

PEOPLE'S ARMY of the NEO-SOVIET EMPIRE

Official Version 1.3

The Neo-Soviet Empire is not a corporation as with other economic powers of the solar system. Instead what would become the Neo-Soviet Empire is based on old Communist ideology re-envisioned in modern times. The ancestors of the Neo-Soviets fled Dark Eden and settled upon the farthest, coldest planet in the Solar System, Pluto. Far from corporate intrigue and inner solar system politics the Neo-Soviets have grown in power and have returned to reestablished bases on Dark Eden, on a moon of Uranus, as well as, on an asteroid named Yuri, and even at two points on the 'dead' side of the moon—point Milova and point Gagarin.

The People's Army of the Neo-Soviet Empire is a vast network encompassing immense resources; frequently tense in relationships between branches and people, and a unique blend of medical and military technology. More than seventy-five percent of the empire's resources contribute in some way to the continuous war effort spearheaded by the leadership's commitment to Communist expansion. The army itself is led by High Kommand and administered by Divisional Councils who control the people's army through regional Kommissars, the general staff of the Neo-Soviet army. A Kommissar whose errors warrant the High Kommand's personal attention can expect a death sentence. For this reason, among others, Kommissars are often cold, sadistic, and ruthless. The chain of military command is ruled by efficiency about all other things. Under each regional Kommissar are regimental Kolonels, battalion Kommanders, platoon Kapitans and their junior squad level Lieutenants who enforce 'efficiency' at all costs.

There are two major divisions of the Neo-Soviet military. The Military Division that is made up vast numbers of Rad Troopers and other various Infantry units specializing in a particular function of warfare. Special Forces such as Spetnav and Vanguard equipped to deal surgical raids and assaults upon enemy positions back up the infantry, and help to secure strategically vital resources. The Medical Warfare division of the People's Army with its Genetics' Department supplies the military division with bio-warfare, mutants, and mutagenic agents, as well as, dabbling in cybernetic warfare, possibly having stolen or reverse engineered Cybertronic technology. The People's Army sees bio-warfare and genetic warfare as a strong point of their military strength—one which their enemies find taboo. The Brotherhood considers the Neo-Soviets heretical and like the Cybertronic Corporation, a power in the solar system that is a danger if allowed to spread. Yet, the Neo-Soviets have harnessed a powerful war-machine, which the Brotherhood knows a single corporation cannot hope to defeat. Due to the threat of the Dark Legion and the division of the corporations the Brotherhood tolerates the Neo-Soviets just as it tolerates Cybertronic or Mishima. The Neo-Soviets have developed technology that, like Cybertronic, hones a true disregard for dark symmetry and this might help human-kind in the long run.

Neo-Soviet Forces

A player may select from any unit in the Neo-Soviet Infantry list (NSI). All selections are considered 'grunts' and may be selected freely. Support options are to be selected from the Mobile Weapon Support list (MWS). Neo-Soviet Special Forces (NSSF) is considered an 'elite' choice. Individuals can be selected in any force and are limited as per the standard rule of one individual per one squad in the Neo-Soviet force.

Neo-Soviet Infantry (NSI)

Recon Rad Trooper Squad
Rad Trooper Squad
Vanguard Squad
Volchok Squad
Mutant Squad
Petrov Squad

Neo-Soviet Special Forces (NSSF)

MF-1 Cyclops
Semenov
Spetnav
Biofreaks

MWS Support

Avalanche Troop Transport
URSA Heavy Assault Suit
BC-4 / BC-5 Typhoon Crawler
MG-6 Predator

Individuals

Kolonel Vladimir Kosgov
Kommander Ivan Gorstov
Doktor Maksim Demetrius
Ghost of the Great Bear
Kapitan Radov Ovinko
Kapitan Petra Kirov
Twisted Viktor

Kommander
Kommando
Lieutenant
Kolonel
Kapitan

Consultant/Advisor Restrictions

May not select any consultants

The Neo-Soviet Infantry (NSI)

Rad Troopers

The Neo-Soviets inability to properly maintain their gigantic military has forced them to draft large numbers of irradiated civilians as front-line troops. These so-called rad squads are equipped with well-made yet outdated weapons and are considered expendable. Despite their origins and callous treatment, the rad troopers in general have exhibited surprising competence in battle and are hard to break, as they know the consequences of failure.

Rad Trooper Squad

Grunt trooper, required 4-12 models, mortal.

CC	RC	PW	LD	AC	WD	ST	MV	AR	SZ	PC
6	8	2	10	3	1	3	4	16	2	15

Equipment: AK-51 Assault Rifle, Filter Mask

Weapon Stats:

AK-51 Assault Rifle

(ballistic)

CC	PB	SR	MR	LR	ER	DM	Special Rules
-2	-1	0	0	-3	-	10	Can mount one Bayonet Load Out

Recon Rad Troopers

Rad troopers who grow in experience know how to move carefully around hostile forces. Despite their expendable status and the fact that Kommanders consider such recon rad squads no different, Officers and Kommanders know how useful Recon Rad Troopers can be.

Recon Rad Trooper Squad

Grunt trooper, required 4-8 models, mortal.

CC	RC	PW	LD	AC	WD	ST	MV	AR	SZ	PC
6	8	2	10	3	1	3	4	17	2	21

Equipment: Skorpion SMG, Filter Mask

Special Abilities: Infiltrate

Weapon Stats:

Skorpion SMG

(ballistic)

CC	PB	SR	MR	LR	ER	DM	SA
0	2 (x2)	1 (x2)	0	-	-	10	None

Volchok Squad

Volchok are the unfortunates who wield Chem Sprayers in battle. Their hunched forms are a common sight lumbering across the battlefield, tanks full of toxic chemicals strapped to their backs. Their protective clothing scarcely conceals twisted blemished bodies, evidence of exposure to the power toxins they spray on their foes.

Volchok

Grunt trooper, required 2-4, mortal.

CC	RC	PW	LD	AC	WD	ST	MV	AR	SZ	PC
6	8	3	8	3	1	4	4	18	2	31

Equipment: VS-12 Chem Sprayer, Filter Mask, Hazmat Suit, Smoke Grenades

Special Abilities: Ambush

Weapon Stats:

VS-12 Chem Sprayer

(environmental)

CC	PB	SR	MR	LR	ER	DM	Special Rules
-	-	-	-	-	-	8	ROF: twice per turn. Medium Toxic Template. Residual damage.

Smoke Grenades

(environmental)

CC	PB	SR	MR	LR	ER	DM	Special Rules
-	0	0	-	-	-	0	Indirect Fire. Small Explosion Template. Level 2 smoke

Vanguard

The Vanguard squads are the Neo-Soviets most reliable ground troops. Though poor health is less common among vanguard than among the rad squads, difficulty in training and maintaining Vanguard units prevents them from being as widespread as the High Kommand would like.

Vanguard

Grunt trooper, required 4-8 models, mortal.

CC	RC	PW	LD	AC	WD	ST	MV	AR	SZ	PC
8	10	4	12	3	1	4	3	20	2	22

Equipment: SAK-130 Venger Assault Rifle

Special Abilities: Fast Shot: 3

Weapon Stats:

SAK-130 Venger Assault Rifle

(ballistic)

CC	PB	SR	MR	LR	ER	DM	Special Rules
-3	-1	0	1	-2	-	10	Can mount one Load Out

Vanguard Sgt

Grunt squad leader, required 1 per squad, mortal.

CC	RC	PW	LD	AC	WD	ST	MV	AR	SZ	PC
9	11	4	13	3	1	4	3	20	2	25

Equipment: SAK-130 Venger Assault Rifle with GP-27 UBGL

Special Abilities: Fast Shot: 3, Tactical Sense

Weapon Stats:

SAK-130 Venger Assault Rifle

(ballistic)

CC	PB	SR	MR	LR	ER	DM	Special Rules
-3	-1	0	1	-2	-	10	Can mount one Load Out

GP-27 UBGL

(variable)

CC	PB	SR	MR	LR	ER	DM	Special Rules
-	0	0	-	-	-	-	ROF: once per turn. Support munitions only.

Vanguard HMG Specialist

Grunt squad specialist, optional up to 2 per squad, mortal.

CC	RC	PW	LD	AC	WD	ST	MV	AR	SZ	PC
8	10	4	12	3	1	4	3	20	2	27

Equipment: AW101-Wolverine Heavy Machine Gun

Special Abilities: Fast Shot: 3

Weapon Stats:

AW101-Wolverine Heavy Machine Gun

(ballistic, rending)

CC	PB	SR	MR	LR	ER	DM	SA
-4	3 (x3)	1 (x2)	0	-	-	14	None

Vanguard RL Specialist

Grunt squad specialist, optional up to 1 per squad, mortal.

