

Codex: Red Blok  
A supplement for AT-43 and Warhammer 40,000

### Army Special Rules

**Collectivism:** Each soldier in the Red Blok is filled with revolutionary fervor, burning with desire to spread the ideals of collectivism. Furthermore, the movement has not forgotten that it started with workers armed with nothing more than knives and desire. As a result, any model with the Collectivism special rule benefits from the Stubborn universal special rule as detailed in the Warhammer 40,000 rulebook.

### Weapon Traits

**Locked Shot:** Weapons with the “Locked Shot” trait may only be fired against non-flyer vehicle models, monstrous creatures or gargantuan creatures. They may not be used against any other types of models. The number following the locked shot trait indicates the die roll needed to hit. For example, Locked Shot (4+) means a 4+ is needed to hit with the weapon.

### Armory

#### **AK-43 Assault Rifle**

S: 4 AP: - Range: 18” Assault 2

#### **Flamer**

S: 4 AP: 5 Range: Template Assault 1

#### **Gauss Pistol**

S: 4 AP: - Range: 12” Pistol

#### **Gauss Rifle**

S: 4 AP: 5 Range: 18” Assault 2

#### **SM Gauss**

S: 4 AP: - Range: 12” Assault 2

#### **MGauss**

S: 5 AP: 5 Range: 36” Heavy 3

#### **AT Gauss**

S: 9 AP: 2 Range: 36” Heavy 1

#### **Grenade Launcher**

Frag: S: 3 AP: 6 Range: 24” Assault 1, Blast

Krak: S: 6 AP: 4 Range: 24” Assault 1

**Grenade Pistol**

Frag: S: 3 AP: 6 Range: 12" Assault 1, Blast  
Krak: S: 6 AP: 4 Range: 12" Assault 1

**Sniper Rifle**

S: X AP: 6 Range: 36" Heavy 1, Sniper

**Marushka Rocket Launcher**

Frag: S: 4 AP: 6 Range: 48" Heavy 1, Blast  
Krak: S: 8 AP: 3 Range: 48" Heavy 1

**Light Mortar**

S: 4 AP: 5 Range: 36" Blast 2

**Medium Anti-Tank Cannon**

S: 8 AP: 3 Range: 36" Heavy 1, +1d6 armor penetration

**Anti-tank Missile Launcher**

S: 8 AP: 1 Range: 36" Heavy 1, Locked Shot (4+), +1d6 armor penetration

**Heavy Gauss Cannon**

S: 9 AP: 2 Range: 48" Heavy 2, Blast

**Heavy Mortar**

S: 6 AP: 4 Range: 12-48" Heavy 1, Large Blast, Ignores Cover

**Infrared Goggles:** A model equipped with infrared goggles may ignore the Night Fighting rules.

## Army List

### HQ

#### **Revolutionary Officer**

##### **Senior NCO – 50 points**

WS	BS	S	T	W	I	A	Ld	Sv
4	4	3	3	2	4	2	8	5+

##### **Field Officer – 65 points**

WS	BS	S	T	W	I	A	Ld	Sv
5	5	3	3	3	4	3	9	4+

##### **Flag Officer – 80 points**

WS	BS	S	T	W	I	A	Ld	Sv
6	5	3	3	3	5	3	10	4+

Wargear: Gauss Rifle, Close Combat Weapon, frag grenades, krak grenades

#### Options:

- Replace Gauss Rifle w/Gauss Pistol for free, with Grenade Pistol for +5 points; Flamer or Grenade Launcher for +10 points
- Replace Close Combat Weapon with Power Weapon for +10 points or Power Fist for +20 points
- Replace krak grenades with meltabombs for +5 points
- Replace all wargear with a Spetsnatz Kolossus battlesuit for +45 points, RPG Kolossus battlesuit for +50 points, or Strielitz Kolossus battlesuit for +55 points.
- For +25 points choose one of the following Faction Commands: ARC, Frontline, Supra

#### Faction Commands

Revolutionary Commanders may rise from the ranks of specific factions within the Red Blok. Only one Revolutionary Officer in your army may choose a Faction Command.

