

Ka-50 **360**



Russian tank killer helicopter

Material
Ka-50 w/2A72, 12x9K121, 4xUB-20

Options
None

Statistics

Size	Move	Close	Combat	Target	Armour	Kill
6	V/STOL	4xD10		7+	5+	10+
	Loiter					

AIR

Weapons

2A72 30mm Cannon
Range 48" Damage 2xD8

9K121 Wikhr
Range 15-60" Damage D10+3

UB-20
Range 30" Damage D8

Special Rules

2A72 Cannon: This weapon causes a -2 penalty to Armour rolls.
Flyer: May be attacked only by weapons with AA trait unless it is at V/STOL speed. It must take Move as its first action in a turn.
Tough: The Ka-50 will ignore the first three failed Armour rolls. An attack that rolls its Kill score will destroy it as normal.

9K121: This weapon causes a -4 penalty to Armour rolls, and will roll extra Damage Dice (but only D6 with no penalty to Armour rolls) against every model within 1" of the centre of the model its first Damage Dice is allocated to - these extra models need not be in Line of Sight. It may only be fired once per turn, and never as a reaction. If a model of Size 3 or greater is within the Fire Zone, you may opt to roll this weapon's Damage Dice against that model, rather than allocate normally. It may be used against Air targets moving at Loiter speed - in this case reduce the Damage to D10. Up to two missiles may be launched in a single action

UB-20 This weapon causes a -2 penalty to Armour rolls, It will roll its damage dice against every target in the firezone, the targets don't need to be in LOS.
Ignore the effects of smoke
Immune to suppression.

Mi-28 **370**



Russian attack helicopter, heavily armed and armored

Material
Mi-28 w/2A42, 16x9M114, UB-20

Options
Upgrade 9M114 to 9M120 for +20 points

Statistics

Size	Move	Close	Combat	Target	Armour	Kill
6	V/STOL	4xD10		7+	4+	10+
	Loiter					

AIR

Weapons

2A42 30mm Cannon
Range 48" Damage 2xD8

9M114 Shturm
Range 15-60" Damage D10+2

9M120 Ataka
Range 15-60" Damage D10+3

UB-20
Range 30" Damage D8

Special Rules

2A42 Cannon: This weapon causes a -2 penalty to Armour rolls.
Flyer: May be attacked only by weapons with AA trait unless it is at V/STOL speed. It must take Move as its first action in a turn.
Tough: The Mi-28 will ignore the first three failed Armour rolls. An attack that rolls its Kill score will destroy it as normal.

9M114: This weapon causes a -3 penalty to Armour rolls, and will roll extra Damage Dice (but only D6 with no penalty to Armour rolls) against every model within 1" of the centre of the model its first Damage Dice is allocated to - these extra models need not be in Line of Sight. It may only be fired once per turn, and never as a reaction. If a model of Size 3 or greater is within the Fire Zone, you may opt to roll this weapon's Damage Dice against that model, rather than allocate normally. Up to two missiles may be launched in a single action

9M120: This weapon causes a -4 penalty to Armour rolls, and will roll extra Damage Dice (but only D6 with no penalty to Armour rolls) against every model within 1" of the centre of the model its first Damage Dice is allocated to - these extra models need not be in Line of Sight. It may only be fired once per turn, and never as a reaction. If a model of Size 3 or greater is within the Fire Zone, you may opt to roll this weapon's Damage Dice against that model, rather than allocate normally. It may be used against Air targets moving at Loiter speed - in this case reduce the Damage to D10. Up to two missiles may be launched in a single action

UB-20 This weapon causes a -2 penalty to Armour rolls, It will roll its damage dice against every target in the firezone, the targets don't need to be in LOS.
Ignore the effects of smoke
Immune to suppression.

