

A Russian T-14 Armata tank is shown in a snowy, overcast environment. The tank's turret is covered in snow, and a large radar dome is visible on top. The tank is positioned on a concrete base. In the background, there is a tall antenna tower and some debris. The overall scene is dimly lit, suggesting a winter or overcast day.

Modern Combat: Russian Army

Creating a Russian Army force

There are six different types of platoons available to the Russian Army - Mechanized Platoon, Motorized Platoon, Naval Infantry Platoon, Airborne Platoon, Airborne Mechanized Platoon and Tank Platoon. You may have one platoon per 1000 points of your force.

You must choose one of these platoons and may only include Command and unit Assets available for this type of platoon as described below:

The Mechanized Platoon:

- 0-1 Mechanized Platoon HQ + vehicle they may mount in.
- 2-3 Mechanized Infantry Squad + vehicles they may mount in (BMPs).
- 0-3 units of any kind other than those above (but no more than one per Mechanized Infantry Squad chosen).
- 0-2 Offboard Support Card (requires a Command unit).
- 0-2 Upgrade Card(s) (if available) per unit.

The Motorized Platoon:

- 0-1 Motorized Platoon HQ + vehicle they may mount in.
- 2-3 Motorized Infantry Squad + vehicles they may mount in (BTRs or Trucks).
- 0-3 units of any kind other than those above (but no more than one per Motorized Infantry Squad chosen).
- 0-2 Offboard Support Card (requires a Command unit).
- 0-2 Upgrade Card(s) (if available) per unit.

Creating a Russian Army force

The Naval Infantry Platoon:

- 0-1 Mechanized Platoon HQ + vehicle they may mount in, selected from the Naval Infantry cards
- 2-3 Mechanized Infantry Squad + vehicles they may mount in, selected from the Naval Infantry cards
- 0-3 units of any kind other than those above (but no more than one per Mechanized Infantry Squad chosen), selected from the Naval Infantry cards, Air Units cards or Future and Prototype Units cards
- 0-2 Offboard Support Card (requires a Command unit).
- 0-2 Upgrade Card(s) (if available) per unit.

The Airborne Platoon:

- 0-1 Airborne Platoon Commander
- 2-3 Airborne Infantry Squad.
- 0-3 units of any kind other than those above (but no more than one per Airborne Infantry Squad chosen), selected from the Airborne cards
- 0-2 Offboard Support Card (requires a Command unit).
- 0-2 Upgrade Card(s) (if available) per unit.

Creating a Russian Army force

The Mechanized Airborne Platoon:

- 0-1 Mechanized Airborne Platoon HQ + vehicle they may mount in (selected from the Airborne section of this list)
- 2-3 Mechanized Airborne Squad + vehicles they may mount in (selected from the Airborne section of this list)
- 0-3 units of any kind other than those above (but no more than one per Mechanized Airborne Infantry Squad chosen), selected from the Airborne cards
- 0-2 Offboard Support Card (requires a Command unit).
- 0-2 Upgrade Card(s) (if available) per unit.

The Tank Platoon:

- 2-3 Tanks
- 0-3 units of any kind other than those above (but no more than one per Tank chosen).
- 0-2 Offboard Support Card (requires a Command unit).
- 0-2 Upgrade Card(s) (if available) per unit.

Regular Units



T55AM2

120



T55AM2 with
100mm D10T Gun
12.7mm DShK AAMG
7.62mm PKT CMG

Hits/2,
Lumbering
Multifire/All,
Tracks/10"

Size	4	Facing	Target	Save	Kill
Move	4"	Front	8+	3+	10+
CC	4xD10	Side	8+	3+	9+
		Rear	7+	4+	8+

Weapon	Range	Damage	Traits
100mm D10T Gun	36"	D10+2	KE/I, Lethal Zone/1", Piercing/1, Slow
12.7mm DShK AAMG	36"	2xD6+1	Auto, Piercing/1, AA, Exposed
7.62mm PKT CMG	30"	2xD6	Auto, Piercing/1, Coaxial/100mm D10T Gun, Exposed
9M117 Bastion	12-48"	D10	Lethal Zone/1", Piercing/1, HEAT/II, Ready, ATGM
9M117M Arkan	12-72"	D10+1	Lethal Zone/1", Piercing/2, HEAT/II, Ready, ATGM

Special Rules:	Options: Equip with 9M117Bastion for +15 points or 9M117M Arkan for +25 points
----------------	---



T72A

250



T72A with
2A46 125mm Gun
12.7mm NSVT AAMG
7.62mm PKT CMG

Hits/2,
Lumbering
Multifire/All,
Tracks/8"

Size	4	Facing	Target	Save	Kill
Move	4"	Front	8+	3+	11+
CC	4xD10	Side	8+	4+	10+
		Rear	7+	4+	9+

Weapon	Range	Damage	Traits
2A46 125mm Gun	48"	D10+3	KE/I, Lethal Zone/1", Piercing/1, Slow
12.7mm NSVT AAMG	36"	2xD6+1	Auto, Piercing/1, AA, Exposed
7.62mm PKT CMG	30"	2xD6	Auto, Piercing/1, Coaxial/2A46 125mm Gun

Special Rules:	Options: Upgrade to T72AV - add ERA/I Front trait for +10 points
----------------	---



T72B

260



T72BM with
2A46M 125mm Gun
12.7mm NSVT AAMG
CMG

Hits/3,
Lumbering
Multifire/All,
Tracks/8"

Size	4	Facing	Target	Save	Kill
Move	4"	Front	8+	3+	11+
CC	4xD10	Side	8+	4+	10+
		Rear	7+	4+	9+

Weapon	Range	Damage	Traits
2A46 125mm Gun	54"	D10+3	Lethal Zone/1", Multihit, Piercing/2, Slow
12.7mm NSVT AAMG	36"	2xD6+1	Auto, Piercing/1, AA, Exposed
7.62mm PKT CMG	30"	2xD6	Auto, Piercing/1, Coaxial/2A46M 125mm Gun
9M119 Svir	12-72"	D10+2	Lethal Zone/1", Piercing/2, HEAT/I, Ready, ATGM

Special Rules:

Options:
Upgrade to T72BV - add ERA/I Front trait for +10 points
Upgrade to T72BM - add ERA/II Front trait for +30 points
Equip with 9M119 Svir for +30 points



T80B

280



T80B with
2A46M-1 125mm Gun
12.7mm NSVT AAMG
PKT CMG

Hits/3,
Lumbering
Multifire/All,
Tracks/10"

Size	4	Facing	Target	Save	Kill
Move	5"	Front	8+	3+	11+
CC	4xD10	Side	8+	4+	10+
		Rear	7+	4+	9+

Weapon	Range	Damage	Traits
2A46M-1 125mm Gun	54"	D10+4	Lethal Zone/1", Multihit, Piercing/3, Slow
12.7mm NSVT AAMG	36"	2xD6+1	Auto, Piercing/1, AA, Exposed
7.62mm PKT CMG	30"	2xD6	Auto, Piercing/1, Coaxial/2A46M-1 125mm Gun
9M112 Kobra	12-72"	D10+2	Lethal Zone/1", Piercing/2, HEAT/I, Ready, ATGM

Special Rules:

Options:
Equip with 9M112 Kobra for +30 points
Upgrade to T80BV - add ERA/I Front, Side trait for +10 points



T80UM

340



T80UM with
2A46M-4 125mm Gun
12.7mm NSVT AAMG
PKT CMG

Hits/3,
Lumbering
Multifire/All,
Tracks/10"
ERA/II Front, Side

Size	4	Facing	Target	Save	Kill
Move	5"	Front	8+	2+	11+
		Side	8+	4+	10+
CC	4xD10	Rear	7+	4+	9+



T90M

360



T90M with
2A46M-4 125mm Gun
12.7mm NSVT AAMG
PKT CMG

Hits/3,
Lumbering
Multifire/All,
Tracks/10"
ERA/III Front, Side

Size	4	Facing	Target	Save	Kill
Move	5"	Front	8+	2+	11+
		Side	8+	3+	10+
CC	4xD10	Rear	7+	4+	9+



Weapon	Range	Damage	Traits
2A46M-4 125mm Gun	60"	D10+4	Lethal Zone/1", Multihit, Piercing/4, Slow
12.7mm NSVT AAMG	36"	2xD6+1	Auto, Piercing/1, AA, Exposed
7.62mm PKT CMG	30"	2xD6	Auto, Piercing/1, Coaxial/2A46M-4 125mm Gun
9M119 Refleks	12-72"	D10+2	Lethal Zone/1", Piercing/2, HEAT/I, Slow, ATGM
9M119 Refleks-M	12-72"	D10+2	Lethal Zone/1", Piercing/2, HEAT/II, Slow, ATGM

Special Rules:

Options:
Equip with 9M119 Refleks for +30 points
Equip with 9M119M Refleks-M for +35 points
Upgrade to T80UM1 Bars - add APS/II for +80 points
Upgrade to T80UM2 - add APS/I for +50 points



Weapon	Range	Damage	Traits
2A46M-4 125mm Gun	60"	D10+4	Lethal Zone/1", Multihit, Piercing/4, Slow
12.7mm NSVT AAMG	36"	2xD6+1	Auto, Piercing/1, AA, Exposed
7.62mm PKT CMG	30"	2xD6	Auto, Piercing/1, Coaxial/2A46M-4 125mm Gun
9M119 Refleks	12-72"	D10+2	Lethal Zone/1", Piercing/2, HEAT/I, Slow, ATGM
9M119M Refleks-M	12-72"	D10+2	Lethal Zone/1", Piercing/2, HEAT/II, Slow, ATGM

Special Rules:

Options:
Equip with 9M119 Refleks for +30 points
Equip with 9M119M Refleks-M for +35 points
Add APS/II for +80 points



BMP-1

95



BMP-1 with
2A28 73mm Gun
9M14P Malyutka-P ATGM
7.62mm PKT CMG

Hits/2,
Lumbering
Multifire/2
Tracks/10"
Amphibious/2"

Size	3	Facing	Target	Save	Kill
Move	4"	Front	7+	4+	9+
		Side	7+	5+	9+
CC	3xD10	Rear	7+	5+	9+

Weapon	Range	Damage	Traits
2A28 73mm Gun	36"	D6+2	HEAT/I, Lethal Zone/1", KE/I, Piercing/1, Slow
9M14P Malyutka-P	24-48"	D10	Lethal Zone/1", Piercing/1, HEAT/I, Ready, Exposed, ATGM
9M14-2 Malyutka-2M	24-48"	D10+2	Lethal Zone/1", Piercing/3, HEAT/II, Ready, Exposed, ATGM
9M14-2 Malyutka-2F	24-48"	D6	Lethal Zone/2", Thermobaric, Ready, Exposed, ATGM
7.62mm PKT CMG	30"	2xD6	Auto, Piercing/1, Coaxial/2A28 73mm Gun

Special Rules:
Transport: The BMP-1 can carry up to 8 Size points of models (each maximum Size 1).

Options:
Replace the 9M14P Malyutka-P with 9M14-2 Malyutka-2M for +15 points
Replace the 9M14-2 Malyutka-2F with 9M14-2 Malyutka-2M for +10 points



BMP-1P

100



BMP-1P with
2A28 73mm Gun
9M113 Konkurs ATGM
7.62mm PKT CMG

Hits/2,
Lumbering
Multifire/2
Tracks/10"
Amphibious/2"

Size	3	Facing	Target	Save	Kill
Move	4"	Front	7+	4+	9+
		Side	7+	5+	9+
CC	3xD10	Rear	7+	5+	9+

Weapon	Range	Damage	Traits
2A28 73mm Gun	36"	D6+2	HEAT/I, Lethal Zone/1", KE/I, Piercing/1, Slow
9M113 Konkurs	12-48"	D10+1	Lethal Zone/1", Piercing/2, HEAT/I, Ready, Exposed, ATGM
9M113M Konkurs-M	12-48"	D10+1	Lethal Zone/1", Piercing/2, HEAT/II, Ready, Exposed, ATGM
7.62mm PKT CMG	30"	2xD6	Auto, Piercing/1, Coaxial/2A28 73mm Gun

Special Rules:
Transport: The BMP-1P can carry up to 8 Size points of models (each maximum Size 1).

Options:
Replace the 9M113 Konkurs with 9M113M Konkurs-M for +5 points



BMP-1P

100



BMP-1P with
2A28 73mm Gun
9M111 Fagot ATGM
7.62mm PKT CMG

Hits/2,
Lumbering
Multifire/2
Tracks/10"
Amphibious/2"

Size	3	Facing	Target	Save	Kill
Move	4"	Front	7+	4+	9+
		Side	7+	5+	9+
CC	3xD10	Rear	7+	5+	9+

Weapon	Range	Damage	Traits
2A28 73mm Gun	36"	D6+2	HEAT/I, Lethal Zone/1", KE/I, Piercing/1, Slow
9M111 Fagot	12-48"	D10+1	Lethal Zone/1", Piercing/1, HEAT/I, Ready, Exposed, ATGM
9M111M Faktoriya	12-48"	D10+1	Lethal Zone/1", Piercing/1, HEAT/II, Ready, Exposed, ATGM
7.62mm PKT CMG	30"	2xD6	Auto, Piercing/1, Coaxial/2A28 73mm Gun

Special Rules:

Transport: The BMP-1P can carry up to 8 Size points of models (each maximum Size 1).

Options:

Replace the 9M111 Fagot with 9M111-2 Fagot-2 for +5 points



BMP-1PG

125



BMP-1PG with
2A28 73mm Gun
9M113 Konkurs ATGM
7.62mm PKT CMG
AGS-17 Plamya AGL

Hits/2,
Lumbering
Multifire/2
Tracks/10"
Amphibious/2"

Size	3	Facing	Target	Save	Kill
Move	4"	Front	7+	4+	9+
		Side	7+	5+	9+
CC	3xD10	Rear	7+	5+	9+

Weapon	Range	Damage	Traits
2A28 73mm Gun	36"	D6+2	HEAT/I, Lethal Zone/1", KE/I, Piercing/1, Slow
9M113 Konkurs	12-48"	D10+1	Lethal Zone/1", Piercing/2, HEAT/I, Ready, Exposed, ATGM
9M113M Konkurs-M	12-48"	D10+1	Lethal Zone/1", Piercing/2, HEAT/II, Ready, Exposed, ATGM
7.62mm PKT CMG	30"	2xD6	Auto, Piercing/1, Coaxial/2A28 73mm Gun
AGS-17 Plamya AGL	30"	2xD6	Artillery, Lethal Zone/2"

Special Rules:

Transport: The BMP-1PG can carry up to 8 Size points of models (each maximum Size 1).

Options:

Replace the 9M113 Konkurs with 9M113M Konkurs-M for +5 points



BMP-1D

95



BMP-1D with
2A28 73mm Gun
7.62mm PKT CMG
AGS-17 Plamya AGL

Hits/2,
Lumbering
Multifire/2
Tracks/10"

Size	3	Facing	Target	Save	Kill
Move	4"	Front	7+	3+	9+
CC	3xD10	Side	7+	4+	9+
		Rear	7+	4+	9+

Weapon	Range	Damage	Traits
2A28 73mm Gun	36"	D6+2	HEAT/1, Lethal Zone/1", KE/1, Piercing/1, Slow
7.62mm PKT CMG	30"	2xD6	Auto, Piercing/1, Coaxial/2A28 73mm Gun
AGS-17 Plamya AGL	30"	2xD6	Artillery, Lethal Zone/2"

Special Rules:
Transport: The BMP-1D can carry up to 8 Size points of models (each maximum Size 1).

