

# Operation Damocles: Phase 3 Everything goes awry!

Operation Damocles is entering its final phase. While collateral damage threatens to destroy the factory world, the forces deployed on it clash ever more violently. Level -2 is the theater of the final showdown. The winner shall control the fate of Damocles and possibly that of the galaxy.

You will be able to take part in the development of the AT-43 universe as you fight in the name of one of the armies of the galaxy. After Operation Damocles the universe will never be the same: it is up to you to decide the outcome of the battle!

This campaign uses AT-43: *The Rulebook*, the *Army Books* and issues I4 and I5 of *Cry Havoc*. The campaign has been divided into four phases (see *Cry Havoc* vol.I4), a preliminary phase and a phase for each level of the factory world.

Each of these phases is described in a different issue of *Cry Havoc*. You will discover new priority missions, new special rules and new equipment specific to the campaign. As the fighting gets closer and closer to the heart of Damocles and the Therian habitat, the battles will become more and more violent. Of course, we are also keeping a few surprises up our sleeve: in war, no plan ever really comes together!

Each phase is composed of four **priority missions**, covering the development of the operation and the changing conditions on Damocles.

However, you can also take part in Operation Damocles by playing any mission published in AT-43:

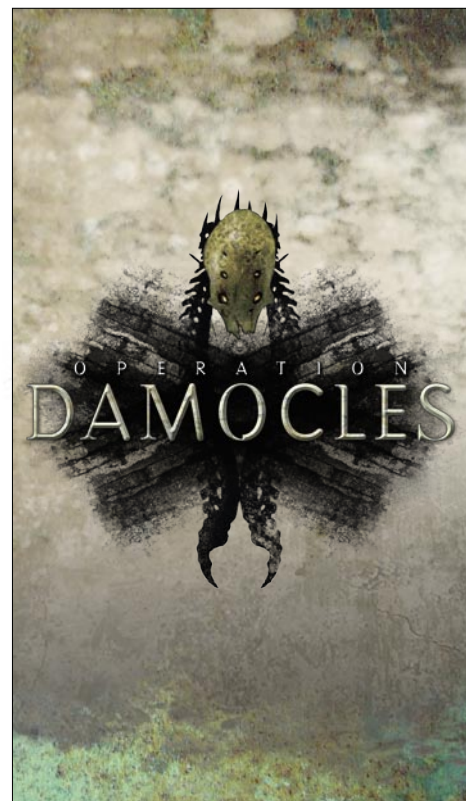
*The Rulebook*. These secondary missions will have a lesser influence on the outcome though.

If you want to immerse yourself further in the universe of AT-43®, you can choose to play in **Story mode**. This mode stages the battle as if you were there, thanks to some narrative advice and optional rules.

Each time you play with your friends, at your club or in your local store, either one of the missions of the operation or any other mission using the rules of this operation, you will be able to report your results to [www.at-43.com](http://www.at-43.com).

During the whole duration of the operation you will have to play the same army, but you will be able to change the composition of your company. You are allowed to play as many games as you want and the same mission as many times as you wish.

Now it's all down to you!





## THE HEART OF THE PROBLEM

After months of grueling clashes, the humans have brought the fight to the very depths of the factory world. They have left behind them devastated installations and an EMI grid that is increasingly unstable. The nanotechnological infrastructures that ensure the fragile balance of the factory world are crashing one after the other. The three armies must face a terrifying reality: Damocles is about to explode!

### BATTLE REPORT

Despite the violence of the fighting, the bitter resistance of the Therians and the strangeness of the factory world, the U.N. and Red Blok companies have reached Level -2 of Damocles. Therian commanders, trapped on the surface since Babel emerged, have also found their way to Level -2.

The humans are now very close to Damocles' nerve centers and the fighting has intensified. The Avan supply lines are stretched to their limits and difficult to defend from the Therians' constant pounding. The humans need to win this war quickly and at any cost.

The factory world has also been heavily tested. The clashes have damaged crucial installations: central nodes, survival systems, expert navigation systems,...

the EMI grid itself has been affected. Therian communications have become garbled, causing many anomalies throughout the factory world.