CC	RC	PW	LD	AC	WD	ST	MV	AR	SZ	PC
8	10	4	12	3	1	4	3	20	2	36

Equipment: Havoc Rocket Launcher

Special Abilities: Fast Shot: 3

Weapon Stats:

Havoc Rocket Launcher

(concussive)

CC	PB	SR	MR	LR	ER	DM	SA
-	-	-2	-4	-4	-	13 (x2)	Direct Fire. Optional AP rockets do damage 10. Small Explosion Template

Petrov Squad

Soon after the Dark Legion emerged once more as a threat in the Solar System the Neo-Soviets recognized a need for troops specializing in melee combat. Close assault squads are trained extensively in hand-to-hand combat, and also in the use of the hammer and sickle as tandem melee weapons.

Petrov

Grunt trooper, required 3-6, mortal.

CC	RC	PW	LD	AC	WD	ST	MV	AR	SZ	PC
10	8	5	12	3	1	6	4	19	2	24

Equipment: Hammer, Sickle

Special Abilities: Close Combat Training: 2, Secondary Attack

Weapon Stats:

Hammer

(concussive)

CC	PB	SR	MR	LR	ER	DM	SA
2	-	-	-	-	-	ST+5	None

Sickle

(slashing)

CC	PB	SR	MR	LR	ER	DM	SA
2	-	-	-	-	-	ST+5	None

Mutant Squad

Neo-Soviet military scientists have engineered a legion of different mutants for use in warfare. However, only a handful are considered standard-issue for mutant squads at any given time. The mutants listed below represent the current standard selection. With a single exception: ML-1 Irontusk, who is a special unique mutant, but nevertheless, officially listed as a Neo-Soviet mutant. He is listed as an example of just one of the unique mutants available to the Neo-Soviet military. Each mutant squad is made up of a handler and up to 6 mutants. Any of the types listed below may be selected up to the optional maximum listed as long as the overall structure of three mutants minimum or six maximum is maintained. If ML-1 Irontusk is taken in a mutant squad he counts as taking two mutants. Therefore, a squad with Irontusk plus four other mutants would be a full squad. *(Required 1 Handler plus 3-6 mutants)*

Mutant Handler

Mutant Handlers use electromagnetic leashes to lead a host of genetic monstrosities into combat. Only a select few soldiers are trained for this difficult and dangerous role. The hazards of the job give mutant handlers a high casualty rate; frequently, their own mutants kill them in battle or in the labs.

Mutant Handler

Grunt squad leader, required 1 model, mortal.

CC	RC	PW	LD	AC	WD	ST	MV	AR	SZ	PC
7	7	4	10	3	1	4	4	19	2	22

Equipment: Stun Baton, Filter Mask, Electromagnetic Leash, PPL-10 Viper Auto Pistol

Special Abilities: Tactical Sense

Weapon Stats:

Stun Baton

(radiant)

CC	PB	SR	MR	LR	ER	DM	Special Rules
0	-	-	-	-	-	14	If model fails an Armor roll it is knocked prone, and loses all of its Actions the next time it activates. The model also loses any Wait or Ambush counters it has.

PPL-10 Viper Auto Pistol

(ballistic)

CC	PB	SR	MR	LR	ER	DM	SA
0	2 (x2)	1	-	-	-	10	None

Electromagnetic Leash

The mutants of the Mutant Squad have a command radius of 8" from the Mutant Handler but *must* remain within the 8" limit even if the handler is killed as the leash electrocutes any mutant outside this limit, inflicting a Damage 6 attack each turn it remains outside the 8" limit. The leash also keeps the mutants in such constant, terrible pain that they are not required to make Morale tests against panic or fear. If the mutant handler dies, trapping the mutants, another Mutant Handler (or a model with Division Commander or Force Commander ability) may take these 'orphaned' mutants by picking up the electromagnetic leash, and provided that the maximum Mutant Squad size of six is not exceeded for any current squad the model controls.

MB3-Slug

The slug is a carryover from earlier attempts at making a cheap but effective battlefield mutant. It looks like a bloated worm, and its underbelly is lined with rows of razor-sharp spikes. The slug quivers along in pain on these spikes until ordered to attack.

MB3-Slug

Grunt trooper, optional up to 4 per squad, necrobiotic beast.

CC	RC	PW	LD	AC	WD	ST	MV	AR	SZ	PC
6	-	-	6	3	2	3	4	15	1	14

Special Abilities: Natural Attack (9)

Special Rules: Natural Attack is rows of razor sharp spines (*slashing*)

MC8-Puker

This mutant is named for its ability to vomit gouts of acidic bile. The puker resembles a large, headless, perpetually twitching dog, with a wrinkled, sphincter-like orifice in place of a head. The puker is one of the more repulsive, as well as, effective mutants currently being used by the People's army.

MC8-Puker

Grunt trooper, optional up to 4 per squad, necrobiotic beast.

CC	RC	PW	LD	AC	WD	ST	MV	AR	SZ	PC
4	6	-	6	3	2	3	4	15	1	21

Special Abilities: Natural Attack (11)

Special Rules: Natural Attack is an acidic spray.

Acidic Spray

(environmental)

CC	PB	SR	MR	LR	ER	DM	Special Rules
-	-	-	-	-	-	11	Shotgun Template, Cluster Effect:3

MD4-Rad Hound

The rad hound is a sleek and deadly canine designed to race toward a target and detonate on or near it. More widely accepted by Neo-Soviet military units, rad hounds often accompany seasoned rad squads followed by the handlers assigned to march alongside those rad troopers to support them.

MD4-Rad Hound

Grunt trooper, optional up to 4 per squad, necrobiotic beast.

CC	RC	PW	LD	AC	WD	ST	MV	AR	SZ	PC
4	-	-	6	3	1	3	5	15	1	15

Equipment: Cranial Bomb

Special Rules: If the rad hound breaks, or is attacked in CC, they will immediately set off their cranial bomb with their next available action.

Cranial Bomb

(concussive)

CC	PB	SR	MR	LR	ER	DM	Special Rules
-	-	-	-	-	-	10	Small Explosion Template. May automatically detonate the Cranial Bomb for the cost of an action. If the rad hound is killed <i>before</i> it has a chance to detonate then roll a D20. On a roll of 17 - 20 the Cranial Bomb explodes.

ME9-Rad Beast

This freakish, three-legged mutant has enhanced strength that enables it to muscle its way across the battlefield in search of foes on its numerous bony spurs. The beast is also saturated with radiation, creating a deadly haze around it that is difficult to withstand during prolonged melee combat.

ME9-Rad Beast

Grunt trooper, optional up to 4 per squad, necrobiotic beast.

CC	RC	PW	LD	AC	WD	ST	MV	AR	SZ	PC
10	-	-	6	3	2	5	4	18	1	27

Special Abilities: Aura of Corruption, Leap, Natural Attack (10), Predator Senses: 6

Special Rules: Natural Attack is bony spur bite attack.

ML1-Irontusk

The Whitetusk bull officially known as ML-1 was part of a growler pack brought from Asteroid 23 to the Tomsk 13 research site. The lone bull underwent several experimental procedures before being released on the battlefield alongside other mutants in what could only be called an assault mutant. Irontusk is a killing machine. Irontusk's brain is implanted with a device similar to those used to regulate many of their mindless mutants but taking it one step further fitting him with a special artificial intelligence, which dampens his link to the packmind. Amazingly, the implant works enabling the beast to be awakened and controlled to a limited extent. The skeleton of the beast is fitted with reinforced steel alloy, and he derives his name as his tusk, claws, and fangs which are laced with a special diamond enhanced alloy making him capable of slicing open even the strongest armor.

ML1-Irontusk

Grunt squad trooper, limit one per army, necrobiotic beast.

CC	RC	PW	LD	AC	WD	ST	MV	AR	SZ	PC
12	6	3	13	3	4	9	5	25	4	80

Equipment: Slave Implant Harness

Special Abilities: Natural Attack (14), Killing Stroke, Enhanced Charge: 3, Dire Rating: 3
Close Combat Training: 3, Predator Senses: 6, Leap, Regeneration 5

Special Rules: Natural Attack is a combination of claw, fangs, and a tusk. Can attack up to 1" away. Irontusk is not subject to issues of moral.

Slave Implant Harness

Irontusk is fitted with a special harness more powerful than a normal mutant. The shock delivered via the electromagnetic leash is double the power it would normally have, therefore if Irontusk leaves the 8" radius of the mutant handler currently controlling him he suffers a Damage 12 attack each turn he is out of command radius. If the original handler controlling Irontusk is killed then Irontusk will remain within the 8" limit of the dead handler (mark the spot where he died). He will remain within that limit until Irontusk joins another Mutant Squad that has sufficient room (as he counts as 2 mutants), or if someone makes a ranged combat attack at Irontusk and successfully hits him. If so Irontusk will leave the 8" radius if necessary to attack the model that made the attack ignoring *all other* models regardless of which one is the closest.

