

1945 April-May, Berlin

Soviet Union

Death of the Third Reich

Order Dice: 10

Platoon #1				
Junior Lieutenant (Armies of the Soviet Union page: 22)			Veteran	65

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	

Forward Observer				
Forward Artillery Observer (Armies of the Soviet Union page: 23)			Regular	100

Qty Weapons	Range	Shots	Penetration	Special Rules
1 Artillery Forward Observer with Rifle	24"	1	n/a	Massed batteries
with Pistol	6"	1	n/a	Assault
with Submachine gun	12"	2	n/a	Assault

Infantry				
Veteran squad (Armies of the Soviet Union page: 26)	full strength		Veteran	181

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)	36"	4	n/a	
4 Infantry with Rifle	24"	1	n/a	
5 Infantry with Submachine gun	12"	2	n/a	Assault

Assault Engineers squad (Armies of the Soviet Union page: 32)			Veteran	182
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Qty Weapons	Range	Shots	Penetration	Special Rules
1 NCO with Submachine gun	12"	2	n/a	Assault
1 Flamethrower (infantry) team	6"	D6	+3	Team (2 men), Flamethrower
1 Infantry with Rifle	24"	1	n/a	
5 Infantry with Submachine gun	12"	2	n/a	Assault
Entire squad equipped with body armour				Body Armour

Free Infantry				
Free Rifle squad (Armies of the Soviet Union page: 23)	full strength		Inexperienced	0

Qty Weapons	Range	Shots	Penetration	Special Rules
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)			Regular	50

Qty Weapons	Range	Shots	Penetration	Special Rules
1 Medium Machine gun team	36"	5	n/a	Team (3 men), Fixed

Artillery				
ZiS-3 Divisional gun (Armies of the Soviet Union page: 40)			Regular	80

Qty	Weapons	Range	Shots	Penetration	Special Rules
1	ZiS-3 Divisional gun	60"	1	+5	Team (4 men), Gun shield, Fixed, HE (1")
	(firing as light howitzer)	48"(24-60)	1	HE	Team (4 men), Gun shield, Fixed, Howitzer, HE (2")

Armoured Cars

Gaz 'Jeep' (no transport) (Armies of the Soviet Union page: 55)		Veteran	25
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Qty	Vehicle	Type	Transport	DamageValue	Special Rules
	Weapons	Range	Shots	Penetration	
1	Gaz Jeep	Wheeled	up to 3	6+	
<i>Tow: Light anti-tank gun; light anti-aircraft gun</i>					

Tanks and SP Guns

Katyusha (Armies of the Soviet Union page: 52)		Regular	80
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Qty	Vehicle	Type	Transport	DamageValue	Special Rules
	Weapons	Range	Shots	Penetration	
1	Katyusha	Wheeled	-	6+	
	<i>Katyusha multiple rocket launcher (heavy mortar)</i>	<i>12"-72"</i>	<i>1</i>	<i>HE</i>	<i>Indirect fire, HE (3"), Multiple launcher, Front arc</i>

T-34 medium tank (Armies of the Soviet Union page: 45)		Veteran	234
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Qty	Vehicle	Type	Transport	DamageValue	Special Rules
	Weapons	Range	Shots	Penetration	
1	T-34 medium tank	Tracked	-	9+	
	<i>Turret-mounted medium anti-tank gun</i>	<i>60"</i>	<i>1</i>	<i>+5</i>	<i>HE (1")</i>
	<i>Co-axial MMG</i>	<i>36"</i>	<i>5</i>	<i>n/a</i>	
	<i>Forward facing hull-mounted MMG</i>	<i>36"</i>	<i>5</i>	<i>n/a</i>	<i>Front arc</i>

Platoon Points: 997

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Special Rules

Multiple launcher

(p72) Counts as a heavy mortar, but its chance of hitting never gets any better than a 6. All units with 6" of the target and not entirely within the weapon's minimum range can be hit.

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.

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.

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

Body Armour

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 can still be given a run order (to assault in close combat for example) but don't move any faster than their normal pace of 6"

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.

Massed batteries

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

Indirect fire

(p71)

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.

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.

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 with flamethrower, add +1 to damage effects chart.

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.

Pick List

Soviet Union

Artillery Forward Observer	1
Flamethrower (infantry) team	1
Gaz Jeep	1
Infantry with Rifle	16
Infantry with Submachine gun	10
Katyusha	1
Light Machine gun (requires loader)	1
Medium Machine gun team	1
NCO with Rifle	1
NCO with Submachine gun	2
Second (Junior) Lieutenant	1
T-34 medium tank	1
ZiS-3 Divisional gun	1