Options:



BRM-1

85



BRM-1 with
2A28 73mm Gun
7.62mm PKT CMG

Hits/2,
Lumbering
Multifire/2
Tracks/10"
Amphibious/2"

Size	3	Facing	Target	Save	Kill
Move	4"	Front	7+	4+	9+
CC	3xD10	Side	7+	5+	9+
		Rear	7+	5+	9+

Weapon	Range	Damage	Traits
2A28 73mm Gun	36"	D6+2	HEAT/1, Lethal Zone/1", KE/1, Piercing/1, Slow
7.62mm PKT CMG	30"	2xD6	Auto, Piercing/1, Coaxial/2A28 73mm Gun

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

Options:



BMP-2

120



BMP-2 with
2A42 30mm Cannon
7.62mm PKT CMG
9M113 Konkurs ATGM

Hits/2,
Lumbering
Multifire/2
Tracks/10"
Amphibious/2"

Size	3	Facing	Target	Save	Kill
Move	5"	Front	7+	4+	9+
		Side	7+	5+	9+
CC	3xD10	Rear	7+	5+	9+

Weapon	Range	Damage	Traits
2A42 30mm Cannon	40"	2xD6+2	Auto, Piercing/2
9M113 Konkurs	12-48"	D10+1	Lethal Zone/1", Piercing/2, HEAT/I, Ready, Exposed, ATGM
9M113M Konkurs-M	12-48"	D10+1	Lethal Zone/1", Piercing/2, HEAT/II, Ready, Exposed, ATGM
7.62mm PKT CMG	30"	2xD6	Auto, Piercing/1, Coaxial/2A28 73mm Gun

Special Rules:
Transport: The BMP-1 can carry up to 7 Size points of models (each maximum Size 1).

Options:
Replace the 9M113 Konkurs with 9M113M Konkurs-M for +5 points



BMP-2D

100



BMP-2D with
2A42 30mm Cannon
7.62mm PKT CMG
AGS-17 Plamya AGL

Hits/2,
Lumbering
Multifire/2
Tracks/10"

Size	3	Facing	Target	Save	Kill
Move	5"	Front	7+	3+	9+
		Side	7+	4+	9+
CC	3xD10	Rear	7+	4+	9+

Weapon	Range	Damage	Traits
2A42 30mm Cannon	40"	2xD6+2	Auto, Piercing/2
9M113 Konkurs	12-48"	D10+1	Lethal Zone/1", Piercing/2, HEAT/I, Ready, Exposed, ATGM
9M113M Konkurs-M	12-48"	D10+1	Lethal Zone/1", Piercing/2, HEAT/II, Ready, Exposed, ATGM
7.62mm PKT CMG	30"	2xD6	Auto, Piercing/1, Coaxial/2A28 73mm Gun
AGS-17 Plamya AGL	30"	2xD6	Artillery, Lethal Zone/2"

Special Rules:
Transport: The BMP-1 can carry up to 7 Size points of models (each maximum Size 1).

Options:
Replace the AGS-17 Plamya AGL with 9M113 Konkurs for free or 9M113M Konkurs-M for +5 points



BMP-3

145



BMP-3 with
100 mm 2A70 Gun
30 mm 2A72 Cannon
7.62mm PKT CMG
2x7.62mm PKT MG
9M117 Bastion

Hits/2,
Lumbering
Multifire/3
Tracks/12"
Amphibious/2"

Size	3	Facing	Target	Save	Kill
Move	5"	Front	7+	3+	9+
		Side	7+	4+	9+
CC	3xD10	Rear	7+	4+	9+

Weapon	Range	Damage	Traits
100 mm 2A70 Gun	40"	D10	Lethal Zone/2", HEAT/I, Piercing/2, Slow
30 mm 2A72 Cannon	40"	2xD6+2	Auto, Piercing/2, Coaxial/100 mm 2A70 Gun
7.62mm PKT CMG	30"	2xD6	Auto, Piercing/1, Coaxial/100 mm 2A70 Gun or 30 mm 2A72 Cannon
7.62mm PKT MG	30"	2xD6	Auto, Piercing/1, FaF
9M117 Bastion	12-48"	D10	Lethal Zone/1", Piercing/1, HEAT/II, Ready, ATGM
9M117M Arkan	12-72"	D10+1	Lethal Zone/1", Piercing/2, HEAT/II, Ready, ATGM

Special Rules:

Transport: The BMP-3 can carry up to 7 Size points of models (each maximum Size 1).

Options:

Upgrade 9M117 Bastion to 9M117M Arkan for +10 points



BMP-3W

155



BMP-3W with
100 mm 2A70 Gun
30 mm 2A72 Cannon
7.62mm PKT CMG
2x7.62mm PKT MG
9M117 Bastion

Hits/2,
Lumbering
Multifire/3
Tracks/12"
ERA/II Front, Side

Size	3	Facing	Target	Save	Kill
Move	5"	Front	7+	2+	9+
		Side	7+	3+	9+
CC	3xD10	Rear	7+	4+	9+

Weapon	Range	Damage	Traits
100 mm 2A70 Gun			
30 mm 2A72 Cannon	40"	2xD6+2	Auto, Piercing/2, Coaxial/100 mm 2A70 Gun
7.62mm PKT CMG	30"	2xD6	Auto, Piercing/1, Coaxial/100 mm 2A70 Gun or 30 mm 2A72 Cannon
7.62mm PKT MG	30"	2xD6	Auto, Piercing/1, FaF
9M117	12-48"	D10	Lethal Zone/1", Piercing/1, HEAT/II, Ready, ATGM
9M117M Arkan	12-72"	D10+1	Lethal Zone/1", Piercing/2, HEAT/II, Ready, ATGM

Special Rules:

Transport: The BMP-3W can carry up to 7 Size points of models (each maximum Size 1).

Options:

Upgrade 9M117 Bastion to 9M117M Arkan for +10 points



BMPT

??



BMPT with
 Twin 30 mm 2A42 cannon
 2xAGS-17D 30mm AGL
 4x9M120 ATGM
 PKT CMG

Hits/3,
 Lumbering
 Multifire/All,
 Tracks/10"
 ERA/III Front, Side

Size	4	Facing	Target	Save	Kill
Move	5"	Front	8+	2+	10+
		Side	8+	3+	10+
		Rear	7+	4+	9+
CC	4xD10				

Weapon	Range	Damage	Traits
Twin 30 mm 2A42 Cannon	40"	3xD6+2	Auto, Piercing/2
AGS-17D 30mm AGL	30"	2xD6	Artillery, Lethal Zone/2", FaF
9M120	12-72"	D10+2	Lethal Zone/1", Piercing/2, HEAT/II, Ready, ATGM
9M120F	12-72"	D6	Lethal Zone/3", Thermobaric, Ready, ATGM
9M120M	12-72"	D10+2	Lethal Zone/1", Piercing/3, HEAT/II, Ready, ATGM
7.62mm PKT CMG	30"	2xD6	Auto, Piercing/1, Coaxial/Twin 30 mm 2A42 Cannon

Special Rules:

Options:
 Replace any number of 9M120 with 9M120F for +10 points each or with 9M120M for +5 points each



BRM-3

105



BRM-3 with
 30 mm 2A72 Cannon
 7.62mm PKT CMG

Hits/2,
 Lumbering
 Multifire/2
 Tracks/12"
 Amphibious/2"

Size	3	Facing	Target	Save	Kill
Move	5"	Front	7+	3+	9+
		Side	7+	4+	8+
		Rear	7+	4+	8+
CC	3xD10				

Weapon	Range	Damage	Traits
30 mm 2A72 Cannon	40"	2xD6+2	Auto, Piercing/2
7.62mm PKT CMG	30"	2xD6	Auto, Piercing/1, Coaxial/100 mm 2A70 Gun

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

Options:



BTR-70

80



BTR-70 with
14.5mm KPVT AAMG
7.62mm PKS CMG

Hits/2,
Multifire/All,
Wheels/14",
Amphibious/2"

Size	4	Facing	Target	Save	Kill
Move	6"	Front	7+	4+	9+
CC	3xD10	Side	7+	4+	8+
		Rear	6+	5+	7+

Weapon	Range	Damage	Traits
14.5mm KPVT AAMG	36"	2xD6+1	Auto, Piercing/2
7.62mm PKS CMG	30"	2xD6	Auto, Piercing/1, Coaxial/14.5mm KPVT AAMG

Special Rules:

Transport: The BTR-70 can carry up to 7 Size points of models (each maximum Size 1).

Options:



BTR-80

80



BTR-80 with
14.5mm KPVT AAMG
7.62mm PKS CMG

Hits/2,
Multifire/All,
Wheels/14",
Amphibious/2"

Size	4	Facing	Target	Save	Kill
Move	7"	Front	7+	4+	9+
CC	3xD10	Side	7+	4+	8+
		Rear	6+	5+	7+

Weapon	Range	Damage	Traits
14.5mm KPVT AAMG	36"	2xD6+1	Auto, Piercing/2
7.62mm PKS CMG	30"	2xD6	Auto, Piercing/1, Coaxial/14.5mm KPVT AAMG

Special Rules:

Transport: The BTR-80 can carry up to 7 Size points of models (each maximum Size 1).

Options:



BTR-80A

90



BTR-80A with
30 mm 2A72 Cannon
7.62mm PKT CMG

Hits/2,
Multifire/All,
Wheels/16",
Amphibious/2"

Size	4	Facing	Target	Save	Kill
Move	7"	Front	7+	4+	9+
CC	3xD10	Side	7+	4+	8+
		Rear	6+	5+	7+

Weapon	Range	Damage	Traits
30 mm 2A72 Cannon	40"	2xD6+2	Auto, Piercing/2
7.62mm PKT CMG	30"	2xD6	Auto, Piercing/1, Coaxial/30 mm 2A72 Cannon

Special Rules:

Transport: The BTR-80A can carry up to 7 Size points of models (each maximum Size 1).

Options:



BTR-90

120



BTR-90 with
30 mm 2A42 Cannon
7.62mm PKT CMG
AGS-17 Plamya AGL

Hits/2,
Multifire/All,
Wheels/14",
Amphibious/2"

Size	4	Facing	Target	Save	Kill
Move	6"	Front	7+	3+	9+
CC	3xD10	Side	7+	4+	8+
		Rear	6+	5+	7+

Weapon	Range	Damage	Traits
30 mm 2A42 Cannon	40"	2xD6+2	Auto, Piercing/2
7.62mm PKT CMG	30"	2xD6	Auto, Piercing/1, Coaxial/30 mm 2A72 Cannon
AGS-17 Plamya AGL	30"	2xD6	Artillery, Lethal Zone/2"
9M113 Konkurs	12-48"	D10+1	Lethal Zone/1", Piercing/2, HEAT/I, Ready, Exposed, ATGM
9M113M Konkurs-M	12-48"	D10+1	Lethal Zone/1", Piercing/2, HEAT/II, Ready, Exposed, ATGM

Special Rules:

Transport: The BTR-90 can carry up to 7 Size points of models (each maximum Size 1).

Options:

Add 9M113 Konkurs for +20 points or 9M113M Konkurs -M for +25 points



UAZ Patriot

20



UAZ Patriot

Hits/2,
Wheels/16"

Size	2	Facing	Target	Save	Kill
Move	7"	Front	5+	6+	7+
CC	2xD10	Side	5+	6+	7+
		Rear	5+	6+	7+



Special Rules:
Transport: The UAZ Patriot can carry up to 6 Size points of models (each maximum Size 1).

Options:



Kamaz-4326

40



Kamaz-4326

Hits/2,
Wheels/14"

Size	4	Facing	Target	Save	Kill
Move	6"	Front	5+	4+	8+
CC	3xD10	Side	5+	5+	7+
		Rear	5+	5+	7+



Special Rules:
Transport: The Kamaz-4326 can carry up to 12 Size points of models (each maximum Size 1).

Options:



2S6 Tunguska

180



2S6 Tunguska with:
2x Twin 30 mm 2A38M Cannon
8 x 9M311 SAM

Hits/2,
Lumbering
Multifire/2
Tracks/12"

Size	3	Facing	Target	Save	Kill
Move	5"	Front	7+	4+	9+
		Side	7+	5+	8+
CC	3xD10	Rear	7+	5+	8+

Weapon	Range	Damage	Traits
Twin 30 mm 2A38M Cannon	40"	3xD6+2	Auto, Piercing/2, AA
9M311	90"	D10	AA-Only, Accurate, Multihit, One-Shot, Piercing/2, Slow
9M311M	90"	D10	AA-Only, Accurate, Multihit, One-Shot, Piercing/3, Slow

Special Rules:
May react against Air units.

Options:
Replace 9M311 with 9M311M for +10 points



ZSU-23-4

105



ZSU-23-4 with
AZP-23 "Amur" quad automatic
anti-aircraft gun

Hits/2,
Lumbering
Tracks/12"

Size	3	Facing	Target	Save	Kill
Move	4"	Front	7+	4+	9+
		Side	7+	5+	8+
CC	3xD10	Rear	7+	5+	8+

Weapon	Range	Damage	Traits
AZP-23	40"	4xD6+2	Auto, Piercing/1, AA

Special Rules:
May react against Air units.

Options:



2S31 Vena

110



2S31 Vena with
120 mm 2A60 Mortar with HE shells
7.62mm PKT CMG
7.62mm PKT MG

Hits/2,
Lumbering
Tracks/12"
Amphibious/2"

Size	3	Facing	Target	Save	Kill
Move	5"	Front	7+	3+	9+
CC	3xD10	Side	7+	4+	9+
		Rear	7+	4+	9+

Weapon	Range	Damage	Traits
120 mm 2A60 HE	12-72"	D6+1	Artillery, Lethal Zone/3", Piercing/1, Slow
120 mm 2A60 Guided	12-72"	D6+1	Artillery, Lethal Zone/3", Piercing/1, Guided, Slow
120 mm 2A60 Thermobaric	12-72"	D6	Artillery, Lethal Zone/3", Piercing/1, Thermobaric, Slow
120 mm 2A60 HEAT	36"	D10	Lethal Zone/1", Piercing 1", Slow

Special Rules:

Options:
Add option to fire Guided rounds for +15 points, Thermobaric rounds for +10 points, HEAT rounds for +5 points



MTLB

70



MTLB with
7.62mm PKT MG

Hits/2,
Lumbering
Tracks/12"
Amphibious/2"

Size	3	Facing	Target	Save	Kill
Move	5"	Front	7+	3+	9+
CC	3xD10	Side	7+	4+	9+
		Rear	7+	4+	9+

Weapon	Range	Damage	Traits
7.62mm PKT MG	30"	2xD6	Auto, Piercing/1

Special Rules:
Transport: The MTLB can carry up to 10 Size points of models (each maximum Size 1).