Mi-24W

350



The Russian „flying tank“

Mi-24W w/JakB-12.7, 4x9M114, 8xS-5

None

Size Move Close Combat Target Armour Kill

7	V/STOL	4xD10	7+	4+	10+
	Loiter				

AIR

Weapons

JakB-12.7 12.7 mm
Range 36" Damage 3xD6+1
9M114 Kokon
Range 15-60" Damage D10+2
S-5 57mm Rockets
Range 30" Damage D6+1

Special Rules

JakB-12.7 : This weapon causes a –1 penalty to Armour rolls.
Flyer: It will ignore the effects of smoke (see main rulebook) and suppression. May be attacked only by weapons with AA trait unless it is at V/STOL speed. It must take Move as its first action in a turn.
Tough: The Mi-24W will ignore the first three failed Armour rolls. An attack that rolls its Kill score will destroy it as normal.
9M114: This weapon causes a –3 penalty to Armour rolls, and will roll extra Damage Dice (but only D6 with no penalty to Armour rolls) against every model within 1" of the centre of the model its first Damage Dice is allocated to - these extra models need not be in Line of Sight. It may only be fired once per turn, and never as a reaction. If a model of Size 3 or greater is within the Fire Zone, you may opt to roll this weapon's Damage Dice against that model, rather than allocate normally. Up to two missiles may be launched in a single action
S-5 This weapon causes a –1 penalty to Armour rolls, It will roll its damage dice against every target in the firezone, the targets don't need to be in LOS.
Transport : The Mi-24W may carry up to 8 size 1 models. Models may mount the Mi-24W when it is on the ground simply by moving on to it, and may leave with a Move action in the same way. If models either enter or leave the Mi-24W, then both the models and the Mi-24W may only take a single action in that turn. If the Mi-24W is destroyed while on the ground, every model on board will immediately suffer a D6-1 Damage Dice. If the Mi-24W is destroyed while in the air, every model on board will immediately suffer a D6+2 Damage Dice.
Ignore the effects of smoke
Immune to suppression.

Mi-24P

370



The Russian „flying tank“ in its most modern incarnation

Mi-24W w/23mm Cannon, 4x9M120, 8xS-5

Replace the 8xS-5 with 4xIgl-V

Size Move Close Combat Target Armour Kill

7	V/STOL	4xD10	7+	4+	10+
	Loiter				

AIR

Weapons

23mm Cannon
Range 36" Damage 2xD8
9M120 Ataka
Range 15-96" Damage D10+3
S-5 57mm Rockets
Range 30" Damage D6+1
Igl-V AAM
Range 60" Damage D10

Special Rules

23mm Cannon : This weapon causes a –1 penalty to Armour rolls.
Flyer: May be attacked only by weapons with AA trait unless it is at V/STOL speed. It must take Move as its first action in a turn.
Tough: The Mi-24WM will ignore the first three failed Armour rolls. An attack that rolls its Kill score will destroy it as normal.
9M120: This weapon causes a –4 penalty to Armour rolls, and will roll extra Damage Dice (but only D6 with no penalty to Armour rolls) against every model within 1" of the centre of the model its first Damage Dice is allocated to - these extra models need not be in Line of Sight. It may only be fired once per turn, and never as a reaction. If a model of Size 3 or greater is within the Fire Zone, you may opt to roll this weapon's Damage Dice against that model, rather than allocate normally. It may be used against Air targets moving at Loiter speed – in this case reduce the Damage to D10. Up to two missiles may be launched in a single action
S-5 This weapon causes a –1 penalty to Armour rolls, It will roll its damage dice against every target in the firezone, the targets don't need to be in LOS.
Transport : The Mi-24WM may carry up to 8 size 1 models. Models may mount the Mi-24WM when it is on the ground simply by moving on to it, and may leave with a Move action in the same way. If models either enter or leave the Mi-24W, then both the models and the Mi-24WM may only take a single action in that turn. If the Mi-24WM is destroyed while on the ground, every model on board will immediately suffer a D6-1 Damage Dice. If the Mi-24WM is destroyed while in the air, every model on board will immediately suffer a D6+2 Damage Dice.
Igl-V AAM This weapon may only be used against Air Units and causes a -2 penalty to Armour rolls. The Damage Dice may be re-rolled if they fail to reach the Target score of their victim. Up to two missiles may be launched in a single action
Ignore the effects of smoke
Immune to suppression.

MiG-29SMT

375



Russian frontline fighter

MiG-29 w/GSz-301, 4xR-73 and 4xR-27R

Replace 2xR-73 with 2xFAB-500. Replace 2xR-27R with 4xFAB-500.

