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# v2.3

Feb 2020

Game: **AT-43**

Publisher: **Rackham Entertainment (2006)**

## RED BLOK unit cards

- 1 Initial release
- v1.1 Heroes updated with info on which units they can lead
- v1.2 Dotch Yaga pic added
- v1.3 Dragonov Kommandos error fixed
- v1.4 Spetsnatz Kommando officers spelling error fixed
- v1.5 Spetsnatz Kommando rocket launcher accuracy fixed
- v1.6 Urod rank fixed
- v2 Added support teams
- v2.1 Dragomirov & Strielitz Kolossus sergeants point scores fixed, spelling error on Soldaty cards fixed
- v2.2 Kolossus cards Blitz ability: typo fixed
- v2.3 Krasnye & RPG Groupa R Support team numbers fixed
- v3 Added summary sheets and changed to layout to fit on fewer sheets. Fixed support and bunker units. Spetsnatz, RPG, Strielitz and Dragomirov Kolossus stat errors fixed. Incorporated rocket launcher and ATGauss costs into points cost on relevant cards. Fixed Hetman picture. Krasnye officer and RPG Kolossus weapon stats fixed.

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Created by Peter Gifford 'Universal Head'  
The Esoteric Order of Gamers



# RED BLOK

**HEROES** (Add cost to unit; add hero to unit but does not count towards the number of fighters in the unit)

	Cost	Authority	Ldrship	# Bonus	Officer of
Sergeant A. Tiymofiyeva	+40	3	1	0	Any * soldier unit
Sergeant A. Tiymofiyeva + Kozni	+230	3	1	0	Any Nakovalny unit
Captain Pavel Vrachov	+90	6	5	3	Any Krasnye Soldaty unit
Captain Pavel Vrachov + grenades	+95	6	5	3	Any Krasnye Soldaty unit
Captain Pavel Vrachov +KK5	+545	6	9	0	Solo AFV
Colonels Odin 0-1 & Manon 0-2+220	7	9	0	Solo infantry	
Colonels Odin 0-1 & Manon 0-2 + Urod	+570	7	9	0	Solo AFV
Dragomira 0-3	+165	4	3	0	Any Dragomirov unit

**OFFICERS** (Add cost to unit; officer replaces a standard fighter)

	Cost	Authority	Ldrship	# Bonus
1. Sergeant	+10	3	1	0
2. Master Sergeant	+15	3	2	1
3. Lieutenant	+30	4	3	2
4. Captain	+60	6	5	3
5. Colonel	+75	7	7	3

## SOLDIERS

Krasnye Soldaty	*	Std (8)	Max (12)	Extra	Officers
<b>STD:</b> 8 troopers incl 1 special weapon + 0-2 specialists + 0-1 officer. <b>MAX:</b> 12 troopers incl 3 special weapons + 0-2 specialists + 0-1 officer.					
Basic (Assault rifle, knife)		150	250	+20	All
+ grenades		190	310	+25	
+ rocket launcher (equip all bearers)		+50	+50		
RPG Soldaty	*	Std (6)	Max (9)	Extra	Officers
<b>STD:</b> 6 troopers incl 1 special weapon + 0-2 specialists + 0-1 officer. <b>MAX:</b> 9 troopers incl 3 special weapons + 0-2 specialists + 0-1 officer.					
Basic (SMGauss, knife)		150	250	+20	All
+ grenades		190	310	+25	
+ rocket launcher (equip all bearers)		+50	+50		
Spetnatz Kommandos	**	Std (6)	Max (9)	Extra	Officers
<b>STD:</b> 6 troopers incl 1 special weapon + 0-2 specialists + 0-1 officer. <b>MAX:</b> 9 troopers incl 3 special weapons + 0-2 specialists + 0-1 officer.					
Basic (Gauss rifle, knife)		175	300	+25	All
+ grenades		205	345	+30	
Dragonov Kommandos	**	Std (6)	Max (9)	Extra	Officers
<b>STD:</b> 6 troopers incl 1 special weapon + 0-2 specialists + 0-1 officer. <b>MAX:</b> 9 troopers incl 3 special weapons + 0-2 specialists + 0-1 officer.					
Basic (Gauss rifle, infrared goggles, knife)		175	275	+30	All
+ grenades		205	320	+35	
+ ATGauss gun (equip all bearers)		+25	+25		

Spetsnatz Kolossus	***	Std (3)	Extra	Officers
<b>STD:</b> 3 troopers incl 0-1 officer.				
Basic (Flamer x2)		375	+125	Sgt (+10)
RPG Kolossus	***	Std (3)	Extra	Officers
<b>STD:</b> 3 troopers incl 0-1 officer.				
Basic (Rocket launcher x2)		425	+150	Sgt (+10)
Strielitz Kolossus	***	Std (3)	Extra	Officers
<b>STD:</b> 3 troopers incl 0-1 officer.				
Basic (Flamer, grenade launcher)		300	+100	Sgt (+10)
Dragomirov Kolossus	***	Std (3)	Extra	Officers
<b>STD:</b> 3 troopers incl 0-1 officer.				
Basic (Rocket launcher, MGauss)		375	+125	Sgt (+10)

## AFVs

		1 AFV	3 AFVS	Extra	Officers
Nakovalny	*	200	600	+200	Sgt (+15)
Sierp	*	200	600	+200	Sgt (+15)
Molot	*	225	675	+225	Sgt (+15)
Zvezda	*	200	600	+200	Sgt (+15)
Kossak	**	450	-	-	Sgt (+20)
Hetman	**	450	-	-	Sgt (+20)
Hussar	**	425	-	-	Sgt (+20)
Dotch Yaga	***	775	-	-	Lieut (+45)

## VEHICLES

		1 Vehicle	Officers		
BTR-5 Soundunk	*	275	-	-	None

**SAMPLE DESIGNATION:** **STD 175 . 20/**  
'STANDARD SIZED UNIT WITH A COST OF 175 AP + 20 AP PER EXTRA FIGHTER'

# RED BLOK SUPPORT UNITS

## SUPPORT UNITS

Krasnye Soldaty	*	Std (3)	Extra	Officers
Krasnye Groupa G (Grenade launcher)		75	+25	None
Krasnye Groupa R (Rocket launcher)		150	+50	None
+ grenades		165	+55	
RPG Soldaty	*	Std (3)	Extra	Officers
RPG Groupa M (MGauss)		100	+30	None
+ grenades		115	+35	
RPG Groupa R (Rocket launcher)		150	+50	None
+ grenades		165	+55	
Spetsnatz Kommandos	**	Std (3)	Extra	Officers
Spetsnatz Groupa F (Flamer)		175	+55	None
+ grenades		190	+60	
Spetsnatz Groupa R (Rocket launcher)		175	+55	None
+ grenades		190	+60	
Dragonov Kommandos	**	Std (3)	Extra	Officers
Dragonov Groupa S (Sniper gun)		125	+40	None
+ grenades		140	+45	
Dragonov Groupa A (ATGauss gun)		125	+45	None
+ grenades		140	+50	

## BUNKER SUPPORT UNITS *(Fortified support unit; requires a bunker)*

Krasnye Soldat Bunker	*	Std (2)	Max (6)	Extra	Officers
<b>STD:</b> 2 troopers incl 2 special weapons. <b>MAX:</b> 6 troopers incl 3 special weapons + 0-2 mechanics + 0-2 medics + 0-1 officer.					
Basic (Grenade launcher)		50	150	+20	All
Rocket launcher		+50	+50	-	
RPG Soldat Bunker	*	Std (2)	Max (6)	Extra	Officers
<b>STD:</b> 2 troopers incl 2 special weapons. <b>MAX:</b> 6 troopers incl 3 special weapons + 0-2 field engineers + 0-2 medics + 0-1 officer.					
Basic (MGauss)		50	150	+20	All
Rocket launcher		+50	+50	-	
Spetsnatz Kommando Bunker	**	Std (2)	Max (6)	Extra	Officers
<b>STD:</b> 2 troopers incl 2 special weapons. <b>MAX:</b> 6 troopers incl 3 special weapons + 0-2 field engineers + 0-2 medics + 0-1 officer.					
Basic (Flamer or rocket launcher)		125	250	+25	All
Dragonov Kommando Bunker	**	Std (2)	Max (6)	Extra	Officers
<b>STD:</b> 2 troopers incl 2 special weapons. <b>MAX:</b> 6 troopers incl 3 special weapons + 0-2 electronic warfare specialists + 0-2 medics + 0-1 officer.					
Basic (ATGauss gun or sniper gun)		125	250	+25	All

## BUNKER SUPPORT UNIT OFFICERS *(Add cost to unit; officer replaces a standard fighter)*

	Cost	Authority	Ldrship	# Bonus
1. Sergeant	+10	3	1	0
2. Master Sergeant	+15	3	2	1
3. Lieutenant	+30	4	3	2
4. Captain	+60	6	5	3
5. Colonel	+75	7	7	3

A **support unit** may fill an **infantry** or **support** slot.

