

A R M Y

B O O K



RED
GUARD





"No one escapes war!"



***"So comrades, come rally
And the last fight let us face.
The Intersidereal unites the
human race."***

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DISCLAIMER

AT-43 is a work of fiction. It is a game.
None of this ever occurred and, hopefully,
never will occur...

CRY HAVOC

Rackham publishes a bimonthly magazine dedicated to its universes, including AT-43.



Starting with Issue 14, find the elements of the ready for play AT-43 worldwide campaign in Cry Havoc.

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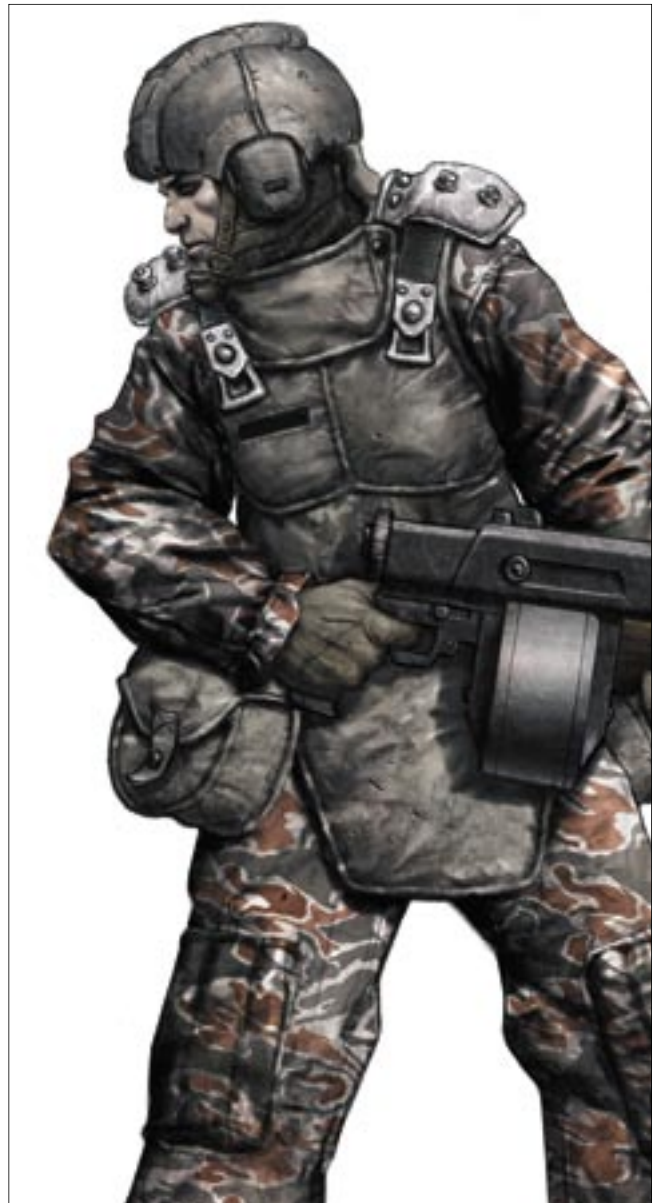
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ERRATA - GAME RULES

• In the “Melee” chapter, pg. 71: the following sentence is missing: “Once a unit has attacked in a melee, it can no longer act (shoot, fight, etc.).”

• Therian project, Wraith golgoth, p. 125: The “Standard Equipment” line is incorrect. The correct equipment is “medium nucleus cannon” and “medium sonic cannon”.

See the “Frequently Asked Questions” dedicated to AT-43 at www.at-43.com!

INTRODUCTION

The *AT-43* range now includes a series of reference publications, *Army Books*, for all players.

All *AT-43* fans will enjoy the exclusive information contained in these supplements.

Knowing everything about an army means knowing not only how to lead it, but also how to defeat it!

RED BLOK'S REVOLUTIONARY FORCES

Faced with the reactionary forces of interstellar decadence, only one alternative exists to put mankind back on the path to bliss: the Red Blok. The Red Blok revolution is the first step towards justice, equality and brotherhood. The long march of the Red Blok started more than 50 years ago and nothing has been able to stop it, neither the insane stubbornness of the U.N.A. nor the ravages of the Morphos.

Three collectives, three factions, lead the citizens of the Red Blok on the path of the glorious Revolution.

- **Supra** presides over the state and monitors external enemies, while guiding the minds of the people thanks to its collectivist propaganda machine.
- **The ARC**, the Army of Revolutionary Collectives, organizes and defends the state against its internal and external enemies.
- The local collective of Ava, **Frontline**, demonstrates the superiority of revolutionary ideals every day, through its economic and social successes and its continuous scientific discoveries.

The Red Blok needs all those brave hearts who seek greater ideals: the Revolution has begun! Join the Red Blok and defend the glorious future of humanity!

WHAT WILL I FIND IN THIS BOOK?

The Information and Communication sub-collective presents Red Blok's armed forces. You will find complete information on the glorious army of the defenders of the collectivist cause, the architect of victory against the Morphos. The soldiers of the revolution sacrificed themselves to save Ava and continue to do so for the Revolution. The Revolution is moving forth, and nothing can stop it!

In the first part, the Red Blok, you will find crucial information to understand the revolutionary society, mother of the soldier and kommandos who will lead the universe to collectivist bliss. The information to which your level of accreditation allows you access is as follows:

- **Revolutsyia!**: how the Collectivist Revolution was born and established itself ;
- **Living in the Red Blok**: collectivist bliss, its rules and organization;
- **Revolutionary worlds**: the main planets that joined the revolutionary cause.

In the second part, the Revolutionary Forces, you will be trained to use the collectivist war machine. A billion soldiers await your orders. Don't disappoint them. The information to which your level of accreditation allows you access is as follows:

- The "Supra", "ARC" and "Frontline" chapters offer further possibilities for structuring a company by offering three new themed armies;
- The personal files of four revolutionary heroes, with evaluations from the DistriPop sub-collective. These men and women lead the Revolution towards its ultimate victory. They are the famous Sergeant Anastasiya Tymofiyeva, Captain Pavel Vrachov and Colonels Odin O-1 and Manon O-2;
- A presentation of the infantry (regular units, elite units and battlesuits) so that you can turn each soldier into a revolutionary hero and each battle into a further step towards interstellar collectivist bliss!
- Finally, the finest revolutionary armored vehicles are presented in detail: the agile recon striders, the terrifying assault striders and, of course, the invincible support striders.

Three of the Red Blok's major scientific projects are revealed in the third part: the development of genetic engineering, research in parapsychology and the use of kolossium, the great alloy that illustrates the superiority of revolutionary science.

In the Appendixes, you will find a summary of the revolutionary arsenal, a company sheet and a summary of the rules: everything you need to play *AT-43*.

Thanks to the *Army Book: Red Blok*, lead the collectivists to victory and let the Revolution triumph!

An aerial night view of a city, likely New York City, with a large, dark, rectangular building in the foreground featuring a prominent five-pointed star on its side. The city is illuminated by streetlights and building lights, with a body of water visible in the background. A blimp is visible in the sky. The title "The Red Blok" is overlaid in white text.

The Red Blok



THE ORIGINS OF COLLECTIVISM

In BT-192, the colonization of Hades began under the aegis of the U.N.A. From the very start, this society had been based on inequality. Enthusiastic settlers saw this new planet as a place of freedom and new opportunities; however, the government and industrial groups that financed the colonization sought only to make profits and accumulate precious resources.

This young and vibrant planet that did not submit to colonization forced its inhabitants to organize themselves and help each other to survive. Torn between the economic demands of Ava and its own needs for daily survival, Hadesian society had to create the unique social and economic model that would give rise to collectivism decades later.

From a colony to a nation

The difficult environment of Hades, suffering from the violent fury of a planet that was still very young, rapidly forced the settlers to band together and help each other. Doctrines that promoted the success of the individual were doomed to fail. Some colonies were purely and simply destroyed, by both the

unfavorable conditions and the economic decisions made on Ava. A spirit unique to Hades was born from these tribulations, based on the settlers' solidarity and the conviction that the wealthy people of Ava were taking advantage of the Hadesians.

Faced with the incompetence of their colonial administrators, too preoccupied with profitability to manage daily needs, the settlers organized themselves on their own initiative. They created an informal government responsible for daily affairs and resumed the colonization using their own resources. In BT-165, the colony of Hades, viable and self-sufficient, was ready to take its future into its own hands.

The first collective

In BT-105, Hades faced its first crisis. The abundance of raw material increased dramatically as colonization progressed. Prices of exports dropped while taxes kept raising the cost of imported goods: while Hades was getting poorer, Ava was getting richer.

The consequence was a wave of miners' strikes, causing production to drop. Ava experienced an economic crisis as the price of raw metals soared. In BT-100, to solve this crisis the U.N.A. recognized Hades' unofficial government.

THE REVOLUTION AND SIGNIFICANT DATES

- BT-192** Beginning of the colonization of Hades.
- BT-165** The colony on Hades becomes self-sufficient.
- BT-105** A wave of strikes causes the mining production of Hades to decline. Ava suffers an economic crisis.
- BT-100** Hades administrators are dismissed.
The unofficial government of Hades is recognized by the U.N.A.
- BT-50** Beginning of the building of Kremlin.
- BT-20** Completion of Kremlin. Uprising repressed by the government.
- BT-13** Creation of the Defense of Hadesian Rights collective.
- BT-12** Strike movements on Hades and bloody repression. The revolution triumphs.
- BT-9** Creation of the Red Blok and Frontline, the Local Collective of Ava.
- BT-8** Construction of Mirograd on Ava.
- BT-4** The Therians are spotted approaching Ava.
- BT-3** The first cataclysms on Ava. The Revolutionary Forces ally with the U.N.A. to fight the Therians.
- BT-0/AT-1** Beginning of the new calendar.
- AT-1** The Revolutionary Forces are ready. Beginning of the Antarctica Campaign and victory against the Therians.
- AT-31** Failure of the launch of the revolution in the U.N.A.
- AT-39** Launch of Operation Butterfly. Victory of MacGee and Miramiru stations.
- AT-41** Sighting of Damocles. End of Operation Butterfly.
- AT-43** Launch of Operation Damocles.

were systematically repressed by the government using its brand new space fortress. However, the miners' unions learned to organize and became a powerful underground force.

In BT-13, these unions created the Defense of Hadesian Rights collective and prepared for an armed insurrection. They used the factories to manufacture makeshift weapons and trained men to use them. This is why the training of Revolutionary Forces today still focuses on bladed weapon combat: it is a legacy of the Revolution.

In BT-12, the Defense of Hadesian Rights collective believed it was as ready as it could ever be.

In the same year, an event provided the right circumstances: a scandal related to the financing of Kremlin.

The space fortress had been financed by Hades and the construction costs had led to the economic crisis! Strikes broke out spontaneously almost everywhere, including outside the mining installations.

The repression was terrible. Thousands of workers were imprisoned, dozens were killed and wages were frozen. Instead of breaking the movement, this final measure gave rise to a new form of social organization: collectivism.

In answer to the exploitation and oppression the workers had suffered, they organized a governmental system that centralized resources to redistribute them equitably. This new social organization spread like wildfire, up to and including the military forces stationed in the orbital barracks.

In BT-12, Kremlin revolted and its garrison joined the collectivist movement. The fall of Hades was complete. The revolutionary movement was launched.

At his time the first miners' unions were created to create monetary reserves to support strikers, a direct result of the ideals born of the planet's colonization: solidarity and mutual support.

The first collective was born.

In BT-50, the importance of Hades became so obvious that a decision was made to build a space fortress to "protect" the system (essentially against revolts): Kremlin.

A colossal program of space works was unilaterally launched by CentCom and the colony was forced to pay a large portion of the costs. The impact on the planet's economy was such that a new crisis arose in BT-20. Workers' wages had never been so low. Strikes



U.N. counter-offensive

Until this point in time, the uprising had not degenerated into open battle. The unconditional support of the population and army helped the revolutionaries to prevent any bloodshed.

However, the U.N.A. could not afford to lose the resources of Hades. An expeditionary White Stars corps was rapidly created to smother the rebellion: this was the U.N.'s counter-offensive on Hades. The attack started at the end of BT-12 with the dispatch of a detachment from the first fleet, which included seven battlecruisers and seven reinforced companies. The fleet approached Hades' stellar system at the very beginning of BT-11.



Overconfident in its firepower, it approached Kremlin without the least precaution. The U.N.A.'s intelligence services had indicated that the insurgents, deprived of any real form of command, would not be able to use Kremlin's firepower effectively. However, in reality the majority of the chain of command, which had been recruited from the Hadesian population, had spontaneously joined the Revolution. These native officers had therefore remained in place and even had the enthusiastic support of their men.

General F. Compton, Commander of the U.N.A.'s expeditionary corps, sent all his battlecruisers in one violent attack. He was hoping to break the spirit of the insurgents and force them to surrender in order to capture the fortress without damaging it. Kremlin's defenders let the fleet approach, apparently confirming the intelligence reports that they were disorganized.

However, when the vessels got close enough, Kremlin used its entire artillery to fire against them. In a few seconds the shattered U.N. fleet was forced to retreat. The UNSS Audacious that led the offensive burst into flames and broke in half. The UNSS Majestic and Intrepid lost their propulsion and found themselves adrift under the fortress' fire. They were destroyed only minutes later. The four other vessels in the fleet suffered significant damage, but managed to pull themselves from the deadly trap.

Kremlin, however, suffered only superficial damage and its armor had been barely scratched. On Hades, exaltation was at a high. With this first victory Hades had shown that the Revolution was possible!

General F. Compton then made his greatest mistake: he categorically refused to ask Ava for reinforcements. He ordered the remaining vessels to gather for repairs on the far side of Erythia, Hades' star.

One month later, the fleet launched a surprise attack on Hades, using the planet as a shield against Kremlin. After this au-


dacious maneuver, the expeditionary corps managed to land on Hades. The U.N. ships then retreated to avoid confronting the space fortress.

As a precaution, General Compton kept a few elite units in reserve on the ships. This measure would save the White Stars from total destruction.

The revolutionaries, encouraged by their initial success in space, formed a plan based on their knowledge of the planet: they forced the expeditionary corps into an exhausting pursuit that lasted more than nine months. The U.N. forces, poorly equipped for Hades' environment, were unaware of this planet's basic survival rules and they never caught up to the revolutionary fighters. Using guerilla tactics, the Hadesian fighters set up ambushes and lightning attacks to obtain the materiel they needed. Most of them had only a rudimentary knife to fight with, but they knew how to use it. On the other hand, the U.N. forces had abandoned hand-to-hand combat decades ago.

The revolutionary, with his knife in his hand, smeared in his enemy's blood, carrying the equipment taken from the enemy, rapidly became the White Stars' worst enemy and the very symbol of Hadesian heroism. This is how the legend of the "krasny soldat" was born: the "red soldier" in Hadesian.

In BT-10, General F. Compton was cornered inside a ruined colony. Pushed back into narrow tunnels where heavy weapons were useless, his men were attacked from all sides. In despair, general staff gathered its forces and called on the fleet for immediate evacuation, hoping to limit their losses. The revolutionaries surrounded the city with the firm intention of preventing the White Stars' retreat. Against all hopes, the wing trooper companies held in reserve on the ships by General F. Compton managed to breach the encirclement. Avoiding fire from the space fortress by jumping directly from orbit, 260 elite soldiers, enclosed in drop pods, landed behind revolu-



tionary lines. Despite terrible losses – one soldier out of five did not survive - the wing troopers regrouped and managed to secure a gap in enemy lines, allowing their comrades to make it to the ships. This was the end of the U.N. counter-offensive on Hades, one of the greatest military disasters in the history of the U.N.A.

INTERSTELLAR REVOLUTION

The other U.N. colonies were all younger and more closely tied to Ava than Hades was, but most of them hoped for more independence and, above all, more equitable relations than those imposed by the U.N.A. Furthermore, collectivism was particularly well suited to the life of the settlers. The path was therefore wide open for an interstellar revolution.

Hades, the heart of the Revolution

To avoid a new invasion better prepared than the previous one, the Hades collective decided to distract the U.N.A.'s attention by launching a revolutionary movement in other colonies.

In mid-BT-10, hardened fighters were sent to all the Avan colonies to spread collectivism.

This plan was highly effective.

Within a few months more than half the colonies were overcome by strikes and riots. The majority of the settlers, victims of U.N.A. exploitation, were ready to revolt as soon as they had a chance of success. And Hades had just demonstrated that they could free themselves from Avan domination.

The U.N.A.'s colonial forces, for their part, were receiving delayed and often contradictory instructions. They proved incapable of smothering the movement. At the end of BT-10, Ava recognized that there was no military solution to this situation. The fight was to be fought on another field, that of ideology and propaganda.

Birth of the Red Blok

At the very beginning of BT-9, the U.N.A. launched a constitutional reform, hoping to put a lid on the revolutionary upheaval. The status of the colonies changed as they were integrated into Ava's federal government. Despite these efforts, after six months more than half of the U.N.A.'s planets claimed their independence and joined the Revolution. A few months later, in the last quarter of BT-9, on Hades' initiative, the revolutionary governments gathered into a new political organization: the Red Blok.

Ava, in return, cancelled the colonial debt of the planets that had not joined the Red Blok. This decision provided the Revolution with an unexpected opportunity: a great number of Avan nations had problems accepting the efforts made to keep the colonies within the U.N.A. Certain states still had difficulties adapting to the federal structure; others, having placed all their economic resources at the service of colonization, were heavily penalized by the cancellation of the debt. The social and economic climate of the United Nations of Ava rapidly degen-

erated and the revolutionaries knew how to take advantage of such a situation.

The Red Blok proposed a unitary, decentralized state that favored the independence of its members. It promised financial and industrial aid to rebuild the economy of the states ruined by colonization. More than half the members of the U.N.A. accepted the offer. In great secrecy, they met on the last day of BT-9 and created the local collective of Ava, Frontline, whose entry into the Red Blok was immediately accepted. One year later, to symbolize this interstellar alliance, all the Red Blok worlds sent workers, materials and representatives to Ava to build a capital for their state, Mirograd, from the ground up. This city has become the incarnation of unity and fraternity, the foundations of a collectivist state.

The Trauma

The Red Blok now had the means of standing up to the U.N.A. The former colonies had ragtag, but large, military forces, while the White Stars, despite their technological superiority, were completely outnumbered. The two forces were balanced, so that, other than a few incidents on the borders, no significant clashes arose. The Red Blok was too busy setting up collectivism on a galactic scale and the U.N.A., deprived of many of its colonies, no longer had the means to wage an interstellar war. The two blocks were therefore content with reinforcing their positions and healing their wounds.

The arrival of the Therians in BT-3 and the beginning of the Trauma in BT-2 radically changed the situation.

The Antarctica campaign

When the Therians triggered their doom machines, Frontline suffered the full effects of the cataclysms. The revolutionary fleet, scattered across space, took more than three years to regroup. Reinforcements arrived slowly and were immediately absorbed to aid civilian populations. As a last resort, disputes with the U.N.A. were set aside and the Assembly of Collectives decided to reach out to its historical adversary. In this dramatic situation, the offer could not be refused. Although slowly and without enthusiasm, the two sides joined together. A semblance of military coordination was finally created and the armies of both blocks fought the monstrous Morphos together.

