

This document contains Model statistics for the **Russian Coalition**. The statistics are compatible with the **Dystopian Wars 2.0 Game Engine**.

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RUSSIAN COALITION

UNIVERSAL RULES FOR THE RUSSIAN COALITION

- All Russian Coalition Primary Weapons have the *Concussive* Munition Type.
- All Russian Coalition Heavy Mortars have the *Area Bombardment* Model Assigned Rule.
- All Models in the Russian Coalition Force, including Support Aircraft, have the *Heavy Ack-Ack* Model Assigned Rule.
- In some places, the Russian Coalition is abbreviated as **RC** in the Force Guide.

RUSSIAN COALITION COMMODORES

Command Abilities

Each Game Turn a Russian Coalition player can have their Commodore perform ONE of the following

Command Abilities:

- **Safe Passage** - One Model within 8" of the Commodore's Model may re-roll a failed Treacherous Terrain Test.
- **Pass the Tools** - One Model within 8" of the Commodore's Model may re-roll a single failed Repair attempt.
- **Stand up and be Counted!** - A Squadron within 8" of the Commodore's Model may re-roll a single failed Disorder Test.

Commodore Doctrines

In addition to their Command Abilities, all Russian Coalition Commodores can perform ONE of the following Doctrine Abilities ONCE per Game Turn. These Abilities are designed to reflect the various combat doctrines prevalent in the Russian Coalition.

- **For Mother Russia!** - This Ability may be activated during the Command and Control Step of a Squadron's Activation provided a member of the Squadron is within 8" of the Commodore's Model. The Crew Type that applies to the Squadron changes to Reckless for the duration of the Game Turn.
- **Sturginium Overload** - This Ability may be used ONCE per Game and is activated during the Command and Control Step of the Commodore's Activation. All Models in the Russian Force attempting to use the Sturginium Boost Model Assigned Rule (MAR) in the current Game Turn automatically count as passing their Sturginium Boost roll. ALL Models WITHOUT the Sturginium Boost MAR gain +1" Movement (Mv) for the duration of the Game Turn.

RUSSIAN COALITION BATTLE GROUPS

- By choosing the models from Battle Groups listed below a Force may play the stated Tactical Action Card for FREE during the battle.
- This card can still be cancelled, but if it is permitted to resolve, the acting player does not give the enemy any Victory Points.
- The Card stated must still be included in the player's Tactical Action Card Deck as normal.
- If the Card is itself used to cancel an enemy Tactical Action Card, it still gives up its Victory Points as normal.
- No model may be chosen as part of more than ONE Battle Group.
- In certain cases a Battle Group will contain elements that may attach to other models in the Force (such as Escort Models for example), this is still permitted.

NAVAL BATTLE GROUP

Massive	Large	Medium	Small	Tiny	Support Aircraft Squadrons
1x Dudinka Assault Carrier	1x Borodino Battleship	1x Azov Battlecruiser 3x Suvorov Cruisers	4x Novgorod Frigates 5x Kazimov Corvettes	None	None

Free Tactical Action Card – Tally-Ho!

[Note: This is the only means by which the Tally-Ho! TAC may be taken in a Deck]

ARMOURED BATTLE GROUP

Massive	Large	Medium	Small	Tiny	Support Aircraft Squadrons
None	1x Belgorod Landship 1x Vorkuta Large Transport Driller	3x Minsk Tank Destroyers 3x Kamchatka Medium Tanks 3x Volochook Medium Bombards	5x Tikhvin Small Tanks 4x Poltava Light Tanks	3x Assault Companies* (*Embarked aboard the Vorkuta)	None

Free Tactical Action Card – Tally-Ho!

[Note: This is the only means by which the Tally-Ho! TAC may be taken in a Deck]

AERIAL BATTLE GROUP					
Massive	Large	Medium	Small	Tiny	Support Aircraft Squadrons
None	1x Tunguska Large Skyship* <i>(The Tunguska MUST upgrade to have 5xSAW Fighters.)</i>	3x Saransk Medium Skyships	5x Suyetka Small Interceptors	None	5x Fighters* <i>(The Tunguska Upgrade)</i>
Free Tactical Action Card – Tally-Ho! <i>[Note: This is the only means by which the Tally-Ho! TAC may be taken in a Deck]</i>					

STRIKE FLOTILLA BATTLE GROUP					
Massive	Large	Medium	Small	Tiny	Support Aircraft Squadrons
None	1x Khatanga Heavy Battleship	3x Tiksi Support Cruisers	4x Nikel Heavy Frigates	None	None
Free Tactical Action Card – Lost Orders					

SUPPORT FLOTILLA BATTLE GROUP					
Massive	Large	Medium	Small	Tiny	Support Aircraft Squadrons
1x Kostromo Carrier	None	3x Rudnitsky Repair Ships	8x Veliky Escorts	None	None
Free Tactical Action Card – Combat Repair					

BOMBARDMENT BATTLE GROUP					
Massive	Large	Medium	Small	Tiny	Support Aircraft Squadrons
None	None	2x Kirchev Heavy Bombers	3x Chany Submarine Bases	None	None
Free Tactical Action Card – Stoke The Engines					

BATTLE FLOTILLA BATTLE GROUP

Massive	Large	Medium	Small	Tiny	Support Aircraft Squadrons
1x Moskva Dreadnought	None	3x Tambov Gunships 2x Pesets Attack Submarines	4x Rostov Destroyers	None	None
Free Tactical Action Card – Battlefield Repair					

ARMoured HUNTER BATTLE GROUP

Massive	Large	Medium	Small	Tiny	Support Aircraft Squadrons
None	None	4x Orlov Heavy Tank 6x Minsk Tank Destroyers	12x Poltava Light Tanks	None	None
Free Tactical Action Card – No Quarter					

GROUND FORTIFICATIONS BATTLE GROUP

Massive	Large	Medium	Small	Tiny	Support Aircraft Squadrons
1x Russian Bunker Complex	None	2x Russian Towers	None	None	None
Free Tactical Action Card – Radio Intercept					

SUBTERRANEAN BATTLE GROUP

Massive	Large	Medium	Small	Tiny	Support Aircraft Squadrons
None	2x Vorkuta Drillers	3x Tyumen Repair Tanks	None	6x Assault Infantry Tokens	None
Free Tactical Action Card – Lost Orders					

RUSSIAN COALITION

SPECIALIST GROUP SQUADRONS

The following models may be combined to create Specialist Group Squadrons using the rules found on page 18 of the Admiral Version Rulebook and page 69 of the Commodore Rulebook:

Pevek Cruiser Squadron

Squadron MUST contain:

2x Suvorov Cruisers	(Parent Element)
+1x Tambov Gunship	(Attached Element)

Shashka Squadron

Squadron MUST contain:

1x Tiksi Support Cruiser	(Parent Element)
+3x Novgorod Frigates	(Attached Element)

Rogatina Squadron

Squadron MUST contain:

1x Azov Battlecruiser	(Parent Element)
+3x Veliky Escorts	(Attached Element)

Bardiche Bombard Squadron

Squadron MUST contain:

3x Volochok Bombards	(Parent Element)
+1x Reconnaissance Infantry	(Attached Element)

The Reconnaissance Infantry are purchased from the Infantry Section of the ORBAT.

