

T H E R U L E B O O K













# CREDITS

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## Artistic directors

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## Studio director

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## Iconographers

Gwendal Geoffroy and Pascal Petit

## Illustrators

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## Miniatures designers

Chippy Dugan, Wayne England, Davide Fabbri, Édouard Guiton, Paul Jeacock, Karl Kopinski, William Mordefroy, Adrian Smith, Kevin Walker and Paolo Parente

## Sculptors

Mauro Gnani Zerbini, Juan Navarro Pérez, Stéphane Nguyen Van Gioi and Olivier Nkweti Laffite

## Miniatures painters

Vincent Fontaine, Martin Grandbarbe and Sébastien Picque

## Terrain elements

Vincent Fontaine

## Photographer

Jean-Baptiste Guiton

## Translator

Collin Kelly

## Special Thanks

Kenton Sheppard and Jon Finn

*Thanks a lot guys! R.*

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*RACKHAM 44, rue de Lagny. 93100 MONTREUIL-SOUS-BOIS.*

*Tel : + 33. (0) 1.55 86 89 20. Fax : + 33. (0) 1.55 86 89 25*

*www.rackham.fr*

*www.AT-43.com*

*www.rackham-store.com*

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## DISCLAIMER

AT-43 is a work of fiction.

This is just a game.

None of this has ever happened,

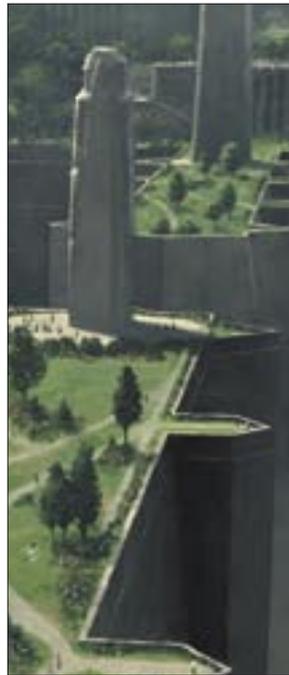
and hopefully never will...





NO ONE

# ESCAPES WAR



*Ava. A planet lost in the midst of many others, and yet the cradle of a bold and aggressive species: Mankind. When the Therians tried to invade this planet, they were met with fierce resistance and humanity even managed to push back into space those they scornfully call the "morphos". However, Ava suffered greatly from these battles: the climate and the orbit itself were deeply affected. These events became known as the Trauma, the starting point of a new calendar.*

*Forty three years after the Trauma, the combined forces of humanity are launching a counter-attack, dragging in their wake the mysterious Karmans.*



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# INTRODUCTION TO AT-43



The lieutenant, sitting back in his office armchair, was controlling the advance of his troops on the holographic screen. The little blue guys represented the soldiers under his command. The brighter blue zones were the sectors under their control. On the other side of the screen, the black zones were held by the Therians. In between the two, a large smooth ashen band symbolized the fog of war, the deadly unknown section of the battlefield. He switched on his headset, cracked his knuckles and concentrated

*"Unit Sierra Alpha, please report."*

A crackling voice answered.

*"Unit Sierra Alpha reporting, we are currently under enemy fire. The morphos have launched a counter attack and are gaining substantial ground."*

Using this information, the communications officer added an extra black zone to the virtual battlefield and a thin flashing circle to represent the fierce combat taking place there with fire, fury and blood.

*"Unit Foxtrot Alpha, please report."*

Unit Foxtrot Alpha was composed of three Fire Toad combat striders under the command of Sergeant Borz, an experienced pilot trusted by all his men. The lieutenant considered Borz as his standard bearer, his right arm on the battlefield.





*"Unit Foxtrot Alpha reporting, we are moving in, full throttle. We should be within sight of the objective in exactly ninety seconds. Those morphos will never know what hit them!"*

*A smile ran across the lieutenant's face. His communication officer waved at him: Sierra Alpha was requesting his attention.*

*"Lieutenant, the enemy has sent a Wraith golgoth on our position. We are suffering heavy losses. We need immediate reinforcement, I repeat..."*

*The sound of explosion put a sudden end to the communication. The lieutenant grimaced. He immediately received a call from Sergeant Borz.*

*"Lieutenant, there is a Wraith golgoth out here butchering Sierra Alpha. I need your clearance to provide assistance before the morphos are back on our objective."*

*"Negative, Foxtrot Alpha. Your orders are unchanged; reserve unit Sierra Echo is on its way."*

*"Lieutenant, the time for Sierra Echo to get into position and all that will be left of Sierra Alpha will be memories. Besides, the morphos will have already redeployed!"*

*"I repeat, Borz: negative! These men are professionals, they will hold their position."*

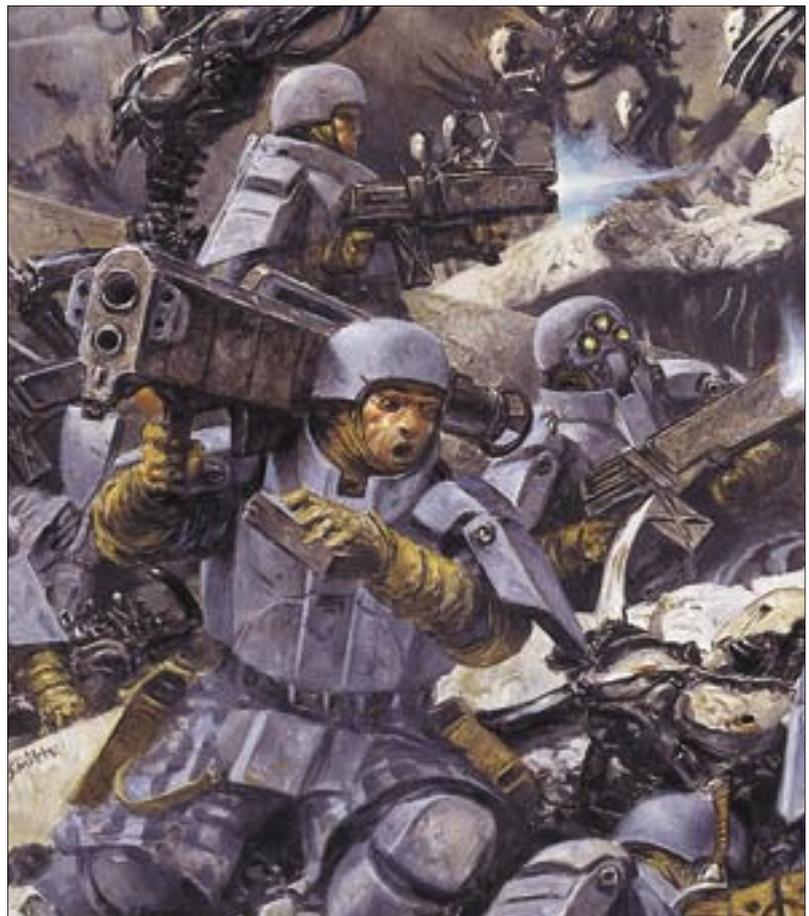
*"Foxtrot Alpha here, I have problems hearing you. The enemy must be jamming our communication systems. I'm switching off the transmission to avoid being spotted."*

*"Negative, Borz, negative! Proceed to the objective! Borz!" yelled the lieutenant, jumping from his chair like a jack out of its box.*

*Too late. The little squares signaling the position of Foxtrot Alpha wheeled towards Sierra Alpha before disappearing as the signal was cut.*

*The lieutenant had no other choice but to trust his reckless Sergeant and hope he was not going to ruin it all. If Borz pulled it off, he would be a hero back home. If he failed... mission Greyhound would be a disaster.*

*AT-43 stages breathtaking battles of galactic importance in a sci-fi universe, using a unique range of pre-assembled and pre-painted plastic miniatures.*



## AT-43

*Conquering the horizon, setting the heavens on fire and dancing upon the graves of my enemies: that's something I'll never get bored of.*

– Colonel Vladimir Solsoniak

### A universe

The universe is ablaze and war is everywhere.

The United nations of Ava have sent their elite forces, the **White Stars**, to the front line. If the U.N.A. win, the unbending rule of success will be ruthlessly enforced on Ava and upon their historical enemy: the **Red Blok**.

In the meantime, the **Therians** seek to eradicate humanity, to exterminate the parasites who challenge their domination. If they triumph, they will be able to recycle every solar system, grind every single star to its most simple components, reassembling them into a gigantic thinking machine. Unless the Therians have selected Ava to share the fate of Karma and its inhabitants.

The victorious resistance of the joint forces of the U.N.A. and the Red Blok demonstrated that it was possible to oppose the Therians arrogant project. Ava is now bringing war to the core of Therian worlds. Other species are following this example and are about to face this enemy who does not hesitate for a second to destroy entire civilizations, oblivious to their fate.

The two civilizations of Ava have recently discovered one of the Therians' colossal and mysterious factory-worlds. Both sides have mobilized their forces to conquer it.

The Therians are unexpectedly slow to react. They are losing ground and suffering heavy losses. Nevertheless, their army of machines is assembling, and time for retribution might come earlier than the humans think.

For the first time ever, a Therian factory-world is being invaded.

Mankind has sent reconnaissance missions to unveil the dark projects hatching at the heart of this wandering world. The humans are trying to stop this mass of metal and technology from approaching Ava. But how can they counter the projects of a species, which uses planets as spaceships; and wields enough power to wipe out entire solar systems?

The White Stars have an answer: Operation Damocles. Escorted by their most advanced combat striders, the invincible steel troopers have landed and they are moving deep into the metal entrails of the planet. They cannot wait to meet the "morphos" and make them pay as dearly as possible the suffering they caused on Ava. The main troops await the first recon missions to determine where the landing will take place...

The Therians seem lost in their dreams of power. No one, except the **Karmans**, has ever successfully opposed their projects. And yet, mankind's boldness seems to know no limit. They explore Damocles deeper each time. Something must be done.

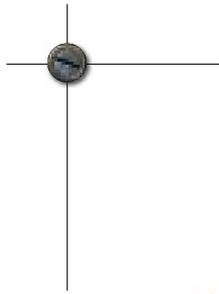
The EMI grid, the inexhaustible Therian distribution network - source of energy, matter and information - has begun producing attack systems and is assembling increasingly powerful war machines.

Will mankind's assault be a success?

Will the Therians react soon enough?

What will the Karmans decide to do?





## A game

*AT-43* gives you the opportunity to challenge your friends in exciting battles taking place in a science-fiction universe. Lead your fighters on the battlefield and command great armies of flesh and steel in fast and thrilling games.

*AT-43* is played using miniatures to represent your fighters. With a tape measure, you will be able to move them on the battlefield. The dice allow you to find out if their actions are successful. Before you start reading this rulebook and discovering the amazing universe of *AT-43*, here are some essential rules you will need to keep in mind.



### INITIATION SET: OPERATION DAMOCLES, A STARTER SET

This box is meant to help you get used to the rules of *AT-43*. You will find six exclusive missions inside, allowing you to learn the rules one game after another.

*Initiation Set: Operation Damocles* contains everything you need to play your first games of *AT-43*:

- An initiation booklet in five languages, containing the basic rules as well as detailed missions. You will get to discover all the rules along the missions.
- 19 miniatures, each one representing one fighter:
  - 1 White Stars combat strider (called a Fire Toad), equipped with two light laser cannons;
  - 9 White Stars elite soldiers, the steel troopers:
    - 5 soldiers with laser rifle and combat knife,
    - 2 soldier leaders with laser rifle and combat knife,
    - 2 soldiers with missile launcher;
  - 1 Therian combat strider (called a Wraith golgoth), equipped with a medium sonic cannon and a medium nucleus cannon;
  - 8 Therian elite soldiers, the storm golems:
    - 4 soldiers with nanoblaster and reaper blades,
    - 2 soldier leaders with nanoblaster and reaper blades,
    - 2 soldiers with sonic gun;
- 9 cards;
- The accessories needed to play;
- 10 terrain elements.



# ESSENTIAL RULES

Henry, a cadet at the White Stars war academy, was reading the instruction manual with almost religious fervor. His first day had been rich in theoretical teachings and the patriotic flame was burning bright in his heart. He was proud to be in the army and to have been called upon to defend his country, his planet and his ideals.

He was so engrossed that he had not seen Douglas, a veteran, looking at him. The latter had once shared the same passion when he was the same age. The years and the wars had marked his face but, in his grey eyes, there still glistened the exact same gleam. However, the enthusiasm had turned to implacable determination.

Douglas walked over and sat next to Henry clearing his throat. He started the conversation without even looking at him.

"We are going to put you through hell, you know that?"

Surprised, Henry closed his manual and left it on his knees.

"Well, yes I know, but it's for our own good. For everyone's good. The drill instructors will teach us to fight and blast the enemy."

"You could see it that way", answered Douglas with a smile. "They are mainly going to teach you to stay alive and not to think too much."

"You must follow the orders, trust your officers and your comrades. It's written in the manual, page 2."

"Oh yeah the manual. The theory. Cadets, no matter if they are privates or officers, give too much importance to theory and rules."

"Only a disciplined army can lay claim to victory, don't they say?"

"Yeah. But war doesn't simply obey some set of rules fixed by a bunch of pencil pushers locked up nice and safe inside their offices. It obeys first and foremost a spirit, its own spirit. The spirit of war. You won't find that in your book and yet you are going to learn about it very soon. There is the reason why they've left you a blank page in the manual: it's for the smart guys like you to write the end."



Able-Tango-Zulu 183<sup>d</sup>. Danocles . AT-43

## GAMING MATERIAL

*You will never have too much ammo.*

– International saying

### The accessories

To play AT-43, you will need:

- A tape measure;
  - Six sided dice;
  - The template;
  - Terrain elements and/or a gaming poster;
- And enough AT 43 miniatures to create your company!

To help with some rules (combat drills), markers can be downloaded from [www.at-43.com](http://www.at-43.com).

### The dice

Most actions, such as shooting or close combat, are simulated by dice rolls. A die showing a result greater than or equal to the number required is a success; a die showing a lower result is a failure.

**Example:** For the shooting test of a unit composed of four soldiers all equipped with single shot weapons, the player will roll four dice. Each of these dice will represent one fired projectile. Each result is used to determine if a projectile reaches its target.

The red dragon  indicates the  side.

### The template

The circular template is marked with concentric circles every 1 cm. It is used among other things to measure the effective range for area of effect weapons (grenades, etc.)

### The battlefield

The game takes place on a game surface representing a battlefield. Its size is not important but its limits must be clearly defined. It is recommended to use at least a few terrain elements (containers, low walls, hills, trees, etc.). It is notably possible to play on illustrated game surfaces, representing locations from the universe of AT-43.



### The tape measure

In AT-43, distances are measured using a tape measure. The ruler is marked in two different ways:

- The **ranges** are used to determine the difficulty of the shooting tests. The graduation marks out 10 cm long zones. Any miniature whose base edge is exactly in between two zones is considered in the zone closest to "0"!
- The **graduation** in centimeters is used to measure all other distances.



# THE MINIATURES

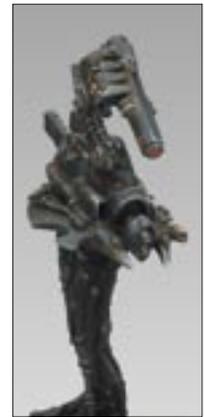
*"You're finished playing around now, you've joined the big boys. Better than that: you've been selected to join the Able-Zulu unit. The first and the last, the beginning and the end, apocalypse in a nutshell. Exactly nine days ago your seat at the table was Rico's, a matchless artillery artist, a demolition virtuoso. Hard cheese, we lost Rico on the Therian factory world, sliced in two by the reaper blades of a morphos. You're replacing the irreplaceable. I can only hope for your sake that you're up to the task."*

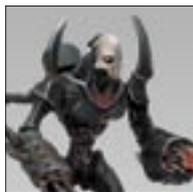
*– Lieutenant J. Priest*

The AT-43 miniatures are boxes designed for a better handling of the game and of its rules.

- *Accessory Boxes* contain terrain elements or the gaming accessories (dice, template, etc.) presented previously;
- *Unit Boxes* contain a group of soldiers or armored fighting vehicles ready to play using the game rules;
- *Attachment Boxes* contain specific fighters to add to the *Unit Boxes*;
- *Hero Boxes* contain the most famous soldiers in the universe of AT-43, those who will decide the future of this sci-fi universe.

There are two **categories** of fighters: infantry and armored fighting vehicles. It is important to distinguish them as certain rules only apply to one or the other.





## HOW TO USE THIS BOOK?

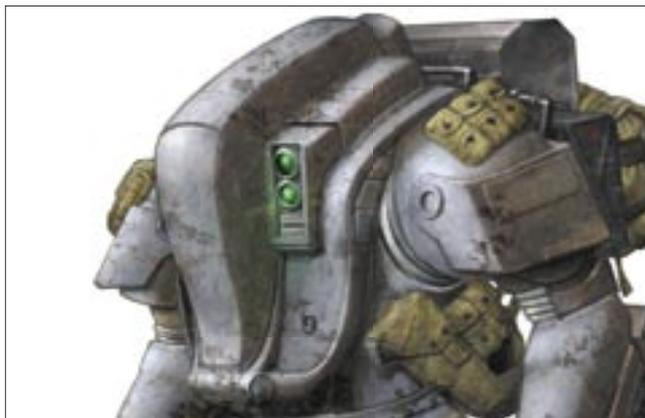
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From this chapter, the book is divided into two large sections, followed by appendixes.

- The first part presents the history of Ava and the four armies at war forty three years after the Trauma. For instance, it introduces, for each side, factions that will be developed in the Army Books.

- The second part details all the game rules. This section goes back over the principles mentioned in this chapter. There is notably a section dedicated to each game phase. All the rules are gathered into themed chapters – shooting, close combat, etc. This second part also offers six exclusive missions usable with any AT-43 army.

- The appendixes offer a glossary of game terms, as well as gaming aids to help use the rules in-game. They also contain exclusive information from the Army Books for the U.N.A. and for the Therians.





Universe



# Recent history

## AVA, A DIVIDED WORLD

### Revolutsya!

When the Therians landed on Ava, what they found was pretty unusual to them. This world had not been ruined by pollution and the excessive exploitation of its natural resources. Their arrival constituted such a threat that it was going to unite, for a time, two implacable and overarmed arch enemies.

Twelve years before the Trauma, the history of Ava was heading towards a world state or even an interplanetary state with a single government, which had successfully started the colonization of space. Mankind had already established itself in various stellar systems where it was building the foundations of an interstellar empire based on the power of money and the ruthless exploitation of hopeful pioneers.

Hades was one of those colonies. A young world, still in formation, a true hell of lava and raining cinder with a barely breathable atmosphere. Its exceptional mineral riches soon drew the attention of

the U.N. heavy industries, notably armament companies. The white collars lived in decadent luxury, feeding on the blood and sweat of the working masses.

A protest movement was born among the workers and spread quickly. It was savagely repressed, to protect the vested interests at stake on this cruel world. These events sparked unavoidable and ever more violent revolts, giving rise to a new ideology, a brand new form of social organization: collectivism.

The workers designed a government system which would centralize all resources in order to distribute them fairly. This organization worked marvels and even managed to convince part of the military forces in charge of the protection of the planet. They, in turn, spread the revolutionary word among the orbital garrisons.

A huge revolutionary movement launched a full scale offensive. The fighting was violent but over soon, since the government in place had little to no support and knew it was fighting to the death. By BT-12, the fall of Hades and the victory of the revolutionary fighters was complete.





The U.N.A. could not let such an offence go unpunished and the resources of Hades were way too important to let go of them so easily.

The Hades counter-offensive ended in total disaster for the White Stars. They were soon shoved back, after suffering heavy losses without managing even to dent the rebels' defenses.

This great revolutionary victory gave the final push to the movement, accelerating its expansion. Many colonies of Ava joined the revolution to evade the economic exploitation instated by the U.N.A.

### The revolutionary war

The revolutionary war, which led to the Hades counter-offensive, boosted technological research on both sides. Space exploration was developed thanks to the army, as it demanded ever faster and more resilient spaceships with ever more destructive weapons with increasingly longer ranges.

Contact was established with several non-human species, who refused to enter into the ideological struggles which did not concern them and that they did not understand.

The war front was stabilized: some colonies became new states and they were integrated into the U.N.A. in a move to avoid further uprisings for fear they would lose them to the Red Blok like on Hades. The latter got the opportunity to build their ideal society dreamt by the workers of Hades.

Both factions reinforced their positions and launched wide operations, aiming to destroy the enemy's ideology. On the field of propaganda, the Red Blok revealed itself once again quicker and more efficient than the U.N.A., maybe because it offered a new alternative to an old and obsolete system. Nine years before the Trauma, some of the nations of Ava left the U.N.A. to join the Red Blok; giving birth to Frontline, the Local Collective of Ava.

This dreadful ideological defeat initiated the revolutionary war, a curious conflict of skirmishes and small battles with limited stakes.

The Red Blok avoided any display of brutality in an attempt to consolidate its position on Ava and to demonstrate that U.N. propaganda, which pictured the revolution as a bloodthirsty beast craving to quench its thirst with the sweet blood of the wealthy, was preposterous.

## CHRONOLOGY

**BT-12:** Beginning of the Hadean revolution.

**BT-10:** The Hades counter-offensive fails (White Stars defeat; hurried retreat).

**BT-9:** A number of nations composing the U.N.A. join the Red Blok. Birth of Frontline.

**BT-4:** The morphos fleet is spotted 1.2 ly from Ava.

**BT-3:** The morphos land on the poles of Ava.

**BT-2:** The morphos start their apocalypse machine.

**BT-2 to BT-1:** Cataclysm on Ava.

**BT-0/AT-1:** Beginning of a new calendar.

**AT-1:** Antarctica onslaught (morphos defeat).

**AT-31:** The industrial strikes.

**AT-39:** The year of skirmishes. Numerous limited attacks are launched by the Red Blok.

**AT-39:** The landing of Nowhere (Red Blok defeat).

**AT-40:** Great White Stars maneuvers.

**AT-41:** Battle of Proserpina (Red Blok defeat).

**AT-43:** Operation Damocles is launched.

*BT: Before Trauma*

*AT: After Trauma*

For their part, the U.N.A. were forced to moderate themselves with the whole Red Blok arsenal pointed at their central world, Ava. Of course, the Assembly of the collectives and the official Red Blok capital, Mirograd, are also located on Ava...

But the military core of the Red Blok is located on Kremlin, the powerful fortress orbiting around Hades, way out reach of U.N. armies.



## PEACE AND WAR

### Short reunion

In this context, the Therians landed on Ava forty years ago, selecting isolated areas, notably the poles to set foot on Ava. Their interest was concentrated on ruins that the people of Ava believed to have been built by an ancient and long forgotten civilization. They soon discovered that these vestiges had been in fact created by the Therians using a technology so advanced that mankind was unable to understand its true function. These artifacts revealed their capacities when their masters switched them on.

Apocalyptic storm clouds filled the skies, followed by earthquakes, volcanic eruptions and cataclysmic electromagnetic phenomena. Ava trembled in the embrace of the monstrous forces throwing it off its original orbit, changing its rotation speed and undoubtedly trying to force it to explode like an over-ripe fruit.

Billions of people died. The Red Blok and the U.N.A. hastily agreed on a cease fire and to unit their efforts to fight the Therians.

### The Antarctica onslaught

The Antarctica onslaught, in AT-1, was the peak of this union. In a first move, the Red Blok, which had many heavily equipped troops, cast all its forces into a ruthless battle they were determined to win at all cost.

Hordes of soldiers, supported by countless armored fighting vehicles, collided with the merciless Therian machines. The latter were overwhelmed at first by the volume of the forces deployed by the Red Blok. But soon, the Red Blok suffered such important losses that the offensive eventually lost its momentum, to a point where it was almost stopped by the fierce resistance of the Therian machines.

The White Stars then stepped in. Faster and better equipped, they slammed into the weakest points of the Therian defenses, reaching deep inside the invaders installations.

Two unexpected events gave the victory to the coalition of the forces of Ava.

Suddenly the Therian doom machine stopped, and its masters appeared unable to start it again.



Simultaneously, the Therian overseers saw the White Star forces reach the threshold of their living quarters and got scared. They climbed aboard their ships and rushed back into the depths of space. They left behind them a planet in ruin, billions of dead and many artifacts resulting from a very advanced science, which would deeply change the technology of the Red Blok and the U.N.A. alike.

### Prelude to Damocles

Both sides had suffered far too much to go after the invaders. Therefore, the Therians were not worried and were able to rally to their home system, bearing the news of their failure. The Consensus, their anarchic form of government, decided that the process of transformation of Ava had to be finished and sent one of its factory worlds to repair the therianization machine on Ava.

This time the Therians have taken with them some of their best war specialists in order to secure victory.

Unfortunately for them, the factory world is shipping in its entrails all the dissensions and all the extremisms of Therian society. It is not impossible that the original objective of the Therians will get diluted in factious struggles...

## CHANGING AVA

The Therians' objective is to transform Ava into one of their worlds. Unfortunately for the inhabitants, it means grinding it to its most simple components in order to recompose them into a gigantic machine that will obey all of the Therians' whims. One of the first modifications they apply to any planet they conquer is to synchronize its orbit and rotation speed with their own time referential. Moreover, these changes weaken the planet's crust, opening the way to its complete disintegration.

### No one evades war!

The forty three years that followed this Pyrrhic victory did not seal the dreams of unity mankind could have fostered for when they saw the Revolutionary forces of the Red Blok and the White Stars cooperate.

The first cause of discord concerned the reconstruction of Ava. The Red Blok had suffered most of the damage caused by the Therians. The deaths of the great onslaught and those of the cataclysms had drained the population of Frontline. On their side, the U.N.A., thanks to their late assault based on a few elite forces, walked out of the conflict without having suffered too much damage. The Red Blok presented a broad ecological reconstruction project and launched it. The U.N.A. refused to participate to such a huge task with so little debate.

The second subject they disagreed on was the fate of the apocalyptic machine. The Red Blok wished to purely and simply destroy it. The U.N.A., the other hand, wanted to study how it worked, galvanized by the technological discoveries made from the Therian war machines.

By AT-3, both sides were back to the same situation as five years before. Skirmishes broke out here and there, initiated by the Red Blok.

In AT-31, undercover agents among the workers in the U.N. armament industries launched a great strike movement, wishing to reproduce the conditions which had allowed the up-rising of Hades. Curiously, the M.Ind gave in on almost every claim, choking the flame of rebellion. The Red Blok agents then tried to take control of support strider prototypes developed by the M.Ind: They were all arrested or killed.

In AT-39 a series of unprecedented border incidents were sparked by the Revolutionary forces, with the same lack of success. The White Stars did react, but took no initiative. Seeing in this lack of aggressiveness a sign of weakness, the Red Blok launched several hurried attacks: the outcome was the defeats of Nowhere and Properina.

In both cases, the heroic resistance of the White Stars and the use of new combat striders allowed them to repel the Revolutionary forces with unexpected ease.

The U.N.A. has launched an armament program to produce weapons with exceptional range in order to develop a ground to space defense system. They have gained a decisive lead in the technological race. Why? A small world is quietly heading for Ava. A space anomaly detected by Sentinel, the U.N. surveillance program: The Therians are back.



RED ALERT-1/RED PRIORITY-1/RED ALERT-1/RED PRIORITY -1/RED ALERT-1  
RED ALERT-1/RED PRIORITY-1/RED ALERT-1/RED PRIORITY -1/RED ALERT-1

**TOP SECRET**  
**CENTCOM EYES ONLY**

09:26

JAGDIS: SENTINEL-1

SOURCE: ██████████  
DATE: 03/11/47-34

**DATA**

A high intensity source has been detected by SENTINEL-1. The origin of the emission is a P/I type space anomaly. According to the intensity and the nature of the emission this is a RED ALERT-1/RED PRIORITY-1/class THERIAN signal

**ANALYSIS**

The source of the emission has been analyzed and the following data has been established:

- The object is an artificial sphere the size of a type A planet;
- The speed and the trajectory of the planet will bring it within 500 000 km of Ava under 157 783x10.6 seconds (approximately 5 years) if it maintains its speed;
- The object is being thrust by an unknown and/or undetectable method;
- The object voluntarily conceals its energetic emissions and is approaching in stealth mode;
- The object is a Therian machine.

**CONCLUSION**  
None.

**RECOMMENDATIONS**

Set up a recon and interception force to explore the machine and stop it by all necessary means.  
Apply battle plan D "Operation Damocles".



ALL SEEING EYE  
SENTINEL PROGRAM

T.S. HAYRON  
SECURITY COUNCIL  
ASE SPACE WATCH OPT.

**TOP SECRET**

TOM  
6:30

Holon

I cannot make anything out of this signal, neither can my advisors. I can only lead you one conclusion. First of all, this is a complex machine and a big one too. It is about the size of Ava. It is an artificial planet and it is heading straight for us. I do as usual to tell you how varying this perspective is. Then there is the high energy emission which betrayed the presence of this wandering planet. It was not an accident. We scrutinized its surface, there is no trace of any kind of collision or explosion powerful enough to justify what SENTINEL-1 picked up. We can only conclude that the complex have voluntarily signaled their presence.

Of course we have considered the possibility of a random emission. The probability of that emission being central to SENTINEL-1, from such a distance? They are close to null. But why are they taking the caution of approaching us their loss to suddenly were at all? In definition, we do not understand. So here are the security council's recommendations.

Recent history  
24  
Universe



Arch  
of compro  
tion!"

President Ar  
27-01 to 27-02

November 15th AT-43

# UNION: ARE THEY ALL TRAITORS



C. RICARDO



T. SUNNY

## Two representatives of the Interest Group for the Defense of Citizens (liberal centrist) suspected of high treason!

Yesterday, two representatives of Union have sparked a true uproar during the vote concerning the budget of the fleet, when they mentioned a truce offer coming from the Red Blok. The two men, **C. Ricardo** and **T. Sunny**, have admitted before the entire assembly that they have been, for several weeks, in close contact with the emissaries of the collectivist enemy, supposedly to define the conditions of a cease fire, or even a truce.

The sheer idea of any kind of agreement, with the revolutionary vermin can only sicken the hearts of true U.N. patriots. No truce will ever

be possible before the freedom forces have secured victory over collectivist tyranny! CentCom specialists have provided a unanimous analysis of the Red Blok offer. Not only are the terms of this revolutionary emissaries have, with extraordinary boldness, displayed knowledge of some top-secret projects, meaning that the highest spheres of State power might have been infiltrated by enemy agents. These blackmailers obviously wished to weigh on our President's decision by revealing the extent of their duplicity.

What a misjudgment of President Archer! With her usual outspokenness the President has firmly rejected the idea of a truce. In the meantime, CentCom has requested tighter control of the civilian population by the army to prevent any other kind of gross manipulation. The Red Blok is definitely a twisted opponent, used to cheap blows. The up coming scandal is sure to durably weaken the influence of Union in the assembly. Several representatives of the majority have called for Messes Ricardo and Sunny's immunity to be cancelled, in order to

allow a competent court of justice to investigate on their implication in a crime of high treason. No matter if it was sheer thoughtlessness or even a true will to harm, we can already be sure that the two representatives implicated in this shameful affair have put an end to their political career.

SOON IN THEATERS : *Munchy goes to war*  
an animated masterpiece by 'Walk Disney'





# Ava Daily

LES DERNIÈRES NOUVELLES DE LA PLANÈTE MYSTIC ET DES COLONIES

*If no one escapes war,  
no scoop escapes us!*



Because we are living an exciting era,  
because our world and its colonies  
are facing their greatest challenge...

The *Ava Daily* presents its special editions.

Month after month, you will find complete reports  
concerning the advance of our brave soldiers  
out there on the frontline.




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And for the kids, *the little trooper's guide*  
with Munchy Munch!



OBJ. SOURCE: REPORT #120133.  
Att. G.

Space construction stations located in 14 and 15 are entirely abandoned the maintenance of the civilian fleet and reported their activities on the two White Stars arsenals. Unfortunately it was impossible to prosecute the main arsenal, on 14, but the reconnaissance carried out in the secondary installation located in space station 15 have allowed us to establish the fact that two rapid battle cruisers are being built and that three more are being modified for the transportation of reinforced troops.

**TOP SECRET**



Dear Vladimir,

ALPHA-6

... owes a lot to your agent, Gregor \*\*\*\*\* but the defense of the nation requires more from him. We believe that the preparations you have mentioned are linked to the setting up of a large scale operation, reported by several other agents: Operation Damocles.

According to our analysis, this operation will mobilize at least eight light cruisers with extended transportation capacities. It seems, considering the great maneuvers operated in AT-41, that the White Stars have entered reinforced training and selection mode in order to define the components of a swift and powerful space to ground assault force, most probably including at least four mechanized infantry battalions. No revolutionary target could justify the concentration of this kind of troops. This strike force is way too limited to consider capturing main strategic objectives. It is also too significant to justify its deployment on a secondary operation field.

Besides, the development on a new generation of defensive/offensive weapons intended for ground to space or space to space combat can only bring us to a single conclusion. The surveillance system, set up by the U.N.A. during their great "space prospecting campaign" in AT-8, must have picked up a threat in the depth of space. There can be only one kind of threat coming from that direction: I certainly do not need to explain what it is.

The U.N.A. are about to send a concentrated and powerful force against a morphos machine to, undoubtedly, take control of it. No other reason could justify the presence of infantry in such an expeditionary force. I would recommend, as a consequence, we set up our own intervention force, built around our heavier battleships.

We will only have to follow the U.N. ships to discover the target of their attack. In the meantime, we request that you order your agent to do everything necessary to get admitted in the White Stars intervention force, to benefit from a reliable intelligence source.

Does it seem possible? Do you believe you could manage it?

Yours,

M. Kulikova,  
Commissary assigned to exterior surveillance.  
Redint

INTERNAL  
COMMUNICATION /  
PRIORITY  
ALPHA-6

INTERNAL  
COMMUNICATION  
PRIORITY  
ALPHA-6

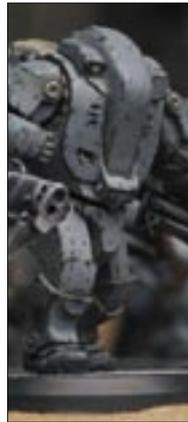


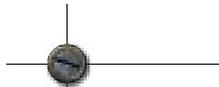


U.N.A.

28

Universe





## **"WE AIN'T LUCKY BASTARDS. WE'RE JUST THE BEST!"**

*The United Nations of Ava are leading humanity on the road to progress, success and prosperity.*

The U.N.A. have merged to become a powerful political entity in the fratricidal struggle against the Red Block dictatorship. Their unity has been forged in the fire of the morphos invasion and has been tempered in the freezing depths of space, where the invader is assembling its deadly machines.

Three factions provide all that is necessary to defend the United Nations of Ava's righteous claims to superiority.

- **Central Command** leads the White Stars armies and takes them to victory.

- **The Military-Industrial Complex** equips the glorious U.N. soldiers with the latest and most powerful combat technologies.

- **Union**, nicknamed **Syndicate** by its enemies, gathers the corps of defenders of order and freedom who demonstrate the splendor of U.N ideals across the universe.



To be a U.N.A. citizen is to join the defenders of Good to be part of the most advanced human power.

To join the White Stars is to become the invincible guardian of this philosophy.

Equipped with the latest human technologic achievements, the White Stars demonstrate a little more every day that freedom is their greatest weapon.

## CENTRAL-COMMAND (CENTCOM)

### Command!

To co-ordinate, equip and train the best army serving Humanity to lead it to victory is the mission of Central Command. Under its guidance, the U.N.A. have chosen to select only the best soldiers and best material... CentCom is a victory machine and she's running full throttle!

### Organization

General headquarters, police force: intelligence services, CentCom is a gigantic tentacular organization, harboring all sorts of different beliefs. CentCom gets the best out of everyone: motivation for power, boundless ambition, defense of higher ideals. For every will there is a use, to help in the building of the unflinching U.N. war machine.

