

WORLD WAR TWO

SOVIET INFANTRY SQUAD

The composition of a Soviet Rifleman squad changes throughout the war.

RIFLE SQUAD UNTIL JULY '41

1x SQUAD LEADER

The squad leader is usually an N.C.O., and is armed with a rifle or SMG.

Actions Available

Movement// Move Fast// Move and Fire// Sneak// Assault// Fire// Hide// Cover Fire// Weapon Work

Weapon	pb(0-2)	s(2-5)	m(5-15)	l(15-30)	e(30-60)
SMG	1	1	4	6	-
Rifle	3	2	4	4	5

1x DEPUTY SQUAD LEADER

The Deputy Squad Leader is either a junior N.C.O or a senior soldier. The deputy leader will take command of the squad on the death of the squad leader. He is armed with a rifle. If directed by a scenario or upon the agreement of both players, he can be armed with hand grenades.

Actions Available

Movement// Move Fast// Assault// Sneak// Fire// Hide// Cover Fire// Weapon Work.

Weapon	pb(0-2)	s(2-5)	m(5-15)	l(15-30)	e(30-60)
Rifle	3	2	4	4	5

1x MACHINEGUNNER

Armed with a GPMG (DP) and a pistol.

Actions Available

Movement// Move Fast// Sneak// Fire// Hide// Cover Fire// Weapon Work // Assault.

Weapon	pb(0-2)	s(2-5)	m(5-15)	l(15-30)	e(30-60)
GPMG	3	2	1	1	2
Pistol	3	5	6	-	-

1x LOADER

Armed with a pistol, he is the loader for the GPMG. When the gunner is firing the loader remains hidden on the left of him. He will take over the GPMG if the firer is hit. He will use his pistol if the GPMG is under threat at close quarters.

Actions Available

Movement// Move Fast// Sneak// Fire// Hide// Cover Fire// Weapon Work // Assault.

Weapon	pb(0-2)	s(2-5)	m(5-15)	l(15-30)	e(30-60)
Pistol	3	5	6	-	-

1x RIFLEMAN WITH GRENADE LAUNCHER

Armed with a grenade launcher.

Actions Available

Movement// Move Fast// Sneak// Fire// Hide// Cover Fire// Weapon Work // Assault.

Weapon	pb(0-2)	s(2-5)	m(5-15)	l(15-30)	e(30-60)
Rifle	3	2	4	4	5
Launcher	-	5	6	-	-

1x GRENADE LAUNCHER LOADER

Acts as a loader. Carries a rifle in addition to his ammunition. He must remain within 2" of the grenade launcher soldier.

Actions Available

Movement// Move Fast// Assault// Sneak// Fire// Hide// Cover Fire// Weapon Work.

Weapon	pb(0-2)	s(2-5)	m(5-15)	l(15-30)	e(30-60)
Rifle	3	2	4	4	5

1 x SNIPER

Armed with a scoped rifle.

Actions Available

Movement// Move Fast// Assault// Sneak// Fire// Hide// Cover Fire// Weapon Work.

Weapon	pb(0-2)	s(2-5)	m(5-15)	l(15-30)	e(30-60)
Rifle	3	2	4	4	5

5 x RIFLEMEN

Armed with rifles and bayonets.

Actions Available

Movement// Move Fast// Assault// Sneak// Fire// Hide// Cover Fire// Weapon Work.

Weapon	pb(0-2)	s(2-5)	m(5-15)	l(15-30)	e(30-60)
Rifle	3	2	4	4	5

SOVIET INFANTRY SQUADS

The Soviet rifleman did not have the initiative of most other nations, so we do not give them a move and fire option. They are famous for their tenacity however, and so are counted as Stubborn troops. Only the Squad Leader has a move and fire option. Note that **all** Soviet infantry have the assault option.

RIFLEMAN SQUAD POST JULY '41 TO AUTUMN '42

Remove the soldier with the grenade launcher. The launcher's loader becomes an ordinary rifleman, making a total of 6 Soviet Riflemen per squad.

RIFLEMAN SQUAD LATE '42 ONWARDS

1x SQUAD LEADER

The squad leader is usually an N.C.O., and is armed with a rifle or SMG.

Actions Available

Movement// Move Fast// Move and Fire// Sneak// Assault// Fire// Hide// Cover Fire// Weapon Work

Weapon	pb(0-2)	s(2-5)	m(5-15)	l(15-30)	e(30-60)
SMG	1	1	4	6	-
Rifle	3	2	4	4	5

1x DEPUTY SQUAD LEADER

The Deputy Squad Leader is either a junior N.C.O or a senior soldier. The deputy leader will take command of the squad on the death of the squad leader. He is armed with a rifle. If directed by a scenario or upon the agreement of both players, he can be armed with hand grenades.

Actions Available

Movement// Move Fast// Assault// Sneak// Fire// Hide// Cover Fire// Weapon Work.

Weapon	pb(0-2)	s(2-5)	m(5-15)	l(15-30)	e(30-60)
Rifle	3	2	4	4	5

1 x MACHINEGUNNER

Armed with a GPMG and a pistol.

Actions Available

Movement// Move Fast// Sneak// Fire// Hide// Cover Fire// Weapon Work//Assault.

