

This document contains Model statistics for the **Russian Coalition**. The statistics are compatible with the **Dystopian Wars V2.5** Game Engine.

These statistics have been made available as a free download to support the **Dystopian Wars** Game. The contents of these documents are **Copyright Spartan Games**, but have been made available to our community for personal use only.

This is a living document and will be periodically updated. Please check our online downloads at [www.spartangames.co.uk](http://www.spartangames.co.uk) for the latest version of this document.



## Version 1.0

### Russian Coalition Universal Rules

- All Russian Coalition Primary Weapons and Mines have the Concussive Munitions Type.
- All Russian Coalition Heavy Mortars have the Area Bombardment (1) Model Assigned Rule.
- All Models in the Russian Coalition Force List, 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 Commodore Rules

#### Commodore Traits

- Russian Coalition Commodores may always take the Not one Step Back Command trait instead of making a roll on the Command Trait table.
- Russian Coalition Commodores (including Competitive Commodores) may exchange any Aggressive Trait they have generated for the following trait:
  - o Sturginium Overload: Once per Game – This ability may be activated during the Command and Control Step of the Commodores Activation. All Models in the Russian Force attempting to use the Sturginium Boost Model Assigned Rule in the current Game Turn automatically count as passing their Sturginium Boost roll. All Models without the Sturginium Boost MAR gain +1” Movement for the duration of the Game Turn.

#### Ice Mines

A Russian Coalition Model that is equipped with an Ice Generator and Surface Mines may deploy its Mines anywhere within 12” of this Model that is more than 4” from an enemy Model during the Movement Consolidation step of the Movement phase. This Model may not use its Ice Generator in the same turn it deploys Ice Mines.

The Mines are represented by the Iceberg component provided with the Model. Ice Mines detonates according to the usual criteria for surface mines but will detonate if a model moves within 1” of any part of the Ice Mine.

Ice Mines are counted as surface terrain features for Line of Sight purposes. Ice Mines are Medium Size Category features. A Russian Coalition Model with an Ice Generator may move one Ice Mine within 12” D3” in any direction during the Consolidation step of its movement segment. This can cause the Ice Mine to detonate if it causes the Detonation criteria to be met. A Model that uses this ability may not deploy an Ice Mine in the same activation.

Models may not use their Ice Generator in the same turn that they use either of these abilities.

# RUSSIAN COALITION

## SPECIALIST GROUP SQUADRONS

The following models may be combined to create Specialist Group Squadrons using the rules found on pages 80-81 of the Dystopian Wars 2.5 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)

### *Topor Squadron*

Squadron MUST contain:

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

### *Molotok Squadron*


Squadron MUST contain:


1x Krichiev 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   |    |    |    |    | Murmansk   |    | Points | 365 |
| Dreadnought Support Rig   |    |    |    |    | Crew Type: Elite   |    |        |     |
|  |    |    |    |    | Massive Naval Capital Repair Model<br>Minimum Move: 0"<br>Turning Template: 360-Degrees<br>Turn Limit: 0"<br>Squadron Size: 1  |    |        |     |
| RB  | 1  | 2  | 3  | 4  | DR   | GR | MV     | HP  |
| Siege Kannon (P)  | -  | 15 | 14 | 13 | 10   | 13 | 5"     | 10  |
| Hail Mortar Array (S)   | -  | 9  | 9  | -  | AP   | AA | CC     | IR  |
| Fore Torpedoes (T)  | 20 | 16 | 16 | 10 | 12   | 6  | 4      | 7   |
| -   | -  | -  | -  | -  |  |    |        |     |
| MAR:  |    |    |    |    | Ablative Armor (2), Area Bombardment (Hail Mortar Array, 1), Experienced Engineers, Redoubtable, Security Posts (3), Squadron Support (Kavkaz Drillers, 8), Strategic Value (125), Sturgenium Boost  |    |        |     |
| Options:  |    |    |    |    | This Model has the Concussive (Hail Mortar Array, 1) Munitions Type<br>This Model has the Devastating and Sturgenium (Siege Kannon) Munitions Types<br>This Model has the Devastating and Concussive (Torpedoes) Munitions Type<br>This Model is fitted with an Internal Target Jammer (Rockets and Torpedoes, 4) Generator for no additional points   |    |        |     |
| Weaponary Arcs:   |    |    |    |    | ONE Siege Kannon (P) has a 90-degree Arc of Fire<br>FOUR Hail Mortar Arrays (S) have a 360-degree Arc of Fire<br>The Fore Torpedoes (T) have a Fore Fixed-Channel Arc of Fire  |    |        |     |
| Special Rules:  |    |    |    |    | <u>BREAKER OF EMPIRES</u> - When resolving an Attack against an enemy Model with the Fortification Classification, this Model's Siege Kannon gains the Crushing Impact MAR.<br><u>COORDINATED VOLLEY</u> - If ALL Four Hail Mortar Arrays on this vessel attack the same enemy target, the attacker may re-roll any INITIAL rolls of 1.<br>This ability cannot be used when performing an Area Bombardment.<br><u>DAUNTLESS WORKFORCE</u> - When rolling Repair Dice during a Friendly Boarding Repair Action, any INITIAL rolls of 1 may be re-rolled.<br><u>LEGENDARY UNIT</u> - Only one of this Model may be included in any Force. This Model may only be fielded with the prior consent of your opponent unless you are playing a scenario which includes this Model in the Forces list. |    |        |     |


