



# THE ESOTERIC ORDER OF GAMERS

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EsotericOrderGamers

# v2.3

Jan 2017

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

Print on card (ensure you are printing at 100% scale) laminate and trim to size.

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## RED BLOK PLATOON PATTERNS

ONLY ONE PLATOON PATTERN CAN BE USED AT A TIME

- INDICATES FIGURE IS ADDED TO UNIT BUT DOES NOT COUNT IN THE NUMBER 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.

A **Soldier** slot may be used to field a unit of Soldiers.  
A **Support** unit 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.

### 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 (★ / ★★ / ★★★)



TYMOFIYEVA ABOARD AFV 'KOZNI'

OFFICER OF ANY NAKOVALNY UNIT  
NAKOVALNY 'KOZNI' ADDED TO UNIT  
DOES NOT COUNT TOWARDS ITS NUMBER OF AFVS

40 OFFICER OF ANY TYPE 1 SOLDIER UNIT

SGT.A. TYMOFIYEVA

> SERGEANT

3

1

-

14

6

3

4

Standard Ranged

Assault rifle21/1-4/1

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).

Heroic Pilot

SGT.A. TYMOFIYEVA

OFFICER OF ANY TYPE 1 SOLDIER UNIT  
ADDED TO UNIT  
DOES NOT COUNT TOWARDS ITS NUMBER OF FIGHTERS

40 OFFICER OF ANY TYPE 1 SOLDIER UNIT

SGT.A. TYMOFIYEVA

> SERGEANT

3

1

-

14

6

3

4

Standard Ranged

Assault rifle21/1-4/1

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).

COL. ODIN & MANON ABOARD UROD

SOLO AFV UNIT

570 SOLO AFV UNIT

ODIN 0-1 & MANON 0-2

ABOARD 'UROD'

>>>> COLONEL

7

9

-

20

10

15

5

Standard Ranged

Medium rocket launcher33/0-12/2

Medium antitank cannon62/0-18/1

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

COL. ODIN 0-1 & MANON 0-2

SOLO INFANTRY UNIT  
CHOOSE ONE AS LEADER OF UNIT EACH TIME LEADER MUST BE  
SELECTED / CANNOT BECOME OFFICERS OF A UNIT

220 SOLO INFANTRY UNIT ONLY

ODIN 0-1 & MANON 0-2

>>>> COLONEL

7

9

-

14

6

3

4

Standard Ranged

Grenade pistol11/034/1Indirect 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.

LT. DRAGOMIRA 0-3

OFFICER OF ANY DRAGOMIROV KOLOSSUS UNIT  
ADDED TO UNIT  
DOES NOT COUNT TOWARDS ITS NUMBER OF FIGHTERS

165 OFFICER OF ANY DRAGOMIROV UNIT

DRAGOMIRA 0-3

>>> LIEUTENANT

4

3

-

10

10

12

4

Standard Ranged

Rocket launcher42/0-11/2

MGAuss53/0-7/1

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.

CPT. PAVEL VRACHOV

OFFICER OF ANY KRASNYE SOLDATY UNIT  
ADDED TO UNIT  
DOES NOT COUNT TOWARDS ITS NUMBER OF FIGHTERS

90 OFFICER OF ANY KRASNYE SOLDATY UNIT

CPT. PAVAL VRACHOV

CAPTAIN

653

14634

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.

CPT. PAVEL VRACHOV + GRENADES

OFFICER OF ANY KRASNYE SOLDATY UNIT  
ADDED TO UNIT  
DOES NOT COUNT TOWARDS ITS NUMBER OF FIGHTERS

95 OFFICER OF ANY KRASNYE SOLDATY UNIT

CPT. PAVAL VRACHOV

CAPTAIN

653

14634

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.

PAVEL VRACHOV ABOARD AFV 'KK5'

SOLO AFV UNIT

545 SOLO AFV UNIT

CPT. PAVEL VRACHOV

ABOARD 'KK5'

CAPTAIN

69-

2010155

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.





KRASNYE SOLDAT OFFICERS  
OFFICER REPLACES A STANDARD FIGHTER


+10


KRASNYE SOLDATY

SERGEANT












3


1

-











14


6


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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












3


2

1











14


6


3


4















Standard Ranged				
Assault rifle	3	1/1	-	4/1
Close Combat				
Combat knife	4	1/0	-	3/1

Equipment as per unit


+30


KRASNYE SOLDATY

LIEUTENANT











4

3

2











14


6

3


4














Standard Ranged				
Assault rifle	3	1/1	-	4/1
Close Combat				
Combat knife	4	1/0	-	3/1


Equipment as per unit


+60


KRASNYE SOLDATY

CAPTAIN












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
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14


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
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4














Standard Ranged				
Assault rifle	3	1/1	-	4/1
Close Combat				
Combat knife	4	1/0	-	3/1


Equipment as per unit


+75


KRASNYE SOLDATY

COLONEL












7

7

3











14


6


3


4














Standard Ranged				
Assault rifle	3	1/1	-	4/1
Close Combat				
Combat knife	4	1/0	-	3/1

Equipment as per unit

KRASNYE SOLDAT INFANTRY  
STANDARD UNIT

8 TROOPERS INCLUDING  
1 SPECIAL WEAPON + 0-2 SPECIALISTS + 0-1 OFFICER

8 FIGHTERS 150  
EXTRA FIGHTER 20

STD 150 . 20/

+50

8 KRASNYE SOLDATY ★



→ ↺ ↻ ↶

14 6 3 4

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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				
<b>Medic First Aid.</b> Once per round save member of the unit.				
<b>Mechanic Repair.</b> 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/

+50

8 KRASNYE SOLDATY ★



→ ↺ ↻ ↶

14 6 3 4

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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				
<b>Medic First Aid.</b> Once per round save member of the unit.				
<b>Mechanic Repair.</b> 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.				

