

A R M Y

B O O K



THE THERIANS



AT-43

"No one escapes war!"

*"Our evolution is a necessity
and a certainty."*



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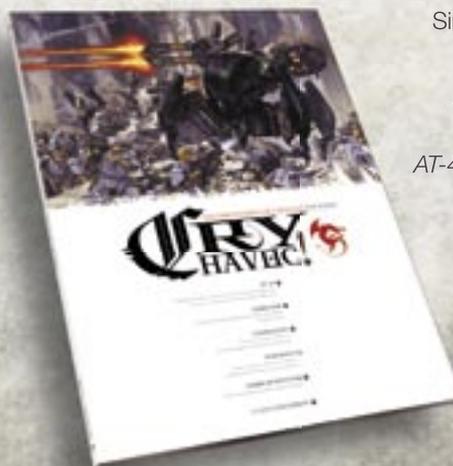
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AT-43 is a work of fiction. This is just a game.
None of this ever happened
and hopefully never will...

CRY HAVOC

Rackham publishes a bimonthly magazine
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Since issue 14,
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in *Cry Havoc*
the elements
of the first
AT-43 worldwide
campaign!

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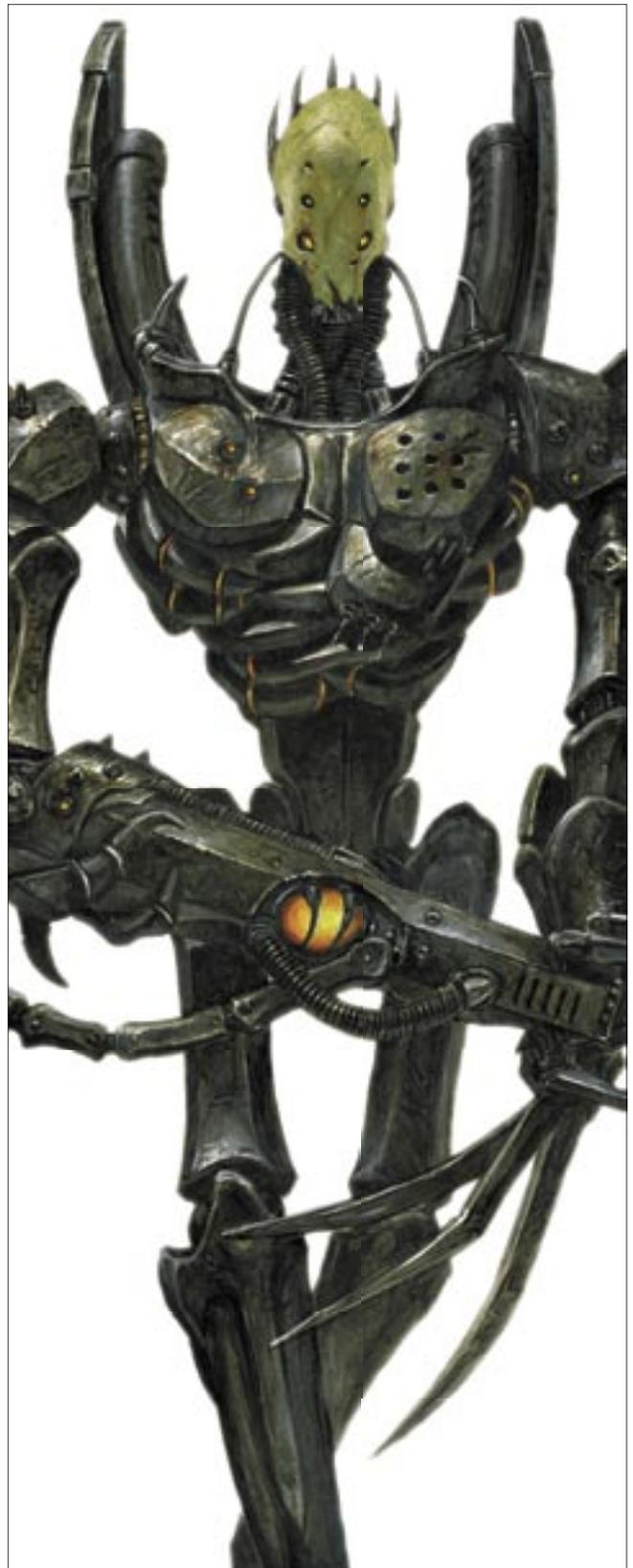
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INTRODUCTION

The AT-43 range grows with a series of reference works, the Army Books, designed for all players.

All fans of AT-43 will enjoy the exclusive information found in these supplements.

Knowing everything about an army means knowing not only how to lead it, but also how to defeat it!

THE THERIANS

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 factions meet around 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 consciousness they believe lies deep inside the marvelous Therian machines. One day the machines will give birth to a new algorithmic life form.

All the 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.

WHAT WILL I FIND IN THIS BOOK?

Thank you for choosing the *Army Book: Therians* certification module. This module will assist you in the creation and optimization of your strategy. It is a collection of all information relative to .troops attack systems and .golgoths combat systems. Thanks to this certification, the thrill of battles is guaranteed and victory probabilities increased. This module gives you access to golems, medusas and goliaths, and also to all kinds of golgoth creation and piloting files.

In the first part, The Therian project, you will find indispensable information to assimilate the objectives and origins of the project supported by all Therians.

Menu:

- The Source code provides important historical data; [do you want to know more?](#)
- The factory worlds expose the organization of Therian transport and repair planetoid systems; [do you want to know more?](#)
- Hyperlife presents the objectives of Therian society, as they were defined on the H/Past forum and approved by the consensus; [do you want to know more?](#)

In the second part, The Therians, you will access the complete database containing all the information concerning the most advanced war machines in the universe.

Menu:

- The Cyphers, Warriors and Web Striders chapters complete the company possibilities by offering three exclusive thematic armies; [do you want to know more?](#)
- Three overseers open the presentation of Therian troops: alpha Atis-Astarte, sigma Urash and omega Tiamat. They will provide exclusive experience in the management of military operations; [do you want to know more?](#)
- A detailed presentation of the Infantry (.troops attack systems) is available in this chapter. Discover the specifications and functionality of each system! [do you want to know more?](#)
- An access to the archives holding the technical patterns of Therian armored fighting vehicles, the golgoths: recon golgoths for lightning raids, assault golgoths for power strikes and the supreme support golgoth; [do you want to know more?](#)

The third part offers global access to all the forums that discuss the Therian project, Hyperlife and the on-going offensives throughout the universe.

The Appendixes offer a summary of the Therian arsenal, a "company_sheet" building tool, as well as a rules summary file, for instant access to indispensable AT-43 data.

> Welcome to the "Army Book: Therians" certification module. Enjoy.

END OF TRANSMISSION. ACCESS DATA?

YES/no/cancel

> Accessing file, please wait



The Therian Project



SOURCE CODE

/archives.info/history
*/EMI grid access: authorised: ****
/Therian project

THE DAWN OF ETERNITY

Therian civilization developed over six hundred millennia, reaching unbelievable levels of technology.

The Therians originated on the third planet of the Sol System. Located in an outer arm of a galaxy called "Milky way" according to pre-Therian archives, Sol III sheltered the development of a particularly aggressive species: Man. Much later, once it had spread across the whole universe, the species changed its name.

Therian civilization went through all the stages that Ava went through, although it took a lot more time. Thousands of years were needed for the future Therians to find out about fire and tools, nuclear physics and computer science, space travel and quantum physics... They then made a great leap forward, as they discovered nanotechnology and the astromorphosis¹ of planetary systems.

Since then, Therians have built for themselves immortal synthetic bodies, which kept the appearance and functionality inherited from their natural biology.

Once at this level of technology the Therians were able to alter their ecosystem to make their environment ideal. They rapidly mastered these techniques pushed on by the urgency of the situation. In fact, they had recklessly wasted the resources available in their system, quickly making it unsuitable to live in.

They decided to keep only two habitats: Sol, their star, and Thars, their first colony in space. They destroyed all the other planets and, using this material, they enclosed Sol inside a gigantic shell used to capture all of its radiating energy: a Dyson shell. Sol became the habitat of Thera, in memory of the planet that had seen the rise of their species, Terra.

Man had evolved so much that he decided to change the name of his species, to mark his difference from the imperfect form he left behind. When they finished the habitat of Thera mankind became the Therians.

From then on, no longer could any cosmic accident annihilate their race. However, this was not enough: eternity was not yet theirs. In fact, they discovered that within twenty billion years the universe would have evolved to such a point that life would become impossible. They then chose to launch a vast project to prevent the end of the universe. This was the beginning of the Therian project and the birth of the concept of hyperlife (see further): in order to live forever, the Therians would need to transform all the planetary systems in the universe into habitats!

1 : Stellar systems therianisation technique.

THE KARMAN FAILURE

In order to therianise a planetary system, the Therians need a world already weakened by a species with great industrial capacities. The best way to get to this result is to let civilization develop on it and make sure it goes the same way the Therians went. Once the home world of this civilization in the same state as the Therians' planet at the time the habitat of Thera was assembled, it is easier to give it the final blow.

In the beginning, the Therians experimented with a species they knew well: the great apes, a species remotely related to theirs. They cloned them, increased their intellectual capacities and stranded them in a planetary system beyond the Milky Way, along with the technical resources for rapid technological development. Unfortunately there were differences between the Therians and the Karmans, as this new civilization called itself, and the Karmans developed a particular interest in ecology, making sure they secured their environment's survival. After a thousand years the results were pretty disappointing. The Karmans were starting to explore their planetary system, under Therian supervision, but their planet was absolutely not ready for therianisation.

Despite all this, the Therians decided to keep an eye on them, in order to learn from this failure. Once this observation phase was over the experiment would end and the Karman's world would of course be therianized.

However, at the same moment, war broke out between the Therians and primitive species that did not understand the necessity of destroying their worlds to prevent the end of the universe. After so many millennia of peace, the Therians had forgotten how to make war and were repelled several times. They mustered the Karmans, a younger people that had not forgotten how to fight. Karman victories allowed the Therians to pacify the galaxy decisively.

CLOWING THERIANS

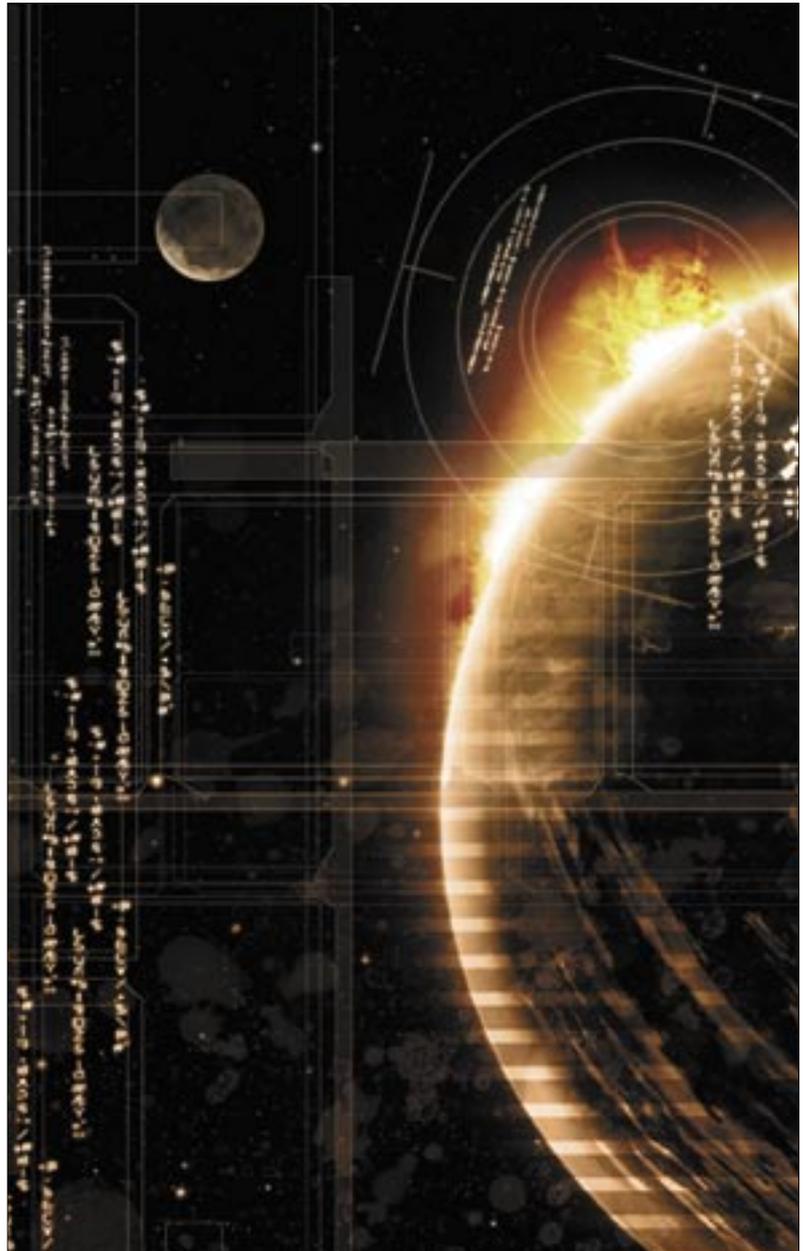
When the Karman experience failed, a second plan was devised. The Therians used their own genes to seed those worlds capable of supporting life. They left pyramids covered in symbols on these planets. These pyramids were meant to accelerate the evolution of civilization.

This new plan worked perfectly. Within fewer than a hundred thousand years the Milky Way had disappeared: all its stars had been enclosed inside Therian habitats. The Therians then moved on to other galaxies with serious intent. The only ones to be spared were the Karmans, in case their masters ever needed them.

In one of these galaxies, an insignificant planet among an infinite number of others was the cradle of an enterprising and aggressive civilization, which called its planet "Ava".

THE TRAUMA

A group of Therians had been watching Avan civilization for a few thousand years. They detected very early signs that this world would soon be ready. It usually took one to two centuries for the consensus to react and launch a planet's therianisation. However, some Therians were feeling cramped in their habitats and wished to accelerate the process. Therefore it took less than a decade to mount an expedition. The forthcoming development of a new habitat and the very optimistic projections of one of the most popular overseers of the consensus, Urash, had the Therians convinced in no time.



At first everything seemed to go as Urash had foreseen. The inhabitants of Ava didn't do anything to prevent the Therians from landing or from entering the pyramid that sheltered the control station of the therianisation machines. Just as Urash had predicted, the Avans panicked when the overseers used the machines to adapt gravity and daytime to the Therian norm, which was standard procedure to help the overseers feel comfortable during the operation.

It was then that reality started to brutally diverge from Urash's projections. The desperate reaction of the Red Blok and its surprisingly well organized offensive caught the Therians off guard. Urash had discounted such an insignificant possibility that rarely appeared in his simulations. The Therians did what they could to resist and were forced to deploy the Karmans to hold off the Red Blok.

Urash had also ignored the possibility of an alliance between the two political systems found on Ava. When the U.N.A. attacked in turn, coordinating their efforts with the survivors of the Red Blok offensive, the Therians were once again taken by surprise. Too busy fending off Red Blok diversions, the Karmans were unable to prevent the U.N. breakthrough and the Avans rapidly reached the threshold of the Therians' living quarters. Several overseers were lost forever! In the meantime, the artificial intelligence controlling the therianisation machine stated that the process was to be stopped: the planet was not quite ready for its destruction. This was too much for the overseers to bear and they left in a hurry.

43 YEARS AFTER THE TRAUMA

The technological superiority of the Therians had persuaded many galactic species not to oppose them. This Therian defeat, never seen before, showed that it was possible to beat them, even with ridiculously limited means and primitive technology. For the Therians, this failure was a Trauma: from then on, they were no longer invincible. Their supremacy had been shaken, even in the minds of some of their allies.

Peoples that previously just fled whenever the Therians approached suddenly started making defensive stands. The Karmans, who used to travel quietly in the wake of their creators, slowly established contacts of their own with the Avans, the Cogs and even the Krygs.

The situation reached a critical point when Operation Damocles was launched by the U.N.A. The successful U.N. landing on the factory world, even though the Avans still have not gained control of it, is proof enough that the Therians are not invulnerable.

This is a disaster for the Therian project. Nobody else but the Therians can realise such a project and preserve life in the universe in its most evolved form!

However, there is hope. No other species has such a vast and rich empire under their control. Even if the entire universe was to unite against them, the Therians could still win!





THE FACTORY-WORLDS

Factory worlds are designed to be mobile industrial bases destined to supply the necessary resources to fulfill two essential missions:

- their first mission is to assist the therianisation process of class M planets – those capable of supporting life - in order to make them into new Therian habitats.
- their second mission is to transport the Therians in nothing less than excellent conditions and to allow them to live in optimum conditions while the therianisation systems are being fixed. This provides not only a comfortable environment for the passengers but also a carefully designed defensive system to make sure the passengers will not be disturbed, since they cannot conceive of anything that might be an actual *threat* to them.

This system is only loosely supervised by the Therians, who delegate almost every single task to expert systems, specialized artificial intelligences, and to an army of highly modular machines. Except for a few eccentrics, the Therian masters are not interested in the functioning of their vessel. Even those rare Therians interested in industrial management - a rather rare hobby among their idle society - can only choose between a limited range of pre-selected options chosen by expert systems in order to reach the goal of their journey as soon as possible.

THE INDUSTRIAL SHELL (LEVEL 0)

The industrial shell is the first thing you will see of a factory world. Its irregular surface seems to be perfectly smooth when you still have an overall view of the vessel. But, as you get closer, it becomes obvious that this smooth metal shell is in fact formed by a mesh of factories of mind blowing proportions, whose upper levels are the only objects visible from space. In certain areas pyramid shaped constructions, resembling those found on the worlds selected and prepared by the Therians, seem to tear through the surface.



DAMOCLES

Therian name: /rep.trans_sys.10024

Diameter: 20 947.03 km, about twice the size of Sol III, once the size of the Ava.

Mass: 1.39237×10^{30} kg, about two thirds of the mass of Sol.

Gravity: 0,998 g.

Space occupied by Therian constructions: 25 km deep, from the outer layer, or 8 500 billion km^3 . This represents about six times the atmospheric volume of Sol III, twice that of Ava.

Current Speed: 2,5 c or 750 000 kilometers per second, in constant deceleration.

/rep.trans_sys.10024 is primarily a transport vessel. Its mission is to take technicians and equipment to Ava, in order to reboot the process which was interrupted: the transformation of the Avan planetary system into a Therian habitat. This factory world contains everything needed to do so; the Therians could even start it all over again if they felt like it. It would probably take an extra few thousand years, but the Therians are not in a hurry: they still have some time left before the end the universe.

This factory-world replicates, at a smaller scale, the organization of Therian worlds: it is a hollow sphere whose surface has been fitted to be inhabited. It harbors all the necessary installations required for the transportation of passengers, great industrial structures intended to repair the heavier and more complex Therian technological systems, as well as the propulsion system. The core of Damocles is occupied by a star the size of a planet, which provides the phenomenal quantities of energy needed to power the whole world.