After three years, the Red Blok was ready to launch its offensive. In AT-0, the Antarctica Campaign began. The first, third, sixth and seventh fleets, with their 25 battleships and 24 battlecruisers, spearheaded the operations. With massive losses – less than one ship out of three returned to base – they managed to disperse the Therian ships and destroy two of them. In the meantime, taking advantage of the enemy fleet's escape, the second and fifth fleet intensively bombed the Antarctic Pole. A few hours later close to one million soldiers had landed, the greatest landing ever in Avan history .

At first the Revolutionary Forces swept aside the Therian defenses, which had been taken by surprise. However, the Therians soon awoke and put up strong resistance, slowing down the Red Blok's momentum. The battle for space became so violent that the ground troops were practically cut off from any support.

A new enemy then joined the battle, the Karman: ape-like creatures with colossal strength and oversized weapons came to the Therians' rescue. The unthinkable happened: the Red Blok's assault wavered. The frontline could be seen from space, like a fiery serpent a few kilometers long, its rings dancing feverishly. The children of the revolution fought body and soul against the giant apes and their mechanical masters, to the sound of patriotic songs and artillery barrages fired haphazardly into the compact masses. The losses were terrifying, but when a revolutionary soldier fell, another stepped into his place on top of the mountain of dead bodies, fuelled by the same patriotic passion. Time seemed to stand still; an apocalypse ran across the heavens and earth like a blood red veil.

A white star then appeared in the sky, followed by thousands of others. The U.N.A. threw all of their forces into the battle. Their troops skirted round the Karman front, directly hitting the heart of the Therian formation. The front rapidly broke and the invaders re-embarked aboard their ships and fled. Ava was saved.

The period that followed the victory unfortunately did not see the confirmation of the sacred union that prevailed during the Antarctica Campaign. At first the U.N.A. participated as much as the Red Blok in rebuilding Ava. However, this period of true cooperation did not last. Individualistic mentalities soon reappeared and the U.N.A. stopped helping Frontline and focused exclusively on their half of the planet, although it had not been as badly affected by the Therian cataclysms.

In a last effort to create a bridge between the two sides, the Red Blok presented a major ecological reconstruction plan of Ava. The U.N.A. refused any involvement. The last hope of an interstellar union of humanity simply vanished that day.

The year of skirmishes

Tension slowly grew between the U.N.A. and the Red Blok. The collectivist Blok had no other choice but to enter into an arms race and prepare for war.

Agents infiltrated into all the key sectors of the U.N.A.'s industry attempted to indoctrinate the workers. This implementation phase was undeniably successful, but the use of this network was a total failure: in AT-31, major strikes were sparked, but the M.Ind. accepted most of the workers' claims

and production rapidly resumed. In parallel, the Syndicate's services stopped the agitators and decapitated the collectivists' networks with surprising skill.

In AT-39, the Red Blok launched Operation Butterfly: taking advantage of its greater numbers it triggered countless skirmishes. These small attacks were meant to test the U.N. defenses and to force the White Stars to scatter their forces. The main idea of this operation was provided by Marshal Zukov: "Brush the enemy like a butterfly's wing and fly away with no sign of resistance."

Operation Butterfly allowed the Revolutionary Forces to demonstrate their valor, but no decisive advantage over the enemy was achieved. However, the operation was marked by various brilliant victories:

- On MacGee, a U.N. space station, a small company captured the heart of the enemy defenses and held for a few days despite numerous White Star counter-offensives. Low on ammunition and isolated, the company managed to dislodge a section of the station and send it crashing into U.N. spaceships.

The revolutionary fleet seized this opportunity to destroy half of the enemy forces. At the same time, a group of spetsnaz kommandos managed to capture the landing ships after a terrible battle in the corridors, forcing the White Stars to surrender.

- In AT-40, two RPG kolossus units were sent, on Propaganda's recommendations, to support the krasnye soldaty stationed on Miramiru. The station was at stake in this border skirmish. Advancing without fear of enemy fire, the RPG kolossus withstood the full salvo of two Defender Snake "Cobra" assault striders, with only one loss. The eleven survivors triggered such a deluge of fire that the two enemy armored fighting vehicles were immediately destroyed, all while a group of Propaganda reporters were monitoring the operation. The White Stars only learned of the defeat through the revolutionary newspapers; the RPG kolossus had hit so fast and so hard they even captured the U.N. spaceship before it could flee. A legend was born.

In AT-41, Operation Butterfly was abandoned. Damocles had been spotted by the U.N.A. and the revolutionary secret police were rapidly informed. The Therians were back. This page of history remains to be written.





The Red Blok's goal is to bring bliss to mankind. However, bliss requires planning and therefore the Red Blok intends to achieve its goal by creating a higher form of social organization, the collective: it is the basis of all collectivist laws and rules.

COLLECTIVISM

Collectivist organization is simple, or it is supposed to be. However, the desire to rationalize the daily life of each individual led to the multiplication of subcollectives, making the system totally obscure for anyone who does not live within it. Collectivist administration is extraordinarily extensive, but structured very simply.

The administrative system

The Red Blok's revolutionary society is organized into collectives, in other words, into groups of people sharing a common interest or objective. Within these collectives, resources are pooled and then redistributed according to the community's needs. The same philosophy is applied to the collectives who do not get to choose their own members. Instead it is the Red Blok, or, more specifically, the ARC (Army of Revolutionary Collectives), that appoints candidates to ensure the effectiveness of each collective.

There are two types of collectives. Local collectives manage the common life of entire regions or even entire planets. They are responsible for organizing the existence of their members rationally: energy distribution, waste collection, and so on. Central collectives, for their part, administer a single but particularly complex aspect at Red Blok level: the army or the political direction of the Red Blok, for example.

All collectives, whether local or central, send a representative to the Assembly of Collectives. The Assembly of Collec-

tives then elects the Supreme Collective (Supra), responsible for establishing the Red Blok's major political orientations.

Being a collectivist

The Red Blok defends a system that upholds the collective: individuals are only valuable as elements of the system. It therefore attempts to assess the exact worth and objectives of each individual, using a wide range of genetic, physical and intellectual tests. These tests determine each individual's aptitudes and the role in which the individual will be most effective, since, in the Red Blok, effectiveness is most important. An effective individual is a useful individual; a useful individual is a happy, fulfilled individual. And a fulfilled individual is more effective...

Agitation and propaganda

Within the collectivist system, agitation and propaganda play an important role at the forefront of cultural and intellectual life. These two terms cover a vast intelligence and motivational organization.

The objective of propaganda is to explain and educate so that everyone knows what collectivism is, what it promotes, and what it needs at any given time. Advice, information bulletins and general directives, relayed at a local level by internal corporate agitation and propaganda departments, are broadcast on the propaganda channel.

Agitation is meant to encourage revolutionary enthusiasm and fervor. One of its main tasks is broadcasting motivational messages at set times to give rhythm to the day. For instance, every morning workers are encouraged to be productive and are thanked for being at their work station on time.

Both tasks, agitation and propaganda, frequently support one another. For example, if the population's diet is not satisfactory, a lunchtime message will include dietary advice; while morning motivational messages may include collective news.

This permanent lecturing of the population is certainly not seen as ideological brainwashing, but more as the proof of the sincere consideration the collectivist government has for the well-being and bliss of its population.

THE REVOLUTION AND DAILY LIFE

Two examples provide a pretty accurate illustration of the way one really lives within the Red Blok. The first is the typical day as planned by the Social Organization and Daily Work Planning subcollective controlled by the ARC since the administrative reform of AT-17. The second is the Red Blok's judicial system, which illustrates what the revolutionaries consider as criminal behavior.

A typical half day

Comrade Timov is an executive at a steel industry plant on Hades.

At 7:00 am, the first message from Propaganda, the Agitation and Propaganda subcollective, awakens his housing block, wishing the population a good day and describing the current weather conditions.

At 7:30 am, some hygiene and dietary advice is given: eat more fruit, don't forget to brush your teeth (dental care requests are on the rise).

At 8:00 am, Comrade Timov is informed that it is time to go to work. He gets there by public transport (the ownership of individual vehicles is not authorized by the Local Collective of Hades). The express magnetic levitation (maglev) trains are packed and only stop at the platform for a few seconds. Every three minutes, messages remind passengers to be courteous and allow others to leave the train before embarking.

At 8:30 am, Comrade Timov arrives at work. His accommodation was assigned to him on the basis of his professional status and therefore he cannot spend more than a half hour on transportation.

His day starts with a half-hour meeting with the agitation and propaganda department of his factory: a summary of the day before and an overview of the negative and positive points for each department, so that problems can be corrected and successes communicated. Instructions are then delivered: the Local Collective of Hades is satisfied with the production of steel but has noticed a shortage of refined metal for its orbital industry. Productivity in the relevant departments is to be encouraged and the steel workers are to be congratulated. Comrade Timov is their manager and must therefore identify the most deserving employees in his department, so that the internal agitation and propaganda department can broadcast their names during the day.

Upon returning to his office – as a manager, he shares a small office with three other executives – he consults the production reports and sends the names of the best workers in the steel factory to the internal agitation and propaganda department. He then leaves for his tour of inspection of the blast furnaces.

He is presented with many problems, which he will take care of until lunch break. In the meantime messages of encouragement are broadcast every hour - very practical for remembering breaks! These messages congratulate a few comrades whose production rates were particularly exemplary.

At approximately 11:00 am, an information message is added to describe the progress of the refitting works taking place within the factory.

At noon, the lunch break is announced by a joyful "Have a nice meal!" broadcast throughout the factory. The afternoon will be more of the same.

Crime and punishment

Red Blok's judicial system discards the concept of "criminal". Crimes and offences are considered only to be symptoms of an underlying disturbance that needs to be treated by specialized institutions.

The Red Blok has set up ideological treatment centers dedicated to treating antisocial behavior in individuals who have committed reprehensible acts. This is usually effective and the recidivism rate of citizens treated in these centers is very low.

The more serious crimes, such as minor acts of treason – for the most part, the diffusion of anti-collectivist comments – are dealt with thorough psychiatric treatments in specialized institutions. For the time being, these treatment methods have not provided satisfactory results: the treatment is effective, but patients experience side effects and frequently relapse. However, no doubt the progress of revolutionary medical science will be able to eradicate anti-collectivist and antisocial tendencies in the future.

Finally, in the most serious cases, for acts of major treason where the patient's situation is declared beyond hope, euthanasia is the chosen solution. Reactionaries may refer to it as the "death penalty".





The Red Blok includes 91 planets, but its population is quite dispersed and totals only 40 billion inhabitants. Most of the Red Blok's worlds are indeed former U.N. colonies. These were not founded to accommodate large self-sustaining populations, but to provide maximum production with minimum maintenance costs. For this reason, half of the planetary governments of the Red Blok represent fewer than one million citizens each and have very limited resources and infrastructures.

The sixteen most populated planets account for half of Red Blok's population. Six local planetary collectives dominate the Assembly of Collectives. Five of these six worlds owe their position to their industrial and economic progress; they are crucial elements in revolutionary activities. The most recent one is Krygrod, a colony shared with a non-human species, the Krygs. Although it has only been settled recently, this world has acquired significant political influence thanks to its privileged contacts with these non-humans.



Ava and Frontline

After the Trauma, the Local Collective of Ava, Frontline, received massive aid from the other Red Blok worlds, allowing it to be rebuilt after the cataclysms caused by the Therians. Today, Frontline is one of the most powerful governments of the Red Blok. Thanks

to the Tavaritch station, it also acts as the impetus for collectivist scientific research and innovation.

Frontline massively developed its agriculture on Ava, allowing it to generate a production surplus. This surplus is distributed to planets with limited foodstuff resources. However, this is also part of an ecological program aimed at stabilizing the planet's climate, which has been totally disrupted since the

Trauma. The major Frontline cities, apart from Mirograd, are still relatively modest in comparison with their former historical grandeur. Despite reconstruction efforts, many remain ruins. However, as the population of Ava is far from having returned to its pre-Trauma levels, the development of these cities is not a priority.



Hades and Supra

Hades is a small planet; its formation barely complete in geological terms. This young world still experiences strong volcanic activity. The population lives in enormous collective housing blocks, robust concrete structures made of anti-seismic, pre-

fabricated materials. Around the buildings, high walls run over kilometers enclosing the rare fields of Hades. The inside of the blocks contrasts with the apparent austerity of their exterior. Extravagant decorations, murals and frescoes, colorful styles – anything to hide the grayness of the surroundings. A society living closed in upon itself, keeping gloominess at bay with a combination of great revolutionary fervor, bright colorful displays and large quantities of tea spiked with the infamous "Vadoshka", the local alcohol (89° and practically undrinkable).

Hades is also the home of collectivism. This planet is where the Revolution started before spreading to the rest of the galaxy. Settled by a relatively homogenous ethnic group, it has its own language, Hadesian, which has become the Red Blok's technical language: all equipment manuals are written in Hadesian. Indeed, Hades is exceptionally rich in ore and is the Red Blok's industrial center. Finally, Hades owns the greatest space fortress of humanity, Kremlin, the home of the Supra hierarchs.



Kolkhoz and the ARC

Kolkhoz is an enormous planet, almost three times the size of Sol III, but very poor in metals and valuable ore. It is impossible to create any sizeable industry here. However, agriculture is highly developed and Kolkhoz provides

a good portion of the Red Blok's agricultural resources.

This also allows the planet to accommodate a large population: close to seven billion individuals, which makes it the most inhabited world of humanity, surpassing Ava.

The planet's agriculture is in no way bucolic. It has been consciously rationalized and industrialized. Outdoor fields have disappeared in favor of greenhouse and hydroponic farming. Live-stock is bred in batteries... These methods provide exceptional productivity and allow Kolkhoz to generate massive volumes of exports.

Kolkhozniks are considered honest and frank, never malicious. They are also one of the main resources of the Revolutionary Forces: many of them join the army to travel the universe and escape the drab world of greenhouses.

Kolkhoz has a fortified moon, Tsielo, home to the central bodies of the ARC, the Army of Revolutionary Collectives.



New Ava

Settled at first because of its amazing resemblance to Ava, New Ava was a deadly trap for the first settlers. Because of its similarities, the local fauna and flora had no problem adapting to humanity. After several epidemics caused by local viruses, the popula-

tion realized that it had to adapt to local conditions rather than transform the planet into a carbon copy of Ava. As soon as this fundamental reality was accepted, the colony's success proved to be extraordinary. Mainly self-sufficient since AT-7, it is home to a population of close to one billion inhabitants. The selection and taming of the fauna and flora have also allowed New Ava to be at the leading edge of genetic engineering research and, in some fields, it has eclipsed even Tavaritch station.



Hemera

Hemera is a thoroughly ordinary world and the third colony established by the U.N.A. Its agriculture and industry fulfill its needs and even allow it to export. It is the fourth planet of the Red Blok in terms of population thanks to the enlightened leadership

of its government. Hemera is one of the best examples of colonization. This planet is known for its very sunny climate and the widespread use of solar energy, in contrast to the nuclear choice promoted by collectivists.



Mauve

Mauve's climate is warm and pleasant, its fauna is primitive and fairly tame. It was nice to live here, once. The Revolution and confrontations with the U.N.A. changed everything. In BT-8, Mauve was one of the rare worlds on

which the White Stars fought for every square inch, no matter the losses or difficulties. The planet was in fact one of the favorite destinations of colonial administrators, who came to spend their holidays or enjoy a quiet retirement. Its influential population was protected by a significant number of particularly loyal White Stars.

During the Revolution, atrocities were committed by both sides: orbital bombings, hostage taking, executions, massacres ... The fighting only ended once the last senior civil servants had died or left. Ruined by two years of civil war, the planet is still healing its wounds. Its inhabitants are known for their fanatical hatred of the White Stars, and Mauve leads the most bloodthirsty faction of the Assembly of Collectives.



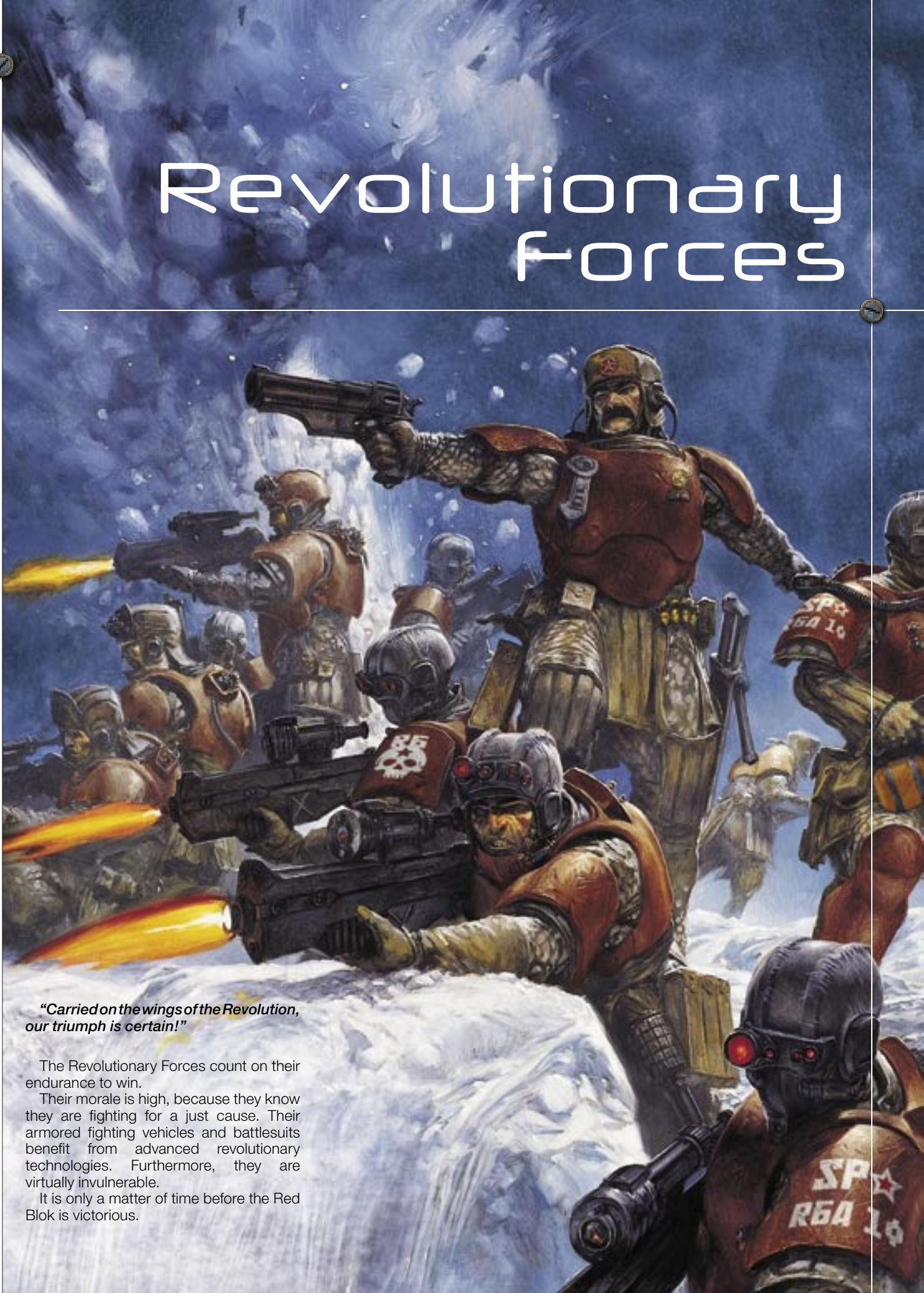
Krygrod

Krygrod is a tiny planet that was colonized for its subsoil, rich in uranium, a large portion of which is consumed by the Red Blok's nuclear plants. This wealth also attracted other visitors, non-humans with technology almost equivalent to that of humans: the

Krygs. Despite their troubling appearance, Krygs are not hostile. On the contrary, they have established their own colonies and made various commercial deals with collectivist settlers. Krygrod is one of the great hopes of intersidereal collectivism. Perhaps, one day, the Revolution will appeal to species other than humans and this small rising planet will be remembered as the place where it all began!



