1985 Soviet Red Army Battlegroup

**Forward Headquarters Units**

*Each unit taken from Forward Headquarters allows a support choice from* ***Logistics*** *or* ***Additional Fire Support.***

**Forward Headquarters 30 pts 3-r BR**

**Unit Composition:** 3 men

**Transport:** UAZ-469 Utility Vehicle

**Special Rules:** Senior Officer, Artillery Spotter, Unique

**Options:** Replace UAZ-469 with:

*Specialist Command Vehicle*

BTR-60R-145M + 25 Pts

*Motorised Infantry Command Vehicle*

BTR-60 PBK + 10 Pts

BTR-70 K + 9 Pts

BMP-1K + 22 Pts

BMP-1PK + 30 Pts

BMP-2K + 35 Pts

*Airborne Infantry Command Vehicle*

BMD-1K + 23 Pts

BMD-1PK + 28 Pts

*Command Tanks*

T-64 AK + 55 Pts

T-64 BK + 65 Pts

T-64 BVK + 75 Pts

T-72 AK + 45 Pts

T-72 BK + 65 Pts

T-80 BK + 60 Pts

T-80 BVK + 77 Pts

*Command Tanks – Reserve*

T-55 AK + 30 Pts

T-55 MK + 33 Pts

T-62 AK + 35 Pts

T-62 MK + 45 Pts

*Reconnaissance Vehicles*

BRDM-2 + 10 Pts

PT-76B + 15 Pts

**Forward Air Controller 34 pts 1-r BR**

**Unit Composition:** BTR-60R-975

**Special Rules:**  Officer, Air Spotter (3+), Laser Designator, Unique

**Forward Signals Unit – Radio 23 pts 1-i BR**

**Unit Composition:** BTR-60 (Specialist, Unarmed)

**Special Rules:** Communications, Unique

**Options:** Exchange BTR-60 (Specialist, Unarmed) for

Medium Truck -5 pts

**Forward Signals Unit – Wire 17 pts 1-i BR**

**Unit Composition:** BTR-60 (Specialist, Unarmed)

**Special Rules:** Wire Communications, Unique

**Options:** Exchange BTR-60 (Specialist, Unarmed) for

Medium Truck (Specialist) -5 pts

**Infantry Units**

*Unless otherwise specified, each unit taken from Infantry allows a support choice from:* ***Reconnaissance, Engineers, Specialists*** *or* ***Embedded Air Support****.*

**Motor Rifle Platoon 110 pts 11-r BR**

***Each Motor Rifle Platoon allows 4 support choices.***

**Platoon Composition:**

1 Motor Rifle Platoon Command Squad,

3 Motor Rifle Squads,

1 selection from chosen from:

3 x BTR-60 30 pts

3 x BTR-70 27 pts

3 x BMP-1 66 pts + 3-r BR

3 x BMP-1P 90 pts + 3-r BR

3 x BMP-1D 75 pts + 3-r BR

3 x BMP-2 105 pts + 3-r BR

3 x BMP-2D 111 pts + 3-r BR

**Motor Rifle Platoon Command Squad**

**Unit Composition:** 4 men

* Leader and Assistant Leader with Assault Rifles
* Machine Gunner with PKM (GPMG Bipod)
* Assistant Gunner with Assault Rifle

**Special Rules:** Officer, Artillery Spotter

**Motor Rifle Squad**

**Unit Composition:** 7 men

* 1 Squad Leader with an Assault Rifle
* 1 Machine Gunner LMG
* 1 RPG Gunner with RPG-7 with PG-7VL ammunition
* 4 Riflemen with Assault Rifles (includes RPG Gunner’s Assistant)

**Options:**

Exchange 1 Assault Rifle for an LMG +5 pts

Exchange 1 Assault Rifle for SVD, making the Rifleman a Designated Marksman +2 pts

Change PG-7VM to:

PG-7VS -2 pts

PG-7VM -5 pts

May take up to 2 RPG-18s 5 pts each

**Platoon Support Options:**

The entire platoon may change its training to:

Inexperienced -30% of total platoon cost -3 BR

Veterans +30% of total platoon cost +3 BR

**Medic**

Unit Composition: 1 man 8 pts 0-r BR

Special Rules: Medic

**ATGM Team** 15 pts 1-r BR

Unit Composition: 3 men with AT-3 Sagger C launcher and 4 missiles

*May not be taken if BMP transports are used by this platoon.*

Options:

