

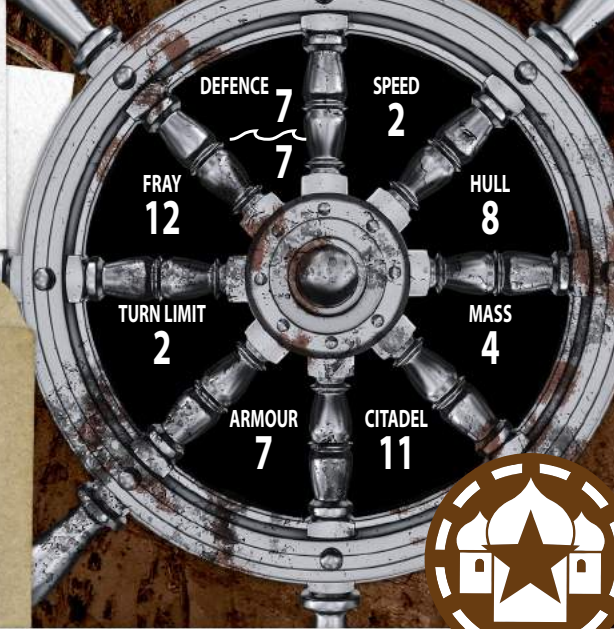
## MURMANSK MOBILE STRONGHOLD v1.05



COMMONWEALTH, RUSSIAN,  
MOBILE STRONGHOLD, FLAGSHIP,  
MURMANSK CLASS

- HEAVY GUN BATTERY GUNNERY
- HEAVY GUN BATTERY GUNNERY
- HEAVY GUN BATTERY GUNNERY
- HEAVY GUN BATTERY GUNNERY
- HEAVY BROADSIDE FUSILLADE
- HEAVY BROADSIDE FUSILLADE

FIRE ARC	POINT BLANK	CLOSING	LONG
F/P	8(4)	10(5)	6(3)
F/S	8(4)	10(5)	6(3)
A/P	8(4)	10(5)	6(3)
A/S	8(4)	10(5)	6(3)
F & A	10(7)	6(3)	-(-)
P & S	10(7)	6(3)	-(-)



### SPECIAL RULES

**ABLATIVE ARMOUR** Remove one Action die from the Attack Dice Pool each time an attack is made against this Unit. Attacks with the Aerial Quality ignore this rule.

**ADVANCED REPAIR FACILITIES (3)** This Unit may add three additional Action Dice to its Repair Test. This is in addition to those given by the Model's Mass. Furthermore, this bonus to the Action Dice Pool for Repair Tests may also be gained by any friendly Models within 10" of a Model in this Unit.

**LOGISTICAL SUPPORT** This Unit adds +1 to the number of Victory and Valour Cards in a player's hand. Should this Unit be destroyed, the bonus is lost at the end of the Round. This ability does not stack so multiple Units with this rule still only confers +1 to the hand size in total.

**UNEXPECTED ARRIVAL** Emerging suddenly, this Unit appears to wreak havoc on the enemy. This Unit is always held in Reserve separately from its Battlefleet (see Operations for details). The player may re-roll the Action Die to determine the

Reserve result. When it is available for deployment, it is placed at any point in the Play Area that is at least 3" from the nearest terrain feature. The Model cannot be deployed under another Model.

**LUMBERING** All Shooting targeting this Model may re-roll Blank results on the Action Dice. It may make a Full Reverse! Special Operations Action without receiving a Level of Disorder.

**INTERNAL SHIELD GENERATOR** This Unit is equipped with an internal Shield Generator. It may not be upgraded or replaced. A Model with this Generator removes 2 Action Dice from the Dice Pool of each Attack against this Model. The Shield Generator cannot be used against attacks with the Submerged, Arc or Bomb Qualities.

**VOID-ENGINE OVERCLOCK** Instead of rolling the Action Die on the first turn, when using the Unexpected Arrival Rule, this model may be immediately made available for deployment. However, after deploying, it suffers a point of damage and

receives a level of disorder and the Reactor Leak Critical Damage Marker.

## MURMANSK MOBILE STRONGHOLD v1.05



COMMONWEALTH, RUSSIAN,  
MOBILE STRONGHOLD, FLAGSHIP,  
MURMANSK CLASS

- HEAVY GUN BATTERY GUNNERY
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- HEAVY GUN BATTERY GUNNERY
- HEAVY BROADSIDE FUSILLADE
- HEAVY BROADSIDE FUSILLADE

FIRE ARC	POINT BLANK	CLOSING	LONG
F/P	5(2)	6(3)	4(2)
F/S	5(2)	6(3)	4(2)
A/P	5(2)	6(3)	4(2)
A/S	5(2)	6(3)	4(2)
F & A	6(3)	4(2)	-(-)
P & S	6(3)	4(2)	-(-)



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## ANASTASIA v1.05



COMMONWEALTH, RUSSIAN,  
MOBILE STRONGHOLD, FLAGSHIP,  
MURMANSK CLASS, UNIQUE

- TRI-RAILGUN RAIL, GUNNERY, EXT. RNG.
- TRI-RAILGUN RAIL, GUNNERY, EXT. RNG.
- TRI-RAILGUN RAIL, GUNNERY, EXT. RNG.
- TRI-RAILGUN RAIL, GUNNERY, EXT. RNG.
- HEAVY BROADSIDE FUSILLADE
- HEAVY BROADSIDE FUSILLADE

FIRE ARC	POINT BLANK	CLOSING	LONG
F/P	8(3)	8(3)	8(3)
F/S	8(3)	8(3)	8(3)
A/P	8(3)	8(3)	8(3)
A/S	8(3)	8(3)	8(3)
F & A	10(7)	6(3)	-(-)
P & S	10(7)	6(3)	-(-)



### SPECIAL RULES

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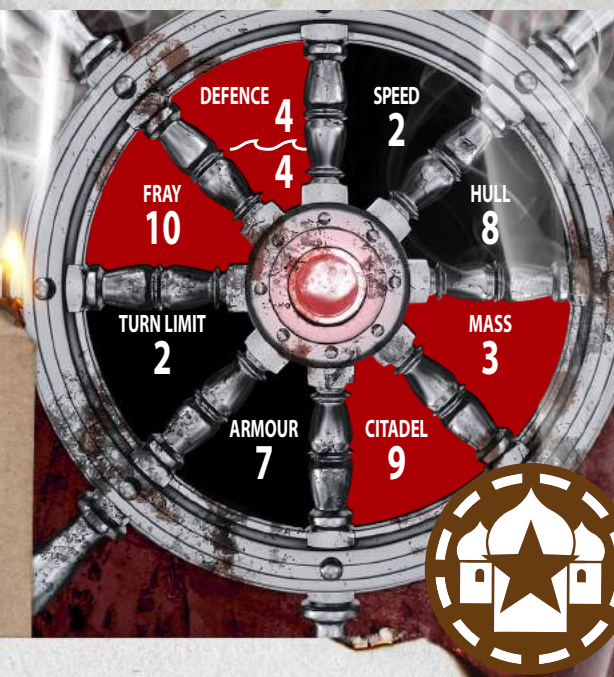
## ANASTASIA v1.05



COMMONWEALTH, RUSSIAN,  
MOBILE STRONGHOLD, FLAGSHIP,  
MURMANSK CLASS, UNIQUE

- TRI-RAILGUN RAIL, GUNNERY, EXT. RNG.
- TRI-RAILGUN RAIL, GUNNERY, EXT. RNG.
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- TRI-RAILGUN RAIL, GUNNERY, EXT. RNG.
- HEAVY BROADSIDE FUSILLADE
- HEAVY BROADSIDE FUSILLADE

FIRE ARC	POINT BLANK	CLOSING	LONG
F/P	5(2)	5(2)	5(2)
F/S	5(2)	5(2)	5(2)
A/P	5(2)	5(2)	5(2)
A/S	5(2)	5(2)	5(2)
F & A	6(3)	4(2)	-(-)
P & S	6(3)	4(2)	-(-)



### SPECIAL RULES

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## TOBOLSK MOBILE STRONGHOLD v1.05



COMMONWEALTH, RUSSIAN, MOBILE STRONGHOLD, FLAGSHIP, TOBOLSK CLASS

	FIRE ARC	POINT BLANK	CLOSING	LONG
HEAVY GUN BATTERY GUNNERY	F/P	8(4)	10(5)	6(3)
HEAVY GUN BATTERY GUNNERY	F/S	8(4)	10(5)	6(3)
HEAVY GUN BATTERY GUNNERY	A/P	8(4)	10(5)	6(3)
HEAVY GUN BATTERY GUNNERY	A/S	8(4)	10(5)	6(3)
HEAVY BROADSIDE FUSILLADE	F & A	10(7)	6(3)	-(-)
HEAVY BROADSIDE FUSILLADE	P & S	10(7)	6(3)	-(-)



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**INTERNAL CRYO GENERATOR** This Model is equipped with an internal Cryo Generator. It may not be upgraded or replaced. This Generator may be used in the Shooting Phase to fire a Cryogenic Blast at a Target Model. Alternatively, the controlling player of this Model rolls an Action Die. On a result of an Exploding Hit, you may place a 2" long Mass 2 Iceberg obstacle within 25" of a of this Model. On a Hit or Heavy Hit, place a 1" Mass 1 Iceberg obstacle within 20" of this Model. On a Counter or Heavy Counter place a 1" Mass 1 Iceberg obstacle within 15" of this Model. On a Blank, no Iceberg forms. Icebergs may not

be placed within 5" of another Model.

