

# Kolkata Alliance - Kolkatan Armiya Giantchesky

*My fellow Kolkata, we find ourselves in a position of technological disparity, lagging behind the advancements of the wider galaxy. Our people have been forgotten, once enslaved by others. Yet, in the face of this adversity, we must rise and seize our destiny. We shall bridge this gap with our ingenuity and cunning, employing unique tactics born from our resilience and determination.*

*Behold our greatest assets, the Voyna Uoker; our gigantic walkers of destruction. These formidable machines embody our strength and defiance, standing as symbols of our indomitable spirit. With them, we shall carve our path forward, reclaiming our rightful place among the stars.*

## Super-Heavy WarWalkers

Each time a troop with this ability makes a Normal, Advance or Retreat move, it can move over troops (excluding other TITANIC troops) and terrain features that are 4" or less in height as if they were not there.

## Ruggard Vonya Uoker

When a singular troop with this ability falls Below Starting-Strength roll a D6: On a 3+ that model regains a D3 Wounds. This ability can only occur once per troop.



# Kolkata Alliance - Kolkatan Armiya Giantchesky Doctrine Rule

If your Army is the Kolkatan Armiya, you can use one of these Combined Regiment Doctrine rules.

## Boyars Unyielding

*The Voyna Uoker of the Kolkatan Armiya Giantchesky stand as formidable machines, crafted through the amalgamation of stolen Autereium and Cent'Irum technologies. Their unparalleled resilience renders them unmatched on the battlefield, while their Boyar Pillotochka pilots represent the pinnacle of our strength and skill.*

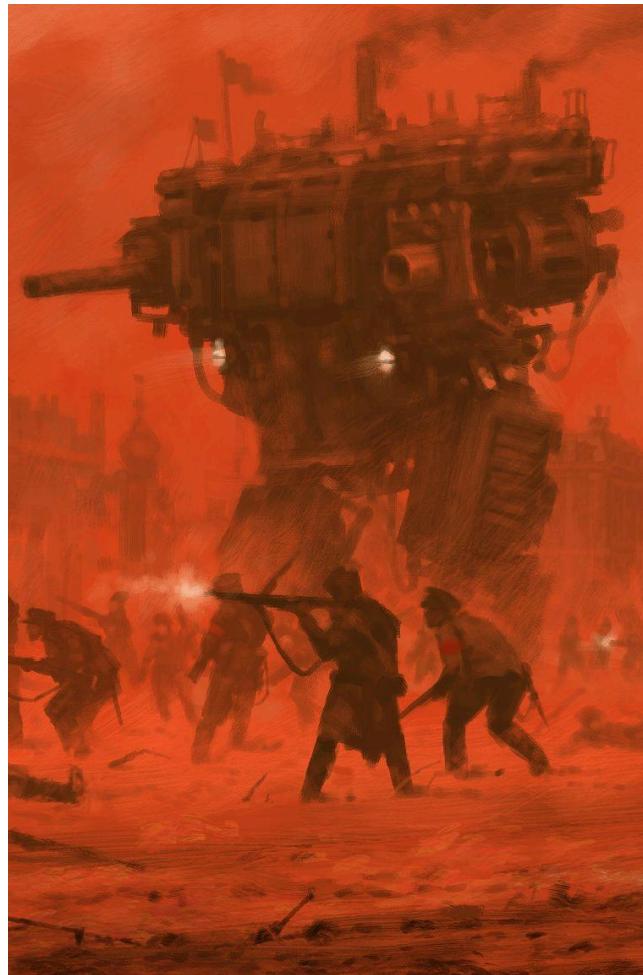
All BOYARIN troops from your army have their Movement, Hit, Wound, and Damage statistics improved by 1 if you have destroyed the enemy GENERAL.

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## Ushers of the Kolkatt

*The minor Esquires, though not as esteemed and honourable as the Boyarin Voyna Uoker, are noble in their own right. They will fight until the very end to avenge or defend their leader.*

All ESQUIRE troops from your army have their Movement, Hit, Wound and Damage statistics improved by 1 if your GENERAL is destroyed.



# Kolkata Alliance - Kolkatan Armiya Giantchesky Enhancements

If you are using the Kolkatan Armiya, you can use these Enhancements.