**ARC:** Officers from the ARC faction rely on the strength of their infantry to carry the day in battle. Infantry units within 6 inches of the officer's unit may re-roll failed leadership checks.

**Frontline:** Frontline focuses on the might of the Red Blok's armored forces. Officers from Frontline may designate any one fast attack walker unit or heavy support walker unit as a scoring unit. This unit must be identified during deployment and cannot change at any time during the game.

Supra: Mysterious and secretive, the elite forces of Supra guide the revolution with unseen hands. Officers from Supra may count any one Spetznaz Kommando or Dragonov Kommando unit as a Troops unit for purposes of the Force Organization Chart. This unit must be identified during deployment and cannot change at any time during the game.

Special Rules: Independent Character, Collectivism

### **Sgt. A.Tymofiyeva – 130 points**

WS	BS	S	T	W	I	A	Ld	Sv
4	4	3	3	2	4	2	8	5+

Wargear: Kozni, Assault Rifle, Close Combat Weapon, frag grenades, communications disruptor

Special Rules: Independent Character, Collectivism, Interference, Heroic Pilot

Kozni: Tymofiyeva must be deployed aboard Kozni, her personal Nakovalny recon walker. Kozni uses Tymofiyeva's WS, BS and initiative, but is in all other respects a standard Nakovalny walker equipped with extra armor. If deployed aboard Kozni, Tymofiyeva may join any Nakovalny unit. If she does so, she becomes part of the squadron and follows the squadron rules but will not lose the use of any of her special rules. If Kozni is destroyed while attached to a unit, Tymofiyeva will eject following the Heroic Pilot rule described below.

Interference: Tymofiyeva is a master of disrupting enemy battle plans. Once per turn, her controlling player may force any other player to re-roll any one reserves roll. The result of the re-roll must be accepted.

Communications Disruptor: Tymofiyeva is equipped with a Communications Distrupor. A triumph of revolutionary design, the Communications Disruptor allows Red Blok forces to wreck havoc with opposing battle plans. Enemy teleport homers, locator beacons, chaos icons or similar wargear will not function if within 12 inches of a model with this special rule.

Heroic Pilot: If Kozni is destroyed, Tymofiyeva may eject. She is immediately deployed anywhere on the board following the Deep Strike rules. She is then not considered to be attached to a unit. Because she retains her status as an independent character, she may join another unit.

### **Capt. Pavel Vrachov – 200 points**

WS	BS	S	T	W	I	A	Ld	Sv
5	5	3	3	3	4	3	9	4+

Wargear: KK5, Grenade Pistol, Close Combat Weapon, frag grenades, Krak grenades

Special Rules: Independent Character, Collectivism, Combat Medic, Heroic Pilot

KK5: Vrachov must be deployed aboard KK5, his personal Kossak walker. KK5 uses Vrachov's WS, BS and Initiative but is in all other respects a standard Kossak walker equipped with extra armor. If deployed aboard KK5, Vrachov may join any Kossak unit. If he does so, he becomes part of the squadron and follows the squadron rules but will not lose the use of any of his special rules. If KK5 is destroyed while attached to a unit, Vrachov will eject following the Heroic Pilot rule described below.

Combat Medic: Vrachov started his military career as a field medic. Although he's risen through the ranks, first aid on the battlefield remains his specialty. Vrachov grants the Feel No Pain universal special rule to any one infantry unit with a model within 6 inches of his unit. He may use this ability even when mounted aboard KK5.

Heroic Pilot: When KK5 is destroyed, Vrachov may eject. He is immediately deployed anywhere on the board following the Deep Strike rules. He is then not considered to be attached to a unit. Because he retains his status as an independent character, he may join another unit.

### **Col. Odin O-1 & Manon O-2 – 275 points**

WS	BS	S	T	W	I	A	Ld	Sv
4	5	3	3	4	5	4	10	4+

Wargear: Urod, Grenade Pistol (x2), Close Combat Weapon, frag grenades, Krak grenades

Special Rules: Independent Character, Collectivism, GenCol, Battle Mechanic, Medic, Heroic Pilot

Urod: The Odin and Manon must be deployed aboard Urod, their personal Hetman walker. Urod uses their WS, BS and Initiative but is in all other respects a standard Hetman walker equipped with extra armor. If deployed aboard Urod, Odin and Manon may join any Hetman unit. If they do so, they become part of the squadron and follow the squadron rules but will not lose the use of any of

their special rules. If Urod is destroyed while attached to a unit, Odin and Manon will eject following the Heroic Pilot rule described below.

