

A R M Y

B O O K



KARMANS







**"No one escapes war!"**



***"Remember, understand, foresee.  
Past, present, future."***



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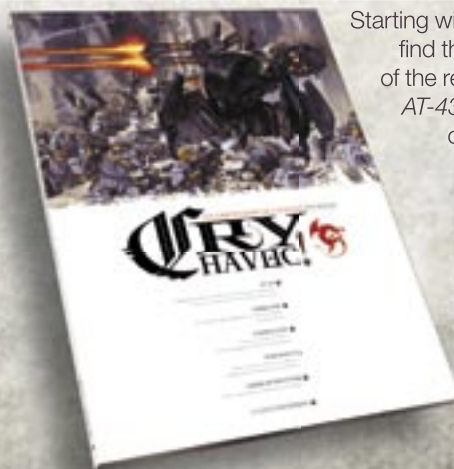
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## DISCLAIMER

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

## CRY HAVOC

Rackham publishes a bimonthly magazine dedicated to its universes, including AT-43.



Starting with Issue 14, find the elements of the ready to play AT-43 worldwide campaign in Cry Havoc.



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## ERRATA - GAME RULES

• In the "Melee" chapter, pg. 71: the following sentence is missing: "Once a unit has attacked in a melee, it can no longer act (shoot, fight, etc.)."

• Tharian project, Wraith golgoth, p. 125: The "Standard Equipment" line is incorrect. The correct equipment is "medium nucleus cannon" and "medium sonic cannon".

See the "Frequently Asked Questions" dedicated to AT-43 at [www.at-43.com](http://www.at-43.com)!

# 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!

## KARMAN FORCES

The Karmans – wise warriors on a quest for freedom and peace – have decided to march into battle as war spreads through the universe. They have analyzed the path taken by the cosmos and have seen its future... In AT-43, the universe is on a path to war and chaos. The Karmans have chosen to fulfill their faith: to guide the other races towards victory and wisdom!

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

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

The Karmans shall guide the less enlightened races towards fulfillment and wisdom. Grab your weapon. It is time to impose peace...Or death!

## WHAT WILL I FIND IN THIS BOOK?

You will discover along these pages the military wisdom leading to karmic awakening, the only acceptable future for the universe. The Karmans know where the enemies of those who only seek to live in peace – on Karma, Ava or anywhere else – are. They do it for the good of everyone else, respecting the natural evolution of species. No one can impose a vision of the future without being prepared for war!

In the first part – Karman forces – you will discover the origins of the Karmans, as well as the role the Therians had in their evolution. You will find out that although no one can escape war, there is still an alternative: Karma.

Here is the information your level of awakening gives you access to:

- From elevation to war: How the Karmans consider the Trauma.
- Living the karma: An alternative spirituality to total war.
- Destination Karma: The main planets working to maintain the equilibrium.

In the second part – The Karmans – you will learn more about the troops that fight to secure the Elevation of all. The fierce Karmans are only waiting for you to guide them. Do not let them down.

- “Libra”, “Nova” and “Flux” chapters complete your company building possibilities by offering three exclusive themed armies;
- The unique paths chosen by three Karman heroes;
- A presentation of the infantry (regular units, elite units and battlesuits), so that you can turn every Karman into a karmic herald and every confrontation into a step towards Elevation!
- Finally, a presentation of the best vehicles in the universe: one-seater trikes, double-seater buggies and, of course, the much feared King Mammoth.

In the Third part, the ways of karma will be revealed to you: what answers does karma provide and is there really an alternative to total war?

In the Appendixes, you will find a summary of the Karman arsenal, a company sheet and a summary of the rules: everything you need to play AT-43.

Thanks to the *Army Book: Karmans*, follow the path of Elevation and guide the universe!

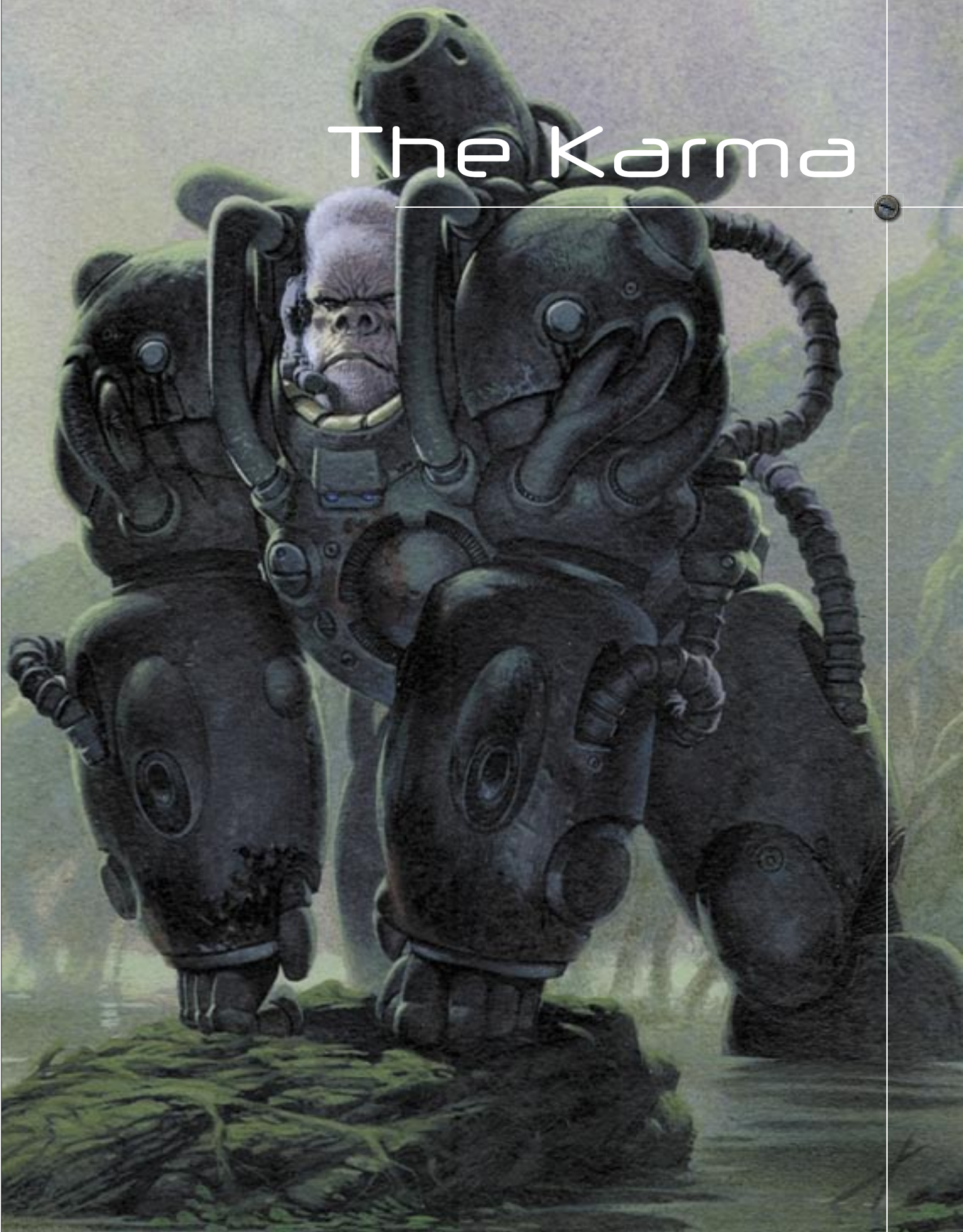
### YOU'RE NOT A KARMAN PLAYER?

After reading this book, you will be left with a choice to make. You may recognize Karman wisdom and drop your weapons as you realize the unavoidable victory of Karma over any other civilization's project. Or you can choose to wander blindly from war to war, from victory to defeat.

Knowing by heart the revelations held in this Army Book will not be enough to defeat the Karmans. Though it is a good start, but to defeat such an opponent, you'll need to...play!



# The Karma







The Karmans have a specific view of History. They believe that today and tomorrow are nothing but illusions. Any action causes a reaction; every event has an origin to be understood and analyzed. To live a fulfilled life, one must be aware of one's alternative existences, those that could have been lived if one had acted differently and if other choices had led to other consequences.

## THE ELEVATION

At the origin of everything, before which the Karmans believe nothing can be envisaged, is the creation of their species: the Elevation, the time their creators granted them a state of consciousness. The Karmans know they are born from the will of another species, the Therians. Before that nothing else existed other than the Karmic causes that led to their creation.

The Elevation took place in BT-100 099. The forerunner species of the Karmans, the *gorilla beringei beringei* of Sol III, had disappeared many thousands of years before, but its genetic code had been saved in the EMI grid. As part of one of their plans, the Therians gave birth to the Karmans based on this species. With subtle alterations to their genome the Karmans were taller, stronger and were able to develop into an advanced civilization. The Therians left the Karmans on Karma and gave them a language, an embryonic society and the knowledge required to create tools.

The Therians steered the development of their creatures by providing the Karmans with information and technology to build an industrial society. In less than three centuries, the Karmans plowed through their civilization's Prehistory and Antiquity, supported both by the Therians and by their own intelligence and curiosity, which are both highly developed.

In under four centuries, the Karmans reached the industrial age. This is when a historic event led to the emancipation of the Karmans.

The Therians wanted their protégés to engage in massive industrial development, even if Karma's resources were to be depleted. However, the Karmans were used to living in vast forests and on snowy mountainsides. They were truly attached to this environment and more aware of the fragility of their planet than the Therians could have envisaged.



Destroying forests to create cities, factories, mines and thermal power plants was unacceptable to the Karmans who decided to create a more respectful technology.

This endeavor wasn't easy: the Karmans had to outsmart Therian surveillance and conduct their own scientific research. In 429, these tasks fell under the responsibility of the counsel of the wisest, Karmans with a more precise vision of the consequences of their acts. Libra was born. Unbeknownst to the Therians, Libra developed new skills, discovered new fields of knowledge and finally built a civilization that suited the Karmans' hopes.

For the Therian scientists, Karman industrial development seemed to suddenly stop at the threshold of the conquest of space. At some point it even seemed to regress. They provided the Karmans with even more scientific secrets, data and support to give a renewed impetus to the project. Blinded by their pride, they could not even imagine that their creation might have been attempting to deceive them.

The Karmans accepted the Therians' gifts and adapted those they could to their own projects. They purely and simply took no notice of most industrial processes, but welcomed anything even remotely useful in the fields of renewable energy, sustainable development and environmental management. Since then, the Karmans have become extraordinary environmentalists. No other species equals them in this field.

On Karma, a few industries remained, carefully limited to the minimum required to develop space travel. With their independent technology, the Karmans built space machines and started exploring their stellar system less than five hundred years after they had been created. Karma remained intact under their care, particularly as they built their polluting industries in space.

## EVOLUTION

In parallel to this technological development, the Karmans conceived the basis of a very complex philosophy.

Because of their origins the Karmans are very grateful to their creators, the Therians. Despite the somber intentions of the Therians in their regard – the application of the Therian Project to Karma, for instance – the Karmans believe they owe a debt to their creators. For many years this dilemma fed Karman philosophy by raising the question of how to combine inevitable gratitude and the survival of the species. Over centuries the Karmans developed a strange way of thinking, based on the cohabitation of these incompatible factors and permanent control of the consequences of their decisions. This approach led to a unique understanding of the universe, a philosophy in which memories of the past and potential future become one. Time does not exist in this Karman way of thinking.

Everything exists simultaneously for this people. No one can predict the future or change the past, but everyone must study the consequences of their decisions. Based on this philosophy, the Karmans have attempted to create a civilization that respects the environment but is able to survive Therian greed.

## KARMAN CHRONOLOGY

- 0.....The Karmans are cloned, receive basic training and are dropped on their test planet, Karma.
- 207.....End of Karma's Prehistory
- 255.....The Karmans realize that the Therians have dreadful plots in mind
- 301.....End of Karma's Antiquity
- 366.....The Karmans discover the Therians' plans
- 422.....Beginning of the industrial era
- 429.....Birth of Libra
- 485.....Beginning of space conquest
- 499.....Karma's stellar system is fully explored and partially colonized
- 605.....Beginning of the war on Karma
- 657.....Beginning of interstellar exploration
- 1 150.....End of the war on Karma
- 1 151.....Beginning of the offensive against the Cogs
- 1 152.....Beginning of the offensive against the Krygs
- 1 162.....The Cog front is stabilized
- 1 172.....The war against the Krygs turns into a full blown war
- 1 181.....Fall of Krygan. Kryg civilization is apparently destroyed.
- 2 232.....A split amongst the Karmans and the birth of Nova
- 8 007.....Beginning of the building of Zaius
- 13 892.....Completion of Zaius. Birth of Flux
- 100 000.....Nova believes it has thoroughly explored neighboring galaxies
- 100 099.....The Trauma: the Karmans fight alongside the Therians on Ava

To this end they have decided to become warriors. Indeed, they know that the Therians will need their forces one day. They also know that they will have to confront their creators in a more distant future.

After six centuries of development and the colonization of their stellar system, the Karmans changed radically. An era of rapid militarization ensued, with the building of space ships designed for combat and the creation of a powerful and disciplined army. Libra's leaders then caused clashes on their own planet to make the Therians believe they were building an aggressive society caught in an endless cycle of war. This stratagem worked and the Therians were fooled once again.

Throughout these wars the Karmans pursued a secret objective. They needed to train for combat in order to be ready when the Therians would need warriors. They built ships that were practically undetectable and sent them on secret reconnaissance missions without the Therians knowing it. In 667, the Karmans started exploring other galaxies. For five centuries, they never established contact with any of the other species they discovered, to avoid leaving a trace of their presence behind them.



## THE THERIAN WARS

A thousand years later the Karmans' predictions became true. The Therians triggered a number of wars and were systematically defeated in battle after battle.

The Karmans stopped their internal conflict on Karma, generating a civil crisis: thousands of experienced fighters who had been living thanks to the wars as long as they could remember found themselves at a loss. This situation led to the Therians's idea of hiring these warless warriors: it was a success. In 1150, the Therian scientists proposed the use of Karmans in Therian wars. The consensus rapidly agreed and the conduct of the war was left in the expert hands of the Karmans.

The Karmans rapidly analyzed the situation and identified two important fronts. The first one involved a powerful interstellar civilization, the Cogs, and the other a less developed but very aggressive people, the Krygs.

The Karmans threw themselves into these two wars with enthusiasm.

### Containing the Cogs

The Cog front was located on a vast band of the Milky Way at the heart of the galaxy. The Cogs' technology was almost as advanced as the Therians'. When the Therians attacked Cog planets, they faced fierce resistance. Nevertheless, they managed to come out on top. Then immense space fleets appeared, fighting the Therians with suicidal relentlessness. The Therian offensive was stopped, and pushed back: the



Cogs seized the opportunity and started a war to conquer the Therians!

The Karmans entered the fray in 1151. With their surgical strikes they forced the enemy to disperse its forces and place garrisons throughout its vast empire. They then gathered their own forces and attacked the Cogs' diminished fleets one after the other.

The Cogs knew nothing about their new adversary. Nevertheless, the Karmans had been observing the Cogs for many years and were aware of their favorite tactics. For a number of centuries Libra had predicted this inevitable clash and had taken the precautions required for the well-being of its people.

The Karmans rapidly neutralized the invasion fleet, but there were not enough of them to seriously attack Cog worlds.

In 1162, the front was stabilized after 11 years of war. The Karmans had achieved their objective: they now had a training camp on a galactic scale. They had also paid back part of their debt while proving their worth to the Therians, forcing them to reverse the therianization of Karma.

### The Fall of Krygan

On the second front, the Krygs humiliated the Therians battle after battle. Although not very advanced and fewer in numbers, this species practiced the art of war with extraordinary talent.

In 1152, the Karmans added to the Therians' humiliation by scoring victory after victory against the Krygs. The Therians, resentful, immediately started to destroy the fallen Kryg planets to rebuild them to their specifications, thereby confirming the Karmans' intuition as to the sinister destiny awaiting them.

In 1172, when the Krygs saw the fate the Therians reserved for their colonies, a full blown war broke out and the entire population mobilized. The Karmans then had to face the consequences of their actions. As long as the Therians were the

ones to destroy the planets without worrying about their inhabitants, the Karman warriors could justify their acts by the need to ensure the survival of their own species and the intrinsic callousness of the Therians. However, when they were forced to eliminate all the Krygs they met they were overcome with shame. But the war was now engaged. The Karmans no longer had a choice; they had to triumph or they would perish.

