

A R M Y B O O K



COGS



"No one escapes war!"



COGS

*"We are the masters of evolution!"*



### Editorial director

Jean Bey

### Artistic directors

Paolo Parente

### Studio director

Philippe Chartier

### Editorial manager

Sébastien Célerin

### Manufacturing managers

Raphaël Guiton, Guiglielmo Yau and Paolo Parente

### Designers-writers

Jean-Baptiste Lullien and Nicolas Raoult

### Edition secretary

Raphael Guiton

### Translator

Aaron Galbraith

### Proofreaders - revisor

Jez Fairclough, Jon Finn, Grant Hill, Collin Kelly and Kenton Sheppard

### Graphic artists

Matthias Haddad and Mathieu Harlaut

### Illustrators

Mauro Dalbo, Karl Kopinski, Sebastien Labro and Paolo Parente

### Miniature designers

Mauro Dalbo, Édouard Guiton, Karl Kopinski, Sebastien Labro and Paolo Parente

### Sculptors

Sebastien Labro, Mauro Gnani Zerbini, Juan Navarro Pérez and Stéphane Nguyen Van Gioi

### Miniature painters and Terrain elements

Vincent Fontaine and Paolo Parente

### Photographer

Jean-Baptiste Guiton

### Special Thanks

Aaron Galbraith for such an exceptional job!



The miniatures have been created by RACKHAM ENTERTAINMENT®. They are issued from the universe of AT-43®, a game published by RACKHAM®. AT-43®, CRY HAVOC® and RACKHAM ENTERTAINMENT® are RACKHAM ENTERTAINMENT® trademarks. Copyright © 2009 RACKHAM ENTERTAINMENT®. All rights reserved. All the illustrations, pictures, miniatures and miniatures names are exclusive creations owned by RACKHAM ENTERTAINMENT®. Miniatures RACKHAM ENTERTAINMENT® are not toys. It is dangerous to put them in your mouth or to swallow them. RACKHAM ENTERTAINMENT® miniatures are not suitable for children under 3 years old. AT-43® miniatures are made in China. AT-43® is a game published by RACKHAM ENTERTAINMENT®.

#### RACKHAM ENTERTAINMENT

45 rue Delizy  
Module 234  
93500 Pantin  
France

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

www.rackham.fr • www.at-43.com • www.rackham-store.com

© Copyright RACKHAM ENTERTAINMENT®, 2009. All rights reserved.

COPYRIGHT REGISTRATION: March 2007 – ISBN: 978-2-358830-04-1

AT-43® is published by Rackham Entertainment S.A.S.

with a capital of 1 000 000 €

RCS Paris B 508 820 024

c/o CONNELL SPEIRS ET ASSOCIATE, 3 rue Léon Jost, 75017 Paris

Legal representative: Laffite Conseil SARL represented by Lucas VELIMIROVIC

Printed in China

# TABLE OF CONTENTS

## INTRODUCTION ..... 4

## INERT INFORMATIVE ELEMENTS ..... 5

|                             |    |
|-----------------------------|----|
| From Flesh to Machine ..... | 6  |
| Being a Cog.....            | 11 |
| The Original Worlds .....   | 13 |

## DATABASE AND GENETIC TECHNIQUES ..... 15

|                                 |    |
|---------------------------------|----|
| Operational Organization .....  | 16 |
| The Lines .....                 | 18 |
| A-volution.....                 | 20 |
| C-naps.....                     | 24 |
| G-nocrat .....                  | 28 |
| T-regulator .....               | 32 |
| Infantry.....                   | 36 |
| Stalkers.....                   | 38 |
| Warmongers .....                | 39 |
| Gunslingers .....               | 40 |
| Sharpshooters .....             | 42 |
| Counter-snipers .....           | 44 |
| Gunmen.....                     | 46 |
| Gunfighters .....               | 47 |
| Hunters.....                    | 48 |
| Skirmishers.....                | 49 |
| Trackers.....                   | 50 |
| Armored Fighting Vehicles ..... | 51 |
| Marauder .....                  | 53 |
| Pillager.....                   | 54 |
| Prowler .....                   | 55 |
| Ravager .....                   | 57 |
| Vandal.....                     | 58 |

## APPENDICES ..... 59

|                    |    |
|--------------------|----|
| The Future .....   | 60 |
| Troops .....       | 62 |
| Company Sheet..... | 63 |

## DISCLAIMER

AT-43 is a work of fiction. It is a game.  
None of this ever occurred and, hopefully,  
never will occur...

# INTRODUCTION

The AT-43 range now includes a series of reference publications, Army Books, for all players.

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

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

## THE COGS

The Cogs... Their forces are composed of millions of ships and billions of armored fighting vehicles. The soldiers produced on the assembly lines of their cloning factories are too numerous to be counted. Their goal is simple: to reach the pinnacle of the evolutionary chain and become the most successful life form in the universe. Only the combined power of the Karmans and Therians has been able to keep this war-mongering culture in check. This aggressive civilization is controlled by Four Lines.

- **A-volution** developed machinery and assembled massive armies of soldiers encased within metal bodies. Its intention is to subjugate the galaxy through its superior technology.
- Whether it buys its enemies or overwhelms them with countless numbers, **C-naps** is the master of trade. The enormous quantity of resources it has available secures its victories.
- The **G-nocrat** line specializes in living beings. Its super-soldiers, capable of regenerating even the most lethal of wounds, are only the vanguard of the invincible army growing in its laboratories!
- Perpetual voyagers, the members of the **T-regulator** Line launch their powerful space fleet in lightning-raids which no-one can stop.

The time has come to unleash the power of the Cogs. Their armies will soon overwhelm the weak, assimilate the strong and ensure absolute domination of the universe for their species!

## DESCRIPTION OF CLONING PROTOCOL "ARMY BOOK: COG".

This Cog cloning protocol provides the details and procedures you will need to create a Cog company.

The first part of this protocol includes inert informative elements. That is, non-organic and non-genetic elements. They describe the structure of combat clone development. These elements are of the following type:

- **History:** "From Flesh to Machine" presents the biological evolution of Cog civilization from a historical point of view. This is mandatory reading for any Cog. It presents the choices that were made in previous generations. Whoever knows the past, will control the future.
- **Social:** "Being a Cog" describes the Cog social structure. This is an essential preamble to the establishment of an industrial structure capable of producing weapons, soldiers and armored fighting vehicles according to an optimal production plan. Management before production is the law of industry.
- **Geographic:** "The Original Worlds" reveals information on the planets where the Cogs live and how they exploit them.

The second part of this cloning protocol contains a comprehensive database of all available Cog soldier genomes as well as their characteristics and the technical diagrams for their equipment. This database includes the following elements:

- **Operational organization** presents the specifications of Cog armies as well as rules for assembling companies.
- **The Lines** describes each Line, its operational specifications and the clone-officers available to it.
- **Cog Infantry** offers an overview of all the infantry genomes that can be produced along with their military performances.
- **Cog armored fighting vehicles** offers an overview of the unmanned armored combat striders including their blue-prints.

The third part of this protocol, "**Four Lines, Four Futures**", presents a study of the various development perspectives of Cog civilization. Foresight is the incubator of domination!

In the Appendices, you will find a summary of the Cog arsenal, a non-automated company building expert system (company sheet) and a summary of the rules: everything you need to play AT-43.

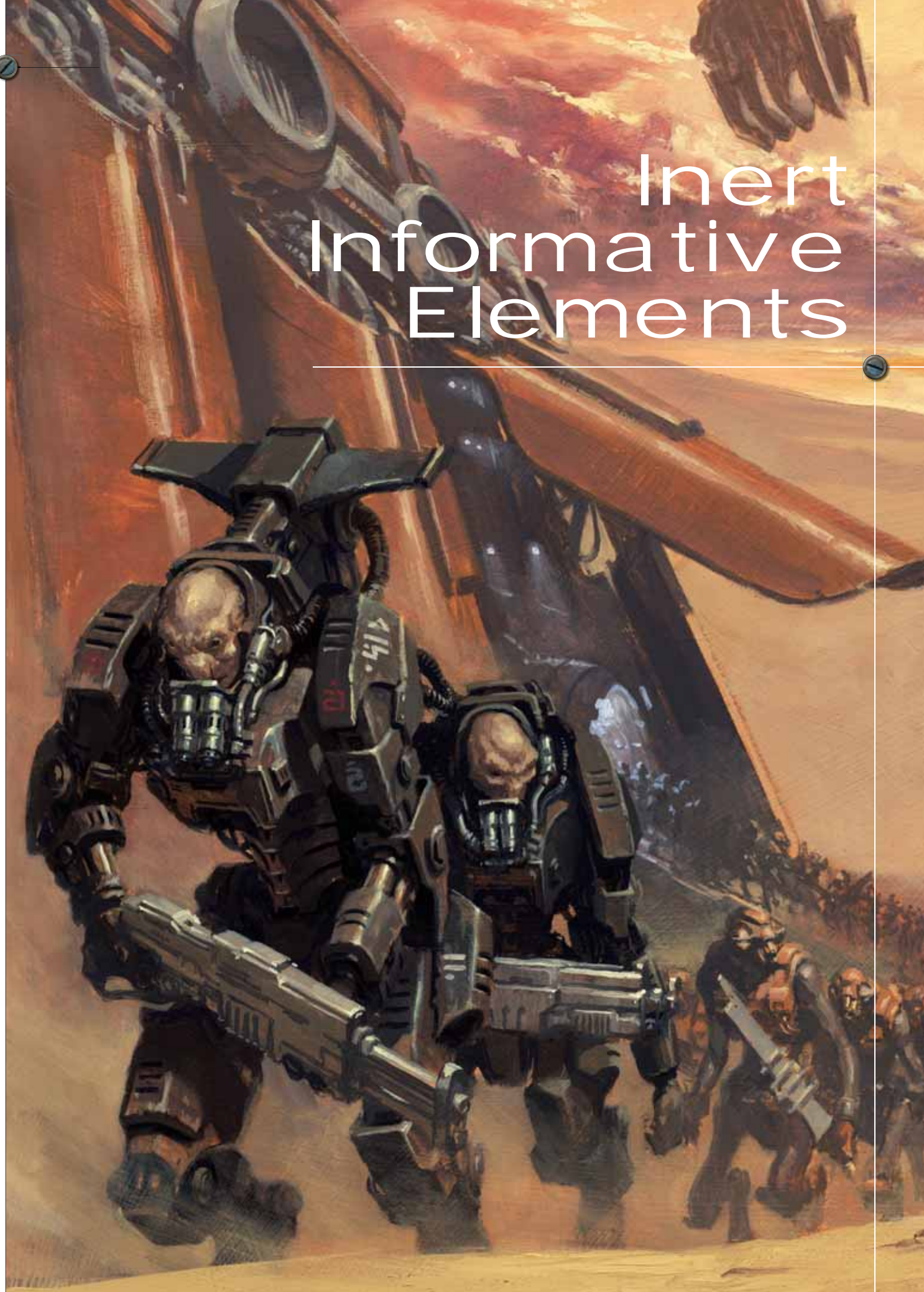
Please place your  
fingers on the cover of  
this protocol in order  
to proceed to a genetic  
sample verification.



Your genetic code has  
been cleared by the  
scanner. You have been  
granted access to the  
contents of this manual.  
You may resume reading.

# Inert Informative Elements

---





# FROM FLESH TO MACHINE

The term "Cogs" is a practical abbreviation used by biologically and technologically inferior civilizations. The Cogs are, in fact, a rather flexible alliance of the four most successful genetic lines to which their kind gave birth. Each Line considers itself a civilization of its own, or what non-Cog societies would refer to as a "species".

Therefore, the history of the Cogs is the history of these four Lines, the discoveries they made, and the wars they waged in order to demonstrate their supremacy. It tells how these Lines eventually overcame their differences to form the Cog Empire. It also recounts how Cogs became, almost against their will, a united civilization in order to defend themselves from the other aggressive species that populate the universe. It describes how they once believed that there was an end to evolution; how they were convinced they had reached it... And how, in AT-43, they realized there was still a long way to go.

## COPY AND CONTROL

The Cogs rose from the mud swamps of their world, Origin 4, three hundred and fifty thousand years ago. They were aggressive, highly territorial and craved domination. Their civilization was founded on permanent war between the various individuals from which it originated. The Cogs call this dark period of their history the "War of the Lines", although the Lines were the result of it more than the cause.

After this period of conflict, the Lines had been established. Each Cog was driven by a powerful reproduction instinct which compelled it to subjugate other Cogs, forcing them to become the incubators of its offspring.

### COG REPRODUCTION

A Cog is a genderless creature, but during reproduction it assumes either an "active" or a "passive" role. The active Cog transmits its genetic code in order to produce an exact copy using the passive Cog as a matrix. This passive matrix serves as an incubator. The incubating Cog introduces a few subtle genetic variations which ensure variety amongst the species.

After a short period of growth, a miniature replica of the "father" is grown within the incubator before the clone is spawned from it.

Thus, the Cogs replicated over and over again, and gradually colonized their planet. In the beginning, the stronger Cogs thrived. However, as technology advanced, the most intelligent and ingenious individuals gained the upper hand. So, less than thirty thousand years after acquiring intelligence, the Cogs had dominated their environment.

The War of the Lines became a simple competition which yielded true scientific and technological progress. The Cog civilization was deep in genetic research. While they barely mastered space travel, the Cogs' expertise in biology had reached a stage of development that allowed them to alter their genetic inheritance at will.

What evolution hadn't granted to the few hundred great Lines ruling their planet, the Cogs could now engineer and add to their gene pool. Their intellectual capacity doubled, and their life expectancy was multiplied a hundredfold. Technically, the Cogs had harnessed immortality, but their competitive nature made it impossible for an individual to live more than a few centuries: there was always an ambitious descendant down the Line, or a bitter rival bent on revenge to assassinate it.

This urged the Cogs to develop in a new direction: it allowed the "Original Ones", Masters of the Great Lines, to live longer. Specialized creatures were developed with limited intellectual and physiological capacities and their life expectancy was artificially shortened. Initially this technique was used to improve bodyguards' reflexes, or give them a highly developed muscle structure. Servants, workers, breeders, and all sorts of artificial creatures came next. They were programmed to be of unfaltering loyalty. The Cogs made rapid progress in cybernetics and began creating beings able to receive various implants which increased their abilities far beyond what flesh could naturally support. The Cogs also generated beings deprived of a muscular system, or even without a nervous system, but ready to receive prosthesis making them more efficient than any living thing.

After two hundred and thirty thousand years of evolution, the Cogs reached their modern form. They had become what other species now refer to as "Cogs", as every individual of their kind is only considered a part in a greater machine - a machine of which the Original Ones are the absolute masters.

## EXPANSION AND CONTROL

As they reached their current form, the Cogs became too numerous for Origin 4 and had very little left to discover on its surface. More importantly, they needed further resources to continue their development.

And so the Lines began the conquest of space. Some chose to create slow spaceships, able to travel in isolation for tens of thousands of years. Others invested in advanced physics research to discover the means to travel faster and farther.

The Cogs explored new planets. Some were fit for habitation, others were already occupied, and some were home to more than just life: intelligence. Some Lines chose to subjugate these planets through force and engaged in war. Other Lines were more observant and decided to negotiate, exchange, and trade with the civilizations they encountered.

In the beginning of this new era, there were around a hundred recorded Lines. Gradually, the vastness of space took its due toll of deaths and disappearances, destroying the more foolish Lines - or the least fortunate ones.

## THE EVOLUTION OF THE COGS

|                      |       |  |
|----------------------|-------|--|
| BT-350,000 (approx.) | ..... | Rise of the first "Cogs" on their homeworld Origin 4.  |
| BT-120,000 (approx.) | ..... | Cogs control Origin 4. End of the War of the Lines.  |
| BT-119,500 (approx.) | ..... | The Original Ones emerge.  |
| BT-119,400 (approx.) | ..... | Cog servants are created to serve the Original Ones.   |
| BT-119,000 (approx.) | ..... | Launch of space exploration.   |
| BT-118,770           | ..... | Beginning of the Golden Age of the Cogs and subsequent birth of the Empire of the Thirty-two Lines.      |
| BT-98,968            | ..... | The Cogs encounter the Therians.   |
| BT-98,967            | ..... | The Therians annihilate an entire Line.  |
| BT-98,966            | ..... | The Therians eradicate two additional Lines. The Cog Empire collapses into civil war.                    |
| BT-98,956            | ..... | The end of the Empire of the Thirty-two Lines. Only four Lines remain.                                   |
| BT-98,951            | ..... | Beginning of the Cog counter-offensive.  |
| BT-98,950            | ..... | Battle of LV-421, the Therians are defeated.   |
| BT-98,949            | ..... | Ending of the re-conquest of the lost Cog systems and beginning of the offensive against Therian worlds. |
| BT 98,948            | ..... | The Cogs capture thousands of Therian worlds.  |
| BT-98,947            | ..... | The Cogs are thwarted by the Karmans.  |
| BT-98,946            | ..... | The Cogs repel the Karmans and resume the offensive against the Therians.                                |
| BT-98,945            | ..... | The Karmans attack Cog worlds.   |
| BT-98,940            | ..... | Battle of Central C-naps 5. The Cogs are defeated again.   |
| BT-98,939            | ..... | The C-naps Line negotiates with the Karmans. Karmans attack the other three Lines.                       |
| BT-98,937            | ..... | All Lines accept an agreement with the Karmans. The front stabilizes.                                    |
| AT-0                 | ..... | The Cogs decide to resume the fight against the Therians.  |
| AT-43                | ..... | The Cog forces are finally ready to resume the war.  |



The Cog Empire was formed after two hundred and thirty years of space exploration and colonization. Thirty-two Lines shared as many spheres of influence at the heart of the galaxy. Numbering thousands of stars, this sector of the galaxy was paradise for a young and rapidly growing civilization – a civilization eager to discover a universe which promised it infinite resources.

This bountiful period constituted the *Golden Age of the Cogs*. This was a period during which their species believed that anything was possible: the era of the Empire of the Thirty-two Lines. Technology progressed by leaps and bounds. Relations with a dozen other intelligent species offered new paths for biological development: developments the Cogs had never even imagined and which allowed them to achieve heights they once believed unobtainable.

## ENCOUNTER OF THE THIRD KIND

The *Golden Age* of the Thirty-two Lines lasted more than eighteen thousand years during which the empire absorbed world after world; star system after star system. When the Therians appeared in BT-98,968, the Cog Empire comprised twelve thousand star systems colonized by the thirty two lines. It also included eight thousand star systems home to allied or indigenous species that had chosen to join the Cog Empire.

## Dying Stars

For thousands of years, the Cogs witnessed the disappearance of stars from their skies as the Therians extinguished them one after the other. The Cogs were never able to establish a relationship with these strange star system shifters. The Therians spread out in a way unfathomable to the Cogs, seeding copies of their own civilization and then returning to destroy everything once these copies had suitably altered the environment. When the Therian colonies reached the borders of the Cog Empire it did not react. The Cogs thought they still had ample time to devise a strategy when the Therians struck by surprise. A first Line, including its entire star system, was destroyed within a single year of war. The other lines were slow to react and form alliances. And even then, these alliances did not carry on beyond the negotiation halls. All the while, the Therians were busy eradicating two more lines within a six month time span.

The empire stumbled and collapsed under the blow. The balance of power between the various lines had been weakened. This balance that had been purposefully maintained by all Lines was broken with the loss of the first Line, now jeopardizing the entire Cog Empire. The destruction of three additional lines triggered the return of a sinister dark age of civil war. Old grudges re-emerged, fragments of broken empires were scavenged, more Lines were eradicated by either their counterparts or the voracious Therians.



By BT-98,956, only four Lines remained. The Therians had destroyed seven. Twenty-one more had either been annihilated during the infighting or had been absorbed by one of the four successful lines that prevailed.

