

Name	Nova Respublik	By:	Robert Avery	Tech Level:	1
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Infantry

Infantry Squad	Role	No.	Weight	Expertise	0	1	2	3	4	Equipment
Militia or Penal Squad	Leg	14	Standard	Militia	1, 2, 3, 4	5	6, 7	8+		Inc. Hvy Missile Launcher
Infantry Squad	Leg*	14	Standard	Regular	1, 2, 3	4	5	6, 7, 8, 9	10+	Inc. Hvy Missile Launcher
Infantry ½ Squad	Leg*	7	Standard	Regular	1, 2, 3	4	5	6, 7		One in two have HML
Guards Squad	Leg*	14	Standard	Veteran	1, 2	3	4	5, 6, 7	8+	Inc. Hvy Missile Launcher
Guards ½ Squad	Leg*	7	Standard	Veteran	1, 2	3	4	5, 6, 7		One in two have HML
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	
Drakon-T	AFV	4	TRK	Veteran	10	SV8 DF Both; SV3 Autogun	Autogun is AA capable
Drakon-G	AFV	4	HOV	Veteran	10	SV8 DF Both; SV3 Autogun	Autogun is AA capable
Grifon-T	APC	1	TRK	Reg or Vet	8	SV4 DF Both; SV2 Autogun	
Grifon-G	APC	1	HOV	Reg or Vet	8	SV4 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 2 x SV4 DF Bolt 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 is one is available.

Infantry squads may be fielded as full 14-man squads, or split into two ½-squads. Choice to be made before the game starts, cannot be changed once game starts. Only one ½-squad in two will have the Heavy Missile Launcher (HML).

An infantry company's heavy weapons can be combined into a SuperHeavy Pulsar Squad of six teams and a Mortar Squad of six teams. Choice to be made before the game starts, cannot be changed once game starts.



Tabletop Stats

Infantry										Firing
Infantry Squad	Role	No.	Weight	Expertise	0	1	2	3	4	
Militia or Penal Squad	Leg	14	Standard	Militia	1, 2, 3, 4	5	6, 7	8+		+2
Infantry Squad	Leg*	14	Standard	Regular	1, 2, 3	4	5	6, 7, 8, 9	10+	+2
Infantry ½ Squad	Leg*	7	Standard	Regular	1, 2, 3	4	5	6, 7		+2
Guards Squad	Leg*	14	Standard	Veteran	1, 2	3	4	5, 6, 7	8+	+2
Guards ½ Squad	Leg*	7	Standard	Veteran	1, 2	3	4	5, 6, 7		+2
Scout Squad	Recon	4	Light	Veteran	1, 2	3	4			-1D6+2

Infantry Squad	Miss	Shock	Dead	Save
Militia or Penal Squad	1,2	3,4	5,6	~
Infantry Squad	1,2	3,4	5,6	~
Infantry ½ Squad	1,2	3,4	5,6	~
Guards Squad	1,2	3,4	5,6	~
Guards ½ Squad	1,2	3,4	5,6	~
Scout Squad	1,2	3,4	5,6	~

Open	Light	Heavy	Imp
~	-1/D6	-2/D6	-4/D6
~	-1/D6	-2/D6	-4/D6
~	-1/D6	-2/D6	-4/D6
~	-1/D6	-2/D6	-4/D6
~	-1/D6	-2/D6	-4/D6
~	-1/D6	-2/D6	-4/D6

AT: 0-4"	4-8"	8-12"
2	~	~
2	~	~
2	~	~
2	~	~
2	~	~
2	~	~

Support Weapons

Support Weapon	SV	TGT	vs Inf	vs Veh
Hvy Missile Launcher	2	DF	Pin. 2D6, one hit on a double.	DF: 4
Superheavy Pulsar	3	DF	3D6+2 & Pin	DF: 1
Mortar	3	IF	3D6+2 & Pin, miss on two 1s	Indirect Fire only

Vehicles

Vehicle	Gunner	Exp.	Arm.	vs Inf	vs Veh	Cl Cmbt
Red Banner Tank	0	2 or 3	5	4D6+2 & Pin, miss on two 1s	DF: 8	
Red Banner -U Tank	0	3	6	4D6+2 & Pin, miss on two 1s	DF: 8	
Red Eagle Tank	0	3 or 4	7	4D6+2 & Pin, miss on two 1s	DF: 8	
Red Lightning Tank	0	4	8	6D6+2 & Pin, miss on three 1s	DF: 12	
Drakon-T	0	4	10	8D6+2 & Pin, miss on four 1s	DF: 16	
Drakon-G	0	4	10	8D6+2 & Pin, miss on four 1s	DF: 16	
Grifon-T	0	3 or 4	8	4D6+2 & Pin, miss on two 1s	DF: 8	
Grifon-G	0	3 or 4	8	4D6+2 & Pin, miss on two 1s	DF: 8	
Yozhik APC	0	3 or 4	6	3D6+2 & Pin, miss on two 1s	DF: 6	
BTR-3000 APC	0	3	3	3D6+2 & Pin, miss on two 1s	DF: 6	
Cossack Arm'd Truck	0	3	2	2D6+2 & Pin	DF: 1	
Python Pow'd Suit	1	3	4	3D6+5 & Pin	DF: 2	
Darling Little Robot	0	3	2	5D6+2 & Pin, miss on two 1s	DF: 8	
DOE Gunship	1	3	3	4D6+2 & Pin, miss on two 1s	DF: 8	

Vehicle	Type	Open	Light	Heavy	Imp
Red Banner Tank	TRK	+1/D6	~	-2/D6	NO
Red Banner -U Tank	TRK	+1/D6	~	-2/D6	NO
Red Eagle Tank	TRK	+1/D6	~	-2/D6	NO
Red Lightning Tank	TRK	+1/D6	~	-2/D6	NO
Drakon-T	TRK	+1/D6	~	-2/D6	NO
Drakon-G	HOV	x2	2(-1/D6)	2(-2/D6)	2(-4/D6)
Grifon-T	TRK	+1/D6	~	-2/D6	NO
Grifon-G	HOV	x2	2(-1/D6)	2(-2/D6)	2(-4/D6)
Yozhik APC	TRK	+1/D6	~	-2/D6	NO
BTR-3000 APC	WHL	x2	-2/D6	NO	NO
Cossack Arm'd Truck	WHL	x2	-2/D6	NO	NO
Python Pow'd Suit	WLK	+1/D6	-1/D6	-2/D6	-4/D6
Darling Little Robot	WLK	+1/D6	-1/D6	-2/D6	-4/D6
DOE Gunship	STP				