They are considered rank 3 units for morale (ie, make a morale test when 1 fighter of the team remains).

When a company includes a **bunker support unit**, all bunkers on the battlefield become neutral **drop points** that can only be used by bunker support units. A bunker support unit requires a bunker; it can only be deployed through bunker drop points and **cannot leave its bunker**.

A bunker support unit can include several types of special weapons but only one type of weapon is fired each round in the same salvo. Flamers still fire one after the other.

## STANDARD ORGANIZATION RED BLOK



### Platoon Pattern

Soldier unit (★)!

Soldier unit (★)

Soldier unit (★ / ★★ / ★★★)

Strider unit (★★)

Strider (★ / ★★ / ★★★) or Vehicle (★ / ★★ / ★★★)  
or Soldier unit (★★★)

### General Notes

An **Officer** replaces a standard fighter; his cost is added.

All the **Special Weapon Bearers** in a unit must carry the same weapon.

Each **Specialist** replaces a standard fighter for free.

### Extra Fighters:

- cost of each fighter added to the standard number without exceeding the maximum number
- cost of each fighter to exceed the maximum number when there is an officer in the unit. Officer's numbers bonus (●) is the most that can be added.
- a unit must be at its maximum number of fighters in order to have more than one special weapon bearer.

## PLATOON PATTERN THE ARC



### Advantage

The maximum number of fighters in ARC infantry units is increased by 1 (this additional fighters is not free: his AP cost is added as usual to that of the unit; this rule only applies to units with an extra fighter cost).

### Disadvantage

The units may be issued only 1 combat drill at a time.

### Platoon Pattern

Infantry unit (★)!

Infantry unit (★)

Soldier unit (★★ / ★★★)

AFV unit (★ / ★★)

AFV unit (★ / ★★ / ★★★)  
or Soldier unit (★★★)

## PLATOON PATTERN FRONTLINE



### Advantage

Your AFVs can control objectives.

### Disadvantage

The company is defeated if all its AFVs are destroyed.

### Platoon Pattern

AFV unit (★ / ★★★)!

AFV unit (★ / ★★)

Infantry unit (★★ / ★★★)

Infantry unit (★★ / ★★★)

Infantry unit (★ / ★★★)

## PLATOON PATTERN GENCOL



### Advantage

The company may include several copies of the same hero even in different units; the company may ignore the limitation on officers concerning heroes.

### Disadvantage

Units without an officer are immediately eliminated as soon as the player does not spend LP to activate it.

### Platoon Pattern

Infantry unit (★★)!

Infantry unit (★ / ★★)

Infantry unit (★ / ★★★)

AFV or Infantry unit (★★ / ★★★)

AFV unit (★ / ★★)

### Special Equipment: Bacteriological Grenades

Any unit with Grenades can be equipped with these instead. **Bacteriological**: The minimum Damage test required is always 5+.



Grenades

0

1/0

1

5+/2

Indirect fire

## PLATOON PATTERN SUPRA



### Advantage

The Authority test is rolled with 2 dice instead of 1. The player picks the better of the 2 results.

### Disadvantage

A disorganized unit is eliminated immediately.

### Platoon Pattern

Infantry unit (★★)!

Infantry unit (★★)

Soldier unit (★ / ★★ / ★★★)

Soldier unit (★ / ★★)

AFV unit (★ / ★★ / ★★★)

## RED BLOK PLATOON PATTERNS

### ONLY ONE PLATOON PATTERN CAN BE USED AT A TIME

A **Soldier** slot may be used to field a unit of Soldiers (●).

A **Support** slot may be used to field a Support unit (●).

An **Infantry** slot may be used to field either a unit of Soldiers (●) or a Support unit (●).

A **Strider** slot may be used to field a unit of Striders (●).

A **Vehicle** slot may be used to field a unit of Vehicles (●).

An **AFV** slot may be used to field either a unit of Striders (●) or a unit of Vehicles (●).

- Indicates figure is added to unit but does not count in the number of fighters (so it is possible to exceed the maximum number of fighters).
- Indicates figure replaces a standard fighter.  
In both cases the figure's cost is added to that of the unit.



40 OFFICER OF ANY TYPE 1 SOLDIER UNIT

SGT. A. TIYMOFIYEVA ★

> SERGEANT



3 1 -

14 6 3 3



Standard Ranged

Assault rifle 2 1/1 - 4/1

Equipment & Abilities

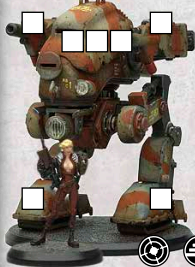
**Interference** When unit is activated, select a card in the opponent's activation sequence without looking at it and place it wherever you want in the sequence.

**Disruption** For each fighter with this ability on the battlefield, every enemy company loses 1 LP during the tactical phase (cannot fall below the enemy's commander's LP value).

230 OFFICER OF ANY NAKOVALNY UNIT

SGT. A. TIYMOFIYEVA ★  
ABOARD 'KOZNI'

> SERGEANT



3 1 -

20 9 13 5



Standard Ranged

Light MGauss 1 4 3/0 - 7/1  
Light MGauss 2 4 3/0 - 7/1

Equipment & Abilities

**Interference** When unit is activated, select a card in the opponent's activation sequence without looking at it and place it wherever you want in the sequence.

**Disruption** For each fighter with this ability on the battlefield, every enemy company loses 1 LP during the tactical phase (cannot fall below the enemy's commander's LP value).

Heroic Pilot

220 SOLO INFANTRY UNIT ONLY

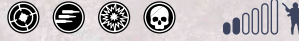
ODIN 0-1 & MANON 0-2 ★

>>>> COLONEL



7 9 -

14 6 3 4



Standard Ranged

Grenade pistol 1 1/0 3 4/1 Indirect fire

Equipment & Abilities

**Mechanic Repair** At the beginning or end of her unit's activation can repair a friendly AFV within 2.5cm (including her own). The AFV regains 1 SP in a desired location, and a destroyed location may be chosen.

**Medic First Aid.** Once per round save member of the unit

Odin & Manon do not benefit from the Hero rule for the distribution of damage.

Either can be chosen as the leader of their 'unit'. Chose which every time a leader needs to be selected.

165 OFFICER OF ANY DRAGOMIROV UNIT

DRAGOMIRA 0-3 ★★

>>> LIEUTENANT



4 3 -

10 10 12 4



Standard Ranged

Rocket launcher 4 2/0 - 11/2  
MGauss 5 3/0 - 7/1

Equipment & Abilities

**Assisted Propulsion Blitz:** Movement increased by 10 for first round on the battlefield; may act normally when arriving in reinforcement.

**Gestalt** Adds Leadership to that of the Commander of the company (if Comander is of equal or higher rank) when she is not Commander.

**Combat Clone** Only eliminated if she suffers 2 damage points on a single Damage test. 1 is ignored.

90 OFFICER OF ANY KRASNYE SOLDATY UNIT

CPT. PAVAL VRACHOV ★

>>>> CAPTAIN



6 5 3

14 6 3 4



Standard Ranged

Grenade pistol 1 1/0 3 4/1 Indirect fire

Close Combat

Combat knife 4 1/0 - 3/1

Equipment & Abilities

**Medic First Aid.** Once per round save member of the unit.

570 SOLO AFV UNIT

ODIN 0-1 & MANON 0-2 ★  
ABOARD 'UROD'

>>>> COLONEL



7 9 -

20 10 15 5



Standard Ranged

Medium rocket launcher 3 3/0 - 12/2  
Medium antitank cannon 6 2/0 - 18/1

Equipment & Abilities

**Mechanic Repair** At the beginning or end of her unit's activation can repair a friendly AFV within 2.5cm (including her own). The AFV regains 1 SP in a desired location, and a destroyed location may be chosen.

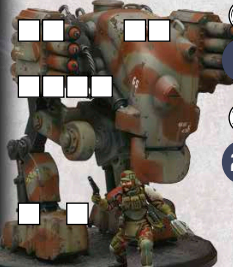
**Medic First Aid.** Once per round save member of the unit.

