



RUSSIAN

RUSSIAN

RUSSIAN

RUSSIAN

PLATOON LEADER

COMMISSAR

SQUAD LEADER

RIFLEMAN



Morale/Panic
5/5



Morale/KIA
6/6



Morale/Panic
4/5



Morale/Panic
4/4

VETERAN	
CCV	GM/PIN
LM	0/+1
SMG	8/3
Pts	43/53

VETERAN	
CCV	GM/Wd
LM	0
SMG	9/6
Pts	47

VETERAN	
CCV	GM/PIN
Points	
SMG	7/3
	40

VETERAN		
CCV	GM/PIN	Points
RIFLE	9/5	12
SMG	7/3	14



Add "To Hit" result to FV (To Hit must inc "0")
 Target Acquired: "To Hit" +1
 Target Moving: Positive "To Hit" #
 Target in Wood/Jungle/Orchard
 ignore Terrain CV

RANGE	To Hit #	FV
CLOSE	NA	NA
MEDIUM	0-3	0-1
LONG	0-1	1
EXTREME	1	3

RUSSIAN

RUSSIAN

RUSSIAN

5cm MORTAR

RIFLEMAN

LMG

FLAMETHROWER

5cm MORTAR



Morale/Panic
3/3



Morale/Panic
4/4



CLOSE
 +5
 Morale/Panic
4/4



Morale/Panic
3/3

SECOND LINE

CCV	GM/PIN	Points
RIFLE	8/4	9
SMG	6/3	10

VETERAN

CCV	GM/PIN	WF/REP	Points
LMG	5/1	-7(-5)/2+	35

VETERAN

CCV	GM/PIN	WF/REP	Points
FT	3/0	-5/7	48

VETERAN

CCV	GM/PIN	WF/REP	Points
5cm	3/0	-5(-2)/3+	33



Flank Shot: "AP" +1
 Target Acquired: "AP" +1
 # "To Hit"
 Target Moving: Positive "To Hit"
 AP add positive "To Hit" result,
 minus negative "To Hit" result.
 No moving fire.

AP	To Hit	RANGE
5	2	CLOSE
3	3	MEDIUM
1	4	LONG
0	5	EXTREME

RUSSIAN

RUSSIAN

RUSSIAN

PTRD-41

MMG

GUN CREWMAN

SUBMACHINE GUNNER

PTRD-41



CLOSE	MEDIUM	LONG	EXTREME
+2 (+1)	+2 (+1)	+3 (+1)	+3 (+1)

Morale/Panic
4/4

Morale/Panic
3/3

CLOSE	MEDIUM	LONG
+1/SMG	+0/SMG	-1/SMG

Morale/Panic
4/4

Morale/Panic
3/4

VETERAN

VETERAN

VETERAN

VETERAN

CCV	GM/PIN	WF/REP	Points
MMG	4/0	-7(-5)/2+	69

CCV	GM/PIN	Points
SMG	6/2	11

CCV	GM/PIN	Points
SMG	7/3	14

CCV	GM/PIN	WF/REP	Points
AT Rifle	3/0	-7/2+	12

Add "To Hit" result to HE FV (if To Hit inc "0")
 Two man crew "To Hit" -1
 One man crew "To Hit" -2
 Target Acquired: "To Hit" +1
 Target Moving: Positive "To Hit" #

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 One man crew "To Hit" -2
 Target Acquired: "To Hit" +1
 Target Moving: Positive "To Hit" #

