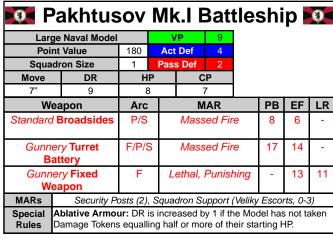


S K	Khatang	ja F	lea	vy l	Bat	tle	sh	ip 🛭	0	
Larg	ge Naval Model		/	/P	10			AL.		
Poi	nt Value	250	Act	Def	4					
Squa	dron Size	1	Pas	s Def	2		146		91	
Move	DR	Н	Р	С	Р	1		ACCEPTANT SECTION		
6"	10	Ç	9	1	0	E				
W	eapon	Arc		M	AR		PB	EF	LR	
Standard	Standard Broadsides			Mass	ed Fir	e	10	10	10	
Morta	ar Battery	360	^o Inc	Indirect Fire, Leth			-	13	18	
Morta	ar Battery	360		Le	ethal		10	10	-	
MARs	Crushing Impact	(7), Mimi	c Gene	rator, Squ	uadron S	Support	t (Veliky	Escor	ts, 0-3)	
Special Rules	Generator Special Rul	Glacier Generator: After game sides have been determined, all models with the Glacier Generator Special Rule may place one iceberg anywhere within 24" on the Water at the Combat (Surface) Height Level.								

IV	lurmansk	Drea	adr	าด	ugh	t Su	ppo	rt R	ig 🖥	3
Lar	ge Naval Model			٧	Р	18				
Poi	nt Value	390	I	Act	Def	7				
Squa	dron Size	1	P	ass	Def	3				
Move	DR	Н	Р		С	P				
6"	11	1	0		1	2				
W	eapon	Arc	MAR					PB	EF	LR
Gunne	Gunnery Battery		S		Pun	ishing		1	16	13
Morta	ar Battery	360°	360° Indire			direct Fire, Lethal			12	-
Morta	ar Battery	360°	•	Inc	lirect l	Fire, L	ethal	-	12	-
Torpe	do Battery	F		Le	ethal, i	Punisl	hing	20	16	10
MARs	Combat Deployment (Kavkaz Drillers, 8), Elite Crew, Repair (4), Security Posts (3), Squadron									
Special Rules	Ablative Armour: DR is increased by 1 if the Model has not taken Damage Tokens equalling half or more of their starting HP.									

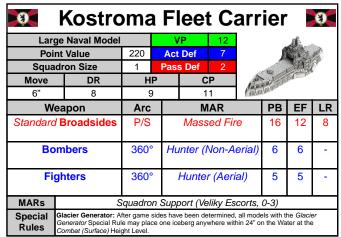
9	Boro	din	o E	3att	tles	shi	p	6	3
Larg	ge Naval Model		٧	/P	9			di.	eren.
Poi	nt Value	225	Act	Def	4				
Squa	dron Size	1	Pas	s Def	2		A.A.		
Move	DR	HF	•	С	Р	6		JEHAH BEEN	
7"	10	8		9)	10	I Bluss		
W	eapon	Arc		M	AR		PB	EF	LR
Standard	Broadsides	P/S		Mass	ed Fir	e	9	7	4
Gunn	ery Turret	F/P/S	Т	Mass	ed Fir	e	24	20	-
В	attery								
MARs	Mimic Ger	nerator,	Squad	ron Su	oport (Veliky	Escor	ts, 0-3)
Special	Ablative Armor								aken
Rules	Damage Tokens	equallii	ng hal	f or mo	re of th	eir sta	rting F	IP.	



8	Pakhtus	Pakhtusov Mk.II Battleship											
Lar	ge Naval Model			VI	P	7							
Poi	nt Value	180	-	Act	Def	4							
Squa	dron Size	1	Р	ass	Def	4							
Move	DR	Н	Р		С	P							
7"	8	8	3		1	1							
W	eapon	Arc			M	AR		РВ	EF	LR			
Standard	Standard Broadsides			Massed Fire				15	10	1			
Morta	ar Battery	F/P/S	S	Ind	irect F	Fire, L	ethal	12	12	-			
MARs	Elite C	rew, Sq	uaa	Iron	Suppo	rt (Vel	iky Esc	corts, (0-3)				
Special Rules	Glacier Generator: After game sides have been determined, all models with the Glacier Generator Special Rule may place one iceberg anywhere within 24" on the Water at the Combat (Surface) Height Level.												