He will seek to attack only models that make RC or CC attacks upon him first while outside of the 8" limit of the electromagnetic leash. Each turn he is out of the radius he automatically takes a Damage 12 attack. The pain of the harness is so intense that Irontusk will only leave the 8" limit for two consecutive turns, after this Irontusk must move at full speed back to within the 8" limit. Irontusk will remain in the 8" limit until he is attacked again by another ranged attack. If *any model* comes within the 8" limit he will seek to kill that model: friendly or enemy. The sole exception to this is a Mutant Handler or a friendly model with Division Commander or Force Commander ability, any of which can pick up the electromagnetic leash and potentially command Irontusk in a new Mutant Squad therefore Irontusk will not attack these models. Once he joins another Mutant Squad he functions normally again as a member of that unit.

The Neo-Soviet Special Forces (NSSF)

Bio-Freaks

These freaks of hormonal manipulation are humans, warped by Neo-Soviet science and implanted with tech that masks their presence and aids in their defense. The People's Army often sends them on vital covert missions into and out of secure areas. As with most results of the Neo-Soviet genetic program, bio-freaks only survive a few months before their genetic alterations kill them. Surgical and genetic alterations enable bio-freaks to move at blinding speeds for short periods of time. A bio-freak's implants make him or her virtually invisible to electronic and infrared sensors, and allows them to blend with their environment to a degree. When combined with their speed, this gives them a masked presence allowing them to get dangerously close to the enemy before visual contact is made. This makes Bio-Freaks capable of flanking enemy units often seizing the element of surprise when they take the field and to act in their primary function of reconnaissance. Bio-freaks carry numerous chemical-bearing glands on their bodies. When activated, the glands spray a corrosive chemical mist. In close combat, the freaks defend themselves with razor-sharp retractable talons.

Bio-Freaks

Elite trooper, required 3-6, necrobiotic.

CC	RC	PW	LD	AC	WD	ST	MV	AR	SZ	PC
10	6	2	12	3	1	4	5	19	2	31

Equipment: Chemical Glands

Special Abilities: Natural Attack (8), Combat Reflexes, Camouflage: 3, Survival Training: 2

Special Rules: Natural Attack is a retractable talon.

Chemical Glands

(environmental)

CC	PB	SR	MR	LR	ER	DM	Special Rules
-	-	-	-	-	-	10	Shotgun Template, Cluster Effect:3

MF1-Cyclops

The Cyclops mutant is one of the Empire's first successful attempts to create a powerful, genetically modified soldier capable of independent action. Most Neo-Soviet troops have not yet become accustomed to the sight of these towering monstrosities.

MF1-Cyclops

Elite trooper, required 2-3, necrobiotic.

CC	RC	PW	LD	AC	WD	ST	MV	AR	SZ	PC
10	8	2	12	3	2	7	3	22	3	38

Equipment: Irradiated Eye Blaster

Special Abilities: Natural Attack (15), Survival Training: 2

Special Rules: Natural Attack is a claw.

Weapon Stats:

Irradiated Eye Blaster

(environmental)

CC	PB	SR	MR	LR	ER	DM	Special Rules
-	3 (x2)	2 (x2)	1	-	-	9	Residual Damage

Spetnav

These top special forces of the People's army receive extensive training and are hand picked from among other regiments. Spetnav squads fight battles too intense for standard infantry to survive, or to secure strategically important positions. Spetnav are usually paradedeployed to their destination by Hind-A14 troop transport attack helicopters. Their camouflaged, environmentally sealed, heavy kevlon armor protects them from hazardous environments, which they frequently encounter. Equipped with the best equipment of the Neo-Soviet forces they often perform pre-emptive strikes against enemy forces, or lay concealed in wait for mobile enemy armored units. Adding to the fear these troopers engender is the presence within their ranks of sniper marksman and tank-busting specialists to help the Spetnav with their job of eliminating enemy mobile armor and/or dark legion monstrosities.

Spetnav

Elite trooper, required 4-8, mortal.

CC	RC	PW	LD	AC	WD	ST	MV	AR	SZ	PC
10	10	5	12	3	1	5	3	21	2	32

Equipment: SAK-130 Venger Assault Rifle

Special Abilities: Camouflage: 2, Para-deploy, Survival Training: 2

Weapon Stats:

SAK-130 Venger Assault Rifle

(ballistic)

CC	PB	SR	MR	LR	ER	DM	Special Rules
-3	-1	0	1	-2	-	10	Can mount one Load Out

Spetnav Sgt

Elite squad leader, required 1 per squad, mortal

CC	RC	PW	LD	AC	WD	ST	MV	AR	SZ	PC
10	11	5	13	3	1	5	3	21	2	33

Equipment: SAK-130 Venger Assault Rifle with GP-27 UBGL

Special Abilities: Camouflage: 2, Para-deploy, Survival Training: 2, Tactical Sense

Weapon Stats:

SAK-130 Venger Assault Rifle

(ballistic)

CC	PB	SR	MR	LR	ER	DM	Special Rules
-3	-1	0	1	-2	-	10	Can mount one Load Out

GP-27 UBGL

(variable)

CC	PB	SR	MR	LR	ER	DM	Special Rules
-	0	0	-	-	-	-	ROF: once per turn. Support munitions only.

Spetnav Sniper

Elite squad specialist, optional up to 2 per squad, mortal

CC	RC	PW	LD	AC	WD	ST	MV	AR	SZ	PC
10	11	5	12	3	1	5	3	21	2	44

Equipment: RPK-16 Dragunov Sniper Rifle, PPL-10 Viper Auto Pistol

Special Abilities: Camouflage: 2, Para-deploy, Survival Training: 2, Sniper

Weapon Stats:

RPK-16 Dragunov Sniper Rifle

(ballistic)

CC	PB	SR	MR	LR	ER	DM	Special Rules
-3	-1	0	3	1	-1	14	Can mount one Load Out

PPL-10 Viper Auto Pistol

(ballistic)

CC	PB	SR	MR	LR	ER	DM	SA
0	2 (x2)	1	-	-	-	10	None

Spetnav Tank Hunter

Elite squad specialist, optional up to 1 per squad, mortal

CC	RC	PW	LD	AC	WD	ST	MV	AR	SZ	PC
10	10	5	12	3	1	5	3	21	2	43

Equipment: AGS-17 Plamy Autocannon, Shashka Sword

Special Abilities: Camouflage: 2, Form Fireteam, Para-deploy, Survival Training: 2

Weapon Stats:

AGS-17 Plamsukya Autocannon

(ballistic, concussive, rending)

CC	PB	SR	MR	LR	ER	DM	SA
-5	0	-1	-2	-	-	10 (x2)	AV-2

Shashka Sword

(slashing)

CC	PB	SR	MR	LR	ER	DM	SA
2	-	-	-	-	-	ST+5	None

Semenov

Vanguard soldiers that survive long enough advance to the elite Semenov squads. Semenov are used by Kommanders as defensive assault troops. Infiltrating squads who try and wedge themselves into Neo-Soviet lines find Semenov squads are quite prepared for them. To help Semenov in their role they are equipped the Kalashnikov Light Machine Gun the premier weapon of the Neo-Soviet military. Chosen as the biggest most powerful rifle the People's Army could afford for its elite Semenov, yet due to the size of the weapon it is not well suited for the even more elite Spetnav who still use the Venger assault rifle, due to the fact they often need the greater range and lighter weight of the Venger.

Semenov

Elite trooper, required 4-8, mortal

CC	RC	PW	LD	AC	WD	ST	MV	AR	SZ	PC
9	10	4	13	3	1	4	3	20	2	30

Equipment: SAK-126 Kalashnikov Light Machine Gun

Special Abilities: Guerilla Training, Survival Training: 2

Weapon Stats:

SAK-126 Kalashnikov Light Machine Gun

(ballistic, concussive, rending)

CC	PB	SR	MR	LR	ER	DM	SA
-3	3 (x3)	2 (x2)	-1	-	-	11	None

Neo-Soviet Individuals

Lieutenant

Neo-Soviet officers undergo separate training from the rest of the Neo-Soviet armed forces, a training course infamous for making stonehearted individuals out of those who survive it. When they graduate they take the rank of Lieutenant, and fill the roll of squad officer for the vast horde of grunts among the People's Army such as Rad Troopers, Vanguard, Volchok, Petrov and Mutant Squads. They are equipped with a Viper Auto Pistol, and a biohazard weapon known as a Rad Grenade that saturates the vicinity of impact with lethal doses of hard radiation. Neo-Soviet officers are authorized by High Kommand to maintain discipline in the People's Army and can, if necessary, resort to executing soldiers. A neo-Soviet soldier who disobeys orders, or act in a cowardly fashion is grounds for immediate execution.

Lieutenant

Individual squad linked officer, limit 1 per Grunt squad, mortal

CC	RC	PW	LD	AC	WD	ST	MV	AR	SZ	PC
8	10	4	13	3	2	4	3	20	2	35

Equipment: PPL-10 Viper Auto Pistol, Rad Grenades

Special Abilities: Unit Commander, Execution, Survival Training: 1, Tactical Sense

Special Rules: Commands Rad Troopers, Recon Rad Troopers
Vanguard, Volchok, Petrov, and Mutant Squads

Weapon Stats:

PPL-10 Viper Auto Pistol

(ballistic)

CC	PB	SR	MR	LR	ER	DM	SA
0	2 (x2)	1	-	-	-	10	None

Rad Grenades

(environmental)

CC	PB	SR	MR	LR	ER	DM	Special Rules
-	-1	-2	-	-	-	10	Indirect Fire. Residual Damage. Small Explosion Template. May affect models touched by the template but on the other side of a wall, hedge, rock, or other piece of solid terrain. Models without living Crew are immune to the effects of this grenade such as level 4 A.I. models or A.I. vehicles.