**VOID-ENGINE OVERCLOCK** Instead of rolling the Action Die on the first turn, when using the Unexpected Arrival Rule, this model may be immediately made available for deployment. However, after deploying, it suffers a point of damage and receives a level of disorder and the Reactor Leak Critical Damage Marker.

**CRYO-KOMETA** SRS Tokens launched by Units with this rule may re-roll Blank Results on Attack Runs.

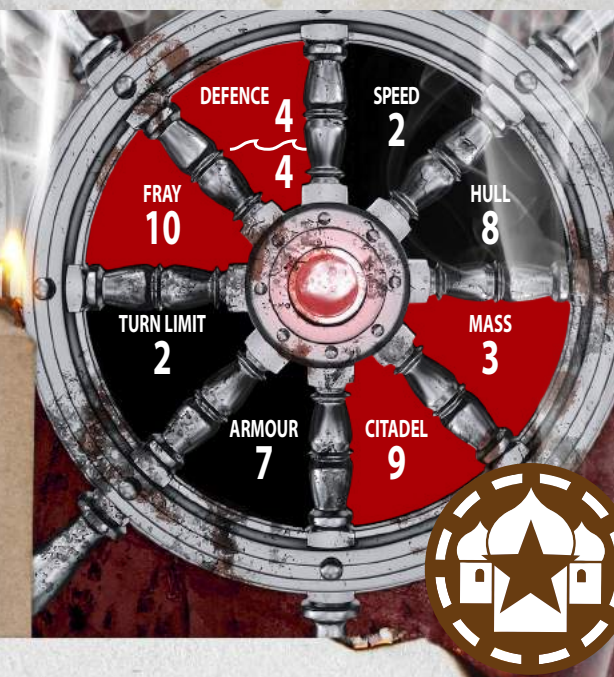
**COMBAT AIR PATROL** Units with this rule may start the Encounter with their SRS Tokens on a Long Range Sortie. In the Operations Step of their Activation, these tokens may be stacked in base contact anywhere in the Play Area as normal for a Long Range Sortie. With longer than usual to react, enemy units double their ADV against the Attack Runs by Long Range Sorties in the first round. Combat Air Patrol does not apply to Special SRS Tokens.

## TOBOLSK MOBILE STRONGHOLD v1.05



COMMONWEALTH, RUSSIAN, MOBILE STRONGHOLD, FLAGSHIP, TOBOLSK CLASS

	FIRE ARC	POINT BLANK	CLOSING	LONG
HEAVY GUN BATTERY GUNNERY	F/P	5(2)	6(3)	4(2)
HEAVY GUN BATTERY GUNNERY	F/S	5(2)	6(3)	4(2)
HEAVY GUN BATTERY GUNNERY	A/P	5(2)	6(3)	4(2)
HEAVY GUN BATTERY GUNNERY	A/S	5(2)	6(3)	4(2)
HEAVY BROADSIDE FUSILLADE	F & A	6(3)	4(2)	-(-)
HEAVY BROADSIDE FUSILLADE	P & S	6(3)	4(2)	-(-)



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## AKULA GRAND SUBMARINE v1.05



COMMONWEALTH, UKRAINIAN,  
GRAND SUBMARINE, AKULA CLASS,  
SUBMERGED UNIT

	FIRE ARC	POINT BLANK	CLOSING	LONG
TORPEDO SALVO SUBMERGED, TORPEDO, EXT. RNG.	F	7(2)	7(5)	6(4)
TORPEDO SALVO SUBMERGED, TORPEDO, EXT. RNG.	F	7(2)	7(5)	6(4)
TORPEDO SALVO SUBMERGED, TORPEDO, EXT. RNG.	F	7(2)	7(5)	6(4)
TORPEDO SALVO SUBMERGED, TORPEDO, EXT. RNG.	A	7(2)	7(5)	6(4)
ROCKET BATTERY AERIAL	F/P/A	6(2)	6(3)	6(3)
ROCKET BATTERY AERIAL	F/S/A	6(2)	6(3)	6(3)



### SPECIAL RULES

**ABLATIVE ARMOUR** Remove one Action die from the Attack Dice Pool each time an attack is made against this Unit. Attacks with the Aerial Quality ignore this rule.

**TEMPERAMENTAL DESIGN** This Unit counts any Heavy Counter rolled as a Counter instead whilst making Repair Tests.

**FULL STEAM AHEAD** This Unit may double its Drift during its Movement Step provided that it makes no turns.

**HAMMER SWEEP** During its Activation, this Unit may increase its Speed by 1" and gains +2 to its Ramming Dice Pool provided that it makes no turns during this Movement.

## AKULA GRAND SUBMARINE v1.05



COMMONWEALTH, UKRAINIAN,  
GRAND SUBMARINE, AKULA CLASS,  
SUBMERGED UNIT

	FIRE ARC	POINT BLANK	CLOSING	LONG
TORPEDO SALVO SUBMERGED, TORPEDO, EXT. RNG.	F	5(-)	5(3)	4(3)
TORPEDO SALVO SUBMERGED, TORPEDO, EXT. RNG.	F	5(-)	5(3)	4(3)
TORPEDO SALVO SUBMERGED, TORPEDO, EXT. RNG.	F	5(-)	5(3)	4(3)
TORPEDO SALVO SUBMERGED, TORPEDO, EXT. RNG.	A	5(-)	5(3)	4(3)
ROCKET BATTERY AERIAL	F/P/A	4(-)	4(2)	4(2)
ROCKET BATTERY AERIAL	F/S/A	4(-)	4(2)	4(2)



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## DEATH BRINGER v1.05



COMMONWEALTH, RUSSIAN, GRAND  
SUBMARINE, FLAGSHIP, AKULA  
CLASS, SUBMERGED UNIT, UNIQUE,  
BLACK WOLF

	FIRE ARC	POINT BLANK	CLOSING	LONG
HEAVY PROW RAM RAMMING 12, PIERCING	F	-(-)	-(-)	-(-)
HEAVY TORPEDO SALVO SUBMERGED, TORPEDO, EXT. RNG.	F	12(4)	12(7)	11(6)
HEAVY TORPEDO SALVO SUBMERGED, TORPEDO, EXT. RNG.	F	12(4)	12(7)	11(6)
HEAVY TORPEDO SALVO SUBMERGED, TORPEDO, EXT. RNG.	F	12(4)	12(7)	11(6)
ROCKET BATTERY AERIAL	F/P/A	6(2)	6(3)	6(3)
ROCKET BATTERY AERIAL	F/S/A	6(2)	6(3)	6(3)



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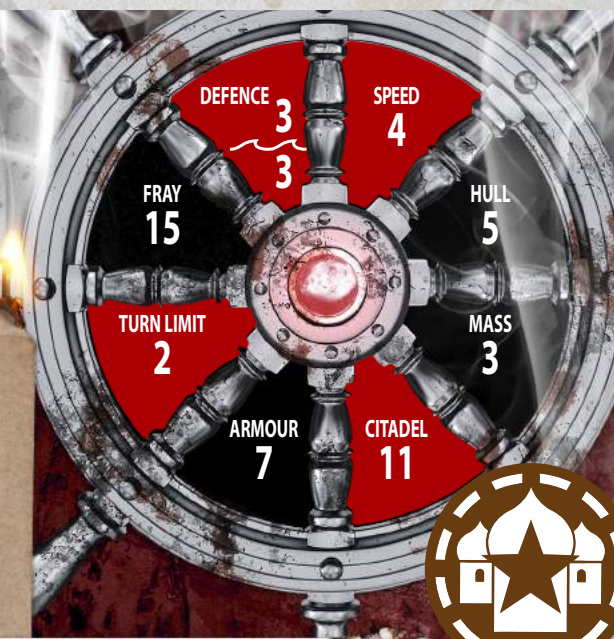
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SUBMARINE, FLAGSHIP, AKULA  
CLASS, SUBMERGED UNIT, UNIQUE,  
BLACK WOLF