| Russian Coalition   |  |    |   |   | Moskva                      |    | Points | 290 |
|---|--|----|---|---|-----------------------------|----|--------|-----|
| Dreadnought   |  |    |   |   | Crew Type: Elite            |    |        |     |
|  |  |    |   |   | Massive Naval Capital Model |    |        |     |
|   |  |    |   |   | Minimum Move:               |    | 2"     |     |
|   |  |    |   |   | Turning Template:           |    | Large  |     |
|   |  |    |   |   | Turn Limit:                 |    | 0"     |     |
|   |  |    |   |   | Squadron Size:              |    | 1      |     |
| RB  | 1  | 2  | 3 | 4 | DR                          | GR | 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 Broadsides (S)  | 10   | 10 | 8 | - |                             |    |        |     |
| Surface Mines (x1)  | 12   | -  | - | - |                             |    |        |     |
| MAR:  | Ablative Armour (+2), Security Posts (3) Strategic Value (100), Sturginium Boost   |    |   |   |                             |    |        |     |
| Options:  | Model has an Internal Mimic (12") Generator for no additional cost.<br>Model has the Concussive (Beam Turret) Munitions Type<br>Model may be fitted with ONE additional Internal Generator chosen from the following list:<br>A Target Jammer (Rockets and Torpedoes, 5) Generator for an additional +30 points<br>An Ice (12") Generator for an additional +30 points<br>If this Model is fitted with an Ice Generator it gains the Surface Mines<br>This Model has the Limited (2, Surface Mines) Munitions Type |    |   |   |                             |    |        |     |
| Weaponary Arcs:   | ONE Main Turret (P) has a 270-degree Fore Fire Arc<br>TWO Raised Turrets (P) have an Off-Set 180-degree Fire Arc<br>ONE Port Beam Turret (S) has a 180-degree Port Fire Arc<br>ONE Starboard Beam Turret (S) has a 180-degree Starboard Fire Arc<br>The P/S Broadsides (S) have a Broadside Fire Arc   |    |   |   |                             |    |        |     |


| Russian Coalition   |  |    |    |   | Khatanga                    |    | Points | 210 |
|---|--|----|----|---|-----------------------------|----|--------|-----|
| Heavy Battleship  |  |    |    |   | Crew Type: Conscripted      |    |        |     |
|  |  |    |    |   | Massive Naval Capital Model |    |        |     |
|   |  |    |    |   | Minimum Move:               |    | 2"     |     |
|   |  |    |    |   | Turning Template:           |    | Large  |     |
|   |  |    |    |   | Turn Limit:                 |    | 0"     |     |
|   |  |    |    |   | Squadron Size:              |    | 1      |     |
| 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 Broadside (S)   | 10   | 10 | 8  | - | 10                          | 3  | 4      | 11  |
| Surface Mines (1)   | 11   | -  | -  | - |                             |    |        |     |
| MAR:  | Ablative Armour (+2), Hull Breaker (Ram Action, D3), Redoubtable, Sturgingium Boost  |    |    |   |                             |    |        |     |
| Options:  | This Model has the Concussive (Light Mortars) Munitions Type<br>This Model has the Limited (2) (Surface Mines) Munitions Type<br>This Model has an Internal Mimic (8") Generator for no additional points.<br>This Model has an Internal Ice Generator (12") Generator for no additional points<br>Model may replace its Internal Mimic (8") Generator for an Internal Target Jammer (Torpedoes+Rockets, 4) Generator for an additional +25 points<br>Model may upgrade its Crew Type from Conscripted to Regular for an additional +15 points |    |    |   |                             |    |        |     |
| Weaponary Arcs:   | TWO Heavy Mortars (P) have a 360-degree Fire Arc<br>TWO Light Mortars (S) have a 360-degree Fire Arc<br>The P/S Broadside (S) have a Broadside Fire Arc  |    |    |   |                             |    |        |     |



