Artil	llery tractor (Armies of the Soviet Union page 55)				Regular	15
	Vehicle	Type	Trans	DV		
Qty	Weapons	Range	Shots		Special	
1	Artillery tractor	Tracked	-	6+	Slow	
	Tow: Any gun or howitzer					
		TANKS AND	SP GUI	NS		
Katy	yusha (Armies of the Soviet Union page 52)				Regular	80
_	Vehicle	Type		DV		
Qty	Weapons	Range	Shots		Special	
1	Katyusha	Wheeled	-	6+		
	Katyusha multiple rocket launcher (heavy mortar)	12"-72"	1	HE	Indirect fire, HE (3"), Multiple launcher, Front arc	

HE Team (4 men), Fixed, Indirect fire, HE (3")

# SPECIAL RULES

## Assault

Heavy Mortar team

(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.

## **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.

## 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 (2")

(p68) PEN: +2, PIN: D3 (D6 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.

## HE (4")

(p68) PEN: +4, PIN: D6 (3D6 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)

## **Inspiring Rhetoric**

Inexperienced squads within 6" do not suffer the -1 to hit penalty for being Inexperienced.

### 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