

Soviet Union

16 Order Dice

1099 pts

HQ Units

Headquarters

Headquarters

Company Commander (Captain, Major)

Inexperienced (49pts)

Composition: 1 Officer + 1 Soldier

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

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

Special Rules: Assault

Platoon #2

Rifle Platoon

Required

Platoon Commander (1st or 2nd Lieutenant)

Inexperienced (28pts)

Composition: 1 Officer + 1 Soldier

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

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

Special Rules: Assault

Scout Squad

Veteran (83pts)

Composition: 1 NCO + 4 Soldiers

Weapon	Range (")	Shots	Pen	Special Rules
3 x Rifle	24	1	-	-
2 x Submachine gun (SMG)	12	2	-	Assault

Options: Squad: Submachine gun (SMG), NCO: Submachine gun (SMG)

Special Rules: Assault, Behind Enemy Lines, Infiltrator

Scout Squad

Veteran (83pts)

Composition: 1 NCO + 4 Soldiers

Weapon	Range (")	Shots	Pen	Special Rules
3 x Rifle	24	1	-	-
2 x Submachine gun (SMG)	12	2	-	Assault

Options: Squad: Submachine gun (SMG), NCO: Submachine gun (SMG)

Special Rules: Assault, Behind Enemy Lines, Infiltrator

Optional

Artillery Forward Observer*Regular (86pts)***Composition:** 2 Soldiers

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

Options: Artillery Forward Observer, Additional men, Rifle x 2**Special Rules:** Infiltrator**Dog Mine Anti-Tank Team***Inexperienced (26pts)***Composition:** 2 Soldiers

Weapon	Range (")	Shots	Pen	Special Rules
2 x Rifle	24	1	-	-
2 x Dog mine	18	-	-	Dog Mines

Special Rules: Dog Mines, Extra Selection (Soviet), Tank Hunters**Dog Mine Anti-Tank Team***Inexperienced (26pts)***Composition:** 2 Soldiers

Weapon	Range (")	Shots	Pen	Special Rules
2 x Rifle	24	1	-	-
2 x Dog mine	18	-	-	Dog Mines

Special Rules: Dog Mines, Extra Selection (Soviet), Tank Hunters**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

M3 Half-Track*Regular (77pts)***Damage Value:** Armoured car/carrier (7+)**Transport:** 12**Tow:** Heavy AT gun, Medium AT gun, Light AT gun, Light howitzer, Medium howitzer, Light anti-aircraft gun, Medium anti-aircraft gun, Heavy anti-aircraft gun

Weapon	Range (")	Shots	Pen	Special Rules
1 x Pintle-mounted, 360 degree heavy machine gun (HMG)	48	3	1	Flak

Options: M3 Half-Track**Special Rules:** Flak, Open-Topped**Platoon #3**

Armoured Platoon

Required**T-28 Medium Tank***Regular (175pts)***Damage Value:** Light tank (8+)

Weapon	Range (")	Shots	Pen	Special Rules
1 x Turret-mounted light howitzer	48 (or 30-60)	1	-	Howitzer, HE 2"
1 x Coaxial medium machine gun (MMG)	36	3	-	-
1 x Turret-mounted medium machine gun (MMG) covering the front and left arcs	36	3	-	-
1 x Turret-mounted medium machine gun (MMG) covering the front and right arcs	36	3	-	-
1 x Turret-mounted, rear-facing medium machine gun (MMG)	36	3	-	-
1 x Pintle-mounted, 360 degree medium machine gun (MMG)	36	3	-	Flak

Options: Command Vehicle, Add a pintle-mounted MMG with a 360 degrees arc of fire**Special Rules:** Command Vehicle, Flak, HE 2" , Howitzer**T-28 Medium Tank***Regular (165pts)***Damage Value:** Light tank (8+)

Weapon	Range (")	Shots	Pen	Special Rules
1 x Turret-mounted light howitzer	48 (or 30-60)	1	-	Howitzer, HE 2"
1 x Coaxial medium machine gun (MMG)	36	3	-	-
1 x Turret-mounted medium machine gun (MMG) covering the front and left arcs	36	3	-	-
1 x Turret-mounted medium machine gun (MMG) covering the front and right arcs	36	3	-	-
1 x Turret-mounted, rear-facing medium machine gun (MMG)	36	3	-	-
1 x Pintle-mounted, 360 degree medium machine gun (MMG)	36	3	-	Flak

Options: Add a pintle-mounted MMG with a 360 degrees arc of fire**Special Rules:** Flak, HE 2" , Howitzer**Platoon #4**

Rifle Platoon

Required

Platoon Commander (1st or 2nd Lieutenant)*Inexperienced (28pts)***Composition:** 1 Officer + 1 Soldier

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

Options: Additional men, Rifle x 2**Scout Squad***Veteran (106pts)***Composition:** 1 NCO + 5 Soldiers

Weapon	Range (")	Shots	Pen	Special Rules
2 x Rifle	24	1	-	-
4 x Submachine gun (SMG)	12	2	-	Assault

Options: NCO: Submachine gun (SMG), Squad: Submachine gun (SMG) x 3, Additional men**Special Rules:** Assault, Behind Enemy Lines, Infiltrator**Tank Riders Squad***Veteran (100pts)***Composition:** 1 NCO + 4 Soldiers

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

Options: Add SN-42 Body Armour**Special Rules:** Assault, Body Armour, Tank Riders

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.
Body Armour	p255	Improved resistance to some damage but slower to move.
Command Vehicle	p149	Command Vehicles direct squadrons of vehicles into battle.
Dog Mines	p257	A dog mine is a one shot weapon with a table to roll against to resolve the effect of an attack.
Extra Selection (Soviet)	p257	You may take up to 3 anti-tank teams (any mix) as 1 anti-tank team selection.
Flak	p117	Units with Flak automatically fire at attacking aircraft if it lies within their range and firing arc.
HE n"	p97	This weapon fires an explosive shot n" in diameter.
Howitzer	p100	When firing directly it has no minimum range. When indirect fire, has a minimum range (shown on the weapon chart). If switching from indirect to direct and then returning to indirect, always against the same target, the zeroing-in sequence is reset.
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.
Open-Topped	p149	Open-topped armoured vehicles are pinned by hits from small arms in the same way as soft-skins and infantry. If assaulted by infantry, open-topped armoured vehicles are destroyed automatically if the vehicle is damaged. Hits against the top armour add an additional +1 to damage result rolls.
Tank Hunters	p122	Tank hunter units are equipped with specialised close quarters anti-tank weaponry.
Tank Riders	p255	A tank rider unit may mount onto or dismount from a tank counting it as a transport for these purposes.
Team Weapon	p103	The 'Team Weapon' special rule indicates that this weapon requires two or more men to shoot at full effect.