### The Cogs Counter-attack

The Cogs were finally ready for war. They had reduced the size of their empire, thus facilitating communications amongst themselves. They instituted a war economy which produced thousands of battleships and millions of soldiers. More importantly, the four surviving Lines now concentrated enormous quantities of resources, divided only amongst the few surviving Original Ones. Each of the four remaining Original Ones ruled nearly two thousand five hundred star systems apiece. Before the fall of the empire, even the most influential among them controlled less than four hundred systems.

Two years later, in BT-98,951, the Cog fleet launched its counter offensive. An armada of two million ships, manned by servants ready for any sacrifice, fell upon the Therianization machines and freed more than one thousand worlds.

In BT-98,950 a hastily assembled Therian fleet met the Cog armada in the LV-421 system, Zeta Reticuli, and was annihilated. The path was wide open for the Cog fleet. It quickly finished the re-conquest of its former worlds. Because of their surprise attack, the Therian had captured over two thousand five hundred Cog star systems. After only a year of war, all but one hundred of these systems were recovered. These hundred or so planets had suffered so much damage that the Lines no longer had any interest in them.

The following year was dedicated to the invasion of worlds already set on the course of Therian transformation. The Cogs could do nothing with already completed Therian habitats. These worlds no longer contained resources of interest to them. Moreover these worlds were so vast that it would have taken centuries, as well as all of the Cog military resources, to conquer a single one. After ten months at war, the fleet of the four Lines had amassed five million warships, and captured more than a thousand Therian star systems.

### The Wrath of Karma

The Karmans joined the battle during the year BT-98,948, and with their arrival victory quickly changed sides. Up to this point, the Original Ones had thwarted the unmethodical strategies of the Therians (that is when they ever used any). Therian ships were very often sent in thousands straight at the enemy, without any plan of attack or defined tactic.

The Karmans suddenly altered the situation due to the fact that nothing had ever hinted at their appearance. With less than five thousand ships, the Karman fleet might have been puny in size, but its cloaking systems rendered it undetectable. In addition, the Cogs' fleet was spread across a battle line three thousand star systems wide.



The Karman fleet struck as quick as lightning, destroying garrisons and shipyards. Within only a few months time, the resulting chaos crippled the loosely allied Cogs. In BT-98,947, the Cogs' communication lines and supply routes were severed in numerous locations. The Original Ones no longer dared approach the front line for fear of a surprise attack from the elusive Karman fleet.

In response, the Cogs sent their reserves to the front lines in order to amass forces strong enough to repel Karman attacks. They created massive squadrons of escort ships to convoy the supply shipments from the rear lines.

Throughout the year BT-98,946, this tactic appeared to yield satisfactory results. Communications were restored and the Cogs' offensives against the Therians resumed. However, the Karmans developed a response of their own. Using their stealth, they struck deep at the heart of the Cog Empire.

With the forces formerly guarding the most important star systems sent to the forefront or escorting supply convoys, the Karmans wreaked havoc upon these weakened systems. The meager Cog forces detached to hunt the Karmans were always too late. For five long years the Cogs underwent this shelling which culminated in the ambush of Central C-naps 5 in BT-98,940. This planet was of utmost importance to the C-naps Line, and their Original One had misguidedly committed a sizable portion of its garrison to the limits of the star system to investigate a perplexing signal.

The signal had been issued by the Karman fleet, which ambushed the Cog ships. The Karmans crushed their opponents and then launched a furious assault on the rest of the local defenses. Central C-naps 5 was about to fall. Even though the Line was not directly endangered, the damage to this system was likely to cost the Original One its lofty position amongst the other Cogs. In the worst case scenario, C-naps would have been absorbed by the three other Lines, downgrading it to the insufferable rank of minor Line.

Negotiation was quickly decided as the best course of action, and the Karmans proved willing to do so.

### The Ninety-Thousand Year War

The Karmans were not victorious, nor could they ever hope to be. Their forces were too few to occupy more than one or two star systems.

The Cog Empire had no hope of winning either. Making their entire empire Karman-proof would have required excessive personnel, and constant effort.

The C-naps Line offered the following agreement: the Therians stayed where they were and they would be granted the worlds which they had damaged beyond repair as well as those that were of no use to the Cogs. For their part of the bargain, the Cogs retained the star systems already conquered and which still contained useful resources. The negotiations were complicated, but after a few revisions, in BT-98,939 the draft-agreement was finally established.

A serious issue remained unresolved: the three other Lines were never going to concede anything. If C-naps had suffered any serious damage, it was its own problem. The other Lines kept on fighting.

The Karmans had anticipated the negotiations with C-naps, and so they turned their fleet to the territories controlled by the other Lines. A second and third Karman fleet began to ravage the rest of the Cog Empire for another two years.

In BT-98,937, C-naps put its agreement on the table and it was accepted. Not only did the war end - the front was frozen.

It was to remain so for ninety thousand years.

## THE TRAUMA

The Cog civilization, held in check by the Karmans, lost at the heart of a galaxy in the hands of the ruthless enemy, stagnated during the ninety thousand year truce. Their era of discovery and development had slumped, and ultimately come to an end. Initially, the Cogs were still able to take full advantage of the resources of their vast territories and to explore all available possibilities. Their expansion had been so rapid that most of the planets they colonized had been barely touched by their settlers. These colonial worlds sheltered unimaginable treasures waiting to be discovered. It took fifty thousand years for the Cogs to do so. After this first phase of intense exploration, the Cogs assimilated other civilizations which had allied with them. This period of absorption took an additional ten thousand years.

The next thirty thousand years saw the Cogs enter a period of technological and commercial guerilla warfare under the leadership of the C-naps Line. Since the Cogs had no chance of surviving a direct confrontation with the Therians, they decided it best to arm the enemies of their enemy. They contacted all

known species of the galaxy, including the least developed. They exchanged technology for resources to fuel their civilization saving it from decadence.

The Cogs despaired, mired in the certainty that nobody had the means to wage war against the Therians and win.

But their attitude changed in AT-0. The Cogs' certainties were shattered when they observed, with bewildering wonder, a band of primitives who had only recently discovered space travel. The irony was that these beings were themselves a piece of the vast Thorian universal destruction machine. Not only did they revolt against their "creators" they were able to repel them. Better yet they brought war to the Therians' homes, holding them at bay. These beings were the Avans.

A new, and more discreet, Cog fleet was assembled and sent to the four corners of the universe. In the year AT-43, the fleet is in position to join the party, its vanguard infiltrated deep inside enemy territory. The war can now resume...





Being a Cog means being part of a vast organization whose core and leader is an Original One, a being whose genetic code is reproduced in each of its servants.

However, there are fundamental questions that have set the Cog civilization in motion and every Cog is working towards the answers: What is genetic perfection? Which qualities are mandatory for a genetic code to be considered absolutely perfect? Each Line has come to its own conclusion.

Every Cog is an imperfect replica of the Original One ruling the Line. These imperfections are not random; the Cogs have long mastered the art of altering genetic codes. In fact, they have purposely defined beings to perform only a selection of tasks, enabling them to do no more – which would be a waste of resources – and no less – making them less effective than what they were created for.

## WORKERS

Workers form the basis of the Cog society - 90% of the population is composed of Workers. This class includes servants: beings whose free will has deliberately been limited; it is impossible for them to take any individual initiative. Unless given specific instructions, even eating and sleeping could prove beyond their intellectual capacities. Though these beings are barely aware of their own lives, they are what enriches Cog society.

This mass of untiring workers are found everywhere on the Lines' worlds: colossal numbers of Workers gather in factories to manufacture weapons, erect buildings, produce food, or maintain the Executives' artificial incubators.

Despite the limitations, the intellect of a Worker can be enhanced to the point where it becomes an advantageous replacement to any data-processing device. Thus, within the logistics management complexes, workers of separate kind, just as hard working as any general Worker, but endowed with vast intellectual resources rather than physical strength, calculate the optimal dimensions of space-faring vessels, manage food stores, and plan out the Line's industrial production. They efficiently deal with the millions of details of daily life, making it possible for a fifteen thousand star empire to prosper and thrive.

### APPEARANCE OF THE WORKER

The working class includes an astonishing variety of beings. For instance, an industrial tower builder and an agricultural resource manager have very little in common.

The Workers designed for manual-labor are endowed with thick limbs and develop powerful muscles, making them tireless workers. The technicians in charge of industrial machine maintenance are shorter and more keen. They are physically weaker but show perfect coordination. They are created without prehensile limbs or sensory system; these parts are later surgically implanted into them. As a result, their tools are directly connected to their bodies. These workers rely on senses which the Cogs did not develop naturally, but which are useful for specialized technicians.

Calculators are little blind creatures with large heads. They have embryonic arms and legs which are barely able to carry them. All of the systems they manage are directly connected to a nervous system capable of computing titanic amounts of data.

## APPEARANCE OF THE EXECUTIVES

The Executive class is decidedly homogeneous. Since they are meant to deal with a multitude of unpredictable situations, Executives remain uniform in appearance, though they can be periodically improved upon.

Their musculature is nervous by nature, yet powerful. They move very quickly on their long legs which feature a complex double articulation system. Their arms are long, ending in a hand with four fingers and opposable thumbs. This allows them to seize a wide variety of objects while maintaining exceptional coordination. All Executives are ambidextrous and able to perform different tasks with each hand. They are born with no eyes; artificial eyes are implanted after birth. The cybernetic ocular implants include six eyes, divided into two clusters of three, one on each side of the head. This configuration grants them a broad field of vision allowing them to make the most of their ambidexterity.

## EXECUTIVES

The well structured Cog society and its single minded production policy alone could not adapt to the constant and unexpected evolutions introduced by situations of conflict. To deal with such situations, the Cogs have developed a superior class of more aggressive and more independent beings: the Executives.

Executives include warriors, but also managers which are able to cope with the unexpected. They are used both in military conflicts, as well as industrial accidents and natural disasters. Executives are flamboyant individuals which live an existence of permanent crisis, as short as it is essential. In order to make sure they know where they stand and to provide them with the means of accomplishing their duty, Executives developed hyper-active nature, show very limited survival instinct and have a maximum lifespan of twenty years; which is extremely short by Cog standards. They are used as labor in all the fields dealing with emergencies: the military, firefighting, emergency medical services, etc. Whenever there is a crisis, Executives are immediately shipped to the front lines.

The need for Executives is limited. As such, they represent only 10% of the entire Cog population.

## THE ORIGINAL ONE AND ITS CLONES

At the heart of every Cog faction there is an Original One. It organizes its entire Line with a single goal in mind: to increase its influence in order to absorb its competitors. In other words, reducing its enemies to mere reproducers, transforming them into a gene bank.

The concept of the Original One is a concept only known to the Cog civilization. It can be translated as: "individual who is the genetic origin from which all its clones and servants result". The genome of an Original One is primarily cloned and altered to create useful variations without introducing diseases or deformities resulting from natural reproduction. The perfect

genome, the Holy Grail of Cog society, cannot be reduced to immense physical power or brain power capable of dealing with astronomical amounts of data. The perfect genome needs to be completely stable and malleable.

The Original One is the heart of all decision making processes of its Line. It rules over several million copies of itself. Some are exact replicas that are unable to reproduce while others are designed with flaws that limit their capabilities. These clones manage large chunks of the Cog society in their "father's" name. They lead its army from infantry units all the way up to space fleets. They are in charge of local, global, and even interplanetary economics...Anything having to do with organization on any scale is their responsibility. The further down the genetic ladder a clone stands from its Original One, the

more limited its responsibilities will be. For example, a perfect replica –made sterile to *de facto* prevent it from overthrowing its Original One – will be appointed commander-in-chief of the Line's armed forces. An immortal clone of the Original One, whose intellect is reduced to an Executive level, will only ever lead a single unit. A clone whose physical capacities were purposefully limited, but which has the intellect of its "father" may manage the Line's scientific research.



## APPEARANCE OF THE ORIGINAL ONE

Apart from C-naps and A-volution, the Original Ones resemble their Executives: slender with long thin limbs, they voluntarily limit their size and physical power. If they were to be any bigger or stronger their everyday physical needs would be unreasonable. For the same reason, their intellectual abilities, which are already higher than most other species in the galaxy, do not reach that of some of their Workers.

The Original One, and all its copies, are immune to aging. Outside of an accident, they are virtually immortal.



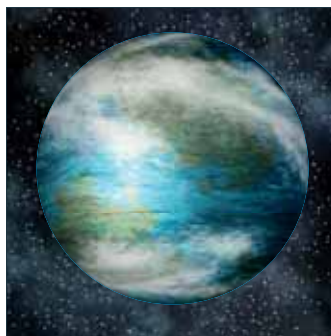
The Cogs give their worlds an objective value, but have no real affection for them. A planet is more or less a convenient location to install their industrial sites, administrative centers, laboratories, or space infrastructure. The loss of a planet is significant only if it slows the progression of the Line. The conquest of a world has meaning only in terms of the resources it can make available to them. It doesn't matter to the Cogs if a planet ever was the homeland of an Original One, or even of their entire civilization. If it has no more resources to offer, and if they are not firmly established on it, they will abandon it without remorse.

The Karmans were well aware of this. They did not strike symbolic targets, such as the Cog civilization's homeland. Instead, they attacked the Cogs most industrialized planets, their supply lines, and commercial hubs. Their first victims were the worlds held by the C-naps Line in order to disrupt trade routes between Cog worlds.

In AT-43, most of the planets the Cogs considered important were home to an Original One, or were at least used as bases of operation. These worlds are perfect study cases when trying to understand what kind of planet each Line regards as useful, well developed, and worth preserving.

At the other end of the spectrum, there are wasteland planets which have been abandoned. Origin 4 is a good example. Hardly anything is left of the world that saw the Cogs rise into space. This is only one among many, but it illustrates how this species consider the worlds on which it lives.

A functional world is defended and developed with a time tested skill developed by a civilization thousands of years old and wielding superior technology. Useless worlds are shamelessly abandoned to become but an empty shell of its former self, discarded like the molting of a giant interstellar reptile.



## ORIGIN 4

Origin 4 is the world where the Cogs originated. Lying at the heart of the galaxy, it is permanently bathed in light. The surrounding stars are so many and so near that "Night" there is almost as clear as day. Orbiting at a

good distance from its sun, it is just warm enough to allow life to flourish, and flourish it has, at an amazing rate.

When Origin 4 was the capital of the Empire of the Thirty-two Lines it was completely covered with cities - a true global metropolis. This enormous city covered all of the land and also extended onto, and even under, the seas.

After the Therian attack, the Cogs found out about the dangers of centralization. In the bloody civil war which ensued, the empire was destroyed and the Lines that had their Original One on Origin 4 were annihilated. The planet itself suffered massive damage during confrontations between the Cog Lines.

So, the four Lines that emerged from the civil war deserted their world of origin, abandoning their cities. The four Original Ones didn't wish to waste their time fighting over this world of ruins. And so the planet was left to its fate.

Yet life still prospers on Origin 4. The vast city is buried under abundant vegetation and colonized by all sorts of animal species.

There remain a few million Cogs on Origin 4, driven mad by loneliness, hidden deep inside the ruins, dreaming of the former glory of their planet, and making plans to restore it. An impossible reconstruction...

So passes the glory of Origin 4.

## CENTRAL A-VOLUTION 2



The A-volution Line has frequently changed capitals throughout its history, leaving behind fully automated, but wasted, worlds. The Line has spent the last hundred thousand years on a former Therian world whose astromorphosis had failed leaving behind superior technology that had profoundly altered the fauna and flora. This half living, half machine planet was renamed Central A-volution 2. Despite the extended period of Cog colonization, the world has yet to yield all its secrets.

Numerous Cog automatons roam the devastated lands of Central A-volution 2 in search of Therian machines to which they can interface. Patrols identify and neutralize any rogue Therian machines. Most would consider Central A-volution 2 an insult to life. However, to A-volution it is paradise!

## CENTRAL C-NAPS 5



The C-naps Line never left its homeworld, Central C-naps 5. This large planet is bathed by the light of a thousand stars, making it one of the hottest planets in the galaxy. It never knows night, only twilight. Life on its surface is only bearable at best.

Central C-naps 5 is the central hub of a vast business empire. It is here, beneath the surface of a planet haunted by mirages and reptiles, that the C-naps Line keeps its treasures and administrative accounts. Billions of servants centralize, memorize, and save the Line's commercial information, in armored climate controlled complexes. The only buildings visible on its surface are huge zigurats that serve as communication relays with the Line's other members scattered across the universe. Thousands of defense satellites and fortified palaces, occupied by the Line's most respected Executives, orbit around Central C-naps 5.

The depths of Central C-naps 5 hold a secret: Fort C-nox, the bastion of the C-naps Line's Original One. This labyrinthine network entirely built by machines is a real dungeon: two thousand square kilometers of corridors connected to all of the Line's computer systems. C-naps lives alone in this prison-city of gold and steel, where it enjoys collecting the genes of each and every species of fauna or flora throughout the galaxy.

## CENTRAL G-NOCRAT 03



Central G-nocrat 03 is the core of an unusual star system. It includes no less than three habitable worlds, as well as an additional eleven planets on which the G-nocrat quickly set up bases to exploit the available resources.

Life on Central G-nocrat 03 was completely wiped out following an ill-fated experiment. The abundant resources of the star system coupled with the Line's exceptional knowledge of genetics allowed G-nocrat to revive the planet within a decade. Central G-nocrat 03 harbors more than just artificial life. Consequently, zones were cut out to shelter mutant vegetation serving as an ecological factory. As for the fauna, it was purposely engineered to ensure the maintenance of Central G-nocrat 03. This perfectly rational organization of life made it possible to build the largest research facility of the four Lines. A billion researchers work day and night there, assisted by more than fifteen billion Workers and Executives.

## CENTRAL T-REGULATOR 6



Central T-regulator 6 is a legend amongst the nomadic warriors of the T-regulator Line. Some believe it is a frozen planet, others have heard it is a forest covered planet. The rest simply imagine it as a virgin and savage wilderness where survival of the fittest is the only law. Its location is a secret even the

Line's most ancient members seem to have forgotten.

T-regulator, the Original One, is the only one who knows the truth, and occasionally spreads rumors to excite the imagination of its offspring. War transformed Central T-regulator 6 into a barren rock long ago, when the Line triumphed over its rivals. Apart from space industries and shipyards dedicated to the maintenance of *T-regulator Prime*, the Original-One's flagship and home, Central T-regulator 6 is of no interest to it. The population of the planet is comprised of poor wretches who painstakingly extract the planet's last scrapes of mineral resources. Once these resources are exhausted, Central T-regulator 6 will simply become an anchoring point for the space stations in orbit around it. T-regulator could not care less about this parched rock revolving around its sun. The Line's destiny lies in space, not on a miserable planet!



"WE ARE THE PINNACLE  
OF EVOLUTION,  
THE MASTERS OF LIFE.  
THE UNIVERSE WILL  
BOW DOWN BEFORE US!"

*The Cogs are of a superior cut. Their fighters are sharp and accurate. They strike without mercy, annihilating the enemy and advancing rapidly. Their combat striders are versatile, powerful and fast. To face the Cogs is to face the promise of a sudden defeat by a whirlwind of fire and destruction.*

# Database and Genetic Techniques

Karl Kopinski

# OPERATIONAL ORGANIZATION



## OPERATIONAL ORGANIZATION

Cog forces deploy two kinds of units. One is specialized and includes limited manpower allowing a large number of these units to be deployed. Thus, they retain tactical superiority and submerge the enemy in attacks from all directions. The other bases its power on its many members, able to face any threat and crush the enemy as soon as he shows up.

Though they are known for their long range skills, the Cogs are far from helpless when it comes to *mêlée*. They are the worthy heirs of their ancestors' predatory aggression.

Cog standard units are equally effective in close combat as they are in ranged combat. A quantum pistol's rate of fire is equivalent any other army's MG. Quantum blades are among the best close combat weapons in the entire galaxy. The second line is composed of elite troops, dedicated exclusively to ranged warfare. The heart of the infantry consists of type three soldiers protected by virtually impenetrable cybernetic armor and equipped with only the most effective weapons in the Cog arsenal.

