

Kolkata Alliance - Kolkatan Armiya

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

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.

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

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 Kolkata 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 Panelling

Our people were once the organic servants of the Autereium machines, and we stole from them their technologies, the Auterlite Vorotnik is a specialised armour composition 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.

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.

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

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

Battle-Manoeuvres

STEEL MACHINES

Kolkata - Epic Feat- 1MP

The size of Kolkata's Boyarins is sheer magnificence, and with their sheer weight and strength they can bash through even the most difficult of ruins.

When: Movement Phase.

Target: One BOYARIN troop from your army that has not yet been selected to make a Move.

Effect: This troop can move through Ruins, Structures, Containers and Battlefield Debris as if it is not there.

Restrictions: This troop cannot end its Movement within the boundaries of the Terrain feature it has moved through..

REINFORCE ERVITIC ARRAY

Kolkata - Gear - 1MP

While the DiesTech we utilise may seem straightforward and primitive, its powering a series of innovative gears such as our Ervitic shields, a retooled version of ancient Cent'Irum and Auterieum tech..

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 5+ Invulnerable Defence against Ranged Attacks.

Kolkata Alliance - Kolkatan Armiya

Lexicon

Princhev Kozlov

1 Troop - 495 pts

Boyarin Drighten

1 Troop - 470 pts

Boyarin Breaker

1 Troop - 455 pts

Boyarin Ravager

1 Troop - 420 pts

Boyarin Torcher

1 Troop - 425 pts

Boyarin Reaver

1 Troop - 410 pts

Boyarin Koraoy

1 Troop - 460 pts

Bogatyri Esquire

1 Troop - 170 pts

Rytsaran Esquire

1 Troop - 140 pts

Yunogent Esquire

1 Troop - 140 pts

Erastranitel Esquire

1 Troop - 130 pts

Kolkata Alliance - Kolkatan Armiya

Lexicon

BOYARS AND THE KOLKATT

The mysterious race that are the Lyudin are an extremely stratified race overseen by a distinct cast of Esquires, Boyars, Princhevs and finally the great and mighty Kolkatt.

The Kolkatt is the emperor and ruler of the entire Kolkatan Alliance and is said to be a man of great intelligence who oversees every inch of his empire from the **Titanium throne** on the barren planet of **Chrolum**. The Kolkatt is said to be tens of millenia old, and once walked along-side Uracil, and despite his fathering of many of the Lyudin nobility its unknown whether the Kolkatt is actually a Lyudini himself, as his form has become so warped with machine to sustain his life that so little of his flesh is left to observe.

Through the records of the Kolkatt himself its said the entire Lyudin race were once slaves to the Auterieum in an ancient age, and that he freed their people and stole their technology in order to found the empire the Kolkata now thrive upon. This unique technology is a hybrid of hyper advanced Auterieum technologies as well as extremely primitive combustion machines in order to produce DiesTech, a dirty, inefficient, but effective form of hybrid technologies.

The Kolkatt may be next to nothing but a machine now, it remains that he fathers many children with many consorts, creating the Princhevs of his empire, in hopes that they will one day rule when he eventually passes. These Princhevs are often educated to govern sectors of the empire and to fight using powerful machines known as Vonya Uoker or more commonly **Boyarin** which are hulking DiesTech Mechs equipped with extremely powerful weaponry. Although no Princhev or Par-Princhev (non-ruling Princhev) is yet to replace the Kolkatt, their own children have become the noble Boyars of the empire, making up the entire upper strata, and fighting inside the smaller Boyarin. Although not all are born Boyar or Princhev, those of the peasantry who prove their martial prowess to a Boyar may be given the rank of **Esquire** and allowed to pilot smaller auxiliary DiesTech beasts of the same name as servants to their great leaders.

PRINCHEV HEIR

A governor is just as good when they can burn entire worlds.

Upon the burning moon of Lyomenz, a woman gave birth upon a golden throne. The young boy, with blue and silver skin, would grow to be the future Princhev of the Armiya, known as Kozlov. Raised among tens of brothers and trained in the arts of governance and war, he proved himself a promising Par-Princhev. In his youth, he was granted a Boyarin, a beautifully decorated suit bestowed only upon Par-Princhev.

