

NOVA RESPUBLIK CRIMSON ARMY

This army list is intended for use with Khurasan Miniatures' *Nova Respublik Crimson Army* line of miniatures. Please visit the Khurasan Miniatures website (<http://khurasanminiatures.tripod.com>) for background information and figure images for this army.

SPECIAL RULES

Non-PA teams with 2 support weapons may fire only *one* support weapon per action.

The 'Darling Little' Mk. B and Mk. C use their support weapons as their team weapons.

COMBAT ORGANIZATIONS

SQUAD ORGANIZATIONS

Infantry Squads: 2x *Rifle Teams*, 1x *Missile Team*. All teams of the squad must have the same Experience die type.

Python Squad: 2x *PA-3 Power Armor Teams*, 1x *PA-3 Power Armor NCO*.

Automated Support Section: 3x "*Darling Little*", in any combination.

Mortar Section: 2x *Medium Mortar*, 2x *Crew Team*.

Pulser Section: 2x *Heavy Pulser*, 2x *Crew Team*.

Guards Infantry squads are *always* mounted in Hedgehog IFV; Rifle Squads *maybe* mounted in Hedgehog IFV.

PLATOON ORGANIZATIONS

Conscript Platoon: 3x (*Conscript*) Infantry Squads, 1x Mortar Section, 1x Pulser Section, 1x *NCO*, 1x *Medic*.

Rifle Platoon: 3x (*Rifle*) Infantry Squads, 1x Mortar Section, 1x Pulser Section, 1x *NCO*, 1x *Medic*.

Guards Rifle Platoon: 3x (*Guards*) Infantry Squads, 1x Mortar Section, 1x Pulser Section, 2x *NCO*, 1x *Medic*.

Python Platoon: 3x Python Squads.

Category B Tank Platoon: 3x Red Banner or Red Banner/U Medium Tanks in any combination.

Category A Tank Platoon: 3x Red Banner/U or Red Eagle Medium Tanks in any combination.

Guards Tank Platoon: 1x Red Lightning Medium Tank, 2x Red Eagle Medium Tank.

COMPANY ORGANIZATIONS

Conscript or Rifle Company: 3x Conscript or Rifle Platoons, 1x Automated Support Section, 1x Sniper, 1x Medic, 1x Lieutenant, 1x Political Officer. All Infantry platoons must be of the same type.

Guards Mechanized Company: 3x Guards Rifle Platoons, 1x Guards Tank Platoon, 2x Mortar Sections, 1x Sniper, 1x Medic, 1x NCO, 1x Lieutenant, 1x Political Officer.













Guards Tank Company: 3x Guards Tank Platoons, 1x Guards Rifle Platoon, 1x Lieutenant, 1x Political Officer.

Category A or B Tank Company: 3x Category A or B Tank Platoons, 1x Hedgehog IFV, 1x Lieutenant. All Tank Platoons must be the same type (A or B).



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|--|--|--|---|
| <p>Conscript Rifle Team PV: 99</p>  <p>  d8 E/1 Range: 20/50 AT: /∞ GL* d8 Sp/3 Range: 10 AT: /7 ATR d10 E/OEW1 Range: 30/75 AT: /4 </p> | <p>Conscript Missile Team PV: 47</p>  <p>  d8 TGT Range: 30/75 AT: /∞ GM* d10 10EW Rng: 30/75 AT: /4 </p> | <p>Rifle Team PV: 112</p>  <p>  d8 E/1 Range: 20/50 AT: /∞ GL* d8 Sp/3 Range: 10 AT: /7 ATR d10 E/OEW1 Range: 30/75 AT: /4 </p> | <p>Missile Team PV: 59</p>  <p>  d8 TGT Range: 30/75 AT: /∞ GM* d10 10EW Rng: 30/75 AT: /4 </p> |
| <p>ATTRIBUTES</p> <p>Lax Smoke Grenades</p> <p>*AMMO Smoke (D=6) TGT (D=6)</p> | <p>ATTRIBUTES</p> <p>Lax</p> <p>*D=2</p> | <p>ATTRIBUTES</p> <p>Smoke Grenades</p> <p>*AMMO Smoke (D=6) TGT (D=6)</p> | <p>ATTRIBUTES</p> <p>Detached Tank Hunter/1</p> <p>*D=2</p> |
| <p>Guards Rifle Team PV: 155</p>  <p>  d8 E/1 Range: 20/50 AT: /∞ GL* d8 Sp/3 Range: 10 AT: /7 ATR d10 E/OEW1 Range: 30/75 AT: /4 </p> | <p>Guards Missile Team PV: 78</p>  <p>  d8 TGT Range: 30/75 AT: /∞ GM* d10 10EW Rng: 30/75 AT: /4 </p> | <p>NCO Team PV: 60</p>  <p>  d8 E/1 Range: 20/50 AT: /∞ </p> | <p>Lieutenant Team PV: 69</p>  <p>  d8 E/1 Range: 20/50 AT: /∞ </p> |
| <p>ATTRIBUTES</p> <p>Comm Systems/2 HUD/1 Smoke Grenades Stoic</p> <p>*AMMO Smoke (D=6) TGT (D=6)</p> | <p>ATTRIBUTES</p> <p>Comm Systems/2 Detached Stoic Tank Hunter/1</p> <p>*D=2</p> | <p>ATTRIBUTES</p> <p>Comm Systems/2 HUD/1 Leader/2 Stoic</p> | <p>ATTRIBUTES</p> <p>Comm Systems/2 HUD/1 Leader/4 Stoic</p> |