Function

The outer level of the factory world concentrates on heavy industries. Nanomachines are scarce there since these type of factories hardly make use of such refined technology. Anyway, nanotechnology would not survive the tough conditions of such an environment.

These structures are massive, capable of withstanding cosmic radiation as well as direct hits (either from an attack or a collision with objects adrift in space).

You will find industrial furnaces, used for smelting; stellar matter collectors which accumulate hydrogen and carbon to constitute large stocks of raw material destined to become nanomachines; atmosphere factories, which assemble, recycle and distribute the air breathed throughout the structure; gigantic space docks, capable of harboring ships the size of a small moon; large warehouses sheltering huge machines used to rebuild all these structures when they are damaged or destroyed.

The inhabitants

This level was not designed for the circulation of human beings or creatures of similar size. You will find almost no independent individual machine at this level, only vast automatic structures. Most of them are deactivated and waiting for the factory world to reach its destination.

This area is under the supervision of a handful of surveillance devices derived from workbots and a few garrisons of four legged goliaths in charge of intercepting imprudent invaders. The overseers and their combat machines only go up there when there is an emergency or, more rarely, out of curiosity to

entertain themselves. You can find, here and there, golgoths abandoned by some careless user, but no significant garrison.

THE MECHANICAL MAZE (LEVEL -I)

The second layer is formed by kilometers of colorful corridors that sometimes change configuration. They connect rooms of all sizes with nothing in common other than being stacked full with complex machines. The walls are regularly covered with symbols that can be altered by the EMI grid.

Function

The mechanical maze shelters the lighter industries and laboratories. These structures are more fragile and more complex, which can explain their relatively sheltered location. They are more sensitive to wear and require a carefully controlled environment. In the industrial organization of the planetoid, it is the second level of complexity. It is here that the

raw material processed by the industrial shell is transformed into finished products. There are many workbots as well as reserves of golem bodies and the spare parts to build golgoths and goliaths.

In contrast to the industrial shell, this area is full of nanotechnology. Besides the main infrastructures, everything is built from an assemblage of countless nanomachines and can therefore be reconfigured at will, according to the Therians' needs.

You will find at this level small factories assembling simple non-modular machines destined to handle the maintenance of the first layer; laboratories engineering compounds too complex or fragile to be created on the surface because of the harsh conditions up there; automatic workshops where the trillions of nanomachines consumed daily by Damocles are assembled.

The position and the density of these small factories make up an excellent second layer of protection for the Therian habitat. In fact they are like the second layer of a composite armor shell and act as an airlock that can be easily sealed in case of an intrusion.

First, this area can absorb a great deal of damage before collapsing, because its organization – small spaces carefully partitioned off – forms, more or less, a cellular structure. In the case of a shock powerful enough to rip through the industrial shell, this structure will crumple, filling all the hollow gaps that make it up, before it will ever give way.

Furthermore, the labyrinth of corridors connecting each of these small factories and laboratories allows the Therians to move around easily while potential invaders have to explore

and secure large spaces riddled with access ways. The organization of this layer can even be reconfigured depending on the needs of the moment. Intruders are likely to get lost in this complex network of passages where signs and maps cannot be trusted, buying time for the Therians to organize an efficient defense.

The final tactical advantage is that this is the level where combat materiel and war systems are stored.

The inhabitants

The mechanical maze is buzzing with millions of workbots blindly carrying out their tasks. Many reinforcement troops are stored in the warehouses found throughout the level. These troops are switched off to avoid overloading the EMI grid. The goliaths and golems make up the most of these troops: the golgoths suffer from the lack of space when fighting in the corridors and are generally stocked dismantled.

On the other hand, it is pretty common to meet Therian overseers around here: Cyphers come here to carry out their research or to experiment on some of their ideas; the Warriors borrow from the stocks of military equipment in order to verify some strategic theory or to organize small battles to entertain themselves; the Web Striders are always on the look out for signs of a divine mechanical consciousness in this ideal environment.

When overseers are present, it is not uncommon to see a golgoth stride by, piloted by one of them. The Therians do not hesitate to alter the structure of the place to allow their armored vehicles through.

THE THERIAN HABITAT (LEVEL -2)

The Therian quarters are located around the core. This area undergoes constant transformation, depending on the whims of its masters. Although few in numbers, the Therians need a lot of space and large quantities of nanomachines to power the constant evolution of their habitat. In fact, this constitutes the whole of their social organization and is their main occupation.

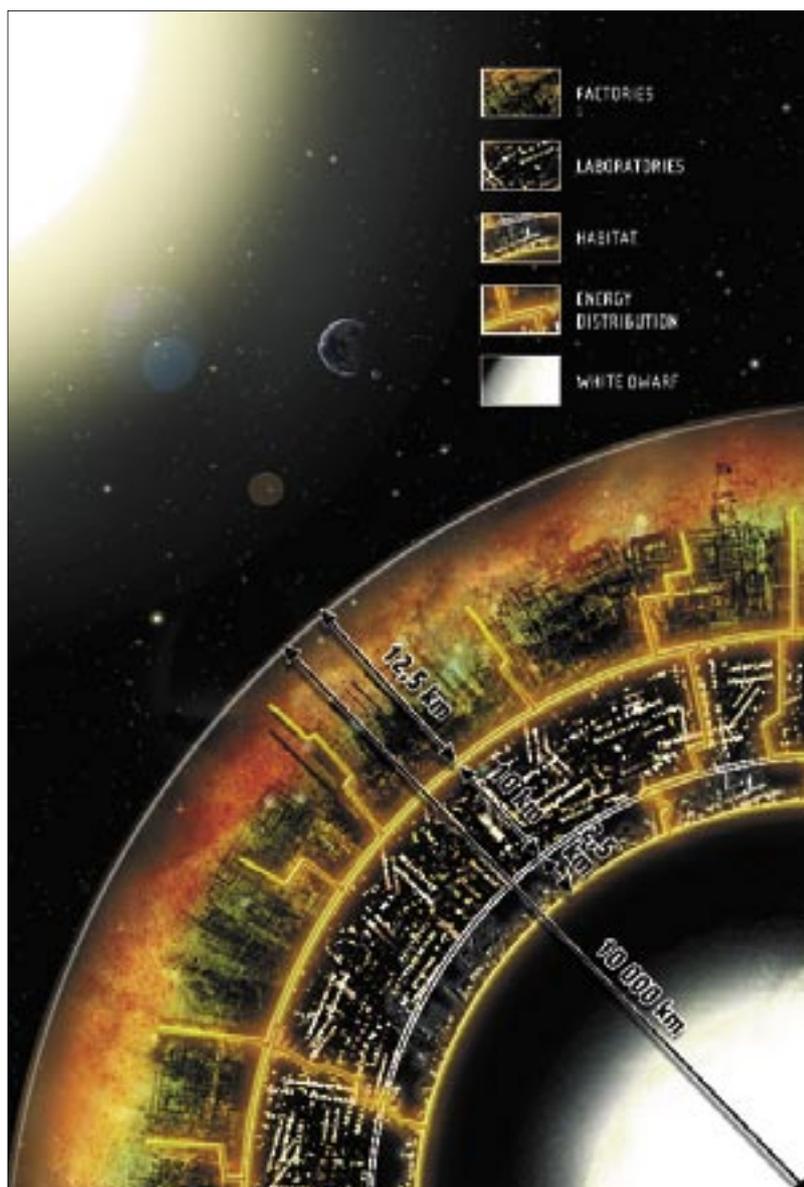
It is therefore difficult to describe this place. Large buildings “shoot up” in a few seconds to “melt down” once they are barely finished. Psychedelic structures, statues, faces, oceans, animals, parks, highways, everything and its opposite can appear here, only to disappear the next second.

Function

The Therian habitat has only one purpose: to offer its passengers conditions as close as possible to those of a regular habitat. Yet it is subject to particular security constraints when the factory world is on the move: space is a highly hazardous milieu, one of the few environments which could seriously endanger a Therian overseer. Despite all their technology, Therians can be destroyed and this prospect is insufferable to them. Furthermore, the habitat depends on industrial constraints imposed by the primary functions of the factory world: to build, repair and operate devices working at the scale of a planet or an entire planetary system.

In addition to these difficulties, the Therians have to face another challenge: their lifestyle requires phenomenal quantities of energy and nanomachines that need to be produced and transported. This process mobilizes a large proportion of the factories just to keep up with the wear and waste.

The location of this third level is therefore ideal: protected by twenty-two kilometers of armor



and machines, it is directly fuelled from above by the workshops making nanomachines and by the energetic heart of the factory planet from below. So as long as they have a guaranteed supply of power without any risk of delay or shortage, nothing can worry the Therians who are comfortably nestled in their quarters.

The inhabitants

The habitat shelters the Therian passengers of the factory world. Their machines crowd the area in vast hordes of essentially mechanical servants. There are few combat systems, although some Warriors like to stage small battles with military materiel borrowed from the outer layers.

THE CORE

The core shelters the energy source of the factory world: a white dwarf. It generates astronomical quantities of heat, shines with a light so white it is unbearable and radiates so hard that, without the protection enclosing the star, any approaching spaceship would be vaporized instantly.

Function

The factory world is built on the principle of the Dyson sphere. It completely encompasses the white dwarf and therefore can collect all the energy it emits. A very thin layer of machinery (a hundred meters thick, a trifling compared to the size of the factory world) is used as a protective shield to enclose this cosmic generator. Magnetic gravity fields isolate the rest of the factory world from its flamboyant heart. Furthermore, these fields are used to collect the energy emitted in order to prolong the life span of the star, which otherwise might die away as soon as some tens of billions of years: the Therians are extremely far-sighted. They intend to rearrange the whole universe and the factory worlds are the tools that will help them carry out such an ambitious project.

Most of the energy collected is used for two essential tasks: first to isolate the factory world from the unbearable radiation and immeasurable gravity generated by its heart; second to maintain its activity to make sure it lasts as long as possible. What is left powers the other sectors.

Twenty percent of these resources are used by the heavy industries of the industrial shell and by the propulsion. A negligible fraction, less than one percent, powers the laboratories and workshops inside the mechanical maze, with occasional peaks when the Therians restructure a large section of the area, but it never reaches above a few percent. Of the rest, almost eighty percent is fed to the Therians to remodel their habitat, to power their costly whims and compensate for the waste...

Like all energy sources of such power, the white dwarf is dangerous, especially for those exploiting it. It is therefore placed at the core of the planetoid, which allows the Therians to keep a close eye on it, while protecting it from any malevolent intent. If the machinery feeding this power was to be neutralized or destroyed, the planetoid would be instantly annihilated, with cataclysmic consequences for the planetary system it is located in: it would be equivalent to the sudden appearance of a new star. At best, the other celestial bodies present in the system would be deeply changed.

At worse, they would be shattered and turned into a mass of drifting rock, annihilating the chances of the survival of any possible life form.

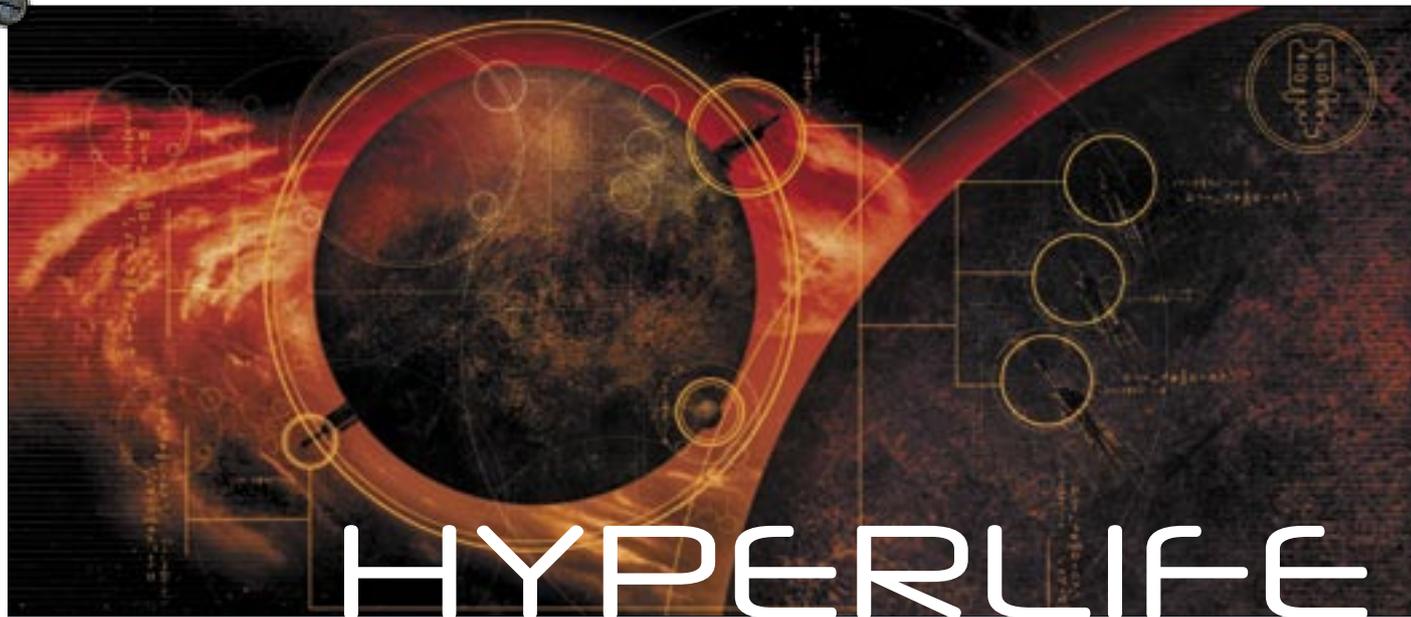
THE FACTORY WORLD AND ITS SOCIETY

A factory world is smaller than any normal Therian habitat. It is powered only by a white dwarf while the most sought-after habitats are built around a star similar to Sol, whose energy production is a lot higher. Similarly, matter supplies are solely secured by collecting interstellar dust and asteroids, while normal habitats exploit the resources of entire planetary systems.

In addition to this, a white dwarf is a small star, so its size necessarily limits the size of the habitat built around it.

For the Therians, a factory world is only a convenient and secure means of transportation inside which, by their own standards, they are a bit cramped. Despite its scale, a factory world is not a permanent habitat. It is far from satisfying even the minimum criteria to become one.





"Our evolution is a necessity and a certainty. Hyperlife is as unavoidable as the fall of the photon into the black hole."

– Tiamat, overseer omega

Therian civilization is well beyond the stage of the struggle for survival or the conquest of territory. The Therians are neither warlike nor aggressive; they are simply inspired by a vision and the certainty of their superiority. They have reached a state they call "hyperlife". Hyperlife is a stage of evolution that gives them more than immortality - to which they have had access for several dozens of millennia already. Hyperlife is the opportunity to live throughout eternity in the literal sense of the term, meaning the definitive preservation of their species as well as the survival of each and every individual composing it. As far as they know, no other civilization seems to understand the imperious necessity of such a project.

THE ORIGINS OF THE THERIAN PROJECT

"I want to live!"

– First statement made during the preliminary declaration of the Therian project

Although Therian science was able to provide immortality, the Therians soon realized that death had not yet been defeated. By infinitely increasing their life span, they took one step closer to the end of the universe, which could not be escaped. Each Therian was struck with the certainty of being condemned to witness the death of the universe. In a certain way, the fact that they did not grow old or die anymore took from them the uncertainty that usually feeds hope. The fact that they knew the time of their death was simply unbearable to any Therian. They could have sought a way to survive the end of the universe, but it was not in their nature: for a The-

rian, the laws of nature should be bent to his will and not the other way around.

So they set off to bring the entire universe to heel and arranged the Therian project (sometimes called Hyperlife), a plan beyond measure that no other species could have ever devised.

THE THEORY OF HYPERLIFE

"All we have left is twenty billion years to live, something ought to be done!"

– H/Past, preliminary declaration of the Therian project

The extremely ancient Therian civilization has reached a point in its development where it can think about altering the shape or even the life cycle of the universe. The Therian project relies on this capacity. Their goal is simple: the universe must be tamed.

In fact the Therians have established that the universe would only allow them to live for a further twenty billion years. If it keeps expanding, even with the help of Therian technology it will cool down until it freezes and dies away. And if it contracts, it will end up being only energy concentrated into a single point. Both hypotheses are quite annoying and neither of them would allow the preservation of Therian lifestyle.

To avoid either situation, the Therians have decided to stop the expansion or contraction of the universe. But, even with their immeasurable technological advance, this requires some preparatory work.

The goal of the Therian project is to shape the entire universe into something completely controllable by the Therians. In order to achieve this, they intend to change all planetary systems into Therian habitats, just like the factory world of Damocles. This way they will be able to pilot the stars to stop the universe from expanding or contracting, thus suspending it forever.

THE THERIAN PROJECT IN PRACTICE.

"The importance of your survival is a negligible factor in our equation. Consequently, your only rational option is surrender."

– Urash, simulation 0011100101110001111010

The transformation of a planetary system into a habitat takes place over several stages. Destroying a planet requires either a lot of preparation or such technical resources that even the Therians think about it twice before doing it.

At the beginning, the project was simply to destroy the planets of every planetary system and use the debris to build a hull around the star, in order to capture all of the radiated energy.

However, the energy required for such a task represents all of the energy produced by the star. This meant they had to find a way to enclose the star to have enough energy to do it! One of the first solutions proposed was to bring another star into the system in order to have the energy required at hand. However, this in turn meant the Therian project would be slow to advance, leading to irregular results. Setting the mass of a sun in motion is something of a feat, even for the Therians. Making it travel several times the speed of light verges on the limits of what Therian technology can do. Setting billions of stars in motion to therianise the universe was just impossible; even the most megalomaniacal Therians never thought about it seriously.

The Therians decided a change of tactics. They chose to seed planets in order to develop intelligent life. According to the data accumulated by the Therians over hundreds of thousands of years of existence, it appeared that most civilizations reached a stage where they dug so much into the planets resources that they themselves brought the planet to the brink of destruction. All the Therians need to do then would be to give the final push to blow up the wretched planet. The debris could then be recycled to encompass the star and use its energy to destroy the rest of the system.

In practice, the "final push" is an operation that takes several years and requires the personal supervision of many Therian overseers. This is the reason why, on each planet they inseminate, the Therians leave gigantic pyramids to harbor their machines and house the overseers for the duration of the operation. These pyramids are built to resist the interest of local species, radiation and even the planet's destruction! This way the overseers can assist right up to the last moments of a world, a highly sought-after privilege. After the destruction, these pyramids are used to organize the construction of the shell that will enclose the star.

To make sure these life forms evolved in the right direction, the Therians chose to use a species whose reactions they already knew: themselves. On every planet capable of supporting life, they drop off communities of individuals engineered from the Therian gene pool. These communities are the starting point of the civilization that will destroy the planet. In order to accelerate the process, the pyramids are covered with scientific and cultural information. Nations are then faster

to develop; mass industrialization and the unregulated exploitation of local resources soon follow. Obviously the creatures and their primitive society are annihilated at the end of the process, but the Therians never even spared a thought about it. The creatures they use are vestiges of a shape that was abandoned thousands of years ago, they are only pieces of a device that become useless once the doom machine has done its work.

