Zaporoskiye Brigade Post 340 TW & Engineers

Laska Talikette	
Туре	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 🔥

WARIANTS

Spotter variant: Sniper/Designator added to standard vehicle. Rocket Support Vehicle: replace Gatling railgun with Support Weapon from the commanders hatch: Sh 1, FP 1/3. Plus Micro Brumbar Heavy ATGW FArc Sh 1, FP 3/8 (no shortrange). May not carry spotter. 1 Shot at -1QR against missiles and Artillery



Laska Tankette

Rosomakha Light Tank

Support Weapon from the

rtocomanna Eight rank	
Туре	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	

commanders hatch: Sh 1, FP 1/3.

VARIANTS

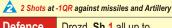
Spotter variant: Sniper/Designator added to either variant Gatling Support Vehicle: replace 6cm railgun with 2cm Gatling Railgun: Sh 3, FP 2/4. May not carry spotter.



Rosomakha Light Tank

Vombat Terminator

Туре	Veteran: 4+	
Move	Medium, Tracked 10cm	
Defence	F 11*, S 10*, R 8, T 8	
Weapons	Brumbar Heavy ATGW	
Launcher, Heavy ATGW Launcher on		
270 mount (no Rear Arc).		
Sh 2, FP 3/8 (no short-range).		
Twin 2cm Gatling Railgun:		
Sh 6, FP 2/4.		
Can carry 1 infantry TU		
2 Shate at 10P against missiles and Artillary		



Defence **Systems**

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

VARIANTS

None

* up armour packages F12, S11



Terminator Advanced Tank Destroyer

EADERS/ RANKS

Colonel Orlyk LV10

LPs is 2d6 + 10 Elite skills: Inspirational Leader. Command Material

Maior

LPs is 2d6 + 8

Captain

LPs is 2d6 + 6

Lieutenant

LPs is 2d6 + 4

Sergeant LPs is 2d6 + 2

Kunitsa APC

Туре	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 1 Shot at -1QR against missiles and Artillery	
Defence	Drozd, Sh 1 all up to

Close 8cm, FP 2/1(4+)

Systems VARIANTS

Command Track: Cannot carry

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.



Javelot 4x4 Reconnaissance

Туре	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 1 Shot at -1QR against missiles and Artillery	

VARIANTS Belette 6x6 Heavy Recce: Weapons, as above Carries 1TU Infantry DV: F 8, S 7, R 7, T 6 Either Belette or Javelot may be designated as a Rocket Support Vehicle: May be fitted with additional Micro Brumbar heavy ATGW Launcher. FArc Sh 1 shot, FP 3/8. (no short-



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 Kunitsa APC; 3 Infantry TUs (1 standard, 1 with buzz-bombs and 1 with support weapon), 1 Belette OR Laska with Rockets, 1 Command Kunitsa: Total: 810pts (840pts with Laska instead of Javelot) or...

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** or...

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

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 Kunitsa: Total: 2915pts or...

Engineers detachment: 2 BMD APCs; 1 Mine & Recovery vehicle; 1 Command Kunitsa; 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.

POINTS COSTS

BMD APC: **295pts**: Terminator: **450pts**: Bars or Vombat/Vombat Command MBT: 320pts; Bizon Heavy or Support Tank: 285pts; Mech or Volk: 275pts; Kunista APC: 135pts; Recovery or Command Kunista: 100pts; Javelot: 75pts; Belette or Laska: 90pts; Rosomakha Light Tank: 100pts. Missile option to add to Belette, Javelot or Laska: +50pts. Sniper designation added to Laska or Rosomakha: +40pts: Infantry: 25pts: infantry with buzzbomb launcher or support weapon: 35pts. All Assault Infantry: +10pts; UA package for any applicable vehicle: +70pts.

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