Revolutionary Forces



*"Carried on the wings of the Revolution,
our triumph is certain!"*

The Revolutionary Forces count on their endurance to win.

Their morale is high, because they know they are fighting for a just cause. Their armored fighting vehicles and battlesuits benefit from advanced revolutionary technologies. Furthermore, they are virtually invulnerable.

It is only a matter of time before the Red Blok is victorious.

OPERATIONAL ORGANIZATION

OPERATIONAL ORGANIZATION

The Revolutionary army is based on a formidable combination: on the one hand, the krasnye soldaty, hordes of soldiers bound together by revolutionary ideals, able to claim victory over the most fanatical adversaries using their numbers and courage; on the other, the fearsome «Kossak» combat striders and their many variants, the resilience and firepower of which are now legendary.

And when brute force does not suffice, the elite forces and the kolossus (the Red Blok's imposing battlesuits) join the battle.

These highly specialized elite forces are able to neutralize pockets of resistance too entrenched for the regular infantry or armored forces. The kolossus are an alternative for breaking this resistance. Solid beyond compare, they can survive even antitank fire. They are a very precious tool, in particular against enemy battlesuits.

The rarest units are recon striders and support striders. The former are usually organized into anti-personnel combat units. The latter, because of their low speed, are by necessity limited to a support role.

- Soldier unit (★)!
- Soldier unit (★)
- Soldier unit (★/★★/★★★★)
- Strider unit (★★)
- Strider or (★ / ★★ / ★★★★★) vehicle (★ / ★★ / ★★★★★) or soldier (★★★★) unit.

! Priority slot. It must always be picked first.

REVOLUTIONARY OFFICERS

Officers are the heart and soul of the Red Blok's units.

They control their men with a grip of steel. Their men give them complete obedience. This earns them the greatest respect from the universe's armed forces. They are ordinary fighters who have received leadership training; the degree of their achievement is illustrated by their rank. For the purposes of simplification, the Revolutionary Forces have adopted the same organization as the U.N. army. Their ranks are as follows:

- Rank 0: Private (Pvt.)

➤ Rank 1: Sergeant (Sgt.)

➤➤ Rank 2: Master sergeant (Msgt.)

➤➤➤ Rank 3: Lieutenant (Lt.)

➤➤➤➤ Rank 4: Captain (Cpt.)

➤➤➤➤➤ Rank 5: Colonel (Col.)

Revolutionary officers

Rank	Authority	Leadership	Numbers Bonus
Sergeant	3	1	0
Master sergeant	3	2	1
Lieutenant	4	3	2
Captain	6	5	3
Colonel	7	7	3

BUILDING A COMPANY

The briefing for each mission indicates the number of A.P. available to each company, the share for assault units and reinforcement units, as well as potential special rules. Once all the players have this information they can start building their company.

If the number of A.P. is not given players can agree on one as long as they respect the directives of the briefing.

Assault and reinforcement units

Once the company has been built, the player splits his units into assault units and reinforcement units.

- **Assault units** are available from the beginning of the battle.
- **Reinforcement units** join the battle later on in the game, once the player has taken secondary objectives described in the briefing.

The highest ranking officer in game becomes the Commander (see Tactical phase, AT-43: *The Rulebook*) of the company.

Reserve units

Controlling secondary objectives allows players to “change” reinforcement units, waiting far from the battlefield, into **reserve units** ready to jump into action at any moment.

During the control phase each side counts the reinforcement points (RP) earned. Once this is done, the players, beginning with the loser of the Authority test, can call reinforcement units by spending RP. Each RP spent allows the player to change 1 A.P. of reinforcement units into 1 A.P. of reserve units.

The card of the reserve unit is placed in the activation sequence. The player can choose to leave it in reserve when its card is revealed.

At the beginning of the game the player can choose to leave in reserve as many units as he wishes to.

Reinforcement officers

An officer in a reinforcement unit cannot be designated as the Commander. However, he can become Commander once his unit becomes a reserve unit.

THE UNITS

In this section the Red Blok units are reviewed. Each unit is described under its designation. Then a few paragraphs present its story, its tactical deployment and the technical information needed to play the unit.

The composition of a unit gives its potential number of fighters, from standard to maximum, as well as the number of special fighters and officer ranks available.

The “Cost of a unit” table gives its value (in A.P.) depending on the number of fighters, its equipment options and its potential officer.

Composition of a unit

- **Type:** Gives the unit's type. This information is used to follow the platoon pattern.
- **Numbers:** Indicates the minimum and maximum number of fighters in the unit. The maximum number can be exceeded using an officer's numbers bonus 🎲.



- **Standard equipment:** This equipment is included in the unit's cost. All the unit's fighters, apart from special weapon bearers and heroes are equipped this way.

- **Special weapons:** The special weapons the unit may use. All the special weapon bearers of a same unit must carry the same weapon.

- **Optional equipment:** The list of options available to the unit. Each option increases the cost of the unit as indicated in the table. The effects of the equipment are described later.

- **Specialists:** Details the various specialists the unit can include. Each specialist replaces a standard fighter for free. The number of specialists allowed per unit is indicated in the “Cost of a unit” table.

- **Officer:** The ranks allowed for the unit's officer, if there is one. An officer replaces a standard fighter and his cost is added to that of the unit.

Cost of a unit table

- **Standard and maximum number:** For each kind of unit a table gives the value in A.P. of its standard and maximum number of fighters. This table also details the number of special weapon bearers and specialists related to the number of fighters. In order to have more than one special weapon bearer the unit must be at its maximum number of fighters. And in order to be considered to be at its maximum number of fighters, a unit must include the number of special weapon bearers indicated.

Most of the time a unit costs the same number of A.P. no matter the weapon chosen. When this is not case the extra cost is indicated according to the special weapon chosen.

- **Extra fighter:** This value indicates the cost in A.P. of each fighter added to the number of fighters chosen. This value is used to add fighters to the standard number of fighters (without exceeding the maximum number of fighters), or to exceed the maximum number of fighters (when there is an officer in the unit). The officer's numbers bonus 🎲 indicates the number of fighters the unit can include beyond its normal maximum number of fighters.





THE ARM OF THE REVOLUTION

The Army of Revolutionary Collectives is, as its name implies, the central collective in charge of the Red Blok's military forces. It also has an administrative branch that splits the population into collectives. Finally, it also runs the police forces.

The ARC, through its military victories and the fervor of its soldiers, has proven that it can lead the Red Blok's citizens to the glorious future promised by the Revolution. It has therefore humbly agreed to guide both the civil and military population so that everyone can reach the state of bliss. This central collective therefore runs genetic, psychological and intelligence tests to separate Red Blok citizens into various collectives. The ARC's administrative departments have grown considerably to face this gigantic task. Unfortunately these departments are not free from corruption.

To face this new threat, the ARC has created an internal division, the Revolutionary Police (or RevPol). In addition to police operations, RevPol may investigate a citizen to check whether his competence tests were accurately performed and whether his mental status has changed. In its fight against anti-collectivist behavior, RevPol causes internal conflicts that are not always resolved in a conciliatory fashion. At times, these disputes lead to armed clashes between the Revolutionary Police forces and corrupt individuals, in particular those who have access to the ARC's military resources.



The ARC has become a collective of a new type: it does not always play by the rules of the community and diehard collectivism. It is an aggressive organization that devours other collectives depending on its needs. It has very serious plans to absorb the entire Red Blok in the future.

ORGANIZATION

The ARC is in charge of organizing the daily life of every citizen and manages the military defense of the Red Blok. RevPol monitors the revolutionaries and provides appropriate treatment when they deviate from collectivist standards. The ARC's armed forces crush the Red Blok's many enemies in the name of the Revolution.

The organization of this collective has become particularly complex, to the point that a subcollective was specifically created to watch and investigate it (the Administrative Surveillance subcollective), in order to ensure its effectiveness. During the last census the ARC comprised of more than 160 subcollectives covering very diverse sectors: planetary administration (the Kolkhoz subcollective), the management of industrial production (the Evaluation of Needs and Management of Industrial Resources subcollective), the police (the Revolutionary Police subcollective, RevPol), the evaluation and distribution of citizens within the collectives (the Population Distribution subcollective, DistriPop), and ideological and psychiatric treatment (the Treatment of Ideological Deviances subcollective) ...

However, most of the ARC's collectives relate to the management of the army. With more than one billion men it is a gigantic machine, draining phenomenal quantities of resources and requiring extraordinary organization and logistics. The revolutionaries are perfectly aware of the magnitude of the task and the ARC's success in this domain is a source of pride. Within a few years, the Revolutionary Forces have become a formidable army; for its part, the Red Blok's fleet has experienced exponential growth.

This has created in turn a series of dysfunctions, conflicts of interest and corruption, diseases that sometimes need to be eliminated with brute force. However, in these matters the ARC has the means required. Pitched battles are by no means rare among senior officers, who do not hesitate to deploy the Revolutionary Forces to resolve their personal disputes!

TROOPS

The Army of Revolutionary Collectives controls the Revolutionary Forces, the Red Blok's army. The ARC constantly seeks new recruits and selects the best men and women for its armies. Its force mainly rests in the numbers of its soldiers. The ARC is for a large part responsible for the popular image of the Revolutionary Forces: the famous hordes of soldiers, who cause justified terror to the rest of the universe. Indeed, the ARC includes huge numbers of fighters in its infantry units: the ARC knows the value of an additional assault rifle!

However, this superiority in numbers causes a disadvantage. Officers have problems being obeyed rapidly and efficiently by their troops: they need time to distribute tasks in a unit including so many soldiers. But the ARC believes that this sluggishness is largely compensated for by the additional firepower.

The second difficulty the ARC faces relates to elite troops. Lost in an ocean of regular soldiers, there are not enough of these units to join each company.

THE ARC AND ITS REVOLUTIONARY FORCES

The Revolutionary Forces are the Red Blok's army. In theory, they are the direct responsibility of the ARC. However, in practice the situation is not so clear. Indeed, although the Army of Revolutionary Collectives controls most of the troops, its administrators have never managed to prevent other collectives from creating their own armed forces. Some are capable of rivaling even the ARC itself. To avoid conflict the Hierarchy has declared that any military force able to operate over interstellar distances can bear the name of Revolutionary Force and defend the Red Blok. However, the ARC was not granted authority to command these military forces... especially since Supra has created its own army, like Frontline.

PLAYING THE ARC

The player can choose any platoon pattern to build his company, but he can only use one at a time. Only ARC platoon patterns including those published for the Operation Damocles campaign (see *Cry Havoc* 14), benefit from the advantage and disadvantage below.

ARC advantage: the maximum number of fighters in ARC infantry units is increased by one (this additional fighter is not free: his cost in A.P. is added as usual to that of the unit; this rule only applies to units with an extra fighter cost in their "Cost of a unit" table).

ARC disadvantage: the units may be issued only one combat drill at a time.

Platoon pattern:

- Infantry unit (★) !
- Infantry unit (★)
- Soldier unit (★★ / ★★★)
- Armored vehicle unit (★ / ★★)
- Armored vehicle unit (★ / ★★ / ★★★)
or soldier unit (★★★)

! Priority slot.

To compensate for this situation, the ARC fields the very symbol of the Red Blok's superiority: combat striders. Each of these companies may count on the support of at least one armored fighting vehicle. The strategists of the Army of Revolutionary Collectives believe the effectiveness of an armored vehicle can be measured only by the size of its weapons. The ARC prefers the Kossak or, better yet, the Dotch Yaga. These combat striders spread terror and death among the Revolution's enemies and bring pride and confidence to the collectivist armies!





THE BRAIN OF THE REVOLUTION

On the frontline of the ideological war, the Local Collective of Ava, referred to as Frontline, manages the paradise the Red Blok created on Ava. Frontline is the Red Blok's showpiece: a model of economic and social success, it offers a foretaste of collectivist bliss. This is the reason why the capital of the Red Blok, Mirograd, was built here.

Frontline's greatest achievement is the restoration of the planet following the environmental damage caused by the Therian invasion. Thanks to the Local Collective of Ava, the climate is significantly kinder and the U.N.A. benefit from this as much as the Red Blok.

This is a good thing for propaganda – the Revolutionary Forces are truly helping mankind, unlike the decadent U.N.A. plutocrats who seek only profit and let their populations live in subhuman conditions. However, it is a concern to some revolutionaries who see this as providing assistance to the U.N.A.; a first step towards treason on a planetary scale. Indeed the Avans aren't very comfortable with the partition of the planet and dream of reunification: Frontline could then abandon the Red Blok and create a separate political entity uniting the two halves of Ava, a potentially pro-U.N.A. entity!

Frontline is also home to the Tavaritch station. This orbital station is a huge scientific complex, in charge of some of the Red Blok's most advanced research. The station has grown

rapidly, as the war against the Therians supplied great quantities of both information and equipment that needed to be analyzed. It has become a true paradise within a paradise. Scientists are not bogged down with trivial concerns, but are fed, clothed and entertained as well as possible, not only to stimulate their scientific energy but also to ensure their dedication.

The Tavaritch station is the leading training center for all scientific and technical fields. In addition to their research duties, the greatest specialists lecture the technological elite of the other collectives.



ORGANIZATION

Frontline is the local collective in charge of Ava. In its factories and offices, the future of mankind is being built every day. On board the Tavaritch station, the largest university and scientific complex ever created by man, thousands of students and researchers study the technologies of tomorrow.

Frontline is a local collective: its only goal is to manage Ava's living conditions and population as best it can. Its core objective is to create an ideal society, to fulfill the dream of the Revolution.

Frontline has armed forces, police forces, an administration and all the services required to be an autonomous political entity. This is one of the weaknesses of the Red Blok's strategy regarding Ava. In fact, Frontline has the means to secede and become a fully independent nation. Should this occur the loss of its capital, Mirograd, would be a terrible ideological blow to

the Red Blok. Independence is a major problem for Frontline. A portion of its population secretly seeks to free itself from the U.N.A.-Red Blok conflict. Within the same Local Collective of Ava, secret wars are fought between loyalists and separatists.

The citizens of Frontline, the "Frontovitches", are very attached to their prerogatives. The population prefers to call on the Front police or the ARA (Avan Revolutionary Army) rather than RevPol or the ARC. This is not a show of their independence or a protest against the politics of the Red Blok. They are simply showing that Frontline is truly the revolutionary paradise it says it is. This creates some friction with the central collectives, such as Supra or the ARC, who don't think much of this independent spirit.

The Tavaritch station is almost an independent institution within Frontline. This subcollective trains and employs the revolutionary research elite to develop the Red Blok's technology. The sole purpose of its existence is the mastery of science and its corollary, technology

TROOPS

Frontline uses revolutionary weapons in every sense of the word: they arm the Revolutionary Forces and they are based on innovative scientific concepts.

This collective's armies have access to various types of equipment: Gauss weapons, grenades, support striders, and so on.

Frontline is currently developing a motion detector, a highly sensitive device able to detect life forms with amazing accuracy. Its armored fighting vehicles are therefore able to monitor extensive areas, providing perfect knowledge of what is there and precisely where it is.

Due to its limited size and small population, Frontline has few krasnye soldaty. The Local Collective of Ava is therefore forced to rely on its elite units at the expense of numbers.

To compensate for this weakness Frontline usually deploys combat striders, with a preference for the most recent models. Furthermore, officers are held responsible for the loss of these precious symbols of the Red Blok's technological superiority, and more specifically Frontline's superiority. Punishment can be harsh and many battles are immediately interrupted to sanction a careless commander!



PLAYING FRONTLINE

The player can choose any platoon pattern to build his company, but he can only use one at a time. Only Frontline platoon patterns including those published for the Operation Damocles campaign (see *Cry Havoc* 14), benefit from the advantage and disadvantage below.

Frontline advantage: your armored vehicles can control objectives.

Frontline disadvantage: the company is defeated if all its armored fighting vehicles are destroyed.

Platoon pattern:

- Armored fighting vehicle unit (★ / ★★★) !
- Armored fighting vehicle unit (★ / ★★)
- Infantry unit (★★ / ★★★)
- Infantry unit (★★ / ★★)
- Infantry unit (★ / ★★★)

! Priority slot.

SUPRA

THE HEART OF THE REVOLUTION

With an iron hand in a velvet glove, Supra leads the Red Blok. Supra, the abbreviation of “Supreme Collective”, controls the Hierarchy, the government’s administration: the Assembly of Collectives elects the leaders of the Hierarchy, the five hierarchs, who make decisions in small groups and communicate them to the bodies of the Hierarchy. Forty billion collectivist minds wake up each morning knowing the effectiveness and love that the almighty hierarchs show towards their people.

Supra also controls the formidable RedInt, the abbreviation of “Red Blok Intelligence Bureau”, the Information, Espionage and Counter-Espionage subcollective. This body hunts down counter-revolutionary activities within the Red Blok and sends spies to infiltrate the individual U.N. governments. RedInt operations are models of their kind in this field. They even inspire the U.N. intelligence services.

Supra has a reputation for perfection in this area. Its success is primarily owed to the quality of its agents. Their training program is so severe that some do not survive; agents are also motivated through faultless indoctrination and are conditioned to the limits of their mental resistance. It is said that no RedInt agent has ever been found guilty of treason, even under torture.

Finally, Supra controls the Agitation and Propaganda subcollective. Referred to as “Propaganda”, this body keeps Red Blok citizens informed and fuels their revolutionary fervor. Pro-

paganda is the counterpart of RedInt. While one chases after counter-revolutionaries, the other prevents their existence by demonstrating the superiority of collectivist moral theories to the population. Both organizations work hand in hand with the same revolutionary zeal.

ORGANIZATION

At the same time the central government, a propaganda body and intelligence department, Supra is the heart of the Red Blok, a concentrated revolutionary core bringing together the most ardent defenders of the cause.

At the top of the organization the hierarchs, five exceptional men and women, rule supreme. The Assembly of Collectives communicates its decisions concerning the Red Blok’s major policies to them and they are in charge of making these decisions become reality.

