

This document contains Model statistics for the **Russian Coalition**. The statistics are compatible with the **Dystopian Wars: Fleet Action Game Engine**.

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**Version 1**

# RUSSIAN COALITION



**Fleet Quality = 2**

## RUSSIAN COALITION MODEL ASSIGNED RULE

**Ablative  
Armour**

*The Russian Coalition is a firm believer in traditional defensive measures, namely armour, armour and more armour!*

Medium and Large Russian Coalition Models increase their DR by 1 if they have not taken Damage Tokens equalling half or more of their starting HP.

# RUSSIAN COALITION BATTLE GROUP RULES

- For every Core Battle Group taken in a Force, the Russian Coalition player may take a Battle Group chosen from below.
- In some cases, Battle Groups will have a 0-1 notation – this means that the Battle Group may only be taken ONCE in a Fleet!

## CORE BATTLE GROUP

<b>Large Squadrons</b>	1-2 Large Squadrons <i>(*One Squadron MUST be nominated as the Lead Squadron)</i>
<b>Medium Squadrons</b>	1-3 Medium Squadrons
<b>Small Squadrons</b>	1-3 Small Squadrons
<b>SPECIAL RULE</b>	<i>“Together we are one!”</i> All Models in this Battle Group must be able to operate within the same Theatre – Armoured, Naval or Aerial.

## RECON BATTLE GROUP

<b>Medium Squadrons</b>	1-2 Medium Squadrons * <i>(*One Squadron MUST be nominated as the Lead Squadron)</i>
<b>Small Squadrons</b>	1-2 Small Squadrons
<b>SPECIAL RULE</b>	<i>“We are ready to react at a moment’s notice.”</i> All Models in this Battle Group may choose to deploy AFTER any non-Recon Battle Group. Should both sides have Recon Battle Groups, roll off to see who must deploy first.

## SUPPORT FLOTILLA BATTLE GROUP

<b>Large Squadrons</b>	1x Kostroma Battle Carrier with 3x <b>Veliky</b> Naval Escorts <i>(Lead Squadron)</i>
<b>Medium Squadrons</b>	3x Rudinsky Repair Ships
<b>SPECIAL RULE</b>	<i>“Veteran Mechanics”</i> Models in this Battle Group with the <i>Repair MAR</i> may re-roll and <b>INITIAL</b> rolls of a 1 while making Repair rolls.

<b>BOMBARDMENT BATTLE GROUP</b>	
<b>Large Squadrons</b>	1X Tunguska Skyship (Lead Squadron)
<b>Medium Squadrons</b>	1x Kirchev Heavy Bomber
	1X Kirchev Heavy Bomber
<b>SPECIAL RULE</b>	<i>"Shock and Awe"</i> All attacks (excluding Boarding Assaults) made by Models in this Battle Group gain the <b>Lethal MAR</b> .

<b>COMMAND FLOTILLA BATTLE GROUP</b>	
<b>Large Squadrons</b>	1x Moskva Dreadnought (Lead Squadron)
<b>Medium Squadrons</b>	3x Tambov Gunships
	2x Pesets Submarines
<b>Small Squadrons</b>	4x Rostov Destroyers
<b>SPECIAL RULE</b>	<i>"Admiral on Deck!"</i> While the Moskva Dreadnought is on the tabletop increase your Fleet Quality by 1.

<b>STRIKE FLOTILLA BATTLE GROUP</b>	
<b>Large Squadrons</b>	1x Khatanga Heavy Battleship (Lead Squadron)
<b>Medium Squadrons</b>	1X Azov Battlecruiser
	2X Azov Battlecruiser
<b>Small Squadrons</b>	4x Novgorod Frigates
	4x Novgorod Frigates
<b>SPECIAL RULE</b>	<i>"Blizzard shrouded"</i> Models in this Battle Group count as having an active <i>Cloud Generator</i> in the first turn of the game.


<b>O-1 MURMANSK BATTLE GROUP</b>	
<b>Large Squadron</b>	1x Murmansk Dreadnought Support Rig (Lead Squadron)
<b>SPECIAL RULE</b>	<i>"We Stand Alone!"</i> This model may only be fielded as part of a Murmansk Battle Group.


<b>ARMoured HUNTER BATTLE GROUP</b>	
<b>Medium Squadrons</b>	2x Orlov Heavy Tanks <i>(Lead Squadron)</i>
	1-2 Minsk Tank Destroyer Squadrons
<b>Small Squadrons</b>	1-2 Poltova Light Tank Squadrons
<b>SPECIAL RULE</b>	<i>"Forward Positions"</i> Models in this Battle Group may make one move action after deployment before rolling for the first turn.


<b>DREAD-ROBOT BATTLE GROUP</b>	
<b>Large Squadron</b>	1x Svarog Dread-Robot <i>(Lead Squadron)</i>
<b>SPECIAL RULE</b>	<i>"We Stand Alone!"</i> This model may only be fielded as part of a Dread-Robot Battle Group.


