

BTR-90 APC

190



BTR-90 is the latest Russian wheeled APC

BMP-1 w/2A42, 9M113, ASG-17 GL,
PKT MG

None

Size Move Close Combat Target Armour Kill

4 9" 4xD10 7+ 4+ 9+

TRANSPORT

2A42 30mm Gun

Range 40" Damage 3xD8

PKT MG

Range 30" Damage 3xD6

9M113 ATGM

Range 60" Damage D10+2

ASG-17 GL

Range 36" Damage 3xD6+1

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. Two shot systems, the BTR-90 must take a ready action before using it and none of its actions may include movement.

Transport : This vehicle may carry up to 8 size 1 models. Models may mount this vehicle simply by moving on to it, and may leave with a Move action in the same way. If models either enter or leave this vehicle, then the models may only take a single action in that turn and this vehicle may take none. If this vehicle is destroyed, every model on board will immediately suffer a D6-1 Damage Dice.

Tough: The BTR-90 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. **ASG-17 GL:** This weapon 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. The ASG-17 may always be fired in addition to another weapon system in a single Shoot action, and may create its own separate Fire Zone.

2A42: This weapon causes a -1 penalty to Armour rolls.

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

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

Ignore the effects of smoke (see main rulebook).

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

Weapons

Special Rules

BTR-80 APC

140



The most common wheeled APC

BTR-80 w/KPV and PKT

Replace KPV with 2A42 for +10 points. This reduces transport capacity to 8 models

Size Move Close Combat Target Armour Kill

4 8" 4xD10 7+ 4+ 9+

TRANSPORT

KPV 14.5mm MG

Range 30" Damage 2xD6+1

PKT MG

Range 30" Damage 3xD6

2A42 30mm Gun

Range 40" Damage 2xD8

Transport : The BTR-80 may carry up to 10 size 1 models. Models may mount the BTR-80 simply by moving on to it, and may leave with a Move action in the same way. If models either enter or leave the BTR-80, then both the models and the BTR-80 may only take a single action in that turn. If the BTR-80 is destroyed, every model on board will immediately suffer a D6-1 Damage Dice.

Tough: The BTR-80 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. It may always be fired in addition to another weapon system in a single Shoot action, and may create its own separate Fire Zone. 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.

2A42: This weapon causes a -1 penalty to Armour rolls.

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

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

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

Materiel

Options

Statistics

BMP-2 IFV **165**



BMP-2 is the successor to the BMP-1.

BMP-2 w/2A42 (T), 9M11 (E), PKT (C)

Upgrade 9M111 to 9M113 for +20 points

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

TRANSPORT

2A42 30mm Gun
Range 40" Damage 2xD8

PKT MG
Range 30" Damage 3xD6

9M111 ATGM
Range 40" Damage D10+1

9M113 Konkurs ATGM
Range 60" Damage D10+2

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. Two shot systems, the BMP-2 must take a ready action before using it and none of its actions may include movement.

Transport: This vehicle may carry up to 7 size 1 models. Models may mount this vehicle simply by moving on to it, and may leave with a Move action in the same way. If models either enter or leave this vehicle, then both the models and this vehicle may only take a single action in that turn. If this vehicle is destroyed, every model on board will immediately suffer a D6-1 Damage Dice.

Tough: The BMP-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.

2A42: This weapon causes a -1 penalty to Armour rolls.

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

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.

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

BMP-1 IFV **130**



Manufactured in huge quantities the BMP-1 and its variants are very popular in third world countries

BMP-1 w/2A28 (T), 9M14M (E), PKT (C)

Upgrade the 9M14M to 9M111 for +10 points

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

TRANSPORT

2A28 73mm Gun firing AP
Range 30" Damage D8

2A28 73mm Gun firing HE
Range 30" Damage D6+1

PKT MG
Range 30" Damage 3xD6

9M14M Malutka ATGM
Range 20-60" Damage D10+1

9M111 ATGM
Range 40" Damage D10+1

Malutka 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. Two shot systems, the BMP-1 must take a ready action before using it and none of its actions may include movement.

