

Name

Nova Respublik

By:

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Tech Level:

1

Infantry

Infantry Squad	Role	No.	Weight	Expertise	0	1	2	3	4	Equipment
Infantry Squad	Leg*	14	Standard	Regular	1, 2, 3	4	5	6, 7, 8, 9	10+	Inc. Hvy Missile Launcher
Scout Squad	Recon	4	Light	Veteran	1, 2	3	4			Inc. FO

\*motorised or mechanised forces may be classified as Mobile

Support Weapons

Support Weapon	Role	SV	TGT	Load	Expertise	Notes
Hvy Missile Launcher	AT/AA	2	DF	Bolt	Regular	Integral to Infantry Squads
Superheavy Pulsar	Inf Supp	3	DF	Auto	Regular	Two crew
Mortar	Inf Supp	3	IF	Boom	Regular	Two crew

Vehicles

Vehicle	Role	Crew	Move	Expertise	Armour	Weapons	Notes
Red Banner Tank	AFV	4	TRK	Mil or Reg	5	SV4 DF Both; SV2 Autogun	
Red Banner -U Tank	AFV	4	TRK	Regular	6	SV4 DF Both; SV2 Autogun	
Red Eagle Tank	AFV	4	TRK	Reg or Vet	7	SV4 DF Both; SV2 Autogun	
Red Lightning Tank	AFV	4	TRK	Veteran	8	SV6 DF Both; SV2 Autogun	
Yozhik APC	APC	1	TRK	Reg or Vet	6	SV3 DF Bolt, DV3 DF Boom	Can carry 14 infantry
BTR-3000 APC	APC	1	WHL	Regular	3	SV3 DF Bolt, DV3 DF Boom	Can carry 8 infantry
Cossack Arm'd Truck	Runaround	2	WHL	Regular	2	SV2 Autogun	Can carry 8 infantry
Python Pow'd Suit	AFV	C, G	WLK	Regular	4	2 x Twin SV3 Autogun 2 x SV4 DF Boom	
Darling Little Robot	AFV	0	WLK	Regular	2	2 x SV5 IF Boom or 2 x SV4 DF Bolt or 2 x SV3 DF Both	
DOE Gunship	AFV/APC	C, G	STP	Regular	3	1 x SV3 Autogun 2 x SV4 DF Bolt 2 x SV4 DF Boom	Can carry 8 infantry

Specialists

FO; Sniper; Medic

Off-Table Support

Little Darling Robot and Mortar Squads may be used as off-table artillery

Characteristic Cards

Political Officer; Charge!; Main Gun Breakdown (Red Lightning only)

Chrome

A political officer must be attached to a unit. When he is with that unit and his card is drawn, he may heal one point of Shock. If that unit's card appears after the PO's card has appeared, then that unit must either fire on or advance towards the nearest enemy unit. If it chooses not to, then one figure is removed from the unit as he has been shot by the PO for being a backsliding revisionist. This figure will be the most senior present i.e. a Big Man if one is available.

Order of Battle

<b>Heavy Pulsar Squad</b>	<b>To Motorise an Infantry Platoon</b>	<b>OTHER SUPPORT UNITS (Squads in a Platoon)</b>
4 x Heavy Pulsar	Command: 1 x Cossack	
	Infantry Squads: 6 x Cossack (2 per squad)	<b>Scout Squad (6)</b>
<b>Mortar Squad</b>	Weapon Squads: 4 x Cossack (2 per squad)	1 x Scout Squad
4 x Mortar	Total: 11 Cossacks	1 x Cossack
<b>Infantry Platoon</b>	<b>To Mechanise an Infantry Platoon (BTR)</b>	<b>Gunship Squad (3)</b>
Big Man	Command: 1 x BTR	3 x Doe Gunship
Political Officer	Infantry Squads: 6 x BTR (2 per squad)	
Medic	Weapon Squads: 4 x BTR (2 per squad)	<b>Robot Squad (3)</b>
3 x Infantry Squad	Total: 11 BTRs	3 x Little Darling Robot
1 x Weapons (Heavy Pulsar) Squad		(any combination of weapons)
1 x Weapons (Mortar) Squad	<b>To Mechanise an Infantry Platoon (Yozhik)</b>	
	Command: 1 x Yozhik	<b>Python Squad (6)</b>
	Infantry Squads: 3 x Yozhik (1 per squad)	2 x Python Battlesuits
	Weapon Squads: 2 x Yozhik (1 per squad)	
	Total: 6 Yozhiks	<b>Tank Squad (3)</b>
		3 x Tank (any type, but all the same)
		nb max 1 x Red Lightning tank per platoon