Heroic Pilot

545 SOLO AFV UNIT

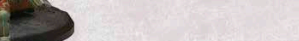
CPT. PAVEL VRACHOV ★  
ABOARD 'KK5'

>>>> CAPTAIN



6 9 -

20 10 15 5



Standard Ranged

Medium rocket launcher 1 3 3/0 - 12/2  
Medium rocket launcher 2 3 3/0 - 12/2

Equipment & Abilities

Heroic Pilot

**Medic First Aid.** Once per round save soldier in contact.

95 OFFICER OF ANY KRASNYE SOLDATY UNIT

CPT. PAVAL VRACHOV ★

>>>> CAPTAIN



6 5 3

14 6 3 4



Standard Ranged

Grenade pistol 1 1/0 3 4/1 Indirect fire

Close Combat

Combat knife 4 1/0 - 3/1

Equipment & Abilities

Grenades 0 1/0 1 4/1 Indirect fire

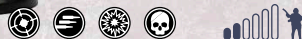
**Medic First Aid.** Once per round save member of the unit.



+10

## KRASNYE SOLDATY ★

» SERGEANT



Standard Ranged

Assault rifle 2 1/1 - 4/1

Close Combat

Combat knife 4 1/0 - 3/1

Equipment as per unit

+15

## KRASNYE SOLDATY ★

» MASTER SERGEANT



Standard Ranged

Assault rifle 2 1/1 - 4/1

Close Combat

Combat knife 4 1/0 - 3/1

Equipment as per unit

+30

## KRASNYE SOLDATY ★

»» LIEUTENANT



Standard Ranged

Assault rifle 2 1/1 - 4/1

Close Combat

Combat knife 4 1/0 - 3/1

Equipment as per unit

+60

## KRASNYE SOLDATY ★

»»» CAPTAIN



Standard Ranged

Assault rifle 2 1/1 - 4/1

Close Combat

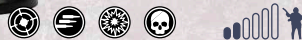
Combat knife 4 1/0 - 3/1

Equipment as per unit

+75

## KRASNYE SOLDATY ★

»»»» COLONEL



Standard Ranged

Assault rifle 2 1/1 - 4/1

Close Combat

Combat knife 4 1/0 - 3/1

Equipment as per unit

STD 200, 20/  
8 KRASNYE SOLDATY ★



Standard Ranged

Assault rifle 2 1/1 - 4/1

Close Combat

Combat knife 4 1/0 - 3/1

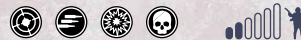
1 Special Weapon

Rocket launcher 1 2/0 - 11/2

0-2 Specialists

**Medic First Aid.** Once per round save member of the unit.  
**Mechanic Repair.** At the beginning or end of his unit's activation can repair a friendly AFV within 2.5cm (including his own). The AFV regains 1 SP in a desired location, and a destroyed location may be chosen.

STD 150, 20/  
8 KRASNYE SOLDATY ★



Standard Ranged

Assault rifle 2 1/1 - 4/1

Close Combat

Combat knife 4 1/0 - 3/1

1 Special Weapon

Grenade launcher 2 1/0 3 4/1 Indirect fire

0-2 Specialists

**Medic First Aid.** Once per round save member of the unit.  
**Mechanic Repair.** At the beginning or end of his unit's activation can repair a friendly AFV within 2.5cm (including his own). The AFV regains 1 SP in a desired location, and a destroyed location may be chosen.

MAX 300, 20/  
12 KRASNYE SOLDATY ★



Standard Ranged

Assault rifle 2 1/1 - 4/1

Close Combat

Combat knife 4 1/0 - 3/1

3 Special Weapons

Rocket launcher 1 2/0 - 11/2

0-2 Specialists

**Medic First Aid.** Once per round save member of the unit.  
**Mechanic Repair.** At the beginning or end of his unit's activation can repair a friendly AFV within 2.5cm (including his own). The AFV regains 1 SP in a desired location, and a destroyed location may be chosen.



MAX 250 . 20/  
12 KRASNYE SOLDATY ★



14 6 3 4



Standard Ranged

Assault rifle 2 1/1 - 4/1

Close Combat

Combat knife 4 1/0 - 3/1

3 Special Weapons

Grenade launcher 2 1/0 3 4/1 Indirect fire

0-2 Specialists

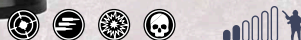
**Medic First Aid.** Once per round save member of the unit.

**Mechanic Repair.** At the beginning or end of his unit's activation can repair a friendly AFV within 2.5cm (including his own). The AFV gains 1 SP in a desired location, and a destroyed location may be chosen.

+10  
RPG SOLDATY ★  
» SERGEANT



3 1 -  
14 6 3 4



Standard Ranged

SMGauss 0 2/0 - 4/1

Close Combat

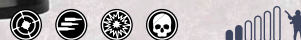
Combat knife 4 1/0 - 3/1

Equipment as per unit

+15  
RPG SOLDATY ★  
» MASTER SERGEANT



3 2 1  
14 6 3 4



Standard Ranged

SMGauss 0 2/0 - 4/1

Close Combat

Combat knife 4 1/0 - 3/1

Equipment as per unit

+30  
RPG SOLDATY ★  
»» LIEUTENANT



4 3 2  
14 6 3 4



Standard Ranged

SMGauss 0 2/0 - 4/1

Close Combat

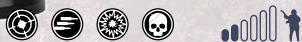
Combat knife 4 1/0 - 3/1

Equipment as per unit

+60  
RPG SOLDATY ★  
»»» CAPTAIN



6 5 3  
14 6 3 4



Standard Ranged

SMGauss 0 2/0 - 4/1

Close Combat

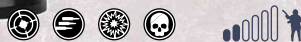
Combat knife 4 1/0 - 3/1

Equipment as per unit

+75  
RPG SOLDATY ★  
»»» COLONEL



7 7 3  
14 6 3 4



Standard Ranged

SMGauss 0 2/0 - 4/1

Close Combat

Combat knife 4 1/0 - 3/1

Equipment as per unit

STD 200 . 20/  
8 RPG SOLDATY ★



14 6 3 4



Standard Ranged

SMGauss 0 2/0 - 4/1

Close Combat

Combat knife 4 1/0 - 3/1

1 Special Weapon

Rocket launcher 1 2/0 - 11/2

0-2 Specialists

**Medic First Aid.** Once per round save member of the unit.

**Combat Engineer Sabotage.** Remove a terrain element within 2.5cm during unit's activation.

STD 150 . 20/  
8 RPG SOLDATY ★



14 6 3 4



Standard Ranged

SMGauss 0 2/0 - 4/1

Close Combat

Combat knife 4 1/0 - 3/1

1 Special Weapon

MGauss 2 3/0 - 7/1

0-2 Specialists

**Medic First Aid.** Once per round save member of the unit.

**Combat Engineer Sabotage.** Remove a terrain element within 2.5cm during unit's activation.



MAX 300 . 20/  
12 RPG SOLDATY



14 6 3 4



Standard Ranged

SMGauss 0 2/0 - 4/1

Close Combat

Combat knife 4 1/0 - 3/1

3 Special Weapons

Rocket launcher 1 2/0 - 11/2

0-2 Specialists

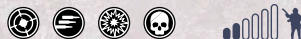
**Medic First Aid.** Once per round save member of the unit.

**Combat Engineer Sabotage.** Remove a terrain element within 2.5cm during unit's activation.

MAX 250 . 20/  
12 RPG SOLDATY



14 6 3 4



Standard Ranged

SMGauss 0 2/0 - 4/1

Close Combat

Combat knife 4 1/0 - 3/1

3 Special Weapons

MGauss 2 3/0 - 7/1

0-2 Specialists

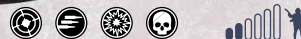
**Medic First Aid.** Once per round save member of the unit.

