

## Soviet Union

15 Order Dice

1099 pts

## Platoon #1

Rifle Platoon

## Required

Platoon Commander (1st or 2nd Lieutenant)

Inexperienced (35pts)

Composition: 1 Officer + 2 Soldiers

Weapon	Range (")	Shots	Pen	Special Rules
3 x Submachine gun (SMG)	12	2	-	Assault

Options: Submachine gun (SMG) x 3, Additional men x 2

Special Rules: Assault

## Scout Squad

Veteran (133pts)

Composition: 1 NCO + 6 Soldiers

Weapon	Range (")	Shots	Pen	Special Rules
7 x Submachine gun (SMG)	12	2	-	Assault

Options: Additional men x 2, NCO: Submachine gun (SMG), Squad: Submachine gun (SMG) x 6

Special Rules: Assault, Behind Enemy Lines, Infiltrator

## Scout Squad

Veteran (133pts)

Composition: 1 NCO + 6 Soldiers

Weapon	Range (")	Shots	Pen	Special Rules
7 x Submachine gun (SMG)	12	2	-	Assault

Options: Additional men x 2, NCO: Submachine gun (SMG), Squad: Submachine gun (SMG) x 6

Special Rules: Assault, Behind Enemy Lines, Infiltrator

## Optional

## Scout Squad

Veteran (133pts)

Composition: 1 NCO + 6 Soldiers

Weapon	Range (")	Shots	Pen	Special Rules
7 x Submachine gun (SMG)	12	2	-	Assault

Options: Additional men x 2, NCO: Submachine gun (SMG), Squad: Submachine gun (SMG) x 6

Special Rules: Assault, Behind Enemy Lines, Infiltrator

**Artillery Forward Observer***Regular (97pts)***Composition:** 3 Soldiers

Weapon	Range (")	Shots	Pen	Special Rules
3 x Submachine gun (SMG)	12	2	-	Assault

**Options:** Artillery Forward Observer, Submachine gun (SMG) x 3, Additional men x 2**Special Rules:** Assault, Infiltrator**Anti-Tank Team***Regular (25pts)***Composition:** 2 Soldiers

Weapon	Range (")	Shots	Pen	Special Rules
1 x Anti-tank rifle	48	1	2	Team Weapon

**Special Rules:** Extra Selection (Soviet), Team Weapon**Anti-Tank Team***Regular (25pts)***Composition:** 2 Soldiers

Weapon	Range (")	Shots	Pen	Special Rules
1 x Anti-tank rifle	48	1	2	Team Weapon

**Special Rules:** Extra Selection (Soviet), Team Weapon

## Platoon #2

Rifle Platoon

### Required

**Platoon Commander (1st or 2nd Lieutenant)**

*Inexperienced (21pts)*

**Composition:** 1 Officer

Weapon	Range (")	Shots	Pen	Special Rules
1 x Submachine gun (SMG)	12	2	-	Assault

**Options:** Submachine gun (SMG)

**Special Rules:** Assault

**Scout Squad**

*Veteran (133pts)*

**Composition:** 1 NCO + 6 Soldiers

Weapon	Range (")	Shots	Pen	Special Rules
7 x Submachine gun (SMG)	12	2	-	Assault

**Options:** Additional men x 2, NCO: Submachine gun (SMG), Squad: Submachine gun (SMG) x 6

**Special Rules:** Assault, Behind Enemy Lines, Infiltrator

**Scout Squad**

*Veteran (133pts)*

**Composition:** 1 NCO + 6 Soldiers

Weapon	Range (")	Shots	Pen	Special Rules
7 x Submachine gun (SMG)	12	2	-	Assault

**Options:** Additional men x 2, NCO: Submachine gun (SMG), Squad: Submachine gun (SMG) x 6

**Special Rules:** Assault, Behind Enemy Lines, Infiltrator

### Optional

**Artillery Forward Observer**

*Regular (97pts)*

**Composition:** 3 Soldiers

Weapon	Range (")	Shots	Pen	Special Rules
3 x Submachine gun (SMG)	12	2	-	Assault

**Options:** Artillery Forward Observer, Additional men x 2, Submachine gun (SMG) x 3

**Special Rules:** Assault, Infiltrator

**Sniper Team**

*Veteran (67pts)*

**Composition:** 2 Soldiers

Weapon	Range (")	Shots	Pen	Special Rules
1 x Rifle	24	1	-	-
2 x Pistol	6	1	-	-

**Special Rules:** Infiltrator, Sniper, Team Weapon

**Anti-Tank Team***Regular (25pts)***Composition:** 2 Soldiers

Weapon	Range (")	Shots	Pen	Special Rules
1 x Anti-tank rifle	48	1	2	Team Weapon

**Special Rules:** Extra Selection (Soviet), Team Weapon**Light Mortar Team***Inexperienced (21pts)***Composition:** 2 Soldiers

Weapon	Range (")	Shots	Pen	Special Rules
1 x Light mortar	12-36	1	-	Team Weapon, Indirect Fire, HE 1"

**Special Rules:** HE 1", Indirect Fire, Team Weapon**Light Mortar Team***Inexperienced (21pts)***Composition:** 2 Soldiers

Weapon	Range (")	Shots	Pen	Special Rules
1 x Light mortar	12-36	1	-	Team Weapon, Indirect Fire, HE 1"

**Special Rules:** HE 1", Indirect Fire, Team Weapon

Name	Page	Description
Assault	p96	This weapon suffers no penalty 'to hit' when moving and shooting. In addition, infantry models armed with an assault weapon count as Tough Fighters.
Behind Enemy Lines	p236	When Outflankin this unit ignores the –1 modifier to the Order test for coming onto the table.
Extra Selection (Soviet)	p257	You may take up to 3 anti-tank teams (any mix) as 1 anti-tank team selection.
HE n"	p97	This weapon fires an explosive shot n" in diameter.
Indirect Fire	p101	The 'Indirect Fire' special rule refers to weapons that shoot HE shells 'indirectly', lobbing a shot high in the air to land on top of a target.
Infiltrator	p120	Units with the 'Infiltrator' special rule deploy ahead of the main force, like scouts, snipers, and other small specialist teams.
Sniper	p122	Sniper units have a rifle with a high-power telescopic sight.
Team Weapon	p103	The 'Team Weapon' special rule indicates that this weapon requires two or more men to shoot at full effect.