Figures from:	<i>All figures from Khurasan</i>
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Background

Rising from the ashes of the oppressive Romantoff Freehold, Nova Respublik, also known as the UPSR (Union of Planetary Socialist Republics), is spreading popular revolution throughout the human colonies of the galaxy. As Gallopovich, that war leader of the early days, said (before he was purged), "War is the locomotive of history, and the engine of that locomotive is the battle tank." Following his diktats, the armies of Nova Respublik heavily employ medium tanks, which swarm across the battlefield into the furnace of battle, the clanking of their treads a deafening sound as they literally roll over all opposition.

These tanks have progressed along with the cause of peoples' revolution. Although now quite outdated, the basic tank model, People's Objekt 2536, usually called the **Red Banner**, is still in use in third line garrisons, as well as in back-of-beyond republics, guerilla movements, and interplanetary drug cartels across the spiral. To keep up with the times, the Red Banner was upgraded with force-field radiating blocks, and designated the **Red Banner-U**. Many UPSR second-rate divisions and third-tier human settlements are armed with this upgraded vehicle. To further protect the tank, the next major upgrade, the **Red Eagle**, added much more substantial force field radiators to the turret front, and more sophisticated electronics were added to a larger bin in the rear turret. Red Eagles serve as the main tank of the first line and Guards tank shock divisions. The final evolution of the Red Banner series is the **Red Lightning**, an upgraded Red Eagle mounting an experimental laser cannon of great power (and dangerous instability). Favoured first-line units receive one such supertank per platoon.

Not to leave the people out of the peoples' revolution, the infantry of Nova Respublik support the tanks in their onslaughts, and slug it out with counterrevolutionary humans as well as bourgeois alien oppressors in builtup areas and other rough terrain. Although many walk in lower tier divisions, those in first line and Guards formations ride into battle inside the **Yozhik (Hedgehog) Heavy APC**, a modified Red Banner hull capable of carrying a squad of infantry. Other motorised infantry use the ubiquitous **BTR-3000**, a large wheeled APC, which can carry as armament either the same effective suite of weapons as the Yozhik or, for export or less politically connected divisions, the same *Streletz* heavy infantry laser as the Cossack. There is also an unarmed variant of the BTR-3000 which performs a wide variety of tasks, such as staff vehicle or ambulance, and is often used by the UPSR as an all-terrain vehicle for non-military governmental functions. Infantry have intrinsic heavy weapons, but for heavier firepower they are accompanied into battle by the **Darling Little Robot** series, semi-sentient vehicles which faithfully support social transformation using multiple rocket launchers, large anti-material missiles, or heavy autocannons, and by the **Python Power Armoured Suit**, which is heavily armoured and mounts four 20mm autocannons as well as two heavy anti-material missiles.

Found in large numbers in all Nova Respublik forces, fulfilling a variety of roles, is the **Cossack** armoured transport. This simple, rugged vehicle is used as a light APC, a recon and patrol car, and, with the roofed command pod installed, as a command car for company or higher level officers. It mounts the Strelets light laser, which was invented to give this small vehicle an effective rapidfire support weapon. (The Strelets can be seen increasingly in favoured Guard divisions as well, supplementing the standard heavy pulser as a squad support weapon.)

Hovering over the Nova Respublik regiments, ready to strike in force, is the formidable **DOE Gunship**, huge and heavily armoured, and mounting a virtual arsenal of weaponry. These craft (called Jastreb, Hawk, in their own armies) can also carry eight soldiers into battle, making them a double threat.