RedInt informs the hierarchs of current events both inside and outside the Red Blok.

Propaganda ensures the absolute motivation of each revolutionary and informs citizens of the hierarchs’ decisions.

The General Administration subcollective, the Hierarchy, turns these policies into reality: it implements the decisions, creates the required structures, manages administrative

tasks and checks whether its instructions are being followed. Every day, thousands of civil servants work to make sure each Red Blok collective receives clear and detailed instructions in order to efficiently perform its task.



Counter-revolutionaries exist within Supra itself: lame ducks and profiteers. Supra regularly rids itself of these undesirable elements and reestablishes order. At times terrible battles ensue within the heart of the state's services. However, this is a small price to pay to bring about universal bliss!

TROOPS

As it wishes to impose collectivism in the heart of mankind, Supra places its hopes in enlightened minds, rather than soulless machines. The Supreme Collective selects the most ardent revolutionaries and turns them into ruthless revolutionary messengers. Its dominant position allows it to select the best fighters and most brilliant minds to build its troops.

Supra does not use many combat striders. A collectivist soldier's best weapon is the certainty he is serving the right cause. His gun may help him, but it is his spirit and the strength of his conviction that allow him to overcome all obstacles. The kommandos, elite soldiers, therefore play a major role in Supra's military machine. They are often deployed on the frontline and are preferred to the krasnye soldaty, regular soldiers. These soldiers do play a role, however, but significantly less important than what is usually recommended by collectivist thought.

The kolossus are used even less by Supra, and the least used units of all are the armored fighting vehicles. Using a machine to compensate for weaknesses is a mistake, according to the Supreme Collective. Nothing is impossible for a fighter whose heart burns with the fire of ideology! While



Supra does not totally discard these two types of units, they are nevertheless reduced to a small proportion of its forces.

Supra shows no pity in the selection of its men. With no hint of hesitation, Supra's soldiers know they will be brought before the Supreme Collective's court martial; the verdict is always severe and often does not only apply to the men at fault, but also to their family and friends.

Mass suicides, therefore, sometimes on the battlefield itself, are not rare. It is better to die alone as a hero than disgrace all your loved ones.

PLAYING SUPRA

The player can choose any platoon pattern to build his company, but he can only use one at a time. Only Supra platoon patterns including those published for the Operation Damocles campaign (see *Cry Havoc* 14), benefit from the advantage and disadvantage below.

Supra advantage: the Authority test is rolled with two dice instead of one. The player picks the better of the two results.

Supra disadvantage: a disorganized unit is eliminated immediately.

Platoon pattern:

- Infantry unit (★★) !
- Infantry unit (★★)
- Soldier unit (★ / ★★ / ★★★)
- Soldier unit (★ / ★★)
- Armored vehicle unit (★ / ★★ / ★★★)

! Priority slot.

TOWARDS SUPREME POWER?

Although limited, the supervision of the Assembly of Collectives, has been unbearable for the Supreme Collective for a few years now. To get rid of it, Supra has come up with a plan that will allow it to exercise its power freely. Under the pretext of protecting itself from an attack by the U.N.A., Supra has set up its headquarters aboard the distant Kremlin space fortress. It therefore takes weeks and even months before the results of any deliberation of the Assembly of Collectives reaches Supra. Conversely, some situations require a rapid decision from Supra. The Assembly of Collectives then has no other choice but to approve Supra's decisions afterwards, thereby validating a policy it does not necessarily approve...

SERGEANT A. TYMOFIYEVA

"No, I am not looting: this is technological development monitoring."

– Sergeant Tymofiyeva's response to an officer.

Tymofiyeva is one of these heroes who always manages to beat fate and fulfill their dreams.

Fascinated by combat striders, she tried to enter every strider pilot academy there was to serve the Revolution at the heart of battle.

Unfortunately, with no military experience she was turned down and steered towards electronic warfare units. Indeed, Anastasiya was truly gifted in this field. But she never gave up her dream and repeatedly requested transfers to fighting units in order to gain the battle experience needed to become a pilot. All her requests were turned down: qualified technicians in the crucial field of electronic warfare were too rare to risk losing them in a theatre of operations.

Instead of giving up Anastasiya Tymofiyeva persisted. Eventually, she found a weakness in the system and was accepted for mechanic officer training.

She graduated head of her class with the best grades ever achieved. After that she had no problem joining all the military academies having anything to do with combat striders and taking every advanced course they had to offer. The only course she could not take was field mechanics training, which was once again reserved to soldiers with battle experience!

Anastasiya still could not get anywhere near a battlefield, but she had managed to learn all there was to know about combat striders.

Once she was promoted to the rank of sergeant she came up with a new plan to reach the battlefield. She invented and manufactured an extraordinarily complex and fearsomely effective communications interference system, which she presented as a gift to RedInt, in exchange for its support in gaining admission to a fighting unit.

Against all the odds, it worked. Eager to test the device in live operations, RedInt pressured the ARC to have Sergeant Tymofiyeva sent to battle in a specially equipped strider.

Thus, in a roundabout way, but in strict compliance with the rules of military bureaucracy, Anastasiya Tymofiyeva finally managed to become Sergeant Tymofiyeva of unit ASK968S.

TACTICS

Sergeant Tymofiyeva is an able leader, although she does not have the leadership or the authority of a captain or even a lieutenant.

Her real strength resides in her ability to deceive, mislead and manipulate enemy commanders. When she is around, all the enemy's battle plans become bizarre and chaotic: orders and counter-orders come pouring in; communications become confused and unclear and units are left to rely on themselves.

UNIT FORMATION

Sergeant Tymofiyeva may be chosen as the officer of any Rank 1 soldier unit.

Aboard Kozni, Sergeant Tymofiyeva can lead any Nakovalny unit.

Unlike normal officers, she is added to the numbers already present. Her cost is added to that of the unit.



RECRUITING A UNIT

Sergeant Tymofiyeva on foot: +40 A.P.

Aboard Kozni: +230 A.P.

Interference: the use of Interference is declared when Sergeant Tymofiyeva's or the Kozni's unit is activated. The player selects a card in his opponent's sequence without looking at it and places it wherever he wants within the activation sequence.

Disruption: Sergeant Tymofiyeva and Kozni have the "Disruption" ability. For each fighter with this ability on the battlefield each enemy company loses 1 LP during the tactical phase. The LP reserve of a company cannot fall below its commander's LP value.

Heroic pilot: When Kozni is destroyed, the miniature representing Sergeant Tymofiyeva on foot is deployed where her machine stood. She forms a new unit but may join a friendly unit (see AT-43: *The Rulebook*, p.77).



Sgt. Anastasiya Tymofiyeva ★

14

6

3

4

-

3

1

Standard firearm

ASSAULT RIFLE	2	1/1	-	4/1
---------------	---	-----	---	-----

Kozni ★

20

9

13

5

-

3

1

	Frame	Propulsion
STRUCTURE POINTS	3	2

Standard firearm

SP

LIGHT MGAUSS (1)	4	3/0	-	7/1	1
LIGHT MGAUSS (2)	4	3/0	-	7/1	1



RECON STRIDER NAKOVALNY "KOZNI"

Sergeant Tymofiyeva's Nakovalny was nicknamed "Kozni" ("Machination" in Hadesian).

This nickname first referred to its communication interference system: many of the sergeant's enemies saw their units ignore their orders or respond inappropriately, not knowing they were being manipulated.

Kozni then became Sergeant Tymofiyeva's official callsign because of her turn of mind: she loves to devise all sorts of diversions and conspiracies to deceive the enemy.

Her fellow officers have known for a long time that they shouldn't ask questions about her strategies, which are complex, to say the least. Not only does Anastasiya Tymofiyeva rarely share her ideas, but her explanations are never simple or short!

CAPTAIN PAVEL VRACHOV

"Kill the enemy, care for the comrade, defend the revolution. Anything else is mere detail."

– Captain Vrachov, *War Memoirs*.

Captain Pavel Vrachov is a genuine idealist, inspired by revolutionary and humanistic beliefs. Recruited as a medic in a krasnye soldaty unit, he was one of the first doctors to become an officer. The charisma of this highly colorful character was soon spotted by Propaganda, the Red Blok's information service. The collective decided to publicize the sergeant-medic's achievements not only to give a perfect illustration of revolutionary virtues, but also to encourage vocations: there are still too few medics in the Revolutionary Forces.

Vrachov might have been an idealist, not he was certainly not naive. He quickly understood that he could take advantage of his heroic status. With intelligence and a will of iron, he endeavored to climb the ladder of the military hierarchy using his popularity. Since he was not permitted to join the elite forces he became a strider pilot. He led various companies aboard a Kossak, which was to become legendary under the name of "Krasny Krest", "Red Cross" in Hadesian.

Military medical care was far from being a priority back then and was almost 50 years behind its time. Taking advantage of the media coverage Propaganda provided, Vrachov convinced the ARC to create modern field hospitals. This first victory turned him into a revolutionary icon, an incarnation

of the population's hopes of comradeship and humanism.

He then fought to have medics integrated into every infantry unit. Today, thanks to the captain, all soldier units may count on these specialists. In reality, however, they are still too few to be regularly included.

This second clash, once again lost by the military administration, added to a file already chock a block with reports of deviant behavior, pushed headquarters to its limits. When Captain Vrachov lost his second Kossak, in an attempt to rescue an injured soldier, the high command used the episode as a pretext to dismiss the Propaganda journalists and address the Vrachov situation in private. However, they failed to consider the war hero's immense fame and the unconditional support of the hundreds of soldiers he had saved.

For the first time since its creation, the ARC was threatened with strikes! Once again, the military administration had to capitulate. The ARC abandoned the idea of bringing Captain Vrachov to court martial... However, he could no longer hope for a promotion. Vrachov didn't care: his early victories had fulfilled his idealism. At least for the time being...



TACTICS

When he is aboard KK5, Captain Vrachov can provide medical care to any member of the units in contact with his armored fighting vehicle. This is precious support for the infantry. Captain Vrachov can also lead a krasnye soldaty unit, when KK5 has been destroyed for instance. He can be used as an officer or as commander.

UNIT FORMATION

Captain Vrachov can become the officer of any krasnye soldaty unit. Unlike other officers, he is added to the numbers already present. His cost is added to that of the unit. KK5 is a unit in and of itself.

RECRUITING A UNIT

Captain Vrachov on foot: +90 A.P.

Captain Vrachov equipped with grenades: +95 A.P.

Aboard KK5: 545 A.P.

Medic: Captain Vrachov has the “First aid” ability. Once per round he can save a member of his unit. The player announces the use of this ability by shouting “Medic!” right after the fighter is eliminated. A medic cannot save himself. A medic who has taken damage points cannot use this ability.

KK5 also has First Aid. It may use this ability to save any one soldier he is in contact with once per round.

Heroic pilot: When KK5 is destroyed, the miniature representing Captain Vrachov on foot is deployed where his machine stood. He forms a new unit but may join a friendly unit (see *AT-43: The Rulebook*, p.77).

Equipment

Grenades: Captain Vrachov can shoot with this indirect fire weapon. This equipment represents enough grenades for the whole game. When using this equipment, he cannot use any of his other ranged weapons during the current activation.



Cpt. Pavel Vrachov

14

6

3

4

+3

6

5

Standard firearm				
GRENADE PISTOL (indirect fire)	1	1/0	3	4/1
Mêlée weapon				
COMBAT KNIFE	4	1/0	-	3/1
Optional weapon				
GRENADES (indirect fire)	0	1/0	1	4/1



KK5

20

10

15

5

-

6

5

	Frame	Propulsion
STRUCTURE POINTS	4	2

Standard weapons					SP
MEDIUM ROCKET LAUNCHER (1)	3	3/0	-	12/2	2
MEDIUM ROCKET LAUNCHER (2)	3	3/0	-	12/2	2

THE RED CROSS AND THE RED STAR

Captain Vrachov started his career as a medic.

He never stopped being a doctor, even when he became a pilot. He would never leave a wounded comrade without care: he has even been spotted once climbing out of his Kossak to tend to a soldier, breaching all military rules. As a thorn in the side of the military administration, Captain Vrachov knows he will never be promoted again. One more offence won't matter and he always takes a krasny soldat's kit wherever he goes. He can lead any unit of soldiers of this type.

His Kossak was named “KK5” by technicians, an abbreviation of Krasny Krest #5, “Red Cross Number 5” in Hadesian. «Red Cross», because KK5 is equipped with a number of first aid kits attached to its chassis. Any soldier close to KK5 may give first aid to the injured by following Vrachov's instructions. “Number 5” refers to the four previous striders Captain Vrachov lost. If he had not been popular, if Propaganda had not made him a revolutionary hero, High Command would most likely have broken him and ignominiously thrown him out of the army for having lost so many striders, and yet survived!

COLONELS ODIN 0-1 & MANON 0-2

Odin: We are the future of our species.

Manon: To obey the future is to be a realist.

— Odin and Manon, *Short Moral Plays*.

In AT-1, Frontline experienced an unprecedented demographic crisis. With more than a billion deaths, a quarter of its population, the Local Collective of Ava feared for its future. Frontline mobilized its scientific elite to launch a repopulation program based on genetic manipulation and artificial impregnation: Project O.

The U.N. aid made the program redundant, but the project continued. The program was transferred to GenCol (see pg. 56) on New Ava and two children were born in AT-30.

Their genes had been carefully selected among the Red Blok's elite population. They were the only successful birth out of the fifty inseminations in the gestation tank: two fraternal twins, bearing the code names 0-1 and 0-2, and baptized Manon and Odin by the laboratory assistants.

They developed normally... apart from their intellects. Their education, carefully controlled and planned, revealed an I.Q. of approximately 250 — so high that revolutionary science could not measure it with certainty. The twins wrote their first book at the age of seven: their *Short Moral Plays* surprised the experts who supervised their development so much that they decided to publish them.

By the age of ten they had finished their medical studies. The ARC then offered them personalized officer training, much lighter on the physical side, but much more advanced in terms of theory.

In AT-41 Manon and Odin passed their exam with grades so high that the ARC immediately promoted them to the rank of colonel. In their free time they designed a customized pilot station to allow them to pilot a Hetman together and then learned to drive the vehicle on their own...

Today, the intellectual capacities of these two children worry the scientists in charge of the experiment. Manon and Odin are only thirteen: what will happen when they reach adulthood? Will they become loyal servants of the collectivist state, as the revolutionary ideologists believe? No-one really knows if ideological indoctrination works on such intellects.

TACTICS

These two masterminds are a major asset to any Red Blok army.

Colonels Odin 0-1 and Manon 0-2 are the best revolutionary commanders. Their tactical genius makes up for all the weaknesses of the officers in this army. Unfortunately, they are not very effective foot soldiers, despite their medical training—after all, they are only children. Fortunately, Urod is very difficult to destroy as they can repair it each round.



Odin 0-1 and Manon 0-2 may be deployed either in Urod or as an independent unit. They cannot become officers of an infantry unit. They are represented by the same card and do not benefit from the hero rule for the distribution of damage (see *AT-43: Rulebook*, pg. 77). When Manon and Odin are on foot, either of them can be chosen as the leader. Which of them acts as leader is chosen each time a leader needs to be selected.

Colonels Odin O-1 et Manon O-2: 220 A.P.
Urod : 570 A.P.

Mechanic: Odin and Manon, on foot or aboard Urod, both have the “Repair” ability. At the beginning or at the end of their unit’s activation they can repair a friendly armored fighting vehicle within 2.5 cm of them (including their own). Each one of them returns 1 SP to a location selected by the player. Destroyed parts may be repaired. This means they may restore two SP to Urod.

Medic: Odin and Manon both have the “First Aid” ability. Once per round, they may save each other. The player calls the use of this ability by shouting “Odin” or “Manon”: the name of the character that was eliminated. A medic who has taken damage points cannot use this ability.

Heroic pilot: when Urod is destroyed, the miniatures representing Colonel Odin 0-1 and Colonel Manon 0-2 on foot are deployed where their machine stood. They form a unit of their own.



Urold

20 10 15 5

200 100 1500 1500

	Frame	Propulsion
STRUCTURE POINTS	4	2

Standard weapons

	3	3/0	-	12/2	2
MEDIUM ROCKET LAUNCHER					
MEDIUM ANTITANK CANNON					

It is hard for the officers of the Revolutionary Forces to accept orders from children, even if they are highly intelligent. Had the army been less disciplined the integration of Manon and Odin would probably have been impossible.

At first the two colonels were considered monsters. The maintenance teams, less affected by the discipline of the Revolutionary Forces, named the twins' Hetman "Urod" ("monster" in Hadesian). The superstitious technicians who took care of its maintenance botched their work to the point of sabotage. The two children soon took over the maintenance of their Hetman after having obtained exemplary punishments against the offenders – in the sole interest of discipline, of course.

INFANTRY



The revolutionary infantry is an effective machine. It is based on a formidable mass of volunteers, who show unequalled loyalty. These soldiers receive accelerated training in weapons handling and are issued their sturdy equipment to defend the ideals of the Red Blok with fervor. The Red Blok's infantry compensates for the lack of training with absolute motivation and the sheer number of soldiers it can line up on the battlefields.

SOLDIERS

The core of the Red Blok's army is composed of a horde of soldiers trained en masse. With so many men it is easy to create elite units: all you need to do is select the best. Those who prove their military skills, absolute commitment and above average survival skills are selected. After merciless training, they become true fighting machines and are sent to join the special forces: spetsnatz kommandos, RPG soldier, and so on. The veterans who fail to complete the training join the kolossus, the powerful battlesuit units. The Red Blok never wastes any resource.

WEAPONS

Most of the revolutionary infantry's weapons use solid munitions, less expensive and more reliable than munitions for energy weapons. A bullet is as effective as a ray of coherent light... However, Gauss weapons, which use a magnetic rail to violently accelerate a metallic projectile, are now starting to compete with firearms. As robust as they are reliable, Gauss weapons can fire any type of metal of a sufficiently small size, significantly reducing logistical issues...

All revolutionary soldiers start their training with how to handle a **combat knife**. When you can eliminate an enemy with a good steel blade, you can do it with any kind of weapon.

This weapon uses *mêlée* rules.

A simple and effective weapon the **AK-43 assault rifle**, with its drum magazine, has a distinctive silhouette and fires 7.62 caliber solid ammunition. Its reliability, simplicity of maintenance and excellent rate of fire versus its low manufacturing cost make it the ideal soldier's weapon.

This weapon uses direct fire rules.

The **Red Blok's flamers** use a rapid-combustion chemical mixture kept under high pressure to smother enemy units in a real firestorm.

This weapon uses indirect fire rules.

The **Gauss rifle** is the standard issue firearm of the special forces, who need a precise, silent, powerful, solid and multi-use tool; in other words: an effective weapon. This weapon uses a strong magnetic field to shoot a ferrous projectile at very high speed.

This weapon uses direct fire rules.

The **grenade launcher** shoots a grenade in an arcing trajectory so that it passes over obstacles. The grenade explodes upon impact, shredding the enemy to pieces.

This weapon uses indirect fire rules.

The **ATGauss gun** shoots a 40 mm steel and tungsten dart at five times the speed of sound. It pierces anything it touches, and anything it pierces is destroyed.

