

Spetsnaz Assault Squad 140



Russia's elite forces, equipped with heavy body armor

Material
Team Leader w/AK-74, Assistant Team Leader w/AK-74, 1xRifleman w/AK-74, Sniper w/SVD and AKSU-74, Gunner w/RPG-7V and AKSU-74

Options
Add second Gunner w/RPG-7V for +40 points. Add up to 6xRifleman w/AK-74 for +20 points each. Equip up to five Riflemen with GP-25 for +5 points each

Statistics
Size Move Close Combat Target Armour Kill

1 4" 2xD6 4+ 4+ 7+

SUPPORT

Weapons

AK-74
Range 24" Damage D6
AKSU-74
Range 16" Damage D6
GP-25 Grenade Launcher
Range 20" Damage D6+1
RPG-29
Range 30" Damage D10+2
Dragunov SVD
Range 36" Damage D6

Special Rules

GP-25: underslung grenade launcher attached to AN-94. This weapon causes a -1 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.

RPG-7V: This weapon causes a -2 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 2 or greater is within the Fire Zone, you may opt to roll this weapon's Damage Dice against that model, rather than allocate normally.

Elite Training: All models in this unit gain a +2 bonus to their armour rolls when in cover

Stealthy: If this unit is within Cover and did not make any shooting attacks in the last turn, units beyond 20" may not draw Line of Sight to it

Dragunov SVD: The SVD gains a +2 bonus to its Damage Dice against Size 1 targets only. It may only fire once per turn and never as a reaction. If a Ready action is taken before it shoots, you may opt to roll its Damage Dice against the model in the centre of the Fire Zone rather than allocate normally.

Flexible Structure: the squad may be split in two, the Team Leader will take command of one element, the assistant team leader will command another. The team members may be assigned to either of the two new squads as you see fit.

Heavy body armor: The heavy body armor offers excellent protection but limit the soldiers' mobility. If two or more of the squad's actions are spent on Movement, the Move is considered to be 3".

Spetsnaz Patrol 140



Russia's elite forces.

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Options
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Flexible Structure: the squad may be split in two, the Team Leader will take command of one element, the assistant team leader will command another. The team members may be assigned to either of the two new squads as you see fit.

RPG-22



Disposable, anti-tank rocket launcher

Rules

RPG-22: This weapon causes a -2 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 only once per game, and never as a reaction, any Rifleman in the squad may fire this weapon. If a model of Size 2 or greater is within the Fire Zone, you may opt to roll this weapon's Damage Dice against that model, rather than allocate normally.

Option

Equip up to one soldier per squad with a RPG-22 for +10 points

Statistics

RPG-22
Range 20" Damage D10+1

UPGRADE

RPO-A



RPG with thermobaric warhead

Rules

RPO-A: This weapon causes ignores Armour rolls of Size 1 and 2 targets, as well as cover bonuses and will roll extra Damage Dice (D6+2 ignoring cover and Armour rolls) against every model within 2" 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 game, and never as a reaction any Rifleman in the squad may fire this weapon.

Option

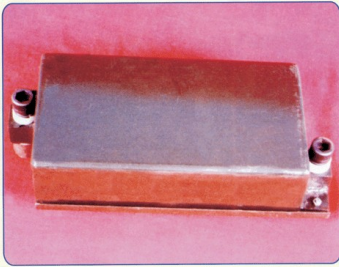
Equip up to one soldier per squad with a RPG-26 for +15 points

Statistics

RPO-A
Range 20" Damage D6+2

UPGRADE

Advanced Explosive Reactive Armour



Russians have made a lot of progress in the area of explosive reactive armour.

Rules

Advanced ERA: ERA is a special type of armor that reduces the effectiveness of hits on the vehicle. The armor values of the vehicle already take into account the ERA for normal Hits. If a player scores a Kill against an aspect which is protected by ERA the defending vehicle is not automatically killed, but may make an armor saving roll. If the armor save roll is successful then treat the Kill result as a normal Hit which was not saved instead. All modifiers to the armor save roll remain in effect, but the frontal Armor may not be reduced below 5+, even by weapons which ignore armor saves. Note: Even if the vehicle saves against a Kill result, it may be destroyed by the hit if it results in removing the vehicle's final point of toughness.

Option

Add Advanced ERA to Black Eagle or T-95 for +20% of their cost.

Statistics

UPGRADE

Shtora



A set of jammers and early warning devices that defend a tank against various ATGMs

Rules

Shtora: You may force your opponent to re-roll Damage Dice from ATGM weapons

Option

Add Shtora to any Size 3+ vehicle for +10% of their cost.

