

1000 Pts - Soviet Russia: Seelow Heights April 1945 - 10 - Juan 20 años

Name	#	Group	Quality	Morale	Damage	Move	Tpt Cap	Option Summary	Cost
Junior Lieutenant	1	HQ, Infantry	Veteran	10+	5+	Infantry		Rifle Patriot SnapTA	78
• p22 AoSU • p190 rulebook; Rifle; Great Patriotic War; You Men, Snap to Action									
Soldier	1							Rifle1	[13]
Rifle (x1)									
Guards Squad	10	Infantry, Infantry Squad	Regular	9+	4+	Infantry		ATKGren AtFS Patriot TnkHunt Rifle10	135
• p26 AoSU; Rifle (x10); Anti-Tank Grenades; At Full Strength; Great Patriotic War; Tank Hunter									
NCO	1							SMG ATKGren TnkHunt	[15]
SMG; Anti-Tank Grenades; Tank Hunter									
Tank Riders Squad	9	Infantry, Infantry Squad	Veteran	10+	5+	Infantry		ATKGren Assault AtFS Patriot TnkHunt TankR SMG9	180
• p25-26 AoSU; SMG (x9); Anti-Tank Grenades; Assault; At Full Strength; Great Patriotic War; Tank Hunter; Tank Riders									
NCO	1							ATKGren TnkHunt Rifle	[18]
Rifle; Anti-Tank Grenades; Tank Hunter									
Artillery Forward Observer	1	HQ, Infantry	Regular	9+	4+	Infantry		FOO Rifle Patriot MassedB	100
• p23 AoSU • p190 rulebook; Rifle; Artillery Forward Observer; Great Patriotic War; Massed Batteries									
Free Rifle Squad	11	Infantry, Infantry Squad	Inexperienced	8+	3+	Infantry		Molotov AtFS Patriot Green RallyC TnkHunt Rifle10	0
Flags: • p17 Ost; Rifle (x10); Molotov Cocktails; At Full Strength; Great Patriotic War; Green; Rally to the Colours; Tank Hunter									
NCO	1							Molotov TnkHunt Rifle	[0]
Rifle; Molotov Cocktails; Tank Hunter									
Medium Machine Gun Team	3	Infantry, Support Team Weapon	Inexperienced	8+	3+	Infantry		MMG Fixed Patriot GunSh Team	40
MMG; Fixed; Great Patriotic War; Gun Shield; Team									
Flamethrower Team	2	Infantry, Support Team Weapon	Regular	9+	4+	Infantry		Flame Flame Patriot Team	50
• p36 AoSU; Flamethrower; Flamethrower; Great Patriotic War; Team									
Light Mortar Team	2	Infantry, Support Team Weapon	Inexperienced	8+	3+	Infantry		LtMor Patriot HE (1") Indirect Team	24
Light Mortar; Great Patriotic War; HE (1"); Indirect Fire; Team									
T-34/85 Medium Tank	1	Tank	Inexperienced	8+	9+	Tracked		Coax HvyATGun MMG HE (2")	188
• p46 AoSU; Coax MMG; Heavy AT Gun (2"); MMG (Forward Hull); HE (2")									
Katyusha Rocket Launcher	1	Self-Propelled Artillery	Inexperienced	8+	6+	Wheeled		Kat HE (3") Indirect Multi	64
• p52 AoSU • p199 rulebook; Katyusha Multiple Rocket Launcher; HE (3"); Indirect Fire; Multiple Launcher									
Truck	1	Dual Transport and Tow	Inexperienced	8+	6+	Wheeled	12		31
• Transport: 12 men • Tow: Light or medium anti-tank gun or light howitzer, light or medium anti-aircraft gun (p55 AoSU)									
Medium Mortar Team	3	Infantry, Support Team Weapon	Regular	9+	4+	Infantry		MedMor Fixed Patriot HE (2") Indirect Team	60
Medium Mortar; Fixed; Great Patriotic War; HE (2"); Indirect Fire; Team									
Spotter	1							Rifle Spotter	[10]
Rifle; Spotter									
Sniper Team	2	Infantry, Support Team Weapon	Regular	9+	4+	Infantry		SniperR Patriot Sniper Team	50
• p36 AoSU • p194 rulebook; Sniper Rifle; Great Patriotic War; Sniper; Team									
Total Cost:									1000