Transport: This vehicle may carry up to 8 size 1 models. Models may mount this vehicle simply by moving on to it, and may leave with a Move action in the same way. If models either enter or leave this vehicle, then both the models and this vehicle may only take a single action in that turn. If this vehicle is destroyed, every model on board will immediately suffer a D6-1 Damage Dice.

Tough: The BMP-1 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.

2A28 73mm Gun: This gun may fire either AP or HE rounds. AP rounds cause -1 penalty to Armour rolls. 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. HE rounds cause -1 penalty to Armour rolls of the target and will roll extra Damage Dice (but only D6 with no penalty to 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. The 2A28 may be fired only once per turn.

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

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.

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

BMP-3 IFV **200**



The newest Russian IFV

BMP-3 w/2A70 (T), 2A72 (T), 9M117 (T), 1xPKT (C)

None

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

TRANSPORT

2A72 30mm Gun
Range 40" Damage 2xD8

PKT MG
Range 30" Damage 3xD6

9M117 ATGM
Range 40" Damage D10+2

2A70 100mm Gun
Range 40" Damage D8

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. Two shot systems, the BMP-3 must take a ready action before using it and none of its actions may include movement. It cannot be fired in the same turn as the 2A70.

Transport: This vehicle may carry up to 7 size 1 models. Models may mount this vehicle simply by moving on to it, and may leave with a Move action in the same way. If models either enter or leave this vehicle, then both the models and this vehicle may only take a single action in that turn. If this vehicle is destroyed, every model on board will immediately suffer a D6-1 Damage Dice.

Tough: The BMP-3 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.

2A72: This weapon causes a -1 penalty to Armour rolls.

2A70: 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.

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

BTR-T **140**



An APC converted from old tank

BTR-T w/KPV (R), AGS-17 (R)

Upgrade KPV to 2A38 for +20 points, Add 9M133 (R) for +30 points

Size	Move	Close Combat	Target	Armour	Kill
4	7"	4xD10	8+	3+	10+

TRANSPORT

2A38 2x30mm Gun
Range 40" Damage 3xD8

KPV 14.5mm MG
Range 30" Damage 2xD6+1

9M133 Kornet ATGM
Range 80" Damage D10+2

AGS-17 GL
Range 36" Damage 3xD6+1

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. Two shot systems, the BTR-T must take a ready action before using it and none of its actions may include movement.

Transport: This vehicle may carry up to 5 size 1 models. Models may mount this vehicle simply by moving on to it, and may leave with a Move action in the same way. If models either enter or leave this vehicle, then both the models and this vehicle may only take a single action in that turn. If this vehicle is destroyed, every model on board will immediately suffer a D6-1 Damage Dice.

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

AGS-17 GL: This weapon 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. The AGS-17 may always be fired in addition to another weapon system in a single Shoot action, and may create its own separate Fire Zone.

2A38: This weapon causes a -1 penalty to Armour rolls.

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.

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)

BMP-2K

165



Command variant of the BMP-2

BMP-2 w/2A42 (T), PKT (C)

Upgrade 9M111 to 9M113 for +20 points

Size Move Close Combat Target Armour Kill

3 7" 4xD10 7+ 4+ 9+

COMMAND

Material

Options

Statistics

Weapons

2A42 30mm Gun
Range 40" Damage 2xD8
PKT MG
Range 30" Damage 3xD6

Special Rules

Tough: The BMP-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.
2A42: This weapon causes a -1 penalty to Armour rolls.
Tracked: This vehicle will ignore all terrain 1" high or less for the purposes of movement
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.
Immune to suppression. Subject to the Button Up rule (see Rules Updates)
Amphibious: The vehicle may swim at half its normal movement rate
Command Unit: So long as this vehicle remains on the table, one friendly unit may be given a bonus third action. A unit may only take one bonus action, no matter how many Command Units are on the table.

