

DELTA ONE ZERO

... THE MINIATURES GAME ...



NEW EASTERN BLOC

FACTION DOSSIER O.F. 1.52

NEW EASTERN BLOC MOTOR RIFLE BRIGADE – DOSSIER O.F. 1.52

CONSTRUCTING A ROSTER

When constructing a roster for Delta One Zero: The Miniatures Game, players have three options:

- Use a pre-constructed roster determined by the scenario being played (narrative approach),
- Use a dossier to construct a roster following the guidelines provided (competitive approach), or
- Use whatever they want (freestyle approach).

USING THIS DOSSIER

If players are playing a game using the competitive approach, they will use a dossier to build their force. Players need to agree on a point limit for their game – we suggest 250 points as a balanced game however this number can be anything over 100 points.

Secondly, games using the competitive approach have a maximum of 3 fireteams, again ensuring balance is maintained across dossiers.

Once a point limit is agreed upon, players can construct their roster by completing the following:

BUILD A TACTICAL DECK

Players need to construct a deck of tactics cards from the options available. Decks must be the size listed in the dossier, and no card can be included more than its limit in the deck. Once the deck is constructed, players should assemble their fireteams.

ASSEMBLE FIRETEAMS

Players then need to select the models they will be using in their fireteams. As well as the total point limit, the following restrictions apply when building fireteams:

- Fireteam must have a minimum of two models and a maximum of five during construction.
- All fireteams must have the same FACTION keyword.
- All models in a fireteam must have the same FORMATION keyword.
- Only one model in each fireteam can have the COMMAND keyword.

A reminder, the keywords are structured the following way:

FACTION, FORMATION, ROLE, TITLE

UPGRADE CARDS

When the models have been selected, players may use the guidelines in the dossier to replace the listed Primary and/or CQB weapons for the cost listed.

Note some costs are negative (-). This implies the weapon is a “downgrade” from the listed weapon and will reduce the cost of the model.

Also, players may select additional equipment for their models, paying the cost listed in the dossier. Starting equipment can never be removed.

Finally, weapons can be modified with specialist attachments to fulfil specialised roles on the battlefield. These can be purchased for the cost listed in the dossier, following all listed restrictions, and assigned to a weapon. Some weapons are capable of two or more modifications. The appropriate upgrade cards should be placed on the model’s reference card to indicate the starting equipment has been modified.

COMMAND ORDERS

Next, players may select Command Orders equal to the total number of models with the COMMAND keyword in their roster and listed in the dossier by paying the points cost. Some command orders are “free” and can be taken at no point cost, however, still count toward the total number of Command Orders.

FORCE COMMANDERS

Finally, players must nominate which model is their Force Commander. This must be a model with the COMMAND keyword however it does not need to be the “highest ranked” model. This model will use its initiative value for the Forward Roll each turn.

It is important to note that some FORMATION keyword rules only apply if your Force Commander possesses that keyword.

CONSTRUCTION BONUSES

Some factions can receive bonuses for structuring fireteams in certain ways. These are applied after roster creation and are designed to reward thematic construction. These are also linked to the FORMATION keyword rules and only apply if your Force Commander possesses the appropriate keyword.

NEW EASTERN BLOC – ROSTER CONSTRUCTION BONUSES

<i>Iron Will (MRB)</i>	Once per game, any Fireteams that consist of one Motor Rifle Kommisar AND at least three Motor Rifle Streloks may reroll a <i>Reactivation</i> roll if the result is a 9 or 10.
<i>Any Time, Any Place (Spetznaz)</i>	If equipped with SMGs, models in Spetznaz Fireteams consisting of at least four models may each select one Weapon Modification listed in this dossier and permitted by weapon type and reduce its cost to 0. These “free” selections must be unique for each member; however, they may purchase other upgrades up to the weapon limit.