RANGE	To Hit	AP	HE
CLOSE	0-5	7	0
MEDIUM	0-3	5	0
LONG	0-1	3	0
EXTREME	2	2	0

RANGE	To Hit	AP	HE
CLOSE	0-5	8	0
MEDIUM	0-3	8	0
LONG	0-1	4	0
EXTREME	2	3	0

RANGE	To Hit	AP	HE
CLOSE	0-5	9	0
MEDIUM	0-3	7	0
LONG	0-1	5	0
EXTREME	2	4	0

RANGE	To Hit	AP	HE
CLOSE	0-5	7	2
MEDIUM	0-3	5	2
LONG	0-1	3	2
EXTREME	2	2	2

45mm AT GUN

45mm AT GUN M42

57mm AT GUN

76mm REGT GUN

45mm AT GUN

45mm AT GUN M42

57mm AT GUN

76mm REGT GUN



Dam/Des
5/9



Dam/Des
5/9



Dam/Des
5/9



Dam/Des
5/9

WF/REP
-5/2+

Points
137

WF/REP
-5/2+

Points
145

WF/REP
-5/2+

Points
154

WF/REP
-5/2+

Points
160

Weapon	Morale/ Panic	CCV	Points
PL (+0)	SMG	4/5	7/3
SL	SMG	3/4	6/2
Partisan Rifle	Rifle	2/3	7/3
Partisan SMG	SMG	2/3	5/1
Partisan LMG	LMG	3/3	4/0
Partisan A/T Rifle	A/T Rifle	2/3	3/0
Partisan 5cm	5cm	2/3	2/0
Partisan MMG	MMG	3/3	3/0
CLOSE	MEDIUM	(1+)	2+
LONG	EXTREME	(1+)	3+
		(1+)	3+



PARTISANS

5cm MORTAR

RANGE	To Hit # <small>crewed/uncrewed</small>		FV
CLOSE	NA	NA	-
MEDIUM	0-3	0-1	0
LONG	0-1	1	0
EXTREME	2	3	0

Add "To Hit" result to FV (To Hit must inc "0")
 Target Acquired: "To Hit" +1
 Target Moving: Positive "To Hit" #
 Target in Wood/Jungle/Orchard
 ignore Terrain CV

PTRD-41

RANGE	To Hit	AP
CLOSE	2	5
MEDIUM	3	3
LONG	4	1
EXTREME	5	0

Flank Shot: "To Hit" +1
 Target Acquired: "To Hit" +1
 Target Moving: Positive "To Hit" #
 AP add positive "To Hit" result,
 minus negative "To Hit" result.



Add "To Hit" result to HE FV (if To Hit inc "0")
 Target Acquired: "To Hit" +1
 Target Moving: Positive "To Hit" #

RANGE	To Hit #	AP	HE	MG	CE/BU
CLOSE	0-5	0-3	7	0	3/2
MEDIUM	0-3	0-1	5	0	2/2
LONG	0-1	2	3	0	1/1
EXTREME	2	3	2	0	0/0

BT-7

BT-7




FRONT	2	1	1
K/S/I			
SIDE	1	0	0

Morale/CE
5/9

CE/BU

OVR	2/1	WF/Rep	Points
		Main (MG)	
BOG	9/8	-5(-7)/2+	267

Add "To Hit" result to HE FV (if To Hit inc "0")
 Target Acquired: "To Hit" +1
 Target Moving: Positive "To Hit" #

RANGE	To Hit #	AP	HE	MG	CE/BU
CLOSE	0-5	0-3	7	0	3/2
MEDIUM	0-3	0-1	5	0	2/2
LONG	0-1	2	3	0	1/1
EXTREME	2	3	2	0	0/0

T-26

T-26




FRONT	3	2	1
K/S/I			
SIDE	2	1	0

Morale/CE
5/9

CE/BU

OVR	2/1	WF/Rep	Points
		Main (MG)	
BOG	9/8	-5(-7)/2+	288

Add "To Hit" result to HE FV (if To Hit inc "0")
 Target Acquired: "To Hit" +1
 Target Moving: Positive "To Hit" #