| Russian Coalition   |    |    |   |   | Dudinka   |    | Points | 170 |
|---|----|----|---|---|---|----|--------|-----|
| Assault Carrier   |    |    |   |   | Crew Type: Conscripted  |    |        |     |
|  |    |    |   |   | Massive Naval Capital Model   |    |        |     |
|   |    |    |   |   | Minimum Move: 2"  |    |        |     |
|   |    |    |   |   | Turning Template: Large   |    |        |     |
|   |    |    |   |   | Turn Limit: 0"  |    |        |     |
|   |    |    |   |   | Squadron Size: 1  |    |        |     |
| RB  | 1  | 2  | 3 | 4 | DR  | GR | MV     | HP  |
| Fore Guns (P)   | 13 | 13 | 6 | 6 | 6   | 8  | 7"     | 8   |
| P/S Broadside (S)   | 8  | 8  | 6 | - | AP  | AA | GG     | IR  |
| Heavy Mortars (P)   | -  | 7  | 7 | - | 10  | 4  | 3      | 8   |
| Surface Mines (x1)  | 10 | -  | - | - |   |    |        |     |
| <b>MAR:</b>   |    |    |   |   | Ablative Armour (+2), Carrier (6, 1X5 Wing), Fuel Reserves, Strategic Value (50), Sturginium Boost  |    |        |     |
| <b>Options:</b>   |    |    |   |   | <p>This Model has the Piercing (Fore Guns) Munitions Type</p> <p>This Model has the Limited (2, surface Mines) Munitions Type</p> <p>This Model is fitted with an Internal Target Jammer (Rockets and Torpedoes, 3 Generator</p> <p>Model may be fitted with ONE additional Generator chosen from the following list:</p> <p>    An External Ice (12") Generator for an additional +20 points</p> <p>    An External Mimic (8") Generator for an additional +5 points</p> <p>If this Model is fitted with an Ice Generator it gains the Surface Mines</p> <p>Model may upgrade its Crew Type from Conscripted to Stoic for +20 points</p> |    |        |     |
| <b>Weaponary Arcs:</b>  |    |    |   |   | <p>ONE Fore Guns (P) have a Fixed Channel Fore Fire Arc</p> <p>ONE Heavy Mortar (P) has a 180-degree Port Fire Arc</p> <p>ONE Heavy Mortar (P) has a 180-degree Starboard Fire Arc</p> <p>The P/S Broadside (S) have a Broadside Fire Arc</p>   |    |        |     |

| Russian Coalition   |    |    |    |   | Kostroma   |    | Points | 155 |
|---|----|----|----|---|--|----|--------|-----|
| Fleet Carrier   |    |    |    |   | Crew Type: Conscripted   |    |        |     |
|  |    |    |    |   | Massive Naval Capital Model  |    |        |     |
|   |    |    |    |   | Minimum Move: 2"   |    |        |     |
|   |    |    |    |   | Turning Template: Large  |    |        |     |
|   |    |    |    |   | Turn Limit: 0"   |    |        |     |
|   |    |    |    |   | Squadron Size: 1   |    |        |     |
| RB  | 1  | 2  | 3  | 4 | DR   | GR | MV     | HP  |
| P/S Broadside (S)   | 13 | 13 | 11 | - | 5  | 8  | 6"     | 9   |
| Surface Mines (x1)  | 12 | -  | -  | - | AP   | AA | GG     | IR  |
| -   | -  | -  | -  | - | 12   | 6  | 5      | 7   |
| -   | -  | -  | -  | - |  |    |        |     |
| <b>MAR:</b>   |    |    |    |   | Ablative Armour (+2), Carrier (8, 2X4 Wing), Fuel Reserves, Strategic Value (75),  |    |        |     |
| <b>Options:</b>   |    |    |    |   | <p>This Model has the Limited (2, Surface Mines) Munitions Type</p> <p>Model may be fitted with ONE External Generator chosen from the following list:</p> <p>    An Ice (12") Generator for an additional +20 points</p> <p>    Target Jammer (Rockets and Torpedoes, 3) Generator for an additional +15 points</p> <p>If this Model is fitted with an Ice Generator it gains the Surface Mines</p> |    |        |     |
| <b>Weaponary Arcs:</b>  |    |    |    |   | The P/S Broadside (S) have a Broadside Fire Arc  |    |        |     |


