

## PLATOON #1

Soviet Reinforced Platoon  
1249 Soviet Late War

## OFFICER

**Junior Lieutenant (Armies of the Soviet Union page 22)** **Veteran** **78**

| Qty | Weapons                                   | Range | Shots | Pen | Special |
|-----|---|-------|-------|-----|---------|
| 1   | Second (Junior) Lieutenant<br>with Pistol |       |       |     | Assault |
|     | with Submachine gun                       |       |       |     | Assault |
|     | with Rifle                                |       |       |     |         |
| 1   | Infantry (equipped as modeled)            |       | -     | -   |         |

## INFANTRY SQUADS

**Tank Riders squad (Armies of the Soviet Union page 25)** **Veteran** **148**

| Qty | Weapons   | Range | Shots | Pen | Special                |
|-----|---|-------|-------|-----|------------------------|
| 1   | NCO with Submachine gun                           | 12"   | 2     | n/a | Assault                |
| 6   | Infantry with Submachine gun<br>Tank Riders       | 12"   | 2     | n/a | Assault<br>Tank Riders |
| 1   | Infantry with Light Machine gun (requires loader) | 36"   | 4     | n/a |                        |

**LMG squad (Armies of the Soviet Union page 24)** **Regular** **133**

| Qty | Weapons   | Range | Shots | Pen | Special |
|-----|---|-------|-------|-----|---------|
| 6   | Infantry with Rifle                               | 24"   | 1     | n/a |         |
| 1   | NCO with Submachine gun                           | 12"   | 2     | n/a | Assault |
| 2   | Infantry with Light Machine gun (requires loader) | 36"   | 4     | n/a |         |

## MEDIC

**Medic (Armies of the Soviet Union page 22)** **Veteran** **30**

| Qty | Weapons              | Range | Shots | Pen | Special |
|-----|----------------------|-------|-------|-----|---------|
| 1   | Medic<br>with Pistol |       |       |     | Assault |

## INFANTRY

**Scout squad (Armies of the Soviet Union page 32)** **Veteran** **85**

| Qty | Weapons                      | Range | Shots | Pen | Special                    |
|-----|------------------------------|-------|-------|-----|----------------------------|
|     | Soviet scouts                |       |       |     | Behind enemy lines, Scouts |
| 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<br>Entire squad is Green<br>Entire squad equipped with anti-tank grenades | 24"   | 1     | n/a | Green<br>Tank hunters |

## MACHINE GUN

**Medium Machine Gun team (Armies of the Soviet Union page 33)** **Veteran** **70**

| Qty | Weapons                               | Range | Shots | Pen | Special                           |
|-----|---------------------------------------|-------|-------|-----|-----------------------------------|
| 1   | Medium Machine gun team<br>Gun shield | 36"   | 5     | n/a | Team (3 men), Fixed<br>Gun shield |

## MORTAR

**Medium Mortar team (Armies of the Soviet Union page 37)** **Regular** **60**

| Qty | Weapons            | Range   | Shots | Pen | Special                                     |
|-----|--------------------|---------|-------|-----|---|
| 1   | Medium Mortar team | 12"-60" | 1     | HE  | Team (3 men), Fixed, Indirect fire, HE (2") |
| 1   | Spotter            |         |       |     | Spotter                                     |

## SNIPER

**Sniper team (Armies of the Soviet Union page 36)** **Veteran** **65**

| 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) |  |  |
|---|----------------------|-----|---|----|--------------|--|--|

|  |  |  |  |  |  |  |                |           |
|--|--|--|--|--|--|--|----------------|-----------|
| <b>Anti-tank Rifle team</b> (Armies of the Soviet Union page 34) |  |  |  |  |  |  | <b>Regular</b> | <b>30</b> |
|--|--|--|--|--|--|--|----------------|-----------|

| Qty | Weapons              | Range | Shots | Pen | Special      |  |  |
|-----|----------------------|-------|-------|-----|--------------|--|--|
| 1   | Anti-tank rifle team | 36"   | 1     | +2  | Team (2 men) |  |  |

|  |  |  |  |  |  |  |                |           |
|--|--|--|--|--|--|--|----------------|-----------|
| <b>Anti-tank Rifle team</b> (Armies of the Soviet Union page 34) |  |  |  |  |  |  | <b>Regular</b> | <b>30</b> |
|--|--|--|--|--|--|--|----------------|-----------|

| Qty | Weapons              | Range | Shots | Pen | Special      |  |  |
|-----|----------------------|-------|-------|-----|--------------|--|--|
| 1   | Anti-tank rifle team | 36"   | 1     | +2  | Team (2 men) |  |  |