Kapitan

Above the rank of Lieutenant are the platoon Kapitans. Neo-Soviet Kapitans are as competent as they are violent, pushing their soldiers to the limit and often beyond. Frequently, they execute inadequate soldiers as an example to the rest of the squad. Kapitans often take command of Rad Squads or Vanguard and other grunts, but also command the Neo-Soviet elite forces such as Cyclops, Bio-Freaks, Semenov, and Spetnav. Their job is to coordinate all the squads into a cohesive fighting force who will follow—without question—the orders of the regimental Kolonels and field Kommanders. They often use Cyclops as tools to dispense discipline among the ranks of other soldiers. They are equipped the same as Lieutenants.

Kapitan

Individual general officer, limit 1 per squad, mortal

CC	RC	PW	LD	AC	WD	ST	MV	AR	SZ	PC
9	11	5	14	3	2	4	3	20	2	40

Equipment: PPL-10 Viper Auto Pistol, Rad Grenades
 Special Abilities: Division Commander, Survival Training: 1
 Inspiration: 1, Execution, Tactical Sense

Weapon Stats:

PPL-10 Viper Auto Pistol

(ballistic)

CC	PB	SR	MR	LR	ER	DM	SA
0	2 (x2)	1	-	-	-	10	None

Rad Grenades

(environmental)

CC	PB	SR	MR	LR	ER	DM	Special Rules
-	-1	-2	-	-	-	10	Indirect Fire. Residual Damage. Small Explosion Template. May affect models touched by the template but on the other side of a wall, hedge, rock, or other piece of solid terrain. Models without living Crew are immune to the effects of this grenade such as level 4 A.I. models or A.I. vehicles.

Kommander

Neo-Soviet Kapitans, who survive, show prowess in battle, and who are utterly ruthless advance to become battalion Kommanders. Upon promotion to the rank of Kommander many officers often see his or her position as a stepping stone to true power in the People's Army as a Kolonel, therefore Kolonels rarely, if ever, turn their backs on the Kommanders beneath them. A Kommander's job is to survey the battlefield, dispatch orders, and coordinate the Kapitans under his or her command so as to forge a cohesive force that hammers the enemy. A Kommander is armed with dual PPL-10 Viper Auto Pistols, a Shashka Sword, and a Fusion Grenade, a weapon that detonates in a ball of energy that vaporizes anything it touches.

Kommander

Individual general officer, limit 1 per squad, mortal

CC	RC	PW	LD	AC	WD	ST	MV	AR	SZ	PC
10	12	5	15	3	3	5	3	20	2	50

Equipment: Dual PPL-10 Viper Auto Pistol, Shashka Sword, Fusion Grenade
 Special Abilities: Division Commander, Survival Training: 2, Resolve: 3
 Dire Rating: 2, Strategic Insight, Inspiration: 1

Weapon Stats:

Shashka Sword

(slashing)

CC	PB	SR	MR	LR	ER	DM	SA
2	-	-	-	-	-	ST+5	None

Dual PPL-10 Viper Auto Pistol

(ballistic)

CC	PB	SR	MR	LR	ER	DM	SA
0	2 (x2)	1	-	-	-	12	None

Fusion Grenade

(radiant)

CC	PB	SR	MR	LR	ER	DM	Special Rules
-	-2	-3	-	-	-	11	Indirect Fire. Residual Damage. Small Explosion Template.

Kolonel

These veteran officers lead the Neo-Soviet army into battle as regimental commanders. They hold real power in the military, equal to that of Political Officers of their command. Kolonels are chosen from the ranks of Kommanders who have achieved extraordinary results with the troops and equipment they are given. Other means such as murder, blackmail, and connections with High Kommand can also play a role in who does or does not eventually obtain this coveted rank. Brutal efficiency is a trait shared by all Kolonels and most Kolonels wish to one day promote to the rank of Kommissar as a member of the general staff of the Neo-Soviet Military. Kolonels are given a specially modified genetic treatment, and like many in the High Kommand, are superior physically than those they command. It is a modified treatment used to create Cyclops but is less potent and can be used on living humans. The towering figure of a Kolonel is quite intimidating to the common soldier, both those in under the Kolonels command and enemy troops. Due to their super-human strength they support their troops from the rear with an Apokalypse Auto-mortar, and for personal protection carry a Skorpion Sub Machine Gun.

Kolonel

Individual force commander, limit 1 per army, mortal

CC	RC	PW	LD	AC	WD	ST	MV	AR	SZ	PC
10	12	5	15	3	3	7	3	21	3	64

Equipment: Apokalypse Auto-mortar, Skorpion SMG
 Special Abilities: Force Commander, Survival Training: 3
 Dire Rating: 3, Tactical Sense, Inspiration: 2

Weapon Stats:

Skorpion SMG

(ballistic)

CC	PB	SR	MR	LR	ER	DM	SA
0	2 (x2)	1 (x2)	0	-	-	10	None

Apokalypse Auto-Mortar

(ballistic)

CC	PB	SR	MR	LR	ER	DM	Special Rules
-	-	-	-2	-4	-	10	Indirect Fire. Small Explosion Template.

Kapitan Radov Ovinko

The Neo-Soviets have a long history of using government-trained assassins. Among the Neo-Soviets they have their legendary assassins too, and like Mortificators for the Brotherhood, one of the top assassins is Kapitan Radov Ovinko. *Smersh* has a department specializing in the coordination of assassins who assist Neo-Soviet Kommanders when tactical operations might need their special expertise. Kapitan Ovinko is awkward in some social situations as he is a sociopath, but is generally capable of dealing with his military superiors. He knows that a military is made of competent men and women and his job is to eliminate them by surgically striking where the enemy is strongest, its best and brightest. He is quite talented and incredibly well trained and skilled in many areas of expertise including one as an ace pilot. He fights with a Vladstoff Powered Chainripper, a frightening weapon which is engineered to be just as silent as his special PPL-11 Silenced Viper Pistol.

Kapitan Radov Ovinko

Individual general officer, limit 1 per army, mortal

CC	RC	PW	LD	AC	WD	ST	MV	AR	SZ	PC
11	9	5	13	3	3	6	3	20	2	64

Equipment: Vladstoff Powered Chainripper, PPL-11 Silenced Viper Pistol
 Special Abilities: Unseen Assailant, Survival Training: 2, Enhanced Charge: 2

Weapon Stats:

PPL-11 Silenced Viper Pistol

(ballistic)

CC	PB	SR	MR	LR	ER	DM	SA
0	2	1	-	-	-	10	Silenced

Vladstoff Powered Chainripper

(rending)

CC	PB	SR	MR	LR	ER	DM	Special Rules
2	-	-	-	-	-	ST +6	AV-1. May Sweep. Rending. Two-Handed. Silenced

Kapitan Petra Kirov

She is taller than most men, beautiful, and a crack marksman. She is a graduate of the Soviet War College and applied to the Spetnav. She became a Spetnav officer, a premier covert ops killing machine. When lining up the cross-hairs of her RPK-17s Dragunov Sniper Rifle, a specially modified Dragunov, Petra falls into a meditative state. She erases everything from her mind, including the target and the rifle in her hands, and the shot just happens. She doesn't consciously pull the trigger—never feels the click, only the recoil snaps her back to attention. She can enter her accurate state of mind with little effort and in fractions of a second. Absolute control of the mind is the key to Petra's technique.

Kapitan Petra Kirov

Individual General Officer, required 1 model, mortal

CC	RC	PW	LD	AC	WD	ST	MV	AR	SZ	PC
9	12	5	14	3	2	5	4	18	2	51

Equipment: RPK-17s Dragunov Sniper Rifle, Shashka Sword, Phased Rectical Hologight

Special Abilities: Reconnaissance Training, Guerilla Training, Sniper, Camouflage: 2

Weapon Stats:

Shashka Sword

(slashing)

CC	PB	SR	MR	LR	ER	DM	SA
2	-	-	-	-	-	ST+5	None

RPK-17s Dragunov Sniper Rifle

(ballistic)

CC	PB	SR	MR	LR	ER	DM	Special Rules
-6	-3	-1	0	1	2	15	Has a Data Scope. She wears an AZ-13 Phased Rectical Hologight (see p. 130)

Kommander Ivan Gorstov

Ivan is a paranoid son of a bitch. He is a section chief of *Smersh* which is an abbreviation of *Smert'shipionam* which means 'death to spies'. This is the Neo-soviet's military counter-intelligence agency and enforces High Kommands 'No Retreat, No Surrender' policy, tracks down spies, traitors, deserters, and mutinous soldiers, plus infiltrators of the Dark Legion. *Smersh* supervises a network of informers within the People's Army. Ivan is always attempting new innovative techniques. Many Kommanders fear him, yet he is connected to Black Mountain in ways not fully fathomed by most military officers and see him both as a threat and an asset. He can be cautious, violent, calculating, and sometimes will execute anyone who disagrees with his disposition, which secures his nasty reputation.

