

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 4

RUSSIAN COALITION



Fleet Quality = 2

RUSSIAN COALITION MODEL ASSIGNED RULE

Close Support Bombardment

A common battle tactic of the Russian Coalition is for their largest ships to advance like an armoured wall, with smaller ships armed with mortars and bombards lobbing shells directly into the fire-fight through carefully co-ordinated bombardment patterns.

Once per Game Turn, a Russian Coalition Commander may order a Squadron to make an Attack using the *Indirect Fire* **MAR** at a target within Effective Range. This Attack may only consist of weaponry designated as either **Mortar** or **Bombard** Weaponry.

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

Large Squadrons	1-2 Large Squadrons <i>(*One Squadron MUST be nominated as the Lead Squadron)</i>
Medium Squadrons	1-3 Medium Squadrons
Small Squadrons	1-3 Small Squadrons
SPECIAL RULE	<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

Medium Squadrons	1-2 Medium Squadrons * <i>(*One Squadron MUST be nominated as the Lead Squadron)</i>
Small Squadrons	1-2 Small Squadrons
SPECIAL RULE	<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

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

BOMBARDMENT BATTLE GROUP	
Medium Squadrons	2x Kirchev Heavy Bombers (Lead Squadron)
	3x Chany Submarines
SPECIAL RULE	<p>“Shock and Awe”</p> <p>All attacks (including Boarding Assaults) made by Models in this Battle Group gain the <i>Disruption</i> MAR.</p>

BATTLE FLOTILLA BATTLE GROUP	
Large Squadrons	1x Moskva Dreadnought (Lead Squadron)
Medium Squadrons	3x Tambov Gunships
	2x Pesets Submarines
Small Squadrons	4x Rostov Destroyers
SPECIAL RULE	<p>“Sturginium boost”</p> <p>If models in this Battle Group do not make any turns during their movement they may add 2” to their movement.</p>


STRIKE FLOTILLA BATTLE GROUP	
Large Squadrons	1x Khatanga Heavy Battleship (Lead Squadron)
Medium Squadrons	3x Tiksi Support Cruisers
Small Squadrons	4x Nickel Heavy Frigates
SPECIAL RULE	<p>“Blizzard shrouded”</p> <p>Models in this Battle Group count as having an active <i>Cloud Generator</i> in the first turn of the game.</p>


ARMoured HUNTER BATTLE GROUP	
Medium Squadrons	2x Orlov Heavy Tanks <i>(Lead Squadron)</i>
	2x Orlov Heavy Tanks
	3x Minsk Tank Destroyers
	3x Minsk Tank Destroyers
Small Squadrons	4x Poltova Light Tanks
	4x Poltova Light Tanks
	4x Poltova Light Tanks
SPECIAL RULE	<i>"Forward Positions"</i> Models in this Battle Group may make one move action after deployment before rolling for the first turn.


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


FORTIFICATIONS BATTLE GROUP	
Large Squadrons	1-2 Bunker Complexes <i>(*One Squadron MUST be nominated as the Lead Squadron)</i>
	0-1 Airfield
Medium Squadrons	1-2 Tower Squadrons
SPECIAL RULE	<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


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


 KHATANGA HEAVY BATTLESHIP						
Large Naval Model						
PLAYTEST DOCUMENT				Points		250
				Squadron Size		1
Move	DR	HP	CP	Act.D	Pas.D	VP
6"	9	9	10	4	4	10
Weapon		Arc	MAR	PB	EF	LR
<i>Standard</i> Broadsides		P+S	<i>Massed Fire</i>	10	10	5
<i>Mortar</i> Battery		360°	<i>Indirect Fire</i> <i>Disruption</i>	-	15	20
<i>Mortar</i> Battery		360°	<i>Disruption</i>	10	12	-
MARs	<i>Mimic Generator, Crushing Impact (7)</i>					
Special Rules	<p>Glacier Generator: 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>Squadron Support: This Squadron may have 0-3 Naval Veliky Escorts Attached, increasing the points cost of the Squadron by the appropriate amount</p>					