This weapon uses direct fire rules.

The **MGauss** (Gauss machine gun) is one of the Red Blok's greatest technological achievements. With a devastating rate of fire, it shoots tiny steel darts at extraordinary speeds.

The size of these darts allows units to transport enough ammo to fight several wars!

This weapon uses direct fire rules.

The **"Marushka" rocket launcher** launches an unguided rocket that cannot be deceived by counter-measures systems. With its highly powerful explosive head it doesn't need to be very accurate: its hollow charge causes great damage to the heart of the target. It can be reloaded very quickly and there is no need to lock on the target. Red Blok soldiers are so well trained in its use that they are able to launch two rockets, one after the other. If the first one misses, the second rarely does.

This weapon uses direct fire rules.

The **SMGauss** (Gauss submachine gun) is a derivative of the MGauss. It uses the Gauss effect to shoot streams of ferrous munitions, which allow it to shoot devastating bursts.

This weapon uses direct fire rules.

The **sniper gun** is an elite marksman's gun that uses Gauss technology. It shoots 20 mm depleted uranium cored rounds at seven times the speed of sound. This weapon is able to pierce steel and flesh with the same ease. Equipped with powerful optics, it can hit a target from several kilometers away.

This weapon uses direct fire rules.



KRASNYE SOLDATY

"We are not soldiers, we are heroes of the Revolution!"

– Shouted, every morning, by a billion krasnye soldaty on dozens of worlds.

The krasny soldat is the soul of the Revolutionary Forces, the base upon which their power was built. Highly motivated, equipped with weapons as solid as they are destructive, this soldier can adapt to any mission, always showing faultless spirit. The krasny soldat is a volunteer who faithfully fulfills his duty to the collectivist state. Because he fights for the greatest of causes, his morale is like steel and he never wavers.

A krasny soldat fights in large units, with many heavy weapons and specialists. The firepower of these units can force even armored fighting vehicles to retreat.

TACTICS

The strength of the krasnye soldaty resides in their numbers. The density of their light weapon salvos is beyond compare, except for the terrifying machine gun units. They are capable of undertaking any type of mission be-

cause this universal advantage, their numbers, allows them to shine in any context.

When they hold a defensive position they absorb every attack, one after the other, thanks to their endless numbers and invincible morale. When they attack they overwhelm the enemy and leave him no other choice but to retreat or die.



THE ORIGIN OF THE KRASNYE SOLDATY

Faced with the forces sent by the U.N. dictatorship, the patriotic militia of Hades achieved miracles, pushing back the assaults of the White Stars elite corps having only a handful of light firearms and bladed weapons.

The work clothes of Hades militia-men, smeared red with the enemy's blood, inspired a number of patriotic songs praising the "krasny soldat" ("red soldier" in Hadesian). When the Revolutionary Forces liberated the planet, the heroism of these fighters led to the creation of an exceptional military unit composed of these veterans. After a unanimous vote, the new soldiers adopted the song's name and trained men to replace them... Henceforth, in honor of these original soldiers of the Revolutionary Forces, recruits join the ranks of the «krasnye soldaty». In the language used on Hades, the singular of this name is "krasny soldat" and the plural "krasnye soldaty".



COMPOSITION OF A UNIT



Type: 1.

Numbers: 8 to 12.

Standard equipment:

Assault rifle and combat knife.

Optional equipment:

Grenades.

Special weapons:

Grenade launcher or rocket launcher.

Specialists: mechanic, medic.

Officer: Rank 1 to 5.

Equipment

Grenades: Fighters equipped with grenades can take shots with this indirect fire weapon. This equipment represents enough grenades for the whole battle.

A unit using this equipment cannot use any of its other ranged weapons during the current activation.

Specialists

Mechanic: The mechanic has the “Repair” ability. At the beginning or at the end of his unit’s activation he can repair a friendly armored fighting vehicle within 2.5 cm of him. The armored fighting vehicle recovers 1 SP in a location chosen by the player. Destroyed parts may be repaired.

Medic: The medic has the “First aid” ability. Once per round he can save a member of his unit. The player announces the use of this ability by shouting “Medic!” right after the fighter is eliminated. A medic cannot save himself. A medic who has taken damage points cannot use this ability.



Officers

Sergeant (Sgt.): +10 A.P.

Master sergeant (Msgt.):
+15 A.P.

Lieutenant (Lt.): +30 A.P.

Captain (Cpt.): +60 A.P.

Colonel (Col.): +75 A.P.

Krasny soldier				
	14	6	3	4
Standard firearm				
ASSAULT RIFLE	2	1/1	-	4/1
Special weapons				
GRENADE LAUNCHER (indirect fire)	2	1/0	3	4/1
ROCKET LAUNCHER	1	2/0	-	11/2
Mêlée weapon				
COMBAT KNIFE	4	1/0	-	3/1
Optional weapon				
GRENADES (indirect fire)	0	1/0	1	4/1



Cost of a krasnye soldaty unit

EQUIPMENT	STANDARD NUMBER(1)	MAXIMUM NUMBER (2)	EXTRA FIGHTER
Standard	150 A.P.	250 A.P.	+20 A.P.
Grenades	190 A.P.	310 P.A.	+25 A.P.
Rocket launcher*	+50 A.P.	+50 A.P.	

(1) 8 krasnye soldaty, including: 1 special weapon and 0 to 2 specialists + 0 to 1 officer

(2) 12 krasnye soldaty, including: 3 special weapons and 0 to 2 specialists + 0 to 1 officer

*Extra cost to equip all the unit's special weapon bearers

RPG SOLDATY

"The only good armored vehicle is a torn open and flaming armored vehicle."

– Elementary training manual for the
RPG soldaty, first edition.

«Except for armored vehicles showing a red star.»

– Elementary training manual for the
RPG soldaty, second edition..

COMPOSITION OF A UNIT

Type: 1.

Numbers: 8 to 12.

Standard equipment: SMGauss and combat knife.

Optional equipment: Grenades.

Special weapons: MGauss or rocket launcher.

Specialists: Artificier, medic.

Offier: Rank 1 to 5.

Equipment

Grenades : Fighters equipped with grenades can take shots with this indirect fire weapon. This equipment represents enough grenades for the whole battle.

A unit using this equipment cannot use any of its other ranged weapons during the current activation.

Specialists

Combat engineer: The combat engineer has the "Sabotage" ability. During his unit's activation he can sabotage a terrain element within 2.5cm of him. The chosen element is removed from the battlefield.

Medic: The medic has the "First aid" ability. Once per round he can save a member of his unit. The player announces the use of this ability by shouting "Medic!" right after the fighter is eliminated. A medic cannot save himself. A medic who has taken damage points cannot use this ability.

Officers

Sergeant (Sgt.): +10 A.P.

Master Sergeant (Msgt.): +15 A.P.

Lieutenant (Lt.): +30 A.P.

Captain (Cpt.): +60 A.P.

Colonel (Col.): +75 A.P.

The famous RPG soldaty are feared by anything that has armor more than a centimeter thick... And recently, this fear has extended to everything else too. These men are specially trained to attack huge machines fearlessly and RPG soldaty have sufficient fire power to annihilate them in the blink of an eye. Some disgruntled people, who could certainly do with some ideological re-education, believe these soldiers are somewhat mad. In reality they are simply selected from the boldest krasnye soldaty.

Equipped with SMGauss (a Gauss submachine gun), they achieve miracles. Their original special weapon, the menacing "Marushka" rocket launcher, allows them to oppose the most impressive armored fighting vehicles. Lately revolutionary command has taken to equipping them with the most recent Gauss technology weapon, the MGauss (Gauss machine guns) when required. Although these Gauss machine guns are not supposed to be used in antitank combat, the original role of the RPG units, the qualities that made the RPG soldaty units feared by armored fighting vehicles are also effective against the infantry.

TACTICS

The RPG soldaty require careful tactics, because they must be close enough to the enemy for their rocket launchers or MGauss to be used. However, once at short range their powerful SMGauss can shoot salvos of such a density that no infantry unit can withstand them.





RPG soldat				
    				
	14	6	3	4
Standard firearm				
SMGAUSS	0	2/0	-	4/1
Special weapons				
MGAUSS	2	3/0	-	7/1
ROCKET LAUNCHER	1	2/0	-	11/2
Mêlée weapon				
COMBAT KNIFE	4	1/0	-	3/1
Optional weapon				
GRENADES (indirect fire)	0	1/0	1	4/1

RPG SOLDATY



THE BERSERKERS

When the RPG units were initially deployed in AT-27, a terrible defect in the training of the fighters and their equipment appeared. Not only had the soldiers not been taught to recognize their own side's armored fighting vehicles, but they were equipped with missile launchers. The Red Blok's armored fighting vehicles, robust and basic by design, had no IFF (Identification Friend or Foe) device to prevent Red Blok missiles from locking on to them... The result was that the RPG units were devastating, but as much to the Revo-

lutionary Forces as to the enemy. Since then the missile launcher has been abandoned.

However, revolutionary command turned this defect into a great advantage: when damaged Red Blok armored fighting vehicles are about to fall into enemy hands the RPG units are ordered to destroy them. They have since been equipped with MGauss and rumor has it that the RPG soldaty are being used to massacre mutinous or disobedient units.

Cost of an RPG soldaty unit

EQUIPMENT	STANDARD NUMBER(1)	MAXIMUM NUMBER (2)	EXTRA FIGHTER
Standard	150 A.P.	250 A.P.	+20 A.P.
Grenades	190 A.P.	310 A.P.	+25 A.P.
Rocket launcher*	+50 A.P.	+50 A.P.	

(1) 8 RPG soldaty including: 1 special weapon and 0 to 2 specialists + 0 to 1 officer

(2) 12 RPG soldaty including: 3 special weapons and 0 to 2 specialists + 0 to 1 officer

*Extra cost to equip all the unit's special weapon bearers

SPETSNAZ KOMMANDOS

"To become a spetsnaz, you will only need courage and skill. A lot of courage and a lot more skills."

– Marshal Georgy Zhukov, founder of the spetsnaz.

The spetsnaz are the elite of the Revolutionary Forces of the Red Blok. They have no other speciality than excellence. Furthermore, they are used as much to motivate the troops as to accomplish the most dangerous missions.

The spetsnaz are organized into small units composed of the best veterans found among the krasnye soldaty: those who have proven that they are not just talented soldiers, but hardened soldiers able to stand in the face of the most dangerous situations. Equipped with the most effective anti-personnel weapons in the Red Blok's arsenal, the spetsnaz are among the best soldiers ever trained by mankind. They are even able to overcome the threatening Therian combat machines.

These units provide the Red Blok's Revolutionary Forces with the concentrated firepower required to crush enemy resistance. Their long-range Gauss rifle is the enemy's nightmare; the short-range flamer is even worse.

TACTICS

The spetsnaz kommandos are a complementary unit to the krasnye soldaty.

They are admirable fighters with ultra-modern equipment. They must be deployed where their impact will be the greatest. They hit hard, wreak havoc on enemy units, and fall back behind cover until the regular forces arrive.

Their excellent protection allows them to hold on as long as necessary, while the precision of the Gauss rifles allows them to take care of entrenched enemies. If required, the flamer will neutralize heavily fortified positions. The rocket launcher is trustworthy tool against armored fighting vehicles, including assault striders.

COMPOSITION OF A UNIT

Type: 2.

Numbers: 6 to 9.

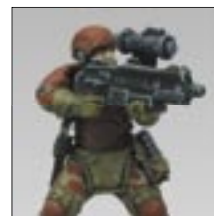
Standard equipment: Gauss rifle and combat knife.

Optional equipment: Grenades.

Special weapons: Flamer or rocket launcher.

Specialists: field engineer, medic.

Officer: Rank 1 to 5.



Equipment

Flamer: This weapon has the “Projection” ability:

- When a unit contains several of these weapons, each of them can pick a different target;
- Cover is ignored;
- No shooting test is necessary, so there are no successes. (Therefore, shots cannot be combined to increase the area of effect.);

- The Accuracy of the weapon shows the weapon’s maximum range in cm, as measured from the special weapon bearer. The template is centered on a fighter. All miniatures located even partially under the area of effect suffer a damage test.



CALIBER 13

AT-39: the year of skirmishes. Unit S44 of the spetsnaz kommandos has advanced too far and is making a defensive stand in a White Stars space station, surrounded by a detachment of U.N. battlecruisers. Supplies can’t reach them. The counter-attack has begun and standard ammunition supplies for the Gauss weapons are desperately low.

Within a few minutes, following the orders of Sergeant Vrachov, the unit removed the bolts from the station’s internal metal structure. These improvised projectiles turn out to be perfectly suited to the Gauss weapons and allow S44 to resist for a few hours. Better yet, part of the station, its structure weakened by the missing bolts, broke off. The debris drifted into the U.N. cruisers, resulting in total disorganization and allowing re-supplying units to get through! From that day on, all spetsnaz kommandos keep a handful of 13 mm bolts... just in case...

Spetsnaz kommando				
	14	7	4	5
Standard firearm				
GAUSS RIFLE	4	1/0	-	5/1
Special weapons				
FLAMER (projection, indirect fire)	(25)	1/0	4	8/1
ROCKET LAUNCHER	2	2/0	-	11/2
Mêlée weapon				
COMBAT KNIFE	5	1/0	-	3/1
Optional weapon				
GRENADES (indirect fire)	0	1/0	1	4/1

Grenades: Fighters equipped with grenades can take shots with this indirect fire weapon. This equipment represents enough grenades for the whole battle.

A unit using this equipment cannot use any of its other ranged weapons during the current activation.

Specialists

Combat engineer: The combat engineer has the “Sabotage” ability. During his unit’s activation he can sabotage a terrain element within 2.5cm of him. The chosen element is removed from the battlefield.

Medic: The medic has the “First aid” ability. Once per round he can save a member of his unit. The player announces the use of this ability by shouting “Medic!” right after the fighter is eliminated. A medic cannot save himself. A medic who has taken damage points cannot use this ability.

Officers

Sergeant (Sgt.): +10 A.P.

Master Sergeant (Msgt.): +15 A.P.

Lieutenant (Lt.): +30 A.P.

Captain (Cpt.): +60 A.P.

Colonel (Col.): +75 A.P.

Cost of a spetsnaz unit

EQUIPMENT	STANDARD NUMBER(1)	MAXIMUM NUMBER (2)	EXTRA FIGHTER
Standard	175 A.P.	300 A.P..	+25 A.P.
Grenades	205 A.P.	345 A.P.	+30 A.P.

(1) 6 spetsnaz kommandos including: 1 special weapon + 0 to 2 specialists + 0 to 1 officer

(2) 9 spetsnaz kommandos including: 3 special weapons + 0 to 2 specialists + 0 to 1 officer

DRAGONOV KOMMANDOS

"Aim for the head!"

– Dragonov kommando motto.

The dragonov kommandos are an army within the army. Organized into autonomous units, they act on their own, hitting here and there and neutralizing all available targets.

This army corps includes all the best marksmen from the krasnye soldaty. An iron will is needed to join this elite unit. Many soldiers have scruples killing enemies at such distances. Weaker minds see it as murder and not an act of war. Those who accept it become remorseless killers, fully dedicated to the death of the Revolution's enemies. They are the sworn enemies of the minions of the plutocratic elite that despoils the galaxy, regardless of the name these modern slavers give themselves.

TACTICS

The organization of the dragonov kommandos is based on their elite sharpshooters. Carefully hidden, they kill enemy officers and special weapon bearers from afar. When their unit's position is threatened, standard fighters repel the assault, while snipers take out the most dangerous enemies – usually special weapon bearers. These units are also effective against armored fighting vehicles: stories of combat striders being disarmed with a few well-aimed shots are not rare. With two shots, a dragonov sniper can shoot out the lenses of a Fire Toad's light laser cannons and turn this expensive armored fighting vehicle into a useless, one seater transport.

COMPOSITION OF A UNIT

Type: 2.

Effectif : 6 to 9.

Standard equipment: Gauss rifle, infrared goggles and combat knife.

Optional equipment: Grenades.

Special weapons: Sniper gun or ATGauss gun.

Specialists: medic, electronic warfare specialist.

Officer: Rank 1 to 5.

Equipment

Grenades: Fighters equipped with grenades can take shots with this indirect fire weapon. This equipment represents enough grenades for the whole battle.

A unit using this equipment cannot use any of its other ranged weapons during the current activation.



Infrared goggles: Fighters with this equipment gain the “Detection” ability. They gain +1 in Accuracy with all their weapons. This bonus is already taken into account in their profile. In addition, they ignore their enemies’ “Stealth” ability.

Sniper gun: A fighter equipped with this weapon gains the “Sniper” ability:

- This ability can only be used if the fighter doesn’t move at all during his activation;
- Cover and fighters caught in the zone of fire are ignored;
- This ability cannot be used in “Overwatch!”;
- The player chooses the target of each impact among the visible fighters of the targeted unit. If the target is an armored fighting vehicle, the player chooses the location of each impact.

Specialists

Medic: The medic has the “First aid” ability. Once per round he can save a member of his unit. The player announces the use of this ability by shouting “Medic!” right after the fighter is eliminated. A medic cannot save himself. A medic who has taken damage points cannot use this ability.

Electronic warfare specialist: The electronic warfare specialist has the “Disruption” ability. For each fighter with this ability on the battlefield, every enemy company loses 1 LP during the strategic phase. The LP reserve of a company cannot fall below its commander’s LP value.

Officers

Sergeant (Sgt.): +10 A.P.

Master Sergeant (Msgt.): +15 A.P.

Lieutenant (Lt.): +30 A.P.

Captain (Cpt.): +60 A.P.

Colonel (Col.): +75 A.P.



BODY COUNT TABLE

Here are the body count tables for the best dragonov kommando units – those with at least 40 officers killed. The oldest, the prestigious Unit D2, has been in active duty since BT-8. It was created with soldiers from the first class to graduate from the Revolutionary Forces sharpshooter academy when Mirograd was built.

	Col.	Cpt.	Lt.	Msgt.	Sgt.	Total officers	Pvt.*
Unit D2	14	35	49	77	183	358	749
Unit D27	14	7	0	119	210	350	1211
Unit D14	7	0	35	105	209	356	1169
Unit D67	7	21	21	147	147	343	1085
Unit D134	0	28	28	119	161	336	707
Unit D225	21	0	14	161	126	322	665
Unit D51	0	7	28	133	140	308	1617

*The dragonov kommandos only count kills of special weapon bearers. «Ordinary» soldiers do not count

Dragonov kommando				
	14	7	4	5
Standard firearm				
GAUSS RIFLE	5	1/0	-	5/1
Special weapons				
SNIPER GUN (sniper)	10	1/0	-	8/1
ATGAUSS GUN	7	1/1	-	14/1
Mêlée weapon				
COMBAT KNIFE	5	1/0	-	3/1
Optional weapon				
GRENADES (indirect fire)	0	1/0	1	4/1

Cost of a dragonov kommando unit

EQUIPMENT	STANDARD NUMBER(1)	MAXIMUM NUMBER (2)	EXTRA FIGHTER
Standard	175 A.P.	275 A.P.	+30 A.P.
Grenades	205 A.P.	320 A.P.	+35 A.P.
ATGauss gun*	+25 A.P.	+25 A.P.	