Option Footnotes

Army/Theatre Specific Rules	
Massed Batteries (p21)	• When rolling for Fire for Effect radius roll two dice and pick highest result (AoSU)
Not One Step Back! (p21)	• When a friendly unit within 6" of a Commissar fails an Order test remove one model • Reroll test (AoSU)
Quantity Has A Quality All of It's Own (p175)	• May include free 12 man Inexperienced squad (Rulebook)
Quantity Has A Quality All of It's Own (p21)	• May include free 12 man Inexperienced squad (AoSU)
The Great Patriotic War (p21)	• If unit fails Morale check and would be destroyed then reroll test • Only applies to Infantry and Artillery (AoSU)

Special Rules	
2nd Lt	• +1 Morale bonus to 6" • 1 extra order • If in a vehicle then bonus only applies to Officer unit, the vehicle and any other unit transported in the vehicle (p82 rulebook)
Assault	• No to hit penalty if moved • Includes Tough Fighters (p66 rulebook)
At Full Strength	• Applies to Infantry Squad of at least 10 soldiers • If no casualties taken then may reroll Order tests (p41 rulebook)
Fixed	• When ordered to Fire can only engage targets in Front arc • If ordered to Advance can rotate to fire in any direction at -1 hit penalty • If ordered to Run then can move 12" (p66-67 rulebook)
Flamethrower	• No Hit penalty for cover, Down or Long Range. • Gun Shield and Extra Protection do not apply. • Always hits Top Armour on vehicles • Causes D3+1 pin markers (vehicle takes 1). • Target takes Morale Check when hit - destroyed if failed. • After firing on a 1 then no more shots. (p67-68 rulebook)
Great Patriotic War	• If fail Morale check and the unit would be destroyed then test again (p189 rulebook, p21 AoSU)