Statistics

UPGRADE

30F39 Krasnopol

150



Russian laser-guided projectile fired from 152mm guns

The Krasnopol support card allows you to use up to a Krasnopol shell (see below) on any enemy models of size 3+. In order to request fire mission, the Command Squad or other unit capable of requesting Support Artillery has to take a ready action. Any armored model within the requesting unit's Line of Sight may be targeted.

Low availability asset: Only one Krasnopol card per 1500 points may be purchased

Krasnopol: This weapon causes D10+4 damage with -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. This weapon will attack the target as if fired from Elevated Position.

OFFBOARD SUPPORT

2S19 MSTA Fire Mission

50



Heavy self-propelled gun used by Russian army

The 2S19 Fire Mission allows your Command Squad to call in a single Heavy Artillery strike

See the advanced rulebook, page 34 (supporting artillery)

OFFBOARD SUPPORT

ZSU-23-4

180



One of the most popular SPAAG in the world

ZSU-23-4 w/AZP-23 (T)

None

Size Move Close Combat Target Armour Kill

3 8" 4xD10 7+ 4+ 9+

ARMOUR

AZP-23
Range 36" Damage 6xD6+1

Tough: The ZSU-23-4 will ignore the first two failed Armour rolls. An attack that rolls its Kill score will destroy it as normal.

AZP-23: This weapon causes a -1 penalty to Armour rolls. It may only fire once per turn. Every Damage Dice this weapon rolls will count as two for the purposes of Suppression only. If every model in the target unit is assigned two or more Damage Dice when this weapon is used, the unit will lose two actions from Suppression, rather than just one.

Armoured: This vehicle has Armour score of 5+ to the Side or Rear facings. It may never make any reactions except to Shoot with the MG

Tracked: This vehicle will ignore all terrain 1" high or less for the purposes of movement

Ignore the effects of smoke (see main rulebook). Immune to suppression. Subject to the Button Up rule (see Rules Updates)

Weapons

Special Rules

Materiel

Options

Statistics

RPG-29



New, powerful RPG

Rules

RPG-29: 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. It may be used only against targets of Size 2 or greater. If such model is within the firezone roll this weapon's Damage Dice against that model, rather than allocate normally. Single use

Option

Upgrade a single RPG-7V to RPG-29 for +20 points

Statistics

RPG-29
Range 30" Damage D10+2

UPGRADE

Body Armor



Some Russian units, especially those taking part in small-scale conflicts have been equipped with body armor

Rules

Reduce Move to 4". The unit gains 5+ Armour Save

Option

Equip a squad with body armor for +10 points if it has more than 5 members, or +5 points otherwise

Statistics

UPGRADE

2S6 Tunguska

280



Advanced self-propelled AA system

Material

2S6 Tunguska w/Twin 2A38M (T),
9M311 (T)

Options

None

Statistics

Size	Move	Close Combat	Target	Armour	Kill
3	8"	4xD10	7+	5+	9+

ARMOUR

Twin 2A38M 30mm Cannon

Range: 40" Damage: 8xD6+1

9M311 SAM

Range: 90" Damage: D10

Weapons

Special Rules

Twin 2A38M: This weapon causes a -1 penalty on Armour rolls. It may only fire once per turn and it may be used as an AA weapon. In addition, every Damage Dice this weapon rolls will count as two for the purposes of Suppression only. If every model in the target unit is assigned two or more Damage Dice when this weapon is used, the unit will lose two actions from Suppression, rather than just one.

9M311: The 2S6 carries eight of these AA missiles, and may fire two in a single Shoot action. They may only be used against Air Units and cause a -3 penalty to Armour rolls. The Damage Dice may be re-rolled if they fail to reach the Target score of their victim.

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

Armoured: This vehicle has Armour score of 6+ to the Side or Rear facings. It may never make any reactions except against Air Units

Tracked: This vehicle will ignore all terrain 1" high or less for the purposes of movement

Ignore the effects of smoke (see main rulebook).

Immune to suppression. Subject to the Button Up rule (see Rules Updates)

RPG-27



Disposable, anti-tank rocket launcher

Rules
RPG-27: 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 only once per game, and never as a reaction, any Rifleman in the squad may fire this weapon. If a model of Size 2 or greater is within the Fire Zone, you may opt to roll this weapon's Damage Dice against that model, rather than allocate normally.

Option
 Equip up to one soldier per squad with a RPG-27 for +15 points

Statistics
RPG-27
 Range 20" Damage D10+2

UPGRADE

RPG-18



Disposable, anti-tank rocket launcher

Rules
RPG-18: This weapon causes a -2 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 only once per game, and never as a reaction, any Rifleman in the squad may fire this weapon. If a model of Size 2 or greater is within the Fire Zone, you may opt to roll this weapon's Damage Dice against that model, rather than allocate normally.

