



9

RED YANA

SERZHANT DIANA BONDARENKO,
SMERSH

INFANTRY ACE: Roll a die when the Infantry Ace activates. On a or she (and any Unit she has joined) gains a third Action for this Activation.

EXPERT - GRENADE LAUNCHER: Hit on rolls of as well as . Does not apply to Units Joined.

LUCKY: Once per game, may re-roll all of the dice for one weapon during their Attack action.

GRENADE: Target Infantry get no Cover Save from this weapon (but still have an Infantry Save).

TS117
2014



RED YANA

SERZHANT DIANA BONDARENKO,
SMERSH



- INFANTRY ACE • LUCKY
- EXPERT - GRENADE LAUNCHER •
- AUTO GRENADE LAUNCHER: GRENADE •

RANGE	1	2	3	4	1	2	3	4	5	6	7	1	2	3
A 1x AUTO GRENADE LAUNCHER														
3														



HERO



4



11

NIKOLAI

POLITRUK KAPITAN NIKOLAI
DIMITRIEVICH STARINOV, NKVD

OFFICER: May take Officer Special Actions to reactivate or rearm their troops, or call in reinforcements.

PILOT: May mount a Vehicle, using his skills while in the Vehicle.

TAKE AIM: Hits on as well as when using Ranged weapons to make a Sustained Attack. Does not apply to Units Joined.

TS111
2014



NIKOLAI

POLITRUK KAPITAN NIKOLAI
DIMITRIEVICH STARINOV, NKVD

- OFFICER •
- PILOT • TAKE AIM •

2 4 2



RANGE	1	2	3	4	1	2	3	4	5	6	7	1	2	3
1	✎/1	✎/1	✎/1	✎/1	1/2	1/1	1/1	1/1	-	-	-	-	-	-
2	✎/1	✎/1	✎/1	✎/1	✎/1	✎/1	✎/1	✎/1	-	-	-	-	-	-

A 1x GRENADE PISTOL

HERO



4



15

KOSHKA

KAPITAN KOSHKA RUDINOVA
SMERSH

ACE PILOT: May mount a Vehicle, using her skills while in the Vehicle. Roll a die when the Vehicle Activates. On a 🇷🇺 or 🎯 the Vehicle gains a third Action for this Activation.

EXPERT - 45MM HOWITZER AND HEAVY SULPHUR JET: Hit on rolls of 🎯 as well as 🇷🇺 with VK916 and 45mm Howitzers and Heavy Sulphur Jets.

FIGHTING SPIRIT: Once per game, hit on rolls of 🎯 as well as 🇷🇺. Applies to Units Joined as well.

OFFICER: May take Officer Special Actions to reactivate or rearm their troops, or call in reinforcements.

TS109
2014



KOSHKA

KAPITAN KOSHKA RUDINOVA,
SMERSH

- ACE PILOT • OFFICER •
- EXPERT - 45MM HOWITZER AND HEAVY SULPHUR JET •
- FIGHTING SPIRIT 🇷🇺 •

2 4 2

RANGE	1	2	3	4	1	2	3	4	5	6	7	1	2	3
2	🇷🇺	🇷🇺	🇷🇺	🇷🇺	🇷🇺	🇷🇺	🇷🇺	🇷🇺	🇷🇺	🇷🇺	🇷🇺	🇷🇺	🇷🇺	🇷🇺
1	🇷🇺	🇷🇺	🇷🇺	🇷🇺	🇷🇺	🇷🇺	🇷🇺	🇷🇺	🇷🇺	🇷🇺	🇷🇺	🇷🇺	🇷🇺	🇷🇺
2	🇷🇺	🇷🇺	🇷🇺	🇷🇺	🇷🇺	🇷🇺	🇷🇺	🇷🇺	🇷🇺	🇷🇺	🇷🇺	🇷🇺	🇷🇺	🇷🇺
3	🇷🇺	🇷🇺	🇷🇺	🇷🇺	🇷🇺	🇷🇺	🇷🇺	🇷🇺	🇷🇺	🇷🇺	🇷🇺	🇷🇺	🇷🇺	🇷🇺
4	🇷🇺	🇷🇺	🇷🇺	🇷🇺	🇷🇺	🇷🇺	🇷🇺	🇷🇺	🇷🇺	🇷🇺	🇷🇺	🇷🇺	🇷🇺	🇷🇺
5	🇷🇺	🇷🇺	🇷🇺	🇷🇺	🇷🇺	🇷🇺	🇷🇺	🇷🇺	🇷🇺	🇷🇺	🇷🇺	🇷🇺	🇷🇺	🇷🇺
6	🇷🇺	🇷🇺	🇷🇺	🇷🇺	🇷🇺	🇷🇺	🇷🇺	🇷🇺	🇷🇺	🇷🇺	🇷🇺	🇷🇺	🇷🇺	🇷🇺
7	🇷🇺	🇷🇺	🇷🇺	🇷🇺	🇷🇺	🇷🇺	🇷🇺	🇷🇺	🇷🇺	🇷🇺	🇷🇺	🇷🇺	🇷🇺	🇷🇺
8	🇷🇺	🇷🇺	🇷🇺	🇷🇺	🇷🇺	🇷🇺	🇷🇺	🇷🇺	🇷🇺	🇷🇺	🇷🇺	🇷🇺	🇷🇺	🇷🇺
9	🇷🇺	🇷🇺	🇷🇺	🇷🇺	🇷🇺	🇷🇺	🇷🇺	🇷🇺	🇷🇺	🇷🇺	🇷🇺	🇷🇺	🇷🇺	🇷🇺
10	🇷🇺	🇷🇺	🇷🇺	🇷🇺	🇷🇺	🇷🇺	🇷🇺	🇷🇺	🇷🇺	🇷🇺	🇷🇺	🇷🇺	🇷🇺	🇷🇺
11	🇷🇺	🇷🇺	🇷🇺	🇷🇺	🇷🇺	🇷🇺	🇷🇺	🇷🇺	🇷🇺	🇷🇺	🇷🇺	🇷🇺	🇷🇺	🇷🇺
12	🇷🇺	🇷🇺	🇷🇺	🇷🇺	🇷🇺	🇷🇺	🇷🇺	🇷🇺	🇷🇺	🇷🇺	🇷🇺	🇷🇺	🇷🇺	🇷🇺
13	🇷🇺	🇷🇺	🇷🇺	🇷🇺	🇷🇺	🇷🇺	🇷🇺	🇷🇺	🇷🇺	🇷🇺	🇷🇺	🇷🇺	🇷🇺	🇷🇺
14	🇷🇺	🇷🇺	🇷🇺	🇷🇺	🇷🇺	🇷🇺	🇷🇺	🇷🇺	🇷🇺	🇷🇺	🇷🇺	🇷🇺	🇷🇺	🇷🇺
15	🇷🇺	🇷🇺	🇷🇺	🇷🇺	🇷🇺	🇷🇺	🇷🇺	🇷🇺	🇷🇺	🇷🇺	🇷🇺	🇷🇺	🇷🇺	🇷🇺

HERO



4



15

A B

YAKOV

STARSHINA YAKOV PAVLOV,
RED ARMY

DEFENSIVE TACTICS: Gains Damage Resilient when in Cover. Applies to Units Joined as well.