Topor Squadron

Squadron MUST contain:

2x Kamchatka Medium Tanks	(Parent Element)
+1x Orlov Heavy Tank	(Attached Element)

Molotok Squadron

Squadron MUST contain:

1x Krichev Heavy Bomber	(Parent Element)
+ 3x Suyetka Small Interceptor	(Attached Element)

Magadan Squadron

Squadron MUST contain:

1x Tunguska Large Skyship	(Parent Element)
2x Saransk Medium Skyship	(Attached Element)

RUSSIAN COALITION NAVAL FORCES

Russian Coalition				Moskva				Points	290
Dreadnought					Crew Type - Elite				
RB	1	2	3	4	DR	CR	MV	HP	
Main Turret (P)	15	13	6	-	7	12	5"	12	
Raised Turret (P)	15	13	6	-	AP	AA	CC	IR	
Beam Turret (S)	10	8	4	-	10	5	4	9	
P/S Broadships (S)	10	10	8	-					

MASSIVE NAVAL CAPITAL MODEL

Minimum Move: 2"
 Turning Template: Large
 Turn Limit: 0"
 Squadron Size: 1

Model Assigned Rules: Ablative Armour (+2), Security Posts (3) Strategic Value (100), Sturgenium Boost
 Options: Model has an Internal Mimic (12") Generator for no additional cost.
 Model has the Concussive (Beam Turret) Munitions Type
 Model may be fitted with ONE additional Internal Generator chosen from the following list:

- A Target Jammer (Rockets and Torpedoes, 5) Generator for an additional +30 points
- A Glacier (8", 3) Generator for an additional +20 points

Weaponry Arcs: ONE Main Turret (P) has a 270-degree Fore Fire Arc
 TWO Raised Turrets (P) have an Off-Set 180-degree Fire Arc
 ONE Port Beam Turret (S) has a 180-degree Port Fire Arc
 ONE Starboard Beam Turret (S) has a 180-degree Starboard Fire Arc
 The P/S Broadships (S) have a Broadside Fire Arc

Russian Coalition				Khatanga				Points	210
Heavy Battleship					Crew Type - Conscripted				
RB	1	2	3	4	DR	CR	MV	HP	
Heavy Mortar (P)	-	10	10	-	7	11	6"	9	
Light Mortar (S)	6	8	-	-	AP	AA	CC	IR	
P/S Broadships (S)	10	10	8	-	10	3	4	11	

LARGE NAVAL CAPITAL MODEL

Minimum Move: 2"
 Turning Template: Large
 Turn Limit: 0"
 Squadron Size: 1

Model Assigned Rules: Ablative Armour (+2), Hull Breaker (Ram Action, D3), Redoubtable, Sturgenium Boost
 Options: This Model has an Internal Mimic (8") Generator for no additional points.
 This Model has an Internal Glacier (8", 2) Generator for no additional points
 This Model has the Concussive (Light Mortars) Munitions Type
 Model may replace its Internal Mimic (8") Generator for an Internal Target Jammer (Torpedoes+Rockets, 4) Generator for an additional +25 points
 Model may upgrade its Crew Type from Conscripted to Regular for an additional +15 points

Weaponry Arcs: TWO Heavy Mortars (P) have a 360-degree Fire Arc
 TWO Light Mortars (S) have a 360-degree Fire Arc
 The P/S Broadships (S) have a Broadside Fire Arc

Russian Coalition		Borodino				Points	195	
Battleship					Crew Type - Conscripted			
RB	1	2	3	4	DR	CR	MV	HP
Main Turret (P)	13	10	3	-	6	10	6"	9
Raised Turret (P)	13	10	3	-	AP	AA	CC	IR
P/S Broadships (S)	8	8	6	-	11	4	3	8

LARGE NAVAL CAPITAL MODEL

Minimum Move: 2"
 Turning Template: Large
 Turn Limit: 0"
 Squadron Size: 1

Model Assigned Rules: Ablative Armour (+2), Sturgenium Boost
 Options: Model is fitted with an Internal Mimic (8") Generator for no additional cost
 Model may replace the Internal Mimic (8") Generator with an Internal Target Jammer (Torpedoes+Rockets, 4) Generator for an additional +15 points
 This Model may upgrade its Crew Type from Conscripted to Stoic for +25 points

Weaponry Arcs: ONE Main Turret (P) has a 270-degree Fore Fire Arc
 TWO Raised Turrets (P) have an Off-Set 180-degree Fire Arc
 The P/S Broadships (S) have a Broadside Fire Arc

Russian Coalition		Dudinka				Points	170	
Assault Carrier					Crew Type - Conscripted			
RB	1	2	3	4	DR	CR	MV	HP
Fore Guns (P)	13	13	6	6	6	8	7"	8
P/S Broadships (S)	8	8	6	-	AP	AA	CC	IR
Heavy Mortars (P)	-	7	7	-	10	4	3	8

MASSIVE NAVAL CAPITAL MODEL

Minimum Move: 2"
 Turning Template: Large
 Turn Limit: 0"
 Squadron Size: 1

Model Assigned Rules: Ablative Armour (+2), Carrier (6), Fuel Reserves, Strategic Value (50), Sturgenium Boost
 Options: This Model has the Piercing (Fore Guns) Munitions Type
 This Model is fitted with an Internal Target Jammer (Rockets and Torpedoes, 3) Generator
 Model may be fitted with ONE additional Generator chosen from the following list:

- An External Glacier (8", 2) Generator for an additional +10 points
- An External Mimic (8") Generator for an additional +5 points

Model may upgrade its Crew Type from Conscripted to Stoic for +20 points

Weaponry Arcs: ONE Fore Guns (P) have a Fixed Channel Fore Fire Arc
 ONE Heavy Mortar (P) has a 180-degree Port Fire Arc
 ONE Heavy Mortar (P) has a 180-degree Starboard Fire Arc
 The P/S Broadships (S) have a Broadside Fire Arc

