



ALEXEYEV

EKRANOPLAN HEAVY TRANSPORT



UNIT NAME:

TRAIT

- Alexeyev Class
- Russian



Flagship



Skimming Unit



Commonwealth

WEAPON

Rocket Battery Aerial

Rocket Battery Aerial

Rocket Battery Aerial

Katyusha Rocket Salvo Aerial, Sustained, EXT. RNG., Limited

Katyusha Rocket Salvo Aerial, Sustained, EXT. RNG., Limited

Katyusha Rocket Salvo Aerial, Sustained, EXT. RNG., Limited

Katyusha Rocket Salvo Aerial, Sustained, EXT. RNG., Limited

BATTLE READY

Mass	4	4	Mass
Speed	10	8	Speed
Turn Limit	3	2	Turn Limit
Armour	6	6	Armour
Citadel	14	13	Citadel
ADV	5	4	ADV
SDV	5	3	SDV
Fray	12	11	Fray
Hull	8	8	Hull

CRIPPLED

HULL DAMAGE TRACKER

FIRE ARC	POINT BLANK	CLOSING	LONG	POINT BLANK	CLOSING	LONG
360°	5(1)	5(2)	5(2)	4(-)	4(2)	4(2)
F/P	5(1)	5(2)	5(2)	4(-)	4(2)	4(2)
F/S	5(1)	5(2)	5(2)	4(-)	4(2)	4(2)
F	-(-)	9(4)	9(4)	-(-)	6(3)	6(3)
F	-(-)	9(4)	9(4)	-(-)	6(3)	6(3)
F	-(-)	9(4)	9(4)	-(-)	6(3)	6(3)
F	-(-)	9(4)	9(4)	-(-)	6(3)	6(3)

CRIPPLED

SPECIAL RULES:

Caspian Overthruster (6) | Ekranoplan | Landing Vessel | Priority Signals | Rocket Barrage | Skimmer Transport | Spotter



BORODINO

BATTLESHIP



UNIT NAME:

TRAIT

- Borodino Class
- Russian



Flagship



Surface Unit



Commonwealth

WEAPON

Heavy Gun Battery Gunnery

Heavy Gun Battery Gunnery

Heavy Gun Battery Gunnery

Heavy Broadside Broadside, Fusillade

Heavy Torpedo Salvo Submerged, Torpedo, EXT. RNG.

BATTLE READY

Mass	3	3	Mass
Speed	5	3	Speed
Turn Limit	3	2	Turn Limit
Armour	8	8	Armour
Citadel	16	14	Citadel
ADV	6	4	ADV
SDV	5	3	SDV
Fray	14	13	Fray
Hull	8	5	Hull

CRIPPLED

HULL DAMAGE TRACKER

FIRE ARC	POINT BLANK	CLOSING	LONG	POINT BLANK	CLOSING	LONG
F/P/S	6(3)	9(4)	6(3)	4(1)	6(3)	4(1)
F/P	6(3)	9(4)	6(3)	4(1)	6(3)	4(1)
F/S	6(3)	9(4)	6(3)	4(1)	6(3)	4(1)
P & S	10(5)	6(3)	-(-)	6(3)	4(2)	-(-)
F	12(4)	12(7)	11(6)	8(-)	8(5)	7(5)

CRIPPLED

SPECIAL RULES:

Ablative Armour | Cryo Generator | Cryo-Capacitors | Hammer Sweep | Heavy Firepower | Quantity Is A Quality



KYIV

BATTLESHIP



UNIT NAME:

TRAIT

- Unique
- Borodino Class
- Ukranian



Flagship



Surface Unit



Commonwealth

WEAPON

	FIRE ARC	POINT BLANK	CLOSING	LONG	POINT BLANK	CLOSING	LONG	
Heavy Gun Battery	Gunnery	F/P	6(3)	9(4)	6(3)	4(1)	6(3)	4(1)
Heavy Gun Battery	Gunnery	F/S	6(3)	9(4)	6(3)	4(1)	6(3)	4(1)
Heavy Broadside	Broadside, Fusillade	P & S	10(5)	6(3)	-(-)	6(3)	4(2)	-(-)
Heavy Torpedo Salvo	Submerged, Torpedo, EXT. RNG.	F	12(4)	12(7)	11(6)	8(-)	8(5)	7(5)

BATTLE READY

Mass	3	3	Mass
Speed	5	3	Speed
Turn Limit	3	2	Turn Limit
Armour	8	8	Armour
Citadel	16	14	Citadel
ADV	6	4	ADV
SDV	6	4	SDV
Fray	14	13	Fray
Hull	8	5	Hull

HULL DAMAGE TRACKER

CRIPPED

CRIPPED

SPECIAL RULES:

Ablative Armour | Cryo Generator | Cryo-Capacitors | Hammer Sweep | Heavy Firepower | Priority Signals | Shroud Generator | Slava Ukraini!

**UNIT NAME:****TRAIT**

- Unique
- Borodino class
- Russian



Flagship



Surface Unit



Commonwealth

WEAPON

Tri-Railgun Rail, Gunnery, EXT. RNG.

Tri-Railgun Rail, Gunnery, EXT. RNG.

Tri-Railgun Rail, Gunnery, EXT. RNG.

Heavy Broadside Broadside, Fusillade

Heavy Torpedo Salvo Submerged, Torpedo, EXT. RNG.