TACTICAL DECK OPTIONS

MAXIMUM DECK SIZE – 16 CARDS

MAXIMUM HAND SIZE – 4 CARDS

DECK LIMIT

May select from:

Stop!	2
Command Order	4
Wound Card Reflip	4
Clear Stress	4
Reactivation	4

COMMAND ORDERS

(MAY SELECT ONE PER COMMAND MODEL)

NAME	REQUIRED MODEL	POINTS
Aggressive Action	MRB	0
Zasada	SPETNAZ	0
Friendly Fire	Any	5
Heightened Awareness	Any	0
Light Mortar	Any	0
No Guts, No Glory	Captain	0
Inspiring Leadership	Captain or Lieutenant	0
Aerial Suppression	Command	5
Cool Head	Command	5
Gas Mortar	Command	0
Get Ready	Command	10
Highly Motivated	Command	10
Illumination Flare	Command	0
Plan B	Command	5
Slow Off the Mark	Command	10
Smoke Mortar	Command	5
Drone Strike	Command or Comms	10
Sniper Support	Command or Comms	0
Be On Alert	Comms	5
Cream Of the Crop	Comms	15
Get Down!	Comms	5
Move It, Move It!	Comms	15
Helicopter Sniper Support	Lieutenant	40
Trigger Discipline	Marksman	20
Jam!	Saboteur	0
Ambush!	Saboteur	0



GENERAL MODEL AND POINTS LIST O.F.1.52

MRB STRELOK		NEB, MRB, TROOPER, REGULAR		POINTS
				19
<i>The backbone of the Motor Rifle Brigades, the humble Strellok is trained well and is distinct among most of the New Eastern Bloc infantry regiments by being compromised entirely of volunteers. A philosophy of "overwhelming firepower" is evident in the equipment issued.</i>				
Primary	NEB Assault Rifle	CQB	None	Equipment/Mods
				None

This model may be given Upgrades, Equipment or Mods following the guidelines below.

MRB FRONTOVIK		NEB, MRB, TROOPER, VETERAN		POINTS
				21
<i>A Frontovik has been there and done that, and quite often has the scars to show for it. These veteran troops have been fighting before the new Bloc was formed, and their long campaigns have given them insight, experience, and some choice gear every Strellok coverts.</i>				
Primary	NEB Assault Rifle	CQB	None	Equipment/Mods
				None

This model may be given Upgrades, Equipment or Mods following the guidelines below.

MRB NAZNACHENNY STRELOK		NEB, MRB, SUPPORT, REGULAR		POINTS
				22
<i>Skilled marksmen have a place in every modern military force and the MRB is no exception. Often given additional training and superior equipment, Strellok Marksman use their skills to disrupt enemy squads by targeting command and specialist troops.</i>				
Primary	Marksman Rifle	CQB	None	Equipment/Mods
				None

This model may be given Upgrades, Equipment or Mods following the guidelines below.

MRB PULEMETECHK		NEB, MRB, SUPPORT, REGULAR		POINTS
				22
<i>These troopers are trained to provide suppressive fire to allow their fireteams to manoeuvre and execute their orders – as well as providing devastating offensive capability if required.</i>				
Primary	Squad Assault Weapon	CQB	None	Equipment/Mods
				None

This model may be given Upgrades, Equipment or Mods following the guidelines below.

MRB GRENADEER		NEB, MRB, SUPPORT, REGULAR		POINTS
				25
<i>A typical MRB Squad would have had two Strelloks with UBGL's in a manoeuvre team, though such uniformity in squads is long gone. Still, the added firepower that an 40MM HE provides, or the utility of a smoke screen, is greatly appreciated by all members in the Brigade.</i>				
Primary	NEB Assault Rifle	CQB	None	Equipment/Mods
				UBGL

This model may be given Upgrades, Equipment or Mods following the guidelines below.



MOTOR RIFLE RPG GRENADE**NEB, MRB, SUPPORT, REGULAR****POINTS****26**

The ubiquitous RPG has seen combat all over the world and still has a place in the Bloc. With access to different types of ammo this weapon can be a tool of destruction against infantry, vehicles and just about anything else in the way of an advancing rifle squad.

Primary

RPG (HE)

CQB

None

Equipment/Mods

None

This model may be given Upgrades, Equipment or Mods following the guidelines below.

MRB ZAZHIGATELNY GRENADE**NEB, MRB, SUPPORT, REGULAR****POINTS****28**

The RPO was developed for taking on entrenched enemy in urban environments, but the terrifying burst of flame that erupts from these rockets can strike fear in even the most steadfast of troops.

Primary

RPO (Flame)

CQB

None

Equipment/Mods

None

This model may be given Upgrades, Equipment or Mods following the guidelines below.