| Russian Coalition   |   |    |   |   | Borodino   |    | Points | 195 |
|---|---|----|---|---|--|----|--------|-----|
| Battleship  |   |    |   |   | Crew Type: Conscripted   |    |        |     |
|  |   |    |   |   | Large Naval Capital Model<br>Minimum Move: 2"<br>Turning Template: Large<br>Turn Limit: 0"<br>Squadron Size: 1 |    |        |     |
| RB  | 1   | 2  | 3 | 4 | DR   | GR | MV     | HP  |
| Main Turret (P)   | 13  | 10 | 3 | - | 6  | 10 | 6"     | 9   |
| Raised Turret (P)   | 13  | 10 | 3 | - | AP   | AA | CC     | IR  |
| P/S Broadside (S)   | 8   | 8  | 6 | - | 11   | 4  | 3      | 8   |
| -   | -   | -  | - | - |  |    |        |     |
| MAR:  | Ablative Armour (+2), Sturginium Boost  |    |   |   |  |    |        |     |
| Options:  | Model is fitted with an Internal Mimic (8") Generator for no additional cost<br>Model may replace the Internal Mimic (8") Generator with an Internal Target Jammer (Torpedoes+Rockets, 4) Generator for an additional +15 points<br>This Model may upgrade its Crew Type from Conscripted to Stoic for +25 points |    |   |   |  |    |        |     |
| Weaponary Arcs:   | ONE Main Turret (P) has a 270-degree Fore Fire Arc<br>TWO Raised Turrets (P) have an Off-Set 180-degree Fire Arc<br>The P/S Broadside (S) have a Broadside Fire Arc   |    |   |   |  |    |        |     |

| Russian Coalition   |  |   |    | Pakhtusov Mk I |   |  |    | Points |    | 195 |  |
|---|--|---|----|----------------|---|--|----|--------|----|-----|--|
| ‘Terror’ Battleship   |  |   |    |                |   | Crew Type: Defensive   |    |        |    |     |  |
|  |  |   |    |                |   | Large Capital Naval Model<br>Minimum Move: 2”<br>Turning Template: Large<br>Turn Limit: 0”<br>Squadron Size: 1 |    |        |    |     |  |
| RB  |  | 1   | 2  | 3              | 4 | DR   | GR | MV     | HP |     |  |
| Fore Kannon (P)   |  | 3   | 13 | 11             | 9 | 6  | 10 | 7”     | 8  |     |  |
| Port Turret (P)   |  | 13  | 10 | 3              | - | AP   | AA | CC     | IR |     |  |
| Starboard Turret (P)  |  | 13  | 10 | 3              | - | 8  | 3  | 3      | 7  |     |  |
| P/S Broadside (S)   |  | 8   | 8  | 6              | - |  |    |        |    |     |  |
| MAR:  |  | Ablative Armor (+2), Sturginium Boost, Terrifying (Fore Kannon)   |    |                |   |  |    |        |    |     |  |
| Options:  |  | This Model is fitted with an Internal Target Jammer (Rockets & Torpedoes, 3) Generator at no additional point cost<br>This Model may be fitted with an Internal Mimic (8”) Generator for +5 points<br>This Model has the Piercing (Fore Kannon) Munitions Type<br>This Model may upgrade its Crew from Defensive to Stoic for +15 points.   |    |                |   |  |    |        |    |     |  |
| Weaponary Arcs:   |  | The Fore Kannon (P) has a Fore Fixed Channel Arc of Fire<br>The ONE Port Turret (P) has a 270-degree Port Arc of Fire<br>The ONE Starboard Turret (P) has a 270-degree Starboard Arc of Fire<br>The P/S Broadside (S) have a Broadside Arc of Fire  |    |                |   |  |    |        |    |     |  |
| Special Rules:  |  | Horrifying Concert: When the Pakhtusov brings its Turrets to bare on a target combined with its thunderous Fore Kannon, no surviving vessel can hope to save morale from the terrible decimation of the shrapnell! When performing a Linked Fire action with its Primary weapons all MARs and Munitions types of the participating weapons are applied when resolving the attack. |    |                |   |  |    |        |    |     |  |





