

New Ukrainian Army: Zaporoskiye Rgt



Infantry Squad

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| Type | Elite: 3+ C/As'lt: 4 |
| 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 5) on 3+ |

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**)
Assault Squad: As Support Squad but **DV: 7**, Light cov' **+1**, Heavy **+2**



Molot (Hammer) MBT

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| Type | Elite: 3+ |
| 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 . |

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

Command Tank: Same stats
Buran (Blizzard) Anti-air/artillery Variant: main gun replaced with 4 barreled powergun **Sh 4**, **FP 2/5**
 Retains coil-gun secondary weapon: **Sh 4**, **FP 1/4**. **DV: F 11**, **S 10**, **R 9**, **T 9**
1 Shot at -1QR against missiles and Artillery



CMG Molot (Hammer) Main Battle Tank

Groza (Thunderstorm)

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| Type | Elite: 3+ |
| 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 . |

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

None
1 Shot at -1QR against missiles and Artillery



CMG Groza (Thunderstorm) Hog

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

Xaoc (Havoc) Medium Tank

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| Type | Elite: 3+ |
| Move | Fast, Tacked: 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 . |

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

Command Tank: Same stats

1 Shot at -1QR against missiles and Artillery



CMG Xaoc (Havoc) Medium Tank

Sokol (Falcon) MICV

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|---------|--|
| Type | Elite: 3+ |
| Move | Fast, Tacked: 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 |

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

Close Assault version may replace the ATGW system with an Advanced Buzzbomb: **Sh 1**, **FP 1/7** (**Maximum range: Medium**)
1 Shot at -1QR against missiles and Artillery



CMG Sokol Falcon MICV.

DETACHMENTS

Each Detachment is 8 TUs.

Heavy Armoured detachment: 2 Molot Tanks (including a command tank); 2 Xaoc Medium Tanks; 1 Buran AA system; 1 Sokol (either variant), 2 TUs Assault infantry.

Total: 2810pts or...

Support detachment: 1 Groza Artillery system **OR** 1 Xaoc Medium Tank **OR** 1 Molot Tank; 1 Buran AA system; 2 Sokol (either variant), 4 TUs Infantry (2 Standard, 1 Support, 1 Tank hunters): **Total: 1775pts (or 1825pts if the Molot is selected)**

Add a Lt. to any of these detachments at 40pts.

Treat this force - whatever option is selected - as a SINGLE detachment during play. Build a bigger force with both detachments and add a captain (**80pts**). To add a third detachment, make the Lieutenant an Elite major (**+160pts**) and select any from either of the Zaporoskiye Brigade sheets adding a Veteran Lieutenant to command that veteran detachment. A fourth Veteran detachment from the Zaporoskiye Brigade sheets can be added led by a Veteran Captain (**40pts**) but the Elite major could be swapped for Colonel Orlyk* at **LV12** with Elite skills **Inspirational Leader** and **Command Material** (who costs an additional **200pts** - making a total of **400pts**).

Note that the Heavy Armoured Detachment may use either a Molot or a Xaoc as a command tank or both if an Insurance sergeant is purchased.

The Support Detachment - whichever of the three options chosen (Groza, Xaoc or Molot) - normally has an infantry commander in one Sokol and - if purchased - an Insurance sergeant in the other.

POINTS COSTS

Molot tank (including command tank): **500pts**; Xaoc Tank (including command tank): **450pts**; Groza (on table): **450pts**; Sokol (either Variant): **350pts**; Buran: **470pts**;

Standard infantry: **35pts**; Support Infantry: **40pts**; Assault or Tank Hunters: **45pts**.

Up to 2 additional sergeants could be purchased at **20pts each**.

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

* For other details of Orlyk see the Zaporoskiye Brigade sheets