

Ulani Tank Regiment

Ulani Companies		
Any number of Ulani Companies can be taken		
DETACHMENT	UNITS	POINTS COST
0 -1 Ulani Regimental HQ	1 Ulani HQ Command Tank and 9 Lemman Russ Battle tanks. (The Lemman Russ may be exchanged for Lemman Russ Executioners at no cost)	750
Ulani Tank Company	Six to Ten Lemman Russ Battle tanks at 65 Points each. Each Lemman Russ Battle tank may be replaced by the following for the indicated cost:	Varies
	Executioner	Free
	Demolisher	+10 points
	0-1 Ulani Command Tank	+25 Points

Ulani Company Upgrades		
Up to three may be taken for each Ulani Company. Upgrades are not separate formations but are added to the original formation and are counted as part of it in all respects. Each upgrade can only be taken once per company.		
UPGRADE	UNITS	POINTS COST
Tank Squadron	Three of the following tanks in any combination: Lemman Russ Battle tank, Executioner or Demolishers	200
Flak unit	One Hydra	50
Griffon Battery	Three Griffons	100
Hellhound Squadron	Three Hellhounds	150
Tank Riders	Six Ulani tank rider infantry units	150

Ulani Support Formations		
Up to two may be taken for each Ulani Company. They are independent formations.		
DETACHMENT	UNITS	POINTS COST
Light Artillery Platoon	Three Griffons	100
Medium Artillery Platoon	Three Basilisks	250
Scout Platoon	Six Salamander scout tanks	200
0-1 Orbital Support	One Imperial Luna Class cruiser	150
	OR One Imperial Emperor Class battleship	300
Super Heavy tank platoon	One Baneblade, Shadowword or Stormblade	200
Anti-tank platoon	Three Lemman Russ Tank Hunters	175
Flak platoon	Three Hydras	150

Imperial Navy Aircraft		
Up to one third of the army's points may be spent on air and titan units. They are independent formations.		
DETACHMENT	UNITS	POINTS COST
Thunderbolt Flight	2 Thunderbolts	150
Marauder Bomber Flight	2 Marauder Bombers	250

