

CHECHNYA (1999-2006)



RUSSIAN FEDERATION AND CHECHEN REPUBLIC OF ICHKERIA ARMY WEAPONS TABLE

| Type | Range | | | | Rate of Fire | Characteristics |
|-------------------------------|------------|-------------|-----------|--------------|--------------|---|
| | Close 20cm | Normal 40cm | Long 60cm | Extreme 80cm | | |
| Tokarev TT Pistol | +1d6 | NE | NE | NE | 2 | melee |
| GSh-18 (9mm) Pistol | +1d6 | NE | NE | NE | 2 | melee |
| AK-74M Assault Rifle | +2d6 | +1d6 | +1d6 | - | 3 | assault weapon |
| AKS-74U Assault Rifle | +2d6 | +1d6 | +1d6 | - | 3 | assault weapon, short weapon |
| AK102 or AK105 Assault Rifle | +2d6 | +1d6 | +1d6 | - | 3 | assault weapon, short weapon |
| AK104 Assault Rifle | +2d6 | +1d6 | +1d6 | +1d6 | 3 | assault weapon, packs a punch, short weapon |
| OC-14 Assault Rifle | +2d6 | +1d6 | +1d6 | +1d6 | 3 | assault weapon, packs a punch, short weapon, silent weapon |
| SR-3M Assault Rifle | +2d6 | +1d6 | +1d6 | +1d6 | 3 | assault weapon, packs a punch, short weapon |
| Dragunov SVD Rifle | +2d6 | +1d6 | +1d6 | +1d6 | 2 | packs a punch, unlimited range |
| VSS .9x39 Rifle | +2d6 | +1d6 | +1d6 | +1d6 | 2 | packs a punch, silent weapon, unlimited range |
| RPK-47 Light Machine gun | +2d6 | +1d6 | +1d6 | +1d6 | 4 | ammunition belt, packs a punch, support weapon |
| RPKM-74 Light Machine gun | +2d6 | +1d6 | +1d6 | +1d6 | 4 | ammunition belt, support weapon |
| PK Medium Machine gun | +2d6 | +1d6 | +1d6 | +1d6 | 7 | ammunition belt, packs a punch, support weapon, unlimited range |
| DShk 12.7mm Heavy Machine gun | +2d6 | +2d6 | +2d6 | +1d6 | 7 | ammunition belt, cumbersome, packs a punch, support weapon, unlimited range |
| NSV 12.7mm Heavy Machine gun | +2d6 | +2d6 | +2d6 | +1d6 | 7 | ammunition belt, cumbersome, packs a punch, support weapon, unlimited range |
| RGD-5 Grenades | +1d6 | NE | NE | NE | 1 (A5) | devastating, indirect fire, minimum range 10, single shot |
| GP-25 Grenade-launcher | NE | +1d6 | +1d6 | - | 1 (A5) | devastating, indirect fire, minimum range 20, single shot |
| GP-30 Grenade-launcher | NE | +1d6 | +1d6 | - | 1 (A5) | devastating, indirect fire, minimum range 20, single shot |
| GSN-19 Grenade-launcher | NE | +1d6 | +1d6 | - | 1 (A5) | devastating, indirect fire, minimum range 20, silent weapon, single shot |
| AGS17 Grenade-launcher | NE | +1d6 | +1d6 | - | 2 (A5) | devastating, indirect fire, minimum range 20, single shot |
| Balkan Grenade-launcher | NE | +1d6 | +1d6 | - | 2 (A10) | devastating, indirect fire, minimum range 20, single shot |
| 60mm Light mortar | NE | NE | +1d6 | +1d6 | 1 (A10) | cumbersome, indirect fire only, minimum range 40, single shot, support weapon |

RUSSIAN FEDERATION ARMY INFANTRY SQUAD

Squad Value: 680 points
Breakpoint: 4

| No. | Model | VT | Weapon | Characteristics |
|-----|----------------|----|--|-------------------------------|
| 1 | Sergeant | 4 | AK-74M Assault Rifle, RGD-5 Grenades | class III body armour, leader |
| 1 | Corporal | 4 | AK-74M Assault Rifle, RGD-5 Grenades | class III body armour, leader |
| 1 | Machine gunner | 3 | RPKM-74 Light Machine gun, RGD-5 Grenades | class III body armour |
| 1 | Machine gunner | 3 | PK Medium Machine gun, RGD-5 Grenades | class III body armour |
| 2 | Riflemen | 3 | AK-74M Assault Rifle, RGD-5 Grenades | class III body armour |
| 2 | Riflemen | 3 | AK-74M Assault Rifle with GP-30 Grenade-launcher, RGD-5 Grenades | class III body armour |