(1) 6 dragonov kommandos including: 1 special weapon and 0 to 2 specialists + 0 to 1 officer

(2) 9 dragonov kommandos including: 3 special weapons and 0 to 2 specialists + 0 to 1 officer

*Extra cost to equip all the unit’s special weapon bearers

SPETSNAZ KOLOSSUS

«We are invincible!»

– Spetsnaz kolossus motto.

The spetsnaz kolossus are legendary units.

They can easily absorb the fire of a machine gun and walk through the most violent artillery barrages.

Some have even resisted the fire of antitank weapons.

These monsters are deployed as anti-personnel units. Light weapons can hope to do little more than scratch their paint. They advance over the battlefield like messengers of the indisputable victory of the Revolution's ideals.

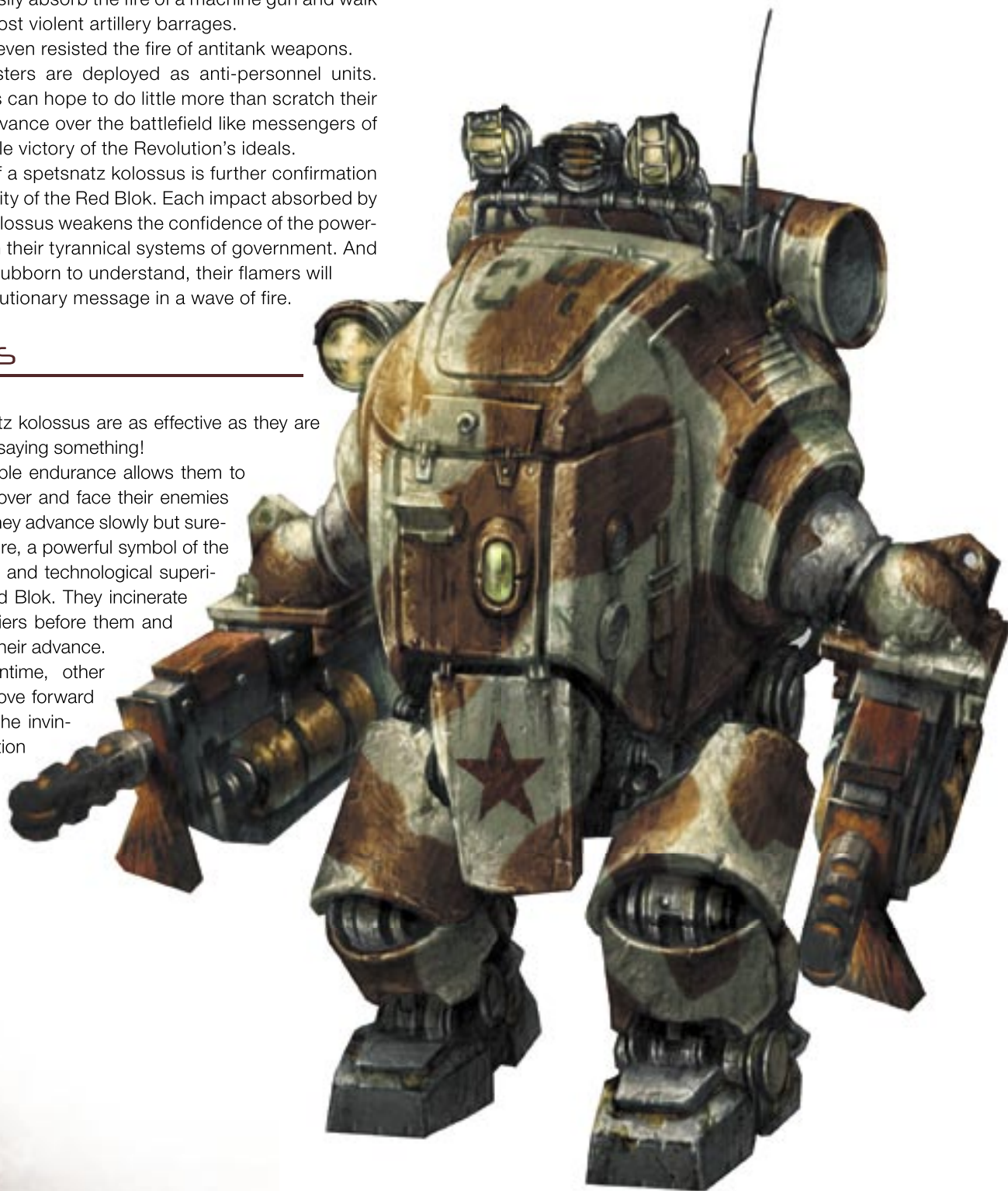
Each step of a spetsnaz kolossus is further confirmation of the superiority of the Red Blok. Each impact absorbed by a spetsnaz kolossus weakens the confidence of the powerless masses in their tyrannical systems of government. And to those too stubborn to understand, their flamers will carry the revolutionary message in a wave of fire.

TACTICS

The spetsnaz kolossus are as effective as they are solid, which is saying something!

Their incredible endurance allows them to fight without cover and face their enemies without fear. They advance slowly but surely, immune to fire, a powerful symbol of the absolute moral and technological superiority of the Red Blok. They incinerate all enemy soldiers before them and never falter in their advance.

In the meantime, other infantry can move forward safely behind the invincible protection provided by revolutionary technology.



COMPOSITION OF A UNIT

Type: 3.

Numbers: 3.

Standard equipment: Flamer x 2, assisted propulsion.

Optional equipment: None.


Special weapons: None.

Specialists: None.


Officer: Rank 1.

Equipment

Assisted propulsion: Fighters with this equipment gain the “Blitz” ability. Units with this ability have the following advantages:

- Their Movement  is increased by 10 for their first round on the battlefield;
- They may act normally when they arrive in reinforcement via a drop point.

Flamer: This weapon has the “Projection” ability:

- When a unit contains several of these weapons, each of them can pick a different target;
- Cover is ignored;
- No shooting test is necessary, so there are no successes. (Therefore, shots cannot be combined to increase the area of effect.);
- The Accuracy  of the weapon shows the weapon’s maximum range in cm, as measured from the special weapon bearer. The template is centered on a fighter. All miniatures located even partially under the area of effect suffer a damage test.

Officers

Sergeant (Sgt.): +10 A.P.



Spetsnatz kolossus				
				
10	8	12	4	
Standard weapon				
FLAMER (1) (projection, indirect fire)	(25)	1/0	4	8/1
FLAMER (2) (projection, indirect fire)	(25)	1/0	4	8/1



A LOGICAL DECISION

AT-2. Frontline achieved a major break in the field of ferrocabons. The development of a new type of armor, light enough to be used on a reconnaissance machine or even a battlesuit, poses a dilemma to Red Blok’s industry. With its limited manufacturing capacities, it could develop either a new generation of battlesuits or complete the design of the recon striders, but not both at the same time.

The ARC made a choice: thousands of krasnye sol-daty veterans incapable of completing the training cycles for elite forces needed to be found a use: no Red Blok resource can be wasted! So the recon strider project was frozen and the development of the kolossus armor completed in record time.

Cost of a spetsnatz kolossus unit

EQUIPMENT	STANDARD NUMBER (1)
Standard	375 A.P.
(1) 3 spetsnatz kolossus including: 0 to 1 officer	

RPG KOLOSSUS

"If the revolutionary spirit was to have a son, he would be an RPG kolossus. The time has come to show the universe that the revolutionary spirit does not have one son, but one hundred, one thousand, ten thousand children!"

– Vladimir, BY ORDER OF THE CENSORSHIP COMMITTEE, THE NAME HAS BEEN CENSORED, on the eve of the first deployment of a unit of RPG kolossus during mission 0140/D.

The RPG kolossus are the Red Blok's latest kolossus armor units. Considering the extraordinary successes of the RPG soldier, it was decided to create soldier units equipped with kolossus armors to fulfill the same role... In the heat of the revolutionary furnace, an extraordinary fusion occurred between one of the most feared army corps of the universe and the greatest technological success of the Red Blok: the RPG kolossus were born.

The devastating firepower of these units can easily destroy anything that weighs less than 50 tons, from an ordinary soldier to a recon strider, including all types of battlesuits. And beyond 50 tons, the average weight of an assault strider, the destruction of the enemy requires only a little extra effort...



TACTICS

The RPG kolossus are not really different from other types of kolossus units. They count on their incredible toughness to approach the enemy; in the meantime, they launch salvo upon salvo of rockets. These weapons, as basic and inaccurate as they may be, are highly destructive.

When the RPG kolossus make a defensive stand and take cover, they become obstacles that the enemy doesn't even want to attack. A serious mistake, since the RPG kolossus have the firepower to threaten anything that comes their way.

COMPOSITION OF A UNIT

Type: 3.

Numbers: 3.

Standard equipment: assisted propulsion. rocket launcher x 2.

Optional equipment: None.


Special weapons: None.

Specialists: None.

Officer: Rank 1.

Equipment

Assisted propulsion: Fighters with this equipment gain the "Blitz" ability. Units with this ability have the following advantages:

- Their Movement  is increased by 10 for their first round on the battlefield;
- They may act normally when they arrive in reinforcement via a drop point.

Officers

Sergeant (Sgt.): +10 A.P.



RPG kolossus

Standard weapon

ROCKET LAUNCHER (1)	2	2/0	-	11/2
ROCKET LAUNCHER (2)	2	2/0	-	11/2

THE LONG MARCH

Kalypso, AT-5. The revolution broke out on this peripheral world. Frontline decided to help the insurgents and sent two strielitz kolossus units supported by a Kossak and three Nakovalny. The revolutionary ships dropped the company more than three hundred kilometers from their objective in a marsh that proved impassable for the armored fighting vehicles. Running out of time, the insurgents were not going to last long in battle against the White Stars. The kolossus took off alone on a long forced march. For three days, they advanced as fast as they could towards their objective, not stopping to sleep or eat! On the dawn of the fourth day, they finally reached their destination.

Just in time: the final battle between the White Stars and the local revolutionaries had just begun. The men were exhausted, but leaped into combat with incredible ferocity. In a few minutes, they had destroyed the entire U.N. infantry contingent and brought victory to the insurgents, before they collapsed, exhausted!

0140/D

It wasn't until AT-40 that the first RPG kolossus units were officially deployed, PK1 and PK2. Following Propaganda's recommendation, two units were sent to support the krasnye soldaty stationed in the Miramiru station, which was under attack by a White Stars company. Advancing without fear of enemy fire, the RPG kolossus endured a full salvo fired by two Iron Rains and lost only one battlesuit. The five survivors rained such a deluge of fire on the two armored fighting vehicles that they were immediately destroyed, much to the amazement of the Propaganda reporters. The U.N.A. only learned about the defeat through the revolutionary newspapers, since the RPG kolossus hit so fast and so hard they even captured the U.N. spaceships. A legend was born.



Cost of an RPG kolossus unit

EQUIPMENT	STANDARD NUMBER (1)
Standard	425 A.P.
(1) 3 RPG kolossus including: 0 to 1 officer	



STRIELITZ KOLOSSUS

"We mow and reap to feed the revolutionary victory!"

– Famous revolutionary slogan from the AT-4 recruitment campaign.

The strielitz kolossus were created to destroy the Revolution's enemies at all costs. A grenade launcher in one hand and a flamer in the other, their enemies justifiably fear them.

An indisputable sign of the Red Blok's success, these units are perfectly efficient: what they cannot burn, they pulverize. They "mow" infantry and reap battlesuits with terrifying ease.

TACTICS

The strielitz kolossus are inexpensive and fearsomely effective machines. They combine the remarkable protection of kolossus armor with its general-purpose and yet destructive weaponry. Like all kolossus units, they are rather slow. However, their endurance under enemy fire allows them to advance until they reach optimum firing range. Then they release their metal and fire to reap the enemy infantry like wheat. The strielitz kolossus not only kill soldiers, but they also demolish the enemy command's morale!

COMPOSITION OF A UNIT

Type: 3.

Numbers: 3.

Standard equipment: Flamer, grenade launcher, assisted propulsion.

Optional equipment: None.


Special weapons: None.

Specialists: None.

Officer: Rank 1.

Equipment

Assisted propulsion: Fighters with this equipment gain the "Blitz" ability. Units with this ability have the following advantages:


- Their Movement  is increased by 10 for their first round on the battlefield;
- They may act normally when they arrive in reinforcement via a drop point.

Flamer: This weapon has the "Projection" ability:

- When a unit contains several of these weapons, each of them can pick a different target;
- Cover is ignored;
- No shooting test is necessary, so there are no successes. (Therefore, shots cannot be combined to increase the area of effect.);

Strielitz kolossus				
				
	10	8	12	4
Standard weapon				
FLAMER (projection, indirect fire)	(25)	1/0	4	8/1
GRENADE LAUNCHER (indirect fire)	3	1/0	3	4/1



- The Accuracy  of the weapon shows the weapon's maximum range in cm, as measured from the special weapon bearer. The template is centered on a fighter. All miniatures located even partially under the area of effect suffer a damage test.

Officers

Sergeant (Sgt.): +10 A.P.

Composition of a strielitz kolossus unit

EQUIPMENT	STANDARD NUMBER (1)
Standard	300 A.P.
(1) 3 strielitz kolossus including: 0 to 1 officer	

ARMORED FIGHTING VEHICLES

The Red Blok's combat striders are a symbol of the Revolutionary Forces' superiority. Timeless, enduring, these machines have shown the universe the undeniable supremacy of the Red Blok's engineers and soldiers. The Kossak, more than 40 years old, keeps marching from victory to victory. The kolossus armor that protects the Red Blok's battlesuits is also used in the armor plating of the revolutionary combat striders. Its toughness has never been equaled.

THE FRAMES

Hades' engineers, and afterwards Frontline's, developed three basic frames, each one specialized in a type of mission. The "recon strider" type frames are light and mainly used for anti-infantry combat. The "assault strider" type frames are machines suitable for combat with armored fighting vehicles. The "support strider" type frames are technological monsters designed to destroy anything that stands in their way.

MOUNTED WEAPONS

Basic but effective, the **medium antitank cannon** fires two shells, one after the other: the first pierces the armor, the second enters the hole and causes the target to explode. Very accurate and with a high rate of fire, the medium antitank cannon is effective against armored fighting vehicles, infantry and even flying machines: a truly collectivist weapon!

This weapon uses direct fire rules.

The **heavy Gauss cannon** works on the principle as other Gauss weapons, with a fine but important distinction: the projectiles it launches are the largest ever shot by a weapon of this type. Its salvos are barrages capable of stopping any enemy. It makes so many holes in the target that it seems to disappear!

This weapon uses direct fire rules.

As simple as it is terrifying, the **light flamer** shoots a cloud of gel fuel capsules stored under very high pressure. When the capsules hit their target they rupture. Because of the difference in pressure, they explode in an enormous fireball. Anything that does not immediately go up into flames will be melted: that is what revolutionary fire does to anyone who fights against it!

This weapon uses projection rules.

The **light MGauss** is the armored fighting vehicle version of the infantry MGauss. Its devastating rate of fire shoots hundreds of tiny steel darts at extraordinary speeds! Rumor has it that to date no armored fighting vehicle equipped with this weapon



has ever needed to reload: none has ever managed to expend its entire reserve of munitions, the magazine being so large.

This weapon uses direct fire rules.

The **light mortar** and **heavy mortar** both work on the same principle: they shoot large explosive munitions filled with shrapnel on a steeply plunging trajectory, which explode a few meters above ground, eliminating any chance of cover. The enemies of the Revolution have nowhere to hide...

Anything in the area of effect is chopped into bits or thrown to the ground. The difference between light and heavy mortar is simply the power of the explosion and quantity of shrapnel.

This weapon uses indirect fire rules.

The **medium missile launcher** is the collectivist adaptation of one of the plutocratic weapons of the U.N. oppressors. It fires missiles that track the enemy before subjecting him to the force of revolutionary anger in the form of a colossal explosion.

This weapon uses locked shot rules.

The **medium four-barrel rocket launcher "Katlinka"** is a very heavy version of the "Marushka" infantry rocket launcher. With 60 "Striela" rockets per tube, this weapon can fire an amazing quantity of highly explosive projectiles at an unbelievable rate. To watch a medium rocket launcher firing is an apocalyptic spectacle, the very expression of revolutionary anger falling with devastating rage upon the enemies of the Red Blok.

This weapon uses direct fire rules.

NAKOVALNY

Factory name: type 1 "Nakovalny" recon strider

In Hadesian, a proverb describes desperate situations as follows: «miejdu molotom nakovalniei».

This means "between the hammer and the anvil". However, sometimes you get caught between the anvil and... another anvil.

– Anonymous

The "Nakovalny" recon strider was created to hunt down soldiers. Designed both to carry out lone attacks and to support infantry charges, its specialty is direct assaults. The rate of fire of its light MGauss is so high that it seems to shoot cones of steel! Its speed allows it to rapidly change positions to reinforce allied infantry's weakest points. This technological marvel is one of the most recent achievements of revolutionary industry and it includes ultra-modern equipment. The best known example is Sergeant Tymofiyeva's combat strider, Kozni: its electronic warfare systems are a nightmare for White Stars' commanders (if the empowered slavers of the U.N. reactionary forces can be called commanders).

TACTICS

The Nakovalny is designed to support the infantry. Its thick armor makes it an excellent screen for soldier units to hide behind. In units of two or three vehicles it can even withstand the fire from enemy armored fighting vehicles and absorb a certain amount of antitank fire.

Despite its type (reconnaissance combat strider), the Nakovalny is not a lightning attack specialist. It is much more effective in large units that provide both heavy anti-personnel fire and protection against the heaviest salvos.

COMPOSITION OF A UNIT

Type: 1.

Numbers: 1 to 3.

Standard equipment: Light MGauss x 2.

Officer: Rank 1.



Nakovalny

20

9

13

5

	Frame	Propulsion
STRUCTURE POINTS	3	2

Standard weapon					SP
LIGHT MGAUSS (1)	4	3/0	-	7/1	1
LIGHT MGAUSS (2)	4	3/0	-	7/1	1

Officers

Sergeant (Sgt.): +15 A.P.



Cost of a Nakovalny unit

EQUIPMENT	STANDARD NUMBER(1)	MAXIMUM NUMBER (2)	EXTRA FIGHTER
Standard	200 A.P.	600 A.P.	+200 PA.P.
(1) 1 Nakovalny including : 0 to 1 officer			
(2) 3 Nakovalny including : 0 to 1 officer			

SIERP

Factory name: type 1M39 «Sierp» recon strider

*“Reap the enemy like wheat
Win victory after victory
And achieve glory”*

– Motto of R666 “Tchiort”
light armored fighting vehicle squadron.

For many years, Red Blok engineers believed mobile artillery vehicles could not be realized: the Nakovalny’s propulsion issues, as well as the weight and recoil of the artillery cannons prevented the strider from moving while firing. The design of a rapid artillery platform seemed therefore impossible. However, the clever solutions Sergeant Tymofiyeva came up with soon solved these problems. The Sierp was developed in record time and the engineers even found time to include electronic warfare equipment.

