

WARHAMMER
40,000

ЯЕДВЛОК

BY XALVISSX

Red Blok Special Rules:

Quality of Quantity:

Red Blok commanders have at their disposal a huge amount of soldiers. Their massive infantry formations take a lot of beating to stop, and compensate for the lack of advanced equipments with sheer weight of number.

If a unit composed entirely of models with this special rule is falling back within 6" of a friendly unit that is not falling back and has at least 10 models, it automatically regroups.

Co-axial Weapon:

Red Blok vehicles usually mount a heavy stubber firing tracer rounds next to the main gun to improve accuracy

When a target is declared for a vehicle armed with a co-axial weapon and the controlling player wishes to use it, then the co-axial weapon must be fired at the target first if in range. If the co-axial weapon hits the target then one other weapon may re-roll failed To Hit rolls.

Amphibious:

Many Red Blok combat vehicles have amphibious capability; this allows them to mount devastating attacks on the enemy from unexpected quarter like swamps or rivers.

A model with this rule treats all water features as open terrain when it moves.

RED BLOK **WARLORD TRAITS:**

1. Experimental Weaponry: All weapons of the Warlord and one chosen friendly non-vehicle unit contains 5 or less models have the Shred special rule.
2. Long Range Reconnaissance: The Warlord and his unit have the Scout and Fleet special rules.
3. Psychological Warfare: Enemy units within 8" of the Warlord suffer a -1 penalty when taking Morale and Leadership tests.
4. Breakthrough Assault: The Warlord and his unit have the Crusader special rule.
5. Chemical Munitions: All weapons of the Warlord and one chosen friendly non-vehicle unit contains 5 or less models have the Poisoned (4+) special rule.
6. Removal Procedures: The Warlord and his unit (this must be a non-vehicle unit with 5 or less models) have Precision Shots and Precision Strikes special rules.

ALLIES:

Allies of Convenience: Tau Empire, Eldar, Orks, Armies of the Imperium.

Desperate Allies: Chaos Space Marines, Chaos Daemons, Dark Eldar, Necron.

Come the Apocalypse: Tyranid.

BATTLE DOCTRINES:

Tactics of the Red Blok are flexible despite their strict structure, and although they all more or less follow standard combat procedures set by the General Staff of the People's Army, their force composition and combat doctrines are largely based on who, where and when they fight. The Armed Forces of Red Blok can deliver their power in any form imaginable, be it a massive armoured spearhead, an airborne assault, a yearslong guerilla struggle or just plain old human wave attack. As long as it is appropriate to the current environment and suits the purpose of defeating their enemies, the Red Blok always has the right one to do the job.

When choosing a Red Blok detachment, whether primary or allied, choose one of the Doctrines listed in this section. All models benefit from the appropriate Battle Doctrines of their detachment, providing they have the Battle Doctrines special rule. **Certain units and special characters have specific Battle Doctrines and can only be taken in detachments with the specified Battle Doctrines. If a Battle Doctrine requires the player to take one or more unit types (i.e vehicles) with a specific Battle Doctrine, then units of those types that do not have the Battle Doctrine special rule or do not have that specified Battle Doctrine cannot be taken.**

Airborne Troops:

The Airborne Troops is an elite force within the Red Blok and also one of the oldest. Always being the first to jump into the fray, these paratroopers are understandably armed to the teeth, and can handle almost any threat at hand, be it enemy warmachines or alien monsters.

Controlled Descent: Models in this detachment have the Deep Strike special rule, and may choose to re-roll scatter dice and distance when arriving by Deep Strike.

Airmobile Armour: This detachment cannot take vehicles that do not have the specific Battle Doctrine (Airborne Troops) special rule, unless they are Dedicated Transports and/or Flyers. In addition, if a vehicle that has Battle Doctrine (Airborne Troops) suffers an Immobilised result on the Vehicle Damage Table, it counts this result as Crew Stunned instead.

Guerrillas:

Although they are regular soldiers of the Red Blok, these forces fight as well-organized guerrillas. They emerge from hiding to strike at isolated garrisons and vanish back into the shadow before help can arrive, leaving only corpses and burnt-out vehicles in their wake.

Irregular Warfare: Non-vehicle models in this detachment have the Stealth (Forests, Ruins) and Move Through Cover special rules.

All Terrain Juggernaut: This detachment cannot take vehicles that do not have the specific Battle Doctrine (Guerrillas) special rule, unless they are Dedicated Transports. In addition, a vehicle that has Battle Doctrine (Guerrilla) must re-roll failed Dangerous Terrain tests, and can move Flat Out in the same turn that it performs a Tank Shock.

Interior Troops:

The bulk of the Red Blok Armed Forces are conscripts called up at the age of 21 to do two years of service, or just plain cloned soldiers bred for war. They make up for their lack of experience and equipments with remarkable bravery in combat, as well as an inherent cunning and resourcefulness. They secure their objectives and make the enemy pay dearly to claim it back.

Wave Attack: Whenever a non-Dedicated Transport unit in this detachment is destroyed, roll a D6. On a 4+ (6+ for vehicle units), the controlling player may place an identical unit to the destroyed unit into reserve. That unit has all the models and upgrades of the destroyed unit, but does not have any Dedicated Transport that may have been originally attached to the unit.

Camaraderie: If two or more non-vehicle units in this detachment are within 6" of each other, they may choose to re-roll failed Leadership test.

Revolutionary Guards:

The Revolutionary Guards are the bravest of the brave. Their primary objective is to provide protection for the President himself against internal and external enemies. They have earned the nickname "Black Devil", not just for the colour of their uniform, but also for their high morale and sheer willingness to accept casualties.

Shielded Advance: Models in this detachment have the Stealth special rule when within 2" of a vehicle that is also in this detachment.

Heart of the Revolution: If a non-vehicle character in a unit is removed from play for any reason, remove a non-character model in the same unit that is within 2" of the character instead of him. If there is no suitable model, remove the character as normal. In addition, non-character, non-vehicle models may accept (but not issue) challenge as if they were characters.

