

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-T	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 Draling 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.



Order of Battle

INFANTRY COMPANY	To Motorise an Infantry Platoon	OTHER SUPPORT UNITS (Squads in a Platoon)
	<i>Command: 1 x Cossack</i>	
Company HQ	<i>Infantry Squads: 6 x Cossack (2 per squad)</i>	Scout Squad (6)
<i>Big Man</i>	<i>Weapon Squads: 2 x Cossack (2 per squad)</i>	<i>1 x Scout Squad</i>
<i>Political Officer</i>	<i>Total: 9 Cossacks</i>	<i>1 x Cossack</i>
<i>3 x Infantry Platoon</i>		
	To Mechanise an Infantry Platoon (BTR)	Gunship Squad (3)
Infantry Platoon	<i>Command: 1 x BTR</i>	<i>3 x Doe Gunship</i>
<i>Big Man</i>	<i>Infantry Squads: 6 x BTR (2 per squad)</i>	
<i>Political Officer</i>	<i>Weapon Squads: 2 x BTR (2 per squad)</i>	Robot Squad (3)
<i>Medic</i>	<i>Total: 9 BTRs</i>	<i>3 x Little Darling Robot</i>
<i>2 x Sniper</i>		<i>(any combination of weapons)</i>
<i>3 x Infantry Squad</i>	To Mechanise an Infantry Platoon (Yozhik/Grifon)	
<i>2 x SuperHeavy Pulsar Team</i>	<i>Command: 1 x Vehicle</i>	Python Squad (6)
<i>2 x Mortar Team</i>	<i>Infantry Squads: 3 x Vehicle (1 per squad)</i>	<i>2 x Python Battlesuits</i>
	<i>Weapon Squads: 2 x Vehicle (1 per squad)</i>	
<i>Note that an Infantry Company's heavy weapons can be combined into a SuperHeavy Pulsar Squad of six teams and a Mortar Squad of six teams</i>	<i>Total: 6 Vehicles</i>	Tank Squad (3)
		<i>3 x Tank (any type, but all the same)</i>
		<i>nb max 1 x Red Lightning tank per platoon</i>

Figures from:

All figures from Khurasan

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.

Supplementing the millions of Red Banner-generation tanks in service around the galaxy are (initially) small numbers of Drakon-T and Drakon-G main battle tanks, Nova Respublik's "great leap forward" in tank tech. Capable of mounting either a railgun or a plasma cannon, the Drakon is an even deadlier foe than the Red Banner, but is so far being fielded only by the best-connected Guards Shock Divisions, and the inner bodyguard of client states. Using a combination of captured Federal tech and their own research, Nova scientists have developed the first practical grav drive for their armoured vehicles as well, permitting the Guards an entirely new level of mobility on the battlefield. Reverse engineering of the Federal gatling gun has resulted in a similar weapon for the Drakon's turret, capable of anti-personnel or anti-air defence.

Not to be content with their new tank, the Vehicle Design Bureau have also developed an advanced-tech heavy IFV, the Grifon-T and Grifon-G APCs. The Grifon mounts a small, rapid-fire railgun to defend itself against enemy armour or personnel. It may also be provided with add-on micro-missile packs to give it the ability to fight off heavy enemy elements. Like the Drakon, it can be propelled by either tracks or grav drive.

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