

PLATOON #1

Soviet Reinforced Platoon

OFFICER

Junior Lieutenant (Armies of the Soviet Union page 22)						Inexperienced	42
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Qty	Weapons	Range	Shots	Pen	Special
1	Second (Junior) Lieutenant with Pistol				Assault
	with Submachine gun				Assault
	with Rifle				
1	Infantry (equipped as modeled)		-	-	

INFANTRY SQUADS

LMG squad (Armies of the Soviet Union page 24) full strength						Inexperienced	84
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Qty	Weapons	Range	Shots	Pen	Special
1	NCO with Rifle	24"	1	n/a	
11	Infantry with Rifle	24"	1	n/a	

LMG squad (Armies of the Soviet Union page 24) full strength						Inexperienced	84
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Qty	Weapons	Range	Shots	Pen	Special
1	NCO with Rifle	24"	1	n/a	
11	Infantry with Rifle	24"	1	n/a	

COMMISSAR

Politruk (Stalingrad page 119)						Regular	40
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Qty	Weapons	Range	Shots	Pen	Special
1	Commissar with Pistol				Assault
	with Submachine gun				Assault
	with Rifle				
	Inspiring Rhetoric				Inspiring Rhetoric
1	Infantry (equipped as modeled)		-	-	

INFANTRY

Veteran squad (Armies of the Soviet Union page 26)						Veteran	106
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Qty	Weapons	Range	Shots	Pen	Special
1	NCO with Submachine gun	12"	2	n/a	Assault
5	Infantry with Submachine gun	12"	2	n/a	Assault
2	men have Panzerfaust in addition to other weapons	12"	1	+6	One-shot, Shaped Charge

FREE INFANTRY

Free Rifle squad (Armies of the Soviet Union page 23) full strength						Inexperienced	0
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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
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Qty	Weapons	Range	Shots	Pen	Special
1	Heavy Mortar team	12"-72"	1	HE	Team (4 men), Fixed, Indirect fire, HE (3")
1	Spotter				Spotter

SNIPER

Sniper team (Armies of the Soviet Union page 36)						Regular	50
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Qty	Weapons	Range	Shots	Pen	Special
1	Sniper team	36"	1	n/a	Team (2 men), Sniper

FLAMETHROWER

Flamethrower team (Armies of the Soviet Union page 36)						Regular	55
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Qty	Weapons	Range	Shots	Pen	Special
1	Flamethrower (infantry) team - ROKS-2	6"	D6	+3	Team (2 men), Flamethrower, ROKS-2

ARMoured CARS

BA-3/6 Heavy Armoured Car (Ostfront page 12)						Regular	120
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Qty	Vehicle	Type	Trans	DV	
Qty	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

T-34 medium tank (Armies of the Soviet Union page 45) **Regular** **195**

Qty	Vehicle	Type	Trans	DV
Qty	Weapons	Range	Shots	Pen Special
1	T-34 medium tank	Tracked	-	9+
	Turret-mounted medium anti-tank gun	60"	1	+5 HE (1")
	Co-axial MMG	36"	5	n/a
	Forward facing hull-mounted MMG	36"	5	n/a Front arc

TRANSPORTS

M3 White Scout Car (Armies of the United States page 48) **Regular** **86**

Qty	Vehicle	Type	Trans	DV
Qty	Weapons	Range	Shots	Pen Special
1	M3 White Scout Car	Wheeled	8	7+ Open-topped
	Tow: Light or medium anti-tank gun; light howitzer; light anti-aircraft gun			
	Front pintle-mounted HMG	36"	3	+1 Flak, Front arc

PLATOON #2

Soviet Reinforced Platoon

TANKS AND SP GUNS

Tokarev 4M Quad Maxim on Gaz-AAA truck (Armies of the Soviet Union page 52) **Regular** **60**

Qty	Vehicle	Type	Trans	DV
Qty	Weapons	Range	Shots	Pen Special
1	Tokarev 4M Quad Maxim on Gaz-AAA truck	Wheeled	-	6+
	Four turret-mounted MMGs	36"	5	n/a Flak, (5 Shots each)

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.

HE (1")

(p68) PEN: +1, PIN: D2 (D3 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.

Indirect fire

(p71)

Inspiring Rhetoric

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

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

Recce

(p118)

ROKS-2

If this option is chosen then the flamethrower armed man cannot be chosen as an 'exceptional damage' result. This flamethrower operator is indistinguishable from an ordinary rifleman.

Shaped Charge

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

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).

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.

Pick List	
Soviet Union BA-3/6 Heavy Armoured Car	1
Soviet Union Commissar	1
Soviet Union Flamethrower (infantry) team - ROKS-2	1
Soviet Union Heavy Mortar team	1
Soviet Union Infantry (equipped as modeled)	2
Soviet Union Infantry with Rifle	33
Soviet Union Infantry with Submachine gun	5
Soviet Union M3 White Scout Car	1
Soviet Union men have Panzerfaust in addition to other weapons	2
Soviet Union NCO with Rifle	3
Soviet Union NCO with Submachine gun	1
Soviet Union Second (Junior) Lieutenant	1
Soviet Union Sniper team	1
Soviet Union Spotter	1
Soviet Union T-34 medium tank	1
Soviet Union Tokarev 4M Quad Maxim on Gaz-AAA truck	1