0	Magadan Submarine											
Lar	ge Naval Model			VP	9							
Poi	nt Value	185	A	t Def	4							
Squa	dron Size	1	Pa	s Def	2							
Move	DR	Н	Р		P							
7"	8	w	3		6							
W	eapon	Arc		MAR				EF	LR			
Morta	ar Battery	F/P/S	S Ir	direct	Fire, L	ethal	-	14	1			
Morta	ar Battery	A/P/S	S Ir	direct	Fire, L	ethal	1	8	1			
Torpe	do Battery	F		Le	ethal		12	10	8			
MARs			Div	ing, Elite	e Crew							
Special Rules	Ablative Armor Damage Tokens								aken			

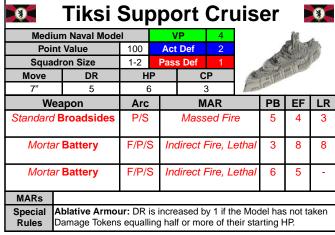
Combat (Sunace) Height Level.														
9	🔯 Dudinka Assault Carrier 🔯													
Lar	ge Naval Model		,	VP	10									
Poi	nt Value	180	Ac	t Def	5									
Squa	dron Size	1	Pas	s Def	2									
Move	DR	Н	Р	С	P									
7"	8	8	3	1	0									
W	eapon	Arc		MAR				EF	LR					
Standard	/ Broadsides	P/S		Mass	ed Fir	æ.	8	7	4					
Mortar	Broadsides	P/S	In	Indirect Fire, Lethal				9	12					
Gunne	ery Battery	F	Ma	ssed Fi	re, Pur	ishing	14	12	8					
Во	mbers	360	H	unter (l	Von-A	erial)	5	5	-					
Fi	Fighters360°Hunter (Aerial)66-													
MARs	Mimic Ger	nerator,	Squa	dron Su	pport (Veliky	Escor	ts, 0-3)					
Special Rules	Ablative Armor Damage Tokens								aken					



0	Azo	v B	att	lec	rui	se	r	6	8
Medi	um Naval Mode	el	1	/P	6				
Poi	nt Value	130	Ac	t Def	4	l			
Squa	dron Size	1	Pas	s Def	1				
Move	DR	HI	Р	С	P	l			
6"	7	6	i	į	5				
W	eapon	Arc		M	IAR		РВ	EF	LR
Standard	Standard Broadsides		Massed Fire			e	20	14	1
	ery Turret attery	F/P/S	3	Mass	sed Fir	е	8	8	4
MARs	S	i Quadro	n Sup	port (Ve	eliky Es	corts,	0-3)		
Special Rules	Ablative Armor Damage Tokens								aken

Medium Point \ Squadro Move 8"		90 1-2	Ac	/P Def	4			HE.	
Squadro Move	on Size DR	1-2			2				
Move	DR		Pas						
		Н		s Def	1			T. V	Be
8"	6		Р	С	P	1	THE PRINT	MA Is	
		5	5	5	5	(ph	3 Po		
Wear	pon	Arc		M	AR		PB	EF	LR
Gunnery Batte		F/P/S	S	Mass	ed Fir	e	12	8	-
MARs			i	Elite Cre	ew				
	lative Armou mage Tokens								aken

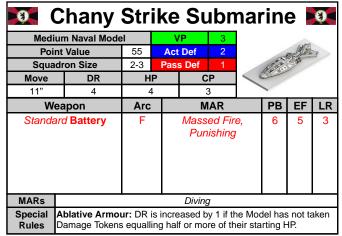
9	Pes	ets	Su	ıbm	nar	ine)	6	0
Mediu	m Naval Mode	i	٧	Έ	4			(B)	编
Point	Value	100	Act	Def	2				
Squadi	ron Size	1-2	Pas	s Def	1	. 4	ALL E	T. Carlot	
Move	DR	Н	Р	C	Р	Va L	1		
8"	5	5	5	5	5				
Wea	apon	Arc		M	AR		РВ	EF	LR
Standar	d Battery	F	H	lunter (Mass Pun	•	e,	10	8	5
MARs				Diving	7				
	blative Armor amage Tokens				,				aken