EXPERT - SULPHUR JET: Hit on rolls of as well as . Does not apply to Units Joined.

OFFICER: May take Officer Special Actions to reactivate or rearm their troops, or call in reinforcements.

FLAME: Targets get no Saves from this weapon and are Suppressed.

TS127
2014



YAKOV

STARSHINA YAKOV PAVLOV,
RED ARMY

2 4 2

- DEFENSIVE TACTICS •
- EXPERT - SULPHUR JET •
- OFFICER • SULPHUR JET: FLAME •



RANGE	1	2	3	4	1	2	3	4	5	6	7	1	2	3	
	A	1x SULPHUR JET													
1															
2	3/1	2/1	1/1	-	2/1	-	-	-	-	-	-	-	-	-	

HERO






WINTER CHILD

POLKOVNIK IVAN VASILIEV,
WINTER PROJECT



A B

26



DAMAGE RESILIENT: Roll a die for each point of Damage done to miniature. On , a point of Damage is cancelled.

FLYING: Ignore terrain.

SUPERHUMAN: Passes Infantry Save on  as well as , but never has Cover Save. May not join a Unit.

RADIATION: Targets re-roll successful Saves against this weapon.

TS126
2014



WINTER CHILD

POLKOVNIK IVAN VASILIEV,
WINTER PROJECT

- DAMAGE RESILIENT • FLYING • SUPERHUMAN •
- RADIATION BEAM: RADIATION •



RANGE	1	2	3	4	1	2	3	4	5	6	7	1	2	3
A	2x RADIATION BEAM													
4														
B	1x PAIRED STEEL FIST													
C	2/4	2/4	2/4	2/4	2/4	2/4	2/4	2/4	2/4	2/4	2/4	2/4	1/4	1/3

HERO





RED COMMISSAR

NKVD POLITICAL COMMISSAR
SUBMACHINE-GUNNER

COMMISSAR: Must be attached to an Infantry Unit for the whole game. A Unit may only have one Commissar attached to it.

BRAVE: Roll three dice when Rallying.

GRENADE: Target Infantry get no Cover Save from this weapon (but still have an Infantry Save).



RED COMMISSAR

NKVD POLITICAL COMMISSAR
SUBMACHINE-GUNNER

- BRAVE • COMMISSAR •
- UNDER-BARREL GRENADE LAUNCHER: GRENADE •



RANGE	1	2	3	4	1	2	3	4	5	6	7	1	2	3
3	7/1	5/1	3/1	-	3/1	-	-	-	-	-	-	-	-	-
3	1/2	1/2	1/2	1/2	1/2	1/2	1/2	1/2	1/2	1/2	1/2	1/1	1/1	1/1





RED COMMISSAR

NKVD POLITICAL COMMISSAR
SUBMACHINE-GUNNER

COMMISSAR: Must be attached to an Infantry Unit for the whole game. A Unit may only have one Commissar attached to it.

BRAVE: Roll three dice when Rallying.

GRENADE: Target Infantry get no Cover Save from this weapon (but still have an Infantry Save).



A B



RED COMMISSAR

NKVD POLITICAL COMMISSAR
SUBMACHINE-GUNNER

- BRAVE • COMMISSAR •
- UNDER-BARREL GRENADE LAUNCHER: GRENADE •



RANGE	1	2	3	4	1	2	3	4	5	6	7	1	2	3	
	A	1x PPSH-48 SUBMACHINE-GUN													
3	7/1	5/1	3/1	-	3/1	-	-	-	-	-	-	-	-	-	
3	1/2	1/2	1/2	1/2	1/2	1/3	1/2	1/2	1/1	1/1	1/1	-	-	-	
	1x UNDER-BARREL GRENADE LAUNCHER (LIMITED AMMO)														



RED COMMISSAR

NKVD POLITICAL COMMISSAR
SUBMACHINE-GUNNER

COMMISSAR: Must be attached to an Infantry Unit for the whole game. A Unit may only have one Commissar attached to it.

BRAVE: Roll three dice when Rallying.

GRENADE: Target Infantry get no Cover Save from this weapon (but still have an Infantry Save).



RED COMMISSAR

NKVD POLITICAL COMMISSAR
SUBMACHINE-GUNNER

- BRAVE • COMMISSAR •
- UNDER-BARREL GRENADE LAUNCHER: GRENADE •



RANGE	1	2	3	4	1	2	3	4	5	6	7	1	2	3	
	A	1x PPSH-48 SUBMACHINE-GUN													
3	7/1	5/1	3/1	-	3/1	-	-	-	-	-	-	-	-	-	
	B	1x UNDER-BARREL GRENADE LAUNCHER (LIMITED AMMO)													
3	1/2	1/2	1/2	1/2	1/2	1/2	1/2	1/2	1/2	1/2	1/2	1/1	1/1	1/1	



RED COMMISSAR

NKVD POLITICAL COMMISSAR
TANK HUNTER



COMMISSAR: Must be attached to an Infantry Unit for the whole game. A Unit may only have one Commissar attached to it.

BRAVE: Roll three dice when Rallying.

GRENADE: Target Infantry get no Cover Save from this weapon (but still have an Infantry Save).

TS122
2014



RED COMMISSAR

NKVD POLITICAL COMMISSAR
TANK HUNTER

- BRAVE • COMMISSAR •
- PTRS-47 BAZOOKA • GRENADE •



RANGE

1

2

3

4

1/3

1/3

1/3

1/3

1/3

1/3

1/3

1/3

1/3

1/3

1/3

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3

1

2

3

A 1x PTRS-47 BAZOOKA



RED COMMISSAR

NKVD POLITICAL COMMISSAR
MACHINE-GUNNER

COMMISSAR: Must be attached to an Infantry Unit for the whole game. A Unit may only have one Commissar attached to it.

BRAVE: Roll three dice when Rallying.



TS125
2014



RED COMMISSAR

NKVD POLITICAL COMMISSAR
MACHINE-GUNNER

• BRAVE • COMMISSAR •



RANGE	1	2	3	4	1	2	3	4	5	6	7	1	2	3
6	7/1	6/1	4/1	2/1	4/1	2/1	-	-	-	-	-	2/1	2/1	-

A 1x DPM MG

RED COMMISSARS

NKVD POLITICAL COMMISSAR SQUAD

BRAVE: Roll three dice when Rallying.

GRENADE: Target Infantry Units get no Cover Save (but still have an Infantry Save).



