**Laska Tankette**

**Type:** Veteran: 4+

**Move:** Fast, Tracked: 15cm

**Defence:** F 8, S 7, R 7, T 7

**Weapons:** 1cm railgun, 360, Sh 3, FP 1/3. Cannot carry infantry.

**VARIANTS**

- **Spotter variant:** Sniper/Designator added to standard vehicle.
- **Rocket Support Vehicle:** replace Gatling railgun with Support Weapon added to standard vehicle.

**Defence Systems**

- 1 Shot at -1QR against missiles and Artillery

**Laska or Rosomakha:** Belette, Javelot or Laska: +10pts; Rosomakha Light Tank: 90pts

**Rосомакha Light Tank**

**Type:** Veteran: 4+

**Move:** Fast, Tracked: 15cm

**Defence:** F 9, S 8, R 7, T 7

**Weapons:** 6cm Rail Gun: Sh 1, FP 2/5 plus Support Weapon from the commanders hatch: Sh 1, FP 1/3.

**VARIANTS**

- **Spotter variant:** Sniper/Designator added to either variant
- **Gatling Support Vehicle:** replace 6cm railgun with 2cm Gatling Railgun: Sh 3, FP 2/4. May not carry spotter.

**Defence Systems**

- 1 Shot at -1QR against missiles and Artillery

**Javelot 4x4 Reconnaissance**

**Type:** Veteran: 4+

**Move:** Fast, Wheeled: 15cm

**Defence:** F 7, S 6, R 6, T 6

**Weapons:** 1cm railgun, 360, Sh 3, FP 1/3. Cannot carry infantry.

**Defence Systems**

- Drozd, Sh 1 all up to Close 8cm, FP 2/1(4+)

**VARIANTS**

- **Command Track:** Cannot carry infantry.
- **Mine & Recovery vehicle:** as Command Track but +1 defensive value, all angles. Mine clearance - Sh 2 at detection range (Point Blank) destroys 1 mine counter each.

**Kunitsa APC**

**Type:** Veteran: 4+

**Move:** Slow, Tracked: 8cm

**Defence:** F 8, S 7, R 7, T 6

**Weapons:** 1cm railgun, 360, Sh 3, FP 1/3. Can carry 3 infantry TUs

**Defence Systems**

- Drozd, Sh 1 all up to Close 8cm, FP 2/1(4+)

**VARIANTS**

- **Command Track:** Cannot carry infantry.
- **Mine & Recovery vehicle:** as Command Track but +1 defensive value, all angles. Mine clearance - Sh 2 at detection range (Point Blank) destroys 1 mine counter each.

**Terminator**

**Type:** Veteran: 4+

**Move:** Medium, Tracked: 10cm

**Defence:** F 11*, S 10*, R 8, T 8

**Weapons:** Brumbar Heavy ATGW Launcher. Heavy ATOW Launcher on 270 mount (no Rear Arc).

**Defence Systems**

- Drozd, Sh 1 all up to Close 8cm, FP 2/1(4+)

**VARIANTS**

- **None**
- 1 Shot at -1QR against missiles and Artillery

**Terminator Advanced Tank Destroyer**

**Defence Systems**

- Twin 2cm Gatling Railgun: Sh 3, FP 2/4.

**VARIANTS**

- 2 Shots at -1QR against missiles and Artillery

**Points Costs**

<table>
<thead>
<tr>
<th>Force</th>
<th>Cost</th>
</tr>
</thead>
<tbody>
<tr>
<td>BMD APC</td>
<td>295pts</td>
</tr>
<tr>
<td>Terminator</td>
<td>450pts</td>
</tr>
<tr>
<td>Bars or Vombat/Vombat Command MBT</td>
<td>320pts</td>
</tr>
<tr>
<td>Mech or Volk</td>
<td>275pts</td>
</tr>
<tr>
<td>Kunista APC</td>
<td>135pts</td>
</tr>
<tr>
<td>Recovery or Command Kunista</td>
<td>100pts</td>
</tr>
<tr>
<td>Javelot</td>
<td>75pts</td>
</tr>
<tr>
<td>Belette or Belette or Laska</td>
<td>400pts</td>
</tr>
<tr>
<td>Rosomakha Light Tank</td>
<td>100pts</td>
</tr>
<tr>
<td>Missile option to add to Belette, Javelot or Laska</td>
<td>+50pts</td>
</tr>
<tr>
<td>Sniper designation added to Laska or Rosomakha</td>
<td>+40pts</td>
</tr>
<tr>
<td>Infantry: 25pts</td>
<td></td>
</tr>
<tr>
<td>Infantry with buzzbomb launcher or support weapon</td>
<td>35pts</td>
</tr>
<tr>
<td>All Assault Infantry: +10pts</td>
<td></td>
</tr>
<tr>
<td>UA package for any applicable vehicle: +70pts</td>
<td></td>
</tr>
</tbody>
</table>

**LEADERS/ RANKS**

<table>
<thead>
<tr>
<th>Leader</th>
<th>Rank</th>
<th>Points</th>
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</thead>
<tbody>
<tr>
<td>Colonel Orlyk</td>
<td>LV10</td>
<td>2660pts</td>
</tr>
<tr>
<td>Captain</td>
<td>LV6</td>
<td>2660pts</td>
</tr>
<tr>
<td>Lieutenant</td>
<td>LV4</td>
<td>2660pts</td>
</tr>
<tr>
<td>Sergeant</td>
<td>LV2</td>
<td>2660pts</td>
</tr>
</tbody>
</table>

**Detachments**

Each Detachment is 10 TUs.

**Reconnaissance detachment:** 2 Javelots OR Laska with Gatling; 2 Rosomakha Light Tanks (standard or with sniper designation options); 1 Kunista APC; 3 Infantry TUs (1 standard, 1 with buzz-bombs and 1 with support weapon), 1 Belette OR Laska with Rockets, 1 Command Kunista: **Total:** 810pts

**Strike detachment:** 2 Terminator Tank destroyers; 2 Bars MBTs; 2 Vombat MBT/APCs; 2 Infantry TUs (1 standard, 1 with buzz-bombs), 1 Rosomakha Light Tank (standard or gatling), 1 Vombat MBT Command (no infantry): **Total:** 2660pts

**Heavy detachment:** 2 Bizon Heavy Tanks; 2 Bizon Heavy Support tank; 1 Mech; 1 Volk; 3 Terminators ALL with up armour packages; 1 Command Kunista: **Total:** 3770pts

**Heavy Assault detachment:** 2 Bizon Heavy Tanks; 1 Bizon Heavy assault Tank; 1 BMD Heavy APC (with up armour package), 2 Terminators (BOTH with up armour packages), 3 Assault infantry TUs (1 standard, 1 with buzz-bombs and 1 with support weapon); 1 Command Kunista: **Total:** 2915pts

**Engineers detachment:** 2 BMD APCs; 1 Mine & Recovery vehicle; 1 Command Kunista; 6 infantry TUs (3 standard, 2 with buzz-bombs & 1 with support weapon): **Total:** 970pts

**Add a Lt. to any of these detachments at 20pts.**

Treat this force - whatever option is selected - as a SINGLE detachment during play. Build a bigger force with an additional detachment and add a captain (40pts). To add a third detachment, add a major (100pts). Further detachments are led by additional majors but any number of detachments could be led by Colonel Orlyk.

The force may swap up to TWO snipers (at 90pts each) for infantry TUs. Replace either buzzbomb or support weapon infantry TUs with the snipers rather than regular infantry.