The three armies are forced to be much more aggressive. Mac Bright, like the consensus, hopes that a quick victory will allow time to repair Damocles before it explodes. Marshal Zukhov, for his part, cannot allow his enemies to possess such a weapon: even CERB4 is ready to be willingly sacrificed to destroy the factory world and save the Red Blok!

Finally, in the midst of the chaos, some particularly perfidious commanders have betrayed their comrades and stolen the technological treasures of Level -2 for their own use!

### DISSENTION WITHIN THE CONSENSUS

Just like they were 43 years ago, the Avans are at the gates of the Therians' habitat. Like they did 43 years go, the Therians are starting to panic. Most want to flee Damocles, terrified by the idea of being physically threatened by the invaders. The Warriors react energetically to this cowardice. They expose most of these cowards before the consensus; and intimidate and brutalize those who resist.

The U.N. and Red Blok fleets prevent the Therians from physically leaving Damocles. Many also attempt to upload their personal backup file

towards Thars, but these transfers are overloading the EMI grid. The expert systems no longer have enough resources to control the machines that channel the core's radiation. The radiation runs amok, convulsing the white dwarf. Thus shaken, the star sends chaotic streams of radiation to Level -2.

### THE BABEL ISSUE

Babel can no longer be found. It disappeared suddenly from the EMI grid, carrying with it the secrets of its origin and its plans. The consensus is not better off: the void Babel left behind and the damage done to the infrastructures have seriously affected the EMI grid.

Some Therians believe that Babel was defeated by the expert systems regulating the EMI grid. However, many overseers don't believe this hypothesis, particularly Urash. The more likely scenarios are much worse: Babel may have uploaded itself to the *Battleaxe* or the *Sierp i molot*, maybe even Thars... or all three at once. If that's the case, Babel now threatens the entire galaxy!

No one really knows where Babel is. No one except the Crushing Bloks, a unit of dragonov kommandos and one of the best kept secrets of CERB4!





## PHASE 3: EXACTLY UNDER THE SUN

Level -2 shelters the Thерian habitats, immense psychedelic structures entirely made of nanomachines. This level is usually a place of leisure, relaxation and experimentation. But since the arrival of the Avans and the radioactive leaks of the white dwarf, Level -2 has turned into a technological nightmare.

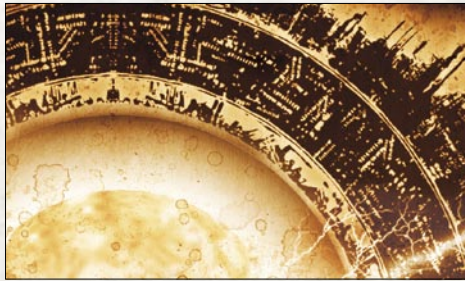
The following rules only apply during Phase 3 of Operation Damocles.

### NEW RULES

#### Solar Flash

The white dwarf is Damocles' energy source. It emits phenomenal radioactive rays. Usually, these radiations are neutralized by layers of complex machines controlled by the EMI grid's expert systems. Since these systems no longer work, radiation leaks sometimes flood the lower levels.

When a mission uses this rule, the "Solar Flash" card is introduced into the activation sequence of one of the players, starting with the youngest. At the end of each round, this card is passed to the next player.



The "Solar Flash" card is added by an opponent into the activation sequence of the relevant player at the end of each tactical phase: the player builds his activation sequence into a pack of cards in the order in which they will be played. Then he presents this pack to his opponent face down. The opponent cuts the pack of cards and places the "Solar Flash" card on top of the second pile of the activation sequence. Then he places the first pile on top of the second and hands the entire pack back to the player. The player may look at his sequence.

The "Solar Flash" card cannot be the first card in the activation sequence. Once placed, it can no longer be moved, even by using LP.

This card is part of the sequence; it is revealed like a normal card during the player's turn. The active player then applies the effects: he stands up, takes the card and places it approximately one meter above the battlefield, then drops it. All the fighters located within 10 cm of the edge of the card are affected by the solar flash and radiation. Each fighter suffers a damage test:

$$\bullet (\odot : 3 + / I).$$

The damage tests are solved separately: the minimum roll of the die is always the same. It is indicated by the Penetration value  $\odot$  of the weapon.