Russian Coalition		Kostroma				Points	155	
Fleet Carrier				Crew Type - Conscripted				
RB	1	2	3	4	DR	CR	MV	HP
P/S Broadships (S)	13	13	11	-	5	8	6"	9
-	-	-	-	-	AP	AA	CC	IR
-	-	-	-	-	12	6	5	7

MASSIVE NAVAL CAPITAL MODEL

Minimum Move: 2"
 Turning Template: Large
 Turn Limit: 0"
 Squadron Size: 1

Model Assigned Rules: Ablative Armour (+2), Carrier (9), Fuel Reserves, Strategic Value (75), Sturgenium Boost
 Options: Model may be fitted with ONE External Generator chosen from the following list:
 • A Glacier (8", 2) Generator for an additional +15 points
 • Target Jammer (Rockets and Torpedoes, 3) Generator for an additional +15 points
 Weaponry Arcs: The P/S Broadships (S) have a Broadside Fire Arc

Russian Coalition		Azov				Points	120	
Battlecruiser				Crew Type - Conscripted				
RB	1	2	3	4	DR	CR	MV	HP
Main Turret (P)	13	10	3	-	5	7	8"	6
Raised Turret (P)	13	10	3	-	AP	AA	CC	IR
P/S Broadships (S)	7	7	5	-	8	4	4	6

MEDIUM NAVAL CAPITAL MODEL

Minimum Move: 2"
 Turning Template: Medium
 Turn Limit: 0"
 Squadron Size: 1

Model Assigned Rules: Ablative Armour (+2), Combat Patrol, Strategic Value (25), Sturgenium Boost
 Options: This Model is fitted with an Internal Target Jammer (Rockets and Torpedoes, 3) Generator
 This Model may upgrade its Crew Type from Conscripted to Regular for an additional +10 points
 Weaponry Arcs: ONE Main Turret (P) has a 270-degree Fore Fire Arc
 ONE Raised Turret (P) has a 270-degree Fore Fire Arc
 The P/S Broadships (S) have a Broadside Fire Arc

Russian Coalition		Tambov				Points	90	
Gunship					Crew Type - Conscripted			
RB	1	2	3	4	DR	CR	MV	HP
Main Turret (P)	10	8	2	-	4	7	7"	5
Raised Turret (P)	10	8	2	-	AP	AA	CC	IR
-	-	-	-	-	6	3	2	4

MEDIUM NAVAL CAPITAL MODEL

Minimum Move: 2"
 Turning Template: Medium
 Turn Limit: 0"
 Squadron Size: 1-3

Model Assigned Rules: Ablative Armour (+1), Sturginium Boost
 Options: Model is fitted with an Internal Target Jammer (Rockets and Torpedoes, 2) Generator
 Model may upgrade its Crew Type from Conscripted to Defensive for +5 points
 Weaponry Arcs: ONE Main Turret (P) has a 270-degree Fore Fire Arc
 ONE Raised Turret (P) has a 180-degree Fore Fire Arc

Russian Coalition		Pesets				Points	60	
Submarine					Crew Type - Regular			
RB	1	2	3	4	DR	CR	MV	HP
Fore Cannons (P)	7	7	4	4	4	6	8"	4
-	-	-	-	-	AP	AA	CC	IR
-	-	-	-	-	3	2	5	3

MEDIUM NAVAL DIVING MODEL

Minimum Move: 2"
 Turning Template: 45-degree
 Turn Limit: 1"
 Squadron Size: 1-3

Model Assigned Rules: Ablative Armour (+1), Hunter (Surface, Fore Cannons, +1), Re-Enforced Bulkheads, Spotter (Expert)
 Options: Model has the Piercing (Fore Cannons) Munitions Type
 All Models in the squadron MUST be fitted with ONE External Generator chosen from the following list:

- A Target Painter (Mortar Gunnery, 8") Generator for no additional cost
- A Target Painter (Primary Gunnery, 8") Generator for +10 points

***All Models in the squadron must be equipped with the same Generator**
 Weaponry Arcs: ONE Fore Cannons (P) have a Fixed Channel Fore Fire Arc

Russian Coalition			Tiksi				Points	95
Support Cruiser				Crew Type - Conscripted				
RB	1	2	3	4	DR	CR	MV	HP
Heavy Mortar (P)	-	8	8	-	5	6	6"	5
Light Mortar (S)	3	5	-	-	AP	AA	CC	IR
P/S Broadships (S)	6	6	4	-	4	2	3	3

MEDIUM NAVAL CAPITAL MODEL

Minimum Move: 2"
 Turning Template: Medium
 Turn Limit: 0"
 Squadron Size: 2-3

Model Assigned Rules: Ablative Armour (+1), Redoubtable (All Mortars), Spotter (Regular), Sturginium Boost.
 Options: This Model may be fitted with an Internal Target Jammer (Rockets and Torpedoes, 3) Generator* for an additional +15 points

***If selected, the Generator option must be purchased by all Tiksi Class Support Cruisers in the Squadron**

Weaponry Arcs: ONE Heavy Mortar (P) has a 360-degree Fire Arc
 TWO Light Mortars (s) have a 360-degree Fire Arc
 The P/S Broadships (S) have a Broadships Fire Arc

Russian Coalition			Suvorov				Points	70
Cruiser				Crew Type - Conscripted				
RB	1	2	3	4	DR	CR	MV	HP
Main Turret (P)	11	8	2	-	4	6	7"	5
P/S Broadships (S)	6	6	4	-	AP	AA	CC	IR
-	-	-	-	-	7	2	2	5

MEDIUM NAVAL CAPITAL MODEL

Minimum Move: 2"
 Turning Template: Medium
 Turn Limit: 0"
 Squadron Size: 2-3

Model Assigned Rules: Ablative Armour (+1), Sturginium Boost
 Options: This Model is fitted with an Internal Target Jammer (Rockets and Torpedoes, 2) Generator
 This Model may upgrade its Crew Type from Conscripted to Defensive for +5 points

Weaponry Arcs: ONE Main Turret (P) has a 270-degree Fore Fire Arc
 The P/S Broadships (S) have a Broadside Fire Arc

Russian Coalition		Rudnitsky				Points	50	
Repair Cruiser					Crew Type – Non-Combatant			
RB	1	2	3	4	DR	CR	MV	HP
Light Mortar (S)	5	6	-	-	4	6	7"	4
-	-	-	-	-	AP	AA	CC	IR
-	-	-	-	-	6	2	1	2