 BORODINO BATTLESHIP						
Large Naval Model						
PLAYTEST DOCUMENT				Points		225
				Squadron Size		1
Move	DR	HP	CP	Act.D	Pas.D	VP
7"	9	8	9	4	4	9
Weapon		Arc	MAR	PB	EF	LR
<i>Gunnery</i> Turret Battery		F/P/S	<i>Massed Fire</i>	24	20	-
Standard Broadside		P+S	<i>Massed Fire</i>	9	9	4
MARs	<i>Mimic Generator</i>					
Special Rules	Squadron Support: This Squadron may have 0-3 Naval Veliky Escorts Attached, increasing the points cost of the Squadron by the appropriate amount					


 PAKHTUSOV Mk.I BATTLESHIP						
Large Naval Model						
PLAYTEST DOCUMENT				Points		180
				Squadron Size		1
Move	DR	HP	CP	Act.D	Pas.D	VP
7"	8	8	7	4	4	9
Weapon		Arc	MAR	PB	EF	LR
<i>Gunnery</i> Turret Battery		F/P/S	<i>Massed Fire</i>	19	14	-
<i>Gunnery</i> Fixed Weapon		F	<i>Disruption</i>	-	13	11
Standard Broadside		P+S	<i>Massed Fire</i>	8	6	-
MARs	<i>Security Posts (2)</i>					
Special Rules	Squadron Support: This Squadron may have 0-3 Naval Veliky Escorts Attached, increasing the points cost of the Squadron by the appropriate amount					


 PAKTHUSOV Mk.II BATTLESHIP						
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
Standard Mortar Battery		F/P/S	<i>Indirect Fire, Disruption</i>	12	12	-
Gunnery Broadside		P+S	<i>Massed Fire</i>	15	10	-
MARs	<i>Elite Crew</i>					
Special Rules	<p>Glacier Generator: 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>Squadron Support: This Squadron may have 0-3 Naval Veliky Escorts Attached, increasing the points cost of the Squadron by the appropriate amount</p>					


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


 KOSTROMA FLEET CARRIER						
Large Naval Model						
PLAYTEST DOCUMENT				Points		220
				Squadron Size		1
Move	DR	HP	CP	Act.D	Pas.D	VP
6"	7	9	11	7	3	12
Weapon		Arc	MAR	PB	EF	LR
<i>Standard Broadside</i>		<i>P+S</i>	<i>Massed Fire</i>	16	12	8
Bombers		360°	<i>Hunter (Non-Aerial)</i>	6	6	-
Fighters		360°	<i>Hunter (Aerial)</i>	5	5	-
MARs	Carrier (3)					
Special Rules	<p>Glacier Generator: 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>Squadron Support: This Squadron may have 0-3 Naval Veliky Escorts <i>Attached</i>, increasing the points cost of the Squadron by the appropriate amount</p>					


MEDIUM NAVAL MODELS


 AZOV BATTLE CRUISER						
Medium Naval Model						
PLAYTEST DOCUMENT				Points		130
				Squadron Size		
Move	DR	HP	CP	Act.D	Pas.D	VP
6"	6	6	5	4	4	6
Weapon		Arc	MAR	PB	EF	LR
<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
MARs	None					
Special Rules	Squadron Support: This Squadron may have 0-3 Naval Veliky Escorts Attached, increasing the points cost of the Squadron by the appropriate amount					


 TAMBOV GUNSHIP						
Medium Naval Model						
PLAYTEST DOCUMENT				Points		90
				Squadron Size		
Move	DR	HP	CP	Act.D	Pas.D	VP
8"	5	5	5	2	3	4
Weapon		Arc	MAR	PB	EF	LR
<i>Gunnery Turret Battery</i>		<i>F/P/S</i>	<i>Massed Fire</i>	10	8	-
MARs	Elite Crew					

						
PESETS SUBMARINE						
Medium Naval Diving Model						
PLAYTEST DOCUMENT					Points	100
					Squadron Size	
					1-2	
Move	DR	HP	CP	Act.D	Pas.D	VP
8"	5	5	5	2	2	4
Weapon		Arc	MAR	PB	EF	LR
<i>Standard Fixed Weapon</i>		F	<i>Hunter (Surface), Massed Fire, Punishing</i>	10	8	5
MARs		None				


						
TIKSI SUPPORT CRUISER						
Medium Naval Model						
PLAYTEST DOCUMENT					Points	100
					Squadron Size	
					1-2	
Move	DR	HP	CP	Act.D	Pas.D	VP
7"	5	6	3	2	2	4
Weapon		Arc	MAR	PB	EF	LR
<i>Mortar Battery</i>		F/P/S	<i>Indirect Fire Disruption</i>	3	8	8
<i>Mortar Battery</i>		F/P/S	<i>Disruption</i>	6	5	-
<i>Standard Broadships</i>		P+S	<i>Massed Fire</i>	5	5	3
MARs		None				


