



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
	1	1	1	1	2/2	2/1	1/1	-	-	-	-	-	-	-

HERO

4



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RED YANA

SERZHANT DIANA BONDARENKO, SMERSH

INFRANTRY ACE: Roll a die when Red Yana activates. On a 1 or 2 she (and any Unit she has joined) gains a third Action for this Activation.

EXPERT - GRENADE LAUNCHER: Hit on rolls of 1 as well as 2. 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



KOSHKKA

KAPITAN KOSHKKA RUDINOVA, SMERSH

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

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

HERO

4



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KOSHKKA

KAPITAN KOSHKKA RUDINOVA, SMERSH

ACE PILOT: May mount a Vehicle, using her skills while in the Vehicle. Roll a die when the Vehicle Activates. On a 1 or 2 the Vehicle gains a third Action for this Activation.

EXPERT - 45MM HOWITZER AND HEAVY SULPHUR JET: Hit on rolls of 1 as well as 2 with VK916 and 45mm Howitzers and Heavy Sulphur jets.

FIGHTING SPIRIT: Once per game, hit on rolls of 1 as well as 2. Applies to Units joined as well.

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

TS109
2014



NIKOLAI

POLITRIK KAPITAN NIKOLAI DIMITRIEVICH STARINOV, NKVD

- OFFICER
- PILOT • TAKE AIM

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

HERO

4



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NIKOLAI

POLITRIK 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 1 as well as 2 when using Ranged weapons to make a Sustained Attack. Does not apply to Units joined.

TS111
2014



RED COMMISSAR

NKVD POLITICAL COMMISSAR TANK HUNTER

- BRAVE • COMMISSAR
- PTRS-47 BAZOOKA: GRENADE

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

HERO

4



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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 BEARS

RED ARMY COMMAND SQUAD

• COMMAND SQUAD •

➔ 2
➔ 4
➔ 2

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	-	-	-

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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



FAKYELI

RED ARMY CLOSE-COMBAT SQUAD

• SULPHUR JET: FLAME •

➔ 3
➔ 4
➔ 2

RANGE	1	2	3	4	1	2	3	4	5	6	7	1	2	3
A	1x SULPHUR JET													
1	1/2	1/2	1/2	2/2	1/2	1/2	1/2	1/2	1/2	1/2	1/2	-	-	-
B	4x KS-18 SHOTGUN													
2	7/1	6/1	4/1	2/1	4/1	2/1	-	-	-	-	-	-	-	-
C	5x MOLOTOV COCKTAIL (LIMITED AMMO)													
C	1/3	1/3	1/1	1/1	1/3	1/3	1/2	1/2	1/2	1/2	1/2	-	-	-

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FAKYELI

RED ARMY CLOSE-COMBAT SQUAD

FLAME: Target Units get no Saves from this weapon. Units hit by this weapon are automatically Suppressed.

TS104
2014



KARL MARX

IS-48A, SUPER-HEAVY TESLA TANK

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

➔ 2
➔ 4
➔ 7

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	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
C	1x DSHK 12.7MM													
6	5/2	5/2	4/1	3/1	3/2	2/1	1/1	-	-	-	-	-	-	-
D	1x REAR DSHK 12.7MM													
C	3/1	3/1	2/1	1/1	-	-	-	-	-	-	-	-	-	-

LARGE VEHICLE

6

DAMAGE RESILIENT: Roll a die for each point of Damage done to miniature. On a 2, 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 a 6 if vehicle is hit.

TRACKED: Roll when moving through Terrain, halting on a score of 6.

TESLA: Place Stunned token on Unit hit by this weapon. Unit must perform a Nothing Action as its next Action, removing all Stunned tokens. While it has a Stunned token, it rolls a single die when making Reactive Attacks, but removes all Stunned tokens whether it succeeds or fails.

TS130
2014

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KARL MARX

IS-48A, SUPER-HEAVY TESLA TANK

DAMAGE RESILIENT: Roll a die for each point of Damage done to miniature. On a 2, 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 a 6 if vehicle is hit.

TRACKED: Roll when moving through Terrain, halting on a score of 6.

TESLA: Place Stunned token on Unit hit by this weapon. Unit must perform a Nothing Action as its next Action, removing all Stunned tokens. While it has a Stunned token, it rolls a single die when making Reactive Attacks, but removes all Stunned tokens whether it succeeds or fails.