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|---|---|--|--|
| <p>PA-3 Power Armor Team PV: 136</p>  <p>d8 3 4P 1</p> <p>d8 Sp/2 Rng: 25/62 AT: /7 d8 Sp/2 Rng: 25/62 AT: /7 GM * d10 10EW Rng: 40/100 AT: /4</p> | <p>PA-3 Power Armor NCO PV: 94</p>  <p>d8 3 4P 1</p> <p>d8 Sp/2 Rng: 25/62 AT: /7 d8 Sp/2 Rng: 25/62 AT: /7 GM * d10 10EW Rng: 40/100 AT: /4</p> | <p>Sniper Team PV: 36</p>  <p>d8 3 4 7</p> <p>d8 E/2 RF Range: 30/75 AT: /∞</p> | <p>Medic Team PV: 38</p>  <p>d6 3 4 7</p> <p>d6 E/1 Range: 10/25 AT: /∞</p> |
| <p>ATTRIBUTES</p> <p>Comm System/2 HUD/1 StimPaks Stoic</p> <p>*D=4</p> | <p>ATTRIBUTES</p> <p>Comm System/2 HUD/1 Leader/2 (Integral) StimPaks Stoic</p> <p>*D=4</p> | <p>ATTRIBUTES</p> <p>Sharpshooter Sniper/2 Stealthy Stoic</p> | <p>ATTRIBUTES</p> <p>Medic StimPaks</p> |
| <p>"Darling Little" Mk. A PV: 37</p>  <p>d6 4 4 10</p> <p>d10 Sp/d4 Rng: 25/62 AT: /∞</p> | <p>"Darling Little" Mk. B PV: 66</p>  <p>d6 4 4 10</p> <p>GM * d10 10EW Rng: 40/100 AT: /4</p> | <p>"Darling Little" Mk. C PV: 85</p>  <p>d6 4 4 10</p> <p>MTR d10 Rng: (6)/40 AoE: 3" AT: /6</p> | <p>Political Officer PV: 35</p>  <p>d6 3 4 7</p> <p>d6 E/1 Range: 10/25 AT: /∞</p> |
| <p>ATTRIBUTES</p> <p>Automated Detached HUD/2</p> | <p>ATTRIBUTES</p> <p>Automated Detached HUD/2</p> <p>*D=2</p> | <p>ATTRIBUTES</p> <p>Automated Detached HUD/2</p> <p>AMMO: Smoke (D=2)</p> | <p>ATTRIBUTES</p> <p>Heroic Leader/3</p> <p>PERSONALITY TRAITS</p> <p>Commissar</p> |

Medium Mortar PV: 34

10 Crew: 2/1
Portable: 2/1
MUNITIONS: Smoke (D=2)

d8 Rng: (4) 60 AoE: 2" AT: /7

2

FF

Crew PV: 41

d6 3

2

d8 E/1 Range: 20/50 AT: /∞

4

7

ATTRIBUTES

Crew
Stoic

Red Banner Medium Tank Size: 3 PV: 119

4/3/3 3/3/2

d6 3 4T

WEAPONS DATA
d10 (T) Rng: 30/75 AT/4
d6 (T) Sp/d4 Rng: 15/37 AT/∞

SYSTEMS
Smoke Mortar (D=4)

