Each Detachment is 10 TUs.

**Reconnaissance detachment:** 2 Javelots OR Laska with Rockets; 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 Vulk; 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.

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**Combat Engineers/Infantry**

Type: Veteran: 4+; C/Aslt: 3

**Move**

Medium, Tacked: 10cm

**Defence**

6, Light cov: +1, Heavy +2

**Weapons**

1cm Assault Rifle colguns, Sh 2, FP 1/3

**Suppress**

remove suppression marker (UP TO 4) on 4+

**VARIANTS**

Support Squad: with 1cm Assault Rifle colguns; Sh 1, FP 1/3, 5; Support Weapon: Sh 1, FP 2/3, 5. Tank Hunters: with 1cm Assault Rifle colguns; Sh 1, FP 1/3, 5; Buzzbombs: Sh 1, FP 1/6 (short range only)

Assault Infantry - upgrade to ANY squad gives DV7 plus Tank Hunters now have Advanced Buzzbombs: Sh 1 FP 1/7 (short/med range only)

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**Bars Main Battle Tank**

Type: Veteran: 4+

**Move**

Medium, Tacked: 10cm

**Defence**

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

**Weapons**

9cm Auto Cannon, Sh 2, FP 3/5 OR; Barrel Launched Kestrel Medium ATGW: Sh 1, FP 1/6. (no short-range).

1cm railgun; Sh 3, FP 1/3,

**Defence**

Drozd, Sh 1 all up to Close 6cm, FP 2/1(4+)

**VARIANTS**

Vombat MBT/APC variant: Can carry 1 infantry TU. Main weapon only is 270 mount (no Rear Arc), L 11*, S 10*, R 8, T 7

Vombat MBT COMMAND variant: Cannot carry infantry

**Mech Tank Hunter**

Type: Veteran: 4+

**Move**

Medium, Tacked: 10cm

**Defence**

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

**Weapons**

22cm DS Railgun,

Farc ONLY: Sh 1, FP 2/7. OR; Barrel fired Brumbar Heavy ATGW: Sh 1, FP 3/8 (no short-range).

1cm railgun; Sh 3, FP 1/3,

**Defence**

Drozd, Sh 1 all up to Close 6cm, FP 2/1(4+)

**VARIANTS**

Volk Assault Gun

Replace main weapon with DIRECT FIRE ONLY siege mortar.

Sh 1, FP 5/6 NO minimum range

* up armour packages Side DV11

1 Shot at -1QR against missiles and Artillery

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**BMD Heavy APC**

Type: Veteran: 4+

**Move**

Medium, Tracked: 10cm

**Defence**

F 10, S 10*, R 8, T 8

**Weapons**

Twin 2cm Gatling Railgun: Sh 6, FP 2/4.

Can carry 3 infantry TUs

2 Shots -1QR at against missiles and Artillery

**Defence**

Drozd, Sh 1 all up to Close 6cm, FP 2/1(4+)

**VARIANTS**

None

* up armour packages Side DV11

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**Zaporoskiye Brigade**

**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.