RED COMMISSARS

NKVD POLITICAL COMMISSAR SQUAD

- BRAVE.
- PTRS-47 BAZOOKA: GRENADE.
- UNDER-BARREL GRENADE LAUNCHER: GRENADE.



RANGE	1	2	3	4	1	2	3	4	5	6	7	1	2	3
A 1x DPM MG	7/1	6/1	4/1	2/1	4/1	2/1	-	-	-	-	-	2/1	2/1	-
B 1x PTRS-47 BAZOOKA	1/3	1/3	1/3	1/3	1/3	1/3	1/4	1/4	1/3	1/3	1/2	-	-	-
C 3x PPSH-48 SUBMACHINE-GUN	7/1	5/1	3/1	-	3/1	-	-	-	-	-	-	-	-	-
D 3x UNDER-BARREL GRENADE LAUNCHER (LIMITED AMMO)	1/2	1/2	1/2	1/2	1/3	1/2	1/2	1/1	1/1	1/1	-	-	-	-



WATCHERS

RED ARMY OBSERVER SQUAD

ARTILLERY OBSERVER: Can shoot a target in Line of Sight with an Artillery Weapon from another Unit that has not yet Activated, even if the other Unit does not have Line of Sight. The other Unit is counted as Activated after making its Attack.

CAMOUFLAGE: Take a Camouflage Action. If in Cover, no enemy Unit at Range 3 or more has Line of Sight to this Unit until it takes any Action other than Move, Nothing, or Attack using Artillery Observer. Start the game Camouflaged. Does not apply to Units Joined.

TS110
2014



WATCHERS

RED ARMY OBSERVER SQUAD

- ARTILLERY OBSERVER •
- CAMOUFLAGE •

2 4 2

RANGE	1	2	3	4	1	2	3	4	5	6	7	1	2	3
	A													
3	7/1	5/1	3/1	-	3/1	-	-	-	-	-	-	-	-	-



RED DEATH

RED ARMY SNIPER SQUAD

CAMOUFLAGE: Take a Camouflage Action. If in Cover, no enemy Unit at Range 3 or more has Line of Sight to this Unit until it takes any Action other than Move, Nothing, or Attack using Artillery Observer. Start the game Camouflaged. Does not apply to Units Joined.

SCOUT: Take a March Move Action as the first Action of game, leaving one further Action for that Activation.

SNIPER: Choose the enemy Soldiers hit with this weapon.

TS108
2014



RED DEATH

RED ARMY SNIPER SQUAD

- CAMOUFLAGE • SCOUT •
- WIDOWMAKER RIFLE: SNIPER •



RANGE	1	2	3	4	1	2	3	4	5	6	7	1	2	3
	1/3	1/3	1/2	1/1	1/1	1/1	1/1	1/1	1/1	1/1	1/1	1/1	1/1	1/1

A 2x WIDOWMAKER RIFLE



	1	2	3	4	5	6	7	1	2	3
	1	2	3	4	5	6	7	1	2	3



TIGER CLAWS
PEOPLE'S ARMY
VOLUNTEER COMBAT SQUAD



TIGER CLAWS
PEOPLE'S ARMY
VOLUNTEER COMBAT SQUAD



RANGE	1	2	3	4	1	2	3	4	5	6	7	1	2	3
	A	7/1	5/1	3/1	-	3/1	-	-	-	-	-	-	-	-



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RED HUNTERS

RED ARMY RIFLE SQUAD

SNIPER: Choose the enemy Soldiers hit with this weapon.

TS112
2014



RED HUNTERS

RED ARMY RIFLE SQUAD

• WIDOWMAKER RIFLE: SNIPER •



RANGE	1	2	3	4	1	2	3	4	5	6	7	1	2	3
A	2x WIDOWMAKER RIFLE													
8	1/3	1/3	1/2	1/1	1/1	1/1	-	-	-	-	-	-	-	-
B	3x PPSH-48 SUBMACHINE-GUN													
3	7/1	5/1	3/1	-	3/1	-	-	-	-	-	-	-	-	-





HAILSTORM

RED ARMY MORTAR SQUAD

SUPPORT WEAPON: Support Weapons have three or four Soldiers on the same base. Surviving Soldiers choose which weapons to use for each attack.

ARTILLERY: Can fire under control of an Artillery Observer.



HAILSTORM

RED ARMY MORTAR SQUAD

- SUPPORT WEAPON •
- 120MM PM-46 MORTAR: ARTILLERY •



RANGE	1	2	3	4	1	2	3	4	5	6	7	1	2	3
	A 1x 120MM PM-46 MORTAR													
4-12	↘/1	↘/1	↘/1	↘/1	↘/2	↘/1	↘/1	↘/1	↘/1	↘/1	-	-	-	-
	B 4x PPSH-48 SUBMACHINE-GUN													
3	7/1	5/1	3/1	-	3/1	-	-	-	-	-	-	-	-	-

FRONT



4



8

RED LIGHTNING

RED ARMY TESLA GUN SQUAD

SUPPORT WEAPON: Support Weapons have three or four Soldiers on the same base. Surviving Soldiers choose which weapons to use for each attack.

TESLA: Place Tesla token on Unit hit by this weapon. Unit must perform a Recover special action as its next Action, removing all Tesla tokens. While it has a Tesla token, it rolls a single die when making Reactive Attacks, but removes all Tesla tokens whether it succeeds or fails.

TS119
2014

RED LIGHTNING

RED ARMY TESLA GUN SQUAD

- SUPPORT WEAPON.
- LIGHT TESLA GUN: TESLA.



RANGE	1	2	3	4	1	2	3	4	5	6	7	1	2	3
	A 1x LIGHT TESLA GUN													
8	4/1	4/1	4/1	4/1	4/1	4/1	4/1	4/1	4/1	4/1	4/1	4/1	4/1	4/1
3	B 3x PPSH-48 SUBMACHINE-GUN													
	7/1	5/1	3/1	-	3/1	-	-	-	-	-	-	-	-	-
	FRONT													
	-	-	-	-	-	-	-	-	-	-	-	-	-	-





RED STORM

RED GUARDS ASSAULT SQUAD

GRENADE: Target Infantry Units get no Cover Save (but still have an Infantry Save).



RED STORM

RED GUARDS ASSAULT SQUAD

• UNDER-BARREL GRENADE LAUNCHER:
GRENADE.



RANGE	1	2	3	4	1	2	3	4	5	6	7	1	2	3
	A	1x DPM MG												
6	7/1	6/1	4/1	2/1	4/1	2/1	-	-	-	-	-	-	2/1	2/1
3	7/1	5/1	3/1	-	3/1	-	-	-	-	-	-	-	-	-
3	1/2	1/2	1/2	1/2	1/2	1/3	1/2	1/2	1/1	1/1	-	-	-	-
C	1/3	1/3	1/1	1/1	1/3	1/3	1/2	1/2	1/2	1/2	1/2	1/2	1/2	1/2





RED THUNDER

RED GUARDS ANTI-TANK SQUAD

GRENADE: Target Infantry Units get no Cover Save (but still have an Infantry Save).