Shock Troops:

The most menacing of all Red Blok infantry, the Shock Troops can deal with any situation. Characterized by their gas masks and heavy equipment, they have been given the duty to break through the heavily fortified lines and open a route for the tanks to exploit and encircle the enemy. They live only to defend the Motherland, and will carry out even the most dangerous or merciless order without hesitation.

Iron Resolve: Models in this detachment have the Preferred Enemy special rule. In addition, a unit in this detachment counts as scoring an additional Wound for the purposes of calculating assault results.

Steel Wall: Models in this detachment subtract their Ballistic Skill from the scatter distance when firing a Barrage weapon indirectly.

RED BLOK ARMY LIST

HQ:

Company Command Squad

60 points

The Company Command Squad provide leadership, heavy fire support and enforcement of discipline for Red Blok ground troops. All Kapitan are pragmatic strategist, as well as skillful combatant. Supporting him is a group of hardened veterans that have received additional training and equipments, such as radio operators, medics and weapon specialists. With the Kapitan providing an unwavering bulwark of courage and decisive leadership, the Red Blok will overcome any foes.

	WS	BS	S	T	W	I	A	Ld	Sv
Kapitan	4	4	3	3	1	3	3	9	5+
Kommissar	2	2	3	3	1	3	1	9	5+
Frontovik	3	4	3	3	1	3	1	7	5+

Unit Composition:

1 Kapitan
4 Frontoviks

Unit Type:

Infantry
Kapitan and
Kommissar are
Infantry (Character)

Wargear:

- Flak armour
- Riot carbine (Frontovik only)
- Riot pistol (Kapitan only)
- Autopistol (Kommissar only)
- Close combat weapon (Kapitan and Kommissar only)
- IR-goggles
- Frag grenades
- Frak grenades

Special Rules:

- Battle Doctrine
- Quality of Quantity
- Forward to Victory ! (Kapitan only)
- Close Supervision (Kommissar only)

Options:

- May add a Kommissar.....20 pts
- The Kapitan may take any of the following:
 - Breaching bombs.....5 pts
 - Coordinator.....15 pts
- Any Frontovik may replace his riot carbine with one of the following:
 - Grenade launcher.....5 pts/model
 - RPG launcher.....10 pts/model
 - Thermal launcher.....10 pts/model
- One Frontovik that does not take the above upgrade may carry a medkit.....15 pts
- One other Frontovik that does not take the above upgrades may carry a combat radio.....5 pts
- The entire squad may take any of the following:
 - Ghillie suit.....2 pts/model
 - Carapace armour.....2 pts/model
- The squad may take a Krokodil or Salamandra as a Dedicated Transport.

Forward to Victory !: Friendly units within 6" of a unit containing a Kapitan (including his own unit) count as scoring an additional Wound for the purposes of calculating assault results. This is cumulative.

Close Supervision: Friendly units within 6" of a unit containing a Kommissar (including his own unit) are immune to Fear and Pinning.

Troops:

RIFLE PLATOON:

Composition: 1 Platoon Command Squad, 2-5 Rifle Squads and 0-1 Fire Support Section. Each Rifle Platoon counts as a single Troops slot on the force organisation chart.

Platoon Command Squad

30 points

Red Blok platoon is commanded by a junior officer, usually a second or first leytenant. The platoon also has a dual command, in which a unit's political Kommissar oversees the military officer. The Kommissar, as a civilian, lacks tactical knowledge, which sometimes leads to some rather unsound decisions. However, his appearance also makes the troop fight harder with renewed vigour and purpose. The Leytenant, on another hand, is a veteran of numerous campaigns, and carries with him a huge wealth of combat experience. No matter how difficult the situation becomes, he can, and will, lead his men to victory.

	WS	BS	S	T	W	I	A	Ld	Sv
Leytenant	4	4	3	3	1	3	2	8	5+
Kommissar	2	2	3	3	1	3	1	9	5+
Strelky	3	3	3	3	1	3	1	7	5+

Unit Composition:

1 Leytenant
4 Strelkies

Unit Type:

Infantry
Leytenant and
Kommissar are
Infantry (Character)

Wargear:

- Flak armour
- Autogun (Strelky only)
- Autopistol
(Leytenant and Kommissar only)
- Close combat weapon
(Leytenant and Kommissar only)
- Frag grenades

Special Rules:

- Battle Doctrine
- Quality of Quantity
- Unit Coordination
(Leytenant only)
- Close Supervision
(Kommissar only)

Options:

- May add a Kommissar:.....20 pts
- The Leytenant may replace his autopistol with a riot pistol.....2 pts
- The Leytenant may take breaching bombs.....2 pts
- Any Strelky may replace his autogun with a riot carbine.....2 pts/model
- One Strelky may carry a medkit.....15 pts
- One other Strelky may carry a combat radio:.....5 pts
- The entire squad may take any of the following:
 - IR-goggles.....1 pt/model
 - Krak grenades.....1 pt/model
- The squad may take a Krokodil or Salamandra as a Dedicated Transport.

Unit Coordination: Friendly units within 6" of a unit containing a Leytenant (including his own unit) can be shot through by a friendly unit without conferring a cover save to the target.

Rifle Squad

50 points

Rifle squads are the basic units of the Red Blok. They are made up of Strelkies, those of the lowest rank, but also have the most crucial role in the entire Red warmachine. Despite having only basic equipments, they are extremely versatile; they can attack alongside the tanks, or hold a position and cover their flanks. With their autoguns, heavy stubbers and rocket launchers they can stop even the most determined assault, pumping out enough firepower to halt the advance and leave the enemy exposed and vulnerable to the tank of the Red Blok. On attack manpower is not a problem as they can absorb any casualties the enemy may inflict, and strike back with their overwhelming firepower. The Strelkies are tough and loyal, the perfect embodiment of stoicism; they are able to endure any difficulty or hardship without a word of complaint. Their rudimentary training puts emphasis on teamwork, anti-infantry combat, and a heavy theoretical component with an emphasis on raising morale and reinforcing indoctrination learned earlier in life. In addition to this, Strelkies are often promised great reward for their service, motivating them even further. That results in an effective and determined fighting force.