RANGE	To Hit #	AP	HE	MG	CE/BU
CLOSE	0-5	0-3	7	0	3/2
MEDIUM	0-3	0-1	5	0	2/2
LONG	0-1	2	3	0	1/1
EXTREME	2	3	2	0	0/0

BA-10

BA-10




FRONT	0	-1	-1
K/S/I			
SIDE	0	-1	-2

Morale/CE
5/9

CE/BU

OVR	2/1	WF/Rep	Points
		Main (MG)	
BOG	4/3	-5(-7)/2+	187



RUSSIAN

BA-64




FRONT	2	1	1
K/S/I			
SIDE	1	0	-1

Morale/CE
5/9

CLOSE	MEDIUM	LONG	EXTREME
3	2	1	0

OVR	2	WF/Rep	Points
		MG	
BOG	6	-7/2+	130

Add "To Hit" result to HE FV (if To Hit inc "0") Target Acquired: "To Hit" +1 Target Moving: Positive "To Hit" #	Add "To Hit" result to HE FV (if To Hit inc "0") Target Acquired: "To Hit" +1 Target Moving: Positive "To Hit" #	Add "To Hit" result to HE FV (if To Hit inc "0") Target Acquired: "To Hit" +1 Target Moving: Positive "To Hit" #	Add "To Hit" result to HE FV (if To Hit inc "0") Target Acquired: "To Hit" +1 Target Moving: Positive "To Hit" #																																																																																																
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Add "To Hit" result to HE FV (if To Hit inc "0")
 Target Acquired: "To Hit" +1
 Target Moving: Positive "To Hit" #

RANGE	CE/Pin	AP	HE	MG
TO Hit #	CE/BU	AP	HE	MG
RANGE	TO Hit #	AP	HE	MG
CLOSE	0-5	0-3	9	2
MEDIUM	0-3	0-1	7	2
LONG	0-1	2	5	2
EXTREME	2	3	4	2
EXTREME	2	3	4	2/2

KV-1

KV-1



FRONT	7	6	5
K/S/I			
SIDE	6	5	4

Morale/CE
5/9

CE/BU

OVR	3/2	WF/Rep	Points
		Main (MG)	
BOG	8/7	-5(-7)/2+	480

Add "To Hit" result to HE FV (if To Hit inc "0")
 Target Acquired: "To Hit" +1
 Target Moving: Positive "To Hit" #

RANGE	CE/Pin	AP	HE	MG
TO Hit #	CE/BU	AP	HE	MG
RANGE	TO Hit #	AP	HE	MG
CLOSE	0-5	0-3	9	3
MEDIUM	0-3	0-1	7	3
LONG	0-1	2	5	3
EXTREME	2	3	4	3
EXTREME	2	3	4	3/2

KV-2

KV-2



FRONT	7	6	5
K/S/I			
SIDE	6	5	4

Morale/CE
5/9

CE/BU

OVR	4/3	WF/Rep	Points
		Main (MG)	
BOG	8/7	-5(-7)/2+	500

Add "To Hit" result to HE FV (if To Hit inc "0")
 One man crew: "To Hit" -2
 Target Acquired: "To Hit" +1
 Target Moving: Positive "To Hit" #
 No Moving Fire

RANGE	CE/Pin	AP	HE	MG
TO Hit #	CE/Pin	AP	HE	MG
RANGE	TO Hit #	AP	HE	MG
CLOSE	0-5	-	9	2
MEDIUM	0-3	-	7	2
LONG	0-1	-	5	2
EXTREME	2	-	4	2
EXTREME	2	-	4	0/-

SU-76

SU-76



FRONT	3	2	2
K/S/I			
SIDE	1	0	0

Morale/CE
5/9

OVR	2	WF/Rep	Points
		Main (MG)	
BOG	9	-5(-7)/2+	288

Do not add "To Hit" result to HE FV
 Target Acquired: "To Hit" +1
 Target Moving: Positive "To Hit" #

RANGE	To Hit #	AP	HE	MG
CE/BU				
CLOSE	0-5	0-3	7	-2
MEDIUM	0-3	0-1	5	-2
LONG	0-1	1	3	-2
EXTREME	1	2	2	-2
				2/-1

VALENTINE II

VALENTINE II



FRONT	6	5	4
K/S/I			
SIDE	6	5	4

Morale/CE
5/9

CE/BU

OVR	2/1	WF/Rep	Points
		Main (MG)	
BOG	6/5	-5(-7)/2+	285

Add "To Hit" result to HE FV (if To Hit inc "0")
 Target Acquired: "To Hit" +1
 Target Moving: Positive "To Hit" #

RANGE	To Hit #	AP	HE	MG
CE/BU				
CLOSE	0-5	0-3	8	0
MEDIUM	0-3	0-1	6	0
LONG	0-1	2	4	0
EXTREME	2	3	3	0
				-

VALENTINE IX

VALENTINE IX



FRONT	6	5	4
K/S/I			
SIDE	6	5	4

Morale/CE
5/9

CE/BU

OVR	NA	WF/Rep	Points
		Main	
BOG	6/5	-5/2+	286

Add "To Hit" result to HE FV (if To Hit inc "0")
 Target Acquired: "To Hit" +1
 Target Moving: Positive "To Hit" #
 75mm Target Moving: "To Hit" -1
 75mm No Moving Fire