KRASNYE SOLDAT INFANTRY  
MAXIMUM UNIT

12 TROOPERS INCLUDING  
3 SPECIAL WEAPONS + 0-2 SPECIALISTS + 0-1 OFFICER

12 FIGHTERS 250  
EXTRA FIGHTER 20

MAX 250 . 20/

+50

12 KRASNYE SOLDATY ★



→ ↺ ↻ ↶

14 6 3 4

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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				
<b>Medic First Aid.</b> Once per round save member of the unit.				
<b>Mechanic Repair.</b> 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/

+50

12 KRASNYE SOLDATY ★



→ ↺ ↻ ↶

14 6 3 4

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📊 🧑

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				
<b>Medic First Aid.</b> Once per round save member of the unit.				
<b>Mechanic Repair.</b> 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 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



RPG SOLDAT INFANTRY  
MAXIMUM UNIT

12 TROOPERS INCLUDING  
3 SPECIAL WEAPONS + 0-2 SPECIALISTS + 0-1 OFFICER

RPG SOLDAT INFANTRY  
STANDARD UNIT

8 TROOPERS INCLUDING  
1 SPECIAL WEAPON + 0-2 SPECIALISTS + 0-1 OFFICER

12 FIGHTERS  
EXTRA FIGHTER 20

8 FIGHTERS  
EXTRA FIGHTER 20

MAX 250 .20/ +50

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/ +50

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.

STD 150 .20/ +50

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/ +50

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.

+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



SPETSNAZ KOMMANDOS INFANTRY  
MAXIMUM UNIT

9 TROOPERS INCLUDING  
3 SPECIAL WEAPONS + 0-2 SPECIALISTS + 0-1 OFFICER

9 FIGHTERS  
300  
EXTRA FIGHTER 25

MAX 300 .25/  
9 SPETSNAZ  
KOMMANDOS

★ ★

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.

SPETSNAZ KOMMANDOS INFANTRY  
STANDARD UNIT

6 TROOPERS INCLUDING  
1 SPECIAL WEAPON + 0-2 SPECIALISTS + 0-1 OFFICER

6 FIGHTERS  
175  
EXTRA FIGHTER 25

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.

MAX 300 .25/  
9 SPETSNAZ  
KOMMANDOS

★ ★

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.

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					
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

DRAGONOV KOMMANDOS

SERGEANT



3

1

-

14

7

4

5

Standard Ranged

Gauss rifle51/0-5/1

Close Combat

Combat knife51/0-3/1

Equipment as per unit

+15

DRAGONOV KOMMANDOS

MASTER SERGEANT



3

2

1

14

7

4

5

Standard Ranged

Gauss rifle51/0-5/1

Close Combat

Combat knife51/0-3/1

Equipment as per unit

+30

DRAGONOV KOMMANDOS

LIEUTENANT



4

3

2

14

7

4

5

Standard Ranged

Gauss rifle51/0-5/1

Close Combat

Combat knife51/0-3/1

Equipment as per unit

+60

DRAGONOV KOMMANDOS

CAPTAIN



6

5

3

14

7

4

5

Standard Ranged

Gauss rifle51/0-5/1

Close Combat

Combat knife51/0-3/1

Equipment as per unit

+75

DRAGONOV KOMMANDOS

COLONEL



7

7

3

14

7

4

5

Standard Ranged

Gauss rifle51/0-5/1

Close Combat

Combat knife51/0-3/1

Equipment as per unit

DRAGONOV KOMMANDOS INFANTRY  
MAXIMUM UNIT

9 TROOPERS INCLUDING  
3 SPECIAL WEAPONS + 0-2 SPECIALISTS + 0-1 OFFICER

9 FIGHTERS  
275  
EXTRA FIGHTER 30

6

STD 175 .30/ +25

6 DRAGONOV  
KOMMANDOS

14

7

4

5

9

MAX 275 .30/ +25

9 DRAGONOV  
KOMMANDOS

14

7

4

5

DRAGONOV KOMMANDOS INFANTRY  
STANDARD UNIT

6 TROOPERS INCLUDING  
1 SPECIAL WEAPON + 0-2 SPECIALISTS + 0-1 OFFICER

6 FIGHTERS  
175  
EXTRA FIGHTER 30

6

STD 175 .30/ +25

6 DRAGONOV  
KOMMANDOS

14

7

4

5

6

STD 175 .30/ +25

6 DRAGONOV  
KOMMANDOS

14





7

4

5



PLACE UNDER UNIT CARD / NOTE NEW COST OF EXTRA FIGHTERS

ADDITIONAL EQUIPMENT OPTIONS		+ GRENADES
8	KRASNYE SOLDAT EACH EXTRA FIGHTER ADDED NOW 25/	+40
12	KRASNYE SOLDAT EACH EXTRA FIGHTER ADDED NOW 25/	+60
8	RPG SOLDAT EACH EXTRA FIGHTER ADDED NOW 25/	+40
12	RPG SOLDAT EACH EXTRA FIGHTER ADDED NOW 25/	+60
6	SPETSNAZ KOMMANDOS EACH EXTRA FIGHTER ADDED NOW 30/	+30
9	SPETSNAZ KOMMANDOS EACH EXTRA FIGHTER ADDED NOW 30/	+45
6	DRAGONOV KOMMANDOS EACH EXTRA FIGHTER ADDED NOW 35/	+30
6	DRAGONOV KOMMANDOS EACH EXTRA FIGHTER ADDED NOW 35/	+45
Additional Equipment		
Grenades	   	0 1/0 1 4/1 Indirect fire

