

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				Assault	
	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	12"	2	n/a	Assault	
	Tank Riders				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					
	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	24"	1	n/a		
	Entire squad is Green				Green	
	Entire squad equipped with anti-tank grenades				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	36"	5	n/a	Team (3 men), Fixed	
	Gun shield				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)	

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")		
		48"(24-60)	1	HE	Team (4 men), Gun shield, Fixed, Howitzer, HE (2")		
ARMOURED CARS							
BA-3/6 Heavy Armoured Car (Armies of the Soviet Union page 0)						Regular	120
	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-34/85 medium tank (Armies of the Soviet Union page 46)						Regular	235
	Vehicle	Type	Trans	DV			
Qty	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							
Truck (Armies of the Soviet Union page 54)						Regular	39
	Vehicle	Type	Trans	DV			
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						
	0			+0			

- ### 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, count as Observers/Snipers for Set-Up purposes. (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.

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