The player's turn then ends.

### Nanoblock

One of the favorite Thерian pastimes consists in modeling nanoblocks to give form to the Thерians' fantasies. Nanoblocks are colonies of nanomachines controlled by expert systems and are particularly malleable. Inactive nanoblocks are often found in Thерian apartments abandoned by negligent occupants. With the malfunctions in the EMI grid, the blocks' nanomachines sometimes go berserk.

When a mission indicates that a nanoblock is present, the corresponding card must be placed on the battlefield as indicated by the map. The nanoblock is always inactive at the beginning of the round.

When a Thерian player controls an inactive nanoblock, he rolls a die during the control phase. If he rolls a  $\blacksquare$ , the nanoblock becomes active. His card is turned over and the effects are resolved immediately. If he obtains a different result, his overseers may use the nanoblock's resources: for the following round, the player will have 5 additional LP he may use only for routines.

When it becomes active and at the beginning of each subsequent control phase, the active nanoblock attacks all fighters located within 10 cm of it. Each fighter suffers a damage test:

$$\bullet (\odot : 8 / I).$$

After the resolution of these effects, if the active nanoblock is controlled by a Thерian player, the player rolls a die. If his result is  $\blacksquare$ , the nanoblock is deactivated. The card is turned over and the player does not win any LP.

### NEW EQUIPMENT

**NBC Suits (1 A.P.):** Once Phase 3 was started the officers of the three armies rapidly asked for protection. For once, headquarters reacted rapidly by recycling "nuclear, bacteriological and chemical" suits.

Any infantry unit can be equipped with NBC suits at

the cost of 1 A.P. per fighter. The units thus equipped are not affected by solar flashes.

**NBC Coating (5 A.P.):** This coating may be applied to any type of armored vehicle unit for + 5 A.P. per armored vehicle. The units thus equipped are not affected by solar flashes.

### STORY MODE: SECONDARY MISSIONS

**Mission: Skirmish** (see. *Rulebook*, p. 91): The Thерians have built many habitat structures, most of them built at random. It's easy to get lost in them or come face to face with an unexpected enemy. This mission may be played as a preamble to Mission 2: Nanocataclysm.

**Mission: Lost** (see. *Cry Havoc* vol. 15, p. 58): Although Babel has disappeared from Damocles, the malfunctions it generated still linger. At Level -2, however, the environment is slightly different. If the players agree to it, the nanodisturbance may be replaced by a nanoblock.

### ERRATA

#### Phase 1:

♦ **Mission 1:** The asterisk (\*) on the secondary objectives means that the defender cannot access these benefits.

♦ **Mission 4:** The area shaded in blue is the defender's deployment zone. The defender also has an access zone on the lower edge of the map.

#### Phase 2:

♦ **Mission 4:** The node must be controlled to be able to influence the nanodisturbance.













# Mission I: Extraction



## LEGEND

-  Access zone A
-  Access zone B
-  Elevator
-  Container (x 2)
-  Low wall (x 12)
-  Nanogenerator (x 4)
-  "Nanoblock" card
-  "Therian node" card (CH I5)

With its psychedelic installations, machines with bizarre functions and waves of radiation, Level -2 is incomprehensible and dangerous. Even the Therians are no longer safe here. In this environment knowledge is the best weapon to ensure survival. The mastery of the expert systems that channel solar radiation is a significant advantage. But few Therians have this knowledge and they are not always willing to cooperate. So sometimes an "extraction" is necessary to bring them back to the company's HQ.

These missions are complicated by the weird nature of the Therian habitat: enmeshed platforms, honeycomb structures, weird shapes... Most areas have an elevator to rapidly access the surface and a node to remain in contact with the consensus. However, following the clashes the habitats have been solidly fortified.

While Damocles is out of control, these reticent Therians have become a strategic objective for the three armies. To capture these scholars the Avans are willing to do anything and even the Therians are tearing themselves apart to get hold of what they know.