BMP-1K

130



Command variant of the BMP-1

BMP-1K w/2A28 (T), PKT (C)

None

Size Move Close Combat Target Armour Kill

3 7" 4xD10 7+ 4+ 9+

COMMAND

Material

Options

Statistics

Weapons

2A28 73mm Gun firing AP
Range 30" Damage D8
2A28 73mm Gun firing HE
Range 30" Damage D6+1
PKT MG
Range 30" Damage 3xD6

Special Rules

Tough: The BMP-1 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.
2A28 73mm Gun: This gun may fire either AP or HE rounds. AP rounds cause -1 penalty to Armour rolls. 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. HE rounds cause -1 penalty to Armour rolls of the target and will roll extra Damage Dice (but only D6 with no penalty to 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. The 2A28 may be fired only once per turn.
Tracked: This vehicle will ignore all terrain 1" high or less for the purposes of movement
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.
Immune to suppression. Subject to the Button Up rule (see Rules Updates)
Amphibious: The vehicle may swim at half its normal movement rate
Command Unit: So long as this vehicle remains on the table, one friendly unit may be given a bonus third action. A unit may only take one bonus action, no matter how many Command Units are on the table.

BMP-3K

200



Command variant of the BMP-3

BMP-3 w/2A70 (T), 2A72 (T), 9M117 (T), 1xPKT (C)

None

Size Move Close Combat Target Armour Kill

3 7" 4xD10 7+ 4+ 9+

COMMAND

Weapons

2A72 30mm Gun
Range 40" Damage 2xD8
PKT MG
Range 30" Damage 3xD6
9M117 ATGM
Range 40" Damage D10+2
2A70 100mm Gun
Range 40" Damage D8

Special Rules

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. Two shot systems, the BMP-3 must take a ready action before using it and none of its actions may include movement. It cannot be fired in the same turn as the 2A70.

Tough: The BMP-3 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.

2A72: This weapon causes a -1 penalty to Armour rolls.

2A70: 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.

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

Command Unit: So long as this vehicle remains on the table, one friendly unit may be given a bonus third action. A unit may only take one bonus action, no matter how many Command Units are on the table.

BRM-1

120



A reconaissance variant of the BMP-1

BWR-1D w/2A28 (T), PKT (C)

None

Size Move Close Combat Target Armour Kill

3 7" 4xD10 7+ 4+ 9+

SUPPORT

Weapons

2A28 73mm Gun firing AP
Range 30" Damage D8
2A28 73mm Gun firing HE
Range 30" Damage D6+1
PKT MG
Range 30" Damage 3xD6

Special Rules

Transport: The BMP-3 may carry up to 8 size 1 models. Models may mount the BMP-3 simply by moving on to it, and may leave with a Move action in the same way. If models either enter or leave the BMP-3, then both the models and the BMP-2 may only take a single action in that turn. If the BMP-3 is destroyed, every model on board will immediately suffer a D6-1 Damage Dice.

Tough: The BWR-1D 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.

2A28 73mm Gun: This gun may fire either AP or HE rounds. AP rounds cause -1 penalty to Armour rolls. 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. HE rounds cause -1 penalty to Armour rolls of the target and will roll extra Damage Dice (but only D6 with no penalty to 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. The 2A28 may be fired only once per turn.

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

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)

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

BMP-2D IFV

175



Up-armored variant of the BMP-2

BMP-2 w/2A42 (T), 9M111 (E), PKT (C)

Upgrade 9M111 to 9M113 for +20 points

Size Move Close Combat Target Armour Kill

3 7" 4xD10 7+ 3+ 9+

TRANSPORT

Material

Options

Statistics

Weapons

2A42 30mm Gun
Range 40" Damage 2xD8
PKT MG
Range 30" Damage 3xD6
9M111 ATGM
Range 40" Damage D10+1
9M113 Konkurs ATGM
Range 60" Damage D10+2

Special Rules

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. Two shot systems, the BMP-2 must take a ready action before using it and none of its actions may include movement.

Transport: This vehicle may carry up to 7 size 1 models. Models may mount this vehicle simply by moving on to it, and may leave with a Move action in the same way. If models either enter or leave this vehicle, then both the models and this vehicle may only take a single action in that turn. If this vehicle is destroyed, every model on board will immediately suffer a D6-1 Damage Dice.

Tough: The BMP-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.

2A42: This weapon causes a -1 penalty to Armour rolls.

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 Side.