**Combat Engineer Sabotage.** Remove a terrain element within 2.5cm during unit's activation.

+10  
SPETSNAZ KOMMANDOS  
» SERGEANT



3 1 -  
14 7 4 5



Standard Ranged

Gauss rifle 4 1/0 - 5/1

Close Combat

Combat knife 5 1/0 - 3/1

Equipment as per unit

+15  
SPETSNAZ KOMMANDOS  
» MASTER SERGEANT



3 2 1  
14 7 4 5



Standard Ranged

Gauss rifle 4 1/0 - 5/1

Close Combat

Combat knife 5 1/0 - 3/1

Equipment as per unit

+30  
SPETSNAZ KOMMANDOS  
»»» LIEUTENANT



4 3 2  
14 7 4 5



Standard Ranged

Gauss rifle 4 1/0 - 5/1

Close Combat

Combat knife 5 1/0 - 3/1

Equipment as per unit

+60  
SPETSNAZ KOMMANDOS  
»»»» CAPTAIN



6 5 3  
14 7 4 5



Standard Ranged

Gauss rifle 4 1/0 - 5/1

Close Combat

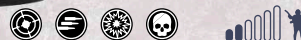
Combat knife 5 1/0 - 3/1

Equipment as per unit

+75  
SPETSNAZ KOMMANDOS  
»»»»» COLONEL



7 7 3  
14 7 4 5



Standard Ranged

Gauss rifle 4 1/0 - 5/1

Close Combat

Combat knife 5 1/0 - 3/1

Equipment as per unit

STD 175 . 25/  
6 SPETSNAZ  
KOMMANDOS



14 7 4 5



Standard Ranged

Gauss rifle 4 1/0 - 5/1

Close Combat

Combat knife 5 1/0 - 3/1

1 Special Weapon

Flamer [25] 1/0 4 8/1 Projection Indirect fire

0-2 Specialists

**Medic First Aid.** Once per round save member of the unit.

**Combat Engineer Sabotage.** Remove a terrain element within 2.5cm during unit's activation.



STD 175 . 25/  
6 SPETSNAZ  
COMMANDOS



14 7 4 5



Standard Ranged

Gauss rifle 4 1/0 - 5/1

Close Combat

Combat knife 5 1/0 - 3/1

1 Special Weapon

Rocket launcher 2 2/0 - 11/2

0-2 Specialists

**Medic First Aid.** Once per round save member of the unit.

**Combat Engineer Sabotage.** Remove a terrain element within 2.5cm during unit's activation.

MAX 300 . 25/  
9 SPETSNAZ  
COMMANDOS



14 7 4 5



Standard Ranged

Gauss rifle 4 1/0 - 5/1

Close Combat

Combat knife 5 1/0 - 3/1

3 Special Weapons

Flamer [25] 1/0 4 8/1 Projection Indirect fire

0-2 Specialists

**Medic First Aid.** Once per round save member of the unit.

**Combat Engineer Sabotage.** Remove a terrain element within 2.5cm during unit's activation.

MAX 300 . 25/  
9 SPETSNAZ  
COMMANDOS



14 7 4 5



Standard Ranged

Gauss rifle 4 1/0 - 5/1

Close Combat

Combat knife 5 1/0 - 3/1

3 Special Weapons

Rocket launcher 2 2/0 - 11/2

0-2 Specialists

**Medic First Aid.** Once per round save member of the unit.

**Combat Engineer Sabotage.** Remove a terrain element within 2.5cm during unit's activation.

+10  
DRAGONOVKOMMANDOS  
SERGEANT



3 1 -  
14 7 4 5



Standard Ranged

Gauss rifle 5 1/0 - 5/1

Close Combat

Combat knife 5 1/0 - 3/1

Equipment as per unit

+15  
DRAGONOVKOMMANDOS  
MASTER SERGEANT



3 2 1  
14 7 4 5



Standard Ranged

Gauss rifle 5 1/0 - 5/1

Close Combat

Combat knife 5 1/0 - 3/1

Equipment as per unit

+30  
DRAGONOVKOMMANDOS  
LIEUTENANT



4 3 2  
14 7 4 5



Standard Ranged

Gauss rifle 5 1/0 - 5/1

Close Combat

Combat knife 5 1/0 - 3/1

Equipment as per unit

+60  
DRAGONOVKOMMANDOS  
CAPTAIN



6 5 3  
14 7 4 5



Standard Ranged

Gauss rifle 5 1/0 - 5/1

Close Combat

Combat knife 5 1/0 - 3/1

Equipment as per unit

+75  
DRAGONOVKOMMANDOS  
COLONEL



7 7 3  
14 7 4 5



Standard Ranged

Gauss rifle 5 1/0 - 5/1

Close Combat

Combat knife 5 1/0 - 3/1

Equipment as per unit

STD 200 .30/  
6 DRAGONOV KOMMANDOS



14 7 4 5

Standard Ranged

Gauss rifle 5 1/0 - 5/1

Close Combat

Combat knife 5 1/0 - 3/1

1 Special Weapon

ATGauss gun 7 1/1 - 14/1

0-2 Specialists

**Medic First Aid.** Once per round save member of the unit.  
**Electronic Warfare Specialist Disruption.** For each fighter with this ability on the battlefield, every enemy company loses 1 LP during the tactical phase (cannot fall below the enemy's commander's LP value).

Equipment

Infrared Goggles **Detection.** +1 in Accuracy with all weapons (already in profile). Ignore enemy **Stealth** ability.

STD 175 .30/  
6 DRAGONOV KOMMANDOS



14 7 4 5

Standard Ranged

Gauss rifle 5 1/0 - 5/1

Close Combat

Combat knife 5 1/0 - 3/1

1 Special Weapon

Sniper gun 10 1/0 - 8/1 Sniper

0-2 Specialists

**Medic First Aid.** Once per round save member of the unit.  
**Electronic Warfare Specialist Disruption.** For each fighter with this ability on the battlefield, every enemy company loses 1 LP during the tactical phase (cannot fall below the enemy's commander's LP value).

Equipment

Infrared Goggles **Detection.** +1 in Accuracy with all weapons (already in profile). Ignore enemy **Stealth** ability.

MAX 300 .30/  
9 DRAGONOV KOMMANDOS



14 7 4 5

Standard Ranged

Gauss rifle 5 1/0 - 5/1

Close Combat

Combat knife 5 1/0 - 3/1

3 Special Weapons

ATGauss gun 7 1/1 - 14/1

0-2 Specialists

**Medic First Aid.** Once per round save member of the unit.  
**Electronic Warfare Specialist Disruption.** For each fighter with this ability on the battlefield, every enemy company loses 1 LP during the tactical phase (cannot fall below the enemy's commander's LP value).

Equipment

Infrared Goggles **Detection.** +1 in Accuracy with all weapons (already in profile). Ignore enemy **Stealth** ability.

MAX 275 .30/  
9 DRAGONOV KOMMANDOS



14 7 4 5

Standard Ranged

Gauss rifle 5 1/0 - 5/1

Close Combat

Combat knife 5 1/0 - 3/1

3 Special Weapons

Sniper gun 10 1/0 - 8/1 Sniper

0-2 Specialists

**Medic First Aid.** Once per round save member of the unit.  
**Electronic Warfare Specialist Disruption.** For each fighter with this ability on the battlefield, every enemy company loses 1 LP during the tactical phase (cannot fall below the enemy's commander's LP value).

Equipment

Infrared Goggles **Detection.** +1 in Accuracy with all weapons (already in profile). Ignore enemy **Stealth** ability.

+10  
SPETSNAZ KOLOSSUS  
SERGEANT



3 1 -  
10 8 12 4

Standard Ranged

Flamer 1 [25] 1/0 4 8/1 Projection Indirect fire

Flamer 2 [25] 1/0 4 8/1 Projection Indirect fire

Equipment & Abilities

**Assisted Propulsion Blitz:** Movement increased by 10 for first round on the battlefield; may act normally when arriving in reinforcement.

STD 375 .125/  
3 SPETSNAZ KOLOSSUS



10 8 12 4

Standard Ranged

Flamer 1 [25] 1/0 4 8/1 Projection Indirect fire

Flamer 2 [25] 1/0 4 8/1 Projection Indirect fire

Equipment & Abilities

**Assisted Propulsion Blitz:** Movement increased by 10 for first round on the battlefield; may act normally when arriving in reinforcement.

+10  
RPG KOLOSSUS  
SERGEANT



3 1 -  
10 8 12 4

Standard Ranged

Rocket launcher 1 2 2/0 - 11/2

Rocket launcher 2 2 2/0 - 11/2

Equipment & Abilities

**Assisted Propulsion Blitz:** Movement increased by 10 for first round on the battlefield; may act normally when arriving in reinforcement.

STD 425 .150/  
3 RPG KOLOSSUS



10 8 12 4

Standard Ranged

Rocket launcher 1 2 2/0 - 11/2

Rocket launcher 2 2 2/0 - 11/2

Equipment & Abilities

**Assisted Propulsion Blitz:** Movement increased by 10 for first round on the battlefield; may act normally when arriving in reinforcement.



◉ +10  
**STRIELITZ KOLOSSUS** ★★  
 > SERGEANT



Flamer	[25]	1/0	4	8/1	Projection Indirect fire
Grenade launcher	3	1/0	3	4/1	Indirect fire

**Equipment & Abilities**

Assisted Propulsion **Blitz**: Movement increased by 10 for first round on the battlefield; may act normally when arriving in reinforcement.

STD 300 .100/  
**STRIELITZ KOLOSSUS** ★★



Flamer	[25]	1/0	4	8/1	Projection Indirect fire
Grenade launcher	3	1/0	3	4/1	Indirect fire

**Equipment & Abilities**

Assisted Propulsion **Blitz**: Movement increased by 10 for first round on the battlefield; may act normally when arriving in reinforcement.

◉ +10  
**DRAGOMIROV KOLOSSUS** ★★  
 > SERGEANT



Rocket launcher	2	2/0	-	11/2
MGauss	3	3/0	-	7/1

**Equipment & Abilities**

Assisted Propulsion **Blitz**: Movement increased by 10 for first round on the battlefield; may act normally when arriving in reinforcement.