	FIRE ARC	POINT BLANK	CLOSING	LONG
HEAVY PROW RAM RAMMING 12, PIERCING	F	-(-)	-(-)	-(-)
HEAVY TORPEDO SALVO SUBMERGED, TORPEDO, EXT. RNG.	F	8(-)	8(5)	7(5)
HEAVY TORPEDO SALVO SUBMERGED, TORPEDO, EXT. RNG.	F	8(-)	8(5)	7(5)
HEAVY TORPEDO SALVO SUBMERGED, TORPEDO, EXT. RNG.	F	8(-)	8(5)	7(5)
ROCKET BATTERY AERIAL	F/P/A	4(-)	4(2)	4(2)
ROCKET BATTERY AERIAL	F/S/A	4(-)	4(2)	4(2)



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## BORODINO BATTLESHIP v1.05



COMMONWEALTH, RUSSIAN,  
BATTLESHIP, FLAGSHIP, BORODINO  
CLASS

HEAVY GUN BATTERY GUNNERY	F/P/S	8(4)	10(5)	6(3)
HEAVY GUN BATTERY GUNNERY	F/P	8(4)	10(5)	6(3)
HEAVY GUN BATTERY GUNNERY	F/S	8(4)	10(5)	6(3)
HEAVY BROADSIDE FUSILLADE	P & S	10(7)	6(3)	-(-)
HEAVY TORPEDO SALVO SUBMERGED, TORPEDO, EXT. RNG.	F	12(4)	12(7)	11(6)

FIRE ARC	POINT BLANK	CLOSING	LONG
F/P/S	8(4)	10(5)	6(3)
F/P	8(4)	10(5)	6(3)
F/S	8(4)	10(5)	6(3)
P & S	10(7)	6(3)	-(-)
F	12(4)	12(7)	11(6)



### SPECIAL RULES

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**INTERNAL CRYO GENERATOR** This Model is equipped with an internal Cryo Generator. It may not be upgraded or replaced. This Generator may be used in the Shooting Phase to fire a Cryogenic Blast at a Target Model. Alternatively, the controlling player of this Model rolls an Action Die. On a result of an Exploding Hit, you may place a 2" long Mass 2 Iceberg obstacle within 25" of a of this Model. On a Hit or Heavy Hit, place a 1" Mass 1 Iceberg obstacle within 20" of this Model. On a Counter or Heavy Counter place a 1" Mass 1 Iceberg obstacle within 15" of this Model. On a Blank, no Iceberg forms. Icebergs may not be placed within 5" of another Model.

**CRYO-CAPACITORS** This Unit has the Sustained Quality to any Cryogenic Blast it makes.

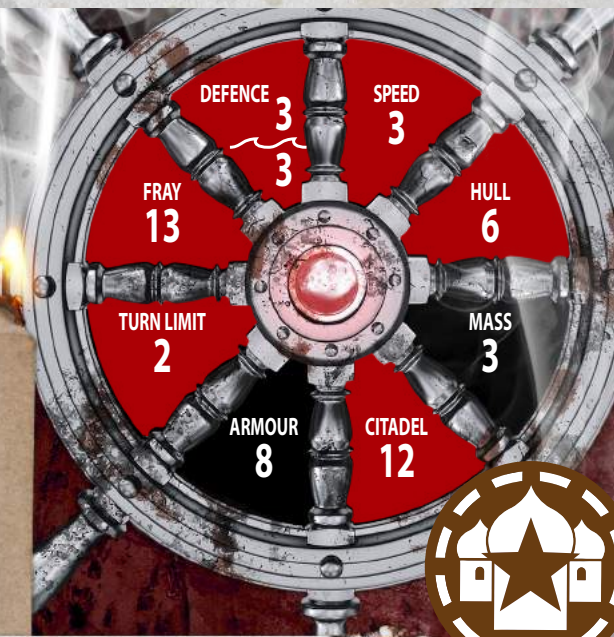
## BORODINO BATTLESHIP v1.05



COMMONWEALTH, RUSSIAN,  
BATTLESHIP, FLAGSHIP, BORODINO  
CLASS

HEAVY GUN BATTERY GUNNERY	F/P/S	5(2)	6(3)	4(2)
HEAVY GUN BATTERY GUNNERY	F/P	5(2)	6(3)	4(2)
HEAVY GUN BATTERY GUNNERY	F/S	5(2)	6(3)	4(2)
HEAVY BROADSIDE FUSILLADE	P & S	6(3)	4(2)	-(-)
HEAVY TORPEDO SALVO SUBMERGED, TORPEDO, EXT. RNG.	F	8(-)	8(5)	7(5)

FIRE ARC	POINT BLANK	CLOSING	LONG
F/P/S	5(2)	6(3)	4(2)
F/P	5(2)	6(3)	4(2)
F/S	5(2)	6(3)	4(2)
P & S	6(3)	4(2)	-(-)
F	8(-)	8(5)	7(5)



### SPECIAL RULES

**HAMMER SWEEP** During its Activation, this Unit may increase its Speed by 1" and gains +2 to its Ramming Dice Pool provided that it makes no turns during this Movement.

**ABLATIVE ARMOUR** Remove one Action die from the Attack Dice Pool each time an attack is made against this Unit. Attacks with the Aerial Quality ignore this rule.

**INTERNAL CRYO GENERATOR** This Model is equipped with an internal Cryo Generator. It may not be upgraded or replaced. This Generator may be used in the Shooting Phase to fire a Cryogenic Blast at a Target Model. Alternatively, the controlling player of this Model rolls an Action Die. On a result of an Exploding Hit, you may place a 2" long Mass 2 Iceberg obstacle within 25" of a of this Model. On a Hit or Heavy Hit, place a 1" Mass 1 Iceberg obstacle within 20" of this Model. On a Counter or Heavy Counter place a 1" Mass 1 Iceberg obstacle within 15" of this Model. On a Blank, no Iceberg forms. Icebergs may not be placed within 5" of another Model.

**CRYO-CAPACITORS** This Unit has the Sustained Quality to any Cryogenic Blast it makes.

## MOZHAYSKI FLEET CARRIER v1.05



COMMONWEALTH, RUSSIAN, FLEET  
CARRIER, FLAGSHIP, MOZHAYSKI  
CLASS

- ROCKET BATTERY AERIAL
- ROCKET BATTERY AERIAL
- ROCKET BATTERY AERIAL
- HEAVY BROADSIDE FUSILLADE

FIRE ARC	POINT BLANK	CLOSING	LONG
F/P/S	6(2)	6(3)	6(3)
F/P/A	6(2)	6(3)	6(3)
F/S/A	6(2)	6(3)	6(3)
P & S	10(7)	6(3)	-(-)



### SPECIAL RULES

**SRS CAPACITY 8** Each Model in this Unit may launch 8 SRS Tokens each Round.

**ABLATIVE ARMOUR** Remove one Action die from the Attack Dice Pool each time an attack is made against this Unit. Attacks with the Aerial Quality ignore this rule.

**CRYO-KOMETA** SRS Tokens launched by Units with this rule may re-roll Blank Results on Attack Runs.

**COMBAT AIR PATROL** Units with this rule may start the Encounter with their SRS Tokens on a Long Range Sortie. In the Operations Step of their Activation, these tokens may be stacked in base contact anywhere in the Play Area as normal for a Long Range Sortie. With longer than usual to react, enemy units double their ADV against the Attack Runs by Long Range Sorties in the first round. Combat Air Patrol does not apply to Special SRS Tokens.