**THE LEVIATHAN RISES!** - The site of this Baltic Monster breaching surface instills a primordial fear unto the enemies of the Motherland. On any turn in which a Magadan has changed its Height Level from Submerged to Surface in the Movement Declarations Step of its activation, when making subsequent attacks this turn, it gains the Terrifying **MAR** for all of its **Weaponry**.

| Russian Coalition   |  |   |    |   | Azov                       |    | Points |    | 120 |  |  |
|---|--|---|----|---|----------------------------|----|--------|----|-----|--|--|
| Battlecruiser   |  |   |    |   | Crew Type: Conscripted     |    |        |    |     |  |  |
|  |  |   |    |   | Medium Naval Capital Model |    |        |    |     |  |  |
|   |  |   |    |   | Minimum Move: 2"           |    |        |    |     |  |  |
|   |  |   |    |   | Turning Template: Medium   |    |        |    |     |  |  |
|   |  |   |    |   | Turn Limit: 0"             |    |        |    |     |  |  |
|   |  |   |    |   | Squadron Size: 1           |    |        |    |     |  |  |
| 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 Broadside (S)   |  | 7   | 7  | 5 | -                          | 8  | 4      | 4  | 6   |  |  |
| -   |  | -   | -  | - | -                          |    |        |    |     |  |  |
| MAR:  |  | Ablative Armour (+2), Combat Patrol, Strategic Value (25), Sturginium Boost   |    |   |                            |    |        |    |     |  |  |
| Options:  |  | This Model is fitted with an Internal Target Jammer (Rockets and Torpedoes, 3) Generator<br>This Model may upgrade its Crew Type from Conscripted to Regular for an additional +10 points |    |   |                            |    |        |    |     |  |  |
| Weaponary Arcs:   |  | ONE Main Turret (P) has a 270-degree Fore Fire Arc<br>ONE Raised Turret (P) has a 270-degree Fore Fire Arc<br>The P/S Broadside (S) have a Broadside Fire Arc                             |    |   |                            |    |        |    |     |  |  |












|   |  |   |   |   |                           |    |             |    |    |  |
|---|--|---|---|---|---------------------------|----|-------------|----|----|--|
| Russian Coalition   |  |   |   |   | Rudnitsky                 |    | Points      |    | 50 |  |
| Repair Cruiser  |  |   |   |   | Crew Type: Non-Combatant  |    |             |    |    |  |
|  |  |   |   |   | Medium Naval Repair Model |    |             |    |    |  |
|   |  |   |   |   | Minimum Move:             |    | 0"          |    |    |  |
|   |  |   |   |   | Turning Template:         |    | 360-Degrees |    |    |  |
|   |  |   |   |   | Turn Limit:               |    | 0"          |    |    |  |
|   |  |   |   |   | Squadron Size:            |    | 1-3         |    |    |  |
| 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  |  |
| -   |  | -   | - | - | -                         |    |             |    |    |  |
| MAR:  |  | Attachment (RC: Medium and Large Naval, 1), Experienced Engineers, Strategic Value (25), Vulnerable |   |   |                           |    |             |    |    |  |
| Options:  |  | None  |   |   |                           |    |             |    |    |  |
| Weaponary Arcs:   |  | ONE Light Mortar (S) has a 360-degree Fire Arc  |   |   |                           |    |             |    |    |  |

