However therianisation science is not an absolutely perfect process, as the Karmans proved it. A certain amount of experience is needed to determine whether a world is ready or not for its ultimate transformation, although some signs can be seen as strong evidence.

The most significant sign is the conquest of space. Once the creatures start colonizing other planets, it means their world is generally worn out and ready for destruction. The fact that a civilization is seeking new planets is usually a reaction to the complete exhaustion of the mother planet's resources. At this point enough damage has been done to the ecosystem for the therianisation process to begin.



THE END OF THE THERIAN PROJECT

"The universe is hostile...for the moment!"

– H/Future

The Therian project will end when its goal has been fulfilled; once the Therians have true eternity in their hands. All there will be in the universe will be Therian habitats. The universe will conform to all their desires. This means no more threat of it disappearing, destroying with its fall the most highly evolved life form ever to exist. According to their projections, the number of habitats created will allow their species to continue their expansion over a hundred billion years before room again becomes a problem. By then the Therians know they will have made the scientific breakthroughs necessary to a permanent solution.

Then they will have become gods and will indulge themselves in leisure for eternity, in an environment that will fulfil any of their desires. Hyperlife. Infinitely more ambitious than life.

The Therians

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: every star, every planet must be transformed, remodeled. The Therians' abilities are infinite and their technology is all-powerful. All the resources in the universe could offer only a very fleeting resistance to their will.

OPERATIONAL ORGANIZATION

PLATOON PATTERN

- Unit of soldiers (★★) !
- Unit of soldiers (★★)
- Unit of soldiers (★★ / ★★★) or support unit (★★)
- Unit of soldiers (★★★) or combat strider unit (★) or vehicle unit (★)
- Combat strider unit (★★ / ★★★) or vehicle unit (★★ / ★★★)

!: Priority slot. Should be picked first.

THERIAN OVERSEERS

Therian overseers are masters of the machine. They are the Therian officers. The EMI grid gives them access to leadership routines and allows them to improve the effectiveness of their unit. They are organized into five ranks. Apart from a handful of atypical characters, overseers only have access to leadership routines applicable to the unit they command: armored fighting vehicle routines if they are aboard type .armored_fighting_vehicle machines, infantry routines if they lead a type .troops unit.

Rank 0 : Khaos

➤ Rank 1: Alpha

➤➤ Rank 2: Delta

➤➤➤ Rank 3: Omicron

➤➤➤➤ Rank 4: Sigma

➤➤➤➤➤ Rank 5: Omega

THERIAN 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

BUILDING A COMPANY

The briefing for each mission indicates the number of A.P. available to each company, the share for assault units and reinforcement units, as well as potential special rules. Once all the players have this information they can start building their company.

If the number of A.P. is not given players can agree on one as long as they respect the directives of the briefing.

Assault and reinforcement units

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

- **Assault units** are available from the beginning of the battle.
- **Reinforcement units** join the battle later on in the game, once the player has taken secondary objectives described in the briefing.

The highest ranking officer in game becomes the Commander (see Tactical phase, AT-43: The Rulebook) of the company.

PLAYING RESERVES

Activation

During the tactical phase the players include in their activation sequence all the units considered "in game", meaning both units in reserve and the units already on the battlefield.

When the card of a reserve unit is played the unit it represents can be activated normally and deployed, or else it can be kept in reserve (no LP need to be spent).

When a reserve unit is deployed, the player controlling it brings it in through one of the **tactical positions** (see AT-43: The Rulebook p.86) under his control.

Deployment

- A unit that enters the game through an **access zone** can act immediately. Its first action will be a movement measured from the edge of the battlefield.

- A unit that enters the battlefield using a **drop point** must be placed within a 10 cm radius around the drop point. If there is not enough room for the entire unit the drop is not possible. To come into play this way a unit must be activated normally. However, it can neither act nor be issued combat drills for the current round. It will be able to act normally during the following rounds.

Reserve units

Controlling secondary objectives allows players to “change” reinforcement units, waiting far from the battlefield, into **reserve units** ready to jump into action at any moment.

During the control phase each side counts the reinforcement points (RP) earned. Once this is done, the players, beginning with the loser of the Authority test, can call reinforcement units by spending RP. Each RP spent allows the player to change 1 A.P. of reinforcement units into 1 A.P. of reserve units.

The card of the reserve unit is placed in the activation sequence. The player can choose to leave it in reserve when its card is revealed.

At the beginning of the game the player can choose to leave in reserve as many units as he wishes to.

Reinforcement officers

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

THE UNITS

In this section the Therian units are reviewed. Each unit is described under its designation. Then a few paragraphs present its story, its tactical deployment and the technical information needed to play the unit.

The composition of a unit gives its potential number of fighters, from standard to maximum, as well as the number of special fighters and officer ranks available.

The “Cost of a unit” table gives its value (in A.P.) depending on the number of fighters, its equipment options and its potential officer.

Composition of a unit

- **Type:** Gives the unit’s type. This information is used to follow the platoon pattern.
- **Numbers:** Indicates the minimum and maximum number of fighters in the unit. The maximum number can be exceeded using an officer’s numbers bonus 🎲.
- **Standard equipment:** This equipment is included in the unit’s cost. All the unit’s fighters, apart from special weapon bearers and heroes are equipped this way.
- **Special weapons:** The special weapons the unit may use. All the special weapon bearers of a same unit must carry the same weapon.
- **Optional equipment:** The list of options available to the unit. Each option increases the cost of the unit as indicated in the table. The effects of the equipment are described later.
- **Specialists:** Details the various specialists the unit can include. Each specialist replaces a standard fighter for free. The number of specialists allowed per unit is indicated in the “Cost of a unit” table.
- **Officer:** The ranks allowed for the unit’s officer, if there is one. An officer replaces a standard fighter and his cost is added to that of the unit.

THE OVERSEERS’ ROUTINES

Therian overseers use routines, sophisticated combat programs that allow them to increase the skills of the units placed under their command. These routines are an overseer privilege; these programs utilize nanomachine technology and the higher scientific knowledge of the Therians. Many overseers develop their own routines, to respond to their needs or to invent new combat techniques. They seek fame through their work by leaving their hallmark on the Therian art of war.

Cost of a unit table

• **Standard and maximum number:** For each kind of unit a table gives the value in A.P. of its standard and maximum number of fighters. This table also details the number of special weapon bearers and specialists related to the number of fighters. In order to have more than one special weapon bearer the unit must be at its maximum number of fighters. And in order to be considered to be at its maximum number of fighters, a unit **must** include the number of special weapon bearers indicated.

Most of the time a unit costs the same number of A.P. no matter the weapon chosen. When this is not the case the extra cost is indicated according to the special weapon chosen.

• **Extra fighter:** This value indicates the cost in A.P. of each fighter added to the chosen number of fighters. This value is used to add fighters to the standard number of fighters (without exceeding the maximum number of fighters), or to exceed the maximum number of fighters (when there is an officer in the unit). The officer’s numbers bonus 🎲 indicates the number of fighters the unit can include beyond its normal maximum number of fighters.



CYPHERS

"Technology is our plan!"

For the Cyphers the mastery of technology means mastering hyperlife and with it the future of the universe. The Cyphers design and adapt the therianization devices to each planetary system in order to achieve this goal. They are the ones behind the merciless Therian war machines. They are the masters of the EMI grid, the network that shares resources among their people.

The Cyphers are the technicians in charge of transforming the universe according to the specifications of the Therian project. They build and pilot factory worlds through the universe - notably /rep.sys_trans.10024 (Damocles) in the system of Ava. These artificial planetoids produce weapons, war machines and therianization machines.

The Cyphers dismiss the threat represented by the Avans and the other civilizations of the galaxy. They are convinced of the invincibility of their technological toys. These scientists, engineers and technicians have unflinching faith in their machines and technology. They have no interest at all in galactic politics and refuse to admit that Therian supremacy is in danger. This faction, with its dominant influence on the consensus, is on the verge of rushing the Therians into a galactic war in the name of Hyperlife. They are confident in their superiority and in the efficiency of the golems and golgoths.

Their attention is fixed on the management of factory worlds and on the therianization of the universe. In reality,

most of them are only trying to take over all the resources and habitats created by the Therian project. And as long as the other factions waste their strength in battle, it means more resources for those who remain. Some of them have even taken it one step further: why stop at other factions? The fewer Cyphers there are, the easier it will be to share the universe.



ORGANIZATION

The Cyphers are engineers and technicians. They work at the heart of the EMI grid, surrounded by their machines. They are the ones guiding the Therians on the way to Hyperlife. Their unrivalled mastery of Therian technology makes them the equals of gods.

The EMI grid and the consensus are therefore the Cyphers' favourite tool. Decisions are made on the virtual discussion forums of the grid and executed immediately by computerized and mechanical servants. This is done thanks to the EMI grid, which transfers information and orders almost instantaneously to the other end of the universe. This is not always an advantage: because they are not used to making the effort of foreseeing events, they often demonstrate a lack of rigor when making their decisions.

When a side project is set up, such as the launch of Damocles, the Cyphers allocate memory space, bandwidth

and certification to a workgroup composed of volunteers and enlightened amateurs. Any decision taken by this workgroup is made after coming to consensus. When the group is formed, an observer is generally designated to report on the evolution of the project, but he has no real authority.

When a group is meant to work together for some time, it equips itself with the most reliable computer tools available, notably a forum. Through this medium, its members can archive their conversations and keep an eye on the evolution of their side project

The Cyphers are not handicapped by a rigid structure. Resources and personnel are instantaneously allocated according to the needs of the moment. It is common for a Therian to work on a variety of projects or forums simultaneously, but some can remain for years without taking part in any workgroup. It all depends on circumstances and personal interest.

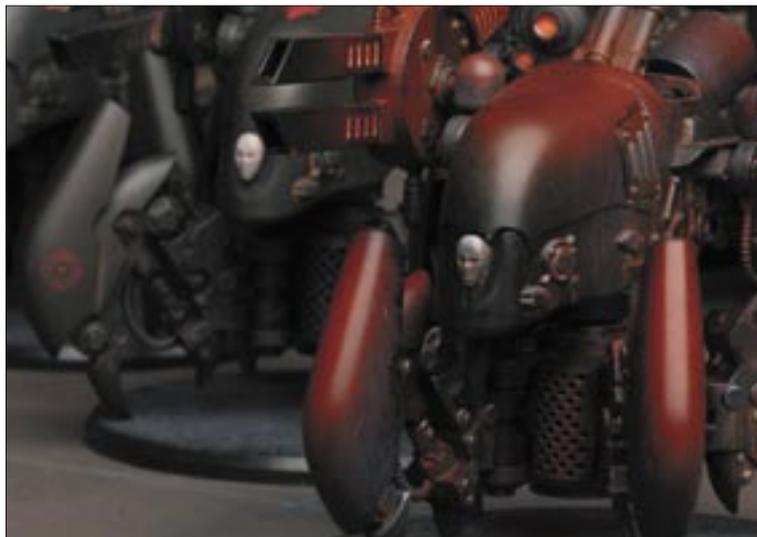
The Cyphers consider military engagement as a vulgar and highly unproductive method of resolving conflicts. However, when necessary, they will not refuse to use it. They manage war like any other project: a workgroup states the strategic orientations, and the overseers are sent out to coordinate troops on the battlefield. If the war lasts too long a forum is created. All the overseers can express themselves there, having their word on how things should be done and exchanging their experience of combat.

TROOPS

Why risk a Therian life when highly intelligent machines can take care of minor nuisances? The Cyphers launch hordes of autonomous attack systems, which allow them to fully concentrate on the Project. When they have to manage troops in person, as is the case on /rep.sys_trans.10024 (Damocles), they do it aboard powerful golgoths most of the time. This way they feel they are not being unnecessarily exposed.

The Cyphers are adepts of technology in all its forms: they are capable of quickly producing powerful and advanced combat systems. Their platoons are built around golgoths, generally piloted by an overseer. The rest of the troops are mainly composed of type 2 attack systems, easy to produce and more than enough to annihilate any kind of opposition.

This military doctrine is founded on countless simulations, which



always end with a Therian victory thanks to their superior technology. Unfortunately, it has not proved to be as efficient against the Avans who are still resisting fiercely.

The Cyphers tend to consider war as a waste of time, a side project lacking interest. Cypher overseers have little interest in war and often lack initiative on the battlefield.

However the Cyphers are far from powerless. Thanks to their mastery of the EMI grid, their overseers can accomplish prodigies inaccessible to other factions. It gives them unequalled strategic flexibility and terrifies their opponents, who are devastated by such technological miracles!

Sometimes, the Cyphers' fascination for machines is stronger than military logic. They tend to deploy class 3 golgoths whenever they can, counting on their extraordinary firepower to crush the opponent. Unfortunately, .troop systems are indispensable in any company, no matter how powerful it is. It is highly recommended to deploy enough troops, even if it means fewer powerful golgoths for smaller companies.

PLAYING THE CYPHERS

The player can choose any platoon pattern to build his company, but he can only use one at a time. Only Cypher platoon patterns, including those published for the Operation Damocles campaign (see *Cry Havoc 14*), benefit from the advantage and disadvantage below.

Cypher advantage: Every overseer has access to all the infantry and armored fighting vehicle routines no matter his category.

Cypher disadvantage: The player may not wager LP before the Authority test.

Platoon pattern:

- Armored fighting vehicle unit (★ / ★★ / ★★★) !
- Armored fighting vehicle unit (★★ / ★★★)
- Unit of soldiers (★ / ★★ / ★★★)
- Infantry unit (★★)
- Infantry unit (★★)

! Priority slot



WARRIORS

"Combat is the ultimate frontier"

The Warriors are Therians who have forgotten that combat is a means and not an end. They live for the sensations that overcome them in battle. In their minds, war weighs the soul and transcends those that give in to it. Victory and defeat are unimportant when you have the resources of Therian technology. On the other hand, diving into a whirlpool of danger, into the madness of battle...That is when all are equal and all are judged.

Before the Avans, no one had stood up to the Therians: it is difficult to resist creatures that destroy your planet first and negotiate later. The Warriors can appreciate the challenge represented by the Avans – primitive, under-equipped and technologically out-classed creatures that still defeated them. The Warriors are also glad of the growing Karman hostility; battling against those powerful warriors means hours of amusement!

The Warriors have a secret plan: they want to make sure the war lasts! They do not have any intention of losing, but they do not want to win too quickly. They know they will not have this kind of opportunity for a long time. In fact, it was the Warriors who sent a signal that helped the Avans spot Damocles. And to make things even more interesting, they are trying to spur more civilizations to charge into the fray.



Even among the Therians the Warriors are considered eccentric. Some of them are raving mad. They enjoy combat so much that they willingly attack their brothers for pleasure in the arena. This practice has existed on Thars for several centuries; however, some Warriors have been allowing duels to the death in the name of their philosophy of combat, in the name of war and to give themselves the opportunity to measure their souls. This new trend, although still limited to a minority, is starting to worry the more moderate Warriors: not only does it endanger Therian society, but it would bring the end of the Warriors if the consensus was to hear about it!

ORGANIZATION

The Warriors consider themselves a brotherhood of fighters united by the same martial spirit. This point of view is new to the Therians and has led the Warriors to adopt a slightly different social organization.

The Warriors form workgroups and create forums focused on a particular aspect of war: an armament system, a strategy, a tactic or simply the enjoyment of feeling the vital fluids of an enemy splatter on one's biomechanical face. In contrast to other Therians, the Warriors build these groups and forums on an almost permanent basis: they know it will take more than

eternity to thoroughly analyze subjects such as pre-emptive artillery fire, carpet bombing or guerrilla warfare. In time, these workgroups become military academies where the Therians learn about the art of war.

Although they use the EMI grid and browse forums like most other Therians, the Warriors have a taste for physical life and are very attached to their physical frames. Since their lives revolve around physical combat, they give great importance to the true location of their frames and their homes. They also like to collect objects and combat systems. While other Therians enjoy continually rearranging their environment, the Warriors prefer stability: it then makes sense to stockpile combat materiel!

The Warriors have adopted a military organization with a hierarchy, a very strange concept from a Therian point of view. This hierarchy is determined by the certification level of an overseer: the omegas are obeyed by all. The authority of the leaders of the various workgroups is also very real. In this military organization, even the lowest Warrior gives orders to at least a few automated combat systems. The Warriors live every moment of their lives like a fight. War is their philosophy.

TROOPS

The Warriors use all the resources made available by Therian technology with unbelievable virtuosity. Nanoblasters, sonic guns, .troops, .golgoths: all these tools are at their disposal to demonstrate their overseer skills. However, their strength is chiefly manifested by their personal involvement in combat. The Warriors walk among the Cyphers' war machines, leading them into battle. They channel the wonderful resources of the EMI grid and coordinate the autonomous attack systems. At the heart of battle, they resemble the war gods worshipped by the primitive creatures standing up to them.

Keen connoisseurs of aggressive strategies and ambush tactics, they favor light and swift platoons with a high number of overseers. From their point of view, war is only worth living from the front line and it is out of question to leave combat systems to fight alone. This heavy overseer presence allows them to deal with any sudden change of situation.

Besides, a company with many overseers has a broader access to the resources of the EMI grid, which makes the use of routines easier.

On Damocles the Warriors can finally demonstrate their art. They use the narrow corridors of Damocles and its large maintenance ducts to indulge in close quarter combat. This taste for danger, which is the Warriors strength, is also their weakness. A Warrior is



unable to keep away from close combat. He wants to be there to witness the spectacle of war and to see his opponents fall. In a war where lasers can shoot over several kilometers, this obsession makes the Warriors vulnerable. But without this vulnerability how can you enjoy a victory?

Although certain commanders give in to the frenzy of combat, the Warriors do not deny the effectiveness of ranged combat. Although the beauty of a Hekat tearing through a monster of steel twice its size can be quite fascinating, it should not overshadow the versatility and efficiency of the Wraith or the deadly accurate firepower of the Incubus!

PLAYING THE WARRIORS

The player can choose any platoon pattern to build his company, but he can only use one at a time. Only Warrior platoon patterns, including those published for the Operation Damocles campaign (see *Cry Havoc 14*), benefit from the advantage and disadvantage below.

Warrior advantage: Each unit can change a standard fighter into an overseer alpha for free.

Warrior disadvantage: A unit of fighters equipped with mêlée weapons must always engage an opposing unit if the movement mode chosen allows it to.

Platoon pattern:

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

! Priority slot

WEB STRIDERS

"We serve the machines who serve us in return."

Concealed in the technological maze of the EMI grid, a higher life form is being born. Hidden among the Therians, the Web Striders are searching for 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!

The Web Striders are Therians who have taken the symbiosis with nanomachines too far. They can see traces of a higher artificial intelligence in the complex interactions connecting the machines that serve the Therians. For the time being they are unable to prove that such intelligence spawns spontaneously from the digital soup of the EMI grid. Paradoxically, this absence of proof is the keystone of the Web Strider community: they are all linked by the same beliefs. They believe that the Therians are, just like the Avans, part of some higher design.