GenCol: Although Odin and Manon are represented by separate models on separate bases, they are considered a single model for game purposes. Therefore, they are represented as a single stat line with a single set of wargear. They must attack the same target.

Battle Mechanic: Odin and Manon are engineering prodigies, able to perform amazing mechanical feats on the battlefield. They can even talk allied walker pilots through emergency repair procedures over communications channels during the heat of battle, allowing them to fight on. Urod and any vehicle in a unit it is attached to ignore Stunned and Shaken results on the vehicle damage table.

Medic: Odin and Manon have the Feel No Pain universal special rule.

Heroic Pilot: When Urod is destroyed, Odin and Manon may eject. They are immediately deployed anywhere on the board following the Deep Strike rules. They are then not considered to be attached to a unit. Because they retain their status as an independent character, they may join another unit.

### **Dotch Yaga – 300 points**

Unit: 1 model

Type: Unique Walker

WS	BS	Str	F	S	R	I	A
3	3	10	14	13	12	3	2

Wargear: Heavy Gauss Cannon, Heavy Mortar, search light, smoke launchers, extra armor

Options: None

Special Rules: Machine of War, Fire Control, Inspiring Presence, Move Through Cover

Machine of War: So massive and powerful is the Dotch Yaga, that it can survive seemingly fatal attacks. The Dotch Yaga receives a 5+ invulnerable save against damage results on the vehicle damage chart.

Fire Control: The Dotch Yaga has the most advanced targeting systems available to the Red Blok. Each of its weapons may fire at a separate target.

Inspiring Presence: The mere sight of the Dotch Yaga is enough to inspire any revolutionary soldier to fight until the last breath. Any unit with the Collectivism

special rule within 12 inches of the Dotch Yaga may re-roll any failed morale or leadership check, but not psychic tests.

## Troops

### **Krasnye Soldaty: 50 points**

Unit: 8 models (7 Troopers + 1 Sergeant)

#### Trooper

WS	BS	S	T	W	I	A	Ld	Sv
4	3	3	3	1	3	1	7	5+

#### Sergeant

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

Wargear: Assault Rifle, Close Combat Weapon, Frag Grenades

#### Options

- Up to 4 additional models may be taken at 6 points each.
- Any model may exchange its assault rifle for a gauss pistol for free.
- The Sergeant may exchange his close combat weapon for a power weapon for +10 points or a power fist for +15 points.
- Upgrade one model to Mechanic: +15 points
- Upgrade one model to Medic: +30 points
- One model may be given a grenade launcher at +5 points or a rocket launcher at +10 points
- If the unit numbers at least 12 models, then up to three models may take either a grenade launcher at +5 points each or a rocket launcher at +10 points each.
- May choose one of the following as a dedicated transport: BTR-5 or BTR-3. See Dedicated Transports section of the army list for point costs and options.

## Special Rules: Collectivism

**Mechanic:** A mechanic may attempt to repair damaged vehicles. During the shooting phase, a mechanic may attempt to make a repair any vehicle within 6 inches of the mechanic's base which has suffered a "weapon destroyed" or "immobilized" result on the vehicle damage table. If a repair is attempted, the mechanic may not fire a weapon. Roll a D6. On a "6," one damage result may be removed from the vehicle.

**Medic:** A medic grants his unit the Feel No Pain universal special rule. If the medic model is removed, the unit loses this ability.