## **Boyaric Presence**

*A Boyar never ceases to fight for the collective effort of the Kolkata alliance, they inspire all around them to fight for their freedoms forever.*

KOLKATAN ARMIYA troops only. While a friendly KOLKATAN ARMIYA troop is within 12" of the bearer, improve that troop's Heroism by 1.

## **Bannerchesky Bearer Eternal**

*The banner of the Kolkat is a great honour to carry, only given to the greatest Boyars of the Kolkata alliance.*

CHARACTER troops only. If you control an Objective Marker at the end of your Manoeuvres Phase and the bearer is within range of that marker, that Objective Marker remains under your control even if you have no troops within range of it, until you opponent controls it at the start or end of any round.

## **Auterlite Vorotnik**

*Our people were once the organic servants of the Autereium machines, and we stole from them their technologies, the Auterlite Vorotnik is a specialised Wreathe blessing bestowed to only our greatest Boyars..*

CHARACTER troops only. Each time an attack is allocated to the bearer, worsen the Armour Penetration statistic of that attack by 1.

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If you are using the Boyars Unyielding doctrine rule, you can use these Enhancements.

## **Spirit Hevich**

*A Boyar is one the strongest individual troops on the entire battlefield, and everyone else knows it..*

CHARACTER troops only. This troop adds 2 to its Battle-Effectiveness, if the troop is a BOYARIN it instead adds 4.

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If you are using the Ushers of the Kolkatt doctrine rule, you can use these Enhancements.

## **Masterovka Machine**

*Despite their position as nothing more than assistants to their noble companions, the most worthy are considered to be near enough to the nobility.*

CHARACTER troops only. This troop's Ruggard Vonya Uoker ability will always recover 2D3 Wounds instead.

# Kolkata Alliance - Kolkatan Armiya Giantchesky

## Battle-Manoeuvres

### WEIGHT OF THE WORLD

Kolkata - Stratagem - 1MP

*The massive machines of the Voyna Uoker can bring the full crushing weight of their machines down onto the enemies of the Kolkat.*

**When:** Brawl Phase.

**Target:** One KOLKATAN ARMIYA troop from your army that has not yet been selected to fight.

**Effect:** Until the end of the phase, your troop cannot target MONSTROUS or VEHICLE formations, but all melee weapons equipped by your troop have the [DEVASTATING] ability.

### ESQUIRES RAGE

Kolkata - Stratagem - 1MP

*All Boyars are constantly looked over by their superiors and fellows in the Pillotochka, and they will fight their best.*

**When:** The start of your Shooting or Brawl phases.

**Target:** One or more ESQUIRE troops from your army and one enemy formation that is an eligible target for all of those ESQUIRE troops.

**Effect:** Until the end of the phase, Improve the Strength, Armour Penetration and Damage statistics of weapons equipped by those troops by 1.

### VALIANCE IN DEATH

Kolkata - Epic Feat- 1MP

*In their final moments, a Voyna Uokers Diesengine will be on the verge of overloading, and yet still the noble Boyar fights on, drawing on their heroism until death.*

**When:** Brawl Phase.

**Target:** One KOLKATAN ARMIYA troop from your army that was just destroyed and that is eligible to fight but has not been selected to do so this phase. You may use this despite that troop was destroyed.

**Effect:** Before resolving Deadly Demise or any death abilities, it can brawl; when doing so assume you have all wounds remaining. After it has finished its attacks, resolve its Deadly Demise and other death abilities, the troop is then destroyed

# Kolkata Alliance - Kolkatan Armiya Giantchesky

## Battle-Manoeuvres

### IMPROVED SHIELD ARRAYS

Kolkata - Gear - 2MP

*While the DiesTech we utilise may seem straightforward and primitive, its intricate integration with Autereium and Exsintech enables us to employ a range of clever tactics.*

**When:** Your opponents Shooting phase, just after an enemy formation has selected its targets.

**Target:** One formation from your army that was selected as the target of one or more of the attacks, and has Invulnerable Saves.