In 1181, Krygan was the last planet still held by the Krygs. Karman fleets converged on this world that had been the birthplace of their enemies to fight the final battle. The Krygs were outnumbered and their technology was inferior. The outcome was certain. The Krygs fought with courage, but the Karmans, sick at heart, believed they had exterminated them all. The Therians were so satisfied with their allies that they decided to give them Krygan and make it the first Karman colony.

Until then, the Karmans believed they were bound by their debt to the Therians who had granted them a state of consciousness. But at this very moment they understood the debt would never be repaid.

Unaware of it, the consensus had just lost Karma's loyalty.

### KARMA'S DEBTS

By destroying the Krygs the Karmans had given back to the Therians what the Therians had first given them: a conscious species, with a civilization almost advanced as Karma's. Certain sages believed that the debt had therefore been repaid.

Most Karmans believed this reasoning was specious, but others, horrified by the extermination of the Krygs, agreed nonetheless.

The situation generated a schism amongst Karman population. The Karman inhabitants of Krygan, renamed Soror, lived among the ruins of a dead civilization. They could not forget





their past crimes. For a people as deeply dedicated to environment as the Karmans, the destruction of a living species of the universe is an unforgivable, monstrous crime.

On Karma, however, the sages of Libra believed the crime was serious, but did not feel they were fully responsible: after all, they had been forced to obey the Therians.

This issue preoccupied the Karmans so much that they discussed it for a century. They had been warriors for a time out of necessity, but their philosophical concerns caught up with them.

In 2232, the opposition between the two schools of thought was so great that the Karman civilization ran into an impasse. To avoid civil war it divided itself into two opposing parties. Nova, on the one hand, named after the capital of Soror where this school of thought was born, contested the infallibility of the sages of Libra. This faction rapidly became the new intellectual center of Karma and was soon renowned for its moral sense and uprightness.

## PREPARING FOR WAR

As it explored the galaxy Nova discovered remote galaxies sometimes inhabited by other species. It started to realize how vast its universe was. Among the myriads of stars there were certainly some civilizations capable of destroying the Therians if they dared attack them. The Karmans believed intuitively that this was inevitable.

They decided to fully explore the area of the universe they lived in while preparing for a potential conflict with a powerful civilization. They extended their reconnaissance further and further in the search for potential threats and built a particularly powerful space fleet.

A part of Nova started to explore the rest of the universe. The task was huge, but it was all the more important to work on it immediately. The Karmans had solid knowledge of the reputation of their former masters, the Therians, in terms of invincibility, and they had time on their side. A hundred centuries passed and the Karmans slowly became a military and technological power that was at least as great as the Therians.

In the meantime, the Karmans developed a new generation of combat vessels as large as planets, to be used only for war. This endeavor was managed in secret so as to avoid spreading fear amongst the Therians. For centuries, a portion of the Karman population was involved in building the enormous prototype, stealing resources from the deserted areas of far-away galaxies. The construction of a war vessel the size of a planet was an inordinate project that took five millennia: the construction of Zaius started in 8007 and ended in 13892.

Flux resulted from this project: a group of Karmans living solely for and by war.





"Time as you perceive it is only a trick of the mind. The universe is a chaotic whole that holds each and every possibility; the shape it takes is the consequence of our actions and decisions. Past, present and future are not set in stone: It is all about choices made and choices to be made."

— Cornelius.

The Karmans distinguish themselves from other civilizations by their unique perception of time and an acute awareness of their actions. They have given a name to this philosophical understanding of the universe: the karma.

## THE NEVER-ENDING HISTORY

The Karman mind analyzes its environment only in terms of causes and consequences. To a Karman, the state of things is the direct consequence of a series of preceding choices.

For inanimate objects or beings lacking self-awareness, it is the environment and randomness that determines these choices. Reasonable beings meanwhile, have the privilege of being allowed to make these choices themselves. The higher the philosophical awareness, the more important the choices are awaiting their decision. So the more a being is aware of the consequences of his choices, the more control he has over the universe.

At an instinctive level, sensible beings impose their choices upon other elements, animated or not. This is where Karman philosophy places animals.

At a self-awareness level, beings are able to anticipate the consequences of their choices. Moreover, they are able to work towards building a favorable future for themselves. This second level is where the Karmans place all the civilizations they have met.

The third level is the clairvoyance. Past choices make present choices easier and accelerate the karmic ascension of individuals. "Do good and good will come to you" is a popular Karman saying.

Karmans believe most of the Karman population has reached this level.

The final level, the Awakening, requires such a level of self-awareness that only the wisest of the Karmans are able to maintain it. Whoever reaches this level understands that none of the possibilities disappear when a choice is made. The entire scope of possibility still exists somewhere in the universal infinity of the karma.

These sages can envision all the choices lying ahead of them and will explore in mind all the branches generated by these choices. The fact that it is possible to imagine the ensuing chains of consequence means they can foresee any possible future! Physically motionless, deep in meditation, these sages learn a great deal from situations that only exist in hypothetical futures.

At this level, the Karmans claim that material and immaterial exist simultaneously everywhere in space and time.





## KARMAN SOCIETY

### Mobilis in mobile\*

The philosophy of the karma, unknown to any other species in the galaxy, influences Karman society in many ways. The Karmans envision the universe, as a whole, in motion and its every element, which are also mobile, are all inter-connected. Altering one of these elements induces great responsibility since the slightest change will have repercussions on every other element. And destroying one of them is, at best, an act of immaturity, at worse, an unspeakable crime: the choice of destruction is irreversible and ends many possibilities.

Faithful to this understanding of the universe, the Karmans sparingly use the natural resources of their planets. This explains why certain events in their history represent such particularly deep traumas: their unnatural creation by the The-rians, the destruction of the Krygs and the schisms that split their society into factions.

### Unity of the body, unity of the mind

The Karmans understand that the quest for karma takes place on several karmic scales: individual, cultural and universal. These three scales are what structures their mentality and their social interactions.

Each Karman is responsible for his own karma, as well as that of his children before they reach the age of reason. Such autonomy means great responsibility: the misery of an individual is generally seen as the direct consequence of his wrong choices. So, Karmans sometimes consider bad luck, poverty or infirmity as the direct consequence of misjudgment. Helping a wretched soul could even be considered an act of selfishness: the benefactor would be working for his own karma, preventing the one he is helping from improving their own karma.

On another scale, the Karmans consider that their culture has its own karma. Individual karma vanishes before that of their civilization. This mindset avoids many social conflicts among the Karmans and makes military discipline easier.

The lightning progress of their species is proof enough for them that they have made the right choices. However, their progressive engagement in the galactic war has sparked great social debate: Is it this expiation of a fault, a preparatory trial to further evolution or the hour of triumph for Karman thinking?

Karmic equilibrium is taken into account in Karman law. When a Karman is convicted of a crime, he is generally forced to repair the prejudice or give his victim what was taken from him. "You

steal an eye, you lend an eye. Steal both, you become the eyes" as the proverb says. Hence, many Karmans are condemned to serve a brother to whom they have a karmic debt.

The ultimate karmic scale is that of the universe. As an intelligent civilization aware of the karma, Karmans have taken it upon themselves to be the custodians of the galaxy. For thousands of years, they have been observing other civilizations and have intervened whenever karmic equilibrium was in danger. The other species struggle to understand the reasons behind the action or passivity of the Karmans when faced with certain galactic conflicts. The few who do understand their philosophy are divided on the question: some despise the Karmans' overblown arrogance; the others respect the abnegation of this young civilization.

### KARMANS AND DEATH

Death from a Karman point of view is not always a karmic sentence. It can be the consequence of the body's failure, an accident or the result of another individual's choice. To the Karmans, the bodily frame is part of the inanimate and owes its mobility to the power of the mind.

Many Karman sages, philosophers or scientists, seek to defeat death or discover what awaits the spirit beyond demise. Until now, their research has been fruitless. Death keeps all its mystery.



\* Mobile inside the mobile thing.



# DESTINATION: KARMA

Space travel is indeed part of Karman culture. The Karmans journey across the universe in all directions to wage war, observe alien civilizations and seek their karma. Nomadic by nature, they feel at home anywhere.

## KARMA, A LONELY PLANET



*"When your mother planet is in the dark, take the route of the stars."*

– Cornelius.

Karma, the Karmans homeland, is the only remaining planet of the system Alpha Orionis. This planet used to have a great variety of climates. However, as the Therians successfully absorbed the other planets of the system and the surrounding stars, the geography of Karma was deeply changed. Today Karma has hardly any temperate zones: its frigid zones spread very far and quickly make way to torrid zones near the equator.

The poles are covered with thick ice caps. The blasting winds sweeping across these magnificent deserts of ice could freeze a Karman on foot. The flora is inexistent and the few animals living there seem to come from another age.

On the other hand, the thin equatorial band is shroud in choking heat. Its fauna and flora tend to gigantism and hide many dangers.

In between these two zones stretch large snow covered continents, covered in evergreen conifer trees and high moun-

tains. Breaking the ice over the lakes will allow the voyager to taste the purest water in the galaxy.

The architecture of Karman cities, few in number but very densely populated, was inspired by the philosophy of the karma. Great disks lying upon gigantic pillars, they seem to float above the clouds, taking the inhabitants closer to the heavens. This peaceful environment is beneficial to meditation as it literally separates the Karmans from earthly constraints. These cities include farming areas to feed the inhabitants.

Karmapolis, the capital of Karma, is almost three hundred kilometers in diameter and lies on five titanic pillars. Along the length of these pillars are suspended the suburbs, the recycling plants and colonies. Karmapolis shelters several spaceports from where many cruisers take off towards Point Horizon, the space anomaly that allows the Karmans to travel across the universe.

## KARMAN WORLDS



### Zone Coristan, the labyrinth of Alpha Orionis

Zone Coristan is all that is left of the old planets of the Alpha Orionis system, where Karma is located. The other planets were over-exploited and reduced to the state of asteroids by the Therians when they were setting up the Karman experiment. Zone Coristan is a maze in space; navigation is haz-



ardous without solid piloting experience and the maps drawn by generations of Karman astronavigators. The threat increases tenfold when one considers the Karman sentries and pirates who regularly chase each other around the area looking for intruders.

Taylor, Landon and Dodge, three of the greatest asteroids of Zone Coristan, are also colonies. They are used as relays and meeting points by Karmans and representatives of other species.



### Point Horizon, the gate to Karma

Point Horizon is a “wormhole”, a fold in space. Located at the heart of Zone Coristan, in the system of Karma, it allows Karman ships to travel wherever they want in the universe. Originally, Point Horizon used to connect

Karma and Thars, the first Therian habitat. The Therians used this shortcut to monitor their creation. After the experiment was declared a failure, they left through the wormhole. In time, the Karmans learned to maneuver it.

Point Horizon is under the administration of Crystal Palace, a gigantic space platform heavily armed and protected by three interceptor-carriers: the *Xarca*, the *Silverback* and finally the *Storm Rider*, the flagship of the Karman fleet.

Crystal Palace and each of the three interceptor-carriers are equipped with a battery of Horizon generators, gravity modulators that are used to reposition the arrival point of the wormhole. Standard procedure for important convoys is to send an interceptor-carrier through the wormhole to check if the arrival zone is clear.

The possibilities offered by Point Horizon have sparked the imagination of many Karman scientists. Many hope that one day they will be able to use it for time travel. Some even believe that the gravity artillery guns of Crystal Palace could be used to open and close Point Horizon at will. This hypothesis has not yet been verified; the sages of Libra fear that if something goes wrong, Karma shall be forever cut off from the rest of the universe.



### Soror, cradle of wisdom

Soror is the second largest Karman planet in terms of population. Covered in swamps and mangroves, it offers a less hostile environment compared to Karma. Its intense tectonic activity leads to frequent volcanic eruptions,

which makes the ground very fertile.

The name of Soror hides one of the secret wounds of Karman civilization. This planet was once called Krygan. It was the homeworld of the lost Kryg civilization. The Karmans fought their first galactic war in this system. Following Therian orders, they exterminated the Krygs to take their place. Remorse led the Karmans to question the validity of Therian decisions; the philosophical movement led to the creation

of Nova, the faction that shares the same name as the new capital of Soror.

However, Karman scouts have been reporting the confirmed presence of Krygs in the galaxy.

The extermination was not complete!



### lanora, Karman paradise

lanora is the only attempt to karmanize a planets. Thanks to the technology inherited from the Therians and their own adamant will, the Karman have recreated the original climate of Karma on a lifeless world

to make it a livable wooded planet.

The only city of this planet, Shankar, is perched on the high misty plateaus of Mount Fossey. Its population is mostly composed of warriors on leave, researchers and carefully selected settlers.

All live there half naked and they only need to roll over to pick up their food.

The other Karmans of lanora live in harmony with their environment and refuse to alter it.

Karman paradise has its dedicated guardian: the orbital station of Gallen, whose surface covers most of the only moon of lanora. Gallen harbors heavy industrial structures, space docks and several garrisons. Thousands of philosophers and scientists analyze the experiments carried out on the surface of the planet. They work, in great secrecy, to find out how to breathe life and memories back into a world devastated by their former Therian masters.



### Zaius, karmic fire

Zaius, the headquarters of Flux, is more than just a spaceship or military satellite: it is an avatar of war.

Powered by the energy of several nuclear fusion plants, Zaius has enough firepower to annihilate several stellar systems. The main structure is an artificial world 20 000 kilometers in diameter, around which orbit twenty one autonomous battle platforms capable of forming a fleet and releasing thousands of ships of all sizes, ranging from starfighters to battleships. So, Zaius can attack several major objectives simultaneously and hide entire planets behind a wall of fire.

The only weakness of Zaius, known only to a select few, is the stability of its nuclear reactors. Their maintenance relies directly on the resources sent from Karma through Point Horizon. Such caution allows Libra to keep a certain control over Flux, but it does limit the autonomy of Zaius in case of a critical conflict. The assembly of Horizon generators on Zaius and the automation of the control systems is a source of permanent conflict between Libra and Flux.



# The Karmans

*"Every warrior gets to choose between the path to victory and the path to defeat, between death and life. Karman warriors always choose victory"*

Karman strategy is based on quick and devastating strikes to pierce defensive lines and wipe out the enemy, without leaving him any chance of retaliation. On board fast vehicles supported by very mobile troops, the Karmans use their extraordinarily intense firepower to suppress all enemy fire. With the enemy forced to keep his head down, the Karmans can strike wherever they want, with such power that one attack is generally more than enough.

The Karmans know no other way than that of victory.



# OPERATIONAL ORGANIZATION

## PLATOON PATTERN

Karman forces deploy quick and furtive units with low numbers. This way they can strike from the safety of cover. They would rather choose an infantry and light vehicle force. The anakongas, standard Karman units equipped with jetpacks for maximum mobility, are in charge of dealing with hostile infantry. The K-Fighters, the Karman battlesuit units, are there to keep enemy armored fighting vehicles at bay: their jammers can tear through even the thickest of armor.

Whenever the Karmans are outnumbered, the dirt trikes leap into action to wipe out any excessive infantry threat, while the jungle trikes single out the enemy's armored fighting vehicle units. More obstinate opponents will be greeted by Karman elite infantry units capable of blasting away any target in a real firestorm. Finally, against the greatest threats, the Karmans will deploy their heavier vehicles such as the jungle buggy and, when needed, their most powerful weapon, the incarnation of Karman power and military genius: the King Mammoth. This impregnable fortress is equipped with the deadliest armament ever mounted on a Karman ground force machine.

- Soldier unit (★) !
- Soldier unit (★★★★)
- Soldier unit (★ / ★★ / ★★★)
- Armored fighting vehicle unit (★)
- Armored fighting vehicle unit (★ / ★★ / ★★★)  
or soldier unit (★★★★)




! Priority slot. It must always be picked first.

## KARMAN OFFICERS

Karman units are led by higher, enlightened individuals capable of focusing on the path to victory despite the chaos of battle. Their "officers" are sages, rather than soldiers trained to obey. Knowing when to take decisions and how to make the best use of the unconditional support of their men is the responsibility of these wise leaders. The outcome of the battle often lies on their shoulders. They show extraordinary skill as they maintain the balance between discipline and individual initiative. They know when utter obedience is needed and when to allow their troops to make their own choices.

