

Soviet Reinforced Platoon

Soviet Union

Russia #2

Order Dice: 6

Platoon #1				
Junior Lieutenant (page: 22)			Regular	60

Qty	Weapons	Range	Shots	Penetration	Special Rules
1	Second (Junior) Lieutenant				
	with Pistol	6"	1	n/a	Assault
	with Submachine gun	12"	2	n/a	Assault
	with Rifle	24"	1	n/a	
1	Infantry (equipped as modeled)		-	-	

Infantry Squads				
LMG squad (page: 24)			Regular	123

Qty	Weapons	Range	Shots	Penetration	Special Rules
1	NCO with Submachine gun	12"	2	n/a	Assault
1	Infantry with Light Machine gun (requires loader)	30"	3	n/a	Team (2 men)
8	Infantry with Rifle	24"	1	n/a	

LMG squad (page: 24)			Regular	123
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Qty	Weapons	Range	Shots	Penetration	Special Rules
1	NCO with Submachine gun	12"	2	n/a	Assault
1	Infantry with Light Machine gun (requires loader)	30"	3	n/a	Team (2 men)
8	Infantry with Rifle	24"	1	n/a	

Infantry				
SMG squad (page: 25)			Inexperienced	60

Qty	Weapons	Range	Shots	Penetration	Special Rules
1	NCO with Submachine gun	12"	2	n/a	Assault
5	Infantry with Submachine gun	12"	2	n/a	Assault

Free Rifle squad (page: 23)			Inexperienced	0
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Qty	Weapons	Range	Shots	Penetration	Special Rules
1	NCO with Rifle	24"	1	n/a	
5	Infantry with Rifle	24"	1	n/a	
Entire squad is Green					Green

Tanks and SP Guns				
T-34/85 medium tank (page: 46)			Regular	235

Qty	Vehicle	Type	Transport	DamageValue	Special Rules
	Weapons	Range	Shots	Penetration	
1	T-34/85 medium tank	Tracked	-	9+	
	Turret-mounted heavy anti-tank gun	72"	1	+6	HE (D3)
	Co-axial MMG	36"	4	n/a	
	Forward facing hull-mounted MMG	36"	4	n/a	Front arc

Platoon Points:				601
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Special Rules

Team (2 men)

Team consists of 2 men. A Team weapons 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 a -1 penalty to its morale value.

Assault

This weapon suffers no penalty 'to hit' when moving and shooting. In addition, infantry armed with an assault weapon can make two attacks in close quarter fighting against other infantry and artillery units - see p55. Note being armed in this way does not confer two attacks against vehicles at close quarters

HE (D3)

PIN: 1, PEN: +1 - Infantry and artillery can go down to halve the hits taken

Green

Green units are inexperienced and given a 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.

Pick List

Soviet Union

Infantry (equipped as modeled)	1
Infantry with Rifle	21
Infantry with Submachine gun	5
Light Machine gun (requires loader)	2
NCO with Rifle	1
NCO with Submachine gun	3
Second (Junior) Lieutenant	1
T-34/85 medium tank	1