MEDIUM NAVAL REPAIR MODEL

Minimum Move: 0"
 Turning Template: 360-degree
 Turn Limit: 0"
 Squadron Size: 1-3

Model Assigned Rules: Attachment (RC: Medium and Large Naval, 1), Engineers (Experienced), Strategic Value (25), Vulnerable

Options: None

Weaponry Arcs: ONE Light Mortar (S) has a 360-degree Fire Arc

Russian Coalition		Rostov				Points	40	
Destroyer					Crew Type - Conscripted			
RB	1	2	3	4	DR	CR	MV	HP
Fore Cannon (P)	6	6	3	3	3	5	10"	2
-	-	-	-	-	AP	AA	CC	IR
-	-	-	-	-	3	2	2	2

SMALL NAVAL MODEL

Minimum Move: 2"
 Turning Template: Small
 Turn Limit: 0"
 Squadron Size: 2-4

Model Assigned Rules: Pack Tactics (Fore Cannon, +1), Small Target

Options: This Model has the Piercing (Fore Cannons) Munitions Type

Weaponry Arcs: ONE Fore Cannon (P) has a 90-degree Fore Fire Arc

Russian Coalition		Nikel				Points	30	
Heavy Frigate					Crew Type - Conscripted			
RB	1	2	3	4	DR	CR	MV	HP
Light Mortar (S)	5	6	-	-	4	5	8"	2
-	-	-	-	-	AP	AA	CC	IR
-	-	-	-	-	3	2	3	1

SMALL NAVAL MODEL

Minimum Move: 0"
 Turning Template: 360-degree
 Turn Limit: 0"
 Squadron Size: 2-4

Model Assigned Rules: Hunter (Submerged, +1), Redoubtable, Small Target, Spotter (Regular)

Options: None

Weaponry Arcs: ONE Light Mortar (S) has a 360-degree Fire Arc

Russian Coalition		Chany				Points	50	
Strike Submarine				Crew Type - Reckless				
RB	1	2	3	4	DR	CR	MV	HP
Fore Cannons (P)	5	5	3	3	4	5	10"	3
-	-	-	-	-	AP	AA	CC	IR
-	-	-	-	-	3	1	4	4

MEDIUM NAVAL DIVING MODEL

Minimum Move: 2"
 Turning Template: 45-degree
 Turn Limit: 1"
 Squadron Size: 2-3

Model Assigned Rules: Ablative Armour (+1), Hunter (Surface, Fore Cannons, +1), Pack Tactics (Fore Cannons, +2)

Options: Model has the Piercing (Fore Cannons) Munitions Type
 Weaponry Arcs: ONE Fore Cannon (P) has a Fixed Channel Fore Fire Arc

Russian Coalition		Veliky				Points	25	
Escort				Crew Type - Conscripted				
RB	1	2	3	4	DR	CR	MV	HP
Main Turret (P)	7	4	-	-	3	5	8"	2
-	-	-	-	-	AP	AA	CC	IR
-	-	-	-	-	2	2	1	1

SMALL NAVAL ESCORT MODEL

Minimum Move: 0"
 Turning Template: 360-degree
 Turn Limit: 0"
 Squadron Size: Attachment only

Model Assigned Rules: Attachment (RC: Large and Massive Naval, 3), Small Target

Options: None
 Weaponry Arcs: ONE Main Turret (P) has a Fixed Channel Fore Fire Arc

Russian Coalition		Novgorod				Points	30	
Frigate				Crew Type - Conscripted				
RB	1	2	3	4	DR	CR	MV	HP
Main Turret (P)	7	4	-	-	3	5	8"	2
Light Mortar (S)	3	4	-	-	AP	AA	CC	IR
-	-	-	-	-	2	1	1	1

SMALL NAVAL MODEL

Minimum Move: 0"
 Turning Template: 360-degree
 Turn Limit: 0"
 Squadron Size: 2-4

Model Assigned Rules: Small Target, Spotter (Regular)

Options: None
 Weaponry Arcs: ONE Main Turret (P) has a Fixed Channel Fore Fire Arc
 ONE Light Mortar (S) has a 360-degree Fire Arc

Russian Coalition		Kazimov				Points	20	
Corvette					Crew Type - Reckless			
RB	1	2	3	4	DR	CR	MV	HP
-	-	-	-	-	3	4	15"	2
-	-	-	-	-	AP	AA	CC	IR
-	-	-	-	-	2	2	3	2

SMALL NAVAL MODEL

Minimum Move: 2"
 Turning Template: Small
 Turn Limit: 0"
 Squadron Size: 2-5

Model Assigned Rules: Elusive Target, Small Target, Terror Tactics (1)
 Options: None
 Weaponry Arcs: None

RUSSIAN COALITION AERIAL FORCES

Russian Coalition		Tunguska				Points	165	
Large Skyship					Crew Type - Regular			
RB	1	2	3	4	DR	CR	MV	HP
Main Turret (P)	13	10	3	-	6	8	8"	8
Beam Turret (P)	13	10	3	-	AP	AA	CC	IR
Broadside (S)	8	8	6	-	7	5	4	7

LARGE AERIAL CAPITAL MODEL

Minimum Move: 2"
 Turning Template: 45-degree
 Turn Limit: 2"
 Squadron Size: 1

Model Assigned Rules: Ablative Armour (+2), Hunter (Aerial, Primary and Secondary, +1), Security Posts (2), Spotter (Expert)

Options: Model has an Internal Mimic (8") Generator
 Model may purchase the Squadron Support (RC: SAW Fighters, 5) MAR for an additional +15 points
 Model may be fitted with ONE additional Internal Generator chosen from the following list:

- A Target Jammer (Rockets, 3) Generator for an additional +15 points
- A Glacier (8", 2) Generator for an additional +10 points

Weaponry Arcs: ONE Main Turret (P) has a 270-degree Fore Fire Arc
 ONE Port Beam Turret (P) has a 180-degree Port Fire Arc
 ONE Starboard Beam Turret (P) has a 180-degree Starboard Fire Arc
 The P/S Broadside (S) have a Broadside Fire Arc

Russian Coalition		Krichev				Points	125	
Heavy Bomber					Crew Type – Stoic			
RB	1	2	3	4	DR	CR	MV	HP
Fore Cannon (P)	7	7	5	5	6	7	9"	6
Bomb Bays (T)	8	-	-	-	AP	AA	CC	IR
-	-	-	-	-	6	4	3	6