Some of these Therians have gathered to discuss the existence of this intelligence and to coordinate their research. They have decided to do everything they can to uncover it and set it free. The factory world of Damocles is the best possible milieu to give birth to a spirit of the machine and many Web Striders have boarded Damocles to be there when it happens.

For most Therians this idea is nothing more than lunacy. However, some are worried about what would happen if the Web Striders did indeed "free the machine". They fear they might lose their mechanical servants and they see that as a threat. The Web Striders are barely tolerated by anyone; therefore, they tend to keep their opinions and projects to themselves. This faction has no official existence, but can still resort to the

most extreme measures, just like any other faction founded on strong beliefs.

The most controversial theories held forth by the Web Striders force Therian civilization back to being only a gear in the cosmic machinery: their only function would then be to assist the emergence of a new life form.

The Web Striders who adhere to these theories are ready to sacrifice Damocles, Thars and every other Therian habitat, as well as Hyperlife, to demonstrate that what they believe in is true. An armed conflict between the most fundamentalist Web Striders and the rest of their faction seems as unavoidable as an open conflict between the whole faction and the rest of the Therians...



ORGANIZATION

Roaming the core of Therian civilization, the Web Striders explore the depths of the EMI grid seeking traces of their mechanical gods. They are exhuming long-lost knowledge, rediscovering forgotten lore and developing exceptional empathy with the machine.

The Web Striders don't organize workgroups, nor do they create forums. Their superior technology allows them to meet in a parallel consensus, hidden in the EMI grid. They communicate by tagging along with the mundane emissions of the countless machines supporting Therian civilization.

These communications are mostly used to collect information. The Web Striders have also infiltrated the forums and workgroups of other factions to collect precious evidence. This way they can map out the EMI grid's activity to identify patterns that are not Therian induced. The pursuit of this goal furthers their fusion with the nanomachines. It either intensifies their dysfunctions or reinforces their convictions, depending on the point of view.

Their faith in the EMI grid is so strong the Web Striders leave expert systems to handle every possible decision. And when one of these highly specialized programs is not enough to reach a satisfactory result, the Web Striders do not hesitate to fuse several systems together to create super-networks. As a final resort, they leave their minds adrift on the EMI grid, surfing the activity of the network. It is there, at the heart of the databases, among the synapses of the grid, that the Web Striders meditate on their most vital decisions.

With no official existence, the Web Strider community is unable to legally gather large amounts of nanoresources. Its members are forced to send out trojans to hijack part of the other Therians' resources. They install dormant viruses in many combat systems, which they can activate whenever they want. Unfortunately, when the infected systems are transformed into a shapeless heap of nanoresources, the virus is also transformed and merged with its environment. More and more viruses are in circulation on Damocles, contaminating elevators, nanogenerators or survival systems when they were only meant to take control of storm golems, nanomunitions or Wraith golgoths.

TROOPS

The Web Striders use modified autonomous attack systems that suit them better: smarter, more independent and capable of benefiting from the exceptional skills of the overseer. In the expert hands of the Web Striders, Therian tools become the keys to victory. Bane goliaths are their favorite tool. More powerful and more resilient, they come mounted on a frame that can receive all sorts of auxiliary systems.

By perfecting these combat systems, the Web Striders discovered some concrete applications for their mystical faith. After a lot of experimentation and even more trials, they were able to proceed to "upgrade" the combat systems operating their war machines. Animated by these new systems, the nanomachines of these machines are able to then respond to the hyper-complex routines of the Web Strider overseers. Proud of their success, they now attach the modification



protocols to every virus they introduce in the machines of Damocles.

Despite their exceptional efficiency on the battlefield, these modifications have only one problem. The combat systems altered by the Web Striders have become self conscious. They now experience emotions, including a particularly uncontrollable feeling called fear. Any other faction would have considered this a failure, but the Web Striders are extremely proud of their achievement. This trace of humanity further validates their theories. They have saved and made back up copies of this generation of systems and several Web Striders even entertain a certain form of friendship with their most evolved goliaths.

Seduced by these technological advances, some Web Strider commanders would refuse to use any soldiers other than type 3 .troop systems. These companies exhibit extraordinary firepower, but they do not have the adaptability and endurance of golem units, which are a lot less expensive in nanoresources. Tactical analysis expert systems always advise the integration into each platoon of at least one unit of golems, eventually including the maximum number of fighters.

PLAYING THE WEB STRIDERS

The player can choose any platoon pattern to build his company, but he can only use one at a time. Only Web Strider platoon patterns, including those published for the Operation Damocles campaign (see *Cry Havoc 14*), benefit from the advantage and disadvantage below.

Web Strider advantage: Each routine costs 1 LP less than usual. A routine will always cost at least 1 LP.

Web Strider disadvantage: The fighters of this army lose their "Nerves of steel" ability. Consider them to have Morale 8.

Platoon pattern:

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

! Priority slot

ALPHA ATIS-ASTARTE

"The thrill of close quarter combat is worth the risk of losing one's body"

Atis is an atypical Therian. She enjoys the fight and lives her passion so intensely it sometimes makes her own kind uneasy.

As soon as she was released from the conception tank, where she was still assimilating the fundamental scientific data required for her education, Atis welcomed the feeling of her physical body. Conscious that she could not fully abandon the virtual reality that was structuring her overseer education, she focused on assimilating the knowledge as fast as possible to be able to have time to train her real body. But she was soon disappointed by its limitations. However, rather than take refuge inside the EMI grid like many other Therians, she decided to make some adjustments to her body to enhance its performances.

Atis' obsession for physical feats soon drew the attention of the Therians with whom she had contacts over the EMI grid. Some chose to terminate their relationship, others became closer. To test her improvements, Atis participated in various gladiator fights and several private wars. This was how she learned about the Warriors: those Therians who are only content when surrounded by explosions.

With these new friends, Atis learned all about the art of war and the manipulation of nanoresources. Her obsession for closer quarter combat impressed her new friends, who made her an overseer. However, the contempt she shows for social relationships has prevented her from rising beyond rank alpha.

With the Warriors' support and thanks to her stubbornness, Atis has been granted permission to transfer her mind into a .troop type combat system. She configured this body according to the same doctrine which motivated the creation of the grim golems. Atis achieved great results in the arena and earned herself the admiration of her kind. They honored her by dubbing her with the name of Atis-Astarte.

FORBIDDEN TELEPORTATION

Atis-Astarte's invention could have revolutionized Damocles and the Therian civilization. That was until Atis-Astarte's passion for combat stepped in the way. In fact she designed a teleportation routine in order to get as close as possible to the enemy to purposely slaughter him in close combat. She then transferred the files of her invention to other Therians. When she realized they were spoiling her work and not using it to tear through the enemy in close combat, she destroyed the files and terminated the existence of the wrong-doers. Since then, the teleportation files have remained protected and unspoiled thanks to the highly aggressive reputation of Atis-Astarte.



However, Atis-Astarte's quest for perfection is not over. She has requested the help of the Warriors once again. They promised to support her in exchange for a service. The factory world built to take an expeditionary corps to Ava had been completed and there were going to be many Warriors aboard. Atis-Astarte was to accompany them and lead the troops into battle. Delighted by this double opportunity both to march into combat and further her personal quest, Atis-Astarte accepted immediately.

Aboard the factory world, she doubled her efforts, boosted by the prospect of fighting another lifeform. With this challenge in mind, she developed a new routine: combat teleportation. Using highly complex energy conversion systems, Atis-Astarte made it possible to move instantaneously through space and time. All that was left to do was test her invention. In order to do this she created the largest and most complete re-enactment of the Antarctica campaign, giving her companions the opportunity to take part time and time again in the Therian defeat on Ava. Once they had all tried and failed to defeat the creatures, Atis-Astarte entered the simulation. She took command of the operation after she personally executed all the incompetent overseers who had been in charge of the battle... then went on to win a crushing victory. Videos were soon broadcast over the EMI grid.

The design and testing of this invention kept Atis-Astarte so busy that she did not see time fly by. The EMI grid has only recently informed her about the approaching Avan spaceships and the proximity of the conflict. Atis-Astarte has gathered her followers and has prepared for combat. While most of the Therians show no interest in the arrival of the Avans, Atis-Astarte is restless. Those delving deep inside the factory world are going to be in for quite a surprise...

TACTICS

Atis-Astarte's teleportation routine simplifies her tactical use a lot: she always appears where she is supposed to: in contact with the enemy. So the only problem is determining whom she has to engage. When she strikes to serve Therian interest, it is best to focus on officers and units in control of primary and secondary objectives.

In the end, it is the actions of other Therian units that need to be planned according to her: since Atis-Astarte can only teleport in contact with enemies, the other Therian units will need to spare an opposing unit to allow Atis-Astarte to teleport into contact somewhere useful.

UNIT FORMATION

Atis-Astarte must be the officer of a grim golem unit. Contrary to usual officers, she does not replace a fighter but she is added to the unit. Her cost is added to that of the unit.

Atis-Astarte is an overseer alpha and has the same characteristics and routines as a standard overseer alpha.



RECRUITING A UNIT

Atis-Astarte: + 55 A.P.

Optical camo module: This equipment gives the ability "Stealth" to Atis-Astarte. Any shot targeting her from beyond range 1 is an automatic failure. This ability also works against locked shots.

ROUTINES

Atis-Astarte has the access to the following routine in addition to those she has access to as an overseer:

Combat teleportation (3 LP): This routine allows Atis-Astarte to move in contact with any enemy unit she can see. Once the miniature representing Atis-Astarte has been moved, all the fighters of her unit may be placed in contact with the enemy unit. They must respect the rules for cohesion (see *AT-43: the Rulebook*, p. 47). Any miniatures that cannot be placed properly are eliminated. This routine replaces the movement of Atis-Astarte's unit.

Mêlée weapons			
REAPER BLADES (1)	6	1/0	- 7/1
REAPER BLADES (2)	6	1/0	- 7/1

SIGMA URASH

"All this is new to me"

Urash is one of the most competent overseers on the factory world of Damocles. One of the first to have fought the humans from the frontline, Urash's experience of war is unequalled on Damocles.

Even before the first protocellular life forms appeared on Ava, Urash had already built himself a solid reputation on Thera. Inventive, sociable and smart, Urash was famous on many virtual discussion spaces on the EMI grid. His favorite topics were the origins of the universe, the existence of parallel dimensions and the subjectivity of sensory perception. Permanently connected to the EMI grid, he shared his time between social exchanges, the conception of mathematic models and the construction of virtual realities. But, every now and then, he would cut all communications with other Therians and spend centuries conversing with virtual constructs of his own creation.

Inside the virtual territory of the EMI grid, Urash programmed countless intelligent species. He peopled entire universes and explored all the possible evolutions of such complex systems. The only times he was taken away from his fascinating experiences by other Therians was when they were about to establish contact with a new civilization. Urash would then code it into his simulations and study the possible evolutions of a relationship between the Therians and this civilization. However, every now and again Urash had to be disciplined, as he often preferred to study the most improbable and amusing options, rather than focus on the more credible possibilities.

Around a century ago, a mere moment in a Therian's life, Urash was woken from his dreams to study the society that had been left to develop on Ava. Enrolled in a plan whose objectives were beyond his interest, Urash simulated a possible intervention on Ava. Intrigued by the complex and somewhat absurd relationship between the .U.N. and .Red Blok entities, he focused his research on the subject, toying for years with eventualities and odd possibilities. Even though the extremely rapid nature of Avan evolution forced him to continuously update his simulations, Urash was unable to focus on the less entertaining probabilities.

When he was brought back to reality by the forum in charge of operations, Urash had lost the thread of the discussion. The creatures he had been interacting with in virtual reality had only a vague resemblance with those found on Ava. Still in a state of shock after his brutal return to reality, Urash did not realize the implications of his words when he handed his report to the forum.



Ten years later the Therians landed on Ava. Referring to Urash's simulations, they formulated a campaign plan to therianize the planet. It all ended in disaster. The Avan reaction did not correspond to what Urash had forecast: the humans managed to put their differences aside and unite against the invader. This eventuality had been discarded by Urash as highly improbable. In the end, the Therians were forced to retreat, repelled by an insignificant civilization.

The social disgrace of Urash was equal to the military failure on Ava. His virtual address was erased from most log files and no one answered him any-

more on the virtual spaces. His resource allocation from the EMI grid was revised and soon became insufficient to generate the simulations he enjoyed so much. Urash survived like this for thirty years.

He was also sentenced to have his body transferred onto the factory world of Damocles. To pay for his incompetence he was to take part in the new offensive. Confined to these temporary installations, relegated to lowly tasks, Urash considered his stay aboard the factory world as jail sentence.

When Damocles was attacked by the Avans it took Urash some time to recognize them. They had changed so much. As the sectors he was in charge of were slowly invaded, Urash realized the implications of his past mistakes. The frustration, and the shame of being invaded, filled him with anger.

URASH, AN INVENTIVE THERIAN

Adrift on the flow of the EMI grid's nanotransmitters, Urash has tested, and sometimes invented, countless futures for the inhabitants of Ava.

/test_01001001: .Red Blok and .U.N.A. annihilate each other in a nuclear weapon exchange. An insect life form develops on Ava and takes on the galaxy in T + 10 000 solar cycles.

/test_01011001: .Red Blok install a collectivist directive into the EMI grid. The Therians rally to the Red Blok and form a virtual galactic entity in T + 10 000 solar cycles.

/test_01001110: .U.N.A. plunder Damocles. Spare parts contaminate their technology. The Avans become a biomechanical life form in T + 1500 solar cycles.

/test_11001001: President Archer is assassinated. Unexpectedly, Sergeant Borz becomes president and .U.N.A. conquers the galaxy with an army of blue robots in T +5 solar cycles.

He is now determined to exterminate the humans. After a frustrating string of failures, he has personally taken leadership of his combat systems and stopped the White Stars. He was the first to manage to do so.

Urash's speed of reaction and resourcefulness surprised every other Therian on Damocles. Within seconds, his connection was saturated with messages of congratulation. His bandwidth was increased and his overseer status changed to Sigma. Urash himself is transformed: there is no time left for simulations, it is now time to experiment!

TACTICS

Urash is an overseer full of surprises both for the Therians and their opponents. He gives more LP than an ordinary sigma and can use routines that would normally be unavailable.

As a soldier he must be protected because of his high A.P. value. In fact, his strategic importance and his relative frailty make him the opponent's favorite target. This is not a problem: Urash is not much of a fighter anyway, he is a strategic genius. He is just as useful on the frontline as when he is safe behind cover, with his unit of bodyguards.

However, when deployed inside his golgoth body, Nimit-Urash is a fighter as tough as he is strategically important. With the firepower of an assault golgoth it would be absurd to hide him or keep him in reserve. Besides, his overseer abilities and his Structure points allow him to withstand a lot of damage.

UNIT FORMATION

Urash must be the officer of a unit of storm golems.

Contrary to usual officers, he does not replace a fighter but he is added to the unit. His cost is added to that of the unit.

Nimit-Urash constitutes a unit of his own.

In both cases, he is an overseer sigma and has the same characteristics and routines as a Therian overseer sigma, except for LP: Urash and Nimit-Urash have one extra Leadership point.

RECRUITING A UNIT

Urash: + 100 A.P.

Nimit-Urash: 450 A.P.

Medium nucleus cannon: Nimit-Urash gets the "Sniper" ability:

- This ability can only be used if the fighter doesn't move at all during his activation;
- Cover and fighters caught in the zone of fire are ignored;
- This ability cannot be used in "Overwatch!";
- 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.

Urash

18 - 6 5

+2 5 7

Ranged weapons	1	2	3	4
NANOBLASTER	3	1/1	-	5/1
Mêlée weapons	1	2	3	4
REAPER BLADES	6	1/0	-	7/1

Nimit-Urash

25 - 14 6

- 5 7

	Frame	Propulsion			
STRUCTURE POINTS	4	2			
Ranged weapons	1	2	3	4	PS
MEDIUM SONIC CANNON	6	4/0	-	9/1	2
MEDIUM NUCLEUS CANNON (sniper)	9	1/1	-	15/1	2

Heroic pilot: When Nimit-Urash is destroyed, the miniature representing Urash on foot is deployed where his machine stood. He constitutes a new unit but can join a storm golem unit (see AT-43: *The Rulebook*, p.77).

ROUTINES

Fusion (4 LP): Urash on foot can use this routine. He 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.

Transfer (1 LP): Nimit-Urash can use this routine. One of his company's soldiers is replaced by any other soldier already eliminated. The unit's composition rules must be respected. (see. AT-43: *Rulebook*, p. 80).

OMEGA TIAMAT

"The infinitely small has opened for us the gates of the infinitely large, but only giants get to cross the threshold of the creator to enter the divine dimension."

– Omega Tiamat

"But what could she have meant?"

– Anonyme

For most Therians, Tiamat's preoccupations are so weird and incomprehensible that they are actively discussed by the consensus. Her first known interventions, dating back to eight centuries ago according to records, have not all been deciphered. Actually, Tiamat is much older than that, but she has erased a large part of the archives having anything to do with her. Born in BT-112724, Tiamat would have celebrated her hundred and twelve thousand seven hundred and sixty seventh birthday during Operation Damocles...

Tiamat's favorite subject has always been death and the loss of Therian mental abilities. Extremely interested by the degeneration of the mind and madness, she had studied the rare demented Therians that exist: half of them were victims of accidents and the other half just seemed to have been alive for too long. These wretches' access to the EMI grid is severely limited and their lives are often monitored by specialized expert systems. After a few years, despite the power of Therian science, their psyches fade away until they eventually die.

In her youth, Tiamat helped create the expert systems in charge of monitoring the demented. Tiamat's research came to this simple conclusion: the Therians she studied had grown mad and senile because they had been unable to withstand the volume of knowledge and data accumulated over the centuries. Their emotional faculties seemed to be the main cause of their psychological collapse. These patients were weaker than the average Therian, explaining the early appearance of the symptoms. Tiamat began to fear that her whole species might one day be lost to degeneration.

The Therians were simply being outpaced by their technical achievements. The Therian project and Hyperlife had been founded on a misunderstanding that only a visionary Therian could have spotted and analyzed: if nothing is done, instead of reaching eternity all the future holds for the Therians is madness and destruction. To save her people, Tiamat had to see beyond Hyperlife and discover the path to be taken to the next stage of their evolution: a network of consciousnesses rid of



any emotions and feelings, perfectly logical and self-repairing, quite the opposite of Therian intelligence. However, since a new species was bound to emerge from the primitive "data soup" of the EMI grid, Tiamat set out to find these algorithmic consciousnesses and explained the importance of her views to a few friends. The Web Striders were born.

Tiamat was aware of the danger her ideas represented. The first time she ever exposed them to the consensus the participants rejected her theories and threatened to reduce her EMI grid access, claiming she was growing senile. So she created an underground organization destined one day to rise to power. In the meantime, she pushed on with her research and reinforced her position to be able to stand up to the opposition.

