### Combat Engineers/Infantry

#### Type
- Veteran: 4+
- C/As/It: 3

#### Move
- Infantry: 15cm

#### Defence
- 6. Light cover: +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 1/3 (short range only)

### Molniya Armoured Car

#### Type
- Veteran: 4+

#### Move
- Fast, Wheeled: 30cm

#### Defence
- F 8, S 8, R 7, T 7

#### Weapons
- 1cm Railgun mini-turret, Sh 3, FP 1/3

#### Defence Systems

**Spotter variant:** Sniper/Designator added. Rocket Support Vehicle: can carry stores or even infantry (4TUs). Support Weapon: FP 1/3.

#### VARIANTS
- Commander 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.

### GD266 Rocket SV 6x6

#### Type
- Veteran: 4+

#### Move
- Medium, Wheeled: 20cm

#### Defence
- F 6, S 6, R 6, T 6

#### Weapons

#### VARIANTS
**Truck variant:** can carry stores or even infantry (4TUs). Support Weapon: F Sh 2, FP 1/3.

### Points Costs

- **Armoured car:** 175pts; Eagle light tank: 225pts; missile option to add to armoured car or light tank: +50pts; Uhlan: 440pts; Skorpion assault tank: 275pts; Sabre tank: 325pts; APC: 135pts; command track: 100pts; Gecko: 75pts; Goanna: 90pts; Molniya armoured car: 100pts. Missile option to add to Gecko, Goanna or Molniya: +50pts. Sniper designation added to Molniya: +40pts; Missile truck 75pts; support truck 10pts. Infantry: 25pts; infantry with buzzbomb launcher or support weapon: 35pts.

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

### Zaporoskiye Brigade

#### Sheet 1: Reconnaissance & Engineers

- **Tr21 APC**
- **Sh**, FP
- **21/3.**
- **Can carry 3 infantry TUs**

- **2 APCs; 1 missile armed Goanna;** 2 armoured cars; 2 Molniya armoured cars with sniper designation options; 2 Eagle light tanks; 2 Geckos 2 Goannas: **Total: 1410pts** or…

- **2 Skorpion assault tanks; 6 Eagle light tanks, 2 armoured cars, 2 missile options for either the armoured cars or light tanks:** **Total: 2350pts** or…

- **4 Skorpion assault tanks; 4 Sabre tanks, 1 Eagle light tank with Rocket Support option, 1 Missile truck:** **Total: 2750pts** or…

- **4 Skorpion assault tanks; 4 Sabre tanks, 1 Uhlan, 1 Missile truck:** **Total: 2915pts** or…

- **2APCs; 1 missile armed Goanna; 1 missile armed Molniya; 6 infantry TUs (3 standard, 2 with buzz-bombs and 1 with support weapon): Total: 740pts**

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 could be swapped for Colonel Orlyk (see sheet 1 for details).

The force may swap up to TWO snipers (at 70pts each) for infantry TUs. Replace either buzzbomb or support weapon infantry TUs with the snipers rather than regular infantry.

### Points Costs

- **Armoured car:** 175pts; Eagle light tank: 225pts; missile option to add to armoured car or light tank: +50pts; Uhlan: 440pts; Skorpion assault tank: 275pts; Sabre tank: 325pts; APC: 135pts; command track: 100pts; Gecko: 75pts; Goanna: 90pts; Molniya armoured car: 100pts. Missile option to add to Gecko, Goanna or Molniya: +50pts. Sniper designation added to Molniya: +40pts; Missile truck 75pts; support truck 10pts. Infantry: 25pts; infantry with buzzbomb launcher or support weapon: 35pts.

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