

Soviet Union

14 Order Dice

1095 pts

HQ Units

Headquarters

Headquarters

Company Commander (Captain, Major)

Inexperienced (42pts)

Composition: 1 Officer

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

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

Tank Riders Squad

Regular (70pts)

Composition: 1 NCO + 4 Soldiers

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

Special Rules: Assault, Tank Riders

Tank Riders Squad

Regular (70pts)

Composition: 1 NCO + 4 Soldiers

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

Special Rules: Assault, Tank Riders

Optional

Artillery Forward Observer*Regular (75pts)***Composition:** 1 Soldier

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

Options: Artillery Forward Observer, Rifle**Special Rules:** 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**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 #3**

Armoured Platoon

Required**T-34 Medium Tank***Regular (245pts)***Damage Value:** Medium tank (9+)

Weapon	Range (")	Shots	Pen	Special Rules
1 x Turret-mounted medium AT gun	60	1	5	HE 1"
1 x Coaxial medium machine gun (MMG)	36	3	-	-
1 x Hull-mounted flamethrower (vehicle)	12	1	2	Flamethrower

Options: Command Vehicle, OT-34/ OT-34/85 Medium Tank**Special Rules:** Command Vehicle, Flamethrower, HE 1"

T-34 Medium Tank*Regular (225pts)***Damage Value:** Medium tank (9+)

Weapon	Range (")	Shots	Pen	Special Rules
1 x Coaxial medium machine gun (MMG)	36	3	-	-
1 x Hull-mounted, forward-facing medium machine gun (MMG)	36	3	-	-
1 x Turret-mounted heavy AT gun	72	1	6	HE 2"

Options: T-34/85 Medium Tank**Special Rules:** HE 2"**Platoon #4**

Engineer Platoon

Required**Platoon Commander (1st or 2nd Lieutenant)***Regular (30pts)***Composition:** 1 Officer

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

Assault Engineer Squad*Veteran (115pts)***Composition:** 1 NCO + 4 Soldiers

Weapon	Range (")	Shots	Pen	Special Rules
4 x Rifle	24	1	-	-
1 x Flamethrower (infantry)	6	1	2	Team Weapon, Flamethrower
1 x Panzerfaust	12	1	6	One Shot, Shaped Charge

Options: Flamethrower (infantry), Panzerfaust**Special Rules:** Engineers, Flamethrower, One Shot, Shaped Charge, Team Weapon**Assault Engineer Squad***Veteran (100pts)***Composition:** 1 NCO + 4 Soldiers

Weapon	Range (")	Shots	Pen	Special Rules
4 x Rifle	24	1	-	-
1 x Flamethrower (infantry)	6	1	2	Team Weapon, Flamethrower

Options: Flamethrower (infantry)**Special Rules:** Engineers, Flamethrower, Team Weapon**Optional****Truck***Regular (27pts)***Damage Value:** All soft-skinned vehicles (6+)**Transport:** 12**Tow:** Medium AT gun, Light AT gun, Light howitzer, Light anti-aircraft gun

No weapons

Name	Page	Description
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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.
Command Vehicle	p149	Command Vehicles direct squadrons of vehicles into battle.
Engineers	p120	Engineers are adept at assaulting buildings and have advantages when dealing with minefields and fortifications.
Extra Selection (Soviet)	p257	You may take up to 3 anti-tank teams (any mix) as 1 anti-tank team selection.
Flamethrower	p97	Hits from flamethrowers allow no cover saves. Roll a die to hit, if successful it is D6 hits (D6+1 if the weapon is vehicle-mounted). No saves, roll for damage as normal. See full entry for details.
HE n"	p97	This weapon fires an explosive shot n" in diameter.
Infiltrator	p120	Units with the 'Infiltrator' special rule deploy ahead of the main force, like scouts, snipers, and other small specialist teams.
One Shot	p102	Weapons with the 'One Shot' special rule are disposable and can be fired only once per game.
Shaped Charge	p103	Weapons with the 'Shaped Charges' special rule never suffer the -1 penetration modifier for firing at long range, nor the +1 Pen for point-blank range.
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.