RED THUNDER

RED GUARDS ANTI-TANK SQUAD

- PTRS-47 BAZOOKA: GRENADE.
- UNDER-BARREL GRENADE LAUNCHER: GRENADE.



TS115
2014



RANGE	1	2	3	4	1	2	3	4	5	6	7	1	2	3	
A 2x PTRS-47 BAZOOKA															
4	1/3	1/3	1/3	1/3	1/2	1/2	1/4	1/4	1/3	1/3	1/2	-	-	-	
B 3x PPSH-48 SUBMACHINE-GUN															
3	7/1	5/1	3/1	-	3/1	-	-	-	-	-	-	-	-	-	
C 3x UNDER-BARREL GRENADE LAUNCHER (LIMITED AMMO)															
3	1/2	1/2	1/2	1/2	1/2	1/3	1/2	1/2	1/1	1/1	1/1	-	-	-	



RED BEARS

RED ARMY COMMAND SQUAD

COMMAND SQUAD: A Command Squad may perform Special Actions with its Officer, Medic, or Mechanic to reactivate, heal, repair, or rearm Units, or to summon reinforcements.



TS123
2014



RED BEARS

RED ARMY COMMAND SQUAD

• COMMAND SQUAD •



RANGE	1	2	3	4	1	2	3	4	5	6	7	1	2	3
A 1x DPM MG														
6	7/1	6/1	4/1	2/1	4/1	2/1	-	-	-	-	-	2/1	2/1	-
B 4x PPSH-48 SUBMACHINE-GUN														
3	7/1	5/1	3/1	-	3/1	-	-	-	-	-	-	-	-	-
C 1x POWER CUTTER														
C	1/2	1/2	1/2	1/2	1/2	1/2	1/2	1/2	1/2	1/2	1/2	1/2	1/2	1/2





STEEL DEATH



STEEL GUARDS SNIPER SQUAD



A B

A B

13

STEEL GUARD: Steel Guard never has a Cover Save, but always passes their Infantry Save on a roll of  as well as . Only a Steel Guard Hero may Join a Steel Guard Unit.

POWER SCOPE: Hits on  as well as  when making a Sustained Attack.

SNIPER: Choose the enemy Soldiers hit with this weapon.



STEEL DEATH

STEEL GUARDS SNIPER SQUAD

- STEEL GUARD •
- SVK-47 HEAVY SNIPER RIFLE: POWER SCOPE, SNIPER •

2 3 4

RANGE	1	2	3	4	1	2	3	4	5	6	7	1	2	3	
A	2x SVK-47 HEAVY SNIPER RIFLE														
10	1/4	1/4	1/4	1/4	1/3	1/2	1/2	1/1	1/1	1/1	-	-	-	-	
B	2x STEEL GLOVE														
C	1/2	1/2	1/2	1/2	1/2	1/2	1/2	1/2	1/2	1/2	1/2	1/2	1/2	1/2	





5

BA-64D

BA-64D LIGHT SCOUT CAR

ARTILLERY OBSERVER: Can shoot a target in Line of Sight with an Artillery Weapon from another Unit that has not yet Activated, even if the other Unit does not have Line of Sight. The other Unit is counted as Activated after making its Attack.

SCOUT: Take a March Move Action as the first Action of game, leaving one further Action for that Activation.

WHEELED: Roll when moving through Terrain, halting on a score of or .

TS165
2014



BA-64D

BA-64D LIGHT SCOUT CAR

- ARTILLERY OBSERVER •
- SCOUT • WHEELED •



3 7 2



RANGE	1	2	3	4	1	2	3	4	5	6	7	1	2	3	
	5/2	5/2	4/1	3/1	3/2	2/1	1/1	-	-	-	-	-	2/2	1/2	1/1

A 1x DSHK 12.7MM

TURRET





6

RED RAIN

BR-47-200, SELF-PROPELLED
HEAVY MORTAR

CREW: May attack with either vehicle or crew weapons.

TRACKED: Roll when moving through Terrain, halting on a score of .

ARTILLERY: Can fire under control of an Artillery Observer.

RELOAD: When this weapon performs an attack, remove the Unit's Loaded token. This weapon cannot attack until the Unit regains its Loaded token by performing a Reload Action.

TS145
2014

RED RAIN

BR-47-200, SELF-PROPELLED
HEAVY MORTAR

- CREW • TRACKED •
- 203MM BR-465 HEAVY MORTAR: ARTILLERY, RELOAD •



RANGE	1	2	3	4	1	2	3	4	5	6	7	1	2	3
4-14														
3														





RED FURY

BR-47-100, SELF-PROPELLED
ANTI-TANK GUN

CREW: May attack with either vehicle or crew weapons.
TRACKED: Roll when moving through Terrain, halting on a score of

TS144
2014



RED FURY

BR-47-100, SELF-PROPELLED
ANTI-TANK GUN

• CREW •
• TRACKED •



RANGE	1	2	3	4	1	2	3	4	5	6	7	1	2	3
	A 1x 100MM BS-3S GUN													
18	↘/3	↘/2	↘/1	↘/1	↘/1	↘/1	↘/1	↘/1	↘/1	↘/1	↘/1	↘/1	↘/1	↘/1
	B 3x PPSH-48 SUBMACHINE-GUN													
3	7/1	5/1	3/1	-	3/1	-	-	-	-	-	-	-	-	-
	TURRET													
	TURRET													



3




NATALYA

KV-47C, LIGHT PIONEER WALKER


AIRMOBILE: Can be carried by an Airlifter.

CHARGE: May take a free Attack Action using Close-Combat Weapons after performing a March Move Action.

DAMAGE RESILIENT: Roll a die for each point of Damage done to miniature. On , a point of Damage is cancelled. Does not apply to Units Joined.

ENGINEER VEHICLE: Take an Engineering Action to destroy fortifications and obstacles.

SMOKE LAUNCHERS: Once per game, take a Smoke Launchers Action to place Smoke on Unit.

CUTTING: When hits, roll again scoring another hit on . Continue rolling until fail to hit.

TS139
2014



88



NATALYA

KV-47C, LIGHT PIONEER WALKER

- AIRMOBILE • DAMAGE RESILIENT •
- CHARGE • ENGINEER VEHICLE •
- SMOKE LAUNCHERS  •
- PAIRED CHAINSAWS: CUTTING •



RANGE	1	2	3	4	1	2	3	4	5	6	7	1	2	3
A	6/2	6/2	6/2	6/2	6/2	6/2	4/2	4/1	4/1	4/1	4/1	4/1	2/1	2/1
C	6/2	6/2	6/2	6/2	6/2	6/2	4/2	4/1	4/1	4/1	4/1	4/1	2/1	2/1
	FRONT													





4



8

MAKSIM

KV-47H, LIGHT CONSTRUCTION WALKER

- AIRMOBILE:** Can be carried by an Airlifter.
- CHARGE:** May take a free Attack Action using Close-Combat Weapons after performing a March Move Action.
- DAMAGE RESILIENT:** Roll a die for each point of Damage done to miniature. On , a point of Damage is cancelled. Does not apply to Units Joined.
- ENGINEER VEHICLE:** Take an Engineering Action to destroy fortifications and obstacles.
- CUTTING:** When hits, roll again scoring another hit on . Continue rolling until fail to hit.
- GRAPPLE:** Target hit by this weapon loses one Action next Activation (unless this Unit Activates first).