 <h2 style="text-align: center;">SUVOROV CRUISER</h2>							
Medium Naval Model							
PLAYTEST DOCUMENT					Points		80
					Squadron Size		2-3
Move	DR	HP	CP	Act.D	Pas.D	VP	
8"	5	5	5	2	3	3	
Weapon		Arc	MAR	PB	EF	LR	
<i>Gunnery Turret</i>		<i>F/P/S</i>	<i>Massed Fire</i>	7	6	-	
<i>Standard Broadships</i>		P+S	<i>Massed Fire</i>	6	5	3	
MARs	None						


 <h2 style="text-align: center;">RUDNITSKY REPAIR SHIP</h2>							
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	2	3	
Weapon		Arc	MAR	PB	EF	LR	
<i>Mortar Battery</i>		360°	<i>Massed Fire</i>	6	7	-	
MARs	Repair (2), Independent Move						


 <h2 style="text-align: center;">CHANY STRIKE SUBMARINE</h2>							
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	2	3	
Weapon		Arc	MAR	PB	EF	LR	
<i>Standard Fixed Weapon</i>		F	<i>Massed Fire, Punishing</i>	6	5	3	
MARs	None						


SMALL NAVAL MODELS

							
ROSTOV DESTROYER							
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>	5	4	-	
MARs	Small Target						


							
NIKEL HEAVY FRIGATE							
Small Naval Model							
PLAYTEST DOCUMENT					Points		35
					Squadron Size		2-4
Move	DR	HP	CP	Act.D	Pas.D	VP	
8"	4	2	3	1	1	1	
Weapon		Arc	MAR	PB	EF	LR	
<i>Mortar Battery</i>		360°	<i>Disruption</i>	-	5	-	
MARs	<i>Small Target, Independent Move</i>						


							
NOVGOROD FRIGATE							
Small Naval Model							
PLAYTEST DOCUMENT					Points		25
					Squadron Size		2-4
Move	DR	HP	CP	Act.D	Pas.D	VP	
8"	3	2	2	1	0	1	
Weapon		Arc	MAR	PB	EF	LR	
<i>Standard Turret</i>		F	<i>Punishing</i>	3	2	-	
<i>Mortar Battery</i>		360°	<i>Disruption</i>	-	3	-	
MARs	<i>Small Target, Independent Move</i>						


 <h2 style="text-align: center;">KAZIMOV CORVETTE</h2>							
Small Naval Model							
PLAYTEST DOCUMENT					Points		15
					Squadron Size		3-5
Move	DR	HP	CP	Act.D	Pas.D	VP	
15"	4	2	3				
Weapon		Arc	MAR	PB	EF	LR	
-		-	-	-	-	-	
MARs	<i>Small Target</i>						


 <h2 style="text-align: center;">VELIKY ESCORT</h2>							
Small Naval Model							
PLAY TEST DOCUMENT					Points		30
					Squadron Size		n/a
Move	DR	HP	CP	Act.D	Pas.D	VP	
7"	3	2			0		
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


 SVAROG DREADNOUGHT ROBOT						
Large Multi-Theatre Model						
PLAYTEST DOCUMENT				Points		320
				Squadron Size		1
Move	DR	HP	CP	Act.D	Pas.D	VP
9"	10	10	12	6	5	18
Weapon		Arc	MAR	PB	EF	LR
<i>Standard Bombardment Battery</i>		<i>F/P/S</i>	<i>Disruption Indirect Fire Punishing</i>	-	20	11
<i>Gunnery Turret Battery</i>		<i>F/P/S</i>	<i>Massed Fire</i>	19	13	-
MARs	<i>Elite Crew, Fearless Mimic Generator, Special Forces (4)</i>					
Special Rules	<p>Restricted Boarding: This Model has a Boarding Assault Range of 4".</p> <p>Steam Axes: 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 Horrific Damage Special Rule.</p> <p>Horrific Damage: When resolving Boarding damage both players roll a D6 on the Damage Table rather than D3.</p>					