**Effect:** Until the end of the phase, the selected formation has 4+ Invulnerable Saves against Ranged Attacks.

# Kolkata Alliance - Kolkatan Armiya Giantchesky

## Troop-Catalogue

### Princhev Kozlov

1 Troop - 425 pts

### Boyarin Breaker

1 Troop - 420 pts

### Boyarin Drighten

1 Troop - 495 pts

### Par-Princhev Matvei

1 Troop - 395 pts

### Bogatyri Esquire

1 Troop - 170 pts

### Bruzher Sluga

1 Troop - 65 pts

2 Troops - 130 pts

### Rytsaran Esquire

1 Troop - 145 pts

### Yunogent Esquire

1 Troop - 140 pts

### Erastranitel Esquire

1 Troop - 130 pts

### Boyarin Reaver

1 Troop - 390 pts

# PRINCHEV KOZLOV

M	V	DE	W	HE	BE
9"	12	3+	24	5+	6

## RANGED WEAPONS

	RANGE	SW	RS	S	AP	D
Kozlov's WorldEnders [VOLATILE] [DESTRUCTIVE] [TWIN-WEAPON]	72"	D3+2	3+	20	-2	D6+2
Twin-Vestnik Auto Gun [RAPID FIRE 3] [TWIN-WEAPON]	36"	3	3+	4	-1	1
Ogon Rocket Pod	48"	3	3+	8	-2	D6

## MELEE WEAPONS

	RANGE	SW	MS	S	AP	D
Gigantic Feet	Melee	4	4+	8	-1	2

## ABILITIES

CORE: Deadly Demise D6+2

FACTION: Ruggard Vanya Uoker, Super-Heavy WarWalkers

**Gorizon Phalanx:** All ESQUIRE troops within 12" of this troop gain 5+ Invulnerable saves against Ranged Attacks.

**Pseudo-Titanskii:** This troop may still fire ranged weapons even if threatened (excluding Volatile weapons).

## DAMAGED: 1-7 WOUNDS REMAINING

While this troop has 1-7 Wounds remaining, subtract 5 from the Battle-Effectiveness and each time this troop makes an attack, subtract 1 from the Hit roll.

## INVULNERABLE SAVE\*

\*This troop has 4+ Invulnerable Saves against ranged attacks

4+

KEYWORDS: VEHICLE, WALKER, TITANIC, TOWERING, KOLKATA, PRINCHEV KOZLOV, CHARACTER, EPIC-HERO

FACTION KEYWORDS:  
KOLKATAN ARMIYA

# PRINCHEV KOZLOV

*Princhev Kozlov commands the Kolkatan Armiya Giantchesky, leading his forces from the helm of his massive walker. Equipped with his specially crafted WorldEnder cannons, these colossal weapons unleash shells as large as small cars upon their enemies, erupting into devastating shockwaves of explosive energy upon impact.*

## GEAR OPTIONS

- None.

## FORMATION COMPOSITION

- 1 Princhev Kozlov – Epic Hero

This troop is equipped with: Kozlov's WorldEnder; 2 Twin-Vestnik Auto Gun; 2 Ogon Rocket Pod; Gigantic Feet.

## SUPREME GENERAL

If this troop is in your army, it must be your General.

KEYWORDS: VEHICLE, WALKER, TITANIC, TOWERING, KOLKATA, PRINCHEV KOZLOV, CHARACTER, EPIC-HERO

FACTION KEYWORDS:  
KOLKATAN ARMIYA

# BOYARIN BREAKER

M	V	DE	W	HE	BE
10"	12	3+	22	6+	8

## RANGED WEAPONS

	RANGE	SW	RS	S	AP	D
Mirovoy Gatling Cannon	36"	18	3+	6	-2	2
Boyarin Bolt Cannons [ANTI-FLY 2+] [TWIN-WEAPON]	36"	3	3+	8	-1	3
Zhelezo Rocket Pods [VOLATILE] [INDIRECT]	48"	D6+1	3+	5	-0	1
Ogon Rocket Pod	48"	3	3+	8	-2	D6
Boyarin Chain-Cannon [VOLATILE] [RAPID FIRE D6+3]	72"	D6+3	3+	10	-1	3

## MELEE WEAPONS

	RANGE	SW	MS	S	AP	D
Walker Feet	Melee	4	3+	6	-0	1
GrinderSword	Melee	12	3+	9	-3	2

KEYWORDS: VEHICLE, WALKER, TITANIC, TOWERING, KOLKATA, BOYARIN, BREAKER, CHARACTER

## ABILITIES

CORE: Deadly Demise D6

FACTION: Ruggard Vanya Uoker, Super-Heavy WarWalkers

**Cull the Weak:** Each time this troop makes a ranged attack that targets an enemy formation (excluding MONSTEROUS and VEHICLES), that attack has the [ANNIHILATION] ability.