Options:



9P149

85



9P149 with
9M114M Shturm-S

Hits/2,
Lumbering
Tracks/12"
Amphibious/2"

Size	3	Facing	Target	Save	Kill
Move	5"	Front	7+	3+	9+
CC	3xD10	Side	7+	4+	9+
		Rear	7+	4+	9+

Weapon	Range	Damage	Traits
9M114M Shturm-S	12-64"	D10+1	Lethal Zone/1", Piercing/2, HEAT/1, Ready, Exposed, ATGM
9M114F Shturm-F	12-72"	D6	Lethal Zone/3", Thermobaric, Ready, Exposed, ATGM
9M114F Shturm-S	12-72"	D10+2	Lethal Zone/1", Piercing/2, HEAT/1, Ready, Exposed, ATGM

Special Rules:

Options:
Add option to fire the 9M114F for +25 points. Replace 9M114M Shturm-S with 9M114F Shturm-S for +5 points



9K33 Osa

100



9K33 Osa with
4x9M33

Hits/2,
Lumbering
Tracks/12"
Amphibious/2"

Size	3	Facing	Target	Save	Kill
Move	5"	Front	7+	3+	9+
CC	3xD10	Side	7+	4+	9+
		Rear	7+	4+	9+

Weapon	Range	Damage	Traits
9M33	90"	D10	AA-Only, One-Shot, Piercing/1, Slow

Special Rules:

Options:



9K35M3 Strela-10M3

115



9K35M3 Strela-10M3 with 9M333

Hits/2,
Lumbering
Tracks/12"
Amphibious/2"

Size	3	Facing	Target	Save	Kill
Move	5"	Front	7+	3+	9+
CC	3xD10	Side	7+	4+	9+
		Rear	7+	4+	9+

Weapon	Range	Damage	Traits
9M333	90"	D10	AA-Only, Accurate, One-Shot, Piercing/1, Slow

Special Rules:

Options:



Vodnik

70



Vodnik with 7.62mm PKT MG

Hits/2,
Lumbering
Wheels/16"
Amphibious/2"

Size	3	Facing	Target	Save	Kill
Move	7"	Front	7+	3+	9+
CC	3xD10	Side	7+	4+	9+
		Rear	7+	4+	9+

Weapon	Range	Damage	Traits
7.62mm PKT MG	30"	2xD6	Auto, Piercing/1

Special Rules:
Transport: The Vodnik can carry up to 9 Size points of models (each maximum Size 1).

Options:



MTLB -ZU-23-2

105



BTR-D with
ZU-23-2 23mm Cannon
7.62mm PKT MG

Hits/2,
Lumbering
Tracks/12"
Amphibious/2"

Size	3	Facing	Target	Save	Kill
Move	5"	Front	7+	3+	9+
CC	3xD10	Side	7+	4+	9+
		Rear	7+	4+	9+

Weapon	Range	Damage	Traits
ZU-23-2 23mm Cannon	40"	3xD6+2	AA, Piercing/1, Auto
7.62mm PKT MG	30"	2xD6	Auto, Piercing/1

Special Rules:

Options:



ZU-23-2

65



ZU-23-2 with
ZU-23-2 23mm Cannon
AKSU-74

Hits/3

Target	Save	Kill	Size	CC	Move
5+	5+	8+	1	D6	3"

Weapon	Range	Damage	Traits
ZU-23-2 23mm Cannon	40"	3xD6+2	AA, Piercing/1, Auto
AKSU-74	16"	D6	Auto

Special Rules:
If you fire with AKSU-74 instead of any other weapon, you get as many D6 Damage Dice as the ZU-23-2 has hits left.

Options:



BRDM-2

75



BRDM-2 with
14.5 mm KPVT MG
7.62 mm PKT MG

Hits/2,
Lumbering
Wheels/16"
Amphibious/2"
Multifire/2

Size	3	Facing	Target	Save	Kill
Move	6"	Front	6+	3+	8+
CC	3xD10	Side	6+	4+	8+
		Rear	6+	4+	8+

Weapon	Range	Damage	Traits
14.5 mm KPVT MG	36"	2xD6+1	Auto, Piercing/1
7.62 mm PKT CMG	30"	2xD6	Auto, Piercing/1, Coaxial/14.5mm KPVT MG

Special Rules:

Options:



9K113 BRDM-2 Konkurs

65



9K113 BRDM-2 Konkurs with
5x9M113 Konkurs

Hits/2,
Lumbering
Wheels/16"
Amphibious/2"

Size	3	Facing	Target	Save	Kill
Move	6"	Front	6+	3+	8+
CC	3xD10	Side	6+	4+	8+
		Rear	6+	4+	8+

Weapon	Range	Damage	Traits
9M113 Konkurs	12-48"	D10+1	Lethal Zone/1", Piercing/2, HEAT/I, Ready, Exposed, ATGM
9M113M Konkurs-M	12-48"	D10+1	Lethal Zone/1", Piercing/2, HEAT/II, Ready, Exposed, ATGM

Special Rules:

Options:
Upgrade 9M113 Konkurs to 9M113M Konkurs-M for +5 points



Mechanized Infantry Squad

??



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

Target	Save	Kill	Size	CC	Move
4+	6+	6+	1	D6	5"

Weapon	Range	Damage	Traits
AK-74	20"	D6	Auto
AKSU-74	16"	D6	Auto
GP-25	20"	D6+1	Artillery, Lethal Zone/2", Ready
RPK SAW	30"	2xD6	Auto, Prone
RPG-7V	24"	D10	Lethal Zone/1", Piercing/2, Slow, HEAT/II, RPG

Special Rules:

Options:

Mount in any BMP or BTR vehicle
Replace one Rifleman with second RPK
gunner for +?? points.
Replace one Rifleman with second Grena-
dier for +?? points.



Mechanized Infantry Command Team

??



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

Target	Save	Kill	Size	CC	Move
4+	6+	6+	1	D6	5"

Forward Artillery Observer
(FAO)
Attachments

Weapon	Range	Damage	Traits
AK-74	20"	D6	Auto
AKSU-74	16"	D6	Auto
SVD	36"	D6	Accurate

Special Rules:

Options:

Field Promotion,
Command Privilege (may purchase off-board sup-
port)

Mount in any BMP or BTR vehicle



Mechanized Infantry Recon Squad

??



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

Target	Save	Kill	Size	CC	Move
4+	6+	6+	1	D6	5"

Weapon	Range	Damage	Traits
AK-74	20"	D6	Auto
AKSU-74	16"	D6	Auto
GP-25	20"	D6+1	Artillery, Lethal Zone/2", Ready
RPK SAW	30"	2xD6	Auto, Prone
RPG-7V	24"	D10	Lethal Zone/1", Piercing/2, Slow, HEAT/II, RPG

Special Rules:

Options:

Mount in any BMP vehicle



Motorized Infantry Recon Squad

??



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

Target	Save	Kill	Size	CC	Move
4+	6+	6+	1	D6	5"

Weapon	Range	Damage	Traits
AKM	20"	D6	Auto
GP-25	20"	D6+1	Artillery, Lethal Zone/2", Ready
RPK SAW	30"	2xD6	Auto, Prone
RPG-7V	24"	D10	Lethal Zone/1", Piercing/2, Slow, HEAT/II, RPG

Special Rules:

Options:

Mount in Kamaz truck



Motorized Infantry Squad

??



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

Target	Save	Kill	Size	CC	Move
4+	6+	6+	1	D6	5"

Weapon	Range	Damage	Traits
AKM	20"	D6	Auto
GP-25	20"	D6+1	Artillery, Lethal Zone/2", Ready
RPK SAW	30"	2xD6	Auto, Prone
RPG-7V	24"	D10	Lethal Zone/1", Piercing/2, Slow, HEAT/II, RPG

Special Rules:

Options:

Mount in Kamaz truck



Motorized Infantry Command Team

??



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

Target	Save	Kill	Size	CC	Move
4+	6+	6+	1	D6	5"

Forward Artillery Observer
(FAO)
Attachments

Weapon	Range	Damage	Traits
AKM	20"	D6	Auto

Special Rules:

Field Promotion,
Command Privilege (may purchase off-board support)

Options:

Mount in Kamaz truck



Motorized Infantry Weapons Squad

??



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

Fireteams
Attachments

Target	Save	Kill	Size	CC	Move
4+	6+	6+	1	D6	5"

Weapon	Range	Damage	Traits
AKM	20"	D6	Auto
AKSU-74	16"	D6	Auto
PKM	30"	2xD6	Auto, Piercing/1, Prone
RPG-7V	24"	D10	Lethal Zone/1", Piercing/2, Slow, HEAT/II, RPG

Special Rules:

Options:
Mount in Kamaz truck



Motorized Infantry Recoilless Gun Section

??



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

Target	Save	Kill	Size	CC	Move
4+	6+	6+	1	D6	5"

Weapon	Range	Damage	Traits
AKM	20"	D6	Auto
SPG-9	24"	D10	Lethal Zone/1", Piercing/1, Slow, HEAT/I, RPG

Special Rules:

Options:
Mount in Kamaz truck



MANPADS Squad

??



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

Fireteams
Attachments

Target	Save	Kill	Size	CC	Move
4+	6+	6+	1	D6	5"

Weapon	Range	Damage	Traits
AK-74	20"	D6	Auto
AKSU-74	16"	D6	Auto
Igla	48"	D10	AA-Only, Piercing/1, Slow

Special Rules:

Options:
Mount in any BMP or BTR vehicle or
Kamaz truck



ATGM Section

??



Section Commander w/AK-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

Fireteams
Attachments

Target	Save	Kill	Size	CC	Move
4+	6+	6+	1	D6	5"

Weapon	Range	Damage	Traits
AK-74	20"	D6	Auto
AKSU-74	16"	D6	Auto
9M131	6-36"	D10	Lethal Zone/1", Piercing/1, Slow, HEAT/I, ATGM
9M131M	6-36"	D10+1	Lethal Zone/1", Piercing/2, Slow, HEAT/II, ATGM

Special Rules:

Options:
Mount in any BMP or BTR vehicle or
Kamaz truck
Upgrade to 9M131M for +?? points each



AGL Squad

??



Team 1:
Squad Leader w/AK-74,
Gunner w/RPG-7V and AKSU-74
Team 2:
Gunner w/AGS-30 and AKSU-74
2xRifleman w/AK-74,
Team 3:
Gunner w/AGS-30 and AKSU-74
2xRifleman w/AK-74,

Fireteams
Attachments

Target	Save	Kill	Size	CC	Move
4+	6+	6+	1	D6	5"

Weapon	Range	Damage	Traits
AK-74	20"	D6	Auto
AKSU-74	16"	D6	Auto
AGS-30	30"	2xD6	Artillery, Lethal Zone/2"
RPG-7V	24"	D10	Lethal Zone/1", Piercing/2, Slow, HEAT/II, RPG

Special Rules:

Options:

Mount in any BMP or BTR vehicle or
Kamaz truck



Heavy ATGM Section

??



Section 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

Fireteams
Attachments

Target	Save	Kill	Size	CC	Move
4+	6+	6+	1	D6	5"

Weapon	Range	Damage	Traits
AK-74	20"	D6	Auto
AKSU-74	16"	D6	Auto
9M133	12-64"	D10+2	HEAT/I, ATGM, Multihit, Piercing/3, Slow

Special Rules:

Options:

Mount in any BMP or BTR vehicle or
Kamaz truck



Mortar Section

??



Section Commander w/AK-74,
3xRifleman w/AK-74,
Grenadier w/AK-74 and GP-25,
Gunner w/82mm Mortar and
AKSU-74

Target	Save	Kill	Size	CC	Move
4+	6+	6+	1	D6	5"

Weapon	Range	Damage	Traits
AK-74	20"	D6	Auto
AKSU-74	16"	D6	Auto
GP-25	20"	D6+1	Artillery, Lethal Zone/2", Ready
82mm Mortar	12-48"	D6+1	Artillery, Lethal Zone/2", Piercing/1, Ready, Slow
120mm Mortar	12-60"	D6+1	Artillery, Lethal Zone/3", Piercing/1, Ready, Slow

Special Rules:

Options:
Upgrade 82mm Mortar to 120mm Mortar
for +?? points



Sniper

??



Sniper w/SVD

Target	Save	Kill	Size	CC	Move
4+	6+	6+	1	D6	5"

Stealthy
Infiltration
Elite Training

Weapon	Range	Damage	Traits
SVD	36"	D6	Accurate
SVDT	48"	D6	Accurate
KSVK 12.7mm	60"	D6+1	Accurate, Piercing/1

Special Rules:

Sniper: The Sniper gains a +2 bonus to its Damage Dice when using the SVD or SVDT against Size 1 targets. The Sniper gains a +2 bonus to its Damage Dice when using the KSVK 12.7mm against Size 2 and smaller targets

Options:
Replace SVD with SVDT for +?? points or
with KSVK 12.7mm for +?? points



2A29 Rapira

65



2A29 Rapira with
100mm 2A29 Gun
AKSU-74

Hits/3

Target	Save	Kill	Size	CC	Move
5+	5+	8+	1	D6	3"

Weapon	Range	Damage	Traits
100mm 2A29 Gun	36"	D10+2	KE/I, Lethal Zone/1", Piercing/1, Slow
9M117 Bastion	12-48"	D10	Lethal Zone/1", Piercing/1, HEAT/II, Ready, ATGM
9M117M Arkan	12-72"	D10+1	Lethal Zone/1", Piercing/2, HEAT/II, Ready, ATGM
AKSU-74	16"	D6	Auto

Special Rules:

If you fire with AKSU-74 instead of any other weapon, you get as many D6 Damage Dice as the 2A29 Rapira has hits left.

Options:

Equip with 9M117 Bastion for +15 points
or 9M117M Arkan for +25 points



2A45 Sprut

95



2A45 Sprut with
125mm 2A45 Gun
AKSU-74

Hits/3

Target	Save	Kill	Size	CC	Move
5+	5+	8+	1	D6	3"

Weapon	Range	Damage	Traits
125mm 2A45 Gun	60"	D10+4	Lethal Zone/1", Multihit, Piercing/3, Slow
9M119 Refleks	12-72"	D10+2	Lethal Zone/1", Piercing/2, HEAT/I, Slow, ATGM
9M119M Refleks-M	12-72"	D10+2	Lethal Zone/1", Piercing/2, HEAT/II, Slow, ATGM
AKSU-74	16"	D6	Auto

Special Rules:

If you fire with AKSU-74 instead of any other weapon, you get as many D6 Damage Dice as the 2A45 Sprut has hits left.

Options:

Equip with 9M119 Refleks for +30 points
Equip with 9M119M Refleks-M for +35 points

Naval
Infantry
Units



2S25 Sprut

140



2S25 Sprut with
125mm 2A75 Gun
7.62mm PKT CMG

Hits/2,
Lumbering
Multifire/2
Tracks/12"
Amphibious/2"

Size	2	Facing	Target	Save	Kill
Move	5"	Front	7+	4+	9+
CC	2xD10	Side	7+	5+	9+
		Rear	7+	5+	9+

Weapon	Range	Damage	Traits
125mm 2A75 Gun	60"	D10+4	Lethal Zone/1", Multihit, Piercing/3, Slow
7.62mm PKT CMG	30"	2xD6	Auto, Piercing/1, Coaxial/125mm 2A75 Gun
9M119 Refleks	12-72"	D10+2	Lethal Zone/1", Piercing/2, HEAT/I, Slow, ATGM
9M119M Refleks-M	12-72"	D10+2	Lethal Zone/1", Piercing/2, HEAT/II, Slow, ATGM

Special Rules:

Options:
Equip with 9M119 Refleks for +30 points
Equip with 9M119M Refleks-M for +35 points



BMP-3F

150



BMP-3F with
100 mm 2A70 Gun
30 mm 2A72 Cannon
7.62mm PKT CMG
2x7.62mm PKT MG
9M117

Hits/2,
Lumbering
Multifire/3
Tracks/12"
Amphibious/4"

Size	2	Facing	Target	Save	Kill
Move	5"	Front	7+	4+	9+
CC	2xD10	Side	7+	5+	9+
		Rear	7+	5+	9+

Weapon	Range	Damage	Traits
100 mm 2A70 Gun	40"	D10	Lethal Zone/2", HEAT/I, Piercing/2, Slow
30 mm 2A72 Cannon	40"	2xD6+2	Auto, Piercing/2, Coaxial/100 mm 2A70 Gun
7.62mm PKT CMG	30"	2xD6	Auto, Piercing/1, Coaxial/100 mm 2A70 Gun or 30 mm 2A72 Cannon
7.62mm PKT MG	30"	2xD6	Auto, Piercing/1, FaF
9M117	12-48"	D10	Lethal Zone/1", Piercing/1, HEAT/II, Ready, ATGM
9M117M Arkan	12-72"	D10+1	Lethal Zone/1", Piercing/2, HEAT/II, Ready, ATGM

Special Rules:

Transport: The BMP-3F can carry up to 7 Size points of models (each maximum Size 1).