## MOZHAYSKI FLEET CARRIER v1.05



COMMONWEALTH, RUSSIAN, FLEET  
CARRIER, FLAGSHIP, MOZHAYSKI  
CLASS

- ROCKET BATTERY AERIAL
- ROCKET BATTERY AERIAL
- ROCKET BATTERY AERIAL
- HEAVY BROADSIDE FUSILLADE

FIRE ARC	POINT BLANK	CLOSING	LONG
F/P/S	4(-)	4(2)	4(2)
F/P/A	4(-)	4(2)	4(2)
F/S/A	4(-)	4(2)	4(2)
P & S	6(3)	4(2)	-(-)



### SPECIAL RULES

**SRS CAPACITY 4** Each Model in this Unit may launch 4 SRS Tokens each Round.

**ABLATIVE ARMOUR** Remove one Action die from the Attack Dice Pool each time an attack is made against this Unit. Attacks with the Aerial Quality ignore this rule.

**CRYO-KOMETA** SRS Tokens launched by Units with this rule may re-roll Blank Results on Attack Runs.

**COMBAT AIR PATROL** Units with this rule may start the Encounter with their SRS Tokens on a Long Range Sortie. In the Operations Step of their Activation, these tokens may be stacked in base contact anywhere in the Play Area as normal for a Long Range Sortie. With longer than usual to react, enemy units double their ADV against the Attack Runs by Long Range Sorties in the first round. Combat Air Patrol does not apply to Special SRS Tokens.

## PAKHTUSOV v1.05



COMMONWEALTH, RUSSIAN,  
BATTLESHIP, FLAGSHIP, BORODINO  
CLASS, UNIQUE

TRI-RAILGUN RAIL, GUNNERY, EXT. RNG.

TRI-RAILGUN RAIL, GUNNERY, EXT. RNG.

TRI-RAILGUN RAIL, GUNNERY, EXT. RNG.

HEAVY BROADSIDE FUSILLADE

HEAVY TORPEDO SALVO SUBMERGED, TORPEDO, EXT. RNG.

FIRE ARC	POINT BLANK	CLOSING	LONG
F/P/S	8(3)	8(3)	8(3)
F/P	8(3)	8(3)	8(3)
F/S	8(3)	8(3)	8(3)
P & S	10(7)	6(3)	-(-)
F	12(4)	12(7)	11(6)



### SPECIAL RULES

**HAMMER SWEEP** During its Activation, this Unit may increase its Speed by 1" and gains +2 to its Ramming Dice Pool provided that it makes no turns during this Movement.

**ABLATIVE ARMOUR** Remove one Action die from the Attack Dice Pool each time an attack is made against this Unit. Attacks with the Aerial Quality ignore this rule.

**INTERNAL CRYO GENERATOR** This Model is equipped with an internal Cryo Generator. It may not be upgraded or replaced. This Generator may be used in the Shooting Phase to fire a Cryogenic Blast at a Target Model. Alternatively, the controlling player of this Model rolls an Action Die. On a result of an Exploding Hit, you may place a 2" long Mass 2 Iceberg obstacle within 25" of a of this Model. On a Hit or Heavy Hit, place a 1" Mass 1 Iceberg obstacle within 20" of this Model. On a Counter or Heavy Counter place a 1" Mass 1 Iceberg obstacle within 15" of this Model. On a Blank, no Iceberg forms. Icebergs may not be placed within 5" of another Model.

**ELITE CREW** While making or defending from an Assault, this Unit may re-roll Blank dice results.

**INSPIRATIONAL** Any friendly Unit (excluding this Unit) within 10" may re-roll a single Action dice in their Activation.

**CRYO-CAPACITORS** This Unit has the Sustained Quality to any Cryogenic Blast it makes.

## PAKHTUSOV v1.05



COMMONWEALTH, RUSSIAN,  
BATTLESHIP, FLAGSHIP, BORODINO  
CLASS, UNIQUE

TRI-RAILGUN RAIL, GUNNERY, EXT. RNG.

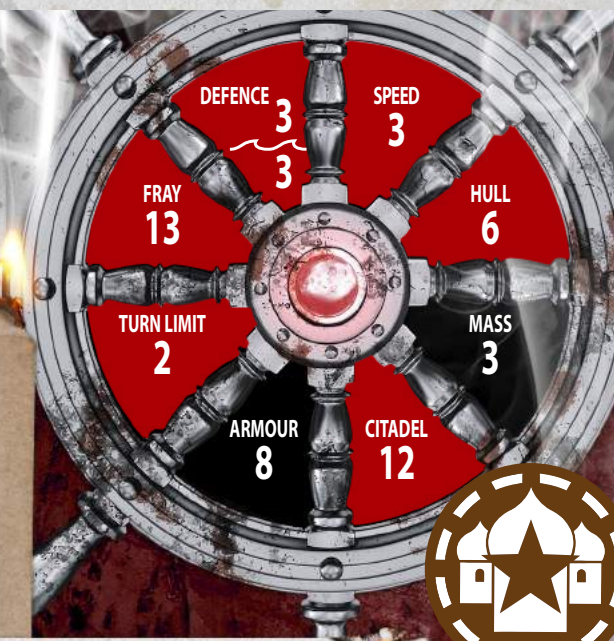
TRI-RAILGUN RAIL, GUNNERY, EXT. RNG.

TRI-RAILGUN RAIL, GUNNERY, EXT. RNG.

HEAVY BROADSIDE FUSILLADE

HEAVY TORPEDO SALVO SUBMERGED, TORPEDO, EXT. RNG.

FIRE ARC	POINT BLANK	CLOSING	LONG
F/P/S	5(2)	5(2)	5(2)
F/P	5(2)	5(2)	5(2)
F/S	5(2)	5(2)	5(2)
P & S	6(3)	4(2)	-(-)
F	8(-)	8(5)	7(5)



### SPECIAL RULES

**HAMMER SWEEP** During its Activation, this Unit may increase its Speed by 1" and gains +2 to its Ramming Dice Pool provided that it makes no turns during this Movement.

**ABLATIVE ARMOUR** Remove one Action die from the Attack Dice Pool each time an attack is made against this Unit. Attacks with the Aerial Quality ignore this rule.

**INTERNAL CRYO GENERATOR** This Model is equipped with an internal Cryo Generator. It may not be upgraded or replaced. This Generator may be used in the Shooting Phase to fire a Cryogenic Blast at a Target Model. Alternatively, the controlling player of this Model rolls an Action Die. On a result of an Exploding Hit, you may place a 2" long Mass 2 Iceberg obstacle within 25" of a of this Model. On a Hit or Heavy Hit, place a 1" Mass 1 Iceberg obstacle within 20" of this Model. On a Counter or Heavy Counter place a 1" Mass 1 Iceberg obstacle within 15" of this Model. On a Blank, no Iceberg forms. Icebergs may not be placed within 5" of another Model.

**ELITE CREW** While making or defending from an Assault, this Unit may re-roll Blank dice results.

**INSPIRATIONAL** Any friendly Unit (excluding this Unit) within 10" may re-roll a single Action dice in their Activation.

**CRYO-CAPACITORS** This Unit has the Sustained Quality to any Cryogenic Blast it makes.



## KHATANGA CRYO ASSAULT CRUISER v1.05



COMMONWEALTH, RUSSIAN, CRYO  
ASSAULT CRUISER, KHATANGA CLASS

HEAVY PROW RAM RAMMING 12, PIERCING

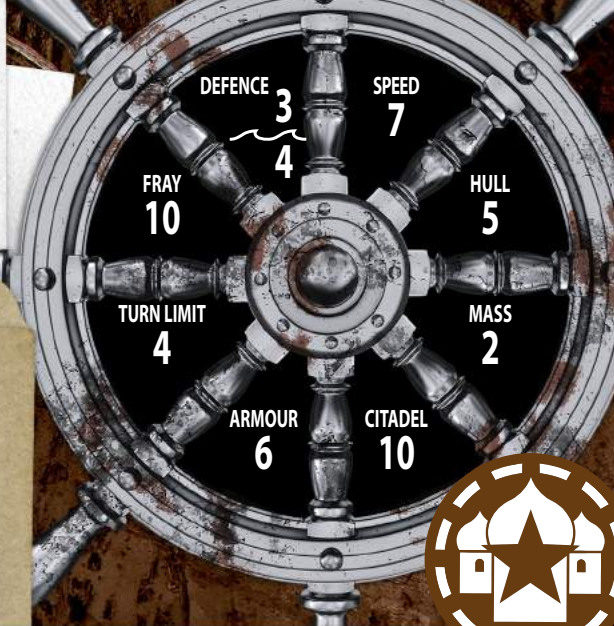
ROCKET BATTERY AERIAL

HEAVY GUN BATTERY GUNNERY

HEAVY GUN BATTERY GUNNERY

BROADSIDE FUSILLADE

FIRE ARC	POINT BLANK	CLOSING	LONG
F	-(-)	-(-)	-(-)
F/P/S	6(2)	6(3)	6(3)
F/P/S	8(4)	10(5)	6(3)
A/P/S	8(4)	10(5)	6(3)
P & S	6(4)	4(3)	-(-)



### SPECIAL RULES

**HAMMER SWEEP** During its Activation, this Unit may increase its Speed by 1" and gains +2 to its Ramming Dice Pool provided that it makes no turns during this Movement.