Green	<ul style="list-style-type: none"> When take first casualty roll a D6: 1: Additional D6 pin markers and goes Down 2 - 4: No effect 5 - 6: Becomes Regular with Morale 9 <p>(p70 rulebook)</p>
Gun Shield	<ul style="list-style-type: none"> +1 to Damage score needed from Front arc. Can be modified by AP of shooting weapon Hits from HE, flamethrowers and assault ignore Gun Shields <p>(p95 rulebook)</p>
HE (1")	<ul style="list-style-type: none"> +1 pen, D2 pins, D3 hits against target in building Number of hits caused by number of models covered/partially covered by template. Target can take immediate Down causing number of hits to halve. No negative penetration modifier for long range. If in Ambush then specify round loaded <p>(p68-71 rulebook)</p>
HE (2")	<ul style="list-style-type: none"> +2 pen, D3 pins, D6 hits against target in building Number of hits caused by number of models covered/partially covered by template. Target can take immediate Down causing number of hits to halve. No negative penetration modifier for long range. If in Ambush then specify round loaded <p>(p68-71 rulebook)</p>
HE (3")	<ul style="list-style-type: none"> +3 pen, D3 pins, 2D6 hits against target in building Number of hits caused by number of models covered/partially covered by template. Target can take immediate Down causing number of hits to halve. No negative penetration modifier for long range. If in Ambush then specify round loaded <p>(p68-71 rulebook)</p>
Indirect Fire	<ul style="list-style-type: none"> Measure from centre of weapon 6 required to hit, if fire at same target next turn and neither have moved then reduces by 1 each turn. Once hit then subsequent shots hit on a 2+ if neither weapon or target move Crew must have LoS unless using Spotter, can fire over friendly units. Cannot fire Indirect in Ambush. Against vehicles: Always hits top armour, if open topped then +1 damage and +1 Damage roll <p>(p71-72 rulebook)</p>
Massed Batteries	<ul style="list-style-type: none"> Roll two dice for Fire for Effect and take highest score <p>(p21 AoSU)</p>
Multiple Launcher	<ul style="list-style-type: none"> Best chance to hit is 6. Roll a die for the target and for each unit within 6" of the template. If friendly unit within 6" then cannot fire launcher. If any units targeted are within the minimum range then shot automatically misses. <p>(p72 rulebook)</p>
Rally to the Colours	<ul style="list-style-type: none"> All friendly Infantry and Artillery in 12" can re-roll failed Order tests for Rally If Rally is successful roll two dice and choose highest to choose how many pins to lose If unit carrying the Flag is Down or Ambush then Flag has no effect <p>(p17 Ost/p32 EF)</p>
Sniper	<ul style="list-style-type: none"> Range 36" If choose to use Sniper benefits and target is within 12" then shot automatically misses. If Advancing can fire all weapons in the team In an Assault can use Assault rules for pistol/SMG If using Fire or Ambush: <ul style="list-style-type: none"> +1 hit Aim at individual model, if killed then counts as Exceptional Damage Ignore cover and Gun Shields <p>(p91 rulebook)</p>
Spotter	<ul style="list-style-type: none"> Cannot be used by Inexperienced mortar crews Acts separately to parent unit, does not get extra order dice If Spotter doesn't have Order dice next to them then counts as Down If the parent unit is Regular or Veteran then they can see what ever the Spotter can see If the parent unit is destroyed then remove the Spotter If the parent unit is Ranged In and the Spotter is killed then the parent unit continues to hit on a 2+ <p>(p71 rulebook)</p>
Tank Hunter	<ul style="list-style-type: none"> No Order Test to assault vehicles (p112 rulebook) If win an assault against an armoured vehicle then hits count as normal Damage Result for penetration rather than superficial <p>(p91 rulebook)</p>
Tank Riders	<ul style="list-style-type: none"> Can Mount or Dismount tank Only one unit of Tank Riders can ride a tank Must immediately disembark if the tank is shot at and go Down or remain Down <p>(p25 - 26 AoSU)</p>
Team	<ul style="list-style-type: none"> Requires team to fire - minimum 2 crew If only one crew left then weapon suffers -1 to hit Support Team: If the model operating the weapon is killed then remove the full team Squad weapon: If the model operating the weapon is killed then Loader reverts to a rifleman <p>(p73 rulebook)</p>
Tough Fighters	<ul style="list-style-type: none"> If model causes casualty in Close Combat then may make another attack <p>(p91 rulebook)</p>
You Men, Snap to Action	<ul style="list-style-type: none"> If Officer receives a successful Order then can draw further die Allocate order dice to units within 6"/12" of the Officer Each unit takes Order test as normal Does not work if the officer is in a vehicle. <p>(p83 rulebook)</p>
Variant	
Artillery Forward Observer	<ul style="list-style-type: none"> Once per game the FOO is given Fire order, call in artillery/smoke barrage. Place marker in LoS of FOO. At start of following turns roll D6 <p>(p83-84 rulebook)</p>
Weapons	
Anti-Tank Grenades	<ul style="list-style-type: none"> Gives Tank Hunter (p91 rulebook)
Coax MMG	R: 36", S: 5, Pen: n/a
Flamethrower	R: 6", S: D6, Pen: +3, Team, Flamethrower
Heavy AT Gun (2")	<ul style="list-style-type: none"> p62 rulebook R: 72", S: 1, Pen: +6, HE (2")
Katyusha Multiple Rocket Launcher	<ul style="list-style-type: none"> p62 rulebook p199 rulebook R: 12 - 72", S: 1, Pen: HE (3") , Indirect, Multiple
Light Mortar	<ul style="list-style-type: none"> p62 rulebook R: 12 - 24", S: 1, Pen: HE (1") Team, Indirect

Medium Mortar	R: 12 - 60", S: 1, Pen: HE (2") Team, Fixed, Indirect • p62 rulebook
MMG	R: 36", S: 5, Pen: n/a, Team, Fixed • p62 rulebook
MMG (Forward Hull)	R: 36", S: 5, Pen: n/a • p62 rulebook
Molotov Cocktails	• Gives Tank Hunter (p91 rulebook, p24 AoSU; p93 OS)
Rifle	R: 24", S: 1, Pen: n/a • p62 rulebook
SMG	R: 12", S: 2, Pen: n/a, Assault • p62 rulebook
Sniper Rifle	R: 36", S: 1, Pen: n/a

List Design Information

The Great Patriotic War (p174 rulebook, p21 AoSU)

Quantity Has A Quality All Of It's Own (p175 rulebook, p21 AoSU)

Validation Report

1. Force Selection: Force Selection Rules; 2. Options: Use Defences (2 per); 3. Armies of Soviet Union: Armies of Soviet Union (Army Book); 4b. Europe (Late): 1945 [AO] Seelow Heights Apr; 3a. Historical Scenario Rules: None

List satisfies all enforced validation rules

Group	Min	Max	Used
Headquarters	0	0	2
Infantry	2	6	3
Teams	0	0	5
Artillery	0	2	0
Armoured Car	0	1	0
Armour	0	2	2
Transport-Tow	0	0	1