Within his horrifying mechanised walker, he served on many fronts under the leadership of his eldest brother, Arkhchev. It was on the battlefield that the young Par-Princhev encountered the P.O.U. and their widespread use of artillery—a tactic that captured his imagination. Large shells of explosives shook the ground with each shot, and it is said by the Lorgaters of Kolkata that, during one battle, as his Drighten sat immobilised, he marvelled at the immense EarthShaker guns employed by the P.O.U. He found inspiration in the rhythmic sound of their shells crashing against his armour and shield arrays, treating it as a song to contemplate.

As he matured, Kozlov developed an obsession with large-calibre explosive weapons. Collaborating with DiesTech, Premysl, he began work on a formidable gun that utilised highly volatile fuels, capable of erupting with such ferocity that it would shatter solid ground beneath a target.

In the early 19th millennium, Par-Princhev Kozlov found himself leading a force of Boyarin on the front lines against the P.O.U., tasked with capturing and swiftly destroying a shipyard. During this intense battle, his modified Drighten faced off against the enemy's most powerful forces, including a towering Battlesuit—a prototype designed specifically to eliminate the prowling Par-Princhev. With its destruction and subsequent recovery for scientific study, Kozlov earned the title of Princhev of the Armiya.

PRINCHEV KOZLOV

M

8"

V

13

DE

3+

W

30

HE

6+

BE

10

— RANGED WEAPONS —		RANGE	SW	RS	S	AP	D
WorldEnder Bombard	[VOLATILE, INDIRECT]	72"	D6	4+	12	-2	4
WorldBreaker Cannon	[DEVASTATING]	48"	D3	4+	18	-3	D8+4
WorldBurner Pyroblasters	[IGNORES COVER, TWIN-WEAPON]	24"	2D6	N/A	7	-1	2
Karabin Missile Pod	[VOLATILE, INDIRECT]	48"	D6+3	4+	5	-0	1
Udaran Rockets	[HEAVY 1, ANTI-FLY-2+]	48"	D3+1	4+	8	-2	D3+1
— MELEE WEAPONS —		RANGE	SW	MS	S	AP	D
Massive Feet		Melee	4	4+	10	-1	2

— ABILITIES —

CORE: DEADLY DEMISE 2D6

FACTION: RUGGARD VONYA UOKER; SUPER-HEAVY WARWALKERS

The Princhev Heir: Each time this troop Remains Stationary, until the end of the round, ranged weapons equipped by this troop have the SUSTAINED FIRE 1 ability.

— DAMAGED: 1-10 —

While this troop has 1-10 wounds remaining, each time a troop makes an attack, subtract 1 from the Hit roll and subtract 5 from its Battle-Effectiveness statistic.

— INVULNERABLE DEFENCE* —

5+

*This troop has Invulnerable Defence against ranged attacks

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

FACTION KOLKATAN ARMIYA
KEYWORDS:

PRINCHEV KOZLOV

Princev 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 —

- This troops WorldEnder Bombard may be replaced with one of the following:
 - 1 WorldBreaker Cannon
 - 1 WorldBurner Pyroblasters
- This troop may be equipped with one of the following:
 - 1 WorldBreaker Cannon
 - 1 WorldBurner Pyroblasters
 - 1 WorldEnder Bombard
- This troop may replace their Karabin Missile Pod with 1 Udaran Rockets.

—FORMATION COMPOSITION—

- **1 PRINCHEV KOZLOV – EPIC CHARACTER**
- **This troop is equipped with:** WorldEnder Bombard; Karabin Missile Pod; Massive Feet.

—GENERAL—

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

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

FACTION KOLKATAN ARMIYA
KEYWORDS:

BOYARIN DRIGHTEN

M

8"

V

13

DE

3+

W

24

HE

6+

BE

10

RANGED WEAPONS

RANGE

SW

RS

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AP

D

Drighten Super-Battery [VOLATILE]	72"	D3	4+	18	-5	D8+6
Fusion Miquelet [INFERNO 6, TWIN-WEAPON]	48"	D3+3	4+	10	-4	D6
Giantchesky Rocket Pod [ANTI-TITANTIC-4+]	48"	2	4+	12	-6	D6+1
Ogon Rocket Pod	48"	3	4+	8	-2	D6
Izlu Cluster Pod [EMISSION]	36"	D6+3	4+	5	-0	1

MELEE WEAPONS

RANGE

SW

MS

S

AP

D

Gigantic Feet	Melee	4	4+	8	-1	2
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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: 1-8

While this troop has 1-8 wounds remaining, each time a troop makes an attack, subtract 1 from the Hit roll and subtract 5 from its Battle-Effectiveness statistic.