TS130
2014



RED THUNDER

RED GUARDS ANTI-TANK SQUAD

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

➔ 2
➔ 4
➔ 2

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	-	-	-	-

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

TS115
2014

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RED THUNDER

RED GUARDS ANTI-TANK SQUAD

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

TS115
2014



GRAND'MA

KV-47B, SMERSH LIGHT WALKER

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

→ 3
→ 4
→ 3

RANGE	1	2	3	4	1	2	3	4	5	6	7	1	2	3
A	1x VK-916 45MM HOWITZER	FRONT												
6	1/1	1/1	1/1	1/1	2/2	2/3	2/2	1/2	1/1	1/1	-	-	-	-
B	1x HEAVY SULPHUR JET	FRONT												
1	1/2	1/2	1/2	1/1	1/2	1/2	1/2	1/2	1/2	1/2	1/2	-	-	-

+++++ 5




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GRAND'MA

KV-47B, SMERSH LIGHT WALKER

AIRMOBILE: Can be carried by an Airifter.
 DAMAGE RESILIENT: Roll a die for each point of Damage done to miniature. On a 5, 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



BABUSHKA

KV-3M, HEAVY GATLING WALKER

→ 2
→ 4
→ 5

RANGE	1	2	3	4	1	2	3	4	5	6	7	1	2	3
A	1x DUAL MAXIM GATLING GUNS	FRONT												
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	FRONT												
6	5/2	5/2	4/1	3/1	3/2	2/1	1/1	-	-	-	-	-	-	-
C	1x DSHK 12.7MM	TURRET												
6	5/2	5/2	4/1	3/1	3/2	2/1	1/1	-	-	-	-	2/2	1/2	1/1

+++++ 7



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BABUSHKA

KV-3M, HEAVY GATLING WALKER

TS128
2014



MOTHERLAND TWIN TESLA GUN

MOTHERLAND TWIN TESLA GUN

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

→ -
→ -
→ 2

RANGE	1	2	3	4	1	2	3	4	5	6	7	1	2	3
A	1x TWIN HEAVY TESLA GUNS	TURRET												
10	18/1	18/1	18/1	18/1	18/1	18/1	18/1	18/1	18/1	18/1	18/1	-	-	-
B	4x AK-45	FRONT												
4	4/1	3/1	2/1	-	2/1	-	-	-	-	-	-	2/1	1/1	-

++++ 4



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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



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
A	1x DUAL SHVAK 50MM GUNS	FRONT												
3	1/1	1/1	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	FRONT												
2	9/2	9/2	8/2	6/1	5/2	4/1	2/1	-	-	-	-	8/2	5/2	3/1

+++++ 8



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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.

TS101
2014

UNIT TACTICS

UNIT TACTICS

UNIT TACTICS

UNIT TACTICS



WINTER CHILD

POLKOVNIK IVAN VASILIEV,
WINTER PROJECT

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

→ 3
→ 6
→ 4

RANGE	1	2	3	4	1	2	3	4	5	6	7	1	2	3
A	2x RADIATION BEAM													
B	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	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

+++++

6

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WINTER CHILD
POLKOVNIK IVAN VASILIEV,
WINTER PROJECT

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

FLYING: Ignore terrain.

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

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

TS126
2014



STEEL FIST

STEEL GUARDS
COMMAND SQUAD

- COMMAND SQUAD • STEEL GUARD •

→ 2
→ 3
→ 4

RANGE	1	2	3	4	1	2	3	4	5	6	7	1	2	3
A	1x 20MM SHVAK-47 AUTOGUN													
B	5/2	5/2	5/2	4/1	3/2	3/2	2/1	1/1	-	-	-	2/2	2/2	1/1
C	7/2	7/2	5/1	4/1	4/2	3/1	1/1	-	-	-	-	3/2	2/2	1/1
D	9/1	8/1	5/1	3/1	5/1	2/1	-	-	-	-	-	-	-	-
C	1/2	1/2	1/2	1/2	1/2	1/2	1/2	1/2	1/2	1/2	1/2	-	-	-

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STEEL FIST
STEEL GUARDS 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.

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

TS107
2014



STEEL TORNADO

STEEL GUARDS ASSAULT SQUAD

- STEEL GUARD •

→ 2
→ 3
→ 4

RANGE	1	2	3	4	1	2	3	4	5	6	7	1	2	3
A	1x 20MM SHVAK-47 AUTOGUN													
B	5/2	5/2	5/2	4/1	3/2	3/2	2/1	1/1	-	-	-	2/2	2/2	1/1
C	9/1	8/1	5/1	3/1	5/1	2/1	-	-	-	-	-	-	-	-
C	1/2	1/2	1/2	1/2	1/2	1/2	1/2	1/2	1/2	1/2	1/2	-	-	-

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STEEL TORNADO
STEEL GUARDS ASSAULT SQUAD

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

TS116
2014



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													
B	1/4	1/4	1/4	1/4	1/3	1/2	1/2	1/1	1/1	-	-	-	-	-
C	1/2	1/2	1/2	1/2	1/2	1/2	1/2	1/2	1/2	1/2	1/2	-	-	-

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STEEL DEATH
STEEL GUARDS SNIPER SQUAD

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

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

SNIPER: Choose the enemy Soldiers hit with this weapon.