VARIANTS:

- » The Squad can become *Veterans* for +50 points.
- » You can add a Sniper for +140 points.
- » You can add a NSV 12.7mm Heavy Machine Gun Section for +325 points.
- » You can add a 60mm Mortar Section for +180 points.
- » You can add a Balkan Grenade-launcher Section for +315 points.
- » Up to two Riflemen per Squad can become *Assistants* to the RPKM-74 for +10 points each.
- » Up to two Riflemen per Squad can become *Assistants* to the PK for +10 points each.
- » You can replace all the AK-74M Assault Rifles with AK-102 or AK-105 Assault Rifles (from 2000) for +5 points each.
- » You can replace all the AK-74M Assault Rifles with AK-104 Assault Rifles (from 2005) for +30 points each.
- » Up to three men per Squad (including those in attached Sections) can remove their Class III Body Armour for -10 points each.
- » The whole Squad (including any attached Sections) can replace their Class III Body Armour with Class IV for +10 points each.
- » One Rifleman per Squad can buy the *Medic* characteristic for +15 points.
- » One leader can buy *binoculars* for +10 points.
- » You can make the whole Squad *Seasoned fighters* for +50 points.
- » You can buy up to 3 *Wait Actions* for +40 points each.



RUSSIAN FEDERATION ARMY INFANTRY SQUAD (variants)

SNIPER

| No. | Model | VT | Weapon | Characteristics |
|-----|--------|----|---------------------------|--|
| 1 | Sniper | 4 | VSS Rifle, RGD-5 Grenades | class III body armour, infiltrator, marksman, sight, silent weapon, sniper |

HEAVY MACHINE GUN SECTION

| No. | Model | VT | Weapon | Characteristics |
|-----|----------------|----|--|--|
| 1 | Machine gunner | 3 | NSV 12.7mm Heavy Machine gun, AK-74M Assault Rifle, RGD-5 Grenades | class III body armour, support assistant, support section |
| 2 | Riflemen | 3 | AK-74M Assault Rifle, RGD-5 Grenades | class III body armour, support assistants, support section |

MORTAR SECTION

| No. | Model | VT | Weapon | Characteristics |
|-----|-----------|----|---|---|
| 1 | Mortarman | 3 | 60mm Light mortar, AK-74M Assault Rifle, RGD-5 Grenades | class III body armour, support assistant, support section |
| 1 | Rifleman | 3 | AK-74M Assault Rifle, RGD-5 Grenades | class III body armour, support assistant, support section |

GRENADE-LAUNCHER SECTION

| No. | Model | VT | Weapon | Characteristics |
|-----|-----------|----|---|--|
| 1 | Grenadier | 3 | Balkan Grenade-launcher, AK-74M Assault Rifle, RGD-5 Grenades | class III body armour, support assistant, support section |
| 2 | Riflemen | 3 | AK-74M Assault Rifle, RGD-5 Grenades | class III body armour, support assistants, support section |

RUSSIAN FEDERATION ARMY SPETSNAZ PARATROOPER SQUAD

Squad Value: 760 points
Breakpoint: 4

| No. | Model | VT | Weapon | Characteristics |
|-----|----------------|----|--|---|
| 1 | Sergeant | 5 | AK-105 Assault Rifle, Tokarev TT Pistol, RGD-5 Grenades | class III body armour, leader, trained with the bayonet |
| 1 | Corporal | 5 | AK-105 Assault Rifle, RGD-5 Grenades | class III body armour, leader, trained with the bayonet |
| 1 | Machine gunner | 4 | PK Medium Machine gun, RGD-5 Grenades | class III body armour, trained with the bayonet |
| 2 | Paratroopers | 4 | AK-105 Assault Rifle with GP-30 Grenade-launcher, RGD-5 Grenades | class III body armour, trained with the bayonet |
| 3 | Paratroopers | 4 | AK-105 Assault Rifle, RGD-5 Grenades | class III body armour, trained with the bayonet |