Cog combat striders are unmanned machines that fight with mechanical efficiency knowing neither passion nor pity. Armored and equipped with a vast array of weaponry, these

combat machines ruthlessly attack any enemy army and lay waste to it before moving on in search of their next target. The light Marauder, Pillager, Prowler and Ravager striders are strike attack specialists. As for the colossal Vandal strider, its firepower is famous throughout all known worlds.

- Infantry Unit (★) !
- Infantry Unit (all)
- Infantry Unit (★/★★★) or Armored Fighting Vehicle Unit (★)
- Armored Fighting Vehicle Unit (★)
- Armored Fighting Vehicle Unit (★/★★★)

! Priority slot. It must always be picked first.

## COG OFFICERS AND HEROES

The Cogs are unaware of the concept of the "officer" other armies use.

All soldiers are nearly identical clones. They are therefore interchangeable. Thus any soldier can be designated as the leader before a battle.

The only figure of authority a Cog will recognize is a clone of its Original One. For a Cog, they are demigods whose existence must be protected at all costs. They are heroes whose mere presence is a source of endless inspiration.

The Cogs are genetically programmed to blindly obey their Original One. This behavior also extends to the clones of the latter. The closer the clone is to the Original One in the genetic bloodline, the more authority it has.

This organization has several implications:

- No Cog will ever question the chain of command, since it is part of what they are. As far as the forty-fifth generation a clone is an undisputed, and undeniable, figure of authority - to which there is only one possible disposition: total obedience. The closer the clone is genetically to its Original One, the stronger this hereditarily implanted subservience is. This allows Cog units to include several officers without suffering from disorganization, as long as the officers belong to different generations. Any Cog will blindly obey the orders of a higher ranking clone.

- A clone is merely a copy of an individual that can be replicated over and over again. They are perfectly aware of this and consider it completely natural. Cog companies may include several copies of a same hero, as long as some elementary rules of precedence are respected: clones that belong to the furthest generations are genetically unable to assume command of a whole company. Thus a company needs to include a clone of the eighteenth generation or higher. Cloned officers may be recruited in unlimited number as long as they have a unit to command. After all, a clone can be reproduced at will!

The box above gives the rules for managing multiple heroes in a unit or company. The Cogs' heroes are ranked according to the number of generations that separate them from their Original One. The closer this number is to zero, the higher the clone's Rank.

- Rank 0 : Cog

- • Rank 1 : G45

- • Rank 2 : G36

- • Rank 3 : G27

- • Rank 4 : G18

- • Rank 5 : G09

## COG HEROES

### Within a unit

Cog heroes are played according to pages 76-77 of the rulebook (see Heroes, AT-43: *The Rulebook*), with the exceptions listed below.

- A Cog unit may include several officers, provided they have the same Line name ("T-regulator", "G-nocrat", etc.) **and** are of different ranks ("G09", "G45", etc.).

**Example:** *T-regulator G09 may be accompanied by T-regulator G27 and/or T-regulator G45. However, it can not be accompanied by a second T-regulator G09 (because they are the same rank) or by a G-nocrat G27 (because it does not share the same Line name).*

- The highest ranking hero is the unit's officer and leader.

**Example:** *In a unit including A-volution G18, A-volution G-36 and A-volution G45, A-volution G-18 is the officer and leader of the unit.*

- When there are only heroes in a unit, only the highest ranking hero benefits from the hero rules. All others act as ordinary fighters.

**Example:** *A unit that includes G-nocrat G09, G-nocrat G27, and G-nocrat G45 treats G-nocrat G27 and G-nocrat G45 as normal soldiers. Only G-nocrat G09 is regarded as a hero.*

*If G-nocrat G09 is eliminated, G-nocrat G27 is regarded as a hero, and G-nocrat G45 as a normal soldier, etc.*

### Within a Company

- A company may include heroes from several factions, provided it uses the generic Cog platoon pattern. If a specific faction's platoon pattern is used, only heroes belonging to that faction may join the company.

- A company may include several copies of a same hero and does not have to respect officer limitations.

## 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 the players have all of this information they can start building their company.

If the number of A.P. is not given, the 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 the game becomes the Commander (see Tactical phase, AT-43: *The Rulebook*) of the company.



## 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 time.

**During the control phase**, each side counts the reinforcement points (RP) earned. Once this is done, the players, beginning with the loser of the last Authority test, can call upon reinforcement units by spending RP. Each RP spent this way 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 the unit in reserve when its card is revealed.

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

## Reinforcement Officers

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

## UNITS

In this section the Cog units are reviewed. Each unit is described under its designation. Then a few paragraphs present its story, tactical deployment and 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 of the unit’s fighters, apart from special weapon bearers and heroes, are equipped in this manner.

- **Special weapons:** The special weapons the unit may use. All the special weapon bearers of the 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.

**Note:** The only officers Cogs can have are their heroes.

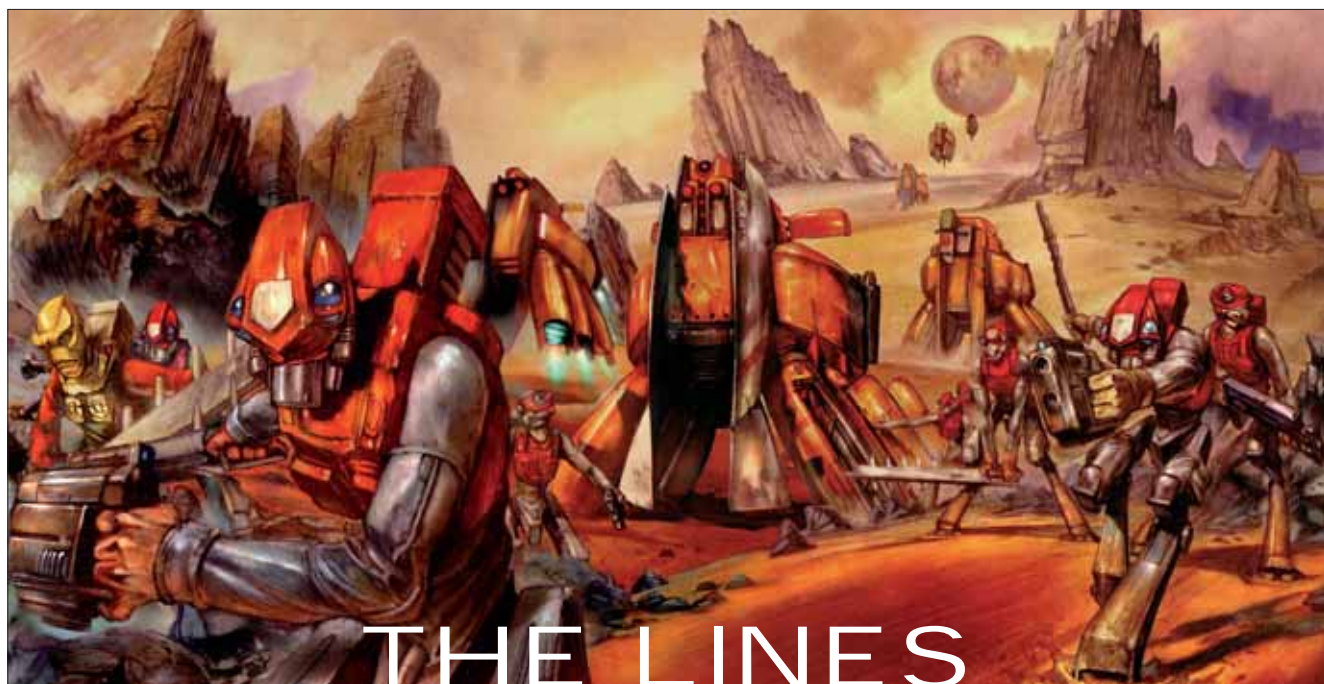
## Cost of a Unit Table

- **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 a hero in the unit). The hero’s numbers bonus 🎲 indicates the number of fighters the unit can include beyond its normal maximum number of fighters.





# THE LINES

The Cog civilization is composed of four Lines: A-volution, C-naps, G-nocrat and T-regulator.

Each line bears the name of its Original One, the individual from which all of a Line's members are derived. Each Line considers itself a species of its own and regards the other Lines as cousins, at best.

Relations between Cogs stemming from different Lines are problematic. Cog society was built around reproduction, a stressful process amongst the Cog species because it always involves submission of one partner to the other. In spite of this, a symbiosis emerged between the four remaining Cog Lines. An armed and forced ecology structures Cog civilization. This unique society ensures the survival of a civilization spread over fifteen star systems and currently at war against the Therian superpower whose controlled star systems number in the millions!

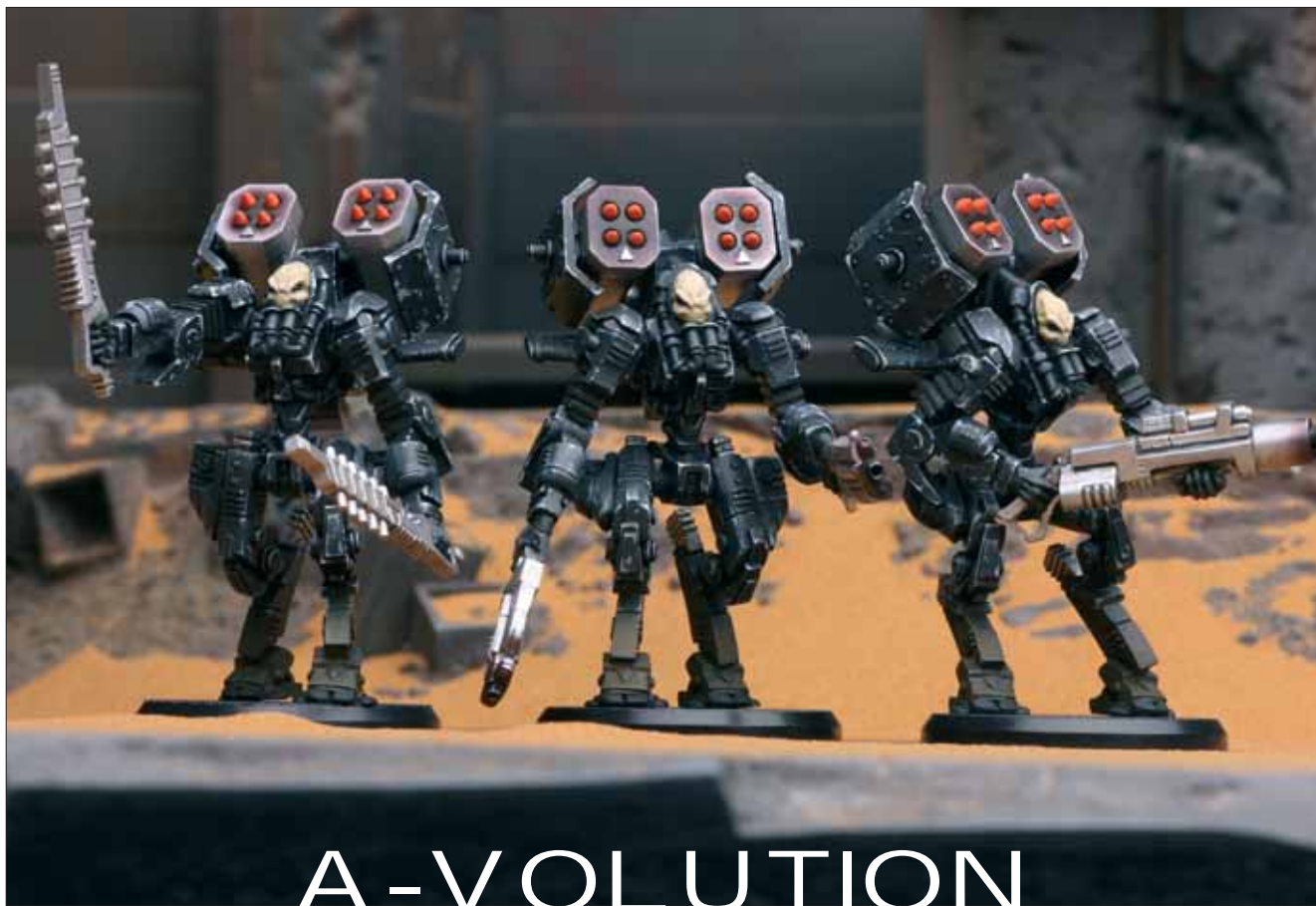
## THE HIERARCHY OF CLONES

The Cogs are ranked based on their genetic proximity to their Original One. Thus a Cog created directly from the Original One is known as a "first generation" clone. A clone of this clone is a "second-generation" clone, and is therefore lower in rank because its genome inherits the limitations of the first generation as well as any limitations introduced into the new generation. A Cog cloned from a "second-generation" clone will have an even lower rank and status, and so on and so forth. The Executive clones begin at the 1,750<sup>th</sup> generation. Soldiers are generally recruited from the Executive clones. The Worker clones begin at the 3,162<sup>nd</sup> generation. Executives and Workers are such a large genetic variation from the Original One that their generation is noted using a "C" (for cog) rather than a "G" (for generation). Most often this distinguishing letter is omitted altogether.



These four Lines, resulting from thousands of years of conflict and evolution, absorbed or destroyed all other Lines. Some of these defeated Lines were preserved, providing both gene pools and skilled officers useful to the victorious Original One. These "minor families", as the Cogs call them, are seen as intermediate members on the social ladder, above the Executives, but granted only limited autonomy.

This is sometimes a source of conflict within a Line, especially when two minor families are competing for a coveted position or when one of them believes it is ready to reclaim its autonomy. So far, no uprising has ever been successful. Even when a minor family manages to escape the supervision of the Line that absorbed it, it is still at the mercy of the three other major Lines.



# A-VOLUTION

## THE MASTERS OF TECHNOLOGY

A-volution is the smallest Cog Line, both in terms of overall population and number of planets. However, it has turned this apparent weakness into a strength. The fundamental mechanism of Cog psychology, which always drives them to come-back stronger after they are weakened, has worked well for this Line and allowed it to develop in a unique way.

The A-volution's creed is industry and automation. Because they are limited in numbers and cannot accommodate hordes of workers, these Cogs have developed semi-autonomous machines that only require supervision by an Executive for crisis situations. Since they do not have access to the inex-

### ARTIFICIAL INTELLIGENCE

In general, the Cogs, and the A-volution Line in particular, are not interested in strong artificial intelligence, that is, autonomous systems that perfectly reproduce intelligence. They do not see the usefulness of real intelligence in a Worker; they would rather just clone another Cog. However, the development of compact and efficient expert-systems and weak artificial intelligence is of more interest to them. Machines never tire and make no mistakes. Which is not the case of the living!

haustible resources as the other Lines do through the many worlds they control, A-volution makes the most of its proficient industry. At the cutting edge of technology, this Line produces more goods using fewer resources, calling forth the triumph of automation. The Worker is a type of Cog almost unknown to the A-volution Line.

The A-volution Cogs, the leading specialists in industrial technology and artificial intelligence, are the inventors of many innovations that have transformed the Cog art of war. Thus, they have developed the unmanned combat striders, which have become the standard AFV of Cog forces.

## ORGANIZATION

A-volution Cogs are passionate about the management of their colossal industry and, to a lesser extent, technological research. The first of these two tasks occupies the majority of the Original One's, and its clones', time.

Nearly 90% of them are employed full-time at tasks such as overseeing industrial production, directing maintenance crews, monitoring repair workshops and restructuring assembly lines following technological advances.

The remaining 10% include small scientific teams working on fundamental research, an area this Line is very keen on. The A-volution Line is composed of engineers rather than researchers. Besides, the researchers are almost all clones belonging to minor Lines that were left alive solely for this purpose.

## PLAYING A-VOLUTION

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

**A-volution advantage:** The maximum number of each armored fighting vehicle unit is increased by one. This additional armored fighting vehicle is free. Only units who have a maximum number value benefit from this advantage.

**A-volution disadvantage:** The standard number of each unit of armored fighting vehicles is increased by one. This additional required armored fighting vehicle's cost is that of an extra fighter of the same type.

### Platoon Pattern:

- Armored Fighting Vehicle Unit (all)!
- Armored Fighting Vehicle Unit (all)
- Armored Fighting Vehicle Unit (★) or Infantry Unit (★★★)
- Infantry Unit (★/★★)
- Infantry Unit (★/★★★)

! Priority slot. It must always be picked first.

An A-volution clone's favorite pastime consists in devising ways to further increase the efficiency of automation, so they have to intervene as little as possible. The technological progress of the Line never ceases. Each clone continuously comes up with new programs, new monitoring systems, new verification systems and other small technical innovations. This rarely leads to major discoveries. However, the sum of these improvements allows them to stand almost level with the G-nocrat Line in terms of research, even though they operate in completely different fields such as weak artificial intelligence.



## TROOPS

The A-volution Line would rather deploy machines than any other kind of troops. They do not have the infrastructure necessary to produce soldiers in mass quantities.

Being highly advanced in the field of expert systems grants them the ability to assemble powerful units of combat striders, able to concentrate firepower that no other army can match. As for coordination, units of A-volution combat striders are more effective than any equivalent piloted by a living being. Even the Therians are unable to coordinate two eighty-ton armored combat striders launched at full speed and firing all their weapons. The advanced Therians are forced to separate them into two individual units to make sure they do not shoot each other or collide while performing delicate maneuvers. However, this feat was achieved by A-volution. It offers them undeniable AFV supremacy, as a single unit consisting of two support striders is a match for almost any army.

Their deliberately limited use of infantry is no longer a weakness. Anyway, there is not much resources left for infantry in a company that includes so many armored vehicles. The minimum number of soldiers is more than enough to ensure victory as long as the striders stomp the opposition under their steel feet while their guns mercilessly blast any remaining resistance.

Unfortunately, A-volution's obsession for armor has become so great that some companies completely overlook infantry only including a single, yet powerful, unit of support striders.

# A-VOLUTION G18, G36 AND G45



*"To create the most powerful infantry unit, gather the most powerful soldiers into one unit – a unit that no enemy could ever conceive."*

- A-volution G03

The A-volution Line took a bold gamble and succeeded. They chose to develop the machine rather than the flesh. So they developed stronger, faster and more robust clones by adding servomotors, activators and defense systems that nature could have never given them. Thus, the A-volution clones were born, designed to support more cybernetic implants than any other Cog before them. It makes no difference to A-volution whether its clones have superior intellect or are endowed with an innate sense of strategy. These things become irrelevant when one has enough firepower. And no-one can outperform an A-volution clone in terms of firepower.

A-volution cybernetic armor acts as a mobile command system that few other species can match. This system serves as a relay coordinating the innumerable autonomous combat striders of which A-volution is fond.

A-volution G18 was specifically developed to command A-volution companies. The performances of this generation's already brilliant intellect are further enhanced by many expert systems that grant it extraordinary communication and coordination skills. A-volution G18 is worth any command staff. The armaments of this clone are more powerful than any infantry of equivalent type.

A-volution G36 is even more heavily armed. Its role is to support its unit with a vast array of weapons while reinforcing its numbers. G36's coordination systems are slightly below that of an A-volution G18 but they will still allow it to take command if necessary.

A-volution G45 is employed as a fighter rather than an officer. Its electronic assistance systems allow it to use the phenomenal arsenal at its disposal with great efficiency. A-volution G45 is worth a unit on its own, a unit of armored fighting vehicles!

## TACTICS

A-volution G18 is an excellent commander, capable of coordinating six to seven cybernetically-enhanced battlesuits gathered into a single unit. Such a battle group is nearly unstoppable. Like all

A-volution heroes, it has the ability to call free AFV reinforcements.

A-volution G36 fulfills the same role, albeit less effectively. Instead it adds a touch of brutality by offering a wider range of weapons than A-volution G18.