### Troops

CentCom has built the best army upon a simple belief: "Better is better!" CentCom only trains elite troops: *steel trooper, wing trooper, shock trooper...* Central Command works with the best of U.N. technology: laser rifles, steel TacArms, Fire Toad combat striders. "Better is better!", that's all.



## MILITARY-INDUSTRIAL COMPLEX (M.IND)

### Produce!

More weapons, more machines, more equipment, and ever more efficiency: the Military-Industrial Complex was created to support the war effort.

Within its gigantic factories, the M.Ind manufactures the weapons and equipment which gives the White Stars, the armed forces of the U.N.A., the means to remain on top of military efficiency.

### Organization

The M.Ind gathers all sorts of industry leaders, scientists and military alike. To the White Stars, the M.Ind provides the material and the technological edge. To the U.N. civil population, it brings prosperity and professional success. The meeting of industrial, scientific and military interests constitutes the driving force of the U.N. economy.

### Troops

The M.Ind exploits to the maximum what makes its superiority: machines. They do not hesitate to field ultra-heavy combat strider prototypes such as the Fire crawlers, but also the latest armored weapon systems such as the steel TacArm, and the most advanced laser rifles such as the LR39. In the hands of the White Stars of the M.Ind, this equipment does wonders!



## UNION (SYNDICATE)

### Manage!

The dozens of billions of U.N.A. citizens bloom under the benevolent supervision of Union's institutions, also known as Syndicate. To traitors, spies and half-

hearted, Syndicate brings quick and unforgiving justice. To honest and enthusiastic citizens, Union, the guardian of U.N. values, offers the U.N. *way of life*, simply the best way to live.

### Organization

Union gathers all the civilian institutions of the U.N.A. into a homogenous structure in charge of managing the war effort, the fight against crime, providing safe and independent information. In the many civil and military services which constitute Syndicate, the U.N. way of life is enhanced, guaranteed and zealously defended.

### Troops

To make up its armed forces Union relies on enthusiastic volunteers from the billions of heroic citizens who make up the U.N. population. Its troops are many and powerful. They combine the universally renowned professionalism of the White Star soldier with the unflinching patriotism of enrolled volunteers.





## WHAT ARE THE WHITE STARS FIGHTING FOR?

---

There is no easy answer to this question. Political analysts on Ava have built very complex sociological theories, which explain that the U.N.A.'s ever increasing need for raw material has led them to the creation of a carefully planned propaganda in order to create obedient and devout soldiers. These theories imply that democracy relies on deceit and that the government must persuade its citizens that the war is morally justified.

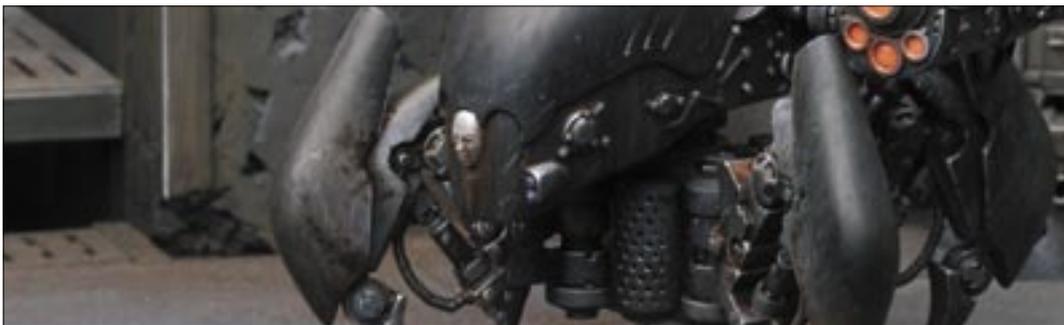
These analysts might have discovered the mechanisms governing the decision makers, but they have not understood what really motivates the average White Stars soldier to put on his uniform, shoulder his gear and take his place aboard the ship to battle: the White Stars fight for justice, freedom and for the Avans!

When they land on a planet, it is to save its citizens. When they attack the factory world, they are protecting Ava. Each White Stars soldier is convinced that his actions are intended to improve the galaxy and that he is working for everyone's best.

Of course, the atrocities of war leave dents in these ideals and tend to loosen this determination. Nevertheless, most of the White Stars fight to keep the precious spark of humanity alive. They are rarely deceived by the compromises of politics, but it does not alter their individual commitment. It shall never alter their individual commitment. They are perfectly aware that killing is not right and they are never happy when they have to do it.

Regarding these motivations, some joke about the White Stars and their naivety, when it is in fact idealism. The White Stars believe, like many other U.N. citizens, that it is possible to build a better world. This optimism and their will to share it is the foundation upon which U.N. society stands: a dynamic society looking to the future.







> Designating the target!  
*Arm, leveled! Weapon, generate projectile and fire! //*

The therians are the almighty craftsmen of a better universe, a universe organized and bent to their will. They have dedicated themselves to an extraordinary mission: each star, each planet must be transformed, remodeled.

The therians' abilities are infinite and their technology is all-powerful. All the resources in the universe could only offer a very temporary resistance against their will.

Three philosophical paths guide the prodigious therian project:

- **The Cyphers** take care of the proper functioning of the doom devices, which are used to transform conquered stellar systems into therian heaven.

- **The Warriors** have developed a taste for combat along the countless battles fought against the combined forces of the universe. They lead the troops to victory.

- **The Web Striders** are secretly searching for the conscience they believe lies deep inside the marvelous therian machines. One day the machines will give birth to a new algorithmical lifeform.

All Therians are united by the therian dream; they all seek to wipe away the pathetic opposition of the short-sighted creatures opposing them. The confrontation between the therians, supported by their powerful technology, and the primitive animals challenging them can only end in a bloodbath.

The passage of time is the therians' ally because the future is on their side.



## CYPHERS

"Technology is our plan!"

Mastering technology means mastering the great project. It means leading the therians towards the bright future that they are building.

The cyphers design and adapt the therianisation devices to all solar systems. They are the ones fine-tuning the merciless therian extermination machines. They are the masters of the energy & matter & information grid, which distributes resources to their people.

### Organization

The cyphers are engineers and technicians.

They live at the heart of the EMI grid surrounded by colossal machines. They are the masters of their species until their plans are realized.

Their unrivalled mastery of therian technology gives them godlike powers.

### Troops

Why risk a priceless life when highly intelligent machines can exterminate minor nuisances such as the creatures who dare to challenge them? The cyphers send hosts of autonomous attack systems so that they can thoroughly concentrate on the project.

## WARRIORS

"Combat is the ultimate frontier"

War weighs on the soul and transcends those who give in to it. Victory or defeat is meaningless when you have access to therian technological resources.

But diving into a whirlpool of hazard, risking one's life in the insanity of combat...

Only then can everyone be equal and judged.

### Organization

The warriors walk among the war machines of the cyphers and lead them in combat. They channel the wonderful resources of the EMI grid and coordinate the autonomous attack systems. At the core of the battle, they resemble the warrior gods worshipped by the primitive creatures bold enough to stand before them.



## Troops

The warriors wield therian resources with great mastery. Sonic weapons, reaper blades, type 1, type 2 frames and all the other tools available are transcended by the skills of these power-hubs. But their true force is mainly revealed by their personal involvement in combat. Thanks to their bodies transformed into machines of destruction, they personally spread fear and enjoy dealing death in person!



## WEB STRIDERS

"We serve the machine who serve us in return"

Concealed in the therian technological maze, a higher life form free of any kind of biological deficiency is coming to life. Hidden among the therians, the web striders await the signs announcing the coming of this supreme consciousness. The servants will become the masters, the masters will become the servants; and the web striders are the heralds of this new order!

### Organization

Roving at the core of therian civilization, the web striders are relentlessly looking for traces of the mechanical gods. They are exhuming long lost knowledge which had been buried in the entrails of the grid. They are discovering and developing their empathy with the machines.

### Troops

The web striders use autonomous attack systems modified to suit their needs: more intelligent, more independent and capable of benefiting from the exceptional channeling skills of the web striders. Therian tools become the key to victory in their expert hands.



## THE THERIAN CONSENSUS

The Therians do not have any kind of government. Instead, they have created a curious concept upon which their society is based: the consensus.

The Therian consensus is a method of organization, which can be roughly described as a massive conversation open to all. Each decision is submitted to the approval of all the Therians, each one of them being able to express his objections, offer solutions or argue the subjects' relevancy. This process is called "consensus": once all the Therians who have taken interest in the subject have given their consent, or once all its detractors have finished making themselves heard, the decision is made.

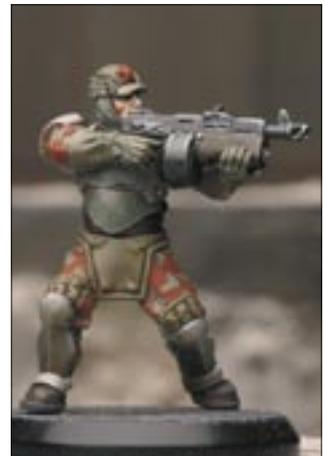
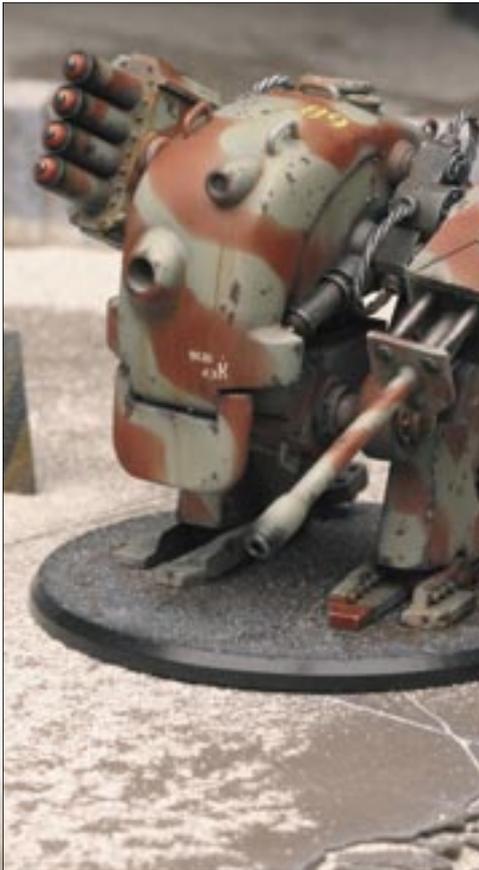
## TECHNOLOGICAL ANARCHY

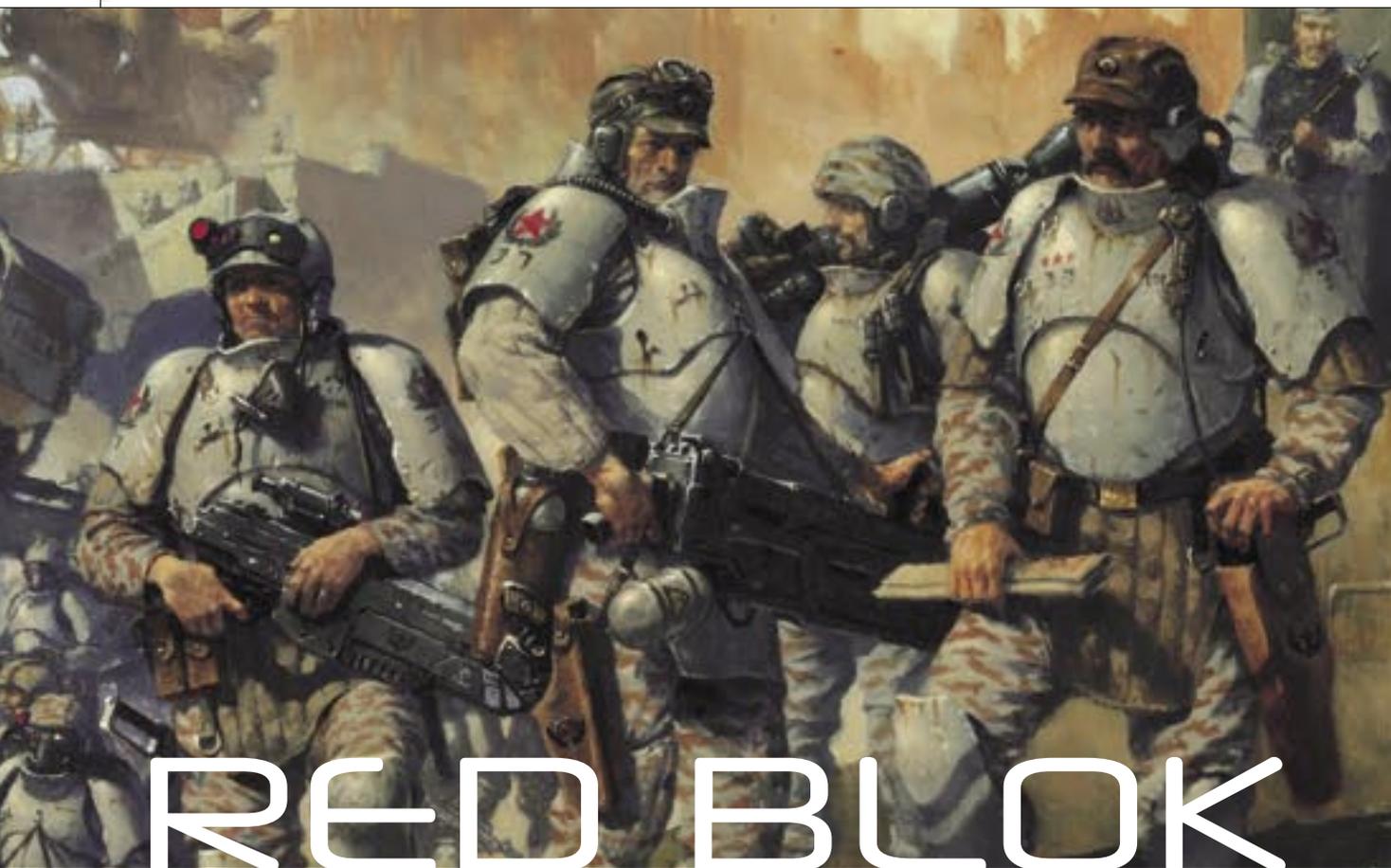
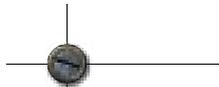
Without the extraordinary Therian information and communication technologies, the consensus would be an absolutely inefficient management system. The delays needed before coming to an understanding would paralyze the whole of society. However, thanks to the EMI grid, even the most complex issues, involving hundreds of millions of Therians, are resolved within a few seconds: the time needed for a few billions of exchanges to take place in the first section of the EMI grid and for all the contributors to come to an agreement or get tired of the debate.

Besides, participation to the consensus is not compulsory: in most cases, none of the Therians is ever interested by the question submitted to the consensus' approval. It is then expert systems, artificial intelligences specialized in accomplishing a given task, that take care of sorting the question out and performing the task.

On some rare occasions, the consensus makes statements on a subject with some interest for a limited number of therians. Thus, for instance, the advance and the issues of /rep. trans\_sys.10024 (better known as damocles) have but little interest for anyone except its passengers. The rest of the therian civilization has hardly any concern in the future of a mobile therianisation system sent toward some obscure planet in a distant galaxy.







*"So comrades, come rally  
And the last fight let us face  
The Intersidereal unites the human race."*

Faced with the reactionary forces of interstellar decadence, there is only one alternative to put mankind back on the tracks of bliss: the Red Blok.

The Red Blok's revolution is the first step towards justice, equity and unity.

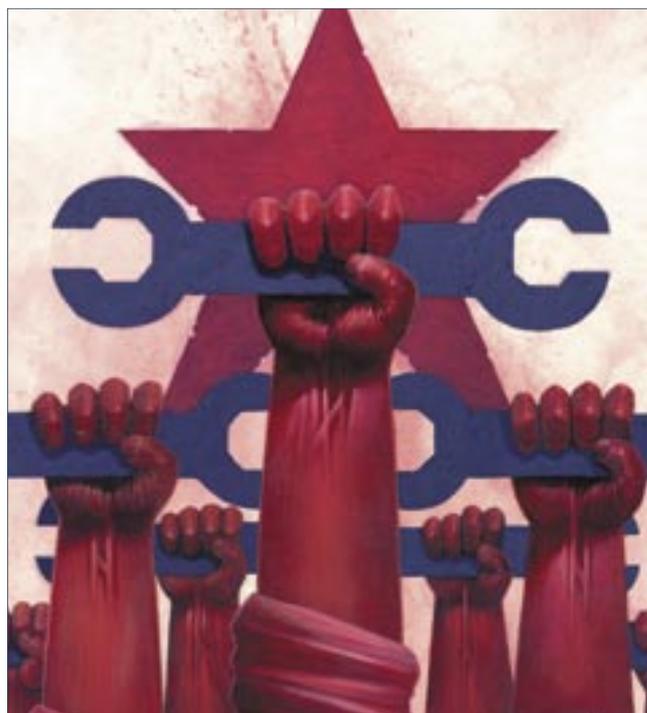
The great revolutionary march began more than a hundred years ago, and nothing has ever been able to stop it, neither the insane stubbornness of the U.N.A., nor the inhumane violence of the morphos.

Three collectives, three factions, are leading the Red Blok citizens on the glorious path of revolution.

- **Supra**, directs the State and monitors exterior enemies, while guiding the minds thanks to the collectivist propaganda machine.

- **The ARC, the Army of Revolutionary Collectives**, organizes the State and guards it against its internal and exterior enemies.

- Finally the **Local Collective of Ava, Frontline**, demonstrates the superiority of revolutionary ideals everyday through its economical and social success; and with its countless scientific discoveries.



The Red Blok needs all the valiant hearts available to fight for its higher ideals: the revolution is on its way!

Join the Red Blok and defend the glorious future of humanity!

## SUPRA

### The heart of the revolution

An iron hand in a velvet glove, Supra governs the Red Blok.

This great revolutionary beacon enlightens the consciences of the oppressed to lead them towards collectivist bliss. The supremely trained agents of Supra are everywhere... Right behind every counter-revolutionary and on the worlds that chose to remain blind to the bright light of collectivist paradise; Supra is there to defend the ideals of the revolution!

### Organization

A combination of government center, propaganda body and intelligence service, Supra is the vital core of the Red Blok, a revolutionary concentrate of the most ardent defenders of the cause. Only excellence can open the doors to Supra, as Supra must embody the supreme purpose of the revolution!

### Troops

Supra chooses the most ardent revolutionaries and makes them the cold-hearted instrument of the peoples will. Its spies and assassins fill the hearts of the Red Blok's enemies with doubt and fear. Its agents and elite troops sternly defend morals of the revolution!



## THE ARMY OF THE REVOLUTIONARY COLLECTIVES (ARC)

### The unfailing arm of the revolution

Each Red Blok citizen is evaluated and then integrated to the collectives by the ARC.

Huge numbers of workers experience bliss through efficiency. The most deserving join the Revolutionary forces of the ARC and take the revolutionary ideals to the battle lines. The enthusiasm of Red Blok citizens is their most powerful weapon. The ARC is there to channel it.



### Organization

The ARC is in charge of the well-being of the people and organizes the military defense of the Red Blok. The revolutionary police of the ARC take care of the citizens by making sure they get the appropriate treatment when they stray from the collectivist norm. The Revolutionary forces of the ARC crush the many enemies of the Red Blok in the name of the revolution.

### Troops

The Army of Revolutionary Collectives controls the Revolutionary forces, the Red Blok's army. Symbols of the Red Blok's superiority, heavy combat striders such as the Kossak or the Dotch Yaga sow fear and harvest death among the enemies of the revolution, bringing pride and confidence to the collectivist armies!

## THE LOCAL COLLECTIVE OF AVA (FRONTLINE)



### The brain behind the revolution

Incarnation of the Red Blok, Frontline is the shining symbol of the glorious future of revolutionary humanity!

At the very forefront of the ideological war, the Local Collective of Ava, called Frontline, runs the paradise the Red Blok is developing on Ava. Frontline is a model of economic and social success, giving Ava a foretaste of collectivist bliss.

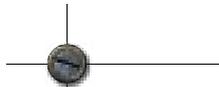
### Organization

Frontline is the local collective in charge of Ava. It is in its factories, in its offices that the future of humanity is being built day after day. Onboard space station Tavarich, the greatest Red Blok university complex is developing the technologies of tomorrow.

### Troops

Frontline uses revolutionary weapons: technologies developed in the laboratories of space station Tavarich. Mounted upon combat striders, the icons of the revolution, these weapons provide crushing superiority, just like the revolutionary ideals behind them!





## COLLECTIVISM

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The revolutionary society of the Red Blok is organized into collectives, groups of people sharing the same interest or the same goals. Among these collectives, the resources are held in common and shared according to the needs of each individual...and those of the community. In accordance with this, the members of a collective do not get to choose who joins them. It is the Red Blok, and more specifically the ARC, which designates the candidates to make sure each collective is as efficient as possible. And again, these collectives must fit inside the global collective formed by the Red Blok!

There are two types of collectives. The local collectives manage the everyday lives of entire regions, or even planets. They are in charge of the rational organization of their members' lives: energy distribution, waste collection, etc. On the other hand, the central collectives manage a particularly complex aspect concerning the Red Blok as a whole: commanding its army or deciding its political direction, for instance.

All the collectives, local and central alike, send a representative to the Assembly of collectives. The Assembly of collectives then elects the supreme collective, Supra, which will be in charge of defining the great political and ideological orientations of the Red Blok.

## BEING COLLECTIVIST

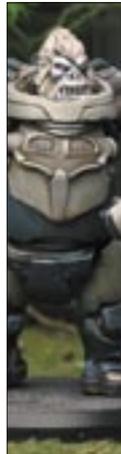
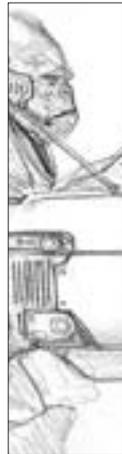
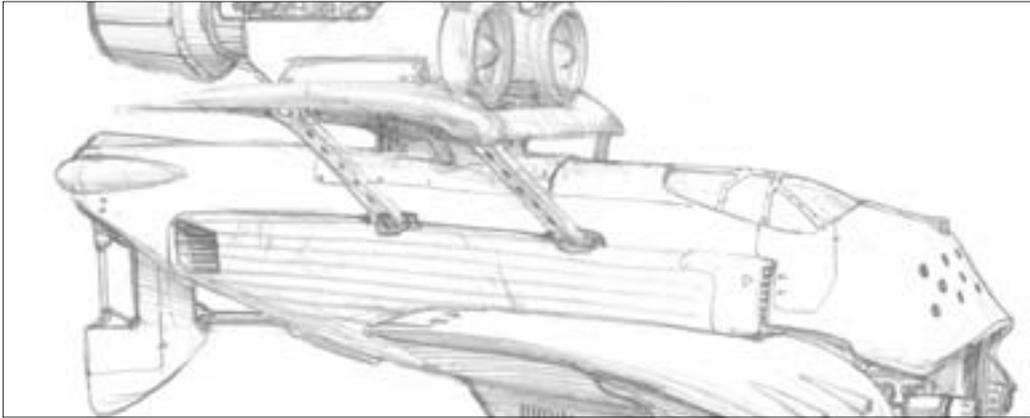
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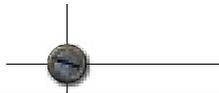
The Red Blok defends a system, which favors the collective: in this system, the individual is only worth something as long as he is integrated to the system.

The Red Blok therefore tries to determine the exact objective value of everyone and does so through a great many genetic, physical and intellectual tests. These tests determine the aptitude of each individual, this information is then used to determine for which function he will be most efficient. In fact, among the Red Blok efficiency is very important.

An efficient individual is a useful individual; a useful individual is a happy individual. And a fulfilled individual is even more efficient...







*"Remembrance, learning, revelation.  
Past, present, future."*

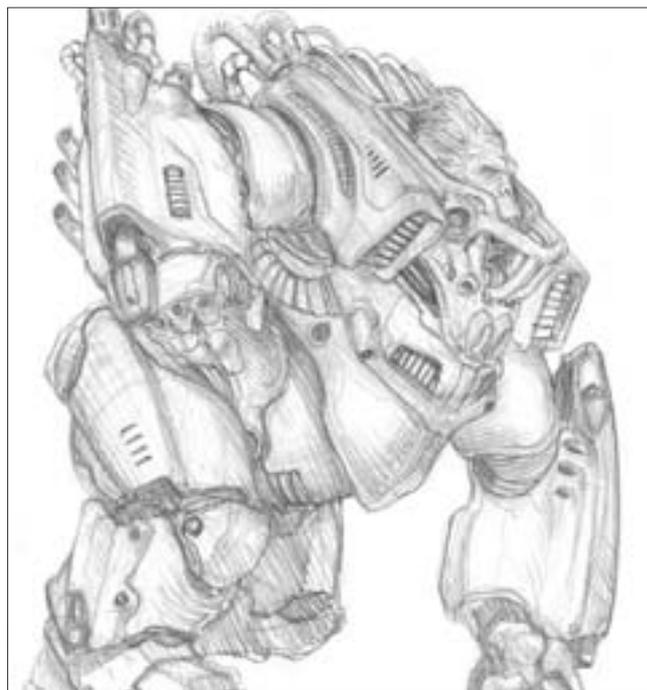
The Karmans, wise warriors on a quest for freedom and peace, have decided to march into battle as war spreads through the universe. They have analyzed the path taken by the cosmos and have seen its future...

In AT-43, Operation Damocles has rushed the universe on a course of war and chaos. The Karmans are fulfilling their fate by choosing to join in: they are the chosen few destined to guide the other races towards victory and wisdom!



Three paths have opened before the Karmans, three factions have formed.

- The wise thinkers of **Libra** want to pay the Karmans' debt to the Therians for the gift of intelligence. They are the defenders of their home world, Karma.
- Somewhere between watching and acting, the arbitrators of **Nova** intervene on any battlefield to enforce the Karman truth.
- Finally, the warriors of the **Flux** have made action their priority as they lead their people to war!



The Karmans have acknowledged their fate. Their philosophy is obviously the best suited to guide the less enlightened races towards fulfillment and wisdom. The time for talking is gone, the Karman warriors shall now take their weapons and use them to impose peace...Or death to those who do not want it!

## LIBRA

### Meditate...

Preserving the purity of Karman philosophy is their duty. This means taking care of paying back the debt owed to the Therians, even if it means fighting against them!

Their meditation keeps leading them to the same answer: war, always. They might be philosophers, but they are still warriors.



### Organization

Libra wisely leads Karman society. Its armed forces are, under the orders of the philosophers, in charge of keeping the peace of their home world. Yet Operation Damocles has revealed that time had come to pay back their debt to the Therians. These warriors have embarked in massive numbers for the factory world!

### Troops

Libra defends the wild and untamed nature of the Karmans. This faction prefers life to machines and relies most on the powerful gorilleros and on the best warriors of their species, the wendigos. They use light and medium vehicles such as the Dirt trikes or heavy armored fighting vehicles called Jungle buggies to support and transport the troops.

## NOVA

### Intervene

The arbitrators of Nova observe the universe and the races developing through it. To those who get lost, they give their advice and deal their sentences. To the others, they give attention and, more rarely, provide assistance. Or should we say used to: Since the human counter-offensive, the wheel of History is out of control and the time for study has run out!



### Organization

Nova groups the Karman adventurers and explorers into a network of assistance and information gathering destined to keep an eye on the course of the universe. Yet sometimes the situation requires direct intervention. The arbitrators of Nova coordinate the operations of the Karman battle fleet in the most remote solar systems.

### Troops

Nova seeks harmony. Its gorilleros and its K-warriors are therefore always supported by powerful units of armored fighting vehicles of all sorts. So whatever the former cannot take care of is handled by the latter and vice versa. Every weapon has its place in the Karmic and military harmony of Nova!

## FLUX

### Take action!



Waiting, the watching, all that is part of the past. To the warriors of Flux it is impossible to reach cosmic fulfillment through contemplation; you need to fight for it! Measuring the consequences and keeping an eye on the aftermath of their actions is not even a secondary motivation anymore. Combat and victory are all that count!

### Organization

The warriors of the Flux have organized into armies and have left for space looking for battlefields where History is being written. They have found one: Damocles, a small artificial planet where the powerful Therians are in trouble against a primitive people. If the Avans can change the course of History, it then means that war can in fact be used as a vector for spiritual elevation!

### Troops

The Flux believes in the machine. This faction uses all the metal it can lay its hands on, with a preference for the heavy and the powerful: the king mammoth, a super heavy tank, for instance. However, the wendigos are not forgotten, as they enjoy their part in the battle using their ZZ-rifle!

## THE CREED OF UNIVERSAL ORDER

The Karmans obey an extremely strict dogma which dictates their every action. It is based on a certain form of fatalism and a sharp understanding of the consequences of any form of action.

The Karmans are convinced that their present life is determined by the actions of their previous life, and that their present actions will influence the life to come. Consequently, they avoid the vain struggle of attempting to bend their lives to suit their will. They know that their lives are already written until their next reincarnation. The Karmans prefer to focus on unveiling the mysteries of fate and act in accordance with it.

However, they do not consider fate as an immovable force. According to their creed, life is ruled by an action/reaction principle similar to the laws governing the universe: the actions of one life trigger reactions in the next.

Steeped in these notions of fate and reincarnation, the Karmans can envision their lives beyond the boundaries of their birth and death. They have built a non-linear understanding of time. The Karman scientists have determined that time was only an illusion created by the mind to facilitate the understanding of the universe and to help organize one's experience of life in a coherent way. It appears that matter, objects and even individuals exist in every possible state simultaneously at some point in the universe. Karmans do not believe in reincarnation, as we understand it. In fact, they believe that they are living all their existences at once, each one influencing the others. It is only in an effort to help them grasp this that their minds sort these various incarnations chronologically.

Aware that each of their actions fit within this complex context, the Karmans make sure they follow the creed of Universal order in their everyday lives. For them, philosophy is not separate from action, to the point where even what they choose to eat has to obey the dogma. Through this discipline the Karmans are seeking to favorably influence each of their existences, to make them evolve simultaneously. If this feat could be realized, it could then be possible to free oneself from the cycle of existences and reach comic fulfillment.



# The rules



Karl Kopinski

# GENERAL RULES



--- Beginning of message ---  
/sender: troop.type/cc2.196-H  
/addressee: Overseer alpha Urash  
/subject: instructions request

Unit.196: Annihilated.  
Survivor: Storm golem H.  
Primary objective: Control of the nanoresource generator (sector 55)/Inapplicable.  
Secondary objective: None.  
Request: Further instructions.  
--- End of message ---

--- Beginning of the message ---  
/sender: Overseer alpha Urash  
/addressee: troop.type/cc2.196-H  
/subject: Further instructions

Primary objective: Protection of the nanoresource generator (sector 55).  
Secondary objective: Extermination of the humans (Priority: Special weapon bearer).  
Combat drill: Take cover.  
Privileged combat mode: Close combat.  
--- End of message ---

This chapter presents the rules essential for any game of AT-43: the resolution of the various tests, the management of damage and the playing of a game.

## MEASURING A DISTANCE

"Anti-tank shell, distance seventy meters, fire!"  
(...)

"Hum... Nice try, a bit short though. If you ever live through this, your little friends out there will want to thank you for sending that one up their rear end."

– Two steel troopers during Operation Damocles.

Distances (in cm and in ranges) are measured with a ruler. Any ruler will do the trick, but the RACKHAM tape measure has been designed for miniatures games and makes measuring range easy.

Distances must be measured from the edge of an element to the edge of another. It can be the edge of a miniature's base or the edge of a terrain element.

For a unit consisting of several miniatures, measurements are taken from the edge of the leader's base. **Unit to unit measurements are done from leader to leader.**



**Important!** It is not allowed to measure a distance **before** declaring an action. The action should be announced first, and only afterwards should the distance be measured.

### NOTION OF CONTACT

Two fighters are considered in contact when there is less than 2.5 cm between their bases.

## UNITS

*"Contaaact!"*

*– Heard on the Therian factory world*

All the fighters in AT-43 are part of **units**. A **unit** is a group of one or more fighters sharing the same **designation**. Once battle is engaged, it is impossible to separate fighters of the same unit.

A unit of several fighters includes a **leader**. This fighter has the same characteristics as the other members of the unit but the miniature is different. He is used as a reference point when measuring distances.



*Leader storm golem*



*Leader steel trooper*

When a leader is eliminated he must be replaced by another fighter in his unit. Pick the closest **standard fighter** to the previous leader, and replace its miniature with the leader's.

A unit must always stay grouped together. It is said to maintain its **cohesion**. To make this possible, two conditions must be respected after the unit has been played:

- All the members of the unit must remain within 10 cm (range 1) of the leader;
- Each member of the unit must stand no more than 2.5 cm away from another.

• **Infantry** includes all the fighters capable of moving by their own means. They are split into two **categories**: *soldiers* and *support units*.

• **Armored fighting vehicles** are piloted machines. They are split into two **categories**: *combat striders* and *vehicles*.

Furthermore, some fighters are given specific roles (heroes, officers, medics, special weapon bearers, etc.). They are called **special fighters**, as opposed to **standard fighters**.



*The cohesion of this unit is respected. All the fighters are within 10 cm of the leader and each one of them is standing no more than 2.5 cm from another member of the unit.*

### Infantry

**Soldiers** and **support units** make up the infantry. Therefore all the rules concerning infantry apply to them.

• **Soldiers** constitute the majority of the troops fighting on the battlefield. Battlesuits are also part of this category. Their Type (see further) indicates the soldiers' role in the army: regular (★), elite (★★) or battlesuit (★★★).

• **Support units** are mostly composed of two kinds of miniatures: *gunners* and the *support weapons* they use (machine gun, mortar, etc.).

## Armored fighting vehicles

**Combat striders** and **vehicles** make up the **armored fighting vehicles**. Therefore all the rules concerning armored fighting vehicles apply to them.



- **Combat striders** are piloted machines that move by “walking”.



- **Vehicles** include all the armored fighting vehicles that are not combat striders.

## Special fighters

The term “special fighter” designates...

- **Support weapons and gunners:** Support weapons are powerful but very cumbersome. These are miniatures of their own with their own base. Gunners are the fighters who operate support weapons. In game terms, support weapons and gunners are considered to be separate fighters.

- **Officers:** Officers are fighters who are experts at leading and motivating troops. They have the same characteristics as the troops in their unit, but they have additional leadership characteristics.

When a unit includes an officer, he also becomes its leader. When he is eliminated, a standard fighter replaces him as leader, but not as officer.

The officers of each army are detailed in the Army Books.

- **Heroes:** Every army has its legendary figures, famous characters that inspire courage in their troops and sow fear in the heart of the enemy. They are usually strategic geniuses or exceptional fighters, sometimes both!

A hero is identified by a proper name on his reference card (see further). When he is a pilot, he comes with two profiles: on foot and aboard his armored fighting vehicle.

The heroes of each army are detailed in the Army Books.

- **Special weapon bearers:** special weapon bearers are equipped with a special weapon (flame thrower, machine gun, etc.). They have access to colossal fire power for soldiers and are generally the opponent’s favorite target. The special weapon bearers of each army are detailed in the Army Books.

- **Specialists:** As you would have guessed from their name, specialists are fighters with a certain expert knowledge. In game, they generate specific effects (medics save lives, mechanics repair armored fighting vehicles, etc.). The specialists of each army are detailed in the Army Books.

**Important!** All soldiers who are not special fighters are considered to be standard fighters.

## MOVING MINIATURES

*“My word, that’s Sergeant Borz! Listen and learn, boy, listen and learn!”*

– Private J. Vaughn

The maximum distance that can be covered depends on the fighters and the movement chosen (see Activation phase).