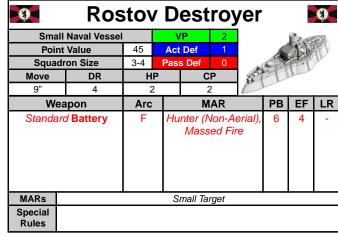


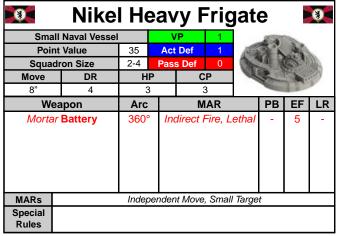
0	Su	vor	ΟV	Cru	uis	er		0	0
Medi	um Naval Mode	el	٧	'P	3) us (us	de.	_
Poi	nt Value	75	Act	Def	2	- 19	1		an la
Squa	dron Size	2-3	Pass	s Def	1	P. C.		10 10	R.M.
Move	DR	Н	Р	С	Р		Tour land	GIL	
8"	5	5	5	5	5	18	FRAN	SPY	IRTAN AMES
W	eapon	Arc		M	AR		РВ	EF	LR
Standard	/ Broadsides	P/S		Mass	ed Fir	e	6	5	3
Gunn	ery Turret	F/P/S	3	Mass	ed Fir	e	7	6	-
MARs									
Special	Ablative Armo								aken
Rules	Damage Tokens	s equall	ing hal	f or mo	re of th	eir sta	ırting F	IP.	

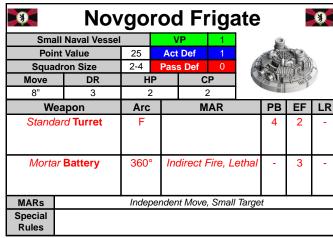
3	Oneg	ja L	_igl	ht (Cru	ise	er	6	9
Medi	um Naval Mode	el	٧	/P	3				
Poi	nt Value	60	Act	Def	3				
Squa	dron Size	2-4	Pas	s Def	1				
Move	DR	Н	IP	С	P				
10"	5	4	4	4	4				
W	eapon	Arc	;	М	IAR		РВ	EF	LR
Gunn	ery Turret	F/P/S	S	Massed Fire			6	5	-
Morta	ar Battery	360	0	Mass	ed Fir	e	1	5	1
MARs		•	-						
Special Rules	Ablative Armo								ken

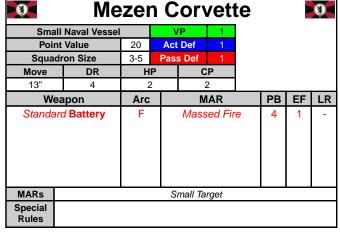
3	Rudni	tsk	y F	Rep	air	Sł	nip	10	0
Medi	um Naval Mode	el	١	/P	3				
Poi	nt Value	65	Act	Def	4	1			
Squa	dron Size	1-3	Pas	s Def	1				
Move	DR	Н	IP	С	P	l			
8"	4	(6	(3				
W	eapon	Arc	:	MAR			PB	EF	LR
Morta	ar Battery	360	0	Massed Fire			6	7	-
MARs		Inde	epende	ent Mov	e, Rep	air (2)			
Special	Ablative Armo								aken
Rules	Damage Tokens	s equall	ling hal	f or mo	re of th	eir sta	rting F	IP.	





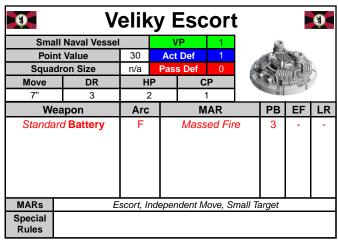


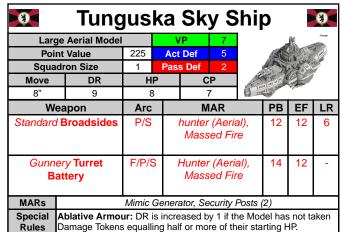




🌃 Kavkaz Assault Drill 🔯										
Sma	l Naval Vessel		٧	/P	1/2					
Point Value		n/a	Act	Def 1						
Squad	Squadron Size		Pass Def		0					
Move	DR	Н	Р	C	P					
10"	3	•	1	,	1					
We	apon	Arc	MAR			РВ	EF	LR		
MARs		Crush	nina Im	pact (5,). Smai	II Targe	et .			
	Combat Deployme		iiig iiii	pact (3)	i, oillai	rarye	J1			
Rules	/ictory through De rictory points are av	struction	n: If this	Model is	destroye	d while r	resolvinç	g a ram	no	