Project Sierp was the confirmation of the revolutionary arms industry’s success. It had developed an armored fighting vehicle that outclassed the competition in every field: firepower, mobility and toughness. It thereby demonstrated what collectorist fervor could achieve.

TACTICS

Sierp strikes cause considerable damage to the enemy’s infantry and his lighter armored fighting vehicles. Its pair of accurate and powerful light mortars allow it to pin anything that passes within its firing range to the ground; these indirect fire weapons don’t need a line of sight!

In a unit on its own, the Sierp is a brilliant guerilla fighter as it moves from cover to cover. It harasses the enemy, never giving it a chance to fight back while it stays out of sight. In units of two or three vehicles the Sierp fires devastating artillery barrages. Its “Disruption” ability is a precious advantage, in particular when deploying units of two or three vehicles.

COMPOSITION OF A UNIT

Type: 1.

Numbers: 1 to 3.

Standard equipment: communication disruptor, light mortar x 2.

Officer: Rank 1.



Sierp

20 9 13 5

	Frame	Propulsion
STRUCTURE POINTS	3	2

Standard weapon

				SP
LIGHT MORTAR (1) [indirect fire]	4	1/0	4	6/1
LIGHT MORTAR (2) [indirect fire]	4	1/0	4	6/1

Special equipment

Communication disruptor: Fighters with this equipment gain the «Disruption» ability. For each fighter with this ability on the battlefield, each enemy company loses 1 LP during the tactical phase. The LP reserve of a company cannot fall below its commander’s LP value.

Officers

Sergeant (Sgt.): +15 A.P.

KZ602 FACTORY

While Frontline’s engineers had completely abandoned the mobile artillery platform project, the KZ602 factory collective on Hades decided to take over the project and create a prototype “Sierp” recon strider. Workers and engineers, in a great show of revolutionary zeal, worked on the project in their free time to maintain their production rates. After a month of hard work, the first armored fighting vehicle walked off the assembly lines late at night. Presented to the ARC’s Military Equipment Evaluation subcollective, the armored fighting vehicle was approved within a few hours and production started less than two days later. To reward KZ602, the first model of the series was produced on its own assembly lines.

Coût d’une unité de Sierp

EQUIPMENT	STANDARD NUMBER(1)	MAXIMUM NUMBER (2)	EXTRA FIGHTER
Standard	200 A.P.	600 A.P.	+200 A.P.
[1] 1 Sierp including: 0 to 1 officer			
[2] 3 Sierp including: 0 to 1 officer			

MOLOT

Factory name: type 2 «Molot» recon strider

"The revolutionary fire burns within me. May it warm the hearts of my allies and consume the bodies of my enemies!"
– Slogan, AT-42 recruitment campaign.

In the field of anti-personnel machines, the Molot is without doubt the most terrifying. With two "RA2" light flamers, it can destroy almost any infantry unit in a single salvo. As a unit, it shoots a real firestorm that can turn recon striders into smoking wreckage.

The toughness of the Molot compensates for the limited range of its weapons. Equipped with loudspeakers, it instills fear into the hearts of its enemies and it can broadcast the orders of officers, thereby eliminating any risk of misinterpretation or manipulation.

TACTICS

The Molot is a combat strider for pilots with nerves of steel: as long as it is in approach phase, it will suffer enemy fire without being able to retaliate. But once it gets within range nothing can save its victims.

Alone, the Molot must advance behind cover. However, it can still absorb a few shots. In units of two or three, it can fearlessly stride across the battlefield. Infantry, regardless of its rank and weapons, can only shudder and expect death: No enemy can withstand the fire of two, four or six light flamers.

COMPOSITION OF A UNIT

Type: 1.

Numbers : 1 to 3.


Standard equipment: loudspeaker, light flamer x 2.

Officer: Rank 1.


Equipment

Light flamer: This weapon has the "Projection" ability:

- When a unit contains several of these weapons, each of them can pick a different target;
- Cover is ignored;



Molot



20

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13

5

Frame

Propulsion

STRUCTURE POINTS	3	2
Standard weapon		
LIGHT FLAMER (1) (projection, indirect fire)	[25] 1/0 4 8/1 1	
LIGHT FLAMER (2) (projection, indirect fire)	[25] 1/0 4 8/1 1	

- No shooting test is necessary, so there are no successes. (Therefore, shots cannot be combined to increase the area of effect.);

- The Accuracy of the weapon shows the weapon's maximum range in cm, as measured from the special weapon bearer. The template is centered on a fighter. All miniatures located even partially under the area of effect suffer a damage test.

Loudspeaker: Fighters with this equipment gain the "Countermeasure" ability. The enemy's "Disruption" and "Interference" abilities have no effect on the player's company.

Officers

Sergeant (Sgt.): + 15 A.P.



Cost of a Molot unit

EQUIPMENT	STANDARD NUMBER(1)	MAXIMUM NUMBER (2)	EXTRA FIGHTER
Standard	225 A.P.	675 A.P.	+225 A.P.
(1) 1 Molot including: 0 to 1 officer			
(2) 3 Molot including: 0 to 1 officer			

ZVIEZDA

Factory name: type 3 «Zvezda» recon strider

“Zvezda! We’re all gonna die!”

– Final communication from a unit of star troopers.

In AT-37, Hades’ Industrial Planning subcollective faced a major crisis: following a shortage of MGauss, it could only equip one Nakovalny out of two. The chassis were ready, but the weapons were simply not available. However, a stock of light mortars was lying in its warehouses.

The Local Collective of Hades suggested Supra try a new configuration. Much to the ARC’ irritation, the Supreme Collective accepted this proposal. The Zvezda was born.

The Zvezda is the most versatile of the Red Blok’s recon striders. Always effective regardless of range, it also benefits from the legendary endurance of its frame. A true revolutionary success that demonstrates the superiority of collectivist economic realism!

TACTICS

The Zvezda is equipped to face any combat situation. As easy to use in long range duels as well as in direct assaults, equally effective as an artillery piece or as an attack unit, the Zvezda has only one limitation: it is specialized in anti-personnel combat and practically helpless when faced with an armored enemy.

This versatile and tough combat strider is therefore easy to use. It finds its target and destroys it, regardless of whether it is camouflaged, buried in a defensive position or equipped with antitank weapons.

COMPOSITION OF A UNIT

Type: 1.

Numbers: 1 to 3.

Standard equipment: motion sensors, light MGauss, light mortar.

Officer: Rank 1.



Zvezda


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	Frame	Propulsion
STRUCTURE POINTS	3	2

Standard weapon					SP
LIGHT MGAUSS	5	3/0	-	7/1	1
LIGHT MORTAR (indirect fire)	4	1/0	4	6/1	1

Equipment

Motion sensors: Fighters with this equipment gain the “Detection” ability. They gain + 1 in Accuracy with all their weapons. This bonus is already taken into account in their profile. In addition, they ignore their enemies’ “Stealth” ability.

Officers

Sergeant (Sgt.): + 15 A.P.



Cost of a Zvezda unit

EQUIPMENT	STANDARD NUMBER(1)	MAXIMUM NUMBER (2)	EXTRA FIGHTER
Standard	200 A.P.	600 A.P.	+200 A.P.
[1] 1 Zvezda including: 0 to 1 officer			
[2] 3 Zvezda including: 0 to 1 officer			

KOSSAK

Factory name: type 1 «Kossak» assault strider

“A Kossak! We’re saved!”

– Heard during the Antarctica Campaign.

The Kossak is often referred to as the “icon of the Revolution». In the hearts of the Revolutionary Forces, it incarnates the victory of collectivism over the reactionary enemy. With armor that would make any support strider look weak by comparison and its two medium rocket launchers, it is powerful enough to destroy an armored fighting vehicle, a unit of battle-suits or a squad of soldiers in a deluge of fire and explosions.

Developed in AT-1, its design is so remarkable that its enemies still shudder in fear 40 years after its creation. Thanks to the Kossak, the Revolution has once again demonstrated the superiority of its technological designs after thousands of battles and as many victories!

TACTICS

The Kossak can do anything, including absorbing blows that would otherwise destroy some support striders. Like most revolutionary armored fighting vehicles, the effective range of its weapons is rather limited. However, when it hits the target is always severely damaged... if it's lucky. The use of the Kossak is simple: the more heavily armored its enemy is the closer it gets, to inflict greater damage. The rate of fire and damage caused by its two medium rocket launchers can defeat any combat strider, from the lightest to the heaviest – no need to mention that infantry has simply no chance of survival whatsoever.

COMPOSITION OF A UNIT

Type: 2.

Numbers: 1.

Standard equipment: Medium rocket launcher x 2.

Officer: Rank 1.

Officers

Sergeant (Sgt.): +20 A.P.

Cost of a Kossak unit

EQUIPMENT	STANDARD NUMBER(1)
Standard	450 A.P.
(1) 1 Kossak including: 0 to 1 officer	

		Kossak	
			
20		10	15
5		5	
Frame		Propulsion	
STRUCTURE POINTS	4	2	
Standard weapon		SP	
MEDIUM ROCKET LAUNCHER (1)	3	3/0	12/2 2
MEDIUM ROCKET LAUNCHER (2)	3	3/0	12/2 2



MAUVE'S WIDOWS

It is no coincidence that all rocket launcher models were given a female name.

On Mauve, widows were employed in great numbers in the arms industry in BT-5 at the end of the civil war. Some of these workers used to “sign” the weapons they manufactured with little phrases such as “With the compliments of Marushka” or “Be cursed, from Katlinka”. These signatures rapidly replaced official names: the infantry rocket launcher was officially called the “PUZ-STBT-9/75mm”, a name difficult to remember and use on a battlefield. Today, the Marushka shoots “compliments” and the Kalinka “curses”.

HETMAN

Factory name: type 2 "Hetman" assault strider

"The Hetman, the Red Blok's assault strider, is usually recognized by the characteristic double detonation of its "MAtC-51" medium antitank cannon, a distinctive sound easy to remember. Note that the MAtC-51 shells are supersonic: if you can hear them, then it means that you're not the target."

– S3 "Recognizing a Friendly Armored Fighting Vehicle" Conference, Second Part (reserved for RPG soldaty).

Designed originally as command units, the Hetmans are also in charge of providing long-range antitank support. The deployment of these armored fighting vehicles has demonstrated that they are even more versatile than the Kossak because of their deadly medium antitank cannon. What it loses in rate of fire, the Hetman gains in range, a precious advantage when dealing with armored fighting vehicles. The incredible power of its medium antitank cannon allows it to face the larger combat striders. Its medium rocket launcher with its high rate of fire is, for its part, effective against all types of targets.

If you add the fact that the Hetman benefits from the legendary resistance of the Kossak frame, the exceptional popularity of this armored fighting vehicle is not surprising.

TACTICS

The Hetman is a genuinely versatile and easy to handle armored fighting vehicle. It is perfectly configured to destroy recon striders in a single salvo. Against heavier combat striders, they simply need to use more salvos.

Indeed, its medium antitank cannon is not powerful enough to destroy them in one shot. The Hetman is more of a hunter

		Hetman			
					
20		10		15	
		Frame		Propulsion	
STRUCTURE POINTS		4		2	
Standard weapon				SP	
MEDIUM ANTITANK CANNON		6		2/0 - 18/1	
MEDIUM ROCKET LAUNCHER		3		3/0 - 12/2	

than a simple fighter who charges toward the enemy firing all of its weapons. However, given enough time, it can certainly destroy anything on its path.



COMPOSITION OF A UNIT

Type: 2.

Numbers: 1.

Standard equipment: Medium antitank cannon, medium rocket launcher.

Officer: Rank 1.

Officers

Sergeant (Sgt.): +20 A.P.

Cost of a Hetman unit

EQUIPMENT	STANDARD NUMBER(1)
Standard	450 A.P.
(1) 1 Hetman including: 0 à 1 officier	

ANTI-AIRCRAFT HETMAN

AT-32, Ava. Two Hetmans newly assigned to the 123rd company of the ARA are informed that a squadron of U.N. fighter aircraft have crossed the border at low altitude, violating Frontline's airspace. The two combat striders take position on a slope for sufficient height and engage the U.N. fighters. Their MAtC-51 salvos worked marvels: one of the fighter aircraft was shot down, forcing the others to break off. The U.N.A. sent a light company over the border a few kilometers away to retrieve the pilot, who had managed to eject. The Hetman decimated the troopers with their medium rocket launcher and captured two White Stars units who chose to surrender rather than face destruction.

HUSSAR

Factory name: type 3 “Hussar” assault strider

— Beeeeeeeeeeeeeeeeeeeeeeep!

— The acquisition indicator? But... Since when do the Red Blok have missiles?

– Anonymous Fire Toad pilot.

In AT-17, the Revolutionary Forces received an anti-fortification weapon, a missile launcher developed by Frontline: the Gauss Hammer. Its use remained limited for a long time due to its complex handling requirements and the Gauss system required for the initial launch phase. However, in AT-35, the Red Blok discovered its antitank potential and developed the Hussar to take advantage of it. The Hussar is built on a modified Kossak frame, with a medium rocket launcher – to fight infantry or armored fighting vehicles – and a medium missile launcher – for antitank combat and to take care of fortifications. The Hussar’s powerful acquisition radar makes it an excellent reconnaissance unit and its weaponry makes it an exceptional combat unit. Once again, the Revolution has demonstrated its superiority. When will the reactionary forces admit it?

TACTICS

The Hussar is one of the rare Red Blok combat striders with an effective long range capability. It obviously retains great short-range destructive capacity that allows it to take advantage of its exceptional durability; it advances in the open and shoots salvo after salvo of missiles until it can use its medium rocket launcher.

COMPOSITION OF A UNIT

Type: 2.

Numbers: 1.

Standard equipment: Medium missile launcher, medium rocket launcher.

Officer: Rank 1.

Equipment

Medium missile launcher: This weapon has the “Locked shot” ability:

Coût d’une unité de Hussar

EQUIPMENT	STANDARD NUMBER(1)
Standard	425 A.P.
[1] 1 Hussar dont : 0 à 1 officier	



Hussar






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	Frame	Propulsion			
STRUCTURE POINTS	4	2			
Standard weapon					
MEDIUM MISSILE LAUNCHER (locked shot)	4 +	2/0	-	14/2	2
MEDIUM ROCKET LAUNCHER	3	3/0	-	12/2	2

- It can only target armored fighting vehicles or terrain elements with Structure points;
- It cannot use Overwatch fire;
- Cover and fighters caught in the zone of fire are ignored;
- Shooting tests are resolved differently: The minimum result needed to hit is always the same, no matter the range. This result is shown instead of the Accuracy  of the weapon.

Officers

Sergeant (Sgt.): +20 A.P.



DOTCH YAGA

Factory name: "Dotch Yaga" support strider

- *Dotch Yaga 57 to Command: the enemy has disappeared.*
- *Repeat, DY57, I did not get that. Was the enemy destroyed?*
- *The enemy has disappeared. I see no trace of him.*
- First engagement of a Dotch Yaga.

The Dotch Yaga is a legend... Rumor has it that the construction of just one of these combat striders monopolizes Slavgorod's production of kolossium for a month; that a single shell of its heavy mortar weighs as much as a kolossus battlesuit; that it has a Gauss cannon capable of firing 500 kilos of steel per second; that it can absorb direct fire from a battlecruiser. All these rumors are true. The Dotch Yaga is a legend because no one has ever survived a fight against the ultimate offspring of the revolutionary weapons industry. Every day, even its pilots are surprised by the endurance and the power of this machine. A new generation of officers has been specifically trained to take command of the Dotch Yagas to fully exploit their capacities; and no doubt others will need to be trained to command companies that include one of these armored fighting vehicles.

TACTICS

The Dotch Yaga is here to win. It can potentially destroy two soldier units at a time, and there is nothing they can do about it. Even the heavy weapons mounted on armored fighting vehicles have difficulty causing the Dotch Yaga any serious damage. With a few shots, the Dotch Yaga must deny the enemy's ability to control a target. All it has left to do then is deal with the remaining armored fighting vehicles, which its heavy Gauss will take care of with great efficiency. Any other questions?

COMPOSITION OF A UNIT

Type: 3.
Numbers: 1.
Standard equipment: Heavy Gauss cannon, heavy mortar.
Officer: Rank 3.

Officers

Lieutenant (Lt.): +45 A.P.

Cost of a Dotch Yaga unit

EQUIPMENT	STANDARD NUMBER(1)
Standard	775 A.P.
[1] 1 Dotch Yaga including: 0 to 1 officer	

Dotch Yaga	
	
20	11 17 5
Frame	Propulsion
STRUCTURE POINTS	5 4
Standard weapon	 SP
HEAVY GAUSS CANNON	4 5/0 - 15/2 3
HEAVY MORTAR	4 1/0 10 6/1 3



EXHIBIT N°55 INTRODUCED DURING THE COURT MARTIAL TRIAL OF LIEUTENANT MALENKOV (EXCERPT)

- Advance, Lieutenant, that's an order!
- Colonel, I've been locked on by twelve different missile systems and there are two platoons of Fire Toads waiting in ambush at 600 meters! It's suicide!
- I'm ordering you. Do you hear me? I'm ordering you to advance.