**ABLATIVE ARMOUR** Remove one Action die from the Attack Dice Pool each time an attack is made against this Unit. Attacks with the Aerial Quality ignore this rule.

**INTERNAL CRYO GENERATOR** This Model is equipped with an internal Cryo Generator. It may not be upgraded or replaced. This Generator may be used in the Shooting Phase to fire a Cryogenic Blast at a Target Model. Alternatively, the controlling player of this Model rolls an Action Die. On a result of an Exploding Hit, you may place a 2" long Mass 2 Iceberg obstacle within 25" of a of this Model. On a Hit or Heavy Hit, place a 1" Mass 1 Iceberg obstacle within 20" of this Model. On a Counter or Heavy Counter place a 1" Mass 1 Iceberg obstacle within 15" of this Model. On a Blank, no Iceberg forms. Icebergs may not be placed within 5" of another Model.

## KHATANGA CRYO ASSAULT CRUISER v1.05



COMMONWEALTH, RUSSIAN, CRYO  
ASSAULT CRUISER, KHATANGA CLASS

HEAVY PROW RAM RAMMING 12, PIERCING

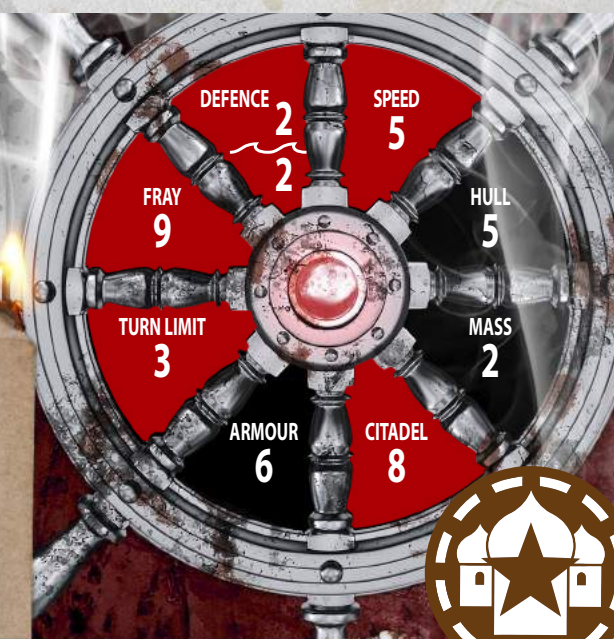
ROCKET BATTERY AERIAL

HEAVY GUN BATTERY GUNNERY

HEAVY GUN BATTERY GUNNERY

BROADSIDE FUSILLADE

FIRE ARC	POINT BLANK	CLOSING	LONG
F	-(-)	-(-)	-(-)
F/P/S	4(-)	4(2)	4(2)
F/P/S	5(2)	6(3)	4(2)
A/P/S	5(2)	6(3)	4(2)
P & S	4(2)	2(1)	-(-)



### SPECIAL RULES

**HAMMER SWEEP** During its Activation, this Unit may increase its Speed by 1" and gains +2 to its Ramming Dice Pool provided that it makes no turns during this Movement.

**ABLATIVE ARMOUR** Remove one Action die from the Attack Dice Pool each time an attack is made against this Unit. Attacks with the Aerial Quality ignore this rule.

**INTERNAL CRYO GENERATOR** This Model is equipped with an internal Cryo Generator. It may not be upgraded or replaced. This Generator may be used in the Shooting Phase to fire a Cryogenic Blast at a Target Model. Alternatively, the controlling player of this Model rolls an Action Die. On a result of an Exploding Hit, you may place a 2" long Mass 2 Iceberg obstacle within 25" of a of this Model. On a Hit or Heavy Hit, place a 1" Mass 1 Iceberg obstacle within 20" of this Model. On a Counter or Heavy Counter place a 1" Mass 1 Iceberg obstacle within 15" of this Model. On a Blank, no Iceberg forms. Icebergs may not be placed within 5" of another Model.

## MOROZKO HEAVY CRYO CRUISER v1.05



COMMONWEALTH, RUSSIAN, HEAVY  
CRYO CRUISER, MOROZKO CLASS

ROCKET BATTERY AERIAL

HEAVY GUN BATTERY GUNNERY

HEAVY GUN BATTERY GUNNERY

BROADSIDE FUSILLADE

FIRE ARC	POINT BLANK	CLOSING	LONG
F/P/S	6(2)	6(3)	6(3)
F/P/S	8(4)	10(5)	6(3)
A/P/S	8(4)	10(5)	6(3)
P & S	6(4)	4(3)	-(-)



### SPECIAL RULES

**HAMMER SWEEP** During its Activation, this Unit may increase its Speed by 1" and gains +2 to its Ramming Dice Pool provided that it makes no turns during this Movement.

**ABLATIVE ARMOUR** Remove one Action die from the Attack Dice Pool each time an attack is made against this Unit. Attacks with the Aerial Quality ignore this rule.

**INTERNAL CRYO GENERATOR** This Model is equipped with an internal Cryo Generator. It may not be upgraded or replaced. This Generator may be used in the Shooting Phase to fire a Cryogenic Blast at a Target Model. Alternatively, the controlling player of this Model rolls an Action Die. On a result of an Exploding Hit, you may place a 2" long Mass 2 Iceberg obstacle within 25" of a of this Model. On a Hit or Heavy Hit, place a 1" Mass 1 Iceberg obstacle within 20" of this Model. On a Counter or Heavy Counter place a 1" Mass 1 Iceberg obstacle within 15" of this Model. On a Blank, no Iceberg forms. Icebergs may not be placed within 5" of another Model.

## MOROZKO HEAVY CRYO CRUISER v1.05



COMMONWEALTH, RUSSIAN, HEAVY  
CRYO CRUISER, MOROZKO CLASS

ROCKET BATTERY AERIAL

HEAVY GUN BATTERY GUNNERY

HEAVY GUN BATTERY GUNNERY

BROADSIDE FUSILLADE

FIRE ARC	POINT BLANK	CLOSING	LONG
F/P/S	4(-)	4(2)	4(2)
F/P/S	5(2)	6(3)	4(2)
A/P/S	5(2)	6(3)	4(2)
P & S	4(2)	2(1)	-(-)



### SPECIAL RULES

**HAMMER SWEEP** During its Activation, this Unit may increase its Speed by 1" and gains +2 to its Ramming Dice Pool provided that it makes no turns during this Movement.

**ABLATIVE ARMOUR** Remove one Action die from the Attack Dice Pool each time an attack is made against this Unit. Attacks with the Aerial Quality ignore this rule.

**INTERNAL CRYO GENERATOR** This Model is equipped with an internal Cryo Generator. It may not be upgraded or replaced. This Generator may be used in the Shooting Phase to fire a Cryogenic Blast at a Target Model. Alternatively, the controlling player of this Model rolls an Action Die. On a result of an Exploding Hit, you may place a 2" long Mass 2 Iceberg obstacle within 25" of a of this Model. On a Hit or Heavy Hit, place a 1" Mass 1 Iceberg obstacle within 20" of this Model. On a Counter or Heavy Counter place a 1" Mass 1 Iceberg obstacle within 15" of this Model. On a Blank, no Iceberg forms. Icebergs may not be placed within 5" of another Model.

## KHYZHAK ATTACK SUBMARINE v1.05



COMMONWEALTH, UKRAINIAN,  
ATTACK SUBMARINE, KHYZHAK  
CLASS, SUBMERGED UNIT

- TORPEDO SALVO SUBMERGED, TORPEDO, EXT. RNG.
- TORPEDO SALVO SUBMERGED, TORPEDO, EXT. RNG.
- ROCKET BATTERY AERIAL

FIRE ARC	POINT BLANK	CLOSING	LONG
F	7(2)	7(5)	6(4)
A	7(2)	7(5)	6(4)
360°	6(2)	6(3)	6(3)



### SPECIAL RULES

**HAMMER SWEEP** During its Activation, this Unit may increase its Speed by 1" and gains +2 to its Ramming Dice Pool provided that it makes no turns during this Movement.