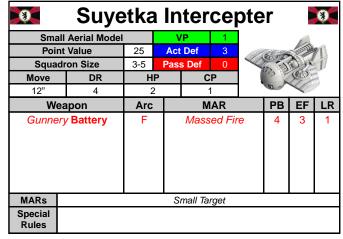




🔯 Kirchev Heavy Bomber 🔯										
Medium Aerial Model			VP		-300		A			
Point Value		Act Def		4	4			1		
Squadron Size		Pass Def		1	-	700				
DR	Н	P C		P		D.				
7	6	6 5		5		-	-	Carrie		
Weapon		: M		IAR		PB	EF	LR		
Standard Battery		P/S Puni		nishing		11	9	7		
ombs	360°		Lethal			16	-	-		
Ablative Armour: DR is increased by 1 if the Model has not taken Damage Tokens equalling half or more of their starting HP.										
	um Aerial Mode nt Value dron Size DR 7 eapon and Battery Dmbs Ablative Armon	Marial Model	um Aerial Model nt Value 125 dron Size 1 Pa DR HP 7 6 eapon Arc ard Battery F/P/S Dmbs 360° Ablative Armour: DR is ince	um Aerial Model VP nt Value 125 Act Def dron Size 1 Pass Def DR HP C 7 6 9 eapon Arc M ard Battery F/P/S Pure Dmbs 360° Le Ablative Armour: DR is increased by	um Aerial Model VP 5 nt Value 125 Act Def 4 dron Size 1 Pass Def 1 DR HP CP 7 6 5 eapon Arc MAR ard Battery F/P/S Punishing ombs 360° Lethal	um Aerial Model VP 5 nt Value 125 Act Def 4 dron Size 1 Pass Def 1 DR HP CP 7 6 5 eapon Arc MAR and Battery F/P/S Punishing Dmbs 360° Lethal Ablative Armour: DR is increased by 1 if the Model Ablative Armour: DR is increased by 1 if the Model Act Def 4 Act D	mm Aerial Model VP 5 nt Value 125 Act Def 4 dron Size 1 Pass Def 1 DR HP CP 7 6 5 eapon Arc MAR PB ard Battery F/P/S Punishing 11 Dmbs 360° Lethal 16 Ablative Armour: DR is increased by 1 if the Model has	mm Aerial Model VP 5 nt Value 125 Act Def 4 dron Size 1 Pass Def 1 DR HP CP 7 6 5 eapon Arc MAR PB EF ord Battery F/P/S Punishing 11 9 Ablative Armour: DR is increased by 1 if the Model has not to		

Saransk Sky Ship										
Medium Aerial Model			VP 4				R			
Poir	Point Value		Ac	Act Def 4				Ti.	M. Section	
Squad	Squadron Size		Pass Def		1			Take .		
Move	DR	Н	P CP		P					
10"	5	Ę	6			11-	-11			
We	Weapon		MAR		IAR		PB	EF	LR	
Standard Turret		F/P/S	S	6 hunter (Aerial), Massed Fire				8	1	
MARs	·		Ť	Minelay	/er					
	ŕ									

Myshkin Bomber 🔯										
Mediu	Medium Aerial Model		VP		2			Por.		
Poin	Point Value		Ac	Act Def 3			1000			
Squadron Size		2-3	Pass Def		1	60	0	17.10		
Move DR		Н	HP		СР		000	1		
10"	5	4	4 5			Hilly	الوم			
We	Weapon		Arc MAR			PB	EF	LR		
Bombs		F/P/S	6 Lethal, Massed Fire				12	ı	-	
MARs										
	Ablative Armo Damage Tokens								aken	



💓 Svarog Dreadnought Robot Mk.I 💓											
Large N	Large Multi-Theatre Mode				VP						
Poi	nt Value	335	Act		Def	6					
Squa	dron Size	1	Pass D		Def	4					
Move	DR	Н	Р	СР							
9"	6	4	4	12							
W	Weapon		Arc		MAR			PB	EF	LR	
Morta	Mortar Battery		P/S Inc		Indirect Fire, Lethal, Punishing			1	20	11	
_	Gunnery Turret Battery		S	Massed Fire		e	19	13	-		
MARs	Elite Crew, Fearless, Mimic Generator, Restricted Boarding (4"), Special Forces (4)										
Special Rules	Ablative Armo Damage Tokens									aken	

Svarog Dreadnought Robot Mk.II											
Large N	Large Multi-Theatre Mode			VP	18						
Poi	nt Value	335	Α	ct Def	6						
Squa	dron Size	1	Pass Def		4						
Move	DR	Н	HP CP								
9"	6	4	1	1	2						
W	Weapon			MAR			PB	EF	LR		
Stea	Steam Axes		>	Horrific Dama		age	-	ı	1		
_	Gunnery Turret Battery		3	Massed Fire			19	13			
MARs	Elite Crew, Fearless, Mimic Generator, Restricted Boarding (4"), Special Forces (8)										
Special Rules	Horrific Damage: Whrolling on the Boarding Ablative Armour: DR	g Damage	Colum	ın			-				