

BMD-1

130



Light airborne fighting vehicle

BMD-1 w/2A28 (T), 9M14M (E), PKT (FF)

None

Size Move Close Combat Target Armour Kill

3 7" 4xD10 6+ 3+ 8+

TRANSPORT

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

Special Rules

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

**Tough:** The BMD-1 will ignore the first two failed Armour rolls. An attack that rolls its Kill score will destroy it as normal.

**MG:** The BMD-1 carries a MG, which causes a -1 penalty to Armour rolls. The MG 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.

**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.

**Parachute Deployment:** Vehicle may enter the battlefield on any turn from any edge other than the opponent's deployment zone instead of deploying normally.

**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

BMD-2

165



BMD-2 is a light airborne fighting vehicle

BMD-2 w/30mm cannon (T), 9M113 (E) and MG (FF)

None

Size Move Close Combat Target Armour Kill

3 7" 4xD10 6+ 3+ 8+

TRANSPORT

Weapons

2A42 30mm Gun  
Range 40" Damage 2xD8  
PKT MG  
Range 30" Damage 3xD6  
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 :** The BMD-2 may carry up to 3 size 1 models. Models may mount the BMD-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 BMD-2, then both the models and the BMD-2 may only take a single action in that turn. If the BMD-2 is destroyed, every model on board will immediately suffer a D6-1 Damage Dice.

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

**MG:** The BMD-2 carries a MG, which causes a -1 penalty to Armour rolls. The MG 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.

**30mm Gun:** This weapon causes a -2 penalty to Armour rolls.

**Parachute Deployment:** Vehicle may enter the battlefield on any turn from any edge other than the opponent's deployment zone instead of deploying normally.

**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

BMD-3

190



The most advanced Russian airborne fighting vehicle in service

BMD-3 w/30mm cannon (T), 9M113 (E) and MG (C)

None

Size Move Close Combat Target Armour Kill

3 7" 4xD10 6+ 3+ 9+

TRANSPORT

Weapons

**2A42 30mm Gun**

Range 40" Damage 2xD8

**PKT MG**

Range 30" Damage 3xD6

**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:** The BMD-3 may carry up to 5 size 1 models. Models may mount the BMD-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 BMD-3, then both the models and the BMD-3 may only take a single action in that turn. If the BMD-3 is destroyed, every model on board will immediately suffer a D6-1 Damage Dice.

**Tough:** The BMD-3 will ignore the first two failed Armour rolls. An attack that rolls its Kill score will destroy it as normal.

**MG:** The BMD-3 carries a MG, which causes a -1 penalty to Armour rolls. The MG 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.

**30mm Gun:** This weapon causes a -2 penalty to Armour rolls.

**Parachute Deployment:** Vehicle may enter the battlefield on any turn from any edge other than the opponent's deployment zone instead of deploying normally.

**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.

**Ignores 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-D

70



Airborne Armoured Personnel Carrier

BTR-D w/Two MGs (FF)

None

Size Move Close Combat Target Armour Kill

3 7" 4xD10 6+ 3+ 8+

TRANSPORT

Weapons

**PKT MG**

Range 30" Damage 3xD6

Special Rules

**Transport:** The BTR-D may carry up to 10 size 1 models. Models may mount the BTR-D 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-D, then both the models and the BTR-D may only take a single action in that turn. If the BTR-D is destroyed, every model on board will immediately suffer a D6-1 Damage Dice.

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

**MG:** The BTR-D carries two MGs, which cause a -1 penalty to Armour rolls. One MG 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.

**Parachute Deployment:** Vehicle may enter the battlefield on any turn from any edge other than the opponent's deployment zone instead of deploying normally.

**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

BTR-ZD

75



An air defense variant of airborne Armoured Personnel Carrier

BTR-D w/ZU-23-2 (E,AA)

None

Size	Move	Close Combat	Target	Armour	Kill
3	7"	4xD10	6+	3+	8+

SUPPORT

Weapons

**ZU-23-2**  
Range 36" Damage 3xD6+1

Special Rules

**Tough:** The BTR-D 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.

**Parachute Deployment:** Vehicle may enter the battlefield on any turn from any edge other than the opponent's deployment zone instead of deploying normally.

**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

BMD-4

200



BMD-3 equipped with BMP-3 turret

BMP-3 w/2A70 (T), 2A72 (T), 9M117 (T), PKT (FF)

None

Size	Move	Close Combat	Target	Armour	Kill
3	7"	4xD10	6+	3+	9+

TRANSPORT

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.

**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.

**Transport:** The BMD-4 may carry up to 5 size 1 models. Models may mount the BMD-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 BMD-4, then both the models and the BMD-3 may only take a single action in that turn. If the BMD-4a is destroyed, every model on board will immediately suffer a D6-1 Damage Dice.