PAKHтусOV

BATTLESHIP



BATTLE READY

Mass	3	3	Mass
Speed	5	3	Speed
Turn Limit	3	2	Turn Limit
Armour	8	8	Armour
Citadel	16	14	Citadel
ADV	7	4	ADV
SDV	6	3	SDV
Fray	14	13	Fray
Hull	9	5	Hull

CRIPPLED

HULL DAMAGE TRACKER

	FIRE ARC	POINT BLANK	CLOSING	LONG	POINT BLANK	CLOSING	LONG
Tri-Railgun Rail, Gunnery, EXT. RNG.	F/P/S	8(3)	8(3)	8(3)	5(2)	5(2)	5(2)
Tri-Railgun Rail, Gunnery, EXT. RNG.	F/P	8(3)	8(3)	8(3)	5(2)	5(2)	5(2)
Tri-Railgun Rail, Gunnery, EXT. RNG.	F/S	8(3)	8(3)	8(3)	5(2)	5(2)	5(2)
Heavy Broadside Broadside, Fusillade	P & S	10(5)	6(3)	-(-)	6(3)	4(2)	-(-)
Heavy Torpedo Salvo Submerged, Torpedo, EXT. RNG.	F	12(4)	12(7)	11(6)	8(-)	8(5)	7(5)

CRIPPLED

SPECIAL RULES:

Ablative Armour | Cryo Generator | Cryo-Capacitors | Elite Crew | Fortunes Of War | Hammer Sweep | Heavy Firepower | Inspirational



MOSKVA

HEAVY BATTLESHIP



UNIT NAME:

TRAIT

- Moskva Class
- Russian



Flagship



Surface Unit



Commonwealth

WEAPON

Heavy Gun Battery Gunnery

Heavy Gun Battery Gunnery

Heavy Gun Battery Gunnery

Heavy Broadside Broadside, Fusillade

Gun Battery Gunnery

Gun Battery Gunnery

Heavy Torpedo Salvo Submerged, Torpedo, EXT. RNG.

Heavy Torpedo Salvo Submerged, Torpedo, EXT. RNG.

BATTLE READY

Mass	3	3	Mass
Speed	5	3	Speed
Turn Limit	3	2	Turn Limit
Armour	8	8	Armour
Citadel	16	14	Citadel
ADV	6	4	ADV
SDV	5	3	SDV
Fray	14	13	Fray
Hull	10	6	Hull

HULL DAMAGE TRACKER

FIRE ARC	POINT BLANK	CLOSING	LONG	POINT BLANK	CLOSING	LONG
F/P/S	6(3)	9(4)	6(3)	4(1)	6(3)	4(1)
F/P	6(3)	9(4)	6(3)	4(1)	6(3)	4(1)
F/S	6(3)	9(4)	6(3)	4(1)	6(3)	4(1)
P & S	10(5)	6(3)	-(-)	6(3)	4(2)	-(-)
F/P	3(2)	5(3)	-(-)	2(1)	4(2)	-(-)
F/S	3(2)	5(3)	-(-)	2(1)	4(2)	-(-)
F	12(4)	12(7)	11(6)	8(-)	8(5)	7(5)
F	12(4)	12(7)	11(6)	8(-)	8(5)	7(5)

SPECIAL RULES:

Ablative Armour | Elite Crew | Focused Gunnery | Hammer Sweep | Heavy Firepower | Shockwave Generator | Sonic Amplifier

CRIPPLED

CRIPPLED



MOZHAYSKI

FLEET CARRIER



UNIT NAME:

TRAIT

- Mozhyaski CLass
- Russian



Flagship



Surface Unit



Commonwealth

WEAPON

Rocket Battery Aerial

Rocket Battery Aerial

Rocket Battery Aerial

Heavy Broadside Broadside, Fusillade

BATTLE READY

Mass	3	3	Mass
Speed	5	3	Speed
Turn Limit	3	2	Turn Limit
Armour	8	7	Armour
Citadel	14	12	Citadel
ADV	7	4	ADV
SDV	5	3	SDV
Fray	11	10	Fray
Hull	5	8	Hull

HULL DAMAGE TRACKER

FIRE ARC	POINT BLANK	CLOSING	LONG	POINT BLANK	CLOSING	LONG
F/P/S	5(1)	5(2)	5(2)	4(-)	4(2)	4(2)
F/P/A	5(1)	5(2)	5(2)	4(-)	4(2)	4(2)
F/S/A	5(1)	5(2)	5(2)	4(-)	4(2)	4(2)
P & S	10(5)	6(3)	-(-)	6(3)	4(2)	-(-)

SPECIAL RULES:

Ablative Armour | Combat Air Patrol | Heavy Firepower | Kometa Railguns | Skyfire | SRS Mine Clearance | SRS Recon | SRS Capacity 8/4

CRIPPLED

CRIPPLED



MURMANSK

MOBILE STRONGHOLD



UNIT NAME:

TRAIT

- Murmansk Class
- Russian



Flagship



Surface Unit



Commonwealth

WEAPON

Heavy Gun Battery Gunnery

Heavy Gun Battery Gunnery

Heavy Gun Battery Gunnery

Heavy Gun Battery Gunnery

Heavy Broadside Broadside, Fusillade

Heavy Broadside Broadside, Fusillade

BATTLE READY

Mass	5	5	Mass
Speed	2	2	Speed
Turn Limit	2	2	Turn Limit
Armour	7	7	Armour
Citadel	13	11	Citadel
ADV	8	5	ADV
SDV	8	5	SDV
Fray	12	10	Fray
Hull	10	10	Hull

HULL DAMAGE TRACKER

FIRE ARC	POINT BLANK	CLOSING	LONG	POINT BLANK	CLOSING	LONG
F/P	6(3)	9(4)	6(3)	4(1)	6(3)	4(1)
F/S	6(3)	9(4)	6(3)	4(1)	6(3)	4(1)
A/P	6(3)	9(4)	6(3)	4(1)	6(3)	4(1)
A/S	6(3)	9(4)	6(3)	4(1)	6(3)	4(1)
F & A	10(5)	6(3)	-(-)	6(3)	4(2)	-(-)
P & S	10(5)	6(3)	-(-)	6(3)	4(2)	-(-)

SPECIAL RULES:

Ablative Armour | Advanced Repair Facilities (5) | Heavy Firepower | Large Target | Logistical Support | Lumbering | Supply Depot | Unexpected Arrival

CRIPPLED

CRIPPLED

**UNIT NAME:****TRAIT**

- Prezidium Class
- Russian



Flagship



Surface Unit



Commonwealth

WEAPON

Heavy Gun Battery Gunnery

Heavy Gun Battery Gunnery

Gun Battery Gunnery

Gun Battery Gunnery

Heavy Broadside Broadside, Fusillade

Heavy Torpedo Salvo Submerged, Torpedo, EXT. RNG.

Heavy Torpedo Salvo Submerged, Torpedo, EXT. RNG.

PREZIDIUM

COMMAND SHIP



BATTLE READY

Mass	3	3	Mass
Speed	5	3	Speed
Turn Limit	3	2	Turn Limit
Armour	8	8	Armour
Citadel	16	14	Citadel
ADV	6	4	ADV
SDV	5	3	SDV
Fray	14	13	Fray
Hull	10	6	Hull

CRIPPLED

HULL DAMAGE TRACKER

FIRE ARC	POINT BLANK	CLOSING	LONG	POINT BLANK	CLOSING	LONG
F/P	6(3)	9(4)	6(3)	4(1)	6(3)	4(1)
F/S	6(3)	9(4)	6(3)	4(1)	6(3)	4(1)
F/P	3(2)	5(3)	-(-)	2(1)	4(2)	-(-)
F/S	3(2)	5(3)	-(-)	2(1)	4(2)	-(-)
P & S	10(5)	6(3)	-(-)	6(3)	4(2)	-(-)
F	12(4)	12(7)	11(6)	8(-)	8(5)	7(5)
F	12(4)	12(7)	11(6)	8(-)	8(5)	7(5)

CRIPPLED

SPECIAL RULES:

Ablative Armour | Command Codes | Elite Crew | Hammer Sweep | Heavy Firepower | Infrasound Detector | Inspirational | Logistical Support | Shield Generator | Supply Depot



RIKHTER

ARTILLERY DREADNOUGHT



UNIT NAME:

TRAIT

- Rikhter Class
- Russian



Flagship



Surface Unit



Commonwealth

WEAPON

	FIRE ARC	POINT BLANK	CLOSING	LONG	POINT BLANK	CLOSING	LONG
Apocalyps Cannon Gunnery, Devastating, Ext. Rng. (not when Crippled), Hazard	F	-(-)	12(4)	22(1)	-(-)	12(4)	22(1)
Gun Battery Gunnery	F/P	3(2)	5(3)	-(-)	2(1)	4(2)	-(-)
Gun Battery Gunnery	F/S	3(2)	5(3)	-(-)	2(1)	4(2)	-(-)
Heavy Broadside Broadside, Fusillade	P & S	10(5)	6(3)	-(-)	6(3)	4(2)	-(-)
Heavy Torpedo Salvo Submerged, Torpedo, EXT. RNG.	F	12(4)	12(7)	11(6)	8(-)	8(5)	7(5)
Heavy Torpedo Salvo Submerged, Torpedo, EXT. RNG.	F	12(4)	12(7)	11(6)	8(-)	8(5)	7(5)

BATTLE READY

Mass	3	3	Mass
Speed	4	3	Speed
Turn Limit	3	2	Turn Limit
Armour	8	8	Armour
Citadel	16	14	Citadel
ADV	6	4	ADV
SDV	5	3	SDV
Fray	14	13	Fray
Hull	10	6	Hull

HULL DAMAGE TRACKER

CRIPPLED

CRIPPLED

SPECIAL RULES:

Ablative Armour | Hammer Sweep | Heavy Firepower | Kinetic Dampers | Magnetic Generator | Shield Generator | Void-Engine Magazine



TOBOLSK

MOBILE STRONGHOLD



UNIT NAME:

TRAIT

- Tobolsk Class
- Russian



Flagship



Surface Unit



Commonwealth

WEAPON

Heavy Gun Battery Gunnery

Heavy Gun Battery Gunnery

Heavy Gun Battery Gunnery

Heavy Gun Battery Gunnery

Heavy Broadside Broadside, Fusillade

Heavy Broadside Broadside, Fusillade

Rocket Battery Aerial

Rocket Battery Aerial

Rocket Battery Aerial

Rocket Battery Aerial

BATTLE READY

Mass	5	5	Mass
Speed	2	2	Speed
Turn Limit	2	2	Turn Limit
Armour	7	7	Armour
Citadel	13	11	Citadel
ADV	8	5	ADV
SDV	8	5	SDV
Fray	12	10	Fray
Hull	12	10	Hull

CRIPPLED

HULL DAMAGE TRACKER

	FIRE ARC	POINT BLANK	CLOSING	LONG	POINT BLANK	CLOSING	LONG
Heavy Gun Battery Gunnery	F/P	6(3)	9(4)	6(3)	4(1)	6(3)	4(1)
Heavy Gun Battery Gunnery	F/S	6(3)	9(4)	6(3)	4(1)	6(3)	4(1)
Heavy Gun Battery Gunnery	A/P	6(3)	9(4)	6(3)	4(1)	6(3)	4(1)
Heavy Gun Battery Gunnery	A/S	6(3)	9(4)	6(3)	4(1)	6(3)	4(1)
Heavy Broadside Broadside, Fusillade	F & A	10(5)	6(3)	-(-)	6(3)	4(2)	-(-)
Heavy Broadside Broadside, Fusillade	P & S	10(5)	6(3)	-(-)	6(3)	4(2)	-(-)
Rocket Battery Aerial	F/P	5(1)	5(2)	5(2)	4(-)	4(2)	4(2)
Rocket Battery Aerial	F/P	5(1)	5(2)	5(2)	4(-)	4(2)	4(2)
Rocket Battery Aerial	F/S	5(1)	5(2)	5(2)	4(-)	4(2)	4(2)
Rocket Battery Aerial	F/S	5(1)	5(2)	5(2)	4(-)	4(2)	4(2)

CRIPPLED

SPECIAL RULES:

Ablative Armour | Cryo Generator | Cryo-Capacitors | Heavy Firepower | Kometa Railguns | Large Target | Lumbering | Magnetic Generator | Shield Generator | SRS Capacity 5/3 | SRS Mine Clearance | SRS Recon | Unexpected Arrival



ANASTASIA

MOBILE STRONGHOLD



UNIT NAME:

TRAIT

- Unique
- Anastasia Class
- Russian



Flagship



Surface Unit



Commonwealth

WEAPON

Tri-Railgun Rail, Gunnery, EXT. RNG.

Tri-Railgun Rail, Gunnery, EXT. RNG.

Tri-Railgun Rail, Gunnery, EXT. RNG.

Tri-Railgun Rail, Gunnery, EXT. RNG.

Rocket Battery Aerial

Rocket Battery Aerial

Heavy Broadside Broadside, Fusillade

Heavy Broadside Broadside, Fusillade

BATTLE READY

Mass	5	5	Mass
Speed	2	2	Speed
Turn Limit	2	2	Turn Limit
Armour	7	7	Armour
Citadel	13	11	Citadel
ADV	8	5	ADV
SDV	8	5	SDV
Fray	12	10	Fray
Hull	12	11	Hull

HULL DAMAGE TRACKER

FIRE ARC	POINT BLANK	CLOSING	LONG	POINT BLANK	CLOSING	LONG
F/P	8(3)	8(3)	8(3)	5(2)	5(2)	5(2)
F/S	8(3)	8(3)	8(3)	5(2)	5(2)	5(2)
A/P	8(3)	8(3)	8(3)	5(2)	5(2)	5(2)
A/S	8(3)	8(3)	8(3)	5(2)	5(2)	5(2)
F/P	5(1)	5(2)	5(2)	4(-)	4(2)	4(2)
F/S	5(1)	5(2)	5(2)	4(-)	4(2)	4(2)
F & A	10(5)	6(3)	-(-)	6(3)	4(2)	-(-)
P & S	10(5)	6(3)	-(-)	6(3)	4(2)	-(-)

SPECIAL RULES:

Ablative Armour | Advanced Repair Facilities (2) | Black Wolf Mercenaries | Cryo Generator | Cryo-Capacitors | Heavy Firepower | Internal Magnetic Generator | Internal Shield Generator | Kometa Railguns | Large Target | Lumbling | SRS Capacity 5/3 | SRS Mine Clearance | SRS Recon | Unexpected Arrival

CRIPPLED

CRIPPLED



DEATH BRINGER

GRAND SUBMARINE



UNIT NAME:

TRAIT

- Unique
- Akula Class
- Black Wolf



Flagship



Submerged Unit



Commonwealth

WEAPON

Semyenov Assault Bore	Ramming 12/10, Piercing, Devastating
Heavy Torpedo Salvo	Submerged, Torpedo, EXT. RNG.
Heavy Torpedo Salvo	Submerged, Torpedo, EXT. RNG.
Heavy Torpedo Salvo	Submerged, Torpedo, EXT. RNG.
Seismic Mortar	Hazard, See ORBAT
Seismic Mortar	Hazard, See ORBAT
Heavy Broadside	Broadside, Fusillade

BATTLE READY

Mass	3	3	Mass
Speed	5	4	Speed
Turn Limit	5	4	Turn Limit
Armour	7	7	Armour
Citadel	13	11	Citadel
ADV	4	3	ADV
SDV	5	3	SDV
Fray	15	15	Fray
Hull	7	3	Hull

HULL DAMAGE TRACKER

FIRE ARC	POINT BLANK	CLOSING	LONG	POINT BLANK	CLOSING	LONG
F	-(-)	-(-)	-(-)	-(-)	-(-)	-(-)
F	12(4)	12(7)	11(6)	8(-)	8(5)	7(5)
F	12(4)	12(7)	11(6)	8(-)	8(5)	7(5)
A	12(4)	12(7)	11(6)	8(-)	8(5)	7(5)
A/P/S	-(-)	5(2)	5(2)	-(-)	3(2)	3(2)
A/P/S	-(-)	5(2)	5(2)	-(-)	3(2)	3(2)
P & S	10(5)	6(3)	-(-)	6(3)	4(2)	-(-)

SPECIAL RULES:

Black Wolf Mercenaries | Breaker Of Bows | Fortunes Of War | Full Steam Ahead | Hammer Sweep | Lone Wolf | Mine Layer | Submarauder | Vulnerable Stern

CRIPPLED

CRIPPLED

**UNIT NAME:****TRAIT**

- Boyar Class
- Russian



Surface Unit



Commonwealth

WEAPON**Gun Battery** Gunnery**Rocket Battery** Aerial**Light Broadside** Broadside, Fusillade