A movement can be performed in any direction.

Fighters and terrain elements constitute obstacles that need to be walked around. Even a combat strider cannot walk through concrete walls. Throughout a fighter’s movement, his base must be able to pass between all obstacles.

Soldiers do not hinder the movement of other fighters **on their side**, as opposed to enemy infantry who cannot “move through” them.

Getting around obstacles is very easy: let the tape measure wind around the obstacles as you measure your fighter’s movements.

It is possible to end a movement on obstacles (see Using the terrain).

## LINE OF SIGHT AND FIELD OF VIEW

*“This, you see, is an in-built radar. The line going round in circles is the machine’s sensors scanning the area.”*

*“And those little dots moving in on us, there?”*

*“Those, hum...Those mean we’ve got a problem. Fasten your seat belt; this ride is about to get rough.”*

– Sergeant A. Borz and a cadet.

The **soldiers, support units** and **combat striders** of AT-43 can see in all directions, no matter the orientation of the miniatures representing them.

**Vehicles** are often equipped with several weapons manned by independent crew who do not all have the same field of view. The field of view of a vehicle’s weapon is defined in the machine’s description.

Obstacles can prevent a unit from seeing certain opponents. A fighter has a **line of sight** on an element when he can see it.



**When two dimensional terrain is used (a gaming poster for instance),** line of sight is determined by tracing imaginary lines connecting the edges of the fighter’s base to those of the targeted element.

- If at least one line can be traced without encountering any obstacle, the target is visible.

- If all the lines encounter an obstacle, the target is not visible and cannot be targeted.

When a three dimensional terrain is used (a container, a low wall, etc.), adopt the point of view of the acting fighter by placing yourself at the miniature's level to determine if he can or cannot see his target. If he can see it, even partially, he has line of sight; the action is resolved as if the target was visible.

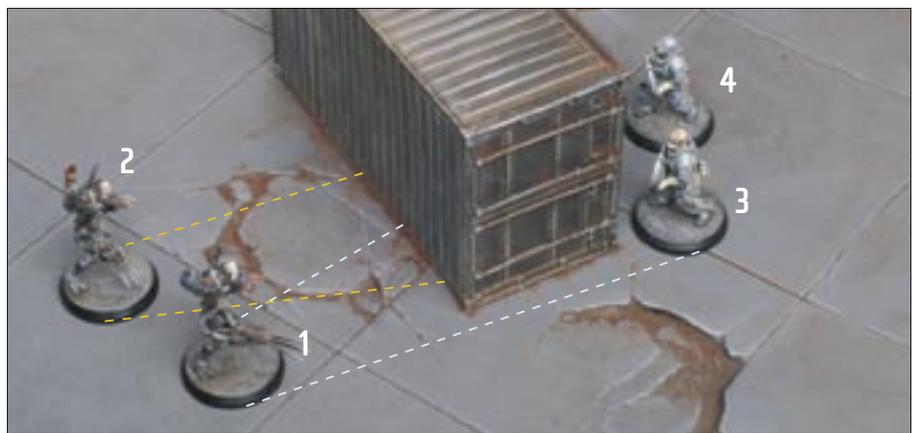
**Important!** Soldiers are an exception to this rule: they never block line of sight.

If the case is debatable, refer to the Size indicated on the reference card. A miniature whose Size is less than or equal to the obstacle's is completely hidden behind it; if its Size is higher by at least one point, it is visible.

*Since the container is higher than the soldiers on either side, storm golem number 2 cannot see either of the two steel troopers. However storm golem number 1 can see steel trooper number 3 but not number 4.*



*Unit 1 has a line of sight on unit 3. Unit 2 is between them; it is composed of soldiers and therefore does not block the line of sight.*



## CARDS

*"We're not leaving you behind, comrade!"*

*"Aaaargh! Hand me a few mags and a grenade, and go. I'll hold them back as long as I can!"*

*"OK, good idea."*

– Example of Red Blok comradeship

The cards provided with AT-43 miniatures indicate the fighters' characteristics and the information required to resolve their actions. Called **reference profiles**, they are also used to identify fighters and their weapons.

**IMPORTANT!** The cards sometimes show the characteristics of several weapons. Special weapons are mentioned under the dotted line. A fighter isn't always equipped with all the weapons mentioned on his card. Refer to the army's dedicated publications to find out the equipment options for the fighters of each army.

**Numbers bonus**  
Number of fighters that can be added to the unit beyond its maximum normal number of fighters.

**Affiliation**  
Fighter's faction.

**Movement**  
Base value used to calculate the distance (in cm) that the fighter can cover.

**Morale**  
The higher the value, the lower the chances are of ending up in rout.

**Protection**  
The higher the value, the harder it is to wound this fighter.

**Combat**  
The higher the value, the harder it is to hit the fighter in close combat.

**Leadership points (LP):**  
Tactical talent of an officer.  
The higher the value, the more orders can be given to units.

**Authority**  
An officer's ability to maintain discipline among his troops.

**Weapons**  
The various range and m  le weapons the fighter can use are mentioned here.

**Accuracy**  
The higher the value, the higher the chances are of hitting an opponent.

**Attack rate/Re-rolls**  
Number of strikes dealt or projectiles fired by a weapon at each test (shooting, combat)/Number of times **all the misses** can be re-rolled.

**Area of effect**  
Surface inside which a weapon with an area of effect inflicts Damage.

**Penetration/Damage**  
Ability of a weapon to pierce through a target's Protection/number of Damage points inflicted on the target when the projectile penetrates its Protection.

### Rank

The presence of this symbol means that the fighter (or the pilot, if it is an armored fighting vehicle) is an officer. The number of chevrons indicates the rank level.

### Designation

The army corps the fighter belongs to. The Rank (sgt., alpha, etc.) is not part of the designation.

### Type

Indicates the fighter's role in his army. This value ranging from 1 to 3, is used when building a company.

### Category

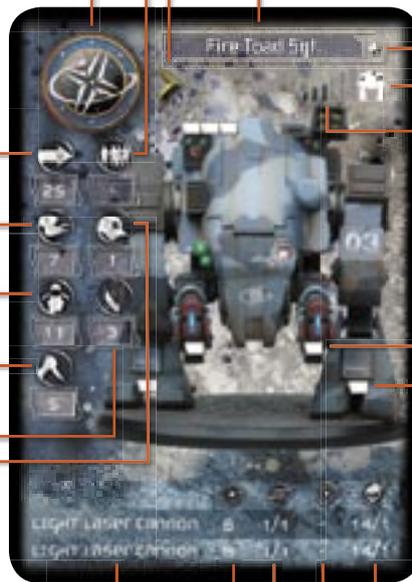
-  Soldiers,
-  support unit,
-  combat strider,
-  or vehicle.

### Size

Size of fighters and terrain elements.

### Structure points (SP)

Each part of an armored fighting vehicle (frame, propulsion and weapons) is given a certain number of Structure points. A part is destroyed when its Structure points are reduced to 0.



## UNIVERSAL TABLE OF RESOLUTION

"What are you doing? You really think you can hit that bane goliath from here with your BB gun?"

"Yeah. Easy."

"Two Munchy-choc bars if you pull it off."

"You're on."

– Two steel troopers

The universal table of resolution is used to determine the success or failure of actions carried out by the fighters of AT-43.

To resolve an action you need to determine its **action value** (generally a characteristic) and its **difficulty**. The descriptions of the various actions show the numbers to use.

You then do the calculation "**action value – difficulty**". The result determines the column to read in the universal resolution table. This column indicates the minimum result required on a die for the action to succeed.



The action is a failure. No need to roll the die.



The action is a success. No need to roll the die.

### Universal table of resolution

.../-6	-5/-4	-3/-2	-1/0/+1	+2/+3	+4/+5	+6/...

**Example:** An action test involves an action value of 4 against a difficulty of 6. The difference is  $4 - 6 = -2$  so the result needed on the die is or more.

## DAMAGE

Aboard his Wraith goliath, Urash was climbing the hill quickly when he met a U.N.A. Fire Toad.

"Protocol A22: Close quarter combat.

Medium nucleus cannon: Not recommended.

Reason: Low attack rate.

Medium sonic cannon: Highly recommended."

Urash issued the order mentally. He immediately felt the requested ammo being loaded. With a single thought, he unleashed a sonic hurricane that hit the U.N.A. strider full blast.

Hitting a fighter is not enough to stop him. You also need to get through his protection.

Players perform a damage test each time a fighter is hit by a close combat attack, a projectile or by any other effect that could possibly wound him. To do this you will need to use the universal table of resolution:

- The **action value** is equal to the Penetration of the weapon used.
- The **difficulty** is equal to the Protection of the target.

For each result greater than or equal to the result needed, Damage points are inflicted to a target. The number of Damage points inflicted is equal to the Damage value of the weapon used.

**Example:** The storm golem unit .096 inflicts six impacts with their reaper blades ( 7) to the steel trooper unit Sierra Bravo ( 5). The Penetration – Protection difference is 2 ( $7 - 5 = 2$ ), so the result needed on the damage test is or more. The damage test is done by rolling one die per impact. The results obtained are , , , , and , meaning four successes.

The reaper blades have a Damage value of 1. So, four steel troopers suffer one damage point each.



### Damage inflicted on infantry

A soldier, gunner or support weapon is eliminated when he or it suffers one Damage point. The miniature is removed and counted as a loss.

### Damage inflicted on armored fighting vehicles

An armored fighting vehicle is composed of several distinct parts;

- The **frame**: The general structure of the machine;
- The **propulsion system**: Anything that allows the armored fighting vehicle to move;
- The **weapons**: The number of weapons varies from one armored fighting vehicle to the next. Each weapon is considered to be an independent part.

Each part is given a certain number of Structure points (SP) to represent its durability. When a damage test against an armored fighting vehicle is successful, the part that is hit must be determined. A die is rolled and its result is read on the Location table below.

Location table

Result	Damaged part
1, 2	Propulsion
3, 4, 5	Frame
6	A weapon (*)

(\*): chosen by the active player.

The indicated part loses a number of SP equal to the Damage value of the weapon used.

**Example:** *Urash's Wraith golgoth fires its medium sonic cannon at Sergeant Borz's Fire Toad. He gets four impacts and succeeds with two Damage tests. Two dice are then rolled to determine where the damage is located. The first shows 1 and the second 6. The medium sonic cannon has a Damage value of 1 so the strider loses 1 SP in the frame and 1 SP in the propulsion.*



When the location indicates a part of the machine that has already been destroyed the damage is then transferred to the frame.

When the damage inflicted is higher than the number of SP of the part hit the excess Damage points go to the frame.



## 0 SP: Destruction

When a part of a machine falls to 0 SP it is destroyed. The consequences vary depending on the part's function.

- **Weapon:** The weapon destroyed cannot be used until the end of the game
- **Propulsion:** The armored fighting vehicle is immobilized (See Immobilized armored fighting vehicles).
- **Frame:** The armored fighting vehicle is destroyed and counted as a loss. The miniature is removed;

**Example:** *Sergeant Borz's Fire Toad suffers two Location tests. The first indicates a weapon (one of the two light laser cannons), the second indicates the propulsion. The weapon used, a medium sonic cannon, has a Damage value of 1.*

*The light laser cannon has 1 SP: it is destroyed.*

*The propulsion has 2 SP and has already lost 1 SP due to earlier enemy fire. The propulsion falls to 0 SP and the Fire Toad comes to a halt right in the middle of the battlefield.*

## Immobilized armored fighting vehicles

An armored fighting vehicle whose propulsion has been destroyed cannot move anymore. If it was part of a unit, the player has the following choice upon each of the unit's activation:

- He maintains the unit's cohesion and keeps the other members in contact (2.5cm) with the immobilized armored fighting vehicle.
- The pilot ejects himself from his armored fighting vehicle and leaves the battlefield. The armored fighting vehicle is considered destroyed and its miniature is removed. If the pilot is a hero his miniature is placed on the game table where the armored fighting vehicle stood.

## PLAYING A GAME

*Urash browsed the data supplied by his holographic lens. The medium sonic cannon burst had not been enough to destroy the enemy armored fighting vehicle. A flow of emotion flooded from his memory circuits: frustration, anger, excitement. What a sweet elixir!*

*Despite the protocol A22 recommendations, he ordered his medium nucleus cannon to generate ammunition. To hell with protocols, he thought with satisfaction. The rules of war were meant to be broken anyway!*

A game of AT-43 always begins with the **choice of a mission** (see Let's play!). Once this is done, the players are given a certain number of army points (A.P.) to **build a company** (see Recruitment and training) that they will send into battle.



To determine who begins, each player rolls a die and adds the Authority value of his company's **Commander** to the result. This die roll is called the **Authority test**. It must be done at the beginning of each game round.

The player who gets the highest result chooses who activates the first unit. If it is a tie, re-roll until one of the two players wins.

The players then make their units act in turn, one by one. The players are said to **activate** their units. When all the units have been activated a new round begins.

**Example:** *When two players play against each other, the first designates one of his units. He resolves all its actions (movement, shooting, combat, etc.). His opponent then does the same, and then it's the first player's turn to choose another unit. Turns are taken until all the units have been activated.*

In some missions no Authority test is required for the first round. The description of the mission then indicates which side automatically wins the test.

A game lasts a certain number of game rounds. This number can be defined by the mission or by the players themselves. A game round is divided into three phases. Each phase is detailed in separate chapters hereafter.

### ACTIVE PLAYER, PASSIVE PLAYER

Players take turns during a game of AT-43. The player whose turn it is to play is called the **active player**. The other players are the **passive players**. Once the active player has finished acting, he hands **the lead** to the next player who becomes the active player as he becomes a passive player.

#### 1 – Tactical phase (see pp. 54)

The players determine in which order they will play their units and decide which player will play first.

#### 2 – Activation phase (see pp. 56)

The players activate their units in turn. The fighters move on the battlefield, shoot at their enemies and engage them in close combat.

#### 3 – Control phase (see pp. 72)

The players check the objectives that are to be achieved. Holding strategic points allows the player to call in reinforcements!

# TACTICAL PHASE



"We have established visual contact with a Red Blok company! I repeat: the Red Blok is here!"

"What is their position, Sierra Charlie?"

"Sector Echo, they are attacking the Karmans. Two of their infantry units have deployed in between the drop zone and us!"

"Unit Sierra Charlie, barrage fire on the Karmans. Unit Sierra Delta, overwatch on the reds. Unit Foxtrot Bravo, full throttle till you reach Echo. Cut those party poopers' retreat corridor. I want the whole lot crushed between the hammer and the anvil!"

During the tactical phase, the players plan their actions for the coming round. This phase is split into three steps:

- 1/ Calculating Leadership points;
- 2/ Ordering the activation sequence;
- 3/ Authority test.

## 1/ CALCULATING LEADERSHIP POINTS

*"Victory is half inside the Commander's head. The rest is a subtle mix of maneuvering, morale and fire power. A lot of fire power."*

*– A White Stars Commander*

Leadership points (LP) represent the officers' tactical talent and their spirit of initiative. They are used during the whole round to acquire tactical advantages and to issue combat drills to units (see p. 59).

The players calculate their LP pool at the beginning of each round. This pool is the sum of the Commander's LP  and the number of friendly units on the battlefield or in reserve. Disorganized units (see p. 57) are not counted in this total.

LP are kept until the end of the round, even if the Commander is eliminated. The points that are not used are lost at the end of the round.



The players represent their LP pool with a heap of markers or by using dice.

**Example:** During the tactical phase of the second round, Jon's army has six units and the LP value of his Commander is 8. Jon's LP pool is then 14 (6 + 8).

## 2/ ORDERING THE ACTIVATION SEQUENCE

The **activation sequence** represents the order in which units will be played during the round. To order his activation sequence, each player picks up the cards corresponding to each of the units of his company either on the battlefield or in reserve. He arranges them in front of him face down, from left to right, in the order he intends to play them.

Once the activation sequence has been arranged, it is not permitted to change the order of it anymore (unless you spend LP, under certain conditions).

### BATTLES FOR MORE THAN TWO PLAYERS

Some battles involve more than two sides. In this case, the winner of the Authority test chooses who plays first (he may designate himself). The playing order is then defined in clockwise order from the first player.



## OFFICERS AND THE COMMANDER

*"Drop points Alpha, Charlie and Golf are under morphos domination. We control Doctor and... hum, I am just being informed that we have also secured Echo. Bravo and Foxtrot are being contested. Gentlemen, we have no time to lose if we want to win this battle."*

*"I have a plan!"*

*– War staff meeting during the Antarctica campaign*

• **Officers** have a crucial role to play in their company's and their army's tactics. Without them, the lack of guidance would lead the men on the road to certain destruction. Their names may change depending on the race (officers for the White Stars, overseers for the Therians, etc.) but the rules will always refer to them as "officers".

A unit can only have one officer in its ranks. An officer is always the leader of his unit. When he is eliminated, another fighter replaces him as leader of the unit but not as officer.

• The highest ranking officer included in the activation sequence is the company's Commander. It is his Authority  and his Leadership  that are used for the Authority test and to calculate the LP pool.

When several officers share the highest rank the player designates which one is the Commander.

When the Commander is eliminated the highest ranking officer still in the game becomes the Commander. In the absence of any replacement officer the company remains without a Commander. The Authority and the LP values used are then equal to 0.

## 3/ AUTHORITY TEST

Each player performs an **Authority test**. To do so they roll one die each and add the Authority  of their Commander to the result of the die.

Before an Authority test, each player can wager LP to increase his chances of winning the test. All the players gamble their LP at the same time and in secret (using a die hidden behind their hand for instance). The wagers are revealed simultaneously. Each player will then add the number of LP gambled to the result of his Authority test.

The player can wager a number of LP between 0 and the rank of his Commander +1 (see insert).

**Example:** A company commanded by a Sergeant (a rank 1 officer). As long as he is in the game, the player can wager 0 to 2 LP in order to boost his Authority tests. If his Commander had been a Captain (rank 4), he could have wagered up to 5 LP.

The player who gets the highest final result chooses the first **active player**. The active player is the one who activates a unit and resolves its actions. The other players are the **passive players**. The players will become the active player in turn throughout the activation phase (see p. 57).

# ACTIVATION PHASE



Sergeant Borz had a look at his men. Their stern faces showed the fear and the excitement which preceded any battle. They were finally going into action after all those hours spent in the shuttle, and then again in the armored personnel carrier. The expectation and the waiting usually made the men soft.

Yet curiously, as the gloomy silhouettes of the morphos finally appeared in the artificial twilight of the factory world, when all the available options were open to the White Stars, fear and doubt had been swept away from the privates' hearts. Sergeant Borz held back from yelling at his men: exceptionally, they didn't seem to need it.

He took the opportunity to think out his tactics. Covered advance? Should they rush in using the striders' suppression fire? Should he keep the infantry covered behind the armored fighting vehicles, or the other way around? They could also wait to be closer to wipe a couple more morphos? In those moments, the sergeant envied the blissful ignorance and the blind trust of his men.

Finally, after having carefully weighed the pros and cons, he chose his favorite approach, the one his men expected of him: assault and cover fire.

"Advance behind cover and open fire once at the first wall! Let's go you bunch of wusses! Hold your fire until we've reached the wall! The first one to mess it up is getting his butt kicked by my Fire Toad. I'm warning you, the medic's note is only waiting to be signed!"

The cockpit of the Fire Toad closed with a hiss and its generator hummed a little louder as the engine revved up. Just to relax, Borz pulled the triggers on his weapons; wisps of smoke marked the trajectory of the lasers. Two of the closest storm golems fizzled and collapsed with a gapping hole to the upper chest.

The good thing about being an officer is that you don't have to respect your own orders!

During the activation phase, the players resolve the actions of their units.

## STATUS OF THE UNITS

"I don't expect all of you to be present for the evening report. Those lucky enough to be there will be either heroes or cowards and traitors."

– Captain Nikonov, before the Antarctica battle.

What a unit can accomplish depends first and foremost on its status at the time of its activation. There are four possible statuses for a unit.

**Free unit:** The unit can do whatever it wants. The unit is only free if all of its members are; a fighter is free as long as he is not in contact with an opponent.



**Engaged unit:** The members of the unit have grabbed their close combat weapons and are about to defend their lives fiercely. A unit is engaged when at least one of its members is; a fighter is engaged when he is in contact with at least one opponent. Armored fighting vehicles are never considered engaged.

An engaged unit cannot benefit from or be given any combat drills.

**Grounded unit:** Some game effects, such as explosions, can force the fighters to the ground. The miniature is then shown lying down.

When a grounded unit is activated, the following rules apply:

- When half or fewer than half of the fighters in a unit are grounded, their companions give them a hand to get back up. The grounded miniatures are put back up and the unit may act as usual;
- When more than half of the fighters in the unit are grounded, the whole unit is considered grounded. The miniatures are put back up, but the unit cannot perform any action or be given any combat drill.

**Important:** *Activating a grounded unit without an officer still requires 1 LP. Getting back up is considered to be the fighters action.*

*If the player cannot or doesn't want to spend this point, the grounded miniatures stay down!*

Grounded miniatures are not taken into account when in zones of fire, as if they benefited from the "Knee to the ground!" drill.

**Disorganized unit:** A disorganized unit has failed a morale test and might end up in rout (see the "Morale" chapter).



## ACTIVATING UNITS

*"Visual contact in three, two, one... Wow!"*

*"They're really big for little dots. Aren't they?"*

*"Sergeant Borz to base, we need reinforcement, I repeat..."*

*– Sergeant A. Borz and a cadet.*

When a player becomes the active player, he reveals the first card of his activation sequence. The corresponding unit is **activated**: the player declares the actions it will try to perform and resolves them.

Activating a unit without an officer costs 1 LP. The player may choose not to spend it, either because he has no LP left, or because he does not wish to. In this case the unit is activated but doesn't perform any action. If the unit has not joined the battle yet, it is considered a reserve unit (see Reserve units p. 83).

A player can use one and only one of the following possibilities just before activating a unit. He immediately spends the number of LP indicated.

- **Relocate the first card (1 LP):** The player places the first card wherever he wishes in the activation sequence. The following card is revealed and played immediately.
- **Delay activation (2 LP):** The player passes. A player cannot choose to miss his turn twice in a row.
- **Extra activation (2 LP):** This can be used in the turn following a Delay Activation. The player reveals the two first cards of his activation sequence and activates the corresponding units, in any order he wishes.

**Example:** *During his first turn, Kenton spends 2 LP to delay activation. He doesn't play his next card. When it is his turn to play again, he uses another 2 LP and activates the two left-most units in his activation sequence. One of them doesn't have an officer, so Kenton has to spend 1 extra LP.*

## POSSIBLE ACTIONS

*“No battle plan will ever survive the first six seconds of combat.”*

– Space Marshal Sanchez

In battle, soldiers move to reach favorable positions. Shots come flying in from everywhere. Some fighters are so determined, they do not hesitate to risk their lives to trounce the enemy with their own hands.

The action chosen for a unit is applied to all the fighters in it.

**Example:** *The leader orders his men to perform a rush movement. The entire Sierra Bravo unit starts to run and none of the steel troopers in the unit will be able to shoot, even if they didn't travel the twenty centimeters they were allowed.*



### Movements

Each unit can move once during its activation. The type of fighter and the type of movement define the maximum distance that can be covered. For each unit, it is possible to choose between two types of movement: **rush movement** or **combat movement**.

This choice is made and announced out loud **before** measuring distances!

A fighter can move in any direction, no matter his orientation. After his movement, the miniature can be reoriented in any direction.

The fighters are not out on a stroll; they move from one point to the next as directly as possible, going round obstacles when needed.

A miniature's base represents the space occupied by a fighter. If the base cannot pass between two obstacles (terrain elements, miniatures, etc.), the fighter must find a way around them.

However, some types of fighters are subject to special rules:

A unit can pass “through” units of soldiers on **its side**. However, fighters cannot end their movement with their bases overlapping one another!

A unit of armored fighting vehicles can pass through units of soldiers, no matter their side. However, members of the units the machine moves through can get run over.

**Rush movement:** Only free units can perform rush movements. The fighters lower their weapons and start running. It allows them to move further, but they cannot shoot. They can move over a maximum distance of:

-  + 6 cm for infantry
-  + 10 cm for armored fighting vehicles.

**Combat movement:** The fighters keep their weapons leveled and therefore can shoot. They can travel over a maximum distance of  (in cm) when their unit is free. If the unit is engaged, this distance is halved.

### Shooting

During his activation, a fighter can shoot once with each of his ranged weapons.

**Shooting:** Only free units can shoot. A shot can take place **before** or **after** a combat movement. Fighters equipped with several ranged weapons, such as combat striders or battle-suits (the White Stars TacArms, for instance), can shoot with some of their weapons **before** a combat movement and fire the rest of them **after**.

### Close combat

During his activation, a fighter can attack once with each of his close combat weapons. A fighter cannot act anymore once he has attacked in close combat.

A fighter can attack any opponent in contact, no matter the movement chosen. For instance, this allows a fighter to shoot, perform a combat movement and then attack in close combat (see the “Close combat” chapter).

## RUNNING OVER INFANTRY

A combat strider or a vehicle may run over infantry. Armored fighting vehicles, like any other fighters, always seek the most direct route. It is out of question to zigzag among enemy fighters to run them over, when you can blast them, burn them, mince them or do anything else along that line!

When an armored fighting vehicle performs a **combat movement**, infantry has more than enough time to move out of the way. However, when an armored fighting vehicle performs a **rush movement**, it is of course possible to crush soldiers who are not paying attention. Roll a die for every infantry miniature whose base is, even partially, on the trajectory of the armored fighting vehicle's base.

- If the fighter is free, he is eliminated on a result of  or more.
- If the fighter is engaged, he is eliminated on a result of  or more.
- If the fighter is a support weapon, it is automatically destroyed.

If the armored fighting vehicle finishes its movement on soldiers or gunners, the survivors are moved to the sides and 2.5 cm away from any opponent by the player controlling them. If a fighter cannot be repositioned in this way the fighter is eliminated.

## OVERWATCH AND SPLIT FIRE

Special weapon bearers in a unit that has been given "Overwatch!" and "Split fire!" combat drills can shoot at a different moment than the rest of their unit.

In this case, the "Overwatch" marker is not removed after the first shot. It is left beside the type of fighters who have not fired yet. It is removed once these fighters have fired or when the unit is activated.

**Example:** *The unit KS-8 was issued orders for overwatch and to split fire. Suddenly, the Therian unit .256 ends its movement in the krasny soldati's field of view. The leader gives the order to open fire but holds the grenade launchers back in order to use them on a more appropriate target. Once the assault rifles have fired, the "Overwatch" marker is left beside the fighters equipped with the grenade launchers, since they haven't shot yet. A little later in the round, unit .260 carries out a rush movement bringing several of its members in contact with the KS-8 krasny soldati. The grenade launchers could have fired if the Red Blok had not been engaged in close combat. As that is the case now, the marker is removed without any further effect.*

## COMBAT DRILLS

During its activation, it is possible to order a unit to perform one or more combat drills. Each combat drill offers a tactical advantage for 1 LP. A unit can be given several combat drills at once.

The combat drills issued to a unit remain in effect until its card is revealed again.

An infantry unit engaged or grounded (see above) loses its combat drills and cannot be given new ones as long as it is engaged or grounded.

### Knee to the ground!

With a *knee to the ground*, a unit will not get hit if it is caught in the zone of fire of a shot (see p. 63). This combat drill is reserved to infantry units. This combat drill is called **at the end** of the unit's activation. Leave a "Knee to the ground!" marker  near the unit or, if you don't have any, leave a die on the leader's base to symbolize this combat drill.

### Overwatch!

A unit that has not fired during its activation may be given the combat drill "Overwatch!". A unit in *overwatch* may shoot during the activation of an enemy unit at the completion of its movement and only if it has moved. Place an "Overwatch!" marker  near the unit or, if you don't have any, leave a die in the middle of it to symbolize this combat drill.

### Take cover!

A unit that has *taken cover* increases the effectiveness of cover (see the "Shooting" chapter). This combat drill is reserved to infantry units. It is called **at the end** of the unit's activation. Leave a "Take cover!" marker  near the unit or, if you don't have any, leave a die in front of it to symbolize this combat drill.

### Split fire!

Calling for *split fire* allows the special weapon bearers to shoot at a different moment than the rest of their unit.

This combat drill is reserved to infantry units. This combat drill is called **at the beginning** of the unit's activation. Leave a "Split fire!" marker  near the type of fighters who have not fired yet, if you don't have any, leave a die instead.



# SHOOTING



"Damn, what are those morphos creeps doing here?"

The leader was stupefied as he watched the four units of golems and the Wraith golgoth advance on his position. His eight man unit didn't stand a chance. Even if KS-2 came to their rescue, they would still be fighting one against two, not counting the Thерian combat strider.

A decision had to be made. There was no shortage of targets. The morphos infantry was certainly not going to be wiped out by the assault rifle bursts alone, but it could still slow them down.

Pick the primary targets. Eliminate as many of them as possible. Call in unit KS-2 and its grenade launchers for reinforcement. Yes, the grenade launchers would do a good job on such a concentration of troops. A couple of well placed grenades would blow away a whole lot of those darn morphos.

The leader switched to the broad channel and started barking his orders.

There are two shooting modes:

- **Direct fire:** This is the shooting mode of most weapons. You point the gun towards the enemy and shoot.

- **Indirect fire:** This mode is reserved to certain weapons, such as hand grenades, mortars and grenade launchers. This shooting mode is less accurate but allows shooting in an arc, over obstacles.

Indirect fire ammo explodes when it hits the ground and can wound several victims. In game terms, these explosions are represented using the template.

Indirect fire weapons are all the weapons with an Area of effect  value.



## ARTILLERY STRIKES

Certain missions authorize the use of artillery strikes, meaning long distance shots from orbital weapons or artillery pieces located so far from the battlefield that nothing can threaten them. Artillery strikes can be called just before activating any unit, once per game round.

They can target any fighter in the line of sight of an officer or a leader. Activating an artillery strike costs 3 LP.

Artillery strikes use the rules for indirect fire weapons, although the Accuracy value is fixed just like locked shot weapons. The result needed is indicated instead of the Accuracy  value of the weapon.

Fighters equipped with several times the same ranged weapon can resolve their shots in as many separate salvos during their activation.

**Example:** A unit of three Iron Rains, each equipped with two light MG, opens fire. The player decides that all three of them will shoot with one of their MG. He will resolve another salvo with their second MG after having moved.

**Different targets can be chosen for different salvos.**

## RESOLVING A SHOT

*"I want those toasters dead!"*

*– Heard during the Antarctica campaign*

The player chooses the type of weapon used to resolve the shot. All the fighters in the unit equipped with the chosen weapon resolve their shots simultaneously according to the following steps:

- 1/ Picking a target;
- 2/ Determining the zone of fire;
- 3/ Shooting test;
- 4/ Damage and removing the losses.

Once this salvo of shots resolved, the player chooses another type of ranged weapon in the unit and proceeds in the same way until all the weapons in the unit have been fired. The player may choose not to shoot with a certain type of weapon.

**Example:** A unit decides not to shoot with its grenade launcher because the area of effect might hit friendly fighters near the target.

**Example:** A Wraith golgoth can shoot its medium sonic cannon at an infantry unit and its medium nucleus cannon at a Fire Toad unit.

## 1/ PICKING A TARGET

The way the target is chosen is different if the weapon uses direct or indirect fire.

- **When using direct fire**, the designated target is a unit.

If the targeted unit is engaged (see the Activation phase chapter p.57), the whole mêlée is targeted: for matters of simplicity, consider all the units engaged as a same "unit". However, the range of the shot is determined from the leader of the unit actually targeted.

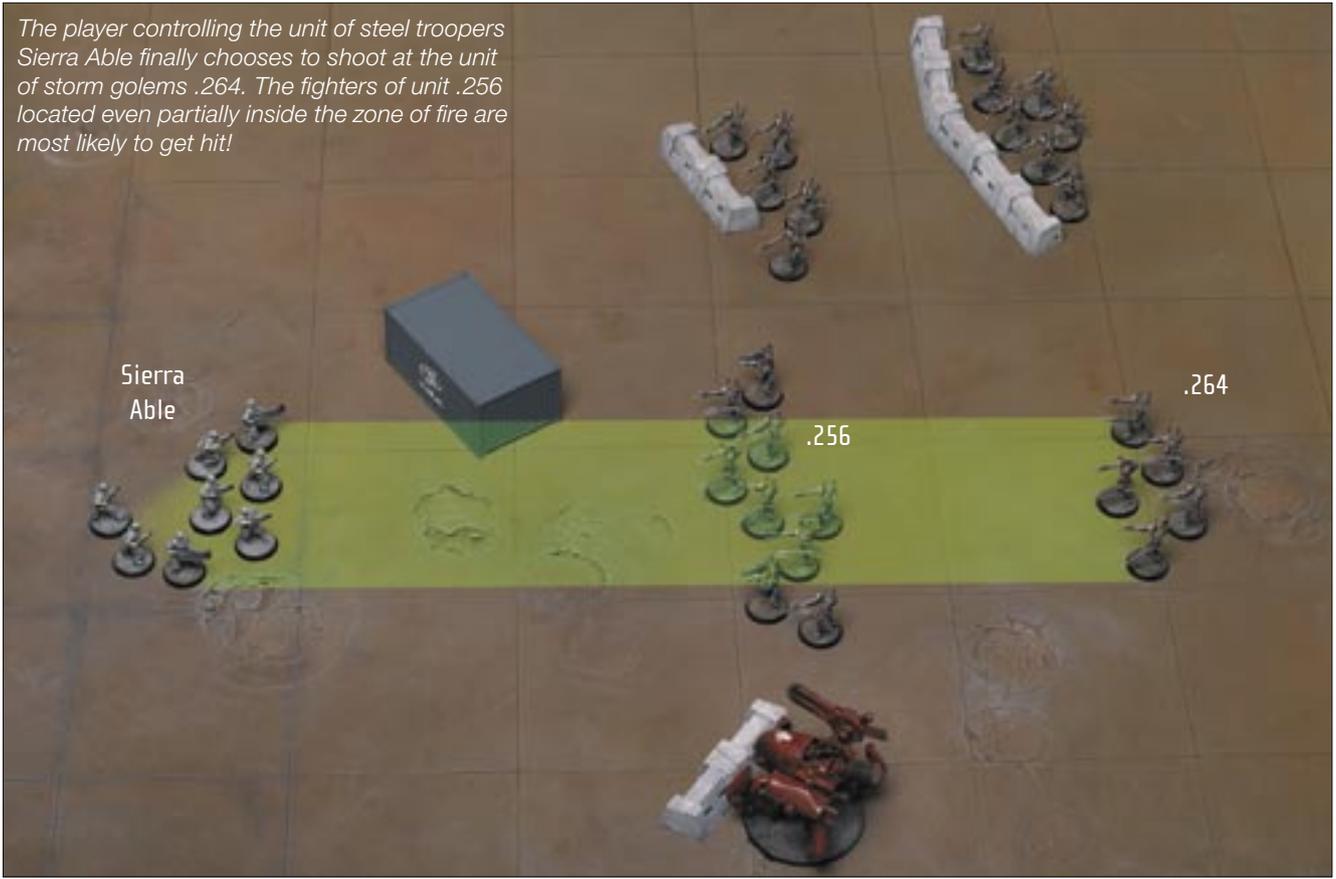
Armored fighting vehicles are particularly large targets. When a unit shoots at a unit of armored fighting vehicles, it is possible to target a single armored fighting vehicle instead of the whole unit.

- **When using indirect fire**, the designated target is a single (friendly or enemy) fighter. At least one of the fighters in the shooting unit must have a line of sight on the target.