## DAMAGED: 1-7 WOUNDS REMAINING

While this troop has 1-7 Wounds remaining, subtract 4 from the Battle-Effectiveness and each time this troop makes an attack, subtract 1 from the Hit roll.

## INVULNERABLE SAVE\*

\*This troop has 5+ Invulnerable Saves against ranged attacks

5+

FACTION KEYWORDS:  
KOLKATAN ARMIYA

# BOYARIN BREAKER

*With their Gatling Cannon unleashing a barrage of hundreds of armor-piercing shells per minute, these Boyarin excel at decimating light enemy formations. These suits are entrusted only to the most skilled of Boyars, ensuring their formidable capabilities are wielded with precision and expertise on the battlefield.*

## GEAR OPTIONS

- This trooper's Boyarin Bolt Cannons may be replaced with one of the following:
  - 1 Ogon Rocket Pod
  - 1 Boyarin Chain-Cannon
- This trooper's Zhelezo Rocket Pods may be replaced with one of the following:
  - 1 GrinderSword

## FORMATION COMPOSITION

- 1 Boyarin Breaker

This trooper is equipped with: Mirovoy Gatling Cannon; Boyarin Bolt Cannons; Zhelezo Rocket Pods; Walker Feet.

KEYWORDS: VEHICLE, WALKER, TITANIC, TOWERING, KOLKATA, BOYARIN, BREAKER, CHARACTER

FACTION KEYWORDS: KOLKATAN ARMIYA

# BOYARIN DRIGHTEN

M	V	DE	W	HE	BE
8"	13	2+	24	6+	10

## RANGED WEAPONS

	RANGE	SW	RS	S	AP	D
Volkanan Super-Battery [VOLATILE]	72"	D3	3+	20	-5	D6+8
Giantchesky Rocker Pod [ANTI-TITANIC 4+] [DEVASTATING]	72"	1	3+	12	-6	D6+1
Twin Drighthen Siege Cannon [VOLATILE] [TWIN-WEAPON]	36"	D6	3+	6	-0	1
Ogon Rocket Pod	48"	3	3+	8	-2	D6
Boyarin Chain-Cannon [VOLATILE] [RAPID FIRE D6+3]	72"	D6+3	3+	10	-1	3

## MELEE WEAPONS

	RANGE	SW	MS	S	AP	D
Gigantic Feet	Melee	4	4+	8	-1	2

## ABILITIES

CORE: Deadly Demise D6+2

FACTION: Ruggard Vonya Uoker, Super-Heavy WarWalkers

**Destroyer of Giants:** Each time this troop makes a ranged attack that targets an enemy MONSTEROUS or VEHICLE troop, re-roll a Damage roll of 1.

## DAMAGED: 1-7 WOUNDS REMAINING

While this troop has 1-7 Wounds remaining, subtract 5 from the Battle-Effectiveness and each time this troop makes an attack, subtract 1 from the Hit roll.

## INVULNERABLE SAVE\*

5+

\*This troop has 5+ Invulnerable Saves against ranged attacks

KEYWORDS: VEHICLE, WALKER, TITANIC, TOWERING, KOLKATA, BOYARIN, DRIGHTEN, CHARACTER

FACTION KEYWORDS:  
KOLKATAN ARMIYA

# BOYARIN DRIGHTEN

*The Drighten stands as the most formidable machine commonly deployed on the battlefield by the Kolkata. This terrifying DiesTech creation marches into close combat, wielding artillery-sized guns with unmatched power. With its firepower alone, this single machine rivals that of a Kolkatan Naval Corvette, showcasing its immense destructive capabilities.*

## GEAR OPTIONS

- This troop 2 Giantchesky Rocker Pod's and Twin Drighten Siege Cannon may be replaced with:
  - 1 Giantchesky Rocker Pod's and 2 Twin Drighten Siege Cannons.