VARIANTS:

- » The Squad can become *Veterans* for +50 points.
- » You can add a Sniper for +145 points.
- » You can add a 60mm Mortar Section for +210 points.
- » You can add a Balkan Grenade-launcher Section for +360 points.
- » Up to two Paratroopers per Squad can become *Assistants* to the PK for +10 points each.
- » You can replace all the AK-105 Assault Rifles with AK-104 Assault Rifles (from 2005) for +25 points each.
- » Up to three Paratroopers per Squad can remove their Class III Body Armour for -10 points each.
- » The whole Squad (including any attached Sections) can replace their Class III Body Armour with Class IV for +10 points each.
- » One Paratrooper per Squad can buy the *Medic* characteristic for +15 points.
- » One leader can buy *binoculars* for +10 points.
- » You can make the whole Squad *Seasoned fighters* for +50 points.
- » You can buy up to 3 *Wait Actions* for +40 points each.

RUSSIAN FEDERATION ARMY SPETSNAZ PARATROOPER SQUAD (variants)

SNIPER

| No. | Model | VT | Weapon | Characteristics |
|-----|--------------------|----|---------------------------|--|
| 1 | Paratrooper Sniper | 4 | VSS Rifle, RGD-5 Grenades | class III body armour, infiltrator, marksman, sight, silent weapon, sniper, trained with the bayonet |

MORTAR SECTION

| No. | Model | VT | Weapon | Characteristics |
|-----|-------------|----|---|---|
| 1 | Mortarman | 4 | 60mm Light mortar, AK-105 Assault Rifle, RGD-5 Grenades | class III body armour, support assistant, support section, trained with the bayonet |
| 1 | Paratrooper | 4 | AK-105 Assault Rifle, RGD-5 Grenades | class III body armour, support assistant, support section, trained with the bayonet |

GRENADE-LAUNCHER SECTION

| No. | Model | VT | Weapon | Characteristics |
|-----|--------------|----|---|--|
| 1 | Grenadier | 4 | Balkan Grenade-launcher, AK-105 Assault Rifle, RGD-5 Grenades | class III body armour, support assistant, support section, trained with the bayonet |
| 2 | Paratroopers | 4 | AK-105 Assault Rifle, RGD-5 Grenades | class III body armour, support assistants, support section, trained with the bayonet |

RUSSIAN FEDERATION ARMY ALFA GROUP SQUAD

Squad Value: 1,000 points
Breakpoint: N/A (they must all be killed)

| No. | Model | VT | Weapon | Characteristics |
|-----|--|----|--|--|
| 1 | Lieutenant (treated as the Squad's <i>Sergeant</i>) | 5 | OC-14 Assault Rifle with Red dot and GP-30 Grenade-launcher, GSh-18 (9mm) Pistol, RGD-5 Grenades | aiming system, camouflage, class III body armour, infiltrator, leader, trained with the bayonet |
| 1 | Sergeant (treated as the Squad's <i>Corporal</i>) | 5 | OC-14 Assault Rifle with Red dot, GSh-18 (9mm) Pistol, RGD-5 Grenades | aiming system, camouflage, class III body armour, infiltrator, leader, trained with the bayonet |
| 1 | Spetsnaz | 5 | OC-14 Assault Rifle with Red dot, GSh-18 (9mm) Pistol, RGD-5 Grenades | aiming system, camouflage, class III body armour, infiltrator, trained with the bayonet |
| 1 | Spetsnaz | 5 | OC-14 Assault Rifle with Red dot and GP-30 Grenade-launcher, GSh-18 (9mm) Pistol, RGD-5 Grenades | aiming system, camouflage, class III body armour, infiltrator, trained with the bayonet |
| 1 | Spetsnaz | 5 | OC-14 Assault Rifle with Red dot, GSh-18 (9mm) Pistol, RGD-5 Grenades | aiming system, camouflage, class III body armour, infiltrator, medic, trained with the bayonet |
| 1 | Sniper | 5 | VSS Rifle, GSh-18 (9mm) Pistol, RGD-5 Grenades | class III body armour, infiltrator, marksman, sight, silent weapon, sniper, trained with the bayonet |