- Rank 0: Private (Pvt.)
- • Rank 1: Mentor (Men.)
- • Rank 2: Guide (Gui.)
- • Rank 3: Guru (Gur.)
- • Rank 4: Venerable (Ven.)
- • Rank 5: Saint (Sai.)

## KARMAN OFFICERS

Rank	Authority 	Leadership 	Numbers bonus 
Mentor	3	1	0
Guide	3	2	1
Guru	4	3	2
Venerable	6	5	2
Saint	7	7	2

## BUILDING A COMPANY

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

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

## Assault and reinforcement units

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

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

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

## Reserve units

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

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

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

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

## Reinforcement officers

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

## UNITS

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

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

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

## Composition d'une unité

- **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 (III).
- **Standard equipment:** This equipment is included in the unit's cost. All the unit's fighters, apart from special weapon bearers and heroes are equipped this way.
- **Special weapons:** The special weapons the unit may use. All the special weapon bearers of a same unit must carry the same weapon.
- **Optional equipment:** The list of options available to the unit. Each option increases the cost of the unit as indicated in the table. The effects of the equipment are described later.
- **Specialists:** Details the various specialists the unit can include. Each specialist replaces a standard fighter for free. The number of specialists allowed per unit is indicated in the “Cost of a unit” table.
- **Officer:** The ranks allowed for the unit's officer, if there is one. An officer replaces a standard fighter and his cost is added to that of the unit.

## Cost of a unit table

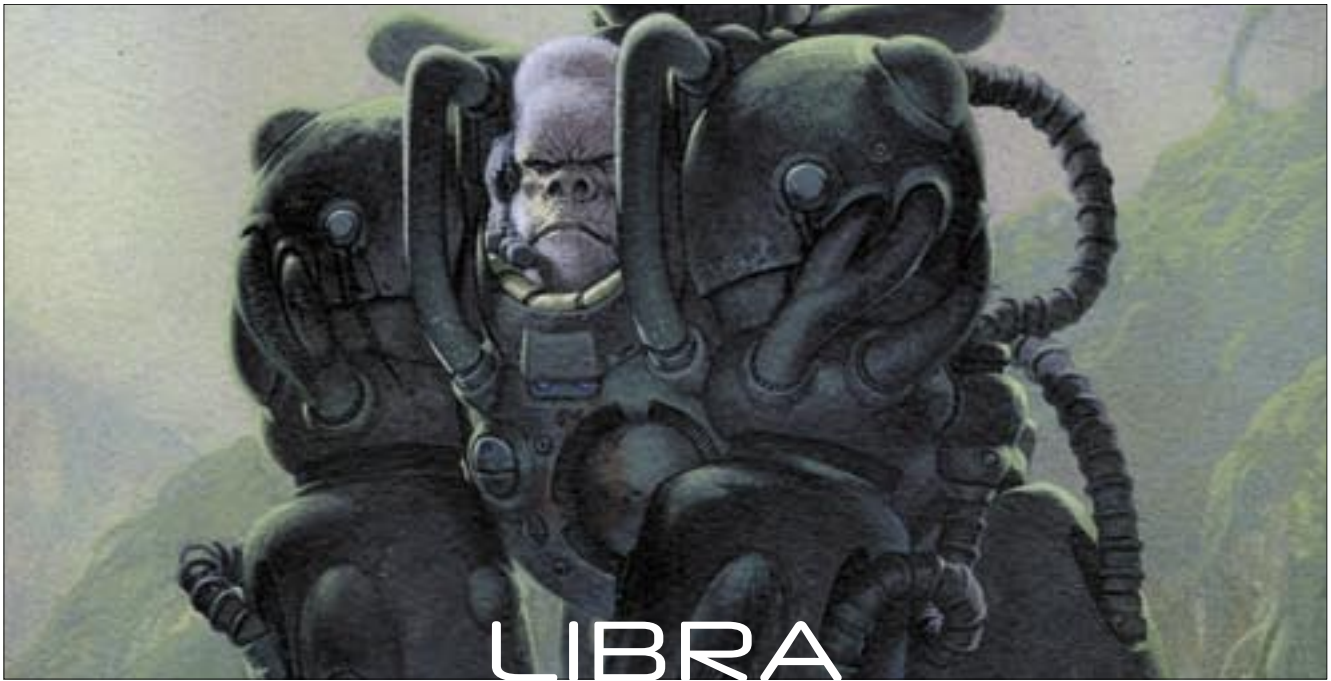
• **Standard and maximum number:** For each kind of unit a table gives the value in A.P. of its standard and maximum number of fighters. This table also details the number of special weapon bearers and specialists related to the number of fighters. In order to have more than one special weapon bearer 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 case the extra cost is indicated according to the special weapon chosen.

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







"Master karma and you will master the universe."

## ORGANIZATION

It is Libra's responsibility to preserve the purity of Karman philosophy. The sages of Libra administer Karman society in the name of this higher ideal of perfection and wisdom. The matters dealt with by this faction only concern Karmans. Up until recently, its eyes were exclusively turned towards Karman society, oblivious to the events upsetting the rest of the galaxy. The purpose of the sages of Libra is to guide every Karman to the ultimate stage of philosophical evolution to which their people progress: the Awakening. Unfortunately, a storm is brewing up in AT-43. Libra will not be able to ignore the inhabitants of the universe any longer as the roaring waves of war sweep across the universe, rocking Karma stronger and stronger.



One of Libra's main functions is to secure the Karmans' survival. Countless threats loom over their species: Therian greed and whims, stray asteroids resulting from therianization, Cog retaliation, Karma's global cooling, Kryg hatred, the shattering of their society into factions... All of this is for Libra to deal with. The sages need to face it as a whole: analyze the problem, pinpoint its origin, trace its reasons and foresee the consequences in order to supply solutions and make sure their people do not stray from the path of karma.

Another function of Libra is to keep reminding the Karmans of their karmic debts. The greatest of these debts is the one owed to the Therians for having created the Karmans. Unfortunately it is also the most difficult to pay back. The sages of Libra need to be extremely careful as the Therians are neither wise nor cautious. Upon many occasions, the Therians have demonstrated their rashness and called upon the Karmans to save them from the consequences of their actions.

Libra guides, protects and keeps law and order among Karmans: such is its way and its quest, until their entire species reaches the Awakening.

**Libra guides:** Libra steers Karman government. Its karma is to be in charge of the Karmans as a species. While every individual does what is necessary to progress towards the Awakening, the sages of Libra try to see across the misty fields of the future to find the path that will take their civilization to the Awakening. The nature of this ultimate stage of Karman evolution is still unknown, even for those working to make it happen. All the sages of Libra know is how to get there.

**Libra protects:** Its armed forces are mainly meant to defend the Karmans from alien invasions. They obey the orders of warrior-philosophers in charge of keeping the peace on their homeworld. However, Operation Damocles has confirmed that it is time to settle the debt they owe to the Therians once and for all. Huge numbers of Libra warriors have set off for the factory world! The armed forces of Libra are composed of Karmans on a quest for wisdom through martial exercises and the study of the ways of war, notably techniques borrowed from the Therians. For several centuries, overseers have personally studied the Karman art of war, sharing whatever knowledge the Therians had on the subject. As any source of knowledge is worth looking into, the sages of Libra gladly accepted Therian assistance.

**Finally, Libra judges:** Libra hunts down hardened criminals whose karmic debt ought to be settled. They take care of administrating any case opposing Karmans to Karmans. Most of the reprehensible actions are mistakes or involuntary

accidents, and the culprits usually hand themselves in, willing to make compensation for their fault. It is up to Libra to decide how.

## TROOPS

Libra defends the wild and untamed nature of the Karmans. A Libra company will always choose life over machine and therefore mainly relies on its infantry to triumph over any opposition. Libra will deploy any type of infantry, but shows a slight preference for battlesuits. Such units tend to minimize the losses suffered while providing enough firepower to annihilate any opponent.

Libra does not entirely overlook vehicles: pilots are also allowed to advance on the way to enlightenment through combat. However, their presence is marginal. Libra, traditionally limited to a defensive role on forest covered planets, have very little use for pilots. Troop transports are more than enough. Combat vehicles designed for battle and not transport are only a recent addition to Libra's companies, following the sages' decision to export their faction's military expertise to battlefields beyond its usual sphere of influence.

For Libra, the natural strength of a Karman is his greatest asset. Some military equipment combined with adequate martial and spiritual training will change this asset into a

## PLAYING LIBRA

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

*Libra advantage:* At the end of his unit's activation, each medic can bring back into the game a soldier of his unit who was eliminated.

*Libra disadvantage:* All Karman units must include an officer.

### Platoon pattern:

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

! Priority slot. It must always be picked first.

serious advantage and allow those who fight to further their knowledge of their inner self. A sage ought to be able to learn something from any experience. Everything is a source of spiritual and technical progress to him, even the art of war. To Libra, no battle is ever fought in vain as long as there is something to learn. One of these lessons was the use of Therian nanotechnology in the medical field. Its medics are equipped with high tech instruments that can literally bring a soldier back from the dead.

However, there is a flip side to the coin of war: all the units of Libra are composed of fighters who consider themselves as "students" and it is unthinkable to send "students" into battle without the guidance of a mentor. This means hierarchy is omnipresent.







"Believe in karma."

The arbitrators of Nova watch over the universe and monitor the peoples developing across it.

Their first and most important preoccupation is to keep an eye on their species' potential enemies, including the enemies of the Therians to whom the Karmans are inextricably linked. To Nova, the total war that will lead to the destruction of the Therians is simply inevitable. The Karmans must prepare for this eventuality, not only in order to survive, but also to help the Therians overcome this trial. No species in the universe should be destroyed, even those whose actions are universally condemned: everyone has a part to play in the karmic equilibrium of the universe.

Moreover, since the spiritual elevation of their species is secured by Libra, Nova can freely dedicate itself to assisting the other inhabitants of the galaxy. This is an important point: Nova believes that the Karmans' quest for wisdom would not be complete without helping the spiritual advancement of other intelligent species.

Stealth starship patrols and discreet observation are the everyday lot of Nova. Sometimes the results of their surveillance call for intervention, to avoid a disaster or to help a promising people find its way out of an evolutionary pothole. But most of the time, the arbitrators of Nova will simply choose to observe an aggressive or technologically advanced people from a safe distance.

The Karmans have been monitoring the universe for over a thousand years. They have only explored a tiny part of the countless galaxies composing it, but they have gone further than any other people they know of. They have gathered priceless data on thousands and thousands of species, just in case war was to break out between them or against them.



And yet all this has changed since the Avan counter offensive on Damocles. The wheel of History is spinning out of control and the time for observation is over!

## ORGANIZATION

Nova is composed of Karman adventurers and explorers who are organized into an aid and information collecting network meant to keep an eye on the march of the

universe. Most of these agents are independent individuals who can live for years with only their observation instruments and the beings they are scrutinizing from a distance to keep them company. Thousands of spies are scattered across hundreds of star systems, anywhere a space traveling civilization has developed. Every now and then, they report to Soror to add their contribution to the vast sum of information that the Karmans have collected about the rest of the universe. Whenever they are needed, these agents are summoned back to serve as technical advisors for interventions concerning a species whose development they have observed. Nova is always able to provide advice on negotiation methods... or combat techniques!

When the situation requires direct intervention, the arbitrators of Nova call upon the space fleet and their loyal admirals. Nova manages countless flotillas of small ships and a few squadrons composed of heavier warships. Nova always keeps troops aboard its ships just in case intervention is needed at ground level or to defend their ships against boarding attempts. Nova's mission to explore the universe has built up its irreplaceable experience in the field of space travel. All the other Karman factions, even those that have their own space fleet for transport and interstellar protection, are forced to recog-

nize Nova's expertise. So Nova is generally in charge of coordinating the Karman battle fleet in the stellar systems beyond Karma.

## TROOPS

Nova seeks balance. Its leaders have long established that, when confronted with species whose psychology is fundamentally alien to its own, specialization is dangerous and that no type of fighter should be overlooked. The only limit Nova knows is on battlesuits and heavy armored fighting vehicles, which are by nature rare.

The perfect Nova company will deploy a unit of each infantry corps available, from the humble kaptars to the powerful K-warriors. Generally, every regular unit is supported by an elite unit. Battlesuit units from the space fleet forces frequently join the Karman ground forces.

These infantry units are always accompanied by a variety of armored fighting vehicles. This way the company is able to face any situation, even the most unexpected.

Thus, what one unit might not be able to handle will always be taken care of by a unit close by. Every weapon has a place in the karmic and military equilibrium of Nova!

Nova's armed forces are carefully trained to react to any possible action the enemy may take in order to systematically deny him strategic initiative. A Nova company is a nightmare come true for any Commander. The arbitrators of Nova have mastered the art of upsetting enemy strategies: neutralizing

### PLAYING NOVA

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

**Nova advantage:** Each time your opponent spends leadership points, you can spend an equal number to cancel the effect he wishes to activate.

**Nova disadvantage:** The choice of who goes first is always left to the opponent. When there are several Nova companies, the players need to agree on who begins.

#### Platoon pattern:

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

! Priority slot. It must always be picked first.

cover, denying access to Therian nanoresources, shutting down communications with HQ... Against them, no help will come from officers. Individual valor is all that matters when dealing with a Nova company. However, there is a downside to this: Nova has created an army of observers who react more than they act. Upsetting the enemy's plan is not always enough to win a battle and usually means allowing him the first move. From this point of view, the arbitrators of Nova are seriously disadvantaged. As they wait to see what the opponent is doing, they end up letting him act first or, at least, giving him a head start... Fortunately, the warriors of Nova know that the enemy's certainties will be his doom and they have become masters in the art of using these certainties to their own advantage.







*"The future is at the end of my gun."*

Some say that no one escapes war in AT-43, but the Karmans of Flux have not been caught up in war: instead, they have jumped into it with enthusiasm and they adore this bloodthirsty concubine.

After the great wars that marked the beginning of their history, the Karmans declared that a large scale conflict between the greatest civilizations of the universe could not be avoided. They envisioned a new form of karmic champion and his vehicle, engineered from the wars of the past to fight the battles of the future. This is how Flux and Zaius came to be: the youngest and most warlike of the Karman factions rides the fortress-planet anywhere stars still shine and wars are waged.

The philosophy of the partisans of Flux, forged in thousands of years of combat at the four corners of the galaxy, greatly differs from that of the other factions. Each conflict, individual or military, is seen as a challenge sent by karma. Overcoming one's failings, fears or opponents (who they are does not matter much) is an end of its own: victory is the key to evolution. Contemplation, hypothesis and negotiation are now a waste of time. Victorious action is all it takes to conquer one's karma!

The warriors of Flux are famous for the extreme rigor they show in all matters that have to do with themselves and their kind. War is part of their life, their vocabulary and their conduct. In the eyes of the other Karmans, Flux embodies martial law and military honor, but also utter intolerance. Their iron discipline, their stern judgment (stern yet fair, they say) and their absolute lack of subtlety are unanimously recognized.



## ORGANIZATION

The organization of Flux is a perfect pyramid of military hierarchy. The most valorous members are bound to reach the higher levels of power; they expect nothing else but absolute discipline and obedience from their subordinates. In return, the latter can blindly trust their superiors to make the right decisions and to provide for their needs. The warriors of Flux form twenty-

one clans under the leadership of just as many "saints", their best officers. A warrior is free to leave his clan to join another as long as it is done in times of peace, which is pretty rare for Flux, and if the saint whom the warrior wishes to serve agrees to it.

The founding parable of the karmic champion and his vehicle holds an important place in the organization of Flux.

Scattered across the galaxy and fighting countless battles alongside their clans, the saints live and communicate to the rhythm of Zaius, the roving lair of Flux. They gather in an assembly once every three hundred days to report their activities, to share advice and technologies, and to participate in ritual fights when necessary. The Auriga, leader of the saintly assembly, karmic champion of Flux and driver of Zaius, is elected by the saints every three thousand days.

The fortress-planet comprises one combat platform for every Flux clan. In case of a major conflict, each of the twenty-one saints will proudly rush his clan's platform back to its place in the battle lines of the formidable Flux army.

This dependence on technology also explains the importance the warriors of Flux give to their vehicles. Seeking battlefields where History is made and where karma is strongest, they travel across the galaxy and war zones aboard

roaring vehicles. Their companies are feared for their speed and their overwhelming firepower.

## TROOPS

The warriors of Flux believe in the machine. With a taste for everything heavy and mechanized, they combine the warrior's spirit with cutting edge technology.