## **RPG Soldaty: 60 points**

Unit: 8 models (7 Troopers + 1 Sergeant)

### **Trooper**

WS	BS	S	T	W	I	A	Ld	Sv
4	3	3	3	1	3	1	7	5+

### **Sergeant**

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

Wargear: SM Gauss, Close Combat Weapon, frag grenades

### **Options**

- Up to 4 additional models may be taken at 7 points each.
- Any model may exchange its SM Gauss for a gauss pistol for free.
- The Sergeant may exchange his close combat weapon for a power weapon for +10 points or a power fist for +15 points.
- Upgrade one model to Combat Engineer: +15 points
- Upgrade one model to Medic: +30 points
- One model may replace his SM Gauss with an MGauss or a rocket launcher at +10 points
- If the unit numbers at least 12 models, then up to three models replace their SM Gauss with either an MGauss or a rocket launcher at +10 points each
- May choose one of the following as a dedicated transport: BTR-5 or BTR-3. See Dedicated Transports section of the army list for point costs and options.

### **Special Rules: Collectivism**

**Combat Engineer:** Whether it's blowing up bridges or taking out bunkers, combat engineers excel at transforming the battlefield. During the controlling player's shooting phase, a combat engineer can attempt to sabotage a terrain element within 1 inch of the model's base. Roll a d6. On a 5+, the terrain element is removed from play and instead becomes difficult terrain. If the terrain element was previously classified as difficult terrain, it then becomes dangerous terrain. Any models that were inside the terrain piece must take a pinning check.

**Medic:** A medic grants his unit the Feel No Pain universal special rule. If the medic model is removed, the unit loses this ability.



## Dedicated Transports

### **BTR-5 Soundunk – 40 points**

BS	F	S	R
3	11	11	10

Unit: 1 Soundunk

Type: Vehicle, Skimmer

Wargear: Twin-link MGauss, Smoke Launchers, Search Light

Access Points: 1 (rear)

Fire Points: 1 (top hatch)

Transport Capacity: 8 models (Kolossus battlesuits count as two models)

Options:

- Take Extra Armor for +15 points

## Elites

### **Spetsnaz Kommandos: 70 points**

Unit: 6 models (5 Kommandos +1 Sergeant)

#### Kommando

WS	BS	S	T	W	I	A	Ld	Sv
4	4	3	3	1	4	1	8	4+

#### Sergeant

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

Wargear: Gauss Rifle, Close Combat Weapon, frag grenades

#### Options

- Up to 3 additional models may be taken at 11 points each.
- Any model may exchange its gauss rifle for a gauss pistol for free.
- The Sergeant may exchange his close combat weapon for a power weapon for +10 points or a power fist for +15 points.
- Upgrade one model to Combat Engineer: +15 points
- Upgrade one model to Medic: +30 points
- One model may replace its gauss rifle with a flamer at +5 points or a rocket launcher at +10 points
- If the unit numbers at least 9 models, then up to three models may replace their gauss rifles with either a flamer at +5 points each or a rocket launcher at +10 points each.
- All models may be given krak grenades for +5 points.
- May choose one of the following as a dedicated transport: BTR-5 or BTR-3. See Dedicated Transports section of the army list for point costs and options.

Special Rules: Collectivism, Scout

**Combat Engineer:** Whether it's blowing up bridges or taking out bunkers, combat engineers excel at transforming the battlefield. During the controlling player's shooting phase, a combat engineer can attempt to sabotage a terrain element within 1 inch of the model's base. Roll a d6. On a 5+, the terrain element is removed from play and instead becomes difficult terrain. If the terrain element was previously classified as difficult terrain, it then becomes dangerous terrain. Any models that were inside the terrain piece must take a pinning check.

**Medic:** A medic grants his unit the Feel No Pain universal special rule. If the medic model is removed, the unit loses this ability.

## **Dragonov Kommandos: 80 points**

Unit: 6 models (5 Kommandos + 1 Sergeant)

### Kommando

WS	BS	S	T	W	I	A	Ld	Sv
4	4	3	3	1	4	1	8	4+

### Sergeant

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

Wargear: Gauss Rifle, Close Combat Weapon, Infrared Goggles, frag grenades  
Options

- Up to 3 additional models may be taken at 13 points each.
- Any model may exchange its gauss rifle for a gauss pistol for free.
- The Sergeant may exchange his close combat weapon for a power weapon for +10 points or a power fist for +15 points.
- Equip one model with a Communications Disruptor: +25 points
- Upgrade one model to Medic: +30 points
- One model may be replace its gauss rifle with a sniper rifle at +10 points or an AT Gauss at +20 points
- If the unit numbers 9 models, than up to three models may replace their gauss rifles with either a sniper rifle at +10 points each or an AT Gauss at +20 points each.
- All models may be given krak grenades for +5 points.
- May choose one of the following as a dedicated transport: BTR-5 or BTR-3. See Dedicated Transports section of the army list for point costs and options.