TS132
2014



MAKSIM

KV-47H, LIGHT
CONSTRUCTION WALKER

- AIRMOBILE • DAMAGE RESILIENT •
- CHARGE • ENGINEER VEHICLE •
- CHAINSAW: CUTTING • PINCER: GRAPPLE •



RANGE	1	2	3	4	1	2	3	4	5	6	7	1	2	3
A 1x PINCER	1/2	1/2	1/2	1/2	1/2	1/2	1/1	1/1	1/1	1/1	1/1	1/1	1/1	FRONT
C 1/2 1/2 1/2 1/2	1/2	1/2	1/2	1/2	1/2	1/2	1/1	1/1	1/1	1/1	1/1	1/1	1/1	FRONT
C 3/2 3/2 3/2 3/2	3/2	3/2	3/2	3/2	3/2	3/2	2/2	2/2	2/1	2/1	1/1	1/1	1/1	FRONT




4



NIKITA
KV-47E AERO,
LIGHT MORTAR WALKER

AIR ASSAULT: Can be carried by an Airlifter, and can Activate after the Airlifter carrying it to Dismount and Move on its own.

DAMAGE RESILIENT: Roll a die for each point of Damage done to miniature. On , a point of Damage is cancelled. Does not apply to Units Joined.



A



TS142
2014



NIKITA
KV-47E AERO,
LIGHT MORTAR WALKER

• AIR ASSAULT • DAMAGE RESILIENT •



3 4 3



RANGE	1	2	3	4	1	2	3	4	5	6	7	1	2	3	FRONT
A															
8															






9

NINA
KV-47D AERO,
LIGHT ANTI-TANK WALKER

AIR ASSAULT: Can be carried by an Airlifter, and can Activate after the Airlifter carrying it to Dismount and Move on its own.

DAMAGE RESILIENT: Roll a die for each point of Damage done to miniature. On , a point of Damage is cancelled. Does not apply to Units Joined.

GRENADE: Target Infantry get no Cover Save from this weapon (but still have an Infantry Save).

RELOAD: When this weapon performs an attack, remove the Unit's Loaded token. This weapon cannot attack until the Unit regains its Loaded token by performing a Reload Action.

TS143
2014



NINA
KV-47D AERO,
LIGHT ANTI-TANK WALKER



3 4 3

- AIR ASSAULT • DAMAGE RESILIENT •
- DUAL TRIPLE RPG-47: GRENADE, RELOAD •



RANGE	1	2	3	4	1	2	3	4	5	6	7	1	2	3
	1	2	3	4	1	2	3	4	5	6	7	1	2	3
	A 1x DUAL TRIPLE RPG-47													
4	3/4	3/4	3/4	3/4	3/4	3/4	3/4	3/4	3/5	3/5	3/4	2/4	-	-
	FRONT													
	-	-	-	-	-	-	-	-	-	-	-	-	-	-




4



9

NASTASIA
KV-47F AERO
LIGHT MACHINE-GUN WALKER

AIR ASSAULT: Can be carried by an Airlifter, and can Activate after the Air Lifter carrying it to Dismount and Move on its own.

DAMAGE RESILIENT: Roll a die for each point of Damage done to miniature. On , a point of Damage is cancelled. Does not apply to Units Joined.

TS141
2014



NASTASIA

KV-47F AERO
LIGHT MACHINE-GUN WALKER

• AIR ASSAULT • DAMAGE RESILIENT •



3 4 3



RANGE	1	2	3	4	1	2	3	4	5	6	7	1	2	3
	A													
	1x DUAL QUAD DSHK 12.7MM													
6	14/2	14/2	11/1	8/1	8/2	5/1	1/1	-	-	-	-	-	4/2	3/2
	FRONT													
														1/1



4




NADYA

KV-47A, LIGHT SULPHUR JET WALKER

A



9

- AIRMOBILE:** Can be carried by an Airlifter.
- DAMAGE RESILIENT:** Roll a die for each point of Damage done to miniature. On , a point of Damage is cancelled. Does not apply to Units Joined.
- SMOKE LAUNCHERS:** Once per game, take a Smoke Launchers Action to place Smoke on Unit.
- FLAME:** Targets get no Saves from this weapon and are Suppressed.

TS138
2014



NADYA

KV-47A, LIGHT SULPHUR JET WALKER



3

4

3

- SMOKE LAUNCHERS .
- AIRMOBILE • DAMAGE RESILIENT.
- PAIRED HEAVY SULPHUR JETS: FLAME.



RANGE	1	2	3	4	1	2	3	4	5	6	7	1	2	3	FRONT
A															-
1															-






9

NATASHA

KV-47B, LIGHT GUN WALKER

- AIRMOBILE:** Can be carried by an Airlifter.
- DAMAGE RESILIENT:** Roll a die for each point of Damage done to miniature. On , a point of Damage is cancelled. Does not apply to Units Joined.
- SMOKE LAUNCHERS:** Once per game, take a Smoke Launchers Action to place Smoke on Unit.
- GRENADE:** Target Infantry get no Cover Save from this weapon (but still have an Infantry Save).

TS140
2014



NATASHA

KV-47B, LIGHT GUN WALKER

- AIRMOBILE •
- DAMAGE RESILIENT •
- SMOKE LAUNCHERS  •
- PAIRED 45MM D-2S HOWITZER: GRENADE •

3 4 3

RANGE	1	2	3	4	1	2	3	4	5	6	7	1	2	3
6	 /1	 /1	 /1	 /1	4/3	4/2	3/2	1/1	1/1	-	-	-	-	-
	A 1x PAIRED 45MM D-2S HOWITZERS													
	FRONT													



4






MARLEN


KV-471, LIGHT REPAIR WALKER

AIRMOBILE: Can be carried by an Airlifter.

CHARGE: May take a free Attack Action using Close-Combat Weapons after performing a March Move Action.

DAMAGE RESILIENT: Roll a die for each point of Damage done to miniature. On , a point of Damage is cancelled. Does not apply to Units Joined.

ENGINEER VEHICLE: Take an Engineering Action to destroy fortifications and obstacles.

MECHANIC: Perform a Makeshift Repair Action to roll five dice. Cancel one point of damage on adjacent vehicle for each  rolled. Does not apply to Units Joined.

