

New Ukrainian Army: Cossack 43rd Lt Airborne



15MM

Infantry Squad

Type	Veteran: 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 4+

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)**



Panavia Raven Gunship

Type	Veteran: 4+
Move	Very Fast, Lt NoE: 25cm
Defence	F 8, S 7, R 7, T 6
Weapons	2cm tri-barrel powergun, FArc ONLY Sh 3, FP 3/3 . Brumbar Heavy ATGW Launcher. FArc ONLY Sh 1 shot, FP 3/8. (no short range)

4 Hypersonic Rocket pods (firing in pairs) **FArc ONLY: Sh 6, FP 0/4**. **May only fire 2 weapons systems**

VARIANTS

Piargo (Osprey) Gunship: Tribarrel **FArc ONLY Sh 3, FP 3/3**. Plus 2 Cone-bore underwing pods **F- Arc ONLY: Sh 2, FP 0/5**.



Migalovski Kohaop (Condor) Gunship

Panavia Black Crow APC

Type	Veteran: 4+
Move	Very Fast, Lt NoE: 25cm
Defence	F 8, S 7, R 7, T 6
Weapons	2cm tri-barrel powergun, FArc ONLY Sh 3, FP 3/3 . May carry 2 Hypersonic Rocket pods FArc ONLY: Sh 3, FP 0/4 . Carries 1 TU Infantry

VARIANTS

Cuervo (Raven) APC: Tribarrel **FArc ONLY Sh 3, FP 3/3**. Plus 2 Cone-bore underwing pods **F- Arc ONLY: Sh 2, FP 0/5**. **Carries 3 TUs Infantry. Move: Fast, Lt NoE: 15cm**



Migalovski Kahiok (Buzzard) APC

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

DETACHMENTS

Each Detachment is **10 Tus**. All infantry TUs start the game in APCs

Aggressor Squadron Detachment:

3 Kohaop Gunships, 2 Kahiok APCs, 1 Cuervo APC and 4 Infantry TU's (1 Regular, 1 Support and 2 Tank Hunters)

Total: 1855pts. Or...

Support Squadron Detachment:

2 Cuervo APCs, 1 Kahiok APC and 7 Infantry TU's (3 Regular, 1 Support and 3 Tank Hunters).

Total: 775pts

Add a Lieutenant to a single detachment for **20pts**.

Treat this force – whatever option is selected - as a **SINGLE** detachment during play. Build a bigger force with both detachments but swap a captain for one of the lieutenants at **+20pts**.

In an attempt to match the sort of *Nap of the Earth* support provided by Mercenary forces such as the Texians or the Eaglewing Squadron, the NUA decided to develop a similarly equipped unit.

Fielding advanced flyer gunships and fairly utilitarian APCs they keep as low as possible in combat to avoid devastating gunfire that always finds high flying vehicles on the battlefield.

POINTS COSTS

Kohaop gunship: **350pts**; Piargo gunship: **250pts**;
Cuervo or Kahiok APC: **175pts**.
Infantry: **25pts**; infantry with support weapon: **35pts**; infantry with buzzbomb: **40pts**.

Up to 1 additional sergeant could be purchased at **10pts**.