

New Ukrainian Army: Planetary Defence



Spetsnaz Squad

Type	Elite: 3+ C/As'lt: 4
Move	Infantry: 8cm
Defence	7 , Light cov' +1 , Heavy +2
Weapons	2cm Advanced Powergun Assault Rifle Sh 3 , FP 2/2 with Grenade Launcher: Sh 1 , FP 3/1 OR AT round Sh 1 , FP 0/5 . Range No Short
Suppress	remove suppression marker (UP TO 5) on 3+
VARIANTS	None



Bulava (Mace) MBT

Type	Elite: 3+ /Veteran: 4+
Move	Medium, Tracked: 10cm
Defence	F 12 , S 11 , R 9 , T 9
Weapons	20cm Powergun: Sh 1 , FP 2/8 . Rapid fire coil-gun: Sh 4 , FP 1/4 .
Defence Systems	Drozd 6, Sh 1 all up to Close 8cm , FP 3/1(4+)
VARIANTS	



Bulava (Mace) Main Battle Tank

Vyritz (Cutlass) Medium Tank

Type	Elite: 3+ /Veteran: 4+
Move	Fast, Tracked: 15cm
Defence	F 10 , S 9 , R 8 , T 7
Weapons	15cm Powergun: Sh 1 , FP 2/6 . Rapid fire coil-gun: Sh 4 , FP 1/4 .
Defence Systems	Drozd 6, Sh 1 all up to Close 8cm , FP 3/1(4+)
VARIANTS	Command Tank: Same stats Buran II (Blizzard 2) Anti-air/artillery Variant: main gun replaced with 4 barreled powergun Sh 4 , FP 2/5 2 'Manta' Light ATGW: Sh 2 , FP 0/5 . No Short range



Vyritz (Cutlass) Medium Tank

VET RANKS

Major
LV8

LPs is 2d6 + 8

Captain
LV6

LPs is 2d6 + 6

Lieutenant
LV4

LPs is 2d6 + 4

Sergeant
LV2

LPs is 2d6 + 2

Zhalo (Stinger) Light Tank

Type	Elite: 3+ /Veteran: 4+
Move	Fast, Tracked: 15cm
Defence	F 9 , S 9 , R 8 , T 7
Weapons	10cm Powergun: Sh 1 , FP 2/5 . Rapid fire coil-gun: Sh 4 , FP 1/4 .
Defence Systems	Drozd 6, Sh 1 all up to Close 8cm , FP 3/1(4+)
VARIANTS	Command Tank: same stats Shershmem (Hornet) Tank destroyer: Heavy gun on same hull with extra frontal armour: 20cm Powergun: Sh 1 , FP 2/8 . Rapid fire coil-gun: Sh 4 , FP 1/4 .
Defence	F 10 , S 9 , R 8 , T 7



Zhalo (Stinger) Medium Tank

Yastrub (Hawk) MICV

Type	Elite: 3+ /Veteran: 4+
Move	Fast, Tracked: 15cm
Defence	F 10 , S 9 , R 8 , T 7
Weapons	1 'Manta' Light ATGW: Sh 1 , FP 0/5 . No Short range Rapid fire coil-gun: Sh 4 , FP 1/4 . May carry up to 2 TUs of infantry
Defence Systems	Drozd 6, Sh 1 all up to Close 8cm , FP 3/1(4+)
VARIANTS	Close Assault version may replace the ATGW system with an Advanced Buzzbomb: Sh 1 , FP 1/7 (Maximum range: Medium)



Yastrub (Hawk) MICV.

Polevka (Soup) Jeep

Type	Elite: 3+ /Veteran: 4+
Move	Fast, Tracked: 15cm
Defence	F 7 , S 6 , R 6 , T 6
Weapons	No weapons: Crew may deploy as infantry (leaving the vehicle static) or fire from the vehicle Sh 1 , FP 1/3 or Sh 2 , FP 2/2
VARIANTS	Towed Weapon System: The Jeep may tow an Anti-Tank gun or a trailer. Jeep may not move after weapon deployment as the crew is actually manning the weapon. Move (towing): Medium Tracked 10cm When deployed, all weapons count as Infantry: Hvy Inf DV7 in Light Cover +1 . Any additional cover is Heavy +2



Mul (Mule) Tracked Jeep

Extra Towed Weapon Details for the Polevka

**Powergun anti-tank
weapon:** 5cm Hl Powergun:
FArc Sh 1, **FP 2/6**. **FArc.**
Static Deployment with
guncrew taken from the
Polevka Jeep.