A-volution G45 is concentrated death. It can annihilate any unit with the implacable efficiency of a hurricane... all this in addition to being an officer!

## UNIT FORMATION

A-volution G18, G36, and G45 can be recruited individually or in groups. They can join any infantry unit, each in a different unit or all within the same. They are added to the numbers already present. Their cost is added to that of the unit.



The rules for playing multiple Cog heroes in a single unit appear on page 17 of this Army Book.

## RECRUITING A UNIT

A-volution G18: + 240 AP

A-volution G36: + 215 AP

A-volution G45: + 215 AP

## A-VOLUTION G18 G36 & G45

All three of these generations of A-volution have the following equipment.

### Equipment

**Cyberoptics:** Fighters with this equipment gain the “Detection” ability. They gain +1 Accuracy with all their direct fire weapons. This bonus is already taken into account in their profile. In addition, they ignore their enemies’ “Stealth” ability.

**A.I. beacon:** A fighter equipped with an A.I. beacon gains the “Reinforcement” ability. As long as it controls an objective, the player may pay 4 LP to bring in a Type 1 Combat Strider that is not already a part of his company. The Combat Strider is placed on the board in contact with the Hero and constitutes a unit of its own. Its card is placed into the Activation Sequence for the next round. The player must have the miniature and enough room to place it on the battlefield.

**Quantum wings:** Fighters equipped with quantum wings gain the “Rocket jump” ability. They can jump over miniatures and terrain elements during their movement.

**A-volution G18**

18 11 11 5

+3 5 6

| Ranged Weapon   |   |     |   |      |
|-----------------|---|-----|---|------|
| ROCKET LAUNCHER | 6 | 3/1 | - | 11/2 |

| Mêlée Weapon      |   |     |   |     |
|-------------------|---|-----|---|-----|
| QUANTUM BLADE (1) | 5 | 2/1 | - | 6/1 |
| QUANTUM BLADE (2) | 5 | 2/1 | - | 6/1 |

**A-volution G36**

18 11 11 5

+2 2 2

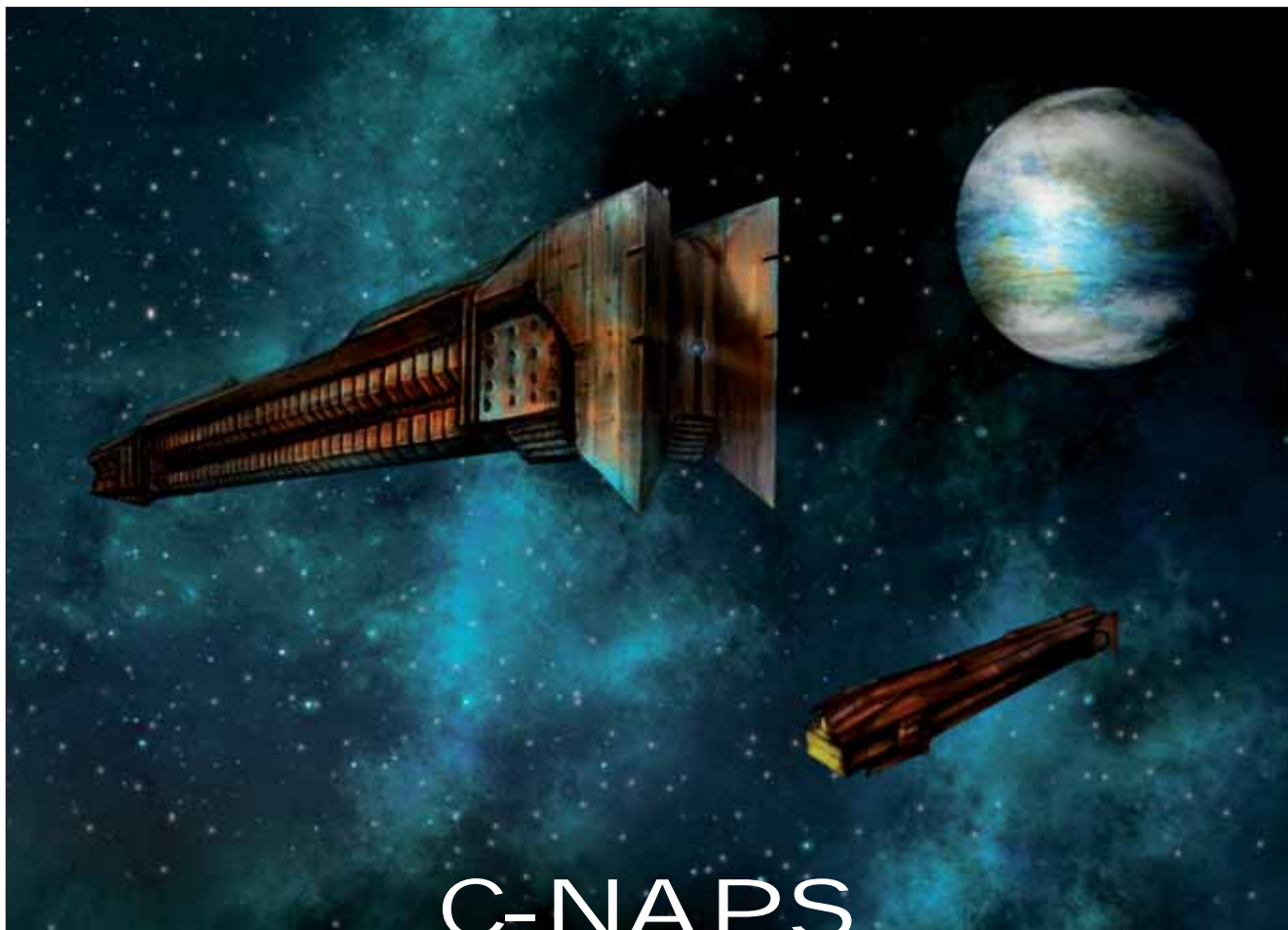
| Ranged Weapon     |   |     |   |      |
|-------------------|---|-----|---|------|
| QUANTUM RIFLE (1) | 8 | 2/1 | - | 5/1  |
| QUANTUM RIFLE (2) | 8 | 2/1 | - | 5/1  |
| ROCKET LAUNCHER   | 6 | 3/1 | - | 11/2 |

**A-volution G45**

18 11 11 5

+1 1 2

| Ranged Weapon   |   |     |   |      |
|-----------------|---|-----|---|------|
| QUANTUM MG      | 7 | 4/1 | - | 7/1  |
| ROCKET LAUNCHER | 6 | 3/1 | - | 11/2 |



# C-NAPS

## MASTERS OF TRADE

The C-naps Line is the glue that binds the Cogs together. This faction negotiates the alliance between the Cogs whenever an outside crisis requires them to end their infighting and leave their petty squabbles behind. The C-naps Line is the keeper and upholder of the Cogs' strength. Without them, each individual Line would only constitute a minor power. Whereas united, they stand on an equal footing with the most powerful galactic civilizations.

The C-naps Line owns 80% of Cog commerce. Its merchant fleet is its greatest strength. It has no reason to be ashamed in other fields either. Its military fleet ranks second only to the T-regulator Line. It manufactures quality clones - almost as good as those of the G-nocrat Line. Its industry produces immense quantities of goods and is surpassed only by A-volution.

The other Lines only regard C-naps in terms of their own superiority. C-naps trades without making its customers nervous and weaves prosperous bonds as the other Lines' disrespect causes these traders to appear inferior to them.

It is an illusion, however. This faction is a formidable opponent whose only weakness is its hunger for profit. Its influence is significant on the entire Cog civilization: it is the C-naps Line's trade policies that decide the policies of all its customers. The

presence of its commercial ships mean either the fortune or ruin of entire star systems and its containers flood or choke the production of thousands of Cog worlds.

## ORGANIZATION

The C-naps Line is undoubtedly the Line that best embodies Cog lifestyle. Its organization is typical of Cog society. Billions of Workers tend farms and man the factories, Executives intervene in times of crisis and the Original One and its clones mastermind the entire operation.

The main activity of the C-naps Line is not the administration of its planets. It primarily operates a huge business empire consisting of three separate branches:

The C-naps commercial fleet is the best known of the three branches because it visits all the worlds belonging to the other factions. In addition to the procurement of goods which the C-naps Line is unable to produce, its function is to satisfy its customers quickly and at the best price. In this way they are not tempted to produce their own goods because they are able to import them through C-naps trade lines.

The second branch is in charge of internal logistics. It transfers resources to where they are needed and delivers finished products to those that require them. Thanks to this branch, the worlds of the C-naps Line are never short on

supplies and are generally wealthier than the worlds of other factions. The Line's transport fleet yields nothing to its commercial fleet, neither in volume of goods freighted nor in frequency of travel.

Finally, the least known of the three branches is foreign trade. The C-naps Line has negotiated numerous trade agreements with other species in the galaxy. Its fruitful exchanges range from exotic products to technology transfers; and anything else than can make them wealthier: genetic code, information, raw materials, charts...

## TROOPS

The C-naps Line dislikes not enjoy war, though it is regularly forced into it. It is an expensive activity whose profits ought to be well worth the costs. C-naps would rather win through negotiation than armed intervention.

The Line does not like spectacular triumphs. An opponent humiliated by a crushing victory makes a bad customer! It is not uncommon to see the C-naps generals negotiate trade agreements with their unfortunate opponents before the battle has even ended, sometimes at the cost of victory. A small gesture of goodwill towards an enemy that is being dominated is the best way to remain in its good graces.

The vision that C-naps has of a "good" war stems from its non-martial principles. It deploys troops only when absolutely necessary. Thus keeping costs as low as possible. Its troops will ever only be engage in rapid combat reducing casualties to a minimum, and earning C-naps quick victories. Every minute of battle is a potential waste of valuable resources.

Therefore, in terms of infantry, this faction favors battle-suits and elite troops which amass heavy firepower even in small unit. If these tactics fail to achieve quick victory then C-naps will consider the battle lost, or at least that it cannot be

## PLAYING C-NAPS

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

**C-naps Advantage:** At any time, the C-naps player can spend 1 LP to earn 50 RP.

**C-naps Disadvantage:** At any moment, an enemy company that has fewer VP can buy VP from the C-naps company. The buyer spends 100 RP and gains 1 VP, and the C-naps company gains 50 RP and loses 1 VP. This loss of VP by C-naps is unavoidable.

### Platoon Pattern:

- Infantry Unit (★★★)!
- Infantry Unit (★/★★★)
- Infantry Unit (★★/★★★)
- Armored Fighting Vehicle Unit (★/★★★)
- Armored Fighting Vehicle Unit (★)

**! Priority slot. It must always be picked first.**

won without unreasonable expenses. In the same vein, the C-naps Line prefers support-style armored fighting vehicles considered more cost-efficient than light armored fighting vehicles.

All this cutting edge materiel requires superior logistics. This is not a problem for the C-naps Line which is never short on supplies. Its generals are often willing to invest their own personal resources in addition to those the Line provides for the battle. C-naps companies always deploy in record time.



# C-NAPS G09, G36 AND G45

*"So tell me, what is your price? Before you answer that you are not for sale, keep in mind that I always have resources with which to pay you with, rather than the currency of war: total and utter violence and destruction!"*

## C-naps G09

C-naps is very pragmatic when it comes to structuring its armies. The development cost of a combat clone is prohibitive and the C-naps Line's genetic traits do not help: the qualities useful in a diplomat or a merchant do not provide a very useful basis when designing a fighter.

So the C-naps Line recorded the performances of all other Cog officers and selected only those that seemed suitable for C-naps' army. It then negotiated with the other Lines to buy the genetic code and any updates for its future officers. Apart from some minor physiological adjustments to introduce these clones at the level corresponding to their rank, the operation required minimal research effort. The price set by the other three lines was far more affordable than even a fraction of the cost it would have been for C-naps to develop its own combat-clones. This was a win-win situation for all parties involved.

C-naps first needed an able commander. T-regulator G09 and G-nocrat G09 had comparable performances, but the former's price was much more reasonable than the latter's. So T-regulator G09 was preferred. This exceptional tactician can be easily integrated into any unit, making it a very versatile commander.

C-naps then sought an officer for its battlesuit units. A-volution G36 was far more efficient and much cheaper than A-volution G45, while retaining almost equally impressive firepower.

Finally, all that was needed was an officer for basic infantry units. The most natural choice, adding further medical assistance, was G-nocrat G45: a proficient fighter, well-armed and relatively cost efficient.

Thus, the C-naps Line formed its command team. The Original One has never regretted its purchases as it now can count on the most versatile officers of all Cog civilization!

## TACTICS

C-naps G09 is one of the best Cog tacticians. Its place is in a strong infantry unit whose size is its best protection.

C-naps G36 is primarily a replacement in case a higher ranking Cog is eliminated. It also adds a touch of unmatched brutality to the C-naps army thanks to a surprisingly vast range of weaponry.

Finally, C-naps G45 is a frighteningly effective special weapon bearer. It is also a medic, making it a valuable recruit in any unit.

## UNIT FORMATION

C-naps G09, G36, and G45 can be recruited individually or in groups. They can join any infantry unit, each in a different unit or all within the same. They are added to the numbers already present. Their cost is added to that of the unit.

The rules for playing multiple Cog heroes in a single unit appear on page 17 of this Army Book.

## RECRUITING OF UNIT

C-naps G09: + 130 AP

C-naps G36: + 215 AP

C-naps G45: + 165 AP







# G-NOCRAT

## THE GENETIC GENIUSES

When one thinks of the Cogs, it is generally the G-nocrat Line that comes to mind. Its existence is dedicated to a single goal: improving the skills and knowledge of the Line in the field of genetic engineering. Its expertise in this field is greater than all other life forms in the galaxy. Compared to G-nocrat, the Therians' knowledge of the subject is rudimentary.

This Line's infatuation for genetics has limited the industrial development of its worlds – except when it serves this passion. Though G-nocrat super-soldiers can win a skirmish, it's the power of combat striders that win battles and spaceships that win wars.

Yet the other Lines keep a concerned eye on G-nocrat: the extraordinary biological weapons that this line develops in the secrecy of its laboratories are too disturbing not to call for caution. G-nocrat's expertise has reached levels that no other Line could ever dream of matching. The research costs would ruin the finances of any other faction; unless they chose to completely ignore certain factors of their military economy. Only G-nocrat, whose factories produce millions of super-soldiers every day, can afford to do so, and willingly sacrifice dozens of soldiers to prevail over a single combat strider.

## ORGANIZATION

The G-nocrat Line gathers in research laboratories surrounded by complexes in charge of supplying materials and resources. It has a modest space fleet used mainly for trade, exploration, and to transport troops.

Its planets are organized according to the resources available on them. Some planets are organized around a single massive research center that drains all available resources. Others are covered in smaller, but more numerous, research facilities.

In both cases, most of the planet is covered with high-output farms and minor industries that feed a huge population of researchers. These facilities are manned completely by Workers monitored by a handful of Executives. They carry out their work without any direct supervision by the Original One or its clones. The latter merely indicate what they want done, leaving the Executives to dole out tasks for the Workers to fulfill the requirements.

The research centers are home to millions of Executive clones with highly developed intellectual capabilities and thousands of Workers trained in computation and management. Both assist the work of clones from all generations who, in turn, send their results to the Original One. G-nocrat is not tied to a single planet: it travels about according to the breakthroughs made by its various research teams to immediately benefit from their state-of-the-art discoveries.

The G-nocrat Line currently has several projects on course for completion:

- A new generation of servants equipped with higher intellectual abilities to replace the on-board computers on the most modern spaceships. This would also allow the Original One and its first generation clones to expand their mental capacities to incredible levels.
- Another project is seeking to create a super-soldier able to regenerate any damage inflicted to it. The project's objective is to grant true immortality to the Original One so it can never be killed.
- The last project on the verge of success is engineering an organic spaceship and biological power plants.

## TROOPS

The G-nocrat Line produces only infantry. Their autonomy (in terms of AFVs) is close to zero: all the armored vehicles it owns it purchased from A-volution. The only pieces of military equipment produced by its limited industry are cybernetic prostheses, various small arms and protective armor, all of which is amassed and stored in colossal quantities.

This apparent weakness is compensated for by their ability to produce Executives. No other line is able to field infantry in such large numbers, or with such lack of concern. The G-nocrat Line produces everything from basic infantry to the heavy, cybernetically-enhanced soldiers. Their clone production is unrivaled by all standards of quality, quantity and lead times. The G-nocrat Line is aware of this strength and hopes that one day it will grant it supremacy over the rest of the Cogs. Its biological combat strider and spaceship projects are taking the Line there. From the moment they succeeds, G-nocrat industry will become a well-oiled machine perfectly suited for war and capable of assembling complete armies within a few months' time.



## PLAYING G-NOCRAT

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

**G-nocrat Advantage:** Every G-nocrat infantry unit leader has the "First Aid" ability. Once per round he can save a member of his unit. The player announces the use of this ability by shouting "Automedication!" right after the fighter is eliminated. A leader cannot save himself. A leader who has taken damage points cannot use his ability for this salvo. A Hero leader who already has this ability can use this ability a second time.

**G-nocrat Disadvantage:** Any disorganized unit is immediately eliminated.

### Platoon Pattern:

- Infantry Unit (\*)!
- Infantry Unit (\*/\*\*)
- Infantry Unit (\*\*/\*\*)
- Infantry Unit (\*\*/\*\*)
- Armored Fighting Vehicle Unit (\*\*/\*\*)

**! Priority slot. It must always be picked first.**

In the meantime, it is necessary to compensate for its implied weaknesses. So far, out of G-nocrat's great plan, only the "super-soldier" project has come to fruition. The Line's infantry is able to regenerate massive amounts of damage. This industrial secret is jealously guarded by a genetic self-destruct code. The corpses of G-nocrat's super-soldiers deteriorate extremely quickly, leaving behind a genetically worthless pulp.



# G-NOCRAT G09, G27 AND G45



*"I tasted your genetic code. It was predictably irrelevant. Accordingly, I have ordered its destruction."*

## G-nocrat G09

The G-nocrat Line boasts it produces the best fighters, and its heroes live up to that reputation. The G-nocrat super-soldier project succeeded some time ago. The Original One was the first beneficiary, closely followed by its clones. However, this Line maintains so many soldiers that updating them all will take years. It is likely that the soldiers produced before the completion of the project will never benefit from it. Exceptions are made for some particularly valuable fighters, including all clones of the 45th generation or higher. The G-nocrat Line had to compromise: when an Executive arrives at the end of its short existence, the Line will replace the obsolete individual with a new super-soldier. Though the genetic perfection of its army will suffer from this solution in the short term, G-nocrat had to admit that even its massive cloning industry cannot produce super-soldiers fast enough to replace all the Executives at once.

G-nocrat G09, G27 and G45 have two valuable assets: they are among the best Cog officers and are the keepers of a medical technology that makes them virtually impossible to eliminate.

G-nocrat G09, even freshly released from its training programs, can compete, with fair a chance of success, against an already battle-hardened T-regulator G09! All G-nocrat projections reveal that this new generation of clones will achieve supremacy once they have had the opportunity to fight in a few military campaigns.

G-nocrat G27 is an intermediate officer and a medic. Its low production cost destines it to be recruited in every G-nocrat unit as a replacement officer.

Finally, G-nocrat G45 is designed to boost any unit with its two quantum blades and its rocket launcher. Its weaponry is already a valuable support, but G-nocrat G45 is a qualified medic too!



## TACTICS

G-nocrat G09 is a tactical genius whose function is to lead an army. Its unit, when at full medic capacity, has invaluable endurance. G-nocrat G27 is an interim officer capable of giving orders after G09 is eliminated. When included in the same unit as a G-nocrat G09, it doubles the medic capabilities of its commanding officer, which in turn multiplies the survivability of its unit tenfold. Finally, G-nocrat G45 is a special weapons bearer that is very versatile and frighteningly efficient. It is also a medic which makes it worth recruiting in any unit. When they are all fielded in the same unit, the G-nocrat heroes are virtually immortal!