Options:



BMMP

130



BMMP with
2A42 30mm Cannon
7.62mm PKT CMG
9M113 Konkurs ATGM
2x7.62mm PKT MG

Hits/2,
Lumbering
Multifire/3
Tracks/12"
Amphibious/4"

Size	2	Facing	Target	Save	Kill
Move	5"	Front	7+	4+	9+
		Side	7+	5+	9+
CC	2xD10	Rear	7+	5+	9+

Weapon	Range	Damage	Traits
30 mm 2A42 Cannon	40"	2xD6+2	Auto, Piercing/2
7.62mm PKT CMG	30"	2xD6	Auto, Piercing/1, Coaxial/30 mm 2A42 Cannon
7.62mm PKT MG	30"	2xD6	Auto, Piercing/1, FaF
9M113 Konkurs	12-48"	D10+1	Lethal Zone/1", Piercing/2, HEAT/I, Ready, Exposed, ATGM
9M113M Konkurs-M	12-48"	D10+1	Lethal Zone/1", Piercing/2, HEAT/II, Ready, Exposed, ATGM

Special Rules:
Transport: The BMMP can carry up to 7 Size points of models (each maximum Size 1).

Options:
Replace the 9M113 Konkurs with 9M113M Konkurs-M for +5 points



T55AMV2

140



T55AMV2 with
100mm D10T Gun
12.7mm DShK AAMG
7.62mm PKT CMG

Hits/2,
Lumbering
Multifire/All,
Tracks/10"
ERA/II Front, Side

Size	4	Facing	Target	Save	Kill
Move	4"	Front	8+	3+	10+
		Side	8+	3+	9+
CC	4xD10	Rear	7+	4+	8+

Weapon	Range	Damage	Traits
100mm D10T Gun	36"	D10+2	KE/I, Lethal Zone/1", Piercing/1, Slow
12.7mm DShK AAMG	36"	2xD6+1	Auto, Piercing/1, AA, Exposed
7.62mm PKT CMG	30"	2xD6	Auto, Piercing/1, Coaxial/100mm D10T Gun
9M117 Bastion	12-48"	D10	Lethal Zone/1", Piercing/1, HEAT/II, Ready, ATGM
9M117M Arkan	12-72"	D10+1	Lethal Zone/1", Piercing/2, HEAT/II, Ready, ATGM

Special Rules:

Options:
Equip with 9M117 Bastion for +15 points or 9M117M Arkan for +25 points



PT-76B

80



PT-76B with
76mm D56TM Gun
7.62mm PKT CMG

Hits/2,
Lumbering
Multifire/2
Tracks/12"
Amphibious/4"

Size	2	Facing	Target	Save	Kill
Move	5"	Front	7+	4+	9+
		Side	7+	5+	9+
CC	2xD10	Rear	7+	5+	9+

Weapon	Range	Damage	Traits
76mm D56TM Gun	36"	D6+2	Lethal Zone/1", KE/I, Piercing/1, Slow
7.62mm PKT CMG	30"	2xD6	Auto, Piercing/1, Coaxial/76mm D56TM Gun

Special Rules:

Options:

Airborne Units



BMD-1

85



BMD-1 with
2A28 73mm Gun
9M14P Malyutka-P ATGM
7.62mm PKT CMG
7.62mm PKT BMG

Hits/2,
Lumbering
Multifire/2
Tracks/10"
Amphibious/2"

Size	3	Facing	Target	Save	Kill
Move	4"	Front	6+	3+	8+
		Side	6+	4+	8+
CC	3xD10	Rear	6+	4+	8+

Weapon	Range	Damage	Traits
2A28 73mm Gun	36"	D6+2	HEAT/I, Lethal Zone/1", KE/I, Piercing/1, Slow
9M14P Malyutka-P	24-48"	D10	Lethal Zone/1", Piercing/1, HEAT/I, Ready, Exposed, ATGM
9M14-2 Malyutka-2M	24-48"	D10+2	Lethal Zone/1", Piercing/3, HEAT/II, Ready, Exposed, ATGM
7.62mm PKT CMG	30"	2xD6	Auto, Piercing/1, Coaxial/2A28 73mm Gun
7.62mm PKT BMG	30"	2xD6	Auto, Piercing/1, FaF

Special Rules:
Transport: The BMD-1 can carry up to 5 Size points of models (each maximum Size 1).

Options:
Replace the 9M14P Malyutka-P with 9M14-2 Malyutka-2M for +15 points



BMD-1P

90



BMD-1P with
2A28 73mm Gun
9M111 Fagot ATGM
7.62mm PKT CMG
7.62mm PKT MG

Hits/2,
Lumbering
Multifire/2
Tracks/10"
Amphibious/2"

Size	3	Facing	Target	Save	Kill
Move	4"	Front	6+	3+	8+
		Side	6+	4+	8+
CC	3xD10	Rear	6+	4+	8+

Weapon	Range	Damage	Traits
2A28 73mm Gun	36"	D6+2	HEAT/I, Lethal Zone/1", KE/I, Piercing/1, Slow
9M111 Fagot	12-48"	D10+1	Lethal Zone/1", Piercing/1, HEAT/I, Ready, Exposed, ATGM
9M111M Faktoriya	12-48"	D10+1	Lethal Zone/1", Piercing/1, HEAT/II, Ready, Exposed, ATGM
7.62mm PKT CMG	30"	2xD6	Auto, Piercing/1, Coaxial/2A28 73mm Gun
7.62mm PKT MG	30"	2xD6	Auto, Piercing/1, FaF

Special Rules:
Transport: The BMD-1P can carry up to 5 Size points of models (each maximum Size 1).

Options:
Replace the 9M111 Fagot with 9M111M Faktoriya for +5 points



BMD-1P

90



BMD-1P with
2A28 73mm Gun
9M113 Konkurs ATGM
7.62mm PKT CMG
7.62mm PKT MG

Hits/2,
Lumbering
Multifire/2
Tracks/10"
Amphibious/2"

Size	3	Facing	Target	Save	Kill
Move	4"	Front	6+	3+	8+
		Side	6+	4+	8+
CC	3xD10	Rear	6+	4+	8+

Weapon	Range	Damage	Traits
2A28 73mm Gun	36"	D6+2	HEAT/I, Lethal Zone/1", KE/I, Piercing/1, Slow
9M113 Konkurs	12-48"	D10+1	Lethal Zone/1", Piercing/2, HEAT/I, Ready, Exposed, ATGM
9M113M Konkurs-M	12-48"	D10+1	Lethal Zone/1", Piercing/2, HEAT/II, Ready, Exposed, ATGM
7.62mm PKT CMG	30"	2xD6	Auto, Piercing/1, Coaxial/2A28 73mm Gun
7.62mm PKT MG	30"	2xD6	Auto, Piercing/1, FaF

Special Rules:
Transport: The BMD-1P can carry up to 5 Size points of models (each maximum Size 1).

Options:
Replace the 9M113 Konkurs with 9M113M Konkurs-M for +5 points



BTR-D

55



BTR-D with
7.62mm PKT MG

Hits/2,
Lumbering
Multifire/2
Tracks/10"
Amphibious/2"

Size	3	Facing	Target	Save	Kill
Move	4"	Front	6+	3+	8+
		Side	6+	4+	8+
CC	3xD10	Rear	6+	4+	8+

Weapon	Range	Damage	Traits
7.62mm PKT MG	30"	2xD6	Auto, Piercing/1, FaF

Special Rules:
Transport: The BTR-D can carry up to 10 Size points of models (each maximum Size 1).

Options:



BMD-2

110



BMD-2 with
 2A42 30mm Cannon
 9M113 Konkurs ATGM
 7.62mm PKT CMG
 7.62mm PTK MG

Hits/2,
 Lumbering
 Multifire/2
 Tracks/10"
 Amphibious/2"

Size	3	Facing	Target	Save	Kill
Move	4"	Front	6+	3+	8+
		Side	6+	4+	8+
CC	3xD10	Rear	6+	4+	8+

Weapon	Range	Damage	Traits
2A42 30mm Cannon	40"	2xD6+2	Auto, Piercing/2
9M113 Konkurs	12-48"	D10+1	Lethal Zone/1", Piercing/2, HEAT/I, Ready, Exposed, ATGM
9M113M Konkurs-M	12-48"	D10+1	Lethal Zone/1", Piercing/2, HEAT/II, Ready, Exposed, ATGM
7.62mm PKT CMG	30"	2xD6	Auto, Piercing/1, Coaxial/2A42 30mm Cannon
7.62mm PKT MG	30"	2xD6	Auto, Piercing/1, FaF

Special Rules:
Transport: The BMD-2 can carry up to 5 Size points of models (each maximum Size 1).

Options:
 Replace the 9M113 Konkurs with 9M113M Konkurs-M for +5 points



BMD-3

135



BMD-3 with
 2A42 30mm Cannon
 9M113 Konkurs ATGM
 7.62mm PKT CMG
 5.45mm RPKS-74 MG
 AGS-17 Plamya AGL

Hits/2,
 Lumbering
 Multifire/2
 Tracks/10"
 Amphibious/2"
 Airborne

Size	3	Facing	Target	Save	Kill
Move	4"	Front	6+	3+	8+
		Side	6+	4+	8+
CC	3xD10	Rear	6+	4+	8+

Weapon	Range	Damage	Traits
2A42 30mm Cannon	40"	2xD6+2	Auto, Piercing/2
9M113 Konkurs	12-48"	D10+1	Lethal Zone/1", Piercing/2, HEAT/I, Ready, Exposed, ATGM
9M113M Konkurs-M	12-48"	D10+1	Lethal Zone/1", Piercing/2, HEAT/II, Ready, Exposed, ATGM
7.62mm PKT CMG	30"	2xD6	Auto, Piercing/1, Coaxial/2A42 30mm Cannon
5.45mm RPKS-74 MG	30"	2xD6	Auto, Piercing/1, FaF
AGS-17 Plamya AGL	30"	2xD6	Artillery, Lethal Zone/2"

Special Rules:
Transport: The BMD-3 can carry up to 7 Size points of models (each maximum Size 1).

Options:
 Replace the 9M113 Konkurs with 9M113M Konkurs-M for +5 points



BMD-4

120



BMD-4 with
100 mm 2A70 Gun
30 mm 2A72 Cannon
7.62mm PKT CMG
9M117 Bastion

Hits/2,
Lumbering
Multifire/2
Tracks/10"
Amphibious/2"
Airborne

Size	3	Facing	Target	Save	Kill
Move	4"	Front	6+	3+	8+
		Side	6+	4+	8+
CC	3xD10	Rear	6+	4+	8+

Weapon	Range	Damage	Traits
100 mm 2A70 Gun	40"	D10	Lethal Zone/2", HEAT/I, Piercing/2, Slow
30 mm 2A72 Cannon	40"	2xD6+2	Auto, Piercing/2, Coaxial/100 mm 2A70 Gun
7.62mm PKT CMG	30"	2xD6	Auto, Piercing/1, Coaxial/100 mm 2A70 Gun or 30 mm 2A72 Cannon
9M117 Bastion	12-48"	D10	Lethal Zone/1", Piercing/1, HEAT/II, Ready, ATGM
9M117M Arkan	12-72"	D10+1	Lethal Zone/1", Piercing/2, HEAT/II, Ready, ATGM

Special Rules:
Transport: The BMP-4 can carry up to 7 Size points of models (each maximum Size 1).

Options:
Upgrade 9M117 Bastion to 9M117M Arkan for +10 points



BTR-DG

80



BTR-D with
ZU-23-2 23mm Cannon
7.62mm PKT MG

Hits/2,
Lumbering
Multifire/2
Tracks/10"
Amphibious/2"

Size	3	Facing	Target	Save	Kill
Move	4"	Front	6+	3+	8+
		Side	6+	4+	8+
CC	3xD10	Rear	6+	4+	8+

Weapon	Range	Damage	Traits
ZU-23-2 23mm Cannon	40"	3xD6+2	AA, Piercing/1, Auto
7.62mm PKT MG	30"	2xD6	Auto, Piercing/1, FaF

Special Rules:

Options:



BTR-RD

75



BTR-D with
9M113 Konkurs ATGM
7.62mm PKT MG

Hits/2,
Lumbering
Multifire/2
Tracks/10"
Amphibious/2"

Size	3
Move	4"
CC	3xD10

Facing	Target	Save	Kill
Front	6+	3+	8+
Side	6+	4+	8+
Rear	6+	4+	8+

Weapon	Range	Damage	Traits
9M113 Konkurs	12-48"	D10+1	Lethal Zone/1", Piercing/2, HEAT/I, Ready, Exposed, ATGM
9M113M Konkurs-M	12-48"	D10+1	Lethal Zone/1", Piercing/2, HEAT/II, Ready, Exposed, ATGM
9M111 Fagot	12-48"	D10+1	Lethal Zone/1", Piercing/1, HEAT/I, Ready, Exposed, ATGM
9M111M Faktoriya	12-48"	D10+1	Lethal Zone/1", Piercing/1, HEAT/II, Ready, Exposed, ATGM
7.62mm PKT MG	30"	2xD6	Auto, Piercing/1, FaF

Special Rules:

Options:
Replace the 9M113 Konkurs with 9M113M Konkurs-M for +5 points or 9M111 Fagot for free or 9M111M Faktoriya for +5 points



2S9 Nona

??