INVULNERABLE DEFENCE*

6+

*This troop has Invulnerable Defence against ranged attacks

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

FACTION KOLKATAN ARMIYA
KEYWORDS:

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 may replace its 2 Ogon Rocket Pods with 2 Izlu Cluster Pods.

—FORMATION COMPOSITION—

- **1 BOYARIN DRIGHTEN**
- **This troop is equipped with:** Drighten Super-Battery; Fusion Miquelet; 2 Ogon Rocket Pod; Gigantic Feet.

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

FACTION KOLKATAN ARMIYA
KEYWORDS:

BOYARIN BREAKER

M

8"

V

13

DE

3+

W

24

HE

6+

BE

10

— RANGED WEAPONS —

RANGE

SW

RS

S

AP

D

Mirovoy Gatling Cannon	36"	18	4+	6	-2	2
Boyarin Chain-Cannon [VOLATILE, RAPID FIRE D6+3]	72"	D6+3	4+	10	-1	3
Ogon Rocket Pod	48"	3	4+	8	-2	D6
Izlu Cluster Pod [EMISSION]	36"	D6+3	4+	5	-0	1
Tri-Boyarin Bolt Cannons [ANTI-FLY-2+, TWIN-WEAPON]	36"	6	4+	8	-1	3

— MELEE WEAPONS —

RANGE

SW

MS

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AP

D

Gigantic Feet	Melee	4	4+	8	-1	2
Grinderblade - Strike	MELEE	4	4+	15	-4	6
Grinderblade - Sweep	MELEE	12	4+	5	-2	2

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

— ABILITIES —

CORE: DEADLY DEMISE D6+2

FACTION: RUGGARD VONYA 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: 1-8 —

While this troop has 1-8 wounds remaining, each time a troop makes an attack, subtract 1 from the Hit roll and subtract 5 from its Battle-Effectiveness statistic.

— INVULNERABLE DEFENCE* —

6+

**This troop has Invulnerable Defence against ranged attacks*

FACTION KOLKATAN ARMIYA
KEYWORDS:

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 troop may replace its Ogon Rocket Pods with 1 Izlu Cluster Pods.
- This troop may replace its Boyarin Chain-Cannon with 1 Grinderblade.

—FORMATION COMPOSITION—

- **1 BOYARIN BREAKER**
- **This troop is equipped with:** Mirovoy Gatling Cannon; Boyarin Chain-Cannon; Ogon Rocket Pod; Tri-Boyarin Bolt Cannons; Gigantic Feet.

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

FACTION KOLKATAN ARMIYA
KEYWORDS:

BOYARIN RAVAGER

M

10"

V

12

DE

4+

W

22

HE

6+

BE

8

— RANGED WEAPONS —

RANGE

SW

RS

S

AP

D

Ravager Gatling Cannon	36"	2D8+6	4+	5	-1	2
Ravager Fusion-Lance [INFERNO 4, VOLATILE]	24"	2D3	4+	10	-3	D6
Tesla-Cannon [ANTI-VEHICLE-3+, PIERCING 2]	36"	D8	4+	8	-2	4
Ogon Rocket Pod	48"	3	4+	8	-2	D6
Zhelezo Rocket Pods [INDIRECT, VOLATILE]	48"	D6+1	4+	5	-1	2

— MELEE WEAPONS —

RANGE

SW

MS

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AP

D

Walker Feet	Melee	4	4+	6	-0	2
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KEYWORDS: VEHICLE, WALKER, TITANIC, TOWERING, KOLKATA, BOYARIN, RAVAGER, CHARACTER

— ABILITIES —

CORE: DEADLY DEMISE D6

FACTION: RUGGARD VONYA UOKER; SUPER-HEAVY WARWALKERS

Punishing Armament: In your Movement phase, if this troop Remains Stationary, until the start of your next Movement phase, this troops ranged weapons have the IMPACT 2 ability.

— DAMAGED: 1-7 —

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

— INVULNERABLE DEFENCE* —

6+

*This troop has Invulnerable Defence against ranged attacks

FACTION KOLKATAN ARMIYA
KEYWORDS:

BOYARIN RAVAGER

The formidable Ravager is a Boyarin designed with a singular focus on long-range combat. It wields devastating weaponry, including Fusion Lances capable of penetrating meters of steel, Gatling Cannons that shred infantry, and Tesla Cannons that crush armor. This towering machine of war is nearly unbreakable.