GRAPPLE: Target hit by this weapon loses one Action next Activation (unless this Unit Activates first).

TS134
2014



MARLEN

KV-471, LIGHT REPAIR WALKER

- AIRMOBILE • CHARGE •
- DAMAGE RESILIENT • ENGINEER VEHICLE •
- MECHANIC • PINCER: GRAPPLE •



RANGE	1	2	3	4	1	2	3	4	5	6	7	1	2	3
A 1x MONKEY WRENCH	1/2	1/2	1/2	1/2	1/2	1/2	1/2	1/2	1/2	1/2	1/2	1/2	1/2	1/2
C	1/2	1/2	1/2	1/2	1/2	1/2	1/2	1/2	1/2	1/2	1/2	1/2	1/2	1/2
B 1x PINCER	1/2	1/2	1/2	1/2	1/2	1/2	1/2	1/2	1/2	1/2	1/2	1/2	1/2	1/2
C	1/2	1/2	1/2	1/2	1/2	1/2	1/2	1/2	1/2	1/2	1/2	1/2	1/2	1/2
FRONT	-	-	-	-	-	-	-	-	-	-	-	-	-	-
FRONT	-	-	-	-	-	-	-	-	-	-	-	-	-	-






9

MIKHAIL

KV-476, LIGHT ASSAULT WALKER

- AIRMOBILE:** Can be carried by an Airlifter.
- DAMAGE RESILIENT:** Roll a die for each point of Damage done to miniature. On , a point of Damage is cancelled. Does not apply to Units Joined.
- ENGINEER VEHICLE:** Take an Engineering Action to destroy fortifications and obstacles.
- FLAME:** Targets get no Saves from this weapon and are Suppressed.
- GRAPPLE:** Any target hit by this weapon loses one Action in its next Activation (unless this Unit Activates first).

TS137
2014



MIKHAIL

KV-476, LIGHT ASSAULT WALKER

- AIRMOBILE • DAMAGE RESILIENT •
- ENGINEER VEHICLE •
- HEAVY SULPHUR JET: FLAME •
- PINCER: GRAPPLE •



3 4 3




RANGE	1	2	3	4	1	2	3	4	5	6	7	1	2	3	
	A	1x HEAVY SULPHUR JET													
1	↘	↘	↘	↘	↘	↘	↘	↘	↘	↘	↘	↘	↘	↘	
C	1/2	1/2	1/2	1/2	1/2	1/2	1/1	1/1	1/1	1/1	1/1	1/1	1/1	1/1	
	FRONT														
	FRONT														



GRAND'MA

KV-47B, SMERSH LIGHT WALKER

AIRMOBILE: Can be carried by an Airlifter.

DAMAGE RESILIENT: Roll a die for each point of Damage done to miniature. On , a point of Damage is cancelled. Does not apply to Units Joined.

PILOT: KOSHKA: Koshka is the only Hero that can pilot Grand'ma, although Grand'ma can be fielded without a Hero pilot. Grand'ma is unique, so only one may be fielded.

SMOKE LAUNCHERS: Once per game, take a Smoke Launchers Action to place Smoke on Unit.

GRENADE: Target Infantry get no Cover Save.


FLAME: Targets get no Saves from this weapon and are Suppressed.

TS129
2014



GRAND'MA

KV-47B, SMERSH LIGHT WALKER

- AIRMOBILE • DAMAGE RESILIENT •
- PILOT: KOSHKA • SMOKE LAUNCHERS 
- VK-916 45MM HOWITZER: GRENADE •
- HEAVY SULPHUR JET: FLAME •



RANGE	1	2	3	4	1	2	3	4	5	6	7	1	2	3	FRONT
															FRONT
6															FRONT
1															FRONT





RED COSSACK

KV-3K, HEAVY ANTI-TANK WALKER

PILOT: NIKOLAI: Nikolai is the only Hero that can pilot Red Cossack, although Red Cossack can be fielded without a Hero pilot. Red Cossack is unique, so only one may be fielded.

TS149
2014



RED COSSACK

KV-3K, HEAVY ANTI-TANK WALKER

• PILOT: NIKOLAI •



RANGE	1	2	3	4	1	2	3	4	5	6	7	1	2	3	FRONT
16	↘/4	↘/3	↘/2	↘/1	2/2	2/2	2/2	2/6	2/5	2/5	1/4	-	-	-	-
	A 1x DUAL 152MM ML-20S GUNS														





BABUSHKA

KV-3M, HEAVY GATLING WALKER



16

TS128
2014



BABUSHKA

KV-3M,
HEAVY GATLING WALKER



RANGE	1	2	3	4	1	2	3	4	5	6	7	1	2	3	
	A 1x DUAL MAXIM GATLING GUNS														
12	9/2	9/2	9/2	8/2	5/3	5/2	4/2	2/1	-	-	-	-	4/2	3/2	2/1
	B 1x DSHK 12.7MM														
6	5/2	5/2	4/1	3/1	3/2	2/1	1/1	-	-	-	-	-	-	-	-
	C 1x DSHK 12.7MM														
6	5/2	5/2	4/1	3/1	3/2	2/1	1/1	-	-	-	-	-	2/2	1/2	1/1



MATRIOSHKA
KV-3K, HEAVY ANTI-TANK WALKER



16

TS135
2014



MATRIOSHKA
KV-3K, HEAVY ANTI-TANK
WALKER



RANGE	1	2	3	4	1	2	3	4	5	6	7	1	2	3
					1x DUAL 152MM ML-20S GUNS									
16	↘/4	↘/3	↘/2	↘/1	2/↘	2/↘	2/↘	2/↘	2/6	2/5	2/5	1/4	-	-
					1x DSHK 12.7MM									
6	5/2	5/2	4/1	3/1	3/2	2/1	1/1	-	-	-	-	-	-	-
					1x DSHK 12.7MM									
6	5/2	5/2	4/1	3/1	3/2	2/1	1/1	-	-	-	-	-	2/2	1/2
					FRONT									
					FRONT									
					TURRET									







VLADIMIR LENIN


IS-5B, HEAVY ARTILLERY TANK



21

DAMAGE RESILIENT: Roll a die for each point of Damage done to miniature. On , a point of Damage is cancelled. Does not apply to Units Joined.

TANK RIDERS (6): Can carry Passengers on its outside. Tank Riders are eliminated on  if vehicle is hit.

TRACKED: Roll when moving through Terrain, halting on a score of .

ARTILLERY: Can fire under control of an Artillery Observer.

RELOAD: When this weapon performs an attack, remove Loaded token. Weapon cannot attack until Unit regains Loaded token by performing a Reload Action.