2S9 Nona with
120mm 2A60 Mortar with HE shells

Hits/2,
Lumbering
Tracks/10"
Amphibious/2"

Size	3
Move	4"
CC	3xD10

Facing	Target	Save	Kill
Front	6+	3+	8+
Side	6+	4+	8+
Rear	6+	4+	8+

Weapon	Range	Damage	Traits
120 mm 2A60 HE	12-72"	D6+1	Artillery, Lethal Zone/3", Piercing/1, Slow
120 mm 2A60 Guided	12-72"	D6+1	Artillery, Lethal Zone/3", Piercing/1, Guided, Slow
120 mm 2A60 Thermobaric	12-72"	D6	Artillery, Lethal Zone/3", Piercing/1, Thermobaric, Slow
120 mm 2A60 HEAT	36"	D10	Lethal Zone/1", Piercing 1", Slow

Special Rules:

Options:
Add option to fire Guided rounds for +15 points, Thermobaric rounds for +10 points, HEAT rounds for +5 points



BTR-ZD

80



BTR-D with
ZU-23-2 23mm Cannon
7.62mm PKT MG

Hits/2,
Lumbering
Multifire/2
Tracks/10"
Amphibious/2"

Size	3	Facing	Target	Save	Kill
Move	4"	Front	6+	3+	8+
CC	3xD10	Side	6+	4+	8+
		Rear	6+	4+	8+

Weapon	Range	Damage	Traits
ZU-23-2 23mm Cannon	40"	3xD6+2	AA, Piercing/1, Auto
7.62mm PKT MG	30"	2xD6	Auto, Piercing/1, FaF

Special Rules:

Options:



2S25 Sprut

140



2S25 Sprut with
125mm 2A75 Gun
7.62mm PKT CMG

Hits/2,
Lumbering
Multifire/2
Tracks/12"
Amphibious/2"

Size	2	Facing	Target	Save	Kill
Move	9"	Front	7+	4+	9+
CC	2xD10	Side	7+	5+	9+
		Rear	7+	5+	9+

Weapon	Range	Damage	Traits
125mm 2A75 Gun	60"	D10+4	Lethal Zone/1", Multihit, Piercing/3, Slow
7.62mm PKT CMG	30"	2xD6	Auto, Piercing/1, Coaxial/125mm 2A75 Gun
9M119 Refleks	12-72"	D10+2	Lethal Zone/1", Piercing/2, HEAT/I, Slow, ATGM
9M119M Refleks-M	12-72"	D10+2	Lethal Zone/1", Piercing/2, HEAT/II, Slow, ATGM

Special Rules:

Options:
Equip with 9M119 Refleks for +30 points
Equip with 9M119M Refleks-M for +35 points



Mechanized Airborne Infantry Squad

??



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

Airborne

Target	Save	Kill	Size	CC	Move
4+	6+	6+	1	D6	5"

Weapon	Range	Damage	Traits
AK-74	20"	D6	Auto
AKSU-74	16"	D6	Auto
GP-25	20"	D6+1	Artillery, Lethal Zone/2", Ready
RPK SAW	30"	2xD6	Auto, Piercing/1, Prone
RPG-7V	24"	D10	Lethal Zone/1", Piercing/2, Slow, HEAT/II, RPG

Special Rules:

Options:

Mount in any BMD or BTR-D vehicle
Replace one Rifleman with second RPK
gunner for +?? points.



Mechanized Airborne Infantry Command

??



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

Forward Artillery Observer
(FAO)
Attachments
Airborne

Target	Save	Kill	Size	CC	Move
4+	6+	6+	1	D6	5"

Weapon	Range	Damage	Traits
AK-74	20"	D6	Auto
AKSU-74	16"	D6	Auto
SVD	36"	D6	Accurate

Special Rules:

Options:

Field Promotion,
Command Privilege (may purchase off-board sup-
port)

Mount in any BMD or BTR-D vehicle



Airborne AGL Squad

??



Team 1:
Squad Leader w/AK-74,
Gunner w/RPG-7V and AKSU-74
Team 2:
Gunner w/AGS-30 and AKSU-74
2xRifleman w/AK-74,
Team 3:
Gunner w/AGS-30 and AKSU-74
2xRifleman w/AK-74,

Airborne
Fireteams
Attachments

Target	Save	Kill	Size	CC	Move
4+	6+	6+	1	D6	5"

Weapon	Range	Damage	Traits
AK-74	20"	D6	Auto
AKSU-74	16"	D6	Auto
AGS-30	30"	2xD6	Lethal Zone/2", Piercing/1
RPG-7V	24"	D10	Lethal Zone/1", Piercing/2, Slow, HEAT/II, RPG

Special Rules:

Options:

Mount in any BMD or BTR-D vehicle



Airborne MANPADS Squad

??



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

Airborne
Fireteams
Attachments

Target	Save	Kill	Size	CC	Move
4+	6+	6+	1	D6	5"

Weapon	Range	Damage	Traits
AK-74	20"	D6	Auto
AKSU-74	16"	D6	Auto
Igla	48"	D10	AA-Only, Piercing/1, Slow

Special Rules:

Options:

Mount in any BMP or BTR vehicle



Airborne ATGM Platoon

??



Platoon Commander w/AK-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

Airborne
 Fireteams
 Attachments

Target	Save	Kill	Size	CC	Move
4+	6+	6+	1	D6	5"

Weapon	Range	Damage	Traits
AK-74	20"	D6	Auto
AKSU-74	16"	D6	Auto
9M131	6-36"	D10	Lethal Zone/1", Piercing/1, Slow, HEAT/I, ATGM
9M131M	6-36"	D10+1	Lethal Zone/1", Piercing/2, Slow, HEAT/II, ATGM

Special Rules:

Options:
 Upgrade to 9M131M for +?? points each



Airborne Weapons Squad

??



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

Airborne
 Fireteams
 Attachments

Target	Save	Kill	Size	CC	Move
4+	6+	6+	1	D6	5"

Weapon	Range	Damage	Traits
AKM	20"	D6	Auto
AKSU-74	16"	D6	Auto
RPK-74 SAW	30"	2xD6	Auto, Prone
RPG-7V	24"	D10	Lethal Zone/1", Piercing/2, Slow, HEAT/II, RPG

Special Rules:

Options:



Airborne Heavy ATGM Section

??



Section 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

Airborne
 Fireteams
 Attachments

Target	Save	Kill	Size	CC	Move
4+	6+	6+	1	D6	5"

Weapon	Range	Damage	Traits
AK-74	20"	D6	Auto
AKSU-74	16"	D6	Auto
9M133	12-64"	D10+2	HEAT/I, ATGM, Multihit, Piercing/3, Slow

Special Rules:

Options:



Airborne Recoilless Gun Section

??



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

Airborne

Target	Save	Kill	Size	CC	Move
4+	6+	6+	1	D6	5"

Weapon	Range	Damage	Traits
AKM	20"	D6	Auto
SPG-9	24"	D10	Lethal Zone/1", Piercing/1, Slow, HEAT/I, RPG

Special Rules:

Options:



Airborne Infantry Squad

??



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

Airborne
Fireteams

Target	Save	Kill	Size	CC	Move
4+	6+	6+	1	D6	5"

Weapon	Range	Damage	Traits
AK-74	20"	D6	Auto
AKSU-74	16"	D6	Auto
GP-25	20"	D6+1	Artillery, Lethal Zone/2", Ready
RPK SAW	30"	2xD6	Auto, Piercing/1, Prone
RPG-7V	24"	D10	Lethal Zone/1", Piercing/2, Slow, HEAT/II, RPG
SVD	36"	D6	Accurate

Special Rules:

Options:



Airborne Platoon Commander

??



Platoon Leader w/AK-74

Forward Artillery Observer
(FAO)
Attachments
Airborne

Target	Save	Kill	Size	CC	Move
4+	6+	6+	1	D6	5"

Weapon	Range	Damage	Traits
AK-74	20"	D6	Auto

Special Rules:

Field Promotion,
Command Privilege (may purchase off-board support)

Options:



Airborne Mortar Section

??



Section Commander w/AK-74,
3xRifleman w/AK-74,
Grenadier w/AK-74 and GP-25,
Gunner w/82mm Mortar and
AKSU-74

Airborne

Target	Save	Kill	Size	CC	Move
4+	6+	6+	1	D6	5"

Weapon	Range	Damage	Traits
AK-74	20"	D6	Auto
AKSU-74	16"	D6	Auto
GP-25	20"	D6+1	Artillery, Lethal Zone/1", Piercing/1, Ready
82mm Mortar	12-48"	D6+1	Artillery, Lethal Zone/2", Piercing/1, Ready, Slow
120mm Mortar	12-60"	D6+1	Artillery, Lethal Zone/3", Piercing/1, Ready, Slow

Special Rules:

Options:

Upgrade 82mm Mortar to 120mm Mortar for +?? points



Airborne Sniper

??



Sniper w/SVD

Airborne
Stealthy
Infiltration
Elite Training

Target	Save	Kill	Size	CC	Move
4+	6+	6+	1	D6	5"

Weapon	Range	Damage	Traits
SVD	36"	D6	Accurate
SVDT	48"	D6	Accurate
KSVK 12.7mm	60"	D6+1	Accurate, Piercing/1

Special Rules:

Options:

Sniper: The Sniper gains a +2 bonus to its Damage Dice when using the SVD or SVDT against Size 1 targets. The Sniper gains a +2 bonus to its Damage Dice when using the KSVK 12.7mm against Size 2 and smaller targets

Replace SVD with SVDT for +?? points or with KSVK 12.7mm for +?? points



2S31 Vena

115



2S31 Vena with
120 mm 2A60 Mortar with HE shells
7.62mm PKT CMG
7.62mm PKT MG

Hits/2,
Lumbering
Tracks/12"
Amphibious/2"
Airborne

Size	3	Facing	Target	Save	Kill
Move	5"	Front	7+	3+	9+
		Side	7+	4+	9+
CC	3xD10	Rear	7+	4+	9+

Weapon	Range	Damage	Traits
120 mm 2A60 HE	12-72"	D6+1	Artillery, Lethal Zone/3", Piercing/1, Slow
120 mm 2A60 Guided	12-72"	D6+1	Artillery, Lethal Zone/3", Piercing/1, Guided, Slow
120 mm 2A60 Thermobaric	12-72"	D6	Artillery, Lethal Zone/3", Piercing/1, Thermobaric, Slow
120 mm 2A60 HEAT	36"	D10	Lethal Zone/1", Piercing 1", Slow

Special Rules:

Options:
Add option to fire Guided rounds for +15 points, Thermobaric rounds for +10 points, HEAT rounds for +5 points

Special Forces

Units



Spetsnaz Patrol

??



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

Flexible Structure
Stealthy
Ambush
Elite Training
Recon

Target	Save	Kill	Size	CC	Move
4+	6+/6+	7+	1	D6	5"

Weapon	Range	Damage	Traits
AK-74	20"	D6	Auto
AKSU-74	16"	D6	Auto
GP-25	20"	D6+1	Artillery, Lethal Zone/1", Piercing/1, Ready
RPK SAW	30"	2xD6	Auto, Piercing/1, Prone
RPG-7V	24"	D10	Lethal Zone/1", Piercing/2, Slow, HEAT/II, RPG
SVD	36"	D6	Accurate

Special Rules:

Options:

Add second Gunner w/RPG-7V for +?? points.
Replace one or two Gunners w/RPG-7V with Gunners w/RPK SAW for +?? points
Add up to 6xRifleman w/AK-74 for +?? points each.
Equip up to five Riflemen with GP-25 for +?? points each



Spetsnaz Assault Squad

??



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

Flexible Structure
Stealthy
Ambush
Elite Training

Target	Save	Kill	Size	CC	Move
4+	4+/6+	7+	1	D6	4"

Weapon	Range	Damage	Traits
AK-74	20"	D6	Auto
AKSU-74	16"	D6	Auto
GP-25	20"	D6+1	Artillery, Lethal Zone/1", Piercing/1, Ready
RPK SAW	30"	2xD6	Auto, Piercing/1, Prone
RPG-7V	24"	D10	Lethal Zone/1", Piercing/2, Slow, HEAT/II, RPG
SVD	36"	D6	Accurate

Special Rules:

Options:

Add second Gunner w/RPG-7V for +?? points.
Replace one or two Gunners w/RPG-7V with Gunners w/RPK SAW for +?? points
Add up to 6xRifleman w/AK-74 for +?? points each.
Equip up to five Riflemen with GP-25 for +?? points each



Spetsnaz Black Ops Squad

??



Team Leader w/AEK-919K,
Assistant Team Leader w/AEK-919K,
2xRifleman w/AEK-919K,
Sniper w/VSS and AEK-919K

Flexible Structure
Stealthy
Ambush
Elite Training
Recon

Target	Save	Kill	Size	CC	Move
4+	6+/6+	7+	1	D6	5"

Weapon	Range	Damage	Traits
AEK-919K	12"	2xD6	Auto, Silenced
AS "Val"	20"	D6	Auto, Silenced
VSS	30"	D6	Accurate, Silenced

Special Rules:

Options:

Add up to 6xRifleman w/AEK-919K for +?? points each.
Add up to 2 Snipers w/VSS for +?? points each
Replace any number of AEK-919K with AS "Val" for +?? points each

Future
and
Prototype
Units



Black Eagle

450



Black Eagle with
2A46M-4 125mm Gun
12.7mm NSVT AAMG
PKT CMG

Hits/4,
Lumbering
Multifire/All,
Tracks/10"
ERA/III
APS/II

Size	4	Facing	Target	Save	Kill
Move	5"	Front	8+	2+	12+
CC	4xD10	Side	8+	3+	10+
		Rear	7+	4+	10+

Weapon	Range	Damage	Traits
2A46M-4 125mm Gun	60"	D10+4	Lethal Zone/1", Multihit, Piercing/4, Slow
12.7mm NSVT AAMG	36"	2xD6+1	Auto, Piercing/1, AA, Exposed
7.62mm PKT CMG	30"	2xD6	Auto, Piercing/1, Coaxial/2A46M-4 125mm Gun
9M119 Refleks	12-72"	D10+2	Lethal Zone/1", Piercing/2, HEAT/I, Slow, ATGM
9M119M Refleks-M	12-72"	D10+2	Lethal Zone/1", Piercing/2, HEAT/II, Slow, ATGM

Special Rules:

Options:
Equip with 9M119 Refleks for +30 points
Equip with 9M119M Refleks-M for +35 points



T95

600



T-95 with
152mm gun
12.7mm Kord AAMG
7.62mm PKT CMG

Hits/4,
Lumbering
Multifire/All,
Tracks/10"
ERA/III
APS/II

Size	4	Facing	Target	Save	Kill
Move	5"	Front	8+	2+	13+
CC	4xD10	Side	8+	2+	12+
		Rear	8+	3+	11+

Weapon	Range	Damage	Traits
152mm Gun	72"	D10+6	Lethal Zone/2", Multihit, Piercing/5, Slow
12.7mm Kord AAMG	36"	2xD6+1	Auto, Piercing/1, AA, Exposed
7.62mm PKT CMG	30"	2xD6	Auto, Piercing/1, Coaxial/152mm Gun
152mm Gun-Launched ATGM	90"	D10+4	Lethal Zone/1", Accurate, HEAT/II, Multihit, Piercing/3, Slow

Special Rules:

Options:
Equip with 152mm Gun-Launched ATGM for +45 points



BMP-3 Kornet

130



BMP-3 with
9M133 Kornet
7.62mm PKT MG

Size	3	Facing	Target	Save	Kill
Move	5"	Front	7+	3+	9+
CC	3xD10	Side	7+	4+	9+
		Rear	7+	4+	9+

Hits/2,
Lumbering
Tracks/12"
Amphibious/2"

Weapon	Range	Damage	Traits
9M133 Kornet	12-64"	D10+3	HEAT/I, ATGM, Multihit, Piercing/3, Slow
9M133F Kornet	12-64"	D6	Lethal Zone/3", Thermobaric, Slow, ATGM
7.62mm PKT MG	30"	2xD6	Auto, Piercing/1

Special Rules:

Options:

Add option to fire the 9M133F for +10 points



BMP-3 Khrizantema

140



BMP-3 with
9M123 Khrizantema
7.62mm PKT MG

Size	3	Facing	Target	Save	Kill
Move	5"	Front	7+	3+	9+
CC	3xD10	Side	7+	4+	9+
		Rear	7+	4+	9+

Hits/2,
Lumbering
Tracks/12"
Amphibious/2"

Weapon	Range	Damage	Traits
9M123 Khrizantema	12-72"	D10+3	HEAT/II, ATGM, Multihit, Piercing/3, Slow
9M123F Khrizantema	12-72"	D6	Lethal Zone/3", Thermobaric, Slow, ATGM
7.62mm PKT MG	30"	2xD6	Auto, Piercing/1

Special Rules:

Options:

Add option to fire the 9M123F for +10 points



BTR-T

155



BTR-T with
2A42 30mm autocannon
9M113 Konkurs ATGM

Size	4	Facing	Target	Save	Kill
Move	4"	Front	8+	3+	10+
CC	4xD10	Side	8+	3+	9+
		Rear	7+	4+	8+

Hits/2,
Lumbering,
Multifire/All,
Tracks/10"
ERA/II Front, Side

Weapon	Range	Damage	Traits
2A42 30mm autocannon	40"	2xD6+2	Auto, Piercing/2
9M113 Konkurs ATGM	12-48"	D10+1	Lethal Zone/1", Piercing/2, HEAT/I, Ready, Exposed, ATGM
9M113M Konkurs-M ATGM	12-48"	D10+1	Lethal Zone/1", Piercing/2, HEAT/II, Ready, Exposed, ATGM

Special Rules:
Transport: The BTR-T can carry up to 5 Size points of models (each maximum Size 1).