When on limited scale operations, they deploy elite commandos composed of their best warriors and led by "K" battlesuit veterans. This combination is ideal for surgical strikes or guerrilla warfare: the low number of fighters and vehicles makes it easier to convey them to the theater of operation, and the quality of their materiel provides an optimal striking force. This is also the tactical approach of Flux on Damocles, one of the latest battlefields the Karmans have joined. Such massive warriors are better at maneuvering in the corridors when in low numbers; their powerful weapons give them the advantage over any light armored fighting vehicle in close quarter combat. Flux uses the same strategies in open but encumbered spaces: squadrons of light Karman vehicles, such as the easy trike, terrorize the forests and mountains of Élysée.

In cases of wider conflicts, the officers of Flux always choose quality over quantity: heavily equipped warriors and all types of vehicles are deployed in order and discipline. They rely on their ranged weapons' rate of fire to disperse a more numerous enemy and switch to the big guns against armies that use

## PLAYING FLUX

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

*Flux advantage:* Flux armored fighting vehicles can control objectives.

*Flux disadvantage:* After company building, your highest ranking officer must be the officer of an armored fighting vehicle unit.

### Platoon pattern:

- Infantry unit (★★★) !
- Infantry unit (★★ / ★★★)
- Infantry unit (★/★★) or vehicle (★/★★)
- Vehicle unit (★/★★)
- Vehicle unit (★/★★/★★★)

! Priority slot. It must always be picked first.

the same strategy as them. The Karmans then count on their speed and firepower to quickly capture the battlefield and prevent the formation of pockets of resistance.

The strategy of Flux doesn't have only advantages. The perfect execution of their operations requires that losses be kept to a minimum. Such preparation is quite unsuited to their violent nature. The officers of Flux rarely develop elaborate strategies and they spurn the use of light recon troops. From their point of view, complex planning rarely lasts beyond the first few minutes of battle and improvisation is the true proof of an officer's strategic intelligence. Pride is Flux's only weakness and its enemies use what they see as arrogance to lure the Karmans into ambushes. These deadly traps are just challenges that ought to be overcome in the name of karmic elevation!





# MENTOR FREEZER

*"Such threats are vain, human. We are determined to exterminate every one of you if that is what it takes to dissuade you from setting foot on this planet. A diplomatic outcome to this conflict is still possible if you leave right now. Make a choice and accept the consequences before our guns do it for you."*

– Famous negotiation speech made by Mentor Freezer.

Freezer is a true Karman hero, a colorful character whom most young Karmans look up to and with whom many females would like to get intimate.

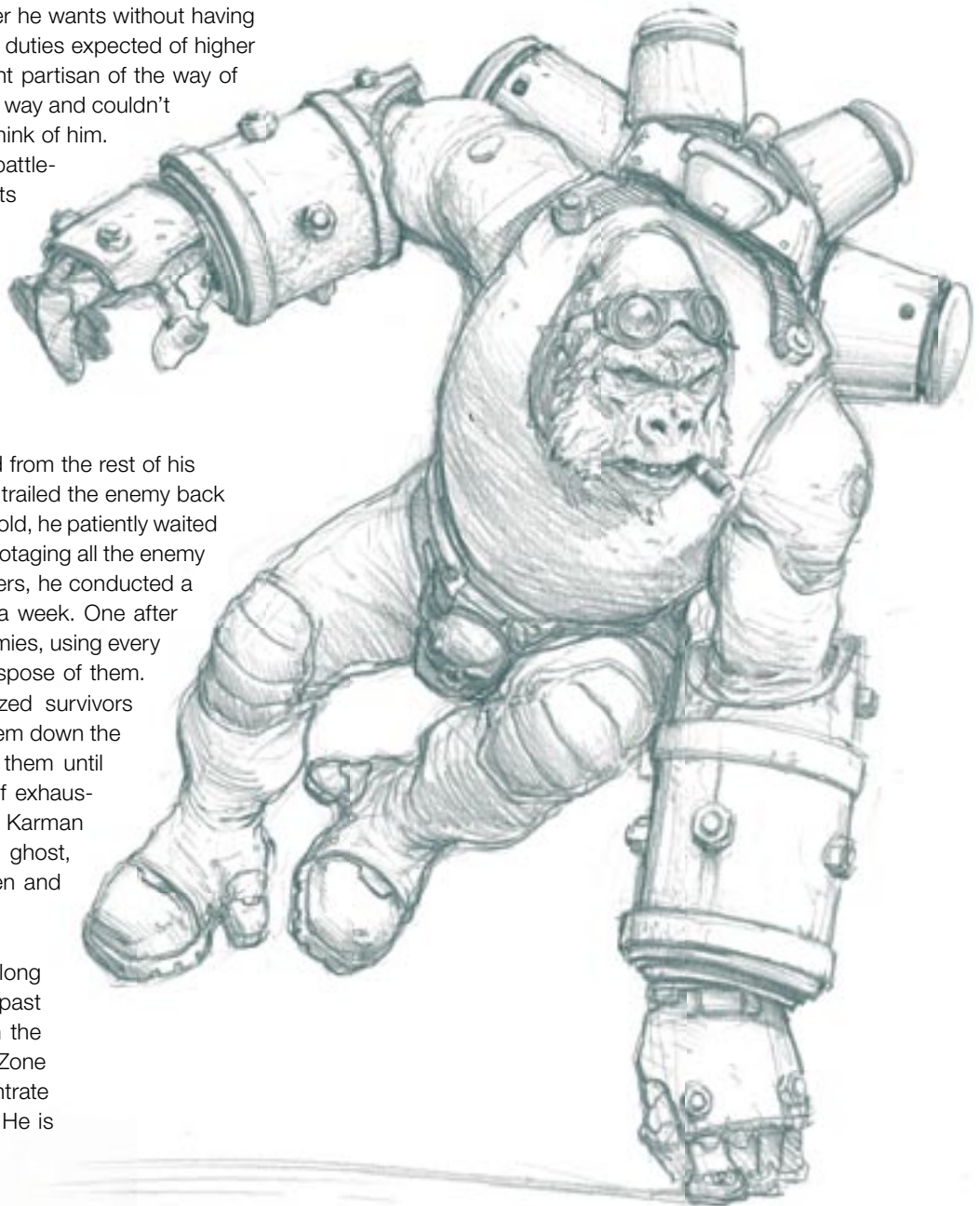
His rank clearly doesn't reflect his skills in the field, nor the trust the troops have in him: yet, it is Freezer's own decision to remain a mentor. This means he gets to stay at the heart of action, the only place he ever felt at home. Being a mentor is also a way for him to do whatever he wants without having to conform to the moral and social duties expected of higher ranking officers. Freezer is a fervent partisan of the way of the heart. He chose to find his own way and couldn't care less about what others may think of him. His awakening will happen on the battlefield, knee deep in his enemies' guts and entranced by the deafening roar of automatic weapons!

Freezer, whose real name is Kanzi, was born on the fortress-planet Zaius. He owes his nickname to his first personal victory, when he still fought as a young kaptar on Élysée. Separated from the rest of his company following an ambush, he trailed the enemy back to their base. Despite the freezing cold, he patiently waited for the right time to strike. After sabotaging all the enemy vehicles and eliminating most officers, he conducted a merciless guerrilla action for over a week. One after the other, he neutralized all his enemies, using every bit of cunning he possessed to dispose of them. When the final handful of terrorized survivors attempted to flee, Kanzi tracked them down the frozen mountain roads, harassing them until every last one of them perished of exhaustion. When he made it back to the Karman battlelines, he stood white as a ghost, smeared in frozen blood, frostbitten and full of rage... Freezer.

This exploit was the first of a long series. Yet Freezer does not rest on past victories – except when he is with the ladies at the astro-trading post in Zone Coristan. He would rather concentrate on his company's future victories. He is

always on the look out for more challenges. His superiors, tired of the conduct of this hyperactive warrior, often let him do whatever he wants. Yet, although it is never spoken, most of them sincerely respect his experience and have absolute trust in him.

In the eyes of many Freezer embodies the spirit of Flux, the faction that gave birth to him and for which he has always fought. Flux old-timers just hope that one day he will answer the call of ambition and discipline: there is no doubt that such a lion's heart will make a great warlord some day!



## TACTICS

Freezer distinguishes himself less through his strategic skill than through his exceptional warrior skills. His super J-grips make him a war beast who can tear apart any enemy: infantry, battlesuit or armored fighting vehicle.

Recruiting him in a unit containing a high number of fighters will allow you to send him where it really hurts without his low Protection being too much of a problem. You still need to beware of area of effect weapons, which could blast his entire unit instantly. Keep also an eye out for enemy snipers who could target him specifically!

Freezer is pretty much a glass cannon. Handled properly, this super hero will vaporize any enemy.



## UNIT FORMATION


Mentor Freezer can be the officer of any Type 1 soldier unit.

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


## RECRUITING A UNIT

**Mentor Freezer:** + 90 A.P.

### Equipment

**Super J-grips:** Whenever used against armored fighting vehicles, super J-grips are considered to be jammers. However, the player may choose to use the natural  of the super J-grips if he wants.

**Jammer:** Super J-grips have 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:  +.

Mentor Freezer				
    				
18	9	6	8	
  				
0	2	2		
Mélée weapon				
SUPER J-GRIP [1]	8	1/0	-	10/2
SUPER J-GRIP [2]	8	1/0	-	10/2

### SUPER J-GRIPS

Close combat is Freezer's favorite way of dealing with his enemies. Against armored fighting vehicles, this method quickly reaches its limits though. Therefore, Freezer met with Flux technicians to find the weapon that would allow him to fight on an equal footing with even the greatest monsters of metal.

This is how he met Karmen, a young female scientist with a passion for anything electric and a thing for the K-fighters' jammers. Karmen and Freezer designed the super J-grips (super jammer grips) that are now part of the hero's combat equipment: super power grips capable of releasing incredibly powerful magnetic shocks and sharp electrical discharges in hand to hand combat.

The impressive features of the super J-grips contribute to enlarging Freezer's legend; they also give Karmen more visibility among Karman scientific society. Both of them hope that one day Karmen's work will allow Zaius to operate using its own static electricity. Such natural energy would advantageously replace the costly fusion generators and would finally make the fortress-planet fully autonomous.





# VENERABLE CORNELIUS

*"Spare you? You just want to stay alive. You do not intend to make up for your past errors. But do not worry, I shall take care of it."*

— Cornelius

Raised according to the most ancient martial traditions of Karma, Venerable Cornelius is a living legend for his people, a sage whose visions reach further and more accurately than any other.

Born in a treetop city in the jungles of Karma, Cornelius should have gone on to live the peaceful life of a philosopher. From a very young age he demonstrated great wisdom and self-moderation, which placed him in line for a high position among the sages of Libra. However, he made the choice to experience combat before engaging in a life of meditation. He joined a unit of kaptars and left Karma to discover more about war.

Violence did not appeal to Cornelius. Nevertheless, life on the frontline taught him many important lessons. He experienced war, fear and death. He discovered a reality that had nothing in common with the existence he had lived until then and he understood how ignorant he had been. After that, he was unable to return to the life of contemplation awaiting him on Karma. He loathed violence but knew he had to understand it and tame it rather than run away from it in fear. Such was to be the price of his awakening.

Cornelius began a military career. Naturally calm and level-headed, he had every quality needed to become a good officer. He soon rose to the rank of mentor, then guide. Sent by Libra to Zaius to negotiate with the warriors of Flux, he lived many adventures. The tale of his feats is legendary in Karman culture. To reward his prowess, he was given the title of guru, an exceptional promotion for such a young Karman.



On his travels, Cornelius witnessed the disturbance spreading inexorably across the galaxy. He understood that the time of introspection was coming to an end for the Karmans. Libra had to understand. Using his fame, he visited every influential philosopher of Karma and revealed his discoveries to them. Most of the sages of Libra joined him. Even his political opponents promoted him to venerable. His most influential friends tried to have him promoted to saint, convinced he had reached the Awakening. However, Cornelius knows he is not quite there yet and that there is still a fair bit of that road lying before him.

## THE ADVENTURES OF CORNELIUS

Cornelius renegotiated the supplying of Zaius with Flux as it required considerable resources on the behalf of Karma. When the warriors of Flux detailed their needs, Cornelius was forced to agree with them: new fuel sources had to be found.

He walked away with an agreement: the warriors of Flux would have to wait, but in exchange Cornelius was to take the personal leadership of a space prospecting expedition. He was forced to convince Nova to trust him with the necessary ships and crew. For the first time in over nine thousand years, a Karman had managed to get all three factions to work together under his authority.

Cornelius' expedition encountered seven non-Karman species along its journey that lasted over eight years. When the ships returned, the expedition had established a number of commercial agreements and located several dead stars that could be exploited for fuel. Zaius' supply problems were satisfied for a while. The artificial planet was not entirely autonomous, but the tribute paid by Karma had become a lot lighter. Flux was glad to be partially freed from Karma's tutelage. Its fiery relations with Libra calmed down, much to the sages' satisfaction. As for Nova, it had gained many advanced trading posts for the Karman fleet thanks to the negotiating skills of the fearless voyager.

## TACTICS

Venerable Cornelius provides wendigo units with even more firepower. When he is present, not only do these elite units gain the precious support of an excellent officer, which allows them to include more fighters, but even their shots become more powerful!

Finally, wendigos have a static role: they are remarkably efficient when they are sheltered behind cover and use their rate of fire to eliminate the enemy at range. Among them, Cornelius becomes very difficult to eliminate.

Venerable Cornelius				
   				
18	9	7	7	
  				
+3	6	5		
Ranged weapon				
ZZ-RIFLES (1)	5	4/0	-	6/1
ZZ-RIFLES (2)	5	4/0	-	6/1
Optional weapon				
GRENADES (indirect fire)	0	1/0	1	5/1

## UNIT FORMATION

Venerable Cornelius can be the officer of any wendigo unit. Contrary to normal officers, he does not replace a fighter but he is added to the unit. His cost is added to that of the unit.

## RECRUITING A UNIT

**Venerable Cornelius:** + 155 A.P.

**Venerable Cornelius with grenades:** + 160 A.P.

**Concentrate fire!** : Cornelius gives the "Concentrate fire!" ability to all the wendigo units on his side. The player can re-roll all of the unit's failed damage tests once more. The player announces the use of this ability before the shooting test by shouting "Concentrate fire!"

## Equipment

**Grenades:** Venerable Cornelius can shoot with this indirect fire weapon. This equipment represents enough grenades for the whole game. A fighter using this equipment cannot use any of his other ranged weapons during the current activation.





# SAINT ANUMAN

*"Let those who seek peace prepare for war."*

— Anuman

## TACTICS

Conqueror, explorer, genius, pirate, visionary, voyager... Anuman, one of the most famous Karmans in the galaxy, goes by many names. As Nova's champion, this saintly warrior has traveled thousands of stellar systems, made many breakthrough archaeological discoveries and hijacked hundreds of spaceships over his long career. Anuman is the perfect symbol of balance and feistiness, action and contemplation.