Replace AT-3 Sagger C with:

AT-4 Spigot +2 pts

AT-7 Saxhorn -2 pts

**MANPAD Team** 10 pts 1-r BR

Unit Composition: 2 men with SA-7 Grail launcher and 4 missiles

Options:

Replace SA-7 Grail with:

SA-14 Gremlin +2 pts

SA-16 Gimlet +5 pts

**Direct Fire Support Team** 18 pts 1-r BR

Unit Composition: 3 men with an MMG

Options:

Replace Medium Machine Gun with:

Heavy Machine Gun + 4 pts

Automatic Grenade Launcher (reduce to 2 men)

free

**Mortar Team** 24 pts 2-r BR

Unit Composition: 3 men with 82mm Mortar

**Heavy Mortar Team** 30 pts 2-r BR

Unit Composition: 5 men with 120mm Mortar

**Motor Rifle Squad** 33 Pts 3-r BR

**Unit Composition:** 7 men (5 Assault Rifles, 1 LMG, 1 RPG-7 with PG-7VL)

**Transport:**

Mount in a:

BTR-60 10 pts

BTR-70 9 pts

BMP-1 22 pts +1-r BR

BMP-1P 30 pts +1-r BR

BMP-1D 25 pts +1-r BR

BMP-2 35 pts +1-r BR

BMP-2D 37 pts +1-r BR

**Options:**

Upgrade to Veteran +30% of unit cost, +1 BR

Exchange 1 Assault Rifle for an LMG +5 pts

Exchange 1 Assault Rifle for SVD, making the Rifleman a Designated Marksman +2 pts

Change PG-7L to:

PG-7VS -2 pts

PG-7VM -5 pts

May take up to 2 RPG-18s 5 pts each

**BMP Modifications**

When you purchase a BMP from any section of this briefing, you may modify it as follows:

BMP-1/1K:

Replace AT-3 Sagger C with AT-3 Sagger B -3 pts

BMP-1P/PK:

Replace AT-4 Spigot with AT-5 Spandrel +5 pts

BMP-2/2K/2D:

Replace AT-5 Spandrel with AT-4 Spigot -5 pts

**VDV Air Assault Platoon (BMD) 215 pts 17-v BR**

***Each VDV Air Assault Platoon allows 4 support choices.***

**Platoon Composition:**

1 VDV Air Assault Platoon Command Squad,

3 VDV Air Assault Squads,

4 BMD-1s,

Up to 2 Platoon Support Options,

**VDV Air Assault Platoon Command Squad**

**Unit Composition:** 2 men (Pistol and Assault Rifle)

**Special Rules:** Officer, Artillery Spotter

**Options:**

Platoon leader may be armed with an Assault Rifle +2 pts

**VDV Air Assault Squad**

**Unit Composition:** 5 men (3 Assault Rifles, 1 LMG, 1 RPG-16D)

**Platoon Support Options:**

The entire platoon may change its training to:

Elite +25% of total platoon cost +4 BR

**Medic**

Unit Composition: 1 man 10 pts 0-v BR

Special Rules: Medic

**MANPAD Team** 13 pts 1-v BR

Unit Composition: 2 men with SA-7 Grail launcher and 4 missiles

Options:

Replace SA-7 Grail with:

SA-14 Gremlin +2 pts

SA-16 Gimlet +7 pts

**Direct Fire Support Team** 23 pts 2-v BR

Unit Composition: 3 men with an MMG

Options:

Replace Medium Machine Gun with:

Heavy Machine Gun + 5 pts

Automatic Grenade Launcher (reduce to 2 men)

Free

**VDV Parachute Platoon 117 pts 9-v**

***Each VDV Parachute Platoon allows 4 support choices.***

**Platoon Composition:**

1 VDV Parachute Platoon Command Squad,

3 VDV Parachute Squads,

Up to 4 Platoon Support Options,

**VDV Parachute Platoon Command Squad**

**Unit Composition:** 2 men (1 Pistol, 1 Assault Rifle)

**Options:**

Platoon leader may be armed with an Assault Rifle +2 Pts

**VDV Parachute Squad**

**Unit Composition:** 8 men (6 Assault Rifles, 1 LMG, 1 RPG-16D)

**Platoon Support Options:**

The entire platoon may change its training to:

Elite +25% of total platoon cost +4 BR

**Medic**

Unit Composition: 1 man 10 pts 0-v BR

Special Rules: Medic

**ATGM Team** 17 pts 1-v BR

Unit Composition: 2 men with AT-4 Spiggot launcher and 3 missiles

**MANPAD Team** 13 pts 1-v BR

Unit Composition: 2 men with SA-7 Grail launcher and 4 missiles

Options:

Replace SA-7 Grail with:

SA-14 Gremlin +2 pts

SA-16 Gimlet +7 pts

**Direct Fire Support Team** 23 pts 1-v BR

Unit Composition: 3 men with an MMG

Options:

Replace Medium Machine Gun with:

Heavy Machine Gun + 5 pts

Automatic Grenade Launcher + 5 pts

**Heavy Mortar Team** 40 pts 1-v BR

Unit Composition: 5 men with 120mm Mortar

**Naval Infantry Platoon 146 pts 12-v**

***Each Naval Infantry Platoon allows 4 support choices.***

**Platoon Composition:**

1 Naval Infantry Platoon Command Squad,

3 Naval Infantry Squads,

3 BTR-60PBs,

Up to 2 Platoon Support Options,

**Naval Infantry Platoon Command Squad**

**Unit Composition:** 2 men (1 Pistol, 1 Assault Rifle)

**Special Rules:** Officer, Artillery Spotter

**Options:**

Platoon leader may be armed with an Assault Rifle

**Naval Infantry Squad**

**Unit Composition:** 8 men (6 Assault Rifles, 1 LMG, 1 RPG-16D)

Platoon Support Options

The entire platoon may change its training to:

Elite +25% of total platoon cost +4 BR

**Medic**

Unit Composition: 1 man 10 pts 0-v BR

Special Rules: Medic

**ATGM Team** 20 pts 2-v BR

Unit Composition: 3 men with AT-3 Sagger C launcher and 4 missiles

Options:

Replace AT-3 Sagger C with:

AT-4 Spigot +2 pts

AT-7 Saxhorn -2 pts

**MANPAD Team** 13 pts 1-v BR

Unit Composition: 2 men with SA-7 Grail launcher and 4 missiles

Options:

Replace SA-7 Grail with:

SA-14 Gremlin +2 pts

SA-16 Gimlet +7 pts

**Direct Fire Support Team** 23 pts 2-v BR

Unit Composition: 3 men with an MMG

Options:

Replace Medium Machine Gun with:

Heavy Machine Gun + 5 pts

Automatic Grenade Launcher + 5 pts

**Mortar Team** 31 pts 2-v BR

Unit Composition: 3 men with 82mm Mortar

**Heavy Mortar Team** 40 pts 3-v BR

Unit Composition: 5 men with 120mm Mortar

**Tank Units**

*Each choice taken from Tanks allows a support choice from:* ***Reconnaissance****,* ***Engineers****,* ***Logistics****,* ***Specialists*** *or* ***Embedded Air Support****. Each Platoon taken instead allows one such choice per vehicle in the platoon.*

**T-64 Main Battle Tank Platoon** 195 pts 10-r BR

**Unit Composition:** 3 T-64B**s** (1 with Officer, Artillery Spotter)

**Special Rules:** Officer, Artillery Spotter

**Options:**

Add one T-64B 65 pts 2-r BR

Change any T-64B to a:

T-64BV +10 pts Restricted[[1]](#footnote-1)

T-64A -10 pts

**Experience:**

May upgrade to Veteran for +20% of total unit cost (only if none are T-64As).

**T-72 Main Battle Tank Platoon** 105 pts 6-r BR

**Unit Composition:** 3 T-72 Ural**s** (1 with Officer, Artillery Spotter)

**Special Rules:** Officer, Artillery Spotter

**Options:**

Add one T-72 Ural 35 pts 2-r BR

Upgrade any T-72 Ural to:

T-72A +10 pts

T-72B +30 pts Restricted +1 BR

**Experience:**

May upgrade to Veteran for +20% of total unit cost (only if all are T-72Bs).

May downgrade to Inexperienced for -20% of total unit cost.