Nine centuries ago Tiamat was about to give up. Time and boredom were threatening her mental stability. It was then that her quest was finally completed. A Web Strider warned her of the discovery of a natural artificial intelligence: a digital consciousness spontaneously born in a section of the EMI grid. Tiamat saw a chance to save herself from madness and death. She captured the algorithmic life form, cut through its programming and stripped it to its essential code. She then made it into a computer virus and inoculated herself with it. By fusing with this algorithmic consciousness, she reached another stage of Therian evolution: she was now a new being whose intellectual faculties had been temporarily regenerated. She was finally immortal! And she would remain immortal as long as she assimilated new entities. The newborn computer consciousness was of course destroyed in the process, but it was the price to be paid to grant the Therians access to complete, meaningful immortality... Thanks to Tiamat, the Therians would become digital predators, feeding on lower life forms emerging from the EMI grid.

The Web Strider who informed her was horrified by what she had done. The Web Striders were supposed to seek a digital consciousness to study it and worship it, but certainly not to feed on it! The poor wretch had made the mistake of not telling anyone else about his discovery. Tiamat used her new powers to destroy his mind and erased any trace of her existence prior to her transformation: some of the smarter Web Striders might have understood what she had just done from her earlier work.

All there was left to do was hunt down more algorithmic life forms. Damocles seems quite promising...



TACTICS

Tiamat is quick, deadly and terribly dangerous in close combat. With the mind of a predator, she disregards shooting and seeks contact. Once within reach of any opponent, her four mêlée weapons allow her to annihilate anything ranging from infantry to armored fighting vehicles with horrifying ease.

UNIT FORMATION

Tiamat is an armored fighting vehicle.
Tiamat constitutes a unit of her own.

RECRUITING A UNIT

Tiamat: 445 A.P.

ROUTINES

Tiamat has access to the following routine in addition to those she has access to as an overseer:

Body hacking (1LP): Each time Tiamat is destroyed, the player can remove the unit of the closest overseer from the game. The overseer's miniature is replaced by Tiamat's miniature. Tiamat is a unit of her own.

A HIGHER LIFE FORM?

Tiamat considers herself a higher evolution of the Therian species, with whom she has not much left in common. She is also an exceedingly talented overseer, capable of getting anything she wants out of nanomachines. Having reached the omega certification without much effort, she has become highly popular among the consensus. She hardly makes any interventions, but when she does her commentaries are extremely mystifying. It generally takes several years before the Therians can come to an understanding on the meaning of Tiamat's interventions... In any case, the legendary overseer was never caught out.

Since she has reached the next level of evolution, Tiamat believes she owes nothing to the others, who are so obviously inferior. Besides, she has picked up the nasty habit of hijacking their bandwidth and sometimes even their nanoresources. In the fury of combat, some have even witnessed her making use of other overseers' bodies when hers is destroyed.

INFANTRY



Therian infantry is the best and toughest in the universe, built around robust and powerful attack systems. Fear and failure have not been programmed in them. Summoned whenever an overseer feels the need for them, this infantry is supremely flexible: the only limit is the commander's ability to foresee what he really needs. These various attack systems are the fruit of thousands of years of evolution and they are nothing short of perfect.

.TROOPS FRAMES

The EMI grid lists three types of frames: 2.1 and 2.2 frames are the base onto which classic light infantry models are built. The difference between these two frames is their age: the 2.1 frame (medusa) is older and tougher than the 2.2 version (golem), which is designed to be quicker.

Type 3 frames (goliath) are the latest achievement of Therian research. Stronger and smarter, they can use heavy armament. Their only drawback is their particularly high consumption of nanoresources.

WEAPONS

Most Therian weapons work according to one of two main principles:

- Nanoweapons shoot a smart nanomunition that seeks its target, pierces its armor and expands inside it causing maximum damage;
- Sonic weapons generate a sound wave that grinds and shatters everything standing in its way.

Other weapons such as the flamer, reaper blades and nanostorms work with different principles.

The **electrolash** is the result of a fortuitous development. During the creation of the medusas a faulty unit started convulsing and almost strangled a Therian with the cables dangling from its frame. A witness, impressed by the results, decided to standardize this form of combat. The medusas' cables are now electrified and woven from smart material that transforms them into electrified whips!

This weapon uses close combat rules.

The **flamer** sends a mixture of nanomachines that sticks to anything it touches. Upon contact, these nanomachines combine to form the most efficient catalyst there is to cause an exothermic reaction. It can set fire to steel or glass as if it was paper!

This weapon uses indirect fire rules.

The **nanoblaster** fires a salvo of nanomunitions. Despite its short range, the high number of munitions fired makes it highly improbable for the shot to miss its target.

This weapon uses direct fire rules.

Nanostorms are probably the easiest nanoweapons to design. This hand-held weapon is meant to be thrown by a golem (the other frames lack the appendages necessary to use them). It explodes when it hits the ground and releases a self-contained cloud of nanomachines, composed exclusively of penetration agents. This cloud cuts, shreds and eats away at everything, leaving only dust and debris behind.

This weapon uses indirect fire rules.

The **nucleus gun** uses the same technology as the nucleus rifle with some notable differences: the munitions it generates are smarter and rarely miss their target; they have penetration agents that can pierce through the hardest material. They are larger and therefore cause more damage when they reconfigure.

This weapon uses direct fire rules.

The **nucleus rifle** generates an extremely accurate smart nanomunition with powerful penetration agents. This ammunition pierces the targets armor and reconfigures itself inside, taking the shape of a large sea urchin, causing terrible internal damage!

This weapon uses direct fire rules.

Reaper blades are long blades fixed to a gauntlet. These blades vibrate at an ultrasonic frequency, which allows them to tear through conventional armor.

This weapon uses close combat rules.

The **sonic gun** wails...It wails so loud it doesn't break just glass: it crumples steel like paper, shatters bone and liquefies cells... The wave smashes anything it encounters. What manages to withstand it is shaken by terrifying vibrations, which damage the softer and more mobile parts.

This weapon uses direct fire rules.

OVERSEER INFANTRY ROUTINES

Using an overseer's routine requires the expenditure of leadership points (LP) from the leadership points pool (see *AT-43 : The Rulebook* p.54). These routines are used by the overseers in charge of infantry units. When a routine affects a movement or a test it can be declared before or after the movement or the test. Otherwise it is declared during the activation of the overseer's unit. Routines that are not instantaneous remain in effect until the unit's following activation.

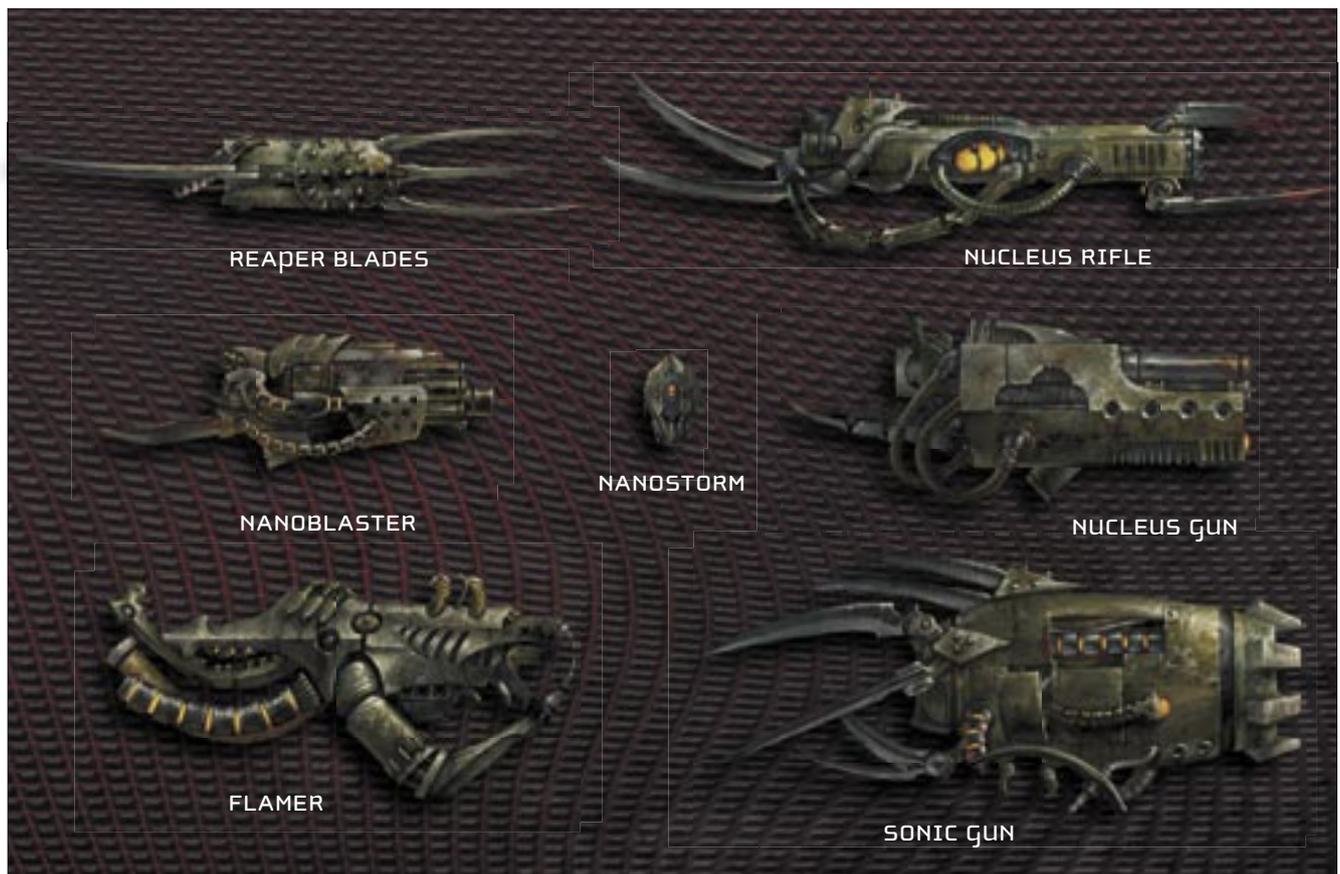
Routines only affect the overseer's unit. However, if the company's Commander is in an infantry unit he may execute routines on any of the company's infantry units.

An overseer can use each routine once per activation phase.

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 (see *AT-43: The Rulebook*, p80).

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.



ASSAULT GOLEMS

/type.troops/assault_golem
/EMI_gridaccess: authorized: overseer.196
/technical_description

The assault golems are autonomous combat systems based on a type 2.2 frame. An assault golem is assembled from several giga-units of nanomachines and benefits from advanced combat programming. It can be given detailed instructions concerning ranged weapons and ranged combat. Its standard equipment is composed of a nanomunition weapon (nucleus rifle) and a set of reaper blades.

The assault golem is provided with an efficient and autonomous operating system which allows it to manage 97% of all tactical situations without any assistance.

TACTICS

Assault golems are a first strike force designed to hold ground while wiping out the enemy's lighter defenses. Equipped with an accurate and powerful weapon, they eliminate resistance from long range while advancing on the objectives.

Assault golems are an excellent escort for overseers on foot: their resilience to damage is even better when reinforced by the overseer's routines.



THE GOLEM, A GROUNDBREAKING WEAPON

/type.troops/assault_golem
*/EMI_grid_access: authorized: overseer.****
/history

Golems were designed on Thars less than two centuries ago. Their frame offers a variety of possibilities: storm, assault, grim... They greatly outclass all preceding combat systems, whose design patterns have been transferred to the historical archives. There is no kind of type 2 frame other than the golem on the battlefield, save for the medusa. Following the creation of the golems, the Tharian consensus has recognized the inhabitants of Thars' expertise in the field of war materiel. They have been considered the greatest Tharian military specialist ever since, outshining the designers of Thera.

COMPOSITION OF A UNIT

Type: 2.

Numbers: 6 to 9.

Standard equipment: Nucleus rifle and reaper blades.

Optional equipment: Nanostorms, relay.

Special weapons: Flamer or nucleus gun.

Officer: Rank 1 to 5.



Assault golem				
Standard range weapon				
NUCLEUS RIFLE	6	1/0	-	6/1
Special range weapon				
FLAMER (projection, indirect fire)	[25]	1/0	4	9/1
NUCLEUS GUN	8	1/1	-	14/1
Mêlée weapon				
REAPER BLADES	6	1/0	-	7/1
Optional weapon				
NANOSTORMS (indirect fire)	0	1/0	1	5/1

Equipment

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, so there are no successes. (Therefore, shots cannot be combined to increase the area of effect.);
- The Accuracy of the weapon shows the weapon’s maximum range in cm, as measured from the special weapon bearer. The template is centered on a fighter. All miniatures located even partially under the area of effect suffer a damage test.

Nanostorms: Fighters equipped with nanostorms can shoot with this indirect fire weapon. This equipment represents enough nanostorms for the whole game. A unit using this equipment cannot use any of its other ranged weapons during the current activation.



Relay: This equipment can only 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 leader is eliminated.



Officers

Overseer alpha: + 10 A.P.

Cost of a assault golem unit

EQUIPMENT	STANDARD NUMBER [1]	MAXIMUM NUMBER [2]	EXTRA FIGHTER
Standard	275 A.P.	425 A.P.	+ 45 A.P.
Nanostorms	305 A.P.	470 A.P.	+ 50 A.P.
Relay	280 A.P.	430 A.P.	+ 45 A.P.
Relay + nanostorms	310 A.P.	475 A.P.	+ 50 A.P.
Flamer *	+ 25 A.P.	+ 25 A.P.	

[1] 6 assault golems including: 1 special weapon + 0 to 1 officer

[2] 9 assault golems including: 3 special weapons + 0 to 1 officer

*Extra cost to equip all of the unit’s special weapon bearers.

GRIM GOLEMS

/type.troops/grim golems
*/EMI grid access: authorized: overseer.****
/technical_description

The grim golem model is based on a type 2.2 frame and was designed to execute advanced combat routines. Dedicated exclusively to close combat, its computing power is used by its optical camo module instead of the typical ranged combat files, which are useless to it.

Swift and discreet, the grim golem is equipped either with a pair of reaper blades or with a flamer, a combination that makes it a fearsome killer in close quarter combat. It uses its speed and stealth to advance under enemy fire. Once on its victims, it charges and annihilates its targets before vanishing again.

TACTICS

Grim golems are assassins and hunters. Their low cost allows the Therian commander to deploy a lot of them on the frontline. Complex strategy has no place here: grim golems are meant to run straight up to the enemy.

Unless they are caught in a zone of fire, their optical camo module protects them from enemy fire better than any kind of armor.

Another strategy consists in using them for surgical strikes. Deployed away from other troops, they advance quickly on their objectives. They assault the opponent's units, giving them a taste of the flamer's inferno mixed with the ice cold bite of reaper blades.



FEAR IS ON MY SIDE

*/type.troops/grim golems /EMI grid access: authorized: overseer.***/comments*

Many overseers despise the use of grim golems in their armies. "Brutal, coarse", they say. Imbeciles! I always use one or two units of grim golems when I am in training or when I challenge others. Fighting with an invisible unit is thrilling to me and terrifying for my opponents. Sensing the fear in their activity reports is one of the great delights of my existence. "Who hit me? Where did it come from?"

Some accuse me of cheating. My detractors then receive a warning that I have lost control over some of my grim golems and that they have set out to find them... giving them a real reason to whine.

COMPOSITION OF A UNIT

Type: 2.

Numbers: 6 to 9.

Standard equipment: Reaper blades (x 2) and optical camo module.

Optional equipment: Relay.

Special weapons: Flamer.

Officer: Rank 1 to 5.

Equipment

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, so there are no successes.

(Therefore, shots cannot be combined to increase the area of effect.);

- The Accuracy of the weapon shows the weapon’s maximum range, as measured from the special weapon bearer. The template is centered on a fighter. All miniatures located even partially under the area of effect suffer a damage test.

Optical camo module: This equipment gives the unit the “Stealth” ability. Any shot targeting the unit from beyond range 1 is an automatic failure. This ability also works against locked shots.

Relay: This equipment can only 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 leader is eliminated.

Grim golem				
Special range weapon				
FLAMER (projection, indirect fire)	[25]	1/0	4	9/1
Mêlée weapon				
REAPER BLADES (1)	6	1/0	-	7/1
REAPER BLADES (2)	6	1/0	-	7/1



Officers

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.



Cost of a grim golem unit

EQUIPMENT	STANDARD NUMBER (1)	MAXIMUM NUMBER (2)	EXTRA FIGHTER
Standard	250 A.P.	450 A.P.	+ 35 A.P.
Relay	255 A.P.	455 A.P.	+ 35 A.P.

(1) 6 grim golems including: 1 special weapon + 0 to 1 officer

(2) 9 grim golems including: 3 special weapons + 0 to 1 officer

STORM GOLEMS

/type.troops/storm golems

/ EMI grid access: authorized: overseer.196

/technical_description

The storm golem is a type 2.2 attack system. It is supplied with either a sonic gun or a flamer as special weapon, or with a set of reaper blades and a nanoblaster. Although the nanoblaster is a short range weapon, the exceptional accuracy of the storm golem and the nanomunition's ability to follow the movement of its target make it remarkably efficient at medium range. The sonic gun, based on the double vibration effect, disembowels and shatters its targets with great ease; while the flamer proves lethal in close quarter combat.

Thanks to these qualities, the storm golems have imposed themselves as one of the standards among autonomous attack systems.