<b>FORTIFICATIONS BATTLE GROUP</b>	
<b>Large Squadrons</b>	1-2 Bunker Complexes <i>(*One Squadron MUST be nominated as the Lead Squadron)</i>
	0-1 Airfield
<b>Medium Squadrons</b>	1-2 Tower Squadrons
<b>SPECIAL RULE</b>	<i>"Emplacements"</i> Fortifications Battle Groups must be deployed before all other Battle Groups. Units in Fortifications Battle Groups may be deployed up to 6" beyond their standard deployment zone but not within 8" of the opponent's deployment zone. In scenarios with an Attacker and Defender the Attacker may not take Fortification Battle Groups.  <i>"We Stand Alone!"</i> These models may only be fielded as part of a Fortifications Battle Group.


# LARGE NAVAL MODELS


 <b>MOSKVA DREADNOUGHT</b>						
Large Naval Model						
PLAYTEST DOCUMENT				Points		320
				Squadron Size		1
Move	DR	HP	CP	Act.D	Pas.D	VP
6"	11	10	10	5	3	15
Weapon		Arc	MAR	PB	EF	LR
<i>Gunnery</i> <b>Turret Battery</b>		F/P/S	<i>Massed Fire</i>	28	24	-
<i>Standard</i> <b>Broadsides Battery</b>		P+S	<i>Massed Fire</i>	12	12	6
MARs	<i>Mimic Generator, Elite Crew, Security Posts (2)</i>					
Special Rules	<b>Squadron Support:</b> This Squadron may have 0-3 Naval <b>Veliky</b> Escorts Attached, increasing the points cost of the Squadron by the appropriate amount					

 <b>KHATANGA HEAVY BATTLESHIP</b>						
Large Naval Model						
PLAYTEST DOCUMENT				Points		250
				Squadron Size		1
Move	DR	HP	CP	Act.D	Pas.D	VP
6"	10	9	10	4	2	10
Weapon		Arc	MAR	PB	EF	LR
<i>Standard</i> <b>Broadsides</b>		P+S	<i>Massed Fire</i>	10	10	5
<i>Mortar</i> <b>Battery</b>		360°	<i>Indirect Fire</i> <i>Lethal</i>	-	13	18
<i>Mortar</i> <b>Battery</b>		360°	<i>Lethal</i>	10	10	-
MARs	<i>Mimic Generator, Crushing Impact (7)</i>					
Special Rules	<p><b>Glacier Generator:</b> After game sides have been determined, all models with the <i>Glacier Generator</i> Special Rule may place one iceberg anywhere within 24" on the Water at the <i>Combat (Surface)</i> Height Level. These Icebergs are supplied with the Model.</p> <p><b>Squadron Support:</b> This Squadron may have 0-3 Naval <b>Veliky</b> Escorts Attached, increasing the points cost of the Squadron by the appropriate amount</p>					


 <b>MURMANSK DREADNOUGHT SUPPORT RIG</b>						
Large Naval Model						
PLAYTEST DOCUMENT				Points		390
				Squadron Size		
Move	DR	HP	CP	Act.D	Pas.D	VP
6"	11	10	12	7	3	18
Weapon		Arc	MAR	PB	EF	LR
<i>Gunnery</i> <b>Fixed Weapon</b>		F/P/S	<i>Punishing</i>	-	16	13
<i>Standard</i> <b>Mortar Battery</b>		360°	<i>Indirect Fire, Lethal</i>	-	12	-
<i>Standard</i> <b>Mortar Battery</b>		360°	<i>Indirect Fire, Lethal</i>	-	12	-
<i>Standard</i> <b>Torpedoes</b>		F	<i>Lethal, Punishing</i>	20	16	10
MARs	Combat Deployment (Kavkaz Drillers, 8) Elite Crew, Repair (4), Security Posts (3),					
Special Rules	<b>Squadron Support:</b> This Squadron may have 0-3 Naval <b>Veliky</b> Escorts Attached, increasing the points cost of the Squadron by the appropriate amount					


 <b>BORODINO BATTLESHIP</b>						
Large Naval Model						
PLAYTEST DOCUMENT				Points		225
				Squadron Size		
Move	DR	HP	CP	Act.D	Pas.D	VP
7"	10	8	9	4	2	9
Weapon		Arc	MAR	PB	EF	LR
<i>Gunnery</i> <b>Turret Battery</b>		F/P/S	<i>Massed Fire</i>	24	20	-
<i>Standard</i> <b>Broadsides</b>		P+S	<i>Massed Fire</i>	9	7	4
MARs	<i>Mimic Generator</i>					
Special Rules	<b>Squadron Support:</b> This Squadron may have 0-3 Naval <b>Veliky</b> Escorts Attached, increasing the points cost of the Squadron by the appropriate amount					