Kommander Ivan Gorstov

Individual force commander, limit 1 per army, mortal

CC	RC	PW	LD	AC	WD	ST	MV	AR	SZ	PC
10	12	5	15	3	3	5	3	20	2	60

Equipment: Dual PPL-10 Viper Auto Pistol, Shashka Sword, Fusion Grenade

Special Abilities: Force Commander, Counter Insurgency

Dire Rating: 4, Survival Training: 2, Espionage

Weapon Stats:

Shashka Sword

(slashing)

CC	PB	SR	MR	LR	ER	DM	SA
2	-	-	-	-	-	ST+5	None

Dual PPL-10 Viper Auto Pistol

(ballistic)

CC	PB	SR	MR	LR	ER	DM	SA
0	2 (x2)	1	-	-	-	12	None

Fusion Grenade

(radiant)

CC	PB	SR	MR	LR	ER	DM	Special Rules
-	-2	-3	-	-	-	11	Indirect Fire. Residual Damage. Small Explosion Template.

Kommando

Spetnav who show extraordinary ability are promoted to the post of Kommando. These soldiers fulfill a variety of roles for the Neo-Soviet force they are attached to. Kommandos are trained in field demolition, urban warfare, asset elimination, counter-terrorism, as well as, field engineering. When attached to a Neo-Soviet force they act as forward observers for any fire missions authorized by field Kommanders. Their primary job is destroying enemy mechanized units, supply depots, communication arrays, and often assisting Spetnav in whatever mission they have been given. When needed they can strengthen defensive positions for the People's Army or help eliminate especially troublesome enemy troops who are dug in. In both offensive and defensive operations a field Kommando can find the Kommando indispensable. The equipment of the Kommando is the some of the best the People's Army can provide. They wear heavy kevlon armor with enhanced plating, and are armed with an SAK-11 Venger Assault Rifle, a Silenced Viper Pistol for covert operations, as well as, demolition equipment, and lastly with a weapon known as the Toxin class grenade. This grenade is a chemical-based biohazard weapon designed to shatter upon impact and releases flesh-burning chemical agents into the air along with a powerful virus that has a hyper-fast lifespan. Due to the danger and expense of such a weapon it is not widely available to the People's Army, something their opponents find fortunate but is quite deadly in the hands of a Neo-Soviet Kommando.

Kommando

Individual trooper, limit 2 per army, mortal

CC	RC	PW	LD	AC	WD	ST	MV	AR	SZ	PC
10	11	5	14	3	2	4	4	22	2	53

Equipment: PPL-10 Viper Auto Pistol, Remote Detonator
SAK-130 Venger Assault Rifle

Special Abilities: Camouflage: 2, Survival Training: 3, Forward Observer
Demolition Training, Guerilla Training

Weapon Stats:

PPL-10 Viper Auto Pistol

(ballistic)

CC	PB	SR	MR	LR	ER	DM	SA
0	2 (x2)	1	-	-	-	10	Silenced

SAK-130 Venger Assault Rifle

(ballistic)

CC	PB	SR	MR	LR	ER	DM	Special Rules
-3	-1	0	1	-2	-	10	Can mount one Load Out

Kolonel Vladimir Kosgov

The Infamous Kommander Vladimir Kosgov is said to be the most bloodthirsty brute ever to wear a Neo-Soviet uniform. If the Neo-Soviet military is anything, it is a foster parent for savage people. He was a syndicate enforcer before becoming a soldier and found he can act out his violent tendencies along with the other cruel officers under his Kommand. Kolonel Kosgov is a living legend among the People's Army, and his signature War Axe is a symbol well known to citizens of the Empire. He is the poster child for Neo-Soviet conscription propaganda.

Kolonel Vladimir Kosgov

Individual force commander, limit 1 per army, mortal

CC	RC	PW	LD	AC	WD	ST	MV	AR	SZ	PC
14	7	6	16	3	4	7	4	23	3	69

Equipment: War Axe

Special Abilities: Force Commander, Execution, Killing Stroke, Resolve: 2
Dire Rating: 4, Survival Training: 4, Inspiration: 3

Weapon Stats:

War Axe

(rending)

CC	PB	SR	MR	LR	ER	DM	Special Rules
0	-	-	-	-	-	ST +7	AV-4. May Sweep. Rending. Polearm.

Twisted Viktor

The man called Twisted Viktor was born Viktor Tammanev. He is a classic sado-masochist, and has a fierce survival instinct. He has no particular regard for High Kommand's orders or mission objectives, but excels at them because they generally involve killing and destroying. By the time he obtained the rank of Kapitán he had a proven 'command style' that gave him one of the highest kill rates in Neo-Soviet empires history. He is a walking war atrocity. His superiors are hesitant to give him complex tactical missions. During one battle with a warfang growler bull, the beast fell dying atop Viktor coating him with a mutagenic concoction partly from his own spray, partly from the growler. His body burnt and twisted and his sanity became estranged to new sadistic and mangled levels. Therefore, he is both 'twisted' in body and mind now more than ever, yet he still retains a focused ability to command his beloved Volchok squads and how they liquidate (a.k.a. 'pacify') the enemy.

Twisted Viktor

Individual squad linked officer, limit 1 per army, mortal

CC	RC	PW	LD	AC	WD	ST	MV	AR	SZ	PC
10	8	5	13	3	2	5	4	20	2	50

Equipment: VS-12 Chem Sprayer, Rebreather Mask, Environment Suit, Smoke Grenades

Special Abilities: Ambush, Combat Reflexes, Resolve: 3, Unit Commander

Special Rules May command Volchok squads.

Weapon Stats:

VS-12 Chem Sprayer

(environmental)

CC	PB	SR	MR	LR	ER	DM	Special Rules
2	-	-	-	-	-	8	ROF: twice per turn. Medium Toxic Template. Residual damage. The weapon is fitted with a clubbing nozzle for CC (Dam ST + 3)

Smoke Grenades

(environmental)

CC	PB	SR	MR	LR	ER	DM	Special Rules
-	0	0	-	-	-	0	Indirect Fire. Small Explosion Template. Level 2 smoke

Ghost of the Great Bear

Zinovia Alibek, often referred to as 'The Great Bear', was literally the poster child for the People's Army. A national heroine, Zinovia appears on recruiting propaganda throughout the Empire. She was a Vanguard Sergeant. Unfortunately, treachery cut short the Bear's exemplary life, the exact details are unknown, many accounts blame a jealous officer. Ever since her death, the ghost of 'The Great Bear' has allegedly appeared several times, always without warning and always when Empire troops need her most.

Ghost of the Great Bear (Zinovia Alibek)

Individual trooper, limit 1 per army, summoned

CC	RC	PW	LD	AC	WD	ST	MV	AR	SZ	PC
9	11	8	13	3	2	4	3	20	2	46

Equipment: PPL-10 Viper Auto Pistol, SAK-130 Venger Assault Rifle/w GP 27 UBGL

Special Abilities: Survival Training: 2, Para-deploy, Lurk, Blessed

Special Rules: Because the Great Bear is intangible she may pass over terrain as if it were normal. She may also pass through solid terrain as if it were normal. Each time Zinovia is hit and receives a wound roll a D20. If the result is 15 or less she continues fighting. If the result is 16+ she believes her self killed and disappears. If she sustains a second successful wound she will automatically disappear as if she had rolled a 16+ feeling herself mortally wounded. Her weapons, though ethereal, unexplainably cause physical harm.

Weapon Stats:

PPL-10 Viper Auto Pistol

(ballistic)

CC	PB	SR	MR	LR	ER	DM	SA
0	2 (x2)	1	-	-	-	10	None

SAK-130 Venger Assault Rifle

(ballistic)

CC	PB	SR	MR	LR	ER	DM	Special Rules
-3	-1	0	1	-2	-	10	Can mount one Load Out

GP-27 UBGL

(variable)

CC	PB	SR	MR	LR	ER	DM	Special Rules
-	0	0	-	-	-	-	ROF: once per turn. Support munitions only.

Doktor Maksim Demetrius

Doktor Demetrius is at the forefront of the Empire's research in biogenetics. His success and fanaticism for the Empire go hand in hand. He is now a high-ranking member of the Medical Warfare Division, and he has created many standard mutants for the People's Army such as the puker and Cyclops. He was moved to Black Mountain the top-secret mythical development laboratory facility. Occasionally, when Black Mountain responds to a Kommander's request for sponsorship of his or her force, the good Doktor might show up to participate in the combat mission. He is also a known Mental, and has the highest security clearance. He serves as an advisor to kommanders, and normally shows up with the High Kommand entourage. He can risk arousing a Kommander's temper and survive, no mean feat in an army where the preferred answer to any question is a bullet to the brain.