Options:
Replace the 9M113 Konkurs with 9M113M Konkurs-M for +5 points



BTR-T

160



BTR-T with
2A42 30mm autocannon
30mm AGS-17 AGL

Size	4	Facing	Target	Save	Kill
Move	4"	Front	8+	3+	10+
CC	4xD10	Side	8+	3+	9+
		Rear	7+	4+	8+

Hits/2,
Lumbering,
Multifire/All,
Tracks/10"
ERA/II Front, Side

Weapon	Range	Damage	Traits
2A42 30mm autocannon	40"	2xD6+2	Auto, Piercing/2
30mm AGS-17 AGL	30"	2xD6	Artillery, Lethal Zone/2"

Special Rules:
Transport: The BTR-T can carry up to 5 Size points of models (each maximum Size 1).

Options:
Replace the 9M113 Konkurs with 9M113M Konkurs-M for +5 points



BTR-T

145



BTR-T with
Twin 2A38 30mm autocannon

Size	4	Facing	Target	Save	Kill
Move	4"	Front	8+	3+	10+
CC	4xD10	Side	8+	3+	9+
		Rear	7+	4+	8+

Hits/2,
Lumbering,
Multifire/All,
Tracks/10"
ERA/II Front, Side

Weapon	Range	Damage	Traits
Twin 2A38 30mm autocannon	40"	3xD6+2	Auto, Piercing/2

Special Rules:

Transport: The BTR-T can carry up to 5 Size points of models (each maximum Size 1).

Options:



BTR-T

140



BTR-T with
12.7mm NSV MG
9M113 Konkurs ATGM

Size	4	Facing	Target	Save	Kill
Move	4"	Front	8+	3+	10+
CC	4xD10	Side	8+	3+	9+
		Rear	7+	4+	8+

Hits/2,
Lumbering,
Multifire/All,
Tracks/10"
ERA/II Front, Side

Weapon	Range	Damage	Traits
12.7mm NSV MG	36"	2xD6+1	Auto, Piercing/1
9M113 Konkurs ATGM	12-48"	D10+1	Lethal Zone/1", Piercing/2, HEAT/I, Ready, Exposed, ATGM
9M113M Konkurs-M ATGM	12-48"	D10+1	Lethal Zone/1", Piercing/2, HEAT/II, Ready, Exposed, ATGM

Special Rules:

Transport: The BTR-T can carry up to 5 Size points of models (each maximum Size 1).

Options:



BTR-T

145



BTR-T with
12.7mm NSV MG
30mm AGS-17 AGL

Size	4	Facing	Target	Save	Kill
Move	4"	Front	8+	3+	10+
		Side	8+	3+	9+
CC	4xD10	Rear	7+	4+	8+

Hits/2,
Lumbering,
Multifire/All,
Tracks/10"
EERA/II Front, Side

Weapon	Range	Damage	Traits
12.7mm NSV MG	36"	2xD6+1	Auto, Piercing/1
30mm AGS-17 AGL	30"	2xD6	Artillery, Lethal Zone/2"

Special Rules:
Transport: The BTR-T can carry up to 5 Size points of models (each maximum Size 1).

Options:



BTR-T

115



BTR-T with
12.7mm NSV MG

Size	4	Facing	Target	Save	Kill
Move	4"	Front	8+	3+	10+
		Side	8+	3+	9+
CC	4xD10	Rear	7+	4+	8+

Hits/2,
Lumbering,
Multifire/All,
Tracks/10"
ERA/II Front, Side

Weapon	Range	Damage	Traits
12.7mm NSV MG	36"	2xD6+1	Auto, Piercing/1

Special Rules:
Transport: The BTR-T can carry up to 8 Size points of models (each maximum Size 1).

Options:



BTR-90M

145



BTR-90M with
 100 mm 2A70 Gun
 30 mm 2A72 Cannon
 7.62mm PKT CMG
 2x7.62mm PKT MG
 9M117 Bastion

Size	4	Facing	Target	Save	Kill
Move	6"	Front	7+	3+	9+
		Side	7+	4+	8+
CC	3xD10	Rear	6+	5+	7+

Hits/2,
 Multifire/All,
 Wheels/14",
 Amphibious/2"

Weapon	Range	Damage	Traits
100 mm 2A70 Gun	40"	D10	Lethal Zone/2", HEAT/I, Piercing/2, Slow
30 mm 2A72 Cannon	40"	2xD6+2	Auto, Piercing/2, Coaxial/100 mm 2A70 Gun
7.62mm PKT CMG	30"	2xD6	Auto, Piercing/1, Coaxial/100 mm 2A70 Gun or 30 mm 2A72 Cannon
7.62mm PKT MG	30"	2xD6	Auto, Piercing/1, FaF
9M117 Bastion	12-48"	D10	Lethal Zone/1", Piercing/1, HEAT/II, Ready, ATGM
9M117M Arkan	12-72"	D10+1	Lethal Zone/1", Piercing/2, HEAT/II, Ready, ATGM

Special Rules:
Transport: The BTR-90M can carry up to 7 Size points of models (each maximum Size 1).

Options:
 Upgrade 9M117 Bastion to 9M117M Arkan for +10points



Su-30 (Air Superiority)

??



Su-30 with
GSz-30-1 30mm Cannon (FaF)
6xR-77 (FaF)
6xR-74EM

Size	5	Facing	Target	Save	Kill	Hits/4
Move	Loiter, Cruise, Burn	All	6+	5+/4+	9+	
CC	4xD10					

Weapon	Range	Damage	Traits
GSz-30-1 30mm Cannon	36"	2xD6+2	AA, Auto, Piercing/2
R-74EM	60"	D10+2	AA-only, Accurate, Piercing/3, One-Shot
R-77	12-72"	D10+2	AA-only, Accurate, Piercing/3, One-Shot

Special Rules:

AAMs: Up to two R-77 or R-74EM missiles may be launched in every Shoot action.

Options:

- Replace 2xR-77 with 2xR-73 or 4xR-77 with 4xR-73



Su-30 (Ground Attack)

??



Su-27 with
GSz-30-1 30mm Cannon (FaF)
12xFAB-500
2xR-74EM

Size	5	Facing	Target	Save	Kill	Hits/4
Move	Loiter, Cruise, Burn	All	6+	5+/4+	9+	
CC	4xD10					

Weapon	Range	Damage	Traits
GSz-30-1 30mm Cannon	36"	2xD6+2	AA, Auto, Piercing/2
FAB-500	dropped	D10+3	Lethal Zone/3", Multihit, Piercing/2, One-Shot
ODAB-500P	dropped	D6+1	Thermobaric, Lethal Zone/5", One-Shot
RBK-500	dropped	2xD6+1	Lethal Zone/5", Piercing/1, One-Shot
R-74EM	60"	D10+2	AA-only, Accurate, Piercing/3, One-Shot

Special Rules:

Ordnance: Up to two bombs may be dropped in every Shoot (bomb) action.

AAMs: Up to two R-77 or R-74EM missiles may be launched in every Shoot action.

Options:

- Replace any number of FAB-500 with ODAB-500P or RBK-500
- Upgrade any number of bombs to laser guided variant. Add the Guided trait for 5 points per upgraded bomb



Su-35 (Air Superiority)

??



Su-35 with
GSz-30-1 30mm Cannon (FaF)
8xR-77 (FaF)
6xR-74EM

Size	5	Facing	Target	Save	Kill	Hits/4 High Maneuverability
Move	Loiter, Cruise, Burn	All	6+	5+/4+	9+	
CC	4xD10					

Weapon	Range	Damage	Traits
GSz-30-1 30mm Cannon	36"	2xD6+2	AA, Auto, Piercing/2
R-74EM	60"	D10+2	AA-only, Accurate, Piercing/3, One-Shot
R-77	12-72"	D10+2	AA-only, Accurate, Piercing/3, One-Shot

Special Rules:

AAMs: Up to two R-77 or R-74EM missiles may be launched in every Shoot action.

Options:

- Replace 2xR-77 with 2xR-73 or 4xR-77 with 4xR-73



Su-35 (Ground Attack)

??



Su-35 with
GSz-30-1 30mm Cannon (FaF)
14xFAB-500
2xR-74EM

Size	5	Facing	Target	Save	Kill	Hits/4 High Maneuverability
Move	Loiter, Cruise, Burn	All	6+	5+/4+	9+	
CC	4xD10					

Weapon	Range	Damage	Traits
GSz-30-1 30mm Cannon	36"	2xD6+2	AA, Auto, Piercing/2
FAB-500	dropped	D10+3	Lethal Zone/3", Multihit, Piercing/2, One-Shot
ODAB-500P	dropped	D6+1	Thermobaric, Lethal Zone/5", One-Shot
RBK-500	dropped	2xD6+1	Lethal Zone/5", Piercing/1, One-Shot
R-74EM	60"	D10+2	AA-only, Accurate, Piercing/3, One-Shot

Special Rules:

Ordnance: Up to two bombs may be dropped in every Shoot (bomb) action.

AAMs: Up to two R-77 or R-74EM missiles may be launched in every Shoot action.

Options:

- Replace any number of FAB-500 with ODAB-500P or RBK-500
- Upgrade any number of bombs to laser guided variant. Add the Guided trait for 5 points per upgraded bomb

Air Units



Ka-50 (Tank Hunter)

??



Ka-50 with
2A42 30mm Cannon (FaF)
12x9K121 Vikhr ATGM (FaF)
S-8 80mm Unguided Rockets (FaF)

Size	5	Facing	Target	Save	Kill	Hits/4
Move	V/STOL, Loiter	All	6+	3+/4+	9+	
CC	4xD10					

Weapon	Range	Damage	Traits
2A42 30mm Cannon	40"	2xD6+2	Auto, Piercing/2
9K121 Vikhr	12-72"	D10+3	HEAT/II, ATGM, Multihit, Piercing/3, Lethal Zone/2", One Shot
S-8 80mm Unguided Rockets	40"	2xD6	Lethal Zone/4"

Special Rules:

Salvo Fire: The Ka-50 may fire up to two 9K121 Vikhr missiles in a single Shoot action, each with its own separate Fire Zone. Each Fire Zone may only be attacked by one missile.

Overworked Crew: Subtract 1 from the Damage Dice of all weapons fired at targets of Size 2 or less the Ka-50 it moved at Loiter speed this turn

Options:

-



Ka-52 (Tank Hunter)

??



Ka-52 with
2A42 30mm Cannon (FaF)
12x9K121 Vikhr ATGM (FaF)
S-8 80mm Unguided Rockets (FaF)

Size	5	Facing	Target	Save	Kill	Hits/4
Move	V/STOL, Loiter	All	6+	3+/5+	9+	
CC	4xD10					

Weapon	Range	Damage	Traits
2A42 30mm Cannon	40"	2xD6+2	Auto, Piercing/2
9K121 Vikhr	12-72"	D10+3	HEAT/II, ATGM, Multihit, Piercing/3, Lethal Zone/2", One Shot
Kh-25ML	60"	D10+4	Lethal Zone/1", Multihit, Piercing/3, One-Shot
S-8 80mm Unguided Rockets	40"	2xD6	Lethal Zone/4"

Special Rules:

Salvo Fire: The Ka-52 may fire up to two 9K121 Vikhr missiles in a single Shoot action, each with its own separate Fire Zone. Each Fire Zone may only be attacked by one missile.

Options:

- Replace the S-8 Unguided Rockets with 2xKh-25ML (FaF)



Ka-50 (Ground Attack)

??



Ka-50 with
2A42 30mm Cannon (FaF)
12x9K121 Vikhr ATGM (FaF)
10xS-13T 122mm Unguided
Rockets (FaF)

Size	5	Facing	Target	Save	Kill	Hits/4
Move	V/STOL, Loiter	All	6+	3+/4+	9+	
CC	4xD10					

Weapon	Range	Damage	Traits
2A42 30mm Cannon	40"	2xD6+2	Auto, Piercing/2
9K121 Vikhr	12-72"	D10+3	HEAT/II, ATGM, Multihit, Piercing/3, Lethal Zone/2", One Shot
S-130F 122mm Rockets	40"	D6	Thermobaric, Lethal Zone/2", One-Shot
S-13T 122mm Rockets	40"	D10	Lethal Zone/1", One-Shot

Special Rules:

Salvo Fire: The Ka-50 may fire up to two 9K121 Vikhr missiles in a single Shoot action, each with its own separate Fire Zone. Each Fire Zone may only be attacked by one missile.

Overworked Crew: Subtract 1 from the Damage Dice of all weapons fired at targets of Size 2 or less the Ka-50 it moved at Loiter speed this turn

Options:

- Replace any number of S-13T with S-130F (FaF)



Ka-50 (Close Air Support)

??



Ka-52 with
2A42 30mm Cannon (FaF)
12x9K121 Vikhr ATGM (FaF)
4xIgla AAM (FaF)

Size	5	Facing	Target	Save	Kill	Hits/4
Move	V/STOL, Loiter	All	6+	3+/5+	9+	
CC	4xD10					

Weapon	Range	Damage	Traits
2A42 30mm Cannon	40"	2xD6+2	Auto, Piercing/2
9K121 Vikhr	12-72"	D10+3	HEAT/II, ATGM, Multihit, Piercing/3, Lethal Zone/2", One Shot
R-73	60"	D10+1	AA-only, Accurate, Piercing/3, One-Shot
Igla AAM	48"	D10	AA-Only, Piercing/1, One-Shot

Special Rules:

Salvo Fire: The Ka-52 may fire up to two 9K121 Vikhr missiles in a single Shoot action, each with its own separate Fire Zone. Each Fire Zone may only be attacked by one missile.

Options:

- Replace 4xIgla AAM with 2xR-73 (FaF)
- Replace 12x9K121 Vikhr with 2xR-73 or 4xIgla AAM (FaF)



Mi-28

??