ADDITIONAL EQUIPMENT OPTIONS		+ GRENADES
8	KRASNYE SOLDAT EACH EXTRA FIGHTER ADDED NOW 25/ EACH EXTRA FIGHTER ADDED NOW 25/	+40 +60
12	KRASNYE SOLDAT EACH EXTRA FIGHTER ADDED NOW 25/ EACH EXTRA FIGHTER ADDED NOW 25/	+40 +60
8	RPG SOLDAT EACH EXTRA FIGHTER ADDED NOW 25/ EACH EXTRA FIGHTER ADDED NOW 25/	+40 +60
12	RPG SOLDAT EACH EXTRA FIGHTER ADDED NOW 30/ EACH EXTRA FIGHTER ADDED NOW 30/	+30 +45
6	SPETSNAZT KOMMANDOS EACH EXTRA FIGHTER ADDED NOW 35/ EACH EXTRA FIGHTER ADDED NOW 35/	+30 +45
6	DRAGONOV KOMMANDOS EACH EXTRA FIGHTER ADDED NOW 35/ EACH EXTRA FIGHTER ADDED NOW 35/	+30 +45



# SPETSNAZ KOLOSSUS STD UNIT

3 KOLUSSUS INCLUDING 0-1 OFFICER

3 FIGHTERS 375  
EXTRA FIGHTER 125

STD 375.125/

3

# SPETSNAZ KOLOSSUS

10

8

12

5

## 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.

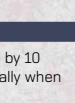
# RPG KOLOSSUS STANDARD UNIT

3 KOLUSSUS INCLUDING 0-1 OFFICER





3 FIGHTERS 425  
EXTRA FIGHTER 150



# STD 425 .150/ 3 RPG KOLOSSUS





10	8	12	4

**Standard Ranged**

Rocket launcher 1	1	2/0	-	11/2
Rocket launcher2	1	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.

**STRIELITZ KOLOSSUS STD UNIT**

3 KOLUSSUS INCLUDING 0-1 OFFICER

3 FIGHTERS 300  
EXTRA FIGHTER 100

STD 300.100/

# 3 STRIELITZ KOLOSSUS

10 8 12 4

Standard Ranged

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.


**SPETSNAZ KOLOSSUS OFFICER**  
OFFICER REPLACES A STANDARD FIGHTER

☉ +10

# SPETSNAZT 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.

**RPG KOLOSSUS OFFICER**  
OFFICER REPLACES A STANDARD FIGHTER

**RPG KOLOSSUS**

> **SERGEANT**

+10

Standard Ranged

Weapon	Cost	Range	Damage	Special
Rocket launcher 1	1	2/0	-	11/2
Rocket launcher 2	1	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.

**STRIELITZ KOLOSSUS OFFICER**  
OFFICER REPLACES A STANDARD FIGHTER

● +10

# STRIELITZ KOLOSSUS

➤ SERGEANT











3

1

—









14

8

12

4









Standard Ranged						
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.

# DRAGOMIROV KOLOSSUS STD UNIT

3 KOLUSSUS INCLUDING 0-1 OFFICER

3 FIGHTERS 375

EXTRA FIGHTER 125

**DRAGOMIROV KOLOSSUS OFFICER**

## OFFICER REPLACES A STANDARD FIGHTER

### Standard Ranged

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/

# 3 DRAGOMIROV KOLOSSUS

10

8

12

5

## Standard Ranged

Rocket  
launcher

2    2/0    -    11/2

MGauss

3    3/0    -    7/1

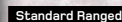
## Equipment & Abilities

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



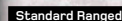
**SIERP OFFICER**  
OFFICER REPLACES A STANDARD FIGHTER

**NAKOVALNY**  
➤ SERGEANT



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

**SIERP**  
➤ SERGEANT

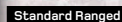


Light mortar 1	4	1/0	4	6/1	Indirect fire
Light mortar 2	4	1/0	4	6/1	Indirect fire

### Equipment & Abilities

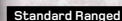
**Communication Disruptor Disruption.** For each fighter with this ability on the battlefield, every enemy company loses 1 LP during the tactical phase (cannot fall below the enemy's commander's LP value).

## 1 NAKOVALNY



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

## 1 SIERP

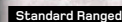


Light mortar 1	4	1/0	4	6/1	Indirect fire
Light mortar 2	4	1/0	4	6/1	Indirect fire

### Equipment & Abilities

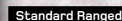
**Communication Disruptor Disruption.** For each fighter with this ability on the battlefield, every enemy company loses 1 LP during the tactical phase (cannot fall below the enemy's commander's LP value).

### 3 NAKOVALNY



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

### 3 SIERP



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).



**ZVIEZDA OFFICER**  
OFFICER REPLACES A STANDARD FIGHTER

○ +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.

+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.

**ZVIEZDA AFV STANDARD UNIT**  
1 ZVIEZDA INCLUDING 0-1 OFFICER

STD 225 „225/

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.

**ZVIEZDA AFV MAXIMUM UNIT**  
3 ZVIEZDA INCLUDING 0-1 OFFICER

MAX 675 .225/

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.