MRB KOMMISAR**NEB, MRB, COMMAND, POLITICAL OFFICER****POINTS****23**

Despite technically existing outside the structure of the military, these officers bring the stern discipline of the New Eastern Bloc political ethos and can override any order they deem oppositional to the Bloc's mission in the Crisis Zone.

Primary

None

CQB

9mm Pistol

Equipment/Mods

None

This model may be given Upgrades, Equipment or Mods following the guidelines below.

MRB KAPRAL**NEB, MRB, COMMAND, CORPORAL****POINTS****20**

An experienced Strelak who's main role was to lead the manoeuvre team within the Motor Rifle Section, the Kapral must have a level head and a knowledge of fire and manoeuvre tactics and the skills to operate a wide range of weapon systems.

Primary

NEB Assault Rifle

CQB

None

Equipment/Mods

None

This model may be given Upgrades, Equipment or Mods following the guidelines below.

MOTOR RIFLE SERZHANT**NEB, MRB, COMMAND, SERGEANT****POINTS****22**

It takes years of dedicated service in the New Eastern Bloc forces to rise to the rank of Sergeant, and often these NCO's have seen action leading their Sections in many deployments across Europe and Asia. Their automatic shotguns are rightfully feared in close quarters battle.

Primary

Automatic Shotgun

CQB

9mm Pistol

Equipment/Mods

None

This model may be given Upgrades, Equipment or Mods following the guidelines below.



SPETZNAZ VETERAN		NEB, SPETZNAZ, OPERATOR, VETERAN		POINTS
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Rightly feared across any modern battlefield, the brutal efficiency of the Spetznaz veterans has changed the nature of conflict in the Crisis Zone. Tasked primarily with eliminating the threat of insurgency against the NEB "assistance", these CQB specialists carry out many roles.

Primary	SMG	CQB	Entrenching Tool	Equipment/Mods	Frag Grenades (x2)
OR					
Primary	Suppressed Rifle	CQB	Entrenching Tool	Equipment/Mods	None

This model may be given Upgrades, Equipment or Mods following the guidelines below.

SPETZNAZ NARUSHITEL		NEB, SPETZNAZ, OPERATOR, VETERAN		POINTS
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36

Close Quarter expertise saw the Spetznaz develop techniques for deploying a variety of ballistic shields to provide mobile cover for their fireteams as the move across the area of operations.

Primary	Tactical Shield	CQB	9mm Pistol	Equipment/Mods	Flashbang Grenade (x2)
OR					
Primary	Suppressed Rifle	CQB	Entrenching Tool	Equipment/Mods	Ballistic Shield

This model may be given Upgrades, Equipment or Mods following the guidelines below.

SPETZNAZ KAPRAL		NEB, SPETZNAZ, OPERATOR COMMAND, CORPORAL		POINTS
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These operators lead teams of Spetznaz on short patrols and supporting MRB squads on frontline missions. They aim to prove their combat effectiveness to gain promotion to higher command and more exotic roles within the FSB.

Primary	Suppressed Rifle	CQB	Entrenching Tool	Equipment/Mods	None
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This model may be given Upgrades, Equipment or Mods following the guidelines below.

SPETZNAZ SERZHANT		NEB, SPETZNAZ, OPERATOR COMMAND, SERGEANT		POINTS
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A veteran of multiple campaigns, each Spetznaz Sergeant is highly skilled in the art of close quarters combat and leads his teams with purpose, pushing ever onwards towards their mission objectives in the Crisis Zone..

Primary	SMG	CQB	Entrenching Tool	Equipment/Mods	None
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This model may be given Upgrades, Equipment or Mods following the guidelines below.

SPETZNAZ LEYTENANT		NEB, SPETZNAZ, OPERATOR COMMAND, LIEUTENANT		POINTS
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Only the most skilled Spetznaz troopers are selected (or survive) to be Leytenants in this elite branch of the NEB war machine. The leadership and combat prowess they bring to the Crisis Zone emboldens even the shakiest kontraktniki into deeds of courage.

Primary	SMG	CQB	Entrenching Tool	Equipment/Mods	None
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This model may be given Upgrades, Equipment or Mods following the guidelines below.



GRU AGENT

NEB, GRU, OPERATOR COMMAND, SPECIAL AGENT

POINTS

40

These agents work directly for military intelligence and operate outside the chain of command. Canny field commanders can make use of their unique skills, but the GRU agents are always working toward enigmatic goals beyond the knowledge of the troops on the ground.

Primary

Machine Pistol

CQB

Stiletto Knife

Equipment/Mods

Fire Select Switch

This model may be given Upgrades, Equipment or Mods following the guidelines below.



UPGRADES, EQUIPMENT AND MODS O.F.1.52

NEW EASTERN BLOC – UPGRADES AND EQUIPMENT

ANY model may be given the following upgrades for the points cost listed:

Replace primary weapon with a SMG	+4	Replace CQB weapon with a Combat Knife	+1
Add Light Body Armour	+2	Add First Aid Kit	+3
Add Frag Grenades (Maximum of 3 per model)	+1 each	Add Tactical Headset (must be given to all members in Fireteam)	+1
		Add Laser Designator (Maximum 1 per Fireteam)	+2

Any model with the VETERAN keyword may be given the following upgrades for the points cost listed:

Replace primary weapon with a Combat Shotgun	+2	Replace CQB weapon with a Combat Knife	+1
Replace primary weapon with a Marksman Rifle	+2	Replace CQB weapon with a Heavy Pistol	+2
Replace primary weapon with a Carbine	+2	Replace CQB weapon with a 9mm Pistol	+1
Add Ballistic Plate Armour	+4	Add Smoke Grenades (Maximum of 3 per model)	+1 each
Add COMMS or RECON Keyword	+2	Add Improvised Camouflage	+2

Any model with the SUPPORT keyword may be given the following upgrades for the points cost listed:

Add Ballistic Plate Armour	+4	Add Smoke Grenades (Maximum of 3 per model)	+1 each
Add ENGINEER Keyword	+2		

Any model with the COMMAND or OPERATOR COMMAND keyword may be given the following upgrades for the points cost listed:

Replace primary weapon with a Combat Shotgun	+2	Replace CQB weapon with a Combat Knife	+1
Replace primary weapon with a Carbine	+2	Replace CQB weapon with a Heavy Pistol	+2
Add Ballistic Plate Armour	+4	Replace CQB weapon with a 9mm Pistol	+1
Add Flashbang Grenades (Maximum of 3 per model)	+1 each	Add Frag or Smoke Grenades (Maximum of 3 per model)	+1 each

Any model with the SPECIAL AGENT keyword may be given the following upgrades for the points cost listed:

Replace primary weapon with the GOLDEN GUN	+15	(this weapon may only be used by mutual agreement of all players)	
Replace primary weapon with a SMG	+4	Add Molotov (Maximum of 3 per model)	+1 each
Add SABOTEUR or RECON Keyword	+5	Add Improvised Explosive	+10

Any MRB Pulemetechick may:

Replace primary weapon with General Purpose MG	+2
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Any MRB Naznachenny Strelok may:

Add Improvised Camouflage	+2
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Any MRB Kapral may:

Add a UGBL Mod	FREE	(If taken, no other upgrades or equipment may be selected for this model)
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Any model with the OPERATOR COMMAND keyword may choose ONE of the following:

Replace primary weapon with a Tactical Shield	+15	Add Ballistic Shield	+15
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If NIGHT FIGHTING is in effect, any model may be given the following upgrades for the points cost listed:

Add Illumination Flares (Maximum of 3 per model)	+1 each	Add Night Vision Device	+2
		Replace CQB weapon with a Supressed Pistol	+2



WEAPON MODIFICATIONS**KEYWORDS****POINTS**

Any model may be given the following Modifications for the points cost listed and permitted by weapon type:

UB Grenade Launcher	Mod AR, Area Effect 2/1, Indirect, Limited 2, Reload,	+6
Red Dot Sight	Mod ALL	+2
ACOG Sight	Mod AR	+2
Laser Sight	Mod ALL	+2
Fore Grip	Mod AR, Mod SMG	+2
Fire Select Switch	Mod AR	+2
Additional Rounds	Mod RPG	+4
Bipod	Mod SR, Mod MG	+2
RPG AT Rounds	Mod RPG	+4
RPG Upgraded Optics	Mod RPG	+4
Suppressor	Mod AR, Mod SMG	+1
Tactical Shield	Mod TS	+2
Electrodes		
Tactical Shield Lights	Mod TS	+1

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