

PLATOON #1

*Version 3 - Soviet - Rifle Platoon
Shane W Acon 2025 Soviets

PLATOON COMMANDER

Platoon Commander (Version 3 Rulebook page 253)						Veteran	65
Qty	Weapons	Range	Shots	Pen	Special		
1	Platoon Commander						
2	Infantry (equipped as modeled)		-	-			
	with Pistol	6"	1	n/a			
	with Rifle	24"	1	n/a			
	with Submachine gun	12"	2	n/a	Assault		

INFANTRY

Scout Squad (Version 3 Rulebook page 256)						Veteran	114
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		
	Behind enemy lines				Behind enemy lines		
	Infiltrator				Infiltrator		

Scout Squad (Version 3 Rulebook page 256)						Veteran	114
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		
	Behind enemy lines				Behind enemy lines		
	Infiltrator				Infiltrator		

Tank Riders Squad (Version 3 Rulebook page 255)						Veteran	100
Qty	Weapons	Range	Shots	Pen	Special		
1	NCO with Submachine gun	12"	2	n/a	Assault		
4	Infantry with Submachine gun	12"	2	n/a	Assault		
	Tank Riders				Tank Riders		
	Entire squad equipped with body armour				Body Armour		

Veteran Infantry Squad (Version 3 Rulebook page 255)						Veteran	134
Qty	Weapons	Range	Shots	Pen	Special		
1	NCO with Rifle	24"	1	n/a			
5	Infantry with Rifle	24"	1	n/a			
2	Infantry with Light Machine gun (requires loader)	36"	4	n/a			

ANTI-TANK

Dog Mines Anti-Tank Team (Version 3 Rulebook page 257)						Veteran	81
Qty	Weapons	Range	Shots	Pen	Special		
3	Dog Handler with Submachine Gun	12"	2	n/a	Assault		
	Entire squad equipped with anti-tank grenades				Tank hunters		
	Entire squad equipped with dog mines				Dog mines		

TRANSPORTS

T-20 Komsomolets (Version 3 Rulebook page 266)						Veteran	55
Qty	Vehicle Weapons	Type Range	Trans Shots	DV Pen	Special		
1	T-20 Komsomolets						
		Tracked	6	7+	Open-topped		
	Tow: Any anti-tank gun; any anti-aircraft gun; light or medium howitzer						
	Forward facing LMG	36"	2	n/a	Front arc		

Light Truck (Version 3 Rulebook page 280)					Regular	23
Qty	Vehicle Weapons	Type Range	Trans Shots	DV Pen	Special	
1	Light Truck					
		Wheeled	8	6+		
Tow: light howitzer; light or medium anti-tank gun, light anti-aircraft gun						

PLATOON #2

*Version 3 - Soviet - Armoured Platoon
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COMMAND VEHICLE

SU-76 (Version 3 Rulebook page 263)						Regular	120
Qty	Vehicle Weapons	Type Range	Trans Shots	DV Pen	Special		
1	SU-76i with AP rounds	Tracked	-	8+			
	Forward-facing light howitzer	48"(30-60")	1	HE	Front arc, Howitzer, HE (2")		
	(firing as medium anti-tank gun)	60"	1	+5	HE (1"), Front arc		

CMD VEHICLE OPTIONS

Command Vehicle rule (v3) (Version 3 Rulebook page 188)							10
Command Vehicle special rule							

VEHICLE

SU-76 (Version 3 Rulebook page 263)						Regular	120
Qty	Vehicle Weapons	Type Range	Trans Shots	DV Pen	Special		
1	SU-76i with AP rounds	Tracked	-	8+			
	Forward-facing light howitzer	48"(30-60")	1	HE	Front arc, Howitzer, HE (2")		
	(firing as medium anti-tank gun)	60"	1	+5	HE (1"), Front arc		

SU-76 (Version 3 Rulebook page 263)						Regular	120
Qty	Vehicle Weapons	Type Range	Trans Shots	DV Pen	Special		
1	SU-76i with AP rounds	Tracked	-	8+			
	Forward-facing light howitzer	48"(30-60")	1	HE	Front arc, Howitzer, HE (2")		
	(firing as medium anti-tank gun)	60"	1	+5	HE (1"), Front arc		

PLATOON #3

*Version 3 - Soviet - Heavy Weapons Platoon
Shane W Acon 2025 Soviets

PLATOON COMMANDER

Platoon Commander (Version 3 Rulebook page 253)						Inexperienced	28
Qty	Weapons	Range		Shots	Pen	Special	
1	Platoon Commander						
1	Infantry (equipped as modeled)			-	-		
	with Pistol	6"		1	n/a		
	with Rifle	24"		1	n/a		
	with Submachine gun	12"		2	n/a	Assault	

HEAVY WEAPONS

Mortar Team (Version 3 Rulebook page 258)						Regular	30
Qty	Weapons	Range	Shots	Pen	Special		
1	Light Mortar team	12-36"	1	HE	Team (2 men), Indirect fire, HE (1"), Cannot fire smoke		

