These rules have been written for Brigade Models' Neo-Soviet line of miniatures. Please visit the Brigade Models website [http://www.brigademodels.co.uk] for figure images and brief descriptions.

Platoon Organizations

Tank Platoon: 4 x Bizon MBT.

Light Tank Platoon: 3x Rosomakha Light Tanks OR 3 Laska Tankettes.

Superheavy Tank Platoon: 2 x any single Mammont variant.

Infantry Platoon: 2x Infantry OR Assault Squads, mounted in Kunitsa APC (one per squad).

Power Infantry Platoon: 2x 'Stalin' or 'Krushchev' Squads.

Assault Platoon: 2x Assault Squads, mounted in Vombat Hybrids.

Chemical Section: 4x Molotok SPG.

Rocket Battery: 4x Vikhr Katyusha.

Artillery Battery: 4x Shtorm SP Howitzer OR Volk Assault Guns.

Command Section: 2x Lisa Command Vehicles.

Support Tank Section: 2x Bizon Support Tank.

AA Section: 2x Shersen AA Vehicles.

AT Section: 2-3x Mech Tank Hunter OR Kunitsa Missile Carrier OR Osa Missile Carrier OR Laska Missile Carrier.

Mortar Section: 2x Kunitsa Mortar Carrier.

Sniper Section: 2x Sniper Squads. May be mounted in Kunitsa APC (one per squad).

Company Organizations

Tank Company: 3x Tank Platoon and 1x Command Section.

Light Tank Company: 5 Light Tank Platoons and 1x Command Section.

Heavy Tank Company: 4x Superheavy Tank Platoons and 1x Command Section.

Infantry Company: 4x Infantry Platoons (any mix), 1x Mortar Section, 1x Command Section, and one Leader Team.

Assault Company: 2x 3-vehicle Mech Hunter AT platoons, 2x 3-vehicle Volk Assault Gun batteries, and one Command Section.

Urban Assault Company: 4x Assault Platoons, 1x Command Section, and two Leader Teams.

<u>'Supreme Soviet' Company:</u> 2x 'Stalin' Platoons, 1x 'Krushchev' Platoon, and one Leader Team.

Recon Company: 4x Light Tank Platoons (2x Laska Tankette, 2x Rosomakha), 1x AA Section, 1x Command Section.

Higher Organizations

Armored Group: 1x Tank Company, 1x Infantry Company, 1x (Shtorm) Artillery Battery, 1x Support Tank Section, 1x Command Section.

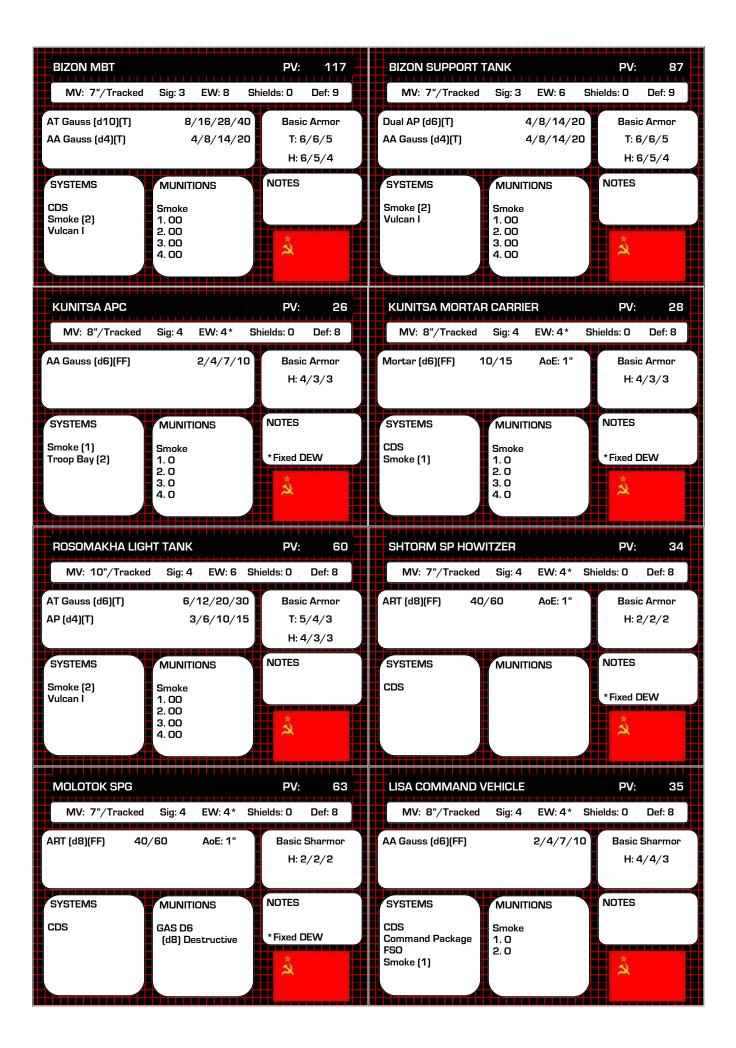
<u>Assault Group:</u> 1x Urban Assault Company, 2x Support Tank Sections, 2x Mortar Sections, 2x (2-vehicle) Osa AT Sections, 1x (3-vehicle) Mech Tank Hunter Section, 1x (3-vehicle) Volk Artillery Battery, 2x Command Sections.

