



Combat Engineers/Infantry

Type	Veteran: 4+ C/As't: 3
Move	Infantry: 8cm
Defence	6, Light cov' +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 1/6 (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)



Assault Infantry

Zaporoskiye Brigade

Bizon Heavy Tank

Type	Veteran: 4+
Move	Slow, Tracked: 8cm
Defence	F 10, S 9*, R 8, T 8
Weapons	9cm Railgun: Sh 1, FP 2/7 OR Barrel Launched Kestrel Medium ATGW: Sh 1, FP 1/6. (no short-range). 1cm railgun: Sh 3, FP 1/3.
Defence Systems	Drozd, Sh 1 all up to Close 8cm, FP 2/1(4+)

VARIANTS

Support Variant
 Replace main weapon with Twin 11cm Direct fire artillery pieces Sh 2, FP 5/6 -1QR to hit in direct fire NO missile option.

1 Shot at -1QR against missiles and Artillery



Uralvagonzavod Bizon Support Tank

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 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 Side DV11



BMD Heavy APC

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

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

VARIANTS

Vombat MBT/APC variant:
 Can carry 1 infantry TU F 11, S 10*, R 8, T 7
Vombat MBT COMMAND variant:
 Cannot carry infantry F 11, S 10*, R 8, T 7
 * up armour packages F12, S11



Uralvagonzavod Bars Medium Tank

Mech Tank Hunter

Type	Veteran: 4+
Move	Medium, Tacked: 10cm
Defence	F 11, S 10*, R 8, T 8
Weapons	22cm DS Railgun, F Arc 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 Systems	Drozd, Sh 1 all up to Close 8cm, FP 2/1(4+)

VARIANTS

Volk Assault Gun
 Replace main weapon with DIRECT FIRE ONLY siege mortar. Sh 1, FP 5/4 NO minimum range
 * up armour packages Side DV11
 1 Shot at -1QR against missiles and Artillery



Volk UA Assault Gun

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.