 <b>PAKHTUSOV Mk.I BATTLESHIP</b>						
Large Naval Model						
PLAYTEST DOCUMENT				Points		180
				Squadron Size		1
				Move	DR	HP
7"	9	8	7	4	2	9
Weapon		Arc	MAR	PB	EF	LR
<i>Gunnery</i> <b>Turret Battery</b>		F/P/S	<i>Massed Fire</i>	17	14	-
<i>Gunnery</i> <b>Fixed Weapon</b>		F	<i>Lethal, Punishing</i>	-	13	11
<i>Standard</i> <b>Broadside</b>		P+S	<i>Massed Fire</i>	8	6	-
MARs	<i>Security Posts (2)</i>					
Special Rules	<b>Squadron Support:</b> This Squadron may have 0-3 Naval <b>Veliky</b> Escorts Attached, increasing the points cost of the Squadron by the appropriate amount					

 <b>PAKHTUSOV Mk.II BATTLESHIP</b>						
Large Naval Model						
PLAYTEST DOCUMENT				Points		180
				Squadron Size		1
				Move	DR	HP
7"	8	8	11	4	4	7
Weapon		Arc	MAR	PB	EF	LR
<i>Standard</i> <b>Mortar Battery</b>		F/P/S	<i>Indirect Fire, Lethal</i>	12	12	-
<i>Gunnery</i> <b>Broadside</b>		P+S	<i>Massed Fire</i>	15	10	-
MARs	<i>Elite Crew</i>					
Special Rules	<p><b>Glacier Generator:</b> After game sides have been determined, all models with the <i>Glacier Generator</i> Special Rule may place one iceberg anywhere within 24" on the Water at the <i>Combat (Surface)</i> Height Level. These Icebergs are supplied with the Model.</p> <p><b>Squadron Support:</b> This Squadron may have 0-3 Naval <b>Veliky</b> Escorts Attached, increasing the points cost of the Squadron by the appropriate amount</p>					



 <b>MAGADAN SUBMARINE</b>						
Large Naval Diving Model						
PLAYTEST DOCUMENT				Points		185
				Squadron Size		1
Move	DR	HP	CP	Act.D	Pas.D	VP
7"	8	8	6	4	2	9
Weapon		Arc	MAR	PB	EF	LR
<b>Standard Mortar Battery</b>		F/P/S	<i>Indirect Fire, Lethal</i>	-	14	-
<b>Standard Mortar Battery</b>		A/P/S	<i>Indirect Fire, Lethal</i>	-	8	-
<b>Standard Torpedoes</b>		F	<i>Lethal</i>	12	10	8
MARs	Elite Crew					

 <b>DUDINKA ASSAULT CARRIER</b>						
Large Naval Model						
PLAYTEST DOCUMENT				Points		180
				Squadron Size		1
Move	DR	HP	CP	Act.D	Pas.D	VP
7"	8	8	10	5	2	10
Weapon		Arc	MAR	PB	EF	LR
<b>Standard BroadSides</b>		P+S	<i>Massed Fire</i>	8	7	4
<i>Gunnery</i> <b>Fixed Weapon</b>		F	<i>Massed Fire Punishing</i>	14	12	8
<b>Mortar BroadSides</b>		P+S	<i>Indirect Fire Lethal</i>	-	9	12
<b>Bombers</b>		360°	<i>Hunter (Non-Aerial)</i>	5	5	-
<b>Fighters</b>		360°	<i>Hunter (Aerial)</i>	6	6	-
MARs	Carrier (2), Mimic Generator					
Special Rules	<b>Squadron Support:</b> This Squadron may have 0-3 Naval <b>Veliky</b> Escorts Attached, increasing the points cost of the Squadron by the appropriate amount					


 <b>KOSTROMA FLEET CARRIER</b>						
Large Naval Model						
PLAYTEST DOCUMENT					Points	220
					Squadron Size	1
Move	DR	HP	CP	Act.D	Pas.D	VP
6"	8	9	11	7	2	12
Weapon		Arc	MAR	PB	EF	LR
<i>Standard BroadSides</i>		P+S	<i>Massed Fire</i>	16	12	8
<b>Bombers</b>		360°	<i>Hunter (Non-Aerial)</i>	6	6	-
<b>Fighters</b>		360°	<i>Hunter (Aerial)</i>	5	5	-
MARs	Carrier (3)					
Special Rules	<p><b>Glacier Generator:</b> After game sides have been determined, all models with the <i>Glacier Generator</i> Special Rule may place one iceberg anywhere within 24" on the Water at the <i>Combat (Surface)</i> Height Level. These Icebergs are supplied with the Model.</p> <p><b>Squadron Support:</b> This Squadron may have 0-3 Naval <b>Veliky</b> Escorts <i>Attached</i>, increasing the points cost of the Squadron by the appropriate amount</p>					


# MEDIUM NAVAL MODELS


<b>AZOV BATTLE CRUISER</b>						
<b>Medium Naval Model</b>						
PLAYTEST DOCUMENT				Points		130
				Squadron Size		
<b>Move</b>	<b>DR</b>	<b>HP</b>	<b>CP</b>	<b>Act.D</b>	<b>Pas.D</b>	<b>VP</b>
6"	7	6	5	4	1	6
<b>Weapon</b>		<b>Arc</b>	<b>MAR</b>	<b>PB</b>	<b>EF</b>	<b>LR</b>
<i>Gunnery Turrets</i>		<i>F/P/S</i>	<i>Massed Fire</i>	20	14	-
<i>Standard Broadships</i>		<i>P+S</i>	<i>Massed Fire</i>	8	8	4
<b>MARs</b>		-				
<b>Special Rules</b>		<b>Squadron Support:</b> This Squadron may have 0-3 Naval <b>Veliky</b> Escorts Attached, increasing the points cost of the Squadron by the appropriate amount				