Mortar Team (Version 3 Rulebook page 258)						Regular	55
Qty	Weapons	Range	Shots	Pen	Special		
1	Medium Mortar team	12"-60"	1	HE	Team (3 men), Fixed, Indirect fire, HE (2")		
	Spotter				Spotter		

ANTI-TANK

Qty	Weapons	Range	Shots	Pen	Special
1	Ampulomet	24"	1	HE	Team (3 men), Fixed, HE (2"), Ampulomet
Extra selection (AT)				Extra selection (AT)	

Qty	Weapons	Range	Shots	Pen	Special
1	Ampulomet	24"	1	HE	Team (3 men), Fixed, HE (2"), Ampulomet
Extra selection (AT)				Extra selection (AT)	

Unit Special Rules

Ampulomet

(v3 page 257) If an Ampulomet hits an armoured vehicle and fails to penetrate its armour, roll a die. On the score of a 6 the vehicle is 'on fire' as described for a damage result of 3 on the Damage Results on Armoured Vehicles Tables.

Assault

(v3 page 96) This weapon suffers no penalty 'to hit' when moving and shooting. In addition, infantry models armed with an assault weapon count as having the Tough Fighters special rule (Tough Fighters: When a model with this special rule fails to damage in close quarters against enemy infantry or artillery units, it can re-roll the failed rolls to damage)

Behind enemy lines

(v3) When outflanking as described on page 172, unit ignores the -1 modifier to the order test for coming onto the table.

Body Armour

(v3 page 255) Small arms (rifles, machine guns, etc) and HE suffer a -1 modifier to damage soldiers wearing body armour. Troops wearing body armour do not increase their pace when given a *Run* order. They may still be given a *Run*, but don't move any faster; they run at the normal pace of 6"

Command Vehicle

(v3 page 149) Adds a morale bonus of +1 to itself and to any other friendly vehicle within 12" (not cumulative with morale bonus, and other command vehicles). In addition, when it activates, it can use one 'You men, snap to action!' extra dice on any one friendly vehicle within 12", except for other command vehicles. Command vehicles count as platoon commanders for the purpose of receiving orders from other officers.

Dog mines

(v3 page 257) A dog mine is a one-shot weapon with a range of 18". Dog mines may only target stationary vehicle (i.e. any vehicle that is not sporting an order dice showing a *Run* or *Advance* order). Dog mines are fired as normal, except that instead of rolling to hit, roll on the following chart. Note that if a recce vehicle reacts to the dog mine attack by moving, the dog mine automatically scores a 2-3:

1: The dog, due to familiarity with Soviet vehicles, hits the closest friendly stationary vehicle within range instead of the target (no line of sight is needed in this case). Resolve the hit as described for 4-6 below. If no target presents itself, see 2-3 below.

2-3: The dog is either gunned down or bolts from the noise of battle and deserts.

4-6: The dog scampers to the target, crawls underneath and explodes. The vehicle suffers a hit with a Pen of +5 (no Pen modifiers apply).

Extra selection (AT)

(v3 page 257) You may take up to 3 anti-tank teams (any mix of anti-tank rifle teams, Ampulomet anti-tank teams, and dog-mines anti-tank teams) as 1 anti-tank team selection.

Fixed

(v3 page 96) When ordered to *Fire*, fixed weapons do not move from their position, but can instead be rotated on the spot to face any direction, and can then fire suffering the normal -1 to hit for 'fire on the move'. When ordered to *Run*, fixed weapons that are carried and crewed by infantry teams move the normal 12" over open ground or 6" on rough ground, obstacles, etc. Fixed weapon units can never assault other units. If assaulted by an enemy, the gun itself is ignored and the crew models are assaulted as normal. Any artillery piece defined as light or medium can be moved by the crew with a *Run* orders, as normal for fixed weapons - except that those units can only move 6" rather than 12" with a *Run* order. Heavy and super-heavy anti-tank guns and heavy howitzers, as well as any lighter gun whose crew is reduced to a single man, cannot be moved by their crew with a *Run* order.

HE (1")

(v3 page 97) PEN: +1, PIN: D2 (D3 if in building) - Infantry and artillery can go *down* to halve the hits taken (rounded up).

HE (2")

(v3 page 97) PEN: +2, PIN: D2 (D6 if in building) - Infantry and artillery can go *down* to halve the hits taken (rounded up).

Howitzer

(v3 page 100) 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

(v3 page 101) - cannot hit targets withing their minimum range, measured from the centre the weapon itself. Units hit by indirect file receive no cover saves of any kind. However, if the target unit is or goes *Down* when shot at with indirect fire, the number of hits suffered is still halved. When fired against vehicles, hits from indirect fire weapons always strike the top armour, counting the +1 penetration modifier to damage regardless of the actual position of the firer. If an open-topped armoured vehicle is hit by indirect fire add the +1 penetration modifier to the roll to damage, and also add +1 to the die roll on the Armoured Vehicle Damage Results Tables. Cannot fire

indirect fire weapons from *Ambush*. Indirect fire weapons can fire smoke (page 128).

