

Command Squad

50



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

Platoon Leader w/AKM, Asst Plt Leader w/AKM

The Platoon Leader may give additional action to units as long as he is alive

Size Move Close Combat Target Armour Kill

1 5" 2xD6 4+ - 6+

COMMAND

Materiel

Options

Statistics

Weapons

**AKM**  
Range 20" Damage D6

Special Rules

**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.

Infantry Squad

130



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

Sergeant w/AKM, 3xRifleman w/AKM, 2xGrenadier w/AKM and GP-25, 2xGunner w/RPK SAW, Gunner w/RPG-7V and AKM

None

Size Move Close Combat Target Armour Kill

1 5" 2xD6 4+ - 6+

SQUAD

Materiel

Options

Statistics

Weapons

**AKM**  
Range 20" 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.

## Weapons Squad

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Weapon squads provide infantry platoons with organic fire support

Team 1: Sergeant w/AKM, Gunner w/RPG-7V and AKSU-74  
 Team 2: Assistant Gunner w/AKM, Gunner w/PKM  
 Team 3: Assistant Gunner w/AKM, Gunner w/PKM  
 Team 4: Assistant Gunner w/AKM, Gunner w/PKM

None

**Size Move Close Combat Target Armour Kill**

1 5" 2xD6 4+ - 6+

SUPPORT

Weapons

**AKM**  
 Range 20" Damage D6  
**PKM GPMG**  
 Range 30" Damage 2xD6  
**RPG-7V**  
 Range 20" Damage D10

Special Rules

**PKM GPMG:** 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. If the GPMG has been set up, the Suppression is calculated after the models have been removed.

**RPG-7V:** This weapon causes a -2 penalty to Armour rolls and will roll extra Damage Dice (but only d6-1 with no penalty to Armour 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.

## MANPADS Squad

160



Shoulder-fired SAMs provide the mechanized forces with air defenses

Team 1: Squad Leader w/AKM, Gunner w/Igla and AKM  
 Team 2: Rifleman w/AKM, Gunner w/Igla and AKM  
 Team 3: Rifleman w/AKM, Gunner w/Igla and AKM

None

**Size Move Close Combat Target Armour Kill**

1 5" 2xD6 4+ - 6+

SUPPORT

Weapons

**AKM**  
 Range 20" 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.

## Recoilless Gun Section

40



Recoilless Guns provide the Infantry units with relatively light and cheap fire support

Section Leader w/AKM, Gunner w/SPG-9 and AKM

None

Size Move Close Combat Target Armour Kill

1 5" 2xD6 4+ - 6+

SUPPORT

Weapons

**AKM**  
Range 20" Damage D6  
**SPG-9**  
Range 30" Damage D10

Special Rules

**SPG-9:** 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. 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.

## ATGM Section

155



ATGM Sections provide infantry units with anti-tank support

Team 1: Gunner w/9M131 and AKM, Assistant Gunner w/AKM  
Team 2: Gunner w/9M131 and AKM, Assistant Gunner w/AKM  
Team 3: Gunner w/9M131 and AKM, Assistant Gunner w/AKM

None

Size Move Close Combat Target Armour Kill

1 5" 2xD6 4+ - 6+

SUPPORT

Weapons

**AKM**  
Range 20" 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.

## AGL Squad

140



AGL Squads provide the infantry forces with a lot of anti-infantry firepower

Sergeant w/AKM, 4xRifleman w/AKM, 2xGunner w/AGS-17 and AKM, Gunner w/AKM and RPG-7V

None

Size Move Close Combat Target Armour Kill

1 5" 2xD6 4+ - 6+

SUPPORT

Weapons

**AKM**  
Range 20" Damage D6  
**GP-25 Grenade Launcher**  
Range 30" Damage 3xD6+1  
**RPG-7V**  
Range 20" Damage D10

Special Rules

**AGS-17:** 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 infantry units with some serious anti-tank firepower

Team 1: Gunner w/9M136 and AKM, Assistant Gunner w/AKM  
Team 2: Gunner w/9M136 and AKM, Assistant Gunner w/AKM

None

Size Move Close Combat Target Armour Kill

1 5" 2xD6 4+ - 6+

SUPPORT

Weapons

**AKM**  
Range 20" 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 provide infantry forces with limited recon capabilities

**Material**  
Sergeant w/AKM, 4xRifleman w/AKM, Grenadier w/AKM and GP-25, Gunner w/RPK SAW, Gunner w/RPG-7V and AKM

**Options**  
None

Size	Move	Close Combat	Target	Armour	Kill
1	4"	2xD6	4+	5+	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

**Kamaz Truck** 40



Kamaz 4326 is one of the many types of trucks used by Russian military

**Material**  
Kamaz Truck

**Options**  
None

Size	Move	Close Combat	Target	Armour	Kill
2	10"	2xD10	7+	5+	8+

**TRANSPORT**

**Weapons**

**Special Rules**

**Transport :** Transport : This vehicle may carry up to 20 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 D6-2 Damage Dice. Transported models may fire their weapons if this vehicle takes a Shoot action- up to X models to either side, each side creating its own separate Fire Zone. They fire at -1 penalty to their Fire Dice. They may be targeted by enemy units subject to normal rules, but count as if in cover.

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

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

**Immune to suppression.**

BTR-60PB APC

70



An obsolete Russian APC

BTR-60PB w/KPV (T,AA) and PKT (C,AA)

None

Size Move Close Combat Target Armour Kill

4 7" 4xD10 6+ 5+ 8+

TRANSPORT

Material

Options

Statistics

Weapons

**KPV 14.5mm MG**  
Range 30" Damage 2xD6+1  
**PKT MG**  
Range 30" Damage 3xD6

Special Rules

**Transport** : The BTR-60 may carry up to 14 size 1 models. Models may mount the BTR-60 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-60, then both the models and the BTR-60 may only take a single action in that turn. If the BTR-60 is destroyed, every model on board will immediately suffer a D6-1 Damage Dice.

**Tough**: The BTR-60 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.

**Armoured**: This vehicle has an Armour score of 6+ 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

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

BTR-70 APC

75



An obsolete Russian APC

BTR-70 w/KPV (T, AA) and PKT (C, AA)

Add AGS-17 GL (E) for +20 points

Size Move Close Combat Target Armour Kill

4 8" 4xD10 6+ 5+ 8+

TRANSPORT

Material

Options

Statistics

Weapons

**KPV 14.5mm MG**  
Range 30" Damage 2xD6+1  
**PKT MG**  
Range 30" Damage 3xD6  
**AGS-17 GL**  
Range 36" Damage 3xD6+1

Special Rules

**Transport** : This vehicle may carry up to 9 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-70 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.

**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.

**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 the MG.

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

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