Size Move Close Combat Target Armour Kill

6	Loiter	4xD10	7+	5+	9+
	Cruise				
	Burn				

AIR

GSz-301 30mm Cannon
Range 48" Damage 2xD8
R-73
Range 72" Damage D10
R-27R
Range 12-96" Damage D10
FAB-500
Range - Damage D10+4

NR-30 Cannon: This weapon causes a -2 penalty to Armour rolls.
Flyer: It will ignore the effects of smoke (see main rulebook) and suppression. May be attacked only by weapons with AA trait. It must take Move as its first action in a turn.
Tough: The MiG-29 will ignore the first three failed Armour rolls. An attack that rolls its Kill score will destroy it as normal.
R-73: This weapon may only be used against Air Units and causes a -2 penalty to Armour rolls. The Damage Dice may be re-rolled if they fail to reach the Target score of their victim. Up to two missiles may be launched in a single action.
R-27R: This weapon may only be used against Air Units and causes a -2 penalty to Armour rolls. The Damage Dice may be re-rolled if they fail to reach the Target score of their victim. Up to two missiles may be launched in a single action
FAB-500: This weapon ignores Armour rolls, and will roll extra Damage Dice (but only D8 with -2 penalty to Armour rolls) against every model within 4" of the centre of the model its first Damage Dice is allocated to - these extra models need not be in Line of Sight. Up to two bombs may be dropped in a single BOMB action, each creating separate firezone.

Su-27

400



Russian air superiority fighter

Su-27 w/GSz-301, 6xR-27R and 4xR-73

Replace 4xR-27R with 4xFAB-500. The bombs may not be upgraded to LGBs

Size Move Close Combat Target Armour Kill

6	Loiter	4xD10	7+	5+	10+
	Cruise				
	Burn				

AIR

GSz-301 30mm Cannon
Range 48" Damage 2xD8
R-73
Range 72" Damage D10
R-27R
Range 12-96" Damage D10
FAB-500
Range - Damage D10+4

NR-30 Cannon: This weapon causes a -2 penalty to Armour rolls.
Flyer: It will ignore the effects of smoke (see main rulebook) and suppression. May be attacked only by weapons with AA trait. It must take Move as its first action in a turn.
Tough: The Su-27 will ignore the first three failed Armour rolls. An attack that rolls its Kill score will destroy it as normal.
R-73: This weapon may only be used against Air Units and causes a -2 penalty to Armour rolls. The Damage Dice may be re-rolled if they fail to reach the Target score of their victim. Up to two missiles may be launched in a single action.
R-27R: This weapon may only be used against Air Units and causes a -2 penalty to Armour rolls. The Damage Dice may be re-rolled if they fail to reach the Target score of their victim. Up to two missiles may be launched in a single action
FAB-500: This weapon ignores Armour rolls, and will roll extra Damage Dice (but only D8 with -2 penalty to Armour rolls) against every model within 4" of the centre of the model its first Damage Dice is allocated to - these extra models need not be in Line of Sight. Up to two bombs may be dropped in a single BOMB action, each creating separate firezone.

Su-30

425



Russian air superiority fighter, a more advanced variant of the Su-27

Su-30 w/GSz-301, 8xR-77 and 4xR-73

Replace 4xR-27R with 4xFAB-500. Replace 8xR-27R with 8xFAB-500.

Size Move Close Combat Target Armour Kill

6	Loiter	4xD10	7+	5+	10+
	Cruise				
	Burn				

AIR

Weapons

GSz-301 30mm Cannon

Range 48" Damage 2xD8

R-73

Range 72" Damage D10

R-77

Range 12-96" Damage D10

FAB-500

Range - Damage D10+4

Special Rules

NR-30 Cannon: This weapon causes a -2 penalty to Armour rolls.**Flyer:** It will ignore the effects of smoke (see main rulebook) and suppression. May be attacked only by weapons with AA trait. It must take Move as its first action in a turn.**Tough:** The Su-30 will ignore the first three failed Armour rolls. An attack that rolls its Kill score will destroy it as normal.**R-73:** This weapon may only be used against Air Units and causes a -2 penalty to Armour rolls. The Damage Dice may be re-rolled if they fail to reach the Target score of their victim. Up to two missiles may be launched in a single action.**R-77:** This weapon may only be used against Air Units and causes a -2 penalty to Armour rolls. The Damage Dice may be re-rolled if they fail to reach the Target score of their victim. Up to two missiles may be launched in a single action.**FAB-500:** This weapon ignores Armour rolls, and will roll extra Damage Dice (but only D8 with -2 penalty to Armour rolls) against every model within 4" of the centre of the model its first Damage Dice is allocated to - these extra models need not be in Line of Sight. Up to two bombs may be dropped in a single BOMB action, each creating separate firezone.

