

The Neo-Soviet Army

A *Strike Legion*® Army List

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 Kunitza 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 Kunitza Missile Carrier OR Osa Missile Carrier OR Laska Missile Carrier.

Mortar Section: 2x Kunitza Mortar Carrier.

Sniper Section: 2x Sniper Squads. May be mounted in Kunitza 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.

'Supreme Soviet' Company: 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.

Assault Group: 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.

BIZON MBT

PV: 117

MV: 7"/Tracked Sig: 3 EW: 8 Shields: 0 Def: 9

AT Gauss (d10)(T) 8/16/28/40
AA Gauss (d4)(T) 4/8/14/20Basic Armor
T: 6/6/5
H: 6/5/4**SYSTEMS**CDS
Smoke (2)
Vulcan I**MUNITIONS**Smoke
1. 00
2. 00
3. 00
4. 00**NOTES****BIZON SUPPORT TANK**

PV: 87

MV: 7"/Tracked Sig: 3 EW: 6 Shields: 0 Def: 9

Dual AP (d6)(T) 4/8/14/20
AA Gauss (d4)(T) 4/8/14/20Basic Armor
T: 6/6/5
H: 6/5/4**SYSTEMS**Smoke (2)
Vulcan I**MUNITIONS**Smoke
1. 00
2. 00
3. 00
4. 00**NOTES****KUNITSA APC**

PV: 26

MV: 8"/Tracked Sig: 4 EW: 4* Shields: 0 Def: 8

AA Gauss (d6)(FF) 2/4/7/10

Basic Armor
H: 4/3/3**SYSTEMS**Smoke (1)
Troop Bay (2)**MUNITIONS**Smoke
1. 0
2. 0
3. 0
4. 0**NOTES**

*Fixed DEW

**KUNITSA MORTAR CARRIER**

PV: 28

MV: 8"/Tracked Sig: 4 EW: 4* Shields: 0 Def: 8

Mortar (d6)(FF) 10/15 AoE: 1"

Basic Armor
H: 4/3/3**SYSTEMS**CDS
Smoke (1)**MUNITIONS**Smoke
1. 0
2. 0
3. 0
4. 0**NOTES**

*Fixed DEW

**ROSOMAKHA LIGHT TANK**

PV: 60

MV: 10"/Tracked Sig: 4 EW: 6 Shields: 0 Def: 8

AT Gauss (d6)(T) 6/12/20/30
AP (d4)(T) 3/6/10/15Basic Armor
T: 5/4/3
H: 4/3/3**SYSTEMS**Smoke (2)
Vulcan I**MUNITIONS**Smoke
1. 00
2. 00
3. 00
4. 00**NOTES****SHTORM SP HOWITZER**

PV: 34

MV: 7"/Tracked Sig: 4 EW: 4* Shields: 0 Def: 8

ART (d8)(FF) 40/60 AoE: 1"

Basic Armor
H: 2/2/2**SYSTEMS**

CDS

MUNITIONS**NOTES**

*Fixed DEW

**MOLOTOK SPG**

PV: 63

MV: 7"/Tracked Sig: 4 EW: 4* Shields: 0 Def: 8

ART (d8)(FF) 40/60 AoE: 1"

Basic Sharmor
H: 2/2/2**SYSTEMS**

CDS

MUNITIONSGAS D6
(d8) Destructive**NOTES**

*Fixed DEW

**LISA COMMAND VEHICLE**

PV: 35

MV: 8"/Tracked Sig: 4 EW: 4* Shields: 0 Def: 8

AA Gauss (d6)(FF) 2/4/7/10

Basic Sharmor
H: 4/4/3**SYSTEMS**CDS
Command Package
FSO
Smoke (1)**MUNITIONS**Smoke
1. 0
2. 0**NOTES**

MECH TANK HUNTER

PV: 104

MV: 6"/Tracked Sig: 3 EW: 6 Shields: 0 Def: 9

AT Gauss (d10)(FF) 8/16/28/40
AA Gauss (d4)(FF) 2/4/7/10Ablative Armor
T: 6/6/5
H: 6/5/4**SYSTEMS**CDS
Smoke (2)**MUNITIONS**Smoke
1. 00
2. 00**NOTES****VOLK ASSAULT GUN**

PV: 78

MV: 6"/Tracked Sig: 3 EW: 4* Shields: 0 Def: 9

Dual ART (d8)(FF) 20/30 AoE: 2"

Ablative Armor
T: 6/6/5
H: 6/5/4**SYSTEMS**

CDS

MUNITIONS**NOTES**

* Fixed DEW

**SHERSEN AA VEHICLE**

PV: 43

MV: 8"/Tracked Sig: 4 EW: 6 Shields: 0 Def: 8

Dual AA Gauss (d6)(T) 6/12/21/30

Basic Armor
T: 3/3/3
H: 3/3/3**SYSTEMS****MUNITIONS****NOTES****VIKHR KATYUSHA**

PV: 50

MV: 8"/Tracked Sig: 4 EW: 4* Shields: 0 Def: 8

ART (d6)(T) 40/60 AoE: 2"

Basic Armor
T: 3/3/3
H: 3/3/3**SYSTEMS****MUNITIONS****NOTES**

* Fixed DEW

**OSA MISSILE CARRIER**

PV: 109

MV: 8"/Tracked Sig: 3 EW: 6 Shields: 0 Def: 9

6x ATM (d10) 10/20/35/50

Ablative Armor
T: 4/3/3
H: 6/3/3**SYSTEMS**

CDS

MUNITIONSMissiles
1. 000000
2. 000000**NOTES****LASKA TANKETTE**

PV: 31

MV: 11"/Tracked Sig: 5 EW: 6 Shields: 0 Def: 7

AT Gauss (d6)(F) 4/8/14/20

Basic Armor
T: 3/2/2
H: 3/2/2**SYSTEMS**

Smoke (1)

