

Red Army Winter War Forces

Soviet Union

Order Dice: 19

Platoon #1				
Senior Lieutenant (Inexperienced) (page: 22)		Inexperienced		67

Qty Weapons	Range	Shots	Penetration	Special Rules
1 First (Senior) 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)		-	-	

Commissar				
Commissar (page: 22)		Inexperienced		15

Qty Weapons	Range	Shots	Penetration	Special Rules
1 Commissar with Pistol	6"	1	n/a	Assault
with Submachine gun	12"	2	n/a	Assault
with Rifle	24"	1	n/a	

Infantry Squads				
NKVD squad (page: 26)	full strength	Regular		146

Qty Weapons	Range	Shots	Penetration	Special Rules
1 NCO with Submachine gun	12"	2	n/a	Assault
10 Infantry with Rifle	24"	1	n/a	
Entire squad are Fanatics				Fanatics

NKVD squad (page: 26)	full strength	Regular		166
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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)	36"	4	n/a	Team (2 men)
9 Infantry with Rifle	24"	1	n/a	
Entire squad are Fanatics				Fanatics

Infantry				
LMG squad (page: 24)	full strength	Inexperienced		104

Qty Weapons	Range	Shots	Penetration	Special Rules
1 NCO with Rifle	24"	1	n/a	
1 Infantry with Light Machine gun (requires loader)	36"	4	n/a	Team (2 men)
10 Infantry with Rifle	24"	1	n/a	

LMG squad (page: 24)	full strength	Inexperienced		104
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Qty Weapons	Range	Shots	Penetration	Special Rules
1 NCO with Rifle	24"	1	n/a	
1 Infantry with Light Machine gun (requires loader)	36"	4	n/a	Team (2 men)
10 Infantry with Rifle	24"	1	n/a	

LMG squad (page: 24)		Inexperienced		55
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Qty Weapons	Range	Shots	Penetration	Special Rules
1 NCO with Rifle	24"	1	n/a	
1 Infantry with Light Machine gun (requires loader)	36"	4	n/a	Team (2 men)
3 Infantry with Rifle	24"	1	n/a	

LMG squad (page: 24)	full strength	Inexperienced		104
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Qty Weapons	Range	Shots	Penetration	Special Rules
1 NCO with Rifle	24"	1	n/a	
1 Infantry with Light Machine gun (requires loader)	36"	4	n/a	Team (2 men)
10 Infantry with Rifle	24"	1	n/a	

Free Rifle squad (page: 23)	full strength	Inexperienced	0
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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

Medium MG

Medium Machine Gun team (page: 33)		Regular	55
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Qty	Weapons	Range	Shots	Penetration	Special Rules
1	Medium Machine gun team	36"	5	n/a	Team (3 men), Fixed
	Gun shield				Gun shield

Artillery

Medium Howitzer (page: 38)		Regular	75
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Qty	Weapons	Range	Shots	Penetration	Special Rules
1	Medium howitzer	60"(30-72)	1	HE	Team (4 men), Gun shield, Fixed, Howitzer, HE (3")

Armoured Cars

BA-10 (page: 54)		Regular	120
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Qty	Vehicle	Type	Transport	DamageValue	Special Rules
		Range	Shots	Penetration	
1	BA-10	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-26B light tank (page: 42)		Regular	105
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Qty	Vehicle	Type	Transport	DamageValue	Special Rules
		Range	Shots	Penetration	
1	T-26B light tank	Tracked	-	7+	
	Turret-mounted light anti-tank gun	48"	1	+4	HE (1")
	Co-axial MMG	36"	5	n/a	

Transports

Truck (page: 54)		Regular	54
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Qty	Vehicle	Type	Transport	DamageValue	Special Rules
		Range	Shots	Penetration	
1	Truck with pintle-mounted MMG	Wheeled	up to 12	6+	
	Pintle-mounted MMG	36"	5	n/a	Flak, 360 degree arc

Tow: light howitzer; light or medium anti-tank gun; light or medium anti-aircraft gun

Truck (page: 54)		Regular	54
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Qty	Vehicle	Type	Transport	DamageValue	Special Rules
		Range	Shots	Penetration	
1	Truck with pintle-mounted MMG	Wheeled	up to 12	6+	
	Pintle-mounted MMG	36"	5	n/a	Flak, 360 degree arc

Tow: light howitzer; light or medium anti-tank gun; light or medium anti-aircraft gun

Platoon #2

Junior Lieutenant (Inexperienced) (page: 22)		Inexperienced	42
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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)		full strength	Inexperienced	84
Qty Weapons	Range	Shots	Penetration	Special Rules
1 NCO with Rifle	24"	1	n/a	
11 Infantry with Rifle	24"	1	n/a	
LMG squad (page: 24)		full strength	Inexperienced	84
Qty Weapons	Range	Shots	Penetration	Special Rules
1 NCO with Rifle	24"	1	n/a	
11 Infantry with Rifle	24"	1	n/a	
Artillery				
Heavy Mortar team (page: 37)			Regular	65
Qty Weapons	Range	Shots	Penetration	Special Rules
1 Heavy Mortar team	12"-72"	1	HE	Team (4 men), Fixed, Indirect fire, HE (3")
			Platoon Points:	1499

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Special Rules

Recce

(p118)

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

Fanatics

(p90) When a fanatic unit loses half of its numbers from enemy fire, it does not take a morale check so long as it has at least two men. Fantic units with at least two men are not destroyed when they have a number of pin markers equal to their morale value. When a fanatic unit is defeated in close quarter fighting, the fight counts as a draw instead and another round is immediately fought. Continue fighting until the fanatic unit wins, is completely wiped out or is defeated and left with a single model in which case it is destroyed.

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.

Indirect fire

(p71)

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.

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.

Flak

All enemy units not currently down automatically fire at the attacking aircraft if it is within their firing arc and range, regardless of whether they have already taken an action or not that turn. Flak fire does not require an action. Line of site ignored. Rolls to hit aircraft are always at a -2 penalty. Friendly flak units must test to hold their fire (page 67)

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

BA-10	1
Commissar	1
First (Senior) Lieutenant	1
Heavy Mortar team	1
Infantry (equipped as modeled)	2
Infantry with Rifle	85
Light Machine gun (requires loader)	5
Medium howitzer	1
Medium Machine gun team	1
NCO with Rifle	7
NCO with Submachine gun	2
Second (Junior) Lieutenant	1
T-26B light tank	1
Truck with pintle-mounted MMG	2