Su-37

475

Su-37MR



Su-27 development variant with vectored-thrust engines. Not yet in production.

Su-37 w/GSz-301, 6xR-77 and 4xR-73

Replace 4xR-27R with 4xFAB-500.

Size Move Close Combat Target Armour Kill

6	Loiter	4xD10	8+	5+	10+
	Cruise				
	Burn				

AIR

Weapons

GSz-301 30mm Cannon

Range 48" Damage 2xD8

R-73

Range 72" Damage D10

R-77

Range 12-96" Damage D10

FAB-500

Range - Damage D10+4

Special Rules

NR-30 Cannon: This weapon causes a -2 penalty to Armour rolls.**Flyer:** It will ignore the effects of smoke (see main rulebook) and suppression. May be attacked only by weapons with AA trait. It must take Move as its first action in a turn.**Tough:** The Su-27 will ignore the first three failed Armour rolls. An attack that rolls its Kill score will destroy it as normal.**R-73:** This weapon may only be used against Air Units and causes a -2 penalty to Armour rolls. The Damage Dice may be re-rolled if they fail to reach the Target score of their victim. Up to two missiles may be launched in a single action.**R-27R:** This weapon may only be used against Air Units and causes a -2 penalty to Armour rolls. The Damage Dice may be re-rolled if they fail to reach the Target score of their victim. Up to two missiles may be launched in a single action.**FAB-500:** This weapon ignores Armour rolls, and will roll extra Damage Dice (but only D8 with -2 penalty to Armour rolls) against every model within 4" of the centre of the model its first Damage Dice is allocated to - these extra models need not be in Line of Sight. Up to two bombs may be dropped in a single BOMB action, each creating separate firezone.**Vectored thrust engines:** this vehicle may turn as if it was moving one speed band slower

Su-25

400



Russian attack aircraft

Su-25 w/GSz-30-2, 2xR-60, 8xFAB-500

Replace any number of FAB-500 with KAB-500 or UV-57-16

Size Move Close Combat Target Armour Kill

6	Loiter	4xD10	7+	4+	10+
	Cruise				

AIR

GSz-30-2 30mm Cannon

Range 48" Damage 2xD8

R-60

Range 72" Damage D10

FAB-500

Range - Damage D10+4

UV-16-57

Range 36" Damage D6+1

KAB-500

Range - Damage D8

GSz-30-2 Cannon: This weapon causes a -2 penalty to Armour rolls.

Flyer: It will ignore the effects of smoke (see main rulebook) and suppression. May be attacked only by weapons with AA trait. It must take Move as its first action in a turn.

Tough: The Su-25 will ignore the first three failed Armour rolls. An attack that rolls its Kill score will destroy it as normal.

R-60: This weapon may only be used against Air Units and causes a -2 penalty to Armour rolls. The Damage Dice may be re-rolled if they fail to reach the Target score of their victim. Up to two missiles may be launched in a single action. May be fired only from the rear of the target

FAB-500: This weapon ignores Armour rolls, and will roll extra Damage Dice (but only D8 with -2 penalty to Armour rolls) against every model within 4" of the centre of the model its first Damage Dice is allocated to - these extra models need not be in Line of Sight. Up to two bombs may be dropped in a single BOMB action, each creating separate firezone.

UV-16-57: This weapon causes a -1 penalty to Armour rolls, It will roll its damage dice against every target in the firezone, the targets don't need to be in LOS. Up to two UV-16-57 pods may be fired in a single Shoot action

KAB-500: This weapon causes -2 penalty to Armour rolls, and will roll extra Damage Dice (D8 with -2 penalty to Armour rolls) against every model within 6" of the centre of the model its first Damage Dice is allocated to - these extra models need not be in Line of Sight. This weapon will ignore cover, unless it is overhead cover. Up to two bombs may be dropped in a single BOMB action, each creating separate firezone.

