**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

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### 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.

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### POINTS COSTS

**Mammont, 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

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**Barzon Heavy Tank Variant**

<table>
<thead>
<tr>
<th>Type</th>
<th>Veteran: 4+</th>
</tr>
</thead>
<tbody>
<tr>
<td>Move</td>
<td>Medium, Tacked: 10cm</td>
</tr>
<tr>
<td>Defence</td>
<td>F 11*, S 10*, R 8, T 8</td>
</tr>
<tr>
<td>Weapons</td>
<td>9cm Railgun: Sh 1, FP 2/7; OR Barrel Launched Kestrel Medium ATGW: Sh 1, FP 1/6. (no short-range).</td>
</tr>
<tr>
<td>1cm railgun</td>
<td>Sh 3, FP 1/3</td>
</tr>
<tr>
<td>Defence Systems</td>
<td>Drozd, Sh 1 all up to Close 8cm, FP 2/1(4+)</td>
</tr>
<tr>
<td>VARIANTS</td>
<td>None</td>
</tr>
<tr>
<td>* up armour packages F12, S11</td>
<td></td>
</tr>
</tbody>
</table>

**1 Shot at -1QR against missiles and Artillery**

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**Mammont Super Heavy Tank**

<table>
<thead>
<tr>
<th>Type</th>
<th>Veteran: 4+</th>
</tr>
</thead>
<tbody>
<tr>
<td>Move</td>
<td>Slow, Tracked: 8cm</td>
</tr>
<tr>
<td>Defence</td>
<td>F 12, S 11, R 9, T 9</td>
</tr>
<tr>
<td>Weapons</td>
<td>Twin 22cm DS Railgun, Sh 2, FP 2/7; OR Barrel fired Brumbar Heavy ATGW: Sh 1, FP 3/8 (no short-range).</td>
</tr>
<tr>
<td>1cm railgun</td>
<td>Sh 3, FP 1/3</td>
</tr>
<tr>
<td>Defence Systems</td>
<td>Drozd, Sh 1 all up to Close 8cm, FP 2/1(4+)</td>
</tr>
<tr>
<td>VARIANTS</td>
<td>Mastodont Support System Replace main weapon with twin 5cm gatling auto cannon Sh 6, FP 3/5</td>
</tr>
<tr>
<td></td>
<td>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</td>
</tr>
<tr>
<td></td>
<td><em>1 Shot at -1QR against missiles and Artillery</em></td>
</tr>
</tbody>
</table>