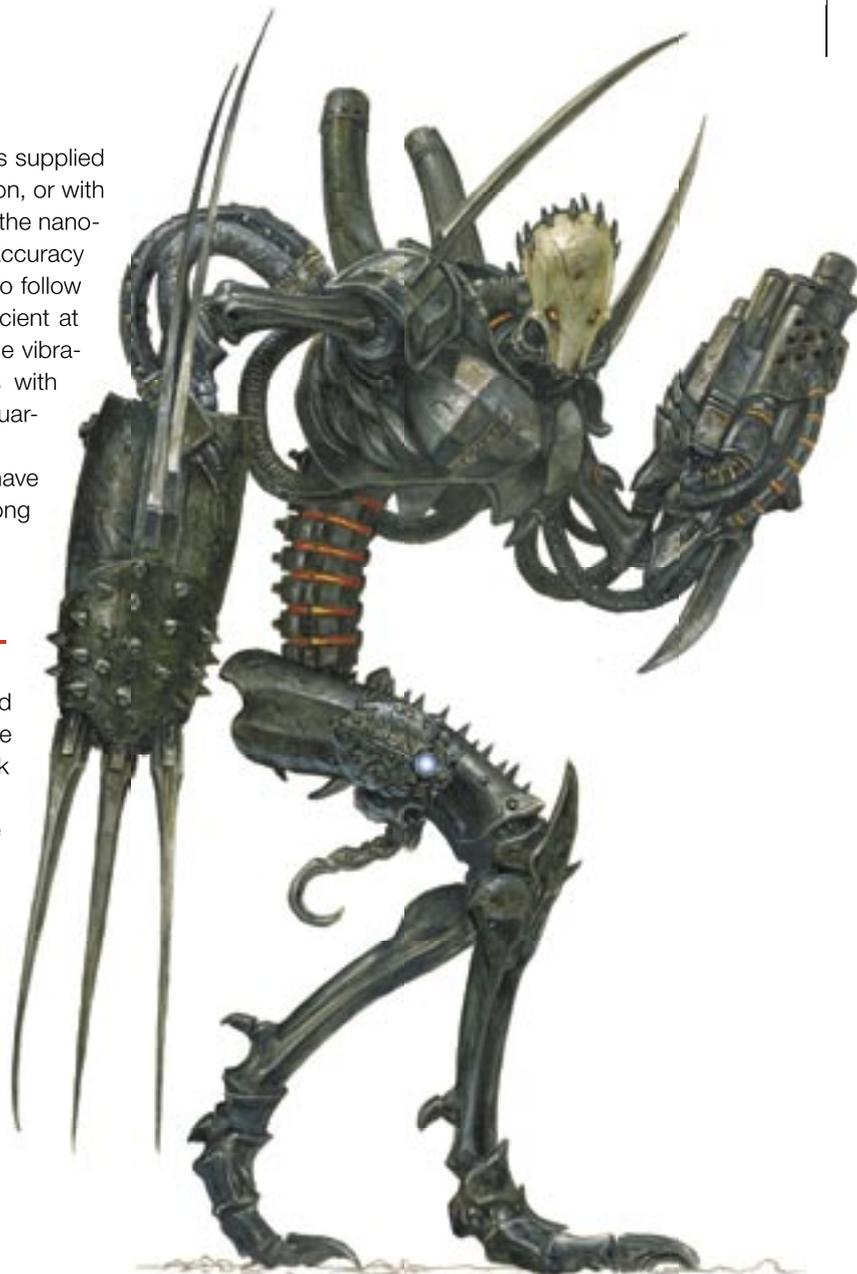
TACTICS

The storm golem is the ultimate soldier. Deployed in small units, as close as possible to the enemy, the storm golems will move into contact to score a quick and bloody victory.

Storm golems are excellent at hunting down elite units: low in numbers and rarely equipped for close combat, they are an easy target to prey on.

Storm golems are just as efficient at counter attacking, especially against defensive positions or fortifications: in close combat or at short range, defensive positions are useless.

Even when the enemy avoids contact, the storm golems will drown him in a hailstorm of nanomunitions.



EXTERMINATION

*/type.troops/storm golems/EMI grid access: authorized: overseer.***/history_storm*

The infestation of Therian structures by biological creatures soon generated serious problems.

The consensus's answer was to create attack systems specifically dedicated to hunting biological creatures.

Once again the habitat of Thars, one of the Therian worlds, has recently supplied the ideal frame to deal with this issue.

With their short range equipment, storm golems are less likely to cause collateral damage while hunting the creatures.

During the latest infestations, they proved very efficient against all forms of biological opposition, including semi-primitive species having mastered chemical and energy weaponry.

COMPOSITION OF A UNIT

Type: 2.

Numbers: 6 to 9.

Standard equipment: Nanoblaster and reaper blades.

Optional equipment: Nanostorms, relay.

Special weapons: Flamer or sonic gun.

Officer: Rank 1 to 5.

Equipment

Flamer: This weapon has the “Projection” ability:

- When a unit contains several of these weapons, each of them can pick a different target;

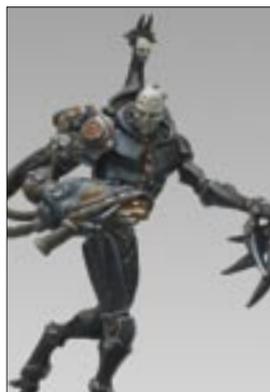
- Cover is ignored;

- No shooting test is necessary, so there are no successes.

(Therefore, shots cannot be combined to increase the area of effect.);

- The Accuracy of the weapon shows the weapon’s maximum range in cm, as measured from the special weapon bearer. The template is centered on a fighter. All miniatures located even partially under the area of effect suffer a damage test.

Nanostorms: Fighters equipped with nanostorms can shoot with this indirect fire weapon. This equipment represents enough nanostorms for the whole game. A unit using this equipment cannot use any of its other ranged weapons during the current activation.



Relay: This equipment can only 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 leader is eliminated.

Coût des officiers

Overseer alpha: + 10 A.P.

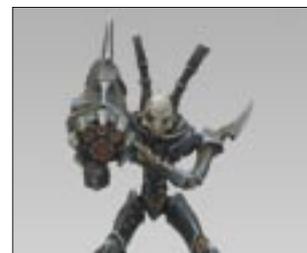
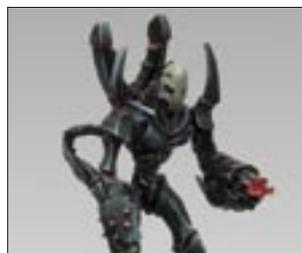
Overseer delta: + 15 A.P.

Overseer omicron: + 25 A.P.

Overseer sigma: + 50 A.P.

Overseer omega: + 65 A.P.

Storm golem				
Standard range weapon				
NANOBLASTER	3	1/1	-	5/1
Special range weapon				
FLAMER (projection, indirect fire)	[25]	1/0	4	9/1
SONIC GUN	5	3/0	-	8/1
Mêlée weapon				
REAPER BLADES	6	1/0	-	7/1
Optional weapon				
NANOSTORMS (indirect fire)	0	1/0	1	5/1



Cost of a storm golem unit

ÉQUIPEMENT	STANDARD NUMBER (1)	MAXIMUM NUMBER (2)	EXTRA FIGHTER
Standard	250 A.P.	400 A.P.	+ 40 A.P.
Nanostorms	280 A.P.	445 A.P.	+ 45 A.P.
Relay	255 A.P.	405 A.P.	+ 40 A.P.
Relay + nanostorms	285 A.P.	450 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

*Extra cost to equip all of the unit’s special weapon bearers.

ASSAULT MEDUSAS

/type.troops/assault_medusa
/EMI_grid_access: authorized: overseer.254
/technical_description

The assault medusas are autonomous combat systems based on a type 2.1 frame. They are meant to favor endurance and elegance. Slower than the golems, the assault medusas are ancient attack systems that were designed in the habitat of Thera. Engineered in the traditional way, combining ergonomics and resistance, their carefully programmed ranged combat procedures make them great fire support units. Because of their movement mode, they are most reliable when used as shooting platforms.

The usual equipment of assault medusas, as *.troops/range*, is either light nanomunition weaponry (nucleus rifle), or heavy nanomunition weaponry (nucleus gun).

TACTICS

Assault medusas are perfect to hold objectives. However, their toughness makes them universal troops, perfectly suited for all kinds of possible missions.

Assault medusas can endure enemy fire and return it with lethal accuracy, which makes them terrifying frontline units. A great classic of Therian attack systems, the assault medusa will never go out of fashion!

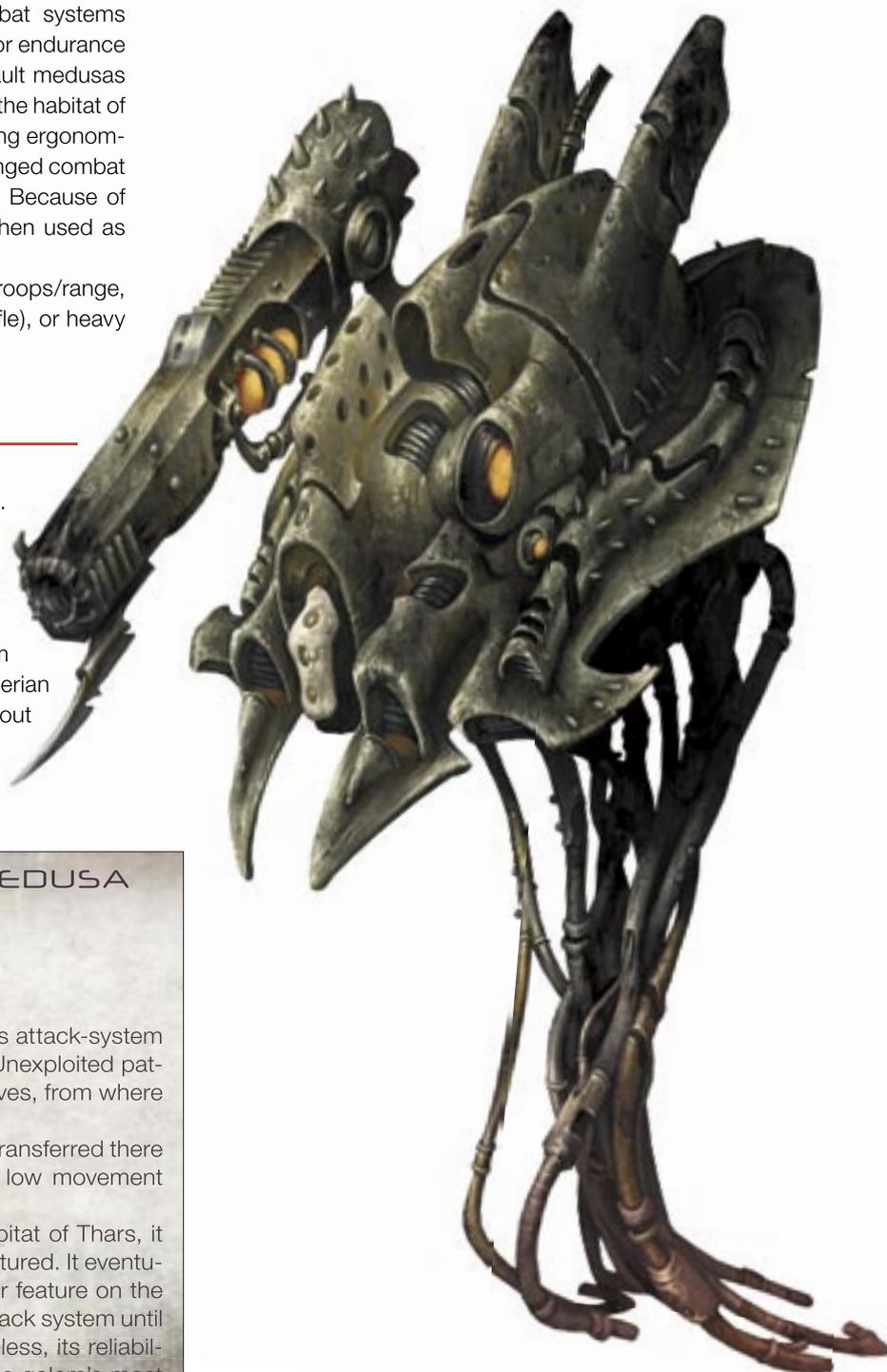
THE RETURN OF THE MEDUSA

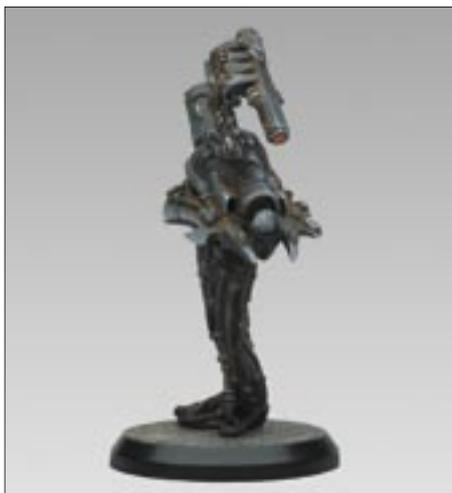
/type.troops/assault_medusa
*/EMI_grid_access: authorized: overseer.****
/frame_index

The archives of the EMI grid hold countless attack-system projects, most of them obsolete or absurd. Unexploited patterns are filed directly into the historical archives, from where they are never supposed to return.

The medusa is an exception. It was in fact transferred there because of its strange appearance and its low movement performance records.

During the great war organized by the habitat of Thars, it was dug out from the archives to be manufactured. It eventually met with success and became a popular feature on the battlefield: it remained the most produced attack system until the appearance of the first golems. Nonetheless, its reliability is still appreciated today and it remains the golem's most serious challenger.





COMPOSITION OF A UNIT

Type: 2.

Numbers: 4 to 7.

Standard equipment: Electrolash and nucleus rifle.

Optional equipment: Relay.

Special weapon: Nucleus gun.

Officer: None.

Equipment

Relay: This equipment can only 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 leader is eliminated.

Assault medusa

10

-

8

6

Standard range weapon				
NUCLEUS RIFLE	7	1/0	-	6/1
Special range weapon				
NUCLEUS GUN	9	1/1	-	14/1
Mêlée weapon				
ELECTROLASH	7	2/0	-	4/1

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

ASSAULT GOLIATHS

/type.troops/assault_goliath

/EMI_grid_access: authorized: overseer:512

/technical_description

Assault goliaths are autonomous combat systems based on a type 3.1 frame and designed for all forms of combat. This versatility results in unrivalled performance. Their revolutionary tactical interface allows them an exceptional increase in autonomy: assault goliaths do not need an overseer.

Assault goliaths are a breakthrough in the field of super attack systems and are now the benchmark in terms of .troops machines. No battle can be planned without at least one unit of these outstanding attack systems.

TACTICS

Assault goliaths form very versatile units designed to cause an outrageous amount of damage. These units are rapid troops that count on their speed and firepower to suppress the enemy before he has time to retaliate.

Their sonic gun is used to get rid of the opponent's infantry as soon as possible.

On the other hand, the nucleus gun forces the enemy combat striders to keep a low profile.



COMPOSITION OF A UNIT

Type: 3.

Numbers: 3.

Standard equipment: Nucleus gun and sonic gun.

Optional equipment: Relay.

Officer: None.

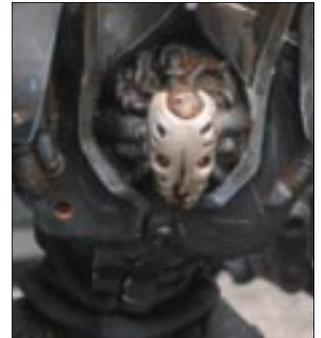
Equipment

Relay: This equipment can only 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 leader is eliminated.

Range weapon				
NUCLEUS GUN	8	1/1	-	14/1
SONIC GUN	5	3/0	-	8/1

Cost of an assault goliath unit

EQUIPMENT	STANDARD NUMBER(1)
Standard	375 A.P.
Relay	380 A.P.
(1) 3 assault goliaths	

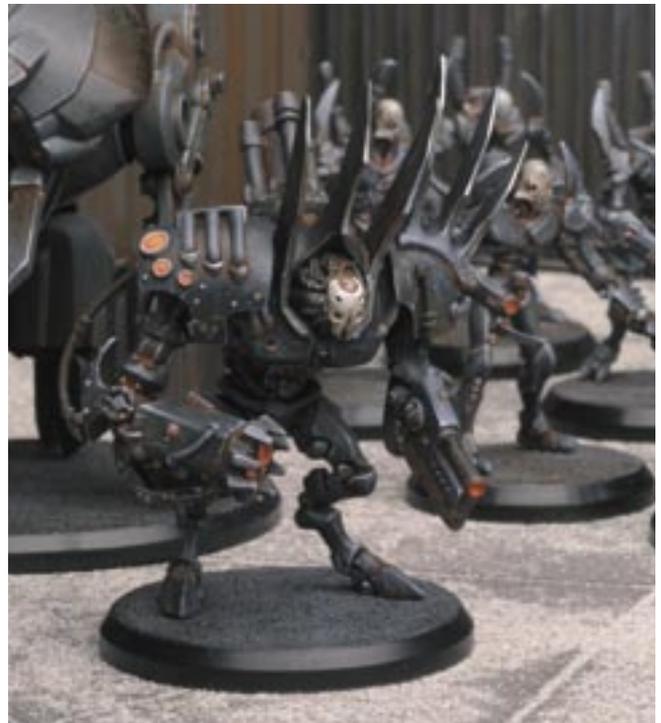


THE SHADOW OF CONSPIRACY

/archive.Web_Striders/goliath
*/EMI grid access: authorized: code: ******
/notes/project_advancement

[missing data]liath tactical interface is a great success. Its programming and especially its learning functions are very satisfactory. The breakthroughs hoped for have been achieved in all the foreseen domains: computer engineering, information acquisition and treatment... I now consider the creation of level 4 or higher artificial intelligence possible. I am about to set up the foundations for the next generation and I am looking at a worthwhile experimentation field for level 5 intelligence tests. I believe the habitat of Thars co**[missing data]**

/comment
 > Who are those "Web Striders"?
 > Attack system autonomy?
 >
 > They have no idea what they are doing!



BANE GOLIATHS

/type.troops/bane_goliath

/EMI_grid_access: authorized: overseer.528

/technical_description

Bane goliaths are autonomous combat systems based on type 3.1 frames. Their long range anti-tank firepower has been maximized at the expense of their anti-infantry abilities.

Bane goliaths are the result of the goliath specialization process. By mounting them with very heavy weaponry, meant for the destruction of larger opposition, they concentrate enough firepower to fell even the heaviest golgoths.

With their twin nucleus guns, a unit of bane goliaths can vaporize an assault golgoth in one well aimed salvo. Even support golgoths are not safe around them.

KILLER MACHINE

*/access.N/troops.****

/EMI_grid_access: denied: partial_access

/communication_restriction

The general consensus has stated after unanimous approval that bane goliaths should not be used against golgoths sheltering an overseer.

Argument/witness_report:

> My golgoth was being hunted down by three bane goliaths that responded with stupefying tactical flexibility to each of my changes of strategy. Once they had neutralized the weapons and servomotors of my machine, they closed in on me and shot the wreck at point blank range until I was extracted by my personal protection system. They were toying with me! I was their prey, they were my preda *Warning: connection terminated -Cause Emotion*fear intensity_4,0185/5*



TACTICS

As is often the case with goliaths, the use of bane goliaths is remarkably straight forward. Deployed at the back of the battlefield, they need only to move to acquire a line of sight. The goliaths limited size protects them from locked shot fire and the efficient range of their weapons render conventional armament useless. So they can use their range to pound enemy positions, which generally never takes long considering the firepower deployed.

COMPOSITION OF A UNIT

Type: 3.

Numbers: 3.

Standard equipment: Nucleus gun x 2.

Optional equipment: Relay.

Officer: None.

Equipment

Relay: This equipment can only 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 leader is eliminated.

Range weapon				
NUCLEUS GUN (1)	8	1/1	-	14/1
NUCLEUS GUN (2)	8	1/1	-	14/1

Cost of a bane goliath unit

EQUIPMENT	STANDARD NUMBER(1)
Standard	375 A.P.
Relay	380 A.P.
(1) 3 bane goliaths	



ARMORED FIGHTING VEHICLES



Therian armored fighting vehicles are called golgoths and they constitute the scientific and artistic achievement of the intellectual overseer elite. Powerful, comfortable and maneuverable, they allow the Therians to experience a wide range of sensations while participating in the war effort of their people. The overseers form a strong affinitive bond with their golgoth. From their point of view, it is not merely a combat strider but, in fact, an extension of their own body.