— GEAR OPTIONS —

- This troop may replace its Ogon Rocket Pods with 1 Zhelezo Rocket Pods.

—FORMATION COMPOSITION—

- **1 BOYARIN RAVAGER**
- **This troop is equipped with:** Ravager Gatling Cannon; Ravager Fusion-Lance; Tesla-Cannon; Ogon Rocket Pod; Walker Feet.

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

FACTION KOLKATAN ARMIYA
KEYWORDS:

BOYARIN TORCHER

M

10"

V

12

DE

4+

W

22

HE

6+

BE

8

RANGED WEAPONS

RANGE

SW

RS

S

AP

D

Torchter Pyroblaster	[IGNORES COVER, DISMEMBERING VOLATILE]	36"	2D8	N/A	8	-2	2
Diestorch Breacher	[IMPACT 4, PIERCING 4, INFERNO 4]	18"	D3	4+	8	-2	2
Ogon Rocket Pod		48"	3	4+	8	-2	D6
Zhelezo Rocket Pods	[INDIRECT, VOLATILE]	48"	D6+1	4+	5	-1	2

MELEE WEAPONS

RANGE

SW

MS

S

AP

D

Walker Feet	Melee	4	4+	6	-0	2
Diestorch Flamefist - Strike	MELEE	3	4+	18	-3	6
Diestorch Flamefist - Sweep	MELEE	6	4+	9	-1	3

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

ABILITIES

CORE: DEADLY DEMISE D6

FACTION: RUGGARD VONYA UOKER; SUPER-HEAVY WARWALKERS

Towering Flames: In your Shooting phase, after this troop has shot, select one enemy formation hit by one or more of those attacks made with a Torchter Pyroblaster. Until the end of the phase, that enemy formation cannot have the Benefit of Cover, or the Stealth ability in any form.

DAMAGED: 1-7

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

INVULNERABLE DEFENCE*

6+

*This troop has Invulnerable Defence against ranged attacks

FACTION KOLKATAN ARMIYA
KEYWORDS:

BOYARIN TORCHER

The Boyarin Torcher is a machine of war, rarely implemented due to its dishonourable work. Wielding massive flame cannon, it fires highly volatile DiesFuel which burns so hot it can melt through even energy shields. These machines are often piloted by some of the more unstable nobility of the Kolkata.

— GEAR OPTIONS —

- This troop may be equipped with one of the following:
 - 1 Diestorch Breacher
 - 1 Diestorch Flamefist
 - 1 Torcher Pyroblaster
- This troop may replace its Ogon Rocket Pods with 1 Zhelezo Rocket Pods.

—FORMATION COMPOSITION—

- **1 BOYARIN TORCHER**
- **This troop is equipped with:** Torcher Pyroblaster; Ogon Rocket Pod; Walker Feet.

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

FACTION KOLKATAN ARMIYA
KEYWORDS:

BOYARIN REAVER

M

10"

V

12

DE

4+

W

22

HE

6+

BE

8

—

RANGED WEAPONS

—

RANGE

SW

RS

S

AP

D

Plasma Striker – High Focus	36"	D6	4+	14	-4	4
Plasma Striker – Low Focus	36"	2D6	4+	7	-2	2
Vestnik Autogun [RAPID FIRE 3]	36"	3	4+	4	-1	1
Ogon Rocket Pod	48"	3	4+	8	-2	D6
Zhelezo Rocket Pods [INDIRECT, VOLATILE]	48"	D6+1	4+	5	-1	2

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MELEE WEAPONS

—

RANGE

SW

MS

S

AP

D

Walker Feet	Melee	4	4+	6	-0	2
Grindersword - Strike	MELEE	6	4+	12	-4	4
Grindersword - Sweep	MELEE	12	4+	6	-2	2

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ABILITIES

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CORE: DEADLY DEMISE D6

FACTION: RUGGARD VONYA UOKER; SUPER-HEAVY WARWALKERS

Noble Example: At the start of the battle, select one formation from your opponent's army. Each time an Esquire or this troop makes an attack targeting the target, you can re-roll the Hit roll.

Experienced Boyar: All Esquires within 24" of this troop have their Heroism improved by 1, and their Battle-Effectiveness improved by 2.