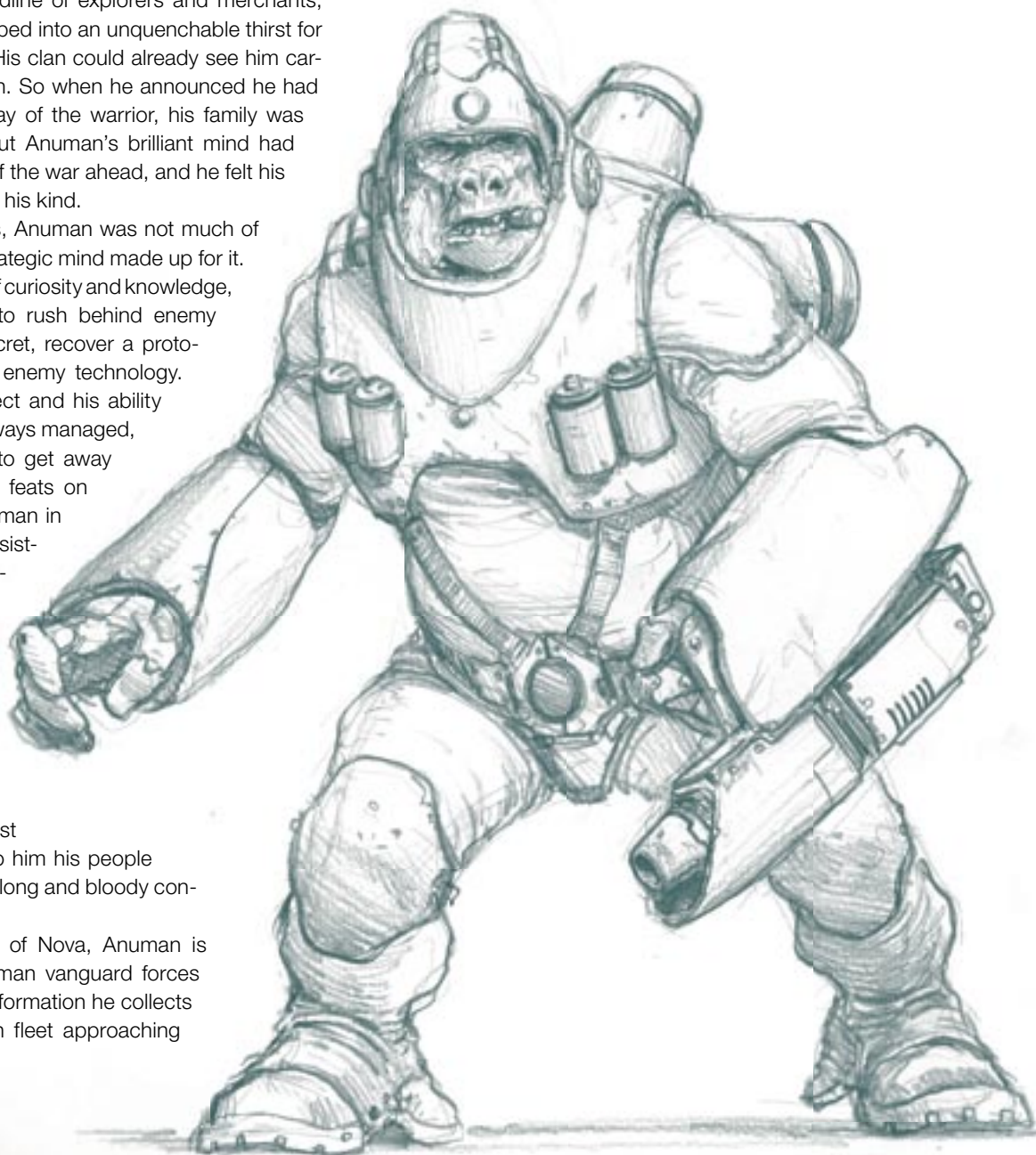
Born in Shankar, the only city of the forest covered planet of Ianora, Anuman traveled the galaxy with his family in his childhood. Born to a bloodline of explorers and merchants, his natural curiosity developed into an unquenchable thirst for knowledge very early on. His clan could already see him carrying on the family tradition. So when he announced he had engaged himself in the way of the warrior, his family was obviously disappointed. But Anuman's brilliant mind had already sensed the signs of the war ahead, and he felt his karmic duty was to protect his kind.

Upon joining the kaptars, Anuman was not much of a soldier but his brilliant strategic mind made up for it. Possessed by the demon of curiosity and knowledge, he would never hesitate to rush behind enemy lines to steal a military secret, recover a prototype or get his hands on enemy technology. Thanks to his sharp intellect and his ability to adapt to anything, he always managed, with the help of his unit, to get away with it in style. With such feats on his record, the rise of Anuman in Karman hierarchy was irresistible. The pride of his superiors and the terror of his enemies, he was soon put in charge of a unit specializing in capturing enemy armored fighting vehicles.

Anuman has discovered the technological secrets of the greatest galactic nations. Thanks to him his people are better prepared for the long and bloody conflict ahead.

Leading the companies of Nova, Anuman is now in charge of the Karman vanguard forces in the sector of Ava. The information he collects is precious to the Karman fleet approaching Damocles.

Anuman is a very charismatic and efficient Commander. His place is in the second line and behind cover: once the first combats are engaged, his unit heads straight for enemy armored fighting vehicles to take control of them and turn them against their owner. When he is aboard Jindo-un, his jungle buggy, it is mainly his men who benefit from this ability; Jindo-un is then there to "soften" enemy armored fighting vehicles and make sure things go smoothly as Anuman takes over control.



## UNIT FORMATION

Saint Anuman can be the officer of any Type 1 soldier unit. Contrary to normal officers, he does not replace a fighter but he is added to the unit. His cost is added to that of the unit. Jindo-un constitutes a unit of its own.

## RECRUITING A UNIT

**Saint Anuman:** + 135 A.P.

**Saint Anuman with grenades:** + 140 A.P.

**Jindo-un:** 645 A.P.

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

Heroes are immune to Nova Jammer.

**Nova jammer:** When a unit from Anuman's company eliminates an enemy armored fighting vehicle using a weapon with the "Jammer" ability, the armored fighting vehicle is not removed from the game. It is now controlled by Anuman's company and is in the state it was before its last damage test. To represent this, a card is added to your next activation sequence. Anuman can control only one enemy armored fighting vehicle at a time. Heroic pilot's armored fighting vehicles are immune to nova jammers.

## Equipment

**Grenades:** The fighters equipped with grenades can take shots with this indirect fire weapon. This equipment represents enough grenades for the whole battle.

A unit using this equipment cannot use any of its other ranged weapons during the current activation.

**Jammer pistol:** 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.

**Jetpack:** Saint Anuman and Jindo-un each have the "Rocket jump" ability. They can jump over miniatures and terrain elements during their movement.

**Vehicle:** Jindo-un is a vehicle that obeys the following rules:

- Variable altitude. To represent this, it comes with a transparent pin. The vehicle can then be positioned at two different heights: with or without the pin. This pin can be added before or after a movement; changing altitude is considered to be movement and can for instance trigger "Overwatch" fire.
- The shooting arc of its armament is limited. The weapons located at the front of the vehicle are described above the line, while the weapons located at the rear of the vehicle are described below the line.



**Saint Anuman**

18

8

6

6

3

7

7

Standard ranged weapon				
JAMMER PISTOL (jammer)	3	2/0	-	4+/1
Optional weapon				
GRENADES (indirect fire)	0	1/0	1	5/1



**Jindo-Un**

25

10

14

6

0

7

7

	Frame	Propulsion
STRUCTURE POINTS	4	2
Ranged weapon		
LIGHT ZZ-CANNON (1)	8	2/1 - 15/1 1
LIGHT ZZ-CANNON (2)	8	2/1 - 15/1 1
LIGHT ZZ-CANNON (3)	8	2/1 - 15/1 1
LIGHT ZZ-CANNON (4)	8	2/1 - 15/1 1





# KARMAN INFANTRY



Karman infantry is made up of small groups of fighters. However, each of these groups has enormous firepower at its disposal: Karmans are powerful warriors who can carry an impressive amount of weaponry. They are sometimes able to handle very heavy weapons whose recoil would overturn a vehicle.

The motivation of Karman soldiers is beyond bullet proof. They do not engage in battle just to defend their people; war is also the fastest way to gain wisdom and advance one's self completion, the goal of every Karman!

## SOLDIERS

Those true Karman fighters who follow the path of war to achieve awakening are not that many overall. In fact, it takes a singular mindset to garner something philosophical from the chaos and madness of battle. However, there is an advantage to it: even the less hardened soldiers are eager to learn. All regular soldiers have the potential to join an elite unit some day. This means the Karman army can count on both types of troops just as much. Any regular trooper can be quickly trained to use a mechanized battlesuit when needed.

## WEAPONS

Karman infantry uses a great variety of weapons, based on three principles adopted from the various peoples observed by the Karmans.

"Drum" type weapons shoot solid ammunition, propelled by the explosion of chemical fuel. "Z" type weapons use laser technology. They fire a coherent ray of light that pierces or blows up targets.

Finally, "jungle" type weapons were designed from Therian nanoblasters. They shoot self-guiding ammunition that hunts down its target and corrects its trajectory if necessary.

The **drum gun** is a simple yet elegant weapon: a huge magazine containing micro-ammo (4 millimeters in diameter) feeds a double-barreled gun. This weapon can shoot what seems like a never-ending blast of supersonic missiles. Powerful recoil compensators are wrapped around the shooters arm to stabilize the shot.

This weapon uses direct fire rules.

The **drum pistol** is the drum gun's little brother. It is used in pairs. It is a single barrel gun but it is enough to reach rates of fire equivalent to that of a machine gun. Easy to manufacture, easy to use, deadly efficient, this is the typical Karman infantry weapon.

This weapon uses direct fire rules.

Karman **flamers** generate a sphere of plasma inside a powerful magnetic field able to contain the unbelievable heat of the plasma. A bubble of plasma could char an entire unit: when it is freed from its envelope even the air around it ignites.

This weapon uses indirect fire and projection rules.

The **grenade launcher** sends grenades over obstacles. The grenade explodes upon impact, riddling enemies with shrapnel.

This weapon uses indirect fire rules.

Karman **grenades** are little more than metal boxes stuffed with explosives and a five-second detonator shoved inside. Anything standing in the area of effect is either riddled with flying pieces of metal or blasted to bits by the explosion.

This weapon uses indirect fire rules.

The **jammer** is an electric weapon that literally sends a lightning bolt into any target big enough. It uses electricity from both its own batteries and surrounding static electricity to generate powerful electric blasts. Two hundred thousand amps, thirty thousand degrees; a jammer can fry any armored fighting vehicle.

This weapon uses direct fire rules

The **jungle rifle** is one of the oldest Karman weapons still in use. Designed from stolen Therian storm golem parts, the jungle rifle shoots smart expansive nanomunitions identical to those used by nanoblasters.

This weapon uses direct fire rules.

The **mortar gun** shoots a shell on a steep ballistic trajectory that allows the gunman to shoot over obstacles. Using an altitude triggered detonator, the projectile explodes only a few meters above ground in order to cover a large area in burning metal. What is not killed by the explosion is shredded to pulp by shrapnel.

This weapon uses indirect fire rules.

The Karmans are naturally strong and can punch hard. The **power grip** and its bigger, meaner brother, the **super power grip**, are reinforced gauntlets that cover the hand and forearm. They allow a Karman to hit even harder, accelerating and amplifying the punch with a well directed explosion from a drum gun cartridge (five for the super power grip). When the power grip connects with its target, it sounds like thunder!

This weapon uses combat rules.

The **rocket launcher** launches a volley of non-guided self-propelled missiles armed with highly explosive warheads. These shaped charges wreck havoc directly at the heart of the target. Inaccurate but devastating, this weapon is efficient against any target, from infantry to armored fighting vehicles.

This weapon uses direct fire rules.

The **sniper gun** is the Karman sharpshooter's weapon. Each shot fires two rounds with in-built primitive homing devices. The most skilled marksmen will be able to take out two targets at once! The power of this type of ammo is such that not even armor can resist it: in any other nation, the sniper gun would be considered an anti-tank weapon...

This weapon uses direct fire rules.

The **ZZ-gun** shoots a long continuous beam of concentrated light that can pierce anything! The Karmans have mastered the art of painting the laser beam over a target to cause maximum damage.

This weapon uses direct fire rules.

The **ZZ-rifle** works just like the ZZ-gun: a laser beam that cuts through anything caught in its trajectory.

This weapon uses direct fire rules.





# ANAKONGAS

*"Awake or die!"*

– Motto of the anakongas

## UNIT COMPOSITION

The anakonga is the archetypal Karman fighter. Equipped with jetpacks, the anakongas are quick. They can tackle any kind of opponent up to light armored fighting vehicles. Seeking victory just as much as wisdom, their goal is personal fulfillment in combat. They are glad to fight even when greatly outnumbered or out-matched: any experience is worth taking.

The anakongas are just as good at range as they are in close combat, even though their ideal engagement distance is quite short.

**Type:** 1.

**Numbers:** 4 to 8.

**Standard equipment:** Drum pistols, jetpack and power grip.

**Optional equipment:** Grenades.

**Special weapons:** Drum gun or flamer.

**Specialists:** Mechanic.

**Officer:** Rank 1 to 5.

## TACTICS

Anakongas might not be numerous, but they display typical Karman firepower. Not only are their salvos terribly dense, but they are also particularly powerful. These fighters are specialized in close quarter combat, where most shots connect and where they can finish off the enemy under the knuckles of their power grips.

Their low numbers calls for a careful advance behind cover, which is secured by their jetpacks. Once safe behind cover, they compensate for the low accuracy of their weapons with the sheer number of their shots.



## Equipment

**Flamer:** This weapon has the "Projection" ability:

- When a unit contains several of these weapons, each of them can pick a different target;
- Cover is ignored;
- No shooting test is necessary, so there are no successes. (Therefore, shots cannot be combined to increase the area of effect.);
- The Accuracy of the weapon shows the weapon's maximum range, as measured from the special weapon bearer. The template is centered on a fighter. All miniatures located even partially under the area of effect suffer a damage test.

**Grenades:** Fighters equipped with grenades can take shots with this indirect fire weapon. This equipment represents enough grenades for the whole battle.

A unit using this equipment cannot use any of its other ranged weapons during the current activation.

**Jetpack:** Fighters equipped with Jetpacks get the "Rocket jump" ability. They can jump over miniatures and terrain elements during their movement.

Anakonga				
    				
	18	8	6	6
Standard ranged weapon				
DRUM PISTOL	1	6/0	-	5/1
Special weapons				
DRUM GUN	3	4/0	-	8/1
FLAMER [projection, indirect fire]	[25]	1/0	4	9/1
Mêlée weapon				
POWER GRIP	6	1/0	-	10/1
Optional weapon				
GRENADES [indirect fire]	0	1/0	1	5/1



## THE WAY OF THE HEART

The anakongas follow a paradoxical war path, from which they hope to draw some priceless lessons: the way of the heart. The goal behind this martial art is to find a place for their bestial heritage in modern combat. The anakongas need be able to use high tech weapons and the most refined forms of strategy. But they are also compelled to be able to ritually beat their chest and howl their challenge to the enemy.

They are allowed to let the anger of their ancestors burst out as long as they can keep in mind the finesse of martial arts developed over thousands of years. The way of the heart allows them to present their whole being (the animals they were, the soldiers they are and the sages they will become) at the gates of the awakening. This is the reason why they are the perfect warriors.

## Specialists

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

## Officers

**Mentor (Men.):** + 10 A.P.

**Guide (Gui.):** + 15 A.P.

**Guru (Gur.):** + 30 A.P.

**Venerable (Ven.):** + 55 A.P.

**Saint (Sai.):** + 75 A.P.

## Cost of an anakonga unit

EQUIPMENT	STANDARD NUMBER (1)	MAXIMUM NUMBER (2)	EXTRA FIGHTER
Standard	250 A.P.	500 A.P.	+65 A.P.
Grenades	270 A.P.	540 A.P.	+70 A.P.