Doktor Maksim Demetrius

Individual general officer, limit 1 per army, necrobiotic

CC	RC	PW	LD	AC	WD	ST	MV	AR	SZ	PC
4	2	16	12	3	3	2	3	17	2	45

Equipment: None

Special Abilities: Channel, Division Commander

Special Rules: May select up to 1 Mental power. Each time Demetrius is wounded, he must make an immediate LD check with a -5 penalty to his LD imposed for each wound he has suffered. If his penalty (or any other external factor such as Dire) forces his effective LD below one, the roll is automatically failed. Demetrius will lose his temper and transform. Immediately replace the model with his Mutant Form version listed below. He must remain in his Mutant Form for the remainder of the battle. His Mutant Form regenerates, even if the doctor 'dies', so that if the Mutant Form is reduced to zero Wounds place the model prone. Until he reaches -3 Wounds, the model will remain on the board, prone, and is allowed one Regenerate roll per turn. If the model regenerates to 1 Wound or more (above zero) the Mutant Form may activate as normal the turn it successfully regenerates with 2 Actions left, as one action is spent standing up. If the Mutant Form falls below -3 Wounds, then it is truly dead, remove the model from the board.

Mutant Form

Individual trooper, required 1 model, necrobiotic

CC	RC	PW	LD	AC	WD	ST	MV	AR	SZ	PC
13	6	4	12	3	1	7	4	23	3	-

Equipment: None

Special Abilities: Dire Rating: 3, Secondary Attack, Killing Stroke
Natural Attack (12) Berserk, Regenerate: 8

Special Rules: Model will possess 1 Wound, plus as many wounds as Demetrius did at the moment of his transformation. Natural Attack is fists, claws, and bite.

Mental Power

Domination

Cost: 12

Range: 36"/LOS

Magnitude: 5

Actions: 2

Save: LD

Effect: The Channeler may Dominate a single *enemy model* within range that has NOT been activated that turn. The Channeler gains the benefit of the Tactical Sense special ability with no roll required so that the ability may automatically be used. In addition, the Channeler will be able to target any model in the target squad, so long as that model is in range, and in LOS. Once the Channeler finishes the turn, he gets to activate and perform Actions with the Dominated model as if it were his own. The enemy model has now been activated and its turn is over.

The Neo-Soviet Mobile Weapon Support Units

BC-4 Typhoon Crawler

Over the past few decades, the Neo-Soviets have begun using treaded weapon platforms to manage weapons too large or bulky for a standard trooper to handle alone in battle. These light vehicles are known as battle crawlers. Currently the most common battle crawler is the Typhoon, designed to handle a variety of weapon systems. They operate as reconnaissance vehicles, mobile anti-aircraft platforms, urban assault and recon vehicles holding surveillance equipment, a crew of two, and other supplies such as additional ammunition for other troops if needed. It is a workhorse for troop support. The BC-4 model is equipped with an AB-4 Bizon Mounted Autocannon, as well as, a CA-60 Countermeasure Launcher.

BC4-Typhoon Crawler

Support unit, required 1 model, vehicle

CC	RC	PW	LD	AC	WD	ST	MV	AR	SZ	PC
-	-	-	-	-	5/2	-	6	23	5	104

Equipment: AB-4 Bizon Mounted Autocannon, CA-60 Countermeasure Launcher

Special Abilities: Impenetrability, Reconnaissance Training

Special Rules:

Weapon Stats:

AB-4 Bizon Mounted HMG

(ballistic, concussive, rending)

CC	PB	SR	MR	LR	ER	DM	SA
-	0 (x2)	1 (x3)	0 (x2)	-	-	13	None

BC4-Typhoon Crawler Driver

Support unit, required 1 model, mortal

CC	RC	PW	LD	AC	WD	ST	MV	AR	SZ	PC
-	-	4	11	3	-	4	-	-	-	-

BC4-Typhoon Crawler Gunner

Support unit, required 1 model, mortal

CC	RC	PW	LD	AC	WD	ST	MV	AR	SZ	PC
-	8	4	11	3	-	4	-	-	-	-

Special Abilities: Ambush, Tactical Sense

BC-5 Typhoon Crawler

The BC-5 model is equipped with an Eliminator Missile multi-rocket launching system. This weapon platform is used as both an anti-personnel and anti-vehicle weapon. Space for the optional anti-personnel rockets replaces the reconnaissance equipment, and these rockets may be fired to eliminate enemy soldiers. The BC-5 is also equipped with a CA-60 Countermeasure Launcher.

BC5-Typhoon Crawler

Support unit, required 1 model, vehicle

CC	RC	PW	LD	AC	WD	ST	MV	AR	SZ	PC
-	-	-	-	-	5/2	-	6	23	5	107

Equipment: Eliminator Missile System, CA-60 Countermeasure Launcher

Special Abilities: Impenetrability

Weapon Stats:

Eliminator Missile System

(concussive)

CC	PB	SR	MR	LR	ER	DM	SA
-	-	-3	-4	-5	-	14 (x2)	Direct Fire. Optional AP rockets do damage 12. Small Explosion Template

BC5-Typhoon Crawler Driver

Support unit, required 1 model, mortal

CC	RC	PW	LD	AC	WD	ST	MV	AR	SZ	PC
-	-	4	11	3	-	4	-	-	-	-

BC5-Typhoon Crawler Gunner

Support unit, required 1 model, mortal

CC	RC	PW	LD	AC	WD	ST	MV	AR	SZ	PC
-	8	4	11	3	-	4	-	-	-	-

Special Abilities: Ambush, Tactical Sense

URSA HEAVY ASSAULT SUIT

The Neo-Soviet answer to the various Hurricane class walkers, the Eradicator Deathdroid, the Union's Ares heavy assault suit, and a few other similar vehicles is the URSA heavy assault suit. There are currently two variants of the URSA, an anti-vehicle Gustav Class equipped with the Gustav Cannon, and an anti-personnel Tempest Class equipped with a Tempest Mortar. Both carry the AB-111 Bizon mounted heavy machine gun, a dreaded weapon to those who face the Neo-Soviets, and a mounted Chem Sprayer.

URSA HEAVY ASSAULT SUIT (Gustav Class)

Support unit, required 1 model, vehicle

CC	RC	PW	LD	AC	WD	ST	MV	AR	SZ	PC
-	-	-	-	-	5/2	-	5	25	5	138

Equipment: AB-11 Bizon Mounted HMG, VS-12 Chem Sprayer, Gustav Cannon

Special Abilities: Impenetrability

Weapon Stats:

AB-11 Bizon Mounted HMG

(ballistic, rending)

CC	PB	SR	MR	LR	ER	DM	SA
-	0 (x2)	2 (x3)	1 (x2)	-1 (x2)	-	13	None

Gustav Cannon

(concussive)

CC	PB	SR	MR	LR	ER	DM	Special Rules
-	-	-	-4	-5	-6	14	Small Explosion Template. Direct Fire.

VS-12 Chem Sprayer

(environmental)

CC	PB	SR	MR	LR	ER	DM	Special Rules
-	-	-	-	-	-	8	ROF: twice per turn. Medium Toxic Template. Residual damage.

URSA Pilot (Gustav Class)

Support trooper, required 1 squad, mortal

CC	RC	PW	LD	AC	WD	ST	MV	AR	SZ	PC
7	8	4	12	3	-	4	-	-	2	-

Special Abilities: Tactical Sense

URSA HEAVY ASSAULT SUIT (Tempest Class)

Support unit, required 1 model, vehicle

CC	RC	PW	LD	AC	WD	ST	MV	AR	SZ	PC
-	-	-	-	-	5/2	-	5	25	5	128

Equipment: AB-11 Bizon Mounted HMG, Tempest Mounted Mortar, VS-12 Chem Sprayer

Special Abilities: Impenetrability

Weapon Stats:

AB-11 Bizon Mounted HMG

(ballistic, rending)

CC	PB	SR	MR	LR	ER	DM	SA
-	0 (x2)	2 (x3)	1 (x2)	-1 (x2)	-	13	None

Tempest Mortar

(concussive)

CC	PB	SR	MR	LR	ER	DM	Special Rules
-	-	-	-1	-3	-	11	Indirect Fire. Small Explosion Template.

VS-12 Chem Sprayer

(environmental)

CC	PB	SR	MR	LR	ER	DM	Special Rules
-	-	-	-	-	-	8	ROF: twice per turn. Medium Toxic Template. Residual damage.

URSA Pilot (Tempest Class)

Support trooper, required 1 squad, mortal

CC	RC	PW	LD	AC	WD	ST	MV	AR	SZ	PC
7	8	4	12	3	-	4	-	-	2	-

Special Abilities: Tactical Sense

MG-6 Predator

A behemoth of a creature, this two armed, four clawed creature is a genetic aberrant. The Predator has a pair of irradiated eyes much like the single one a Cyclops possesses. The predator moves steadily around the battlefield using its chameleon like skin to mask its presence to strike enemies with surprise.