### FORCES AVAILABLE

Each player is allowed the same number of A.P. to build a company.

Both companies are attackers.





# CAMPAIGN AT-43

## TACTICAL POSITIONS

See the map.

## PRIMARY OBJECTIVES

- Capturing the Therian: 10 VP
- Evacuating the Therian: 10 VP

## SECONDARY OBJECTIVES

- Capturing a nanogenerator: 50 RP
- Controlling a nanogenerator: 100 RP
- Capturing a container: 100 RP
- Controlling a container: 150 RP

## SPECIAL RULES

This mission uses the special rules of Operation Damocles presented in this issue and in *Cry Havoc* Volume 14 (general campaign rules).

**Capturing the Therian:** At the beginning of the game a Therian overseer miniature is placed on the node. This Therian, connected to the EMI grid, is inactive. To capture it you must control the node. However, only the miniatures that touch the node card are counted in order to determine who controls this objective.

As soon as a player controls the node he captures the overseer. He then immediately includes the Therian in one of his units that control the node. The overseer must respect the cohesion of the unit. The Therian is controlled by the player and acts at the same time as the unit to which he “belongs”. He can neither fire nor attack in contact.

Even so, the miniature of the overseer still is a primary objective: during each control phase, you must check which company controls the miniature, just like an ordinary static objective. He can change companies throughout the different rounds. A player can only win the 10 VP once for having captured him.

Finally, the Therian is a very valuable objective. The fighters of both companies have therefore received strict orders:

- You cannot fire if the Therian is in the zone of fire;
- You cannot target a point located within 10 cm of the Therian with indirect fire.

In both cases, the measurements are taken after the declaration; if firing is impossible, the active player cannot designate a new target and the opportunity to fire is lost.

**Evacuating the Therian:** The elevator indicated on the map is a platform. It does not block lines of sight. To evacuate the Therian you must bring the miniature onto the elevator and, during



the control phase, have more miniatures than your opponent on the elevator. The elevator is then activated and evacuates the Therian.

**Nanoblock :** This mission uses nanoblock rules.

**N.B.:** *Although this mission uses the “Therian node” card, the special rules for this object are not applied. This is not a true node but rather a personal connection terminal.*

## CEASEFIRE

The game ends when a player reaches 20 VP. If no player is able to win anymore VP, the player who controls the Therian wins.

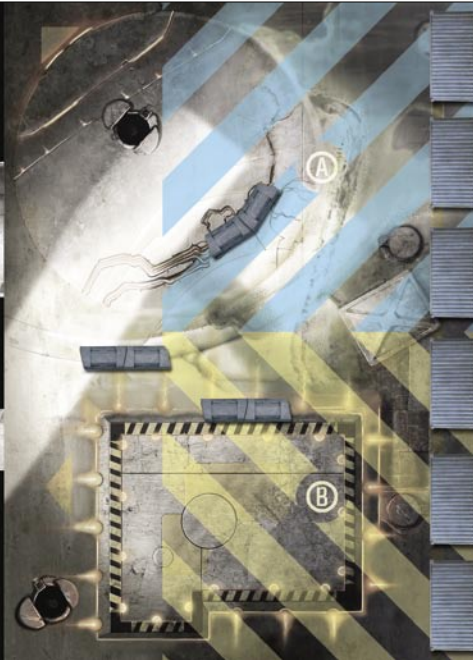
A player cannot total score more than 20 VP for this mission. Should a player abandon the game his opponent is automatically awarded this maximum.

## STORY MODE

The player who wins this mission manages to convince the Therian to help him. His company is now able to channel solar flashes thanks to Damocles’ expert systems and machines. During the next Phase 3 missions, the player gets to decide where to place the “Solar Flash” card within his activation sequence.



# Mission 2: Nanocataclysm



The EMI grid's malfunctions are increasingly violent. At Level -2 the many nanoblocks abandoned by the Therians are particularly receptive to the chaotic instructions sent by the communications network. When they receive too many contradictory instructions, they go berserk and try to assimilate anything within reach. When a number of these nanoblocks fuse together they form the equivalent of a nanotechnological tidal wave, devouring anything in their way.