Ulani Tank Regiment

Name	Type	Speed	Armour	Strategy Rating 2			Initiative 2+			Notes
				CC	FF	Weapons	Range	Firepower		
Ulani Baneblade	WE	15cm	4+	6+	4+	Bane Battle cannon	75cm	AP3+/AT4+	Reinforced Armour DC3 - Crit explodes. Units in 5cm hit on a 6+	
						Autocannon	45cm	AP5+/AT6+		
						Demolisher cannon	30cm	AP3+/AT4+, Ignore Cover FxF		
						3 x Heavy Bolter	30cm	AP5+		
Ulani Basilisk	AV	20cm	5+	6+	5+	Earthshaker cannon	120cm	AP4+/AT4+ OR 1 BP, Indirect Fire	Only fire indirect when firing a barrage	
						Heavy Bolter	30cm	AP5+		
						Vanquisher Cannon	75cm	AP4+/AT2+		
						Lascannon	45cm	AT5+		
Ulani Command Tank	AV	20cm	4+	6+	4+	2 x Heavy Bolters	30cm	AP5+	Reinforced Armour, Commander	
						Power Weapons	Base Contact	MW, EA +1		
						Heavy Mortar	30cm	1 BP, Indirect Fire		
Ulani Commisar	CH	na	na	na	na	Power Weapons	Base Contact	MW, EA +1	Leader, Fearless, Inspiring	
Ulani Griffon	AV	30cm	6+	6+	5+	Heavy Bolter	30cm	AP5+		
Ulani Hellhound	AV	30cm	4+	6+	3+	Inferno Cannon	30cm	AP3+, Ignore Cover		
Ulani HQ Command Tank	AV	20cm	4+	6+	3+	Heavy Bolter	30cm	AP5+	Reinforced Armour, Supreme Commander	
						Vanquisher Cannon	75cm	AP4+/AT2+		
						Lascannon	45cm	AT5+		
						2 x Heavy Bolters	30cm	AP5+		
Ulani Hydra	AV	30cm	6+	6+	5+	Pintle-Mounted weapon	15cm	Small Arms		
						2 x Twin Hydra cannon	45cm	AP4+/AT5+/AA5+		
						Heavy Bolter	30cm	AP5+		
Ulani Leman Russ Battle Tank	AV	20cm	4+	6+	4+	Battlecannon	75cm	AP4+/AT4+	Reinforced Armour	
						Lascannon	45cm	AT5+		
						2 x Heavy Bolters	30cm	AP5+		
Ulani Leman Russ Conqueror	AV	25cm	4+	6+	5+	Conqueror cannon	45cm	AP4+/AT5+	Reinforced Armour	
						Lascannon	45cm	AT5+		
Ulani Leman Russ Demolisher	AV	20cm	4+	6+	3+	Lascannon	45cm	AP5+	Reinforced Armour	
						Demolisher cannon	30cm	AP3+/AT4+, Ignore cover		
						2 x Plasma cannon	30cm	AP4+/AT4+, Slow firing		
Ulani Leman Russ Executioner	AV	20cm	4+	6+	4+	Plasma destroyer	60cm	MW4+, Slow firing	Reinforced Armour	
						Lascannon	45cm	AT5+		
						2 x Heavy Bolters	30cm	AP5+		
						Laser Destroyer	75cm	AT2+, Sniper		
Ulani Leman Russ Tank Destroyer	AV	20cm	4+	6+	6+	Heavy Stubber	30cm	AP6+	Tank Riders	
Ulani Tank Rider Infantry	Inf	15cm	na	6+	5+	Lasguns	15cm	Small Arms		
Ulani Salamander	AV	30cm	6+	6+	5+	Autocannon	45cm	AP5+/AT6+	Scout	
						Heavy Bolter	30cm	AP5+		
Ulani Shadowsword	WE	15cm	4+	6+	5+	Volcano cannon	90cm	MW2+, TK D(3), FxF	Reinforced Armour DC3 - Crit explodes. Units in 5cm hit on a 6+	
						2 x Heavy Bolters	30cm	AP5+		
Ulani Stormblade	WE	15cm	4+	6+	4+	Plasma Blastgun	45cm	2 x MW2+, Slow Firing, FxF	Reinforced Armour DC3 - Crit explodes. Units in 5cm hit on a 6+	
						2 x Lascannon	45cm	AT5+		
						3 x Heavy Bolter	30cm	AP5+		

Ulan Tank Regiment Allies

Name	Type	Speed	Strategy Rating NA			Initiative Imperial Navy 2+			Notes
			Armour	CC	FF	Weapons	Range	Firepower	
Imperial Navy Emperor Battleship	Spaceship	na	na	na	na	Orbital bombardment	na	8BP MW	Slow and Steady
Imperial Navy Luna Cruiser	Spaceship	na	na	na	na	Orbital bombardment Pin point attack	na na	3BP MW MW2+, TK D(3)	
Imperial Navy Marauder Bomber	Bomber	na	4+	na	na	Twin Lascannons 2 x Twin Heavy Bolters Bomb Racks	45cm 15cm 15cm	AT4+/AA4+, FxF AA5+ 2 BP	
Imperial Navy Thunderbolt	Fighter Bomber	na	6+	na	na	Multilaser Underwing Rockets Storm Bolters	30cm 30cm 15cm	AP5+/AT6+/AA5+, FxF AT4+, FxF AP4+/AA5+, FxF	

Special Rules

Commissars

Roll 2D6 and add one commissar character upgrade to any formations. If a Regimental HQ has been selected then the first Commissar must be placed here.

Tank Riders

1 Ulan Tank Rider infantry unit may ride on the following tanks: Leman Russ battle tank, Leman Russ Demolisher tank, Leman Russ Vanquisher tank, Leman Russ HQ Comman tank, Leman Russ Command tank.