 KURSK LAND DREADNOUGHT						
Large Armoured Model						
PLAYTEST DOCUMENT				Points		240
				Squadron Size		1
Move	DR	HP	CP	Act.D	Pas.D	VP
6"	9	10	8	4	4	15
Weapon		Arc	MAR	PB	EF	LR
<i>Standard BroadSides</i>		<i>P+S</i>	-	7	7	-
<i>Gunnery Turret Battery</i>		<i>F/P/S</i>	<i>Massed Fire</i>	26	20	-
<i>Bombard Battery</i>		<i>360°</i>	<i>Indirect Fire</i>	-	13	-
MARs	<i>Combat Deployment (Tikhvin, 3), Elite Crew, Security Posts (2)</i>					
Special Rule	<p>Squadron Support: This Squadron may have 0-1 Armoured Tyumen Escort Attached, increasing the points cost of the Squadron by the appropriate amount</p>					


 BELGOROD LAND SHIP						
Large Armoured Model						
PLAYTEST DOCUMENT				Points		150
				Squadron Size		1
Move	DR	HP	CP	Act.D	Pas.D	VP
6"	8	8	6	3	4	6
Weapon		Arc	MAR	PB	EF	LR
<i>Standard Broadsides</i>		P+S	<i>Massed Fire</i>	6	6	-
<i>Gunnery Turret</i>		F/P/S	<i>Massed Fire</i>	12	10	-
<i>Standard Fixed Weapon</i>		F	<i>Disruption, Massed Fire</i>	9	9	-
<i>Standard Fixed Weapon</i>		A	<i>Massed Fire</i>	6	6	-
MARs	<i>Combat Deployment (Line Infantry, 2) Mimic Generator</i>					
Special Rule	Squadron Support: This Squadron may have 0-1 Armoured Tyumen Escort Attached, increasing the points cost of the Squadron by the appropriate amount					


 VORKUTA TRANSPORT DRILLER						
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	<i>Combat Deployment (Assault Infantry, 3), Crushing Impact (6)</i>					
Special Rules	Transport Option: This model may replace its <i>Combat Deployment (Assault Infantry, 3)</i> , with <i>Combat Deployment (Kamchatka, 3)</i> for no additional cost.					


MEDIUM ARMoured MODELS

 ORLOV HEAVY TANK						
Medium Armoured Model						
PLAYTEST DOCUMENT				Points		110
				Squadron Size		
Move	DR	HP	CP	Act.D	Pas.D	VP
5"	6	5	4	3	2	4
Weapon		Arc	MAR	PB	EF	LR
<i>Gunnery</i> Turret Battery		<i>F/P/S</i>	<i>Massed Fire</i>	11	8	-
MARs	<i>Die Hard Crew, Independent Move</i>					
Special Rule	Squadron Support: This Squadron may have 0-1 Armoured Tyumen Escort Attached, increasing the points cost of the Squadron by the appropriate amount					


 VOLOCHOK BOMBARD						
Medium Armoured Model						
PLAYTEST DOCUMENT				Points		65
				Squadron Size		
Move	DR	HP	CP	Act.D	Pas.D	VP
6"	5	4	2	1	1	3
Weapon		Arc	MAR	PB	EF	LR
<i>Standard</i> Bombard		<i>F</i>	<i>Indirect Fire</i>	-	9	-
MARs	<i>Independent Move</i>					


 MINSK TANK DESTROYER						
Medium Armoured Model						
PLAYTEST DOCUMENT				Points		55
				Squadron Size		
Move	DR	HP	CP	Act.D	Pas.D	VP
7"	5	4	1	1	2	3
Weapon		Arc	MAR	PB	EF	LR
<i>Standard</i> Fixed Weapon		<i>F</i>	<i>Punishing</i>	6	6	5
MARs	<i>Independent Move</i>					


 <h2 style="text-align: center;">KAMCHATKA MEDIUM TANK</h2>						
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>					


 <h2 style="text-align: center;">TYUMEN ESCORT REPAIR VEHICLE</h2>						
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

 POLTAVA LIGHT TANK						
Small Armoured Model						
PLAYTEST DOCUMENT				Points		40
				Squadron Size		
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>					


 TIKHVIN SMALL TANK						
Small Armoured Model						
PLAYTEST DOCUMENT				Points		20
				Squadron Size		
Move	DR	HP	CP	Act.D	Pas.D	VP
10"	3	2	1	1	0	1
Weapon		Arc	MAR	PB	EF	LR
<i>Gunnery Fixed Weapon</i>		F	<i>Massed Fire</i>	4	2	-
<i>Bombard Battery</i>		360°	<i>Indirect Fire</i>	-	3	-
MARs	<i>Independent Move, Small Target</i>					

 LINE INFANTRY						
Small Armoured Model						
PLAYTEST DOCUMENT				Points		n/a
				Squadron Size		
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	Combat Deployment - This model may only be deployed via a Model with the <i>Combat Deployment (Line Infantry)</i> MAR.					