## FORMATION COMPOSITION

- 1 Boyarin Drighten

**This troop is equipped with:** Volkanan Super-Battery; 2 Giantchesky Rocker Pod; Twin Drighten Siege Cannon; 2 Ogon Rocket Pod; Boyarin Chain-Cannon; Gigantic Feet.

KEYWORDS: VEHICLE, WALKER, TITANIC, TOWERING, KOLKATA, BOYARIN, DRIGHTEN, CHARACTER

FACTION KEYWORDS:  
KOLKATAN ARMIYA

# PAR-PRINCHEV MATVEI

M V DE W HE BE  
 12" 13 2+ 20 5+ 6

## RANGED WEAPONS

	RANGE	SW	RS	S	AP	D
Matvei's Bayonet Cannon	36"	3	3+	14	-3	4
Vesna-Prikolot Bombard [SIDEARM]	24"	D6+3	3+	10	-2	2
Vesna-Prikolot Fusion Cannon [INFERNO 4]	24"	4	3+	10	-4	D6

## MELEE WEAPONS

	RANGE	SW	MS	S	AP	D
Walker Feet [EXTRA-ATTACKS]	Melee	4	3+	6	-0	1
Matvei's Bayonet Cannon [BAYONET]	Melee	6	3+	14	-3	2

KEYWORDS: VEHICLE, WALKER, KOLKATA, BOYARIN, PAR-PRINCHEV MATVEI,  
CHARACTER

## ABILITIES

CORE: Deadly Demise D6+6

FACTION: Ruggard Vonya Uoker

**Raging Machine:** Each time this troop makes an Advance Move, every attack made by an enemy formation against this troop has its Damage Statistic reduced by 1.

**Reduce to Rubble:** When this troop makes an Assault Move, increase the damage of melee attacks by 1 until the end of the round.

## DAMAGED: 1-6 WOUNDS REMAINING

While this troop has 1-6 Wounds remaining, subtract 4 from the Battle-Effectiveness and each time this troop makes an attack, subtract 1 from the Hit roll.

## INVULNERABLE SAVE\*

\*This troop has 5+ Invulnerable Saves against ranged attacks

FACTION KEYWORDS:  
KOLKATAN ARMIYA

5+

# PAR-PRINCHEV MATVEI

*Par-Princhev Matvei, the younger brother of Kozlov and heir to his throne, is a master of close-quarters combat. He wields a unique machine called the Vesna-Prikolot, modelled after the Rytzaran Esquire. This fearsome weapon features a massive bayonet that can be fired at enemies using a spring-loaded mechanism. The Vesna-Prikolot is notorious on every front of war for its ability to gore both infantry and tanks apart.*

## GEAR OPTIONS

- None.

## FORMATION COMPOSITION

- 1 Par-Princhev Matvei

**This troop is equipped with:** Matvei's Bayonet Cannon ; Vesna-Prikolot Bombard ; Vesna-Prikolot Fusion Cannon ; Walker Feet.

KEYWORDS: VEHICLE, WALKER, KOLKATA, BOYARIN, PAR-PRINCHEV MATVEI, CHARACTER

FACTION KEYWORDS:  
KOLKATAN ARMIYA

# BOGATYRI ESQUIRE

M	V	DE	W	HE	BE
12"	10	3+	12	6+	6

## RANGED WEAPONS

	RANGE	SW	RS	S	AP	D
Bogatyri Fusion Lancet [INFERNO 3] [STORM]	24"	2	3+	10	-4	D6
Vestnik Auto Gun [RAPID FIRE 3]	36"	3	3+	4	-1	1
Vestnik Fusion Cannon [INFERNO 3]	12"	2	4+	10	-4	D6

## MELEE WEAPONS

	RANGE	SW	MS	S	AP	D
Bogatyri's Blade - Sweep	Melee	10	2+	5	-1	1
Bogatyri's Blade - Strike	Melee	5	2+	10	-2	3
Walker Feet	Melee	4	3+	6	-0	1

## ABILITIES

CORE: Deadly Demise D3

FACTION: Ruggard Vonya Uoker

**Knight Esquire:** During your Manoeuvres phase choose one ESQUIRE troop within 12" that has failed its Battle-Fatigue test. That troop is no longer Battle-Fatigued.