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

**MG:** The BMD-4 carries a MG, which causes a -1 penalty to Armour rolls. The MG 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.

**Parachute Deployment:** Vehicle may enter the battlefield on any turn from any edge other than the opponent's deployment zone instead of deploying normally.

**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

2S25 Sprut

190



Airborne tank destroyer

2S25 w/125mm Gun (T), 9M119 (T) and MG (C)

None

Size Move Close Combat Target Armour Kill

3 7" 4xD10 6+ 3+ 9+

ARMOUR

Weapons

**125mm Gun**

Range 60" Damage D10+3

**9M119M Refleks ATGM**

Range 20-80" Damage D10+4

**PKT MG**

Range 30" Damage 3xD6

Special Rules

**9M119M:** 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 2S25 must take a ready action before using it and none of its actions may include movement. May not fire in the same turn as the main gun.

**125mm Gun:** This weapon causes a -3 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 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. 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 2S25 will ignore the first two failed Armour rolls. An attack that rolls its Kill score will destroy it as normal.

**MG:** The 2S25 carries a MG, which causes a -1 penalty to Armour rolls. The MG 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.

**Parachute Deployment:** Vehicle may enter the battlefield on any turn from any edge other than the opponent's deployment zone instead of deploying normally.

**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

BTR-RD

70



An ATGM Carrier variant of airborne Armoured Personnel Carrier

BTR-D w/9M113 Konkurs (T) and MG (FF)

None

Size Move Close Combat Target Armour Kill

3 7" 4xD10 6+ 3+ 8+

SUPPORT

Weapons

**9M113 Konkurs ATGM**

Range 40" Damage D10+2

Special Rules

**Tough:** The BTR-RD 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.

**Parachute Deployment:** Vehicle may enter the battlefield on any turn from any edge other than the opponent's deployment zone instead of deploying normally.

**9M113:** 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 BTR-RD must take a ready action before using it and none of its actions may include 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

## Mechanized Airborne Command Squad

180



One of the mechanized platoons has Platoon Leader instead of the squad leader

Platoon Leader w/AK-74, Rifleman w/AK-74 and GP-25, Gunner w/RPK-74 SAW, Gunner w/RPG-7V and AKSU-74, Sniper w/SVD and AKSU-74

Add second GP-25 to the squad for +5 points. Replace one Rifleman with second RPK gunner for +10 points.

### Size Move Close Combat Target Armour Kill

1	4"	2xD6	4+	5+	6+
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COMMAND

Weapons

**AK-74**  
Range 24" Damage D6  
**AKSU-74**  
Range 16" Damage D6  
**RPK-74 SAW**  
Range 30" Damage 2xD6  
**GP-25 Grenade Launcher**  
Range 20" Damage D6+1  
**RPG-7V**  
Range 20" Damage D10  
**Dragunov SVD**  
Range 36" Damage D6

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.

**RPKS-74 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-29:** 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.

**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.

**Parachute Deployment:** Squad may enter the battlefield on any turn from any edge other than the opponent's deployment zone instead of deploying normally.

## Mechanized Airborne Infantry Squad

115



Russian Airborne Units are probably the most mechanized Airborne units in the world

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

Add second GP-25 to the squad for +5 points. Replace one Rifleman with second RPK gunner for +10 points.

### Size Move Close Combat Target Armour Kill

1	4"	2xD6	4+	5+	6+
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SQUAD

Weapons

**AK-74**  
Range 24" Damage D6  
**AKSU-74**  
Range 16" Damage D6  
**RPK-74 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-74 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 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.

**Parachute Deployment:** Squad may enter the battlefield on any turn from any edge other than the opponent's deployment zone instead of deploying normally.

Mechanized Airborne AGL Squad

190



AGL Squads provide the Airborne forces with a lot of 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 4" 2xD6 4+ 5+ 6+

SQUAD

Weapons

**AK-74**  
Range 24" Damage D6  
**AKSU-74**  
Range 16" Damage D6  
**GP-25 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 very 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 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.

**Parachute Deployment:** Squad may enter the battlefield on any turn from any edge other than the opponent's deployment zone instead of deploying normally.

Airborne AGL Squad

190



AGL Squads provide the Airborne forces with a lot of 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 4" 2xD6 4+ 5+ 6+

SQUAD

Weapons

**AK-74**  
Range 24" Damage D6  
**AKSU-74**  
Range 16" Damage D6  
**GP-25 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 very 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 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.

**Parachute Deployment:** Squad may enter the battlefield on any turn from any edge other than the opponent's deployment zone instead of deploying normally.