Infiltrator

(v3 page 120) If the unit takes a cover save while it does not have an *Advance* or *Run* order dice on it, it receives an additional +1 to the roll. In addition, the unit might benefit from special deployment rules, as detailed in the scenario being played (see page 161).

Open-topped

(v3 page 149) 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 against top armour then add an additional +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

Spotter

(v3 page 102) Cannot be placed within coherency of the weapon crew. Either the weapon crew or the spotter can be given an order - but not both. Spotters can never assault or fire any weapon against enemy units. Spotter without an order die next to it counts as *Down*. (Errata 6 Feb 2025: Spotters have the Infiltrators special rule - page 120. Spotter/observer can only spt for a single Indirect Fire weapon per game turn. If firing unit switches to a different spotter it resets ranging-in process.) Cannot spot for inexperienced indirect fire weapon. When associated weapons unit is destroyed, spotter is removed also. Spotters are always ignored for the purpose of victory conditions. If spotter destroyed, the weapons team or artillery unit is not affected (other than no spotter). If already ranged in when spotter destroyed, can continue firing at 2+.

Tank hunters

(v3 page 122) 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. In addition, these troops don't suffer from the Tank Fear rule when assaulting fully-enclosed armoured vehicles.

Tank Riders

(v3 page 255) A tank rider unit may mount onto or dismount from a tank (i.e. any tracked vehicle with a Damage Value of 8+) counting it as a transport for these purposes. Once mounted, the unit is replaced by a few tank rider models placed on the tank itself. 1 unit of tank riders may ride upon 1 tank. As with other transported units the tank riders may not be targeted whilst they ride upon their tank; however, unlike with other transported troops, tank riders must immediately disembark if the tank they are riding upon is shot at. Regardless of what kind of weapon is shooting at the tank, so long as the firer is within range of the tank, the tank rider unit immediately disembarks when the shot is declared and before rolling dice to determine hits. Units disembarking in this way immediately go *Down* or remain *Down* if they are *Down* already.

Team (2 men)

(v3 page 103) A Team weapon shoots at full effectiveness so long as there are at least two team members to serve it. If only one man remains to serve a team weapon, then the weapon suffers a -1 'to hit' penalty. For squad-based team weapons, loader must remain within 1" or weapon suffers the -1 to-hit penalty.

Team (3 men)

(v3 page 103) A Team weapon shoots at full effectiveness so long as there are at least two team members to serve it. If only one man remains to serve a team weapon, then the weapon suffers a -1 'to hit' penalty. For squad-based team weapons, loader must remain within 1" or weapon suffers the -1 to-hit penalty.

Soviet Union Army Special Rules

The Great Patriotic War

Whenever a unit of infantry or artillery models fails a morale check and would otherwise be destroyed as a consequence, take the test again and apply this second result. This re-roll applies to all infantry and artillery units and not to vehicles.

For the Motherland!

Every Inexperienced unit that has one or more pin markers can make a test to lose one pin marker if there are any enemy within 12" immediately before an order is given to it. Roll a die: on a roll of 4, 5 or 6 the test is passed and the unit loses one pin marker; on a 1, 2 or 3 the test is failed and the unit retains the pin markers it has. Once this has been done, continue to test to see if the unit obeys its order in the usual way, even if they have lost their last pin marker.

Not One Step Back!

Soviet armies may include a single commissar for each rifle platoon. Commissars are political officers and do not confer a morale bonus to nearby troops. When a friendly infantry unit fails an order test within 6" of a commissar, remove one model from the unit and re-roll the dice. Note that there is no choice in the matter. The second result stands as normal - the commissar may only make a single re-roll for each unit affected. This rule does not apply to units other than infantry, and does not apply to infantry units already reduced to one or two models, or consisting of only one or two models to start with.

Massed Batteries

When rolling to determine the 'Fire for effect!' radius (D6+6") from the aiming point of an artillery barrage, instead of rolling one die roll two dice and take the highest score.

PickList

Soviet Union Ampulomet	2
Soviet Union Dog Handler with Submachine Gun	3
Soviet Union Infantry (equipped as modeled)	3
Soviet Union Infantry with Light Machine gun (requires loader)	2
Soviet Union Infantry with Rifle	5
Soviet Union Infantry with Submachine gun	14

Soviet Union Light Mortar team	1
Soviet Union Light Truck	1
Soviet Union Medium Mortar team	1
Soviet Union NCO with Rifle	1
Soviet Union NCO with Submachine gun	3
Soviet Union Platoon Commander	2
Soviet Union Spotter	1
Soviet Union SU-76i with AP rounds	3
Soviet Union T-20 Komsomolets	1