RANGE	To Hit #	AP	HE	MG
CE/BU				
CLOSE	0-5	0-3	9/7	2/-1
MEDIUM	0-3	0-1	7/5	2/-1
LONG	0-1	1	5/3	2/-1
EXTREME	2	3	4/2	2/-1
				3/2

LEE

LEE



FRONT	6	5	4
K/S/I			
SIDE	4	3	2

Morale/CE
5/9

CE/BU

OVR	3/2	WF/Rep	Points
		Main (MG)	
BOG	7/6	-5(-7)/2+	406



RUSSIAN

M3 SCOUT CAR



FRONT	0	-1	-1
K/S/I			
SIDE	0	-1	-2
CLOSE	5	4	4
MEDIUM			
LONG			
EXTREME			3

Morale/CE
5/9

OVR	3	WF/Rep	Points
		MG	
BOG	5	-7/2+	137

OVR	2/1	WF/Rep Main (MG)	Points
BOG	9/8	-5(-7)/2+	267

CE/BU

FRONT K/S/I	2	1	1
SIDE	1	0	0

Morale/CE
5/9




5-T1

BT-5

RANGE	To Hit #	AP	HE	MG
	CE/BU			
CLOSE	0-5	0-3	7	0
MEDIUM	0-3	0-1	5	0
LONG	0-1	2	3	0
EXTREME	2	3	2	0

Add "To Hit" result to HE FV (if To Hit inc "0")
Target Acquired: "To Hit" +1
Target Moving: Positive "To Hit" #

Add "To Hit" result to HE FV (if To Hit inc "0")
Target Acquired: "To Hit" +1
Target Moving: Positive "To Hit" #

OVR	5/3	WF/Rep Main (MG)	Points
BOG	7/6	-5(-7)/2+	198

CE/BU

FRONT K/S/I	3	2	1
SIDE	2	1	0

Morale/CE
5/9




KhT-133 (OT-133)

KhT-133 (OT-133)

RANGE	FT FV	MG
	CE/BU	
CLOSE	14	10
MEDIUM	-	-
LONG	-	-
EXTREME	-	-

Add "To Hit" result to HE FV (if To Hit inc "0")
Target Acquired: "To Hit" +1
Target Moving: Positive "To Hit" #

Add "To Hit" result to HE FV (if To Hit inc "0")
Target Acquired: "To Hit" +1
Target Moving: Positive "To Hit" #

OVR	3/2	WF/Rep Main (MG)	Points
BOG	4/3	-5(-7)/2+	351

CE/BU

FRONT K/S/I	5	4	3
SIDE	4	3	2

Morale/CE
5/9




5-T

T-35

RANGE	To Hit #	AP	HE	MG
	CE/BU			
CLOSE	0-5	0-3	7/7	2/0
MEDIUM	0-3	0-1	5/5	2/0
LONG	0-1	1	3/3	2/0
EXTREME	2	3	2/2	2/2

Add "To Hit" result to HE FV (if To Hit inc "0")
Target Acquired: "To Hit" +1
Target Moving: Positive "To Hit" #

Add "To Hit" result to HE FV (if To Hit inc "0")
Target Acquired: "To Hit" +1
Target Moving: Positive "To Hit" #

OVR	3/2	WF/Rep Main (MG)	Points
BOG	4/3	-5(-7)/2+	341

CE/BU

FRONT K/S/I	5	4	3
SIDE	4	3	2

Morale/CE
5/9




8-T

T-28

RANGE	To Hit #	AP	HE	MG
	CE/BU			
CLOSE	0-5	0-3	7	2
MEDIUM	0-3	0-1	5	2
LONG	0-1	2	3	2
EXTREME	2	3	2	2

Add "To Hit" result to HE FV (if To Hit inc "0")
Target Acquired: "To Hit" +1
Target Moving: Positive "To Hit" #

Add "To Hit" result to HE FV (if To Hit inc "0")
Target Acquired: "To Hit" +1
Target Moving: Positive "To Hit" #