## UNIT FORMATION

G-nocrat G09, G27, and G45 can be recruited individually or in groups. They can join any infantry unit, each in a different unit or all within the same. They are added to the numbers already present. Their cost is added to that of the unit.

The rules for playing multiple Cog heroes in a single unit appear on page 17 of this Army Book.

## RECRUITING A UNIT

G-nocrat G09: + 135 AP

G-nocrat G27: + 100 AP

G-nocrat G45: + 165 AP

**Medic:** All G-nocrat heroes, regardless of generation, have the "First aid" ability. Once per round he can save a member of his unit. The player announces the use of this ability by shouting "Automedication!" right after the fighter is eliminated. A medic cannot save himself. A medic who has taken damage points cannot use his ability for this salvo.





## THE MASTERS OF SPACE

The T-regulator Line is a nomadic Line that does not give any significance to its planets. Planets are simply considered to be bases they come back to after long periods spent traveling in space. Even so they only return to repair T-regulator ships and to replace lost crewmen. The T-regulator Line has developed a raiding economy. It preys on a civilized planet, forcing it to the limits of its production capacities. After the planet has been drained of its resources, the T-regulators leave, returning only after the planet has recovered.

Surprisingly, this tactic is not considered detrimental by the Cogs that fall victim to these attacks. Plundered planets recover quickly and become even wealthier than they were before the arrival of T-regulator. The Cogs believe they are more productive when under pressure. The looting boosts production, which increases to compensate for the losses. Production remains at this high level much longer than necessary to repair the damage, then slowly slumps again... until the T-regulator Line decides to return for another raid.

The T-regulator Line has an ecological, economic, and psychological role crucial to all the Lines. Their raids must overcome strong resistance as the other Cogs do not appreciate being attacked, even though they understand T-regulator's usefulness. Yet, these attacks are not considered acts of war requiring retribution. It is an ecological, albeit unpleasant, process.

In turn, the T-regulator Line appreciates the resistance of their prey. Whenever they are repelled, they get to benefit from the Cogs' ability to continually come back stronger.

## ORGANIZATION

The T-regulator Line has two activities: the main activity takes place in space and the secondary activity, just as essential, in the star systems they directly control.

Their main activity consists of travel and plunder. Their space armada is the most important throughout the entire Cog Empire. It represents more than 50% of the total tonnage of all Cog fleets. Its core is composed of fast and powerful battleships. The largest of them, the flagship *Raider Prime*, is home to the T-regulator's Original One.

The T-regulator Line has created an unusually large number of high-generation clones of its Original One. This allowed the Line to develop a far less rigid power structure compared to other Cog Lines. These clones have fewer mental and physical restrictions. The first-generation, for example, are exact replicas of the Original One. If the Original One were to disappear or die, the Line would have replacements at hand.

The second aspect of the T-regulator Line is the management of its planets. T-regulator manages far fewer worlds compared to the other lines. These planets are exclusively dedicated to the maintenance of spaceships. All activities revolve around space travel: construction of orbital shipyards;

weapon and equipment factories; the training of replacement crew; and so on. It is indeed difficult for pirates to repair at ports they have devastated, or to replace crew losses with a population that does not even belong to their species. Therefore these bases are of vital importance. T-regulator doesn't grant these worlds any special treatment. When their owners return, the planets are methodically plundered. The only difference with non T-regulator planets: these planets do not resist the plundering.



## TROOPS

The T-regulator Line focuses on fast machines capable of carrying out sudden strike attacks, and withdrawing just as suddenly. They employ massive numbers of autonomous combat striders. Even though machines might suffer significant damage, it is always possible to repair them or to build more by recycling the damaged ones. The T-regulator Line would rather field quicker recon striders. Their lightning-strike tactics prevent them from deploying slower machines. So, a company will always include a type one combat strider unit. T-regulator companies may still resort to heavier equipment, especially in cases where the opponent gives strong resistance.

The infantry fares much worse. A living being in space needs heat, air, food, entertainment and a thousand other things that a machine does not. This takes up a lot of room on a space ship. In addition, every soldier who falls can only be replaced on a T-regulator world. Therefore, this faction cannot afford to field infantry in large numbers. The crew, mostly comprised of Executives, is sufficiently trained to fight and support regular troops. The deployment of any further infantry depends on the Line's funds.

## PLAYING T-REGULATOR

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

**T-regulator Advantage:** All T-regulator units may choose rush movement and still shoot.

**T-regulator Disadvantage:** If the T-regulator player loses the Authority Test, the T-regulator player plays his activation sequence at random.

### Platoon Pattern:

- Armored Fighting Vehicle Unit (★)!
- Armored Fighting Vehicle Unit (★)
- Infantry Unit (★★★) or Armored Fighting Vehicle Unit (all)
- Infantry Unit (★/★★★★)
- Infantry Unit (all)

! Priority slot. It must always be picked first.

The T-regulator Line relies on fast attacks that fully exploit the advantage of surprise and the ensuing panic of the enemy. Its infantry is also specifically trained to stay on the move and their machines are programmed to stabilize shots while in motion. So, a T-regulator company can move quickly without sacrificing fire-power.

The straightforwardness of this Line's tactics are meant to cause its enemy's disorganization and disarray. The sheer number of unmanned machines employed and guided using rudimentary tactical intelligence makes elaborate strategies impossible. This is the T-regulator Line's Achilles' heel: should they lose the initiative, T-regulator troops will fall into disarray. The striders do what ever they can, unable to adapt to the situation. They can only hope they are lucky.



# T-REGULATOR G09, G27 AND G45

*"TTGAACGTTGAACCCTTGAACTCG-TACGTTGCAAGCTTGCCAGGTCTGC-CAGGTCAGACTGACATG!"*

T-regulator War Cry,  
no translation available.

Of all the Cog Lines it is the T-regulator Line that employs the most clones of its Original One. Any T-regulator belonging to the 20th generation or better (T-regulator G09 for instance) could replace the T-Regulator Original One if necessary.

The control the Line exerts over its clones is not based on domination by the Original One. All T-regulator clones are engaged in sufficiently interesting activities that they prefer to remain in their current position rather than rise through the ranks of their Line's hierarchy. Who would want to be stuck designating targets, managing hardware, or monitoring the work of clones when you can spearhead attacks and live life at full speed amid explosions and the howls of war? The Cogs are social predators, and keeping them focused is the best way to avoid seeing eager clones claim their Original One's place. The lifestyle of a T-regulator Cog consists of permanent predation, leaping from one world to another, fighting, vanquishing and plundering!

T-regulator's predatory nature does not mean its clones are unable to establish strategies for its soldiers, only displaying gross firepower. They are all endowed with superior reasoning skills, which in the case of T-regulator G09, are close to genius. They obviously have the same perfect coordination the Cogs grant all their fighters.

Though only T-regulator G45 carries heavy weapons, they provide welcome additional firepower while allowing infantry units to strengthen their numbers by including a few extra fighters.

T-regulator G09 was specifically designed with an almost infallible tactical sense enabling it to dominate the battle. Thanks to its deflector shield, T-regulator G27 is a valuable support for Cog armored fighting vehicle units: they may redirect enemy fire onto locations of their choice. Finally, in addition to providing Cog units with an officer, T-regulator G45 also provides formidable anti-tank fire.



## TACTICS

T-regulator G09 is one of the finest Cog tacticians. Its place is in a strong infantry unit with high numbers for protection. T-regulator G27 is an affordable and able officer. Its deflector shield keeps Cog armored fighting vehicles running longer. Finally, T-regulator G45 grants valuable support to any unit. This decent officer is able to destroy an armored fighting vehicle with a well placed salvo!

## UNIT FORMATION

T-regulator G09, G27, and G45 can be recruited individually or in groups. They can join any infantry unit, each in a different unit or all within the same. They are added to the numbers already present. Their cost is added to that of the unit.



The rules for playing multiple Cog heroes in a single unit appear on page 17 of this Army Book.

## RECRUITING A UNIT

T-regulator G09: + 130 AP  
T-regulator G27: + 95 AP  
T-regulator G45: + 110 AP



### T-regulator G27

**Deflector shield:** The player who controls T-regulator G27 chooses the location of the damage dealt to the Armored Fighting Vehicles belonging to this hero's company.

### T-regulator G45

**Missile Launcher:** This weapon has the "Locked Shot" ability:

- It can only target armored fighting vehicles or terrain elements with Structure points;
- It cannot use Overwatch fire;
- Cover and fighters caught in the zone of fire are ignored;
- Shooting tests are resolved differently: the minimum result needed to hit is always the same, no matter the range. This result is shown instead of Accuracy of the weapon.

**Homing missile:** The player chooses the damage location of each impact achieved by T-regulator G45. This replaces the roll normally required on the Location Table.

# INFANTRY

The infantry constitutes the heart of the Cog army. Their type three infantry battlesuits are its first line. With their insane firepower, these soldiers carry as much cybernetics as a Cog can tolerate. Madness is their lot. They are carefully supervised by the scientists who transformed them into the most efficient killing machines possible. The regular type one soldiers follow them in the second wave to mop up the battlefield. They wield melee and Ranged weapons with equal ease, enabling them to cope with any threat. They are a few of them, but they offset their numerical inferiority with their martial superiority. Finally, the type two elite units are deployed to occupy ground and hold positions by unleashing fire so intense and so precise that nothing can approach them.

## SOLDIERS

The Cog soldier, genetically designed to be a biologically perfect war machine, is one of the most dangerous fighters in the universe. The Cogs believe they have reached the optimal ratio between military effectiveness and reasonable energy needs. It is possible to adjust the proportion of biological and mechanical materials constituting the soldier, but the framework is there. These adjustments are how the different types of Cog infantry are distinguished: infantry regulars are mostly organic while battlesuits are more mechanical than flesh.



## WEAPONS

All Cog infantry weapons use laser technology. The Cog terminology "quantum" is the equivalent to other species' word "laser". The Cogs have very little left to discover in the field of energy storage, and they get the most they can from this technological advantage. Their high powered weapons are capable of releasing long coherent beams of energy. This grants them a tremendous rate of fire. In addition, the long beams rarely miss their targets.

The **quantum jammer** is a maser weapon which generates intense electromagnetic explosions: metal targets are suddenly surrounded by a ball of electricity which shuts down their electrical devices and can neutralize the pilots. Unfortunately, it is currently useless against small targets. Yet, it remains one of the most effective against armored fighting vehicles.

This weapon uses direct fire rules.

The **quantum blade** includes a convection system that directs the beam of a high-intensity mini-laser so that it runs along the length of its "blade". This creates a cutting laser capable of slicing through almost any material.

This weapon uses combat rules.

The **quantum MG** is an enormous laser with three barrels capable of unleashing long-range salvos. Precise, powerful, and with unequalled rate of fire, the quantum MG creates true columns of coherent light allowing the wielder to easily adjust its fire.

This weapon uses direct fire rules.

The **quantum pistol** emits powerful laser bursts. This weapon is standard issue for Cog infantry. Its relative lack of precision is compensated by its rate of fire and the length of its bursts. In the hands of a fighter with perfect aim, such as the genetically modified Cog soldier, it becomes as effective and precise as the weapons of any other army.

This weapon uses direct fire rules.

The **quantum rifle** is similar to the quantum pistol. It uses a higher intensity laser which limits its rate of fire, but increases its accuracy and improves its ability to penetrate thick armor. With a weapon like this, any Cog soldier is as good as a sniper!





This weapon uses direct fire rules.

## COGS AND COVER

Cog fighters are very tall, nearly three meters high, which makes it difficult to conceal themselves. To circumvent this problem they have developed protective technology which radically changed the way they fight. They created a portable force field powerful enough to deflect some shots and to provide something more effective than cover – invisibility.

This force field has a limited duration, thus restricting how often the Cogs can use it. However, the infantry will not hesitate to switch it on temporarily to protect themselves when the situation calls for it.

Cog infantry only benefit from cover if they use the “Take Cover!” combat drill. This means that they are not considered behind cover even under normal cover circumstances (when partially hidden by an obstacle or when at least half of the members of the unit would normally be considered hidden or behind cover, for instance).

However, whenever Cog infantry use the “Take Cover!” drill they are always granted cover. In such an instance, the cover tests are the same as the “Take Cover!” drill: cover tests are successful on a dice roll of    or .

## COGS AND MORALE

Cog infantry has a low survival instinct. They do not fear death any more than failure. Regarding Morale rules (see *The Rulebook*, p. 74), all infantry units are considered type 3 units: they only roll for Morale when there is just one fighter left.

The **quantum sniper** projects an amplified laser beam capable of piercing the toughest materials. It has an electronic sighting system which transmits information directly to the Cog soldier's prosthetic eye. This allows it to strike from very long distances. In fact, the sniper is limited only by the planet's curvature!

This weapon uses direct fire rules.

The **rocket launcher** sends a salvo of three rockets, each of which is equipped with a laser warhead. When the rockets close in on the target, the nose cones burns an entire Cog battery, shooting a hundred laser-darts, riddling anything unlucky enough to be caught in its path.

This weapon uses direct fire rules.



QUANTUM BLADE



QUANTUM SNIPER



QUANTUM MG



QUANTUM JAMMER



ROCKET LAUNCHER



QUANTUM PISTOL



QUANTUM RIFLE

# WARMONGERS

*"I feel very guilty questioning your wisdom, Mentor, but there cannot be less than twenty of these creatures. How can just four soldiers fire as often and as accurate as you suggest?"*

Anonymous Wendigo, during an attack on a Cog world, BT-98,945.

The Warmonger is the par excellence Cog fighter. It is tall, strong and has perfect reflexes. Once it reaches the end of its growth cycle, it is equipped with the finest cybernetic technology: multi-spectrum vision, leg reinforcement and long distance communication equipment.

The Warmonger is a creature that craves violence. It finds its reason for existence on the battlefield: it believes life is a permanent struggle against adversity.

Trained to fight against any enemy, from the heaviest armored fighting vehicles to hordes of soldiers, it can challenge any enemy... defeat it.

## TACTICS

A unit of Warmongers can be created in two ways: four Warmongers form an anti-personnel unit which offers frightening effectiveness for a moderate strategic value, or eight Warmongers form a general-purpose unit, the unstoppable instrument of a crushing victory.

In both cases, a unit of Warmongers has a tremendous rate of fire and remarkable accuracy in ranged combat. Its only weakness is its unit's number of fighters. Its force field and adequate tactics are essential to its survival.

## UNIT COMPOSITION

**Type:** 1.

**Numbers:** 4 to 8.

**Standard equipment:** Quantum blade, quantum pistol.

**Optional equipment:** None.

**Special weapons:** Quantum jammer or quantum MG.

**Specialists:** Combat engineer.

**Officer:** 0 to 3 heroes.





## Equipment

**Quantum jammer:** 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.

## Specialists

**Combat engineer:** The Combat engineer has the “Sabotage” ability. During its unit’s activation it can sabotage a terrain element within 2.5cm of him. The chosen element is removed from the battlefield.

“**Minefield!**”: Each combat engineer can lay a minefield at the end of its unit’s movement. The player puts a minefield card on the battlefield out of contact with any enemy miniature and within range 1 of the field/combat engineer. This card is a two dimensional terrain element.

## WARMONGER: INSTRUCTIONS (EXCERPT)

A Warmonger is a variation of Cog C1777. After 15 months of gestation in a standard cloning tank, a Cog C1777 is born. It lacks eyesight. It expresses itself using a rudimentary communication organ. Its legs do not develop beyond an unusable embryo that are otherwise useless before standard cybernetic prosthetics are installed.

It reaches adult size in approximately six months of accelerated growth:

- Height 2.81 meters (after cybernetic leg implants)
- Weight 277 kilos

Once adult siezed it is grafted with equipment to make it a Warmonger. This includes the following equipment:

- Cybernetic Legs
- ACGT digital long-range communication system
- V1 multi-spectrum vision system (extends scope of vision to include ultraviolet and infrared spectra as well as low-light amplification).

| Warmonger               |    |     |   |      |
|-------------------------|----|-----|---|------|
|                         | 18 | 9   | 6 | 4    |
| Ranged weapon           |    |     |   |      |
| QUANTUM PISTOL          | 3  | 3/1 | - | 4/1  |
| Special ranged weapon   |    |     |   |      |
| QUANTUM JAMMER (JAMMER) | 6  | 2/1 | - | 3+/1 |
| QUANTUM MG              | 5  | 4/1 | - | 7/1  |
| Mêlée weapon            |    |     |   |      |
| QUANTUM BLADE           | 4  | 2/1 | - | 6/1  |

## Cost of a Warmonger Unit

| EQUIPMENT  | STANDARD NUMBER (1) | MAXIMUM NUMBER (2) | EXTRA FIGHTER |
|--|---------------------|--------------------|---------------|
| Standard   | 225 A.P.            | 500 A.P.           | + 55 A.P.     |
| (1): 4 Warmongers  |                     |                    |               |
| (2): 8 Warmongers including: 3 special weapons, 0 to 1 specialist. |                     |                    |               |

# STALKERS

*"Are those things supposed to be soldiers?"*

G-nocrat G27, one minute before its 27<sup>th</sup> death

The stalker is an atypical soldier. It is a clone of the 3799th generation. It is barely part of the soldier category. Its intellectual capacities place it only slightly above an animal. If it was not so gifted with melee weapons, it would not even be regarded as intelligent.

What it lacks in superior intellect it makes up for in other fields. The stalker is the absolute master of camouflage, a gift further enhanced by electronic systems stolen from the Therian Grim Golems.

Armed with two quantum blades, the stalker roams the battlefields in search of something to cut into pieces. It is driven by its thirst for blood, and all it cares about is when and how it will spill its enemy's blood. Its intellect is far too limited to deal with more advanced thought.

## TACTICS

A unit of Stalkers counts on its invisibility to approach the enemy and engage it in close combat. If the Stalkers' positioning is optimal, once in contact the enemy's fate is sealed.

A standard sized unit of Stalkers is considered extremely dangerous and is sure to impose terror in your enemy; imagine his horror when faced with a full strength unit! With the possibility to include four Electronic Warfare specialists, they deprive enemy command of all its tactical resources.



## UNIT COMPOSITION

**Type:** 1.

**Numbers:** 4 to 8.

**Standard equipment:** Quantum blade x2, Optical jamming module.

**Optional equipment:** None.

**Special Weapons:** None.

**Specialists:** Electronic Warfare specialist.

**Officer:** 0 to 3 heroes.

## Equipment

**Optical jamming 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.

## Specialists

**Electronic Warfare specialist:** The electronic warfare specialist has the "Disruption" ability. For every fighter with this ability on the battlefield, every enemy company loses 1 LP during the strategic phase. The LP reserve of a company cannot fall below its commander's LP value.

## STALKER VERSUS GRIM GOLEM

The inevitable confrontation between the Cog Stalkers and the Therian Grim Golems first occurred in BT-144. The confrontation was a tie until the Golems' Overseers began replacing losses through reconstruction routines.

Disappointed by the performances of their fighters, the G-nocrats sold the Stalker concept to A-volution. Initially A-volution added automated jamming systems to the Stalkers to prevent the Golems from using their resurrection routines. In BT-68 there was a new confrontation between the Therians and Cogs, and the Stalkers' victory provided A-volution with a captured Grim Golem whose optical jamming module was undamaged. Shortly thereafter, the Stalkers were fitted with similar devices!

## Cost of a Stalkers Unit

| EQUIPMENT                                     | STANDARD NUMBER (1) | MAXIMUM NUMBER (2) | EXTRA FIGHTER |
|---|---------------------|--------------------|---------------|
| Standard                                      | 225 A.P.            | 450 A.P.           | + 60 A.P.     |
| (1) : 4 Stalkers                              |                     |                    |               |
| (2): 8 Stalkers including: 0 to 4 specialists |                     |                    |               |

# GUNSLINGERS

*"I witnessed their pistoleers in action. No one can aim as quickly as they can. No one can fire faster than they can. No one can outshoot them. Frankly, Madam President, it is in our best interests to be very cooperative with the Cogs."*

Report of the Honorable C.R. Wardin,  
Ambassador of Muse, returning from an observation  
mission on the Cog-Karman front.

