

A woman with blonde hair, wearing a gold military uniform with a fur collar and knee pads, stands in a snowy, industrial environment. Behind her is a large, yellow, armored vehicle with the number '73' on its side. To the right, a sign reads 'RESTRICTED AREA' with a red star and a red circle with a slash through it. The scene is filled with snow and industrial debris.

Red Blok

The Red Blok has found a new seam of ore on Élysée that is indispensable in the manufacturing of the legendary armor of its vehicles: "elysium". This mineral containing unbihexium is extracted in the form of large crystals that can be transported without fear of it igniting in contact with air. Elysium crystals can be simply stockpiled in collectivist bases.

The offensive on Damocles has increased the need for kolossium. Fortunately, a newcomer to the Red Blok political and military scene has offered its unexpected but much welcomed assistance: Gencol and its armies of clones. The genetic engineering sub-collective wishes to use this life-size experimental laboratory to test its new military forces. The shadow of Gencol is redrawing the collectivist political map, like a number of other rising sub-collectives, that have the budgets of local collectives but the ambition of central collectives.

It didn't take much for this theatre of operation to become a priority for the other Red Blok factions too. Victory is still far from certain; but with such reinforcements, it becomes possible.



"Collectivism is immortal, so will be Man, soon."

– Ivan Palvov, AT-30, after the birth of Odin O-1 and Manon O-2

THE GENOME OF REVOLUTION

The GenCol (the Genetic engineering sub-collective, officially attached to the Local Collective of New Ava) is the main scientific rival of Frontline. Its initial remit was xenobiological research. However, its undeniable successes have allowed it to open its field of investigation to genetics in general. GenCol seized the opportunity to carve itself a place among the most powerful collectives, gaining in the process relative independence from the Local Collective of New Ava.

GenCol has developed costly gerontological treatments that can double the life expectancy of humans. This earned it the gratitude of the greatest – and oldest – leaders of the Red Blok. Thanks to their invaluable support, GenCol has been able to build a massive research structure in space, the Adan station (see *Army Book: Red Blok*, p. 57), and launch an ambitious armament program.

In fact GenCol invented the artificial gestation and human cloning tanks. Its two most promising results are Odin O-1 and Manon O-2, the twin teenage colonels of the Red Blok. Although both heroes are an undeniable success, GenCol decided to carry on the perfecting of super-soldiers in order to assemble an army of superhumans who would definitely guarantee the triumph of the revolution. Though this second goal hasn't yet been achieved, it allowed GenCol to create an army even a central collective wouldn't reject. Yet the situation has caused many rivalries, but few are the leaders who dare to stand up to a sub-collective that offers to double their life expectancy.



Finally, the last project GenCol prides itself with concerns bacteriological weapons. Weapons of mass destruction based on this principle haven't yet provided satisfactory results: what kills the Therian will kill humans even faster; and bacteria don't differentiate between friend and foe. However, less virulent versions of GenCol's bacteria, with deliberately shortened life cycles, have been engineered. The first bacteriological grenades are appearing on the battlefield: all Red Blok factions have requested some crates to try them out.

ORGANIZATION

GenCol was merely a research sub-collective attached to New Ava, a planet in the course of being colonized. However, with the discoveries it made, it grew to a more than respectable size. With this expansion the Adan station has become a gigantic research complex that is outsized only by the Tavarich station.

GenCol is organized into three sectors of activity, all led by a cell of three administrators: a scientist, who supervises the research work; an administrative executive in charge of resource management; and a military officer to act as liaison between the revolutionary forces and the defense research sectors, meaning almost everything Adan station works on.

The first sector of activity only concerns anti-aging treatments. Though its production isn't directly linked to the military, it is interesting enough to the people high in the hierarchy to benefit from the same attention as the other sectors of activity. High security quarters defended by heavy defense systems were set up to watch over the production of anti-aging treatments. Thanks to these initial investments, GenCol has managed to nurture an embryonic army and space fleet capable of defending the Neoavan stellar system, of course, but also powerful enough to launch military operations.

The second sector of activity encompasses all medical research laboratories. These include several weapon factories that produce the Red Blok's bacteriological weapons. Thanks to its combat fleet and its armed forces, GenCol was able to carry out live tests, confirming their terrifying efficiency.

Finally the most important sector of activity: the genetic engineering laboratories. Pure research only represents a fraction of their activities. GenCol, in charge of producing soldiers on an industrial scale, has set up thousands of gestation tanks to create copies of the soldiers of the Red Blok. This constitutes the essential core of its activity.

PLAYING GENCOL

The player can choose any platoon pattern to build his company, but he can only use one at a time. Only GenCol platoon patterns benefit from the advantage and disadvantage below.

GenCol advantage: A GenCol company may include several copies of the same hero even in different units; The company may ignore the limitation on officers concerning heroes.

GenCol disadvantage: GenCol units without an officer are immediately eliminated as soon as the player does not spend LP to activate it.

Platoon pattern:

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

! Priority slot. It must always be picked first.

TROOPS

The GenCol armies born from its gestation tanks don't number millions of soldiers even though they are copies of the best of them. This army includes powerful infantry fighters, concentrated around elite soldiers, but it does not overlook armored fighting vehicles. The men it was given in order to demonstrate the viability of armies of clone soldiers allow GenCol to deploy balanced companies.

GenCol's infantry is "entirely" composed of clones of the best soldiers of the revolutionary forces: the various super soldier prototypes (the "O" series) haven't given reliable results. The three heroes GenCol developed, Odin O-1, Manon O-2 and Dragomira O-3, are extraordinary fighters and are some of the greatest revolutionary fighters alive. However, their motivation isn't faultless and they suffer from severe psychological weaknesses; an embarrassing secret carefully hidden by GenCol.

Consequently, the cloning program concerns standard soldiers, although they are carefully selected: all sorts of troopers, the best armored fighting vehicle pilots and battlesuit aces.

Therefore, it isn't uncommon to see units entirely composed of the same model of soldier led by copies of the same war hero.

In order to prevent any form of treason and to make sure the clone will not be captured, the cloning process inserts in each replica a security device meant to destroy these soldiers if they were to fall under enemy control or if they were ever to revolt against their master. This biological autodestruct system is a well kept secret even GenCol cannot control. It is triggered when the connection with headquarters is lost, voluntarily or not. Of course this means a GenCol army is highly dependent on its command but it is also a guarantee of the soldiers' absolute loyalty.


BACTERIOLOGICAL GRENADES

GenCol has developed a new kind of bacteriological weapon: mutant bacterial agents capable of eating through both metal and flesh with the same ease. The short life expectancy of these bacteria prevents the development of any epidemic. Any Red Blok unit of any faction having access to the optional equipment "grenades" can be equipped with bacteriological grenades instead of standard grenades for the same strategic value (5 A.P. per fighter).

Bacteriological grenades: Fighters equipped with bacteriological 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.

Bacteriological: this weapon benefits from the "Bacteriological" ability:

- Damage tests are resolved differently: The minimum result needed on the die is always the same. This result is shown instead of the Penetration  of the weapon.

Optional weapon

GRENADES (indirect fire)

   
0 1/0 1 5+/2

EXPRESS TRAINING

The cloning system set up by GenCol allows it to fast-forward the growth of a human being. So it is possible to obtain within less than two years a fully grown soldier whose muscle structure is generated and trained using electrical stimulation. But these soldiers lack the indispensable knowledge to make them true soldiers. This part, very prosaically called "express training" by GenCol, is not left to the genetic engineering sub-collective but to PsyCol.