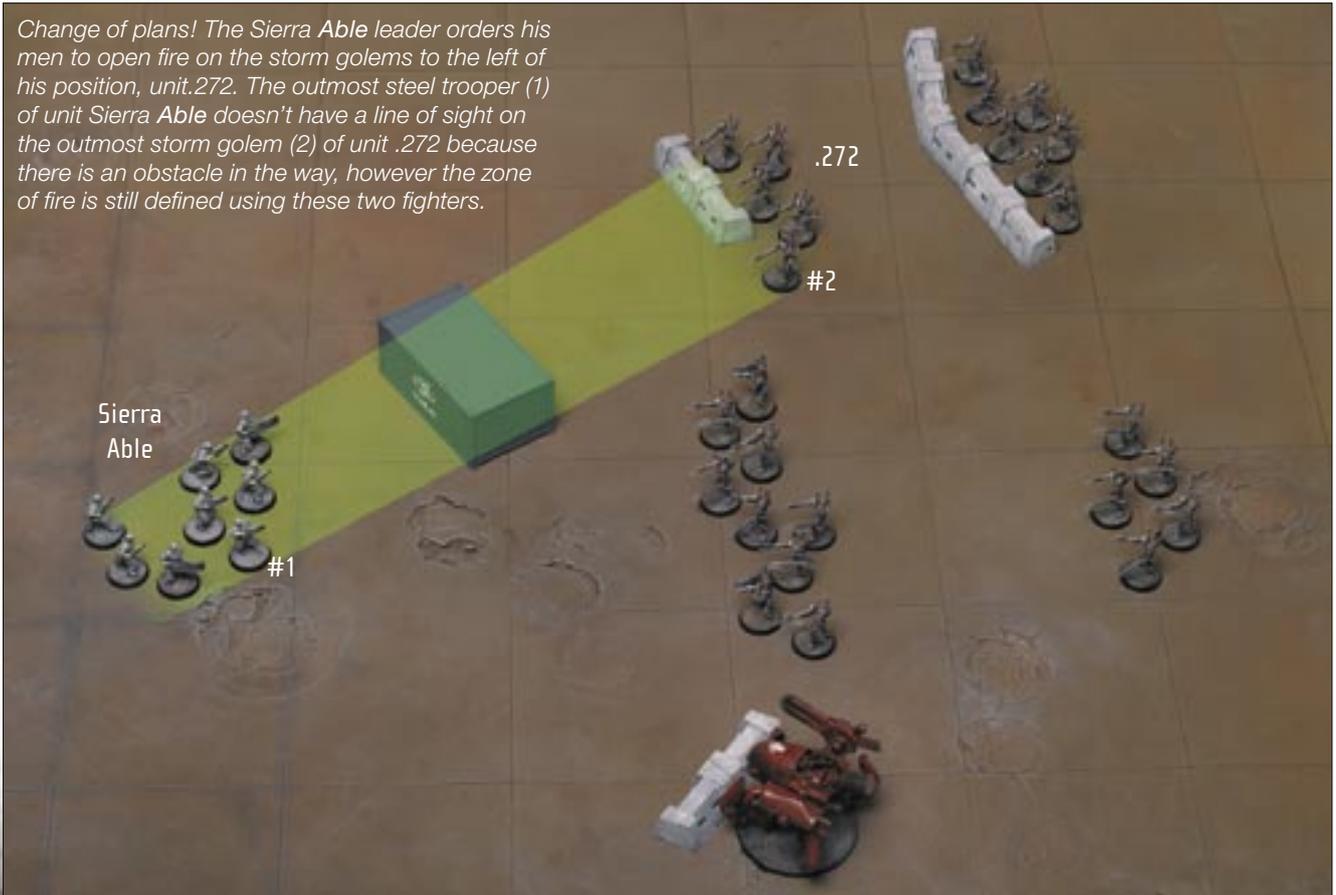




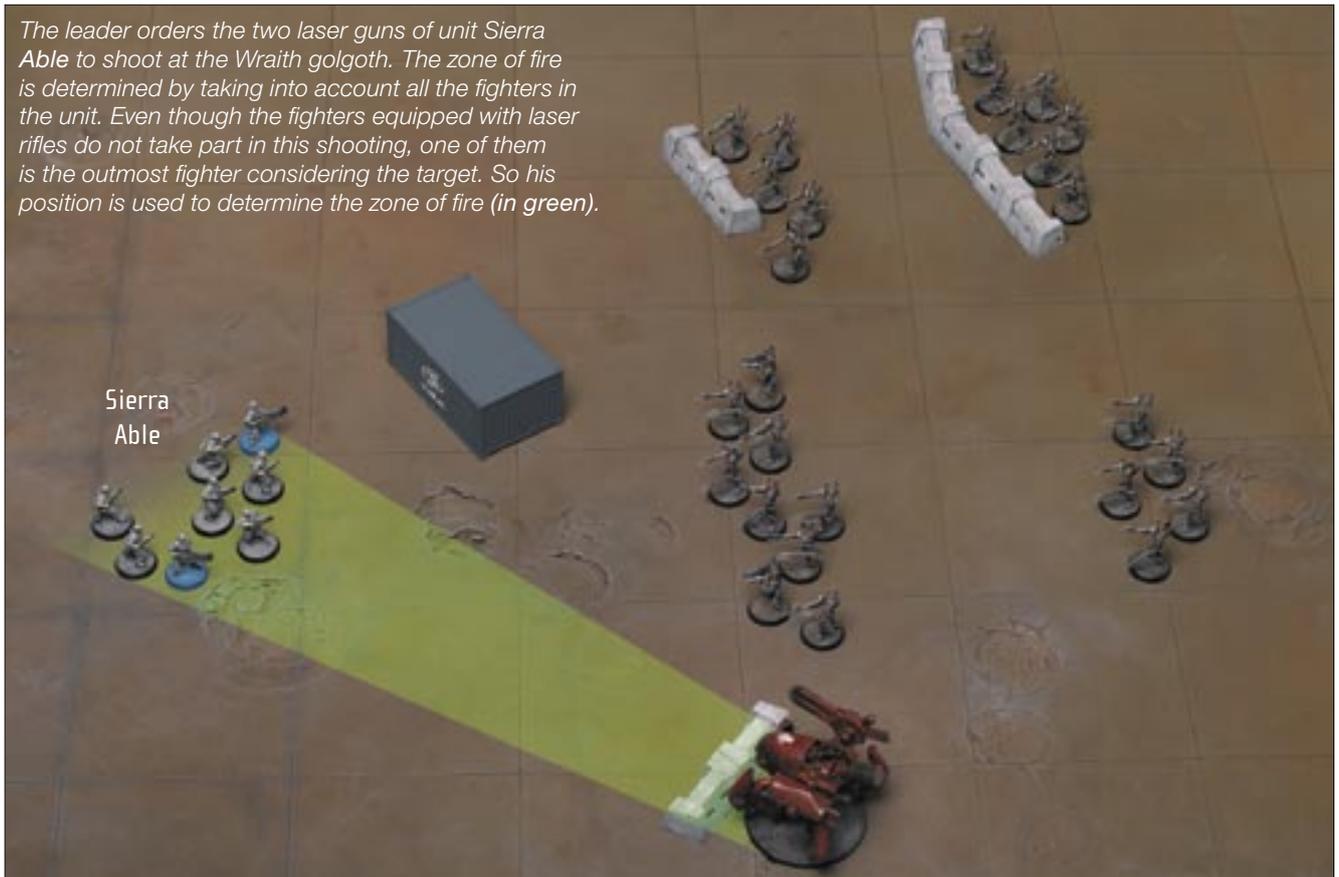
The player controlling the unit of steel troopers Sierra Able finally chooses to shoot at the unit of storm golems .264. The fighters of unit .256 located even partially inside the zone of fire are most likely to get hit!



Change of plans! The Sierra Able leader orders his men to open fire on the storm golems to the left of his position, unit .272. The outmost steel trooper (1) of unit Sierra Able doesn't have a line of sight on the outmost storm golem (2) of unit .272 because there is an obstacle in the way, however the zone of fire is still defined using these two fighters.



The leader orders the two laser guns of unit Sierra Able to shoot at the Wraith golgoth. The zone of fire is determined by taking into account all the fighters in the unit. Even though the fighters equipped with laser rifles do not take part in this shooting, one of them is the outmost fighter considering the target. So his position is used to determine the zone of fire (in green).



## 2/ DETERMINING THE ZONE OF FIRE

It sometimes happens that fighters find themselves standing between a unit and its target. These fighters get caught in the **zone of fire**. They suffer some of the shots instead of the target no matter if they are friendly or enemy fighters. Indirect fire is an exception: these weapons generate no zone of fire.

To determine the zone of fire, the player traces two imaginary lines connecting the extremities of the shooting unit to those of the unit it is targeting. The area between the two lines and between the two units is the zone of fire. The zone of fire includes the fighters separated from their unit by obstacles and the fighters not taking part in the shooting.

### TARGETING INSTRUMENT

One side of the AT-43 tape measure directly marks out the range and therefore the difficulty of shooting tests. However, it is easy to calculate this difficulty with any tape measure: each range band is 10 cm long.

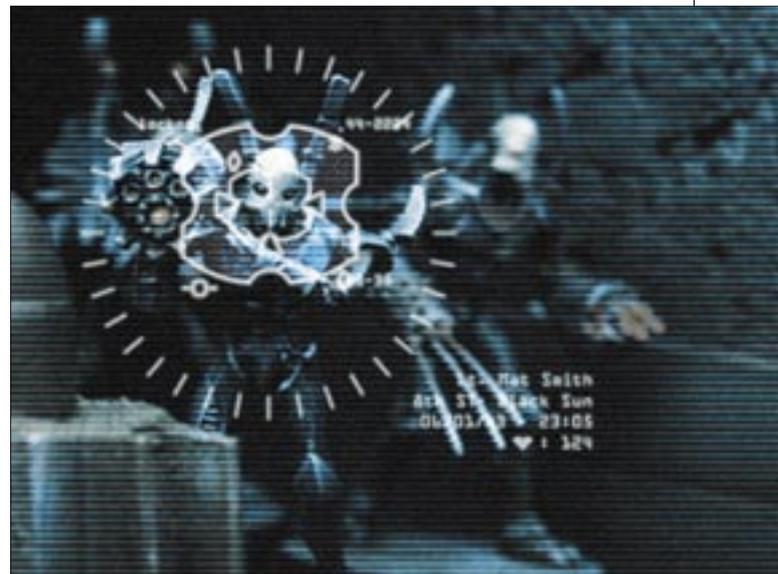
- Less than 10 cm: Range 0
- 10 to 19 cm: Range 1
- 20 to 29 cm: Range 2
- Etc.

Any fighter whose base is located even partially, inside this area is caught in the zone of fire. Fighters belonging to the shooting unit or to the targeted unit do not count. A unit cannot shoot its own members!

When the target is an engaged unit, the zone of fire is determined from the extremities of all the units engaged in the mêlée.

**When only one of the armored fighting vehicles of the unit is the designated target**, the zone of fire is determined from this armored fighting vehicle alone.

Once the zone of fire has been defined, the shooting is resolved. The definition of the zone of fire is important, because if there are any fighters inside it, impacts will be attributed to them first (see further).



### 3/ SHOOTING TEST



#### Who can shoot?

**For direct fire,** fighters who don't have line of sight (see p. 48) on a fighter belonging to the targeted unit or caught in the zone of fire cannot shoot.

**For indirect fire,** all the fighters with the appropriate weapon can shoot: lines of sight are not taken into account.

#### Action value and difficulty

The **action value** used is equal to the Accuracy of the weapon used.

The **difficulty** of the test is equal to the range measured from the leader of the shooting unit to the leader of the targeted unit.

The player rolls a number of dice equal to the Attack rate of the weapon used multiplied by the number of fighters who shoot. Misses can be re-rolled as many times as the Re-roll value of the weapon.

If the distance between the shooting unit and the target is so long that the shot is impossible, the shot is fired into the blue and doesn't hit anything.

**Example:** Unit .256, composed of seven storm golems with nanoblasters and two storm golems with sonic guns, opens fire on the White Stars unit.

The seven nanoblasters shoot first.

- They have an Attack rate of 1, so seven dice are rolled.

- The action value of the storm golems is 3 and the range of the shot is 5, which means a difference of -2. According to the universal table of resolution, the result needed is 4 or more.

The dice give 1, 2, 3, 4, 5, 6 and 7. Only one impact! However, the nanoblasters have a Re-roll value of 1: the six dice that gave 1 or less are re-rolled once. This new roll gives 2, 3, 4, 5, 6, 7.

No 1 or more, unlucky!

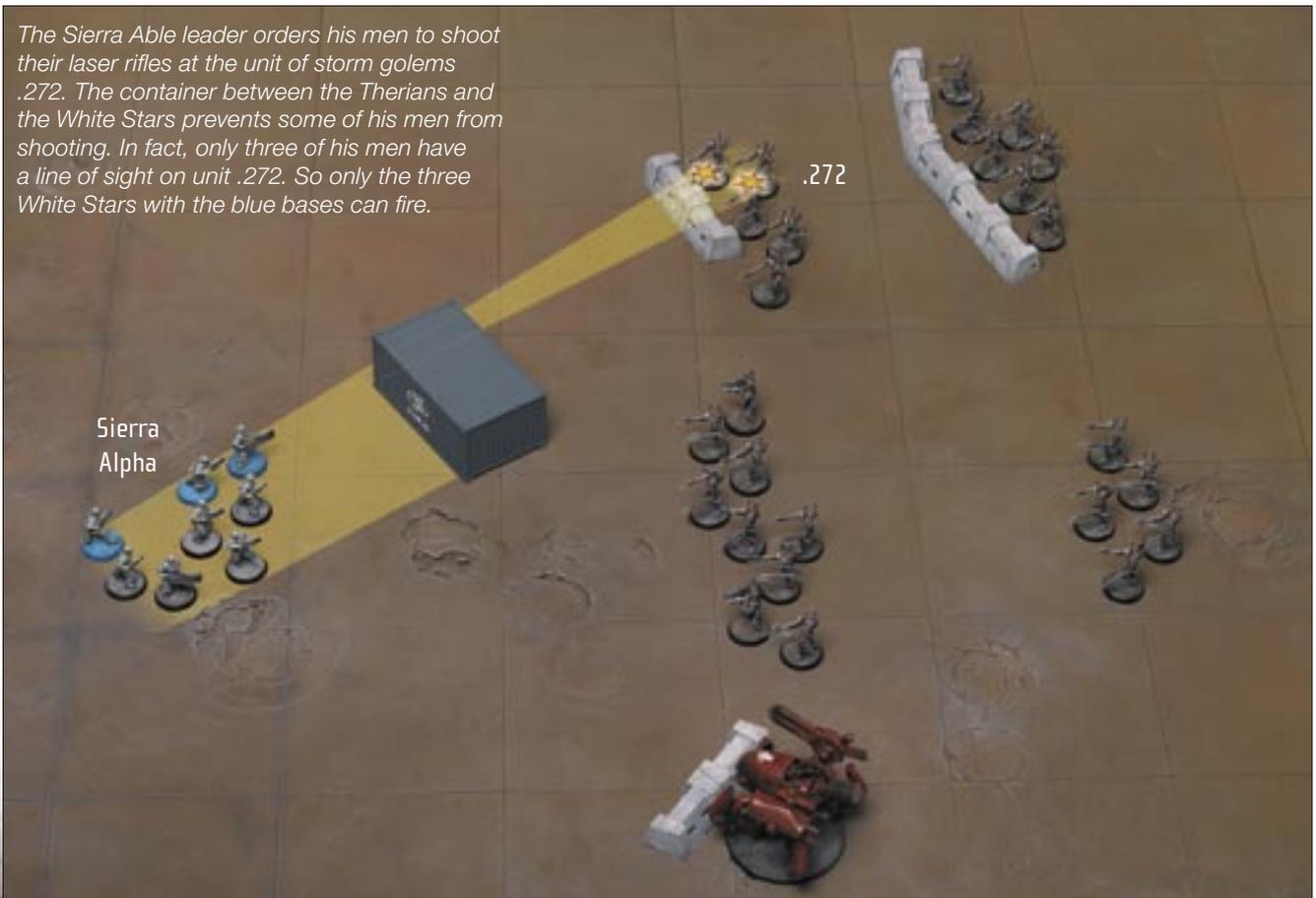
Unfortunately for the White Stars, the sonic guns have not been fired yet...

#### Direct fire: who is hit?

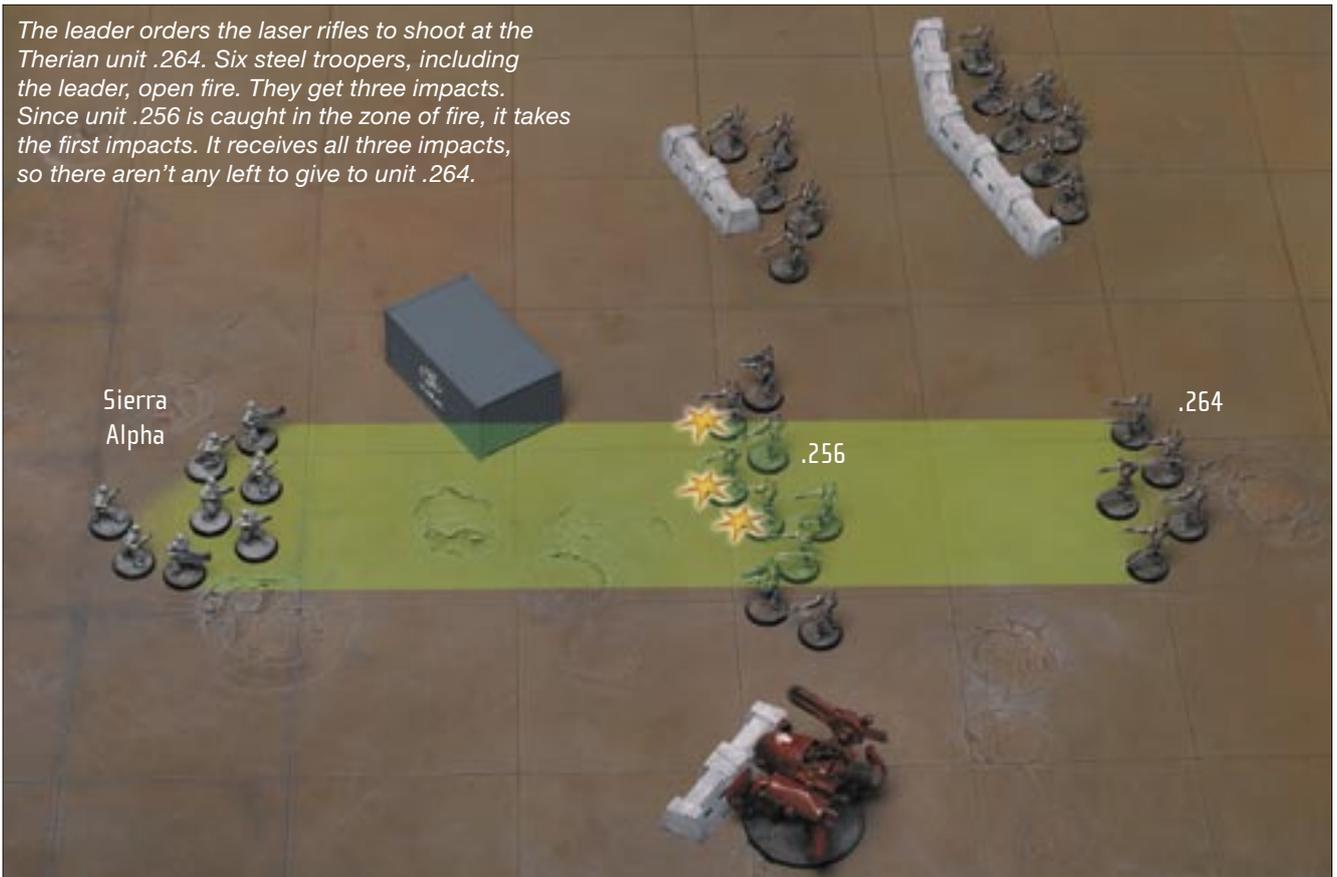
When the unit uses **direct fire**, each successful shot gives an **impact**.

If there are fighters caught in the zone of fire, the impacts are distributed one per fighter in the zone of fire, beginning with the fighter closest to the leader of the shooting unit. However...

The Sierra Able leader orders his men to shoot their laser rifles at the unit of storm golems .272. The container between the Therians and the White Stars prevents some of his men from shooting. In fact, only three of his men have a line of sight on unit .272. So only the three White Stars with the blue bases can fire.



The leader orders the laser rifles to shoot at the Therian unit .264. Six steel troopers, including the leader, open fire. They get three impacts. Since unit .256 is caught in the zone of fire, it takes the first impacts. It receives all three impacts, so there aren't any left to give to unit .264.



- Fighters who are smaller than the members of the shooting unit or the members of the targeted unit are ignored (When it can be argued, refer to the Size indicated on the reference card);

- Grounded fighters or fighters who have been issued the combat drill "Knee to the ground!" (see p. 59) - are ignored.
- Locked shot weapons only hit the designated target.

All remaining impacts (if there are any) are attributed to the unit initially targeted.

### Indirect fire: who is hit?

Successful indirect fire increases the Area of effect of the weapon. Misses cause the shot to deviate.

To find out who is hit by a unit's indirect fire, the player places the template on the targeted fighter. If at least one shot misses, the shot deviates. A die is then rolled; the result gives the direction of the deviation (there are six directions numbered on the template). The template is moved one centimeter in this direction (one graduation) per shooting test failed. If all the shooting tests are successful the template stays in place.

After placing the template, the zone affected by the shot must be determined. This zone, read from the template, is a circle. All the fighters whose bases are located even partially inside the affected area suffer an impact. The radius of this zone is determined as follows:

- If the result "Accuracy of the weapon minus the range" corresponds in the table to an "automatic failure" (D6), the shot is lost in the blue and therefore doesn't hit anything.
- If all the tests are misses, the radius is equal to the Area of effect of the weapon used;
- If there is at least one successful shot, the radius of the Area of effect is multiplied by the number of successful shots. If this result is greater than 10 cm, the radius is equal to 10 cm and all the fighters affected suffer two impacts instead of one.



An infantry fighter who suffers an impact caused by indirect fire is **grounded** (see p. 57) if he is not eliminated. His miniature is laid down.

**Example 1:** Two grenade launchers fire together. If both of them manage to hit, they will generate an area of effect of 3 (default Area of effect of a grenade launcher)  $\times$  2 (two successes on the shooting test) = 6. If none of them hits, the area of effect is 3, the value indicated on the card.

**Example 2:** Unit KS-8 fires with its two grenade launchers. With an Accuracy of 2 and a target at range 7, this is a difficult shot. It will require a  to hit. However, since the universal table of resolution doesn't indicate an automatic failure , the shot is possible. Dave has doubts about his shot but still hopes he will hit a few fighters despite the deviation. KS-8 Leader issues the order to fire. The dice eventually give a  and a : missed!

Since at least one die was a miss, the shot deviates.

Dave places the template over its initial target and rolls a die to determine the direction. The  he gets, sends the shot behind the target. Since both dice were misses, the template moves two bands towards direction four: part of the unit targeted is still hit. "Indirect fire is awesome!" shouts Dave.

**Example 3:** Unit KS-8 fires its two grenade launchers ( 3 cm); since none of the dice gave a successful result, the Area of effect is not multiplied. "Too bad", mutters Dave, realizing that with a double six, the result needed to hit, this Area of effect would have been multiplied by the number of successes. And with two successes, he would have had an Area of effect of 6!

Later on, a unit of three Lancelots fires its six light grenade launchers and gets four successes, the Area of effect of the shot is 12 (Area of effect of 3 multiplied by 4 successes, which gives a final area of effect of 12). The radius of the zone affected is reduced to 10 cm since no area of effect can be greater than 10. However, all the fighters located even partially under the template suffer two impacts: one bloody slaughter coming up! And no matter what, all those who will survive the impacts will be grounded.



## Cover

Cover refers to terrain elements behind which fighters can find shelter, but which are not large enough to hide them completely.

Cover can save fighters by blocking impacts.

**Cover does not provide shelter against impacts caused by indirect fire.** When caught in the area of effect of an explosion, a unit has nowhere to hide.

To determine if an obstacle is high enough to protect a fighter, all you need to do is bend down and adopt the point of view of the shooter and judge if it is possible to hide behind the terrain element. If the case is debatable, the obstacle provides cover if the targeted unit was given the order to "Take cover!"  (see insert).

When an obstacle does provide cover, the zone of cover is defined by extending the two lines linking the extremities of the shooting unit to the extremities of the obstacle. The zone beyond the obstacle and between these lines is considered the zone of cover.

A fighter whose base is even partially inside the zone of cover is considered behind cover.

**If at least half of the members of a unit are hidden or behind cover,** the whole unit is under cover and benefits from cover tests. In any other case, none of the fighters get Cover tests, even those inside the zone of cover; they don't have enough time to duck.



The storm golems open fire. Four out of six Steel troopers are behind cover or completely hidden (troopers 1, 2, 3 and 4). Since more than half of the unit is behind cover or hidden the unit will benefit from cover tests.

### TAKE COVER!

 The combat drill “Take cover!” (see p. 59) allows the player to succeed at his cover tests by rolling , ,  or .

- The combat drill “Take cover!” is lost immediately once a member of the unit is engaged; the “Take cover!”  marker is removed.
- The effect of this combat drill is only applied at the end of the unit’s activation. This improved cover test never applies to a unit targeted by overwatch fire.

The player rolls cover tests each time a unit under cover suffers impacts from direct fire. He rolls one dice per impact: each  or  cancels an impact.

Cover is ignored when the leader of the shooting unit is within 10 cm of the edge of the cover closest to the targeted unit.

## 4/ DAMAGE AND REMOVING THE LOSSES

Each impact causes a Damage test (see p. 51).

Damage tests should be resolved separately. The losses are removed immediately.

The management of the impacts is different for infantry units and units of armored fighting vehicles.

Damage tests are resolved individually.

• **If the target is an infantry unit**, the player resolves the damage test by rolling one die per impact. He then removes the fighters eliminated starting with those closest to the leader of the shooting unit. If two targets are within equal distance, the player who resolved the shots chooses his victim.

• **If the target is a unit of armored fighting vehicles**, the player splits the impacts as equally as possible among the affected targets, beginning with the armored fighting vehicle closest to the shooting unit. The damage tests are then resolved individually for each armored fighting vehicle.

**Example:** Unit Foxtrot Toxic, composed of three Fire Toads, is hit by five impacts. The three striders suffer an impact each. The two remaining impacts are attributed to the two armored fighting vehicles closest to the shooting unit. So in the end the third Fire Toad only endures one impact. Lucky fellow!

### OVERWATCH FIRE

 A unit that was issued an “Overwatch!” combat drill (see p. 59) may shoot during the activation of an enemy unit. The shot is resolved according to the following conditions:

- The shooting takes places after the activated unit’s movement;
- A unit that doesn’t perform any movement cannot be targeted;
- Only the activated unit can be targeted;
- Losses are removed immediately.

Once the overwatch fire has been resolved, the unit is not considered to be in overwatch anymore. Overwatch doesn’t affect the unit’s activation. If the unit in overwatch does not shoot it remains in overwatch until the beginning of its next activation. However, a unit is no longer in overwatch once it is engaged.



## NEXT SALVO!

Now this is what I call a real gun!

– Private J. Wagner

Once the shots of one type of weapon have been resolved, the other weapons may shoot in turn. The active player chooses another type of weapon from the unit and resolves the shots. This new salvo can target a unit different than

the previous salvo. Fighters equipped with two weapons (even identical) can take a shot with each one, targeting different units. (see p.61)

**Example:** Unit Sierra Able is composed of steel troopers keenly clutching their laser rifles in their expert hands. Laser rifles have the following characteristics:

- Accuracy: 5
- Attack rate/Re-rolls: 1/0
- Penetration/Damage: 5/1

The leader has designated the storm golem unit .256: "I want those morphos dead!"

The first step requires determining the zone of fire (green zone).

All the steel troopers in unit Sierra Able have a line of sight on at least one target: so they can all shoot. With the eye to the laser rifle's sights, the steel troopers have an action value of 5 (of the laser rifles: 5) for the shooting test.

The White Stars leader designates the Therian leader. The range is measured from leader to leader: so the difficulty is 4.

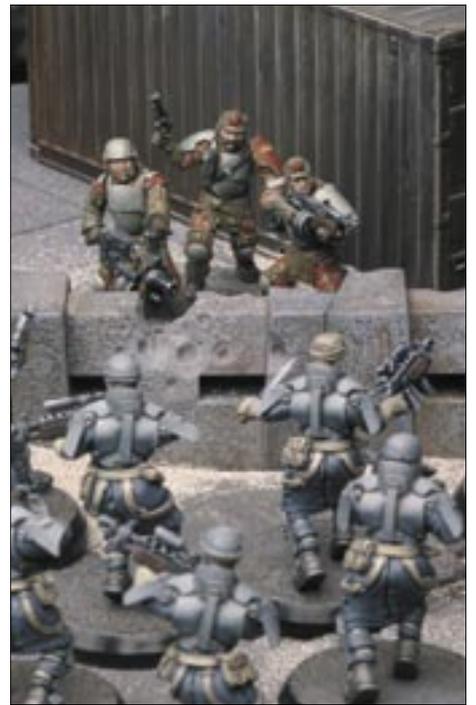
The difference between the action value and the difficulty is 1 (5 - 4). The universal table of resolution indicates that with a difference of 1, the player needs 1 or more to hit.

There are six steel troopers equipped with laser rifles (6/1/0). The player rolls six dice and gets six results higher or equal to 1.

There is no one in the zone of fire. The Therians in the targeted unit suffer all the impacts.

The White Stars player proceeds to the damage tests. The action value is 5 (of the laser rifle: 5). The difficulty is 6 (of the storm golems: 6). The difference between the action value and the difficulty is -1 (5 - 6), so the result needed is 4 or more. The player rolls six dice (the number of impacts) and gets four successes. Four shots rip through the storm golems, ravaging their delicate internal circuits: with one point being enough to eliminate a soldier, unit .256 loses the four fighters closest to the White Stars leader.





# COMBAT



*The sound of steel being unsheathed rang like the final whimper of the condemned. The steel troopers were not going to die easily. Unfortunately, their combat knives seemed pretty pathetic against the dreadful Therian reaper blades.*

*Two men had already fallen to the ground, their protective armor useless against the storm golems' oversized scalpels. The White Stars fought without a word, conscious of being outclassed in both numbers and armament. A combat knife eventually found a flaw in the Therian armor. Another barely scratched a metal torso.*

*The reaper blades hummed in the dark, sweeping away the last hopes of the leader.*

In the heat of battle, a good blade is sometimes more efficient than a laser rifle and certain fighters rely on the good old ways to eliminate an opponent: close combat!

A Close combat is resolved when at least one miniature of a unit is engaged (see the "Activation phase" chapter) after its movement, even if the unit hasn't moved.

Only the engaged fighters equipped with a close combat weapon can attack in close combat. The fighters that carry out the attacks are the **attackers**. The victims of their attacks are the **defenders**. The whole is considered a **mêlée**. Once a unit has attacked in close combat, it cannot act anymore.

## SPLITTING THE COMBATS

Each mêlée is divided into several **combats**. Each combat opposes one type of fighter against another.

In fact, the attackers' unit can engage several units of defenders. It is therefore important to determine which unit of defenders suffers losses.

Here are the situations, which require combats to be split:

- One of the protagonists has different characteristics or a different close combat weapon (heroes, etc.) than the others in his unit;
- The defenders belong to different units;
- There are gunners and support weapons among the defenders.

On the other hand, for close combat resolution, leaders, officers and specialists hardly matter much, as long as they have the same close combat weapons. Special weapon bearers can be attacked but they cannot attack others.

*The golems from unit .256 (red bases) and .250 (orange bases) have arrived in contact with the steel troopers (blue bases). Sergeant Borz's Fire Toad has been destroyed.*

*The sergeant has ejected and has joined his men. Encouraged by his presence, the leader decides to remain in close combat.*

*The mêlée is split into two combats:*

- *Steel trooper 3 and the leader against the three storm golems of unit .260. The missile launcher bearer cannot fight, because he is a special weapon bearer. He doesn't have any close combat weapon;*

- *Steel troopers 1 and 2 against the three storm golems of unit .256.*

*Sergeant Borz should participate in a third fight since he has different characteristics. However, he doesn't have any close combat weapon.*

*The steel troopers will have to manage without him...*



## RESOLVING COMBATS

The player controlling the attackers splits the mêlée into separate combats and chooses the order in which they will be resolved. There are as many combats as there are different types of fighters.

After having picked a combat, the player rolls as many dice as he has fighters of the chosen type involved in the combat. The number of dice is multiplied by the Attack rate (A) of the close combat weapon used. The failures can be re-rolled as many times as indicated by the Re-roll (R) value of the weapon.

Special weapon bearers are not equipped with close combat weapons so they cannot attack.

The **action value** of the attackers is the Accuracy (Acc) of the weapon used.



The **difficulty** is equal to the Defender's Combat (C) value. Each successful roll generates an impact. Each impact leads to a damage test (see Damage p. 51).

**Example:** *Unit Sierra Able attacks. Dave, who controls it, chooses to resolve the combat of steel troopers 1 and 2 first. Both have a combat knife with an Attack rate/Re-roll of 1/0. So Dave rolls two dice (one per steel trooper). The Accuracy of the combat knife is 4 and the storm golems have a Combat value of 5. In this case, "action value - difficulty" gives -1. According to the universal table of resolution, Dave will need to get 4 or more to hit. Dave rolls 2 dice and gets 2 and 3 so he inflicts one impact.*

Impacts are distributed among the defenders.

**Impacts against infantry:** The player proceeds to the damage test, and then picks the defenders to be eliminated from those in contact with the fighters who have just attacked.

**Impacts against armored fighting vehicles:** The player distributes, as he wishes, the impacts to the armored fighting vehicles in contact with the fighters who have just attacked. He then proceeds to the damage tests and their location.

Losses are removed after resolving the damage tests. They are chosen by the attacker among the enemy miniatures taking part in this fight.

# CONTROL PHASE



The four krasny soldati were watching the tunnel. Huddled behind some debris, they were aiming their assault rifles at the darkness. They could hear the commotion of battle but there was no target in sight. From time to time, one of them would have a look over his shoulder towards the "secured" end of the tunnel, just to make sure they were not being outflanked. Explosions could be heard in the distance.

"How long are we supposed to stay here?"

"Until we are issued the order to move, comrade."

"And are we sure the radio works?"

The leader turned the volume of the radio up. The old apparatus crackled some worrying messages.

"They are getting their heads kicked in out there! We have to go and help them, leader!"

"No! Our orders are to hold the access route, and we are going to hold it!"

"But there is nobody here, no one to capture this bloody tunnel!"

The soldier was pointing out the end of the tunnel with his assault rifle, beyond it battle was raging. The leader's gaze remained fixed in that direction: a bleak light shined in the dark.

"Now what?"

Suddenly, dozens of red glowing eyes dotted the far end of the tunnel.

"Damn, morphos!"

All four krasny soldati leveled their weapons at once.

"Shoot 'em when you can see the red in their eyes!"

The storm golems were closing in fast. The assault rifles' fire covered the noise of the running golems. The nanomissions and bullets were flying everywhere. The heavy fire of the revolutionary soldiers kept the Therians at a distance. For a second.

"At least we know why we are holding the position now!"

"Reloading!"

The Therians advanced inexorably, pointing their weapons in front of them. One of the soldati collapsed, seriously wounded. The three soldiers left gave each other a worried look. Suddenly, a grenade flew over their heads and exploded amid the Therian tide, scattering the assailants. The soldati swung around and shouted a warm welcome to the six kolossus spetsnatz.

"Now that's an access route!"



During the control phase, each player evaluates the situation of his company on the battlefield. He determines which objectives and tactical positions he controls and he has the possibility of calling in reinforcements.