With the Gunslingers, some Cogs believe they have finally found the perfect fighter: easy to produce, powerful, able to quickly fulfill any combat mission with minimal losses. A Gunslinger embodies the most basic level of military doctrine: fire-power added to more firepower, all in the hands of a gifted marksmen.

The mentality of the Gunslingers is also perfectly suited to this task. They are fanatics for massive damage. They are never happier than when they are on the battlefield firing salvo after salvo; contemplating the devastating effect their monstrous rate of fire has on the enemy.

## TACTICS

A minimum size unit of Gunslingers offers an enormous concentration of firepower for an affordable cost. Therefore, it is best used to control a vital area by barring enemy infantry from getting anywhere close. It is equally effective in assaults thanks to its weapons' formidable rate of fire and its accuracy.

| Gunslinger              |    |     |   |      |
|-------------------------|----|-----|---|------|
|                         | 18 | 10  | 7 | 5    |
| Ranged weapon           |    |     |   |      |
| QUANTUM PISTOL (1)      | 4  | 3/1 | - | 4/1  |
| QUANTUM PISTOL (2)      | 4  | 3/1 | - | 4/1  |
| Special ranged weapon   |    |     |   |      |
| QUANTUM JAMMER (JAMMER) | 7  | 2/1 | - | 3+/1 |



A maximum size unit of Gunslingers gains anti-armor capabilities which its minimum size counterpart lacks. Finesse is not necessary with these units. Just crush the enemy under a barrage of laser fire!

## UNIT COMPOSITION

**Type:** 2.

**Numbers:** 3 to 6.

**Standard equipment:** Quantum pistol x 2.

**Optional equipment:** None.

**Special weapons:** Quantum jammer.

**Specialists:** A.I. beacon.

**Officer:** 0 to 3 heroes.

## Equipment

**Quantum jammer:** 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.

## Specialists

**A.I. beacon:** A fighter equipped with an A.I. beacon acquires the "Reinforcement" ability. As long as it controls an objective, the player may pay 4 LP to bring in a Type 1 Combat Strider that is not already a part of his company. The Combat Strider is placed on the board in contact with the specialist and constitutes a unit of its own. Its card is placed into the Activation Sequence for the next round. The player must have the miniature and enough room to place it on the battlefield.

## Cost of a Gunslingers Unit

| EQUIPMENT  | STANDARD NUMBER (1) | MAXIMUM NUMBER (2) | EXTRA FIGHTER |
|--|---------------------|--------------------|---------------|
| Standard   | 175 A.P.            | 475 A.P.           | + 60 A.P.     |
| (1) 3 Gunslingers including: 0 to 1 specialist. (2) 6 Gunslingers including: 2 special weapons, 0 to 1 specialist. |                     |                    |               |

# SHARPSHOOTERS



*"After completion of the Sharpshooter, our civilization will be left with only one way to include more metal in the flesh: graft flesh on metal rather than the opposite."*

A-volution G02.

More effective, more dangerous and faster, Sharpshooters are the pinnacle of the art of Cog warfare. They are cold blooded and efficient killers. They consider every situation to be a physical and intellectual challenge in which they must prevail.

The Sharpshooters are up to the task. Their bodies accommodate many cybernetic systems intended to increase their abilities, provided these systems do not kill them first.

## TACTICS

A unit of Sharpshooters can be used in three ways. At minimum unit size it constitutes a permanent threat to enemy infantry. Because of its small size, the unit must be handled with care (cover, overwatch, etc.), but it can effectively control any area of the battlefield. At maximum size, and when equipped with snipers, it turns into an officer-hunting unit. Swapping out the sniper weapons for quantum jammers allows the unit to seek and destroy any high priority strategic target no matter its category, be it infantry or afv.

## UNIT COMPOSITION

**Type:** 2.

**Numbers:** 3 to 6.

**Standard equipment:** Quantum rifle x 2.

**Optional equipment:** None.

**Special weapons:** Quantum jammer or quantum sniper.

**Specialists:** Medic.

**Officer:** 0 to 3 heroes.


| Sharpshooter            |    |     |   |      |
|-------------------------|----|-----|---|------|
|                         | 18 | 10  | 7 | 5    |
| Ranged weapon           |    |     |   |      |
| QUANTUM RIFLE (1)       | 7  | 2/1 | - | 5/1  |
| QUANTUM RIFLE (2)       | 7  | 2/1 | - | 5/1  |
| Special ranged weapon   |    |     |   |      |
| QUANTUM JAMMER (JAMMER) | 7  | 2/1 | - | 3+/1 |
| QUANTUM SNIPER (SNIPER) | 11 | 2/1 | - | 8/1  |

## Specialists

**Medic:** The medic has the "First aid" ability. Once per round he can save a member of his unit. The player announces the use of this ability by shouting "Automedication!" right after the fighter is eliminated. A medic cannot save himself. A medic who has taken damage points cannot use his ability for this salvo.

## Equipment

**Quantum jammer:** 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.

**Quantum sniper:** A fighter equipped with this weapon 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.

## SHARPSHOOTER: INSTRUCTIONS (EXCERPT)

A Sharpshooter is a variation of Cog C1753. After 17 months of gestation in a standard cloning tank, a Cog C1753 is born. It lacks eyesight and a respiratory system. It expresses itself through a rudimentary communication organ. Its vascular system and legs do not develop beyond an unusable embryo that are otherwise useless before standard cybernetic prosthetics are installed.

It reaches adult size in approximately three months of accelerated growth:

- Height 2.80 meters (after cybernetic leg implants)
- Weight 253 kilos

Once it reaches maturity it is grafted with the following equipment, which designates it as a Sharpshooters:

- Cybernetic legs
- Reinforced bone structure
- ACGT digital long-range communication system
- V1 multi-spectrum vision system (extends scope of vision to include ultraviolet and infrared spectra as well as low-light amplification, increased system for receiving marksman armament)
- Triple redundancy pulmonary security system
- Triple redundancy vascular security system

## Cost of a Sharpshooters Unit

| EQUIPMENT  | STANDARD NUMBER (1) | MAXIMUM NUMBER (2) | EXTRA FIGHTER |
|--|---------------------|--------------------|---------------|
| Standard   | 200 A.P.            | 425 A.P.           | + 65 A.P.     |
| (1) 3 Sharpshooters including: 0 à 1 spécialiste                     |                     |                    |               |
| (2) 6 Sharpshooters including: 2 special weapons, 0 to 1 specialist. |                     |                    |               |



# COUNTER-SNIPERS

- 237.

- 239.

- 240.

- 242.

Typical Communication between three counter-snipers

The Counter-snipers constitute a notable improvement of the type three soldiers. The mental problems plaguing the previous models were finally corrected. Because of the extremely intrusive cybernetic equipment they receive, it was necessary to alter their intellect to remove any trace of emotion making them heartless killing machines that only compute the number of targets they strike down.

This is not an issue for their masters; as the combination of equipment and talent that characterizes the Counter-snipers makes them virtuosos in the art of assassination.

## TACTICS

The Counter-snipers are, as their name suggests, a unit designed to fight snipers. Their endurance allows them to soak up the enemy's sniper shots and return a hail of fire.

Once this first threat is eliminated, they will target infantry units, one after another, focusing on prize kills: officers, special weapons and specialists. The Counter-snipers' rate of fire allows them to clean up any unit in a single salvo.



## Cost of a Counter-snipers Unit

| EQUIPMENT             | STANDARD NUMBER (1) | EXTRA FIGHTER |
|-----------------------|---------------------|---------------|
| Standard              | 325 A.P.            | + 105 A.P.    |
| (1) 3 Counter-snipers |                     |               |

## UNIT COMPOSITION

**Type:** 3.

**Numbers:** 3.

**Standard equipment:** Cyberoptics, quantum sniper, quantum wings

**Optional equipment:** None.

**Specialists:** None.

**Officer:** 0 to 3 heroes.

## Equipment

**Cyberoptics:** The fighters gain the "Detection" ability. They gain +1 in Accuracy with all their direct fire weapons. This bonus is already taken into account in their profile. In addition, they ignore their enemies' "Stealth" ability.

**Quantum sniper:** A fighter equipped with this weapon 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.

**Quantum wings:** The fighters equipped with quantum wings gain the "Rocket jump" ability. They can jump over miniatures and terrain elements during their movement.

### THE CYBER MADNESS

The first type three clones were entirely cybernetic, save for their brain and central nervous system. This caused them to quickly sink into madness. Their mind was frustrated as their artificial physiology could no longer fulfill its basic requirements: food, reproduction and every other satisfactory feeling is no longer accessible to a soldier whose body is designed solely for combat.

A solution was found based on their hunter's instinct, inherited from the Cogs' predatory sense. The psyche of the Counter-snipers was altered to make hunting their only passion. Once focused, it replaced all their other needs. Then the first discoveries in the field of emotional conditioning were made which helped control the soldiers' outbursts. They became killing machines, of which Counter-snipers represent the ultimate result.



# GUNFIGHTERS



*"Now I understand why the command staff gave them that nickname!"*

The Honorable CR Wardin, Ambassador of Muse, observing the Cog-Karman front

Like all soldiers of its type, a Gunfighter is more machine than Cog. Its artificial body incorporates the latest in Cog military technology. These refinements allow it to sustain terrifying blows without blinking. It then responds with a tornado of laser fire no opponent could survive.

The Gunfighters are a delicate balance between the madness of the Hunters and the obsession of the Gunslingers. There are few spectacles as impressive as a Gunfighter unit storming the enemy with insane fervor and reaching a gleeful high as they unleash their monstrous salvos.

## TACTICS

The Gunfighters' resilience allows them to approach their target of choice, infantry, as they have no fear of small-arms fire. Their quantum wings get them there fast. Once within short-range, the Gunfighters crush the enemy with a wall of fire that can overpower any infantry unit.

The only weapons that the Gunfighters need to beware of are anti-armor weapons. If they are faced with a laser gun or a rocket launcher, it is better to adopt a more cautious approach.

## UNIT COMPOSITION

**Type:** 3.

**Numbers:** 3.

**Standard equipment:** Cyberoptics, quantum pistol x 2, quantum wings

**Optional equipment:** None.

**Specialists:** None.

**Officer:** 0 to 3 heroes.

## Equipment

**Cyberoptics:** The fighters gain the "Detection" ability. They gain + 1 in Accuracy with all their direct fire weapons. This bonus is already taken into account in their profile. In addition, they ignore their enemies' "Stealth" ability.

**Quantum wings:** The fighters equipped with quantum wings gain the "Rocket jump" ability. They can jump over miniatures and terrain elements during their movement.

## Cost of a Gunfighters Unit

| EQUIPMENT         | STANDARD NUMBER (1) | EXTRA FIGHTER |
|-------------------|---------------------|---------------|
| Standard          | 275 A.P.            | + 90 A.P.     |
| [1] 3 gunfighters |                     |               |

Gunfighters

18

11

11

5

Ranged weapon

QUANTUM PISTOL (1)

5

3/1

-

4/1

QUANTUM PISTOL (2)

5

3/1

-

4/1

# GUNMEN

*"This is my quantum MG. There are many like it, but this one is mine. My quantum MG is my best friend..."*

Gunman-prime prototype, addressing the psychological evaluation committee

Three gunmen, each of which is equipped with a quantum MG, have enough firepower to vaporize any infantry unit no matter its size. Apart from a well dug-in position with solid cover, there is little that can withstand their fire.

A Gunman's mind is specifically conditioned to be obsessed with the spectacle of destruction its weapon can cause. Its gun is its faithful friend; the gunman has an intimate relationship with its quantum MG. This relationship leads to an eruption of violence that makes this infernal couple lethally efficient!

## TACTICS

Gunmen are on equal footing with Cog support units. In terms of rate of fire, they might not equal a unit of Gunslingers. However, they have more power at their disposal. One of their salvos can cause any infantry unit to stumble, when not destroyed outright. Even light combat striders are not safe from them.

Their method is simple: strike hard and avoid anti-tank weapons as these are the only weapons that represent any substantial threat to Gunmen.

## UNIT COMPOSITION

**Type:** 3.

**Numbers:** 3.

**Standard equipment:** Cyberoptics, quantum MG, quantum wings

**Optional equipment:** None.

**Specialists:** None.

**Officer:** 0 to 3 heroes.



## GUNMAN: INSTRUCTIONS

A gunman is a variation of Cog C1751. For two years it is subjected to an obsess-account-destroy conditioning in order to develop the emotional automatisms required of a type three soldier.

**IMPORTANT NOTE:** The results of this conditioning deviate from the parameters of success. The frame of mind, obsess-account-destroy, is never actually reached. This result is both normal and desirable.

## Equipment

**Cyberoptics:** The fighters gain the "Detection" ability. They gain + 1 in Accuracy with all their direct fire weapons. This bonus is already taken into account in their profile. In addition, they ignore their enemies' "Stealth" ability.

**Quantum wings:** The fighters equipped with quantum wings gain the "Rocket jump" ability. They can jump over miniatures and terrain elements during their movement.

## Cost of a Gunmen Unit

| EQUIPMENT    | STANDARD NUMBER (1) | EXTRA FIGHTER |
|--------------|---------------------|---------------|
| Standard     | 325 A.P.            | + 110 A.P.    |
| (1) 3 gunmen |                     |               |

# HUNTERS



*"Attack the enemy armor in sector 36!"*  
*"Confirmed! Acquiring target...location confirmed: enemy AFV in sector 36! I am in pursuit of the prey!"*  
 Communication exchange, T-regulator G27 & a Hunter under its command

A Hunter is more machine than Cog. Apart from its nervous system and head, it is entirely mechanical. The members of these mechanized units only find pleasure in the thrill of the hunt. From the slowest infantry unit to the quickest armored fighting vehicles, everything is fair game for them. Their predatory instinct having been artificially augmented; the Hunters do not partake in "missions" against "targets" they hunt prey. They sometimes collect trophies after killing a particularly challenging enemy. It is not uncommon to see a hunter carrying around a mummified AFV pilot's head or wearing a Therian Grim golem mask (the only prey many Hunters deem worthy of being considered a trophy).

## Cost of a Hunters Unit

| EQUIPMENT     | STANDARD NUMBER (1) | EXTRA FIGHTER |
|---------------|---------------------|---------------|
| Standard      | 275 A.P.            | + 145 A.P.    |
| [1] 2 hunters |                     |               |

## TACTICS

The Hunters' endurance makes them immune to all damage except anti-armor weapons. Their rocket launcher is effective at all ranges. However, it reaches peak efficiency at medium range. These weapons fire salvos powerful enough to destroy light and medium armored vehicles, and, with a little luck, they might just take out heavy armored vehicles, too. When opposing an AFV unit, this infantry unit should take cover to escape any reponse fire. Contrary to popular belief, the rocket launcher remains very effective against infantry units. It is powerful enough to destroy any unit in one or two salvos.

## UNIT COMPOSITION

**Type:** 3.

**Numbers:** 2.

**Standard equipment:** Rocket launcher.

**Optional equipment:** None.

**Specialists:** None.

**Officer:** 0 to 3 heroes.

## MASTERS OF THE HUNT

Kerys, AT-43: The Cogs year to conquer this Therian world, but their initial landing was a disaster. By a stroke of surprisingly bad luck, the shuttle carrying their heroes was shot down before reaching the ground. Without an officer to direct them, the Cog armored fighting vehicles ground to a halt. Yet, the Hunters went on. These soldiers immediately began scanning for prey and threw themselves at the Therian forces. Within hours the planet was cleared. The battlefield had become a vast hunting ground much to the prowling Hunters' delight!



# SKIRMISHERS

*"Saint, we seem unable to make progress. We are pinned to the ground."*

*"How many are there?"*

*"Three Cog soldiers I believe ... Skirmishers, sir."*

*"There are too many, we will never manage to dislodge them."*

Mentor Sun and Saint Wookong,  
before the retreat from Germinal 2

The Skirmishers are highly cybernetic soldiers specialized in shooting accuracy. They are not snipers, although they could be. Snipers seek to kill individual targets; Skirmishers will kill anything that moves.

Like all soldiers of their type, Skirmishers have been conditioned to develop an obsession that enables them to support excessive quantity of cybernetic material. These soldiers are obsessed with the diversity of their hunting record. They do not seek to cause death and destruction like other Cogs. They are only interested in the number of targets they can neutralize. The more targets available to them, the happier they are. As the enemy death toll rises, the Skirmishers become increasingly fulfilled, as does their Original One!

## TACTICS

In order for the Skirmishers to be effective at long range (which is their specialty), they need to have a clear line of sight to their target. The ideal location for them offers line of sight over the entire battlefield. Anti-armor weapons are the only weapons that are a serious threat to them.

Once in position, they are a deadly menace to infantry, especially as their resilience makes them difficult to dislodge.

## UNIT COMPOSITION



**Type:** 3.

**Numbers:** 3.

**Standard equipment:**  
Cyberoptics, quantum rifle  
x 2, quantum wings

**Optional equipment:**  
None.

**Specialists:** None.

**Officer:** 0 to 3 heroes.



## Equipment

**Cyberoptics:** The fighters gain the "Detection" ability. They gain + 1 in Accuracy with all their direct fire weapons. This bonus is already taken into account in their profile. In addition, they ignore their enemies' "Stealth" ability.

**Quantum wings:** The fighters equipped with quantum wings gain the "Rocket jump" ability. They can jump over miniatures and terrain elements during their movement.

| Skirmisher        |    |     |   |     |
|-------------------|----|-----|---|-----|
|                   |    |     |   |     |
| 18                | 11 | 11  | 5 |     |
| Ranged weapon     |    |     |   |     |
| QUANTUM RIFLE (1) | 8  | 2/1 | - | 5/1 |
| QUANTUM RIFLE (2) | 8  | 2/1 | - | 5/1 |

## Cost of a Skirmishers Unit

| EQUIPMENT         | STANDARD NUMBER (1) | EXTRA FIGHTER |
|-------------------|---------------------|---------------|
| Standard          | 300 A.P.            | + 100 A.P.    |
| (1) 3 skirmishers |                     |               |

# TRACKERS

*"Do you smell that?"*

*"Smells like something is burning..."*

Heard aboard a Karman landing shuttle, seconds before it was destroyed by a Tracker unit

The unexpected success achieved with the Gunmen inspired another equally impressive success: Trackers.

A unit of Trackers constitutes the strongest and most effective anti-armor squad in use in the Cog military. The Tracker made the development of armored vehicles practically irrelevant.

Covering the battlefield by leaps and bounds, Trackers pursue anything that weighs more than half a ton. They attack vehicles, combat striders and anything else that carries enough electronics for their jammers to lock-on to. Armor burns, melts and smokes as it is reduced to a useless shell. The Trackers' lives mean nothing outside of their quest for permanent destruction.

## TACTICS

Trackers are the best AFV-busting units available to the Cog army. They move quickly, ignoring obstacles. This allows them to reach a favorable position to destroy enemy armored fighting vehicles. However, they only have a fraction of the endurance of a real armored vehicle. Their best defense is a superior offense, shooting and eliminating the enemy before it can inflict any casualties.



### Cost of a Trackers Unit

| EQUIPMENT      | STANDARD NUMBER (1) | EXTRA FIGHTER |
|----------------|---------------------|---------------|
| Standard       | 375 A.P.            | + 120 A.P.    |
| [1] 3 trackers |                     |               |



## UNIT COMPOSITION

**Type:** 3.

**Numbers:** 3.

**Standard equipment:** Cybertoptics, quantum jammer, quantum wings

**Optional equipment:** None.

**Specialists:** None.

**Officer:** 0 to 3 heroes.

## Equipment

**Cybertoptics:** The fighters gain the "Detection" ability. They gain +1 in Accuracy with all their direct fire weapons. This bonus is already taken into account in their profile. In addition, they ignore their enemies' "Stealth" ability.