These nanocataclysms very often occur close to abandoned habitations. The orders are the same in this situation for the three armies: cease fighting and escape as fast as possible, as nothing can stop this phenomenon.

Unfortunately, when the enemy is right in front of you it is not always easy to just stop firing. So fighting frequently continues during a nanocataclysm. Sometimes even commanders who are part of same army will clash and accuse each other of having caused the disaster.

## FORCES AVAILABLE

Each player is allowed the same number of A.P. to build a company. This mission does not use reinforcement rules.

Both companies are attackers.







### TACTICAL POSITIONS

See the map.

The row of six containers forms an uninterrupted line. You cannot squeeze between two containers.

### PRIMARY OBJECTIVES

- Evacuating an infantry fighter: 1 VP
- Evacuating an armored vehicle: 2 VP

### SECONDARY OBJECTIVES

None.

### SPECIAL RULES

This mission uses the special rules of Operation Damocles presented in this issue and in *Cry Havoc* Volume 14 (general campaign rules).

This mission does not use the reinforcement rules.

**All in:** All the assault units enter the game in the first round. They cannot be kept in reserve.

**Solar flashes!:** This mission uses solar flash rules.

**Nanocataclysm:** At the end of each control phase, each container is moved forward 20 cm towards the opposite edge of the table. Every fighter or element of terrain pushed by a container is eliminated. Once they are moved the containers must once again form an unbroken, impassable line. What lies beyond the line is immediately destroyed by a sea of nanomachines!

**Evacuating the fighters:** All the fighters in a unit are evacuated when its leader gets beyond the limits of the battlefield. Evacuation can only happen via the two exits indicated on the map.

### CEASEFIRE

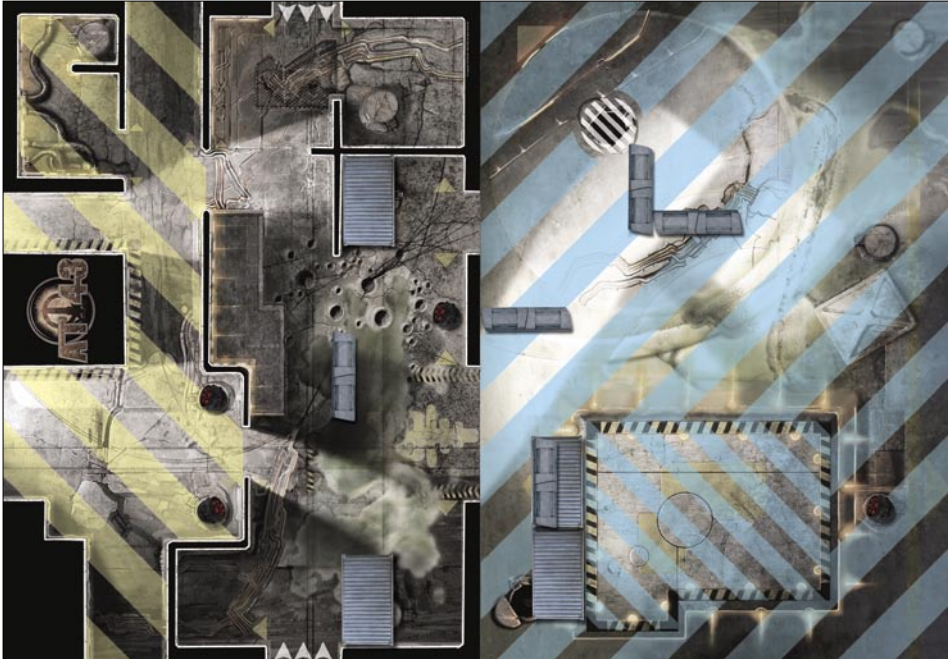
The game ends when there are no more units on the battlefield. The winner is the player with the most VP. If both players have the same number the game ends in a tie.

A player cannot score more than 20 VP for this mission. Should a player abandon the game his opponent is automatically awarded this maximum.