[1] 4 anakongas including: 0 to 1 specialist, 0 to 1 officer

[2] 8 anakongas including: 2 special weapons, 0 to 1 specialist, 0 to 1 officer



# KAPTARS

*"A sling loaded with two stones will hit two birds if you choose to hit two birds rather than believe such a feat is impossible."*

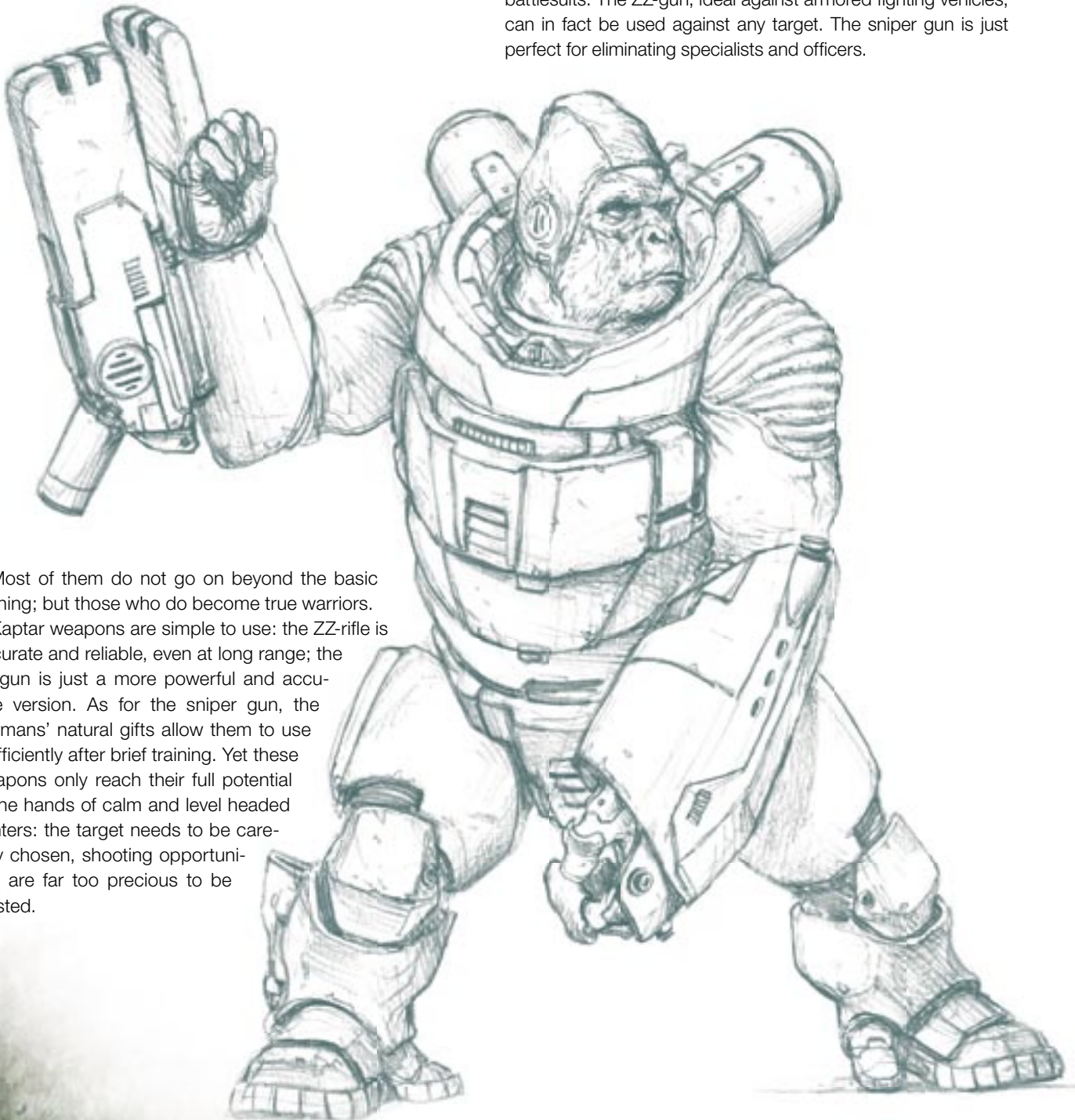
– Kaptar teaching

The Karmans who wish to experience the way of war are tested and trained among the kaptars. Traditionally, any Karmen who reaches adulthood joins this army corps for a time.

## TACTICS

Kaptars do not have jetpacks; therefore, their efficiency depends to a great extent on their position on the battlefield. However, once in position they can easily take care of any target bold enough to step within range and karma knows their weapons can shoot far.

ZZ-rifles are efficient against any type of infantry, including battlesuits. The ZZ-gun, ideal against armored fighting vehicles, can in fact be used against any target. The sniper gun is just perfect for eliminating specialists and officers.



Most of them do not go on beyond the basic training; but those who do become true warriors.

Kaptar weapons are simple to use: the ZZ-rifle is accurate and reliable, even at long range; the ZZ-gun is just a more powerful and accurate version. As for the sniper gun, the Karmans' natural gifts allow them to use it efficiently after brief training. Yet these weapons only reach their full potential in the hands of calm and level-headed fighters: the target needs to be carefully chosen, shooting opportunities are far too precious to be wasted.

## UNIT COMPOSITION

**Type:** 1.

**Numbers:** 4 to 8.

**Standard equipment:** Power grip and ZZ-rifles.

**Optional equipment:** Grenades.

**Special weapons:** ZZ-gun or sniper gun.

**Specialists:** Mechanic.

**Officer:** Grade 1 to 5.

### Equipment

**Grenades:** Fighters equipped with grenades can take shots with this indirect fire weapon. This equipment represents enough grenades for the whole battle.

A unit using this equipment cannot use any of its ranged weapons during the current activation.

**Sniper gun:** 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.

### Specialists

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

### Officers

**Mentor (Men.) :** + 10 A.P.

**Guide (Gui.) :** + 15 A.P.

**Guru (Gur.) :** + 30 A.P.

**Venerable (Ven.) :** + 55 A.P.

**Saint (Sai.) :** + 75 A.P.

 <div>Kaptar</div>				
	18	8	6	6
Standard ranged weapon				
ZZ RIFLES	4	4/0	-	6/1
Special weapons				
SNIPER GUN (sniper)	9	2/0	-	9/1
ZZ-GUN	6	2/1	-	15/1
Mêlée weapon				
POWER GRIP	6	1/0	-	10/1
Optional weapon				
GRENADES (indirect fire)	0	1/0	1	5/1

### FROM DRUM RIFLES TO ZZ-RIFLES

The Karmans were very impressed by the equipment used by the White Stars. They especially noticed that the humans used a sort of compact rifle, which worked according to an unknown principle: it made almost no noise, did not smoke, barely made any light, and it left no trace of ammo on its targets. The Karmans called this weapon the "Z-rifle" since the humming it made was the only reliable proof that the weapon was turned on.

Intrigued, the Karmans established commercial and technological exchanges with some "open minded" Avans – the judges of Union would say "corruptible". They bought a few crates of laser rifles to create Karman copies. It was easy to use these precise and light weapons in pairs, the Karman way. They officially became "ZZ"-rifles, with a double "Z" to indicate that they were used in pairs. They quickly replaced drum rifles in the Karman arsenal.

### Cost of a kaptar unit

EQUIPMENT	STANDARD NUMBER [1]	MAXIMUM NUMBER [2]	EXTRA FIGHTER
Standard	250 A.P.	500 A.P.	+65 A.P.
Grenades	270 A.P.	540 A.P.	+70 A.P.

[1] 4 kaptars including: 0 to 1 specialist, 0 to 1 officer

[2] 8 kaptars, dont : 2 special weapons, 0 to 1 specialist, 0 to 1 officer



# WENDIGOS

*"Getting used to victory leads to defeat; getting used to defeat does not bring victory. Habit only generates weakness."*

– Cornelius

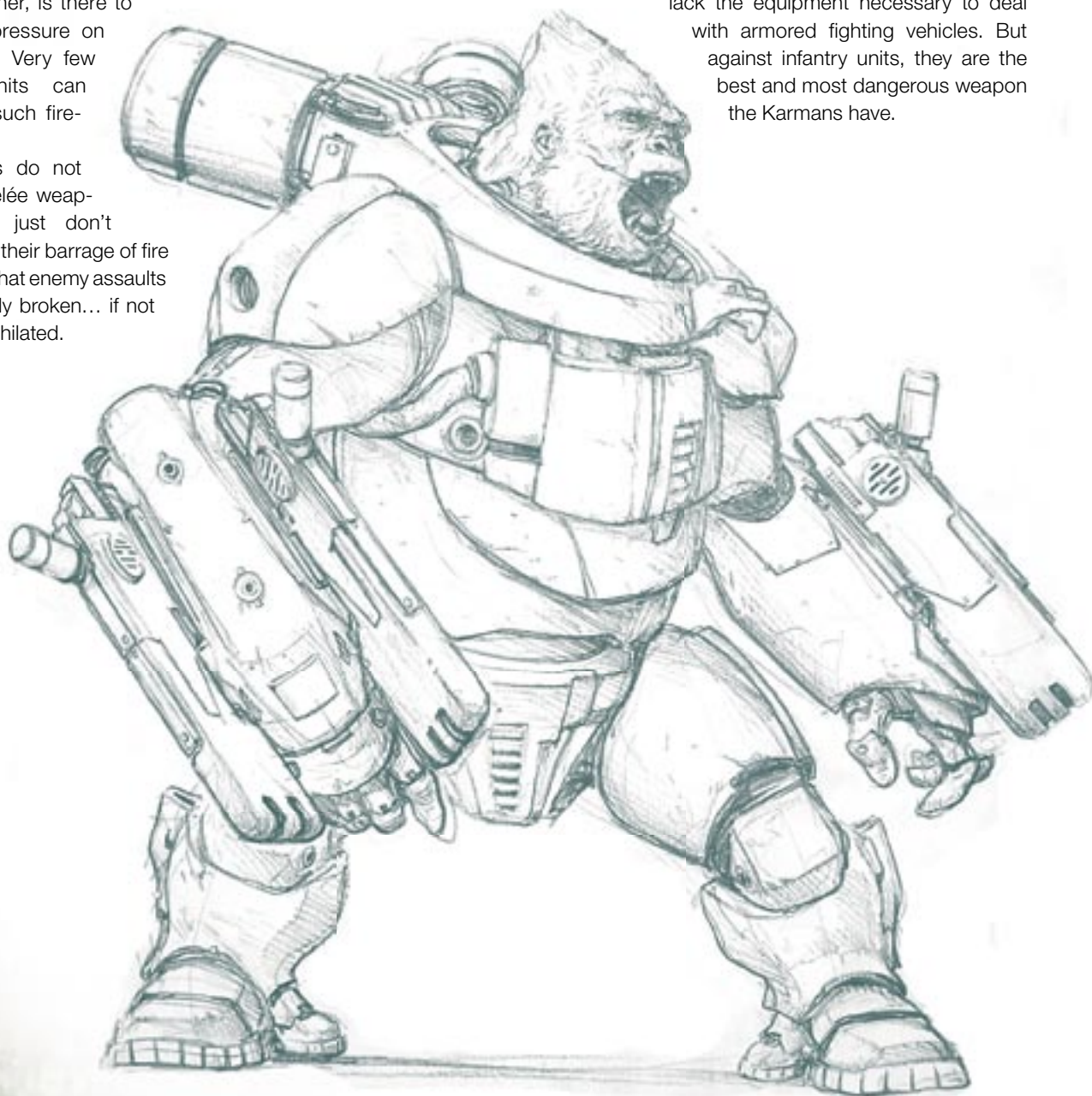
Wendigos are the perfect incarnation of the Karman fighting philosopher. Anyone who ever fought the Karmans will remember these exceptional fighters. They will remember their morale, stronger than their battlesuits. They know the wendigos can twist the fate of a battle by being in the right place at the right time.

With a pair of ZZ-rifles per wendigo, salvos fired by these small units can suppress any infantry unit. Their special weapon bearer, drum gun or grenade launcher, is there to keep the pressure on the enemy. Very few infantry units can withstand such firepower.

Wendigos do not use any mêlée weapons. They just don't need them: their barrage of fire is so brutal that enemy assaults are inevitably broken... if not entirely annihilated.

## TACTICS

Wendigos are perfect when you require heavy fire, meaning salvos so dense and powerful they will suppress any form of opposition and break the survivors' morale. They are deployed without jetpacks, which prevents them from quickly getting into position. However, once they are behind cover the wendigos are so tough the enemy has almost no chance of getting them out of there, unless he brings in the big guns. Once in position the wendigos will destroy any infantry unit in their sights one after another. Yet it would be wise to back them up with some sort of support fire as they lack the equipment necessary to deal with armored fighting vehicles. But against infantry units, they are the best and most dangerous weapon the Karmans have.





## UNIT COMPOSITION

**Type:** 2.

**Numbers:** 4 to 8.

**Standard equipment:** ZZ-rifles x 2.

**Optional equipment:** Grenades.

**Special weapons:** Drum gun or grenade launcher.

**Specialists:** Medic.

**Officer:** Rank 1 to 5.

### Equipment

**Grenades:** Fighters equipped with grenades can take shots with this indirect fire weapon. This equipment represents enough grenades for the whole battle.

A unit using this equipment cannot use any of its ranged weapons during the current activation.

### 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 "Medic!" 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.

### Officers

**Mentor (Men.):** + 10 A.P.

**Guide (Gui.):** + 15 A.P.

**Guru (Gur.):** + 30 A.P.

**Venerable (Ven.):** + 55 A.P.

**Saint (Sai.):** + 75 A.P.

Wendigo				
	18	9	7	7
Standard ranged weapon				
ZZ RIFLES	5	4/0	-	6/1
MASER STRIKE (indirect fire)	5	2/0	1	4/1
Special weapons				
DRUM GUN	4	4/0	-	8/1
GRENADE LAUNCHER (indirect fire)	4	2/0	3	5/1
Optional weapon				
GRENADES (indirect fire)	0	1/0	1	5/1



### MASER STRIKE!

Several wendigos opening fire at the same time at a same area generates some funny effects... Concentrated ZZ-rifles laser fire produces a sequence of energy peaks, the consequences of which are called a "maser strike": the temperature of the air reaches extremely high temperatures so fast that it explodes, causing a blast comparable to an artillery shell. The damage is just as impressive but the area of effect much more random. The wendigos cannot shoot with all the weapons described in their two standard weapon lines when they are activated. In fact, these are the same weapons just used differently. Each time the wendigos equipped with ZZ-rifles open fire, they can choose to shoot with their "normal" ZZ-rifles or perform a maser strike. But they cannot do both in the same activation. Cornelius cannot participate in a maser strike.

### Cost of a wendigo unit

EQUIPMENT	STANDARD NUMBER [1]	MAXIMUM NUMBER [2]	EXTRA FIGHTER
Standard	250 A.P.	500 A.P.	+60 A.P.
Grenades	270 A.P.	540 A.P.	+65 A.P.

[1] 4 wendigos including: 0 to 1 specialist, 0 to 1 officer

[2] 8 wendigos including: 2 special weapons, 0 to 1 specialist, 0 to 1 officer



# YETIS

*"Among all the paths of the future, I choose victory, and discard failure."*

– Ritual yeti mantra, before any battle

Yetis bring versatility to Karman armies, by providing firepower that will cut down any enemy, infantry and armored fighting vehicle alike. While the wendigos would rather take up a static position, the yetis make the most of their mobility. Wendigos are specialists. Yetis are versatile.

Yetis have existed for more than a hundred thousand years and constitute the oldest corps of Karman fighting philosophers. They welcome veterans who have already traveled the way of the warrior for a long time, Karmans who know how to use the variety of their weapons and how to get the most out of them.

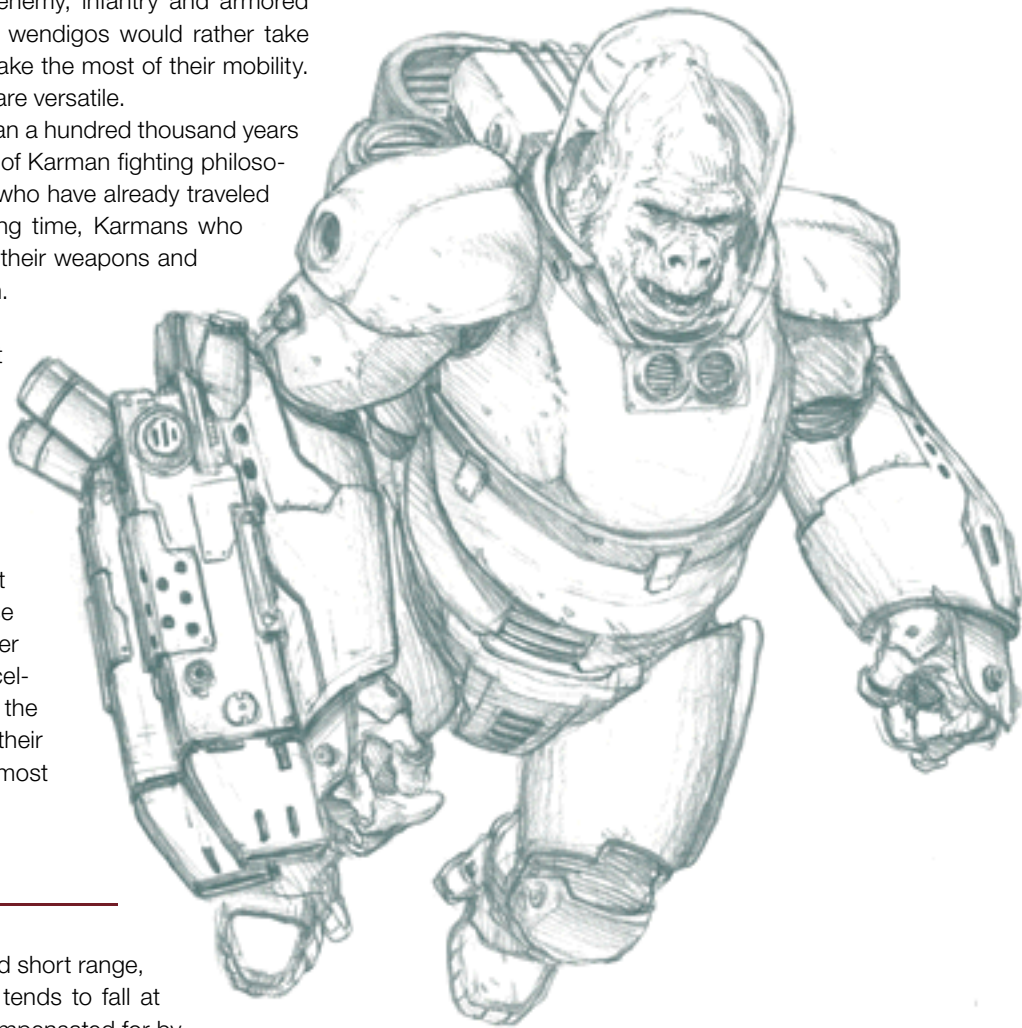
Yetis work in very compact units. They are given a very flexible armament, just as good against infantry (jungle rifle and flamer) as it is against armored fighting vehicles (rocket launcher). These hardened veterans know how to fight from range as well as in close combat, thanks to their power grips. Their jetpacks provide excellent mobility; they get to choose the engagement distance. Finally, their powerful armor can withstand most light weapon fire.