**ABLATIVE ARMOUR** Remove one Action die from the Attack Dice Pool each time an attack is made against this Unit. Attacks with the Aerial Quality ignore this rule.

**AGILE** Unless suffering from a Navigation Lock Critical Damage Marker, this Unit may make turns during Drift movement in the same way as it usually would during normal Movement.

**FULL STEAM AHEAD** This Unit may double its Drift during its Movement Step provided that it makes no turns.

**MARITIME PATROL** Models with this rule may re-roll blank results when attacking Submerged Units provided the target has at least one SRS token friendly to this unit within 5".

## KHYZHAK ATTACK SUBMARINE v1.05



COMMONWEALTH, UKRAINIAN,  
ATTACK SUBMARINE, KHYZHAK  
CLASS, SUBMERGED UNIT

- TORPEDO SALVO SUBMERGED, TORPEDO, EXT. RNG.
- TORPEDO SALVO SUBMERGED, TORPEDO, EXT. RNG.
- ROCKET BATTERY AERIAL

FIRE ARC	POINT BLANK	CLOSING	LONG
F	5(-)	5(3)	4(3)
A	5(-)	5(3)	4(3)
360°	4(-)	4(2)	4(2)



### SPECIAL RULES

**HAMMER SWEEP** During its Activation, this Unit may increase its Speed by 1" and gains +2 to its Ramming Dice Pool provided that it makes no turns during this Movement.

**ABLATIVE ARMOUR** Remove one Action die from the Attack Dice Pool each time an attack is made against this Unit. Attacks with the Aerial Quality ignore this rule.

**AGILE** Unless suffering from a Navigation Lock Critical Damage Marker, this Unit may make turns during Drift movement in the same way as it usually would during normal Movement.

**FULL STEAM AHEAD** This Unit may double its Drift during its Movement Step provided that it makes no turns.

**MARITIME PATROL** Models with this rule may re-roll blank results when attacking Submerged Units provided the target has at least one SRS token friendly to this unit within 5".

## NORILSK HEAVY CRUISER v1.05



COMMONWEALTH, RUSSIAN, HEAVY  
CRUISER, NORILSK CLASS

GUN BATTERY GUNNERY

HEAVY GUN BATTERY GUNNERY

HEAVY GUN BATTERY GUNNERY

HEAVY BROADSIDE FUSILLADE

FIRE ARC	POINT BLANK	CLOSING	LONG
F/P/S	3(2)	5(3)	-(-)
F/P/S	8(4)	10(5)	6(3)
A/P/S	8(4)	10(5)	6(3)
P & S	10(7)	6(3)	-(-)



### SPECIAL RULES

**HAMMER SWEEP** During its Activation, this Unit may increase its Speed by 1" and gains +2 to its Ramming Dice Pool provided that it makes no turns during this Movement.

**ABLATIVE ARMOUR** Remove one Action die from the Attack Dice Pool each time an attack is made against this Unit. Attacks with the Aerial Quality ignore this rule.

## NORILSK HEAVY CRUISER v1.05



COMMONWEALTH, RUSSIAN, HEAVY  
CRUISER, NORILSK CLASS

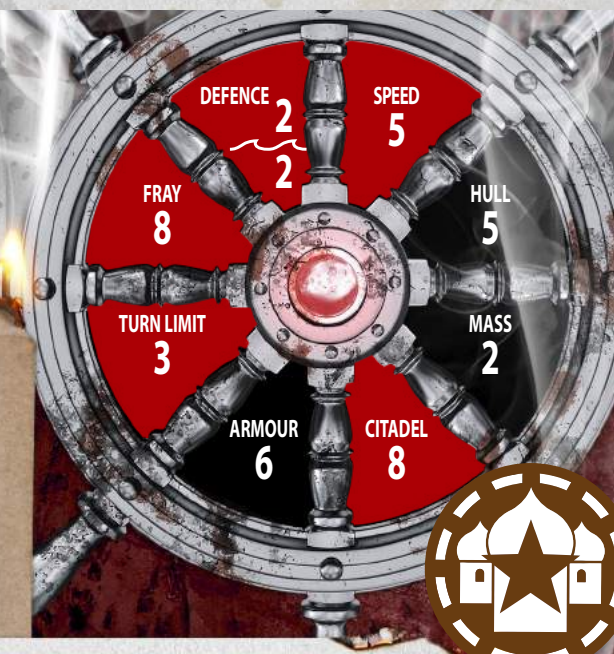
GUN BATTERY GUNNERY

HEAVY GUN BATTERY GUNNERY

HEAVY GUN BATTERY GUNNERY

HEAVY BROADSIDE FUSILLADE

FIRE ARC	POINT BLANK	CLOSING	LONG
F/P/S	2(1)	3(2)	-(-)
F/P/S	5(2)	6(3)	4(2)
A/P/S	5(2)	6(3)	4(2)
P & S	6(3)	4(2)	-(-)



### SPECIAL RULES

**HAMMER SWEEP** During its Activation, this Unit may increase its Speed by 1" and gains +2 to its Ramming Dice Pool provided that it makes no turns during this Movement.

**ABLATIVE ARMOUR** Remove one Action die from the Attack Dice Pool each time an attack is made against this Unit. Attacks with the Aerial Quality ignore this rule.

## OLEG MONITOR v1.05



COMMONWEALTH, RUSSIAN,  
MONITOR, OLEG CLASS

HEAVY GUN BATTERY GUNNERY  
BROADSIDE FUSILLADE

FIRE ARC	POINT BLANK	CLOSING	LONG
F/P/S	8(4)	10(5)	6(3)
P & S	6(4)	4(3)	-(-)



### SPECIAL RULES

**HAMMER SWEEP** During its Activation, this Unit may increase its Speed by 1" and gains +2 to its Ramming Dice Pool provided that it makes no turns during this Movement.

**ABLATIVE ARMOUR** Remove one Action die from the Attack Dice Pool each time an attack is made against this Unit. Attacks with the Aerial Quality ignore this rule.

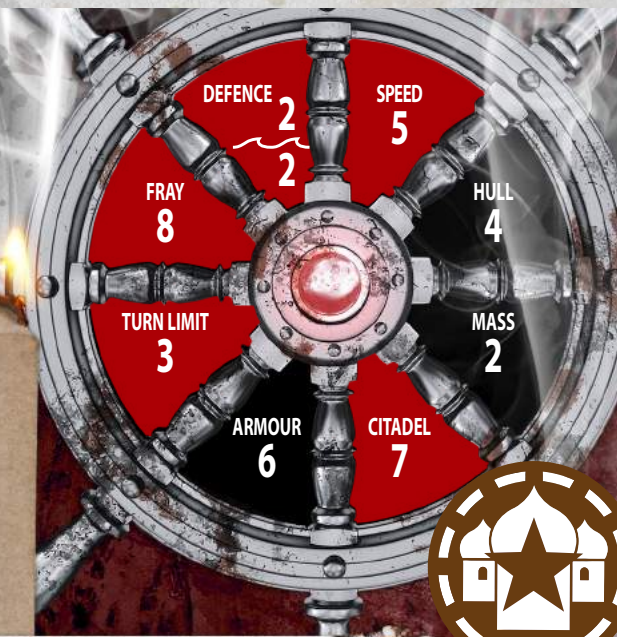
## OLEG MONITOR v1.05



COMMONWEALTH, RUSSIAN,  
MONITOR, OLEG CLASS

HEAVY GUN BATTERY GUNNERY  
BROADSIDE FUSILLADE

FIRE ARC	POINT BLANK	CLOSING	LONG
F/P/S	5(2)	6(3)	4(2)
P & S	4(2)	2(1)	-(-)



### SPECIAL RULES

**HAMMER SWEEP** During its Activation, this Unit may increase its Speed by 1" and gains +2 to its Ramming Dice Pool provided that it makes no turns during this Movement.

**ABLATIVE ARMOUR** Remove one Action die from the Attack Dice Pool each time an attack is made against this Unit. Attacks with the Aerial Quality ignore this rule.