STD 375 .125/  
**DRAGOMIROV KOLOSSUS** ★★

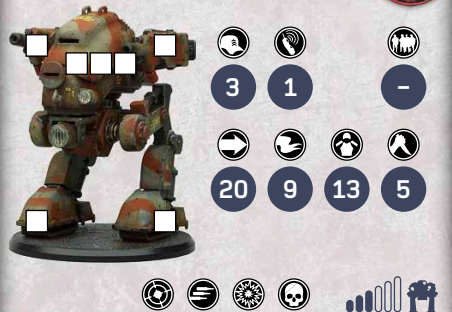


Rocket launcher	2	2/0	-	11/2
MGauss	3	3/0	-	7/1

**Equipment & Abilities**

Assisted Propulsion **Blitz**: Movement increased by 10 for first round on the battlefield; may act normally when arriving in reinforcement.

◉ +15  
**NAKOVALNY** ★  
 > SERGEANT

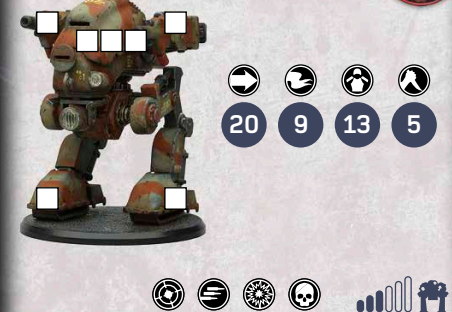


Light MGauss 1	4	3/0	-	7/1
Light MGauss 2	4	3/0	-	7/1

**Equipment & Abilities**

Communication Disruptor **Disruption**. For each fighter with this ability on the battlefield, every enemy company loses 1 LP during the tactical phase (cannot fall below the enemy's commander's LP value).

STD 200 .200/  
**NAKOVALNY** ★

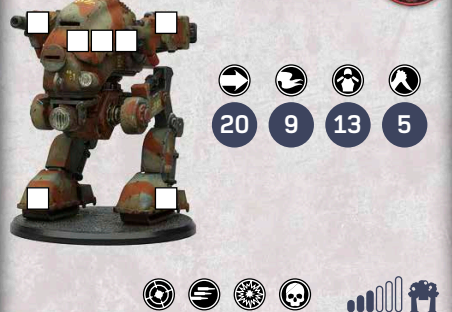


Light MGauss 1	4	3/0	-	7/1
Light MGauss 2	4	3/0	-	7/1

**Equipment & Abilities**

Communication Disruptor **Disruption**. For each fighter with this ability on the battlefield, every enemy company loses 1 LP during the tactical phase (cannot fall below the enemy's commander's LP value).

MAX 600 .200/  
**NAKOVALNY** ★

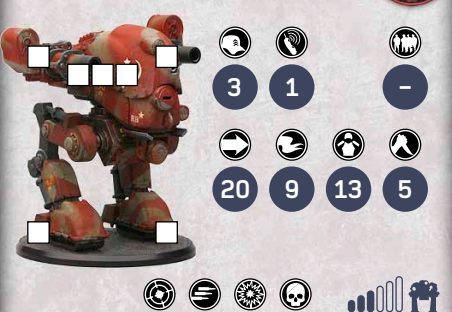


Light MGauss 1	4	3/0	-	7/1
Light MGauss 2	4	3/0	-	7/1

**Equipment & Abilities**

Communication Disruptor **Disruption**. For each fighter with this ability on the battlefield, every enemy company loses 1 LP during the tactical phase (cannot fall below the enemy's commander's LP value).

◉ +15  
**SIERP** ★  
 > SERGEANT



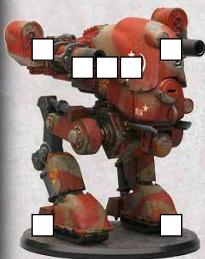
Light mortar 1	4	1/0	4	6/1	Indirect fire
Light mortar 2	4	1/0	4	6/1	Indirect fire

**Equipment & Abilities**

Communication Disruptor **Disruption**. For each fighter with this ability on the battlefield, every enemy company loses 1 LP during the tactical phase (cannot fall below the enemy's commander's LP value).



# 1 SIERP



20 9 13 5

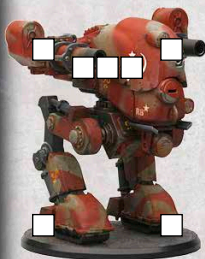


Standard Ranged					
Light mortar 1	4	1/0	4	6/1	Indirect fire
Light mortar 2	4	1/0	4	6/1	Indirect fire

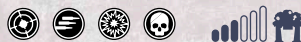
## Equipment & Abilities

**Communication Disruptor Disruption.** For each fighter with this ability on the battlefield, every enemy company loses 1 LP during the tactical phase (cannot fall below the enemy's commander's LP value).

# 3 SIERP



20 9 13 5

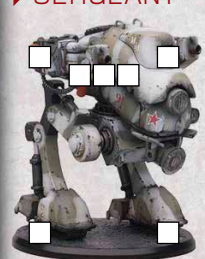


Standard Ranged					
Light mortar 1	4	1/0	4	6/1	Indirect fire
Light mortar 2	4	1/0	4	6/1	Indirect fire

## Equipment & Abilities

**Communication Disruptor Disruption.** For each fighter with this ability on the battlefield, every enemy company loses 1 LP during the tactical phase (cannot fall below the enemy's commander's LP value).

# +15 MOLOT > SERGEANT



3 1 -  
20 9 13 5

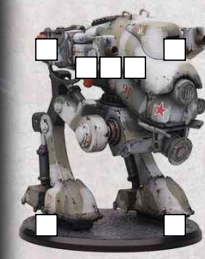


Standard Ranged					
Light Flamer 1	[25]	1/0	4	8/1	Projection Indirect fire
Light Flamer 2	[25]	1/0	4	8/1	Projection Indirect fire

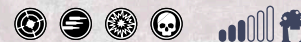
## Equipment & Abilities

**Loudspeaker Countermeasure.** The enemy's **Disruption** and **Interference** abilities have no effect on the player's company.

# 1 MOLOT



20 9 13 5

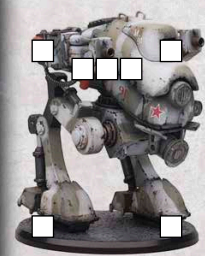


Standard Ranged					
Light Flamer 1	[25]	1/0	4	8/1	Projection Indirect fire
Light Flamer 2	[25]	1/0	4	8/1	Projection Indirect fire

## Equipment & Abilities

**Loudspeaker Countermeasure.** The enemy's **Disruption** and **Interference** abilities have no effect on the player's company.

# 3 MOLOT



20 9 13 5



Standard Ranged					
Light Flamer 1	[25]	1/0	4	8/1	Projection Indirect fire
Light Flamer 2	[25]	1/0	4	8/1	Projection Indirect fire

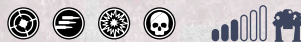
## Equipment & Abilities

**Loudspeaker Countermeasure.** The enemy's **Disruption** and **Interference** abilities have no effect on the player's company.

# +15 ZVIEZDA > SERGEANT



3 1 -  
20 9 13 5

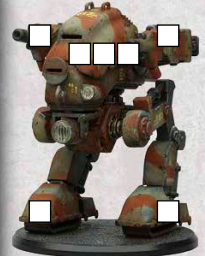


Standard Ranged					
Light MGauss	5	3/0	-	7/1	
Light Mortar	4	1/0	4	6/1	Indirect fire

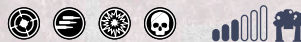
## Equipment & Abilities

**Motion Sensors Detection.** +1 in Accuracy ☉ with all direct fire weapons (already in profile). Ignore enemy **Stealth** ability.

# STD 200 .200/ 1 ZVIEZDA



20 9 13 5

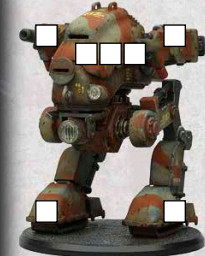


Standard Ranged					
Light MGauss	5	3/0	-	7/1	
Light Mortar	4	1/0	4	6/1	Indirect fire

## Equipment & Abilities

**Motion Sensors Detection.** +1 in Accuracy ☉ with all direct fire weapons (already in profile). Ignore enemy **Stealth** ability.

# MAX 600 .200/ 1 ZVIEZDA



20 9 13 5



Standard Ranged					
Light MGauss	5	3/0	-	7/1	
Light Mortar	4	1/0	4	6/1	Indirect fire

## Equipment & Abilities

**Motion Sensors Detection.** +1 in Accuracy ☉ with all direct fire weapons (already in profile). Ignore enemy **Stealth** ability.