MEDIUM AERIAL CAPITAL MODEL

Minimum Move: 4"
 Turning Template: 45-degree
 Turn Limit: 2"
 Squadron Size: 1

Model Assigned Rules: Ablative Armour (+2), Area Bombardment (Bomb Bays), Evasive Manoeuvre (-1), Momentum, Squadron Support (RC: Fighter SAW, 3)

Options: Model has the Piercing (Fore Cannon) Munitions Type.
 Model has the Concussive (Bomb Bays) Munitions Type

Weaponry Arcs: The TWO Fore Cannons (P) have a Fixed Channel Fore Fire Arc
 THREE Bomb Bays (T) have a 2" Range and a 360-degree Fire Arc

Russian Coalition			Saransk				Points	80
Medium Skyship					Crew Type - Regular			
RB	1	2	3	4	DR	CR	MV	HP
Main Turret (P)	11	8	3	-	4	6	10"	5
Surface Mines x1	(6)	-	-	-	AP	AA	CC	IR
-	-	-	-	-	6	3	5	4

MEDIUM AERIAL CAPITAL MODEL

Minimum Move: 2"
 Turning Template: 45-degree
 Turn Limit: 1"
 Squadron Size: 2-3

Model Assigned Rules: Ablative Armour (+1), Hunter (Aerial, Main Turret, +1), Spotter (Regular)
 Options: Model has the Concussive (Mines) Munitions Type
 Weaponry Arcs: ONE Main Turret (P) has a 270-degree Fore Fire Arc

Russian Coalition			Myshkin				Points	50
Bomber					Crew Type - Regular			
RB	1	2	3	4	DR	CR	MV	HP
Bomb Bay (T)	12	-	-	-	4	6	10"	4
					AP	AA	CC	IR
					5	4	2	2

MEDIUM AERIAL MODEL

Minimum Move: 4"
 Turning Template: 45-degree
 Turn Limit: 1"
 Squadron Size: 2-3

Model Assigned Rules: Combustible Cargo, Momentum, Spotter (Expert), Stratospheric Flyer
 Options: Model has the Limited Use (Bomb Bay, 1) Munitions Type
 Model has the Concussive (Bomb Bay) Munitions Type
 Weaponry Arcs: ONE Bomb Bay (T) has a 2" Range and a 360-degree Fire Arc

Russian Coalition			Suyetka				Points	25
Small Interceptor					Crew Type - Regular			
RB	1	2	3	4	DR	CR	MV	HP
Fore Guns (S)	4	3	-	-	3	5	12"	2
-	-	-	-	-	AP	AA	CC	IR
-	-	-	-	-	1	2	1	2

SMALL AERIAL MODEL

Minimum Move: 2"
 Turning Template: 45-degree
 Turn Limit: 1"
 Squadron Size: 2-5

Model Assigned Rules: Momentum, Pack Tactics (Fore Guns+Ack-Ack), Small Target, Stratospheric Flyer
 Options: None
 Weaponry Arcs: The Fore Guns (S) have a 90-degree Fore Fire Arc

SUPPORT AIRCRAFT SQUADRON RULES

Aircraft	Move	AD	AA	MARs	DR	HP
Fighter Plane	16"	0	2	Hunter (Aerial, +1)	2	1
Dive Bomber	12"	3	1	Hunter (Surface, +1)	3	1
Torpedo Bomber	16"	3	1	Hunter (Diving, +2)	2	1
Reconnaissance Plane	16"	0	2	Spotter (Expert)	3	1

Russian Aces: The following Support Aircraft Squadrons in the Russian Coalition Force may upgrade ONE of their Wings to be an Ace for **+5pts**: Fighter Plane, Dive Bomber.

RUSSIAN COALITION ARMOURED FORCES

Russian Coalition		Svarog				Points	320	
Dreadnought-Robot					Crew Type: Elite			
RB	1	2	3	4	DR	CR	MV	HP
Main Turret (P)	13	10	6	-	8	12	9"	10
Bombardment Cannons (P)	-	12	11	7	AP	AA	CC	IR
					15	6	6	8

MASSIVE ARMOURED CAPITAL MULTI-PURPOSE ROBOT

Minimum Move: 0"
 Turning Template: 360-degree
 Turn Limit: 0"
 Squadron Size: 1

Model Assigned Rules: Ablative Armour (3), All-Terrain, Area Bombardment (Bombardment Cannon**), Crushing Impact (Boarding Only), Hull Breaker (Boarding Only, +D3), Strategic Objective (150), Terrifying (Boarding Only)

Options: The Model has an Internal Mimic (12") Generator.
 This Model MUST upgrade to carry ONE of the following weapon combinations:

- A pair of Istomin Bombard Cannons for an additional 30 Points
- A pair of Samatian Steam-Axes for no additional Points

Weaponry Arcs: TWO Istomin Bombard Arms (P) have 270 degree Fore Fire Arcs
 ONE Main Turret (P) has a 270 degree Port Fire Arc
 ONE Main Turret (P) has a 270 degree Starboard Fire Arc

Samatian Steam Axes

These crushing weapons are wielded in pairs allowing the Svarog to deliver a series of blows to its target, smashing it to pulp! The paired Samatian Steam-Axes allow the Svarog to roll a D6 when determining the effect of its *Hull Breaker* MAR rather than just D3.

Istomin Bombard Cannons

Intense Bombardment** – If this model chooses to make use of its *Area Bombardment* MAR, the Attack does not use the *Small Effect Template*, and uses the *Large Effect Template* instead. The Istomin Cannons may not be used to link fire with the Main Turrets on the Model.

Russian Coalition		Alexander Nevski				Points	270	
Land Dreadnought					Crew Type - Stoic			
RB	1	2	3	4	DR	CR	MV	HP
Main Turret (P)	16	14	8	-	6	9	5"	9
P/S Broadships (S)	10	10	8	-	AP	AA	CC	IR
Heavy Mortar (P)	-	6	6	-	10	4	4	7

MASSIVE ARMoured CAPITAL MODEL

Minimum Move: 0"
 Turning Template: Large
 Turn Limit: 2"
 Squadron Size: 1

Model Assigned Rules: Ablative Armour (+2), Squadron Support (Tikhvin Class Tank, 3), Combat Coordinator (RC, Die Hard Attitude, 8"), Security Posts (2), Strategic Value (100), Sturgenium Boost,

Options: This Model may upgrade its Crew Type from Stoic to Elite for an additional +20 points
 Model is fitted with ONE External Generator chosen from the following list:

- Target Jammer (Rockets, 4) Generator
- Mimic (12") Generator for no additional cost