**T-80 Main Battle Tank Platoon** 210 pts 10-r BR

**Unit Composition:** 3 T-80B**s** (1 with Officer, Artillery Spotter)

**Special Rules:** Officer, Artillery Spotter

**Options:**

Add one T-80B +70 pts 2-r BR

Upgrade any T-80B to:

T-80BV +7 pts Restricted

**Experience:**

May upgrade to Veteran for +20% of total unit cost

**Reservist Main Battle Tank Platoon** 90 Pts 5-r BR

**Unit Composition:** 3 T-55As(1 with Officer, Artillery Spotter)

**Special Rules:** Officer, Artillery Spotter

**Options:**

Add one T-55A +30 Pts 2-r BR

Upgrade any T-55 to:

T-55M/AM +3 Pts

T-62A +5 Pts

T-62M +15 Pts

**Experience:**

May downgrade to Inexperienced for -20% of total unit cost.

**Airborne Assault Gun Platoon** 75 Pts 4-r BR

**Unit Composition:** 3 ASU-85s(1 with Officer, Artillery Spotter)

**Special Rules:** Officer, Artillery Spotter

**Experience:**

May upgrade to Veteran for +20% of total unit cost.

**Individual Tanks**

**Unit Composition:** 1 tank

T-64B 65 pts 3-r BR

T-64A 55 pts 3-r BR

T-64BV 75 pts 3-r BR

T-72 Ural 35 pts 2-r BR

T-72A 45 pts 2-r BR

T-72B 65 pts 3-r BR

T-80B 70 pts 3-r BR

T-80BV 77 pts 3-r BR

ASU-85 25 pts 1-r BR

T-55A 30 pts 2-r BR

T-55M/AM 33 pts 2-r BR

T-62A 35 pts 2-r BR

T-62M 45 pts 2-r BR

**Tank Ace +20 Pts 0-e BR Unique**

Even in a war as short as WW3 in the 1980s may have been some tank crews, through a combination of training and natural aptitude, would almost certainly show their skills to be a cut above the rank and file.

*You may choose a single armoured vehicle from any section of this briefing to become an Ace. The vehicle becomes Elite and gains +1 to hit with direct fire.*

**T-55 and the Bastion/AT-10 ‘Stabber’**

Several T-55 variants had the capability to fire the Bastion ATGM, named the AT-10 Stabber by NATO, via the main gun. Supplies of the missile were restricted. T-55s assigned to Soviet Naval Infantry formations were issued with them, but the scope of their likely availability in wartime is speculative at best.

*You may outfit any T-55M, T-55AM or T-55MK with 6 rounds of AT-10 ‘Stabber’ for +10 points.*

**Artillery Units**

*Each unit taken from Artillery allows a support choice from* ***Additional Fire Support****.*

**ATGW Battery Support – Infantry 20 Pts 1-r BR**

**Unit Composition:** 6 men

* 2 Gunners with SPG-9
* 4 other members with Assault Rifles

**Transport:** Choose from:

BTR-60 +10 pts

BTR-70 +9 pts

**Options:** Replace both SPG9s with:

2 AT-3 Sagger C launchers and 8 missiles +8 pts

2 AT-4 Spigot launchers and 8 missiles +16 pts

2 AT-7 Saxhorn launchers and 8 missiles +8 pts

**ATGW Battery Support – Vehicle** 30 Pts 1-r BR

**Unit Composition:** BRDM-2 Sagger C (9P133)

**Options:** Replace BRDM-2 Sagger C with:

BRDM-2 Swatter (9P124) -10 pts

BRDM-2 Spandrel (9P148) +10 pts

9P149 "Shturm-S" +5 pts

**Forward Artillery Observer** 16 Pts 1-r BR

**Unit Composition:**  UAZ-469

**Options:** Replace UAZ-469 with:

BTR-60 (Specialist, Unarmed) +8 pts

1V14 (MT-LBu)

BMP-1 (Specialist, Unarmed) +8 pts

1V118 Reostat (BMD-1)

**Special Rules:** Artillery Spotter+, Scout

**Observation Helicopter** 25 Pts 1-r BR

**Unit Composition:** Mi-2 Hoplite

**Options:** Replace Mi-2 Hoplite with:

Mi-2 US Hoplite +10 pts

Mi-4 Hound free

Mi-8K Hip free

Mi-24K Hind +20 pts

**Special Rules:** Artillery Spotter+, Scout

**Heavy Mortar Team** 30 pts 1-r BR

Unit Composition: 5 men with 120mm Mortar

**Self Propelled Mortar Battery** 90 Pts 3-r BR

**Unit Composition:** 3 2S24

**Options:** Replace all 2S24 with 2S9 Nona-S +15 Pts

**Self Propelled Artillery** 40 Pts 1-r BR

**Unit Composition:**  2S1 Gvozdika ‘Carnation’

**Options:** Replace 2S1 Gvozdika with 2S3 Akatsiya +10 Pts

**Special Rules:** Battery

*If you take multiple units of the same type with the Battery rule from the same entry then they may use Indirect Fire as a single battery as long as they remain within 5” of each other.*