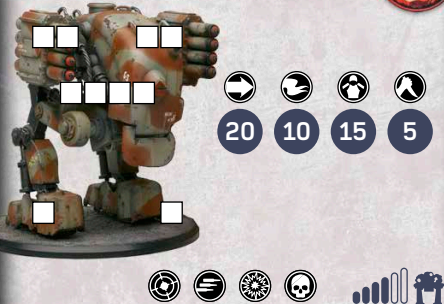
☉ +20  
**KOSSAK**  
➤ SERGEANT



Standard Ranged

Medium rocket launcher 1	3	3/0	-	12/2
Medium rocket launcher 2	3	3/0	-	12/2

STD 450  
**1 KOSSAK**



Standard Ranged

Medium rocket launcher 1	3	3/0	-	12/2
Medium rocket launcher 2	3	3/0	-	12/2

☉ +20  
**HETMAN**  
➤ SERGEANT



Standard Ranged

Medium antitank cannon	6	2/0	-	18/1
Medium rocket launcher	3	3/0	-	12/2

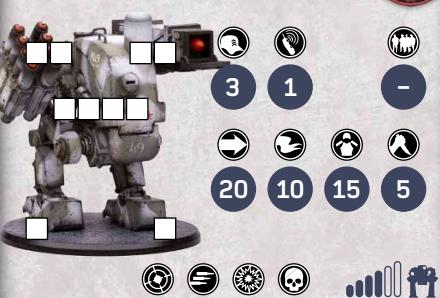
STD 450  
**1 HETMAN**



Standard Ranged

Medium antitank cannon	6	2/0	-	18/1
Medium rocket launcher	3	3/0	-	12/2

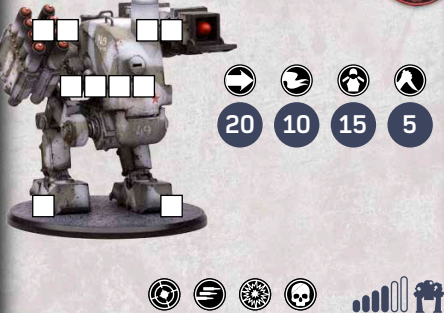
☉ +20  
**HUSSAR**  
➤ SERGEANT



Standard Ranged

Medium missile launcher	4+	2/0	-	14/2	Locked shot
Medium rocket launcher	3	3/0	-	12/2	

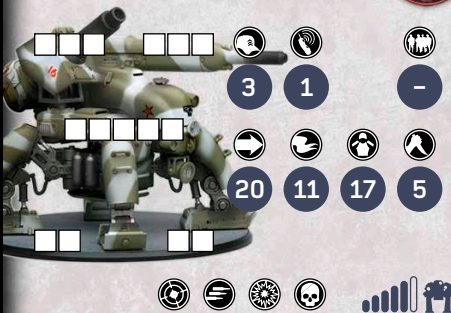
STD 425  
**1 HUSSAR**



Standard Ranged

Medium missile launcher	4+	2/0	-	14/2	Locked shot
Medium rocket launcher	3	3/0	-	12/2	

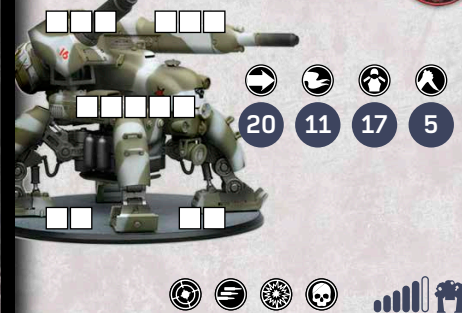
☉ +45  
**DOTCH YAGA**  
➤➤➤ LIEUTENANT



Standard Ranged

Heavy Gauss cannon	4	5/0	-	15/2
Heavy Mortar	4	1/0	10	6/1

STD 775  
**1 DOTCH YAGA**



Standard Ranged

Heavy Gauss cannon	4	5/0	-	15/2
Heavy Mortar	4	1/0	10	6/1



STD 275

# 1 BTR-5 SOUNDOUNK

20

9

11

5

8

## Standard Ranged

Light MGauss      5    3/0    -    7/1

Light MGauss      5    3/0    -    7/1

## Abilities & Equipment

**Anti-G generator** **Rocket Jump:** can jump over miniatures and terrain elements during movement.

**Vehicle** Variable altitude; limited shooting arc (front 180°).

## ADDITIONAL EQUIPMENT

PLACE UNDER UNIT CARD / NOTE NEW COST OF EXTRA FIGHTERS

**ADDITIONAL EQUIPMENT  
OPTIONS**

**+ GRENADES**

8	EACH EXTRA FIGHTER ADDED NOW 25/ <b>KRASNYE SOLDAT</b>	<b>+40</b>
12	EACH EXTRA FIGHTER ADDED NOW 25/ <b>KRASNYE SOLDAT</b>	<b>+60</b>
8	EACH EXTRA FIGHTER ADDED NOW 25/ <b>RPG SOLDAT</b>	<b>+40</b>
12	EACH EXTRA FIGHTER ADDED NOW 25/ <b>RPG SOLDAT</b>	<b>+60</b>
6	EACH EXTRA FIGHTER ADDED NOW 30/ <b>SPETSNAZT KOMMANDOS</b>	<b>+30</b>
9	EACH EXTRA FIGHTER ADDED NOW 30/ <b>SPETSNAZT KOMMANDOS</b>	<b>+45</b>
6	EACH EXTRA FIGHTER ADDED NOW 35/ <b>DRAGONOV KOMMANDOS</b>	<b>+30</b>
6	EACH EXTRA FIGHTER ADDED NOW 35/ <b>DRAGONOV KOMMANDOS</b>	<b>+45</b>

**ADDITIONAL EQUIPMENT  
OPTIONS**

- + GRENADES**
- EACH EXTRA FIGHTER ADDED NOW 25/  
**8 KRASNYE SOLDAT +40**
- EACH EXTRA FIGHTER ADDED NOW 25/  
**12 KRASNYE SOLDAT +60**
- EACH EXTRA FIGHTER ADDED NOW 25/  
**8 RPG SOLDAT +40**
- EACH EXTRA FIGHTER ADDED NOW 25/  
**12 RPG SOLDAT +60**
- EACH EXTRA FIGHTER ADDED NOW 30/  
**6 SPETSNAZT KOMMANDOS +30**
- EACH EXTRA FIGHTER ADDED NOW 30/  
**9 SPETSNAZT KOMMANDOS +45**
- EACH EXTRA FIGHTER ADDED NOW 35/  
**6 DRAGONOV KOMMANDOS +30**
- EACH EXTRA FIGHTER ADDED NOW 35/  
**6 DRAGONOV KOMMANDOS +45**

**ADDITIONAL EQUIPMENT OPTIONS**

- + GRENADES**
- EACH EXTRA FIGHTER ADDED NOW 25/  
**8 KRASNYE SOLDAT +40**
- EACH EXTRA FIGHTER ADDED NOW 25/  
**12 KRASNYE SOLDAT +60**
- EACH EXTRA FIGHTER ADDED NOW 25/  
**8 RPG SOLDAT +40**
- EACH EXTRA FIGHTER ADDED NOW 25/  
**12 RPG SOLDAT +60**
- EACH EXTRA FIGHTER ADDED NOW 30/  
**6 SPETSNAZT COMMANDOS +30**
- EACH EXTRA FIGHTER ADDED NOW 30/  
**9 SPETSNAZT COMMANDOS +45**
- EACH EXTRA FIGHTER ADDED NOW 35/  
**6 DRAGONOV COMMANDOS +30**
- EACH EXTRA FIGHTER ADDED NOW 35/  
**6 DRAGONOV COMMANDOS +45**

					
Grenades	0	1/0	1	4/1	Indirect fire

Grenades	0	1/0	1	4/1	Indirect fire
					

Grenades	0	1/0	1	4/1	Indirect fire
					





STD 75 . 25/1  
**3 KRASNYE GROUPA G** ★ SUPPORT



14 6 3 4

Special Weapons  
 Grenade launcher 2 1/0 3 4/1 Indirect fire

STD 150 . 50/  
**3 KRASNYE GROUPA R** ★ SUPPORT



14 6 3 4

Special Weapons  
 Rocket launcher 1 2/0 - 11/2


STD 100 . 30/  
**3 RPG GROUPA M** ★ SUPPORT



14 6 3 4

Special Weapons  
 MGauss 2 3/0 - 7/1

STD 150 . 50/  
**3 RPG GROUPA R** ★ SUPPORT



14 6 3 4

Special Weapons  
 Rocket launcher 1 2/0 - 11/2

STD 175 . 55/  
**3 SPETSNAZ GROUPA F** ★ SUPPORT



14 7 4 5

Special Weapons  
 Flamer [25] 1/0 4 8/1 Projection Indirect fire

STD 175 . 55/  
**3 SPETSNAZ GROUPA R** ★ SUPPORT



14 7 4 5

Special Weapons  
 Rocket launcher 1 2/0 - 11/2

STD 125 . 40/  
**3 DRAGONOV GROUPA S** ★ SUPPORT



14 7 4 5

Special Weapons  
 Sniper gun 10 1/0 - 8/1 Sniper

Equipment  
 Infrared Goggles **Detection**. +1 in Accuracy with all weapons (already in profile). Ignore enemy **Stealth** ability.