<b>TAMBOV GUNSHIP</b>						
<b>Medium Naval Model</b>						
PLAYTEST DOCUMENT				Points		90
				Squadron Size		
<b>Move</b>	<b>DR</b>	<b>HP</b>	<b>CP</b>	<b>Act.D</b>	<b>Pas.D</b>	<b>VP</b>
8"	6	5	5	2	1	4
<b>Weapon</b>		<b>Arc</b>	<b>MAR</b>	<b>PB</b>	<b>EF</b>	<b>LR</b>
<i>Gunnery Turret Battery</i>		<i>F/P/S</i>	<i>Massed Fire</i>	12	8	-
<b>MARs</b>		<i>Elite Crew</i>				


<b>PESETS SUBMARINE</b>						
<b>Medium Naval Diving Model</b>						
PLAYTEST DOCUMENT				Points		100
				Squadron Size		
<b>Move</b>	<b>DR</b>	<b>HP</b>	<b>CP</b>	<b>Act.D</b>	<b>Pas.D</b>	<b>VP</b>
8"	5	5	5	2	1	4
<b>Weapon</b>		<b>Arc</b>	<b>MAR</b>	<b>PB</b>	<b>EF</b>	<b>LR</b>
<i>Standard Fixed Weapon</i>		<i>F</i>	<i>Hunter (Surface), Massed Fire, Punishing</i>	10	8	5
<b>MARs</b>		-				

 <b>TIKSI SUPPORT CRUISER</b>						
Medium Naval Model						
PLAYTEST DOCUMENT				Points		100
PLAYTEST DOCUMENT				Squadron Size		1-2
Move	DR	HP	CP	Act.D	Pas.D	VP
7"	5	6	3	2	1	4
Weapon		Arc	MAR	PB	EF	LR
<i>Mortar Battery</i>		F/P/S	<i>Lethal, Indirect Fire</i>	3	8	8
<i>Mortar Battery</i>		F/P/S	<i>Lethal, Indirect Fire</i>	6	5	-
<i>Standard Broadships</i>		P+S	<i>Massed Fire</i>	5	4	3
<b>MARs</b>		-				


 <b>SUVOROV CRUISER</b>						
Medium Naval Model						
PLAYTEST DOCUMENT				Points		75
PLAYTEST DOCUMENT				Squadron Size		2-3
Move	DR	HP	CP	Act.D	Pas.D	VP
8"	5	5	5	2	1	3
Weapon		Arc	MAR	PB	EF	LR
<i>Gunnery Turret</i>		F/P/S	<i>Massed Fire</i>	7	6	-
<i>Standard Broadships</i>		P+S	<i>Massed Fire</i>	6	5	3
<b>MARs</b>		-				


 <b>ONEGA LIGHT CRUISER</b>						
Medium Naval Model						
PLAYTEST DOCUMENT				Points		60
PLAYTEST DOCUMENT				Squadron Size		2-4
Move	DR	HP	CP	Act.D	Pas.D	VP
10"	5	4	4	3	1	3
Weapon		Arc	MAR	PB	EF	LR
<i>Gunnery Turret</i>		F/P/S	<i>Massed Fire</i>	6	5	-
<i>Mortar Battery</i>		360°	<i>Massed Fire</i>	-	5	-
<b>MARs</b>		-				


 <b>RUDNITSKY REPAIR SHIP</b>						
Medium Naval Model						
PLAYTEST DOCUMENT					Points	65
					Squadron Size	1-3
Move	DR	HP	CP	Act.D	Pas.D	VP
8"	4	6	6	4	1	3
Weapon		Arc	MAR	PB	EF	LR
<i>Mortar Battery</i>		360°	<i>Massed Fire</i>	6	7	-
MARs	Repair (2), Independent Move					


 <b>CHANY STRIKE SUBMARINE</b>						
Medium Naval Diving Model						
PLAYTEST DOCUMENT					Points	55
					Squadron Size	2-3
Move	DR	HP	CP	Act.D	Pas.D	VP
11"	4	4	3	2	1	3
Weapon		Arc	MAR	PB	EF	LR
<i>Standard Fixed Weapon</i>		F	<i>Massed Fire, Punishing</i>	6	5	3
MARs	-					


## SMALL NAVAL MODELS


 <b>ROSTOV DESTROYER</b>						
Small Naval Model						
PLAYTEST DOCUMENT					Points	45
					Squadron Size	3-4
Move	DR	HP	CP	Act.D	Pas.D	VP
9"	4	2	2	1	0	2
Weapon		Arc	MAR	PB	EF	LR
<i>Standard Fixed Weapon</i>		F	<i>Hunter (Non-Aerial), Massed Fire</i>	6	4	-
MARs	Small Target					