	WS	BS	S	T	W	I	A	Ld	Sv
Strelky	3	3	3	3	1	3	1	7	5+
Serzhant	3	3	3	3	1	3	2	8	5+

Unit Composition:

9 Strelkies
1 Serzhant

Unit Type:

Infantry
Serzhant is
Infantry (Character)

Wargear:

- Flak armour
- Autogun (Strelky only)
- Autopistol (Serzhant only)
- Close combat weapon (Serzhant only)
- Frag grenades

Special Rules:

- Battle Doctrine
- Quality of Quantity

Options:

- The Serzhant may replace his autopistol with a riot pistol:.....2 pts
- The Serzhant may take breaching bombs.....5 pts
- One Strelky may carry a combat radio:5 pts
- Up to two other Strelkies may replace his autogun with one of the following:
 - Flamer.....5 pts/model
 - Heavy stubber.....5 pts/model
 - RPG launcher.....10 pts/model
- The entire squad may take krak grenades:10 pts
- The squad may take a Salamandra or Mul Truck as a Dedicated Transport.

Fire Support Section

15 points

Armed with powerful heavy weapons, the Fire Support Sections provide Rifle Platoons with effective suppression fire. Their diverse arsenal gives the Section, and therefore the entire Platoon, with versatility, allowing them to make short work of everything, ranging from foot soldiers to enemy fortifications.

	WS	BS	S	T	W	I	A	Ld	Sv
Fire Support Team	3	3	3	3	2	3	2	7	5+

Unit Composition:

1 Fire Support Team

Unit Type:

Infantry

Wargear:

- Flak armour
- Autogun
- Frag grenades

Special Rules:

- Battle Doctrine
- Fire Support Team
- Quality of Quantity

Options:

- May included up to 2 additional Fire Support Teams:
.....15 pts/model
- Each model in the section must be equipped with one weapon from the following list (All models must be equipped with the same type of weapon):
 - Anti-materiel cannon:.....10 pts/model
 - Automatic grenade launcher.....10 pts/model
 - Medium mortar.....10 pts/model
 - Recoilless rifle.....10 pts/model
 - Air defense system.....15 pts/model
 - Anti tank-launcher.....20 pts/model
- The entire section may take IR-goggles:
.....1 pt/model

Fire Support Team: For all game purposes, each Fire Support Team is treated as a single model with the Bulky special rule – it may only fire one weapon in the Shooting phase, only gains one additional Attack for charging, and only counts as one model for Morale checks, for example.

MILITIA PLATOON:

Composition: 1-3 Militia Squads. Each Militia Platoon counts as a single Troops slot on the force organisation chart.

Militia Squad

35 points

In the Red Blok, military service is understood to be a rite of passage, for boys and girls, clones and true-born alike, into a patriotic adulthood. However, not all of them are suitable for the rigid life and requirements of the Red Guards. So, in order not to waste of the amount of manpower available to them, the Red Blok group them into the People's Volunteer Militia. They receive only surplus equipments of the regular Army, and after a training time of one month the militiamen are dismissed to return to their former life, except when they are called up to serve as auxiliary police units or to defend their home alongside their Red Guard brethrens during the desperate time of enemy attacks. Despite the lack of a formal structure, they are still led by junior officers of the Army, and are an effective force when used correctly, as their massive number and the emergency barricades they are trained to erect can mean a difference between victory and defeat. In battle the Militia use basic battle tactics like flanking and taking cover, while firing their stub rifles in massive volleys to overwhelm enemy troops through the sheer number of bullets coming from their large formation.

	WS	BS	S	T	W	I	A	Ld	Sv
Militsionery	2	2	3	3	1	3	1	6	6+
Lider	3	3	3	3	1	3	2	7	5+

Unit Composition:

9 Militsioneries
1 Lider

Wargear (Militsionery):

- Improvised armour
- Stub rifle

Unit Type:

Infantry
Lider is
Infantry (Character)

Wargear (Lider):

- Flak armour
- Autopistol
- Close combat weapon
- Frag grenades

Special Rules:

- Quality of Quantity

Options:

- May include up to 20 additional Militsioneries:
.....3 pts/model
- Any Militsionery may replace his stub rifle with an autogun.....1 pt/model
- For every ten models in the unit, one Militsionery may replace his stub rifle with one of the following:
 - Heavy stubber.....5 pts/model
 - Flamer.....5 pts/model
- One Militia Squad per Militia Platoon may be upgraded with Obstacle Building.....35 pts
- If the squad is made up of 20 models or less, it may take a Mul Truck as a Dedicated Transport.

Obstacle Building: Once per game, a Militia Squad that has at least 10 models and has been upgraded with Obstacle Building may elect to set up obstacles in the Shooting phase instead of shooting. Place up to three pieces of Tanglewire or one piece of Tank Trap within 2" of that Militia Squad. A Militia Squad that use Obstacle Building in the Shooting phase cannot charge in the ensuing Assault phase.

Popular Front: Militia Squads taken in a Interior Troops detachment gain the bonus of Battle Doctrine (Interior Troops), although they do not actually have the Battle Doctrine special rule.

Dedicated Transports:

Salamandra

60 points

The Salamandra is a revolutionary design. Fast and lightly armoured, it is a perfect combination of an armoured personnel carrier and scout vehicle. Despite their overall dated technology, the vehicles can take advantage of their agility to surprise enemy tanks, which made them a useful, airdroppable support asset during the massive armoured engagements normally taking place in the Frontier Worlds of the Red Blok. While their weapons don't deal a lot of damage, many Salamandras firing in tandem can destroy most targets, capable of penetrating even the thickest armour or taking out the largest horde of enemy infantry. The Salamandra also has enough internal space to transport up to twelve soldiers in full gear, and with internal armaments can provide its cargo with effective and powerful supporting fire.

