



# Soviet BSK 41 (Soviet Union)

16 Order Dice

999 pts

## Platoon #1

Rifle Platoon

### Required

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

*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, Tough Fighters

Inexperienced Infantry Squad (People's Militia, Shtrafbat, Partisans, Rifle squads, etc)

*Inexperienced (55pts)*

Composition: 1 NCO + 5 Soldiers

Weapon	Range (")	Shots	Pen	Special Rules
4 x Rifle	24	1	-	-
1 x Light machine gun (LMG)	36	4	-	Team Weapon
1 x Unarmed	-	-	-	-

Options: Additional unarmed men, Light machine gun (LMG)

Special Rules: Team Weapon

Veteran Infantry Squad (Veterans, Naval, Airborne, etc)

*Veteran (114pts)*

Composition: 1 NCO + 6 Soldiers

Weapon	Range (")	Shots	Pen	Special Rules
5 x Rifle	24	1	-	-
2 x Submachine gun (SMG)	12	2	-	Assault
1 x Panzerfaust	12	1	6	One Shot, Shaped Charge

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

Special Rules: Assault, One Shot, Shaped Charge, Tough Fighters

### Optional

## Scout Squad

Veteran (121pts)

Composition: 1 NCO + 6 Soldiers

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

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

Special Rules: Infiltrator, Behind Enemy Lines, Assault, Tough Fighters

## Tank Riders Squad

Veteran (140pts)

Composition: 1 NCO + 6 Soldiers

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

Options: Additional men x 2, Add SN-42 Body Armour

Special Rules: Tank Riders, Body Armour, Assault, Tough Fighters

## Dog Mine Anti-Tank Team

Inexperienced (39pts)

Composition: 3 Soldiers

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

Options: Additional men

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

## Platoon #2

Recce Infantry Platoon

### Required

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

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, Tough Fighters

## Scout Squad

Veteran (121pts)

Composition: 1 NCO + 6 Soldiers

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

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

**Options:** Additional men x 2, NCO: Submachine gun (SMG), Squad: Submachine gun (SMG) x 3  
**Special Rules:** Infiltrator, Behind Enemy Lines, Assault, Tough Fighters

## Optional

### Dog Mine Anti-Tank Team

*Inexperienced (39pts)*

**Composition:** 3 Soldiers

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

**Options:** Additional men

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

### Gaz Jeep

*Inexperienced (24pts)*

**Damage Value:** All soft-skinned vehicles (6+)

**Transport:** 3

**Tow:** Light AT gun, Light anti-aircraft gun

No weapons

**Special Rules:** Recce

### Light Truck

*Inexperienced (28pts)*

**Damage Value:** All soft-skinned vehicles (6+)

**Transport:** 8

**Tow:** Medium AT gun, Light AT gun, Light howitzer, Light anti-aircraft gun

No weapons

**Special Rules:** Recce

## Platoon #3

Heavy Weapons Platoon

## Required

### Platoon Commander (1st or 2nd Lieutenant) (Officer)

*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, Tough Fighters

### Medium Mortar Team (Mortar Team)

*Regular (55pts)*

**Composition:** 3 Soldiers + 1 Spotter

Weapon	Range (")	Shots	Pen	Special Rules
1 x Medium mortar	12-60	1	-	Team Weapon, Fixed, Indirect Fire, HE 2"

**Options:** Medium Mortar Team, Add Spotter

**Special Rules:** Team Weapon, Fixed, Spotter, Indirect Fire, HE 2"

### Medium Mortar Team (Mortar Team)

*Regular (55pts)*

**Composition:** 3 Soldiers + 1 Spotter

Weapon	Range (")	Shots	Pen	Special Rules
1 x Medium mortar	12-60	1	-	Team Weapon, Fixed, Indirect Fire, HE 2"

**Options:** Medium Mortar Team, Add Spotter

**Special Rules:** Team Weapon, Fixed, Spotter, Indirect Fire, HE 2"

## Optional

### Heavy Mortar Team (Mortar Team)

*Regular (70pts)*

**Composition:** 4 Soldiers + 1 Spotter

Weapon	Range (")	Shots	Pen	Special Rules
1 x Heavy mortar	12-72	1	-	Team Weapon, Fixed, Indirect Fire, HE 3"

**Options:** Heavy Mortar Team, Add Spotter

**Special Rules:** Team Weapon, Fixed, Spotter, Indirect Fire, HE 3"

### Heavy Machine Gun Team (Machine Gun Team)

*Regular (75pts)*

**Composition:** 4 Soldiers

Weapon	Range (")	Shots	Pen	Special Rules
1 x Heavy machine gun (HMG)	48	6	1	Team Weapon, Fixed

**Options:** Add Gun Shield, Upgrade the MMG to a HMG

**Special Rules:** Team Weapon, Fixed, Gun Shield

Name	Description
Assault	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	This unit ignores the -1 modifier to the Order test for coming onto the table.
Body Armour	Improved resistance to some damage but slower to move.
Dog Mines	A dog mine is a one shot weapon with a table to roll against to resolve the effect of an attack.
Extra Selection (Soviet)	You may take up to 3 anti-tank teams (any mix) as 1 anti-tank team selection.
Fixed	Only targets enemies within front arc. On Advance, doesn't move, but can rotate and fire at -1 to hit. Run order as normal. Run order as normal.

Name	Description
Gun Shield	The crew of a unit with a gun shield count as in soft cover from small arms fire in the front arc.
HE 2"	This weapon fires an explosive shot 2" in diameter.
HE 3"	This weapon fires an explosive shot 3" in diameter.
Indirect Fire	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	Units with the 'Infiltrator' special rule deploy ahead of the main force, like scouts, snipers, and other small specialist teams.
One Shot	Weapons with the 'One Shot' special rule are disposable and can be fired only once per game.
Recce	Vehicles with the 'Recce' special rule are super-alert to the enemy presence and prepared to avoid trouble.
Shaped Charge	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.
Spotter	A spotter is always a single, unarmed, model. The spotter is part of the mortar or artillery unit, but is always treated separately and is not one of the crew. His role is to lie in some forward position from where he can relay target coordinates to the crew, directing their fire using either a radio or fixed line.
Tank Hunters	Tank hunter units are equipped with specialised close quarters anti-tank weaponry.
Tank Riders	A tank rider unit may mount onto or dismount from a tank counting it as a transport for these purposes.
Team Weapon	The 'Team Weapon' special rule indicates that this weapon requires two or more men to shoot at full effect.
Tough Fighters	When a unit with the 'Tough Fighters' special rule fails to damage units in close quarters it can reroll the failed rolls to damage.