—INVULNERABLE DEFENCE*—

6+

**This troop has Invulnerable Defence against ranged attacks*

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

FACTION KOLKATAN ARMIYA
KEYWORDS:

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 Voyna Uoker are bestowed only upon experienced Boyars, allowing them to maximize their effectiveness on the battlefield.

— GEAR OPTIONS —

- This troop may replace its Ogon Rocket Pods with 1 Zhelezo Rocket Pods.

—FORMATION COMPOSITION—

- **1 BOYARIN REAVER**
- **This troop is equipped with:** Plasma Striker; Grindersword; Vestnik Autogun; Ogon Rocket Pod; Walker Feet.

—DAMAGED: 1-7—

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

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

FACTION KOLKATAN ARMIYA
KEYWORDS:

BOYARIN KORAQY

M

20+”

V

12

DE

3+

W

24

HE

6+

BE

0

— RANGED WEAPONS —						
	RANGE	SW	RS	S	AP	D
Brodseyd Cannon Battery	[TWIN-WEAPON, VOLATILE, HEAVY 1]	64”	2	4+	14	-2 4
Type III. Bolter Battery	[ANTI-FLY 3+, RAPID FIRE 6]	48”	6	4+	8	-2 2
Izlu Cluster Array	[EMISSION]	48”	2D6+3	4+	5	-0 1
— MELEE WEAPONS —						
	RANGE	SW	MS	S	AP	D
Ramming Bow	Melee	4	4+	8	-1	3

— ABILITIES —

CORE: DEADLY DEMISE D6+3; HOVER

FACTION: RUGGARD VONYA UOKER

Pride of the Fleet: While this troop is on the battlefield all troops have their Heroism statistics improved by 1.

— DAMAGED: 1-14 —

While this troop has 1-14 wounds remaining, each time a troop makes an attack, subtract 1 from the Hit rolls.

KEYWORDS: VEHICLE, AIRCRAFT, FLYING, KOLKATA, BOYARIN, KORAQY, CHARACTER

FACTION KOLKATAN ARMIYA
KEYWORDS:

BOYARIN KORAQY

The Boyarin Koraqy is one of the earliest Boyarin designs, built before standardized models were established. This skyborne fortress is clad in thick armor plating and held aloft by a combination of pulse-lift engines and gas-filled chambers. Though it boasts formidable heavy weaponry, its immense weight compromises its overall armor compared to newer, ground-based Boyarin units. As a result, it primarily sees service in ceremonial roles, most notably as part of the Imperial Parade led by Kozlov's elder brother.

— GEAR OPTIONS —

- None.

— FORMATION COMPOSITION —

- **1 BOYARIN KORAQY**
- **This troop is equipped with:** Brodsayd Cannon Battery; Type III. Bolter Battery; Izlu Cluster Array; Ramming Bow.

KEYWORDS: VEHICLE, AIRCRAFT, FLYING, KOLKATA, BOYARIN, KORAQY, CHARACTER

FACTION KOLKATAN ARMIYA
KEYWORDS:

BOGATYRI ESQUIRE

M

12"

V

10

DE

4+

W

12

HE

6+

BE

6

— RANGED WEAPONS —

RANGE

SW

RS

S

AP

D

Bogatyri Fusion Lanceet [INFERNO 3, STORM]	36"	2	4+	10	-4	D6
Vestnik Autogun [RAPID FIRE 3]	36"	3	4+	4	-1	1
Vestnik Fusion Cannon [IMPACT 2]	18"	2	4+	8	-4	D6

— MELEE WEAPONS —

RANGE

SW

MS

S

AP

D

Walker Feet	Melee	4	4+	6	-0	2
➡Bogatyri Blade - Strike	MELEE	5	4+	10	-2	3
➡Bogatyri Blade - Sweep	MELEE	10	4+	5	-1	1

— ABILITIES —

CORE: DEADLY DEMISE D3; LEADER

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 —

While this troop has 1-4 wounds remaining, each time a troop makes an attack, subtract 1 from the Hit roll and subtract 4 from its Battle-Effectiveness statistic.

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

FACTION KOLKATAN ARMIYA
KEYWORDS:

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 troop may replace its Vestnik Autogun with 1 Vestnik Fusion Cannon.

—FORMATION COMPOSITION—

- **1 BOGATYRI ESQUIRE**
- **This troop is equipped with:** Bogatyri Fusion Lancet; Vestnik Autogun; Bogatyri Blade; Walker Feet.

