



RUSSIAN IMPERIAL ARMY 1914-1916

At the outbreak of World War 1 the Russian Imperial Army was considered to be the largest army in the world with almost 6 million soldiers. The army was organized similarly to other European powers and possessed modern weapons, but the poor state of the roads and transportation networks, in Russia, made the movement of troops and supplies difficult for the army. After defeats at the hands of the German Army and the unrest on the home front the quality of the army began to disintegrate, until ultimately the Russians sued for peace in 1917.

FORCE SPECIAL RULES:

Counter Charge: this unit may make a melee defensive attack instead of defensive fire.

Die Hard: Unit's with the Die Hard special rule do not fall back when they are shaken, they will still be reduced by 1 action if they have 2 or more fatigue. The unit can conduct defensive fire and gain fatigue points upto a maximum of 6 fatigue points. The unit will be removed from play if it is destroyed, has twice as many fatigue points as models remaining in the unit or the unit gains 7 fatigue points.

ARMY FORCE LIST:

Za Veru, Tsarya I Otechestvo! " For Faith, Czar and Fatherland"

Russian Imperial Army Core and Command Units gain Die Hard for free.

Required:

1x Command Team
2x Riflemen Teams(Core)

Optional:

0-4 Riflemen Teams(Core)
0-1 Sniper(Support)
0-1 HMG Team (Support)
0-2 Close Combat Specialist Teams(Support)
0-2 Cavalry Unit(Support)
0-1 Artillery Barrage(Support)
0-1 Gas Barrage(Support)

COMMAND TEAMS:

Poruchik/Поручик Command Team:

ПОРУЧИК/ПОРУЧИК (COMMANDER)	Shoot	Close Combat	Shoot Save	Close Combat Save	Resolve	Cost	Initiative	Command Range	Command Points
	6	6	5	7	6	0	2	8"	1

UNIT COMPOSITION: 1 Commander, 2 Riflemen

SPECIAL RULES: Die Hard

WEAPONS: 1 Pistol (Commander), 2 Rifles

Капитан/Капитан Command Team:

КАПИТАН/КАПИТАН (COMMANDER)	Shoot	Close Combat	Shoot Save	Close Combat Save	Resolve	Cost	Initiative	Command Range	Command Points
	6	6	5	7	6	15	2	8"	2

UNIT COMPOSITION: 1 Commander, 2 Riflemen

SPECIAL RULES: Die Hard

WEAPONS: 1 Pistol (Commander), 2 Rifles

Podpolkovnik/Подполковник Command Team:

ПОДПОЛКОВНИК/ ПОДПОЛКОВНИК (COMMANDER)	Shoot	Close Combat	Shoot Save	Close Combat Save	Resolve	Cost	Initiative	Command Range	Command Points
	6	6	5	7	6	25	2	12"	2
UNIT COMPOSITION: 1 Commander, 2 Riflemen									
SPECIAL RULES: Command Skill: (+1) To Tied Initiative Roll Result, Die Hard									
WEAPONS: 1 Pistol (Commander), 2 Rifles									

Lieutenant Vladimir Karpovich Kotlinsky Command Team:

Lieutenant Vladimir Karpovich Kotlinsky was in command of the Russian forces during the Attack of the Dead Men that took place at Osowiec Fortress, on August 6, 1915. The incident got its name from the bloodied, zombie-like appearance of the Russian combatants after they were bombarded with a mixture of poison gases, chlorine and bromine, by the Germans. The Russian forces counter attacked, and despite severe gas poisoning, the Russians were able to successfully repulse the Germans with a bayonet charge. Sadly, Lieutenant Kotlinsky succumbed to his wounds shortly after the battle.

LIEUTENANT VLADIMIR KARPOVICH KOTLINSKY (COMMANDER)	Shoot	Close Combat	Shoot Save	Close Combat Save	Resolve	Cost	Initiative	Command Range	Command Points
	6	6	5	7	6	30	2	12"	2
UNIT COMPOSITION: 1 Commander, 2 Riflemen									
SPECIAL RULES: Die Hard, Motivator: at the start of the game 2 units within command range may permanently gain the Ruthless special rule.									
WEAPONS: 1 Pistol (Commander), 2 Rifles									

CORE UNITS:

Russian Imperial Army Riflemen:

RUSSIAN IMPERIAL ARMY RIFLEMEN (CORE)	Shoot	Close Combat	Shoot Save	Close Combat Save	Resolve	Cost	Initiative
	6	6	6	7	6	16	2
UNIT COMPOSITION: 4 Riflemen (add models for 4pts. each, max 12 models in unit)							
SPECIAL RULES: Die Hard							
WEAPONS: Rifles							

Blood & Valor

Antonina Palshina's Russian Imperial Army Riflemen:

Antonina Palshina was born on January 20, 1897, in the village of Shevryalovo, near Sarapul, in a poor peasant family. Driven by a patriotic feeling, Antonina decided to go to the front. Having bought a soldier's uniform at the market, Antonina came to the recruiting station in September 1914. So the volunteer Anton Tikhonovich Palshin appeared in the army. In one of the battles near the Turkish fortress of Hasankala, the squadron in which Palshin fought fell under massive enemy fire. The squadron commander died, non-commissioned officers were killed or wounded. Antonina led the attack, rushing to the enemy. The surviving fighters supported her, the enemy was put to flight.