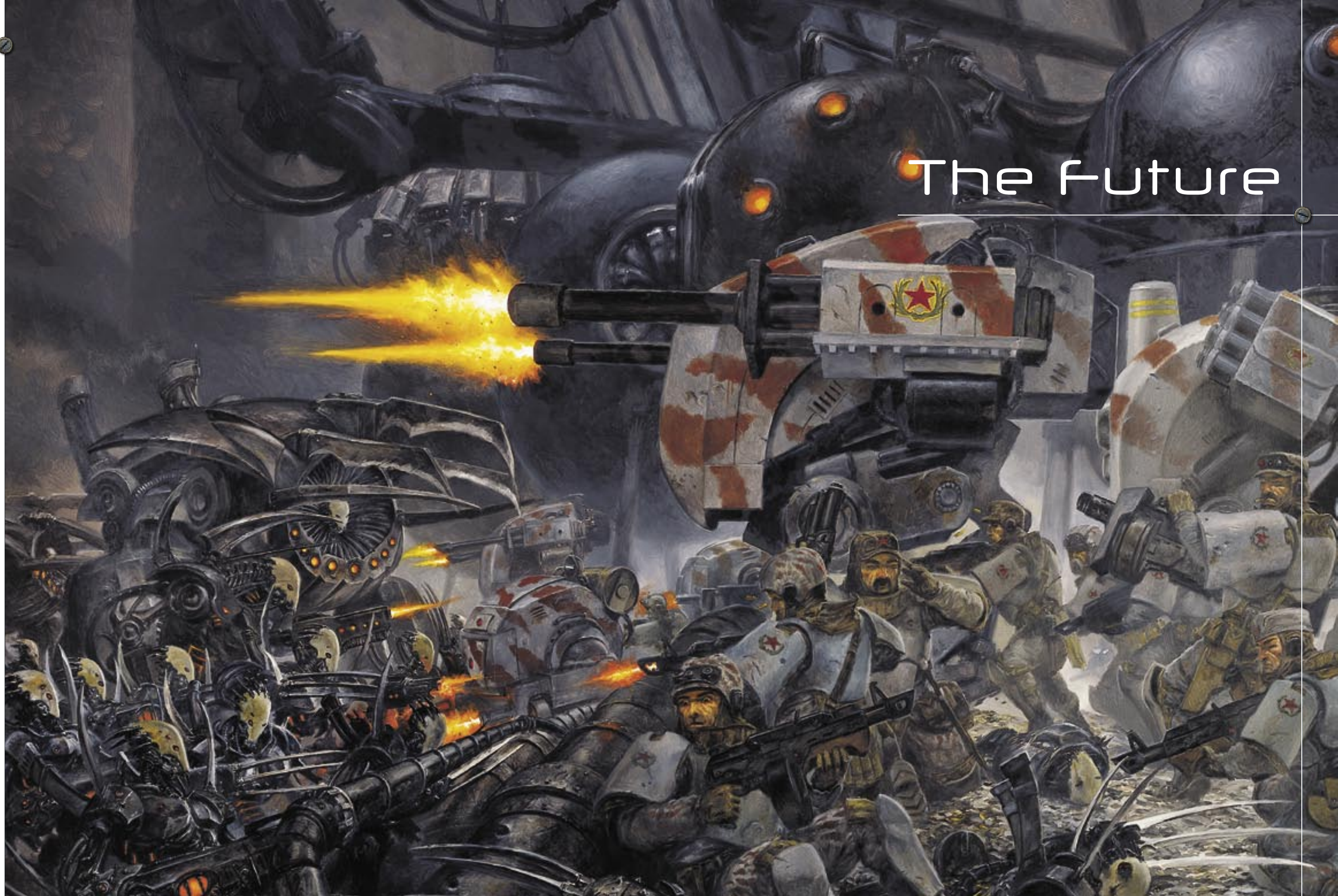
All the communication system transmits are the insistent beeps of the acquisition monitor, followed by sounds of explosions and impacts for the next 22 seconds.

- Colonel, I've reached point Oscar. Light damage to the propulsion. Two Fire Toads destroyed, one Snake abandoned by the enemy.

- Concentrate your fire on the infantry, Lieutenant.
- Negative, Colonel. What infantry are you talking about?

There is nothing here but dead bodies.

The Future





Many fields of research are neglected by scientists in nations less open-minded than the Red Blok.

Some research is sensitive and raises ethical issues, for example, genetic engineering. Only revolutionary righteousness, firmly based on inflexible ideology, can explore these fields without fear of creating horrible monsters while making extraordinary breakthroughs.

Other fields are considered by most civilizations as superstitious folklore or even fraud, such as parapsychology and the study of psychic abilities.

Finally, some research projects are closely tied to the Red Blok's security: the smelting and treatment of kolossium, for instance.

All these activities take place within ultra-secret "self-contained" structures, cities or space stations.

GENCOL

On New Ava, because of the local fauna and flora, imported Avan species showed some difficulties in adapting. Genetic engineering research therefore made rapid progress. Not only was it necessary to select plants and animals for human consumption, but the identification of viruses and bacteria compatible with human biology was also crucial in order to develop cures for diseases.

New Ava's Genetic Engineering subcollective, GenCol, rapidly became the bench mark in genetic engineering. A self-contained space station, the Adan station, was created orbiting New Ava to use its skills.



The main field of research is xenobiology – the study of extra-Avan life forms. The medical aspects of these studies are particularly promising. The Adan station's scientists have managed to develop anti-aging treatments that could double human lifespans.

GenCol also studies xenobacteriology in order to create new weapons. These apocalyptic weapons, developed in utmost secrecy, are obviously intended to be used exclusively against Therians. The results obtained to date have been promising, but effectively unusable: anything that kills a Morphos will kill a human even more quickly.

Finally, GenCol is in charge of the most ambitious and difficult programs: genetic engineering and eugenics. The Red Blok has finished its deciphering of the human genome and now plans to alter it. The Adan station has developed gestation tanks and created the first "artificial" humans, Odin 0-1 and Manon 0-2.

PSYCOL

PsyCol, the Psychic and Parapsychic Abilities Study subcollective, is involved in a long-term research project based on the study and development of mankind's psychic skills. This project has two objectives, an official one and, of course, an ultra-confidential one.

The official one involves the identification of individuals with latent psychic abilities, such as telepathy, telekinesis and precognition. The ARC carries out the testing and lists all revolutionaries who show any parapsychic talent. Some tests are official and performed on volunteers; others are organized without the population knowing it and the results are kept secret: how many mothers would willingly leave their child in the hands of PsyCol scientists? The revolutionary cause sometimes requires some brave sacrifices; and when citizens are

not capable of making the sacrifice, the state must assume this responsibility...

Those with the highest test results are assigned to the Psychic and Parapsychic Abilities Study subcollective. This subcollective has a self-contained space station in the Hemera stellar system. That is where the most secret part of the project is developed: the understanding of the mechanisms and, if possible, an amplification of the effects of psychic abilities. Initial results have been encouraging, however the project is still far from fulfilling its objectives. While the existence of psychic abilities is no longer doubted by the members of this subcol-

lective, their manifestation remains very random and practical applications are impossible for the time being.



and produces a very bright flame, like magnesium. Its atomic mass is surprising as it is significantly higher than that of uranium (334 versus 238). It was used by the armed forces of Hades in the design of incendiary shells. Some battlefield wreckage, pieces of steel from targets fused with fragments of unbihexium, revealed surprising properties. This alloy, created accidentally, was rapidly sent to Slavgorod, the largest self-contained city on Hades. Analysis revealed the extraordinary properties of this metal. The kolossium is extremely hard but not brittle, it shows significant resilience and its melting point is very high: a perfect candidate for mechanical parts or the armor plating of revolutionary military machines. Thanks to this alloy alone, the Red Blok made a 40 year leap forward in the development of its combat striders.

Slavgorod is the only place in the universe where kolossium is manufactured. Its laboratories continuously improve its quality. The city is also developing new technologies to extract unbihexium. Indeed, the rare veins with easy access are now exhausted. The mining industry has turned towards sites more difficult to access: they are now drilling seismic zones. Furthermore, Slavgorod has developed various systems to explore the planet's core in order to collect the metal directly from Hades' molten core. Research laboratories have even started thinking about creating synthetic unbihexium, but have not achieved any practical results: mining, although difficult, remains more profitable.

SELF-CONTAINED STATIONS AND CITIES

Rather than create high security complexes in accessible areas, the Red Blok chose to build entire cities dedicated to top-secret research from scratch. These cities live as complete autarchies; their inhabitants choose to live there for long periods of time with no contact with the outside, except through a selected high security governmental channels. Built on uncolonized planets whenever possible, or else in structures remote from normal human activity when not, they are referred to as "self-contained" because no one can enter or leave them without authorization.

The security surrounding these self-contained areas is easy to guarantee and isolation is the key. Anything that goes into or comes out of these cities must pass through airtight security enforced from the outside. For instance, even the security teams are not aware of the field of the research studied by the teams working inside.

The benefit from infiltrating a spy would be insignificant: at best, he would only be able to submit a report after ten years or so. Furthermore, it is almost impossible to capture any self-contained city or space station quickly enough to prevent researchers from destroying their work.

KOLOSIUM

Kolossium is a ferrous hyper-alloy that contains a rare radioactive metal: unbihexium.

Unbihexium was first noticed as it burns when in contact with oxygen



TROOPS

Krasny soldier

				
	14	6	3	4
Standard firearm				
ASSAULT RIFLE	2	1/1	-	4/1
Special weapons				
GRENADE LAUNCHER (indirect fire)	2	1/0	3	4/1
ROCKET LAUNCHER	1	2/0	-	11/2
Mêlée weapon				
COMBAT KNIFE	4	1/0	-	3/1
Optional weapon				
GRENADES (indirect fire)	0	1/0	1	4/1

RPG soldier

				
	14	6	3	4
Standard firearm				
SMGAUSS	0	2/0	-	4/1
Special weapons				
MGAUSS	2	3/0	-	7/1
ROCKET LAUNCHER	1	2/0	-	11/2
Mêlée weapon				
COMBAT KNIFE	4	1/0	-	3/1
Optional weapon				
GRENADES (indirect fire)	0	1/0	1	4/1



Spetsnaz kommando

				
	14	7	4	5
Standard firearm				
GAUSS RIFLE	4	1/0	-	5/1
Special weapons				
FLAMER (projection, indirect fire)	25	1/0	4	8/1
ROCKET LAUNCHER	2	2/0	-	11/2
Mêlée weapon				
COMBAT KNIFE	5	1/0	-	3/1
Optional weapon				
GRENADES (indirect fire)	0	1/0	1	4/1

Dragonov kommando

				
	14	7	4	5
Standard firearm				
GAUSS RIFLE	5	1/0	-	5/1
Special weapons				
SNIPER GUN (sniper)	10	1/0	-	8/1
ATGAUSS GUN	7	1/1	-	14/1
Mêlée weapon				
COMBAT KNIFE	5	1/0	-	3/1
Optional weapon				
GRENADES (indirect fire)	0	1/0	1	4/1







Spetsnatz kolossus



108124



FLAMER (1) (projection, indirect fire)	(25)	1/0	4	8/1
FLAMER (2) (projection, indirect fire)	(25)	1/0	4	8/1



Strielitz kolossus



108124



FLAMER (projection, indirect fire)	(25)	1/0	4	8/1
GRENADE LAUNCHER (indirect fire)	3	1/0	3	4/1





RPG kolossus



108124



ROCKET LAUNCHER (1)	2	2/0	-	11/2
ROCKET LAUNCHER (2)	2	2/0	-	11/2



Nakovalny



209135



STRUCTURE POINTS	3	2
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Standard weapon					SP
LIGHT MGAUSS (1)	4	3/0	-	7/1	1
LIGHT MGAUSS (2)	4	3/0	-	7/1	1





Sierp




209135







STRUCTURE POINTS	3	2
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Standard weapon					SP
LIGHT MORTAR (1) (indirect fire)	4	1/0	4	6/1	1
LIGHT MORTAR (2) (indirect fire)	4	1/0	4	6/1	1







Molot



209135



STRUCTURE POINTS	3	2
------------------	---	---

Standard weapon					SP
LIGHT FLAMER (1) (projection, indirect fire)	(25)	1/0	4	8/1	1
LIGHT FLAMER (2) (projection, indirect fire)	(25)	1/0	4	8/1	1



Zvezda






20

9

13

5

	Frame	Propulsion
STRUCTURE POINTS	3	2

Standard weapon

					SP
LIGHT MGAUSS	5	3/0	-	7/1	1
LIGHT MORTAR (indirect fire)	4	1/0	4	6/1	1



Kossak






20

10

15

5

	Frame	Propulsion
STRUCTURE POINTS	4	2

Standard weapon

					SP
MEDIUM ROCKET LAUNCHER (1)	3	3/0	-	12/2	2
MEDIUM ROCKET LAUNCHER (2)	3	3/0	-	12/2	2





Hetman






20

10

15

5

	Frame	Propulsion
STRUCTURE POINTS	4	2

Standard weapon

					SP
MEDIUM ANTITANK CANNON	6	2/0	-	18/1	2
MEDIUM ROCKET LAUNCHER	3	3/0	-	12/2	2



Hussar






20

10

15

5

	Frame	Propulsion
STRUCTURE POINTS	4	2

Standard weapon

					SP
MEDIUM MISSILE LAUNCHER (locked shot)	4 +	2/0	-	14/2	2
MEDIUM ROCKET LAUNCHER	3	3/0	-	12/2	2



Dotch Yaga






20

11

17

5

	Frame	Propulsion
STRUCTURE POINTS	5	4


Standard weapon

					SP
HEAVY GAUSS CANNON	4	5/0	-	15/2	3
HEAVY MORTAR	4	1/0	10	6/1	3


RED BLOK ARSENAL

EQUIPMENT


Assisted propulsion: Fighters with this equipment gain the “Blitz” ability. Units with this ability have the following advantages:

- Their Movement  is increased by 10 for their first round on the battlefield;
- They may act normally when they arrive in reinforcement via a drop point.

Communication disruptor: Fighters with this equipment gain the «Disruption» ability. For each fighter with this ability on the battlefield, each enemy company loses 1 LP during the tactical phase. The LP reserve of a company cannot fall below its commander's LP value.


Motion sensors: Fighters with this equipment gain the “Detection” ability. They gain + 1 in Accuracy  with all their weapons. This bonus is already taken into account in their profile. In addition, they ignore their enemies’ “Stealth” ability.

Flamer: This weapon has the “Projection” ability:


- When a unit contains several of these weapons, each of them can pick a different target;
- Cover is ignored;
- No shooting test is necessary, so there are no successes. (Therefore, shots cannot be combined to increase the area of effect.);
- The Accuracy  of the weapon shows the weapon’s maximum range in cm, as measured from the special weapon bearer. The template is centered on a fighter. All miniatures located even partially under the area of effect suffer a damage test.

Grenades: Fighters equipped with grenades can take shots with this indirect fire weapon. This equipment represents enough grenades for the whole battle.

A unit using this equipment cannot use any of its other ranged weapons during the current activation.

				
GRENADES (indirect fire)	0	1/0	1	4/1

Loudspeaker: Fighters with this equipment gain the “Countermeasure” ability. The enemy’s “Disruption” and “Interference” abilities have no effect on the player’s company.

Infrared goggles: Fighters with this equipment gain the “Detection” ability. They gain + 1 in Accuracy  with all their weapons. This bonus is already taken into account in their profile. In addition, they ignore their enemies’ “Stealth” ability.

Sniper gun: A fighter equipped with this weapon gains the “Sniper” ability:

- This ability can only be used if the fighter doesn’t move at all during his activation;
- Cover and fighters caught in the zone of fire are ignored;
- This ability cannot be used in “Overwatch!”;
- The player chooses the target of each impact among the visible fighters of the targeted unit. If the target is an armored fighting vehicle, the player chooses the location of each impact.

SPECIALISTS

Combat engineer: The combat engineer has the “Sabotage” ability. During his unit’s activation he can sabotage a terrain element within 2.5cm of him. The chosen element is removed from the battlefield.

Mechanic: The mechanic has the “Repair” ability. At the beginning or at the end of his unit’s activation he can repair a friendly armored fighting vehicle within 2.5 cm of him. The armored fighting vehicle recovers 1 SP in a location chosen by the player. Destroyed parts may be repaired.

Medic: The medic has the “First aid” ability. Once per round he can save a member of his unit. The player announces the use of this ability by shouting “Medic!” right after the fighter is eliminated. A medic cannot save himself. A medic who has taken damage points cannot use this ability.

Electronic warfare specialist: The electronic warfare specialist has the “Disruption” ability. For each fighter with this ability on the battlefield, every enemy company loses 1 LP during the strategic phase. The LP reserve of a company cannot fall below its commander’s LP value.



GAMING AIDS



Players take turns during a game of AT-43. The player whose turn it is to play is called the **active player**. The other players are the **passive players**. Once the active player has finished acting, **he hands the lead** to the next player who becomes the active player as he becomes a passive player.



The action is a failure. No need to roll the die.



The action is a success. No need to roll the die.

UNIVERSAL TABLE OF RESOLUTION

Universal table of resolution

.../-6	-5/-4	-3/-2	-1/0/+1	+2/+3	+4/+5	+6/...

The universal table of resolution is used to determine the success or failure of actions carried out by the fighters of AT-43.

To resolve an action you need to determine its **action value** (generally a characteristic) and its **difficulty**. The descriptions of the various actions show the numbers to use.

You then do the calculation "**action value – difficulty**". The result determines the column to read in the universal table of resolution. This column indicates the minimum result required on a die for the action to succeed.

LINE OF SIGHT

Obstacles can prevent a unit from seeing certain opponents. A fighter has a **line of sight** on an element when he can see it.

When two dimensional terrain is used (a gaming poster for instance), the line of sight is determined by tracing imaginary lines connecting the edges of the fighter's base to those of the targeted element.

- If at least one line can be traced without encountering any obstacle, the target is visible.
- If all the lines encounter an obstacle, the target is not visible and cannot be targeted.

When three dimensional terrain is used (a container, a low wall, etc.), adopt the point of view of the acting fighter by placing yourself at the miniature's level to determine if he can or cannot see his target. If he can see it, even partially, he has a line of sight; the action is resolved as if the target was visible.

Important! Soldiers are an exception to this rule: they never block the line of sight.

If the case is debatable, refer to the Size indicated on the reference card. A miniature whose Size is less than or equal to the obstacle's is completely hidden behind it; if its Size is higher by at least one point, it is visible.

PLAYING A GAME

A game lasts a certain number of game rounds. This number can be defined by the mission or by the players themselves. A game round is divided into three phases. Each phase is detailed in separate chapters hereafter.

1 – Tactical phase (see *AT-43: Rulebook*, pg. 54)

The players determine in which order they will play their units and decide which player will play first.

2 – Activation phase (see *AT-43: Rulebook*, pg. 56)

The players activate their units in turn. The fighters move on the battlefield, shoot at their enemies and engage them in close combat.

3 – Control phase (see *AT-43: Rulebook*, pg. 72)

The players check the objectives that to be achieved. Holding strategic points allows the player to call in reinforcements!

DAMAGE INFLICTED ON ARMORED FIGHTING VEHICLES

An armored fighting vehicle is composed of several distinct parts;

- The **frame**: The general structure of the machine;
- The **propulsion** systems: Anything that allows the armored fighting vehicle to move;
- The **weapons**: The number of weapons varies from one armored fighting vehicle to the next. Each weapon is considered to be an independent part.

Each part is given a certain number of Structure points (SP) to represent its durability. When a damage test against an armored fighting vehicle is successful, the part that is hit must be determined. A die is rolled and its result is read on the Location table.

Location table

Result	Damaged part
	Propulsion
	Frame
	A weapon*

* A weapon chosen by the shooting player



The indicated part loses a number of SP equal to the Damage value of the weapon used.

When the location indicates a part of the machine that has already been destroyed the damage is then transferred to the frame.

When the damage inflicted is higher than the number of SP of the part hit the Damage excess points go to the frame.

0 SP: Destruction

When a part of a machine falls to 0 SP it is destroyed. The consequences vary depending on the part's function.

- **Weapon**: The weapon destroyed cannot be used until the end of the game
- **Propulsion**: The armored fighting vehicle is immobilized (See Immobilized armored fighting vehicles).
- **Frame**: The armored fighting vehicle is destroyed and counted as a loss. The miniature is removed;

Immobilized armored fighting vehicles

An armored fighting vehicle whose propulsion has been destroyed cannot move anymore. If it was part of a unit, the player has the following choice upon each of the unit's activations:

- He maintains the unit's cohesion and keeps the other members in contact (2.5 cm) with the immobilized armored fighting vehicle.
- The pilot ejects himself from his armored fighting vehicle and leaves the battlefield. The armored fighting vehicle is considered destroyed and its miniature is removed. If the pilot is a hero his miniature is placed on the game table where the armored fighting vehicle stood.

Platoon #Platoon #