## DAMAGED: 1-4 WOUNDS REMAINING

While this troop has 1-4 Wounds remaining, each time this troop makes an attack, subtract 1 from the Hit roll.

KEYWORDS: VEHICLE, WALKER, CHARACTER, KOLKATA, ESQUIRE, BOGATYRI

FACTION KEYWORDS:  
KOLKATAN ARMIYA

# BOGATYRI ESQUIRE

*The Bogatyri stand a level above the menial Esquires. Those who have demonstrated their prowess in battle, along with age and wisdom, are granted certain upgrades and leadership responsibilities. However, they remain ultimately subservient to the Boyarin.*

## GEAR OPTIONS

- This troops Vestnik Auto Gun may be replaced with 1 Vestnik Fusion Cannon.

## FORMATION COMPOSITION

- 1 Bogatyri Esquire

This troop is equipped with: Bogatyri Fusion Lancet; Vestnik Auto Gun; Bogatyri's Blade ; Walker Feet.

## LEADER

This troop can be attached to the following formations:

- Rytsaran Esquire
- Yunogent Esquire
- Erastranitel Esquire
- Bruzher Sluga's

KEYWORDS: VEHICLE, WALKER, CHARACTER, KOLKATA, ESQUIRE, BOGATYRI

FACTION KEYWORDS:  
KOLKATAN ARMIYA

# BRUZHER SLUGA

M	V	DE	W	HE	BE
7"	8	3+	10	7+	8

## MELEE WEAPONS

	RANGE	SW	MS	S	AP	D
Bruzher Fists	Melee	2	2+	7	-0	2
Walker Feet [EXTRA ATTACKS]	Melee	4	3+	6	-0	1

## ABILITIES

CORE: Deadly Demise 1

**A Servants Machine:** If this formation starts the Movement phase within 6" of a BOYARIN troop it gains 3" to its Movement statistic.

## DAMAGED: 1-5 WOUNDS REMAINING

While this troop has 1-5 Wounds remaining, each time this troop makes an attack, subtract 1 from the Hit roll.

KEYWORDS: VEHICLE, WALKER, BATTLELINE, KOLKATA, BRUZHER, SLUGA

FACTION KEYWORDS:  
KOLKATAN ARMIYA

# BRUZHER SLUGA

*Bruzher Slugas are machines utilized by the Servants of the Boyars, comprising a mass force of units equipped with weak armor and devoid of ranged weapons. Their design centers on engaging and overpowering adversaries through the use of two hydraulic fists. Piloting these machines is considered dishonorable, as they are primarily deployed as expendable units rather than formidable vehicles.*

## GEAR OPTIONS

- None.

## FORMATION COMPOSITION

- 1-2 Bruzher Sluga's

**This troop is equipped with:** 2 Bruzher Fists; Walker Feet.

KEYWORDS: VEHICLE, WALKER, BATTLELINE, KOLKATA, BRUZHER, SLUGA

FACTION KEYWORDS:  
KOLKATAN ARMIYA

# RYTSARAN ESQUIRE

M	V	DE	W	HE	BE
12"	10	3+	12	7+	8

## RANGED WEAPONS

	RANGE	SW	RS	S	AP	D
Rytsaran Bolt Cannon [STORM]	48"	1	3+	9	-2	3
Vestnik Auto Gun [RAPID FIRE 3]	36"	3	3+	4	-1	1
Vestnik Fusion Cannon [INFERNO 3]	12"	2	4+	10	-4	D6

## MELEE WEAPONS

	RANGE	SW	MS	S	AP	D
Rytsaran Bayonet [BAYONET]	Melee	6	3+	8	-1	1
Walker Feet [EXTRA ATTACKS]	Melee	4	3+	6	-0	1

## ABILITIES

CORE: Deadly Demise D3

FACTION: Ruggard Vonya Uoker

**Assault Commission:** While this troop is either wholly within your deployment zone, or within range of an Objective Marker and is selected to make an Assault Move add 3" to the total of your roll.