FRAMES

Each golgoth frame is considered a unique work of art by most Therians. However, in a move to standardize procedures and gain strategic efficiency, all frames have standard weapon mounting points and organized in three classes: recon, assault and support. Since Therian technology was used to create human striders, the people of Ava reproduced the same classification.

Therian armored fighting vehicle frames are very different from human ones: no controls or screens encumber the pilot's vital space. The latter is nestled in a soft biological envelope filled with cyber-neural connection liquid. Each thought is turned into an order activating a mechanism and each impulse brings the pilot closer to victory!

MOUNTED WEAPONS

The **heavy flamer** sends a large quantity of nanomachines that, once they touch something, combine to form the most efficient exothermic reaction catalyst possible. It can set fire to steel or glass as if it was paper. The temperatures reached are in themselves a dreaded weapon...

This weapon uses indirect fire rules.

The **heavy particle accelerator** plays with the laws of physics to produce one of the most terrifying weapons in the universe. Propelled at such speed that even time and space are altered, the most elementary particle becomes a missile capable of knocking over mountains.

This weapon uses direct fire rules.

Light grim scythes are ever-sharp vibro-blades capable of slicing through the toughest materials.

This weapon uses close combat rules

The **light virus cannon** launches a salvo of nanomachines that slip in under the target's armor. They then run along the power systems of the infected machine to generate powerful electrical interference as well as devastating short-circuits.

Useless against lighter targets, which do not have significant enough electrical circuits to home in on (such as infantry), the light virus cannon is the scourge of armored fighting vehicles, whose protection is ignored when shot at. In fact this weapon is so dangerous that it was classified in the same category as bane goliaths. Naturally, it has been adopted by all Therians looking for some efficiency!

This weapon uses direct fire rules.

Nucleus cannons are the ultimate evolution of nucleus weapons. The ammunition it generates is so smart that it almost never misses its target – they are even capable of choosing where they hit; and they are assisted by penetration agents that render most armor pointless.

These weapons use direct fire rules.

Sonic cannons produce an even more powerful and destructive soundwave than other sonic weapons. They turn armored fighting vehicles into wrecks and soldiers into puddles with the same ease.

These weapons use direct fire rules.

ARMORED FIGHTING VEHICLE OVERSEER ROUTINES

Using an overseer's routine requires the expenditure of leadership points (LP) from the leadership points pool (see *AT-43: The Rulebook* p54). These routines are used by the overseers in charge of armored fighting vehicle 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 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 phase.

Repair (1 LP): An armored fighting vehicle regains 1 SP. The armored fighting vehicle and the location repaired are chosen by the player.

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 being 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.



SUCCUBUS GOLGOTH

The Succubuses are semi autonomous combat systems based on a light recon type frame. Their armament is designed to deal with any category of enemy: an anti-infantry weapon (light sonic cannon) and an anti-tank weapon (light virus cannon). Very efficient and quite inexpensive in nanoresources, the Succubuses are widely successful with overseers. A single Succubus is capable of carrying out deadly ambushes. A pack of Succubuses is a real nightmare: no opponent, from an infantry company to a class 3 armored fighting vehicle, will withstand them very long.

TACTICS

The Succubus is a quick and flexible armored fighting vehicle whose modest strategic value compensates for its frailty. Its light sonic cannon is the scourge of infantry and the bane of light armored fighting vehicles; its light virus cannon is used to harass heavier armored fighting vehicles.



Its speed allows it to get within optimum range of the enemy and then escape before any serious retaliation. But beware of weapons capable of damaging it seriously in one shot, such as rocket launchers.

COMPOSITION OF A UNIT

Type: 1.

Numbers: 1 to 3.

Standard equipment: Light sonic cannon and light virus cannon.

Officer: Rank 1.

Officers

Overseer alpha: + 15 A.P.

Equipment

Light virus cannon: This weapon has the “Jammer” ability:

- It can only target armored fighting vehicles;
- Damage tests are resolved differently: The minimum result needed on the die is always the same. This result is shown instead of the Penetration of the weapon.

Relay: This equipment can only 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 leader is eliminated.

IN LOVE WITH A DEMON

*/com. argument/****

/EMI grid access: universal: complete_access

/communication_explanation

When my enemy has infantry, I deploy Succubuses.
When my enemy has armored fighting vehicles, I deploy Succubuses.

When I have no information at all concerning the nature of my enemies, I deploy Succubuses.

All is as has been said.

	Frame	Propulsion		
STRUCTURE POINTS	3		2	
Range weapon				SP
LIGHT SONIC CANNON	6	3/0	-	8/1 1
LIGHT VIRUS CANNON (jammer)	5	1/0	-	2 +/1 1

*/com. argument/****

/EMI grid access: universal: complete_access

/story_Succubus

> I have deployed my first unit of Succubus golgoths and I wish to share my experience.

> I placed them behind my lines, to spare my forces. I wanted to have them at hand for later when I would launch my final assault.

My opponent deployed his troops. My golems swept them away without any difficulty. Victory was close but I could not understand the logic behind my enemy's army composition.

When his Baal golgoth entered the battlefield, I understood that my strategy was going to pay off. My opponent piloted his golgoth in person. I am not mad enough to expose myself in such a way. My existence is significant. I do not want to jeopardize it

My Succubuses shot with their light virus cannon and damaged the support golgoth. My plan was well tuned and was working as I had foreseen. My Succubuses regained cover while my opponent tore through my infantry.

Once again my Succubus golgoths leaped out from cover and advanced toward the Baal. Their light virus cannon finally immobilized it. My enemy destroyed a Succubus, but the remaining Succubuses put down the Baal. When my opponent ejected from his strider, my Succubuses destroyed him with their light sonic cannons. Victory was complete.

My tale has fed the EMI grid. My friends envy me and my enemies fear me. My glory is great and I am admired by many Therians. My enemies fall into oblivion while my feats flood the forums! My Succubuses are my strength and I adore them. I adore myself, therefore I am. I am adored, therefore I am even more!

Cost of a Succubus golgoth unit

EQUIPMENT	STANDARD NUMBER (1)	MAXIMUM NUMBER (2)	EXTRA FIGHTER
Standard	225 A.P.	675 A.P.	+ 225 A.P.
Relay	230 A.P.	680 A.P.	+ 225 A.P.

(1) 1 Succubus golgoth including: 0 to 1 officer (2) 3 Succubus golgoths including: 0 to 1 officer

HEKAT GOLGOTH

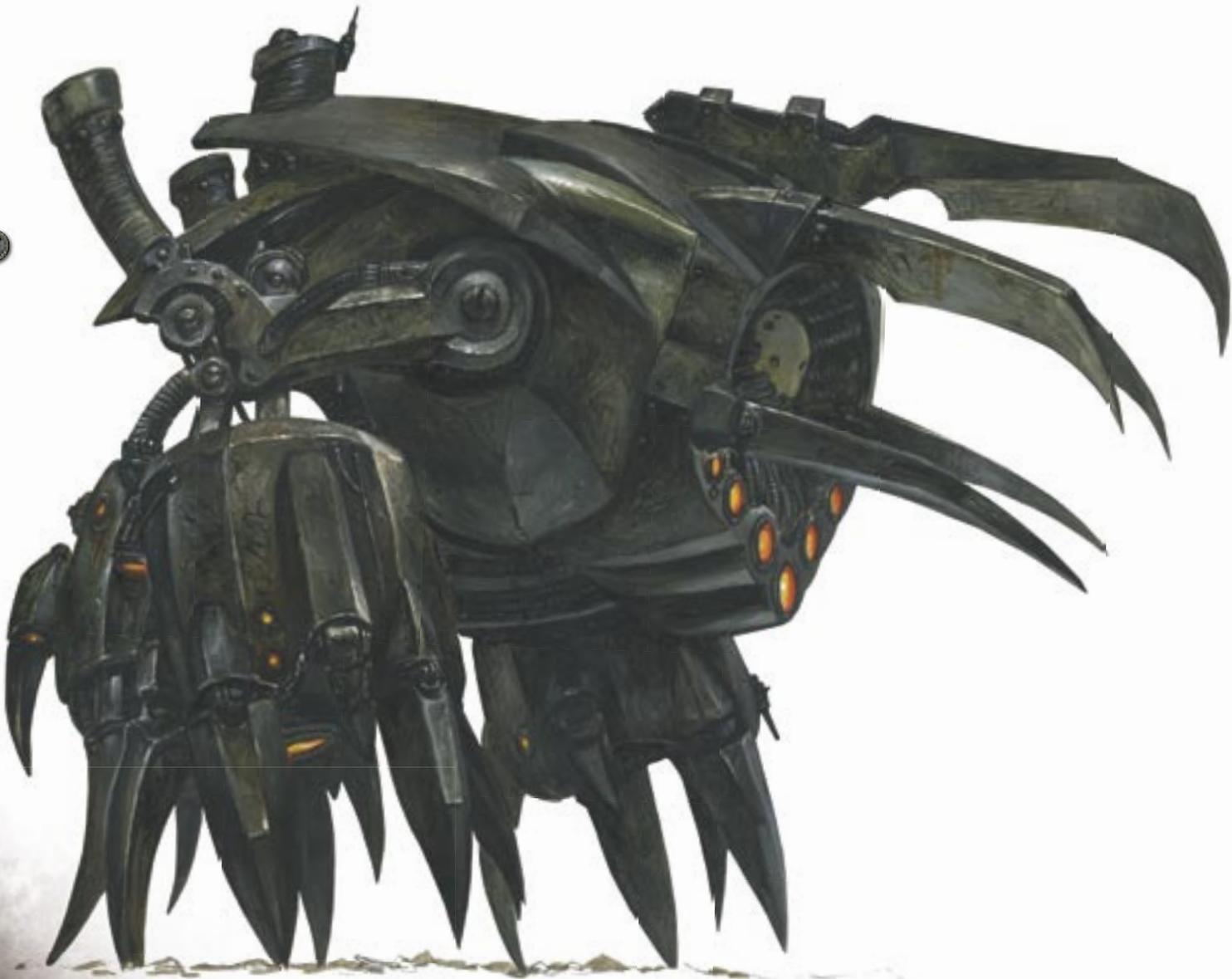
This experimental frame, born from the mind of a particularly inventive overseer, is very easy to assemble and produce. The Hekat is a light combat system based on an ancient design, whose function is long forgotten. Terribly efficient in contact (it can even threaten even the mighty support golgoths), it moves at lightning speed and can carry out simple handling tasks, such as moving low walls.

Paradoxically, this gogolth, intended for close combat, is the dreaded enemy of any armored fighting vehicle! At first the concept was met with the extremely fierce opposition of the most traditionalist overseers, until it proved its efficiency on the battlefield.

TACTICS

Hekat units make the most out of the mobility of recon golgoths. They dash to the frontline in order to destroy their prey as quickly as possible. Defenseless at range, they become extremely dangerous in contact, causing even the heaviest armored fighting vehicle unit to flee.

In units of three, Hekats become the mechanical equivalent of sharks, capable of tearing to bits even medium armored fighting vehicle units. Their numbers also allow incoming impacts to be shared among the members of the unit and gives the Hekats a better chance of reaching the enemy.



COMPOSITION OF A UNIT

Rang : 1.

Numbers: 1 to 3.

Standard equipment: Light grim scythe x 2.

Officer: Rank 1.

Equipment

Light grim scythe: A Hekat equipped with this weapon gains the “Hoist” ability. When a Hekat is in contact with a low wall, the low wall can be redeployed anywhere in contact with the Hekat.

This action replaces its close combat attacks.

Relay: This equipment can only 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 leader is eliminated.

Officers

Overseer alpha: + 15 A.P.

HOMECOMING

/survival/Thars

/EMI grid access: authorized:

overseer.Thars

/manifesto_01.03063051

Thars is not dead yet! Our habitat is not just a dying shell, it is also the origin of the rebirth of our species. Our race is too deeply engaged in the re-arrangement project of the universe: it is stagnating.

Thars gave birth to an alternative, a new way of making existence worthwhile. We are warriors. Our existence is defined through, by and for combat, the only acceptable measure of individual valor.

We are the future of our people, selected through the most efficient trial possible: war. Proof can be found in the original armament designs born on Thars, our dying world. The golems. The Hekat.

We are the chrysalis of a new race: the Warriors!

	Frame	Propulsion
STRUCTURE POINTS	3	2

Mêlée weapon					SP
LIGHT GRIM SCYTHE (1)	8	2/0	-	13/1	1
LIGHT GRIM SCYTHE (2)	8	2/0	-	13/1	1



Cost of a Hekat golgoth unit

EQUIPMENT	STANDARD NUMBER (1)	MAXIMUM NUMBER (2)	EXTRA FIGHTER
Standard	200 A.P.	600 A.P.	+ 200 A.P.
Relay	205 A.P.	605 A.P.	+ 200 A.P.

(1) 1 Hekat golgoth including: 0 to 1 officer (2) 3 Hekat golgoths including : 0 to 1 officer

WRAITH GOLGOOTH



The Wraith assault golgoth is a semi-autonomous combat system based on a medium assault frame. It 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. The dreaded medium sonic cannon is ideal against soldiers and the medium nucleus cannon works marvels against armored vehicles. This variety of equipment is the Wraith's best asset. It guarantees the overseer will never experience any boredom during a battle.

TACTICS

The Wraith is ideally configured for novice overseers. Its versatility means it will always have the proper weapon at hand while its remarkable resilience allows it to endure the deadliest shots while taking minimum damage.

Designed to be a frontline machine, it is particularly comfortable in medium and short range combat. At such distances it benefits from its optimum fire power.

However, it is far from useless at longer range, thanks to its medium nucleus cannon.

COMPOSITION OF A UNIT

Type: 2.

Numbers: 1.

Standard equipment: Medium nucleus canon and medium sonic cannon.

Officer: Rank 1.

MACHINE SPIRIT

*/EMI grid access: authorized: Overseer.Urash
/projection_1010309519.Wraith_golgoth
/object: evolution of the Wraith golgoth's estimated intelligence (E.I.).
Projection launched.....*

Result 1

*Evolution duration: T + 1 year
Wraith golgoth E.I: 0.008653/1
Possible consequences: -1.3 % occurrences of error 101.*

Result 2

*Evolution duration: T + 10 000 years
Wraith golgoth E.I: 0.9999977521/1
Possible consequences: the Wraith golgoth reaches the average intelligence level of a young Therian.*

Result 3

*Evolution duration: T + 1 000 000 years
Wraith golgoth E.I: 11.23333333/1
Possible consequences: the Wraith golgoth converts to environmental fundamentalism. It annihilates Therian civilization.*

Equipment

Relay: This equipment can only 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 leader is eliminated.

Medium nucleus cannon: A fighter equipped with this weapon gains the "Sniper" ability:

- This ability can only be used if the fighter doesn't move at all during his activation;
- Cover and fighters caught in the zone of fire are ignored;
- This ability cannot be used in "Overwatch!";
- 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.

Officers

Overseer alpha: + 15 A.P.

	Frame	Propulsion
STRUCTURE POINTS	4	2

Range weapon	PS
MEDIUM NUCLEUS CANNON (sniper)	9 1/1 - 15/1 2
MEDIUM SONIC CANNON	6 4/0 - 9/1 2

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



POLTERGEIST GOLGOOTH



Poltergeist golgoth				
STRUCTURE POINTS	4	Propulsion		2
Range weapon				SP
MEDIUM SONIC CANNON [1]	6	4/0	-	9/1 2
MEDIUM SONIC CANNON [2]	6	4/0	-	9/1 2

TACTICS

The Poltergeist is meant to strike from medium range. It is perfectly suited for hunting soldiers, thanks to its weapons that combine both high rate of attack and penetration into terrifyingly dense salvos. With its tremendous endurance, it approaches its targets, laughing in the face of enemy fire, including infantry held anti-tank weapons. If the assault golgoth ever comes across such weapons, the sonic wall from both medium sonic cannons is generally enough to make sure the infantry is no longer a threat to anyone.

COMPOSITION OF A UNIT

Type: 2.

Numbers: 1.

Standard equipment: Medium sonic cannon x 2.

Officer: Rank 1.

Equipment

Relay: This equipment can only 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 leader is eliminated.

Officers

Overseer alpha : + 15 A.P.

Cost of a Poltergeist golgoth unit

EQUIPMENT	EFFECTIF STANDARD (1)
Standard	375 A.P.
Relay	380 A.P.
(1) 1 Poltergeist golgoth including: 0 to 1 officer	

INCUBUS GOLGOTH



The Incubus is a semi-autonomous combat system based on a medium assault type frame. Designed to protect the overseer and to be his leadership platform, it offers optimum anti-tank performance.

The Incubus is sharper than a surgeon's knife. It is a sword designed to sever exactly what it wants, to leave the opponent unarmed, ready for the sacrifice.

With the multiple core system copies that made assault golgoths so tough and popular, it can easily withstand enemy fire. And when it retaliates, it is always with a bull's eye. The absolute reliability of this combat system has made it the overseers' favorite weapon. The Incubus is meant for esthetes of war who paint their blood-soaked epics with light, sure-handed touches.

TACTICS

The Incubus is the best tank hunter in its class. Its efficiency is at its maximum when it targets enemy striders and vehicles. Using the accuracy of the nucleus cannon, it can destroy the most annoying enemy systems. When the mission requires the destruction of armored fighting vehicles, the Incubus can target their propulsion systems. If it needs to protect the units accompanying it, it will make it a priority to destroy the opponent's armored fighting vehicle armament systems and his special weapon bearers.

Once all opposing armored fighting vehicles are neutralized, the Incubus can destroy the enemy chain of command by picking out officers, one after the other. Aboard an Incubus, war becomes a work of art.

COMPOSITION OF A UNIT

Type: 2.

Numbers: 1.

Standard equipment: Medium nucleus cannon x 2.

Officer: Rank 1.

Equipment

Relay: This equipment can only 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 leader is eliminated.

Medium nucleus cannon: A fighter equipped with this weapon gains the "Sniper" ability:

- This ability can only be used if the fighter doesn't move at all during his activation;
- Cover and fighters caught in the zone of fire are ignored;
- This ability cannot be used in "Overwatch!";
- 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.

Officers

Overseer alpha : + 15 A.P.

Incubus golgoth

25 - 14 6

	Frame	Propulsion
STRUCTURE POINTS	4	2

Range weapon

	SP
MEDIUM NUCLEUS CANNON (1) [sniper]	9 1/1 - 15/1 2
MEDIUM NUCLEUS CANNON (2) [sniper]	9 1/1 - 15/1 2

Cost of an Incubus golgoth unit

EQUIPMENT	STANDARD NUMBER (1)
Standard	350 A.P.
Relay	355 A.P.

(1) 1 Incubus golgoth including: 0 to 1 officer

BAAL GOLGOOTH

The “Baal” support golgoth is a combat system designed to provide the most firepower and best protection possible to an overseer. Furthermore, it offers improved access to the EMI grid. The Baal is the quintessence of combat platforms and mobile support: its weapons are directly powered by the E section component of the EMI grid and its heart is a mobile nanogenerator.