SAW

| Russian Coalition   |    |    |    |   | Svarog  |    | Points | 320 |
|---|----|----|----|---|---|----|--------|-----|
| Dreadnought-Robot   |    |    |    |   | Crew Type: Elite  |    |        |     |
|  |    |    |    |   | Massive Armoured Capital Multi-Purpose Robot  |    |        |     |
|   |    |    |    |   | Minimum Move: 0"  |    |        |     |
|   |    |    |    |   | Turning Template: 360-Degrees   |    |        |     |
|   |    |    |    |   | Turn Limit: 0"  |    |        |     |
|   |    |    |    |   | Squadron Size: 1  |    |        |     |
| RB  | 1  | 2  | 3  | 4 | DR  | GR | 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   |
| -   | -  | -  | -  | - |   |    |        |     |
| <b>MAR:</b>   |    |    |    |   | Ablative Armour (3), All-Terrain, Area Bombardment (Bombardment Cannon <sup>++</sup> ), Crushing Impact (Boarding Only), Hull Breaker (Boarding Only, +D3), Strategic Value (150), Terrifying (Boarding Only)   |    |        |     |
| <b>Options:</b>   |    |    |    |   | The Model has an Internal Mimic (12") Generator.<br>This Model <b>MUST</b> upgrade to carry ONE of the following weapon combinations:<br>A pair of Istomin Bombard Cannons for an additional 30 Points<br>A pair of Samatian Steam-Axes for no additional Points  |    |        |     |
| <b>Weaponary Arcs:</b>  |    |    |    |   | TWO Istomin Bombard Arms (P) have 270 degree Fore Fire Arcs<br>ONE Main Turret (P) has a 270 degree Port Fire Arc<br>ONE Main Turret (P) has a 270 degree Starboard Fire Arc  |    |        |     |
| <b>Special Rules:</b>   |    |    |    |   | <b>SAMATIAN STEAM AXES</b> - 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.<br><br><b>ISTOMIN BOMBARD CANNONS - INTENSE BOMBARDMENT<sup>++</sup></b> - 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   |    |        |     |
|  |    |    |   |   | Massive Armoured Capital Model   |    |        |     |
|   |    |    |   |   | Minimum Move: 0"   |    |        |     |
|   |    |    |   |   | Turning Template: Large  |    |        |     |
|   |    |    |   |   | Turn Limit: 2"   |    |        |     |
|   |    |    |   |   | Squadron Size: 1   |    |        |     |
| RB  | 1  | 2  | 3 | 4 | DR   | GR | MV     | HP  |
| Main Turret (P)   | 16 | 14 | 8 | - | 6  | 9  | 5"     | 9   |
| P/S Broadside (S)   | 10 | 10 | 8 | - | AP   | AA | CC     | IR  |
| Heavy Mortar (P)  | -  | 6  | 6 | - | 10   | 4  | 4      | 7   |
| -   | -  | -  | - | - |  |    |        |     |
| <b>MAR:</b>   |    |    |   |   | Ablative Armour (+2), Squadron Support (Tikhvin Glass Tank, 3), Combat Coordinator (RG, Die Hard Attitude, 8"), Security Posts (2), Strategic Value (100), Sturginium Boost  |    |        |     |
| <b>Options:</b>   |    |    |   |   | This Model may upgrade its Crew Type from Stoic to Elite for an additional +20 points<br>Model is fitted with ONE External Generator chosen from the following list:<br>Target Jammer (Rockets, 4) Generator<br>Mimic (12") Generator for no additional cost |    |        |     |
| <b>Weaponary Arcs:</b>  |    |    |   |   | TWO Main Turrets (P) have an Off-Set 180-degree Fire Arc<br>THREE Heavy Mortars (P) have a 360-degree Fire Arc<br>The P/S Broadside (S) have a Broadside Fire Arc  |    |        |     |
