Weaponry Arcs: TWO Main Turrets (P) have an Off-Set 180-degree Fire Arc
 THREE Heavy Mortars (P) have a 360-degree Fire Arc
 The P/S Broadships (S) have a Broadside Fire Arc

Russian Coalition		Kursk				Points	200	
Land Dreadnought					Crew Type - Stoic			
RB	1	2	3	4	DR	CR	MV	HP
Main Turret (P)	14	12	4	-	6	9	5"	9
Raised Turret (P)	14	12	4	-	AP	AA	CC	IR
P/S Broadships (S)	8	8	6	-	9	4	4	7
Heavy Mortar (P)	-	6	6	-				

MASSIVE ARMoured CAPITAL MODEL

Minimum Move: 0"
 Turning Template: Large
 Turn Limit: 2"
 Squadron Size: 1

Model Assigned Rules: Ablative Armour (+2), Squadron Support (RC: SAW Fighters, 3), Security Posts (2), Strategic Value (75), Sturgenium Boost,

Options: Model may replace the Squadron Support (RC:SAW Fighters, 3) MAR with the Squadron Support (Tikhvin Class Tank, 3) MAR for +30 points

Weaponry Arcs: TWO Main Turrets (P) have an Off-Set 180-degree Fire Arc
 ONE Raised Turret (P) has a 270-degree Fore Fire Arc
 THREE Heavy Mortars (P) have a 360-degree Fire Arc
 The P/S Broadships (S) have a Broadside Fire Arc

Russian Coalition			Belgorod				Points	135
Landship			Crew Type - Conscripted					
RB	1	2	3	4	DR	CR	MV	HP
Main Turret (P)	13	10	4	-	5	8	5"	7
Fore Guns (S)	11	9	4	-	AP	AA	CC	IR
P/S Broadships (S)	6	6	4	-	9	4	2	6
Rear Guns (S)	6	6	4	-				

LARGE ARMoured CAPITAL MODEL

Minimum Move: 0"
Turning Template: Large
Turn Limit: 2"
Squadron Size: 1

Model Assigned Rules: Ablative Armour (+2), Sturginium Boost
Options: This Model has an Internal Mimic (8") Generator
This Model may upgrade their Crew Type from Conscripted to Stoic for an additional +20 points
This Model may replace it Internal Mimic (8") Generator for an Internal Target Jammer (Rockets, 3) Generator for an additional +10 points
Weaponry Arcs: ONE Main Turret (P) has a 180-degree Fore Fire Arc
ONE Fore Guns (S) have a Fore Fixed Channel Fire Arc
ONE Rear Guns (S) have a Rear Fixed Channel Fire Arc
The P/S Broadships (S) have a Broadside Fire Arc

Russian Coalition			Vorkuta				Points	140
Large Transport Driller			Crew Type - Conscripted					
RB	1	2	3	4	DR	CR	MV	HP
-	-	-	-	-	5	7	5"	6
-	-	-	-	-	AP	AA	CC	IR
-	-	-	-	-	6	2	1	9

LARGE ARMoured CAPITAL BURROWING MODEL

Minimum Move: 0"
Turning Template: Large
Turn Limit: 2"
Squadron Size: 1

Model Assigned Rules: Advanced Engines (+4"), All Terrain, Combat Deployment (RC, Assault Infantry, 3, Rapid), Hull Breaker (Ram Action, 2D3), Strategic Value (50), Terrifying (Ram Action)
Options: This Model may upgrade their Crew Type from Conscripted to Reckless for an additional +10 points
Model may replace the Combat Deployment (RC, Assault Infantry, 3, Rapid) MAR with Combat Deployment (RC, Tikhvin Class Tank, 4, Standard) MAR for +10 points
Model may replace the Combat Deployment (RC, Assault Infantry, 3, Rapid) MAR with Combat Deployment (RC, Kamchatka Class Tank, 3, Ponderous) MAR for +40 points
Weaponry Arcs: None

Russian Coalition				Orlov				Points	100
Heavy Tank					Crew Type - Regular				
RB	1	2	3	4	DR	CR	MV	HP	
Main Turret (P)	11	8	2	-	5	7	5"	4	
Raised Turret (P)	11	8	2	-	AP	AA	CC	IR	
-	-	-	-	-	4	4	2	3	

MEDIUM ARMoured CAPITAL MODEL

Minimum Move: 0"
 Turning Template: 360-degree
 Turn Limit: 1"
 Squadron Size: 1-2

Model Assigned Rules: Ablative Armour (+1), Die-Hard Attitude, Sturgingium Boost
 Options: None
 Weaponry Arcs: ONE Main Turret (P) has a 180-degree Fore Fire Arc
 ONE Raised Turret (P) has a 360-degree Fore Fire Arc

Russian Coalition				Volochook				Points	60
Medium Bombard					Crew Type - Conscripted				
RB	1	2	3	4	DR	CR	MV	HP	
Heavy Mortar (P)	-	8	8	-	4	6	6"	3	
-	-	-	-	-	AP	AA	CC	IR	
-	-	-	-	-	2	1	1	2	

MEDIUM ARMoured CAPITAL MODEL

Minimum Move: 0"
 Turning Template: 360-degree
 Turn Limit: 0"
 Squadron Size: 2-3

Model Assigned Rules: None
 Options: None
 Weaponry Arcs: ONE Heavy Mortar (P) has a 360-degree Fire Arc

Russian Coalition				Minsk				Points	60
Tank Destroyer					Crew Type - Conscripted				
RB	1	2	3	4	DR	CR	MV	HP	
Fore Cannon (P)	7	7	4	4	4	6	7"	4	
-	-	-	-	-	AP	AA	CC	IR	
-	-	-	-	-	4	2	1	6	

MEDIUM ARMoured CAPITAL MODEL

Minimum Move: 0"
 Turning Template: 360-degree
 Turn Limit: 0"
 Squadron Size: 2-3

Model Assigned Rules: Ablative Armour (+1)
 Options: This Model has the Piercing (Fore Cannon) Munitions Type.
 Weaponry Arcs: ONE Fore Cannon (P) has a Fixed Channel Fore Fire Arc

Russian Coalition				Kamchatka				Points	40
Medium Tank					Crew Type - Conscripted				
RB	1	2	3	4	DR	CR	MV	HP	
Main Turret (P)	8	7	3	-	4	6	8"	3	
Broadsides (S)	4	4	2	-	AP	AA	CC	IR	
-	-	-	-	-	5	3	1	3	

MEDIUM ARMoured MODEL

Minimum Move: 0"
 Turning Template: 360-degree
 Turn Limit: 1"
 Squadron Size: 2-3