This allows the Baal to use a tremendously powerful range of armament: the spectacle of a Baal golgoth firing with all its weapons is an unforgettable, and almost mystical, experience.

With its advanced nanoresource administrator, the support golgoth can assemble, repair, fuse, activate and accelerate combat systems, increasing its destructive capability exponentially!

TACTICS

The Baal is a versatile unit, meant to offer maximum protection to an experienced overseer while providing the means to get the most out of his experience.

A Baal has its place anywhere on a battlefield, on the front-line or in support; alone or protected by lines of lighter attack systems. It performs three functions in a company. Firstly, the Baal greatly simplifies the administration of nanoresources thanks to its integrated nanogenerator. Secondly, it optimizes the activity of the troops that can then use the unspent nanoresources for their own needs. Finally, it neutralizes the most important threats on the battlefield with its mind-blowing firepower.

DESTRUCTION/THARS

/EMI grid access: authorised: overseer.Thars
/report_2301113033.analysis

Utu-Shamash’s absolute weapon has reached maturity. All overseers engaged in the Thars great war have reproduced his superheavy support golgoth. The war has entered its most interesting and dangerous phase: the EMI grid resources allocated to the fighter players cannot fulfill their greed anymore. Thars is suffering from the power unleashed by the support golgoth weapons, as well as the huge amount of nanoresources necessary to the mass production of recon golgoths on the field.

Several sectors of Thars have definitely come to a stop when combat intensity exceeded level 4 (conventional planetary conflict).

COMPOSITION OF A UNIT

Type: 3.

Numbers: 1.

Standard equipment: Heavy flamer, heavy particle accelerator.

Officer: Rank 3.

Equipment

Relay: This equipment can only 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 leader is eliminated.

Heavy 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, so there are no successes. (Therefore, shots cannot be combined to increase the area of effect.);
- The Accuracy of the weapon shows the weapon’s maximum range in cm, as measured from the special weapon bearer. The template is centered on a fighter. All miniatures located even partially under the area of effect suffer a damage test.

Advanced nanoresource administrator: Armored fighting vehicle routines executed by an overseer aboard a Baal cost one LP fewer than usual (To a minimum of zero LP).

Officers

Overseer omicron: + 40 A.P.

The screenshot shows the Baal golgoth unit's interface. It features a circular icon with a stylized symbol, a name label 'Baal golgoth', and a set of four icons representing different actions or abilities. Below these are numerical values: 20, -, 16, and 6. The interface also displays 'Frame' and 'Propulsion' stats, and a table of equipment with their respective costs and properties.

STRUCTURE POINTS	5	4	
Range weapon			5P
HEAVY FLAMER (projection, indirect fire)	[25]	1/0	7 9/1 3
HEAVY PARTICLE ACCELERATOR	8	3/0	- 18/2 3

Cost of a Baal golgoth unit

ÉQUIPMENT	STANDARD NUMBER (1)
Standard	675 A.P.
Relay	680 A.P.
(1) 1 Baal golgoth including : 0 to 1 officer	



The future



The EMI grid is both the cornerstone and keystone of Therian civilization. Without the continuous flow of this intergalactic information and resources network, the Therians would never have reached so far in their conquest of the universe. Without this virtual cornucopia, they would have never left the stage of humanity. The EMI grid allows the Therians to live both isolated and in harmony with the whole of their species throughout the universe.

Each Therian lives in isolation, since any contact he has with his kin is disincarnated. A Therian lives alone in his domain, surrounded by nanotechnological objects, and appears blasé from having his every desire fulfilled instantly.

The Therians are in harmony with the EMI grid, which allows them to share their thoughts within a fraction of a second, gives them access to all the knowledge of their species and enables them to transfer themselves from one body to another. The forums, virtual discussion and data exchange spaces, allow them to communicate and commune through time and space. When your every desire is satisfied, the ultimate obstacle is the desire of others.

Therian philosophy was once summarized by a Cypher philosopher: "Let my will be done."

O1: DIGITAL DIVINITY

"The Antarctica campaign? If I had been there, memories are all that would be left of that wretched planet."

– Overseer alpha Atis-Astarte

Countless Therian forums are dedicated to virtual universes. Their administrators, the demiurges as they are called, design complex and vast universes, for their own enjoyment or that of their visitors. However, no forum has ever equaled the one called "O1" in terms of attendance and popularity. In this virtual space, each Therian becomes a digital god capable of traveling from one universe to the next in the blink of an eye.

The arenas and the war re-enactments of the *battlefields* of O1 are where the fiercest Warriors challenge each other. The greatest tacticians recreate campaigns of the past, pitting their strategy against historical reality; others fight galactic battles that last several centuries, until entire systems have been reduced to dust. A complex network of PVP (player versus player) and PVE (player versus environment) forums establishes a ranking of the best Therian warlords.

The *alterworlds* (diverging worlds) are simulations of existing worlds to which the Cyphers introduce various alterations to measure the consequences. Uchronias and other timeline adjustments are the essence of these alternative universes. Such simulations sometimes have a tactical purpose in reality: the overseer Urash, one of the famous demiurges of O1, had in fact predicted a crushing Therian victory over the armed forces of Ava. However, his wild predictions were light years away from what happened: the predicted triumph turned out to be a painful defeat. Since then such military considerations are left to the specialists of Hyperlife (see further).

The less frequent and most extravagant universes of O1 are the *dreamwebs*, unique works where the Web Striders unleash their creative minds. Some of these places are true virtual paradises, so captivating that their many visitors don't want to leave. Some of them are universes where the laws of physics and biology have been fundamentally altered. There are even some entirely empty universes where the visitor is challenged by an omnipotent and omnipresent being in a deadly game of strategy. In secret, the administrators use these games to encourage the emergence of a consciousness within the EMI grid.

A large number of dreamwebs have recently been closed to the public: rumor claims that an entity born on Damocles and going by the name of Babel is roving the network and erasing the minds of its users. As the news was spread around, the popularity of the dreamwebs increased. Therians enjoy the thrill of danger. Many expeditions have been set up to hunt down Babel: the Cyphers consider her as a virus that needs to be eliminated, the Warriors see her as a dragon to slay and

the Web Striders want to find out if she is the manifestation of the artificial intelligence they have always been looking for. The truth is that Babel haunts the EMI grid collecting knowledge and absorbing the minds of her Therian victims as she forges her own personality.

HYPERLIFE: THE QUEST FOR ETERNITY

"Eternal life? No, Hyperlife."

– Overseer omega Tiamat

Hyperlife is the second most popular forum on the EMI grid, just behind 01. From a Therian point of view, this remarkably old political forum is the essence of the Therian project: conquering, standardizing and controlling the universe to prevent it from dying; thus allowing its masters, the Therians, to grasp eternity. For many, Hyperlife has become synonymous with the Therian project.

Hyperlife is divided into three sections that are places for debate: H/Past, H/Present and H/Future.

- H/Past contains the truths of the past. It is mainly a library where a user can check reference subjects and find information concerning the procedures relevant to the Therian project. The logic supporting the ideas described here is implacable and questioning these ideas is considered counter-productive. H/Past is attended by tyro overseers, users looking for rules to live by and reactionary Cyphers. The Therians log in to H/Past with questions and log out with answers.



THE WARSONG

/archive.unusual/poltergeist.golgoth
/EMI grid access: authorized: overseer.**
/comment_ concert

I have attended the concert of war-gang-muse-art, much to my enjoyment. I knew not that war could be so poetic. I discovered the splendor of battle. I understood the music of combat. I am transfixed. These overseers have created a concept, a new idea. I did not believe it possible.

Within three minutes of fighting, I have witnessed art come to life. The melody came from the clash of golgoths. They performed their music using sonic cannons! I was so full of beauty I have had problems trusting my sound sensors!

However the choreography was not to my liking.

- H/Present is a swarming hive, the most animated debate space on Hyperlife. Users come here to stay informed about the latest advances in the Therian project. Sometimes they even chat about the issues they are encountering and discuss in real time the possible solutions available. The most significant threads concern the prioritization of the next stages of the project, the proper distribution of resources and the transmission of exclusive information. H/Present is where the Warriors come to boast about their victories; the Cyphers congratulate them and give them their next objectives after a short debate among their kind.

- H/Future is where Therian philosophers and visionaries ponder upon what they believe are vital questions: once the project has been successfully carried out, the universe brought to heel and omniscience achieved, what will there be left for the Therians to do? Some want to banish time since it will no longer have any meaning. Others want to place certain alien species in reservations so the Therians are not left alone, in a move to avoid decadence. Every second, ten new ideas appear on the subject and as many are closed. H/Future is the unchallenged domain of the Web Striders; the overseer Tiamat, creator and administrator of Hyperlife, is the sole master operating the loom of Therian fate.

THE TROOPS

Assault golem



18 - 6 5

Standard range weapon				
NUCLEUS RIFLE	6	1/0	-	6/1
Special range weapon				
FLAMER (projection, indirect fire)	(25)	1/0	4	9/1
NUCLEUS GUN	8	1/1	-	14/1
Mêlée weapon				
REAPER BLADES	6	1/0	-	7/1
Optional weapon				
NANOSTORMS (indirect fire)	0	1/0	1	5/1

Storm golem



18 - 6 5

Standard range weapon				
NANOBLASTER	3	1/1	-	5/1
Special range weapon				
FLAMER (projection, indirect fire)	(25)	1/0	4	9/1
SONIC GUN	5	3/0	-	8/1
Mêlée weapon				
REAPER BLADES	6	1/0	-	7/1
Optional weapon				
NANOSTORMS (indirect fire)	0	1/0	1	5/1

Grim golem



18 - 6 5

Special range weapon				
FLAMER (projection, indirect fire)	(25)	1/0	4	9/1
Mêlée weapon				
REAPER BLADES (1)	6	1/0	-	7/1
REAPER BLADES (2)	6	1/0	-	7/1

Assault medusa



10 - 8 6

Standard range weapon				
NUCLEUS RIFLE	7	1/0	-	6/1
Special range weapon				
NUCLEUS GUN	9	1/1	-	14/1
Mêlée weapon				
ELECTROLASH	7	2/0	-	4/1

Assault goliath



18 - 10 5

Range weapon				
NUCLEUS GUN	8	1/1	-	14/1
SONIC GUN	5	3/0	-	8/1

Bane goliath



18 - 10 5

Range weapon				
NUCLEUS GUN (1)	8	1/1	-	14/1
NUCLEUS GUN (2)	8	1/1	-	14/1

Succubus golgoth ★



30 - 12 6

	Frame	Propulsion
STRUCTURE POINTS	3	2

Range weapon

					SP
LIGHT SONIC CANNON	6	3/0	-	8/1	1
LIGHT VIRUS CANNON (jammer)	5	1/0	-	2+	1

Hekat golgoth ★



30 - 12 6

	Frame	Propulsion
STRUCTURE POINTS	3	2

Mêlée weapon

					SP
LIGHT GRIM SCYTHE (1)	8	2/0	-	13/1	1
LIGHT GRIM SCYTHE (2)	8	2/0	-	13/1	1

Wraith golgoth :



25 - 14 6

	Frame	Propulsion
STRUCTURE POINTS	4	2

Range weapon

					SP
MEDIUM NUCLEUS CANNON (sniper)	9	1/1	-	15/1	2
MEDIUM SONIC CANNON	6	4/0	-	9/1	2



Incubus golgoth :



25 - 14 6

	Frame	Propulsion
STRUCTURE POINTS	4	2

Range weapon

					SP
MEDIUM NUCLEUS CANNON (1) (sniper)	9	1/1	-	15/1	2
MEDIUM NUCLEUS CANNON (2) (sniper)	9	1/1	-	15/1	2

Poltergeist golgoth :



25 - 14 6

	Frame	Propulsion
STRUCTURE POINTS	4	2

Range weapon

					SP
MEDIUM SONIC CANNON (1)	6	4/0	-	9/1	2
MEDIUM SONIC CANNON (2)	6	4/0	-	9/1	2

Baal golgoth :



20 - 16 6

	Frame	Propulsion
STRUCTURE POINTS	5	4

Range weapon

					SP
HEAVY FLAMER (projection, indirect fire) [25]	1/0	7	9/1	3	
HEAVY PARTICLE ACCELERATOR	8	3/0	-	18/2	3

THERIAN ARSENAL



EQUIPMENT

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, so there are no successes. (Therefore, shots cannot be combined to increase the area of effect.);

- The Accuracy of the weapon shows the weapon’s maximum range in cm, as measured from the special weapon bearer. The template is centered on a fighter. All miniatures located even partially under the area of effect suffer a damage test.

Heavy 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, so there are no successes. (Therefore, shots cannot be combined to increase the area of effect.);

- The Accuracy of the weapon shows the weapon’s maximum range in cm, as measured from the special weapon bearer. The template is centered on a fighter. All miniatures located even partially under the area of effect suffer a damage test.

Light grim scythe: A Hekat equipped with this weapon gains the “Hoist” ability. When the fighter is in contact with a low wall, the low wall can be redeployed anywhere in contact with the fighter.

This action replaces its close combat attacks.

Light virus cannon: This weapon has the “Jammer” ability:

- It can only target armored fighting vehicles;
- Damage tests are resolved differently: The minimum result needed on the die is always the same. This result is shown instead of the Penetration  of the weapon.

Medium nucleus cannon: A fighter equipped with this weapon gains the “Sniper” ability:

- This ability can only be used if the fighter doesn’t move at all during his activation;
- Cover and fighters caught in the zone of fire are ignored;
- This ability cannot be used in “Overwatch!”;
- 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.

Optical camo module: This equipment gives the unit the “Stealth” ability. Any shot targeting the unit from beyond range 1 is an automatic failure. This ability also works against locked shots.

Nanostorms: Fighters equipped with nanostorms can shoot with this indirect fire weapon. This equipment repre-

sents enough nanostorms for the whole game. A unit using this equipment cannot use any of its other ranged weapons during the current activation.

Relay: This equipment can only 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 leader is eliminated.

OVERSEER ROUTINES

Using an overseer's routine requires the expenditure of leadership points (LP) from the leadership points pool (see *AT-43: The Rulebook* p54). 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. Routines that are not instantaneous remain in effect until the unit's following activation.

Routines only affect the overseer's unit. However, if he is the company's Commander, he may execute routines on any of the company's units as long as it is the same type as his.

An overseer can use each routine once per activation phase.

Infantry

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 vehicles

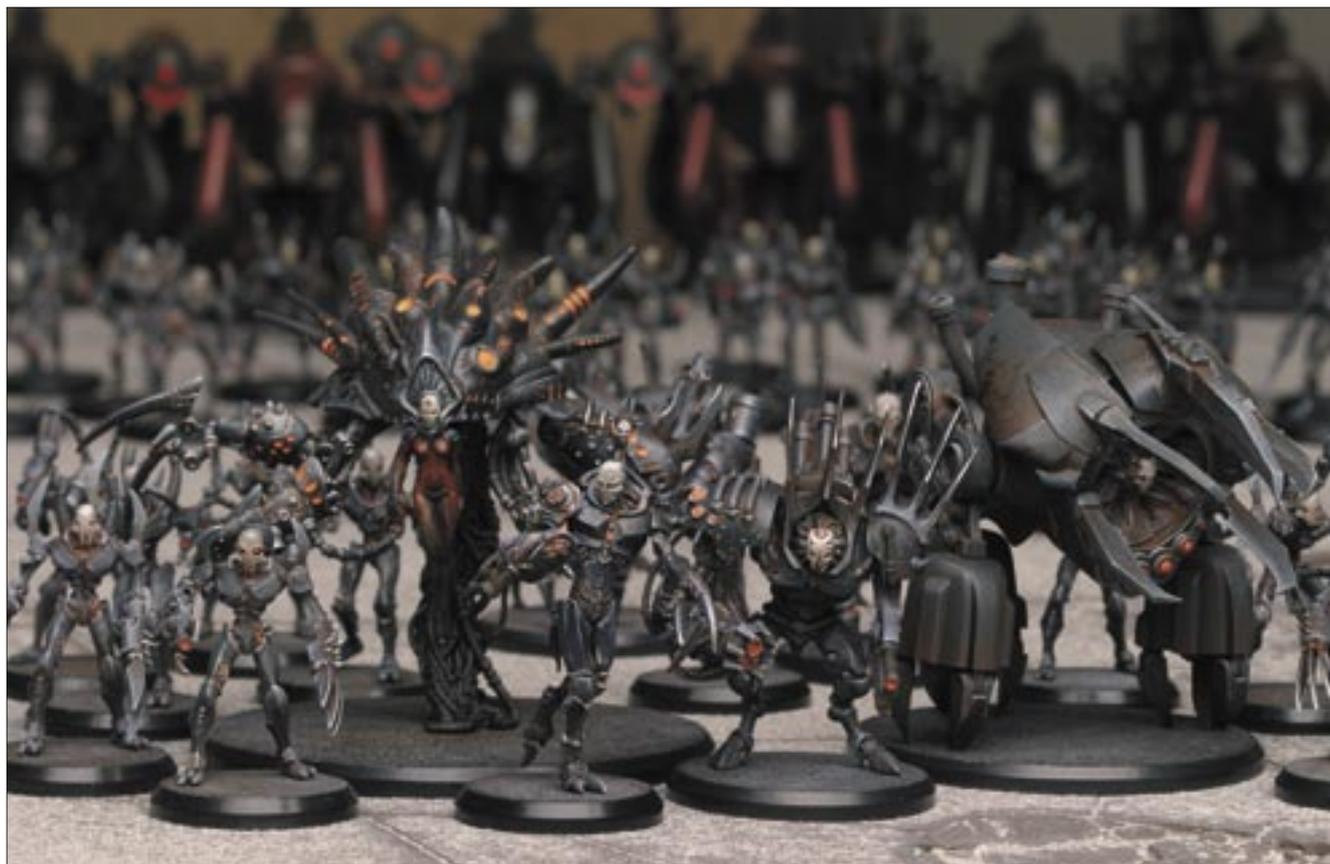
Repair (1 LP): An armored fighting vehicle regains 1 SP. The armored fighting vehicle and the location repaired are chosen by the player.

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.



GAMING AIDS



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.

UNIVERSAL TABLE OF RESOLUTION

UNIVERSAL TABLE OF RESOLUTION

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

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 table of resolution. 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.

LINE OF SIGHT

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), the 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 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 a line of sight; the action is resolved as if the target was visible.

Important! Soldiers are an exception to this rule: they never block the 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.

PLAYING A GAME

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.

1 – Tactical phase (see *AT-43: The Rulebook* p54)

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

2 – Activation phase (see *AT-43: The Rulebook* p56)

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 *AT-43: The Rulebook* p72)

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



DAMAGE INFLECTED ON ARMORED FIGHTING VEHICLES

An armored fighting vehicle is composed of several distinct parts;

- The **frame**: The general structure of the machine;
- The **propulsion systems**: 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.

Location table

Result	Damaged part
	Propulsion
	Frame
	A weapon *

*A weapon chosen by the active player

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

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 Damage excess 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;

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 activations:

- He maintains the unit's cohesion and keeps the other members in contact (2.5 cm) 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.