TS118
2014

UNIT TACTICS

UNIT TACTICS

UNIT TACTICS

UNIT TACTICS



LAVRENTIY BERIA
IS-48B, SUPER-HEAVY TANK

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

RANGE	1	2	3	4	1	2	3	4	5	6	7	1	2	3
A	1x 152MM ML-20T GUN	TURRET												
18	1/4	1/3	1/2	1/1	1/2	1/2	1/2	1/2	1/6	1/6	1/5	-	-	-
B	1x DSHK 12.7MM	TURRET												
6	5/2	5/2	4/1	3/1	3/2	2/1	1/1	-	-	-	-	2/2	1/2	1/1
C	1x ATO-45	FRONT												
1	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
D	1x REAR DSHK 12.7MM	TURRET												
6	3/1	3/1	2/1	1/1	-	-	-	-	-	-	-	-	-	-

LARGE VEHICLE

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6



LAVRENTIY BERIA
IS-48B, SUPER-HEAVY TANK

DAMAGE RESILIENT: Roll a die for each point of Damage done to miniature. On 5, 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 6 if vehicle is hit.

TRACKED: Roll when moving through Terrain, halting on a score of 6.

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

TS131
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
A	1x QUAD 85MM D-5T AA GUNS	TURRET												
14	1/2	1/1	1/1	1/1	4/5	4/5	4/5	3/4	3/4	2/3	1/3	4/4	3/4	2/3
B	1x DSHK 12.7MM	TURRET												
6	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	FRONT												
6	5/2	5/2	4/1	3/1	3/2	2/1	1/1	-	-	-	-	-	-	-
D	1x REAR DSHK 12.7MM	TURRET												
6	3/1	3/1	2/1	1/1	-	-	-	-	-	-	-	-	-	-

LARGE VEHICLE

+++++

5



MAO ZEDONG
IS-5A, HEAVY ANTI-AIRCRAFT TANK

ADVANCED REACTIVE FIRE: Can attempt a Reactive Attack at up to Range 6, counting 6 as 5 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 5, 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 6 if vehicle is hit.

TRACKED: Roll when moving through Terrain, halting on a score of 6.

TS133
2014



MATRIOSHKA
KV-3K, HEAVY ANTI-TANK WALKER

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

LARGE VEHICLE

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MATRIOSHKA
KV-3K, HEAVY ANTI-TANK WALKER

TS135
2014



NIKITA
KV-47E AERO, LIGHT MORTAR WALKER

- AIR ASSAULT • DAMAGE RESILIENT •

RANGE	1	2	3	4	1	2	3	4	5	6	7	1	2	3
A	1x DUAL QUAD 120MM GRENADE LAUNCHERS	FRONT												
8	1/1	1/1	1/1	1/1	1/2	1/1	1/1	1/1	1/1	-	-	-	-	-

LARGE VEHICLE

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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 5, a point of Damage is cancelled. Does not apply to Units joined.

TS142
2014



NADYA
KV-47A, LIGHT SULPHUR JET WALKER

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

→ 3
→ 4
→ 3

RANGE	1	2	3	4	1	2	3	4	5	6	7	1	2	3			
	A 1x PAIRED HEAVY SULPHUR JETS																
	1	1	1	2	2	2	2	2	2	2	2	2	2	2	-	-	-

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4



NADYA
KV-47A, LIGHT SULPHUR JET WALKER

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



NATASHA
KV-47B, LIGHT GUN WALKER

- AIRMOBILE •
- DAMAGE RESILIENT •
- SMOKE LAUNCHERS
- PAIRED 45MM D-25 HOWITZERS: GRENADE •

→ 3
→ 4
→ 3

RANGE	1	2	3	4	1	2	3	4	5	6	7	1	2	3		
	A 1x PAIRED 45MM D-25 HOWITZERS															
	6	1	1	1	1	1	1	4/3	4/2	3/2	1/1	-	-	-	-	-

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4




NATASHA
KV-47B, LIGHT GUN WALKER

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

TS140
2014



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

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

→ 3
→ 4
→ 3

RANGE	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	3/5	3/5	3/5	3/4	2/4	-	-	-

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

9

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.

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HAILSTORM
RED ARMY MORTAR SQUAD

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

→ 1
→ 3
→ 2

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	1	2	1	1	1	1	-	-	-	-	-
	B 4x PPSH-48 SUBMACHINE-GUN															
	3	7/1	5/1	3/1	-	3/1	-	-	-	-	-	-	-	-	-	-

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HAILSTORM
RED ARMY MORTAR SQUAD

7

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.

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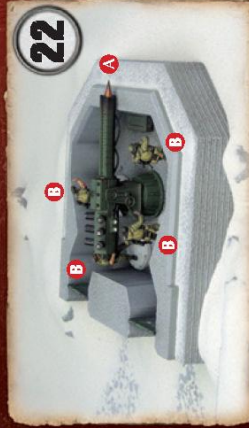
MOTHERLAND TESLA GUN

MOTHERLAND TESLA GUN

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



RANGE	1	2	3	4	1	2	3	4	5	6	6	7	1	2	3
	A 1x HEAVY TESLA GUN												TURRET		
10	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 4x AK-45 ASSAULT RIFLE														
4	4/1	3/1	2/1	-	2/1	-	-	-	-	-	-	-	2/1	1/1	-



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 Stunned token on target. Unit must perform Nothing action as next Action, removing all Stunned tokens.

STRONGPOINT SAVE: Re-roll failed Saves, cancelling Hit on .

BUNKER SAVE: Re-roll failed Saves, cancelling Hit on  or .

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