ATTRIBUTES

Hedgehog IFV Size: 4 PV: 76

3/3/2 d6 3 4T

WEAPONS DATA
d8 (EF) Sp/d4 Rng: 15/37 AT/∞

SYSTEMS
Shields/2
Smoke Mortar (D=6)
Transport Bay/13

ATTRIBUTES

Red Banner Medium Tank Size: 3 PV: 119

4/3/3 3/3/2

d6 3 4T

WEAPONS DATA
d10 (T) Rng: 30/75 AT/4
d6 (T) Sp/d4 Rng: 15/37 AT/∞

SYSTEMS
Smoke Mortar (D=4)

ATTRIBUTES

Hedgehog IFV Size: 4 PV: 76

3/3/2 d6 3 4T

WEAPONS DATA
d8 (EF) Sp/d4 Rng: 15/37 AT/∞

SYSTEMS
Shields/2
Smoke Mortar (D=6)
Transport Bay/13

ATTRIBUTES

Red Banner Medium Tank Size: 3 PV: 119

4/3/3 3/3/2

d6 3 4T

WEAPONS DATA
d10 (T) Rng: 30/75 AT/4
d6 (T) Sp/d4 Rng: 15/37 AT/∞

SYSTEMS
Smoke Mortar (D=4)

ATTRIBUTES

Hedgehog IFV Size: 4 PV: 76

3/3/2 d6 3 4T

WEAPONS DATA
d8 (EF) Sp/d4 Rng: 15/37 AT/∞

SYSTEMS
Shields/2
Smoke Mortar (D=6)
Transport Bay/13

ATTRIBUTES

Red Banner/UJ Medium Tank Size: 3 PV: 131

4/3/3
3/3/2

d6


3

4T

WEAPONS DATA
 ○○ d10 (T) Rng: 30/75 AT/4
 ○ d6 (T) Sp/d4 Rng: 15/37 AT/∞

SYSTEMS
Shields/2
Smoke Mortar (D=4)

ATTRIBUTES
Optics/1



Red Eagle Medium Tank Size: 3 PV: 154

4/3/3
3/3/2

d6

3

4T

WEAPONS DATA
 ○○ d10 (T) Rng: 30/75 AT/4
 ○ d6 (T) Sp/d4 Rng: 15/37 AT/∞

SYSTEMS
Shields/4
Smoke Mortar (D=4)

ATTRIBUTES
Optics/2
Sharpshooter



Red Banner/UJ Medium Tank Size: 3 PV: 131

4/3/3
3/3/2

d6


3

4T

WEAPONS DATA
 ○○ d10 (T) Rng: 30/75 AT/4
 ○ d6 (T) Sp/d4 Rng: 15/37 AT/∞

SYSTEMS
Shields/2
Smoke Mortar (D=4)

ATTRIBUTES
Optics/1



Red Eagle Medium Tank Size: 3 PV: 154

4/3/3
3/3/2

d6

3

4T

WEAPONS DATA
 ○○ d10 (T) Rng: 30/75 AT/4
 ○ d6 (T) Sp/d4 Rng: 15/37 AT/∞

SYSTEMS
Shields/4
Smoke Mortar (D=4)

ATTRIBUTES
Optics/2
Sharpshooter



Red Banner/UJ Medium Tank Size: 3 PV: 131

4/3/3
3/3/2

d6


3

4T

WEAPONS DATA
 ○○ d10 (T) Rng: 30/75 AT/4
 ○ d6 (T) Sp/d4 Rng: 15/37 AT/∞

SYSTEMS
Shields/2
Smoke Mortar (D=4)

ATTRIBUTES
Optics/1



Red Eagle Medium Tank Size: 3 PV: 154

4/3/3
3/3/2

d6

3

4T

WEAPONS DATA
 ○○ d10 (T) Rng: 30/75 AT/4
 ○ d6 (T) Sp/d4 Rng: 15/37 AT/∞

SYSTEMS
Shields/4
Smoke Mortar (D=4)

ATTRIBUTES
Optics/2
Sharpshooter



Red Lightning Medium Tank Size: 3 PV: 195

4/3/3
4/3/2

d8


3

4T

WEAPONS DATA
 ○○ d10 (T)E Rng: 40/100 AT/3
 ○ d6 (T) Sp/d4 Rng: 15/37 AT/∞

SYSTEMS
Shields/5
Smoke Mortar (D=4)

ATTRIBUTES
Optics/2
Sharpshooter



Red Lightning Medium Tank Size: 3 PV: 195

4/3/3
4/3/2

d8

3

4T

WEAPONS DATA
 ○○ d10 (T)E Rng: 40/100 AT/3
 ○ d6 (T) Sp/d4 Rng: 15/37 AT/∞

SYSTEMS
Shields/5
Smoke Mortar (D=4)

ATTRIBUTES
Optics/2
Sharpshooter