## TACTICS

Yetis work best at medium and short range, since their weapons' accuracy tends to fall at long range. Yet this defect is compensated for by their high rate of fire.

Yetis are primarily assault fighters. Their jetpacks allow them to advance quickly, without having to skirt around obstacles. They can quickly cover the distance separating them from their target. They are most efficient when they can shoot and then engage in close combat. No enemy can resist them.

In defense, the yetis tend to lose some of their qualities, since they lose the benefit of their maneuverability. It is best to keep them in reserve and to use them to counter attack once the enemy comes within reach of your defensive positions.



## UNIT COMPOSITION

**Type:** 2.

**Numbers:** 4 to 8.

**Standard equipment:** Jetpack, jungle rifle, power grip.

**Optional equipment:** Grenades.

**Special weapons:** Flamer or rocket launcher.

**Specialists:** Medic.

**Officer:** Rank 1 to 5.

### Equipment

**Flamer:** This weapon has the “Projection” ability:

- When a unit contains several of these weapons, each of them can pick a different target;
- Cover is ignored;
- No shooting test is necessary, so there are no successes. (Therefore, shots cannot be combined to increase the area of effect.);
- The Accuracy of the weapon shows the weapon’s maximum range, as measured from the special weapon bearer. The template is centered on a fighter. All miniatures located even partially under the area of effect suffer a damage test.

**Grenades:** Fighters equipped with grenades can take shots with this indirect fire weapon. This equipment represents enough grenades for the whole battle.

A unit using this equipment cannot use any of its ranged weapons during the current activation.

**Jetpack:** Fighters equipped with Jetpacks get the “Rocket jump” ability. They can jump over miniatures and terrain elements during their movement.

### 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 “Medic!” 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.

### Officers

**Mentor (Men.):** + 10 A.P.

**Guide (Gui.):** + 15 A.P.

**Guru (Gur.):** + 30 A.P.

**Venerable (Ven.):** + 55 A.P.

**Saint (Sai.):** + 75 A.P.

Yeti				
				
	18	9	7	7
Standard ranged weapon				
JUNGLE RIFLE	4	4/1	-	5/1
Special weapons				
FLAMER (projection, indirect fire)	(25)	1/0	4	9/1
ROCKET LAUNCHER	2	3/0	-	12/2
Mêlée weapon				
POWER GRIP	7	1/0	-	10/1
Optional weapon				
GRENADES (indirect fire)	0	1/0	1	5/1

### AMBUSH

BT-99938, Karma. Deep in the jungle, forty yetis equipped with antique weapons storm a secret Tharian laboratory. The sages of Libra are sure of it: these installations were built without the knowledge of the Tharian controllers monitoring their world. The facilities were taken over by a whimsical overseer determined to conduct his own experiments in utmost secrecy. Twenty storm golems guarded the facilities, which needed to be captured intact: the Karmans had yet to discover the technology that would allow them to repair what they broke.

Of the ten yeti units, only three Karman fighters survived the battle. However, the loot was worth the sacrifice. Inside the laboratory the Karmans discovered everything they needed to pierce the secrets of nanotechnology. Ironically, it is from pieces of these storm golems that the Karmans would manufacture copies of nanoblasters. In honor of this heroic battle, the Karmans named this weapon, the very first Karman weapon powerful enough to fight golems, the “jungle rifle”. For nine thousand years it has equipped the yetis.

### Cost of a yeti unit

EQUIPMENT	STANDARD NUMBER {1}	MAXIMUM NUMBER {2}	EXTRA FIGHTER
Standard	300 A.P.	600 A.P.	+70 A.P.
Grenades	320 A.P.	640 A.P.	+75 A.P.
Rocket launcher*	n.a.	+ 50 A.P.	-

{1} 4 yetis including: 0 to 1 specialist, 0 to 1 officer

{2} 8 yetis including: 2 special weapon, 0 to 1 specialist, 0 to 1 officer

\* Cost to equip all of the unit’s weapon bearers.



# K-FIGHTERS

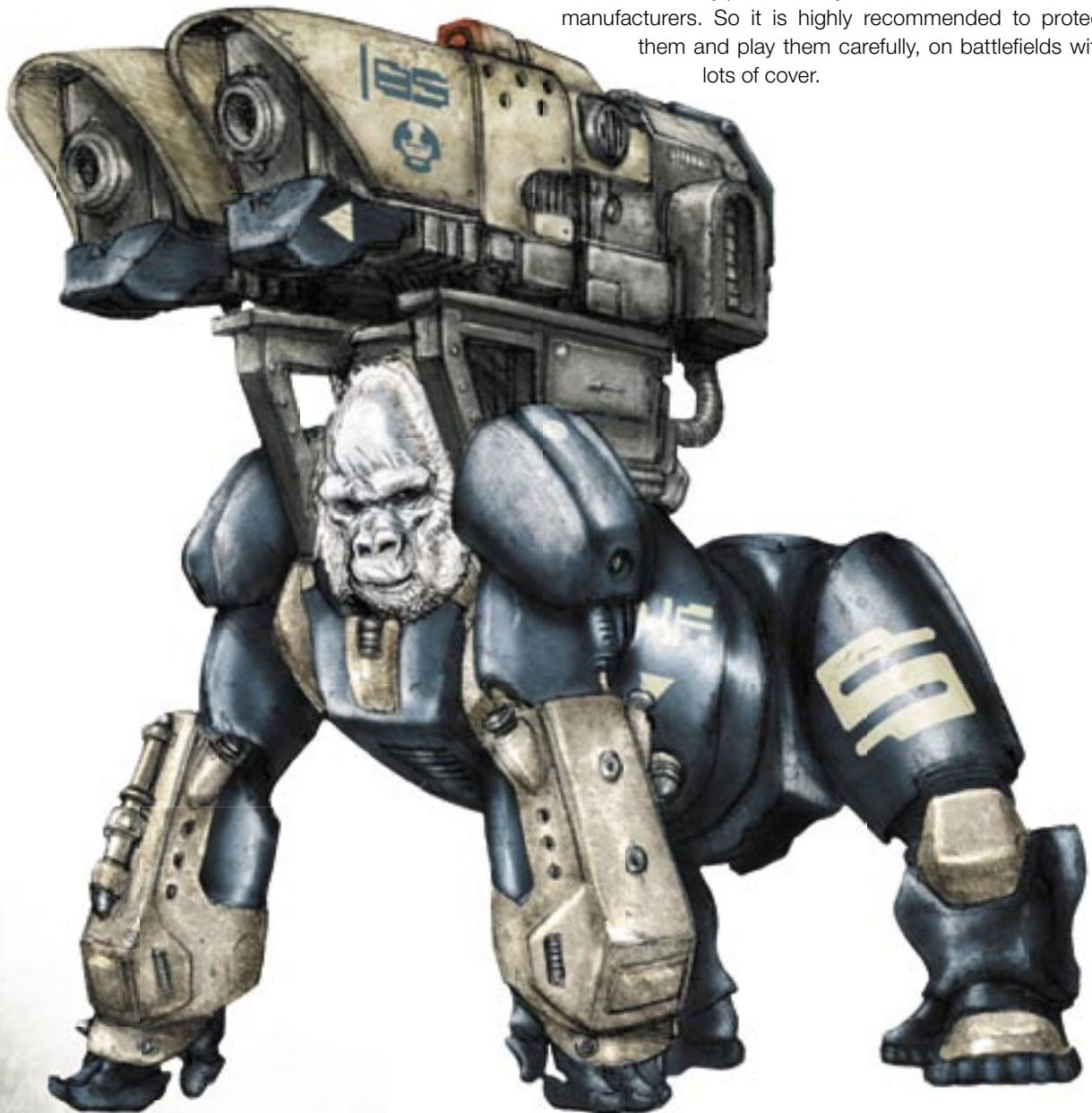
*"Hunting season never ends for us!"*

K-fighters are surrounded by an aura of prestige: they are the great armored fighting vehicle hunters. Contrary to most armies in the galaxy, Karman officers choose their most mature veterans for this role, those who have a family to protect and who have demonstrated a high sense of strategy. Fighting armored fighting vehicles is dangerous, even for a Karman in exo-armor. K-fighters take their job very seriously. Some even prepare for it as they would prepare for a ritual hunt.

K-fighters are equipped with two jammers that strike their targets with lightning. Materiel suffers, but it is nothing compared to the fate of the pilot! They also use super power grips to disembowel their targets in close combat.

## TACTICS

Thanks to the power of Karman jammers, K-fighters are great AFV hunters, the best in their army. Deployed in the second line or in reserve, they wait for their commander to spot the position of enemy armored fighting vehicles and to sound the beginning of the hunt. K-fighters then have two options: remain behind cover and use the accuracy of their jammers to fry the enemy safely from range, or run from cover to cover, suppressing enemy fire, to get within reach to pound the enemy with their super power grips in close combat. K-fighters are feared by everyone. They are therefore a target of choice for enemy snipers and AFVs. Furthermore, jammers are rare and are only produced by the most advanced Karman manufacturers. So it is highly recommended to protect them and play them carefully, on battlefields with lots of cover.



## UNIT COMPOSITION

**Type:** 3.

**Numbers:** 2.

**Standard equipment:** Jammer x 2, K-armor, super power grip x 2.

**Optional equipment:** None.

**Special weapons:** None.

**Specialists:** None.

**Officer:** Rank 1.

### Equipment

**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.

**K-armor:** A fighter equipped with this armor gains the “Hoist” ability. When he is in contact with a low wall, the low wall can be redeployed anywhere in contact.

This action replaces his close combat attacks.

### Officers

**Mentor (Men.) :** + 10 A.P.

### Cost of a K-fighter unit

EQUIPMENT	STANDARD NUMBER (1)
Standard	425 A.P.
[1] 2 K-Fighters including 0 to 1 officer.	

K-fighter				
				
	18	10	11	7
Standard ranged weapon				
JAMMER [1] (jammer)	5	2/0	-	2+/1
JAMMER [2] (jammer)	5	2/0	-	2+/1
Mêlée weapon				
SUPER POWER GRIP [1]	7	1/0	-	10/2
SUPER POWER GRIP [2]	7	1/0	-	10/2

### KARMIC THUNDER

Being able to strike anything with lightning whenever you want is very exciting. This is one of the reasons behind the K-fighters' prestige. Throughout history, many Karman officers have used their power to break the enemy's spirits. As a warning shot, they would send small units of K-fighters on night missions to destroy the enemy's military facilities, especially power plants.

Having lost power and light, helpless enemy troops are forced to witness the power of thunder and lightning. Such terrifying demonstrations of power have forced several armies to surrender.





# K-WARRIORS

*"Hey! This your first battle, kid? Come on, get your head out of there and enjoy the fireworks!"*

K-warriors are present on any theater of operation where the Karmans are outnumbered. Their job is to balance things out. Their support fire could raze a city within a few hours. They are the oldest "K" corps, and their veterans are the most experienced.

Equipped with impressive mortar guns, K-warriors are excellent against large infantry units holding fortified positions.

Used to the fire of shell blasts and to long running combats, they never waver: when a target cannot be destroyed from range, it means it just needs to be crushed in close combat.

## UNIT COMPOSITION

**Type:** 3.

**Numbers:** 2.

**Standard equipment:** K-armor, mortar gun x 2, super power grip x 2.

**Optional equipment:** None.

**Special weapons:** None.

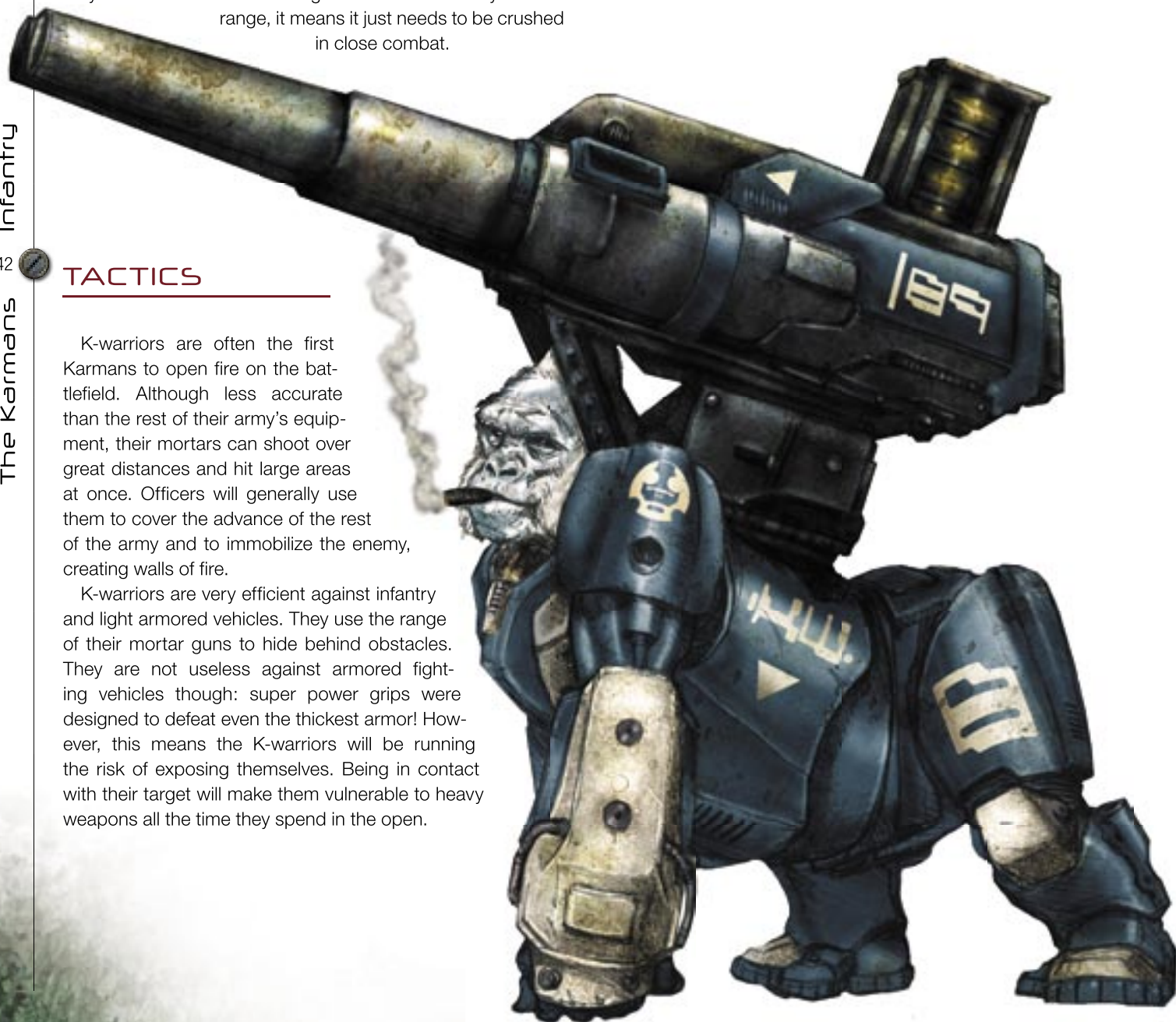
**Specialists:** None.