## DAMAGED: 1-4 WOUNDS REMAINING

While this troop has 1-4 Wounds remaining, each time this troop makes an attack, subtract 1 from the Hit roll.

KEYWORDS: VEHICLE, WALKER, BATTLELINE, KOLKATA, ESQUIRE, RYTSARAN

FACTION KEYWORDS:  
KOLKATAN ARMIYA

# RYTSARAN ESQUIRE

*These swift scout walkers are engineered for rapid assault, swiftly charging into enemy lines while unleashing armor-piercing bolts before impaling foes with their massive bayonets. Despite their formidable capabilities, they are regarded as the humblest and least powerful among the Voyna Uoker. Yet, even a mere handful of them can dismantle even the most robust enemy patrols with ease.*

## GEAR OPTIONS

- This trooper's Vestnik Auto Gun may be replaced with 1 Vestnik Fusion Cannon.

## FORMATION COMPOSITION

- 1 Rytsaran Esquire

**This trooper is equipped with:** Rytsaran Bolt Cannon; Vestnik Auto Gun; Rytsaran Bayonet; Walker Feet.

KEYWORDS: VEHICLE, WALKER, BATTLELINE, KOLKATA, ESQUIRE, RYTSARAN

FACTION KEYWORDS:  
KOLKATAN ARMIYA

# YUNOGENT ESQUIRE

M V DE W HE BE  
12" 10 3+ 12 7+ 8

## GEAR OPTIONS

	RANGE	SW	RS	S	AP	D
Yunogent Fusion Lancet [INFERNO 4]	24"	2	3+	10	-4	D6
Vestnik Auto Gun [RAPID FIRE 3]	36"	3	3+	4	-1	1
Vestnik Fusion Cannon [INFERNO 3]	12"	2	4+	10	-4	D6

## MELEE WEAPONS

	RANGE	SW	MS	S	AP	D
Walker Feet	Melee	4	3+	6	-0	1

## ABILITIES

CORE: Deadly Demise D3

FACTION: Ruggard Vonya Uoker

**Defence Commission:** While this troop is either wholly within your deployment zone, or within range of an Objective Marker its Yunogent Fusion Lancet the [DEVASTATING] ability.

## DAMAGED: 1-4 WOUNDS REMAINING

While this troop has 1-4 Wounds remaining, each time this troop makes an attack, subtract 1 from the Hit roll.

KEYWORDS: VEHICLE, WALKER, BATTLELINE, KOLKATA, ESQUIRE, YUNOGENT

FACTION KEYWORDS:  
KOLKATAN ARMIYA

# YUNOGENT ESQUIRE

*The Yunogent Esquires, while possessing the agility typical of their counterparts, are distinguished by their wielding of large Fusion Lancets. These formidable weapons are capable of piercing through the most resilient armors, reducing them to naught but mush. Armoured adversaries tremble at the sight of a Yunogent charging toward them, for they know that their defence's offer little protection against such a relentless onslaught.*

## WARGEAR OPTIONS

- This troops Vestnik Auto Gun may be replaced with 1 Vestnik Fusion Cannon.

## FORMATION COMPOSITION

- 1 Yunogent Esquire

**This troop is equipped with:** Yunogent Fusion Lancet; Vestnik Auto Gun; Walker Feet.

KEYWORDS: VEHICLE, WALKER, BATTLELINE, KOLKATA, ESQUIRE, YUNOGENT

FACTION KEYWORDS:  
KOLKATAN ARMIYA

# ERASTRANITEL ESQUIRE

M	V	DE	W	HE	BE
12"	10	3+	12	7+	8

## RANGED WEAPONS

	RANGE	SW	RS	S	AP	D
Twin-Vestnik Auto Gun [RAPID FIRE 3] [TWIN-WEAPON]	36"	3	3+	4	-1	1
Vestnik Fusion Cannon [INFERNO 3]	12"	2	4+	10	-4	D6

## MELEE WEAPONS

	RANGE	SW	MS	S	AP	D
Walker Feet [EXTRA ATTACKS]	Melee	4	3+	6	-0	1

## ABILITIES

CORE: Deadly Demise D3

FACTION: Ruggard Vonya Uoker

**Hail Commission:** While this troop is either wholly within your deployment zone, or within range of an Objective Marker its Ranged Weapons gain the [ANTI-INFANTRY 3+] ability.