The control phase is split into three successive steps:

- 1/ Controlling objectives and tactical positions;
- 2/ Calculating VP and RP, the acquisition of the reserves;
- 3/ Time out. The round is over, a new round begins.

## OBJECTIVES AND TACTICAL POSITIONS

*The only zone you ever really control is the ground you are standing on.*

– Law of War

Controlling the terrain is crucial. During a game of AT-43, each company can control tactical positions or objectives.

- Tactical positions allow the players to deploy their fighters;
- Objectives allow the players to accumulate victory points (VP) and reinforcement points (RP) (see Missions p. 92-99).

An objective or a tactical position is controlled by the player who has the most infantry fighters (with a minimum of one) within 10 cm of it. If it is a tie, none of the sides controls the objective (or the tactical position).

These conditions only apply during the control phase. An objective (or a tactical position) remains under control until the next control phase, even if the control conditions are not fulfilled anymore.

## CALCULATING VP AND RP

*"What's the fate of infantry?"*

*"To die, sir!"*

*"Louder, you sissies, I can't hear you!"*

– Heard during one of Master sergeant W. Lancet's training sessions

Each player counts his VP and his RP. The RP (that have not been spent) and VP are kept from one round to the next.

If a player has fulfilled all his objectives the game ends.

Otherwise, the players can spend their RP to acquire reserve units for the next round.

## TIME OUT

*"Reloading!"*

– Heard on the battlefield.

This last phase simply marks the end of the round and the transition to the next round.



# MORALE



*"We're fighting one to ten! We're all gonna die!"*

*The leader was about to answer when he felt a tremor in the ground. To his far side, the monstrously massive silhouette of a Therian golgoth had materialized. He suddenly realized, just before charging back into close combat, that the overseer had come to watch the coup de grâce and had absolutely no intention of killing the steel troopers himself.*

*Infinite despair overcame the leader's soul; Sergeant Borz's swearing wasn't enough to get the thought out of his head. Even if the steel troopers were to miraculously eliminate the storm golems, they would then have to face the overwhelming fire power of the Wraith. Private... What's his name again? ...might be an ace with a missile launcher, but these morphos combat striders were bloody tough to cr...*

*The bleak beacon of hope was instantly drowned in gushing blood: with a single slash of his reaper blades, one of the storm golems had just sliced through both the missile launcher and the soldier.*

The performance of equipment is not enough to secure victory. The fighters' morale and their ability to keep their cool in the most desperate situations is also an essential element.

The morale of a unit is defined by three statuses: by default, fighters are **valiant**; when things go bad, they tend to become **disorganized**; when the situation has definitely gone pear shaped, they are in **rout** and run for their lives.

**Morale tests** indicate how and when a unit's status changes.

## RESOLVING MORALE TESTS

*"Everybody's gone serving. Serving the U.N.A... Eh! Eh!"*

*– Private M. Hicks*

### When is a Morale test needed?

Morale tests are triggered by events, which could potentially cause panic among the troops. Some of these tests are resolved when the triggering event happens.

A unit may be forced to go through several Morale tests per round.

### Morale test upon the unit's activation

A unit is subject to a Morale test upon its activation, in the following situations:

- A Type 1 or Type 2 infantry unit has fallen to 3 members or fewer;
- A Type 3 infantry unit has fallen to 1 member;
- A unit of armored fighting vehicles is entirely immobilized.

The test is resolved before the unit's activation, before any spending of LP.

## Morale test outside of the unit's activation

Outside of its activation, a unit of armored fighting vehicles is subjected to a Morale test when one of its members is destroyed or abandoned.

## Action value and difficulty

A unit's Morale is equal to the highest Morale in its ranks. If there is an officer leading the unit, his Morale value is the one used.

The **action value** of Morale tests is the unit's Morale characteristic. The fixed **difficulty** is 8.

## Consequences

- If the Morale test is a success, the unit's Morale status remains the same;
- If the Morale test is a failure, the unit's morale status worsens: if the unit was valiant, it is now disorganized. If it was disorganized, it is now in rout.

### NERVES OF STEEL

This ability is indicated by "-" in Morale. Fighters with this ability, like many of the Therians, never need to roll any Morale tests.



## MORALE STATUS

*"Has anybody ever thought about organizing peace talks with the Therians?"*

*"I do not negotiate with domestic appliances!"*

*– Sergeant A. Borz to a soldier*

### Valiant unit

Units are valiant at the beginning of the game. They are activated as normal and walk into battle showing great determination.

### Disorganized unit

A disorganized unit is starting to panic and doesn't obey orders anymore. It cannot perform any action or be given any combat drills when it is activated. The fighters remain where they are, wondering if they should flee or not.

However, a Commander can regain control of disorganized fighters with promises of promotion, reinforcements or court-martial. The player can spend 2 LP to rally a disorganized unit he is about to activate back to valiant status. The unit is then activated as usual.

**Example:** *The number of troopers in unit Sierra Able is dangerously low. When its card is revealed, his unit is submitted to a Morale test and fails. It was valiant and becomes disorganized. Dave has no LP to spend on it. Sierra Able is activated but cannot act and misses its turn immediately. High command is not answering his instruction requests, Sergeant Borz has no advice or anything else to bark at him...The leader is starting to wonder if this could be his last battle, and his men are not even in a state to ask that question themselves.*

### Routing unit

A Routing unit is eliminated and lost. Terror has overcome its members. They are running away in every direction. The unit has no further influence on the battle.



# THE HEROES



Captain Newton angrily switched her microphone on when her two wingmen tightened their formation around Number One, her personal Fire Toad.

“Number One to Foxtrot Alpha 2 and 3 get out of my way now! You’re blocking my...”

Before the captain could finish her sentence, the unit of Fire Toads was caught in the wailing storm fired by two medium sonic guns. Her strider staggered for a second, as it was perforated by two medium nucleus cannon shots. If the members of her unit had not stepped in, Number One would have taken quite a knock. In fact, Foxtrot Alpha 2 and 3 were showing some critical damage.

Two looming Wraiths were advancing upon the Fire toads.

Urash spared a thought for the second golgoth whose reactions he found a bit slow. Since he was unable to manage the movement routines of the two heavy machines alone, the overseer had had no other choice but to connect the other golgoth to the tactical network. They both constituted two separate units, which tried to act in unison. It was a shame, as the creatures had just demonstrated: a unit could act to protect its most precious elements. As if they were trying to confirm this rule, his golgoth was hit by the heavy fire of the enemy armored fighting vehicles. An expert system whispered to Urash that the destruction probability of his golgoth at this range was inferior to one percent.

Urash was amused as he realized that probabilities were only, well probabilities: the statistics had been proven wrong and his golgoth was hit six times. The lasers ravaged its internal mechanisms. The Wraith was about to disintegrate. Urash immediately initiated his transformation procedure to prevent the machine from exploding.

Captain Newton’s predatory grin was wiped off her face as she saw the combat strider melt to the ground rather than explode. Her sensors barely had the time to pick up the silhouette of a storm golem emerging from the collapsing strider. A Therian infantry unit was immediately on the overseer, sheltering him from his enemies’ eyes. This morphos commander wasn’t just your common morphos leader. Destroying him was not going to be easy.

## CONSTITUTION OF A UNIT

“Borz to be wiiiiild...”

– Famous chant among the White Stars recruits

In war, each side has its heroes, whose feats inspire the troops. The heroes are emblematic fighters and their actions often have great consequences on the universe of AT-43.

A hero can be the officer of any unit of his army of the same category and same type has him. He is not counted in the unit’s numbers except to control objectives. His value is added to his unit’s value.

### Examples:

- Captain H. Newton, in her soldier version (★), can join any type 1 soldier unit. So she can lead a unit of star troopers (★) but not a unit of battlesuits (★★★).

- Sergeant A. Borz, in his soldier version (★★), can join any soldier unit with whom he shares the same type: the steel troopers, the wing troopers or even the shock troopers. But when he is aboard Bad Dog, his Fire Toad, he can only join a unit of Fire Toads.

## HEROES RANKS AND FUNCTION IN A UNIT

*“Odin: From conviction ensues obedience.  
Manon: However, blindness leads to slavery.  
Odin: And cowardice is suicidal.”*  
– Extract from *Short Moral Plays* by Manon and  
Odin Gotinov, AT 37, Frontline internal publication

Heroes are officers. They cannot join a unit which already has an officer (or another hero).

If they are deployed alone during the game, for instance when their armored fighting vehicle is destroyed, they can lead any unit without an officer as long as they share the same category and same type. The transfer of leadership is done during the control phase, as long as the hero fulfills the cohesion rules of the unit he has joined: none of the unit’s miniatures should be more than a range (10 cm) away from him and he must be in contact (2.5 cm) with another unit member. Any combat drill given to the unit is immediately applied to the hero.

**Example:** *Sergeant Borz joins a unit of steel troopers who have been issued “Take cover!” and “Overwatch!” combat drills. He has already shot before moving, so he should not be allowed to use “Overwatch!”. But he is still given this combat drill as well as “Take cover!”.*

The hero becomes the officer of the unit he joins and his Morale is used for all the unit’s Morale tests. The hero’s card is removed from the activation sequence; he is now activated at the same time as his unit, when its card is revealed.



## DISTRIBUTING DAMAGE

*“Heroes never die!”*

– Revolutionary saying (AgitProp)

Heroes are role models and sources of inspiration for the soldiers they lead. The latter are ready to sacrifice their lives without a second’s hesitation to save the hero accompanying them.

So a hero never suffers any impacts or damage tests as long as there are other fighters in his unit. Even if these fighters are completely hidden, they receive the impacts and suffer the damage tests instead of the hero. So the hero can only be eliminated if he is the sole survivor of his unit.

However, if the hero is specifically targeted (using the “Sniper” ability for instance), he is subjected to the normal rules and can be eliminated normally.

### Examples:

- *Sergeant A. Borz is aboard Bad Dog. Since he is in an armored fighting vehicle, he can be specifically targeted. When it is the case, he suffers the impacts normally.*
- *Atis-Astarte is leading a unit of grim golems. If a sniper deliberately chooses to target her, none of the golems will step in to take the impacts in her stead. Once in contact, Atis-Astarte has a different profile from her golems. Her combat will be resolved separately. So, she can be eliminated normally.*



# RECRUITMENT AND TRAINING



Rain was pouring down onto the base of the Army of the Revolutionary Collectives. The drops drummed on the galvanized roof of the barracks and the grounds of the boot camp were turning to mud. Even inside his office, Captain Korovitch could feel the cold and the dampness. He downed another glass of vodka and went back to the battle reports and registrations. His lieutenant was quite concerned.

"I'm sorry, comrade Captain, but none of our platoons are complete."

"Thank you comrade Lieutenant, I can read."

Captain Korovitch poured himself another glass and picked a report.

"The striders of the 2nd platoon, are they still working?"

"Yes comrade Captain."

"Very well, I want them with the krasny soldati of the 1st platoon and the spetsnatz of the 3rd."

"But if we do that, the 3rd will have no battlesuits left!"

The captain drank straight from the bottle and wiped his lips with the sleeve of his uniform.

"I don't care! I need the 1st platoon to look like one. For the 3rd, they still have their reinforcement units. They will have to do with that!"

"As you wish Captain!"

The lieutenant had yelled his obedience like a young revolutionary recruit. It had more to do with habit than conviction. Korovitch was not a fool.

"What's the problem?"

"Well, it's just that if we do that, the 2nd will only have one unit of soldiers left; they will never manage to hold anything."

Korovitch smiled, the same smile as when he was about to call an artillery barrage. The kind of smile that made the lieutenant's blood run cold.

"That's alright; I've got plenty of soldiers."

He turned to the window. Under the rain, the young recruits of the ARC were doing sets of push ups in muck up to their forearms. Further behind them, others, bent under the thirty kilos of gear they carried, were finishing yet another lap around the camp. At the sight of these young people sincerely devoted to the Red Blok's revolution, even the great hardened Captain Korovitch was moved.

"As you can see, comrade Lieutenant, no matter the losses inflicted by those morphos creeps or by the plutocratic imperialistic liberticidal U.N. scum, the Red Blok will always get back up!"

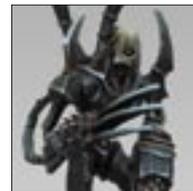
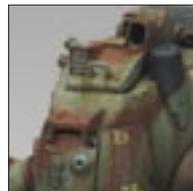
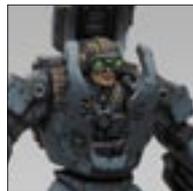
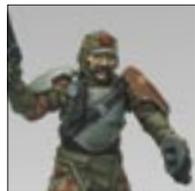
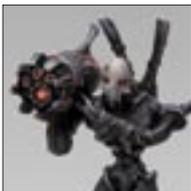
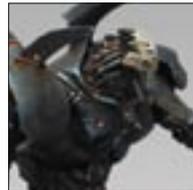
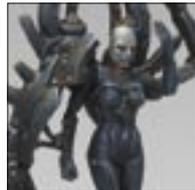
Soldiers must be recruited, trained and assigned to units in order for a company to go to battle.

During a game, each player controls a **company**. As in a real army, the company is split into several **platoons**, themselves split into **units**. During this preparation phase, each player chooses his units to build platoons in accordance with the military doctrine of each army. These choices are written down on a company sheet.

## COMPANY VALUE

To set up an army requires great resources, recruits and infrastructures. An army point value (A.P.) represents this quality of the training and the equipment of the fighters; and is thus a good indicator of their efficiency on the battlefield. Yet building a company with only the “best” elements available would mean creating an army particularly difficult to play, since it would not be able to face the variety of situations coming their way, and therefore would be unable to carry out all the missions available in the rulebook.

Each player is allowed a certain number of A.P. to build his company. This value is indicated in the mission's briefing or is agreed on by the opponents. Each player calculates the sum of the value of the company's units (in A.P.). Once the company has been built, its total value in A.P. must be less than or equal to the number specified by the mission or agreed by the players.



## PLATOONS

*“I want to see only one head!”*

*– An anonymous drill Sergeant.*

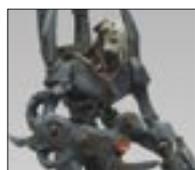
An army is always built around a standard structure in order to facilitate its use.

This structure is represented by the platoon pattern.

All platoon patterns are presented as a list of five slots. Each slot is optional, except for the one marked “!” which is compulsory. Each slot indicates a category of unit (soldier, support, combat strider or vehicle) and, in brackets, the type of the unit (★, ★★ or ★★★).

The number of platoons in a company is unlimited. A platoon must be completed before starting a new one. A platoon is complete when all five slots have been filled.

Each slot can be filled only once per platoon.



## OFFICERS

Officers are essential elements of a company. They are in charge of key posts. However, capable officers are rare: a company can only have a few of them.

- A company can only have one rank 5 officer;
- A platoon can only have one rank 4 officer;
- A unit can only have one officer;
- A company must have at least one officer.

**Commander:** The highest ranking officer is the commander of the company. When several officers are eligible for this post the player chooses his commander among these officers.

Some units do not have access to all ranks of officers and some do not even have access to officers at all. The officers, which may join the different units, are indicated in the Army Books.

**Example:** *The White Stars platoon pattern is made of the following five slots:*

- Unit of soldiers (★ / ★★) !
- Unit of soldiers (★★ / ★★★)
- Unit of soldiers (★★) or support unit (★ / ★★)
- Unit of soldiers (★★★) or unit of combat striders (★) or unit of armored fighting vehicles (★)
- Unit of combat striders (★ / ★★ / ★★★) or unit of armored fighting vehicle (★ / ★★ / ★★★)

*Jon begins by filling the compulsory slot: He picks nine steel troopers (soldiers, type 2) as Unit 1. He then decides to give his first platoon as many combat striders as possibly authorized by the White Stars pattern. So:*

- Unit 2: A unit of 3 Fire Toads (striders, type 1);
- Unit 3: A unit of 3 Fire Toad (striders, type 1).

*If he wanted to include a third unit of Fire Toads, Jon would not be able to because the remaining slots do not give access to strider units and because his platoon is not complete.*

*Jon must complete his platoon with soldiers before constituting a second platoon. The latter would have to satisfy the compulsory slot. Once this is done, it could welcome one or two extra strider units!*

## UNITS

*Try breathing without your face now  
– Found scribbled on a death card*

Once a player has chosen his units, he can then determine their numbers and composition.

### Numbers

Each army corps is associated to a standard and a maximum number of fighters. The **standard number** is the minimum number of fighters needed in a unit to send it to the battlefield. The **maximum number** is the highest number of fighters in a unit without an officer. The potential **Numbers bonus** of an officer is added to the maximum number. Each extra fighter acquired with the Numbers bonus increases the cost in A.P. of the unit.

Each Army Book indicates the cost in A.P. of a unit with the standard number of fighters, with the maximum number of fighters and the cost of the individual extra fighters.

**Example:** *The standard number of a unit of steel troopers is 6 and its maximum number is 9. Without an officer, it is impossible to deploy a unit of steel troopers with fewer than 6 fighters or more than 9 fighters. However, if a Master Sergeant (Numbers bonus: 1) joins this unit, its maximum number goes from 9 to 10. However, this unit will be composed of 9 steel troopers, unless the cost of an extra fighter is paid.*

### Composition

The fighters of the same unit have the same designation. However, they can be standard fighters or special fighters. Each Army Book indicates the nature and the number of special fighters allowed for every unit.

The standard and maximum numbers include both the standard fighters and the special fighters (officers, characters, weapon bearers, specialists).

### Equipment

The unit's equipment is made up of its weapons and items, which provide special abilities. The fighters of a same unit all have the same equipment, except for the special weapon bearers (see besides). A unit is automatically equipped with the standard equipment detailed in each Army Book and its cost is included in its A.P. value. However, it is possible...

- To replace the special weapon(s);
- To add options providing extra abilities to the unit.

These modifications sometimes alter the A.P. value of the unit.

## SUPPORT UNITS

Support units offer a concentrate of devastating fire power. There are two kinds of support units.

- The **static support units** are infantry units with weapons that cannot be used while moving. They have to be set on the ground or mounted on a stand. Mortars, for instance, are part of this category. The movement possibilities of these support units are very limited, but they make it up with phenomenal fire power!

- The **mobile support units** are entirely composed of special weapon bearers similar to those who accompany units of soldiers. The number of fighters in these units is lower, but they provide exceptionally concentrated fire power.

The special weapons are indicated under the dotted line on the standard units' cards.

### Static support units

Static support units are composed of support weapons and gunners. Without its gunner, a static support weapon is automatically destroyed. A static support unit uses the same rules as other infantry units except for the following points:

- They cannot perform any rush movement;
- If there are fewer gunners than there are support weapons, the surplus weapons are destroyed: no more gunner, no more weapon...
- It can shoot only if it doesn't move during its activation;
- When a static support unit suffers impacts, they are distributed as equally as possible among the weapons and the gunners, beginning with the miniature closest to the shooting unit.

### Mobile support units

The **mobile support units** are composed of soldiers and are managed exactly in the same way. However, they are considered to be support units for the company building rules.

### Special weapon bearers

Some fighters are equipped with a different weapon than the rest of the unit. They are called the special weapon bearers. Their weapons are more powerful and often have special abilities. Each Army Book indicates the number of special weapon bearers each unit can include and the kind of special weapons they can be equipped with.

The player chooses one kind of special weapon and gives it to all the special weapon bearers in the unit.

The same weapon can be the standard weapon of certain units and a special weapon for others. Thus, in the White Stars army, a missile launcher is a special weapon for the steel troopers and a standard weapon for the jam TacArms!

### Specialists

The specialists are fighters with particular abilities. They can be the medics who are in charge of healing their comrades, the combat engineers who take care of destroying the terrain or other stuff. The number of specialists in a unit is limited; each Army Book details the nature and the number of specialists each unit can include.

The specialists have the same characteristics and the same equipment as the unit's standard fighters. However, they have special abilities and they are represented with specific miniatures.

A unit can include different specialists, up to the maximum number allowed.

Specialists do not increase the A.P. value of the unit.

**Example:** A unit of steel troopers can include up to two specialists, medics or mechanics. This kind of unit can then have two medics or two mechanics or even one medic and one mechanic.

### Officers

The officers boost the Morale and increase the numbers of their unit.

The highest ranking officer in game is the Commander: his Authority is then used for Authority tests and his Leadership points taken into account for the LP pool.

A unit can include only one officer. Some units cannot have any officer.

An officer will increase the cost of his unit depending on his rank. This increase is indicated for each unit in each Army Book.

## ASSAULT AND REINFORCEMENT

*"Any volunteers for the assault? Don't answer all at once."  
– Heard in a briefing room.*

In some missions, not all the company's units are available at the beginning of the battle. In this case, the player must split them into two groups:

- The **assault units**, which will be available from the beginning of the battle;
- The **reinforcement units**, which will join the battle in exchange for reinforcement points (see p. 71).

The number of A.P. available to each player depends on the mission. The entire company (assault units and reinforcement units combined) must conform the platoon pattern. Once the



company has been built, each player marks the reinforcement units on his company sheet. These units will only be deployed during the battle after spending the required reinforcement points.

## TROOPS REVIEW

*No troop ready for combat is ever ready for a troop review.  
And vice-versa.*

*– Law of War*

Once a player has built his company, it is strongly recommended to review it and verify its A.P. value. If the total is too high, the player has an unfair advantage and must rebuild his company, unless the mission or his opponents allow him to play with such an advantage.

It's also the right time to check that the platoon pattern has been respected and that the company includes all the necessary officers.

Once the troops have been reviewed, they are ready for combat!



# LET'S PLAY!



08:00, Operation Damocles briefing room.

The atmosphere was tense. The air was damp. The officers of Echo company were scrutinizing the general sent by CentCom, freshly baked from East Line. Formal in his words, only his tone betrayed his nervousness.

"Gentlemen, the mission is simple. At 14:00 today, we are bombing the operation zone from orbit. At 14:15, the armored fighting vehicles of the 1st platoon will breach the enemy defenses and secure the zone for the infantry. At 14:30 the infantry units will have to be positioned here, there and here."

The general had sternly designated points Alpha, Bravo and Charlie on the map.

"When Central Command has confirmed the success of the assault, we will drop reinforcements to clear the remaining pockets of resistance. According to our estimates, it shouldn't require more than fifteen minutes. The mission will then be over at 14:45. Overall duration of the engagement: thirty minutes. This is a routine mission."

17:23, operation zone, point Charlie.

The two steel troopers pressed their backs against the concrete wall. Blasts could be heard only a few meters away and the nanomunitions went screeching above them. One of them dared to peek over the wall and realized that the Therian units held points Alpha and Bravo so fiercely that the effort had to be saluted.

"Where are the reinforcements?"

"Inside the ship, safe and warm!"

They fired a burst at a couple of storm golems who had got a bit too daring.

"And without reinforcement how are we supposed to get rid of those morphos?"

"May I remind you that our orbital bombardment has annihilated all enemy resistance."

A nanomunition hit the top of the wall spraying them with debris.

"Oh yeah, sure!"

The two steel troopers fired a new burst.

"I'm fed up of these routine missions!"

The best generals do not throw all their forces into the battle straight away. They know how to use surprise, how to deceive the opponent and have learned to wait until he reveals his hand to hit him harder and better. Besides, the chiefs of staff wait to know how a battle is going before engaging their key troops. If the troops are moving in on the objective as planned, they will be more likely to use reinforcements to secure their positions. On the contrary, if the battle is obviously shaping up to be a disaster, high command will not waste any further resources in the operation.

This chapter details how a game should be prepared:

- 1/ Choosing a mission;
- 2/ Building a company;
- 3/ Setting the game up;
- 4/ Playing!

It also contains the mission rules and six generic missions (four routine missions and two special missions).

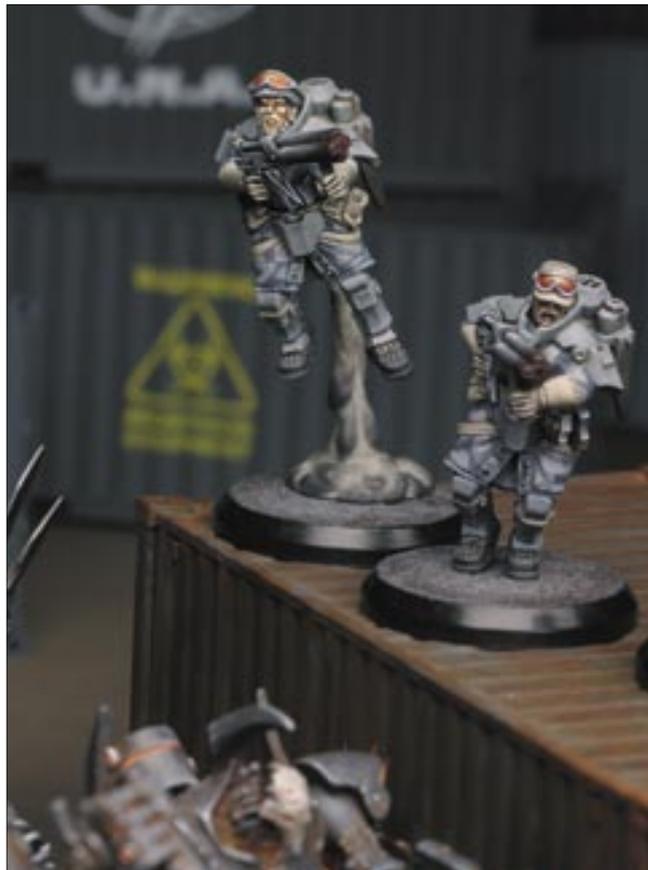
## 1/ CHOOSING THE MISSION

*"Where to, sir?"*

*– Often heard in companies*

Before they begin, the players have to agree on a mission. The choice can be randomized, the missions in the book are numbered from one to six (see further). The youngest player rolls a die; the result gives the number of the mission played.

**Important:** *The rules from the rulebook allow you to play all the missions published in the Initiation Set: Operation Damocles, in the magazine Cry Havoc or on the website [www.at-43.com](http://www.at-43.com).*



## PLAYING THE RESERVES

### Activation

During activation phase, the players place in their activation sequence the cards for all their units in game, meaning reserve and fielded units.

**When the card of a reserve unit is revealed** the unit it represents can be activated and either deployed or left in reserve (without spending any LP).

**When a reserve unit is deployed** the player controlling it can have it enter the battlefield through any of the tactical positions he controls.

### Deployment

When a reserve unit is activated, the player controlling it can choose to have it enter the game through any of tactical positions (see further, in *Missions*) he controls.

- A unit entering the game through any **access zone** can act immediately. Its first action will have to be a movement from the edge of the battlefield;
- A unit that enters using a **drop point** can be placed inside a 10 cm radius of it. If there is not enough room, the drop is impossible. A unit entering the game this way must be activated as usual, but it can neither act nor be issued any combat drills for the current round. It will act normally in the following rounds.

## 2/ BUILDING A COMPANY

*"I've already seen over-equipped platoons fall into traps as obviously ugly as your mothers and run away like schoolgirls at the first blast. Soldier, having a 'real' gun is not enough, you are also going to need something up between your ears and a lot more down in your pants!"*

*– Master sergeant W. Lancet*

The briefing for each mission gives the number of A.P. for the different companies, the share of assault units and reinforcement units, as well as any possible special rules. Once the players have this information they can build their companies.

If the number of A.P. is not defined, the players must agree on a number in accordance to the indications of the briefing.

### Assault units and reinforcement

Once the company has been built, the player splits his units into assault units and reinforcement units.

- The **assault units** are those available from the beginning of the battle.
- The **reinforcement units** come into action later during the game, once the player controls secondary objectives described in the briefing.

The highest ranking officer in game becomes the commander (see The tactical phase) of the company.

### Reserve units

Taking an objective allows a player to "turn" reinforcement units, waiting outside the battlefield, into **reserve units** ready to act at any moment.

During the control phase, each side calculates the **reinforcement points** earned. Once this is done, the players, starting with the loser of the Authority test of that round, can call in reinforcement units by spending the RP earned. 1 RP is worth 1 A.P.

Once a player has spent the necessary RP for a reinforcement unit to enter the game, it becomes a reserve unit. The reserve units' cards are placed in the activation sequence. The player can decide to leave them in reserve when their card is revealed.

At the beginning of the game a player can leave in reserve all the units he wishes to.

### Officers in reinforcement

An officer in a reinforcement unit cannot be designated as Commander. However, he can become the Commander once he is in a reserve unit.



## 3/ SETTING THE GAME UP

*"What matters is not how far you must go, but how far you can go... Or the other way around."*

– Colonel Andrei Kamarov

A mission rarely takes place on an open field. All sorts of obstacles provide cover to the fighters and hinder their advance. Scenery elements (low walls, containers, customized terrain elements, etc.) can be used to represent this.

The mission's briefing often comes with a map of the battlefield, which indicates the location and nature of the terrain elements.

When there is no map the battlefield is divided into as many zones as there are players; the edges of the battlefield are the access zones (see further) for each zone. The briefing includes one of the following indications:

- **No man's land:** When the mission doesn't detail the terrain elements to use, the players agree on which ones they will use. Then each player, starting with the youngest, picks one element in turn and places it on the battlefield. Once all the elements have been placed, each player randomly determines his zone of the battlefield.

- **Pacified region:** These missions require an attacker and a defender. The players begin by determining their role and their side of the table. The defender picks half of the terrain elements and places them as he wishes inside his zone of the battlefield. The Attacker then does the same with the remaining elements.

- **Trench war:** Each player is randomly appointed a battlefield sector. Then each player chooses a terrain element and places it on his sector of the battlefield, beginning with the youngest.

Each player rolls a die to determine his sector of the battlefield. The one who rolls the highest result chooses his sector first.

## 4/ PLAYING!

*"To stay in a good mood, make sure your enemy believes you are."*

– Colonel Andrei Kamarov

The players know their mission. They have built their armies and selected the battlefield. The game can truly begin. Time for some action!

The first round begins.

The players organize their activation sequence. They roll the Authority test to find out who goes first.

Their assault units enter, in turn, through their side's access zones, letting fire rain upon their enemies. Sometimes they even engage in close combat.

Some units scramble for shelter. Others rush to capture the precious battle objectives. And the reinforcement units are waiting for the green light to move in.

This is war!

A game of *AT-43* is played in a certain number of game rounds. Each game round is split into three phases that always take place in the same order. Each of these phases is described in its own chapter:

- 1 – Tactical phase
- 2 – Activation phase
- 3 – Control phase

## MISSIONS

*“What’s up with the officer? He doesn’t look too well.”*

*“He knows what the real objectives of the mission are!”*

*– Two star troopers*

From the soldier’s point of view, war is a succession of meaningless combats. However, safe inside the HQ bunkers, the war is carefully planned. It is organized into operations and into missions, where each company’s work is essential to achieve victory!

An **operation** is a collection of missions taking place in the same operational area or built around an objective of galactic importance. A **mission**, on the other hand, takes place on a restricted battlefield and is built around local or tactical objectives.

Each game allows you to play a mission. All the missions obey some general rules, presented hereafter. However, each mission is unique. The detailed parameters of a mission are found in the **mission’s briefing**.

**Routine missions** are very simple to set up and play. **Special missions** require a little more ingenuity and experience; they involve a more complex level of strategy.

To pick a mission randomly, the youngest player rolls a die:

-  - **Seek & Destroy** (routine mission)
-  - **Bridgehead** (routine mission)
-  - **Hold the position** (routine mission)
-  - **Skirmish** (routine mission)
-  - **Landing** (special mission)
-  - **Extraction** (special mission)

### Forces available

Most missions show the number of army points (A.P.) available to the fighting companies. Sometimes this value may be different for both sides, to reflect the particular circumstances of a battle.

Some missions do not even indicate a number of A.P.; it is up to the players to agree on the value of their companies.

When a mission uses the reinforcement rules, the players are given two A.P. values: one for the assault units and another for the reinforcement units.





## Tactical positions

Tactical positions are used to call reserve units onto the battlefield. A player must control a tactical position in order to use it.

The mission's briefing indicates the various tactical positions:

- **Access zones** allow the player to bring in units;
- **Deployment zones** are areas inside which the units can be placed in the first round;
- **Drop points** allow the player to bring in reserve units.

If you wish to create your own missions, you need to provide at least one access zone or a deployment zone for each player.

## Access zones

Access zones are sections of the battlefield's edges through which the players bring their units in. The first action of a unit entering the game through an access zone is a movement. The distance covered is measured from the edge of the battlefield. Apart from this restriction, the unit can act normally.

There are two sorts of access zones:

- Permanent access zones are specific to each side. They remain under the control of the same side for the whole game, no matter what;
- Neutral access zones are not owned by any side. To be used they have to be controlled (see Control phase).

## Deployment zones

Deployment zones are areas of the battlefield inside which units are deployed at the beginning of the game. A unit placed inside a deployment zone can act normally. Their deployment is subject to the following rules:

- The unit must have enough room to be deployed inside the zone. If it is not possible, the unit enters the battlefield using another zone or through an access zone;
- Deployment zones can only be used in the first round of the mission. In the following rounds, the units can only come in using drop points or access zones;
- The number of units that can be deployed inside a zone is sometimes limited.

## Drop points

Drop points are terrain elements. They give the player who controls them the opportunity to call his reserves onto the battlefield. The units entering the battlefield using drop points are subject to the following rules:

### HOME TURF

Certain missions take place on home turf for one of the players. His soldiers have had time to thoroughly scout the battlefield and they know it like the back of their hand. This advantage adds +1 to his army's Authority tests.

- All the fighters in the unit are deployed within range 0 (10 cm) of the drop point. If this is not possible, the unit enters the battlefield through an access zone, if there is one available;
- Drop points can be used from the second round of the mission;
- A unit cannot perform any action or be given any combat drills in the round it is deployed around a drop point. However, the unit must still be activated as normal – this might require the spending of 1 LP.

## Objectives

During a mission, each side accomplishes certain actions to gain tactical advantages and win the battle. These are the **primary** and **secondary objectives**.

### Primary objectives

The mission is broken up into primary objectives by the various staffs. Each of these objectives will earn the army that fulfills them a certain number of victory points (VP). The briefing details how to earn these VP and the number needed to win the battle.

The nature of a primary objective is very variable. It is often one of the following objectives:

- Controlling a zone or a terrain element;
- Eliminating an enemy officer;
- Eliminating a specific kind of enemy unit;
- Managing to extract a certain number of units from of the battlefield through an access zone.

### Secondary objectives

Secondary objectives are not essential to victory. However, they give a tactical advantage since they generate reinforcement points (RP) and give the opportunity to turn reinforcement units into reserve units.

A secondary objective is generally a tactical position or a terrain element. An objective may be both a primary and a secondary objective at the same time. The player then earns both VP and RP. Entire companies have been annihilated in order to get hold of such strategic goals!

Capturing a secondary objective earns RP once per side and per game. Controlling a secondary objective earns RP at each round. Both are cumulative.

Unspent reinforcement points are kept from one round to the next.

**Example:** *Capturing drop point X-Ray earns the player 50 RP and controlling it gives a further 100 RP. When unit Sierra Bravo takes control of it for the first time, the player earns 150 RP. During the next round, he will only earn 100 RP (for controlling it).*



## VICTORY POINTS AND REINFORCEMENT POINTS

Victory points and reinforcement points are gained during the control phase.

**Victory points (VP)** are used to win the game. Fulfilling a primary objective earns the player VP and reaching a certain number of VP means winning the game. VP are accumulated from one round to the next.

Other objectives earn **reinforcement points (RP)**. The RP give the opportunity to call in reinforcement units (see p. 81). During the control phase, the player spends as many RP as the A.P. value of the reinforcement unit. This unit then becomes a reserve unit and can enter the battlefield according to the rules.

The unit's card is added to the activation sequence.

RP that are not spent are kept from one round to the next.