## Mission 3: Hot Hot Hot!



### LEGEND

- Attacker's deployment zone
- Defender's deployment zone
- Main access
- Neutral access
- Neutral access
- Nanogenerator (x 4)
- Container (x 4)
- Low wall (x 10)



Radiation waves are ravaging the lower levels. It's crucial to access the machines that are supposed to relieve the energy overloads of the white dwarf: it's now a question of life or death for all the inhabitants of Damocles. Unfortunately, the armies are incapable of reaching an agreement: the White Stars and Therians are concerned that these machines will be used to turn radiation into weapons of mass destruction; the Red Blok simply wants to prevent anyone from repairing the factory world. War has broken out!

The accesses to the heart of Damocles look just like those that lead to the surface at Level -1. This feeling of déjà vu gives the soldiers the impression they are fighting an endless battle.

Usually, these accesses are heavily fortified and defended by many combat systems, but all this has been swept away by the battles of the last few days.

The defender is all that remains between the attacker and the white dwarf!

What matters here is not the battle plan, but survival. The imminent explosion of Damocles has weakened the fighters' idealism. Some Red Blok commanders refuse to be sacrificed, while U.N. and Therian commanders turn against their allies and decide to destroy the factory world to prevent the enemy from taking control of it. The gates to the core are the last chance of survival for many...

### FORCES AVAILABLE

Each player is allowed the same number of A.P. to build a company.

One company is designated to be the defender; it will hold the access to the core at the beginning of

### STORY MODE

If the attacker is victorious, he takes control of the core's machines. Unfortunately, he cannot immediately destroy the factory world, nor definitively save it. However, he can now generate as many solar flashes as he wishes. For the next Phase 3 missions, when the "Solar Flash" card is added into the activation sequence, the player may ask his opponent to insert a second one.

If the defender wins, the status quo remains and Damocles' machines manage to partially self-repair. For the next Phase 3 missions, solar flash rules are not used.

These effects are not cumulative if the mission is played again. However, the new result replaces the previous one.

the mission. One company is designated to be the attacker; it has to gain control of this access.

### TACTICAL POSITIONS

See the map.





## PRIMARY OBJECTIVES

- Controlling the main access: 5 VP

## SECONDARY OBJECTIVES

- Capturing a nanogenerator: 50 RP\*
- Controlling a nanogenerator: 100 RP
- Capturing a container: 100 RP\*
- Controlling a container: 150 RP

\* Attacker only.

## SPECIAL RULES

This mission uses the special rules of Operation Damocles presented in this issue and in *Cry Havoc* Volume 14 (general campaign rules)..

The defender does not win any RP for capturing a secondary objective.

**Controlling the main access:** To determine who controls the access, the infantry fighters whose base is even partially on the access are counted.

**Solar flash:** Solar flash rules are used. The “Solar Flash” card is always placed in the defender’s deck. When it is revealed the player drops it on the battlefield twice and solves the damage each time.

**Reinforcements and reserves:** One of the neutral accesses to the battlefield is an access hatch. Only infantry units may enter the game via this access.

## CEASEFIRE

The game ends when a player reaches 20 VP.

