

PLATOON #1

Soviet Reinforced Platoon

OFFICER

Senior Lieutenant (Armies of the Soviet Union page 22)

Regular

75

Qty	Weapons	Range	Shots	Pen	Special
1	First (Senior) Lieutenant with Pistol	6"	1	n/a	Assault
	with Submachine gun	12"	2	n/a	Assault
	with Rifle	24"	1	n/a	

INFANTRY SQUADS

Guards squad (Armies of the Soviet Union page 26) **full strength**

Regular

148

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

Shtrafbat squad (Armies of the Soviet Union page 27) **full strength**

Inexperienced

27

Qty	Weapons	Range	Shots	Pen	Special
1	NCO with Rifle	24"	1	n/a	
7	Unarmed Infantry				Unarmed
4	Infantry with Rifle	24"	1	n/a	
	Entire squad are Shirkers				Shirkers

COMMISSAR

Commissar (Armies of the Soviet Union page 22)

Inexperienced

15

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	

MEDIC

Medic (Armies of the Soviet Union page 22)

Regular

25

Qty	Weapons	Range	Shots	Pen	Special
1	Medic with Pistol	6"	1	n/a	Assault

INFANTRY

Shtrafbat squad (Armies of the Soviet Union page 27) **full strength**

Inexperienced

27

Qty	Weapons	Range	Shots	Pen	Special
1	NCO with Rifle	24"	1	n/a	
7	Unarmed Infantry				Unarmed
4	Infantry with Rifle	24"	1	n/a	
	Entire squad are Shirkers				Shirkers

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

Shtrafbat squad (Armies of the Soviet Union page 27) **full strength**

Inexperienced

27

Qty	Weapons	Range	Shots	Pen	Special
1	NCO with Rifle	24"	1	n/a	
7	Unarmed Infantry				Unarmed
4	Infantry with Rifle	24"	1	n/a	
	Entire squad are Shirkers				Shirkers

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
	Entire squad equipped with anti-tank grenades				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		

ANTI-TANK

Anti-tank Rifle team (Armies of the Soviet Union page 34)						Regular	30
Qty	Weapons	Range	Shots	Pen	Special		
1	Anti-tank rifle team	36"	1	+2	Team (2 men)		

Anti-tank Rifle team (Armies of the Soviet Union page 34)						Regular	30
Qty	Weapons	Range	Shots	Pen	Special		
1	Anti-tank rifle team	36"	1	+2	Team (2 men)		

ARTILLERY

ZiS-3 Divisional gun (Armies of the Soviet Union page 40)						Veteran	96
Qty	Weapons	Range	Shots	Pen	Special		
1	ZiS-3 Divisional gun	60"	1	+5	Team (4 men), Gun shield, Fixed, HE (1"), Versatile		
		48"(24-60)	1	HE	Team (4 men), Gun shield, Fixed, Howitzer, HE (2")		

TANKS AND SP GUNS

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

TRANSPORTS

Truck (Armies of the Soviet Union page 54)						Veteran	47
Qty	Weapons	Range	Shots	Pen	Special		
1	Truck	Wheeled	12	6+			
	Tow: light howitzer; light or medium anti-tank gun; light or medium anti-aircraft gun						

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.

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 (1")

(p68) PEN: +1, PIN: D2 (D3 if in building) - Infantry and artillery can go *down* to halve the hits taken

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.

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)

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.

Shirkers

(p91) Shirkers must always take an order test when given an order, even where they are not pinned, and always count pinned markers as double.

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.

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.

Unarmed

Unarmed men neither shoot nor attack in close quarters - their only value is as casualties

Versatile

Can also fire as a light howitzer 48"(24-60), HE (2")

Pick List	
Soviet Union Anti-tank rifle team	2
Soviet Union Commissar	1
Soviet Union First (Senior) Lieutenant	1
Soviet Union Infantry with Rifle	34
Soviet Union Infantry with Submachine gun	10
Soviet Union Katyusha	1
Soviet Union Medic	1
Soviet Union NCO with Rifle	5
Soviet Union NCO with Submachine gun	1
Soviet Union Sniper team	1
Soviet Union Truck	1
Soviet Union Unarmed Infantry	21
Soviet Union ZiS-3 Divisional gun	1