STD 125 . 45/  
**3 DRAGONOV GROUPA A** ★ SUPPORT



14 7 4 5

Special Weapons  
 ATGauss gun 7 1/1 - 14/1

Equipment  
 Infrared Goggles **Detection**. +1 in Accuracy with all weapons (already in profile). Ignore enemy **Stealth** ability.



+10

## KRASNY SOLDAT BUNKER★

> SERGEANT



3 1 -  
14 6 3 4



Standard Ranged

Assault rifle 2 1/1 - 4/1

Close Combat

Combat knife 4 1/0 - 3/1

Equipment as per unit

+15

## KRASNY SOLDAT BUNKER★

>> MASTER SERGEANT



3 2 1  
14 6 3 4



Standard Ranged

Assault rifle 2 1/1 - 4/1

Close Combat

Combat knife 4 1/0 - 3/1

Equipment as per unit

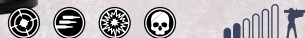
+30

## KRASNY SOLDAT BUNKER★

>>> LIEUTENANT



4 3 2  
14 6 3 4



Standard Ranged

Assault rifle 2 1/1 - 4/1

Close Combat

Combat knife 4 1/0 - 3/1

Equipment as per unit

+60

## KRASNY SOLDAT BUNKER★

>>>> CAPTAIN



6 5 3  
14 6 3 4



Standard Ranged

Assault rifle 2 1/1 - 4/1

Close Combat

Combat knife 4 1/0 - 3/1

Equipment as per unit

+75

## KRASNY SOLDAT BUNKER★

>>>> COLONEL



7 7 3  
14 6 3 4



Standard Ranged

Assault rifle 2 1/1 - 4/1

Close Combat

Combat knife 4 1/0 - 3/1

Equipment as per unit

STD 50 . 20/

## 2 KRASNYE SOLDAT BUNKER★

KRASNYE SOLDAT



14 6 3 4



2 Special Weapons

Grenade launcher 2 1/0 3 4/1 Indirect fire

Equipment as per unit

STD 50

## 2 KRASNYE SOLDAT BUNKER★

KRASNYE SOLDAT



14 6 3 4



2 Special Weapons

Rocket launcher 1 2/0 - 11/2

Equipment as per unit

STD 150 . 20/

## 6 KRASNYE SOLDAT BUNKER★

KRASNYE SOLDAT



14 6 3 4



3 Special Weapons

Grenade launcher 2 1/0 3 4/1 Indirect fire

Equipment as per unit

0-2 Medics 0-2 Mechanics

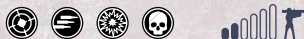
**Medic First Aid.** Once per round save member of the unit.  
**Mechanic Repair.** At the beginning or end of his unit's activation can repair a friendly AFV within 2.5cm (including his own). The AFV regains 1 SP in a desired location, and a destroyed location may be chosen.



STD 200  
6 KRASNYE SOLDAT BUNKER  
KRASNYE SOLDAT



14 6 3 4



3 Special Weapons

Rocket launcher 1 2/0 - 11/2

0-2 Medics 0-2 Mechanics

**Medic First Aid.** Once per round save member of the unit.

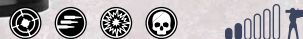
**Mechanic Repair.** At the beginning or end of his unit's activation can repair a friendly AFV within 2.5cm (including his own). The AFV regains 1 SP in a desired location, and a destroyed location may be chosen.



+10  
RPG SOLDAT BUNKER  
» SERGEANT



3 1 -  
14 6 3 4



Standard Ranged

SMGauss 0 2/0 - 4/1

Close Combat

Combat knife 4 1/0 - 3/1

Equipment as per unit



+15  
RPG SOLDAT BUNKER  
» MASTER SERGEANT



3 2 1  
14 6 3 4



Standard Ranged

SMGauss 0 2/0 - 4/1

Close Combat

Combat knife 4 1/0 - 3/1

Equipment as per unit



+30  
RPG SOLDAT BUNKER  
»» LIEUTENANT



4 3 2  
14 6 3 4



Standard Ranged

SMGauss 0 2/0 - 4/1

Close Combat

Combat knife 4 1/0 - 3/1

Equipment as per unit



+60  
RPG SOLDAT BUNKER  
»»» CAPTAIN



6 5 3  
14 6 3 4



Standard Ranged

SMGauss 0 2/0 - 4/1

Close Combat

Combat knife 4 1/0 - 3/1

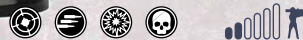
Equipment as per unit



+75  
RPG SOLDAT BUNKER  
»»» COLONEL



7 7 3  
14 6 3 4



Standard Ranged

SMGauss 0 2/0 - 4/1

Close Combat

Combat knife 4 1/0 - 3/1

Equipment as per unit



STD 50. 20/  
2 RPG SOLDAT BUNKER  
RPG SOLDAT



14 6 3 4



2 Special Weapon

MGauss 2 3/0 - 7/1



STD 100  
2 RPG SOLDAT BUNKER  
RPG SOLDAT



14 6 3 4



2 Special Weapon

Rocket launcher 1 2/0 - 11/2





STD 150 .50/  
6 RPG SOLDAT BUNKER ★ SUPPORT  
RPG SOLDAT



14 6 3 4



3 Special Weapon

MGauss 2 3/0 - 7/1

0-2 Medics 0-2 Mechanics

**Medic First Aid.** Once per round save member of the unit.  
**Field Engineer Sabotage.** Remove a terrain element within 2.5cm during unit's activation. **Minefield!** Can place a minefield card within 1 range at end of move.

STD 200  
6 RPG SOLDAT BUNKER ★ SUPPORT  
RPG SOLDAT



14 6 3 4



3 Special Weapon

Rocket launcher 1 2/0 - 11/2

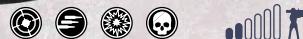
0-2 Medics 0-2 Mechanics

**Medic First Aid.** Once per round save member of the unit.  
**Field Engineer Sabotage.** Remove a terrain element within 2.5cm during unit's activation. **Minefield!** Can place a minefield card within 1 range at end of move.

+10  
SPETSNAZ BUNKER ★ SUPPORT  
» SERGEANT



3 1 -  
14 7 4 5



Standard Ranged

Gauss rifle 4 1/0 - 5/1

Close Combat

Combat knife 5 1/0 - 3/1

Equipment as per unit

+15  
SPETSNAZ BUNKER ★ SUPPORT  
» MASTER SERGEANT



3 2 1  
14 7 4 5



Standard Ranged

Gauss rifle 4 1/0 - 5/1

Close Combat

Combat knife 5 1/0 - 3/1

Equipment as per unit

+30  
SPETSNAZ BUNKER ★ SUPPORT  
»»» LIEUTENANT



4 3 2  
14 7 4 5



Standard Ranged

Gauss rifle 4 1/0 - 5/1

Close Combat

Combat knife 5 1/0 - 3/1

Equipment as per unit

+60  
SPETSNAZ BUNKER ★ SUPPORT  
»»» CAPTAIN



6 5 3  
14 7 4 5



Standard Ranged

Gauss rifle 4 1/0 - 5/1

Close Combat

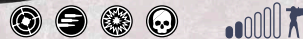
Combat knife 5 1/0 - 3/1

Equipment as per unit

+75  
SPETSNAZ BUNKER ★ SUPPORT  
»»» COLONEL



7 7 3  
14 7 4 5



Standard Ranged

Gauss rifle 4 1/0 - 5/1

Close Combat

Combat knife 5 1/0 - 3/1

Equipment as per unit

STD 125 .25/  
2 SPETSNAZ KOMMANDO BUNKER ★ SUPPORT  
SPETSNAZ KOMMANDO



14 7 4 5



2 Special Weapon

Flamer [25] 1/0 4 8/1 Projection Indirect fire



STD 125 .25/  
**2 SPETSNAZ KOMMANDO BUNKER**  
 SPETSNAZ KOMMANDO



14 7 4 5



2 Special Weapon  
 Rocket launcher 2 2/0 - 11/2

MAX 250 .25/  
**6 SPETSNAZ KOMMANDO BUNKER**  
 SPETSNAZ KOMMANDO



14 7 4 5



3 Special Weapon  
 Flamer [25] 1/0 4 8/1 Projection Indirect fire

0-2 Medics 0-2 Field Engineers  
**Medic First Aid.** Once per round save member of the unit.  
**Field Engineer Sabotage.** Remove a terrain element within 2.5cm during unit's activation. **Minefield!** Can place a minefield card within 1 range at end of move.