**MAX 600 .200/**

# 3 ZVIEZDA

★

20 9 13 5

Standard Ranged

Unit	Light MGauss	Light Mortar	Indirect fire
ZVIEZDA	5	3/0	-
Light MGauss	5	3/0	-
Light Mortar	4	1/0	4

Equipment & Abilities

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

1 KOSSAK INCLUDING 0-1 OFFICER

450

STD 450

**1 KOSSAK**

★ ★

20 10 15 5

Standard Ranged

Weapon	Count	Range	Damage	Special
Medium rocket launcher 1	3	3/0	-	12/2
Medium rocket launcher 2	3	3/0	-	12/2

1 HETMAN INCLUDING 0-1 OFFICER

450

STD 450

1

HETMAN

20

10

15

5

Standard Ranged

Medium antitank  
cannon

6

2/0

-

18/1

Medium rocket  
launcher

3

3/0

-

12/2

1 HUSSAR INCLUDING 0-1 OFFICER

425

+20

# KOSSAK

## > SERGEANT


3

1

-

20

10

15

5

Standard Ranged

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

[illegible]

**HUSSAR**  
**> SERGEANT**

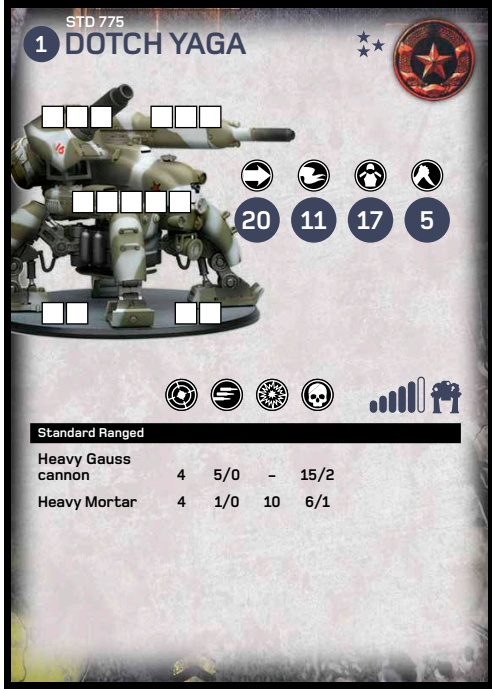
**Standard Ranged**

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

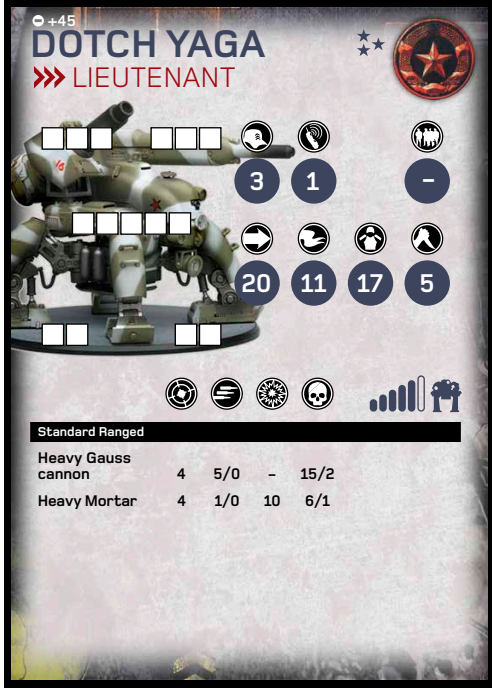


**DOTCH YAGA AFV STA**  
1 DOTCH YAGA INCLUDING 0-1 OFFICER

775

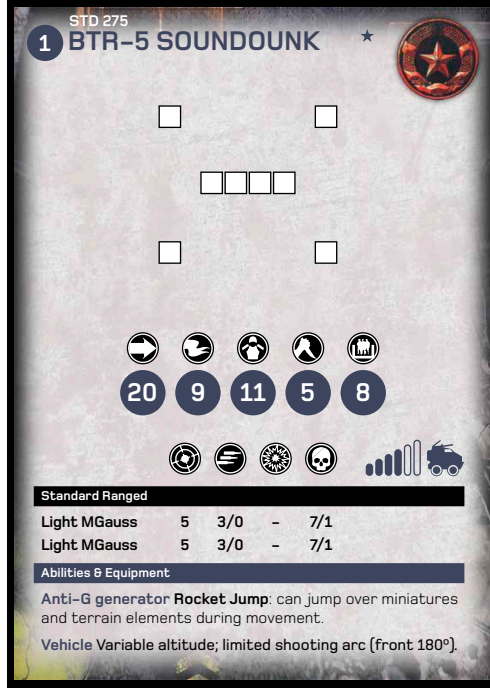


## DOTCH YAGA OFFICER



**BTR-5 SOUNDOUNK STANDARDS**  
1 BTR-5 SOUNDOUNK INCLUDING 0-1 OFFICER

275





RED BLOK SUPPORT TEAMS

A SUPPORT TEAM MAY FILL AN 'INFANTRY' SLOT  
CONSIDERED RANK 3 UNITS FOR MORALE (TEST WHEN 1 FIGHTER LEFT)

KRASNYE GROUPA R SUPPORT TEAM

3 TROOPERS WITH 2 ROCKET LAUNCHERS

3 FIGHTERS 150  
EXTRA FIGHTER 50

3

STD 150 . 50/  
KRASNYE  
GROUPA R

SUPPORT TEAM



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

KRASNYE GROUPA R SUPPORT TEAM

3 TROOPERS WITH 2 ROCKET LAUNCHERS

3 FIGHTERS 150  
EXTRA FIGHTER 50

3

STD 150 . 50/  
KRASNYE  
GROUPA R (RPG)

SUPPORT TEAM



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

KRASNYE GROUPA G SUPPORT TEAM

3 TROOPERS WITH 3 GRENADE LAUNCHERS

3 FIGHTERS 75  
EXTRA FIGHTER 25

3

STD 75 . 25/  
KRASNYE  
GROUPA G

SUPPORT TEAM



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

RED BLOK SUPPORT TEAMS

A SUPPORT TEAM MAY FILL AN 'INFANTRY' SLOT  
CONSIDERED RANK 3 UNITS FOR MORALE (TEST WHEN 1 FIGHTER LEFT)