Option
 Equip up to one soldier per squad with a RPG-18 for +5 points

Statistics
RPG-18
 Range 20" Damage D10

UPGRADE

MTLB Sturm **90**



MTLB armed with 9K114 launcher

MTLB w/9K114

Options
 Upgrade to 9M120 for +25 points

Size	Move	Close Combat	Target	Armour	Kill
4	7"	4xD10	7+	5+	9+

SUPPORT

Weapons

9M114 Kokon
 Range 60" Damage D10+2
9M120 Ataka
 Range 60" Damage D10+3

Special Rules

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.

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.

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

Amphibious

Armoured: This vehicle has Armour score of 5+ to the Side or Rear facings. It may never make any reactions except to Shoot with the MG

Tracked: This vehicle will ignore all terrain 1" high or less for the purposes of movement

Immune to suppression. Subject to the Button Up rule (see Rules Updates)

Chrizantema 130



Chrizantema is one of the heaviest ATGMs in existence. This launcher is based on BMP-3 chassis

Chrizantema w/9M123F-2

Options: None

Size	Move	Close	Combat	Target	Armour	Kill
3	7"	4xD10	7+	4+	9+	

SUPPORT

Weapons: 9M123F-2 ATGM
Range 72" Damage D10+3

Special Rules:

ATGM: 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 2 or greater is within the Fire Zone, you may opt to roll this weapon's Damage Dice against that model, rather than allocate normally. This vehicle must take a ready action before using it and none of its actions may include movement.

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

Tracked: This vehicle will ignore all terrain 1" high or less for the purposes of movement

Armoured: This vehicle has Armour score of 4+ to the Side or Rear facings. It may never make any reactions except to Shoot with the MG.

Ignore the effects of smoke (see main rulebook).

Immune to suppression. Subject to the Button Up rule (see Rules Updates)

Amphibious: The vehicle may swim at half its normal movement rate

9K35M3 "Strela-10M3" 150



MTLB armed with SAM launcher

MTLB w/9K35M3

Options: None

Size	Move	Close	Combat	Target	Armour	Kill
4	7"	4xD10	7+	5+	9+	

SUPPORT

Weapons: 9K35M3 Strela-10M3 SAM
Range 60" Damage D10

Special Rules:

9M31: The MTLB carries four of these AA missiles. They may only be used against Air Units and cause a -2 penalty to Armour rolls. The Damage Dice may be re-rolled if they fail to reach the Target score of their victim.

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

Amphibious

Armoured: This vehicle has Armour score of 5+ to the Side or Rear facings. It may never make any reactions except to Shoot with the MG

Tracked: This vehicle will ignore all terrain 1" high or less for the purposes of movement

Immune to suppression. Subject to the Button Up rule (see Rules Updates)

9K33 Osa

130



Short-range anti-air missile

9K33 Osa w/9M33M3

None

Size Move Close Combat Target Armour Kill

2 8" 4xD10 6+ 3+ 8+

SUPPORT

Weapons

9M33M3 SAM

Range 72" Damage D10

Special Rules

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

9M31: This vehicle carries six of these AA missiles. They may only be used against Air Units and cause a -2 penalty to Armour rolls. The Damage Dice may be re-rolled if they fail to reach the Target score of their victim.

Armoured: This vehicle has Armour score of 5+ to the Side or Rear facings. It may never make any reactions except to the Air Units

Wheeled: This vehicle gains +3 inches to its Move if its entire move is on a road

Ignore the effects of smoke (see main rulebook).

Immune to suppression. Subject to the Button Up rule (see Rules Updates)

MTLB ZU-23-2

100



An air defense variant of MTLB

MTLB w/ZU-23-2 (E,AA)

None

Size Move Close Combat Target Armour Kill

4 7" 4xD10 7+ 5+ 9+

SUPPORT

Weapons

ZU-23-2

Range 36" Damage 3xD6+1

Special Rules

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

ZU-23-2: This weapon causes a -1 penalty to Armour rolls. It may only fire once per turn. Every Damage Dice this weapon rolls will count as two for the purposes of Suppression only. If every model in the target unit is assigned two or more Damage Dice when this weapon is used, the unit will lose two actions from Suppression, rather than just one. It may be used as an AA weapon.

Armoured: This vehicle has Armour score of 5+ to the Side or Rear facings. It may never make any reactions except against Air Units.

Ignore the effects of smoke (see main rulebook).

Immune to suppression. Subject to the Button Up rule (see Rules Updates)

Amphibious: The vehicle may swim at half its normal movement rate

Kornet 120



Kornet launcher based on BMP-3 chassis

None

Size	Move	Close Combat	Target	Armour	Kill
3	7"	4xD10	7+	4+	9+

SUPPORT

9M136 Kornet ATGM
Range 60" Damage D10+2

ATGM: 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 2 or greater is within the Fire Zone, you may opt to roll this weapon's Damage Dice against that model, rather than allocate normally. This vehicle must take a ready action before using it and none of its actions may include movement.