 <h2 style="text-align: center;">SUPPORT INFANTRY</h2>						
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	Combat Deployment - This model may only be deployed via a Model with the <i>Combat Deployment (Support Infantry)</i> MAR.					


 <h2 style="text-align: center;">ASSAULT INFANTRY</h2>						
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	Combat Deployment - This model may only be deployed via a Model with the <i>Combat Deployment (Assault Infantry)</i> MAR.					


LARGE AERIAL MODELS

 TUNGUSKA SKY SHIP						
Large Aerial Model						
PLAYTEST DOCUMENT				Points		225
				Squadron Size		1
Move	DR	HP	CP	Act.D	Pas.D	VP
8"	8	8	7	5	4	7
Weapon		Arc	MAR	PB	EF	LR
<i>Gunnery Turret Battery</i>		F/P/S	<i>Hunter (Aerial), Massed Fire</i>	14	12	-
<i>Gunnery Broadside</i>		P+S	<i>Hunter (Aerial), Massed Fire</i>	12	12	6
MARs	<i>Mimic Generator, Security Posts (2)</i>					


MEDIUM AERIAL MODELS

 KIRCHEV HEAVY BOMBER						
Medium Aerial Model						
PLAYTEST DOCUMENT				Points		125
				Squadron Size		1
Move	DR	HP	CP	Act.D	Pas.D	VP
8"	7	6	5	4	3	5
Weapon		Arc	MAR	PB	EF	LR
<i>Gunnery Battery</i>		F/P/S	<i>Punishing</i>	11	11	7
<i>Standard Bombs</i>		360°	<i>Disruption</i>	16	-	-
MARs	-					


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


 MYSHKIN BOMBER						
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	Disruption, Massed Fire	12	-	-
MARs	Die Hard Crew					
Special Rules	Hard Shell: After this model resolves an attack with its Bombs it is removed from play.					

SMALL AERIAL MODELS


 SUYETKA INTERCEPTOR						
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


 BUNKER COMPLEX						
Large Multi-Theatre Model						
PLAYTEST DOCUMENT				Points		170
				Squadron Size		1
Move	DR	HP	CP	Act.D	Pas.D	VP
0"	9	13	8	6	3	8
Weapon		Arc	MAR	PB	EF	LR
<i>Gunnery Turret Battery</i>		F	<i>Massed Fire</i>	20	13	-
<i>Bombard Battery</i>		360°	-	-	14	-
MARs	<i>Fearless, Minelayer, Security Posts (2)</i>					
Special Rules	Defensive Garrison - This model may upgrade to have the <i>Combat Deployment (Support Infantry 2)</i> MAR for an additional +30 Points.					


 AIRFIELD						
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	-
Bombers		360°	<i>Hunter (Non-Aerial)</i>	5	5	-
Fighters		360°	<i>Hunter (Aerial)</i>	6	6	-
MARs	<i>Carrier (3)</i>					

MEDIUM FORTIFICATION MODELS

 TURRET TOWER						
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	5	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>					

 FLAK TOWER						
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	3	3
Weapon		Arc	MAR	PB	EF	LR
-		-	-	-	-	-
MARs	<i>Security Posts (1)</i>					
Special Rules	Flak Barrage: Friendly models within 8" of this Model may add its Active Defence value to their defence pool against SAW and Rocket Attacks.					

 COMMUNICATIONS TOWER						
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	5	3
Weapon		Arc	MAR	PB	EF	LR
-		-	-	-	-	-
MARs	<i>Security Posts (1)</i>					
Special Rules	Communications Array: Friendly Fortifications within 8" of this Model gain the <i>Die Hard Crew</i> and <i>Hunter (Aerial)</i> MARs.					

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