RPG GROUPA R SUPPORT TEAM

3 TROOPERS WITH 2 ROCKET LAUNCHERS


3 FIGHTERS 150  
EXTRA FIGHTER 50

STD 150 . 50/

3

RPG GROUPA R

SUPPORT TEAM



14

6

3

4

Standard Ranged

SMGauss	0	2/0	-	4/1
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Close Combat

Combat knife	4	1/0	-	3/1
--------------	---	-----	---	-----

3 Special Weapons

Rocket launcher	1	2/0	-	11/2
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RPG GROUPA R SUPPORT TEAM

3 TROOPERS WITH 2 ROCKET LAUNCHERS

3 FIGHTERS 150  
EXTRA FIGHTER 50

STD 150 . 50/

3

RPG GROUPA R  
(KRASNYE)

SUPPORT TEAM



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
-----------------	---	-----	---	------

RPG GROUPA M SUPPORT TEAM

3 TROOPERS WITH 3 MGAUSS


3 FIGHTERS 100  
EXTRA FIGHTER 30

STD 100 . 30/

3

RPG GROUPA M

SUPPORT TEAM



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

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



RED BLOK SUPPORT TEAMS

A SUPPORT TEAM MAY FILL AN 'INFANTRY' SLOT  
CONSIDERED RANK 3 UNITS FOR MORALE (TEST WHEN 1 FIGHTER LEFT)

SPETSNAZ GROUP A SUPPORT TEAM

3 TROOPERS WITH 3 ROCKET LAUNCHERS

3 FIGHTERS 175  
EXTRA FIGHTER 55

3

STD 175 . 55/  
SPETSNAZ  
GROUP A R

SUPPORT TEAM

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

SPETSNAZ GROUP F SUPPORT TEAM

3 TROOPERS WITH 3 FLAMERS

3 FIGHTERS 175  
EXTRA FIGHTER 55

3

STD 175 . 55/  
SPETSNAZ  
GROUP A M

SUPPORT TEAM

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

DRAGONOV GROUP A S SUPPORT TEAM

3 TROOPERS WITH 3 ATGAUSS

3 FIGHTERS 125  
EXTRA FIGHTER 45

3

STD 125 . 45/  
DRAGONOV  
GROUP A A

SUPPORT TEAM

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				
ATGauss gun	7	1/1	-	14/1

DRAGONOV GROUP S SUPPORT TEAM

3 TROOPERS WITH 3 SNIPER GUNS

3 FIGHTERS 125  
EXTRA FIGHTER 40

3

STD 125 . 45/  
DRAGONOV  
GROUP A S

SUPPORT TEAM

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				
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.