## CAPTURING AN OBJECTIVE

An objective is **captured** when a side controls it for the first time. The same objective can therefore be captured once by each side.

# MISSION - I

## SEEK AND DESTROY

*/tactical network access/automatic identification/*

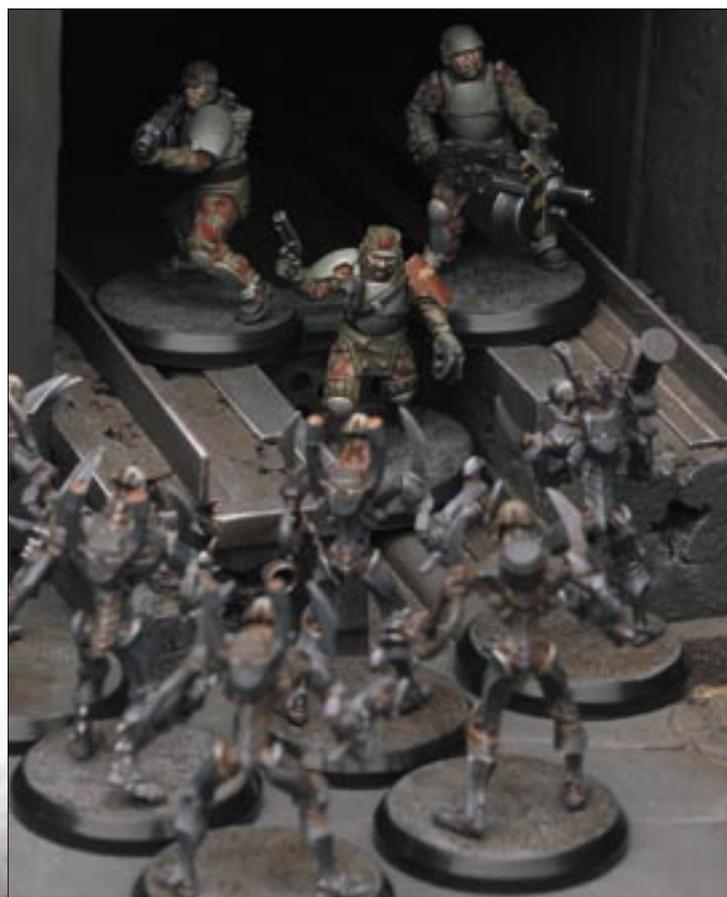
...

*/Authorized access: tactical directives/*

...

*Directive: Seek and destroy*

*The Wraith goloth began its graceful advance. At the same time, the overseer reactivated the storm golems created for the purpose. The information collected was crystal clear. The zone was swarming with enemies. They all had to be eliminated to regain control of the machines located there. This was not his first mopping-up operation. The humans would resist fiercely, and the elimination probabilities of the Therian troops could not be overlooked. But it was not a question of choice; he had to obey the orders.*



### Forces available

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

### Tactical positions

No man's land.

Each side has a permanent access zone, determined randomly on one of the edges of the battlefield.

In a two player game, the access zones cannot be adjacent.

### Primary objectives

- Eliminating an infantry unit: 2 VP
- Eliminating a unit of armored fighting vehicles: 1 VP
- Eliminating an officer: 1 VP

### Secondary objectives

None.

### Special rules

This mission doesn't use the reinforcement rules.

### Cease fire

The game is over after round 6. The player who has the most victory points wins. If all the players have the same number of victory points the game is a draw.

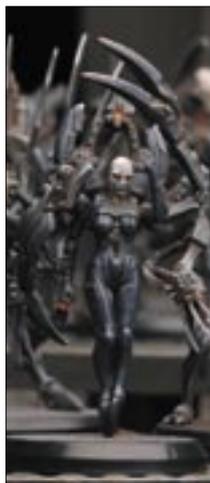
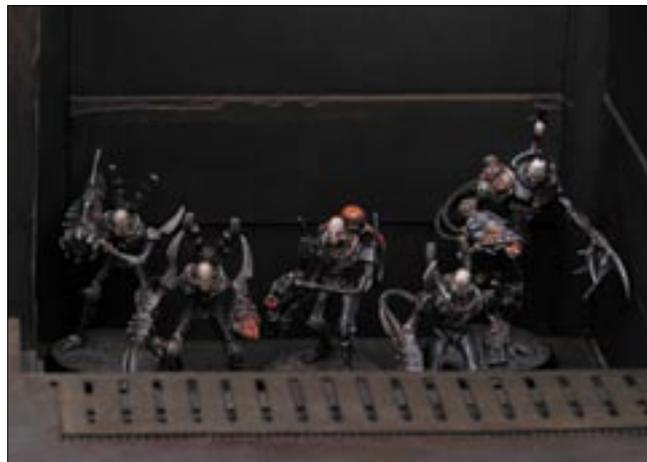
# MISSION - 2

## BRIDGEHEAD

*There were dozens of krasny soldati united by the same revolutionary fervor. They had run toward the hill in a single wave. They had stepped over the bodies of their fallen brothers, cut down by enemy bullets. They had dug their chin into their chest as the explosions lit the night sky with reds and golds. Eventually they reached the hilltop and leveled their assault rifles.*

*Facing them, the U.N.A. were deploying all their military power. They had also suffered heavy losses and their side of the hill was littered with dead bodies too, but nothing could contain their advance. A terrifying truth seized the hearts of the soldiers of the revolution: they would die tonight, blasted by bomb shells, riddled with bullets or stabbed by the hands of the U.N. liberticidal scum.*

*Just for a hill.*



### Forces available

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

### Tactical positions

No man's land. However, a hill or a similar terrain element is placed in the middle of the battlefield. This element is called "the hill".

Each side has a permanent access zone, determined randomly on one of the edges of the battlefield.

In a two player game, the access zones cannot be adjacent.

### Primary objectives

- Controlling the hill: 5 VP
- Eliminating an infantry unit: 1 VP
- Eliminating a unit of armored fighting vehicles: 2 VP

### Secondary objectives

None.

### Special rules

This mission doesn't use the reinforcement rules.

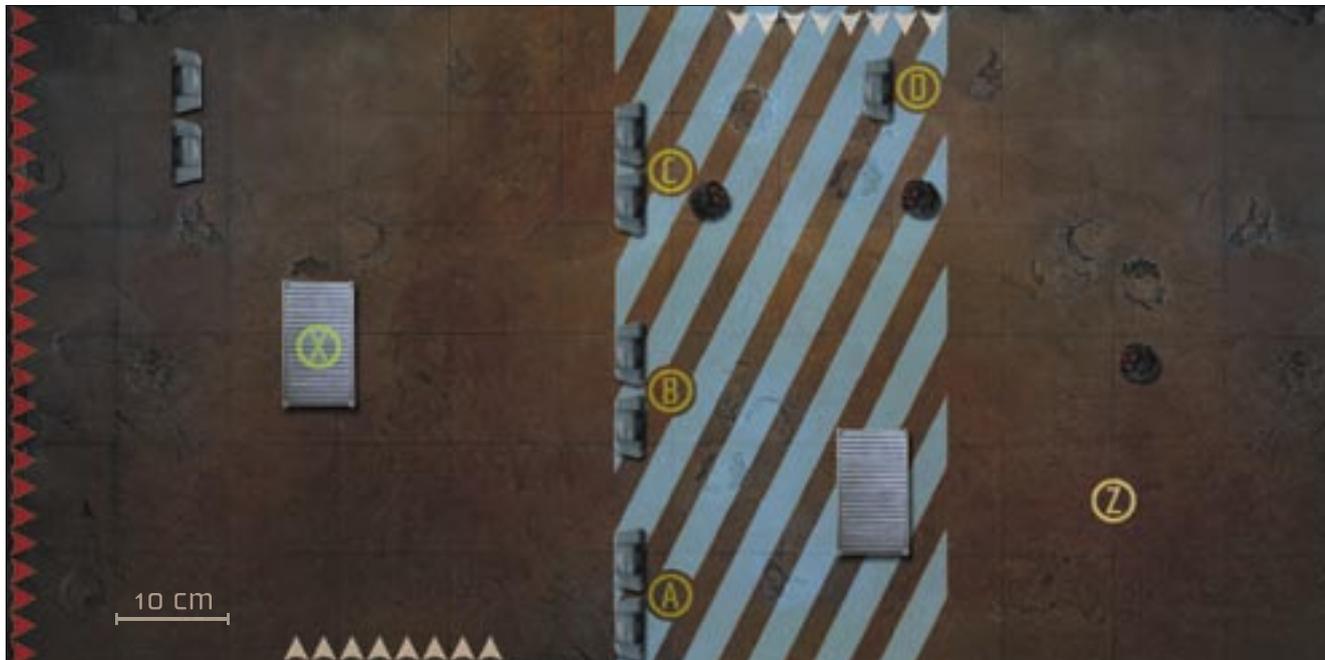
### Cease fire

The game ends when one of the players reaches 20 VP. If several players reach this amount at the same time, the one who controls the hill wins. If none of them controls the hill, the game goes on. The first player who manages to control the hill wins.

If none of the players can win anymore VP, victory goes to the player who accumulated the most.

# MISSION - 3

## HOLD THE POSITION



Sergeant Borz seemed worried as he examined the concrete expanse before him. His recon unit had spotted morphos activity in the area. His platoon had fallen back to a proper defensive position and now they had a wide and clear shooting range. However, the reports showed a dangerously high number of morphos on approach. But Borz had been expecting it. He was defending a strategic access point after all.

"I definitely hate routine missions..."

Borz climbed aboard his Fire Toad and switched on the communications system. The battle was going to be harsh, but as long as his first line of defense would hold, everything should be all right. The sergeant had requested reinforcements. With a little luck, this time he would get them. All there was left to do was hold until they arrived...

### Forces available

This mission opposes an attacker and a defender. The attacker's company is composed of 1500 A.P. of assault units and 500 A.P. of reinforcement units. The defender's company is composed of 1000 A.P. of assault units and 1000 A.P. of reinforcement units.

### Tactical positions

See the map.

### Primary objectives

- Controlling point Able: 1 VP
- Controlling point Bravo: 1 VP
- Controlling point Charlie: 1 VP
- Controlling point Doctor: 1 VP

### Secondary objectives

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

\* Attacker only

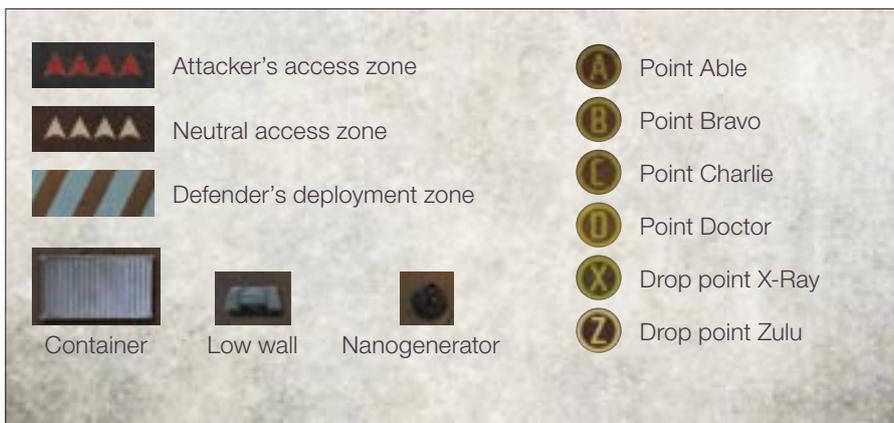
### Special rules

The defender doesn't get the RP associated with the capture of a secondary objective.

### Cease fire

The game ends when one of the players reaches 10 VP. If both players reach this number at the same time, the one who controls the most primary objectives wins. If none of them controls more primary objectives than the other, the game goes on until one of them does.

If neither of the two players can win anymore VP victory goes to the player who accumulated the most.



# MISSION - 4

## SKIRMISH



The steel troopers advanced with caution among the gigantic Therian machines. Guided by the indicator lights, they were scrutinizing the surroundings, trying to detect the enemy. This patrol had not started well: the entanglement of metal beams would provide great cover for any possible aggressor...

The krasny soldati moved under cover, each unit separate from the next by almost fifty meters. They regularly stopped to check if they could still see their officers. The zone was a real labyrinth of metal, obviously favorable ground for an ambush...

Passing a container, one of the steel troopers came toe to toe with a krasny soldati. Frozen by surprise, both men stood there staring at each other. But their soldier instincts didn't take even half a second to kick in.

"Contact!"

### Forces available

This mission opposes two companies of 2000 A.P. Both are composed of 1500 A.P. of assault troops and 500 A.P. of reinforcement units.

### Tactical positions

See the map.

### Primary objectives

- Eliminating an infantry unit: 1 VP
- Eliminating a unit of armored fighting vehicles: 2 VP
- Eliminating an officer: 1 VP



### Secondary objectives

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

### Special rules

None.

### Cease fire

The game is over after round 6. The player who has the most victory points wins. If all the players have the same number of victory points the game is a draw.



# SPECIAL MISSION- 5 LANDING



As he reached the corner of the factory, Urash brought his Wraith golgoth to a halt. The threat sensors were quiet and the tactical system only had good news to announce. His troops were in position for the assault. The bombardments of the last few days had totally cleared the terrain except for the humans' defensive positions. According to Urash's calculation, the first wave should approximately suffer a 68% loss rate. But if it meant gaining control of the nanogenerators, the sacrifice was perfectly worthwhile. The strategic analysis didn't give Urash any choice, he had to bury the human's fortifications and drive his troops deep behind enemy lines.

## Forces available

This mission opposes an attacker and a defender. The attacker's company is composed of 1500 A.P. of assault units and 500 A.P. of reinforcement units. The defender's company is composed of 1000 A.P. of assault unit and 1000 A.P. of reinforcement units.

## Tactical positions

See the map.

## Primary objectives

- Controlling point Able: 1 VP\*
- Controlling point Bravo: 1 VP\*
- Controlling point Charlie: 2 VP\*
- Controlling point Doctor: 1 VP\*
- Controlling point Echo: 1 VP\*
- Controlling point Foxtrot: 2 VP\*
- Controlling point Golf: 2 VP\*
- Evacuating an infantry unit: 5 VP\*\*
- Evacuating a unit of armored fighting vehicles: 2 VP\*\*

\* Defender only

\*\* Attacker only

## Secondary objectives

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

\*\* Attacker only



 Attacker's access zone

 Neutral access zone

 Defender's deployment zone



Container



Low wall



Nanogenerator

 Point Able

 Point Bravo

 Point Charlie

 Point Doctor

 Point Echo

 Point Foxtrot

 Point Golf

 Drop Point X-Ray

 Drop Point Zulu

## Special rules

All the assault units enter the battlefield in the first round. They cannot be left in reserve.

The defender doesn't win the RP for capturing a secondary objective.

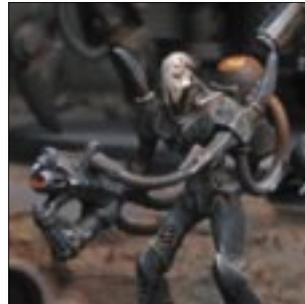
The attacker cannot deploy reserves from neutral access zones.

**Evacuating a unit:** The attacker's objective is to get his units out of the battlefield through the edge opposite his access zone. A unit is evacuated when its leader manages to get beyond the boundaries of the battlefield.

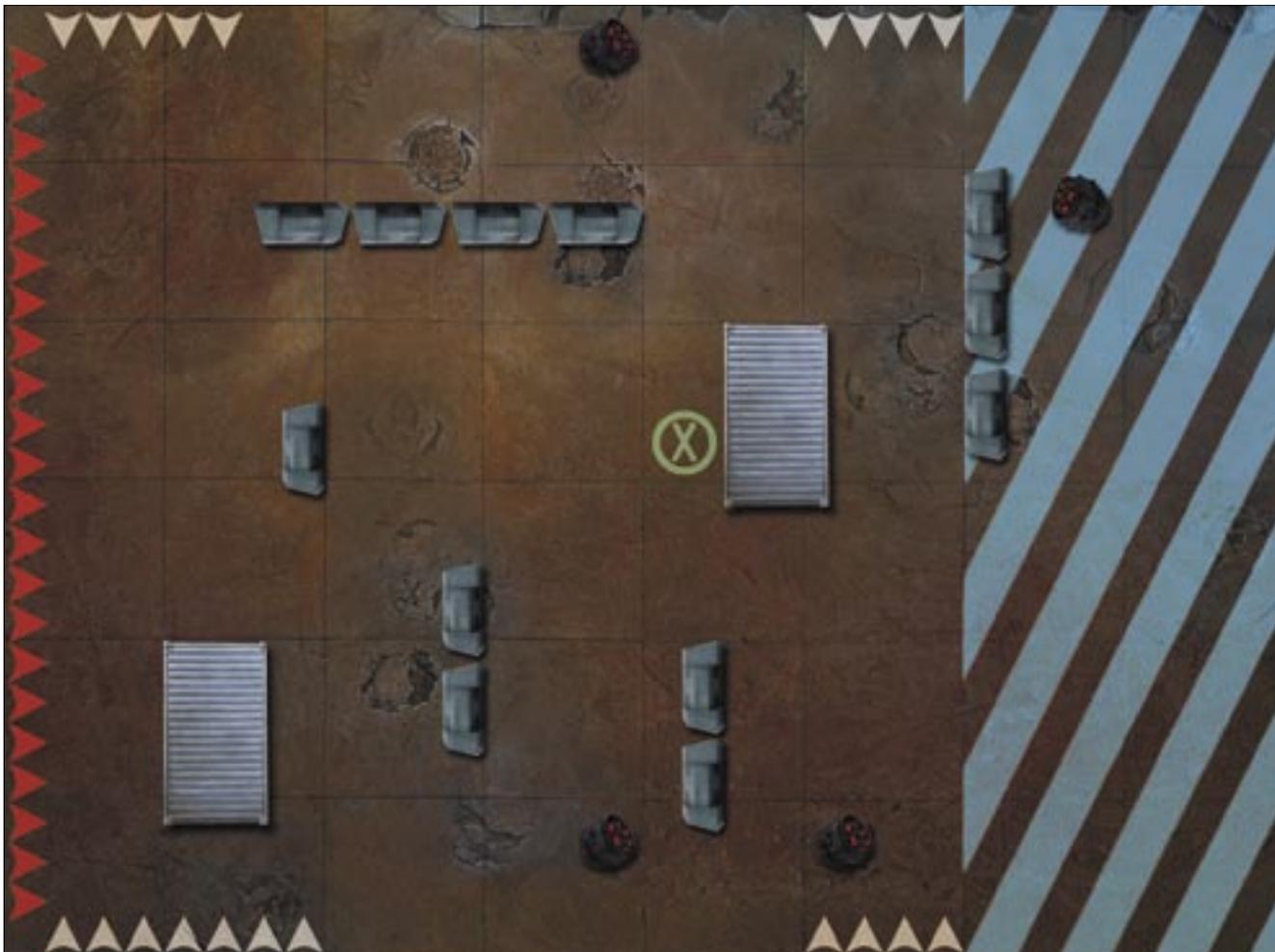
## Cease fire

The game ends when one of the players reaches 15 VP. If both players reach this amount at the same time, the one who controls the most primary objectives wins. If neither of them controls more primary objectives than the other, the game goes on until one of them does.

If neither of the two players can win anymore VP, victory goes to the player who accumulated the most.



# SPECIAL MISSION - 6 EXTRACTION



Sergeant Tymofiyeva was getting pretty badly shaken about in her Kossak. The impacts were pouring onto the ice field; stuck between the trenches and the containers, the pilot could not maneuver.

"Kossak 6-4 reporting, I've got morphos coming in from all directions, requesting reinforcements!"

Caught in the deafening roar of battle, Anastasiya couldn't even hear herself yelling. She didn't know if the radio was still working anyway. Before she even got to repeat her call, a nanomunition ripped a leg from under her strider. Several hundred meters from there, a krasni soldat spotted the smoking wreck right in the middle of the battle zone.

"Kossak 6-4 down, I repeat, Kossak 6-4 down!"

The answer from high command didn't take a second. Sergeant Tymofiyeva could not be abandoned. No one knew if she was still alive. If it was the case, she was not going to stay alive for long. The revolutionary army moved out with one goal in mind: saving Sergeant Tymofiyeva!



## Forces available

This mission opposes an attacker and a defender. The attacker's company is composed of 1000 A.P. of assault units and 1000 A.P. of reinforcement units. The defender's company is composed of 750 A.P. of assault unit and 1250 A.P. of reinforcement units.



## Special rules

**All in:** All the assault units enter the battlefield in the first round. They cannot be left in reserve.

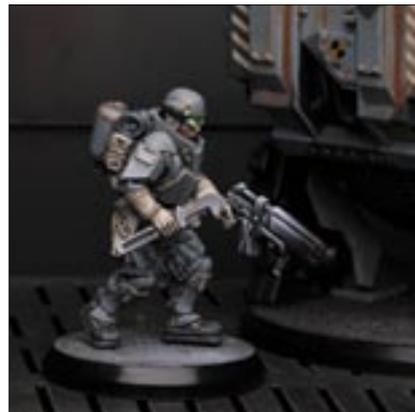
**Eliminating the pilot:** As long as the objective “Meeting the pilot” has not been fulfilled, the pilot remains inside the wreck. He cannot be targeted by enemy fire or by close combat attacks. However, the wreck can suffer impacts when it is caught in a zone of fire or inside an area of effect. The wreck has 5 SP and Protection 11. If the SP of the wreck fall to 0 while the pilot is still inside he is eliminated. The defender cannot target the wreck. He has to wait until the pilot climbs out to try to eliminate him. Orders are orders!

**Meeting the pilot:** When the wreck is captured by the attacker the pilot scrambles out of it. (He can then join a friendly unit according to the “Heroic pilot” rules.) This objective is then fulfilled.

**Evacuating the pilot:** This objective is fulfilled when the pilot reaches the attacker’s access zone.

## Cease fire

The game ends when one of the players reaches 10 VP or when the pilot is eliminated. In the latter case the defender wins. If none of the two players can win anymore VP, victory goes to the player who accumulated the most.



The attacker is allowed an Heroic pilot (see the Army Books) chosen freely from his Army book. He is deployed when the objective “Meeting the pilot” is fulfilled. The miniature of a combat strider is placed as indicated on the map. This strider is only a wreck. It cannot be activated.

## Tactical positions

See the map..

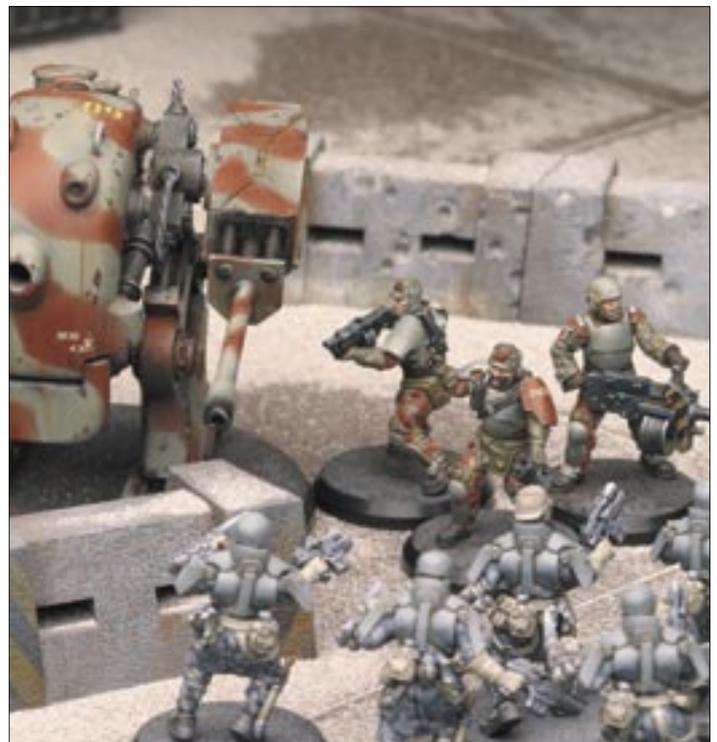
## Primary objectives

- Meeting the pilot: 5 VP\*
- Evacuating the pilot: 5 VP\*
- Controlling the wreck: 2 VP\*\*

\* Attacker only \*\* Defender only

## Secondary objectives

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



# USING THE TERRAIN



*"If I had a choice, I'd rather fight a morphos than a bunker: at least with the morphos, I know I'll have enough gear to blow it to pieces. The bunker is not that co-operative... However, here are few things that will help you find its soft side."*

*– Field engineer McBey, introduction to demolition training session*

A container, a low wall or a bunker can be problematic at times, but they can also become precious allies. Ignoring the terrain is the best way to turn it into a handicap. But when used properly, it will provide those small advantages which turn uncertain victory into positive triumph.



## GOING THROUGH A TERRAIN ELEMENT

*"Head down you morons! And you jackass, you're going back round that bloody wall, and faster than that! You want to stand out? Let's make sure the enemy doesn't even have to aim for your fat head! It's not like you've got much use for it anyway! Everyone one, two, one, two, faster, you bunch of wimps! Hey you! Who told you to climb that container? Get down! You're finishing the course on your stomach, now SQUIRM! You're DEAD, you retard, better get used to the worms!"*

*– Drill Sergeant A. Borz, one day on top of his game*

By default, moving through a terrain element is impossible.

In certain cases, it is necessary to take some risks and jump over a wall or climb a container blocking the line of sight.

An **infantry** unit performing a combat movement can move over a low wall or end its movement on top of or on the other side of a container. In this case, its members can cover **half of their Movement**, in the same way as they would when disengaging.

Armored fighting vehicles cannot “climb” over a container unless there is a ramp to do so (specified in the mission). Low walls are anti-tank obstacles, designed specifically to prevent armored fighting vehicles from getting through.

## SHOOTING FROM HEIGHTS

All the fighters on a terrain element add the element’s Size to their own.

- Low wall: Size 1
- Container: Size 3

The players need to agree on the Size of all the terrain elements before the game begins. The fighters’ Size is a good indicator.

The difference in Size allows the player to ignore fighters caught in the shooting unit’s zone of fire.

**Example:** *The steel troopers of unit Sierra Bravo (Size 2) are displayed on a container (Size 3). As long as they stay there, their Size is considered equal to 5 (2 + 3).*

*Below them, in front of the container, steel trooper unit Sierra Able (Size 2) is waiting. Sierra Bravo shoots at the storm golems of unit .256 as they are getting dangerously close to their positions. Sierra Able is in the zone of fire. But since Sierra Bravo’s Size (5) is superior to Sierra Able’s (2), the steel troopers of Sierra Able are ignored. Show no mercy for the morphos!*

## OPENING AND MOVING TERRAIN ELEMENTS

“What’s in there?”

“Dunno, let’s open it...”

– Two anonymous Karmans just before their equally anonymous death.

Containers can be opened but not moved – a special carrier is required for that. On the other hand, the low walls can be moved: certain combat striders and vehicles have the “Hoist” ability and can therefore lift them.

A unit that opens a container or lifts a low wall is considered as having been engaged – it can neither move nor shoot anymore. For its next activation, the unit will not be considered engaged by the container or the low wall.

A unit can enter a container if the miniatures that make up the unit can stand inside it.

### HOIST

When a fighter with this ability is in contact with a low wall, it can be redeployed anywhere in contact with the fighter.

This action replaces his close combat action.

## FIGHTING TERRAIN

“Boom!”

Terrain elements can be destroyed by using the “Sabotage” ability. It is necessary to use explosives to destroy it totally.

However, when the mission allows it, some terrain elements can be destroyed by fighters’ weapons. This implies that these elements are worn out and about to collapse, or built from bits and pieces.

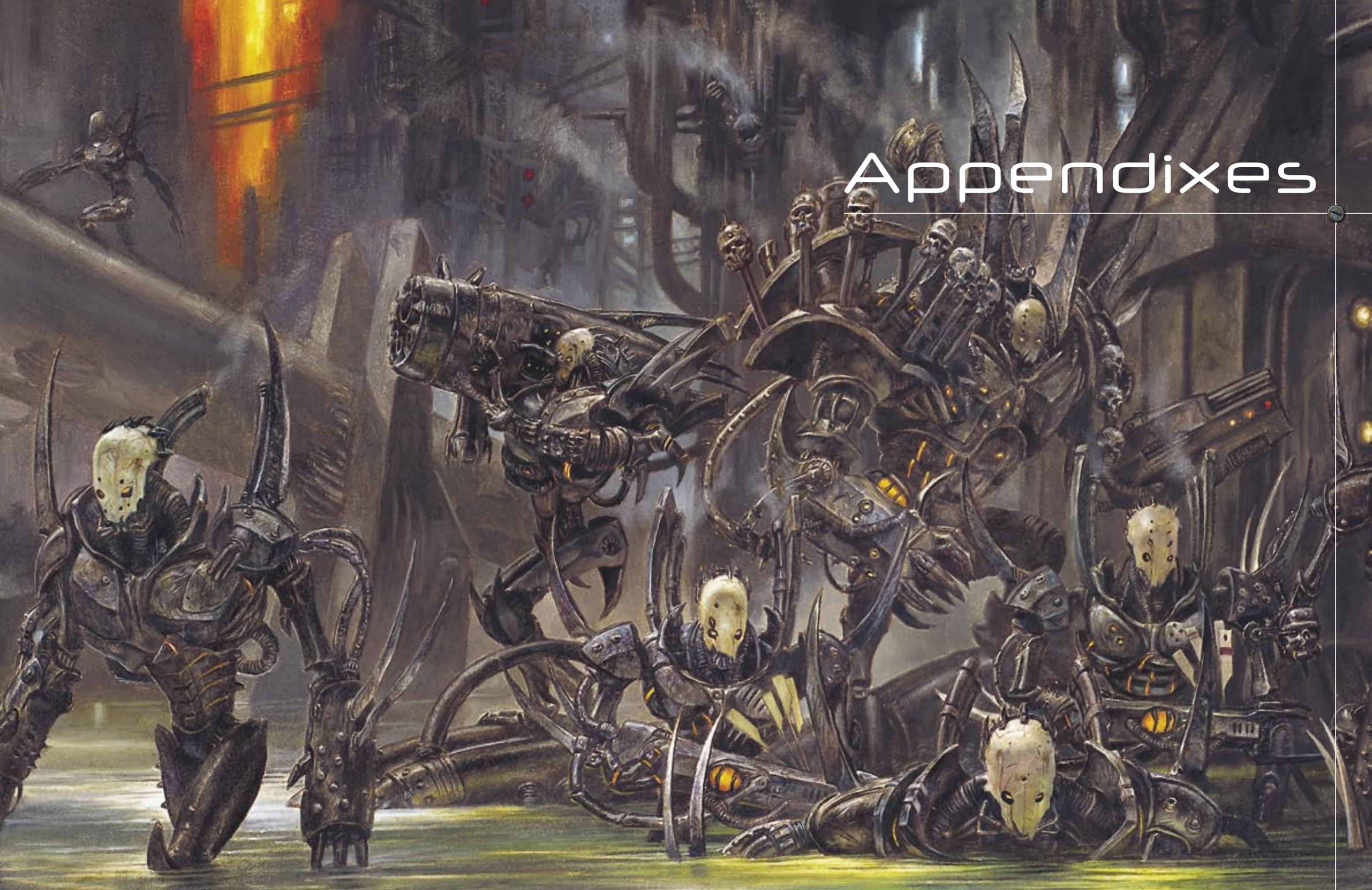
Here are the characteristics of an improvised obstacle or a badly damaged terrain element. **These obstacles can only be destroyed when directly targeted.** If they are used as cover and stop some of the shots, or if they are caught in the zone of fire, they do not suffer any damage. Even if they are already damaged, all the fire power must be concentrated on the terrain elements to destroy them.

The fighters located on top or inside a terrain element are eliminated when it is destroyed.

		Structure points	Size
Low wall	12	1	1
Nanogenerator	11	1	2
Container	8	3	3



# Appendixes



# BATTLE REPORT: BRIDGEHEAD



## MISSION BRIEFING

### Forces available

Each player is allowed the same number of A.P. to build a company. This mission can be played no matter the number chosen.

### Tactical positions

Each player's fighters will enter through one of the table's long edges. They are called access zones.

First, a bunker (available at [www.at-43.com](http://www.at-43.com)) must be placed at the center of the table. This element is called the objective. Each player then chooses in turn, beginning with the youngest, a terrain element and places it on the battlefield.

Once all the elements have been placed the access zone of each player is determined randomly.

### Objectives

In order to win the game, you must accumulate victory points (VP). The VP are counted at the end of each round.

- Controlling the objective: 5 VP
- Eliminating a unit of infantry: 1 VP
- Eliminating a unit of armored fighting vehicles: 2 VP

### Cease fire

The game ends when one of the players reaches 20 VP. If several players reach this amount at the end of the same round, the one who controls the bunker wins. If none them controls the bunker, the game continues. The first player who manages to control the bunker wins.

If none of the players can win any more VP, victory goes to the player who accumulated most.

## TROOPS REVIEW



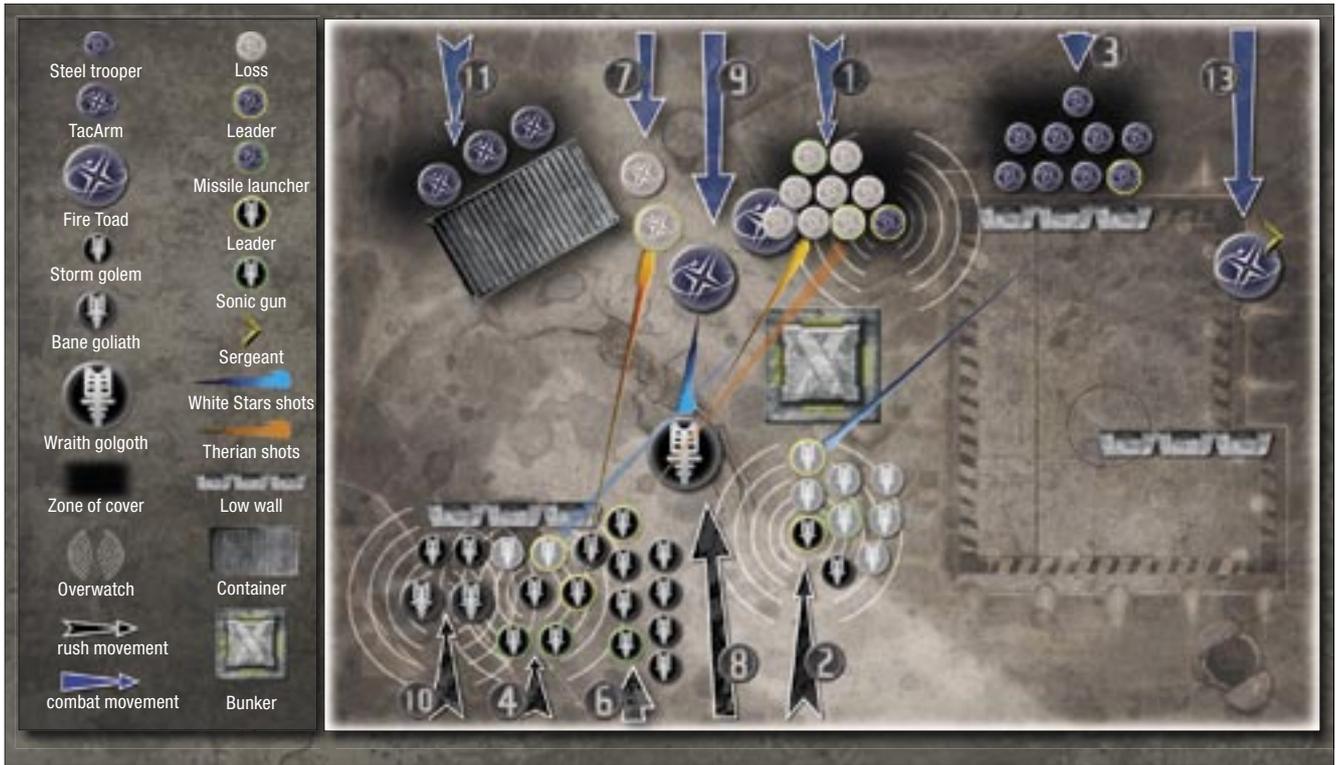
### Therians

#### 1st Platoon

- 9 storm golems including 2 sonic guns (SG1) !
- 9 storm golems including 2 sonic guns (SG2)
- 2 Bane goliaths (BG1)
- 2 Bane goliaths (BG2)
- 1 Wraith golgoth alpha (WG) (Commander)

#### 2nd Platoon

- 9 storm golems including 1 sonic gun (SG3) !



