

# Zaporoskiye Brigade

Sheet 2: Strike & Heavy



28MM

## Sabre Medium/Heavy Tank

Type	Veteran: 4+
Move	Slow, Tracked: 15cm
Defence	F 11, S 9, R 8, T 8
Weapons	22cm DS Railgun: Sh 1, FP 2/7. 1cm railgun: Sh 3, FP 1/3. & S/Weapon: Sh 2, FP 1/3. Kestrel Medium ATGW: Sh 1, FP 1/6. (no short-range).
Defence Systems	Drozd, Sh 1 all up to Close 15cm, FP 2/1(4+)

### VARIANTS

None



Uralvagonzavod Sabre Heavy Tank

## Uhlan Tank Destroyer

Type	Veteran: 4+
Move	Slow, Tracked: 15cm
Defence	F 13, S 10, R 9, T 9
Weapons	25cm Powergun: Sh EVERY OTHER TURN, FP 4/9. FArc only. Support Wpn: 1 x 2cm tri-barrel powergun: Sh 3, FP 3/3.
Defence Systems	Drozd, Sh 1 all up to Close 15cm, FP 2/1(4+)
Mine Clearance	Sh 1 at Point Blank 5cm destroys 1 mine counter

### NOTE

Main weapon fires EOT: every other turn ONLY



Uralvagonzavod Uhlan Tank Destroyer

## LEADERS

### Colonel Orlyk LV10

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

## RANKS

### Major LV8

LPs is 2d6 + 8

### Captain LV6

LPs is 2d6 + 6

### Lieutenant LV4

LPs is 2d6 + 4

### Sergeant LV2

LPs is 2d6 + 2

## Eagle Light Tank

Type	Veteran: 4+
Move	Fast, Tacked: 30cm
Defence	F 9, S 8, R 7, T 7
Weapons	2cm Gatling railgun: Sh 3, FP 2/4. Support Weapon: Sh 2, FP 1/3.
Defence Systems	Drozd, Sh 1 all up to Close 15cm, FP 2/1(4+)

### VARIANTS

**Armoured car variant:** same turret but on a light, wheeled body:

DV: F 8, S 8, R 7, T 7

Move: Fast, Wheeled: 30cm

**Rocket Support Vehicle:** Added Heavy ATGW Launcher. Sh 1, FP 3/8 (no short-range). May only fire 2 weapons systems per turn.



Uralvagonzavod Eagle Light Tank

## Black Skorpion Tank/Dest

Type	Veteran: 4+
Move	Fast, Tacked: 30cm
Defence	F 10, S 9, R 8, T 7
Weapons	22cm DS Railgun, FArc ONLY: Sh 1, FP 2/7. 1cm railgun: Sh 3, FP 1/3, and Support Weapon: Sh 2, FP 1/3. Fire only 2 weapons systems per turn.

### VARIANTS

None



Black Skorpion Tank Dest.

## DETACHMENTS

Each Detachment is 10 TUs.

**Reconnaissance detachment:** 2 armoured cars; 2 Molniya armoured cars with sniper designation options; 2 Eagle light tanks; 2 Geckos 2 Goannas:  
**Total: 1410pts or...**

**Strike detachment:** 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...**

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

**Late Heavy detachment:** 4 Skorpion assault tanks; 4 Sabre tanks, 1 Uhlan, 1 Missile truck:  
**Total: 2915pts or...**

**Engineers detachment:** 2 APCs; 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 (who costs 275pts).

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.