MLRS: 18cm MLRS: **Sh 5**, **FP
5/6**. **360Arc. Static
Deployment ON TRAILER**
with guncrew taken from the
Polevka Jeep.

Calliope: 3cm 8 x Powergun:
Sh 8, **FP 3/4**. **360Arc. Static
Deployment ON TRAILER**
with guncrew taken from the
Polevka Jeep.

Towed Weapons may **not** be
targeted separately while on
the trailer but can be destroyed
as a weapon option (result a 3
or 4) or are destroyed with the
vehicle on a roll of a 5+.

POINTS COSTS

ELITE: Bulava tank (including command tank): **500pts**; Vyritz Tank (including command tank): **450pts**; Groza II or Shtorm (on table): **450pts**; Yastrub (either Variant): **350pts**; Buran II: **450pts**; Zhalo: **390pts**; Shershmem: **440pts**; Perseus: **350pts**; Hog: **390pts**; Demeter: **420pts**; Ceres: **450pts**. Spetsnatz Infantry: **45pts**. Polevka with 1 TU Infantry: **60pts**. Polevka with towed weapon: **200pts**. Up to 2 additional sergeants could be purchased at **20pts each**.

VETERAN: Bulava tank (including command tank): **425pts**; Vyritz Tank (including command tank): **400pts**; Groza II or Shtorm (on table): **400pts**; Yastrub (either Variant): **300pts**; Buran II: **400pts**; Zhalo: **330pts**; Shershmem: **390pts**; Perseus: **250pts**; Hog: **290pts**; Demeter: **390pts**; Ceres: **400pts**. Polevka with 1 TU Infantry: **45pts**. Polevka with towed weapon: **160pts**. Standard infantry: **25pts**; Support Infantry: **30pts**; Assault or Tank Hunters: **35pts**. Up to 2 additional sergeants could be purchased at **10pts each**.



Shershmem Tank Destroyer

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15MM

Infantry Squad

Type	Elite: 4+ C/As'lt: 3
Move	Infantry: 8cm
Defence	6, Light cov' +1, Heavy +2
Weapons	1cm Assault Rifle coil-guns, Sh 2, FP 1/3
Suppress	remove suppression marker (UP TO 4) on 34+

VARIANTS

Support Squad: with 1cm Assault Rifle coil-guns: **Sh 1, FP 1/3**, & Support Weapon: **Sh 2, FP 1/3**.
Tank Hunters: with 1cm Assault Rifle coil-guns: **Sh 1, FP 1/3**, & Buzzbombs: **Sh 1, FP 1/7 (Maximum range: Medium)**



HU-1 Perseus APC

Type	Elite: 3+Veteran: 4+
Move	Very Fast, Lt NoE: 25cm
Defence	F 8, S 8, R 8 T 7 (B9)
Weapons	2cm Tribarrel powergun, FArc ONLY Sh 3, FP 3/3 . ▲ Twin 7cm ECAP guns in Pods FArc only: Sh 4, FP 3/5. Carries 1 TU Infantry Door Gunners: If infantry are aboard they may operate the door guns. 2cm Assault Rifle Sh 2, FP 2/2. One left Left Arc one in Right Arc

VARIANTS

HOG Support: No infantry carried but side guns are replaced with remote controlled Single 7cm ECAP guns each of **Sh 2, FP 3/5. One in left Left Arc one in Right Arc**



HU-1 Perseus VTOL APC

Demeter Assault VTOL

Type	Elite: 3+Veteran: 4+
Move	Very Fast, Lt NoE: 25cm
Defence	F 10, S9, R 8, T 7 (B9)
Weapons	2cm Tribarrel powergun, FArc ONLY Sh 3, FP 3/3 . ▲ Twin 12cm ECAP guns in Pods FArc only: Sh 4, FP 3/7 . 4 Hypersonic Rocket Pods (firing in pairs) FArc ONLY: Sh 6, FP 0/4 .