—LEADER—

- This formation can be attached to the following formations:
- *RYSTARAN ESQUIRE*
 - *YUNOGENT ESQUIRE*
 - *ERASTRANITEL ESQUIRE*

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

FACTION KOLKATAN ARMIYA
KEYWORDS:

RYTSARAN ESQUIRE

M

12"

V

10

DE

4+

W

10

HE

7+

BE

6

— RANGED WEAPONS —		RANGE	SW	RS	S	AP	D
Rytsaran Bolt Cannon	[STORM]	48"	1	4+	9	-2	3
Vestnik Autogun	[RAPID FIRE 3]	36"	3	4+	4	-1	1
Vestnik Fusion Cannon	[IMPACT 2]	18"	2	4+	8	-4	D6
— MELEE WEAPONS —		RANGE	SW	MS	S	AP	D
Walker Feet	[EXTRA-ATTACKS]	Melee	4	4+	6	-0	1
Rytsaran Bayonet	[BAYONET]	Melee	6	4+	9	-2	2

— ABILITIES —

CORE: DEADLY DEMISE D3; SCOUTS 6"

FACTION: RUGGARD VONYA UOKER

Assault Commission: When this troop begins the Brawling phase within range of an Objective Marker, all melee weapons equipped have 1 added to their Swiftmess statistic until the end of the phase.

— DAMAGED: 1-4 —

While this troop has 1-4 wounds remaining, each time a troop makes an attack, subtract 1 from the Hit roll and subtract 4 from its Battle-Effectiveness statistic.

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

FACTION KOLKATAN ARMIYA
KEYWORDS:

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 troop may replace its Vestnik Autogun with 1 Vestnik Fusion Cannon.

—FORMATION COMPOSITION—

- **1 Rytsaran Esquire**
- **This troop is equipped with:** Rytsaran Bolt Cannon; Vestnik Autogun; Rytsaran Bayonet; Walker Feet.

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

FACTION KOLKATAN ARMIYA
KEYWORDS:

YUNOGENT ESQUIRE

M

10"

V

10

DE

4+

W

12

HE

7+

BE

6

— RANGED WEAPONS —						
	RANGE	SW	RS	S	AP	D
Yunogent Fusion-Lancet [INFERNO 4]	24"	2	4+	10	-4	D6
Vestnik Autogun [RAPID FIRE 3]	36"	3	4+	4	-1	1
Vestnik Fusion Cannon [IMPACT 2]	18"	2	4+	8	-4	D6
— MELEE WEAPONS —						
	RANGE	SW	MS	S	AP	D
Walker Feet	Melee	4	4+	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 —

While this troop has 1-4 wounds remaining, each time a troop makes an attack, subtract 1 from the Hit roll and subtract 4 from its Battle-Effectiveness statistic.

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

FACTION KOLKATAN ARMIYA
KEYWORDS:

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.

— GEAR OPTIONS —

- This troop may replace its Vestnik Autogun with 1 Vestnik Fusion Cannon.

—FORMATION COMPOSITION—

- **1 Yunogent Esquire**
- **This troop is equipped with:** Yunogent Fusion-Lancet; Vestnik Autogun; Walker Feet.

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

FACTION KOLKATAN ARMIYA
KEYWORDS:

ERASTRANITEL ESQUIRE

M

12"

V

10

DE

4+

W

12

HE

7+

BE

6

— RANGED WEAPONS —						
	RANGE	SW	RS	S	AP	D
Twin Vestnik Autoguns [RAPID FIRE 6]	36"	6	4+	4	-1	1
Twin Vestnik Fusion Cannons [IMPACT 2]	18"	4	4+	8	-4	D6

— MELEE WEAPONS —						
	RANGE	SW	MS	S	AP	D
Arachnid Walker Feet	Melee	6	4+	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-2+ ability.

— DAMAGED: 1-4 —

While this troop has 1-4 wounds remaining, each time a troop makes an attack, subtract 1 from the Hit roll and subtract 4 from its Battle-Effectiveness statistic.

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

FACTION KOLKATAN ARMIYA
KEYWORDS:

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 its Twin Vestnik Autogun with 1 Vestnik Fusion Cannon.

—FORMATION COMPOSITION—

- **1 Erastranitel Esquire**
- **This troop is equipped with:** Twin Vestnik Autogun; Walker Feet.

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

FACTION KOLKATAN ARMIYA
KEYWORDS: