

# UKRAINIAN ARMS

UKRAINIAN ARMS EXPANSION FOR TWILIGHT: 2000



**UKRAINIAN ARMS FOR A 2000+ SETTING.** This expansion adds Ukrainian produced weapons for an alternative Twilight: 2000+ setting past the year 2000 with some few weapons also available before the year 2000.

BY DANIEL ROOS

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TWILIGHT:2000**

# INTRODUCTION

**This book is an effort to acknowledge the domestically manufactured arms of Ukraine and make them playable in the confinements of the Twilight: 2000 role-playing system.**

Not every weapon listed in this expansion will be suitable for all campaigns and that is why I have noted the year when each weapon were introduced in our timeline.

Although only a handful of the guns listed in this expansion were introduced before the year 2000 and most will probably only be suitable in a Twilight: 2000+ setting, even campaigns set in the year 2000 could argue that the alternate timeline could mean that the weapons manufacturing of Ukraine within the Soviet Union would have been escalated to a point that at least some of the other guns could have been produced before the year 2000.

That said – others are clearly NATO inspired and even licensed versions of the AR10, AR15 and the M4, and would never have been realized during the Soviet Union.

## YOU'RE THE REFEREE

In the end, you are the referee and you decide what weapons and attachments are suitable for your own campaign and playstyle.

## IMAGE FILES AND VTT MODULE

I have bundled a Foundry VTT module with all the illustrated weapons as well with separate image files if you wish to print new weapon cards for your players.

## WEAPON TYPE ABBREVIATIONS

This book introduce several new weapon types to the game. These are the weapon type abbreviations used in this book.

ATGM	Anti-tank guided missile
AMR	Anti-materiel rifle
LMG	Light machine gun

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## WEAPONS AND ATTACHMENTS

- Barrier
- Fort-12
- Fort-12B
- Fort-12 CURZ
- Fort-14TP
- Fort-17
- Fort-20
- Fort-21
- Fort-221
- Fort-224
- Fort-227
- Fort-227 (5.56)
- Fort-228
- Fort-229
- Fort-301
- Fort-401
- KBA-118
- KBA-48M
- M120-15 Molot
- Kombat
- M4-WAC-47 5.56
- M4-WAC-47 7.62
- Malyuk 5.45
- Malyuk 5.56
- Malyuk 7.62
- Red Dot Sight
- RDG-2
- Snipex Alligator
- Snipex T-Rex
- Stugna-P
- Zbroyar UAR-10
- Zbroyar UAR-15
- Zbroyar Z-008
- Zbroyar Z-10
- Zbroyar Z-15

# PISTOLS



## FORT-12

The Fort-12 (Форт-12) is a semi-automatic pistol, also available as Fort-12B featuring a detachable suppressor and Fort-12 CURZ using 9x17mm (.380 ACP).

TYPE	AMMO	ROF	RNG	DMG	CRIT
Pistol	9×18	2	2	1	2
NATION	YEAR	MAG	ARM	WGT	BLST
Ukraine	1995	12	+1	½	-



## FORT-17

Designed by Ukrainian company RPC Fort in 2004. The pistol is similar to the Fort 12, but is much lighter. It also features a removable grip backstrap to fit a particular shooter.

TYPE	AMMO	ROF	RNG	DMG	CRIT
Pistol	9×18	2	2	1	2
NATION	YEAR	MAG	ARM	WGT	BLST
Ukraine	2004	13	+1	¼	-



## FORT-14TP

The Fort 14 pistol has been developed for Ukrainian security and police forces.

TYPE	AMMO	ROF	RNG	DMG	CRIT
Pistol	9×18	2	2	1	2
NATION	YEAR	MAG	ARM	WGT	BLST
Ukraine	2003	14	+1	½	-



## FORT-20

Fort-20 is a semi-automatic 9×19mm pistol created by RPC Fort that was introduced in 2021. It is primarily used by the Ukraine Special Operations Forces (UASOF).

TYPE	AMMO	ROF	RNG	DMG	CRIT
Pistol	9×19	2	2	1	2
NATION	YEAR	MAG	ARM	WGT	BLST
Ukraine	2021	16	+1	½	-

# ASSAULT RIFLES



## FORT-221 / 224

Fort-221 is an Israeli IWI Tavor TAR-21 built under license by RPC Fort and designed to chamber the 5.45×39mm round instead of the standard 5.56×45mm NATO round. It is used by the Ukrainian Special Forces. Fort-224 is a shortened version of Fort-221.

TYPE	AMMO	ROF	RNG	DMG	CRIT
Assault rifle	5.45×39	6	6	2	3
NATION	YEAR	MAG	ARM	WGT	BLST
Ukraine	2001*	30	0	1	-

\* TAR-21 was in service 2001 while Fort-221 version in 2009.



## FORT-228

Ukrainian version of IWI ACE in 7.62×39mm. Used by special forces. Can be fitted with a scope, tactical light and red dot. See new rules for Red Dot.

TYPE	AMMO	ROF	RNG	DMG	CRIT
Assault rifle	7.62×39	6	5	2	3
NATION	YEAR	MAG	ARM	WGT	BLST
Ukraine	2008*	30	0	1	-

\* IWI ACE was in service 2008 while Fort versions in 2014.



## FORT-227

Ukrainian version of IWI ACE in 5.56×45mm. Used by special forces. Can be fitted with a scope, tactical light and red dot. See new rules for Red Dot.

TYPE	AMMO	ROF	RNG	DMG	CRIT
Assault rifle	5.56×45	6	5	2	3
NATION	YEAR	MAG	ARM	WGT	BLST
Ukraine	2008*	45	0	1	-

\* IWI ACE was in service 2008 while Fort versions in 2014.



## FORT-229

Ukrainian version of IWI ACE in 7.62×51mm. Used by special forces. Can be fitted with a scope, tactical light and red dot. See new rules for Red Dot.

TYPE	AMMO	ROF	RNG	DMG	CRIT
Assault rifle	7.62×51	6	5	3	4
NATION	YEAR	MAG	ARM	WGT	BLST
Ukraine	2008*	30	0	1	-

\* IWI ACE was in service 2008 while Fort versions in 2014.



### MALYUK 5.45

Bullpup Kalashnikov variant. Used by Special Forces units. Some regular units were also issued Malyuks.

TYPE	AMMO	ROF	RNG	DMG	CRIT
------	------	-----	-----	-----	------

Assault rifle	5.45×39	5	6	2	3
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NATION	YEAR	MAG	ARM	WGT	BLST
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Ukraine	2005*	45	0	1	-
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\* Designed 2005. Introduced 2015.



### MALYUK 7.62

Bullpup Kalashnikov variant. Used by Special Forces units. Some regular units were also issued Malyuks.

TYPE	AMMO	ROF	RNG	DMG	CRIT
------	------	-----	-----	-----	------

Assault rifle	7.62×39	5	6	2	3
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NATION	YEAR	MAG	ARM	WGT	BLST
--------	------	-----	-----	-----	------

Ukraine	2005*	30	0	1	-
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\* Designed 2005. Introduced 2015.



### MALYUK 5.56

Bullpup Kalashnikov variant. Used by Special Forces units. Some regular units were also issued Malyuks.

TYPE	AMMO	ROF	RNG	DMG	CRIT
------	------	-----	-----	-----	------

Assault rifle	5.56×45	5	6	2	3
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NATION	YEAR	MAG	ARM	WGT	BLST
--------	------	-----	-----	-----	------

Ukraine	2005*	45	0	1	-
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\* Designed 2005. Introduced 2015.

# MACHINE GUNS



## FORT-401

Ukrainian modified version of Israeli IWI Negev.

TYPE	AMMO	ROF	RNG	DMG	CRIT
Assault rifle	5,56×45	6	8	2	3
NATION	YEAR	MAG	ARM	WGT	BLST
Ukraine	1997	200	0	3	

Sample File

# SNIPER RIFLES



## FORT-301

Ukrainian version of the IMI Galatz sniper rifle with caliber 7.62×51 mm a semiautomatic sniper rifle. Standard accessories include: side-folding butt-stock, 6x optical sight, suppressor and folding bipod.

TYPE	AMMO	ROF	RNG	DMG	CRIT
Assault rifle	7.62×51	2	8	3	3
NATION	YEAR	MAG	ARM	WGT	BLST
Ukraine	1983*	25	0	2½	-

\* The Israeli IMI Galatz was introduced 1983.

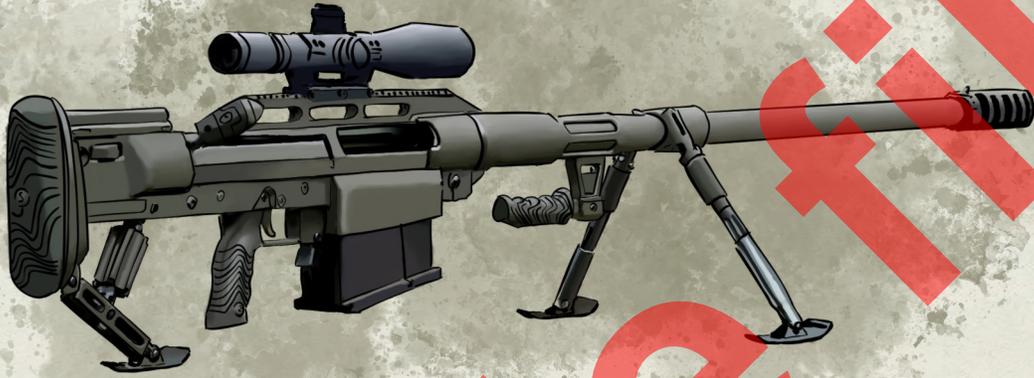


## ZBROYAR UAR-10 / Z-10

UAR-10 will be the military version of Z-10 rifle. The Zbroyar Z-10 is a 7.62×51mm NATO sniper rifle manufactured by Zbroyar and is based on the AR-10.

TYPE	AMMO	ROF	RNG	DMG	CRIT
Sniper rifle	7.62×51	2	9	3	3
NATION	YEAR	MAG	ARM	WGT	BLST
Ukraine	2012	10	0	2	-

# AMR



## SNIPEX ALLIGATOR

Snipex Alligator is a Ukrainian long-range magazine-fed anti-materiel rifle of 14.5×114mm caliber with an intimidating 2 metres of length.

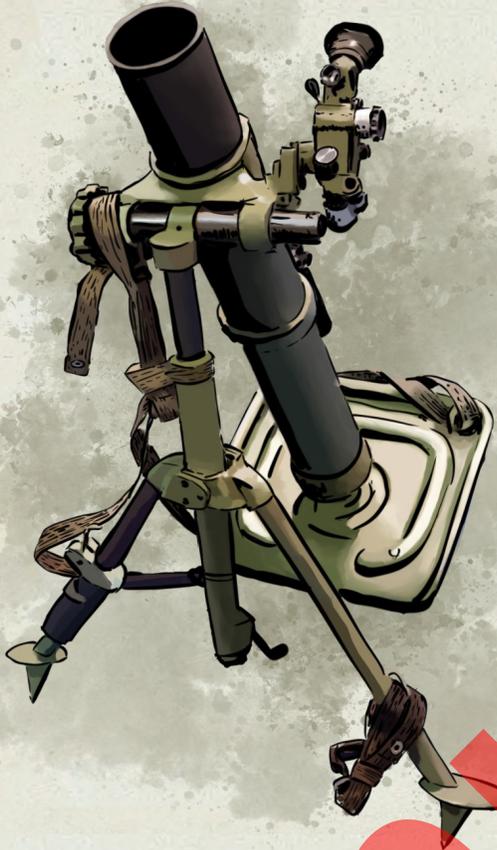
TYPE	AMMO	ROF	RNG	DMG	CRIT
AMR	14.5×114	2	20	4	2
NATION	YEAR	MAG	ARM	WGT	BLST
Ukraine	2020	5	-1	8	-

## SNIPEX T-REX

Snipex T-Rex is an earlier, smaller, single-shot bolt action version of the Snipex Alligator AMR with "just" 1.8 metres of length.

TYPE	AMMO	ROF	RNG	DMG	CRIT
AMR	14.5×114	1	20	4	2
NATION	YEAR	MAG	ARM	WGT	BLST
Ukraine	2018	5	-1	7½	-

# MORTARS



## KBA-118

This light and highly mobile mortar was developed in 2012 and entered service three years later. KBA-118 weighs 12.5 kg, which is about half the weight of AGS-17 Plamya heavy grenade launcher (31 kg).

TYPE	AMMO	ROF	RNG	DMG	CRIT
Light mortar	60mm	1	20	4	3
NATION	YEAR	MAG	ARM	WGT	BLST
Ukraine	2015	1	+2	8	C

## KBA-48M

The KBA-48M 82mm mortar was developed already in 1997 as a modified and lighter titanium version of the Soviet 2B14, also capable of firing 81 mm NATO rounds. The KBA-48M did not come into service until 2013.

TYPE	AMMO	ROF	RNG	DMG	CRIT
Mortar	82mm	1	20	6	3
NATION	YEAR	MAG	ARM	WGT	BLST
Ukraine	1997*	1	+2	16	B

\* Designed in 1997 and introduced in 2013.

## M120-15 MOLOT

The M120-15 Molot is a modified version of the Soviet 2B11 Sani mortar. Ukraine planned to produce 400 M120-15 mortars by 15, but the first batch was delayed until 2016.

TYPE	AMMO	ROF	RNG	DMG	CRIT
Heavy mortar	120mm	1	75	9	2
NATION	YEAR	MAG	ARM	WGT	BLST
Ukraine	2016	1	+2	70	A

# ANTI-TANK MISSILES



## STUGNA-P

Stugna-P or "Skif" as the export version is called, is a laser guided anti-tank missile that was developed in the mid-2000s and introduced in 2011. Each system consists of a tripod, missile container, PDU-215 remote control panel, guidance device, and thermographic camera (thermal imager). It is meant to replace heavy tripod-mounted anti-tank missile systems like the 9M113 Konkurs. The Stugna-P/Skif has two targeting modes: manually steered, and automated fire-and-forget that uses no manual tracking of a target through a remote wired control panel.

The range decreases to 45 during nightfall. Each missile adds 3 weight.

TYPE	AMMO	ROF	RNG	DMG	CRIT
ATGM	152mm	1	80	11	1
NATION	YEAR	MAG	ARM	WGT	BLST
Ukraine	2011*	1	-2	32	B

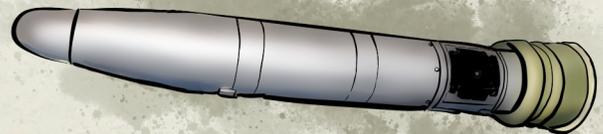
\* Designed in 2005 and introduced in 2011.



## BARRIER

The Barrier is an Anti-tank Laser-guided tandem-charge high-explosive missile fitted to BTR-3s, BTR-4s, and BMP-1s.

TYPE	AMMO	ROF	RNG	DMG	CRIT
ATGM	130mm	1	80	10	1
NATION	YEAR	MAG	ARM	WGT	BLST
Ukraine	2018	1	-1	9	B



## KOMBAT

The Kombat is an Anti-tank Laser-guided tandem-charge high-explosive missile created to increase the range of T-64, T-72, T-80 and T-84 tanks.

TYPE	AMMO	ROF	RNG	DMG	CRIT
ATGM	125mm	1	80	10	1
NATION	YEAR	MAG	ARM	WGT	BLST
Ukraine	2007	1	-1	9	B

## GRENADES



### RDG-2

The RDG-2 (Ручная Дымовая Граната, translated Smoke hand grenade) is a cheap, simple, Soviet-era smoke grenade found in many Eastern European countries. The RDG-2 are produced domestically within Ukraine.

The casing is made from cylindrical cardboard with two colored caps on the end where the smoke is deployed from.

It takes one action to prepare the RDG-2 for deployment as both ends of the tube need to be pulled, before the grenade can be thrown.

Once the grenade is thrown, it takes two rounds for the smoke to be deployed and most effective after yet another round. The RDG-2 will remain in its most effective state for five rounds before the amount of smoke is reduced, after this point it takes ten rounds before it becomes inert. The grenade will become completely inert after 15 rounds.

Item weight: ¼.

Sample

## WEAPONS BY NAME

WEAPON	TYPE	AMMO	ROF	DMG	CRIT	BLST	RNG	MAG	ARM	WGT
Barrier	Missile	130mm	1	10	1	B	80	1	-1	9
Fort-12	Pistol	9×18	2	1	2	-	2	12	+1	½
Fort-12B	Pistol	9×18	2	1	2	-	2	12	+1	½
Fort-12 CURZ	Pistol	9×17	2	1	2	-	2	12	+1	½
Fort-14TP	Pistol	9×18	2	1	2	-	2	14	+1	½
Fort-17	Pistol	9×18	2	1	2	-	2	13	+1	¼
Fort-20	Pistol	9×19	2	1	2	-	2	16	+1	½
Fort-21	Pistol	9×19	2	1	2	-	2	16	+1	½
Fort-221	Assault rifle	5.45×39	6	2	3	-	6	30	0	1
Fort-224	Assault rifle	5.45×39	6	2	3	-	6	30	0	1
Fort-227	Assault rifle	5.45×39	5	2	3	-	5	30	0	1
Fort-227	Assault rifle	5.56×45	6	2	3	-	5	30	0	1
Fort-228	Assault rifle	7.62×39	5	3	4	-	5	25	0	1
Fort-229	Assault rifle	7.62×51	6	3	4	-	5	30	0	1
Fort-301	Sniper rifle	7.62×51	2	3	3	-	8	25	0	2½
Fort-401	LMG	5.56×45	6	2	3	-	8	200	0	3
KBA-118	Light Mortar	60mm	1	5	3	C	35	1	+2	4
KBA-48M	Mortar	82mm	1	6	3	B	40	1	+2	16
Kombat	Missile	125mm	1	10	1	B	80	1	-1	10
M120-15 Molot	Heavy Mortar	120mm	1	9	2	A	75	1	+2	70
M4-WAC-47 5.56	Assault rifle	5.56×45	6	2	3	-	4	30	0	1
M4-WAC-47 7.62	Assault rifle	7.62×39	6	2	3	-	4	25	0	1
Malyuk 5.45	Assault rifle	5.45×39	5	2	3	-	6	30	0	1
Malyuk 5.56	Assault rifle	5.56×45	5	2	3	-	6	30	0	1
Malyuk 7.62	Assault rifle	7.62×39	5	2	3	-	6	25	0	1
RDG-2	Grenade	-	-	-	-	-	-	1	0	¼
Snipex Alligator	AMR	14.5×114	2	4	2	-	20	5	-1	8
Snipex T-Rex	AMR	14.5×114	1	4	2	-	20	1	-1	8
Stugna-P	ATGM	152mm	1	10	1	B	80	1	-2	32
Zbroyar UAR-10	Sniper rifle	7.62×51	2	3	3	-	9	10	0	2
Zbroyar UAR-15	Assault rifle	5.56×45	6	2	2	-	5	30	0	1
Zbroyar Z-008	Sniper rifle	.308	1	3	3	-	10	5	0	2
Zbroyar Z-008	Sniper rifle	7.62×51	1	3	3	-	10	5	0	2
Zbroyar Z-10	Sniper rifle	.308	2	3	3	-	9	10	0	2
Zbroyar Z-10	Sniper rifle	7.62×51	2	3	3	-	9	10	0	2
Zbroyar Z-15	Assault rifle	5.56×45	6	2	2	-	5	30	0	1