VARIANTS

Ceres Heavy Assault Ship: **▲**
Retains 2cm Tribarrel but replaces twin 12cm ECAPs and Hypersonic Rockets with two Twin 7cm ECAP guns for **ground effect ONLY**: 3cm powergun calliope: **FArc Sh 8, FP 3/5**.



HA-2 Demeter Assault VTOL

ELITE RANKS

Major
LV10

LPs is 2d6 + 10

Captain
LV8

LPs is 2d6 + 8

Lieutenant
LV6

LPs is 2d6 + 6

Sergeant
LV4

LPs is 2d6 + 4

DETACHMENTS

Groza II (Thunderstorm 2)

Type	Elite: 3+Veteran: 4+
Move	Medium, Tracked: 10cm
Defence	F 11, S 10, R 9, T 9
Weapons	17.5cm Artillery: Sh 1, FP 5/6. QR REDUCE -1 FOR DIRECT FIRE Rapid fire coil-gun: Sh 4, FP 1/4. ▲

Defence Systems	Drozd 6, Sh 1 all up to Close 8cm, FP 3/1(4+)
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VARIANTS

Shtorm (Storm) MLRS:
Main gun replaced with MLRS - **Sh 8 FP 4/5 No secondary weapon**



Groza II (Thunderstorm 2) Hog

ELITE SKILLS

Colonel Orlyk*, if present is **LV12** with Elite skills **Inspirational Leader** and **Command Material (400pts)**.

* For other details of Orlyk see the Zaporoskiye Brigade sheets.

Anti Artillery and Anti-ATGW Capability: The vehicles may network their Blue Triangle **▲** Quality Rolls.

Each Detachment is 8 Tus for Elites or ten for Veterans - Added veteran TUs in Blue.

Heavy Armoured detachment: 2 Bulava Heavy Tanks; 2 Vyriz Medium Tanks (including a command tank); 1 Buran II AA system; 1 Ystrub (either variant), 2 TUs infantry (any kind). **1 Bulava Heavy Tank; 1 Vyriz Medium Tank Total: 2790pts/3245pts** or...

Support detachment: 1 Groza II Artillery system **OR** 1 Vyriz Medium Command Tank **OR** 1 Shershнем Tank destroyer; 1 Buran II AA system; 2 Ystrub (either variant), 4 TUs Infantry (any type): **1 Shtorm MLRS; 1 Shershнем Tank Destroyer: Total: 1780pts/2330pts** or...

Light Recce Detachment: 3 Polevka Jeeps towing **any** selection of towed secondary weapon system **OR** with any single infantry TU on board each; 4 Zhalo light tanks(including a command tank); 1 Shershнем Tank destroyer. **1 Polevka Jeep with either any towed weapon or any infantry TU; 1 Shershнем Tank destroyer. Total: 2600pts/2350pts** or...

Cossack Air Detachment: 2 Perseus APCs; 1 Perseus Hog Support; 1 Demeter Assault VTOL; 1 Ceres Heavy Assault; 2 Infantry TUs any type. **1 Perseus APC AND 1 TU (any type); 1 Demeter Assault VTOL OR 1 Ceres Heavy Assault. Total: 2050pts/2335pts**

Add an Elite Lt. to any of these 8 TU Elite detachments at 40pts.

Add a Veteran Lt. to any of these 10 TU Elite detachments at 20pts.

Detachment points costs assume the most expensive variants (so most expensive infantry choices, Muls with towed weapons etc). Other choices may mean fewer points.

Treat this force - whatever option is selected - as a SINGLE detachment during play. Build a bigger force with both detachments and add a captain (**Elite 80pts** or **Veteran 40pts**). Add a Third detachment with an Elite Major at **200pts**. Alternatively, add another detachment (or a fourth detachment), from either of the Zaporoskiye Brigade sheets, again with an Elite Major and a Veteran Lieutenant to command that veteran detachment. The Elite major could be swapped for Colonel Orlyk* from the Zaporoskiye Brigade at **LV12** with Elite skills **Inspirational Leader** and **Command Material** (who costs an additional **200pts** - making a total of **400pts**).

All units should field an Insurance sergeant though it is not required.

Note that the Polevka Jeep is points costed in two options and in two command styles (Elite and Veteran): firstly with a detachable TU crew (which can be of any kind of infantry TU), or with each of the three towed mounts AT, MLRS and AA Calliope.