| Russian Coalition   |    |   |   |   | Tower Defensive Line  |    |    |    | Points | 555 |
|---|----|---|---|---|---|----|----|----|--------|-----|
| Universal Fortification   |    |   |   |   | Crew Type: Defensive  |    |    |    |        |     |
|  |    |   |   |   | Medium Capital Universal Fortification  |    |    |    |        |     |
|   |    |   |   |   | Minimum Move: 0"  |    |    |    |        |     |
|   |    |   |   |   | Turning Template: 0   |    |    |    |        |     |
|   |    |   |   |   | Turn Limit: 0"  |    |    |    |        |     |
|   |    |   |   |   | Squadron Size: 2-4  |    |    |    |        |     |
| RB  | 1  | 2 | 3 | 4 | DR  | GR | 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  |        |     |
| -   | -  | - | - | - |   |    |    |    |        |     |
| MAR:  |    |   |   |   | Redoubtable, Rugged Construction (2), Security Posts (1)  |    |    |    |        |     |
| Options:  |    |   |   |   | <p>Squadron may contain multiple types of Tower if desired. Each Tower MUST purchase ONE of the following upgrades:</p> <p>Communications Tower - 40pts - The Model gains the Combat Coordinator (RC, Die Hard Attitude, 12") MAR.</p> <p>Flak Tower - 45pts - The Model increases its AA to AA 6 and gains the Sustained Fire (Ack Ack, 2) MAR.</p> <p>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</p> <p>Mortar Tower - 50pts - This Model has a Heavy Mortar (P) and an Internal Nullification Generator</p> |    |    |    |        |     |
| Weaponary Arcs:   |    |   |   |   | <p>ONE Main Turret (P) has a 360-degree Fire Arc</p> <p>ONE Heavy Mortar (P) has a 360-degree Fire Arc</p>  |    |    |    |        |     |

| Russian Coalition   |   |   |   |   | Small Infantry Bunker  |    |    |    | Points | 25 |
|---|---|---|---|---|--|----|----|----|--------|----|
| Land Fortification  |   |   |   |   | Crew Type: Defensive   |    |    |    |        |    |
|  |   |   |   |   | Small Fortification  |    |    |    |        |    |
|   |   |   |   |   | Minimum Move: 0"   |    |    |    |        |    |
|   |   |   |   |   | Turning Template: 0  |    |    |    |        |    |
|   |   |   |   |   | Turn Limit: 0"   |    |    |    |        |    |
|   |   |   |   |   | Squadron Size: 1-3   |    |    |    |        |    |
| RB  | 1 | 2 | 3 | 4 | DR   | GR | MV | HP |        |    |
| -   | - | - | - | - | 3  | 5  | 0" | 2  |        |    |
| -   | - | - | - | - | AP   | AA | CC | IR |        |    |
| -   | - | - | - | - | 2  | 1  | 1  | 4  |        |    |
| -   | - | - | - | - |  |    |    |    |        |    |
| MAR:  |   |   |   |   | Combat Deployment (RC, Line Infantry, 1), Long Range Assault, Rugged Construction (1)  |    |    |    |        |    |
| Options:  |   |   |   |   | <p>The 1x Line Infantry may be upgraded to be the following:</p> <p>1x Assault Infantry for an additional +5 points</p> <p>1x Close Support Infantry for an additional +10 points</p> <p>1x Engineer Infantry for an additional +10 points</p> |    |    |    |        |    |
| Weaponary Arcs:   |   |   |   |   | None   |    |    |    |        |    |







|   |  |   |   |   |                              |    |             |    |    |  |  |
|---|--|---|---|---|------------------------------|----|-------------|----|----|--|--|
| Russian Coalition   |  |   |   |   | Infantry Company             |    | Points      |    | 30 |  |  |
| Close Support Infantry  |  |   |   |   | Crew Type: Conscripted       |    |             |    |    |  |  |
|  |  |   |   |   | Tiny Armoured Infantry Model |    |             |    |    |  |  |
|   |  |   |   |   | Minimum Move:                |    | 0"          |    |    |  |  |
|   |  |   |   |   | Turning Template:            |    | 360-Degrees |    |    |  |  |
|   |  |   |   |   | Turn Limit:                  |    | 0"          |    |    |  |  |
|   |  |   |   |   | Squadron Size:               |    | 1-3         |    |    |  |  |
| 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  | -  |  |  |
| -   |  | -   | - | - | -                            |    |             |    |    |  |  |
| MAR:  |  | Elusive Target, Difficult Target, Sustained Fire (Close Mortars, 2) |   |   |                              |    |             |    |    |  |  |
| Options:  |  | May become Mechanised   |   |   |                              |    |             |    |    |  |  |
| Weaponary Arcs:   |  | The Close Mortars (S) have a 360-degree Fire Arc                    |   |   |                              |    |             |    |    |  |  |