## NEW RULES

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### RED DOT SIGHT

A red dot sight displays an illuminated red dot which enables the user to aim more easily and faster at close range than while using an iron sight or regular scope.

If your weapon has a Red Dot Sight, your Fast Aim receives a +1 modifier at short distance.

Item weight: ½.

**OPTIONAL RULE:** The Red Dot Sight requires batteries to operate. Roll a D100 each time you are using the weapon with the Red Dot Sight activated. On the roll of a 1, the batteries runs out.

## IMAGE FILES

Bundled together with this PDF, you can also download the images as separate transparent PNG image files if you would like to print them on weapon cards for your players. The image files are provided inside a folder in the Foundry VTT module ZIP archive.

## FOUNDRY VTT MODULE

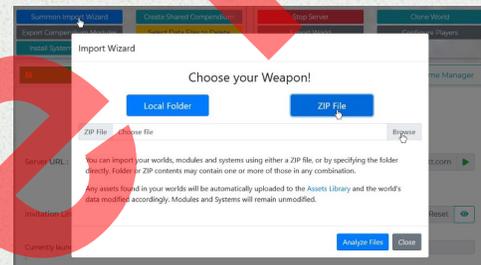
You may also download my module for Foundry VTT supplied in this bundle, where you can import items for all illustrated weapons in this book, including stats, restrictions, notes and images, as well as ammunition types defined for use with those weapons.

Install from the zip file directly, activate and then import the contents of the compendium.

### FORGE INSTALLATION

Navigate to the Games configuration screen. Click the big "Summon Import Wizard" button at the top.

Select "ZIP File". Click "Browse" to locate the zip file and click "Analyze Files" before starting the import.



### MANUAL INSTALLATION

To install manually on your own server, unzip the contents of the zip file under your modules folder:

`\Data\modules\`

Read more about installing modules in Foundry VTT:

<https://foundryvtt.wiki/en/basics/Modules>

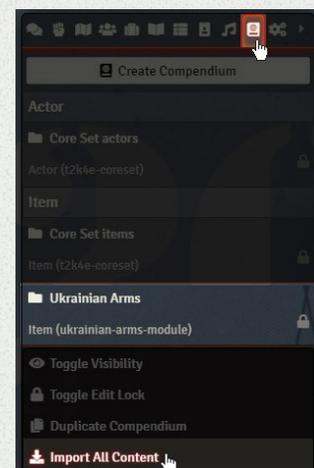
### IMPORTING CONTENT

After installing the module, you need to import the contents of the compendium.

Start up Foundry VTT and navigate to the Compendium tab.

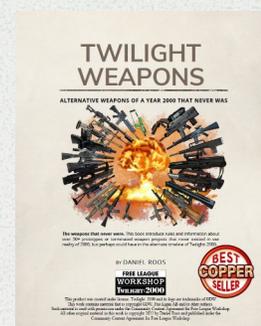
Right click "Ukrainian Arms" and select "Import All Content".

Enjoy!



## OTHER EXPANSIONS

If you liked this expansion, then please do check out my other expansion [Twilight Weapons](#) that introduce rules and information about over 50+ prototypes or terminated weapon projects that never existed in our reality of 2000, but perhaps could have in the alternate timeline of Twilight: 2000, post apocalyptic or other games set in a modern timeline, using alternate events.



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