# RED BLOK SUPPORT TEAMS ADDITIONAL EQUIPMENT OPTIONS

PLACE UNDER UNIT CARD / NOTE NEW COST OF EXTRA FIGHTERS

ADDITIONAL EQUIPMENT  
OPTIONS **SUPPORT TEAMS**  
**+ GRENADES**

EACH EXTRA FIGHTER ADDED NOW 55/  
**3 KRASNYE GROUP R** **+15**

EACH EXTRA FIGHTER ADDED NOW 35/  
**3 RPG GROUPA M** **+15**

EACH EXTRA FIGHTER ADDED NOW 55/  
**3 RPG GROUPA R** **+15**





EACH EXTRA FIGHTER ADDED NOW 60/  
**3 SPETSNATZ GROUPA F** **+15**

EACH EXTRA FIGHTER ADDED NOW 60/  
**3 SPETSNATZ GROUPA R** **+15**

EACH EXTRA FIGHTER ADDED NOW 45/  
**3 DRAGONOV GROUPA S** **+15**

EACH EXTRA FIGHTER ADDED NOW 50/  
**3 DRAGONOV GROUPA A** **+15**

Additional Equipment



Grenades 0 1/0 1 4/1 Indirect fire

ADDITIONAL EQUIPMENT  
OPTIONS **SUPPORT TEAMS**  
**+ GRENADES**

EACH EXTRA FIGHTER ADDED NOW 55/  
**3 KRASNYE GROUP R** **+15**

EACH EXTRA FIGHTER ADDED NOW 35/  
**3 RPG GROUPA M** **+15**

EACH EXTRA FIGHTER ADDED NOW 55/  
**3 RPG GROUPA R** **+15**





EACH EXTRA FIGHTER ADDED NOW 60/  
**3 SPETSNATZ GROUPA F** **+15**

EACH EXTRA FIGHTER ADDED NOW 60/  
**3 SPETSNATZ GROUPA R** **+15**

EACH EXTRA FIGHTER ADDED NOW 45/  
**3 DRAGONOV GROUPA S** **+15**

EACH EXTRA FIGHTER ADDED NOW 50/  
**3 DRAGONOV GROUPA A** **+15**

Additional Equipment



Grenades 0 1/0 1 4/1 Indirect fire

ADDITIONAL EQUIPMENT  
OPTIONS **SUPPORT TEAMS**  
**+ GRENADES**

EACH EXTRA FIGHTER ADDED NOW 55/  
**3 KRASNYE GROUP R** **+15**

EACH EXTRA FIGHTER ADDED NOW 35/  
**3 RPG GROUPA M** **+15**

EACH EXTRA FIGHTER ADDED NOW 55/  
**3 RPG GROUPA R** **+15**





EACH EXTRA FIGHTER ADDED NOW 60/  
**3 SPETSNATZ GROUPA F** **+15**

EACH EXTRA FIGHTER ADDED NOW 60/  
**3 SPETSNATZ GROUPA R** **+15**

EACH EXTRA FIGHTER ADDED NOW 45/  
**3 DRAGONOV GROUPA S** **+15**

EACH EXTRA FIGHTER ADDED NOW 50/  
**3 DRAGONOV GROUPA A** **+15**

Additional Equipment



Grenades 0 1/0 1 4/1 Indirect fire

ADDITIONAL EQUIPMENT  
OPTIONS **SUPPORT TEAMS**  
**+ GRENADES**

EACH EXTRA FIGHTER ADDED NOW 55/  
**3 KRASNYE GROUP R** **+15**

EACH EXTRA FIGHTER ADDED NOW 35/  
**3 RPG GROUPA M** **+15**

EACH EXTRA FIGHTER ADDED NOW 55/  
**3 RPG GROUPA R** **+15**





EACH EXTRA FIGHTER ADDED NOW 60/  
**3 SPETSNATZ GROUPA F** **+15**

EACH EXTRA FIGHTER ADDED NOW 60/  
**3 SPETSNATZ GROUPA R** **+15**

EACH EXTRA FIGHTER ADDED NOW 45/  
**3 DRAGONOV GROUPA S** **+15**

EACH EXTRA FIGHTER ADDED NOW 50/  
**3 DRAGONOV GROUPA A** **+15**

Additional Equipment



Grenades 0 1/0 1 4/1 Indirect fire

ADDITIONAL EQUIPMENT  
OPTIONS **SUPPORT TEAMS**  
**+ GRENADES**

EACH EXTRA FIGHTER ADDED NOW 55/  
**3 KRASNYE GROUP R** **+15**

EACH EXTRA FIGHTER ADDED NOW 35/  
**3 RPG GROUPA M** **+15**

EACH EXTRA FIGHTER ADDED NOW 55/  
**3 RPG GROUPA R** **+15**





EACH EXTRA FIGHTER ADDED NOW 60/  
**3 SPETSNATZ GROUPA F** **+15**

EACH EXTRA FIGHTER ADDED NOW 60/  
**3 SPETSNATZ GROUPA R** **+15**

EACH EXTRA FIGHTER ADDED NOW 45/  
**3 DRAGONOV GROUPA S** **+15**

EACH EXTRA FIGHTER ADDED NOW 50/  
**3 DRAGONOV GROUPA A** **+15**

Additional Equipment



Grenades 0 1/0 1 4/1 Indirect fire

ADDITIONAL EQUIPMENT  
OPTIONS **SUPPORT TEAMS**  
**+ GRENADES**

EACH EXTRA FIGHTER ADDED NOW 55/  
**3 KRASNYE GROUP R** **+15**

EACH EXTRA FIGHTER ADDED NOW 35/  
**3 RPG GROUPA M** **+15**

EACH EXTRA FIGHTER ADDED NOW 55/  
**3 RPG GROUPA R** **+15**





EACH EXTRA FIGHTER ADDED NOW 60/  
**3 SPETSNATZ GROUPA F** **+15**

EACH EXTRA FIGHTER ADDED NOW 60/  
**3 SPETSNATZ GROUPA R** **+15**

EACH EXTRA FIGHTER ADDED NOW 45/  
**3 DRAGONOV GROUPA S** **+15**

EACH EXTRA FIGHTER ADDED NOW 50/  
**3 DRAGONOV GROUPA A** **+15**

Additional Equipment




Grenades 0 1/0 1 4/1 Indirect fire



☉ +10

**KRASNY SOLDAT BUNKER**★

➤ **SERGEANT**



3 1 -

14 6 3 4

Standard Ranged

Assault rifle	2	1/1	-	4/1
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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	3	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	3	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	3	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	3	1/1	-	4/1
---------------	---	-----	---	-----