## PRAVDA SUPPORT CARRIER v1.05



COMMONWEALTH, RUSSIAN,  
SUPPORT CARRIER, PRAVDA CLASS

ROCKET BATTERY AERIAL  
LIGHT BROADSIDE FUSILLADE

FIRE ARC	POINT BLANK	CLOSING	LONG
360°	6(2)	6(3)	6(3)
P & S	5(3)	4(2)	-(-)



### SPECIAL RULES

**SRS CAPACITY 4** Each Model in this Unit may launch 4 SRS Tokens each Round.

**ABLATIVE ARMOUR** Remove one Action die from the Attack Dice Pool each time an attack is made against this Unit. Attacks with the Aerial Quality ignore this rule.

**CRYO-KOMETA** SRS Tokens launched by Units with this rule may re-roll Blank Results on Attack Runs.

**COMBAT AIR PATROL** Units with this rule may start the Encounter with their SRS Tokens on a Long Range Sortie. In the Operations Step of their Activation, these tokens may be stacked in base contact anywhere in the Play Area as normal for a Long Range Sortie. With longer than usual to react, enemy units double their ADV against the Attack Runs by Long Range Sorties in the first round. Combat Air Patrol does not apply to Special SRS Tokens.

## PRAVDA SUPPORT CARRIER v1.05



COMMONWEALTH, RUSSIAN,  
SUPPORT CARRIER, PRAVDA CLASS

ROCKET BATTERY AERIAL  
LIGHT BROADSIDE FUSILLADE

FIRE ARC	POINT BLANK	CLOSING	LONG
360°	4(-)	4(2)	4(2)
P & S	3(2)	2(1)	-(-)



### SPECIAL RULES

**SRS CAPACITY 2** Each Model in this Unit may launch 2 SRS Tokens each Round.

**ABLATIVE ARMOUR** Remove one Action die from the Attack Dice Pool each time an attack is made against this Unit. Attacks with the Aerial Quality ignore this rule.

**CRYO-KOMETA** SRS Tokens launched by Units with this rule may re-roll Blank Results on Attack Runs.

**COMBAT AIR PATROL** Units with this rule may start the Encounter with their SRS Tokens on a Long Range Sortie. In the Operations Step of their Activation, these tokens may be stacked in base contact anywhere in the Play Area as normal for a Long Range Sortie. With longer than usual to react, enemy units double their ADV against the Attack Runs by Long Range Sorties in the first round. Combat Air Patrol does not apply to Special SRS Tokens.

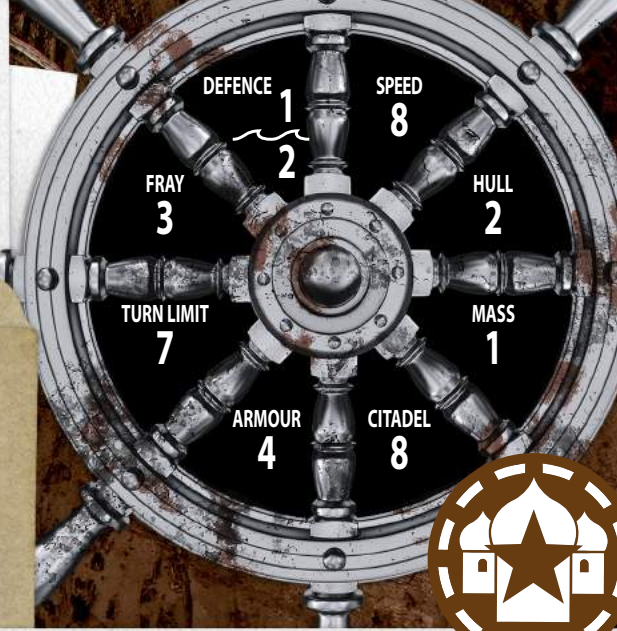
# PIRANYA HUNTER SUBMARINE v1.05



COMMONWEALTH, UKRAINIAN,  
HUNTER SUBMARINE, PIRANYA  
CLASS, SUBMERGED UNIT

TORPEDO SALVO SUBMERGED, TORPEDO, EXT. RNG.

FIRE ARC	POINT BLANK	CLOSING	LONG
F	7(2)	7(5)	6(4)



## SPECIAL RULES

**AGILE** Unless suffering from a Navigation Lock Critical Damage Marker, this Unit may make turns during Drift movement in the same way as it usually would during normal Movement.

**ABLATIVE ARMOUR** Remove one Action die from the Attack Dice Pool each time an attack is made against this Unit. Attacks with the Aerial Quality ignore this rule.

**GIANT SLAYER** Each Model in the Unit may re-roll Blank Results in Attacks against an Initial Target with a Mass of 3 or more.

**VANGUARD** Starting with Player B, after both sides are deployed, each player may choose one of their Units with the Vanguard rule and make a free Move of up to 5". This is not an Activation and does not have Drift or Turn Limit. Vanguard alternates between Players until all such Units have been selected.



## KUTSOV CRUISER v1.05



COMMONWEALTH, RUSSIAN,  
CRUISER, KUTSOV CLASS

- HEAVY GUN BATTERY GUNNERY
- HEAVY GUN BATTERY GUNNERY
- BROADSIDE FUSILLADE

FIRE ARC	POINT BLANK	CLOSING	LONG
F/P/S	8(4)	10(5)	6(3)
A/P/S	8(4)	10(5)	6(3)
P & S	6(4)	4(3)	-(-)



### SPECIAL RULES

**HAMMER SWEEP** During its Activation, this Unit may increase its Speed by 1" and gains +2 to its Ramming Dice Pool provided that it makes no turns during this Movement.

**ABLATIVE ARMOUR** Remove one Action die from the Attack Dice Pool each time an attack is made against this Unit. Attacks with the Aerial Quality ignore this rule.

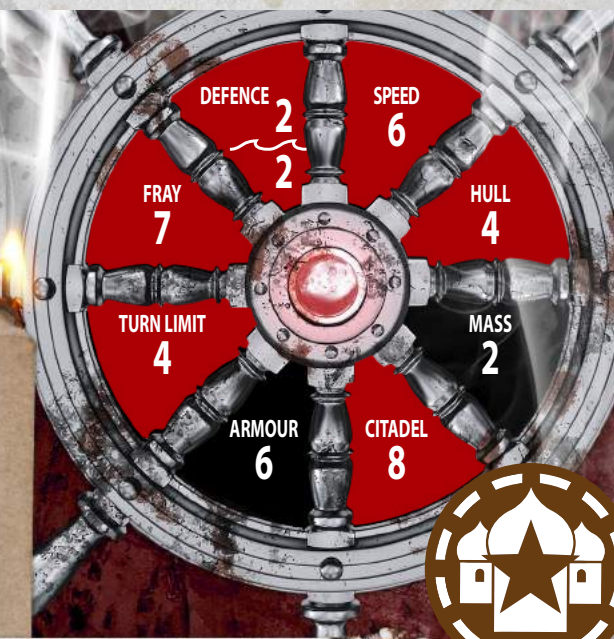
## KUTSOV CRUISER v1.05



COMMONWEALTH, RUSSIAN,  
CRUISER, KUTSOV CLASS

- HEAVY GUN BATTERY GUNNERY
- HEAVY GUN BATTERY GUNNERY
- BROADSIDE FUSILLADE

FIRE ARC	POINT BLANK	CLOSING	LONG
F/P/S	5(2)	6(3)	4(2)
A/P/S	5(2)	6(3)	4(2)
P & S	4(2)	2(1)	-(-)



### SPECIAL RULES

**HAMMER SWEEP** During its Activation, this Unit may increase its Speed by 1" and gains +2 to its Ramming Dice Pool provided that it makes no turns during this Movement.

**ABLATIVE ARMOUR** Remove one Action die from the Attack Dice Pool each time an attack is made against this Unit. Attacks with the Aerial Quality ignore this rule.



## STOLETOV EKRAKNOPLAN v1.05



COMMONWEALTH, RUSSIAN,  
EKRAKNOPLAN, STOLETOV CLASS,  
SKIMMING UNIT

ROCKET BATTERY AERIAL

HEAVY ROCKET BATTERY AERIAL

HEAVY ROCKET BATTERY AERIAL

TORPEDO SALVO SUBMERGED, TORPEDO, EXT. RNG.

FIRE ARC	POINT BLANK	CLOSING	LONG
F/P/S	6(2)	6(3)	6(3)
F	10(3)	10(5)	10(5)
F	10(3)	10(5)	10(5)
F	7(2)	7(5)	6(4)



### SPECIAL RULES

**CASPIAN OVERTHRUSTER** During its Activation, this Model may increase its Speed by 6" provided that it makes no turns during this Movement. If this Model has Moved at least 10" the Model is Obscured, and the Heavy Rocket Batteries gain the Extreme Range Quality (but not the Rocket Battery). If the Model is Crippled these rules cannot be used.

