

PLATOON #1

1945 April, Seelow Heights
The Gates of Berlin

OFFICER

Junior Lieutenant (Armies of the Soviet Union page 22)

Regular

60

Qty Weapons

Range Shots Pen Special

- 1 Second (Junior) Lieutenant
with Pistol
with Submachine gun
with Rifle

6" 1 n/a Assault
12" 2 n/a Assault
24" 1 n/a

- 1 Infantry (equipped as modeled)

- -

INFANTRY SQUADS

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

Regular

115

Qty Weapons

Range Shots Pen Special

- 1 NCO with Rifle
10 Infantry with Rifle
1 man has Panzerfaust in addition to other weapons

24" 1 n/a
24" 1 n/a
12" 1 +6 One-shot, Shaped Charge

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

Regular

115

Qty Weapons

Range Shots Pen Special

- 1 NCO with Rifle
10 Infantry with Rifle
1 man has Panzerfaust in addition to other weapons

24" 1 n/a
24" 1 n/a
12" 1 +6 One-shot, Shaped Charge

INFANTRY

Assault Engineers squad (Armies of the Soviet Union page 32)

Veteran

110

Qty Weapons

Range Shots Pen Special

- 1 Infantry with Rifle
1 NCO with Submachine gun
3 Infantry with Submachine gun
1 Flamethrower (infantry) team

24" 1 n/a
12" 2 n/a Assault
12" 2 n/a Assault
6" D6 +3 Team (2 men), Flamethrower

Guards squad (Armies of the Soviet Union page 26)

Regular

105

Qty Weapons

Range Shots Pen Special

- 1 NCO with Rifle
9 Infantry with Rifle
1 man has Panzerfaust in addition to other weapons

24" 1 n/a
24" 1 n/a
12" 1 +6 One-shot, Shaped Charge

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
11 Infantry with Rifle
Entire squad is Green
Entire squad equipped with anti-tank grenades

24" 1 n/a
24" 1 n/a
Green
Tank hunters

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)

MORTAR

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

Regular

60

Qty Weapons

Range Shots Pen Special

- 1 Medium Mortar team
Spotter

12"-60" 1 HE Team (3 men), Fixed, Indirect fire, HE (2")
Spotter

ARTILLERY

ZiS-3 Divisional gun (Armies of the Soviet Union page 40)

Regular

80

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")

ARMOURED CARS

Gaz 'Jeep' (no transport) (Armies of the Soviet Union page 55)

Regular

36

Vehicle

Type Trans DV

Qty	Weapons	Range	Shots	Pen	Special
1	Gaz Jeep with pintle-mounted MMG	Wheeled	-	6+	
	Pintle-mounted MMG	36"	5	n/a	Flak, 360 degree arc

TANKS AND SP GUNS

SU-76 (Armies of the Soviet Union page 50)

Regular

125

Qty	Weapons	Type Range	Trans Shots	DV Pen	Special
1	SU-76 with AP rounds	Tracked	-	8+	Open-topped
	Forward-facing light howitzer	48"(24-60)	1	HE	Front arc, Howitzer, HE (2")
	(firing as medium anti-tank gun)	60"	1	+5	HE (1"), Front arc

SU-76 (Armies of the Soviet Union page 50)

Regular

125

Qty	Weapons	Type Range	Trans Shots	DV Pen	Special
1	SU-76 with AP rounds	Tracked	-	8+	Open-topped
	Forward-facing light howitzer	48"(24-60)	1	HE	Front arc, Howitzer, HE (2")
	(firing as medium anti-tank gun)	60"	1	+5	HE (1"), Front arc

TRANSPORTS

Truck (Armies of the Soviet Union page 54)

Inexperienced

31

Qty	Weapons	Type Range	Trans Shots	DV 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.

Flak

All enemy units not currently down automatically fire at the attacking aircraft if it is within their firing arc and range, regardless of whether they have already taken an action or not that turn. Flak fire does not require an action. Line of site ignored. Rolls to hit aircraft are always at a -2 penalty. Friendly flak units must test to hold their fire (page 67)

Flamethrower

(p67) Flamethrowers never suffer to-hit penalties for cover or Down. Hits multiplied into D6 (D6+1 for vehicle flamethrower). Always hits top armour. No -1 PEN for long range. Gun shield and extra protection rules do not apply. Units hit take D3+1 pins and must always check morale (if fail, then destroyed). Flamethrower rolls D6 - on 1 it runs out of fuel. When rolling to damage vehicle equipped with flamerthrower, add +1 to damage effects chart.

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

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)

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

Open-topped

(p118) 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 by indirect fire then add +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

Shaped Charge

(p73) Never suffer the -1 penetration modifier for firing at long range.

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).

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 (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.

Versatile

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

Pick List	
Soviet Union Anti-tank rifle team	1
Soviet Union Flamethrower (infantry) team	1
Soviet Union Gaz Jeep with pintle-mounted MMG	1
Soviet Union Infantry (equipped as modeled)	1
Soviet Union Infantry with Rifle	41
Soviet Union Infantry with Submachine gun	3
Soviet Union Medium Mortar team	1
Soviet Union NCO with Rifle	4
Soviet Union NCO with Submachine gun	1
Soviet Union Second (Junior) Lieutenant	1
Soviet Union SU-76 with AP rounds	2
Soviet Union Truck	1
Soviet Union ZiS-3 Divisional gun	1