Weapon	pb(0-2)	s(2-5)	m(5-15)	l(15-30)	e(30-60)
GPMG	3	2	1	1	2
Pistol	3	5	6	-	-

1x LOADER

Armed with a pistol, he is the loader for the GPMG. When the gunner is firing the loader remains hidden on the left of him. He will take over the GPMG if the firer is hit. He will use his pistol if the GPMG is under threat at close quarters.

Actions Available

Movement// Move Fast// Sneak// Fire// Hide// Cover Fire// Weapon Work // Assault.

Weapon	pb(0-2)	s(2-5)	m(5-15)	l(15-30)	e(30-60)
Pistol	3	5	6	-	-

5 x RIFLEMEN

Armed with rifles and bayonets.

Actions Available

Movement// Move Fast// Assault// Sneak// Fire// Hide// Cover Fire// Weapon Work.

Weapon	pb(0-2)	s(2-5)	m(5-15)	l(15-30)	e(30-60)
Rifle	3	2	4	4	5

OR

1x SQUAD LEADER

The squad leader is usually an N.C.O., and is armed with a rifle or SMG.

Actions Available

Movement// Move Fast// Move and Fire// Sneak// Assault// Fire// Hide// Cover Fire// Weapon Work

Weapon	pb(0-2)	s(2-5)	m(5-15)	l(15-30)	e(30-60)
SMG	1	1	4	6	-
Rifle	3	2	4	4	5

1x DEPUTY SQUAD LEADER

The Deputy Squad Leader is either a junior N.C.O or a senior soldier. The deputy leader will take command of the squad on the death of the squad leader. He is armed with a rifle. If directed by a scenario or upon the agreement of both players, he can be armed with hand grenades.

Actions Available

Movement// Move Fast// Assault// Sneak// Fire// Hide// Cover Fire// Weapon Work.

Weapon	pb(0-2)	s(2-5)	m(5-15)	l(15-30)	e(30-60)
Rifle	3	2	4	4	5

2 x MACHINEGUNNER

Armed with a GPMG and a pistol.

Actions Available

Movement// Move Fast// Sneak// Fire// Hide// Cover Fire// Weapon Work//Assault.

Weapon	pb(0-2)	s(2-5)	m(5-15)	l(15-30)	e(30-60)
GPMG	3	2	1	1	2
Pistol	3	5	6	-	-

2 x LOADER

Armed with a pistol, he is the loader for the GPMG. When the gunner is firing the loader remains hidden on the left of him. He will take over the GPMG if the firer is hit. He will use his pistol if the GPMG is under threat at close quarters. There are no assistant loaders.

Actions Available

Movement// Move Fast// Sneak// Fire// Hide// Cover Fire// Weapon Work//Assault.

Weapon	pb(0-2)	s(2-5)	m(5-15)	l(15-30)	e(30-60)
Pistol	3	5	6	-	-

5 x RIFLEMEN

Armed with rifles and bayonets.

Actions Available

Movement// Move Fast// Assault// Sneak// Fire// Hide// Cover Fire// Weapon Work.

Weapon	pb(0-2)	s(2-5)	m(5-15)	l(15-30)	e(30-60)
Rifle	3	2	4	4	5

SMG SQUAD

The Soviets were keen on SMGs, producing a cheap and effective model that they issued to dedicated SMG squads. The squad composition given below is for such squads from December '41 to mid '42. After this period, the size of the squad was dropped to eight men (reduce the squad's quota of riflemen) as this was the number of men that could comfortably hang on to the back of a T-34, and so the Tank Riders became a fixed part of Tank Brigades.

1x SQUAD LEADER

The squad leader is usually an N.C.O., and is armed with an SMG.

Actions Available

Movement// Move Fast// Move and Fire// Sneak// Assault// Fire// Hide// Cover Fire// Weapon Work

Weapon	pb(0-2)	s(2-5)	m(5-15)	l(15-30)	e(30-60)
SMG	1	1	4	6	-

1x DEPUTY SQUAD LEADER

The Deputy Squad Leader is either a junior N.C.O or a senior soldier. The deputy leader will take command of the squad on the death of the squad leader. He is armed with an SMG. If directed by a scenario or upon the agreement of both players, he can be armed with hand grenades.

Actions Available

Movement// Move Fast// Assault// Sneak// Fire// Hide// Cover Fire// Weapon Work.

Weapon	pb(0-2)	s(2-5)	m(5-15)	l(15-30)	e(30-60)
SMG	1	1	4	6	-

5 x RIFLEMEN

Armed with SMGs.

Actions Available

Movement// Move Fast// Assault// Sneak// Fire// Hide// Cover Fire// Weapon Work.

Weapon	pb(0-2)	s(2-5)	m(5-15)	l(15-30)	e(30-60)
SMG	1	1	4	6	-

BUILDING ASSAULT SQUADS

During the Battle for Stalingrad, the Soviet Commander Chuikov formed special units suited to conditions faced in the 'dead city'. Special Assault squads were formed to storm buildings held by the Germans.

The composition of this squad on the table is quite random; it consists of a Squad Leader (armed with 2 grenades, a shovel and a pistol), a deputy (armed as the squad leader) and eight riflemen. Roll on the table below to see what the riflemen are armed with.

Firearm

D6	Weapon
1	Rifle
2-3	SMG
4-6	Pistol

Melee Weapon

D6	Weapon
1-2	Bayonet
3-6	Shovel

They also carry two grenades.