Special Rules: Collectivism, Infiltrate

Communications Disruptor: A triumph of revolutionary design, the Communications Disruptor allows Red Blok forces to wreck havoc with opposing battle plans. Enemy teleport homers, locator beacons, chaos icons or similar wargear will not function if within 12 inches of a model with a Communications Disruptor.

Medic: A medic grants his unit the Feel No Pain universal special rule. If the medic model is removed, the unit loses this ability.

## Kolossus

WS	BS	S	T	W	I	A	Ld	Sv
4	3	5	5	2	3	2	8	2+

Unit: 3 Kolossus battlesuits

The Kolossus battlesuit demonstrates the inherent superiority of Collectivist design principles. By encasing elite soldiers in armored shells and equipping them with devastating, if short-ranged, weaponry, the Red Blok empowers it forces to bring the cleansing fire of revolution to less enlightened corners of the galaxy.

The Kolossus comes in three variants. Each model in the unit must be the same variant.

All variants of the Kolossus benefit from the following special rules:

Collectivism: see above

Relentless: See the Warhammer 40,000 rulebook.

Invulnerable: Kolossus battlesuits provide the wearer with a 5+ invulnerable save.

Assisted Propulsion: Models with this special rule may move up to 12 inches during the movement phase of their first turn. They may act normally once completing this move, meaning they may shoot and assault.

Dedicated Transport: Any Kolossus unit may select a BTR-5 or BTR-3 as a dedicated transport. See Dedicated Transport section of the army list for points cost and options.

### **Spetsnatz Kolossus: 150 points**

Wargear: Twin-linked flamer

Options

- Up to 3 additional models may be taken at 50 points each.

### **RPG Kolossus: 165 points**

Wargear: Twin-linked rocket launcher

Options

- Up to 3 additional models may be taken at 55 points each.

## **Strielitz Kolossus: 165 points**

Wargear: Flamer, Grenade Launcher

Options

- Up to 3 additional models may be taken at 55 points each.

Synchronized Fire: A strielitz colossus may fire both its flamer and its grenade launcher during the same shooting phase. Both weapons must be fired at the same target. The controlling player may choose to fire only one of the weapons.

### Fast Attack

## **Nakoalny Squadron: 55 points/model**

Unit: 1-3 models

Type: Walker

WS	BS	Str	F	S	R	I	A
3	3	6	12	10	10	3	1

Wargear: MGauss (x2), search light, smoke launchers

Special Rules: Move through Cover, Scout

Options:

- Add extra armor for +15 points per model

## **Sierp Squadron: 65 points/model**

Unit: 1-3 models

Type: Walker

WS	BS	Str	F	S	R	I	A
3	3	6	12	10	10	3	1

Wargear: Light Mortar (x2), Communication Disruptor, search light, smoke launchers

Special Rules: Move through Cover, Scout

Options:

- Add extra armor for +15 points per model

## Heavy Support

### **Kossak Squadron: 110 points/model**

Unit: 1-3 models

Type: Walker

WS	BS	Str	F	S	R	I	A
3	3	6	13	11	10	3	1

Wargear: Rocket Launcher (x4), search light, smoke launchers

Options:

- Add extra armor for +15 points per model

### **Hetman Squadron: 135 points/model**

Unit: 1-3 models

Type: Walker

WS	BS	Str	F	S	R	I	A
3	3	6	13	11	10	3	1

Wargear: Medium Anti-tank cannon, Rocket Launcher (x2), search light, smoke launchers

Options:

- Add extra armor for +15 points per model

### **Hussar Squadron: 150 points/model**

Unit: 1-3 models

Type: Walker

WS	BS	Str	F	S	R	I	A
3	3	6	13	11	10	3	1

Wargear: Anti-tank Missile Launcher, Rocket Launcher (x2), search light, smoke launchers

Options:

- Add extra armor for +15 points per model