**Off-Table Mortar Fire**

**Unit Composition:** 1 Battery

2 x 82mm mortars 54 pts 0 BR

2 x 120mm mortars 72 pts 0 BR

**Off-Table Artillery Fire**

**Unit Composition:** 1 Battery

2 x 122mm 2A18 110 pts 0 BR

2 x 152mm 2A36/D22/2A64 135 pts 0 BR

2 x 180mm S-23150 pts 0 BR

2 x 203mm 2A44 170 pts 0 BR

2 x 122mm 9K51 Grad (Rockets) 130 pts 0 BR

2 x 220mm 9K57 Uragan (Rockets) 210 pts 0 BR

**Defences**

*Each unit taken from Artillery allows no support choices. May only be taken if your battlegroup is the Defender in an Attack-Defence scenario.*

**Improvised Barricades 5 Pts 0 BR**

10” of improvised barricades made of earth filled boxes, rubble, furniture, destroyed vehicles, etc. Counts as hard cover for infantry behind it.

**MMG Emplacement 28 Pts 1-r BR**

3 men and an MMG in reinforced cover. The cover is lost if the MG team moves.

**HMG Emplacement 32 Pts 1-r BR**

3 men and a HMG in reinforced cover. The cover is lost if the MG team moves.

**Auto Grenade Launcher Emplacement 28 Pts 1-r BR**

2 men and an AGS-17 in reinforced cover. The cover is lost if the AGL team moves.

**Mortar Pit 34 Pts 1-r BR**

3 men and an 81mm Mortar in reinforced cover. The cover is lost if the team moves.

**Heavy Mortar Pit 40 Pts 1-r BR**

5 men and an 120mm Mortar in reinforced cover. The cover is lost if the team moves.

**ATGM Emplacement 20+ Pts 0+ BR**

An ATGM Team in reinforced cover. The team must be selected from the army list, and its cost added to that listed above.

**Reinforced Building 30 Pts 0 BR**

A single, chosen building, anywhere on the table; it counts as reinforced rather than hard cover.

**Foxholes 10 Pts 0 BR**

Deploy up to 10 infantry in foxholes; they count as being in reinforced cover until they move.

**Trenches 10 Pts 0 BR**

Up to 10” of trenches which count as reinforced cover for infantry in them.

**Sniper Hideout 15 Pts 0 BR**

A single sniper in reinforced cover; it can be placed anywhere outside of the opponent’s deployment zone. The cover is lost if the sniper moves.

**Minefield 20 Pts 0 BR**

A single mixed anti-tank and anti-personnel minefield.

**Artillery Observation Post 26 Pts 1-r BR**

**Special Rules:** Artillery Spotter+, Unique

A forward observer team in reinforced cover; the cover is lost if the team moves.

**Booby-Trapped Building 25 Pts 0 BR**

A chosen building anywhere on the table has been wired with booby-traps. The first time an enemy unit enters the building roll a D6. On a 2+, it detonates and the unit takes a 3/3+ HE hit. On a 1 there is a fault and the booby-trap fails to go off.

**Barbed Wire 10 Pts 0 BR**

Up to 10” of barbed wire; it is an obstacle for vehicles and infantry.

**Improvised Road Block 5 Pts 0 BR**

Something large and heavy across a road; place on any road or track, anywhere on the table. It counts as an obstacle.

**Ant-Tank Ditch/Embankment 20 Pts 0 BR** (restricted)

10” of ditch or embankment, impassable to vehicles without a bridge.

**AFV Fighting Pit 15 Pts 0 BR**

Deploy a tank or other armoured fighting vehicle in a pre-dug, hull-down fighting position. The vehicle has concealment until it moves.

**KGB “Assistance” 15 Pts D6 BR** (restricted)

A detachment from the KGB makes it clear that unfortunate things will happen to men retreating without orders. At the start of the game, roll a D6 and add the result to your battle rating for this battle.