**Quantum jammer:** 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.

**Quantum wings:** The fighters equipped with quantum wings gain the "Rocket jump" ability. They can jump over miniatures and terrain elements during their movement.

# SUPPORT UNITS

Support units are partly or entirely composed from the contents of an *Attachment Box*.

Support units are used to fighting in small numbers. With regard to Morale rules (see *The Rulebook*, p. 74), they are considered type 3 units: they only roll for Morale when there is just one fighter left.

Fighters belonging to support units use the same rule as the gunners : they automatically and freely get the combat drill « take cover ! » of they don't move during their activation.



## MOBILE SUPPORT

A company may recruit a mobile support unit to fill an "infantry unit" or "support unit" slot.

A mobile support unit is represented in the activation sequence by the card describing the characteristics of the special weapon its members use.

The Cogs rarely use fixed fortifications. In their art of war, this role is delegated to their support units. Once their position is secured, these support units switch on the best protective field available to Cog infantry. Once set up, these units become virtually impossible to dislodge. It takes artillery to crush them.

## WARMONGER JAMMER TEAM

This unit is composed of Warmongers.

### Information

**Type:** 1  
**Numbers:** 3  
**Standard equipment:** None  
**Special weapons:** Quantum jammer  
**Optional equipment:** None  
**Specialists:** None  
**Officer:** None

### Equipment

**Quantum jammer:** 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.

## WARMONGER QMG TEAM

This unit is composed of Warmongers.

### Information

**Type:** 1  
**Numbers:** 3  
**Standard equipment:** None  
**Special weapons:** Quantum MG  
**Optional equipment:** None  
**Specialists:** None  
**Officer:** None

## G/S JAMMER TEAM

This unit is composed of either Gunslingers or Sharpshooters.

### Information

**Type:** 2  
**Numbers:** 2  
**Standard equipment:** None  
**Optional equipment:** None  
**Special weapons:** Quantum jammer  
**Specialists:** None  
**Officer:** None

### Equipment

**Quantum jammer:** 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.

### COG GUNNERS AND COVER

Cog Gunners use the same rules as Cog infantry for cover (see *Cogs and Cover*, p. 37).

In addition, if the Cog Gunner unit has not moved this round, the unit is considered behind cover no matter where it is on the battlefield, even if there are no obstacles to grant the unit cover.



## SHARPSHOOTER SNIPER TEAM

This unit is composed of Sharpshooters.

### Information

**Type:** 2

**Numbers:** 2

**Standard equipment:** None

**Optional equipment:** None

**Special weapons:** Quantum sniper

**Specialists:** None

**Officer:** None

### Equipment



**Quantum sniper:** A fighter equipped with this weapon 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

### Cost of a Warmonger jammer team

| EQUIPMENT                     | STANDARD NUMBER (1) | EXTRA FIGHTER |
|-------------------------------|---------------------|---------------|
| Standard                      | 225 A.P.            | + 75 A.P.     |
| (1) 3 Warmongers with jammers |                     |               |

### Cost of a Warmonger QMG team

| EQUIPMENT                        | STANDARD NUMBER (1) | EXTRA FIGHTER |
|----------------------------------|---------------------|---------------|
| Standard                         | 200 A.P.            | + 65 P.A      |
| (1) 3 Warmongers with quantum MG |                     |               |

### Cost of a G/S Jammer team

| EQUIPMENT   | STANDARD NUMBER (1) | EXTRA FIGHTER |
|---|---------------------|---------------|
| Standard  | 175 A.P.            | + 85 A.P.     |
| (1) 2 Gunslingers or 2 Sharpshooters with jammers |                     |               |

### Cost of a Sharpshooter sniper team

| EQUIPMENT                                | STANDARD NUMBER (1) | EXTRA FIGHTER |
|--|---------------------|---------------|
| Standard                                 | 125 A.P.            | + 70 A.P.     |
| (1) 2 Sharpshooters with quantum snipers |                     |               |

# AFVS

Cog armored fighting vehicle units are composed of unmanned combat striders. These machines are expendable, have limited endurance, and rely on their armor for protection against enemy fire. However, these apparent weaknesses are compensated for with impressive top speed and unmatched maneuverability. In addition, a Cog AFV's armament is powerful and varied enough to handle any opponent with ease. These machines can also count on their two most valuable assets: integrated repair systems and fearlessness.

## FRAMES

The Cogs believe there are only two viable types of armored fighting vehicles: reconnaissance and support striders. The "assault" category appears useless to the Cogs. Such machines are easily replaced by reconnaissance or support striders without any disadvantages.

## MOUNTED WEAPONS

The Cogs have mastered the use of light. The **light quantum cannon** embodies the culmination of this technological development. It is to the laser gun what the electromagnetic catapult is to the sling. These two systems are based on the same concept, but are separated by a technological gulf that makes any comparison of the two pointless!

This weapon uses direct fire rules.

The **heavy quantum cannon** is nothing more than an infinitely more powerful version of the light quantum cannon. Its rate of fire is comparable to a heavy machine gun on amphetamines, and its penetration similar to a space weapon hopped up on steroids.

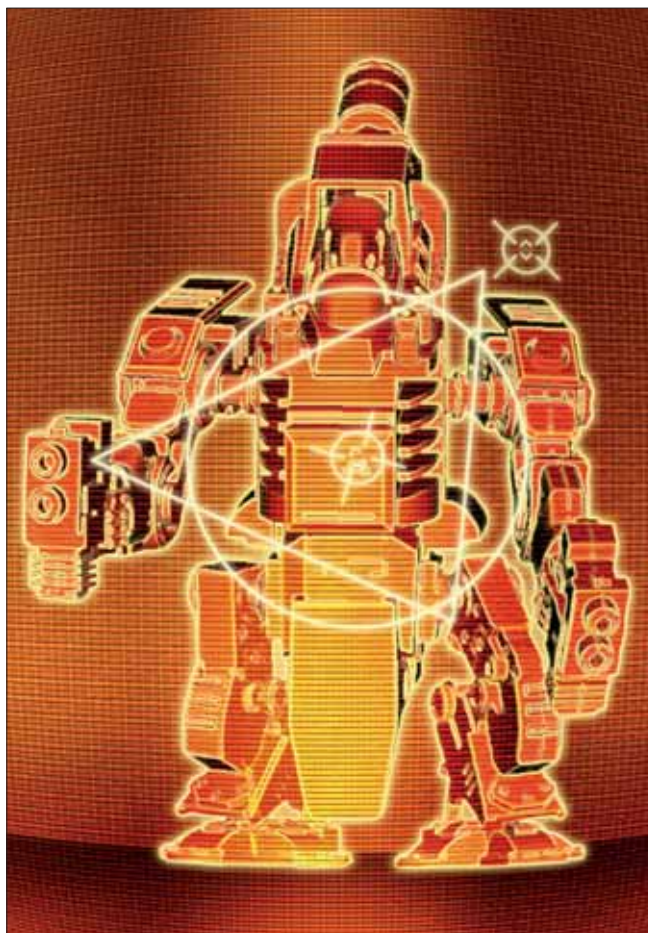
This weapon uses direct fire rules.

The **light quantum jammer** is the big brother to the Cog infantry's jammer. It generates a chain of electromagnetic explosions that engulf entire units in a hurricane of thunderbolts. It melts electronic components, sets fire to electrical circuits and transforms AFVs into smoldering carcasses of molten metal.

This weapon uses direct fire rules.

The **light quantum launcher** launches two large warheads on a parabolic trajectory. When the ballistic missile reaches an altitude that ensures maximum damage, the Cog laser batteries contained in the shells discharge a torrent of energy equal to that of a thousand mini-lasers. Anything caught in its area of effect suffers hundreds of impacts: quick and guaranteed extermination!

This weapon uses indirect fire rules.



The **heavy quantum mortar** uses the same principle as the light quantum launcher, but on a much larger scale. Nothing can escape its devastating fire. Similar to the light quantum launcher, its shell breaks apart, releasing mini-lasers. However, instead of a thousand mini-lasers, it simultaneously activates twenty-five thousand mini-lasers. Capable of liquefying the ground on impact.

This weapon uses indirect fire rules.

A **light quantum MG** is equivalent to other species' MG. Its numerous and accurate laser beams ensure an ample harvest of enemy soldiers. If death were to swap its old scythe for something more modern, it would certainly choose the light quantum MG!

This weapon uses direct fire rules.

### MACHINES WITHOUT FEAR

Cog AFVs are machines. Therefore they have no morale value and are fearless. For more information, see "Nerves of Steel" (*The Rulebook*, p. 75).

# MARAUDER

*"Our striders have no specialization other than destruction."*  
 - A-volution G07 to the honorable C.R. Wardin, Muse Ambassador

The Marauder is a very light combat strider specialized in fast and powerful strike attacks. It relies on its speed to deny the enemy any opportunity to shoot it, and on its armor to repel fire in the rare instance the enemy manages to hit it.

The true asset of the Marauder is its armament, which rivals that of an assault strider. The Marauder is practically unequalled, both in terms of firepower and accuracy. Its jammer rarely misses its target, and its quantum MG is as accurate as a sniper rifle.

## TACTICS

The Marauder is a very versatile light strider. Its fragile structure forces it to avoid direct confrontation. Instead, it prefers to fire from distance, which suits it perfectly. The shooting accuracy of this beast, like all machines of its class, is unbelievable. Its jammer makes it an excellent harassment AFV, weakening the most powerful machines, eventually turning them into wrecks. Its quantum MG mows down the infantry just as easily.

The true potential of the Marauder is revealed in units consisting of two or, better yet, three machines. Considering the Marauders mechanical accuracy, each salvo is sure to wipe out an entire unit!



Maraudeur

30

-

12

5

Frame

Propulsion

|                               |   |     |   |      |   |
|-------------------------------|---|-----|---|------|---|
| STRUCTURE POINTS              | 2 | 1   |   |      |   |
| Standard weapons              |   |     |   |      |   |
| LIGHT QUANTUM JAMMER (jammer) | 7 | 2/1 | - | 3+/1 | 1 |
| LIGHT QUANTUM MG              | 6 | 4/1 | - | 7/1  | 1 |

## UNIT COMPOSITION

**Type:** 1

**Numbers:** 1 to 3

**Standard equipment:** Autorepair, light quantum jammer, light quantum MG

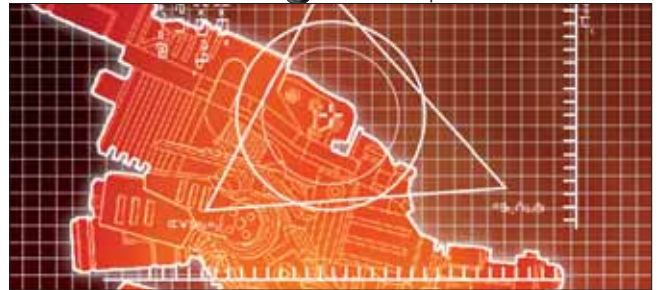
**Officer:** None

## Equipment

**Autorepair:** The armored fighting vehicle has the "Repair" ability. At the beginning or at the end of its unit's activation it can repair itself or a friendly armored fighting vehicle within 2.5 cm of it. The armored fighting vehicle recovers 1 SP in a location chosen by the player. Destroyed parts may be repaired.

**Light quantum jammer:** 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.



## THE BIRTH OF COG AFVS

A Cog considers flesh a primordial material, a foundation on which metal is added increase its performances. The Cogs created their first non-organic vehicles for space exploration. Indeed, living beings proved unable to cope with the extreme conditions of the vacuum of space.

Even under these conditions, armored fighting vehicles only made a late appearance when A-volution successfully developed reliable combat-oriented artificial intelligence. However, the computers needed for the A.I. were so big that the first Cog combat striders were the size of support striders.

## Cost of a Marauders Unit

| EQUIPMENT                      | STANDARD NUMBER [1] | MAXIMUM NUMBER [2] | EXTRA FIGHTER |
|--------------------------------|---------------------|--------------------|---------------|
| Standard                       | 250 A.P.            | 750 A.P.           | +250 A.P.     |
| [1] 1 Marauder [2] 3 Marauders |                     |                    |               |

# PILLAGER

*"...Radar is picking up a Cog AFV...7 kilometers out..."*  
*"Ignore it. We're too far away and moving too quick for it to have any chance of hitting us."*

Karman Trike crew, moments before being shot down

The Pillager is to armored fighting vehicles what the sniper is to infantry. It is an intolerable threat to the enemy and an unexpected support for allied troops. It is difficult for its enemies to determine where the shots are coming from.

Evasive, shooting from the back of the battlefield, the Pillager is rarely exposed. It takes advantage of its speed to break off from short range combat. Thus, it can use cover to its advantage, safely using all of its weapons: the steady quantum cannon and the unavoidable quantum launcher that makes a mockery of enemy cover.

## PILLAGER RECORDS

The Pillager holds the most records out of all the Cog AFVs:

- Longevity record: the oldest Cog armored fighting vehicle still in service is a 1,201 year old Pillager.
- Active service record: Pillager #4541989625144 has accumulated 541,301 combat hours – approximately sixty years of war.
- Destruction record: Pillager #214663214 destroyed 137 armored fighting vehicles and 1,057 infantry of all types before finally being brought down.



Pillager

30

-

12

5

Frame

Propulsion

|                  |   |   |
|------------------|---|---|
| STRUCTURE POINTS | 2 | 1 |
|------------------|---|---|

Standard weapons

|  |   |     |   |      |   |
|--|---|-----|---|------|---|
| LIGHT QUANTUM CANNON                   | 9 | 2/2 | - | 14/1 | 1 |
| LIGHT QUANTUM LAUNCHER (indirect fire) | 5 | 2/1 | 3 | 5/1  | 1 |

## TACTICS

The Pillager is a methodical light armored fighting vehicle that bides its time. It strikes from a distance and then relocates to avoid return fire.

Its speed allows it to outrun any other combat strider. If it is unfortunate enough to take damage it can still repair itself.

Its weapons allow it to exploit long-distance shooting. The light quantum cannon seldom misses its target, and the quantum launcher neutralizes infantry with puzzling ease.

In units of one, two or three, Pillager tactics remain the same. However, the more Pillagers present, the quicker enemy forces are depleted!

## UNIT COMPOSITION

**Type:** 1

**Numbers:** 1 to 3

**Standard equipment:** Autorepair, quantum light cannon, light quantum launcher

**Officer:** None

## Equipment

**Autorepair:** The armored fighting vehicle has the "Repair" ability. At the beginning or at the end of its unit's activation it can repair itself or a friendly armored fighting vehicle within 2.5 cm of it. The armored fighting vehicle recovers 1 SP in a location chosen by the player. Destroyed parts may be repaired.



## Cost of a Pillagers Unit

| EQUIPMENT       | STANDARD NUMBER (1) | MAXIMUM NUMBER (2) | EXTRA FIGHTER |
|-----------------|---------------------|--------------------|---------------|
| Standard        | 250 A.P.            | 750 A.P.           | +250 A.P.     |
| (1) 1 Pillager  |                     |                    |               |
| (2) 3 Pillagers |                     |                    |               |

# PROWLER

*"I finally know how an animal feels when caught in a hunter's sights. I believe I have no chance... that I am doomed. I am under the impression that my efforts are only delaying the inevitable. Interesting..."*

Urash, facing a Prowler unit

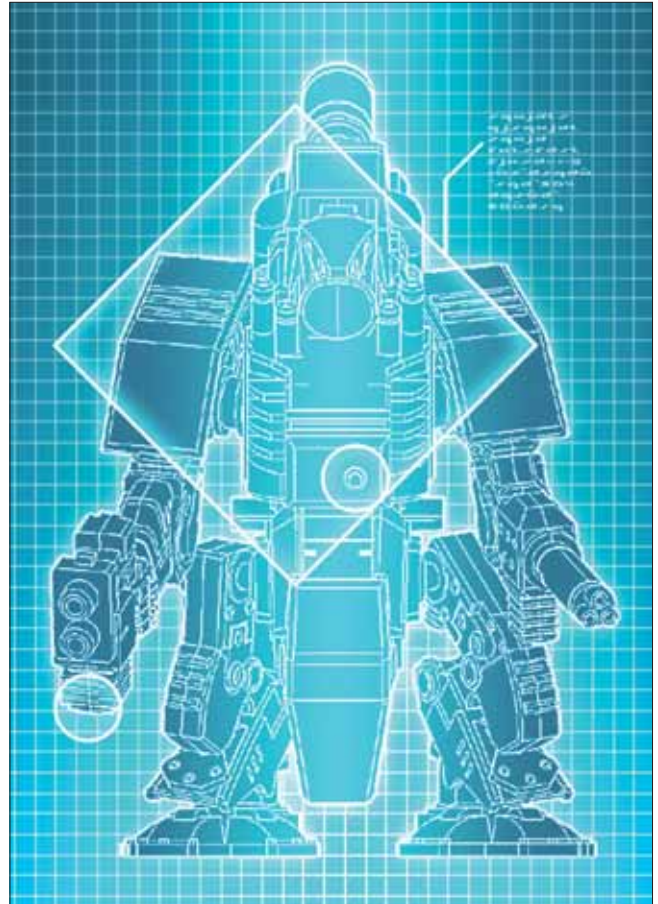
The Prowler preys on infantry, even though it is far from useless against an assault strider or a support strider.

Its light quantum cannon can threaten any armored vehicle and will effortlessly vaporize enemy infantry. Its light quantum MG yields an impressive hail of fire. Unfortunately, it is not very effective against heavier AFVs. The range and strength of its shots far exceed those of small arms. As for outracing a Prowler, no one should ever even think about it!

## TACTICS

The Prowler excels in hunting infantry. A Prowler's salvo is enough to decimate any battle group, from the most fragile infantry to the toughest battlesuits. A unit of two or three Prowlers can waste one or two enemy units per round. Prowler units even threaten all types of armored fighting vehicles. An AFV can sustain one or two light quantum cannon hits without being destroyed, but can it survive four or six shots?

For every Prowler that steps onto the battlefield, the enemy infantry's odds of survival drop exponentially. Even cover is no help when facing the dense fire offered by a Prowler unit.



## UNIT COMPOSITION

**Type:** 1

**Numbers:** 1 to 3

**Standard equipment:** Autorepair, quantum light cannon, light quantum MG

**Officer:** None

### Equipment

**Autorepair:** The armored fighting vehicle has the "Repair" ability. At the beginning or at the end of its unit's activation it can repair itself or a friendly armored fighting vehicle within 2.5 cm of it. The armored fighting vehicle recovers 1 SP in a location chosen by the player. Destroyed parts may be repaired.



Prowler

30

-

12

5

Frame

Propulsion

| STRUCTURE POINTS     | 2 | 1   |   |      |   |
|----------------------|---|-----|---|------|---|
| Standard weapons     |   |     |   |      |   |
| LIGHT QUANTUM CANNON | 9 | 2/2 | - | 14/1 | 1 |
| LIGHT QUANTUM MG     | 6 | 4/1 | - | 7/1  | 1 |

### Cost of a Prowlers Unit

| EQUIPMENT                    | STANDARD NUMBER [1] | MAXIMUM NUMBER [2] | EXTRA FIGHTER |
|------------------------------|---------------------|--------------------|---------------|
| Standard                     | 250 A.P.            | 750 A.P.           | +250 A.P.     |
| [1] 1 Prowler [2] 3 Prowlers |                     |                    |               |

# RAVAGER

*"A Ravager in action is an apocalyptic spectacle. It mercilessly rains death upon enemy infantry and scorches its AFVs... The effectiveness of these machines is most alarming!"*


Report of the Honorable C.R. Wardin, Muse Ambassador

The Ravager is the archetype of Cog armored fighting vehicles: quick and agile, its weapons wreak havoc on armored fighting vehicles and infantry alike. Armor is of no use against its light quantum jammer. Shelter is useless against its light quantum launcher. This unstoppable combination makes the Ravager a nightmare for the enemy and a precious resource for Cog armies.