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

BRM-3

130



Recon variant of the BMP-3

BRM-3 w/2A72 (T), 1xPKT (C)

None

Size Move Close Combat Target Armour Kill

3 7" 4xD10 7+ 4+ 9+

SUPPORT

Material

Options

Statistics

Weapons

2A72 30mm Gun
Range 40" Damage 2xD8
PKT MG
Range 30" Damage 3xD6

Special Rules

Transport: This vehicle may carry up to 7 size 1 models. Models may mount this vehicle simply by moving on to it, and may leave with a Move action in the same way. If models either enter or leave this vehicle, then both the models and this vehicle may only take a single action in that turn. If this vehicle is destroyed, every model on board will immediately suffer a D6-1 Damage Dice.

Tough: This vehicle 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.

2A72: This weapon causes a -1 penalty to Armour rolls.

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

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

MTLB APC 100



Russian-designed tracked APC

Material: MTLB w/PKT (T)

Options: None

Statistics:

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

TRANSPORT

Weapons: PKT 7.62mm MG
Range 30" Damage 3xD6

Special Rules:

Transport : This vehicle may carry up to 11 size 1 models. Models may mount this vehicle simply by moving on to it, and may leave with a Move action in the same way. If models either enter or leave this vehicle, then both the models and this vehicle may only take a single action in that turn. If this vehicle is destroyed, every model on board will immediately suffer a D6-1 Damage Dice.

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

PKT: The MTLB carries a MG, which 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.

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)

MTLBU 100



Command variant of the MTLB APC

Material: MTLB w/PKT (T)

Options: None

Statistics:

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

COMMAND

Weapons: PKT 7.62mm MG
Range 30" Damage 3xD6

Special Rules:

Command Unit: So long as this vehicle remains on the table, one friendly unit may be given a bonus third action. A unit may only take one bonus action, no matter how many Command Units are on the table.

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

PKT: The MTLB carries a MG, which 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.

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)

Command Squad

90



Russian Infantry is well equipped, many troops in line units are professionals

Platoon Leader w/AK-74, Asst Plt Leader w/AK-74, Sniper w/SVD and AKSU-74, Rifleman w/AK-74

None

Size Move Close Combat Target Armour Kill

1 5" 2xD6 4+ - 6+

COMMAND

Weapons

AK-74
Range 24" Damage D6
AKSU-74
Range 16" Damage D6
Dragunov SVD
Range 36" Damage D6

Special Rules

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.

Command Team: So long as the Platoon Leader remains on the table, one friendly unit may be given a bonus third action. A unit may only take one bonus action, no matter how many Platoon Leaders are on the table.

Attachments: Members of this squad may be attached to other squads in the platoon.

Infantry Squad

95



Russian Infantry is well equipped, many troops in line units are professionals

Sergeant w/AK-74, 2xRifleman w/AK-74, Grenadier w/AK-74 and GP-25, Gunner w/RPK SAW, Gunner w/RPG-7V and AKSU-74

Replace one Rifleman with second RPK gunner for +10 points. Replace one Rifleman with second Grenadier for +5 points.

Size Move Close Combat Target Armour Kill

1 5" 2xD6 4+ - 6+

SQUAD

Weapons

AK-74
Range 24" Damage D6
AKSU-74
Range 16" Damage D6
RPK SAW
Range 30" Damage 2xD6
GP-25 Grenade Launcher
Range 20" Damage D6+1
RPG-7V
Range 20" Damage D10

Special Rules

GP-25: One or two Riflemen in the squad have underslung grenade launchers attached to their 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.

RPK SAW: If a Ready action is taken to set this weapon up properly (lie prone, extend bipod, etc), then all subsequent Shoot actions will gain two bonus Damage Dice though it may only shoot in its forward facing. These bonus dice are lost as soon as the model moves. 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.

RPG-7V: This weapon causes a -2 penalty to Armor rolls and will roll extra Damage Dice (but only d6-1 with no penalty to Armor rolls) against every model within 2" of the center of the models its first Damage Dice is allocated to - these extra models need not be in LOS. It may only be fired once per turn and never as a reaction.

MANPADS Squad

160



Shoulder-fired SAMs provide the mechanized forces with air defenses

Team 1: Squad Leader w/AK-74, Gunner w/Igla and AKSU-74
 Team 2: Rifleman w/AK-74, Gunner w/Igla and AKSU-74
 Team 3: Rifleman w/AK-74, Gunner w/Igla and AKSU-74

None

Size Move Close Combat Target Armour Kill

1 5" 2xD6 4+ - 6+

SUPPORT

Materiel

Options

Statistics

Weapons

AK-74
 Range 24" Damage D6
AKSU-74
 Range 16" Damage D6
Igla SAM
 Range 60" Damage D10

Special Rules

Igla SAM: 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.