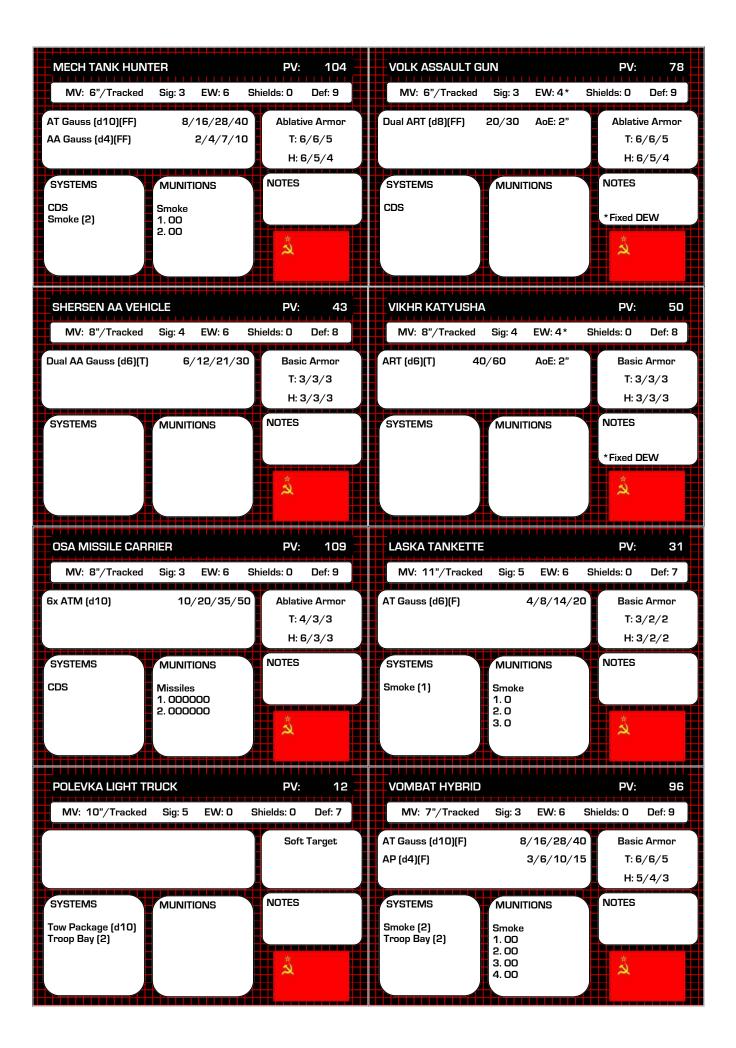
Artillery Battalion: 2x Shtorm SP Batteries, 2x Volk Howitzer Batteries, 1x Rocket Battery, and 2x Command Sections.