Antonina Palshina was the only Russian woman to be awarded two Crosses of St. George.

ANTONINA PALSHINA'S RUSSIAN IMPERIAL ARMY RIFLEMEN (CORE)	Shoot	Close Combat	Shoot Save	Close Combat Save	Resolve	Cost	Initiative
	6	6	6	7	6	20	2
UNIT COMPOSITION: Antonina Palshina and 3 x Riflemen (add models for 4pts. each, max 12 models in unit)							
SPECIAL RULES: Die Hard, Inspired Leadership: If the officer unit is removed from play, Antonina Palshina, takes over command of the remaining forces. Her unit is now treated as the command team, with a command range of 4" and 1 Command Point.							
WEAPONS: Rifles							

Russian Imperial Army Opolcheniye Riflemen:

RUSSIAN IMPERIAL ARMY OPOLCHENIYE RIFLEMEN (CORE)	Shoot	Close Combat	Shoot Save	Close Combat Save	Resolve	Cost	Initiative
	6	7	7	7	6	12	1
UNIT COMPOSITION: 4 Riflemen (add models for 3pts. each, max 12 models in unit)							
SPECIAL RULES: Die Hard							
Weapons: Rifles							

SUPPORT UNITS:

Russian Imperial Army Sniper:

RUSSIAN IMPERIAL ARMY SNIPER TEAM (SUPPORT)	Shoot	Close Combat	Shoot Save	Close Combat Save	Resolve	Cost	Initiative
	4	7	6	7	6	8	1
UNIT COMPOSITION: 1 Sniper							
SPECIAL RULES: Hidden Setup							
WEAPONS: 1 Sniper Rifle							

Russian Imperial Army HMG Team:

RUSSIAN IMPERIAL ARMY HMG TEAM (SUPPORT)	Shoot	Close Combat	Shoot Save	Close Combat Save	Resolve	Cost	Initiative
	6	6	6	7	6	20	1
UNIT COMPOSITION: 3 Soldiers, 1 HMG							
SPECIAL RULES: -							
WEAPONS: 1 HMG							

Russian Imperial Army Close Combat Specialist:

RUSSIAN IMPERIAL ARMY CLOSE COMBAT SPECIALIST (SUPPORT)	Shoot	Close Combat	Shoot Save	Close Combat Save	Resolve	Cost	Initiative
	6	5	6	6	5	24	1
UNIT COMPOSITION: 4 Soldiers (add models for 6 points each, max 8 models in unit)							
SPECIAL RULES: Close Combat Specialists, Die Hard, Counter Charge							
WEAPONS: Pistols, Grenades							

Russian Imperial Army Gvardiya Close Combat Specialist:

RUSSIAN IMPERIAL ARMY GWARDIYA CLOSE COMBAT SPECIALIST (SUPPORT)	Shoot	Close Combat	Shoot Save	Close Combat Save	Resolve	Cost	Initiative
	6	5	6	6	5	28	1
UNIT COMPOSITION: 4 Riflemen (add models for 7 points each, max 8 models in unit)							
SPECIAL RULES: Close Combat Specialists, Die Hard, Counter Charge							
WEAPONS: Rifles, Grenades							

Kuzma Kryuchkov's Russian Imperial Army Cavalry:

Cossack Kuzma Kryuchkov was born in 1888 and enlisted in a Russian Cavalry Unit during the Great War. He was the first Russian soldier to be awarded the Saint George's Cross during World War One. He fought and killed 11 Germans by himself after receiving 16 wounds during the engagement. After the war he fought for the White forces in the Russian Civil War.

KUZMA KRYUCHKOV'S RUSSIAN IMPERIAL ARMY CAVALRY (SUPPORT)	Shoot	Close Combat	Shoot Save	Close Combat Save	Resolve	Cost	Initiative
	6	5	6	6	6	32	1
UNIT COMPOSITION: Kuzma Kryuchkov and 3 x Cavalry (add models for 7 points each, max 12 models in unit)							
SPECIAL RULES: Cavalry, Furious Assault, Blood Curdling Charge, Close Combat Specialists							
WEAPONS: Rifles							

Russian Imperial Army Artillery Barrage:

ARTILLERY BARRAGE	Cost	Initiative
	20	1

Russian Imperial Army Gas Barrage

GAS BARRAGE	Cost	Initiative
	15	1