**SPOTTER** This Unit gains the Sustained quality to any weapons with the Extreme Range quality if the Initial Target is within 3" of a friendly SRS Token.

## STOLETOV EKRAKNOPLAN v1.05



COMMONWEALTH, RUSSIAN,  
EKRAKNOPLAN, STOLETOV CLASS,  
SKIMMING UNIT

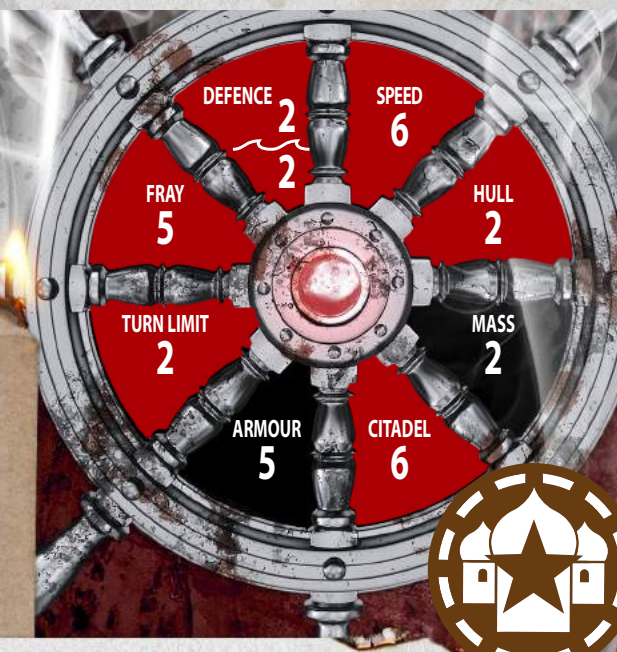
ROCKET BATTERY AERIAL

HEAVY ROCKET BATTERY AERIAL

HEAVY ROCKET BATTERY AERIAL

TORPEDO SALVO SUBMERGED, TORPEDO, EXT. RNG.

FIRE ARC	POINT BLANK	CLOSING	LONG
F/P/S	4(-)	4(2)	4(2)
F	6(-)	6(3)	6(3)
F	6(-)	6(3)	6(3)
F	5(-)	5(3)	4(3)



### SPECIAL RULES

**CASPIAN OVERTHRUSTER** During its Activation, this Model may increase its Speed by 6" provided that it makes no turns during this Movement. If this Model has Moved at least 10" the Model is Obscured, and the Heavy Rocket Batteries gain the Extreme Range Quality (but not the Rocket Battery). If the Model is Crippled these rules cannot be used.

**SPOTTER** This Unit gains the Sustained quality to any weapons with the Extreme Range quality if the Initial Target is within 3" of a friendly SRS Token.

## SINEUS FAST CRUISER v1.05



COMMONWEALTH, RUSSIAN, FAST  
CRUISER, SINEUS CLASS

GUN BATTERY GUNNERY

HEAVY GUN BATTERY GUNNERY

BROADSIDE FUSILLADE

FIRE ARC	POINT BLANK	CLOSING	LONG
F/P/S	3(2)	5(3)	-(-)
F/P/S	8(4)	10(5)	6(3)
P & S	6(4)	4(3)	-(-)



### SPECIAL RULES

**FULL STEAM AHEAD** This Unit may double its Drift during its Movement Step provided that it makes no turns.

**ABLATIVE ARMOUR** Remove one Action die from the Attack Dice Pool each time an attack is made against this Unit. Attacks with the Aerial Quality ignore this rule.

**VANGUARD** Starting with Player B, after both sides are deployed, each player may choose one of their Units with the Vanguard rule and make a free Move of up to 5". This is not an Activation and does not have Drift or Turn Limit. Vanguard alternates between Players until all such Units have been selected.

## SINEUS FAST CRUISER v1.05



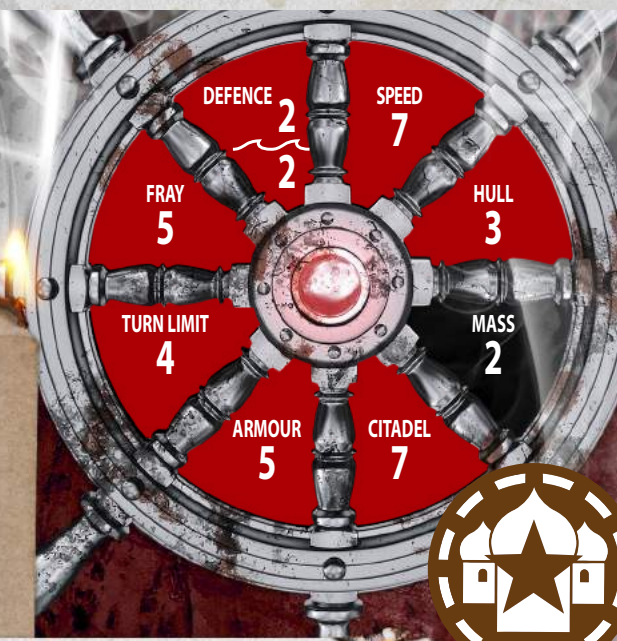
COMMONWEALTH, RUSSIAN, FAST  
CRUISER, SINEUS CLASS

GUN BATTERY GUNNERY

HEAVY GUN BATTERY GUNNERY

BROADSIDE FUSILLADE

FIRE ARC	POINT BLANK	CLOSING	LONG
F/P/S	2(1)	3(2)	-(-)
F/P/S	5(2)	6(3)	4(2)
P & S	4(2)	2(1)	-(-)



### SPECIAL RULES

**FULL STEAM AHEAD** This Unit may double its Drift during its Movement Step provided that it makes no turns.

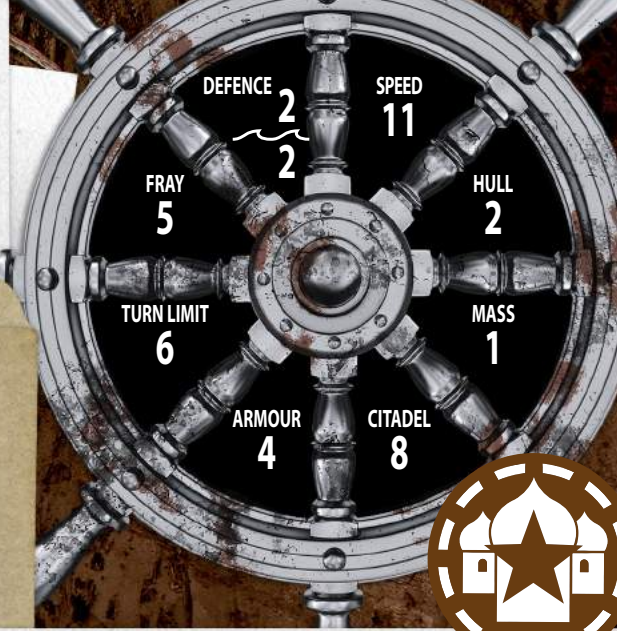
**ABLATIVE ARMOUR** Remove one Action die from the Attack Dice Pool each time an attack is made against this Unit. Attacks with the Aerial Quality ignore this rule.

**VANGUARD** Starting with Player B, after both sides are deployed, each player may choose one of their Units with the Vanguard rule and make a free Move of up to 5". This is not an Activation and does not have Drift or Turn Limit. Vanguard alternates between Players until all such Units have been selected.

# RURIK FRIGATE v1.05



COMMONWEALTH, RUSSIAN,  
FRIGATE, RURIK CLASS



GUN BATTERY GUNNERY  
LIGHT BROADSIDE FUSILLADE

FIRE ARC	POINT BLANK	CLOSING	LONG
F/P/S	3(2)	5(3)	-(-)
P & S	5(3)	4(2)	-(-)

## SPECIAL RULES

**ABLATIVE ARMOUR** Remove one Action die from the Attack Dice Pool each time an attack is made against this Unit. Attacks with the Aerial Quality ignore this rule.

**SHALLOW DRAUGHT** This Unit treats Treacherous Water as Open Water.

**PACK HUNTER** This rule applies while the Unit numbers three or more Models. The Unit gains an additional +2 to its Attack and Assault Action Dice Pools provided at least three models in the Unit contribute to that Dice Pool.