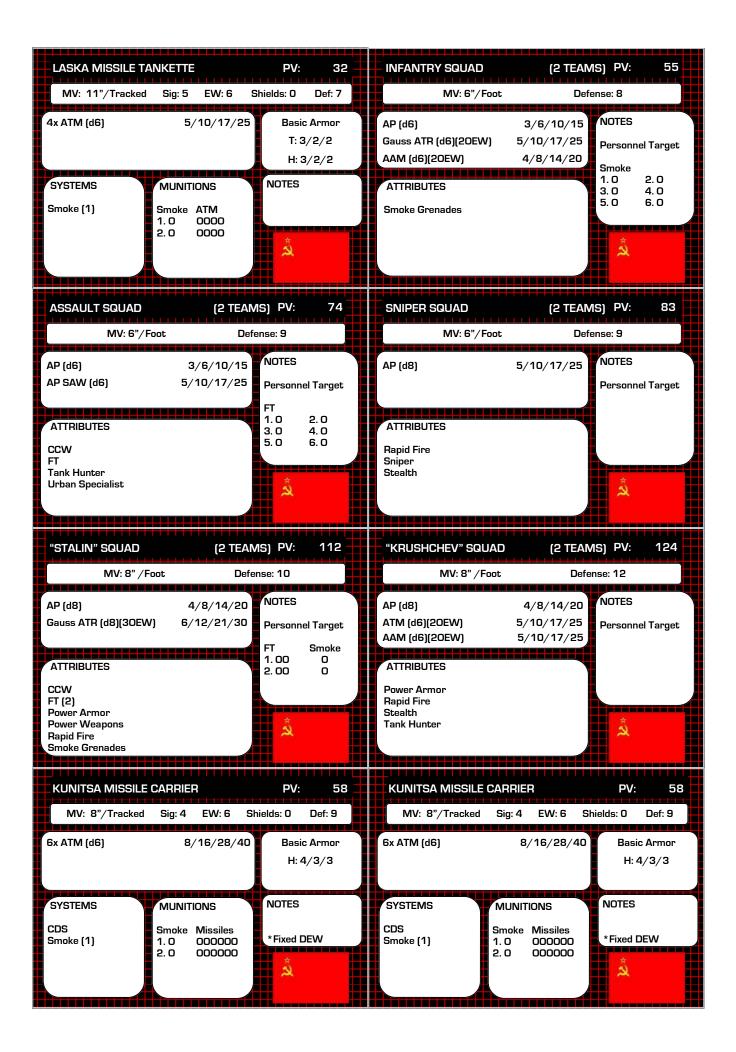
Other higher organizations are created on an ad hoc basis to fulfill mission objectives. These are normally based around one or two core companies, with additional Troops or Sections assigned as deemed necessary for the mission.

Training and C2

Neo-Soviet Forces are *Trained* with *Lacking* C2 ratings. Sniper Sections and Assault, Recon, Supreme Soviet, and Urban Assault companies may be upgraded to Veteran training by paying the appropriate point costs.







MAMMONT SUP	ER-HEAVY TANK	PV: 195	MAMMONT SUPER-HEAVY TANK PV: 195
MV: 5"/Tracked	Sig: 2 EW: 10 SI	hields: 0 Def: 10	MV: 5"/Tracked Sig: 2 EW: 10 Shields: 0 Def: 10
Dual AT Gauss* (d10	9)(T) 8/16/28/40	Ablative Armor T: 6/6/5 H: 6/6/5	Dual AT Gauss* (d10)(T) 8/16/28/40 Ablative Armor T: 6/6/5 H: 6/6/5
SYSTEMS CDS Smoke (2) OO Vulcan II *Rapid Fire	Primary 1-2: 2ndary (roll) 3-4: Mobility OO (3) 5-6: Wpns OO (2) 7-8: EW OO (5) 9: Crew OO 10: Critical (2d10)	Secondary 1-6: None 7. Vulcan II 8: Smoke 9-10: CDS	SYSTEMS
MAMMONT GATL	ING TANK	PV: 162	MAMMONT GATLING TANK PV: 162
MV: 5"/Tracked	Sig: 2 EW: 8* S	hields: 0 Def: 10	MV: 5"/Tracked Sig: 2 EW: 8* Shields: 0 Def: 10
Dual AP (d10)(T)*	6/12/21/30	Ablative Armor T: 6/6/5 H: 6/6/5	Dual AP (d10)(T)* 6/12/21/30 Ablative Armor T: 6/6/5 H: 6/6/5
SYSTEMS Smoke (2) 00 Vulcan II *Fixed DEW *Rapid Fire	Primary 1-2: 2ndary (roll) 3-4: Mobility OO (3) 5-6: Wpns OO (2) 7-8: EW OO (5) 9: Crew OO 10: Critical (2d10)	Secondary 1-7: None 8: Smoke 9-10: Vulcan II	SYSTEMS Smoke (2) 00 Vulcan II *Fixed DEW *Rapid Fire Primary 1-2: 2ndary (roll) 3-4: Mobility 00 (3) 5-6: Wpns 00 (2) 9: Crew 00 10: Critical (2d10)
MAMMONT PARTICLE TANK PV: 217			MAMMONT PARTICLE TANK PV: 217
MV: 5"/Tracked Sig: 2 EW: 10 Shields: 0 Def: 10			MV: 5"/Tracked Sig: 2 EW: 10 Shields: 0 Def: 10
Dual AT Particle* (d1	0)(Т) 10/20/35/50	Ablative Armor T: 6/6/5 H: 6/6/5	Dual AT Particle* (d10)(T) 10/20/35/50 Ablative Armor T: 6/6/5 H: 6/6/5
SYSTEMS CDS Smoke (2) OO Vulcan II *Rapid Fire	Primary 1-2: 2ndary (roll) 3-4: Mobility OO (3) 5-6: Wpns OO (2) 7-8: EW OO (5) 9: Crew OO 10: Critical (2d10)	Secondary 1-6: None 7. Vulcan II 8: Smoke 9-10: CDS	SYSTEMS