### Sabre Medium/Heavy Tank

**Type:** Veteran: 4+

**Move:** Slow, Tracked: 5cm

**Defence:** F 11, S 9, R 8, T 8

**Weapons:**
- 22cm DS Railgun: Sh 1, FP 27. 1cm railgun: Sh 3, FP 1/3, & S/Weapon: Sh 2, FP 1/3. Kestrel.
- Medium ATGW: Sh 4, FP 1/6. (no short-range).

**Defence Systems:** Drozd, Sh 1 all up to Close 5cm, FP 2/1(4+)

**VARIANTS**
- None

### Uhlan Tank Destroyer

**Type:** Veteran: 4+

**Move:** Slow, Tracked: 5cm

**Defence:** F 13, S 10, R 9, T 9

**Weapons:**
- 25cm Powergun:

**Defence Systems:**
- Drozd, Sh 1 all up to Close 5cm, FP 2/1(4+)
- Mine Clearance

- Sh 1 at Point Blank 3cm destroys 1 mine counter

**NOTE**
- Main weapon fires EOT: every other turn ONLY

### Eagle Light Tank

**Type:** Veteran: 4+

**Move:** Fast, Tacked: 10cm

**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 5cm, FP 2/1(4+)

**VARIANTS**
- None

### Black Skorpion Tank/Dest

**Type:** Veteran: 4+

**Move:** Fast, Tacked: 10cm

**Defence:** F 10, S 9, R 8, T 7

**Weapons:**
- 22cm DS Railgun,
  - F/Arc 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.

**Defence Systems**
- None

### 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

### 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.