			Armour		
	BS	F	S	R	HP
Salamandra	3	10	10	10	3

Unit Composition:

1 Salamandra

Unit Type:

Vehicle
(Fast, Tank, Transport)

Wargear:

- Anti-materiel cannon
- Co-axial heavy stubber
- IR-sight
- Smoke launcher

Special Rules:

- Amphibious

Transport Capacity:

Twelve models

Fire Points:

None

Access Points:

A Salamandra has one Access Point at the rear

Options:

- May replace its anti-materiel cannon with one of the following:
 - Autocannon.....free
 - Recoilless rifle.....free
- May take an automatic grenade launcher:.....10 pts
- May take any of the following:
 - Dozer blade.....5 pts
 - Extra armour.....10 pts
 - Flechette canister.....10 pts
 - Komet missile.....15 pts
 - Camo netting.....15 pts
 - Beam guidance equipment.....20 pts

Krokodil

85 points

The Krokodil is one of the most heavily armed armoured vehicles in the arsenal of the Red Blok. Despite only serving in the role of an infantry fighting vehicle, it is equipped with the same weapons used on lighter battle tanks of the Red Blok. Its malyutka cannon can fire both high explosive and anti-tank shells, allows the Krokodil to engage and destroy foes many times its size. The Krokodil's fire control system also performs admirably; all weapons can be fired from the halt, on the move, and afloat with the same effectiveness. The ability to hit targets reliably was successfully demonstrated during battles, and many times proves decisive, blowing up a high profile target with a well-placed shell or missile.

	Armour				
	BS	F	S	R	HP
Krokodil	3	11	10	10	3

Unit Composition:

1 Krokodil

Unit Type:

Vehicle
(Tank, Transport)

Wargear:

- Malyutka cannon
- Co-axial heavy stubber
- IR-sight
- Smoke launcher

Special Rules:

- Amphibious

Transport Capacity:

Six models

Fire Points:

None

Access Points:

A Krokodil has one Access
Point at the rear

Options:

- May take one of the following:
 - Anti-materiel cannon.....10 pts
 - Automatic grenade launcher.....10 pts
 - Autocannon.....10 pts
- May take any of the following:
 - Dozer blade.....5 pts
 - Extra armour.....10 pts
 - Flechette canister.....10 pts
 - Komet missile.....15 pts
 - Camo netting.....15 pts
 - Beam guidance equipment.....20 pts

Mul Truck

25 points

The Mul Truck is the main transport vehicle of the Red Blok. Popular with both civilian and military users, the Mul has attained near legendary status for its reliability, simplicity, off-road capability and large cargo capacity, and continues to serve its masters faithfully despite its design reaching over a hundred years old. It is not uncommon to find a driver whose Mul Truck is not only older than him, but also older than even his father and grandfather.

	Armour				
	BS	F	S	R	HP
Mul Truck	3	10	10	10	2

Unit Composition:

1 Mul Truck

Unit Type:

Vehicle
(Fast, Open-topped,
Transport)

Wargear:

- Twin-linked heavy stubber

Transport Capacity:

Twenty models

Options :

- May replace its twin-linked heavy stubber with one of the following:
 - Recoilless rifle:.....5 pts
 - Medium mortar:.....5 pts
- May take any of the following:
 - Smoke launcher:.....5 pts
 - Extra armour:.....10 pts
 - Camo netting:.....15 pts

Elites:

SPECOPS GROUP

Composition: 1-3 SpecOps Squads. Each SpecOps Group counts as a single Elite slot on the force organisation chart.

SpecOps Squad

70 points

Red Blok Spetsnaz are well versed in the arts of deception, stealth, infiltration and reconnaissance. These men are recruited from the most brilliant, elite and loyal Strelkies. Because of high standards, few Spetsnaz are available, and their use is carefully rationed, but when they can be called up they are an extremely valuable tool to any Red Blok commander. During night operations they are responsible for finding primary targets and enemy outposts, and if possible, calling in fire support or using their own explosives to demolish them. That doesn't say that they are weak in combat, however. With their specialist weapons and equipments they can also cause enormous mayhem in any foes they encounter, be it infantry, vehicles, or alien monsters.

	WS	BS	S	T	W	I	A	Ld	Sv
Spetsnaz	3	4	3	3	1	3	1	7	5+
Spetsnaz Serzhant	3	4	3	3	1	3	2	8	5+

Unit Composition:

4 Spetsnaz
1 Spetsnaz Serzhant

Unit Type:

Infantry
Spetsnaz Serzhant is
Infantry (Character)

Wargear:

- Flak armour
- Riot carbine
(Spetsnaz only)
- Riot pistol
(Spetsnaz Serzhant only)
- Close combat weapon
(Spetsnaz Serzhant only)
- Frag grenades
- Krak grenades

Special Rules:

- Battle Doctrine
- Infiltrate
- Quality of Quantity
- Scout

Options:

- The Spetsnaz Serzhant may take any of the following:
 - Coordinator.....15 pts
 - Demolition charge.....20 pts
- Any Spetsnaz may replace his riot carbine with a riot pistol and close combat weapon.....free
- One Spetsnaz may carry a medkit.....15 pts
- One other Spetsnaz may carry a combat radio:
 -5 pts
- Up to two other Spetsnaz that have not been upgraded with one of the options above may replace their riot carbine with one of the following:
 - Riot rifle.....3 pts/model
 - Heavy stubber.....5 pts/model
 - Grenade launcher.....5 pts/model
 - RPG launcher.....10 pts/model
 - Thermal launcher.....10 pts/model
- The entire squad may take any of the following:
 - IR-goggles.....5 pts
 - Ghillie suit.....10 pts
 - Breaching bomb.....10 pts
- The squad may take a Krokodil or Salamandra as a Dedicated Transport.

NAVAL ASSAULT GROUP

Composition: 1-3 Naval Infantry Squads. Each Naval Assault Group counts as a single Elite slot on the force organisation chart.

Naval Infantry Squad

80 points

The Naval Infantry, or Morskaya Pekhota, is the primary assault troops of the Red Blok. While originally deployed to patrol the narrow corridors of spacecrafts against boarding parties or to establish a beachhead inside enemy capital ships, their experience at close quarter fighting in confined areas and the speed of their attacks see them being used as urban combat specialists and spearhead of every planetary invasions. Despite suffering heavy casualties, they have made a name for themselves as one of the most dependable and versatile arms of the Red Blok Army, capable of taking down a multitude of foes with their specialized equipments. Whenever a commanders wants to flush out fortified garrisons or securing an area, he knows who he needs: the fearless soldiers of the Morskaya Pekhota.