ATGM Section

155



ATGM Sections provide Mechanized Companies with anti-tank support

Platoon Commander w/AKSU-74
 Team 1: Gunner w/9M131 and AKSU-74, Assistant Gunner w/AK-74
 Team 2: Gunner w/9M131 and AKSU-74, Assistant Gunner w/AK-74
 Team 3: Gunner w/9M131 and AKSU-74, Assistant Gunner w/AK-74

None

Size Move Close Combat Target Armour Kill

1 5" 2xD6 4+ - 6+

SUPPORT

Materiel

Options

Statistics

Weapons

AK-74
 Range 24" Damage D6
AKSU-74
 Range 16" Damage D6
9M131 Metis
 Range 40" Damage D10+2

Special Rules

9M131: 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. You must take a ready action before using it and none of the squad's actions in this turn may include movement.

Mechanized AGL Squad

145



Flavour text should read: AGL Squads provide the Mechanized Companies with superior anti-infantry firepower

Sergeant w/AK-74, 4xRifleman w/AK-74, 2xGunner w/AGS-30 and AKSU-74, Gunner w/AKSU-74 and RPG-7V

None

Size Move Close Combat Target Armour Kill

1 5" 2xD6 4+ - 6+

SUPPORT

Weapons

AK-74
Range 24" Damage D6
AKSU-74
Range 16" Damage D6
AGS-30 Grenade Launcher
Range 30" Damage 3xD6+1
RPG-7V
Range 20" Damage D10

Special Rules

AGS-30: This weapon causes a -1 penalty to Armour rolls. It 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 has to be set up with a Ready action before it can be fired.

RPG-7V: This weapon causes a -2 penalty to Armor rolls and will roll extra Damage Dice (but only d6-1 with no penalty to Armor rolls) against every model within 2" of the center of the models it's first Damage Dice is allocated to - these extra models need not be in LOS. It may only be fired once per turn and never as a reaction.

ATGM Section

135



Heavy ATGMs provide Mechanized Battalions with some serious anti-tank firepower

Platoon Commander w/AK-74
Team 1: Gunner w/9M136 and AKSU-74, Assistant Gunner w/AK-74
Team 2: Gunner w/9M136 and AKSU-74, Assistant Gunner w/AK-74

None

Size Move Close Combat Target Armour Kill

1 5" 2xD6 4+ - 6+

SUPPORT

Weapons

AKSU-74
Range 16" Damage D6
AK-74
Range 16" Damage D6
9M136 Kornet
Range 60" Damage D10+2

Special Rules

9M136: 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. The squad must take a ready action before using it and none of its actions may include movement.

Recon Squad

110



Recon Squads are the infantry component of BRM-equipped units

Sergeant w/AK-74,
Rifleman w/AK-74,
Grenadier w/AK-74 and GP-25,
Gunner w/RPK SAW,
Gunner w/RPG-7V and AKSU-74

None

Size Move Close Combat Target Armour Kill

1 5" 2xD6 4+ - 6+

SQUAD

Weapons

AK-74
Range 24" Damage D6
AKSU-74
Range 16" Damage D6
RPK SAW
Range 30" Damage 2xD6
GP-25 Grenade Launcher
Range 20" Damage D6+1
RPG-7V
Range 20" Damage D10

Special Rules

GP-25: 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.

RPK SAW: If a Ready action is taken to set this weapon up properly (lie prone, extend bipod, etc), then all subsequent Shoot actions will gain two bonus Damage Dice though it may only shoot in its forward facing. These bonus dice are lost as soon as the model moves. 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.

RPG-7V: This weapon causes a -2 penalty to Armor rolls and will roll extra Damage Dice (but only d6-1 with no penalty to Armor rolls) against every model within 2" of the center of the models it's first Damage Dice is allocated to - these extra models need not be in LOS. It may only be fired once per turn and never as a reaction.

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