Mi-28 with
2A72 30mm Cannon (FaF+L+R)
16x9M120 Ataka-V ATGM (FaF)
S-8 Unguided Rockets (FaF)

Size	5	Facing	Target	Save	Kill	Hits/4
Move	V/STOL, Loiter	All	6+	3+/5+	10+	
CC	4xD10					

Weapon	Range	Damage	Traits
2A72 30mm Cannon	40"	2xD6+2	Auto, Piercing/2
9M120 Ataka-V	12-72"	D10+3	HEAT/II, ATGM, Multihit, Piercing/3, One Shot
9M120F Ataka-V	12-72"	D6	Lethal Zone/3", Thermobaric, ATGM, One Shot
S-8 80mm Unguided Rockets	40"	2xD6	Lethal Zone/4"

Special Rules:
Salvo Fire: The Mi-28 may fire up to two 9M120 Ataka-V missiles in a single Shoot action, each with its own separate Fire Zone. Each Fire Zone may only be attacked by one missile.

Options:
 • You may replace any number of 9M120 Ataka-V missiles with 9M120F Ataka-V missiles (FaF)



Mi-28N

??



Mi-28 with
2A72 30mm Cannon (FaF+L+R)
16x9M120 Ataka-V ATGM (FaF)
S-8 Unguided Rockets (FaF)

Size	5	Facing	Target	Save	Kill	Hits/4
Move	V/STOL, Loiter	All	6+	3+/5+	10+	
CC	4xD10					

Weapon	Range	Damage	Traits
2A72 30mm Cannon	40"	2xD6+2	Auto, Piercing/2
9M120 Ataka-V	12-72"	D10+3	HEAT/II, ATGM, Multihit, Piercing/3, One Shot
9M120F Ataka-V	12-72"	D6	Lethal Zone/3", Thermobaric, ATGM, One Shot
S-8 80mm Unguided Rockets	40"	2xD6	Lethal Zone/4"

Special Rules:
Salvo Fire: The Mi-28N may fire up to two 9M120 Ataka-V missiles in a single Shoot action, each with its own separate Fire Zone. Each Fire Zone may only be attacked by one missile.

Options:
 • You may replace any number of 9M120 Ataka-V missiles with 9M120F Ataka-V missiles (FaF)



Mi-24V

??



Mi-24V with
JakB-12.7 12.7mm MG (FaF+L+R)
4x9M114 Kokon (FaF)
S-8 80mm Unguided Rockets (FaF)

Size	5	Facing	Target	Save	Kill	Hits/4
Move	V/STOL, Loiter	All	6+	3+/6+	9+	
CC	4xD10					

Weapon	Range	Damage	Traits
JakB-12.7 12.7mm MG	36"	2xD6+1	Auto, Piercing/1
9M114 Kokon	12-72"	D10+1	HEAT/l, ATGM, Piercing/2, One Shot
UPK-23-250	36"	4xD6+1	AA, Auto, Piercing/1
S-8 80mm Unguided Rockets	40"	2xD6	Lethal Zone/4"

Special Rules:

Transport: The Mi-24V can carry up to 8 Size points of models (each maximum Size 1).

Strafing Fire: both the JakB-12.7 and UPK-23-250 or S-8 may be fired in a single Shoot action, they have to use the same Fire Zone

Options:

Add 4x9M114 Kokon missiles for +?? points
Replace the S-8 80mm Unguided Rockets with 4x9M114 Kokon missiles for +?? points
Replace the S-8 80mm Unguided Rockets with UPK-23-250 (FaF) for +?? points



Mi-24V

??



Mi-24V with
JakB-12.7 12.7mm MG (FaF+L+R)
4x9M114 Kokon (FaF)
10xS-13 122mm Unguided Rockets (FaF)

Size	5	Facing	Target	Save	Kill	Hits/4
Move	V/STOL, Loiter	All	6+	3+/6+	9+	
CC	4xD10					

Weapon	Range	Damage	Traits
JakB-12.7 12.7mm MG	36"	2xD6+1	Auto, Piercing/1
9M114 Kokon	12-72"	D10+1	HEAT/l, ATGM, Piercing/2, One Shot
S-13OF 122mm Rockets	40"	D6	Thermobaric, Lethal Zone/2", One-Shot
S-13T 122mm Rockets	40"	D10	Lethal Zone/1", One-Shot

Special Rules:

Transport: The Mi-24V can carry up to 8 Size points of models (each maximum Size 1).

Options:

Replace any number of S-13T with S-13OF (FaF)



Mi-24V

??



Mi-24V with
JakB-12.7 12.7mm MG (FaF+L+R)
4x9M114 Kokon (FaF)
4xS-25 350mm Unguided Rockets (FaF)

Size	5	Facing	Target	Save	Kill	Hits/4
Move	V/STOL, Loiter	All	6+	3+/6+	9+	
CC	4xD10					

Weapon	Range	Damage	Traits
JakB-12.7 12.7mm MG	36"	2xD6+1	Auto, Piercing/1
9M114 Kokon	12-72"	D10+1	HEAT/l, ATGM, Piercing/2, One Shot
S-25 350mm Unguided Rockets	40"	D10	Lethal Zone/3", Piercing/2, One-Shot

Special Rules:
Transport: The Mi-24V can carry up to 8 Size points of models (each maximum Size 1).

Options:
 Add 4x9M114 Kokon (FaF) missiles for +?? points
 Replace the S-8 80mm Unguided Rockets with 4x9M114 Kokon (FaF) missiles for +?? points



Mi-24P

??



Mi-24P with
30mm Cannon (FaF)
4x9M114 Kokon (FaF)
S-8 80mm Unguided Rockets (FaF)

Size	5	Facing	Target	Save	Kill	Hits/4
Move	V/STOL, Loiter	All	6+	3+/6+	9+	
CC	4xD10					

Weapon	Range	Damage	Traits
30mm Cannon	40"	2xD6+2	Auto, Piercing/2
9M114 Kokon	12-72"	D10+1	HEAT/l, ATGM, Piercing/2, One Shot
S-8 80mm Unguided Rockets	40"	2xD6	Lethal Zone/4"

Special Rules:
Transport: The Mi-24P can carry up to 8 Size points of models (each maximum Size 1).

Options:
 Add 4x9M114 Kokon (FaF) missiles for +?? points
 Replace the S-8 80mm Unguided Rockets with 4x9M114 Kokon (FaF) missiles for +?? points



Mi-8

??



Mi-8 with
S-8 80mm Unguided Rockets
(FaF)

Size	5	Facing	Target	Save	Kill	Hits/3
Move	V/STOL, Loiter	All	6+	5+/6+	9+	
CC	4xD10					

Weapon	Range	Damage	Traits
S-8 80mm Unguided Rockets	40"	2xD6	Lethal Zone/4"

Special Rules:
Transport: The Mi-8 can carry up to 20 Size points of models (each maximum Size 1).

Options:



Mi-24VM

??



Mi-24VM with
23mm Cannon (FaF+L+R)
8x9M120 Ataka-V (FaF)
S-8 80mm Unguided Rockets
(FaF)

Size	5	Facing	Target	Save	Kill	Hits/4
Move	V/STOL, Loiter	All	6+	3+/6+	9+	
CC	4xD10					

Weapon	Range	Damage	Traits
23mm Cannon	40"	2xD6+2	Auto, Piercing/1
9M120 Ataka-V	12-72"	D10+3	HEAT/II, ATGM, Multihit, Piercing/3, One Shot
9M120F Ataka-V	12-72"	D6	Lethal Zone/3", Thermobaric, ATGM, One Shot
S-8 80mm Unguided Rockets	40"	2xD6	Lethal Zone/4"

Special Rules:
Transport: The Mi-24VM can carry up to 8 Size points of models (each maximum Size 1).

Options:
 Replace any number of 9M120 Ataka-V missiles with 9M120F Ataka-V (FaF) missiles



Su-27 (Air Superiority)

??



Su-27 with
GSz-30-1 30mm Cannon (FaF)
6xR-27 (FaF)
2xR-27T
2xR-27RE-1 (FaF)

Size	5	Facing	Target	Save	Kill	Hits/4
Move	Loiter, Cruise, Burn	All	6+	5+/4+	9+	
CC	4xD10					

Weapon	Range	Damage	Traits
GSz-30-1 30mm Cannon	36"	2xD6+2	AA, Auto, Piercing/2
R-27T	12-60"	D10+1	AA-only, Accurate, Piercing/3, One-Shot
R-27	12-72"	D10+1	AA-only, Accurate, Piercing/3, One-Shot
R-27RE-1	12-96"	D10+1	AA-only, Accurate, Piercing/3, One-Shot

Special Rules:

AAMs: Up to two R-72T missiles may be launched in every Shoot action.

Options:

-



Su-27 (Air Superiority)

??



Su-27 with
GSz-30-1 30mm Cannon (FaF)
4xR-77 (FaF)
6xR-74EM

Size	5	Facing	Target	Save	Kill	Hits/4
Move	Loiter, Cruise, Burn	All	6+	5+/4+	9+	
CC	4xD10					

Weapon	Range	Damage	Traits
GSz-30-1 30mm Cannon	36"	2xD6+2	AA, Auto, Piercing/2
R-74EM	60"	D10+2	AA-only, Accurate, Piercing/3, One-Shot
R-77	12-72"	D10+2	AA-only, Accurate, Piercing/3, One-Shot

Special Rules:

AAMs: Up to two R-77 or R-74EM missiles may be launched in every Shoot action.

Options:

- Replace 2xR-77 with 2xR-73 or 4xR-77 with 4xR-73



Su-27 (Ground Attack)

??



Su-27 with
GSz-30-1 30mm Cannon (FaF)
2xR-74EM
8xFAB-500

Size	5	Facing	Target	Save	Kill	Hits/4
Move	Loiter, Cruise, Burn	All	6+	5+/4+	9+	
CC	4xD10					

Weapon	Range	Damage	Traits
GSz-30-1 30mm Cannon	36"	2xD6+2	AA, Auto, Piercing/2
R-74EM	60"	D10+2	AA-only, Accurate, Piercing/3, One-Shot
FAB-500	dropped	D10+3	Lethal Zone/3", Multihit, Piercing/2, One-Shot
ODAB-500P	dropped	D6+1	Thermobaric, Lethal Zone/5", One-Shot
RBK-500	dropped	2xD6+1	Lethal Zone/5", Piercing/1, One-Shot

Special Rules:

Ordnance: Up to two bombs may be dropped in every Shoot (bomb) action.

AAMs: Up to R-74EM missiles may be launched in every Shoot action.

Options:

- Replace any number of FAB-500 with ODAB-500P or RBK-500



MiG-29 (Air Superiority)

??



MiG-29 with
GSz-30-1 30mm Cannon (FaF)
2xR-27 (FaF)
4xR-73

Size	5	Facing	Target	Save	Kill	Hits/3
Move	Loiter, Cruise, Burn	All	6+	5+/4+	8+	
CC	4xD10					

Weapon	Range	Damage	Traits
GSz-30-1 30mm Cannon	36"	2xD6+2	AA, Auto, Piercing/2
R-73	60"	D10+1	AA-only, Accurate, Piercing/3, One-Shot
R-27	12-72"	D10+1	AA-only, Accurate, Piercing/3, One-Shot

Special Rules:

AAMs: Up to two R-73 missiles may be launched in every Shoot action.

Options:

-



MiG-29 (Ground Attack)

??



MiG-29 with
GSz-30-1 30mm Cannon (FaF)
4xFAB-500
2xR-73

Size	5
Move	Loiter, Cruise, Burn
CC	4xD10

Facing	Target	Save	Kill
All	6+	5+/4+	8+

Hits/3

Weapon	Range	Damage	Traits
GSz-30-1 30mm Cannon	36"	2xD6+2	AA, Auto, Piercing/2
R-73	60"	D10+1	AA-only, Accurate, Piercing/3, One-Shot
FAB-500	dropped	D10+3	Lethal Zone/3", Multihit, Piercing/2, One-Shot
ODAB-500P	dropped	D6+1	Thermobaric, Lethal Zone/5", One-Shot
RBK-500	dropped	2xD6+1	Lethal Zone/5", Piercing/1, One-Shot

Special Rules:

Ordnance: Up to two bombs may be dropped in every Shoot (bomb) action.

AAMs: Up to two R-73 missiles may be launched in every Shoot action.

Options:

- Replace any number of FAB-500 with ODAB-500P or RBK-500



Su-25T (Tank Hunter)

??



Su-25T with
 GSz-30-2 30mm Cannon (FaF)
 16x9K121 Vikhr ATGM (FaF)
 2xB8M 80mm Rocket Pod (FaF)
 2xR-73
 2xR-60M (FaF)

Size	5	Facing	Target	Save	Kill	Hits/3
Move	Loiter, Cruise	All	6+	3+/5+	9+	
CC	4xD10					

Weapon	Range	Damage	Traits
GSz-30-2 30mm Cannon	36"	3xD6+2	AA, Auto, Piercing/2
9K121 Vikhr	12-72"	D10+3	HEAT/II, ATGM, Multihit, Piercing/3, Lethal Zone/2", One Shot
B8M 80mm Rocket Pod	40"	2xD6+1	Lethal Zone/4", One-Shot
UB-32-57 57mm Rocket Pod	40"	2xD6	Lethal Zone/5", One-Shot
R-60M	60"	D10	AA-only, Accurate, Piercing/3, One-Shot
R-73	60"	D10+1	AA-only, Accurate, Piercing/3, One-Shot

Special Rules:

Salvo Fire: The Su-25T may fire up to two 9K121 Vikhr missiles in a single Shoot action, each with its own separate Fire Zone. Each Fire Zone may only be attacked by one missile.

Options:

- Replace the 2xB8M Rocket Pods with 2xUB-32-57 Rocket Pods (FaF)



Su-25T (SEAD)

??



Su-25T with
 GSz-30-2 30mm Cannon (FaF)
 2xKh-58 ARM (FaF)
 16x9K121 Vikhr ATGM (FaF)
 2xB8M 80mm Rocket Pod (FaF)
 2xR-60M (FaF)

Size	5	Facing	Target	Save	Kill	Hits/3
Move	Loiter, Cruise	All	6+	3+/5+	9+	
CC	4xD10					

Weapon	Range	Damage	Traits
GSz-30-2 30mm Cannon	36"	3xD6+2	AA, Auto, Piercing/2
Kh-58 ARM	60"	D10+4	Multihit, Piercing/4, One-Shot, ARM, Accurate
9K121 Vikhr	12-72"	D10+3	HEAT/II, ATGM, Multihit, Piercing/3, Lethal Zone/2", One Shot
B8M 80mm Rocket Pod	40"	2xD6+1	Lethal Zone/4", One-Shot
R-60M	60"	D10	AA-only, Accurate, Piercing/3, One-Shot

Special Rules:

Salvo Fire: The Su-25T may fire up to two 9K121 Vikhr missiles in a single Shoot action, each with its own separate Fire Zone. Each Fire Zone may only be attacked by one missile.

Options:

-



Su-25 (Ground Attack)

??