Model Assigned Rules: Spotter (Regular)
 Options: None
 Weaponry Arcs: ONE Main Turret (P) has a 270-degree Fore Fire Arc
 The P/S Broadsides (S) have a Broadside Fire Arc

Russian Coalition				Tyumen				Points	40
Repair Vehicle					Crew Type – Non-Combatant				
RB	1	2	3	4	DR	CR	MV	HP	
Fore Gun (S)	5	4	-	-	4	6	6"	3	
-	-	-	-	-	AP	AA	CC	IR	
-	-	-	-	-	4	1	1	1	

MEDIUM ARMoured REPAIR MODEL

Minimum Move: 0"
 Turning Template: 360-degree
 Turn Limit: 0"
 Squadron Size: 2-3

Model Assigned Rules: Engineers (Experienced), Vulnerable
 Options: None
 Weaponry Arcs: ONE Fore Gun (S) has a Fixed Channel Fore Fire Arc

Russian Coalition				Poltava				Points	35
Light Tank					Crew Type - Conscripted				
RB	1	2	3	4	DR	CR	MV	HP	
Main Turret (P)	6	4	2	-	4	6	10"	2	
Fore Gun (S)	4	3	-	-	AP	AA	CC	IR	
-	-	-	-	-	2	2	1	1	

SMALL ARMoured MODE

Minimum Move: 0"
 Turning Template: 360-degree
 Turn Limit: 0"
 Squadron Size: 2-4

Model Assigned Rules: Hit and Run, Small Target
 Options: None
 Weaponry Arcs: ONE Main Turret (P) has a 360-degree Fire Arc
 ONE Fore Gun (S) has a Fixed Channel Fore Fire Arc

Russian Coalition		Tikhvin				Points	25	
Small Tank					Crew Type - Conscripted			
RB	1	2	3	4	DR	CR	MV	HP
Fore Guns (S)	4	3	-	-	3	5	10"	2
Light Mortar (S)	2	3	-	-	AP	AA	CC	IR
-	-	-	-	-	2	2	1	1

SMALL ARMoured MODEL

Minimum Move: 0"

Turning Template: 360-degree

Turn Limit: 0"

Squadron Size: 2-5

Model Assigned Rules: Elusive Target, Small Target

Options: None

Weaponry Arcs: ONE Fore Gun (S) has a Fixed Channel Fore Fire Arc
 ONE Light Mortar (S) has a 360-degree Fire Arc

RUSSIAN COALITION FORTIFICATIONS

UNIVERSAL FORTIFICATIONS

These Fortifications may be deployed on either the Land or Water Major Surface as desired.

Russian Coalition					Bunker Complex		Points	180
Universal Fortification					Crew Type - Defensive			
RB	1	2	3	4	DR	CR	MV	HP
Main Turret (P)	15	13	4	-	6	12	0"	12
Heavy Mortar (P)	-	9	9	-	AP	AA	CC	IR
-	-	-	-	-	9	5	0	-

MASSIVE CAPITAL UNIVERSAL FORTIFICATION

Squadron Size: I

Model Assigned Rules: Long Range Assault, Minefield (AD5, 5), Redoubtable, Rugged Construction (2), Security Posts (2), Strategic Value (50)

Options: This Model has the Concussive (Mines) Munitions Type
This Model may upgrade its Crew Type from Defensive to Stoic for an additional +15 points

Weaponry Arcs: TWO Main Turrets (P) have a 90-degree Fore Fire Arc
TWO Heavy Mortars (P) have a 360-degree Fire Arc

Russian Coalition					Forward Landing Field		Points	115
Universal Fortification					Crew Type - Non-Combatant			
RB	1	2	3	4	DR	CR	MV	HP
Quad Turret (S)	8	6	4	2	5	8	0"	6
					AP	AA	CC	IR
					7	5	2	8

MASSIVE CAPITAL UNIVERSAL FORTIFICATION

Squadron Size: I

Model Assigned Rules: Altered Silhouette (Large), Carrier (9), Fuel Reserves, High Angle (Quad Turret), Strategic Value (75), Vulnerable.

Options: None

Weaponry Arcs: ONE Quad Turret (S) has a 270-degree Fore Fire Arc
ONE Quad Turret (S) has a 270-degree Aft Fire Arc

Russian Coalition				Tower Defensive Line			Points	***
Universal Fortification				Crew Type - Defensive				
RB	1	2	3	4	DR	CR	MV	HP
Main Turret (P)	10	8	6	4	4	6	0"	5
Heavy Mortar (P)	-	7	7	-	AP	AA	CC	IR
					4	2	0	8

MEDIUM CAPITAL UNIVERSAL FORTIFICATION

Squadron Size: 2-4

Model Assigned Rules: Altered Silhouette (Massive), Redoubtable, Rugged Construction (2), Security Posts (1)
 Options: Squadron may contain multiple types of Tower if desired. Each Tower MUST purchase ONE of the following upgrades:

Tower Type	Points	Rules
Communications Tower	40pts	The Model gains the Combat Coordinator (RC, Die Hard Attitude, 12") MAR.
Flak Tower	45pts	The Model increases its AA to AA 6 and gains the Sustained Fire (Ack Ack, 2) MAR.
Generator Tower	35pts	The Model has a Main Turret (P) and MUST be fitted with an Internal Generator from the following: list: Shield (2) Generator for +35 points OR Pulse (24") Generator for +25 points
Mortar Tower	50pts	This Model has a Heavy Mortar (P) and an Internal Nullification Generator

Weaponry Arcs: ONE Main Turret (P) has a 360-degree Fire Arc
 ONE Heavy Mortar (P) has a 360-degree Fire Arc

LAND FORTIFICATIONS

These Fortifications MUST be deployed on the Land Major Surface. All Infantry deployed by Squadrons of these Fortifications must be of the same Type.