	WS	BS	S	T	W	I	A	Ld	Sv
Morskoy Pekhotinets	4	3	3	3	1	3	2	7	4+
Morskoy Serzhant	4	3	3	3	1	3	3	8	4+

Unit Composition:

4 Pekhotinetses
1 Serzhant

Unit Type:

Infantry
Serzhant is
Infantry (Character)

Wargear:

- Void hardened armour
- Riot pistol
- Close combat weapon
- Frag grenades
- Krak grenades

Special Rules:

- Amphibious
- Battle Doctrine (Shock Troops)
- Stubborn
- Quality of Quantity

Options:

- May include up to 5 additional Pekhotinetses:
.....16 pts/model
- Any Pekhotinets may replace his riot pistol with one of the following:
- Flamer:.....5 pts/model
- Heavy stubber.....5 pts/model
- RPG launcher.....10 pts/model
- One Pekhotinets may carry a medkit:
.....15 pts
- One other Pekhotinets may carry a combat radio:
.....5 pts
- Up to two other Pekhotinetses that have not been upgraded with one of the options above may carry a demolition charge:20 pts/model
- The entire squad may take any of the following:
- IR-goggles.....5 pts
- Breaching bomb.....10 pts
- The squad may take a Krokodil or Salamandra as a Dedicated Transport.

PARATROOPER GROUP

Composition: 1-3 Paratrooper Squads. Each Paratrooper Group counts as a single Elite slot on the force organisation chart.

Paratrooper Squad

70 points

Unlike Strelkies trained for parachuting, the Desantniks represent the true spirit of the Airborne Corp: highly trained, unconventional and merciless. There is no room for cowardice or failure in the force. This is understandable: the recruits face an extremely steep learning curve; those who cannot tend to himself is only a liability to his comrades. This is reinforced by the fact that the Desantniks operate primarily behind enemy line. If left unchecked, they can, and will cause extremely heavy damage to the enemies. However, even when their foes dedicate a large force to root out the paratroopers, the problem is to catch up with them, as they are fast and will not stay in one place for too long. However, they are no slouch in combat, either. When dug in, they are basically unbeatable, even when outnumbered or under horrendous air or artillery bombardment.

	WS	BS	S	T	W	I	A	Ld	Sv
Desantnik	3	4	3	3	1	3	2	7	4+
Desantnik Serzhant	3	4	3	3	1	3	3	8	4+

Unit Composition:

4 Desantniks
1 Desantnik Serzhant

Unit Type:

Infantry
Serzhant is
Infantry (Character)

Wargear:

- Flak armour
- Riot carbine
- Frag grenades
- Krak grenades

Special Rules:

- Battle Doctrine (Airborne Troops)
- Fleet
- Hit & Run
- Quality of Quantity

Options:

- May include up to 5 additional Desantniks:
.....14 pts/model
- Any Desantnik may replace his riot pistol with one of the following:
- Riot rifle:.....3 pts/model
- Heavy stubber.....5 pts/model
- RPG launcher.....10 pts/model
- One Desantnik may carry a medkit:
.....15 pts
- One other Desantnik may carry a combat radio:
.....5 pts
- Up to two other Pekhotinetses that have not been upgraded with one of the options above may take a Komet missile:20 pts/model
- The entire squad may take any of the following:
- IR-goggles.....5 pts
- Ghillie suit.....10 pts
- Breaching bomb.....10 pts
- The squad may take a Krokodil or Salamandra as a Dedicated Transport.

Fast Attack:

Sokol Fighter Squadron

165 points

The Sokol is regarded as one of the most successful combat aircrafts in the long line of fighters designed by the Red Blok, evidenced by the continued service with the Red Blok Air Force despite its age. Originally designed as an air superiority fighter, many Sokols have been furnished as multirole fighters capable of performing a number of different operations, and are commonly outfitted to use a range of air-to-surface armaments and precision munitions. Both of these features are testament to the incredible versatile and advanced designed of their airframe. The Sokol also has a relaxed stability system, allows it to be fast, highly maneuverable, and to do extreme evasive maneuvers that could easily mean life or death for its pilot. The aircraft's control, engine, weapons, and avionics are typical of Red Blok's military designs: rugged and simple. The use of a tail with the delta wing aids stability and control at the extremes of the flight envelope, enhancing safety for lower-skilled pilots. All of this advantages, as well as its formidable combat records make the Sokol a crucial asset in almost any missions, providing ground forces with much needed air support.

	Armour				
	BS	F	S	R	HP
Sokol Fighter	3	11	10	10	2

Unit Composition:

1 Sokol Fighter

Unit Type:

Vehicle (Flyer)

Wargear:

- Twin-linked autocannon
- Four Komet missiles
- Flare launcher
- IR-sight

Special Rules:

- Deep Strike
- Supersonic
- Vector Dancer

Options:

- May included up to two additional Sokol Fighters:
.....165 pts/model
- Any model may replace its twin-linked autocannon for a twin-linked anti-tank launcher:.....free
- Any model may replace all of its Komet missiles for any of the following:
 - Two cluster bombs:.....free
 - Two thermal bombs.....free
- Any model may take any of the following:
 - Support rocket thruster.....10 pts/model
 - Beam guidance equipment.....20 pts/model

Sova Gunship Squadron

145 points

A combination of armoured gunship and troop transport, the Sova Gunship first entered service since the second half of the last century. Though old, it's a well proved design that has been through many conflicts of the days gone by with almost three consecutive generations. It is armed with rocket pods to tear up armored columns, and an autocannon to deal with infantry. However, the loadout mix is primarily mission dependent; the Sova can be tasked with close air support, anti-tank operations, or aerial combat. Its fuselage body is heavily armored and can resist impacts from heavy stubber or bolter rounds from all angles. The extreme versatility of the Sova is greatly exploited by airborne units of the Red Blok. The Sovas not only protect helicopter troop assaults and supported ground actions; they also protect convoys, using thermobaric bombs to drive off ambushes, perform strikes on predesignated targets, and engage in "hunter-killer" sweeps. The hunter-killer Sovas. operate in pairs at minimum, more often groups of four or eight, to provide mutual fire support. Its near legendary toughness and ferocity has earned the Sova the title "flying tank" among its pilots, and many soldiers have owned their continued survival to the timely arrival of these deadly beasts of the sky.

