



Mammoth Super Heavy Tank

Type	Veteran: 4+
Move	Slow, Tracked: 8cm
Defence	F 12, S 11, R 9, T 9
Weapons	Twin 22cm DS Railgun, Sh 2, FP 2/7. OR Barrel fired <i>Brumbar</i> 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
Mastodont Support System
 Replace main weapon with twin 6cm gatling auto cannon Sh 6, FP 3/5
Mongrel (Ublyudok) Assault Tank
 Main guns are single 22cm DS railgun, Sh 1, FP 2/7 and single 6cm gatling auto cannon Sh 3, FP 3/5
 1 Shot at -1QR against missiles and Artillery



UralVZ Mammoth Super Heavy Tank

Barzon Heavy Tank Variant

Type	Veteran: 4+
Move	Medium, Tacked: 10cm
Defence	F 11*, S 10*, R 8, T 8
Weapons	9cm Railgun: Sh 1, FP 2/7 OR Barrel Launched <i>Kestrel</i> 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
 None
 * up armour packages F12, S11
 1 Shot at -1QR against missiles and Artillery



UralVZ Barzon Heavy Tank Conversion

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

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

Mammoth, Mastadont or Mongrel: **500pts**.

May be swapped one for one with any vehicle in the Heavy Assault Detachment

Barzon: **450pts**.

May be swapped one for one with any Bars or Bizon in the Heavy Assault Detachment or the Heavy Detachment