



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 from the commanders hatch: **Sh 1, FP 1/3. Plus Micro Brumbar Heavy ATGW FArc Sh 1, FP 3/8 (no short-range). May not carry spotter.** ▲
 ▲ 1 Shot at -1QR against missiles and Artillery



Laska Tankette

Rosomakha 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.** ▲
 ▲ 1 Shot at -1QR against missiles and Artillery



Rosomakha Light Tank

Vombat Terminator

Type	Veteran: 4+
Move	Medium, Tracked 10cm
Defence	F 11*, S 10*, R 8, T 8
Weapons	Brumbar Heavy ATGW Launcher. Heavy ATGW Launcher on 360 mount. Sh 2, FP 3/8 (no short-range). Twin 2cm Gatling Railgun: Sh 6, FP 2/4. ▲ Can carry 1 infantry TU

▲ 2 Shots at -1QR against missiles and Artillery

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

None
 * up armour packages F12, S11



Terminator Advanced Tank Destroyer

LEADERS/RANKS

Colonel Orlyk LV10
 LPs is 2d6 + 10
Elite skills: Inspirational Leader, Command Material

Major LV8
 LPs is 2d6 + 8

Captain LV6
 LPs is 2d6 + 6

Lieutenant LV4
 LPs is 2d6 + 4

Sergeant LV2
 LPs is 2d6 + 2

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 ▲ ▲ 1 Shot at -1QR against missiles and Artillery

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



Uralvagonzavod Kunitsa APC

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 ▲ ▲ 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-range).**



Thyssen Javelot 4x4

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**; Kunitsa APC: **135pts**; Recovery or Command Kunitsa: **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**.