	Armour				
	BS	F	S	R	HP
Sova Gunship	3	11	11	10	3

Unit Composition:

1 Sova Gunship

Unit Type:

Vehicle
(Flyer, Hover,
Transport)

Wargear:

- Three twin-linked autocannon
- Flare launcher
- IR-sight

Transport Capacity:

Six models

Fire Points:

None

Access Points:

A Sova Gunship has one Access Point on each side of the hull and one at the rear.

Options :

- May included up to two additional Sova Gunships:145 pts/model
- Any model may take a pair of sponsons armed with anti-materiel cannon.....20 pts/model
- Any model may replace all of its twin-linked autocannons with one of the following:
 - Three thermal bombs.....free
 - Three twin-linked anti-tank launchers:30 pts/model
- Any model may take any of the following:
 - Extra armour.....10 pts/model
 - Support rocket thruster.....10 pts/model
 - Beam guidance equipment.....10 pts/model

Gadyuka Squadron

90 points

The Gadyuka is a self propelled gun designed to provide fire support for Airborne Troops during their operations. It is based on the Krait tank chassis, but without the amphibious capabilities, improved armour protection and fitted with a new engine. The vehicle has three compartments: the driver's in front, the combat compartment in the center, and the engine compartment at the rear. The Gadyuka primary role was light infantry support or assault, with limited anti-tank capability. With the appearance of new transport aircrafts and high-capacity multi-chute and retro-rocket systems for fixed wing-drops, the Gadyuka becomes possible. While its original weapon has become obsolete, the development of a lightweight, but powerful thermal cannon allows the Gadyuka to still be competitive, but cheap enough to be fielded en masse by the famed Airborne Troops of the Red Blok.

	Armour				
	BS	F	S	R	HP
Gadyuka	3	11	11	10	3

Unit Composition:

1 Gadyuka

Unit Type:

Vehicle (Fast, Tank)

Wargear:

- Thermal cannon
- Co-axial heavy stubber
- IR-sight
- Smoke launcher

Special Rules:

- Battle Doctrine
(Airborne Troops)

Options:

- May include up to two additional Gadyukas:
.....95 pts/model
- Any model may take any of the following:
 - Dozer blade.....5 pts/model
 - Extra armour.....10 pts/model
 - Flechette canister.....10 pts/model
 - Komet missile.....15 pts/model
 - Camo netting.....15 pts/model
 - Beam guidance equipment.....20 pts/model

Krait Squadron

95 points

Despite its age and withdrawal from official service with the People's Army, the Krait is still the go-to reconnaissance tank of the Red Blok irregular forces. The Krait has a typical tank layout: the steering compartment at the front, the combat compartment in the center and the engine compartment at the back. It is intended for water obstacle fording operations and amphibious infantry landings. It serves in the reconnaissance subunits of tank divisions and mechanized divisions of the People's Army. Aside from its reconnaissance role, the Krait is also used for crossing water obstacles in the first wave of a landing and for artillery support during the establishment of a beachhead. Its excellent amphibious abilities and reliability, as well as a tolerance and resistance to damage allow the Krait to retain its role as fast attack and fire support vehicle amongst the guerrillas, striking from the jungle before disappearing into hostile natural areas, overcoming obstacles without fear of retaliation from opposing force.

Armour					
	BS	F	S	R	HP
Krait	3	10	10	10	3

Unit Composition:

1 Krait

Unit Type:

Vehicle (Fast, Tank)

Wargear:

- Malyutka cannon
- Co-axial heavy stubber
- Camo netting
- IR-sight
- Smoke launcher

Special Rules:

- Amphibious
- Battle Doctrine (Guerrillas)
- Scout

Options:

- May include up to two additional Kraits:
.....95 pts/model
- Any model may take any of the following:
 - Anti-materiel cannon.....10 pts/model
 - Autocannon.....10 pts/model
 - Automatic grenade launcher.....10 pts/model
- Any model may take up to four Komet missiles:
.....15 pts/missile
- Any model may take any of the following:
 - Extra armour.....10 pts/model
 - Flechette canister.....10 pts/model
 - Beam guidance equipment.....20 pts/model

Heavy Support:

Kodiak Squadron

165 points

The Kodiak Main Battle Tank is the backbone of the Red Blok armored corps. Despite being considered to be the successor of the legendary Kobra, they have little in common. The Kodiak is a fairly conservative design, which sported a new 125mm smoothbore cannon with advanced optics and stabilisation, an improved engine and a turret section that was controlled entirely from within the chassis. Its weapon can engage both infantry and armour, and with devastating result for those who are foolish enough to attack it directly. Sporting a "three-tiered" protection system, the Kodiak is all-around well protected, except the rear armour facing, but if properly supported, can break through any defensive line unless opposed by heavier vehicles like super heavy tanks; but even then the Kodiak can easily manoeuvre around its sluggish opponent to attack its weakpoints, as it is remarkably fast and agile for a battle tank, and its targeting system allows for accurate firing even while on the move. However, such power does not come cheap, for the Kodiak costs considerable more time and materials to construct than other, less advanced vehicles, and such cannot be thoughtlessly thrown away. Only privileged commanders can hope to call in these beasts in battle, but their strength is more than worth the extremely long waiting time, for a well managed Kodiak force will be all but unstoppable in combat.