BOYAR

HEAVY FRIGATE



BATTLE READY

Mass	1	-	Mass
Speed	10	-	Speed
Turn Limit	6	-	Turn Limit
Armour	5	-	Armour
Citadel	12	-	Citadel
ADV	2	-	ADV
SDV	2	-	SDV
Fray	5	-	Fray
Hull	3	-	Hull

CRIPPLED

HULL DAMAGE TRACKER

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

CRIPPLED

SPECIAL RULES:

Ablative Armour | Rocket Barrage | Shallow Draught



KHAN

HEAVY PLATFORM



UNIT NAME:

TRAIT

- Khan Class
- Mongolian



Surface Unit



Commonwealth

WEAPON

Heavy Gun Battery	Gunnery
Heavy Gun Battery	Gunnery
Heavy Gun Battery	Gunnery

BATTLE READY	Mass	3	3	Mass	CRIPPLED
	Speed	0	0	Speed	
	Turn Limit	0	0	Turn Limit	
	Armour	5	5	Armour	
	Citadel	12	10	Citadel	
	ADV	5	4	ADV	
	SDV	5	4	SDV	
Fray	11	10	Fray		
Hull	6	6	Hull		

HULL DAMAGE TRACKER

FIRE ARC	POINT BLANK	CLOSING	LONG	POINT BLANK	CLOSING	LONG
F/P/S	6(3)	9(4)	6(3)	4(1)	6(3)	4(1)
A/S	6(3)	9(4)	6(3)	4(1)	6(3)	4(1)
A/P	6(3)	9(4)	6(3)	4(1)	6(3)	4(1)

CRIPPLED

SPECIAL RULES:

Forward Deployment | Heavy Escort | Immobile | Strategic Asset



KHATANGA

CRYO ASSAULT CRUISER



UNIT NAME:

TRAIT

- Khatanga Class
- Russian



Surface Unit



Commonwealth

WEAPON

Semyenov Assault Bore Ramming 12/10, Piercing, Devastating

Rocket Battery Aerial

Heavy Gun Battery Gunnery

Heavy Gun Battery Gunnery

Broadside Fusillade, Broadside

BATTLE READY

Mass	2	2	Mass
Speed	8	5	Speed
Turn Limit	5	4	Turn Limit
Armour	6	6	Armour
Citadel	13	10	Citadel
ADV	5	3	ADV
SDV	3	2	SDV
Fray	10	9	Fray
Hull	5	4	Hull

CRIPPLED

HULL DAMAGE TRACKER

	FIRE ARC	POINT BLANK	CLOSING	LONG	POINT BLANK	CLOSING	LONG
Semyenov Assault Bore	F	-(-)	-(-)	-(-)	-(-)	-(-)	-(-)
Rocket Battery	F/P/S	5(1)	5(2)	5(2)	4(-)	4(2)	4(2)
Heavy Gun Battery	F/P/S	6(3)	9(4)	6(3)	4(1)	6(3)	4(1)
Heavy Gun Battery	A/P/S	6(3)	9(4)	6(3)	4(1)	6(3)	4(1)
Broadside	P & S	6(3)	3(2)	-(-)	4(2)	2(1)	-(-)

CRIPPLED

SPECIAL RULES:

Ablative Armour | Cryo Generator | Hammer Sweep


UNIT NAME:
TRAIT

- Unique
- Hypatia Class
- Russian



Surface Unit



Commonwealth

WEAPON
Tri-Railgun Rail, Gunnery, EXT. RNG.

Tri-Railgun Rail, Gunnery, EXT. RNG.

Tri-Railgun Rail, Gunnery, EXT. RNG.

Heavy Broadside Broadside, Fusillade

MARKOV'S PROMETHEUS

GENERATOR SHIP


BATTLE READY

Mass	3	3	Mass
Speed	5	3	Speed
Turn Limit	3	2	Turn Limit
Armour	7	7	Armour
Citadel	13	11	Citadel
ADV	6	4	ADV
SDV	6	4	SDV
Fray	12	12	Fray
Hull	6	6	Hull

HULL DAMAGE TRACKER

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

SPECIAL RULES:

Experimental Generator Ship | Experimental Shield Amplifier | Magnetic Generator | Shield Generator | Shroud Generator | Temperamental Design | The Traitor's Mark

CRIPPLED
CRIPPLED

**UNIT NAME:****TRAIT**

- Morozko Class
- Russian



Surface Unit



Comonwealth

WEAPON

Rocket Battery Aerial

Heavy Gun Battery Gunnery

Heavy Gun Battery Gunnery

Broadside Fusillade, Broadside

MOROZKO

HEAVY CRYO CRUISER

BATTLE READY

Mass	2	2	Mass
Speed	7	5	Speed
Turn Limit	5	4	Turn Limit
Armour	6	6	Armour
Citadel	12	10	Citadel
ADV	5	3	ADV
SDV	4	3	SDV
Fray	9	8	Fray
Hull	5	4	Hull

HULL DAMAGE TRACKER

FIRE ARC	POINT BLANK	CLOSING	LONG	POINT BLANK	CLOSING	LONG
F/P/S	5(1)	5(2)	5(2)	4(-)	4(2)	4(2)
F/P/S	6(3)	9(4)	6(3)	4(1)	6(3)	4(1)
A/P/S	6(3)	9(4)	6(3)	4(1)	6(3)	4(1)
P & S	6(3)	3(2)	-(-)	4(2)	2(1)	-(-)

SPECIAL RULES:

Ablative Armour | Cryo Generator | Cryo-Capacitors | Hammer Sweep | Quantity Is A Quality