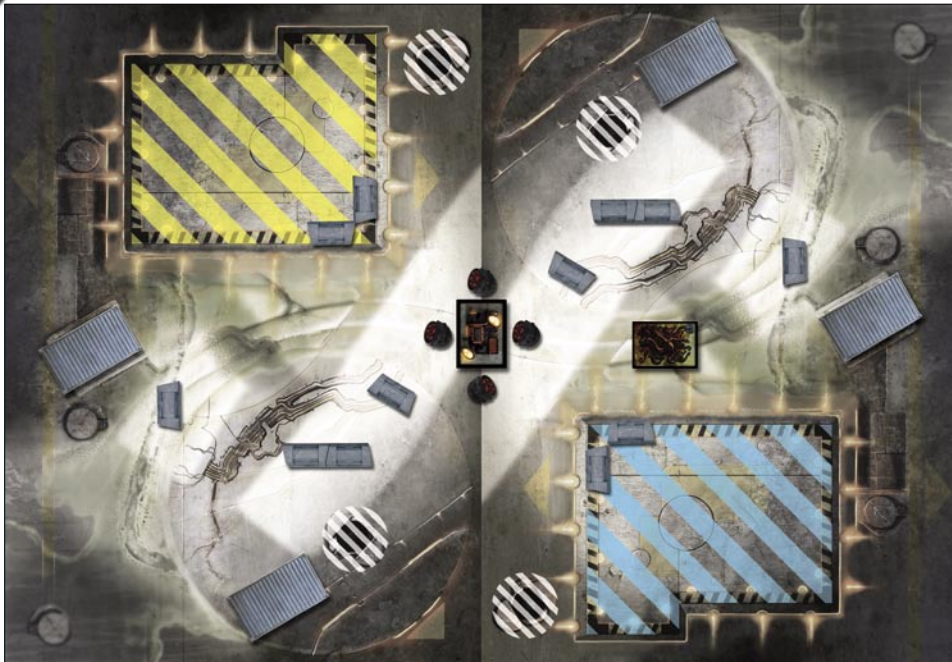
If no player is able to win any more VP the player with the most points wins.

A player cannot score more than 20 VP for this mission. Should a player abandon the game his opponent is automatically awarded this maximum.






# Mission 4: Log Off?



## LEGEND

-  Deployment zone A
-  Deployment zone B
-  Neutral access
-  Container (x 4)
-  Nanogenerator (x 4)
-  Low wall (x 10)
-  "Nanoblock" card
-  "Therian node" card

The final battles of Phase 3 spare no part of Level -2. While the factory world is on the verge of destruction, the main installations of the EMI grid have become a new objective: it is more crucial than ever to get the Therian network running again. Whoever will achieve this will be able to reconfigure the EMI grid and hold Damocles' consensus in his hands, as well as the future of the factory world.

The central nodes of the EMI grid are at the heart of secure complexes. Only limited access elevators allow entry to them. The soldiers face nightmare down here: the nodes, gone haywire, have captured all the nanoresources in the area and have cannibalized the security systems to guarantee their survival. Earlier clashes have left these control centers looking like battlefields.

Each of the three armies wants to control these nodes, either to repair Damocles or to destroy it. Even within the same army commanders fight one another to control these installations. The one who commands the EMI grid will gain considerable influence in the political decisions that will follow the end of the conflict.

### FORCES AVAILABLE

Each player is allowed the same number of A.P. to build a company.

Both companies are attackers.

All of the company's armored vehicles must be part of the assault group.







## TACTICAL POSITIONS

See the map.

## PRIMARY OBJECTIVES

- Controlling the node: 10 VP

## SECONDARY OBJECTIVES

- Capturing a nanogenerator: 50 RP
- Controlling a nanogenerator: 100 RP
- Capturing a container: 100 RP
- Controlling a container: 150 RP

## SPECIAL RULES

This mission uses the special rules of Operation Damocles presented in this issue and *Cry Havoc* Volume 14 (general campaign rules).

**Nanotechnological chaos:** At the end of each control phase one of the two players moves a terrain element, just like at the beginning of a game (see *Cry Havoc* Vol. 14, p. 65). The players apply this rule in turn, starting with the oldest player.

Furthermore, at the beginning of each round, the “Terrain” rule (see *Cry Havoc* Vol. 14, p. 65) can apply to any element of terrain, regardless of the initials or symbols on it. However, the connection node cannot be affected.

Finally, the “Reconfiguration” routine is not available during this mission.

**Nanoblock:** This mission uses nanoblock rules. Furthermore, when it is active the nanoblock moves 10 cm after its effects have been applied. The player who caused the most damage points in this round moves it. In the case of a tie, it is the youngest player who gets to decide.

**Solar eruption:** This mission uses the solar flash rules.

**Reinforcements and reserves:** The neutral accesses to the battlefield are the access hatches. Only infantry units may enter the game via these accesses.

## CEASEFIRE

The round ends when a player reaches 40 VP.

If no player is able to win any more VP the player with the most points is the winner.

A player can only score 40 VP for this mission. Should a player abandon the game his opponent is automatically awarded this maximum.