Su-25 with
GSz-30-2 30mm Cannon (FaF)
6xFAB-500
2xR-60M (FaF)

Size	5	Facing	Target	Save	Kill	Hits/3
Move	Loiter, Cruise	All	6+	3+/5+	9+	
CC	4xD10					

Weapon	Range	Damage	Traits
GSz-30-2 30mm Cannon	36"	3xD6+2	AA, Auto, Piercing/2
R-60M	60"	D10	AA-only, Accurate, Piercing/3, One-Shot
FAB-500	dropped	D10+3	Lethal Zone/3", Multihit, Piercing/2, One-Shot
ODAB-500P	dropped	D6+1	Thermobaric, Lethal Zone/5", One-Shot
RBK-500	dropped	2xD6+1	Lethal Zone/5", Piercing/1, One-Shot

Special Rules:

Ordnance: Up to two bombs may be dropped in every Shoot (bomb) action.

Options:

- Replace any number of FAB-500 with ODAB-500P or RBK-500



Su-25 (Close Air Support)

??



Su-25 with
GSz-30-2 30mm Cannon (FaF)
8xS-24 Rocket (FaF)
2xR-60M (FaF)

Size	5	Facing	Target	Save	Kill	Hits/3
Move	Loiter, Cruise	All	6+	3+/5+	9+	
CC	4xD10					

Weapon	Range	Damage	Traits
GSz-30-2 30mm Cannon	36"	3xD6+2	AA, Auto, Piercing/2
R-60M	60"	D10	AA-only, Accurate, Piercing/3, One-Shot
S-24 240mm Rocket	40"	D10	Lethal Zone/2", Piercing/1, One-Shot
B8M 80mm Rocket Pod	40"	2xD6+1	Lethal Zone/4", One-Shot
UB-32-57 57mm Rocket Pod	40"	2xD6	Lethal Zone/5", One-Shot

Special Rules:

Ordnance: Up to Rockets or Rocket Pods may be fired in every Shoot action.

Options:

- Replace any number of S-24 Rockets with B8M pods (FaF) or UB-32-57 pods (FaF)



Su-25 (Strafing)

??



Su-25 with
GSz-30-2 30mm Cannon (FaF)
4xSPPU-22-01 Gun Pod (FaF)
2xR-60M (FaF)

Size	5	Facing	Target	Save	Kill	Hits/3
Move	Loiter, Cruise	All	6+	3+/5+	9+	
CC	4xD10					

Weapon	Range	Damage	Traits
GSz-30-2 30mm Cannon	36"	3xD6+2	AA, Auto, Piercing/2
R-60M	60"	D10	AA-only, Accurate, Piercing/3, One-Shot
SPPU-22-01 Gun Pod	36"	2xD6+1	AA, Auto, Piercing/1

Special Rules:

Strafing Run: The Su-25 may fire all its SPPU-22-01 Gun Pods and the GSz-30-2 cannon in a single Shoot action. All those weapons must use the same Fire Zone

Rear-firing Pods: before the game you may declare that two or four of the SPUU-22-01 Gun Pods are configured to fire to the rear of the aircraft. Change their firing arcs from FaF to FaR

Options:

-



Su-25 (Guided Missile)

??



Su-25 with
GSz-30-2 30mm Cannon (FaF)
4xKh-25ML (FaF)
2xR-60M (FaF)

Size	5	Facing	Target	Save	Kill	Hits/3
Move	Loiter, Cruise	All	6+	3+/5+	9+	
CC	4xD10					

Weapon	Range	Damage	Traits
GSz-30-2 30mm Cannon	36"	3xD6+2	AA, Auto, Piercing/2
R-60M	60"	D10	AA-only, Accurate, Piercing/3, One-Shot
Kh-25ML	60"	D10+4	Lethal Zone/1", Multihit, Piercing/3, One-Shot
Kh-29MLT	60"	D10+6	Lethal Zone/2", Multihit, Piercing/4, One-Shot

Special Rules:

Options:

- Add 2xKh-29MLT (FaF) for +?? points

Offboard Support



82mm Mortar Strike

30



Options:

- Purchase up to 2 additional 82mm Mortar Strikes for +30 points each.

Weapon	Range	Damage	Traits
82mm Mortar Strike	unlimited	D6+1	Artillery, Lethal Zone/3", Piercing/1, One-Shot

Special Rules:

Command Privilege: You may only purchase this offboard support attack if your force contains at least one Command unit.

Forward Artillery Observer: Only a model with this trait may call in this offboard attack.



TOS-1 Strike

120



Options:

- Purchase up to 2 additional TOS-1 Strikes for +120 points each.

Weapon	Range	Damage	Traits
TOS-1	unlimited	D6+2	Artillery, Lethal Zone/4", Thermobaric, One-Shot

Special Rules:

Command Privilege: You may only purchase this offboard support attack if your force contains at least one Command unit.

Forward Artillery Observer: Only a model with this trait may call in this offboard attack.



2S19 MSTA-S Strike

80



Options:

- Purchase up to 2 additional 2S19 MSTA-S Strikes for +80 points each.

Weapon	Range	Damage	Traits
2S19 MSTA-S Strike	unlimited	D10+2	Artillery, Lethal Zone/4", Piercing/2, One-Shot, Multihit

Special Rules:

Command Privilege: You may only purchase this offboard support attack if your force contains at least one Command unit.

Forward Artillery Observer: Only a model with this trait may call in this offboard attack point.



Krasnopol Precision Strike

120



Options:

- Purchase up to 2 additional Krasnopol Precision Strikes for +120 points each.

Weapon	Range	Damage	Traits
Krasnopol Precision Strike	unlimited	D10+3	Artillery, Lethal Zone/4", Piercing/3, One-Shot, Multihit, Guided Artillery

Special Rules:

Command Privilege: You may only purchase this offboard support attack if your force contains at least one Command unit.

Forward Artillery Observer: Only a model with this trait may call in this offboard attack point.



2S1 Strike

50



Options:

- Purchase up to 2 additional 2S1 Strikes for +50 points each.

Weapon	Range	Damage	Traits
2S1 Strike	unlimited	D6+3	Artillery, Lethal Zone/3", Piercing/1, One-Shot

Special Rules:

Command Privilege: You may only purchase this offboard support attack if your force contains at least one Command unit.

Forward Artillery Observer: Only a model with this trait may call in this offboard attack point.



2S3 Strike

60



Options:

- Purchase up to 2 additional 2S1 Strikes for +60 points each.

Weapon	Range	Damage	Traits
2S3 Strike	unlimited	D10	Artillery, Lethal Zone/4", Piercing/2, One-Shot

Special Rules:

Command Privilege: You may only purchase this offboard support attack if your force contains at least one Command unit.

Forward Artillery Observer: Only a model with this trait may call in this offboard attack point.



BM-30 Smerch Strike

80



Options:

- Purchase up to 2 additional BM-30 Smerch Strikes for +80 points each.

Weapon	Range	Damage	Traits
BM-30 Smerch Strike	unlimited	3xD6+1	Artillery, Lethal Zone/6", Piercing/1, OneShot

Special Rules:

Command Privilege: You may only purchase this offboard support attack if your force contains at least one Command unit.

Forward Artillery Observer: Only a model with this trait may call in this offboard attack point.



Airborne Vasilek 82mm Mortar Strike

50



Options:

- Purchase up to 2 additional 82mm Mortar Strikes for +50 points each.

Weapon	Range	Damage	Traits
82mm Mortar Strike	unlimited	2xD6+1	Artillery, Lethal Zone/3", Piercing/1, One-Shot

Special Rules:

Command Privilege: You may only purchase this offboard support attack if your force contains at least one Command unit.

Forward Artillery Observer: Only a model with this trait may call in this offboard attack.

Upgrades



Command Vehicle Upgrade

+25



Options:

- A single vehicle may be upgraded to Command vehicle

Special Rules:

Command Vehicle: The Command Tank gains the Field Promotion and Command Privilege (may purchase off-board support) special rules.

It will also gain the Forward Artillery Observer (FAO) and the Forward Air Controller (FAC) trait.



Shtora Self-defence Suite

+??



Options:

- Any vehicle may be upgraded with the Shtora Self-defence Suite

Special Rules:

You may force your opponent to re-roll the Damage die of any weapon with the ATGM trait



Birdcage Upgrade

+10



Options:

- Any vehicle except the Medium Truck and UAZ Patriot may be upgraded with the Birdcage Armor upgrade

Special Rules:

If the vehicle had Airborne or Amphibious traits, it loses them
A Birdcage-equipped vehicle will roll D6 if it is under attack by a weapon with the HEAT trait. On the roll of 5+ the attack is nullified.



Laser Designator Pod

+??



Options:

- Any aircraft carrying Guided bombs may be upgraded with the Laser Designator Pod for +?? points

Special Rules:

The aircraft gains the Forward Air Controller trait



RPO-A

+??



Options:

Equip up to one soldier per squad with one or two RPO-A for +?? points each

Weapon	Range	Damage	Traits
RPO-A	24"	D6	Lethal Zone/2", Thermobaric, Ready, RPG

Special Rules:



RPG-18

+??



Options:

Equip up to two soldiers per squad with one or two RPG-18 for +?? points each

Weapon	Range	Damage	Traits
RPG-18	24"	D10	Lethal Zone/1", Piercing/2, Slow, HEAT/II, RPG, One Shot

Special Rules:



RPG-22

+??



Options:

Equip up to two soldiers per squad with one or two RPG-22 for +?? points each

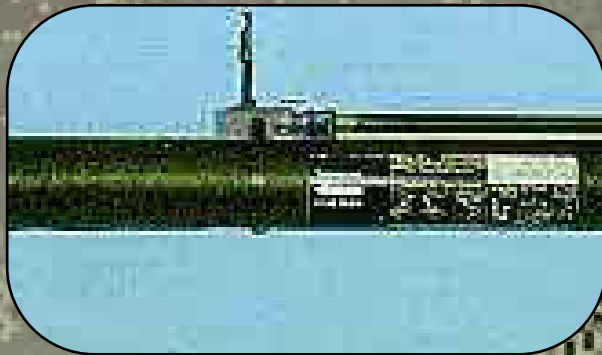
Weapon	Range	Damage	Traits
RPG-22	24"	D10	Lethal Zone/1", Piercing/2, Slow, HEAT/I, RPG, One Shot

Special Rules:



RPG-27

+??



Options:

Equip up to two soldiers per squad with one or two RPG-27 for +?? points each

Weapon	Range	Damage	Traits
RPG-27	24"	D10+2	Lethal Zone/1", Piercing/2, Slow, Multihit, HEAT/II, RPG, One Shot

Special Rules:



RPG-29

+??



Options:

Replace any RPG-7V with RPG-29 for +?? points each

Weapon	Range	Damage	Traits
RPG-29	30"	D10+2	Lethal Zone/1", Multihit, Piercing/2, Slow, HEAT/II, RPG

Special Rules:



Body Armor

Special



Options:

- Any squad may be upgraded to use the Body Armor for +?? points per squad member.

Special Rules:

Soldier's Armor Save becomes 5+. Soldier's Move is reduced to 4".

Reference Card - Weapon and Unit Traits

Weapon Traits

APS/I - roll D6 when attacked by ATGM weapon, on 5+ the attack is nullified

APS/II - roll D6 when attacked by ATGM or RPG weapon, on 5+ the attack is nullified

APS/III - roll D6 when attacked by ATGM or RPG, on 4+ the attack is nullified. You may also roll when attacked by other weapons - the attack will be nullified on 6+.

ATGM - see APS/I, II and III traits

Building Buster: if a structure is the declared target of the weapon, and this structure has already lost at least one hit, roll D10 against its Target score instead of the normal weapon's damage and gain the Killshot trait

Bunker Buster: If a structure is the declared target of this weapon, the weapon gains the Multihit trait.

Coaxial/weapon - this weapon has to use the same firezone as the weapon specified

ERA/I X - re-roll armor save against HEAT/I weapons. The save cannot drop below 6+. X is the list of vehicle's facings the trait applies to.

ERA/II X - re-roll armor save against HEAT/I and HEAT/II weapons. The save cannot drop below 5+. X is the list of vehicle's facings the trait applies to. Against other weapons the save cannot drop below 6+, but you don't get a re-roll.

ERA/III X - re-roll armor save against HEAT/I, HEAT/II. The save cannot drop below 4+. X is the list of vehicle's facings the trait applies to. Against other weapons the save cannot drop below 5+, but you don't get a re-roll.

Exposed - this weapon is affected by the button-up rules

Guided - if dropped ordnance from Air units has this trait and a FAC can draw Line Of Sight onto the target the Air unit intends to attack, the ordnance will only scatter a D6 instead of a D10.

Guided Artillery - This attack follows the rules for Artillery Weapons in the Modern Combat rulebook, but instead of a D10 you and your opponent roll a D6 only to determine the final impact

HEAT/I -see ERA/I, II and III traits

HEAT/II - see ERA/II and III traits

KE/I - kinetic energy weapons will have lesser effect on distant targets, as they lose some speed during flight. KE weapons have -1 Damage modifier against targets more than 50% of their range away

RPG - if firing against a target more than 16" away, you have to roll twice for Damage and choose the worse result. Also, see see APS/II and III traits

Silenced - if unit fires weapons with this trait, it will not lose the benefits of the Stealthy trait

Thermobaric: the weapon ignores cover and armor saves

Top Attack: this weapon ignores target's cover and armor save, unless it has hard overhead cover

Unit Traits

Airborne - if your force includes only units with the Airborne trait and Air units, you may choose to deploy the entire force using the Parachute Deployment rules as described in the Modern Combat rulebook.

Ambush: This unit may be concealed in an area of terrain outside the enemy's deployment zone before the game begins. Note the location of the unit before any models are deployed on the table. You can reveal the ambush by placing the section on the table at any time after a unit (friendly or otherwise) has completed an action. However, the unit must be revealed by the end of turn three or be counted as destroyed. Ambush may not be used if the unit takes an optional transport vehicle.

Amphibious/X" - while (deep) water will count as Impassable Terrain for most units, the Amphibious/X" trait allows an unit to move

through it, with X" being the amount of inches per Move action. To perform Amphibious movement, the unit has to make a Ready action first.

Attachments: Members of this squad may be attached to other squads in the platoon. They will count as members of the squad they were attached to.

Elite Training: Every model gains an extra +1 bonus to its Armour save when in Cover. Each model may also re-roll any Close Combat dice.

Fire Teams: The Corporals may act as unit leader to their own Fire Teams, splitting off to act as a separate unit.

Flexible Structure: One Soldier may be designated as a Team Leader at the start of any turn. The squad may then be split into two separate units, with the Sergeant leading one, and the Team Leader leading the other. At least two Soldiers must be present in each unit.

Forward Air Controller (FAC) - units with this trait can increase the accuracy of dropped ordnance from Air units. You need Line Of Sight onto a target to do so. See Guided trait.

Forward Artillery Observer (FAO) - units with this trait may spot for Offboard Support Cards and Guided Artillery. You need Line Of Sight onto a target to call in such attacks.

High Maneuverability - the aircraft may perform turns as if it were moving one speed band slower.

Infiltration: When deploying, this unit may be placed anywhere outside of the enemy deployment zone, so long as it is not in Line of Sight of any enemy unit.

Stealthy: If a model from this unit is in Cover and did not make a Shoot action or reaction in the last turn, enemy models more than 20" away may not draw Line of Sight to it. The unit may fire stealthed weapons when in Cover, without enemy models drawing Line of Sight to it.

Reference Card - New and Revised Rules

Vehicles - Button up

Vehicles are immune to suppression. They are, however subject to "Button Up" rule:

If the vehicle is allocated more Damage Dice than its Size score, the crew buttons up. The vehicle will stay buttoned up until the end of its next turn. It may not fire any weapons with the Exposed trait while buttoned-up.