Airborne Platoon Commander

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The command element in Airborne Platoons is very small

Platoon Leader w/AK-74

None

Size Move Close Combat Target Armour Kill

1 4" 2xD6 4+ 5+ 6+

COMMAND

Weapons

**AK-74**  
Range 24" 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.

**Parachute Deployment:** Squad may enter the battlefield on any turn from any edge other than the opponent's deployment zone instead of deploying normally.

Airborne Infantry Squad

180



Russian has the most numerous Airborne force in the world

**Team 1:** Sergeant w/AK-74, Rifleman w/AK-74, Grenadier w/AK-74 and GP-25, Gunner w/RPG-7V and AKSU-74

**Team 2:** Assistant Squad Leader w/AK-74, Grenadier w/AK-74 and GP-25, Gunner w/RPK-74 SAW, Sniper w/SVD

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  
**RPKS-74 SAW**  
Range 30" Damage 2xD6  
**GP-25 Grenade Launcher**  
Range 20" Damage D6+1  
**RPG-7V**  
Range 20" Damage D10  
**Dragunov SVD**  
Range 36" Damage D6

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.

**RPKS-74 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 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.

**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.

**Parachute Deployment:** Squad may enter the battlefield on any turn from any edge other than the opponent's deployment zone instead of deploying normally.

Airborne MANPADS Squad 180



MANPADS squads keep the sky clear of enemy aircraft

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

None

Size Move Close Combat Target Armour Kill

1 4" 2xD6 4+ 5+ 6+

SUPPORT

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.

**Parachute Deployment:** Squad may enter the battlefield on any turn from any edge other than the opponent's deployment zone instead of deploying normally.

Airborne ATGM Platoon 175



Light ATGMs provide Airborne companies with tank-killing abilities

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

None

Size Move Close Combat Target Armour Kill

1 4" 2xD6 4+ 5+ 6+

SUPPORT

Weapons

**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.

**Parachute Deployment:** Squad may enter the battlefield on any turn from any edge other than the opponent's deployment zone instead of deploying normally.

## Airborne Weapons Squad 225



Airborne Weapons Squads provide fire support to other Airborne units

**Material**  
 Team 1: Sergeant w/AK-74, 2xGunner w/RPG-7V and AKSU-74  
 Team 2: Rifleman w/AK-74, Gunner w/RPK-74 SAW  
 Team 3: Team 2: Rifleman w/AK-74, Gunner w/RPK SAW  
 Team 4: Team 2: Rifleman w/AK-74, Gunner w/RPKS-74 SAW

**Options**  
 None

**Statistics**  
 Size Move Close Combat Target Armour Kill

1 4" 2xD6 4+ 5+ 6+

SQUAD

Weapons

**AK-74**  
 Range 24" Damage D6  
**RPK-74 SAW**  
 Range 30" Damage 2xD6  
**RPG-7V**  
 Range 20" Damage D10  
**AKSU-74**  
 Range 16" Damage D6

Special Rules

**RPKS-74 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 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.

**Combat attachments:** each team may be attached to another squad instead of operating as a part of the Weapons Squad. It does not gain any abilities of the squad it is attached to, however.

**Parachute Deployment:** Squad may enter the battlefield on any turn from any edge other than the opponent's deployment zone instead of deploying normally.

## Airborne Recoilless Gun Section 50



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

**Material**  
 Section Leader w/AKSU-74, Gunner w/SPG-9 and AKSU-74

**Options**  
 None

**Statistics**  
 Size Move Close Combat Target Armour Kill

1 4" 2xD6 4+ 5+ 6+

SQUAD

Weapons

**AKSU-74**  
 Range 16" 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.

**Parachute Deployment:** Squad may enter the battlefield on any turn from any edge other than the opponent's deployment zone instead of deploying normally.

## Airborne ATGM Section 150



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

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

None

**Size Move Close Combat Target Armour Kill**

1 4" 2xD6 4+ 5+ 6+

SUPPORT

Weapons

**AKSU-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.  
**Parachute Deployment:** Squad may enter the battlefield on any turn from any edge other than the opponent's deployment zone instead of deploying normally.

## Mechanized Airborne MANPADS Squad 180



MANPADS squads keep the sky clear of enemy aircraft

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

None

**Size Move Close Combat Target Armour Kill**

1 4" 2xD6 4+ 5+ 6+

SUPPORT

Weapons

**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.

**Parachute Deployment:** Squad may enter the battlefield on any turn from any edge other than the opponent's deployment zone instead of deploying normally.

2S9 Fire Mission

25



Self-propelled mortar used by the Russian airborne units

The 2S9 Fire Mission allows your Command Squad to call in a single Light Artillery strike

See the advanced rulebook, page 34 (supporting artillery)

Offboard Support