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

Tracked: This vehicle will ignore all terrain 1" high or less for the purposes of movement


Armoured: This vehicle has Armour score of 4+ to the Side or Rear facings. It may never make any reactions except to Shoot with the MG.

Ignore the effects of smoke (see main rulebook).

Immune to suppression. Subject to the Button Up rule (see Rules Updates)

Amphibious: The vehicle may swim at half its normal movement rate

BRDM-2 Konkurs 55



Konkurs launcher on BRDM-2 chasis

BRDM-2 w/9M113 (T)

None

Size	Move	Close Combat	Target	Armour	Kill
2	8"	4xD10	6+	3+	8+

SUPPORT

9M113 Konkurs ATGM
Range 40" Damage D10+2

Tough: The BRDM-2 will ignore the first two failed Armour rolls. An attack that rolls its Kill score will destroy it as normal.

ATGM: This weapon causes a -2 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 2 or greater is within the Fire Zone, you may opt to roll this weapon's Damage Dice against that model, rather than allocate normally. Five shot system, the BRDM-2 must take a ready action before using it and none of its actions may include movement.

Army List: Up to three BRDM-2s may be deployed as a single Support choice

Armoured: This vehicle has Armour score of 4+ to the Side or Rear facings. It may never make any reactions

Wheeled: This vehicle gains +3 inches to its Move if its entire move is on a road

Ignore the effects of smoke (see main rulebook).

Immune to suppression. Subject to the Button Up rule (see Rules Updates)

BRDM-2

60



The basic variant of the BRDM-2 reconnaissance vehicle

BRDM-2 w/KPV (T) and PKT (C)

None

Size	Move	Close Combat	Target	Armour	Kill
2	8"	2xD10	6+	3+	8+

2	8"	2xD10	6+	3+	8+
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SUPPORT

KPV 14.5mm MG

Range 30" Damage 2xD6+1

PKT MG

Range 30" Damage 3xD6

Tough: The BRDM-2 will ignore the first two failed Armour rolls. An attack that rolls its Kill score will destroy it as normal.

MG: This weapon causes a -1 penalty to Armour rolls. Every Damage Dice this weapon rolls will count as two for the purposes of Suppression only. If every model in the target unit is assigned two or more Damage Dice when this weapon is used, the unit will lose two actions from Suppression, rather than just one.

KPV: This weapon causes a -1 penalty to Armour rolls. Every Damage Dice this weapon rolls will count as two for the purposes of Suppression only. If every model in the target unit is assigned two or more Damage Dice when this weapon is used, the unit will lose two actions from Suppression, rather than just one.

Recon Vehicle: An army with at least one of these units may re-roll its dice for set up and deployment

Transport : The BRDM-2 may carry up to 2 size 1 models. Models may mount the BRDM-2 simply by moving on to it, and may leave with a Move action in the same way. If models either enter or leave the BRDM-2, then both the models and the BRDM-2 may only take a single action in that turn. If the BRDM-2 is destroyed,

Army List: Up to three BRDM-2s may be deployed as a single Support choice

Armoured: This vehicle has Armour score of 4+ to the Side or Rear facings. It may never make any reactions except to Shoot with the MG

Wheeled: This vehicle gains +3 inches to its Move if its entire move is on a road

Ignore the effects of smoke (see main rulebook).

Immune to suppression. Subject to the Button Up rule (see Rules Updates)

Vodnik

70



GAZ-3937 "Vodnik" and its modified version GAZ-39371 are high-mobility multipurpose military vehicles manufactured by GAZ.

Vodnik w/MG(R)

None

Size	Move	Close Combat	Target	Armour	Kill
2	8"	2xD10	6+	4+	8+

2	8"	2xD10	6+	4+	8+
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TRANSPORT

KPV 14.5mm MG

Range 30" Damage 2xD6+1

PKT MG

Range 30" Damage 3xD6

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

MG: This weapon causes a -1 penalty to Armour rolls. Every Damage Dice this weapon rolls will count as two for the purposes of Suppression only. If every model in the target unit is assigned two or more Damage Dice when this weapon is used, the unit will lose two actions from Suppression, rather than just one.

Transport : The BRDM-2 may carry up to 9 size 1 models. Models may mount the BRDM-2 simply by moving on to it, and may leave with a Move action in the same way. If models either enter or leave the BRDM-2, then both the models and the BRDM-2 may only take a single action in that turn. If the BRDM-2 is destroyed,

Armoured: This vehicle has Armour score of 5+ to the Side or Rear facings. It may never make any reactions except to Shoot with the MG

Wheeled: This vehicle gains +3 inches to its Move if its entire move is on a road

Ignore the effects of smoke (see main rulebook).

Immune to suppression. Subject to the Button Up rule (see Rules Updates)