 <b>NIKEL HEAVY FRIGATE</b>						
Small Naval Model						
PLAYTEST DOCUMENT				Points		35
				Squadron Size		2-4
Move	DR	HP	CP	Act.D	Pas.D	VP
8"	4	3	3	I	0	I
Weapon		Arc	MAR	PB	EF	LR
<i>Mortar Battery</i>		360°	<i>Lethal, Indirect Fire</i>	-	5	-
MARs	<i>Small Target, Independent Move</i>					

 <b>NOVGOROD FRIGATE</b>						
Small Naval Model						
PLAYTEST DOCUMENT				Points		25
				Squadron Size		2-4
Move	DR	HP	CP	Act.D	Pas.D	VP
8"	3	2	2	I	0	I
Weapon		Arc	MAR	PB	EF	LR
<i>Standard Turret</i>		F	-	4	2	-
<i>Mortar Battery</i>		360°	<i>Lethal, Indirect Fire</i>	-	3	-
MARs	<i>Small Target, Independent Move</i>					


 <b>MEZEN CORVETTE</b>						
Small Naval Model						
PLAYTEST DOCUMENT				Points		20
				Squadron Size		3-5
Move	DR	HP	CP	Act.D	Pas.D	VP
13"	4	2	2	I	I	I
Weapon		Arc	MAR	PB	EF	LR
<i>Gunnery Fixed Weapon</i>		F	<i>Massed Fire</i>	4	I	-
MARs	<i>Small Target</i>					


 <b>KAVKAZ ASSAULT DRILL</b>						
Small Naval Model						
PLAYTEST DOCUMENT				Points		N/a
				Squadron Size		3-5
Move	DR	HP	CP	Act.D	Pas.D	VP
10"	3	1	1	1	0	N/a
Weapon		Arc	MAR	PB	EF	LR
-		-	-	-	-	-
MARs	<i>Crushing Impact (5) Small Target</i>					
Special Rules	<b>Combat Deployment</b> - This model may only be deployed via a Model with the <i>Combat Deployment (Kavkaz Drillers)</i> MAR.					
	<b>Low-Value Resource</b> – The opponent scores IVP for every <b>TWO</b> models destroyed.					
	<b>Victory through destruction:</b> If this model is destroyed while resolving a ram no victory points are awarded.					

 <b>KAZIMOV CORVETTE</b>						
Small Naval Model						
PLAYTEST DOCUMENT				Points		15
				Squadron Size		3-5
Move	DR	HP	CP	Act.D	Pas.D	VP
15"	4	2	3	1	1	1
Weapon		Arc	MAR	PB	EF	LR
-		-	-	-	-	-
MARs	<i>Small Target</i>					


 <b>VELIKY ESCORT</b>						
Small Naval Model						
PLAY TEST DOCUMENT				Points		30
				Squadron Size		n/a
Move	DR	HP	CP	Act.D	Pas.D	VP
7"	3	2	1	1	0	1
Weapon		Arc	MAR	PB	EF	LR
<i>Standard Fixed Weapon</i>		F	<i>Massed Fire</i>	3	-	-
MARs	<i>Escort, Independent Move, Small Target</i>					


## LARGE ARMoured MODELS

	<b>SVAROG DREADNOUGHT ROBOT</b>					
<b>Large Multi-Theatre Model</b>						
PLAYTEST DOCUMENT				<b>Points</b>		335
				<b>Squadron Size</b>		1
<b>Move</b>	<b>DR</b>	<b>HP</b>	<b>CP</b>	<b>Act.D</b>	<b>Pas.D</b>	<b>VP</b>
9"	10	10	12	6	4	18
<b>Weapon</b>		<b>Arc</b>	<b>MAR</b>	<b>PB</b>	<b>EF</b>	<b>LR</b>
<i>Standard Bombard Battery</i>		<i>F/P/S</i>	<i>Lethal Indirect Fire Punishing</i>	-	20	11
<i>Gunnery Turret Battery</i>		<i>F/P/S</i>	<i>Massed Fire</i>	19	13	-
<b>MARs</b>	<i>Elite Crew, Fearless Mimic Generator, Special Forces (4)</i>					
<b>Special Rules</b>	<p><b>Restricted Boarding:</b> This Model has a Boarding Assault Range of 4".</p> <p><b>Steam Axes:</b> This Model may be equipped with a pair of Steam Axes. It loses the <i>Standard Bombardment Battery</i>, replaces <i>Special Forces (4)</i> with <i>Special Forces (8)</i> and gains the <b>Horrific Damage</b> Special Rule.</p> <p><b>Horrific Damage:</b> When resolving Boarding damage roll 2D6 on the Damage Table rather than rolling on the Boarding Damage Column.</p>					