## TACTICS

The Ravager excels in quick mass extermination. Its speed allows it to seek out a suitable position to make the most of its two weapons, all the while keeping cover between it and the enemy. The Ravager is a scourge for large and lightly protected infantry units: its light quantum launcher will cause terrifying damage to them. The Ravager is just as frightening to enemy AFVs. Its light quantum jammer makes no distinction between a recon strider and a support strider.

A Ravager can neutralize an armored fighting vehicle and an infantry unit in one or two salvos. Increasing a Ravager's unit size only increases the speed at which the opposition will be terminated.



Ravager

## UNIT COMPOSITION

**Type:** 1

**Numbers:** 1 to 3


**Standard equipment:** Autorepair, light quantum jammer, light quantum launcher.

**Officer:** None

### Equipment

**Autorepair:** The armored fighting vehicle has the "Repair" ability. At the beginning or at the end of its unit's activation it can repair itself or a friendly armored fighting vehicle within 2.5 cm of it. The armored fighting vehicle recovers 1 SP in a location chosen by the player. Destroyed parts may be repaired.

**Light quantum jammer:** 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.

### RAVAGER VS. KING MAMMOTH

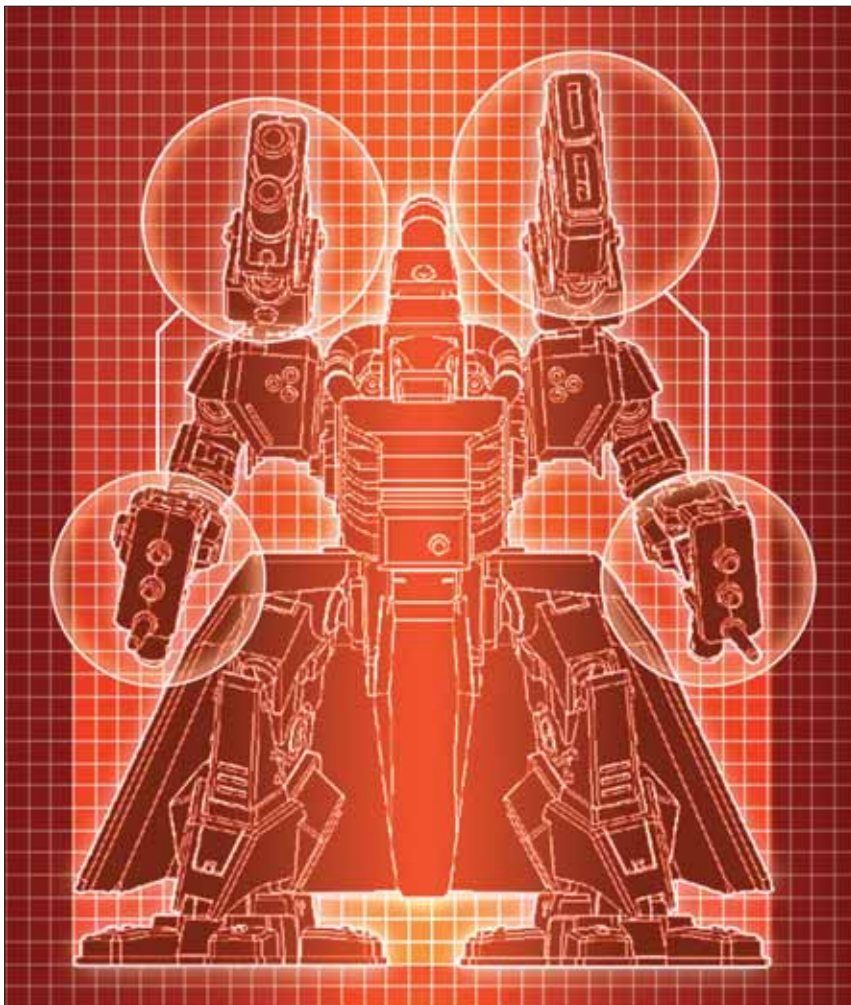
BT-98,938: The Karmans launched a surprise attack against Center A-volution 2, the A-volution Line's main base of operation. Taking advantage of the depleted defensive forces, a Karman column of armored fighting vehicles, including several King Mammoths, and its escort of two large infantry units fell upon the central factory-fortress where the A-volution Original One had taken refuge.

In an act of desperation, the A-volution Original One ordered the release of a dozen prototypes whose artificial intelligence design had yet to be tested. The defenders watched in horror as their armored fighting vehicles scattered in all directions - as if they were fleeing the confrontation at full speed... and then the shelling began. The Ravagers returned from the rear of the battlefield, destroying three King Mammoths and all of the Karman infantry - while sustaining only three losses!

### Cost of a Ravagers Unit

| EQUIPMENT      | STANDARD NUMBER [1] | MAXIMUM NUMBER [2] | EXTRA FIGHTER |
|----------------|---------------------|--------------------|---------------|
| Standard       | 250 A.P.            | 750 A.P.           | +250 A.P.     |
| (1) 1 Ravager  |                     |                    |               |
| (2) 3 Ravagers |                     |                    |               |

# VANDAL



*"A Cog support strider attack is quite a spectacle. Undoubtedly the last I'll ever witness ..."*

An anonymous Karman

The Vandal is the most brilliant product of Cog military technology. Extraordinarily robust and mounted with weapons of mass destruction, this combat strider leaves the enemy with no chance of survival. Each time one of its weapons fire a unit is destroyed. This harbinger of ruin is a heartless mechanical executioner, immeasurably powerful and absolutely steadfast. Combat striders, infantry and battlesuits are all equal before the Vandal. There is only one thing they can do: record their testament!

## Cost of a Vandal Unit

| EQUIPMENT    | STANDARD NUMBER {1} | EXTRA FIGHTER |
|--------------|---------------------|---------------|
| Standard     | 750 A.P.            | +750 A.P.     |
| {1} 1 Vandal |                     |               |

## TACTICS

The Vandal is a self-reliant machine that requires no assistance. It chooses its targets and shatters them, one after the other. It controls objectives like an infantry unit and obliterates any enemy foolish enough to stand up to it.

The Vandal is a fierce machine that plows and seeds the battlefield at the same time. Its commander is left to harvest the corpses, wreckage, and victories.

## UNIT COMPOSITION

**Type:** 3

**Numbers:** 1

**Standard equipment:** Autorepair, presence detector, heavy quantum cannon, heavy mortar quantum

**Officer:** None

## Equipment

**Autorepair:** The armored fighting vehicle has the "Repair" ability. At the beginning or at the end of its unit's activation it can repair itself or a friendly armored fighting vehicle within 2.5 cm of it. The armored fighting vehicle recovers 1 SP in a location chosen by the player. Destroyed

parts may be repaired.

**Presence detector:** This armored fighting vehicle can control objectives.

Vandal

25

-

16

5

Frame

Propulsion

STRUCTURE POINTS

4

3

Standard weapons

HEAVY QUANTUM CANNON

HEAVY QUANTUM MORTAR (indirect fire)

10

4/2

-

16/1

3

6

2/1

10

6/1

3

SP

# The Future





# THE FUTURE

Despite never having completely unified, Cog civilization has reached a perfect balance which, unfortunately, has led to stagnation. The Cogs, the masters of evolution, are aware of this. So each Line has undertaken ambitious projects to destroy this balance, in order to take the next step in its development. Some of these projects intend to complete the unification of the Cog race. Others are meant to detach a Line from the rest and help it become totally independent.

All of these projects will have an unprecedented impact on the future of Cog civilization as, since AT-43, something the Cogs had lost was found again: hope.

## THE EXPANSION OF A-VOLUTION

The A-volution Original One decided that his Line would create colonies in places as remote and quiet as possible, preferably several galaxies away from known Cog space. The technological A-volution Line can indeed achieve extraordinary results with limited resources. Therefore, they are in an ideal position to setup colonies capable of quickly becoming self-sufficient. These colonies will be forced to develop their own technological innovations at a faster rate. Settling an unknown planet always comes with its share of unexpected challenges. These unforeseen difficulties are opportunities to devise original developments. In addition, if the main A-volution Line were to succumb to the onslaught of an enemy, it could rise again from one of its colonies.

The colonization project comprises three phases:

The first phase has been completed. Its goal was to capture a Karman ship to extract its stealth technology. A space accident in AT-31 provided A-volution with a Karman *Libra* scout ship. By AT-43, Karman stealth technology was fully analyzed and has been applied to A-volution spaceships.

The second phase is nearing completion: building stealth ships without any observers finding out, including the nosy Karmans. These vessels' crew will be reduced to an ultimate minimum: a single perfect clone of A-volution's Original One. This new A-volution Original One will be required to create everything else from the resources onboard its ship. The ships will include many automated systems operating as substitutes for Executives and Workers until the colony can produce its own.

The third phase has yet to begin: It is only a matter of weeks before the first of these ships takes off. Once it has reached an isolated planet suitable for a Cog colony, A-volution civilization shall start its rise. Who knows what stage of evolution it could reach within a few years?

## THE EMANCIPATION OF T-REGULATOR

The T-Regulator Original One cherishes a project that could change the face of Cog civilization and provide unprecedented independence to its Line. The Therians gave T-Regulator the idea of ships the size of a planet. The sheer size of these ships would make them self-sufficient: they could serve as mobile bases for the Line's expeditions.

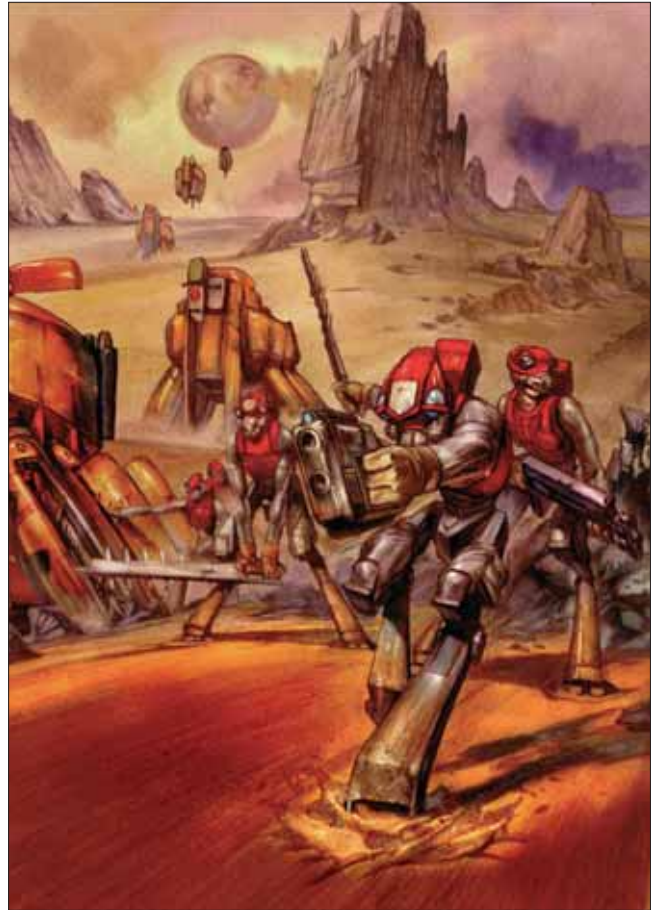
The T-Regulator Line would no longer need to return to its planets to replenish their stocks. The Karmans have helped T-Regulator understand that a planet is an object with a predictable trajectory, impossible to keep secret and difficult to defend. However, a ship of similar size does not suffer from these defects. This means extremely short re-supply times. Any T-regulator fleet would only be within hours of its base. In addition, such artificial world can be fitted with weapons capable of defeating any adversary.

Eventually, this technology could enable the T-Regulator Line to take control of the entire Cog civilization. Nothing could stand against such power! Unfortunately for the T-Regulator Line, the development of these planet-sized ships will take many years to complete. Until then, T-Regulator champs at the bit.

## G-NOCRAT SUPREMACY

The G-nocrat Line's future is entirely based on its biological research. The G-nocrat Cogs believe machines are fragile instruments that cannot take care of themselves and which consume unreasonable quantities of resources. Life offers far more fascinating prospects: organic ships that could feed on asteroids, star light and cosmic winds; power-stations capable of birthing and fueling living-machines; or animal transports capable of defeating the gravitational pull of a planet and surviving the vacuum of space...

The G-nocrat Line is gradually replacing its machines with living beings. The G-nocrats have already substituted most machines with their living counterparts, save for a few AFVs



and spaceships. Even though the mechanical parts have almost disappeared, progressively replaced by living organisms, efficient organic armor still needs to be developed. Having worked on this technology for quite some time, the completion of entirely organic ships is close. Very soon the first polyp-like vessels will be launched. The G-nocrat manufacturing machine will then produce life at a staggering pace, out-producing all other Lines and taking decisive control of all of the Cogs!

## THE C-NAPS NEGOTIATION

The C-naps Line is engaged in the most dangerous negotiation it has ever partaken in. The Line has established contact with an intelligent virus that takes control of its host. The virus has already begun to spread amongst humanity: the U.N.A. and ONI, the interstellar mega corporation, in particular.

If the C-naps Original One could manage to transfer its consciousness into a virus, it could take control of the entire Cog civilization without anyone noticing. Perhaps, then, using the joint talents of G-nocrat and A-volution it would be possible to synthesize an artificial virus to infect the Therians. The C-naps line would then dominate the universe!

This is dangerous work. If the virus were to infect the C-naps Cogs working on it, it wouldn't be long before the plague spread and took over of the entire Line. Considering the potential opportunities ahead, it is a risk the C-naps Original One is willing to take!



# TROOPS

**Warmonger**



18 9 6 4

| Weapon                  | Cost | Damage | Accuracy | Range |
|-------------------------|------|--------|----------|-------|
| Ranged weapon           |      |        |          |       |
| QUANTUM PISTOL          | 3    | 3/1    | -        | 4/1   |
| Special ranged weapon   |      |        |          |       |
| QUANTUM JAMMER (JAMMER) | 6    | 2/1    | -        | 3+/1  |
| QUANTUM MG              | 5    | 4/1    | -        | 7/1   |
| Mêlée weapon            |      |        |          |       |
| QUANTUM BLADE           | 4    | 2/1    | -        | 6/1   |

**Stalker**



18 9 6 4

| Weapon            | Cost | Damage | Accuracy | Range |
|-------------------|------|--------|----------|-------|
| Mêlée weapon      |      |        |          |       |
| QUANTUM BLADE (1) | 4    | 2/1    | -        | 6/1   |
| QUANTUM BLADE (2) | 4    | 2/1    | -        | 6/1   |

**Counter-sniper**



18 11 11 5

| Weapon                  | Cost | Damage | Accuracy | Range |
|-------------------------|------|--------|----------|-------|
| Ranged weapon           |      |        |          |       |
| QUANTUM SNIPER (SNIPER) | 12   | 2/1    | -        | 8/1   |

**Sharpshooter**



18 10 7 5

| Weapon                  | Cost | Damage | Accuracy | Range |
|-------------------------|------|--------|----------|-------|
| Ranged weapon           |      |        |          |       |
| QUANTUM RIFLE (1)       | 7    | 2/1    | -        | 5/1   |
| QUANTUM RIFLE (2)       | 7    | 2/1    | -        | 5/1   |
| Special ranged weapon   |      |        |          |       |
| QUANTUM JAMMER (JAMMER) | 7    | 2/1    | -        | 3+/1  |
| QUANTUM SNIPER (SNIPER) | 11   | 2/1    | -        | 8/1   |

**Gunfighters**



18 11 11 5

| Weapon             | Cost | Damage | Accuracy | Range |
|--------------------|------|--------|----------|-------|
| Ranged weapon      |      |        |          |       |
| QUANTUM PISTOL (1) | 5    | 3/1    | -        | 4/1   |
| QUANTUM PISTOL (2) | 5    | 3/1    | -        | 4/1   |

**Gunslinger**



18 10 7 5

| Weapon                  | Cost | Damage | Accuracy | Range |
|-------------------------|------|--------|----------|-------|
| Ranged weapon           |      |        |          |       |
| QUANTUM PISTOL (1)      | 4    | 3/1    | -        | 4/1   |
| QUANTUM PISTOL (2)      | 4    | 3/1    | -        | 4/1   |
| Special ranged weapon   |      |        |          |       |
| QUANTUM JAMMER (JAMMER) | 7    | 2/1    | -        | 3+/1  |

**Gunman**



18 11 11 5

| Weapon        | Cost | Damage | Accuracy | Range |
|---------------|------|--------|----------|-------|
| Ranged weapon |      |        |          |       |
| QUANTUM MG    | 7    | 4/1    | -        | 7/1   |

**Skirmisher**



18 11 11 5

Ranged weapon

| QUANTUM RIFLE (1) | 8 | 2/1 | - | 5/1 |
|-------------------|---|-----|---|-----|
| QUANTUM RIFLE (2) | 8 | 2/1 | - | 5/1 |

**Tracker**



18 11 11 5

Ranged weapon

| QUANTUM JAMMER (JAMMER) | 8 | 2/1 | - | 3+1 |
|-------------------------|---|-----|---|-----|

**Hunter**



18 11 11 5

Ranged weapon

| ROCKET LAUNCHER | 5 | 3/1 | - | 11/2 |
|-----------------|---|-----|---|------|

**Pillager**



30 - 12 5

|                  | Frame | Propulsion |
|------------------|-------|------------|
| STRUCTURE POINTS | 2     | 1          |

Ranged weapon

|  |   |     |   |      | SP |
|--|---|-----|---|------|----|
| LIGHT QUANTUM CANNON                   | 9 | 2/2 | - | 14/1 | 1  |
| LIGHT QUANTUM LAUNCHER (indirect fire) | 5 | 2/1 | 3 | 5/1  | 1  |

**Ravager**



30 - 12 5

|                  | Frame | Propulsion |
|------------------|-------|------------|
| STRUCTURE POINTS | 2     | 1          |

Ranged weapon

|  |   |     |   |     | SP |
|--|---|-----|---|-----|----|
| LIGHT QUANTUM JAMMER (jammer)          | 7 | 2/1 | - | 3+1 | 1  |
| LIGHT QUANTUM LAUNCHER (indirect fire) | 5 | 2/1 | 3 | 5/1 | 1  |

**Marauder**



30 - 12 5

|                  | Frame | Propulsion |
|------------------|-------|------------|
| STRUCTURE POINTS | 2     | 1          |

Ranged weapon

|                               |   |     |   |     | SP |
|-------------------------------|---|-----|---|-----|----|
| LIGHT QUANTUM JAMMER (jammer) | 7 | 2/1 | - | 3+1 | 1  |
| LIGHT QUANTUM MG              | 6 | 4/1 | - | 7/1 | 1  |

**Prowler**




30 - 12 5

|                  | Frame | Propulsion |
|------------------|-------|------------|
| STRUCTURE POINTS | 2     | 1          |

Ranged weapon

|                      |   |     |   |      | SP |
|----------------------|---|-----|---|------|----|
| LIGHT QUANTUM CANNON | 9 | 2/2 | - | 14/1 | 1  |
| LIGHT QUANTUM MG     | 6 | 4/1 | - | 7/1  | 1  |

**Vandal**



25 - 16 5

|                  | Frame | Propulsion |
|------------------|-------|------------|
| STRUCTURE POINTS | 4     | 3          |

Ranged weapon

|                                      |    |     |    |      | SP |
|--------------------------------------|----|-----|----|------|----|
| HEAVY QUANTUM CANNON                 | 10 | 4/2 | -  | 16/1 | 3  |
| HEAVY QUANTUM MORTAR (indirect fire) | 6  | 2/1 | 10 | 6/1  | 3  |

Platoon #Platoon #