





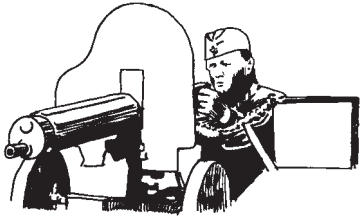
 Rifle infantry		Basic characteristics:				
		Cost	8			
		Assault power	♣:3 🚶:3			
		Range	10	20	30	40
		Fire power	3	3	2	-
		Options: - Add one more base for 3 - DP light machinegun (1928-50): pay 4 to get:				
Period	1914-1950	Range	10	20	30	40
Armament	Bolt action rifle, grenades	Fire power	+1	+1	+1	+1
Speed	10 cm	- Molotov bottles: pay 3 to get:				
Quality	1914-1940:2 1941-1950:3	Assault power	♣:+1 🚶:+3			
Number of bases	2					
Cost						
Assault power	♣: 🚶:					
Range	10 20 30 40					
Fire power						
 Conscripts		Basic characteristics:				
		Cost	6			
		Assault power	♣:2 🚶:2			
		Range	10	20	30	40
		Fire power	3	3	1	-
		Options: - Add more bases for 2 per base - DP light machinegun (1928-50): pay 4 to get:				
Period	1914-1950	Range	10	20	30	40
Armament	Bolt action rifle, grenades	Fire power	+1	+1	+1	+1
Speed	10 cm	- Molotov bottles: pay 3 to get:				
Quality	2	Assault power	♣:+1 🚶:+3			
Number of bases	2					
Cost						
Assault power	♣: 🚶:					
Range	10 20 30 40					
Fire power						
 Maxim HMG		Special rules: - Can't perform moving and shooting action in one phase.				
		Period	1910-1950			
		Armament	Maxim HMG, bolt action rifle			
		Speed	8 cm			
		Quality	1910-1942:2 1943-1950:3			
		Number of bases	1			
		Cost	8			
		Assault power	♣:1 🚶:0			
		Range	10	20	30	40
		Fire power	3	3	3	2