U.N.A

### 1st Platoon

- 9 steel troopers including 2 missile launchers (ST1) !
- 9 steel troopers (ST2)
- 2 steel TacArms (TA1)
- 1 Fire Toad sergeant (FT1) (Commander)
- 2 Fire Toads (FT2)

### 2nd Platoon

- 9 steel troopers including 1 sergeant and 2 missile launchers (ST3) !
- 3 steel TacArms (TA2)



## Go, go, go!

A bunker, a few low walls... nothing more. And yet the strategic importance of this precise location meant it was going to be the scene of a bloodbath.

From the North, Baker Company was advancing towards the objective. The Fire Toads' heavy steps pounded the ground while the soldiers moved up behind the cover of this wall of steel.

To the South, the Therians were further from the objective but they had no program to experience weariness. Marching behind the monstrous golgoth, the titanic spider of metal, they progressed with awe inspiring speed.

## FIRST ROUND

Inside the survival pod of his Wraith golgoth, the Therian overseer browsed the information supplied by the EMI grid and by the forecasts of his assault systems. He knew that his EMI grid access was too low to allow him proper reactivity. Worse than that, he was not allowed any relay systems, which would have helped him manage his units. So he chose to let the humans move first: it would buy him time to design a strategy.

**Jay :** I won the Authority test, but I chose to let my opponent go first. I will then have the opportunity to place my units according to where he places his.

**Jon :** This suits me perfectly. If I had won the Authority test I would have chosen to start. By placing the first unit, I am forcing my opponent to react. So I'm the one who really has the initiative.



At first sight, there is no morphos within reach of the objective, but satellites have spotted an incoming Thерian force. The White Stars sergeant has been informed about it. He is worried that the enemy vanguard might already be in place.

① He cautiously decides to send a first unit of steel troopers as recon. Rushing through the battlefield, they take cover behind a low wall and start an overwatch, ready to open fire.

### COMBAT DRILLS

**Take cover! (1LP):** At the end of their activation, infantry units can be issued orders to take cover. Until their next activation, their cover tests will succeed on  or more rather than  or more.

**Overwatch! (1LP):** A unit that has not shot during its activation can be given overwatch orders. The unit then has the opportunity to shoot at any opponent unit which has moved in its field of vision. It can choose not to shoot and remain in overwatch. Once it has shot the unit is not in overwatch anymore.

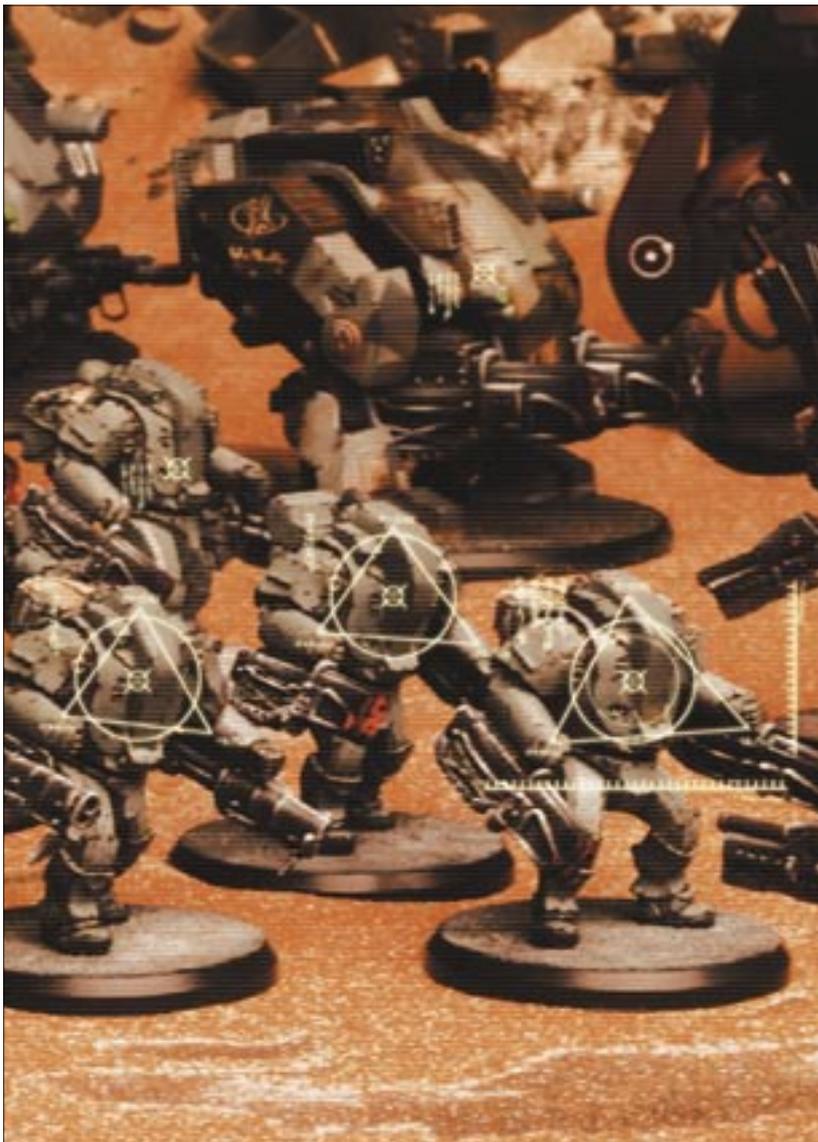


The humans are deploying on the battlefield. The overseer alpha is starting to feel that he shouldn't have given them the edge. He should have chosen to take defensive positions around the objective. But it is not too late; ② the overseer alpha sends a unit of storm golems to stand in Overwatch behind the bunker, out of sight of the steel troopers.

**Jay :** I should have spent an extra LP to tell unit SG1 to take cover, but I have only a limited pool of leadership points. It doesn't allow me much freedom. I need 1 LP to activate each of my units (except for the Wraith golgoth alpha, which is piloted by an officer). Jon has a greater range of possibilities at this level: his Commander has a higher Authority than mine and two of his units include an officer. He can easily spend more LP than me on combat drills such as "Overwatch!" and "Take cover!".



This time the morphos have arrived and they are saturating the area! The sergeant commanding the company knows he must eliminate as many as possible before they get in contact; without any hesitation, he sends in a second unit of steel troopers ③ with orders to open fire at first sight. Unexpectedly, the Thерians do not fire while the steel troopers get into position behind a low wall. Wrong thing to do! A deadly salvo of lasers destroys no fewer than five Thерians, including both sonic gun bearers. A loud cheer salutes this feat, but the sergeant brings his men back to reality and orders them to take cover.



**Jay :** What a mistake! I wanted to keep my overwatch fire to shoot something more valuable than steel troopers. With a penetration of 8, the sonic guns can easily tear through the TacArms' armor or even manage to damage the Fire Toads. Unfortunately, I miscalculated the angle and the steel troopers had a clear shot on six of my golems when I believed they only had two or three in sight! On top of that, Jon rolled a nasty shooting test...

**Jon :** I must say I owe a lot to luck on this one. Even though I had a nice angle on the shot and laser rifles with great Accuracy, I wasn't expecting that much of a result.



Without a thought for the losses, the Thерians keep coming in. ④ A second unit of storm golems enters from the left, triggering the steel troopers' overwatch fire. Three golems bite the dust, but the survivors do not shoot. Seemingly unaffected, they are awaiting the proper time.



Worried by the Therians unusual behavior, the White Stars sergeant chooses not to risk anymore light infantry for the moment. **5** He orders the steel troopers who were about to move in to remain away from the battlefield and wait for further orders.

### ACTIVATION: RESERVE UNITS

*As long as a unit has not been deployed, it can be kept in reserve and enter the game in a later round. This can have several advantages. First, it means that the Commander saves 1 LP since the unit is not activated. Secondly, it is also an opportunity to delay deployment. Finally, the reserve units are always a threat to the opponent who does not know when they will enter the game.*



It is time for a demonstration of Therian power. **6** The third unit of storm golems get into a shooting position between to two previous units and opens fire on the steel troopers who have just performed their overwatch fire. The combined shot of the eight nanoblaster and the sonic gun reap a total of 6 steel troopers: it's a bloody slaughter!



Seeing his men massacred by the Therians, the sergeant has to do something quick before more of his men get torn to bits. **7** He decides to send his first unit of TacArms to relieve the pressure of the morphos infantry. In the rush, he forgot about the storm golems in ambush on the left. The battlesuits barely had the time to step onto the battlefield that the Therians start blasting their sonic guns at them. Despite the thickness of their armor and the cover provided by the container, the sound waves shatter two of these poor souls from the inside!

**Jay :** At last, something in my plan is working. However, luck was on my side. Only four of the six sonic gun shots hit the target, Jon blocked two on the cover roll. Fortunately, the two last ones eliminated a battlesuit each. A proper dig at my opponent's expectations.

**Jon :** I had completely forgotten the sonic guns were in overwatch. Besides, with both the cover and the TacArms' famous armor, they had a good chance of getting away with it...But well, at least the storm golems' overwatch is now over, they did have most of the battlefield in sight.



After such a blow, it is a good idea to keep pushing on. **8** Almost silently, despite the several tons of metal it is made of, the overseer's Wraith golgoth steps onto the battlefield. Within a thousandth of a second, he has analyzed the situation and determined the position of a missile launcher. A second later the threat has disappeared, vaporized by a shot from the nucleus cannon.

The overseer then decides to annihilate the last steel troopers standing too close to the bunker for their own good. The sonic cannon shoots, but fate has decided that only one steel trooper would be eliminated!





The satellite reports had mentioned the presence of the morphos machine and the sergeant had been waiting for its arrival. Luckily enough, its intervention had not been as bad as expected. It is now his turn to play his trump cards! **9** In the commotion of battle, the two fire Toads come pacing across the battlefield to get as close as possible to the golgoth. At this distance, they simply cannot miss their target. Unfortunately, the armor of the morphos beast absorbs two out of the four impacts. The two others damage the propulsion and its sonic cannon.

**Jon :** I am realizing at this moment that even though it is standing in the dead center of the battlefield, the golgoth is going to be a tough nut to crack. It is going to draw a great part of my fire power, which I would have also liked to use against the infantry. My only consolation is its position right in the middle of all our units. This should bother Jay, hopefully.



The humans have finally decided to reveal their armored fighting vehicles. Perfect! **10** From his central position, the overseer calls in a unit of bane goliaths on the left and places them in overwatch behind the storm golems, ready to shoot at any other White Stars machine.

**Jay :** The goliaths, just like the battlesuits, are extremely powerful but relatively fragile. Although their Protection of 10 makes them almost invulnerable to light infantry, they are so dangerous to enemy armored fighting vehicles that any opponent will want to get rid of them as soon as possible and he will not hesitate to target them with his most powerful weapons. This is why I have placed the two bane goliaths behind the storm golems. This way, if the TacArms target them, the golems will absorb the first impacts instead of them. I have also called an "Overwatch!" combat drill on them: just in case the Fire Toad sergeant moves within sight. I will then be able to shoot him before he can return fire. Two bane goliaths are well able to destroy a Fire Toad in one salvo. If Jon plays it safe and keeps his Fire Toad sergeant out of sight they will still be in overwatch until their next activation and they will be able to shoot the first armored fighting vehicle that moves.



The situation is becoming very tense. The crucial fights are taking place on the left side of the bunker, but the zone is covered by the bane goliaths' fire. The sergeant knows how dangerous they can be and he is not prepared to send any more men to the slaughterhouse. **11** He orders the second steel TacArm unit to deploy behind the container.

### WELL DONE!

*Jon took the right decision. Even with two golems in the zone of fire, Jay would have not hesitated a second to sacrifice them in order to allow his bane goliaths to shoot the TacArms.*

**Jon :** The TacArms are extremely powerful, but their fragility makes them difficult to use. I have already made a mistake when I exposed the first unit, so I would not dare leaving the second unit without cover in order to shoot.



The humans are stalling, but time is not a problem for the Therians. The overseer can also be unpredictable when necessary. **12** He orders his second bane goliath unit to stay out of the fight for the moment. They are going to stay in reserve



The right place for a leader is among his men! **13** The Fire Toad sergeant moves in. His primary objective being the bunker, he moves as far as possible to get the best possible angle on the storm golems on the other side. He eliminates two of them with his light laser cannons. It is not going to be enough to prevent the morphos from controlling the objective, but the battle is far from over!

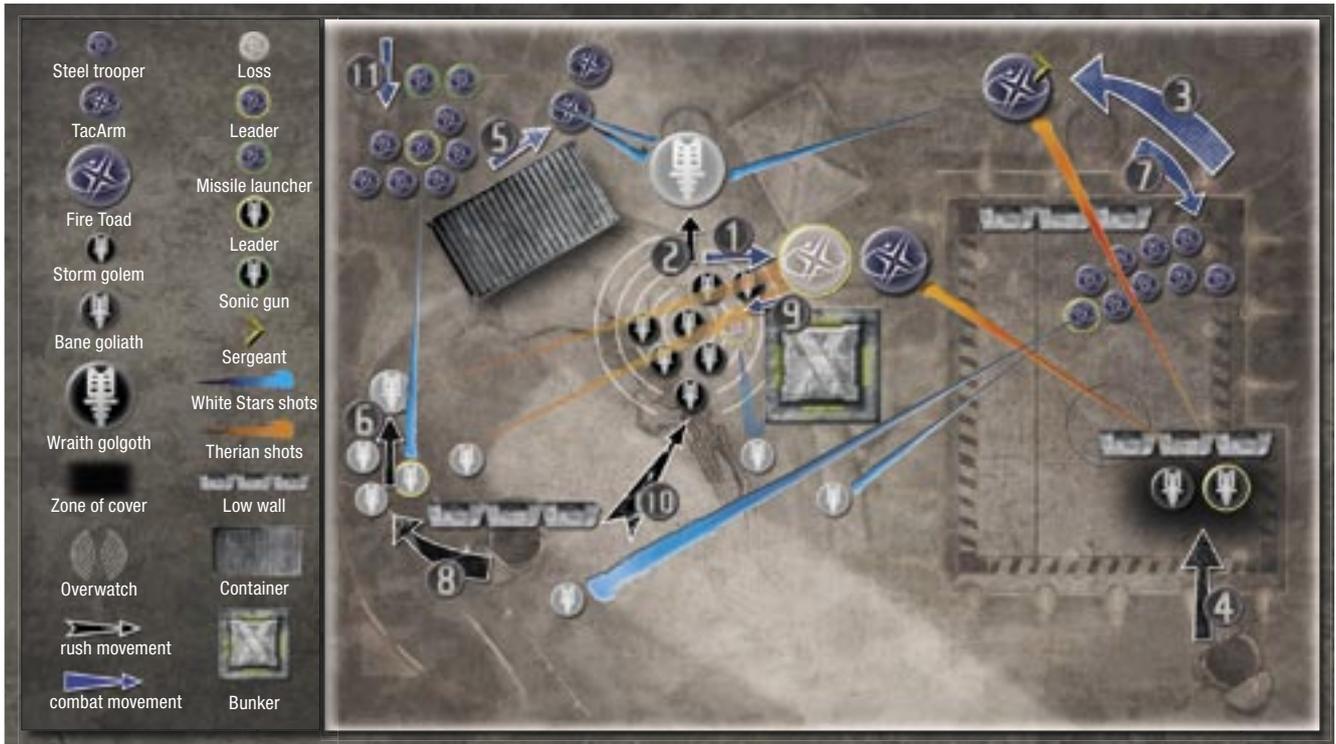
### End of round 1

During this round, the Therians have annihilated a whole White Stars infantry unit. This earns them 1VP. They barely control the bunker with two storm golems against one steel trooper. This earns them a further 5 VP. The Therians end the round with 6 VP and the White stars 0.

**Jay :** The round ends on a high, which is unexpected considering how I started off. I am not confident despite the lead taken. Jon still has three Fire Toads and three steel TacArms. I cannot see my Wraith golgoth surviving beyond the second round.

**Jon :** The way my units are placed on the battlefield is more or less the right one. The Fire Toads have the bunker in a pincer. Besides, Jay's infantry has already experienced very heavy losses, which is kind of satisfying from my point of view. The fat lady has certainly not started singing yet!





## ROUND 2

The units' reports keep coming in on the sergeant's intercom. There have been significant losses but the opponent has also had his share. The sergeant must react quickly and keep the initiative.

The sergeant has to find a way to stop the opponent's infantry from blasting his troops on the left of the battlefield. **1** He orders the Fire Toads to shoot before falling back behind the bunker. Their lasers destroy two storm golems and one bane goliath.

The Wraith's sensors have detected the presence of heavily equipped battlesuits behind the container. **2** The overseer chooses to make them the priority threat. He wheels around the obstacle and shoots when he spots them, but only one of the three targets is eliminated.



**Jay :** The golgoth's combat movement allowed him to get a line of sight on two of the three TacArms. They benefited from the cover provided by the container. The cover was further enhanced by the combat drill "Take cover!". The golgoth fired all its weapons, but the or more cover tests cancelled all the impacts except one.

The Therian golgoth has moved and is now threatening all the White Stars units. The sergeant must get rid of it as soon as possible; otherwise it is going to be a massacre. **3** His Fire Toad swings around and fires at the morphos machine. One of the laser shots destroys another of the strider's legs: the golgoth is now immobilized. But its armament is still fully operational...

**Jay :** From where the Wraith is, it can still see most of the important locations of the battlefield, so not being able to move is not going to be that much of a problem.

**Jon :** It's a disaster! This bloody machine is not about to leave any time soon and it is right in the middle of my lines. It can shoot any of my troops!

Since the humans and their primitive weapons have been arrogant enough to attack him, the overseer decides to give them a lesson. With a magnetic impulse, he calls the bane goliaths left in reserve onto the battlefield. **4** The terrifying machines enter the battle and fire at the Fire Toad sergeant. The two first shots hit the target with great accuracy, simultaneously destroying its two light laser cannons!

**Jay :** Finally, Lady Luck is smiling down upon me! If the Fire Toad sergeant was the only officer in Jon's company, I would keep firing at it until it is destroyed, in order to cancel its Authority and Leadership points. But Jon has another officer in reserve. So I'll leave the Fire Toad sergeant alone since it is unable to shoot anymore.



**Jon :** I still have my officer, although the Fire Toad is almost useless now. Ironically, it's what kept him alive since Jay won't waste anymore shots to finish him off!

Satisfied with the warning sent to the human officer, the Therian overseer directs the bane goliaths' second salvo towards one of the two other Fire Toads. This time only one of the two shots pierces the armor, damaging the cockpit. Both goliaths then get behind the low wall, ready to face the enemy's retaliation.

### SHOOTING AT AN AFV UNIT

*Because of the size of armored fighting vehicles, it is possible to concentrate a unit's fire on one of them, even when they are organized in units of several AFV. The zone of fire is then determined according to the targeted unit and not the unit it belongs to.*



Getting rid of the golgoth is still the number one priority of the White Stars sergeant. **5** His voice rings in the TacArms intercom, ordering them to shoot all their weapons at the morphos strider. The laser guns are shot at point blank, damaging its frame twice.

**Jay :** Smoke is coming out of my golgoth and Jon still has his third steel trooper unit in reserve. I'm guessing that he has one or two missiles with my golgoth's name on them. It will be more than necessary to turn my proud strider into a handful of nanomachines. Hardly enough to recycle them as a blender...

**Jon :** Heh! Heh! Heh! Yes, that's the plan. The immobilized strider is not going to be around for long...



**6** To the left, the bane goliath moves and concentrates its fire on the leftmost Fire Toad. The two nucleus gun shots rip through the frame. The machine is severely damaged.



**7** The steel troopers on the right leave their defensive position to get a proper angle on the enemy infantry; they fire at the storm golem unit in the middle and destroy two of them. One of the storm golems caught in the zone of fire is also eliminated.



**8** The storm golems on the left now get closer to the Fire Toads. Once within sight of the striders, the sonic guns fire at the strider on the left. The armor stops most of the shots, but one of them hits a fault in the plating and destroys the already heavily damaged Fire Toad.





**9** The sole survivor of the first steel trooper unit shows nerves of steel and advances alone on the left side of the bunker, shooting down a storm golem that was also the last survivor of its unit!

**Jon :** Now that was a fluke. Not only does this steel trooper pull off a Morale test but he also kills a lone enemy...I'm taking his name down for a commendation!

### MORALE: MORALE TEST

*A unit that has fallen below the minimum number of members must roll a Morale test whenever it is activated. However, by spending 2 LP when the card is played the unit is no longer disorganized and can be activated normally.*

The steel trooper's medal will be sent to his family. **10** the storm golems standing in the center close up on him and slice him to bits with their reaper blades! They are then given an "Overwatch!" combat drill.

The last steel trooper unit joins the battle. Its deployment possibilities are limited since it must avoid as much of the storm golems' overwatch fire as possible. **11** Therefore they enter from the left, hidden behind the container. This position allows them to shoot both at the

Wraith golgoth and at the golems on the far left. The shots annihilate the four remaining golems as well as the bane goliath that was caught in the zone of fire. The two missile launchers fire at the Wraith golgoth. Only one hits its target, but in manages to penetrate the armor. The titanic strider blows up, sending debris across the battlefield!

### End of round 2

During this round, the Therians have annihilated a White Stars infantry unit. This earns them 1 VP. Besides that, they are still controlling the bunker, so they get a further 5 VP.

On the other hand, the White Stars have destroyed three infantry units earning them 1 VP each. And they get an extra 2 VP for having destroyed the Wraith golgoth.

At the end of this round, the Therians lead 12 to 5.

**Jay :** I'm leading but my situation on the battlefield is pretty desperate... The end of the second round was a tragedy for me. I lost both my golgoth and my bane goliath. All I have left is the fire power of my two remaining bane goliaths and I am certainly not in a position to win the Authority test since I've lost my only officer.

**Jon :** Finally, Jay's losses have proved decisive, although luck was on my side. The golgoth really was a tough nut, but the missile launcher took care of the cracking.



## ROUND 3

 Victory is there for the White Stars sergeant to grasp. Now that the morphos have lost their Commander, he is sole master of the battlefield.

 1 The Fire Toad marches straight into the storm golems, like a wrecking ball in a bowling lane. The morphos don't even have the time to use their overwatch fire before the White Stars strider destroys two of them at point blank range.

### COMBAT DRILLS

*An engaged unit loses the benefit of its combat drills*

**Jon :** By placing it in contact with the golems, not only does the Fire Toad cancel their "Overwatch!" combat drill, but he can also get into a position to shoot at specific victims. (The closest target is eliminated first, but when they are at the same distance, it is the attacker who gets to pick.) Here, the sonic gun was the only real threat to it. I managed to pull off quite a nasty trick on that one!

 2 The remaining bane goliaths reap four steel troopers with their terrifying nucleus guns before moving to the right.

**Jay :** With the Fire Toad FT2 having already shot and the Fire Toad sergeant with no weapons left, my bane goliaths have nothing much to fear except the steel TacArms. By placing my unit this way, I am trying to prevent the battlesuits from shooting at them since there would be steel troopers standing in the zone of fire.

 Now, the most important thing that needs taking care of is the morphos presence around the objective.  3 The TacArms close in on the bunker and vaporize the two closest golems. But with the Fire Toad in the way, the decision is made to hold the fire of their second laser.

 4 Seeing the TacArms move within reach of their reaper blades, the storm golems try to engage them in close combat. Only one golem manages to get in contact with them, but it is unable to pierce through the battlesuit. However, the two others show themselves quite efficient by destroying one the Fire Toad's weapons and damaging its propulsion.





5 Enraged by the loss of their brothers in arms, the remaining steel troopers fire at the two menacing goliaths. Against all odds, two particularly lucky shots manage to send the heavily protected morphos to meet their binary ancestors.

6 Sensing that the battle is coming to an end, the sergeant decides to top it off with a personal touch to show to his troops that a true White Stars soldier is never short of resources. Although his weapons might have been destroyed, he rams his strider into a storm golem at full pace and tramples it, while his men cheer him on!

7 At the other end of the battlefield, the last unit of steel troopers moves and fires at the mêlée. But none of the golems and none of the steel TacArms are hurt.

### FULL THROTTLE

An armored fighting vehicle can perform a rush movement to run over the infantry. Roll a die for every miniature that was even partially under the armored fighting vehicle's base. On 4 or more, the fighter is eliminated. Engaged fighters are eliminated on a result of 4 or more.

### End of round 3

During this round the Therians didn't score any points. The White Stars have destroyed an infantry unit, earning them 1 VP, and have gained control of the bunker, which means another 5 VP.

At the end of this round, the Therians lead 12 to 11.



**Jay :** At the end of the previous round, I knew it would take a miracle to maintain the lead. But, in the end, luck was on Jon's side. He managed to eliminate my bane goliaths with a few steel troopers. I'm leading by a single point, but I must face it...I've lost the battle. I surrender today, but I'll get my revenge tomorrow.

### DEBRIEFING

**Jay :** Three of my bane goliaths were destroyed by steel troopers with simple laser rifles...I haven't got over that yet.

Let's be fair, I didn't lose just because of my opponent's lucky shots. I made two major mistakes in the first round. First, I let Jon go first when I had won the Authority test. I was hoping it would give me the opportunity to benefit from his deployment, but I should have played first and put my units in overwatch. It's exactly what Jon did and it proved to be a great pain afterwards.

Secondly, I should have used the overwatch fire of my first unit of storm golems when I had the opportunity. I was hoping to use it on the steel TacArms but the steel troopers devastated my unit, destroying both my sonic guns. Afterwards, I managed rather well on the points count for the two first rounds. However, the early losses prevented me from keeping it up in the long run. Jon did very well in managing his reserve unit whose missile launchers finished off my Wraith golgoth, therefore changing the outcome of the battle.

Things could have gone differently if I had managed my two first rounds as I should have.

All this proves that tactical decisions are important in AT-43.

**Jon :** I really couldn't sort the luck from my strategy.

The deployment was the one I expected, but I had to bite the bullet a couple of times when Jay's management of pressure was better than mine: The unit of steel troopers that should have contended for the control of the bunker was sacrificed in vain. And tears still come to my eyes when I think about the two steel TacArms that were destroyed before they even got a chance to shoot. In the end, it all came down to my reserve unit.

Of course, I was unable to shoot my missile launchers at the golgoth before the second round, but the unit was almost unharmed at the end of the game while my opponent's units were wearing thin.

Management of the reserve is obviously one of the major points in AT-43: a good general should know how to get the most out of his troops even when they must be sacrificed.

# GLOSSARY



The action fails. No die roll needed. (p. 51)



The action succeeds. No die roll needed. (p. 51)

**Ability:** Game effect linked to a particular kind of fighter. Abilities are detailed in the Army Books for every troop.

**Access zone** (p. 86): Tactical position through which units enter the battlefield. There are two types of access zones:

- **The permanent access zones** are specific to each side. They remain under the control of the same side for the whole game, no matter what.
- **The neutral access zones** are not owned by any side. In order to be used they have to be controlled.

**Accuracy** (pp. 50, 64): Action value used to determine the chances of hitting a unit.

**Action value** (p. 51): The action value is the characteristic used to resolve an action. The result of the subtraction “action value – difficulty” determines the column read in the universal resolution table. This column indicates the minimum result required on a die for the action to succeed.

**Activation phase** (p. 56): During this second phase of a game round the players activate their units in turn. The fighters advance on the battlefield, shoot at their enemies and engage them in close combat.

**Activation sequence** (p. 55): The order in which the units will be played during the round. To build his activation sequence each player picks the cards corresponding to each of the units of his company on the battlefield or in reserve. He arranges them in front of him face down, from left to right, in the order he intends to play them. Once the activation sequence has been arranged, it is not allowed to change the order of it anymore (unless you spend LP, under certain conditions).

**Active player** (p. 53): Player whose turn it is to play.

**ARC (Red Blok)** (p. 38): Army of Revolutionary Collectives. This faction organizes the State and guards it against its internal and external enemies.

**Area of effect** (pp. 50, 60): Area inside which a zone effect weapon inflicts Damage.

**Armored fighting vehicle** (p. 48): This category includes all piloted machines, combat striders and vehicles alike. An armored fighting vehicle is composed of several distinct parts: the frame, the propulsion system and the weapons. Each weapon is an independent part.

**Army:** Group of factions at war in the universe of AT-43. Each army has an associated range of miniatures.

**Army Book:** Publication dedicated to an army, detailing its history, its organization, as well as all the characteristics of its fighters and equipment.

**Artillery strike (3 LP)** (p. 61): Long distance shot from orbital weapons or artillery pieces located so far from the battlefield that nothing can threaten them. Artillery strikes can be called just before activating any unit, once per game round. They can target any fighter in the line of sight of a leader. The minimum result needed is always the same no matter the range. The result needed is indicated instead of the Accuracy 🎲 value of the weapon.

**Assault unit** (p. 83): Any unit available from the beginning of the game.

**Attack rate/Re-rolls** 🎲 (pp. 50, 64): Number of strikes dealt or projectiles fired by a weapon at the time of each test (shooting, combat)/Number of times all the misses can be re-rolled.

**Authority** 🎲 (pp. 50, 55): An officer's ability to maintain discipline among his troops.

**Authority test** (p. 55): Each player performs an Authority test. They roll one die each and add the Authority 🎲 of their Commander to the result of the die. Before an Authority test, each player can wager LP to increase his chances of winning the test.

**Ava:** Home world of the White Stars of the U.N.A. and the revolutionary of the Red Blok.

**Avan:** Inhabitant of Ava.

**Battlesuit** (p. 47): Highly armored and heavily armed soldier.

**Captured objective** (p. 87): When a side controls an objective for the first time. A given objective may be captured once by each side.

**Category** (pp. 47, 50): Soldiers 🎲, support units 🎲, combat striders 🎲, vehicles 🎲.

**Central Command (U.N.A.)** (p. 30): Faction of the U.N. armies leading them to victory. Also called Cent-Com.

**Combat** (pp. 50, 71): This characteristic is the Difficulty of attack tests in close combat.

**Combat drill** (p. 59): A player can issue combat drills to his units. Combat drills offer tactical advantages at the cost of 1 LP each. A unit can be issued several combat drills at once. As soon as an infantry unit is Engaged or Grounded, it loses its combat drills and cannot be given new ones as long as it is Engaged or Grounded.

**Combat strider** 🎲 (p. 48): Armored fighting vehicle on "legs".

**Commander** (p. 79): The highest ranking officer in game is the commander of the company. When several officers are eligible for this post the player chooses his commander among these officers. His Authority is used for Authority tests and his Leadership points taken into account for the LP pool.

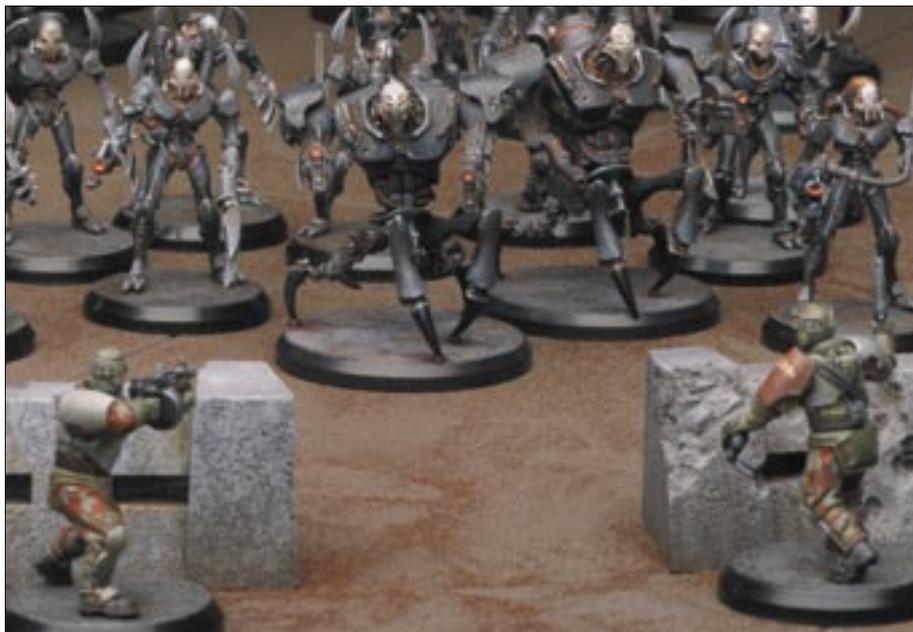
**Company** (p. 79): All of the fighters you lead. A company is split into several platoons. A company must at least have one officer but can only have one rank 5 officer.

**Contact** (p. 47): Two fighters are considered in contact when there is less than 2.5 cm between their bases.

**Control phase** (p. 72): During this third phase of the game round, the players check the objectives that are being fulfilled and go through the three following steps:

- 1/ Controlling objectives and tactical positions;
- 2/ Calculating VP and RP, and the acquisition of reserves;
- 3/ Time out. The round is over, a new round begins.

**Cover** (p. 66): Terrain element behind which fighters can find shelter, but which is not large enough to hide them completely. Cover can save fighters by intercepting impacts. If at least half of the members of a unit are hidden or behind cover, the whole unit benefits from cover tests, unless it is under indirect fire. Cover is ignored when the leader of the shooting unit is within 10 cm of the edge of the cover closest to the targeted unit.





**Cover tests** (p. 67): Each time a unit behind cover suffers impacts from direct fire, the player rolls cover tests. He rolls one die per impact: each  or  cancels an impact.

Cover is ignored when the leader of the shooting unit is within 10 cm of the edge of the cover closest to the targeted unit.

**Cyphers (Therians)** (p. 34): This Therian faction takes care of the proper functioning of the doom devices that are used to transform conquered stellar systems into Therian heavens.

**Damage tests** (p. 51): Penetration - Protection. For every result greater than or equal to the result needed, Damage points are inflicted on a target. The number of Damage points inflicted corresponds to the Damage value of the weapon used.

**Deployment zone** (p. 86): Tactical position inside which units can be placed in the first round. A unit placed inside a deployment zone can act normally. Their deployment is subject to the following rules:

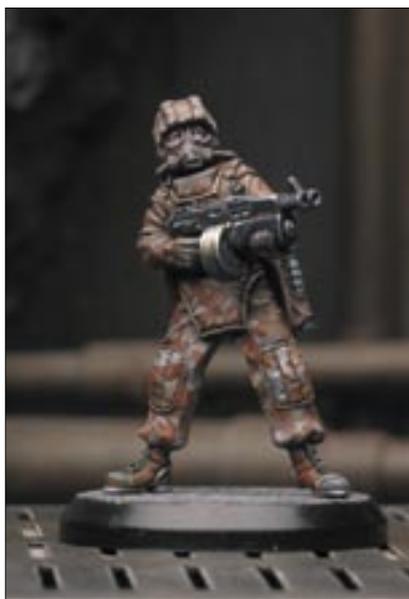
- The unit must have enough room to be deployed inside the zone. If this is not possible the unit enters the battlefield using another zone or through an access zone;
- Deployment zones can only be used in the first round of the mission. In the following rounds units come in using drop points or access zones;
- The number of units that can be deployed inside a zone is sometimes limited.