**Reconnaissance Support Units**

**Motor Rifle Reconnaissance Patrol** 30 Pts 1-r BR

**Unit Composition:** 7 men (6 Assault Rifles, 1 LMG)

**Special Rules:** Scout

**Sniper** 10 Pts 0-v BR

**Unit Composition:** 1 man with a Sniper Rifle

**Special Rules:** Sniper Scout

**Options:** Add a spotter +5 pts

*A sniper with a spotter increases its maximum range from 30” to 40”, hitting on a 6.*

**Spetsnaz GRU Reconnaissance Patrol** 27 Pts 1-e ***Restricted***

**Unit Composition:** 3 men**,** each with an Assault Rifle, 1 also with RPG-7 with PG-7VL ammunition

**Special Rules:** Scout, Artillery Spotter, Air Spotter 4+, Assault Troops, Behind Enemy Lines[[2]](#footnote-2), Unique

**Options:**

Add up to 2 men with Assault Rifles +5 pts each

Replace PG-7VL with:

PG-7VS -3 pts

PG-7VM -5 pts

**Reconnaissance Vehicle** 24 Pts 1-r BR

**Unit Composition:**  UAZ-469

**Options:** Replace UAZ-469 with:

BRDM-2 +4 pts

BRM-1 +10 Pts

PT-76 +10 pts

**Special Rules:** Scout, Artillery Spotter+

**Reconnaissance Helicopter 25 Pts 1-r BR**

**Unit Composition:** Mi-2 Hoplite

**Options:** Replace Mi-2 Hoplite with:

Mi-2 US Hoplite +10 pts

Mi-8K Hip +5 pts

Mi-24K Hind +20 pts

**Special Rules:** Scout, Artillery Spotter+

**Engineer Support Units**

**Sapper Squad** 45 Pts 0-r BR

**Unit Composition:** 10 men with assault rifles and 1 RPG-7V with PG-7(VL) ammunition

**Special Rules:** Engineers

**Transport:** Mount in a medium truck +4 pts

Mount in a BTR-60 +10 pts

**Assault Crossing Platoon** 10 Pts 0-r BR *(Restricted)*

**Unit Composition:** TMM Bridging Truck

**Special Rules:** Bridging (Heavy)

**Options:** Add an extra TMM Bridging Truck +10 pts

Replace a TMM Bridging Truck with a MT-55 +4 pts

**Recovery Vehicle** 10 Pts 0-r BR

**Unit Composition:** BREM-2

**Options:** Replace BREM-2 with:

BREM-1 +4 Pts

BTS-1 through BTS-4 +2 Pts

**Special Rules:** Vehicle Recovery, Vehicle Repair

**Logistics Support Units**

**Supply Column 8 Pts 0-i BR**

**Unit Composition:** 1 Truck

**Options:** Replace truck with:

Supply Helicopter (Mi-6, Mi-26) +5 Pts

**Special Rules:** Resupply

*The supply system in Battle Group is rather simplistic – supplies are not tracked. Feel free to use any appropriate truck or helicopter.*