	<b>KURSK LAND DREADNOUGHT</b>					
<b>Large Armoured Model</b>						
PLAYTEST DOCUMENT				<b>Points</b>		240
				<b>Squadron Size</b>		1
<b>Move</b>	<b>DR</b>	<b>HP</b>	<b>CP</b>	<b>Act.D</b>	<b>Pas.D</b>	<b>VP</b>
6"	10	10	8	4	2	15
<b>Weapon</b>		<b>Arc</b>	<b>MAR</b>	<b>PB</b>	<b>EF</b>	<b>LR</b>
<i>Standard Broadside</i>		<i>P+S</i>	-	7	7	-
<i>Gunnery Turret Battery</i>		<i>F/P/S</i>	<i>Massed Fire</i>	26	18	-
<i>Bombard Battery</i>		<i>360°</i>	<i>Indirect Fire</i>	-	15	-
<b>MARs</b>	<i>Combat Deployment (Tikhvin, 3), Elite Crew, Security Posts (2)</i>					
<b>Special Rule</b>	<p><b>Squadron Support:</b> This Squadron may have 0-1 Armoured <b>Tyumen</b> Escort Attached, increasing the points cost of the Squadron by the appropriate amount</p>					





 <b>BELGOROD LAND SHIP</b>						
Large Armoured Model						
PLAYTEST DOCUMENT				Points		155
				Squadron Size		1
Move	DR	HP	CP	Act.D	Pas.D	VP
6"	9	8	6	3	2	6
Weapon		Arc	MAR	PB	EF	LR
Standard <b>Broadsides</b>		P+S	Massed Fire	6	6	-
Gunnery <b>Turret</b>		F/P/S	Massed Fire	12	10	-
Standard <b>Fixed Weapon</b>		F	Lethal, Massed Fire	9	9	-
Standard <b>Fixed Weapon</b>		A	Massed Fire	6	6	-
MARs	Combat Deployment (Line Infantry, 2) Mimic Generator					
Special Rule	<b>Squadron Support:</b> This Squadron may have 0-1 Armoured <b>Tyumen</b> Escort Attached, increasing the points cost of the Squadron by the appropriate amount					


 <b>VORKUTA TRANSPORT DRILLER</b>						
Large Armoured Burrowing Model						
PLAYTEST DOCUMENT				Points		120
				Squadron Size		1
Move	DR	HP	CP	Act.D	Pas.D	VP
7"	6	6	4	2	2	5
Weapon		Arc	MAR	PB	EF	LR
-		-	-	-	-	-
MARs	Combat Deployment (Assault Infantry, 3), Crushing Impact (6)					
Special Rules	<b>Transport Option:</b> This model may replace its <i>Combat Deployment (Assault Infantry, 3)</i> , with <i>Combat Deployment (Kamchatka, 3)</i> for no additional cost. If this option is taken increase this Models <b>VP</b> to 7.					


## MEDIUM ARMoured MODELS

 <b>ORLOV HEAVY TANK</b>						
Medium Armoured Model						
PLAYTEST DOCUMENT				Points		100
				Squadron Size		1-2
Move	DR	HP	CP	Act.D	Pas.D	VP
5"	6	5	4	3	1	4
Weapon		Arc	MAR	PB	EF	LR
<i>Gunnery Turret Battery</i>		<i>F/P/S</i>	<i>Massed Fire</i>	12	8	-
MARs	<i>Die Hard Crew, Independent Move</i>					
Special Rule	<b>Squadron Support:</b> This Squadron may have 0-1 Armoured <b>Tyumen</b> Escort <i>Attached</i> , increasing the points cost of the Squadron by the appropriate amount					


 <b>VOLOCHOK BOMBARD</b>						
Medium Armoured Model						
PLAYTEST DOCUMENT				Points		55
				Squadron Size		2-3
Move	DR	HP	CP	Act.D	Pas.D	VP
6"	5	4	2	1	1	3
Weapon		Arc	MAR	PB	EF	LR
<i>Standard Bombard</i>		<i>F</i>	<i>Indirect Fire</i>	-	9	-
MARs	<i>Independent Move</i>					


 <b>MINSK TANK DESTROYER</b>						
Medium Armoured Model						
PLAYTEST DOCUMENT				Points		50
				Squadron Size		2-3
Move	DR	HP	CP	Act.D	Pas.D	VP
7"	5	4	1	1	1	3
Weapon		Arc	MAR	PB	EF	LR
<i>Standard Fixed Weapon</i>		<i>F</i>	<i>Punishing</i>	6	6	5
MARs	<i>Independent Move</i>					


 <b>KAMCHATKA MEDIUM TANK</b>						
Medium Armoured Model						
PLAYTEST DOCUMENT				Points		60
				Squadron Size		2-3
Move	DR	HP	CP	Act.D	Pas.D	VP
7"	5	4	4	2	1	3
Weapon		Arc	MAR	PB	EF	LR
<i>Standard Broadsides</i>		P+S	-	4	3	-
<i>Gunnery Turret</i>		F/P/S	<i>Massed Fire</i>	6	4	-
MARs	<i>Independent Move</i>					