#### ARTILLERY

|  |  |  |  |  |  |  |                |           |
|--|--|--|--|--|--|--|----------------|-----------|
| <b>ZiS-3 Divisional gun</b> (Armies of the Soviet Union page 40) |  |  |  |  |  |  | <b>Veteran</b> | <b>96</b> |
|--|--|--|--|--|--|--|----------------|-----------|

| Qty | Weapons              | Range      | Shots | Pen | Special   |  |  |
|-----|----------------------|------------|-------|-----|---|--|--|
| 1   | ZiS-3 Divisional gun | 60"        | 1     | +5  | Team (4 men), Gun shield, Fixed, HE (1")              |  |  |
|     |                      | 48"(24-60) | 1     |     | HE Team (4 men), Gun shield, Fixed, Howitzer, HE (2") |  |  |

#### ARMoured CARS

|   |  |  |  |  |  |  |                |            |
|---|--|--|--|--|--|--|----------------|------------|
| <b>BA-3/6 Heavy Armoured Car</b> (Ostfront page 12) |  |  |  |  |  |  | <b>Regular</b> | <b>120</b> |
|---|--|--|--|--|--|--|----------------|------------|

| Qty | Vehicle                            | Type    | Trans | DV | Weapons | Range | Shots | Pen | Special       |
|-----|------------------------------------|---------|-------|----|---------|-------|-------|-----|---------------|
| 1   | BA-3/6 Heavy Armoured Car          | Wheeled | -     | 7+ |         |       |       |     | Recce         |
|     | Turret-mounted light anti-tank gun | 48"     | 1     | +4 |         |       |       |     | HE (1")       |
|     | Co-axial LMG                       | 36"     | 4     |    |         |       |       |     | n/a           |
|     | Forward facing LMG                 | 36"     | 4     |    |         |       |       |     | n/a Front arc |

#### TANKS AND SP GUNS

|   |  |  |  |  |  |  |                |            |
|---|--|--|--|--|--|--|----------------|------------|
| <b>T-34/85 medium tank</b> (Armies of the Soviet Union page 46) |  |  |  |  |  |  | <b>Regular</b> | <b>235</b> |
|---|--|--|--|--|--|--|----------------|------------|

| Qty | Vehicle                            | Type    | Trans | DV | Weapons | Range | Shots | Pen | Special       |
|-----|------------------------------------|---------|-------|----|---------|-------|-------|-----|---------------|
| 1   | T-34/85 medium tank                | Tracked | -     | 9+ |         |       |       |     |               |
|     | Turret-mounted heavy anti-tank gun | 72"     | 1     | +6 |         |       |       |     | HE (2")       |
|     | Co-axial MMG                       | 36"     | 5     |    |         |       |       |     | n/a           |
|     | Forward facing hull-mounted MMG    | 36"     | 5     |    |         |       |       |     | n/a Front arc |

#### TRANSPORTS

|   |  |  |  |  |  |  |                |           |
|---|--|--|--|--|--|--|----------------|-----------|
| <b>Truck</b> (Armies of the Soviet Union page 54) |  |  |  |  |  |  | <b>Regular</b> | <b>39</b> |
|---|--|--|--|--|--|--|----------------|-----------|

| Qty | Vehicle  | Type    | Trans | DV | Weapons | Range | Shots | Pen | Special |
|-----|--|---------|-------|----|---------|-------|-------|-----|---------|
| 1   | Truck  | Wheeled | 12    | 6+ |         |       |       |     |         |
|     | <b>Tow:</b> light howitzer; light or medium anti-tank gun; light or medium anti-aircraft gun |         |       |    |         |       |       |     |         |
|     | 0  |         |       |    |         |       |       |     | +0      |

#### 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.

##### Behind enemy lines

When Outflanking, ignore the -1 modifier to the Order test for coming onto the table

##### 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

##### 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)

### **Recce**

(p118)

### **Scouts**

Unless mounted, this unit may set up in the same manner as snipers or observers. (The unit may use forward deployment where the mission permits)

### **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.

### **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.

### **Tank Riders**

Can mount onto or dismount from a tank counting it as a transport. One unit can ride on one tank. Cannot be targeted while on tank. Must immediately disembark if tank is shot at.

### **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.

### **Pick List**

|  |    |
|--|----|
| Soviet Union Anti-tank rifle team                              | 3  |
| Soviet Union BA-3/6 Heavy Armoured Car                         | 1  |
| Soviet Union Infantry (equipped as modeled)                    | 1  |
| Soviet Union Infantry with Light Machine gun (requires loader) | 3  |
| Soviet Union Infantry with Rifle                               | 17 |
| Soviet Union Infantry with Submachine gun                      | 10 |
| Soviet Union Medic   | 1  |
| Soviet Union Medium Machine gun team                           | 1  |
| Soviet Union Medium Mortar team                                | 1  |
| Soviet Union NCO with Rifle                                    | 1  |
| Soviet Union NCO with Submachine gun                           | 3  |
| Soviet Union Second (Junior) Lieutenant                        | 1  |
| Soviet Union Sniper team                                       | 1  |
| Soviet Union Spotter   | 1  |
| Soviet Union T-34/85 medium tank                               | 1  |
| Soviet Union Truck   | 1  |
| Soviet Union ZiS-3 Divisional gun                              | 1  |