MAX 250 .25/  
**6 SPETSNAZ KOMMANDO BUNKER**  
 SPETSNAZ KOMMANDO



14 7 4 5



3 Special Weapon  
 Rocket launcher 2 2/0 - 11/2

0-2 Medics 0-2 Field Engineers  
**Medic First Aid.** Once per round save member of the unit.  
**Field Engineer Sabotage.** Remove a terrain element within 2.5cm during unit's activation. **Minefield!** Can place a minefield card within 1 range at end of move.

+10  
**DRAGONOV BUNKER**  
**> SERGEANT**



3 1 -  
 14 7 4 5



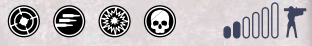
Standard Ranged  
 Gauss rifle 5 1/0 - 5/1  
 Close Combat  
 Combat knife 5 1/0 - 3/1

Equipment as per unit

+15  
**DRAGONOV BUNKER**  
**>> MASTER SERGEANT**



3 2 1  
 14 7 4 5



Standard Ranged  
 Gauss rifle 5 1/0 - 5/1  
 Close Combat  
 Combat knife 5 1/0 - 3/1

Equipment as per unit

+30  
**DRAGONOV BUNKER**  
**>>> LIEUTENANT**



4 3 2  
 14 7 4 5



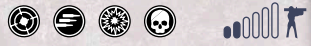
Standard Ranged  
 Gauss rifle 5 1/0 - 5/1  
 Close Combat  
 Combat knife 5 1/0 - 3/1

Equipment as per unit

+60  
**DRAGONOV BUNKER**  
**>>>> CAPTAIN**



6 5 3  
 14 7 4 5



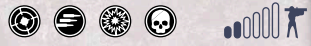
Standard Ranged  
 Gauss rifle 5 1/0 - 5/1  
 Close Combat  
 Combat knife 5 1/0 - 3/1

Equipment as per unit

+75  
**DRAGONOV BUNKER**  
**>>>>> COLONEL**



7 7 3  
 14 7 4 5



Standard Ranged  
 Gauss rifle 5 1/0 - 5/1  
 Close Combat  
 Combat knife 5 1/0 - 3/1

Equipment as per unit





# RED BLOK SUPPORT TEAMS ADDITIONAL EQUIPMENT OPTIONS

PLACE UNDER UNIT CARD / NOTE NEW COST OF EXTRA FIGHTERS

## ADDITIONAL EQUIPMENT OPTIONS SUPPORT TEAMS

+ GRENADES

- 3 KRASNYE GROUP R +15  
EACH EXTRA FIGHTER ADDED NOW 55/
- 3 RPG GROUPA M +15  
EACH EXTRA FIGHTER ADDED NOW 35/
- 3 RPG GROUPA R +15  
EACH EXTRA FIGHTER ADDED NOW 55/
- 3 SPETSNAZT GROUPA F +15  
EACH EXTRA FIGHTER ADDED NOW 60/
- 3 SPETSNAZT GROUPA R +15  
EACH EXTRA FIGHTER ADDED NOW 60/
- 3 DRAGONOV GROUPA S +15  
EACH EXTRA FIGHTER ADDED NOW 45/
- 3 DRAGONOV GROUPA A +15  
EACH EXTRA FIGHTER ADDED NOW 50/

Additional Equipment



Grenades 0 1/0 1 4/1 Indirect fire

## ADDITIONAL EQUIPMENT OPTIONS SUPPORT TEAMS

+ GRENADES

- 3 KRASNYE GROUP R +15  
EACH EXTRA FIGHTER ADDED NOW 55/
- 3 RPG GROUPA M +15  
EACH EXTRA FIGHTER ADDED NOW 35/
- 3 RPG GROUPA R +15  
EACH EXTRA FIGHTER ADDED NOW 55/
- 3 SPETSNAZT GROUPA F +15  
EACH EXTRA FIGHTER ADDED NOW 60/
- 3 SPETSNAZT GROUPA R +15  
EACH EXTRA FIGHTER ADDED NOW 60/
- 3 DRAGONOV GROUPA S +15  
EACH EXTRA FIGHTER ADDED NOW 45/
- 3 DRAGONOV GROUPA A +15  
EACH EXTRA FIGHTER ADDED NOW 50/

Additional Equipment



Grenades 0 1/0 1 4/1 Indirect fire

## ADDITIONAL EQUIPMENT OPTIONS SUPPORT TEAMS

+ GRENADES

- 3 KRASNYE GROUP R +15  
EACH EXTRA FIGHTER ADDED NOW 55/
- 3 RPG GROUPA M +15  
EACH EXTRA FIGHTER ADDED NOW 35/
- 3 RPG GROUPA R +15  
EACH EXTRA FIGHTER ADDED NOW 55/
- 3 SPETSNAZT GROUPA F +15  
EACH EXTRA FIGHTER ADDED NOW 60/
- 3 SPETSNAZT GROUPA R +15  
EACH EXTRA FIGHTER ADDED NOW 60/
- 3 DRAGONOV GROUPA S +15  
EACH EXTRA FIGHTER ADDED NOW 45/
- 3 DRAGONOV GROUPA A +15  
EACH EXTRA FIGHTER ADDED NOW 50/

Additional Equipment



Grenades 0 1/0 1 4/1 Indirect fire

## ADDITIONAL EQUIPMENT OPTIONS SUPPORT TEAMS

+ GRENADES

- 3 KRASNYE GROUP R +15  
EACH EXTRA FIGHTER ADDED NOW 55/
- 3 RPG GROUPA M +15  
EACH EXTRA FIGHTER ADDED NOW 35/
- 3 RPG GROUPA R +15  
EACH EXTRA FIGHTER ADDED NOW 55/
- 3 SPETSNAZT GROUPA F +15  
EACH EXTRA FIGHTER ADDED NOW 60/
- 3 SPETSNAZT GROUPA R +15  
EACH EXTRA FIGHTER ADDED NOW 60/
- 3 DRAGONOV GROUPA S +15  
EACH EXTRA FIGHTER ADDED NOW 45/
- 3 DRAGONOV GROUPA A +15  
EACH EXTRA FIGHTER ADDED NOW 50/

Additional Equipment



Grenades 0 1/0 1 4/1 Indirect fire

## ADDITIONAL EQUIPMENT OPTIONS SUPPORT TEAMS

+ GRENADES

- 3 KRASNYE GROUP R +15  
EACH EXTRA FIGHTER ADDED NOW 55/
- 3 RPG GROUPA M +15  
EACH EXTRA FIGHTER ADDED NOW 35/
- 3 RPG GROUPA R +15  
EACH EXTRA FIGHTER ADDED NOW 55/
- 3 SPETSNAZT GROUPA F +15  
EACH EXTRA FIGHTER ADDED NOW 60/
- 3 SPETSNAZT GROUPA R +15  
EACH EXTRA FIGHTER ADDED NOW 60/
- 3 DRAGONOV GROUPA S +15  
EACH EXTRA FIGHTER ADDED NOW 45/
- 3 DRAGONOV GROUPA A +15  
EACH EXTRA FIGHTER ADDED NOW 50/

Additional Equipment



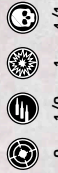
Grenades 0 1/0 1 4/1 Indirect fire

## ADDITIONAL EQUIPMENT OPTIONS SUPPORT TEAMS

+ GRENADES

- 3 KRASNYE GROUP R +15  
EACH EXTRA FIGHTER ADDED NOW 55/
- 3 RPG GROUPA M +15  
EACH EXTRA FIGHTER ADDED NOW 35/
- 3 RPG GROUPA R +15  
EACH EXTRA FIGHTER ADDED NOW 55/
- 3 SPETSNAZT GROUPA F +15  
EACH EXTRA FIGHTER ADDED NOW 60/
- 3 SPETSNAZT GROUPA R +15  
EACH EXTRA FIGHTER ADDED NOW 60/
- 3 DRAGONOV GROUPA S +15  
EACH EXTRA FIGHTER ADDED NOW 45/
- 3 DRAGONOV GROUPA A +15  
EACH EXTRA FIGHTER ADDED NOW 50/

Additional Equipment



Grenades 0 1/0 1 4/1 Indirect fire