MG-6 Predator

Support unit, required 1 model, necrobiotic

CC	RC	PW	LD	AC	WD	ST	MV	AR	SZ	PC
10	10	2	12	3	3	8	3	24	4	50

Equipment: Dual Irradiated Eye Blasters

Special Abilities: Natural Attack (13), Secondary Attack, Dire Rating: 3, Chameleon: 3

Special Rules: Natural Attack is a claw.

Weapon Stats:

Dual Irradiated Eye Blasters

(environmental)

CC	PB	SR	MR	LR	ER	DM	Special Rules
-	3 (x2)	2 (x2)	1	-	-	7	Residual Damage

Neo-Soviet Fire Missions

The Neo-Soviets mobile V-8 weapons platforms are used to bring the Skyfire Missile System to areas of the battlefield Kommanders need support the most for their troops, or to eliminate dug in enemy positions. Additionally, huge Thunder Mortar launchers, which are battle crawlers similar to the Typhoon crawler, add to the mobile artillery support the soviet military relies upon to ensure ‘viktory’ and that the mission objectives of High Kommand are met. The Neo-soviets also have chemical, biological, and radioactive weapons, as it cares nothing for the Cartel and its rules. Yet, those weapons are only used when a policy of maximum collateral damage is called for as High Kommand often seeks to ‘liberate’ enemy facilities and does not wish to over contaminate them. There are limits to High Kommands use and authorization of such support fire missions, and therefore, the Skyfire Missile System and Thunder Mortar Launcher represent the two most common—and tame—by Cartel standards.

- 1) **Skyfire Missile System** – Frequently used to annihilate large infantry clusters or assault munitions depots, the Skyfire system is a massive rack of oversized, high explosive missiles linked to fire in grouped salvos that blanket the area under a large explosion template with shrapnel and conflagration. Any models under the template suffer an attack, which causes DAM 12, but those in cover suffer far less damage. Any model that is in cover at the moment of the blast is only hit by a DAM 8 attack. Upon acquiring a target, the individual rockets are fed launch coordinates from the forward observer spaced around the objective point. This assures that the resulting carnage will engulf the target and all secondary targets in close proximity. This weapon seeks to spread the destruction around a large area maximizing collateral damage.
- 2) **Thunder Mortar Launcher** – The Thunder mortar launcher can fire large, powerful shells over a great distance to targets painted by a forward observer. Thunder shells often are tipped with depleted uranium, virtually guaranteeing a kill against any type of target. The shells get their name from the thunderous thud sound and earth shaking tremors that result. The People’s Army commonly uses the Thunder for covering advancing troops. The result of this weapon is the generation of a tremendous amount of heat upon the initial primary target, and the release of a burst of gamma radiation irradiating the area. The primary target model suffers a DAM 11 (x2) attack with an AV rating of 3 (vs. Impenetrable Units). Those near the target will also take damage. Center the small explosion template over the primary target. Any additional models under the template will suffer an Environmental Hazard ATS 9 from the subsequent burst of radiation emitted from the Thunder shell and irradiate target.

Kommander / Great Bear Option: For those that prefer to use the original Kommander and Great Bear here are the stats, replace the unit description in the main list with the alternative below for one or both units if you choose to use them. Use the Semenov model for the Great Bear.

Kommander

Neo-Soviet Kapitans, who survive, show prowess in battle, and who are utterly ruthless advance to become battalion Kommanders. Upon promotion to the rank of Kommander many officers often see his or her position as a stepping stone to true power in the People's Army as a Kolonel, therefore Kolonels rarely, if ever, turn their backs on the Kommanders beneath them. A Kommander's job is to survey the battlefield, dispatch orders, and coordinate the Kapitans under his or her command so as to forge a cohesive force that hammers the enemy. For personal protection they wear heavy kevlar armor and are armed with a Venger Assault Rifle with a GP-27 UBGL and a Viper Auto Pistol.

Kommander

Individual general officer, limit 1 per squad, mortal

CC	RC	PW	LD	AC	WD	ST	MV	AR	SZ	PC
10	12	5	15	3	3	5	3	21	2	51

Equipment: SAK-130 Venger Assault Rifle with GP-27 UBGL
PPL-10 Viper Auto Pistol

Special Abilities: Division Commander, Dire Rating: 2, Execution
Survival: Training: 2, Inspiration: 1, Strategic Insight

Weapon Stats:

PPL-10 Viper Auto Pistol

(ballistic)

CC	PB	SR	MR	LR	ER	DM	SA
0	2 (x2)	1	-	-	-	10	None

SAK-130 Venger Assault Rifle

(ballistic)

CC	PB	SR	MR	LR	ER	DM	Special Rules
-3	-1	0	1	-2	-	10	Can mount one Load Out

GP-27 UBGL

(variable)

CC	PB	SR	MR	LR	ER	DM	Special Rules
-	0	0	-	-	-	-	ROF: once per turn. Support munitions only.

Ghost of the Great Bear

Yuri Alibek, often referred to as 'The Great Bear', was literally the poster child for the People's Army. A national hero, Yuri appears on recruiting propaganda throughout the Empire. He was a Semenov soldier. Unfortunately, treachery cut short the Bear's exemplary life, the exact details are unknown, and many accounts blame a jealous officer. Ever since his death, the ghost of 'The Great Bear' has allegedly appeared several times, always without warning and always when Empire troops need her most.

Ghost of the Great Bear (Yuri Alibek)

Individual trooper, limit 1 per army, summoned

CC	RC	PW	LD	AC	WD	ST	MV	AR	SZ	PC
9	11	8	13	3	2	4	3	20	2	46

Equipment: SAK-126 Kalashnikov Light Machine Gun

Special Abilities: Survival Training: 2, Para-deploy, Lurk, Blessed

Special Rules: Because the Great Bear is intangible he may pass over terrain as if it were normal. He may also pass through solid terrain as if it were normal. Each time Yuri is hit and receives a wound roll a D20. If the result is 15 or less he continues fighting. If the result is 16+ he believes him self killed and disappears. If he sustains a second successful wound he will automatically disappear as if he had rolled a 16+ feeling himself mortally wounded. His weapons, though ethereal, unexplainably cause physical harm.

Weapon Stats:

SAK-126 Kalashnikov Light Machine Gun

(ballistic, concussive, rending)

CC	PB	SR	MR	LR	ER	DM	SA
-3	3 (x3)	2 (x2)	-1	-	-	11	None

Typhoon Crawler Option: The actual model does not exist. Use the TAV model instead. Some might have created one based on the description in the VOR Neo-Soviet book, for those players, use the following Typhoon units instead for the BC-4 and BC-5, replacing the ones giving above.

BC-4 Typhoon Crawler

Over the past few decades, the Neo-Soviets have begun using treaded weapon platforms to manage weapons too large or bulky for a standard trooper to handle alone in battle. These light vehicles are known as battle crawlers. Currently the most common battle crawler is the Typhoon, designed to handle a variety of weapon systems. They operate as mobile troop support, or as urban assault platforms to eliminate dug in enemy troops, or as anti-personnel platforms. Crewed by two soldiers they operate much like mobile field artillery The BC-4 model is equipped with a Tempest Mounted Mortar weapon system.

BC4-Typhoon Crawler

Support unit, required 1 model, vehicle

CC	RC	PW	LD	AC	WD	ST	MV	AR	SZ	PC
-	-	-	-	-	2/0	-	4	23	3	69

Equipment: Tempest Mounted Mortar

Special Abilities: Impenetrability

Weapon Stats:

Tempest Mortar

(concussive)

CC	PB	SR	MR	LR	ER	DM	Special Rules
-	-	-	-1	-3	-	11	Indirect Fire, Small Explosion Template.

BC4-Typhoon Crawler Driver

Support unit, required 1 model, mortal

CC	RC	PW	LD	AC	WD	ST	MV	AR	SZ	PC
7	8	4	11	3	-	4	-	-	-	-

Equipment: PPL-7 Viper 9mm Pistol

Weapon Stats:

PPL-7 Ingram Pistol

(ballistic)

CC	PB	SR	MR	LR	ER	DM	SA
1	1	0	-	-	-	7	None

BC4-Typhoon Crawler Gunner

Support unit, required 1 model, mortal

CC	RC	PW	LD	AC	WD	ST	MV	AR	SZ	PC
7	8	4	11	3	-	4	-	-	-	-

Equipment: PPL-7 Ingram Pistol

Special Abilities: Ambush, Tactical Sense

Weapon Stats:

PPL-7 Ingram Pistol

(ballistic)

CC	PB	SR	MR	LR	ER	DM	SA
1	1	0	-	-	-	7	None

BC-5 Typhoon Crawler

Over the past few decades, the Neo-Soviets have begun using treaded weapon platforms to manage weapons too large or bulky for a standard trooper to handle alone in battle. These light vehicles are known as battle crawlers. Currently the most common battle crawler is the Typhoon, designed to handle a variety of weapon systems. They operate as mobile troop support, or as urban assault platforms to eliminate dug in enemy troops, or as anti-personnel platforms. Crewed by two soldiers they operate much like a mobile pillbox. The BC-5 model is equipped with a AB-11 Bizon Mounted HMG weapon system.