## DAMAGED: 1-4 WOUNDS REMAINING

While this troop has 1-4 Wounds remaining, each time this troop makes an attack, subtract 1 from the Hit roll.

KEYWORDS: VEHICLE, WALKER, BATTLELINE, KOLKATA, ESQUIRE, ERASTRANITEL

FACTION KEYWORDS:  
KOLKATAN ARMIYA

# ERASTRANITEL ESQUIRE

*The Erastranitel is a menacing creation, reminiscent of a mechanical spider, capable of unleashing a relentless barrage of bullets that can decimate entire formations within seconds. The Boyars who pilot these machines are revered as the elite among their kind, occupying the highest ranks within our ranks.*

## GEAR OPTIONS

- This troop may replace any number of its Twin-Vestnik Auto Guns with Vestnik Fusion Cannons.

## FORMATION COMPOSITION

- 1 Erastranitel Esquire

**This troop is equipped with:** 2 Twin-Vestnik Auto Gun ; Vestnik Auto Gun; Walker Feet.

KEYWORDS: VEHICLE, WALKER, BATTLELINE, KOLKATA, ESQUIRE, ERASTRANITEL

FACTION KEYWORDS:  
KOLKATAN ARMIYA

# BOYARIN REAVER

M	V	DE	W	HE	BE
10"	12	3+	22	6+	8

## RANGED WEAPONS

	RANGE	SW	RS	S	AP	D
Boyarin Bolt Cannons [ANTI-FLY 2+] [TWIN-WEAPON]	36"	3	3+	8	-1	3
Zhelezo Rocket Pods [VOLATILE] [INDIRECT]	48"	D6+1	3+	5	-0	1
Ogon Rocket Pod	48"	3	3+	8	-2	D6
Boyarin Chain-Cannon [VOLATILE] [RAPID FIRE D6+3]	72"	D6+3	3+	10	-1	3

## MELEE WEAPONS

	RANGE	SW	MS	S	AP	D
Walker Feet	Melee	4	3+	6	-0	1
GrinderSword	Melee	12	3+	9	-3	2

## ABILITIES

CORE: Deadly Demise D6

FACTION: Ruggard Vonya Uoker, Super-Heavy WarWalkers

**Experienced Boyar:** Once per phase, you can re-roll one Hit or Wound or Defence roll made for this troop.

## DAMAGED: 1-7 WOUNDS REMAINING

While this troop has 1-7 Wounds remaining, subtract 4 from the Battle-Effectiveness and each time this troop makes an attack, subtract 1 from the Hit roll.

## INVULNERABLE SAVE\*

\*This troop has 5+ Invulnerable Saves against ranged attacks

5+

KEYWORDS: VEHICLE, WALKER, TITANIC, TOWERING, KOLKATA, BOYARIN, REAVER

FACTION KEYWORDS:  
KOLKATAN ARMIYA

# BOYARIN REAVER

*These highly versatile Boyarin serve as the strategic backbone of the Kolkatan Armiya. Though not specialized, they are favored by most Boyars for their dual cannon and rocket pod configuration. These Vojna Uoker are bestowed only upon experienced Boyars, allowing them to maximize their effectiveness on the battlefield.*

## GEAR OPTIONS

- This trooper's Boyarin Bolt Cannons may be replaced with one of the following:
  - 1 Ogon Rocket Pod
  - 1 Boyarin Chain-Cannon
- This trooper's Zhelezo Rocket Pods may be replaced with one of the following:
  - 1 GrinderSword

## FORMATION COMPOSITION

- 1 Boyarin Reaver

**This trooper is equipped with:** Boyarin Bolt Cannons; Zhelezo Rocket Pods; Walker Feet.

KEYWORDS: VEHICLE, WALKER, TITANIC, TOWERING, KOLKATA, BOYARIN, REAVER

FACTION KEYWORDS:  
KOLKATAN ARMIYA