Russian Coalition				Heavy Infantry Bunker			Points	120
Land Fortification				Crew Type - Defensive				
RB	1	2	3	4	DR	CR	MV	HP
Main Turret (P)	10	8	6	4	5	12	0"	10
					AP	AA	CC	IR
					7	4	0	12

LARGE CAPITAL LAND FORTIFICATION

Squadron Size: 1

Model Assigned Rules: Combat Deployment (RC, Line Infantry, 3, Standard), Long Range Assault, Minefield (AD5, 5), Redoubtable, Rugged Construction (2), Security Posts (3), Troop Reinforcement
 Options: This Model has the Concussive (Mines) Munitions Type
 This Model may upgrade its Crew Type from Defensive to Stoic for an additional +20 points
 The 3x Line Infantry may be upgraded to be the following:

- 3x Assault Infantry for an additional +15 points
- 3x Reserve Infantry for an additional +15 points
- 3x Close Support Infantry for an additional +30 points
- 3x Engineer Infantry for an additional +30 points

Weaponry Arcs: ONE Main Turret (P) has a 360-degree Arc of Fire

Important Note: Infantry Bunkers chosen in squadrons MUST field Infantry Formations of the same Type

Russian Coalition		Medium Infantry Bunker				Points	50	
Land Fortification					Crew Type - Defensive			
RB	1	2	3	4	DR	CR	MV	HP
-	-	-	-	-	4	6	0"	4
					AP	AA	CC	IR
					4	3	3	6

MEDIUM FORTIFICATION

Squadron Size: 1

Model Assigned Rules: Combat Deployment (RC, Line Infantry, 2, Standard), Long Range Assault, Redoubtable, Rugged Construction (1), Security Posts (1), Troop Reinforcement

Options: The 2x Line Infantry may be upgraded to be the following:

- 2x Assault Infantry for an additional +10 points
- 2x Reserve Infantry for an additional +10 points
- 2x Close Support Infantry for an additional +20 points
- 2x Engineer Infantry for an additional +20 points

Weaponry Arcs: None

Important Note: Infantry Bunkers chosen in squadrons MUST field Infantry Formations of the same Type

Russian Coalition		Small Infantry Bunker				Points	25	
Land Fortification					Crew Type - Defensive			
RB	1	2	3	4	DR	CR	MV	HP
-	-	-	-	-	3	5	0"	2
					AP	AA	CC	IR
					2	1	1	4

SMALL FORTIFICATION

Squadron Size: 1-3

Model Assigned Rules: Combat Deployment (RC, Line Infantry, 1, Standard), Long Range Assault, Rugged Construction (1), Troop Reinforcement

Options: The 1x Line Infantry may be upgraded to be the following:

- 1x Assault Infantry for an additional +5 points
- 1x Reserve Infantry for an additional +5 points
- 1x Close Support Infantry for an additional +10 points
- 1x Engineer Infantry for an additional +10 points

Weaponry Arcs: None

Important Note: Infantry Bunkers chosen in squadrons MUST field Infantry Formations of the same Type

RUSSIAN COALITION INFANTRY FORMATIONS

Infantry may be taken via the following methods: as a specified Attachment to a Squadron or as part of either the Squadron Support or Combat Deployment Model Assigned Rules. In all cases, the cost of the Infantry is included in the points cost of the Parent Model/Squadron. However, their listed points cost ARE used for Victory Points calculations in the End Phase.

Any type of Infantry (except Reconnaissance Infantry) may be upgraded to a Mechanised Infantry Formation during Force list creation, lending greater mobility to the formation by way of Armoured Personnel Carriers and other vehicle transports. This is represented in the Infantry Formation's Profile and rules in the following ways:

- Mechanised Infantry add an additional 3" to their Movement (Mv)
- Mechanised Infantry have the Small Target MAR INSTEAD of the Difficult Target MAR
- Mechanised Infantry do NOT gain benefits of Cover

Russian Coalition					Infantry Company				Points	20
Line Infantry					Crew Type - Conscripted					
RB	1	2	3	4	DR	CR	MV	HP		
-	-	-	-	-	3	4	5"	4		
					AP	AA	CC	IR		
					4	3	0	-		

TINY ARMoured INFANTRY

Minimum Move: 0"
 Turning Template: 360-degree
 Turn Limit: 0"
 Squadron Size: 1-3
 Model Assigned Rules: Elusive Target, Difficult Target
 Options: May become Mechanised (see above)

Russian Coalition					Infantry Company				Points	30
Engineer Infantry					Crew Type - Defensive					
RB	1	2	3	4	DR	CR	MV	HP		
-	-	-	-	-	3	4	5"	3		
					AP	AA	CC	IR		
					3	1	0	-		

TINY ARMoured REPAIR INFANTRY

Minimum Move: 0"
 Turning Template: 360-degree
 Turn Limit: 0"
 Squadron Size: 1-3
 Model Assigned Rules: Elusive Target, Difficult Target
 Options: May become Mechanised (see above)

Russian Coalition					Infantry Company				Points	25
Reconnaissance Infantry					Crew Type - Defensive					
RB	1	2	3	4	DR	CR	MV	HP		
-	-	-	-	-	3	4	8"	3		
					AP	AA	CC	IR		
					2	1	0	0		

TINY ARMoured INFANTRY MODEL

Minimum Move: 0"
 Turning Template: 360-degree
 Turn Limit: 0"
 Squadron Size: 1-3
 Model Assigned Rules: Elusive Target, Difficult Target, Spotter (Expert)
 Options: None

Russian Coalition					Infantry Company				Points	30
Assault Infantry					Crew Type - Reckless					
RB	1	2	3	4	DR	CR	MV	HP		
-	-	-	-	-	3	4	5"	3		
					AP	AA	CC	IR		
					4	0	0	-		

TINY ARMoured INFANTRY

Minimum Move: 0"
 Turning Template: 360-degree
 Turn Limit: 0"
 Squadron Size: 1-3
 Model Assigned Rules: Elusive Target, Difficult Target, Fearless, Sustained Assault (2)
 Options: May become Mechanised (see above)

Russian Coalition					Infantry Company				Points	30
Close Support Infantry					Crew Type - Conscripted					
RB	1	2	3	4	DR	CR	MV	HP		
Close Mortars (S)	4	5	-	-	3	4	3"	3		
					AP	AA	CC	IR		
					2	3	0	-		

TINY ARMoured INFANTRY

Minimum Move: 0"
 Turning Template: 360-degree
 Turn Limit: 0"
 Squadron Size: 1-3
 Model Assigned Rules: Elusive Target, Difficult Target, Sustained Fire (Close Mortars, 2)
 Options: May become Mechanised (see above)
 Weapon Arcs: The Close Mortars (S) have a 360-degree Fire Arc

Russian Coalition					Infantry Company				Points	25
Reserve Infantry					Crew Type - Conscripted					
RB	1	2	3	4	DR	CR	MV	HP		
-	-	-	-	-	3	5	5"	4		
					AP	AA	CC	IR		
					5	4	0	-		

TINY ARMoured INFANTRY

Minimum Move: 0"
 Turning Template: 360-degree
 Turn Limit: 0"
 Squadron Size: 1-3

Model Assigned Rules: Elusive Target, Difficult Target, Troop Reinforcement
 Options: May become Mechanised (see above)