TS146
2014


































VLADIMIR LENIN

IS-5B, HEAVY ARTILLERY TANK

- DAMAGE RESILIENT •
- TANK RIDERS (6) • TRACKED •
- 252MM BR-45T HOWITZER: ARTILLERY, RELOAD •

2 4 6

RANGE	1	2	3	4	1	2	3	4	5	6	7	1	2	3	TURRET
4-16															TURRET
6															TURRET
6															FRONT
C															TURRET

LARGE VEHICLE







LAVRENTIY BERIA


IS-48B, SUPER-HEAVY TANK



23

DAMAGE RESILIENT: Roll a die for each point of Damage done to miniature. On , a point of Damage is cancelled. Does not apply to Units Joined.

TANK RIDERS (6): Can carry Passengers on its outside. Tank Riders are eliminated on  if vehicle is hit.

TRACKED: Roll when moving through Terrain, halting on a score of .

FLAME: Targets get no Saves from this weapon and are Suppressed.

TS131
2014

LAVRENTIY BERIA
































IS-48B, SUPER-HEAVY TANK

- DAMAGE RESILIENT • TANK RIDERS (6) •
- TRACKED • ATO-45; FLAME •



2 4 7



RANGE	1	2	3	4	1	2	3	3	4	5	6	7	1	2	3	TURRET
18																TURRET
6																TURRET
1																FRONT
C																TURRET

LARGE VEHICLE





MAO ZEDONG

IS-5A, HEAVY ANTI-AIRCRAFT TANK

ADVANCED REACTIVE FIRE: Can attempt a Reactive Attack at up to Range 6, counting as when rolling for number of Actions. Does not apply to Units Joined.

DAMAGE RESILIENT: Roll a die for each point of Damage done to miniature. On , a point of Damage is cancelled. Does not apply to Units Joined.

TANK RIDERS (6): Can carry Passengers on its outside. Tank Riders are eliminated on if vehicle is hit.

TRACKED: Roll when moving through Terrain, halting on a score of .

TS133
2014



MAO ZEDONG

IS-5A, HEAVY ANTI-AIRCRAFT TANK

- ADVANCED REACTIVE FIRE • TRACKED •
- DAMAGE RESILIENT • TANK RIDERS (6) •



RANGE	1	2	3	4	1	2	3	4	5	6	7	1	2	3
	2	2	1	1										
14	2	1	1	1	4	4	5	3	4	2	3	4	3	4
6	5	2	4	3	3	2	2	1	1	-	-	-	-	-
6	5	2	4	3	3	2	2	1	1	-	-	-	-	-
C	3	1	2	1	-	-	-	-	-	-	-	-	-	-

A 1x QUAD 85MM D-5T AA GUNS

B 1x DSHK 12.7MM

C 1x DSHK 12.7MM

D 1x REAR DSHK 12.7MM

TURRET

TURRET

FRONT

TURRET

LARGE VEHICLE








KARL MARX

IS-48A, SUPER-HEAVY TESLA TANK



DAMAGE RESILIENT: Roll a die for each point of Damage done to miniature. On , a point of Damage is cancelled. Does not apply to Units Joined.

TANK RIDERS (6): Can carry Passengers on its outside. Tank Riders are eliminated on  if vehicle is hit.

TRACKED: Roll when moving through Terrain, halting on a score of .

TESLA: Place Tesla token on Unit hit by this weapon. Unit must perform a Recover special action as its next Action, removing all Tesla tokens. While it has a Tesla token, it rolls a single die when making Reactive Attacks, but removes all Tesla tokens whether it succeeds or fails.

TS130
2014

KARL MARX

IS-48A, SUPER-HEAVY TESLA TANK

- DAMAGE RESILIENT • TANK RIDERS (6) •
- TRACKED • HEAVY TESLA GUN: TESLA •



RANGE	1	2	3	4	1	2	3	4	5	6	7	1	2	3
A 1x HEAVY TESLA GUN	9/1	9/1	9/1	9/1	9/1	9/1	9/1	9/1	9/1	9/1	9/1	9/1	9/1	9/1
B 1x DSHK 12.7MM	5/2	5/2	4/1	3/1	3/2	2/1	1/1	-	-	-	-	2/2	1/2	1/1
C 1x DSHK 12.7MM	5/2	5/2	4/1	3/1	3/2	2/1	1/1	-	-	-	-	-	-	-
D 1x REAR DSHK 12.7MM	3/1	3/1	2/1	1/1	-	-	-	-	-	-	-	-	-	-
C	3/1	3/1	2/1	1/1	-	-	-	-	-	-	-	-	-	-




LARGE VEHICLE





AIR AMBULANCE

MIL MI-45K AIR AMBULANCE HELICOPTER

MEDEVAC: Take a Medevac Action on a friendly Infantry Unit within Range 1. Roll a die for each Soldier eliminated from the Unit. Each roll of  returns one of Soldier to the Unit.

HELICOPTER: Unlike other Aircraft, a Helicopter does not have to take a Move Action, allowing it to take Sustained Attack Actions.

TS171
2014



AIR AMBULANCE
MIL MI-45K AIR AMBULANCE
HELICOPTER

• MEDEVAC • HELICOPTER •





ASSAULTER

MIL MI-45 ASSAULT
TRANSPORT HELICOPTER

HELICOPTER: Unlike other Aircraft, a Helicopter does not have to take a Move Action, allowing it to take Sustained Attack Actions.

PASSENGERS (6): Can carry six Infantry with Armour 1 or 2 or three Infantry with Armour 3 or 4.



TS099
2014



ASSAULTER

MIL MI-45 ASSAULT
TRANSPORT HELICOPTER

• HELICOPTER • PASSENGERS (6) •



6
12
1



RANGE	1	2	3	4	1	2	3	4	5	6	7	1	2	3	
	9/2	9/2	8/2	6/1	5/2	4/1	2/1	-	-	-	-	-	8/2	5/2	3/1
<p>A 1x QUAD DSHK 12.7MM</p> <p style="text-align: right;">FRONT</p>															





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CARRIER
MIL MI-48 WALKER
TRANSPORT HELICOPTER

AIRLIFTER: Can carry an Air Assault or Airmobile Unit.
HELICOPTER: Unlike other Aircraft, a Helicopter does not have to take a Move Action, allowing it to take Sustained Attack Actions.

TS100
2014



CARRIER
MIL MI-48 WALKER
TRANSPORT HELICOPTER

• AIRLIFTER • HELICOPTER •

6 12 1

RANGE	1	2	3	4	1	2	3	4	5	6	7	1	2	3	
	A 1x QUAD DSHK 12.7MM														
	2	9/2	9/2	8/2	6/1	5/2	4/1	2/1	-	-	-	-	8/2	5/2	3/1
	FRONT														





STRIKER

MIL MI-47A ANTI-TANK HELICOPTER

HELICOPTER: Unlike other Aircraft, a Helicopter does not have to take a Move Action, allowing it to take Sustained Attack Actions.