**Designation** (p. 50): The army corps the fighter belongs to. The rank (sgt., alpha, etc.) is not part of the designation.

**Deviation** (p. 65): To find out who is hit by a unit's indirect fire, the player places the template on the targeted fighter. If at least one shot misses, the shot deviates. A die is then rolled; the result gives the direction of the deviation (there are six directions numbered on the template). The template is moved one centimeter in this direction (one notch) per shooting test failed.

**Difficulty** (p. 51): The difficulty is subtracted from the action value before reading the column in the universal table of resolution. This column indicates the minimum result needed on a die for an action to succeed.

**Direct fire** (p. 60): This is the shooting mode of most weapons. If the targeted unit is engaged the whole melee is targeted. Consider all the engaged units as a same "unit". However, the range of the shot is determined from the leader of the unit actually targeted. When a unit shoots at a unit of armored fighting vehicles it is possible to target a single armored fighting vehicle instead of the whole unit.



**Disorganized unit** (p. 75): A disorganized unit has failed a Morale test. It is starting to panic and doesn't obey orders anymore. It cannot perform any action or be given any combat drills when it is activated. The fighters remain where they are, wondering whether they should flee or not.

However, a Commander can regain control of disorganized fighters with promises of promotion, reinforcements or courts-martial. The player can spend 2 LP to make a disorganized unit he is about to activate valiant. The unit is then activated as usual (and may require the spending of LP to take actions).

**Drop point** (p. 86): Tactical position that allows players to call reserve units onto the battlefield. Units entering the battlefield using drop points are subject to the following rules:

- All the fighters in the unit are deployed within range 0 (10 cm) of the drop point. If it is not possible the unit enters the battlefield through an access zone, if there is one available;
- Drop points can be used from the second round of the mission onwards;
- A unit cannot perform any action or be given any combat drills in the round it is deployed around a drop point. However, the unit must be activated as usual in order to deploy – this might require the spending of 1 LP.

**Engaged:** A fighter is engaged when he is in Contact with at least one opponent. Armored fighting vehicles are never considered engaged. See Engaged unit.

**Engaged unit** (p. 57): An entire unit is engaged when at least one of its members is.

**Faction:** Each army of AT-43 is split into three factions. They have separate interests and their own military organization.

**Fighter:** Any miniature or model, infantry and armored fighting vehicles alike.

**Flux (Karma)** (p. 42): Karman faction leading its people at the heart of post-Trauma wars.

**Free unit** (p. 56): The unit can act as it wishes. The unit is free if all its members are; a fighter is free when he is not in contact with any opponent.

**Frontline (Red Blok)** (p. 38): The Local Collective of Ava demonstrates the superiority of revolutionary ideals every day through its economic and social success and its countless scientific discoveries.

**Grounded unit** (p. 57): Grounded fighters do not count in the zone of fire, as if they had been issued the combat drill “Knee to the ground”. When a grounded unit is activated, the following rules apply:

- When half or fewer than half of the fighters in a unit are grounded their companions give them a hand to get back up. The grounded miniatures are put back up and the unit may act as usual;
- When more than half of the fighters in the unit are grounded, the whole unit is considered grounded. The miniatures are put back up, but the unit cannot perform any action or be given any combat drills.

**Gunner** (p. 48): Special fighter represented by a miniature. He only fires support weapons.

**Hades:** The world that cradled the Red Blok’s revolutionary ideals.

**Handing over the lead** (p. 53): Once the active player has finished his action, he becomes a passive player and the next player becomes the active player instead.

**Heroes** (pp. 48, 76): Legendary figure. When he is a pilot he comes with two profiles: on foot and aboard his armored fighting vehicle. Heroes are subject to particular rules (see Heroes).

**Home turf** (p. 86): Certain missions take place on home turf for one of the players. His soldiers have had time to thoroughly scout the battlefield and they know it like the back of their hand. This advantage adds +1 to his company’s Authority tests.

**Impact (Direct fire)** (p. 64): Each successful shot gives an impact. The impacts are distributed at the rate of one per fighter in the zone of fire, beginning with the fighter closest to the leader of the shooting unit. All remaining impacts (if there are any) are distributed among the unit initially targeted.

**Impact (Indirect fire)** (p. 63): All the fighters whose bases are located, even partially, inside a circle, whose radius is determined as follows, suffer an impact.

- If the result “Accuracy of the weapon - the range” corresponds in the table to an “automatic failure” 🎲, the shot is a failure and has no effect.
- If all the tests are misses, the radius is equal to the Area of effect of the weapon used;
- If there is at least one successful shot, the radius of the Area of effect is multiplied by the number of successful shots. If this result is greater than 10 cm, the radius is equal to 10 cm and all the fighters affected suffer two impacts instead of one.

An infantry fighter who suffers an impact caused by indirect fire is grounded if he is not eliminated. His miniature is laid down.

**Indirect fire** (p. 60): This mode is reserved to certain weapons, such as hand grenades, mortars and grenade launchers. This shooting mode is less accurate but allows shooting in an arc, over obstacles. An indirect fire weapon’s ammunition explodes when it hits the ground; these explosions are represented using the template. A fighter is designated as the target. At least one of the fighters of the shooting unit must have a line of sight on the target. If the shooting test fails, the shot deviates: roll a die. The result gives the direction of the deviation (on the template there are six directions numbered). The template is then moved in this direction one centimeter (one notch) per failure on the shooting test.

**Infantry** (p. 47): Infantry includes all the fighters capable of moving by their own means. They are split into two categories: soldiers and support units.

**Karman (Army)** (p. 40): Biological species wishing to guide the others on the path to wisdom.

**Knee to the ground!** 🎲 (Combat drill) (p. 59): With this combat drill, a unit will not get hit when it is caught in the zone of fire of a shot. It is reserved to infantry units. This combat drill is called at the end of the unit’s activation. Leave a “Knee to the ground” marker near the unit or, if you don’t have any, leave a die on the leader’s base to symbolize this combat drill.

**Leader** (p. 46): Reference miniature in the unit used to apply the rules.

**Leadership point(s) (LP)** 🎲 (pp. 50, 54): Tactical talent of an officer. The higher the value the more orders can be given to units.

**Libra (Karmans)** (p. 41): Faction of wise Karmans seeking to pay off their debt to the Therians.





**Line of sight (two dimensions)** (p. 48): It is determined by tracing imaginary lines connecting the edges of the fighter's base to those of the targeted element.

- If at least one line can be traced without encountering any obstacle, the target is visible.
- If all the lines encounter an obstacle, the target is not visible and cannot be targeted.

**Line of sight (three dimensions)** (p. 49): You should adopt the point of view of the acting fighter by placing yourself at the miniature's level to determine if he can or cannot see his target. If he can see it, even partially, he has line of sight; the action is resolved as if the target was visible.

**Maximum number** (p. 80): Maximum number of fighters in a unit without an officer.

**M. Ind (U.N.A.)** (p. 30): The Military Industrial Complex equips the glorious U.N. soldiers with the latest and most powerful combat technologies.

**Mission** (p. 85): Setting of a game, or battlefield, built around a local or tactical objective.

**Mobile support unit** (p. 80): This kind of unit is composed only of special weapon bearers similar to those found in soldier units.

**Morale** (pp. 50, 74): Action value of Morale tests.

**Morale tests** (p. 74): Indicates when and how a unit's morale status changes (valiant, disorganized or in rout). The difficulty of this test is 8.

A unit is subject to a Morale test upon its activation in the following situations:

- A type 1 or type 2 infantry unit has fallen to 3 members or fewer;
- A type 3 infantry unit has fallen to 1 member;
- A unit of armored fighting vehicles is entirely immobilized.

Outside of its activation, a unit of armored fighting vehicles is submitted to a Morale test when one of its members is destroyed or abandoned.

The test is resolved before the unit's activation, before any spending of LP. If the Morale test is a success the unit's Morale status remains the same. If the Morale test is a failure the unit's morale status worsens: if the unit was valiant, it is now disorganized. If it was disorganized, it is now in rout.

**Movement** (pp. 50, 58): Base value used to calculate the distance (in cm) that the fighter can cover when moving.

**No man's land (Mission rule)** (p. 84): When the mission doesn't detail the terrain elements to use the players agree on which ones they will use. Then each player, starting with the youngest, picks one element in turn and places it on the battlefield. Once all the elements have been placed, the players randomly determine their sector of the battlefield.



**Nova (Karmans)** (p. 41): Karman faction that wishes to weigh on the fate of the other people of the universe.

**Numbers bonus** (p. 50): Number of fighters that can be added to the unit beyond its maximum number of fighters.

**Objective** (p. 87): Allows players to earn victory points (VP) and to accumulate reinforcement points (RP).

**Officer** (pp. 48, 79): Fighters who are experts at leading and motivating troops. To represent this they have leadership characteristics.

When a unit includes an officer he also becomes its leader. When he is eliminated a standard fighter replaces him as leader, but not as officer.

**Operation** (p. 85): A collection of missions taking place in the same operational area or built around an objective of galactic importance.

**Overwatch! (Combat drill)** (p. 59): This combat drill allows a unit to shoot during the activation of an enemy unit. A unit that has not fired during its activation may be given the combat drill "Overwatch!". This combat drill is called at the end of the unit's activation. Leave an "Overwatch!" marker near the unit or, if you don't have any, leave a die in the middle of it to symbolize this combat drill.

**Pacified region (Mission rule)** (p. 84): These missions require an attacker and a defender. The players begin by determining their role and their side of the table. The defender picks half of the terrain elements and places them as he wishes inside his sector of the battlefield. The Attacker then does the same with the remaining elements.

**Passive player** (p. 53): Player(s) whose turn it is not to play.

**Penetration/Damage** (pp. 50, 51): Action value of damage tests/ Number of Damage points inflicted to the victim if the projectile penetrates his protection.

**Platoon** (p. 79): Group of units built using the company building rules. A platoon can only have one rank 4 officer.

**Primary objective** (p. 87): An objective which allows the company that fulfils it to earn victory points (VP).

**Protection** (pp. 50, 51): Difficulty of the opponent's Damage test.

**Range** (p. 46): The range graduations are marked in 10 cm zones. Any miniature whose base edge is exactly in between two zones is considered as being in the zone closest to "0"! These values are the difficulties of shooting tests.

**Rank** (pp. 50, 77): The presence of this symbol means that the fighter (or the pilot, if it is an armored fighting vehicle) is an officer. The number of chevrons indicates the rank level.

**Red Blok (Army)** (p. 36): Revolutionary human army.

**Reinforcement points (RP)** (pp. 84, 87): RP give the opportunity to call in reinforcement units. During the control phase, the player spends as many RP as the A.P. value of the reinforcement unit. This unit then becomes a reserve unit. The unit's card is added to the activation sequence. RP that are not spent are kept from one round to the next.

**Reinforcement unit** (p. 83): Any unit that can join the battle in exchange for reinforcement points (RP). During the control phase, each side counts the reinforcement points earned. Once it is done, the players, beginning with the loser of the Authority test, can call in reinforcement units by spending RP. Each RP is worth 1 A.P.

Once the player has spent the necessary RP for a reinforcement unit to enter the game it becomes a reserve unit.

**Reserve unit** (p. 83): A reserve unit's card is placed in the activation sequence but the unit is not on the battlefield. The player can decide to leave it in reserve when the card is revealed.

At the beginning of the game the player can leave in reserve as many units as he wishes to, unless the mission states otherwise.

**Routine** (p. 126): Combat programs allowing overseers to increase the abilities of the units under their command. There are two kinds of routines: infantry routines and armored fighting vehicle routines.

**Routing unit** (p. 75): Such a unit is eliminated.

**Salvo** (p. 61): One or more shots fired by a unit that are resolved simultaneously.

**Secondary objective** (p. 87): An objective which allows the company that fulfils it to earn reinforcement points (RP).

**Shooting in Overwatch** (p. 67): A unit that was issued an "Overwatch" combat drill (see p. 59) may shoot during the activation of an enemy unit. The shot is resolved according to the following conditions:

- The shooting takes places after the activated unit's movement;
- A unit that doesn't perform any movement cannot be targeted;
- Only the activated unit can be targeted;
- Losses are removed immediately.

**Size** (p. 50): Size of fighters and of terrain elements.

**Soldier** (p. 47): There are three types of soldiers; regular troops (★), elite troops (★★) or battlesuits (★★★). Soldiers do not block the movement of fighters on their side.

**Special fighters** (p. 48): Fighters who have a particular role in a unit, such as officers, medics, special weapon bearers, etc.

**Specialist** (pp. 48, 80): Fighter with expertise in a particular field – medics heal, mechanics repair armored fighting vehicle etc.

**Special weapon bearer** (pp. 48, 80): Soldier equipped with a special weapon – flamethrower, machine gun, etc.

**Splitting the combats** (p. 70): Here are the situations which require combats to be split:

- One of the protagonists has different characteristics or a different close combat weapon (heroes, etc.);
- The defenders belong to different units;
- There are gunners and support weapons among the defenders.





**Split fire!** 🎯 (Combat drill) (p. 59): This combat drill allows the special weapon bearers to shoot at a different moment than the rest of their unit. It is reserved to infantry units. This combat drill is called at the beginning of the unit's activation.

**Standard number** (p. 80): Minimum number of fighters needed in a unit to send it to the battlefield.

**Static support unit** (p. 80): This is an infantry unit equipped with weapons that cannot be fired when moving. A static support unit uses the same rules as other infantry units except for the following points:

- They cannot perform any rush movement;
- If there are fewer gunners than there are support weapons, the surplus weapons are destroyed;
- It can shoot only if it doesn't move during its activation;
- When a static support unit suffers impacts, they are distributed as equally as possible among the weapons and the gunners, beginning with the miniature closest to the shooting unit.

**Structure point(s) (SP)** (pp. 50, 52): Each part of an armored fighting vehicle (frame, propulsion and weapons) is given a certain number of Structure points. A part is destroyed when its Structure points are reduced to 0. A destroyed weapon cannot be used anymore. When its propulsion is destroyed an armored fighting vehicle is immobilized. When its frame is destroyed, the armored fighting vehicle is destroyed and counted as a loss. The miniature is removed.

**Support unit** 🎯 (pp. 47, 80): There are two kinds of support units: static or mobile.

**Support weapon** (p. 48): Powerful but cumbersome weapon represented by a miniature. It needs gunners in order to be used.

**Supra (Red Blok)** (p. 38): This Red Blok faction monitors external enemies, while guiding minds thanks to the collectivist propaganda machine

**Tactical phase** (p. 54): During this first phase of the game round, the players determine in which order they will play their units and decide which player will play first. This phase is split into three steps:

- 1/ Calculating Leadership points;
- 2/ Building the activation sequence;
- 3/ Authority test.

**Tactical positions** (p. 73): Tactical positions (access zones, deployment zones or drop points) are used to call in reserve units onto the battlefield. A player must control a tactical position in order to use it.

**Take cover!** 🎯 (Combat drill) (p. 59): This combat drill allows the player to succeed at his cover tests by rolling 🎲, 🎲, 🎲 or 🎲.

- The combat drill "Take cover!" is lost immediately once a member of the unit is engaged; the "Take cover!" marker is removed.
- The effect of this combat drill is only applied at the end of the unit's activation. This improved cover test never applies to a unit targeted by overwatch fire.

**Terrain controlled** (p. 73): An objective or a tactical position is controlled by the player who has the most infantry fighters (with a minimum of one) within 10 cm of it. If it is a tie, none of the sides controls the objective (or the tactical position).

These conditions only apply during the control phase. An objective (or a tactical position) remains under control until the next control phase, even if the control conditions are not fulfilled anymore.





**Therians (Army)** (p. 32): Army that attacked Ava. They are the ones responsible for the Trauma.

**Time out** (p. 73): Marks the end of the round and the passage to the next round at the end of the control phase.

**Trauma:** Name of the attack that almost led to the destruction of Ava.

**Trench war (Mission rule)** (p. 84): Each player is randomly assigned a battlefield sector. Each player rolls a die. The one who rolls the highest result chooses his battlefield sector first. Each player then chooses a terrain element and places it on his sector of the battlefield, beginning with the youngest.

**Type** (p. 50): This value is used in army building (see Infantry and Armored fighting vehicle).

**U.N.A. (Army)** (p. 28): United Nations of Ava, imperialist human army (cf. White Stars).

**Union (U.N.A.)** (p. 30): Nicknamed Syndicate by its enemies, Union incorporates the various corps of defenders of order and freedom who demonstrate the splendor of U.N ideals across the universe.

**Unit** (pp. 47, 80): Group of one or several fighters sharing a same designation. Once battle is engaged, it is impossible to separate the fighters of a same unit. A unit can include only one officer.

**Universal table of resolution** (p. 51): It is used to determine the success or the failure of actions. The result of the subtraction “action value – difficulty” determines the column read in the universal resolution table. This column indicates the minimum result needed on a die for the action to succeed.

**Valiant unit** (p. 75): Default Morale status. All units are valiant at the beginning of the game.

**Vehicle** (p. 48): Any armored fighting vehicle that does not move on “legs”.

**Victory points (VP)** (p. 87): Fulfilling a primary objective earns the player VP and reaching a certain number of VP means winning the game. VP are kept from one round to the next.

**Warriors (Therians)** (p. 34): This Therian faction has developed a taste for combat along the countless battles fought against the combined forces of the universe. They lead the troops to victory.

**Web Striders (Therians)** (p. 34): Hidden among their brothers, this faction is secretly searching for the consciousness they believe lies deep inside the marvelous Therian machines.

**White Stars** : Alternative name for the U.N.A. army (see U.N.A.)

**Zone of cover** (p. 66): this zone is defined by extending the two lines linking the extremities of the shooting unit to the extremities of the obstacle. The zone beyond the obstacle and between these lines is the zone of cover.

A fighter whose base is even partially inside the zone of cover is considered behind cover.

**Zone of fire** (p. 63): Zone enclosed by two imaginary lines connecting the extremities of the shooting unit to those of the unit it is targeting. The zone of fire includes the fighters separated from their unit by obstacles and the fighters not taking part in the shooting. Any fighter whose base is located even partially, inside this area is caught in the zone of fire. The fighters belonging to the shooting unit or to the targeted unit do not count. A unit cannot shoot its own members!



# Company building



company

ARMY

FACTION

A.P.

A.p./ASSAULT

A.p./Reinforcement

Platoon #

Designation	Slot 1	Slot 2	Slot 3	Slot 4	Slot 5
Troops (number)	A.P.	A.P.	A.P.	A.P.	A.P.
Special weapon	-	-	-	-	-
Extra fighter					
Officer					
Specialist					
Specialist					
Equipment					
Equipment					
Unit value					
Unit value: assault					
Unit value: reinforcement					

Platoon value

Platoon #

Designation	Slot 1	Slot 2	Slot 3	Slot 4	Slot 5
Troops (number)	A.P.	A.P.	A.P.	A.P.	A.P.
Special weapon	-	-	-	-	-
Extra fighter					
Officer					
Specialist					
Specialist					
Equipment					
Equipment					
Unit value					
Unit value: assault					
Unit value: reinforcement					

Platoon value

Important: Circle your Commander!



# WHITE STARS OF THE U.N.A.



*"Better is better!"*

The White Stars, the armed forces of the U.N.A., are essentially composed of highly trained professional soldiers equipped with the best fighting material available on Ava. The White Stars seldom use any heavy combat striders. They would rather go for lighter and faster fighting vehicles, which compensate their frailty with high-technology weapons.

Platoon pattern:

- Unit of soldiers (★/★★) !
- Unit of soldiers (★★/★★★★)
- Unit of soldiers (★★) or support unit (★/★★)
- Unit of soldiers (★★★) or unit of combat striders (★) or unit of vehicles (★)
- Unit of combat striders (★/★★/★★★★) or unit of vehicles (★/★★/★★★★)

! : Priority unit. It must always be chosen first.

**Reminder:** The number of stars in brackets indicates the type of unit that can be chosen.

## OFFICERS

White Stars officers share the same characteristics as the other members of their unit. However, they have particular leadership characteristics, depending on their rank. There are six ranks, one for standard fighters (0) and five for officers:

Rank 0: Private (Pvt.)

➤ Rank 1: Sergeant (Sgt.)

➤➤ Rank 2: Master sergeant (Msgt.)

➤➤➤ Rank 3: Lieutenant (Lt.)

➤➤➤➤ Rank 4: Captain (Cpt.)

➤➤➤➤➤ Rank 5: Colonel (Col.)

## WHITE STARS OFFICERS

Rank	Authority 	Leadership 	Numbers bonus 
Sergeant	1	3	0
Master sergeant	1	4	1
Lieutenant	2	5	2
Captain	4	7	2
Colonel	5	9	3

Here are the first U.N. troops. Discover the rest of this army's units in the *Army Book: U.N.A.*

## INFANTRY

• The **star troopers** are the regular White Stars troops. They are grouped into large units of highly skilled soldiers.

**Type:** 1.

**Numbers:** 8 to 12.

**Standard equipment:** Assault rifle and combat knife.

**Special weapons:** Flamer, Volcano MG or missile launcher.

**Specialists:** Combat engineer, medic.

**Officer:** Rank 1 to 5.

Sergeant (Sgt.): + 10 A.P.

Master sergeant (Msgt.): + 15 A.P.

Lieutenant (Lt.): + 25 A.P.

Captain (Cpt.): + 40 A.P.

Colonel (Col.): + 60 A.P.

• The **steel troopers** are elite soldiers. They embody military efficiency with their high tech equipment.

**Type:** 2.

**Numbers:** 6 to 9.

**Standard equipment:** Laser rifle and combat knife.

**Special weapons:** Laser gun, MG or missile launcher.

**Specialists:** Mechanic, medic.

**Officer:** Rank 1 to 5.

Sergeant (Sgt.): + 10 A.P.

Master Sergeant (Msgt.): + 15 A.P.

Lieutenant (Lt.): + 25 A.P.

Captain (Cpt.): + 40 A.P.

Colonel (Col.): + 60 A.P.



• Faster, stronger, tougher: the **steel TacArms** (tactical armors) are the quintessence of infantry.

**Type:** 3.

**Numbers:** 2 to 3.

**Standard equipment:** Laser gun x 2 and gyroscopes.

**Special weapons:** None.

**Specialists:** None.

**Officer:** Rank 1.

Sergeant (Sgt.): + 10 A.P.



## ARMORED FIGHTING VEHICLES

• The **Fire Toads** are the backbone of the White Stars armored fighting vehicle platoons. Swift and exceptionally maneuverable, they advance with the infantry, providing cover and suppression fire.

**Type:** 1.

**Numbers:** 3.

**Standard equipment:** Light laser cannon x 2.

**Officer:** Rank 1.

Sergeant (Sgt.): + 15 A.P.

## EQUIPMENT

The troops presented above have access to the following arsenal.

**Grenades:** A unit using this equipment cannot use any of its ranged weapons during the current activation. Grenades have the following characteristics:

 : 0     : 1/0     : 1     : 4/1

**Gyroscopes:** These mechanisms give the “Stability” ability to the TacArms. The fighter is not grounded when he is caught in the area of effect of an indirect fire weapon.

**Missile launcher:** This weapon has the “Locked shot” ability:

- It can only target armored fighting vehicles or terrain elements with Structure points;
- It cannot use Overwatch fire;
- Cover and fighters caught in the zone of fire are ignored;
- shooting tests are resolved differently: The minimum result needed to hit is always the same, no matter the range. This result is shown instead of the Accuracy  of the weapon.

### Cost of a star trooper unit

EQUIPMENT	STANDARD NUMBER (1)	MAXIMUM NUMBER (2)	EXTRA FIGHTER
Standard	175 A.P.	250 A.P.	+ 20 A.P.
Grenades	210 A.P.	300 A.P.	+ 25 A.P.
Triple lense helmet	215 A.P.	310 A.P.	+ 25 A.P.
Grenades + Triple lense helmet	250 A.P.	360 A.P.	+ 30 A.P.
Missile launcher*	+ 25 A.P.	+ 25 A.P.	

(1) 8 star troopers including: 1 special weapon + 0 to 2 specialists + 0 to 1 officer

(2) 12 star troopers including: 2 special weapons + 2 specialists + 0 to 1 officer

\*Cost to equip all the special weapon bearers in the unit.

### Cost of a steel trooper unit

EQUIPMENT	STANDARD NUMBER (1)	MAXIMUM NUMBER (2)	EXTRA FIGHTER
Standard	175 A.P.	275 A.P.	+ 30 A.P.
Grenades	200 A.P.	310 A.P.	+ 35 A.P.
Triple lense helmet	205 A.P.	320 A.P.	+ 35 A.P.
Grenades + Triple lense helmet	230 A.P.	355 A.P.	+ 40 A.P.
Missile launcher*	+ 25 A.P.	+ 25 A.P.	

(1) 6 steel troopers including: 1 special weapon + 0 to 2 specialists + 0 to 1 officer

(2) 9 steel troopers including: 2 special weapons + 0 to 2 specialists + 0 to 1 officer

\*Cost to equip all the special weapon bearers in the unit.

### Cost of a unit of steel TacArms

EQUIPMENT	STANDARD NUMBER (1)
Standard	300 A.P.
Laser targeter	315 A.P.

(1) 3 steel TacArms including: 0 to 1 officer

### Cost of a Fire Toad unit

EQUIPMENT	STANDARD NUMBER (1)	MAXIMUM NUMBER (2)	EXTRA FIGHTER
Standard	200 A.P.	600 A.P.	+ 200 A.P.

(1) 1 Fire Toad including: 0 to 1 officer

(2) 3 Fire Toad including: 0 to 1 officer

**Laser guidance:** This homing system gives the “Designator” ability to the TacArms. During his activation, a fighter can tag an enemy unit in his field of view. Until the end of the round, indirect fire weapons and locked shot weapons do not need a line of sight to target the tagged unit.

**Triple lense helmet:** The fighters obtain the “Detection” ability. They get + 1 in Accuracy with all their weapons. In addition, they ignore their enemies’ “Stealth” ability.

**Flamer:** This weapon has the “Projection” ability:

- When a unit contains several of these weapons, each of them can pick a different target;
- Cover is ignored;
- No shooting test is necessary;
- The Accuracy of the weapon shows the weapons maximum range. The template is centered on a fighter. All the miniatures located even partially under the area of effect undergo a damage test.
- Range is measured from shooting fighter;
- Flamer shots cannot be combined to increase the area of effect.



## SPECIALISTS

The troops above can be accompanied by the following specialists.

**Combat engineer:** The combat engineer has the “Sabotage” ability. During his unit’s activation, he can sabotage a terrain element within 2.5 cm of him. The chosen element is removed from the battlefield.

**Mechanic:** The mechanic has the “Repairs” ability. At the beginning or at the end of his unit’s activation he can repair a friendly armored fighting vehicle within 2.5 cm of him. The repaired armored fighting vehicle recovers 1 SP in a location chosen by the player. Destroyed parts may be repaired.

**Medic:** The medic has the “First aid” ability. Once per round he can save a member of his unit. The player announces the use of this ability by shouting “Medic!” right after the fighter is eliminated. A medic cannot save himself. A medic who has taken damage points cannot use this ability.

# THERIANS



The Therians use humanoid robots to fight their enemies. These fighters neither fear death nor need sleep. Pity is not coded in the instructions issued by the EMI grid and the overseers.

The Therians usually lead their armies from a distance, but some of the most capricious among them enjoy taking part in the battle as overseers. The Therians command armies of machines built from the best of their technology.

Platoon pattern:

- Unit of soldiers (★★) !
- Unit of soldiers (★★)
- Unit of soldiers (★★/★★★) or support unit (★★)
- Unit of soldiers (★★★) or unit of combat striders (★) or unit of vehicles (★)
- Unit of combat strider (★★/★★★) or unit of vehicles (★★/★★★)

! : Priority unit. It must always be chosen first.

**Reminder:** The number of stars in brackets indicates the type of unit that can be chosen.

## OVERSEERS

Therian overseers are the masters of the machines, but are not machines themselves. They are the Therians' officers. Their broad access to the EMI grid allows them to use leadership routines to improve the performance of their unit. There are five Ranks of overseers.

Rank 0: Khaos

➤ Rank 1: Alpha

➤➤ Rank 2: Delta

➤➤➤ Rank 3: Omicron

➤➤➤➤ Rank 4: Sigma

➤➤➤➤➤ Rank 5: Omega

## OVERSEERS

Rank	Authority	Leadership	Numbers bonus
Alpha	2	2	0
Delta	2	3	1
Omicron	3	4	2
Sigma	5	6	2
Omega	6	8	2

Here are the first Therian troops. Discover the rest of this army's units in the *Army Book: Therians*.

## INFANTRY

- The **storm golem** combines both excellent efficiency, in contact, and devastating fire power, at range. Although the nanoblaster is a short range weapon, the storm golem's exceptional accuracy and the smart nanomunitions capacity to home in, to a certain extent, on a moving target make it a great medium range weapon. The sonic gun, based on the well known double vibratory effect, dismantles its target with great ease.

**Rank:** 2.

**Numbers:** 6 to 9.

**Standard equipment:** Nanoblaster and reaper blades.

**Special weapons:** Flamer or sonic gun.

**Officer:** Rank 1 to 5.

Overseer alpha: + 10 A.P.

Overseer delta: + 15 A.P.

Overseer omicron: + 25 A.P.

Overseer sigma: + 50 A.P.

Overseer omega: + 65 A.P.



- Assault medusas** favor resilience and aesthetical pleasure. Slower than the golems, assault medusas are ancient attack systems originally designed on the habitat of Thera.

**Type:** 2.

**Numbers:** 4 to 7.

**Standard equipment:** Electrolash and nucleus rifle.

**Special weapons:** Nucleus gun or sonic gun.

**Officer:** None.



- Bane goliaths** are optimized for long range anti-tank fire rather than anti-infantry. Equipped with very heavy armament designed to destroy armored fighting vehicles, they possess disproportionately heavy fire power, capable of destroying even the heaviest golgoths.

**Rank:** 3.

**Numbers:** 2 to 3.

**Standard equipment:** Nucleus gun x 2.

**Officers:** None.

## ARMORED FIGHTING VEHICLES

- The **Wraith golgoth** combines solidity and multiple core system patterns to guarantee maximum survival span.

Designed to be an extremely mobile command unit, the assault golgoth was designed to become, above all else, the overseers' favorite vehicle on the battlefield.

**Rank:** 2.

**Numbers:** 1.

**Standard equipment:** Medium nucleus cannon and medium sonic cannon.

**Officer:** Rank 1.

Overseer alpha: + 15





## OVERSEER ROUTINES

Therian overseers use routines and sophisticated combat programs allowing them to improve the performances of the units under their command. These routines, the timeless legacy of the overseers, use nanomachine technologies and the Therians' most advanced scientific knowledge. Many overseers develop their own routines to answer a need or to invent new combat technologies. They hope to become famous this way and leave their mark in the Therian art of war forever.



## EQUIPMENT

The troops presented above have access to the following arsenal.

**Flamer:** This weapon has the "Projection" ability:

- When a unit contains several of these weapons, each of them can pick a different target;
- Cover is ignored;
- No shooting test is necessary;
- The Accuracy of the weapon shows the weapons maximum range. The template is centered on a fighter. All the miniatures located even partially under the area of effect undergo a damage test.
- Range is measured from the shooting fighter;
- Flamer shots cannot be combined to increase the area of effect.

**Medium nucleus cannon:** A fighter equipped with this weapon benefits from the "Sniper" ability:

- This ability can only be used if the fighter doesn't perform a movement during his activation;
- Cover and fighters caught in the zone of fire are ignored;
- The player chooses the target of each impact among the visible fighters of the targeted unit. If the target is an armored fighting vehicle, the player chooses the location of each impact.

**Nanostorms:** A unit using this equipment cannot use any of its ranged weapons during the current activation. Nanostorms have the following characteristics:

☉ : 0    ☉ : 1/0    ☉ : 1    ☉ : 5/1

**Relay:** This equipment can be given to a unit leader. Activating a unit with a relay doesn't cost any LP. This equipment is lost when the unit's original leader is eliminated.

## Infantry routines

These routines are used by the overseers in charge of infantry units. When a routine affects a movement or a test it is declared at the time of the movement or the test. Otherwise it is declared during the activation of the overseer's unit. The routines that are not instantaneous remain in effect until the unit's following activation.

The routines only affect the overseer's unit. However, if the company's Commander is in an infantry unit he may execute routines on any of the company's infantry units.

An overseer can use each routine once per activation.

**Transfer (1 LP):** One of the unit's soldiers is replaced by any other soldier already eliminated. The unit's composition rules must be respected.

**Dash (2 LP):** If the unit performs a rush movement it can cover up to 30 cm.

**Hyper nanonucleus (2 LP):** The unit can reroll all its failed Damage tests once.

**Reconstruction (3 LP):** One of the unit's fighters comes back into the game.

## Armored fighting vehicle routines

These routines are used by the overseers of armored fighting vehicle units. When a routine affects a movement or a test it is declared at the time of this movement or this test. Otherwise it is declared during the activation of the overseer's unit. The routines that are not instantaneous remain in effect until the unit's following activation.

The routines only affect the overseer's unit. However, if the company's Commander is in an armored fighting vehicle unit, he may execute routines on any of the company's armored fighting vehicle units.

An overseer can use each routine once per activation.

**Repair (1 LP):** An armored fighting vehicle regains 1 SP. The armored fighting vehicle and the location repaired are chosen by the player.

### Cost of a storm golem unit

EQUIPMENT	STANDARD NUMBER (1)	MAXIMUM NUMBER (2)	EXTRA FIGHTER
Standard	250 A.P.*	400 A.P.*	+ 40 A.P.
Nanostorms	275 A.P.*	430 A.P.*	+ 45 A.P.
Relay	255 A.P.*	405 A.P.*	+ 40 A.P.
Relay + nanostorms	280 A.P.*	435 A.P.*	+ 45 A.P.
Flamer	+ 25 A.P.	+ 25 A.P.	

(1) 6 storm golems including: 1 special weapon + 0 to 1 officer  
 (2) 9 storm golems including: 3 special weapons + 0 to 1 officer  
 \* Cost to equip all the special weapon bearers in the unit.

### Cost of an assault medusa unit

EQUIPMENT	STANDARD NUMBER (1)	MAXIMUM NUMBER (2)	EXTRA FIGHTER
Standard	225 A.P.	425 A.P.	+ 55 A.P.
Relay	230 A.P.	430 A.P.	+ 55 A.P.

(1) 4 assault medusas including: 1 special weapon  
 (2) 7 assault medusas including: 3 special weapons

### Cost of a bane goliath unit

EQUIPMENT	STANDARD NUMBER (1)	MAXIMUM NUMBER (2)
Standard	250 A.P.	375 A.P.
Relay	255 A.P.	380 A.P.

(1) 2 bane goliaths  
 (2) 3 bane goliaths

### Cost of a Wraith golgoth unit

EQUIPMENT	STANDARD NUMBER (1)
Standard	350 A.P.
Relay	355 A.P.

(1) 1 Wraith golgoth including: 0 to 1 officer

**Dash (2 LP):** If the unit performs a rush movement it can cover up to 50 cm.

**Hyper nanonucleus (2 LP):** The unit can re-roll all its failed Damage tests once.

**Creation (4 LP):** A type 1 combat strider appears on the battlefield in contact with the overseer. It constitutes a new unit. Its card is placed in the activation sequence for the next round. The player must have the miniature and enough room to place it on the battlefield.

**Fusion (4 LP):** The overseer chooses two combat striders of the unit. They are immediately destroyed and replaced by a single brand new combat strider of the next highest type. The new strider is not an overseer. It is deployed where one of the two previous striders stood before they were eliminated and forms a new unit. Its card is placed in the activation sequence for the next round. The player must have the miniature and enough room to place it on the battlefield.