VARIANTS:

- » The Squad can become *Veterans* for +50 points.
- » Up to two Spetsnaz per Squad can replace their OC-14 Assault Rifles with SR-3M Assault Rifles for +15 points each.
- » You can replace the OC-14 Assault Rifle (without GP-30 Grenade-launcher) with a silenced AKS-74U Assault Rifle with GSN-19 Grenade-launcher (keeping the *aiming system*) for free.
- » You can replace the OC-14 Assault Rifle (with GP-30 Grenade-launcher) with a silenced AKS-74U Assault Rifle (keeping the *aiming system*) for -15 points each.
- » Up to three Spetsnaz per Squad can remove their Class III Body Armour for -10 points each.
- » The whole Squad (including any attached Sections) can replace their Class III Body Armour with Class IV for +10 points each.
- » You can buy up to 3 *Wait Actions* for +40 points each.



CHECHEN REPUBLIC OF ICHKERIA ARMY INFANTRY SQUAD

Squad Value: 630 points
Breakpoint: 4

| No. | Model | VT | Weapon | Characteristics |
|-----|----------------|----|--|-----------------|
| 1 | Sergeant | 4 | AK-74M Assault Rifle, Tokarev TT Pistol, RGD-5 Grenades | leader |
| 1 | Corporal | 4 | AK-74M Assault Rifle, RGD-5 Grenades | leader |
| 1 | Machine gunner | 3 | RPK-47 Light Machine gun, RGD-5 Grenades | |
| 1 | Machine gunner | 3 | PK Medium Machine gun, RGD-5 Grenades | |
| 2 | Riflemen | 3 | AK-74M Assault Rifle, RGD-5 Grenades | |
| 2 | Riflemen | 3 | AK-74M Assault Rifle with GP-25 Grenade-launcher, RGD-5 Grenades | |

VARIANTS:

- » The Squad can become *Veterans* for +50 points.
- » You can add a *Sniper* for +130 points.
- » You can add a *DShk 12.7mm Heavy Machine Gun Section* for +300 points.
- » You can add a *60mm Mortar Section* for +160 points.
- » You can add a *Balkan Grenade-launcher Section* for +265 points.
- » Up to two Riflemen per Squad can become *Assistants* to the RPK-47 for +10 points each.
- » Up to two Riflemen per Squad can become *Assistants* to the PK for +10 points each.
- » One Rifleman per Squad can buy the *Medic* characteristic for +15 points.
- » One leader can buy *binoculars* for +10 points.
- » You can make the whole Squad *Seasoned fighters* for +50 points.
- » You can buy up to 3 *Wait Actions* for +40 points each.

CHECHEN REPUBLIC OF ICHKERIA ARMY INFANTRY SQUAD (variants)

SNIPER

| No. | Model | VT | Weapon | Characteristics |
|-----|--------|----|---------------------------|---|
| 1 | Sniper | 4 | VSS Rifle, RGD-5 Grenades | infiltrator, marksman, sight, silent weapon, sniper |

HEAVY MACHINE GUN SECTION

| No. | Model | VT | Weapon | Characteristics |
|-----|----------------|----|---|-------------------------------------|
| 1 | Machine gunner | 3 | DShk 12.7mm Heavy Machine gun, AK-74M Assault Rifle, RGD-5 Grenades | support assistant, support section |
| 2 | Riflemen | 3 | AK-74M Assault Rifle, RGD-5 Grenades | support assistants, support section |

MORTAR SECTION

| No. | Model | VT | Weapon | Characteristics |
|-----|-----------|----|---|------------------------------------|
| 1 | Mortarman | 3 | 60mm Light mortar, AK-74M Assault Rifle, RGD-5 Grenades | support assistant, support section |
| 1 | Rifleman | 3 | AK-74M Assault Rifle, RGD-5 Grenades | support assistant, support section |

GRENADE-LAUNCHER SECTION

| No. | Model | VT | Weapon | Characteristics |
|-----|-----------|----|--|-------------------------------------|
| 1 | Grenadier | 3 | AGS17 Grenade-launcher, AK-74M Assault Rifle, RGD-5 Grenades | support assistant, support section |
| 2 | Riflemen | 3 | AK-74M Assault Rifle, RGD-5 Grenades | support assistants, support section |