RUSSIAN

SdKfz 251 D



FRONT K/S/I	1	0	0
SIDE	0	-1	-1
CLOSE	MEDIUM	LONG	EXTREME
5	4	4	3

Morale/CE
5/9

OVR	3	WF/Rep MG	Points
BOG	5	-7/2+	137

RANGE	To Hit #	AP	HE	MG
CLOSE	0-5	-	10	2
MEDIUM	0-3	-	8	2
LONG	0-1	-	6	2
EXTREME	2	-	5	2

CE/Pin

Add "To Hit" result to HE FV (if To Hit inc "0")
One man crew "To Hit" -2
Target Acquired: "To Hit" +1
Target Moving: Positive "To Hit" #

M10

M10



FRONT K/S/I	6	5	4
SIDE	3	2	1

Morale/CE
5/9

OVR	3	WF/Rep Main (MG)	Points
BOG	7	-5(-7)/2+	363

RANGE	To Hit #	AP	HE	MG
CLOSE	0-5	-	9	0
MEDIUM	0-3	-	7	0
LONG	0-1	-	5	0
EXTREME	2	-	4	0

CE/Pin

Add "To Hit" result to HE FV (if To Hit inc "0")
One man crew "To Hit" -2
Target Moving: Positive "To Hit" +1
Target Acquired: "To Hit" -1
No Moving Fire

T-57

T-57



FRONT K/S/I	0	-1	-1
SIDE	0	-1	-2

Morale/CE
5/9

OVR	NA	WF/Rep Main	Points
BOG	7	-5/2+	180

RANGE	To Hit #	AP	HE	MG
CLOSE	0-5	-1	6	-1
MEDIUM	0-3	-1	4	-1
LONG	0-1	-1	2	-1
EXTREME	2	-1	3	-1

CE/BU

Add "To Hit" result to HE FV (if To Hit inc "0")
Target Moving: Positive "To Hit" +1

T-60





T-60



FRONT K/S/I	3	2	1
SIDE	2	1	0

Morale/CE
5/9

OVR	2/1	WF/Rep Main (MG)	Points
BOG	9/8	-5(-7)/2+	256

<p>Add "To Hit" result to HE FV (if to Hit inc "0") Target Acquired: "To Hit" +1 Target Moving: Positive "To Hit" # Target Moving: "To Hit" -1 No Moving Fire</p>	<p>Add "To Hit" result to HE FV (if to Hit inc "0") Target Acquired: "To Hit" +1 Target Moving: Positive "To Hit" # Target Moving: "To Hit" -1 No Moving Fire</p>	<p>Add "To Hit" result to HE FV (if to Hit inc "0") Target Acquired: "To Hit" +1 Target Moving: Positive "To Hit" # Target Moving: "To Hit" -1 No Moving Fire</p>	<p>Add "To Hit" result to HE FV (if to Hit inc "0") Target Acquired: "To Hit" +1 Target Moving: Positive "To Hit" #</p>																																																																																																
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Add "To Hit" result to HE FV (if To Hit inc "0")
 Target Acquired: "To Hit" +1
 Target Moving: Positive "To Hit" #

RANGE	To Hit #	AP	HE	MG
CLOSE	0-5	0-3	2	6/3
MEDIUM	0-3	0-1	7	2
LONG	0-1	2	5	2
EXTREME	2	3	4	2
				4/1



M4A2

Add "To Hit" result to HE FV (if To Hit inc "0")
 Target Acquired: "To Hit" +1
 Target Moving: Positive "To Hit" #

RANGE	To Hit #	AP	HE	MG
CLOSE	0-5	0-3	2	6/3
MEDIUM	0-3	0-1	8	2
LONG	0-1	2	6	2
EXTREME	2	3	5	2
				4/1



M4A3 (76)



FRONT	6	5	4
K/S/I			
SIDE	4	3	2

Morale/CE
5/9

FRONT	7	6	5
K/S/I			
SIDE	4	3	2

Morale/CE
5/9

OVR	4/2	WF/Rep	Points
BOG	7/6	-5(-7)/2+	443

OVR	4/2	WF/Rep	Points
BOG	8/7	-5(-7)/2+	486