CRIPPLED

CRIPPLED

**UNIT NAME:****TRAIT**

- Unique
- Morozko Class
- Russian



Surface Unit



Commonwealth

WEAPON**Gun Battery** Gunnery**Heavy Gun Battery** Gunnery**Heavy Gun Battery** Gunnery**Broadside** Fusillade, Broadside

THE THREE BOGATYR

HEAVY CRYO CRUISER

BATTLE READY

Mass	2	2	Mass
Speed	7	5	Speed
Turn Limit	5	4	Turn Limit
Armour	6	6	Armour
Citadel	12	10	Citadel
ADV	5	3	ADV
SDV	4	3	SDV
Fray	9	8	Fray
Hull	5	4	Hull

CRIPPLED

HULL DAMAGE TRACKER

FIRE ARC	POINT BLANK	CLOSING	LONG	POINT BLANK	CLOSING	LONG
F/P/S	3(2)	5(3)	-(-)	2(1)	4(2)	-(-)
F/P/S	6(3)	9(4)	6(3)	4(1)	6(3)	4(1)
A/P/S	6(3)	9(4)	6(3)	4(1)	6(3)	4(1)
P & S	6(3)	3(2)	-(-)	4(2)	2(1)	-(-)

CRIPPLED

SPECIAL RULES:

Ablative Armour | Cryo-Capacitors | Cryo Generator | Devil's Own Luck | Hammer Sweep | Logistical Support | Pack Hunter | Quantity Is A Quality



NORILSK

HEAVY CRUISER



UNIT NAME:

TRAIT

- Norilsk Class
- Russian



Surface Unit



Commonwealth

WEAPON

Seismic Mortar Hazard, See ORBAT

Heavy Gun Battery Gunnery

Heavy Gun Battery Gunnery

Heavy Broadside Broadside, Fusillade

BATTLE READY

Mass	2	2	Mass
Speed	7	5	Speed
Turn Limit	5	4	Turn Limit
Armour	6	6	Armour
Citadel	12	10	Citadel
ADV	5	3	ADV
SDV	4	2	SDV
Fray	9	8	Fray
Hull	5	4	Hull

CRIPPLED

HULL DAMAGE TRACKER

FIRE ARC	POINT BLANK	CLOSING	LONG	POINT BLANK	CLOSING	LONG
F/P/S	-(-)	5(2)	5(2)	-(-)	3(2)	3(2)
F/P/S	6(3)	9(4)	6(3)	4(1)	6(3)	4(1)
A/P/S	6(3)	9(4)	6(3)	4(1)	6(3)	4(1)
P & S	10(5)	6(3)	-(-)	6(3)	4(2)	-(-)

CRIPPLED

SPECIAL RULES:

Ablative Armour | Focused Gunnery | Hammer Sweep | Quantity Is A Quality



ORTOQ

OFFSHORE SUPPORT PLATFORM



UNIT NAME:

TRAIT

- Ortoq Class
- Mongolian



Surface Unit



Commonwealth

WEAPON

Gun Battery Gunnery

Gun Battery Gunnery

BATTLE READY

Mass	2	2	Mass
Speed	0	0	Speed
Turn Limit	0	0	Turn Limit
Armour	5	5	Armour
Citadel	12	10	Citadel
ADV	4	3	ADV
SDV	4	3	SDV
Fray	8	8	Fray
Hull	3	3	Hull

CRIPPLED

HULL DAMAGE TRACKER

FIRE ARC	POINT BLANK	CLOSING	LONG	POINT BLANK	CLOSING	LONG
360°	3(2)	5(3)	-(-)	2(1)	4(2)	-(-)
360°	3(2)	5(3)	-(-)	2(1)	4(2)	-(-)

CRIPPLED

SPECIAL RULES:

Advanced Repair Facilities (2) | Forward Deployment | Heavy Escort | Immobile | Strategic Asset | Supply Depot | Useful Freight



PRAVDA

SUPPORT CARRIER



UNIT NAME:

TRAIT

- Pravda Clas
- Russian



Surface Unit



Comonwealth

WEAPON

Rocket Battery Aerial

Light Broadside Broadside, Fusillade

BATTLE READY

Mass	2	2	Mass
Speed	7	5	Speed
Turn Limit	5	4	Turn Limit
Armour	6	5	Armour
Citadel	11	9	Citadel
ADV	5	3	ADV
SDV	3	2	SDV
Fray	8	7	Fray
Hull	3	5	Hull

CRIPPLED

HULL DAMAGE TRACKER

FIRE ARC	POINT BLANK	CLOSING	LONG	POINT BLANK	CLOSING	LONG
360°	5(1)	5(2)	5(2)	4(-)	4(2)	4(2)
P & S	4(3)	-(-)	-(-)	3(2)	-(-)	-(-)

CRIPPLED

SPECIAL RULES:

Ablative Armour | Combat Air Patrol | Kometa Railguns | SRS Mine Clearance | SRS Recon | SRS Capacity 4/2



RURIK

FRIGATE



UNIT NAME:

TRAIT

- Rurik Class
- Russian



Surface Unit



Commonwealth

WEAPON

Seismic Mortar Hazard, See ORBAT

Light Broadside Broadside, Fusillade

BATTLE READY

Mass	1	-	Mass
Speed	10	-	Speed
Turn Limit	6	-	Turn Limit
Armour	5	-	Armour
Citadel	12	-	Citadel
ADV	2	-	ADV
SDV	2	-	SDV
Fray	5	-	Fray
Hull	3	-	Hull

CRIPPLED

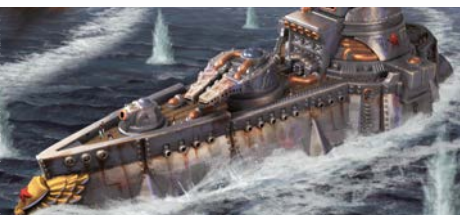
HULL DAMAGE TRACKER

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

CRIPPLED

SPECIAL RULES:

Ablative Armour | Attached Unit (Russian, Flagship) | Quantity Is A Quality | Shallow Draught

**UNIT NAME:****TRAIT**

- Sineus Class
- Russian



Surface Unit



Commonwealth

WEAPON

Seismic Mortar Hazard, See ORBAT

Heavy Gun Battery Gunnery

Broadside Fusillade, Broadside

SINEUS

FAST CRUISER

BATTLE READY

Mass	2	2	Mass
Speed	9	7	Speed
Turn Limit	5	4	Turn Limit
Armour	6	5	Armour
Citadel	11	10	Citadel
ADV	4	3	ADV
SDV	3	2	SDV
Fray	7	5	Fray
Hull	5	3	Hull

HULL DAMAGE TRACKER

FIRE ARC	POINT BLANK	CLOSING	LONG	POINT BLANK	CLOSING	LONG
F/P/S	-(-)	5(2)	5(2)	-(-)	3(2)	3(2)
F/P/S	6(3)	9(4)	6(3)	4(1)	6(3)	4(1)
P & S	6(3)	3(2)	-(-)	4(2)	2(1)	-(-)

SPECIAL RULES:

Ablative Armour | Full Steam Ahead | Quantity Is A Quality | Seismic Pounding | Vanguard

CRIPPLED

CRIPPLED



DRAGUNOV

EKRANOPLAN BRAWLER



UNIT NAME:

TRAIT

- Dragunov Class
- Russian



Skimming Unit



Commonwealth

WEAPON

Rocket Battery Aerial

Rocket Battery Aerial

Torpedo Salvo Submerged, Torpedo, EXT. RNG.

BATTLE READY

Mass	1	-	Mass
Speed	8	-	Speed
Turn Limit	3	-	Turn Limit
Armour	5	-	Armour
Citadel	12	-	Citadel
ADV	3	-	ADV
SDV	5	-	SDV
Fray	7	-	Fray
Hull	4	-	Hull

CRIPPLED

HULL DAMAGE TRACKER

FIRE ARC	POINT BLANK	CLOSING	LONG	POINT BLANK	CLOSING	LONG
F/P/S	5(1)	5(2)	5(2)	4(-)	4(2)	4(2)
F/P/S	5(1)	5(2)	5(2)	4(-)	4(2)	4(2)
F	7(2)	7(5)	6(4)	5(-)	5(3)	4(3)

CRIPPLED

SPECIAL RULES:

Caspian Overthruster (4) | Flak Barrage (2) | Pack Hunter


UNIT NAME:
TRAIT

- Giyena Class
- Russian



Skimming Unit



Commonwealth

WEAPON

Rocket Battery Aerial

Rocket Battery Aerial

GIYENA

SHOCKWAVE HOVERCRAFT


BATTLE READY

Mass	1	-	Mass
Speed	8	-	Speed
Turn Limit	6	-	Turn Limit
Armour	5	-	Armour
Citadel	12	-	Citadel
ADV	2	-	ADV
SDV	2	-	SDV
Fray	8	-	Fray
Hull	4	-	Hull

CRIPPLED
HULL DAMAGE TRACKER

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

CRIPPLED
SPECIAL RULES:

Ablative Armour | Agile | Shockwave Generator



YAK TRANSPORT

TRANSPORT HOVERCRAFT



UNIT NAME:

TRAIT

- Yak Class
- Russian



Skimming Unit



Commonwealth

WEAPON

Rocket Battery Aerial

Rocket Battery Aerial

BATTLE READY

Mass	1	-	Mass
Speed	8	-	Speed
Turn Limit	6	-	Turn Limit
Armour	5	-	Armour
Citadel	12	-	Citadel
ADV	2	-	ADV
SDV	2	-	SDV
Fray	10	-	Fray
Hull	4	-	Hull

CRIPPLED

HULL DAMAGE TRACKER

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

CRIPPLED

SPECIAL RULES:

Ablative Armour | Agile | Landing Vessel

**UNIT NAME:****TRAIT**

- Zubr Class
- Russian



Skimming Unit



Comonwealth

WEAPON

Rocket Battery Aerial
 Rocket Battery Aerial
 Rocket Battery Aerial

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

BATTLE READY

Mass	1	-	Mass
Speed	8	-	Speed
Turn Limit	6	-	Turn Limit
Armour	5	-	Armour
Citadel	12	-	Citadel
ADV	2	-	ADV
SDV	2	-	SDV
Fray	8	-	Fray
Hull	4	-	Hull

HULL DAMAGE TRACKER**CRIPPLED****CRIPPLED****SPECIAL RULES:**

Ablative Armour | Agile



AKULA

GRAND SUBMARINE



UNIT NAME:

TRAIT

- Akula Class
- Ukranian



Submerged Unit



Commonwealth

WEAPON

Heavy Torpedo Salvo Submerged, Torpedo, EXT. RNG.

Torpedo Salvo Submerged, Torpedo, EXT. RNG.

Torpedo Salvo Submerged, Torpedo, EXT. RNG.

Torpedo Salvo Submerged, Torpedo, EXT. RNG.