MUNITIONSSmoke
1. 0
2. 0
3. 0**NOTES****POLEVKA LIGHT TRUCK**

PV: 12

MV: 10"/Tracked Sig: 5 EW: 0 Shields: 0 Def: 7

Soft Target

SYSTEMSTow Package (d10)
Troop Bay (2)**MUNITIONS****NOTES****VOMBAT HYBRID**

PV: 96

MV: 7"/Tracked Sig: 3 EW: 6 Shields: 0 Def: 9

AT Gauss (d10)(F) 8/16/28/40
AP (d4)(F) 3/6/10/15Basic Armor
T: 6/6/5
H: 5/4/3**SYSTEMS**Smoke (2)
Troop Bay (2)**MUNITIONS**Smoke
1. 00
2. 00
3. 00
4. 00**NOTES**

<p>LASKA MISSILE TANKETTE PV: 32</p> <p>MV: 11"/Tracked Sig: 5 EW: 6 Shields: 0 Def: 7</p> <p>4x ATM (d6) 5/10/17/25</p> <p>Basic Armor T: 3/2/2 H: 3/2/2</p> <p>SYSTEMS Smoke (1)</p> <p>MUNITIONS Smoke ATM 1. 0 0000 2. 0 0000</p> <p>NOTES</p> 	<p>INFANTRY SQUAD (2 TEAMS) PV: 55</p> <p>MV: 6"/Foot Defense: 8</p> <p>AP (d6) 3/6/10/15 Gauss ATR (d6)(20EW) 5/10/17/25 AAM (d6)(20EW) 4/8/14/20</p> <p>NOTES Personnel Target Smoke 1. 0 2. 0 3. 0 4. 0 5. 0 6. 0</p> <p>ATTRIBUTES Smoke Grenades</p> 
<p>ASSAULT SQUAD (2 TEAMS) PV: 74</p> <p>MV: 6"/Foot Defense: 9</p> <p>AP (d6) 3/6/10/15 AP SAW (d6) 5/10/17/25</p> <p>NOTES Personnel Target FT 1. 0 2. 0 3. 0 4. 0 5. 0 6. 0</p> <p>ATTRIBUTES CCW FT Tank Hunter Urban Specialist</p> 	<p>SNIPER SQUAD (2 TEAMS) PV: 83</p> <p>MV: 6"/Foot Defense: 9</p> <p>AP (d8) 5/10/17/25</p> <p>NOTES Personnel Target</p> <p>ATTRIBUTES Rapid Fire Sniper Stealth</p> 
<p>"STALIN" SQUAD (2 TEAMS) PV: 112</p> <p>MV: 8"/Foot Defense: 10</p> <p>AP (d8) 4/8/14/20 Gauss ATR (d8)(30EW) 6/12/21/30</p> <p>NOTES Personnel Target FT Smoke 1. 00 0 2. 00 0</p> <p>ATTRIBUTES CCW FT (2) Power Armor Power Weapons Rapid Fire Smoke Grenades</p> 	<p>"KRUSHCHEV" SQUAD (2 TEAMS) PV: 124</p> <p>MV: 8"/Foot Defense: 12</p> <p>AP (d8) 4/8/14/20 ATM (d6)(20EW) 5/10/17/25 AAM (d6)(20EW) 5/10/17/25</p> <p>NOTES Personnel Target</p> <p>ATTRIBUTES Power Armor Rapid Fire Stealth Tank Hunter</p> 
<p>KUNITSA MISSILE CARRIER PV: 58</p> <p>MV: 8"/Tracked Sig: 4 EW: 6 Shields: 0 Def: 9</p> <p>6x ATM (d6) 8/16/28/40</p> <p>Basic Armor H: 4/3/3</p> <p>SYSTEMS CDS Smoke (1)</p> <p>MUNITIONS Smoke Missiles 1. 0 00000 2. 0 00000</p> <p>NOTES *Fixed DEW</p> 	<p>KUNITSA MISSILE CARRIER PV: 58</p> <p>MV: 8"/Tracked Sig: 4 EW: 6 Shields: 0 Def: 9</p> <p>6x ATM (d6) 8/16/28/40</p> <p>Basic Armor H: 4/3/3</p> <p>SYSTEMS CDS Smoke (1)</p> <p>MUNITIONS Smoke Missiles 1. 0 00000 2. 0 00000</p> <p>NOTES *Fixed DEW</p> 

MAMMONT SUPER-HEAVY TANK PV: 195

MV: 5"/Tracked Sig: 2 EW: 10 Shields: 0 Def: 10

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

MAMMONT SUPER-HEAVY TANK PV: 195

MV: 5"/Tracked Sig: 2 EW: 10 Shields: 0 Def: 10

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

MAMMONT GATLING TANK PV: 162

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

SYSTEMS

Smoke (2) OO
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

MAMMONT GATLING TANK PV: 162

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

SYSTEMS

Smoke (2) OO
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

MAMMONT PARTICLE TANK PV: 217

MV: 5"/Tracked Sig: 2 EW: 10 Shields: 0 Def: 10

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

MAMMONT PARTICLE TANK PV: 217

MV: 5"/Tracked Sig: 2 EW: 10 Shields: 0 Def: 10

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