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TS101
2014

STRIKER

MIL MI-47A ANTI-TANK
HELICOPTER

• HELICOPTER •



6
↑

12
↑

1
↑



RANGE	1	2	3	4	1	2	3	4	5	6	7	1	2	3	FRONT
	A 1x DUAL SHVAK 50MM GUNS														
3	↘/1	↘/1	↘/1	↘/1	↘/1	2/2	2/2	2/4	2/3	1/3	1/2	1/2	3/3	2/3	1/2
	B 1x QUAD DSHK 12.7MM														
2	9/2	9/2	8/2	6/1	5/2	4/1	2/1	-	-	-	-	-	8/2	5/2	3/1





BLASTER

MIL MI-47C ROCKET
ATTACK HELICOPTER

HELICOPTER: Unlike other Aircraft, a Helicopter does not have to take a Move Action, allowing it to take Sustained Attack Actions.

VOLLEY: May fire any or all remaining bombs and rockets at the same target in a single Attack.

TS096
2014



BLASTER

MIL MI-47C ROCKET
ATTACK HELICOPTER

- HELICOPTER.
- 250 KG BOMB: VOLLEY.
- RS-70 ROCKET POD: VOLLEY.



RANGE	1	2	3	4	1	2	3	4	5	6	7	1	2	3
A 2x RS-70 ROCKET POD (LIMITED AMMO [])	↘/2	↘/1	↘/1	↘/1	↘/3	↘/2	↘/2	↘/1	↘/1	↘/1	↘/1	↘/1	↘/2	↘/3
B 2x 250 KG BOMB (LIMITED AMMO [])	↘/6	↘/5	↘/4	↘/3	↘/2	↘/2	↘/4	↘/3	↘/3	↘/2	↘/2	↘/2	↘/2	↘/2
C 1x QUAD DSHK 12.7MM	9/2	9/2	8/2	6/1	5/2	4/1	2/1	--	--	--	--	8/2	5/2	3/1
	FRONT													
	FRONT													
	FRONT													





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BURNER

MIL MI-47B ROCKET
NAPALM HELICOPTER

HELICOPTER: Unlike other Aircraft, a Helicopter does not have to take a Move Action, allowing it to take Sustained Attack Actions.

FLAME: Targets get no Saves from this weapon and are Suppressed.

VOLLEY: May fire any or all remaining bombs and rockets at the same target in a single Attack.

TS097
2014

6 12 1

BURNER

MIL MI-47B ROCKET
NAPALM HELICOPTER

- HELICOPTER.
- NAPALM BOMB: FLAME, VOLLEY.
- RS-70 ROCKET POD: VOLLEY.



RANGE	1	2	3	4	1	2	3	4	5	6	7	1	2	3	FRONT
A	2x RS-70 ROCKET POD (LIMITED AMMO [])														
3	2	1	1	1	1	3	2	2	1	1	1	1	1	1	FRONT
B	2x NAPALM BOMB (LIMITED AMMO [])														FRONT
2	1	1	1	1	1	1	1	1	1	1	1	1	1	1	FRONT
C	1x QUAD DSHK 12.7MM														FRONT
2	9/2	9/2	8/2	6/1	5/2	4/1	2/1	-	-	-	-	-	-	-	FRONT
															FRONT





18

BURSTER
MIL MI-47D NAPALM
ATTACK HELICOPTER

HELICOPTER: Unlike other Aircraft, a Helicopter does not have to take a Move Action, allowing it to take Sustained Attack Actions.

VOLLEY: May fire any or all remaining bombs and rockets at the same target in a single Attack.

FLAME: Targets get no Saves from this weapon and are Suppressed.

TS098
2014



BURSTER
MIL MI-47D NAPALM
ATTACK HELICOPTER

- HELICOPTER.
- 250 KG BOMB: VOLLEY.
- NAPALM BOMB: FLAME, VOLLEY.

6
↑

12
↑

1
↑



RANGE	1	2	3	4	1	2	3	4	5	6	7	1	2	3
A 2x NAPALM BOMB (LIMITED AMMO [])	↑	↑	↑	↑	↑	↑	↑	↑	↑	↑	↑	↑	↑	↑
B 2x 250 KG BOMB (LIMITED AMMO [])	↑	↑	↑	↑	↑	↑	↑	↑	↑	↑	↑	↑	↑	↑
C 1x QUAD DSHK 12.7MM	9/2	9/2	8/2	6/1	5/2	4/1	2/1	-	-	-	-	8/2	5/2	3/1



MOTHERLAND TESLA GUN

MOTHERLAND TESLA GUN

STRONGPOINT: Must be deployed in a Strongpoint or Bunker. Unit has a Strongpoint included in its points cost. You may upgrade the Strongpoint to a Bunker for an additional +5 points. Cannot move.

SUPPORT WEAPON: Support Weapons have three or four Soldiers on the same base. Surviving Soldiers choose which weapons to use for each attack.

TESLA: Place Tesla token on Unit hit by this weapon. Unit must perform a Recover special action as its next Action, removing all Tesla tokens. While it has a Tesla token, it rolls a single die when making Reactive Attacks, but removes all Tesla tokens whether it succeeds or fails.

TS163
2014

MOTHERLAND TESLA GUN

MOTHERLAND TESLA GUN

- STRONGPOINT - SUPPORT WEAPON •
- HEAVY TESLA GUN: TESLA •



RANGE	1	2	3	4	1	2	3	4	5	6	7	1	2	3
	A 1x HEAVY TESLA GUN													
10	9/1	9/1	9/1	9/1	9/1	9/1	9/1	9/1	9/1	9/1	9/1	-	-	-
	B 4x AK-45													
4	4/1	3/1	2/1	-	2/1	-	-	-	-	-	-	2/1	1/1	-

TURRET





MOTHERLAND TWIN TESLA GUN

MOTHERLAND TWIN TESLA GUN

STRONGPOINT: Must be deployed in a Strongpoint or Bunker. Unit has a Strongpoint included in its points cost. You may upgrade the Strongpoint to a Bunker for an additional +5 points. Cannot move.

SUPPORT WEAPON: Support Weapons have three or four Soldiers on the same base. Surviving Soldiers choose which weapons to use for each attack.

TESLA: Place Tesla token on Unit hit by this weapon. Unit must perform a Recover special action as its next Action, removing all Tesla tokens. While it has a Tesla token, it rolls a single die when making Reactive Attacks, but removes all Tesla tokens whether it succeeds or fails.

TS164
2014



MOTHERLAND TWIN TESLA GUN

MOTHERLAND TWIN TESLA GUN

- STRONGPOINT - SUPPORT WEAPON •
- TWIN HEAVY TESLA GUNS: TESLA •



RANGE	1	2	3	4	1	2	3	4	5	6	7	1	2	3
	A 1x TWIN HEAVY TESLA GUNS													
10	18/1	18/1	18/1	18/1	18/1	18/1	18/1	18/1	18/1	18/1	18/1	18/1	18/1	18/1
4	4/1	3/1	2/1	-	2/1	-	-	-	-	-	-	2/1	1/1	-

TURRET