	Armour				
	BS	F	S	R	HP
Kodiak	3	13	13	10	4

Unit Composition:

1 Kodiak

Unit Type:

Vehicle (Tank)

Wargear:

- Vikhr cannon
- Co-axial heavy stubber
- IR-sight
- Smoke launcher

Special Rules:

- Battle Doctrine

Options:

- May include up to two additional Kodiaks:
.....165 pts/model
- Any model may take any of the following:
 - Anti-materiel cannon:.....10 pts/model
 - Autocannon:.....10 pts/model
 - Automatic grenade launcher.....10 pts/model
- Any model may take any of the following:
 - Dozer blade.....5 pts/model
 - Extra armour.....10 pts/model
 - Flechette canister.....10 pts/model
 - Komet missile.....15 pts/model
 - Camo netting.....15 pts/model
 - Beam guidance equipment.....20 pts/model
 - Relikt ERA.....30 pts/model

Kobra

135 points

The Kobra is one of the most produced tanks in the history of the Red Blok. During the time of its introduction, it is considered to have the best balance of firepower, protection and mobility for its cost. The Kobras are also noted for being mechanically simple, reliable and robust; they are very simple to operate, and don't require a high level of training or education in their crew members. Their relatively small size also presenting a smaller target for its opponents to hit. Together, the Kobra tanks have been manufactured in the tens of thousands, and many still remain in reserve, or even in front-line use among lower-technology fighting forces, for example the Guerrillas of the Red Blok. Their abundance and low requirement for supplies compared to other, more modern battle tanks used by their enemies ensure their continued use on the battlefields. Despite its age, near obsolescent status and drawbacks such as small interior space and lack of crew comfort, frequent retrofitting and upgrades in armour, ammunition and support equipments can remedy these problems and dramatically improve the old vehicle's performance to the point that it cannot be dismissed on the battlefield, even regularly posing significant threat to super heavy tanks like the Imperial Baneblades when used by a competent commander in large number.

	Armour				
	BS	F	S	R	HP
Kobra	3	12	12	10	3

Unit Composition:

1 Kobra

Unit Type:

Vehicle (Tank)

Wargear:

- Shturm cannon
- Co-axial heavy stubber
- Camo netting
- IR-sight
- Smoke launcher

Special Rules:

- Battle Doctrine (Guerrillas)

Options:

- May replace its shturm cannon with a vikhr cannon:free
- May take any of the following:
 - Anti-materiel cannon:.....10 pts
 - Medium mortar:.....10 pts
 - Automatic grenade launcher.....10 pts
- May take any of the following:
 - Extra armour.....10 pts
 - Flechette canister.....10 pts
 - Komet missile.....15 pts
 - Beam guidance equipment.....20 pts
 - Relikt ERA.....30 pts

Akatsiya

135 points

The Akatsiya MRLS is simply a truck-mounted rocket launcher system, but despite its simple appearance, it can deliver a devastating amount of explosives to a target area more quickly than conventional artillery. The Akatsiya is fragile compared to artillery gun, but is inexpensive and easy to produce. The system has lower precision than classical artillery and cannot be used in situations that call for pinpoint precision. It relies on a large number of shells dissipating over an area for a certain hit rate on specific targets. Nonetheless, because of the short warning time for the impact of the whole volley, the MRLS is still considered a fearsome weapon. In addition, because the rocket launcher is mounted on a truck, it is extremely fast and mobile; a battery of Akatsiyas can fire a large volley all at once, and then move before being located and attacked with counter-battery fire. It is also a powerful psychological weapon, as the howling sound of flying rockets can easily terrify weak-hearted foes, lowering their morale through devastating destruction.

	Armour				
	BS	F	S	R	HP
Akatsiya	3	10	10	10	2

Unit Composition:

1 Akatsiya

Wargear:

- Grad rocket launcher

Unit Type:

Vehicle
(Fast, Open-topped)

Special Rules:

- Battle Doctrine

Options:

- May replace its Grad rocket launcher with a Burya rocket launcher:.....35 pts
- May take any of the following:
 - Smoke launcher:.....5 pts
 - Camo netting:.....15 pts

Guerrillas Rocket: An Akatsiya equipped with a Grad rocket launcher can be taken in a Guerrillas detachment and gain the bonus of Battle Doctrine (Guerrillas), although it does not actually have the Battle Doctrine (Guerrillas) special rule.

Khrizantema Battery

125 points

The Khrizantema is the standard artillery system of the Red Blok. Carrying the powerful 203 mm Lavina howitzer, the vehicle can reduce even the strongest enemy fortification to dust in a few moments, crushing protected buildings and bunkers with ease. The most notable feature of a Khrizantema is its firing alarm. Because the blast of the weapon firing is so powerful - it can physically incapacitate an unprepared soldier or crew member near it from concussive force - the Khrizantema is equipped with an audible firing alarm that emits a series of short warning tones for approximately five seconds prior to the charge being fired. Due to the long range the crew can fire one or two rounds and leave position before the first round is able to hit the enemy position over 40km away, thus avoiding being susceptible to possible return fire. Despite the excessive recoil that sometimes cause damage to a improperly deployed Khrizantema and the danger it poses to its crew members, its undeniable power ensure will ensure the system's continued deployment for many years to come.

Armour					
	BS	F	S	R	HP
Khrizantema	3	11	10	10	3

Unit Composition:

1 Khrizantema

Unit Type:

Vehicle
(Open-topped)

Wargear:

- Lavina howitzer
- IR-sight
- Smoke launcher

Special Rules:

- Battle Doctrine

Options:

- May include up to two additional Khrizantemas:
.....125 pts/model
- Any model may take any of the following:
 - Extra armour.....10 pts/model
 - Flechette canister.....10 pts/model
 - Camo netting.....15 pts/model

RED BLOK WARGEARS

Ranged Weapons:

The full rules for the following ranged weapons can be found in the *Warhammer 40,000*

rulebook:

Autocannon	Autogun
Autopistol	Flamer
Heavy stubber	

Air Defense System:

Range	S	AP	Type
48"	7	4	Heavy 2, Skyfire

Anti-Materiel Cannon:

Range	S	AP	Type
36"	4	4	Heavy 3, Rending

Anti-Tank Launcher:

Range	S	AP	Type
48"	9	2	Heavy 1

Automatic Grenade Launcher:

Range	S	AP	Type
36"	4	6	Heavy 3, Blast

Cluster Bomb:

Range	S	AP	Type
-	5	5	Bomb 3, Blast, Shred, One Use Only

Demolition Charge:

Range	S	AP	Type
6"	8	2	Assault 1, Large Blast, One use only

Grenade Launcher:

	Range	S	AP	Type
Frag grenade	24"	3	3	Assault 1, Blast
Krak grenade	24"	6	4	Assault 1

Komet Missile:

Range	S	AP	Type
72"	9	3	Heavy 1, Interceptor, One Use Only

Long-Range Artillery:

	Range	S	AP	Type
Burya rocket launcher	24"-180"	8	3	Ordnance D3, Barrage, Large Blast
Grad rocket launcher	12"-120"	6	4	Heavy D6, Barrage, Large Blast
Lavina howitzer	36"-240"	9	2	Ordnance 1, Barrage, Gets Hot, Large Blast

Malyutka Cannon:

	Range	S	AP	Type
HE-Frag shell	48"	4	6	Heavy 2, Blast
APHE shell	48"	8	3	Heavy 2

Medium Mortar:

Range	S	AP	Type
48"	5	5	Heavy 1, Blast, Barrage

Recoilless Rifle:

Range	S	AP	Type
36"	7	4	Heavy 1, Blast

Riot Weapons:

	Range	S	AP	Type
Riot carbine	18"	4	6	Assault 1, Pinning, Shred
Riot pistol	6"	4	6	Assault 1, Pistol, Shred
Riot rifle	30"	X	6	Assault 1, Sniper, Shred

RPG launcher:

Range	S	AP	Type
24"	8	3	Assault 1

Shturm Cannon:

	Range	S	AP	Type
HE-Frag shell	72"	6	5	Heavy 1, Large Blast, Shred
Bastion missile	72"	9	2	Ordnance 1

Stub Rifle:

Range	S	AP	Type
24"	3	6	Assault 1

Thermal Weapons:

All the following weapons are Flamer weapons for the purposes of any special rules that interact with Flamer weapons as described in Warhammer 40,000: The Rules.

	Range	S	AP	Type
Thermal bomb	-	6	4	Bomb 1, Large Blast, Ignores Cover, One Use Only
Thermal cannon	48"	6	4	Ordnance 1, Large Blast, Ignores Cover
Thermal launcher	24"	5	5	Assault 1, Blast, Ignores Cover

Vikhr Cannon:

	Range	S	AP	Type
HE-Frag shell	72"	6	5	Heavy 1, Large Blast, Shred
APDS projectile	72"	9	1	Heavy 1, Melta

Armour:

Carapace Armour:

Carapace armour is made up of large, rigid plates of armaplas or ceramite moulded to fit the wearer.

Carapace armour confers a 4+ Armour Save.

Flak Armour:

Cheap and easy to produce, flak armour comprises several layers of ablative thermoplas materials and impact absorbent carbifibres.

Flak armour confers a 5+ Armour Save.

Improvised Armour:

Despite being made up from scrap, improvised armour can still provide a fair degree of protection.

Improvised armour confers a 6+ Armour Save.

Void Hardened Armour:

Void hardened armour provides good protection against both the environment and enemy fire.

Void hardened armour confers a 4+ Armour Save, and the wearer must re-roll failed saves against Template and Blast weapons.

Special Issue Equipments:

Rules for the following items can be found in the *Warhammer 40,000* rulebook.

Frag grenades

Krak grenades

Breaching Bombs:

See melta bombs

Combat Radio:

Combat radio is a crucial component in mobile warfare, allowing commanders to coordinate different parts of his army with ease.

One friendly unit contains at least one model with combat radio within 12" of a Company or Platoon Command Squad also contains at least one model with combat radio may re-roll Run and Charge distance.

Coordinator:

The coordinator is a sophisticated piece of equipment used primarily by Red Blok special forces to direct artillery bombardments on target.

Blast weapons firing at targets within 12" and Line of Sight of a friendly unit containing at least one model with a Coordinator counts as having the Twin-linked special rule.

Ghillie Suit:

Ghillie suit is a type of camouflage clothing designed to resemble heavy foliage, allows the wearer to seamlessly blend into the surrounding environment.

A model with camo ghillie suit counts its cover save as being 1 point better than normal. Note that this means it always has a cover save of at least 6+, even in the open.

IR-Goggles:

IR-goggles detect the temperature difference between the background and the foreground objects, easily uncovering any foes who use the dark of night to prepare for an attack.

Model equipped with IR-goggles has the Night Vision special rule.

Medkit:

Medkits contained diagnostic instruments that could be used to detect both injuries and diseases, as well as necessary medical supplies that can be used to save the lives of wounded personnel on the field.

A unit that contains at least one model with a medkit has the Feel No Pain special rule.

Vehicle Equipments:

Rules for the following items can be found in the *Warhammer 40,000* rulebook.

Dozer blade

Extra armour

Smoke launcher

Beam Guidance Equipment:

Beam guidance equipment projects a laser beam towards the targets, providing missile-based weaponry with heightened precision.

A vehicle equipped with beam guidance equipment counts all of its weapons or weapon profiles that have "Missile" in their name as having the Twin-linked special rule.

Camo Netting:

Whether rare cameleoline netting or crude webbing woven with local flora, camo netting helps conceal a vehicle from prying eyes.

A vehicle with camo netting counts its cover save as being 1 point better than normal. Note that this means it always has a cover save of at least 6+, even if it is in the open.

Flare Launcher:

The flare launcher is an aerial infrared countermeasure equipment used by aircrafts to counter heat-seeking surface-to-air missile or air-to-air missiles.

A vehicle equipped with flare launcher has a 4+ Invulnerable Save against attacks from weapons or weapon profiles that have "Missile" in their name.

Flechette Canister:

Red Blok vehicles usually have explosive canisters filled with metal flechettes attached to their hulls, which are used for close range defence against attacking hostile infantry in a 360 degree circle around the vehicle.

During the Initiative 10 step of the Fight sub-phase, any enemy unit with at least one model in base contact with the vehicle suffers D3+1 Strength 4 AP-hits with the Shred special rule.

IR-Sight:

Working in a similar principle to the smaller IR-goggles, the IR-sight allows combat vehicles to see through the cover of darkness

A vehicle equipped with IR-sight has the Night Vision special rule.

Relikt ERA:

Relikt ERA is a type of armour designed to improve the protection of combat vehicles by damaging incoming projectiles through force of explosion.

A vehicle equipped with Kontakt ERA has their Armour Values on all Facings improved by 1.

Support Rocket Thruster:

Some aircrafts are equipped with support rocket thruster to grant them additional maneuverability when situation calls for it.

A Zooming Flyer equipped with support rocket thruster can move 12"-17" in its own Movement phase without being Wrecked.