BC5-Typhoon Crawler

Support unit, required 1 model, vehicle

CC	RC	PW	LD	AC	WD	ST	MV	AR	SZ	PC
-	-	-	-	-	2/0	-	4	23	3	59

Equipment: AB-11 Bizon Mounted HMG

Special Abilities: Impenetrability

Weapon Stats:

AB-11 Bizon Mounted HMG

(ballistic, rending)

CC	PB	SR	MR	LR	ER	DM	SA
-	0 (x2)	2 (x3)	1 (x2)	-1 (x2)	-	13	None

BC5-Typhoon Crawler Driver

Support unit, required 1 model, mortal

CC	RC	PW	LD	AC	WD	ST	MV	AR	SZ	PC
7	8	4	11	3	-	4	-	-	-	-

Equipment: PPL-7 Viper 9mm Pistol

Weapon Stats:

PPL-7 Ingram Pistol

(ballistic)

CC	PB	SR	MR	LR	ER	DM	SA
1	1	0	-	-	-	7	None

BC5-Typhoon Crawler Gunner

Support unit, required 1 model, mortal

CC	RC	PW	LD	AC	WD	ST	MV	AR	SZ	PC
7	8	4	11	3	-	4	-	-	-	-

Equipment: PPL-7 Ingram Pistol

Special Abilities: Ambush, Tactical Sense

Weapon Stats:

PPL-7 Ingram Pistol

(ballistic)

CC	PB	SR	MR	LR	ER	DM	SA
1	1	0	-	-	-	7	None

Avalanche Troop Transport Option: This model isn't really needed but the Neo-Soviet book included one, and some players might actually have one, simply use any APC which fits the description, and the stats are the same as the Vermin but the look of the APC should be different.

Avalanche Troop Transport

The Avalanche is the standard troop transport of the Neo-Soviet Empire. The Avalanche is well armed and armored and big enough to carry up to a squad of nine soldiers including their leader. The gunner uses the AB-11 Bizon Mounted HMG to lay down suppressive fire. The Soviets often use this vehicle to gain and hold key objectives when necessary.

Avalanche Troop Transport

Support unit, required 1 model, vehicle

CC	RC	PW	LD	AC	WD	ST	MV	AR	SZ	PC
-	-	-	-	-	5/2	-	6	23	5	128

Equipment: AB-11 Bizon Mounted HMG

Special Abilities: Impenetrability

Special Rules: Transport can hold up to eight troopers and their squad leader.

Weapon Stats:

AB-11 Bizon Mounted HMG

(ballistic, rending)

CC	PB	SR	MR	LR	ER	DM	SA
-	0 (x2)	2 (x3)	1 (x2)	-1 (x2)	-	13	None

Avalanche Troop Transport Driver

Support unit, required 1 per model, mortal

CC	RC	PW	LD	AC	WD	ST	MV	AR	SZ	PC
-	-	4	11	3	-	5	-	-	-	-

Avalanche Troop Transport Gunner

Support unit, required 1 per model, mortal

CC	RC	PW	LD	AC	WD	ST	MV	AR	SZ	PC
-	8	4	11	3	-	5	-	-	-	-

Special Abilities: Tactical Sense

Neo Soviet Models

Pictures shall replace these descriptions of which models are used, as the picture will show which model. The Kapitan and Lieutenant are the same model, the original Officer, simply paint them different and they should work for you. The Kommando is the original Union Commander model. The Semenov is the 'prototype' vanguard model, the biofreaks can be many alternative models and one such model is the 'ghoul' from Call of Cthulhu's line produced by RAFM. Essentially any semi-human clawed human sized model would work, the ghouls are simply a great choice but not the only one. The Petrov is the original Close Assault Squad model, the Volchok is the Chem Grunt, the Recon Rad Trooper is the SMG Rad Trooper. Kolonel Vladimir is the Butcher model from Iron Kingdoms, a very neo-soviet-esque model. Doktor Demetrius is the Scientist from Talisman 2nd edition GW's board game line which produced figures for the game.

Any scientist would work though. Kapitan Petra is the Reaper model 'Viper' created as a Union model. The Great Bear, which is given in the list above, is the Grey Ghost from the Imperial army, but the original Great Bear use the 'prototype' vanguard, the same model used for the Semenov, and paint him a 'ghostly' hue. Twisted Viktor, simply use one type of Chem Grunt you do not use for the Volchok, or use a modified version, its that simple. Kapitan Radov is a model from the 1999 line, which has a buzz saw type weapon, the picture will show the exact model and an alterative model could be used. The optional kommander below is the original Kommander model. The kommander given above is a 40k Imperial Commissar personality. The Kolonel in the list above is another 1999 model, which is a 'demonic' heavy machine gun troop. The same or very similar sculptor to the person or persons that did the neo-soviets and other models for FASA so this is a good proxy line to choose models from sculpts in the 1999 line. The TAV, the VASA model from Void, is used for the Typhoon crawler, a model that actually exists unlike the real typhoon, which does not.

The original typhoon is given as an option for someone who did in fact create his or her own, most did not though and the TAV model can be obtained if someone truly wants one. The avalanche, you could use the Armorcast APC or another company that makes APC's simply pic one you like and paint it soviet style to match your army. The predator is the 'Guk' model from Call of Cthulhu RAFM line. Look up in the CoC game what a Guk is and you'll know what to look for.

Neo-Soviet Notes

Below is the chart I used as a guide, but did not follow it religiously. It is merely a guide to help me convert into UWZ stats. After this a similar unit is found, and then a process of deciding how much a given option is worth is determined. For example in most models a Heavy Machine Gun is worth 13 points. The actual system is a percentage, so that an ability like Force Commander is 4 points for almost all models yet the more a model is, that model might pay more for the same ability as its based on the total cost of that model (a percentage of it). The point cost for the units above should be right on the money or at least approximate without the benefit of the actual 'system'. Yet, an official system is only as accurate as its base elements therefore the official system itself isn't perfect just as the above army list is not. For both, playing with the units over an extended period is the real test. The official system might have been tested by a few for a few months but the real test of it and the underlying point system is one being truly tested by the players (you and me). Just as with Chronopia, final point cost adjustments might (and probably will be) necessary. Therefore, take this Neo-Soviet list as a play test, but like an official list, you can feel comfortable that it should stand up to most situations and minimize cheese. If you have comments, especially after playing it a few times (as one game is fine but if after one game you dismiss it as unplayable you are not giving it a fair chance just as you would not give a fair chance after playing the official armies once and dismissing it), but your comments are valuable. You should email them to me at jhadjison@yahoo.com so I can possibly update the list if the points are valid and have good merit. The final list was created to be just as strong as any corporate army in Warzone or a Dark Legion army. So it has nice elements, 'cool' ones just like any army and ones based on the VOR Neo-Soviet army book, yet it also has drawbacks and lacks certain elements. It should be balanced with the UWZ armies in the book.

Converting VOR to UWZ	
UWZ	VOR
CC	CC x 2
RC	RC x 2
PW	BRN x1 - 1 non-casting grunt unit model
PW	BRN x1 + 1 non-casting elite model
PW	BRN x1 +1 non-casting individual model
PW	BRN x2 power casting unit
LD	GUTS x2 + 1 if force commander, named personality, grunt and elite squad leader
LD	GUTS x 2 if grunt, elite, or individual (default: 6)
AC	Based on UWZ unit modeled after (default: 3)
WD	LIF x 1
ST	Growler = POW x1 + 3; Alpha Chief = POW x1 + 4; Razorfang = POW x1 + 5
ST	POW x1 + 3 Personality Individual, A.I. models
ST	POW x1 + 2 if Elite or Individual
ST	POW x1 + 1 if Grunt CC
ST	POW x1 if Grunt RC model
MV	Based on UWZ unit modeled after
AR	(BOD x 4) + (AR x1) (default: 15)
SZ	Based on UWZ unit modeled after
PC	Based on UWZ unit modeled after

Rad Trooper 8 = 120
 Recon Rad 6 = 126
 Cyclops 3 = 114
 Volcok 3 = 93
 Kapitan 1 = 40

URSA (Gustav) 1 = 138
 Predator 1 = 50
 Kapitan Petra 1 = 51
 Doktor Demetrius 1 = 61
 Domination, Telepathic Command

Total: 793

Karak the Keeper = 80
 Wheeled Templars = 276
 Necromutants = 167
 Necromutants = 119
 Unholy Carronade = 97
 Neronian Razide = 86

[4 wheeled templar, 4 templar knight
 1 high templar, 1 voidbringer]
 [8 necromutants, 1 tormentor]
 [7 encromutants]
 [1]
 [1]

Total: 800