 <b>TYUMEN ESCORT REPAIR VEHICLE</b>						
Medium Armoured Model						
PLAYTEST DOCUMENT				Points		50
				Squadron Size		n/a
Move	DR	HP	CP	Act.D	Pas.D	VP
6"	5	3	2	1	1	2
Weapon		Arc	MAR	PB	EF	LR
<i>Standard Fixed Weapon</i>		F	-	4	-	-
MARs	<i>Escort, Independent Move, Repair (2)</i>					


## SMALL ARMOURED MODELS

 <b>POLTAVA LIGHT TANK</b>						
Small Armoured Model						
PLAYTEST DOCUMENT				Points		40
				Squadron Size		2-4
Move	DR	HP	CP	Act.D	Pas.D	VP
9"	4	2	2	1	0	2
Weapon		Arc	MAR	PB	EF	LR
<i>Standard Fixed Weapon</i>		F	-	3	2	-
<i>Gunnery Turret</i>		360°	<i>Massed Fire</i>	5	4	-
MARs	<i>Independent Move, Small Target</i>					

 <b>TIKHVIN SMALL TANK</b>						
Small Armoured Model						
PLAYTEST DOCUMENT				Points		20
				Squadron Size		3-5
Move	DR	HP	CP	Act.D	Pas.D	VP
10"	3	2	1	1	0	1
Weapon		Arc	MAR	PB	EF	LR
<i>Gunnery</i> <b>Fixed Weapon</b>		F	<i>Massed Fire</i>	3	2	-
<b>Bombard Battery</b>		360°	<i>Indirect Fire</i>	-	3	-
MARs	<i>Independent Move, Small Target</i>					

 <b>LINE INFANTRY</b>						
Small Armoured Model						
PLAYTEST DOCUMENT				Points		n/a
				Squadron Size		1-3
Move	DR	HP	CP	Act.D	Pas.D	VP
6"	2	6	5	3	0	1
Weapon		Arc	MAR	PB	EF	LR
-		-	-	-	-	-
MARs	<i>Independent Move, Small Target</i>					
Special Rules	<p><b>Combat Deployment</b> - This model may only be deployed via a Model with the <i>Combat Deployment (Line Infantry)</i> MAR.</p> <p><b>Infantry:</b> If an attack exceeds this models DR do not roll on the Damage Table, instead apply one point of damage.</p>					

 <b>SUPPORT INFANTRY</b>						
Small Armoured Model						
PLAYTEST DOCUMENT				Points		n/a
				Squadron Size		1-2
Move	DR	HP	CP	Act.D	Pas.D	VP
5"	2	6	3	2	0	1
Weapon		Arc	MAR	PB	EF	LR
<i>Standard Gun Battery</i>		F	<i>Massed Fire</i>	6	4	-
MARs	<i>Independent Move, Small Target</i>					
Special Rules	<p><b>Combat Deployment</b> - This model may only be deployed via a Model with the <i>Combat Deployment (Support Infantry)</i> MAR.</p> <p><b>Infantry:</b> If an attack exceeds this models DR do not roll on the Damage Table, instead apply one point of damage.</p>					


 <b>ASSAULT INFANTRY</b>						
Small Armoured Model						
PLAYTEST DOCUMENT				Points		n/a
				Squadron Size		1-3
Move	DR	HP	CP	Act.D	Pas.D	VP
7"	2	6	5	2	0	1
Weapon		Arc	MAR	PB	EF	LR
-		-	-	-	-	-
MARs	<i>Independent Move, Small Target, Special Forces (2)</i>					
Special Rules	<p><b>Combat Deployment</b> - This model may only be deployed via a Model with the <i>Combat Deployment (Assault Infantry)</i> MAR.</p> <p><b>Infantry:</b> If an attack exceeds this models DR do not roll on the Damage Table, instead apply one point of damage.</p>					


## LARGE AERIAL MODELS

<b>TUNGUSKA SKY SHIP</b>						
Large Aerial Model						
PLAYTEST DOCUMENT				Points		225
				Squadron Size		1
Move	DR	HP	CP	Act.D	Pas.D	VP
8"	9	8	7	5	2	7
Weapon		Arc	MAR	PB	EF	LR
<i>Gunnery Turret Battery</i>		F/P/S	<i>Hunter (Aerial), Massed Fire</i>	14	12	-
<i>Standard Broadside</i>		P+S	<i>Hunter (Aerial), Massed Fire</i>	12	12	6
MARs	<i>Mimic Generator, Security Posts (2)</i>					


## MEDIUM AERIAL MODELS

<b>KIRCHEV HEAVY BOMBER</b>						
Medium Aerial Model						
PLAYTEST DOCUMENT				Points		125
				Squadron Size		1
Move	DR	HP	CP	Act.D	Pas.D	VP
8"	7	6	5	4	1	5
Weapon		Arc	MAR	PB	EF	LR
<i>Gunnery Battery</i>		F/P/S	<i>Punishing</i>	11	9	7
<i>Standard Bombs</i>		360°	<i>Lethal</i>	16	-	-
MARs	-					