Seismic Mortar Hazard, See ORBAT

Seismic Mortar Hazard, See ORBAT

Broadside Fusillade, Broadside

BATTLE READY

Mass	3	3	Mass
Speed	5	4	Speed
Turn Limit	3	2	Turn Limit
Armour	7	6	Armour
Citadel	11	10	Citadel
ADV	2	1	ADV
SDV	5	2	SDV
Fray	9	8	Fray
Hull	6	4	Hull

HULL DAMAGE TRACKER

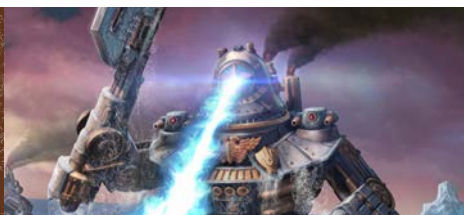
FIRE ARC	POINT BLANK	CLOSING	LONG	POINT BLANK	CLOSING	LONG
F	12(4)	12(7)	11(6)	8(-)	8(5)	7(5)
F	7(2)	7(5)	6(4)	5(-)	5(3)	4(3)
F	7(2)	7(5)	6(4)	5(-)	5(3)	4(3)
A	7(2)	7(5)	6(4)	5(-)	5(3)	4(3)
A/P/S	-(-)	5(2)	5(2)	-(-)	3(2)	3(2)
A/P/S	-(-)	5(2)	5(2)	-(-)	3(2)	3(2)
P & S	6(3)	3(2)	-(-)	4(2)	2(1)	-(-)

SPECIAL RULES:

Full Steam Ahead | Hammer Sweep | Mine Layer | Piranya Escorts | Silent Hunter | Slava Ukraini! | Temperamental Design | Vulnerable Stern

CRIPPED

CRIPPED

**UNIT NAME:****TRAIT**

- Kostroma Class
- Russian



Surface Unit



Submerged Unit



Commonwealth

WEAPON

Mag-Rail Axe (Axe) Ramming 12, Sustained

Mag-Rail Axe (Gun) Rail, Gunnery, EXT. RNG.

Claw Arc Projector Ramming 10/8, Arc

Railgun Rail, Gunnery, EXT. RNG.

Railgun Rail, Gunnery, EXT. RNG.

KOSTROMA

VITRUVIAN COLOSSUS



BATTLE READY

Mass	3	3	Mass
Speed	3	1	Speed
Turn Limit	3	1	Turn Limit
Armour	7	7	Armour
Citadel	14	12	Citadel
ADV	2	1	ADV
SDV	2	1	SDV
Fray	7	6	Fray
Hull	5	4	Hull

CRIPPLED

HULL DAMAGE TRACKER

FIRE ARC	POINT BLANK	CLOSING	LONG	POINT BLANK	CLOSING	LONG
F/P/S	-(-)	-(-)	-(-)	-(-)	-(-)	-(-)
F/P/S	10(4)	10(4)	10(4)	5(2)	5(2)	5(2)
F/P/S	-(-)	-(-)	-(-)	-(-)	-(-)	-(-)
F/P/A	5(2)	5(2)	5(2)	3(1)	3(1)	3(1)
F/S/A	5(2)	5(2)	5(2)	3(1)	3(1)	3(1)

CRIPPLED

SPECIAL RULES:

Ablative Armour | Amphibious | Colossus | Cryo Generator | Giant Slayer | Magnetic Generator | Razrez | Sharpshooter | Submarauder



SARANSK

SKYFURNACE



UNIT NAME:

TRAIT

- Saransk Class
- Russian



Aerial Unit



Commonwealth

WEAPON

Katyusha Rocket Salvo Aerial, Sustained, EXT. RNG., Limited

Katyusha Rocket Salvo Aerial, Sustained, EXT. RNG., Limited

Flak Broadside Broadside, Sustained (Aerial Units)

Furnace Cascade Torrent, Devastating, Hazard

BATTLE READY

Mass	2	2	Mass
Speed	7	5	Speed
Turn Limit	4	3	Turn Limit
Armour	6	5	Armour
Citadel	11	10	Citadel
ADV	3	2	ADV
SDV	3	2	SDV
Fray	8	7	Fray
Hull	4	3	Hull

CRIPPLED

HULL DAMAGE TRACKER

FIRE ARC	POINT BLANK	CLOSING	LONG	POINT BLANK	CLOSING	LONG
F	-(-)	9(4)	9(4)	-(-)	6(3)	6(3)
F	-(-)	9(4)	9(4)	-(-)	6(3)	6(3)
P & S	5(3)	4(2)	-(-)	4(2)	3(1)	-(-)
A	12(6)	-(-)	-(-)	6(3)	-(-)	-(-)

CRIPPLED

SPECIAL RULES:

Ablative Armour | Azhdaya Berserkers | Flak Barrage (6) | Hammer Sweep | Heavy Escort | Linear Dash | Low Level Strike | Rocket Barrage | Vulnerable Stern



TUNGUSKA

SKYCRUISER



UNIT NAME:

TRAIT

- Tunguska Class
- Russian



Aerial Unit



Commonwealth

WEAPON

Heavy Gun Battery Gunnery

Heavy Gun Battery Gunnery

BATTLE READY

Mass	2	2	Mass
Speed	7	5	Speed
Turn Limit	4	3	Turn Limit
Armour	6	5	Armour
Citadel	11	10	Citadel
ADV	3	2	ADV
SDV	3	2	SDV
Fray	6	6	Fray
Hull	4	3	Hull

CRIPPLED

HULL DAMAGE TRACKER

FIRE ARC	POINT BLANK	CLOSING	LONG	POINT BLANK	CLOSING	LONG
F/P/S	6(3)	9(4)	6(3)	4(1)	6(3)	4(1)
A/P/S	6(3)	9(4)	6(3)	4(1)	6(3)	4(1)

CRIPPLED

SPECIAL RULES:

Ablative Armour | Hammer Sweep | Linear Dash | Low Level Strike | Strategic Withdrawal | Vulnerable Stern