Ka-60

130



New light transport helicopter

Ka-60

None

Size Move Close Combat Target Armour Kill

6	V/STOL	3xD10	6+	5+	8+
	Loiter				

AIR

Flyer: It will ignore the effects of smoke (see main rulebook) and suppression. May be attacked only by weapons with AA trait unless it is at V/STOL speed. It must take Move as its first action in a turn.

Tough: This aircraft will ignore the first two failed Armour rolls. An attack that rolls its Kill score will destroy it as normal.

Transport: This helicopter may carry up to 16 size 1 models. Models may mount this helicopter when it is on the ground simply by moving on to it, and may leave with a Move action in the same way. If models either enter or leave this helicopter, then both the models and this helicopter may only take a single action in that turn. If this helicopter is destroyed while on the ground, every model on board will immediately suffer a D6-1 Damage Dice. If this helicopter is destroyed while in the air, every model on board will immediately suffer a D6+2 Damage Dice.

Su-25T

450



Tank-killer variant of the Su-25

Su-25 w/GSz-30-2, 2xR-60, 16x9M120
Ataka

Replace any number of FAB-500 with KAB-500 or UV-57-16

Size Move Close Combat Target Armour Kill

6	Loiter	4xD10	7+	4+	10+
	Cruise				

AIR

Weapons

GSz-30-2 30mm Cannon
Range 48" Damage 2xD8
R-60
Range 72" Damage D10
9M120 Ataka
Range 15-60" Damage D10+3

Special Rules

GSz-30-2 Cannon: This weapon causes a -2 penalty to Armour rolls.
Flyer: It will ignore the effects of smoke (see main rulebook) and suppression. May be attacked only by weapons with AA trait. It must take Move as its first action in a turn.

Tough: The Su-25 will ignore the first three failed Armour rolls. An attack that rolls its Kill score will destroy it as normal.

R-60: This weapon may only be used against Air Units and causes a -2 penalty to Armour rolls. The Damage Dice may be re-rolled if they fail to reach the Target score of their victim. Up to two missiles may be launched in a single action. May be fired only from the rear of the target

9M120: This weapon causes a -4 penalty to Armour rolls, and will roll extra Damage Dice (but only D6 with no penalty to Armour rolls) against every model within 1" of the centre of the model its first Damage Dice is allocated to - these extra models need not be in Line of Sight. It may only be fired once per turn, and never as a reaction. If a model of Size 3 or greater is within the Fire Zone, you may opt to roll this weapon's Damage Dice against that model, rather than allocate normally. It may be used against Air targets moving at Loiter speed - in this case reduce the Damage to D10. Up to two missiles may be launched in a single action

Su-35

450



Su-27 development variant, the most advanced fighter in Russian inventory.

Su-35 w/GSz-301, 6xR-77 and 4xR-73

Replace 4xR-27R with 4xFAB-500.

Size Move Close Combat Target Armour Kill

6	Loiter	4xD10	8+	5+	10+
	Cruise				
	Burn				

AIR

Weapons

GSz-301 30mm Cannon
Range 48" Damage 2xD8
R-73
Range 72" Damage D10
R-77
Range 12-96" Damage D10
FAB-500
Range - Damage D10+4

Special Rules

NR-30 Cannon: This weapon causes a -2 penalty to Armour rolls.

Flyer: It will ignore the effects of smoke (see main rulebook) and suppression. May be attacked only by weapons with AA trait. It must take Move as its first action in a turn.

Tough: The Su-27 will ignore the first three failed Armour rolls. An attack that rolls its Kill score will destroy it as normal.

R-73: This weapon may only be used against Air Units and causes a -2 penalty to Armour rolls. The Damage Dice may be re-rolled if they fail to reach the Target score of their victim. Up to two missiles may be launched in a single action.

R-27R: This weapon may only be used against Air Units and causes a -2 penalty to Armour rolls. The Damage Dice may be re-rolled if they fail to reach the Target score of their victim. Up to two missiles may be launched in a single action

FAB-500: This weapon ignores Armour rolls, and will roll extra Damage Dice (but only D8 with -2 penalty to Armour rolls) against every model within 4" of the centre of the model its first Damage Dice is allocated to - these extra models need not be in Line of Sight. Up to two bombs may be dropped in a single BOMB action, each creating separate firezone.