**Ambulance 10 Pts 0-i BR**

**Unit Composition:** UAZ-469

**Special Rules:** Medic

**Forward Aid Post 10 Pts 0-i BR**

**Unit Composition:** Surgical Team with a Tent

**Special Rules:** Medic, Unique

**Stretcher Party 10 Pts 0-i BR**

**Unit Composition:** 2 men

**Special Rules:** Medic

**Specialist Support Units**

**Air Defence Battery Support** 50 Pts 1-r BR ***Restricted***

**Unit Composition:** ZSU-23-4M3 Shilka

**Options:** Replace ZSU-23-4M3 Shilka with:

ZSU-23-4M2 Shilka -10 pts Restricted

SA-19 Grison (2K22 Tunguska) +20 pts Restricted

**SAM Battery**  20 Pts 1-r BR Restricted

**Unit Composition:** SA-9 Gaskin (9K31 Strela-1)

**Options:** Replace SA-9 Gaskin with:

SA-13 Gopher (9K35 Strela-10) +10 Pts

SA-8 Gecko (9K33 Osa) +20 Pts

**Armoured Flamethrower**  20 Pts 1-r BR Restricted

**Unit Composition:** TO-55

**Off-Table SAM Support** 30 Pts 0-r BR

**Unit Composition:** SA-11 - one order

**Options:** Replace SA-11 with:

SA-6 -10 Pts

SA-8 -15 Pts

SA-3 -20 Pts

SA-2 -25 Pts

**Embedded Air Support**

**Utility Helicopter 12 Pts 1-r BR**

**Unit Composition:** Mi-2 Hoplite

**Options:** Replace Mi-2 Hoplite with:

Mi-8R Hip +5 pts

**Assault Helicopter 40 Pts 1-r BR**

**Unit Composition:** Mi-24 Hind

**Options:** Replace Mi-24 with:

Mi-24D Hind D +15 pts

Mi-24V Hind E +25 pts Restricted

**Additional Fire Support**

**Off-Table Artillery Support Request**

3rd Priority (5+) 5 pts 0 BR

2nd Priority (4+) 10 pts 0 BR

1st Priority (3+) 20 pts 0 BR

**Pre-Registered Target Point** 15 pts 0 BR

**Illumination Flares** 5 pts 0 BR

Before the game, write down which turn the flares will be deployed on. During that turn, and the next, the illumination level is 6 (clear, moonlit night) – unless it is day time in which case this has no effect.

**Timed 82mm Mortar Barrage** 5 pts 0 BR

Fired by a battery of 4 82mm mortars. Before the game, write down which turn the guns will fire on. The points cost includes a pre-registered target as the target point of the barrage.

**Timed 122mm Barrage** 15 pts 0 BR

Fired by a battery of 4 122mm howitzers. Before the game, write down which turn the guns will fire on. The points cost includes a pre-registered target as the target point of the barrage.

**Timed 152mm Barrage** 20 pts 0 BR

Fired by a battery of 4 152mm howitzers. Before the game, write down which turn the guns will fire on. The points cost includes a pre-registered target as the target point of the barrage.

**Timed 122mm Rocket Barrage** 30 pts 0 BR

Fired by a battery of 122mm rockets from 4 BM-21 Grads. Before the game, write down which turn the rockets will fire on. The points cost includes a pre-registered target as the target point of the barrage.

**Counter-Battery Fire Mission** 10 pts 0 BR

*Effective on a 5+.*

**Combat Air Patrol** 40 Pts 0-r BR

**Unit Composition:** MiG-23 – one order

**Options:** Replace MiG-23 with:

MiG-29 +10 Pts

SU-27 +15 Pts

MiG-21 -15 Pts

SU-15 -20 Pts

**Timed Su-17 Strike** 10 pts 0 BR

A strike by an Su-17 armed with 2 RBK-500 Cluster Bombs. Before the game, write down which turn the aircraft will arrive on. The points cost includes a pre-registered target as the target point of the strike.

**Timed MiG-27 Strike** 20 pts 0 BR

A strike by a MiG-27 armed with 2 Medium Bombs. Before the game, write down which turn the aircraft will arrive on. The points cost includes a pre-registered target as the target point of the strike.

**Timed Su-25 Strike** 40 pts 0 BR

A strike by an Su-25 armed with 2 AS-10 (Kh-25) Missiles. Before the game, write down which turn the aircraft will arrive on. The points cost includes a pre-registered target as the target point of the strike (the missiles will be targeted on the 2 vehicles which are closest to that point, friend or foe).

**Off-Table Artillery Support Table**

**Brigade Battery** (2+ comms test)

1-2 3 x 82mm Mortars

3-6 3 x 120mm Mortars

**Divisional Battery** (3+ comms test)

1-2 2 x 122mm Howitzers

3-4 2 x 122mm Rockets

5-6 2 x 152mm Howitzers

**Corps Battery** (4+ comms test)

1-2 2 x 180mm Howitzers

3-4 2 x 203mm Howitzers

5-6 2 x 220mm Rockets

**Frontal Aviation Close Air Support Table (1985)**

1-3 Su-17

1-2 2 x UB-32 Rocket Pods

3-4 2 x FAB-250 Light Bombs

5-6 2 x RBK-500 Cluster Bombs

4-5 MiG-27

1 2 x UB-32 Rocket Pods

2-3 2 x RBK-500 Cluster Bombs

4-6 2 x AS-10 (Kh-25)

6 Su-25

1-2 2 x AS-10 (Kh-25)

3-4 4 x FAB-500 Heavy Bombs

5-6 4 x KAB-500

**Soviet Random Combat Air Patrol Table 1985**

1 Su-15

2 MiG-21

3-4 MiG-23

5 MiG-29

6 Su-27

1. Taking one or more of a Restricted choice adds the Restricted property to the unit. Count the unit as a single Restricted choice. [↑](#footnote-ref-1)
2. See BG: Fall of the Reich [↑](#footnote-ref-2)