 <b>SARANSK SKY SHIP</b>						
Medium Aerial Model						
PLAYTEST DOCUMENT				Points		80
				Squadron Size		2-3
				Move	DR	HP
10"	5	5	6	4	1	4
Weapon		Arc	MAR	PB	EF	LR
Gunnery Turret		F/P/S	Hunter (Aerial), Massed Fire	9	8	-
MARs	Mine Layer					


 <b>MYSHKIN BOMBER</b>						
Medium Aerial Model						
PLAYTEST DOCUMENT				Points		50
				Squadron Size		2-3
				Move	DR	HP
10"	5	4	5	3	1	2
Weapon		Arc	MAR	PB	EF	LR
Standard Bombs		F/P/S	Lethal, Massed Fire	12	-	-
MARs	Die Hard Crew					
Special Rules	<b>Hard Shell:</b> After this model resolves an attack with its <b>Bombs</b> it is removed from play.					

## SMALL AERIAL MODELS

 <b>SUYETKA INTERCEPTOR</b>						
Small Aerial Model						
PLAYTEST DOCUMENT				Points		25
				Squadron Size		3-5
				Move	DR	HP
12"	4	2	1	3	0	1
Weapon		Arc	MAR	PB	EF	LR
Gunnery Battery		F	Massed Fire	4	3	-
MARs	Small Target					

# LARGE FORTIFICATION MODELS

 <b>BUNKER COMPLEX</b>						
Large Multi-Theatre Model						
PLAYTEST DOCUMENT				Points		170
				Squadron Size		1
Move	DR	HP	CP	Act.D	Pas.D	VP
0"	10	13	8	6	2	8
Weapon		Arc	MAR	PB	EF	LR
<i>Gunnery Turret Battery</i>		F	<i>Massed Fire</i>	20	13	-
<i>Bombard Battery</i>		360°	<i>Indirect Fire</i>	-	14	-
MARs	Combat Deployment (Line Infantry 3/Assault Infantry 3/Support Infantry 2), Fearless, Minelayer, Security Posts (2)					

 <b>AIRFIELD</b>						
Large Multi-Theatre Model						
PLAYTEST DOCUMENT				Points		115
				Squadron Size		1
Move	DR	HP	CP	Act.D	Pas.D	VP
0"	7	9	7	4	1	7
Weapon		Arc	MAR	PB	EF	LR
<i>Standard Gunnery Battery</i>		360°	<i>Massed Fire</i>	10	5	-
<i>Bombers</i>		360°	<i>Hunter (Non-Aerial)</i>	5	5	-
<i>Fighters</i>		360°	<i>Hunter (Aerial)</i>	6	6	-
MARs	Carrier (3)					




# MEDIUM FORTIFICATION MODELS

<b>TURRET TOWER</b>						
Medium Multi-Theatre Model						
PLAYTEST DOCUMENT				Points		75
				Squadron Size		2
Move	DR	HP	CP	Act.D	Pas.D	VP
0"	6	5	4	4	3	3
Weapon		Arc	MAR	PB	EF	LR
<i>Standard Gunnery Turret</i>		360°	<i>Massed Fire</i>	10	7	4
MARs	<i>Security Posts (1)</i>					

<b>FLAK TOWER</b>						
Medium Multi-Theatre Model						
PLAYTEST DOCUMENT				Points		40
				Squadron Size		2
Move	DR	HP	CP	Act.D	Pas.D	VP
0"	6	5	4	5	2	3
Weapon		Arc	MAR	PB	EF	LR
-		-	-	-	-	-
MARs	<i>Security Posts (1)</i>					
Special Rules	<b>Flak Barrage:</b> Friendly models within 8" of this Model may add its Active Defence value to their defence pool against SAW and Rocket Attacks.					

<b>COMMUNICATIONS TOWER</b>						
Medium Multi-Theatre Model						
PLAYTEST DOCUMENT				Points		40
				Squadron Size		1
Move	DR	HP	CP	Act.D	Pas.D	VP
0"	6	5	4	4	2	3
Weapon		Arc	MAR	PB	EF	LR
-		-	-	-	-	-
MARs	<i>Security Posts (1)</i>					
Special Rules	<b>Communications Array:</b> Friendly Fortifications within 8" of this Model gain the <i>Die Hard Crew</i> and <i>Hunter (Aerial)</i> MARs.					

 <h2 style="text-align: center;">MORTAR TOWER</h2>						
<b>Medium Multi-Theatre Model</b>						
PLAYTEST DOCUMENT				<b>Points</b>		50
				<b>Squadron Size</b>		1
<b>Move</b>	<b>DR</b>	<b>HP</b>	<b>CP</b>	<b>Act.D</b>	<b>Pas.D</b>	<b>VP</b>
0"	6	5	4	4	2	3
<b>Weapon</b>		<b>Arc</b>	<b>MAR</b>	<b>PB</b>	<b>EF</b>	<b>LR</b>
<i>Bombard Battery</i>		<i>F/P/S</i>	<i>Indirect Fire</i>	-	12	-
<b>MARs</b>	<i>Security Posts (1)</i>					