Close Combat

Combat knife	4	1/0	-	3/1
--------------	---	-----	---	-----

Equipment as per unit

☉ +10

### RPG SOLDAT BUNKER

★ SUPPORT TEAM

➤ 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

★ SUPPORT TEAM

➤➤ 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

★ SUPPORT TEAM

➤➤➤ 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

★ SUPPORT TEAM

➤➤➤➤ 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

★ SUPPORT TEAM

➤➤➤➤➤ 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



SPETSNAZ KOMMANDO BUNKER OFFICERS  
OFFICER REPLACES A STANDARD FIGHTER

+10

SPETSNAZ BUNKER

> SERGEANT

3

1

-

14

7

4

5

Standard Ranged

Gauss rifle41/0-5/1

Close Combat

Combat knife51/0-3/1

Equipment as per unit

SUPPORT TEAM

+15

SPETSNAZ BUNKER

>> MASTER SERGEANT

3

2

1

14

7

4

5

Standard Ranged

Gauss rifle41/0-5/1

Close Combat

Combat knife51/0-3/1

Equipment as per unit

SUPPORT TEAM

+30

SPETSNAZ BUNKER

>>> LIEUTENANT

4

3

2

14

7

4

5

Standard Ranged

Gauss rifle41/0-5/1

Close Combat

Combat knife51/0-3/1

Equipment as per unit

SUPPORT TEAM

+60

SPETSNAZ BUNKER

>>>> CAPTAIN

6

5

3

14

7

4

5

Standard Ranged

Gauss rifle41/0-5/1

Close Combat

Combat knife51/0-3/1

Equipment as per unit

SUPPORT TEAM

+75

SPETSNAZ BUNKER

>>>>> COLONEL

7

7

3

14

7

4

5

Standard Ranged

Gauss rifle41/0-5/1

Close Combat

Combat knife51/0-3/1

Equipment as per unit

SUPPORT TEAM

DRAGONOV KOMMANDO BUNKER OFFICERS  
OFFICER REPLACES A STANDARD FIGHTER

+10

DRAGONOV BUNKER

> SERGEANT

3

1

-

14

7

4

5

Standard Ranged

Gauss rifle51/0-5/1

Close Combat

Combat knife51/0-3/1

Equipment as per unit

SUPPORT TEAM

+15

DRAGONOV BUNKER

>> MASTER SERGEANT

3

2

1

14

7

4

5

Standard Ranged

Gauss rifle51/0-5/1

Close Combat

Combat knife51/0-3/1

Equipment as per unit

SUPPORT TEAM

+30

DRAGONOV BUNKER

>>> LIEUTENANT

4

3

2

14

7

4

5

Standard Ranged

Gauss rifle51/0-5/1

Close Combat

Combat knife51/0-3/1

Equipment as per unit

SUPPORT TEAM

+60

DRAGONOV BUNKER

>>>> CAPTAIN

6

5

3

14

7

4

5

Standard Ranged

Gauss rifle51/0-5/1

Close Combat

Combat knife51/0-3/1

Equipment as per unit

SUPPORT TEAM

+75

DRAGONOV BUNKER

>>>>> COLONEL

7

7

3

14

7

4

5

Standard Ranged

Gauss rifle51/0-5/1

Close Combat

Combat knife51/0-3/1

Equipment as per unit

SUPPORT TEAM




## RED BLOK BUNKER TEAMS

CONSIDERED RANK 3 UNITS FOR MORALE (TEST WHEN 1 FIGHTER LEFT)  
WHEN A COMPANY INCLUDES A BUNKER UNIT, ALL BUNKERS ON THE BATTLEFIELD BECOME NEUTRAL DROP POINTS THAT CAN ONLY BE USED BY BUNKER UNITS. BUNKER UNITS CAN ONLY BE DEPLOYED THROUGH BUNKER DROP POINTS AND CANNOT LEAVE THEIR BUNKER.

A BUNKER 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.

### BUNKER



Only fighters of Size 2 or smaller can enter a bunker.  
A unit in a bunker cannot be issued the **Take Cover!** drill.  
Each bunker has a single access to the rear. The loophole allows a unit to shoot, but not fight in close combat.

**Abilities**

Improved Cover A unit in a bunker gets 3+ cover tests. This also applies to artillery strikes and indirect fire weapons, except **Projection** weapons.

Secured A bunker cannot be **Sabotaged**.

**Damage**

If the general structure of a bunker is destroyed, the whole bunker is destroyed. If the roof is destroyed, Improved Cover and Secured rules no longer apply and bunker weapons are destroyed.

**Damage Location:** 1-2 Roof; 3-5 General; 6 Weapon chosen by player, or roof if bunker is not armed.

**KRASNY BUNKER TEAM MAXIMUM**  
6 TROOPERS: 3 SPECIAL WPN BEARERS (GRENADE LAUNCHER)  
+ 0-2 MECHANICS + 0-2 MEDICS + 0-1 OFFICER

6 FIGHTERS 150  
EXTRA FIGHTER 20

### 6 BUNKER TEAM

STD 150, 20/  
KRASNY SOLDAT



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 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.

**KRASNY TEAM MAXIMUM**  
6 TROOPERS: 3 SPECIAL WPN BEARERS (ROCKET LAUNCHER)  
+ 0-2 FIELD ENGINEERS + 0-2 MEDICS + 0-1 OFFICER

6 FIGHTERS 150  
EXTRA FIGHTER -

### 6 BUNKER TEAM

STD 150 +50  
KRASNY SOLDAT



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  
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.

**KRASNY BUNKER TEAM STANDARD**  
2 TROOPERS: 2 SPECIAL WEAPON BEARERS

2 FIGHTERS 50  
EXTRA FIGHTER 20

### 2 BUNKER TEAM

STD 50, 20/  
KRASNY SOLDAT



14 6 3 4

Standard Ranged  
Assault rifle 2 1/1 - 4/1

Close Combat  
Combat knife 4 1/0 - 3/1


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

**KRASNY BUNKER TEAM STANDARD**  
2 TROOPERS: 2 SPECIAL WEAPON BEARERS

2 FIGHTERS 50  
EXTRA FIGHTER -

### 2 BUNKER TEAM

STD 50 +50  
KRASNY SOLDAT



14 6 3 4

Standard Ranged  
Assault rifle 2 1/1 - 4/1

Close Combat  
Combat knife 4 1/0 - 3/1

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

# RED BLOK BUNKER TEAMS

CONSIDERED RANK 3 UNITS FOR MORALE (TEST WHEN 1 FIGHTER LEFT)  
WHEN A COMPANY INCLUDES A BUNKER UNIT, ALL BUNKERS ON THE  
BATTLEFIELD BECOME NEUTRAL DROP POINTS THAT CAN ONLY BE USED  
BY BUNKER UNITS. BUNKER UNITS CAN ONLY BE DEPLOYED THROUGH  
BUNKER DROP POINTS AND CANNOT LEAVE THEIR BUNKER.

A BUNKER 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.

**RPG BUNKER TEAM** **MAXIMUM**

**6 TROOPERS: 3 SPECIAL WPN BEARERS (GRENADE LAUNCHER)  
+ 0-2 FIELD ENGINEERS + 0-2 MEDICS + 0-1 OFFICER**

6 FIGHTERS 150  
EXTRA FIGHTER 20

STD 150... 50/

SUPPORT TEAM

6

# BUNKER TEAM

## RPG SOLDAT

14

6

3

4

### Standard Ranged

SMGauss 0 2/0 - 4/1

### Close Combat

Combat knife 4 1/0 - 3/1

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.

## RPG TEAM MAXIMUM

**6 TROOPERS: 3 SPECIAL WPN BEARERS (ROCKET LAUNCHER) + 0-2 FIELD ENGINEERS + 0-2 MEDICS + 0-1 OFFICER**

6 FIGHTERS  
EXTRA FIGHTER

STD 150
+50

## BUNKER TEAM

RPG SOLDAT



★ SUPPORT TEAM

14

6

3

4

Standard Ranged				
SMGauss	0	2/0	-	4/1

Close Combat				
Combat knife	4	1/0	-	3/1

3
Special Weapon

Rocket launcher	1	2/0	-	11/2
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**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.

**RPG BUNKER TEAM STANDARD**

## 2 TROOPERS: 2 SPECIAL WEAPON BEARERS

2 FIGHTERS 50  
EXTRA FIGHTER 20

STD 50 . 20/

# 2 BUNKER TEAM

RPG SOLDAT

SUPPORT TEAM

14 6 3 4

Standard Ranged

SMGauss 0 2/0 - 4/1

Close Combat

Combat knife 4 1/0 - 3/1

2 Special Weapon

MGauss 2 3/0 - 7/1

## RPG BUNKER TEAM STANDARD

2 TROOPERS: 2 SPECIAL WEAPON BEARERS

2 FIGHTERS  
EXTRA FIGHTER - 50

STD 50

+50

★

**2 BUNKER TEAM**

RPG SOLDAT

**SUPPORT TEAM**

14 6 3 4

Standard Ranged

SMGauss	0	2/0	-	4/1
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Close Combat

Combat knife	4	1/0	-	3/1
--------------	---	-----	---	-----

**2 Special Weapon**

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



## RED BLOK BUNKER TEAMS

CONSIDERED RANK 3 UNITS FOR MORALE (TEST WHEN 1 FIGHTER LEFT)  
WHEN A COMPANY INCLUDES A BUNKER UNIT, ALL BUNKERS ON THE  
BATTLEFIELD BECOME NEUTRAL DROP POINTS THAT CAN ONLY BE USED  
BY BUNKER UNITS. BUNKER UNITS CAN ONLY BE DEPLOYED THROUGH  
BUNKER DROP POINTS AND CANNOT LEAVE THEIR BUNKER.  
A BUNKER 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.

## SPETSNAZ BUNKER TEAM MAXIMUM

6 TROOPERS: 3 SPECIAL WPN BEARERS (MGAUSS)  
+ 0-2 FIELD ENGINEERS + 0-2 MEDICS + 0-1 OFFICER

6 FIGHTERS 250  
EXTRA FIGHTER 25

MAX 250 .25/

6 BUNKER TEAM

SPETSNAZ KOMMANDO

SUPPORT TEAM

14

7

4

5

Standard Ranged

Gauss rifle41/0-5/1

Close Combat

Combat knife51/0-3/1

2 Special Weapon

Flamer[25]1/048/1Projection Indirect fire

Rocket launcher22/0-11/2

0-2 Medics0-2 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.

## SPETSNAZ BUNKER TEAM STANDARD

2 TROOPERS: 2 SPECIAL WEAPON BEARERS

2 FIGHTERS 125  
EXTRA FIGHTER 25

STD 125 .25/

2 BUNKER TEAM

SPETSNAZ KOMMANDO

SUPPORT TEAM

14

7

4

5

Standard Ranged

Gauss rifle41/0-5/1

Close Combat

Combat knife51/0-3/1

2 Special Weapon

Flamer[25]1/048/1Projection Indirect fire

Rocket launcher22/0-11/2

## RED BLOK BUNKER TEAMS

CONSIDERED RANK 3 UNITS FOR MORALE (TEST WHEN 1 FIGHTER LEFT)  
WHEN A COMPANY INCLUDES A BUNKER UNIT, ALL BUNKERS ON THE  
BATTLEFIELD BECOME NEUTRAL DROP POINTS THAT CAN ONLY BE USED  
BY BUNKER UNITS. BUNKER UNITS CAN ONLY BE DEPLOYED THROUGH  
BUNKER DROP POINTS AND CANNOT LEAVE THEIR BUNKER.  
A BUNKER 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.

## DRAGONOV BUNKER TEAM MAXIMUM

6 TROOPERS: 3 SPECIAL WPN BEARERS (ATGAUSS)  
+ 0-2 ELECTRONIC WARFARE SPECIALISTS + 0-2 MEDICS  
+ 0-1 OFFICER

6 FIGHTERS 300  
EXTRA FIGHTER 30

MAX 200 .30/

2 BUNKER TEAM

DRAGONOV KOMMANDOS

14

6

3

4

Standard Ranged

Gauss rifle51/0-5/1

Close Combat

Combat knife41/0-3/1

2 Special Weapon

Sniper gun101/0-8/1Sniper

Equipment

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

SUPPORT TEAM

## DRAGONOV BUNKER TEAM STANDARD

2 TROOPERS: 2 SPECIAL WEAPON BEARERS

2 FIGHTERS 75  
EXTRA FIGHTER 25

STD 75 .25/

2 BUNKER TEAM

DRAGONOV KOMMANDOS

14

6

3

4

Standard Ranged

Gauss rifle51/0-5/1

Close Combat

Combat knife41/0-3/1

2 Special Weapon

ATGauss gun71/1-14/1

Equipment

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

SUPPORT TEAM

## DRAGONOV BUNKER TEAM STANDARD

2 TROOPERS: 2 SPECIAL WEAPON BEARERS

2 FIGHTERS 75  
EXTRA FIGHTER 30

STD 75 .30/

2 BUNKER TEAM

DRAGONOV KOMMANDOS

14

6

3

4

Standard Ranged

Gauss rifle51/0-5/1

Close Combat

Combat knife41/0-3/1

2 Special Weapon

Sniper gun101/0-8/1Sniper

Equipment

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

SUPPORT TEAM