**Officer:** Rank 1.

## TACTICS

K-warriors are often the first Karmans to open fire on the battlefield. Although less accurate than the rest of their army's equipment, their mortars can shoot over great distances and hit large areas at once. Officers will generally use them to cover the advance of the rest of the army and to immobilize the enemy, creating walls of fire.

K-warriors are very efficient against infantry and light armored vehicles. They use the range of their mortar guns to hide behind obstacles. They are not useless against armored fighting vehicles though: super power grips were designed to defeat even the thickest armor! However, this means the K-warriors will be running the risk of exposing themselves. Being in contact with their target will make them vulnerable to heavy weapons all the time they spend in the open.



## Equipment

**K-armor:** A fighter equipped with this armor gains the “Hoist” ability. When he is in contact with a low wall, the low wall can be redeployed anywhere in contact.

This action replaces his close combat attacks.

## Officers

**Mentor (Men.):** + 10 A.P.

### THE SIEGE OF SARBAR

The siege of Sarbar has marked all the Karmans who took part in it. Called in by the Therians, they were forced to deal with overseer Keret, an EMI grid hacker who was making a defensive stand in Sarbar, the only megapolis on a deserted moon.

The Karmans soon understood that Sarbar, being choked by Keret and haunted by four million killer robots, was a one way ticket to reincarnation. They called upon all the K-warriors available in the sector and besieged the city. They firmly intended to raze this nightmarish hive to the ground. After having suffered a whole week of bombardment, Keret attempted to break the Karman encirclement. His charging army was immediately stopped by the K-warriors’ barrage fire. His many but unprotected robots were almost instantaneously annihilated by cluster bombs. While further barrage fire cut his retreat, Keret was soon eliminated by the Karman counter offensive. The wreck of his golgoth was found under heaps of robots that had been ordered to gather around him in a vain attempt to protect him.



K-warrior				
18	10	11	7	
Standard ranged weapon				
MORTAR GUN (1) (indirect fire)	4	2/0	4	7/1
MORTAR GUN (2) (indirect fire)	4	2/0	4	7/1
Mêlée weapon				
SUPER POWER GRIP (1)	7	1/0	-	10/2
SUPER POWER GRIP (2)	7	1/0	-	10/2



### Cost of a K-warrior unit

EQUIPMENT	STANDARD NUMBER (1)
Standard	450 A.P.
(1) 2 K-warriors including 0 to 1 officer.	



# K-SHOOTERS

*"The bold renegade carves a "ZZ" with his rifle, a "ZZ" that stands for..."*

– Famous K-shooter chant

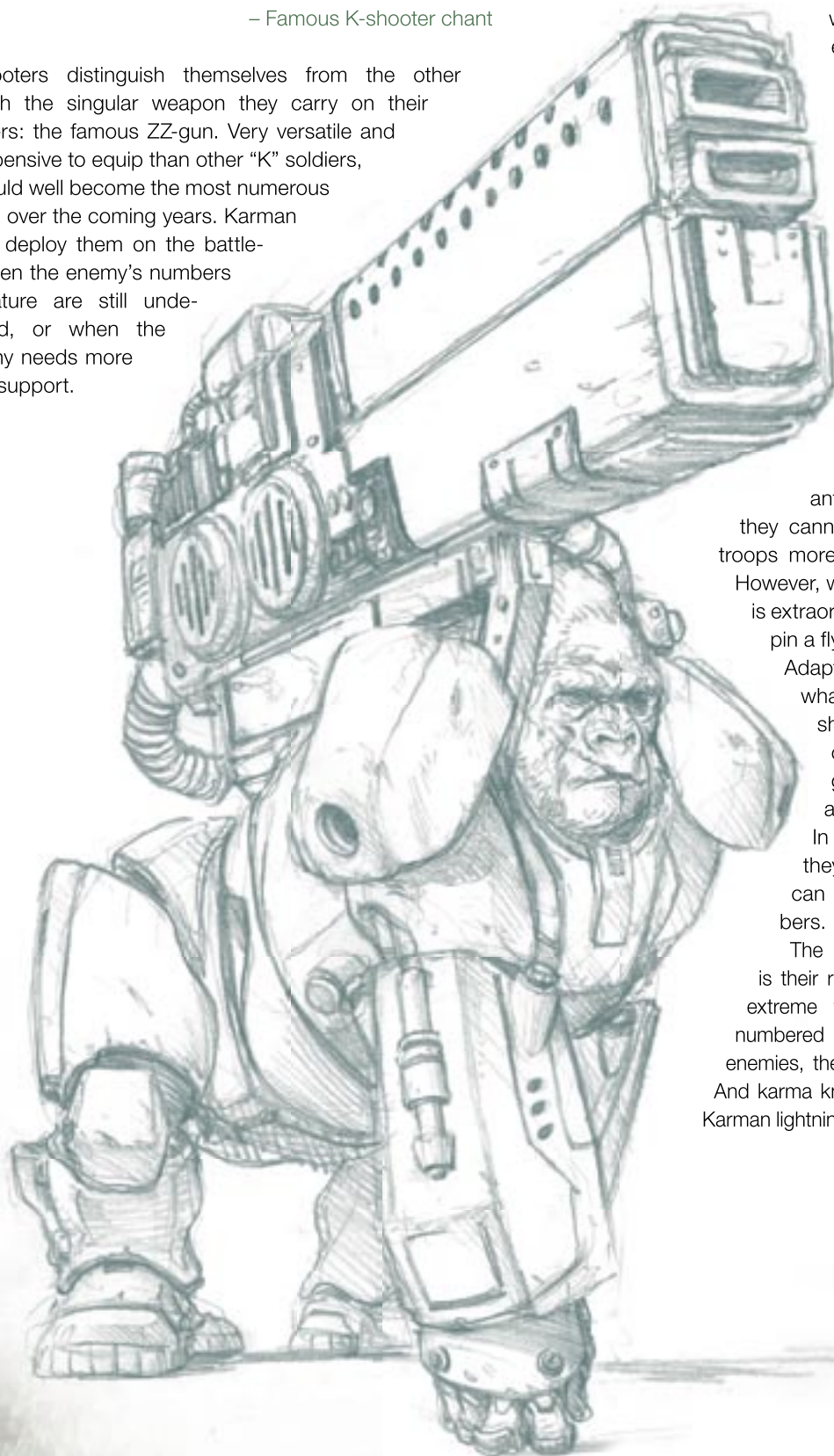
K-shooters distinguish themselves from the other "Ks" with the singular weapon they carry on their shoulders: the famous ZZ-gun. Very versatile and less expensive to equip than other "K" soldiers, they could well become the most numerous K corps over the coming years. Karman officers deploy them on the battlefield when the enemy's numbers and nature are still undetermined, or when the company needs more flexible support.

K-shooters are taught to rapidly sweep their laser weapon across the target, even at very long distances. These arcs of sheer energy combined with their concentrated fire will send shivers down the spine of infantry and AFV pilots alike.

## TACTICS

Thanks to the rate of fire and the penetration of the ZZ-gun, the K-shooters have both an anti-personnel and anti-tank role; even though they cannot compete with other "K" troops more specialized in either field. However, what the K-shooters do have is extraordinary accuracy. They could pin a fly from half a kilometer away. Adaptability and accuracy are what allows the K-shooters to shine amongst the smaller companies sent across the galaxy to fight skirmish wars against a variety of enemies. In larger expeditionary corps, they form exceptional units that can be deployed in great numbers.

The K-shooters' only weakness is their relative lack of power against extreme threats. When greatly outnumbered or against highly protected enemies, they tend to lose a lot of time. And karma knows that time is precious in Karman lightning strategies.



## UNIT COMPOSITION

Type: 3.

Numbers: 2.

Standard equipment: K-armor, super power grip x 2, ZZ-gun.

Optional equipment: None.

Special weapons: None.

Specialists: None.

Officer: Rank 1.

### Equipment

**K-armor:** A fighter equipped with this armor gains the "Hoist" ability. When he is in contact with a low wall, the low wall can be redeployed anywhere in contact.

This action replaces its close combat attacks.

The quadruped position of the Karmans' K-armor grants them the "Stability" ability. The fighter is not grounded when he is caught in the area of effect of an indirect fire weapon.

**Super ZZ-battery:** The K-shooters' ZZ-guns have the "Concentrate fire!" ability. The player can re-roll all of the unit's failed damage ☠ tests once more. The player announces the use of this ability before the shooting test by shouting "Concentrate fire!".

### Officers

Mentor (Men.): + 10 A.P.

### Cost of a K-shooter unit

EQUIPMENT	STANDARD NUMBER (1)
Standard	375 A.P.
(1) 2 K-shooters including 0 to 1 officer.	

K-shooter				
    				
<div>18</div> <div>10</div> <div>11</div> <div>7</div>				
Standard ranged weapon				
ZZ-GUN(1)	7	3/1	-	15/1
Mêlée weapon				
SUPER POWER GRIP (1)	7	1/0	-	10/2
SUPER POWER GRIP (2)	7	1/0	-	10/2



### ARMOR THAT'S GOT "KLASS".

The K-armor worn by all "K" class soldiers was engineered from a civilian exoskeleton. The Karmans use these on construction sites to move heavy objects, repair ships or quickly remove obstacles. The power tools have long been replaced by heavy weapons and the original open frame has been covered with complex plate armor. The K-armor now comes with an incredible number of options that will allow a "K" to fight in any kind of environment. It is not uncommon to see "Ks" wearing self-customized armor.



# ARMORED FIGHTING VEHICLES



Karmans use vehicles. In terms of power and speed, their soldiers are the equal of any combat strider. On top of that, striders are too slow for the Karmans, who like lightning raids and rapid attacks. Vehicles are exactly what they need. What Karman vehicles lack in resilience and armor, they make up for in maneuverability and speed. Because they live on worlds where building a road network is close to impossible, the Karmans have developed antigrav engines. Their vehicles don't need any roads but hover just above the ground under the foliage.

## FRAMES

Libra engineers have designed three basic frames, which have each undergone their own separate evolution depending on the needs and roles foreseen for them. As a principle, Karmans do not believe any type of frame should be specialized in a certain field. The universe is full of potential enemies. Enemies who have different strengths and weaknesses. Adaptability is a major virtue for Karman vehicles.

"Trike" type frames are simple one-seater hovering vehicles, looking more or less like armored combat bikes, whose armament is fixed and aimed by positioning the trike.

"Buggy" type frames are the descendants of the first Karman motorized vehicles. These hovering two-seaters are more

heavily armored and mount half their armament pointing forwards and the other half towards the rear.

Finally there is the King Mammoth. More than just a vehicle, it is a legend. Its structure and armor were reinforced to a point where it can hover through an artillery strike with little more than a few scratches. Each of its three engines could power a small spaceship. Just like the buggies it has both tail armament and a main armament, one half facing the rear and the other half facing forward!

## WHAT ALTITUDE?

Karman vehicles are flying machines that can hover at different heights. To represent this they come with a transparent pin so that the vehicles can be placed at two different heights: with or without the pin. The pin can be added or removed before or after any movement. Changing altitude is considered as movement; so it can trigger "Overwatch!" fire.

In the higher position, the vehicle has a better field of view but is also more exposed. In the lower position, it can benefit from cover more easily, but this makes shooting harder.

## MOUNTED WEAPONS

The **light drum cannon** is simply a more accurate drum gun, with enough ammunition to fight a couple of battles without reloading. Often used in pairs, to obtain even more enjoyable rates of fire, this weapon shoots so many projectiles it is often used to raze buildings (and take care of whatever was inside).

This weapon uses direct fire rules.

### BBQ ATTACK

Karman vehicles glide above the ground thanks to an artificial gravity field. Therefore, they cannot run over enemy infantry, like combat striders would. However, a solution has been found. Just as many times before, it is the warriors of Libra who developed this combat technique: the “BBQ” attack. When they want to conserve ammunition, Karman pilots rush straight into infantry units. Then the vehicle brakes suddenly and spins around full circle. This true name of this technique is the “cherry blossom whirlwind”. The blisteringly hot ejection gases burn anything lying around the vehicle. The pilots will then add their tasteful touch by announcing over the radio, “Anyone for a fry up? This attack is considered as an attempt to run over the infantry”.

The **light flamer** is the result of pure Karman technology. This weapon shoots plasma balls that can be as hot as several million degrees, so hot the devil himself would start to blister. It burns metal better than a match burns a sheet of paper.

This weapon uses indirect fire and projection rules.

For all those who wonder what it feels like to be inside an armored fighting vehicle struck by lightning, the **light jammer** is the weapon they are looking for. Combining the effects of a strong electric shock and an intense magnetic field, it melts metal and fries electrical systems. Thunder is nothing compared to the noise this weapon makes!

This weapon uses direct fire rules.

The **light ZZ-cannon** is a laser beam that slices through all soft materials and causes a string of micro explosions on the surface of harder material. The only drawback is the lack of noise: apart from a faint buzz, the Karmans, especially Flux warriors, think it is a bit of a shame for such a powerful weapon to make so little noise...

This weapon uses direct fire rules.

### EPIC OF THE “SUBLIME ODYSSEY”

The “Sublime Odyssey” company was specialized in recon missions and long distance strikes in hostile environments: choking hot jungle, foul swamps, frozen tundra, impassable glaciers...

On Élysée, a frozen human colony, the company even scored a new record: the longest unit “Missing In Action”. Caught in a blizzard, a Thunder Trike unit became lost in the snow storm and was filed as missing for more than three months. In fact, the unit was following a route parallel to that of the company. Fighting its own battles and living off the land for over a hundred days, until they reached a mountain pass that allowed them to make contact with their company!

The **heavy ZZ-cannon** is THE weapon that made the King Mammoth famous: no other machine could carry the colossal power source needed to fuel this technological monster. This weapon can sweep its laser beam across the battlefield just like an orbital strike. Zaius uses heavy ZZ-cannons as a secondary weapon in its ground to space anti-interceptor defense system!





# DIRT TRIKE

*"The karma of anyone standing in front of twin drum cannons is to die from a violent form of lead poisoning..."*

– Anonymous

The Dirt Trike is an extremely fast vehicle. Its plating was sacrificed in favor of the impressive ammunition magazines that feed the outrageous rate of fire of its two light drum cannons. The Dirt Trike is a hunter; swift and elusive. It approaches its prey so close that its shots just cannot miss. Hovering from one end of the battlefield to the other, it leaves in its wake a long and almost uninterrupted trail of shells. A four millimeter bullet from couldn't pierce any kind of modern armor alone. However, the sheer number of bullets shot means one of them is bound to hit a weakness in the armor.

## TACTICS

The Dirt Trike is a light vehicle that should be kept away from any form of anti-tank weapon because of its light structure and lack of armor. So, the best tactic is to keep it hunkered down behind an obstacle, ready to pounce on its target. The Dirt Trike will leap from cover and quickly destroy its target before it gets to shoot back.

Although the Dirt Trike might not be heavily armored, infantry weapons cannot do much to it.

In units of two or three machines, the Dirt Trike truly becomes a weapon of mass destruction. Its rate of fire, which is already incredible by itself, is only multiplied still further. A unit of Dirt Trikes will be able to shoot from long range or attack several units lined up in a row. With this density of fire, even cover loses most of its effectiveness.

## UNIT COMPOSITION

**Type:** 1.


**Numbers:** 1 to 3.

**Standard equipment:** Antigrav.

**Officer:** Rank 1.

### Equipment

**Antigrav:** A fighter equipped with an antigrav gains the "Rocket jump" ability. They can jump over miniatures and terrain elements during their movement.



Dirt Trike

→

30

↶

9

↷

10

↸

6

	Frame		Propulsion	
STRUCTURE POINTS	2		2	

Ranged weapon					SP
LIGHT DRUM CANNON (1)	5	4/0	-	8/1	1
LIGHT DRUM CANNON (2)	5	4/0	-	8/1	1

**Vehicle:** This vehicle obeys the following rules:

- Variable altitude. To represent this it comes with a transparent pin. The vehicle can then be positioned at two different heights: with or without the pin. This pin can be added before or after a movement; changing altitude is considered as moving and can, for instance, trigger "Overwatch" fire.
- The shooting arc of its armament is limited. The weapons located at the front of the vehicle are described above the line.

### Officers

**Mentor (Men.):** + 15 A.P.



### Cost of a Dirt Trike unit

EQUIPMENT	STANDARD NUMBER (1)	MAXIMUM NUMBER (2)	EXTRA FIGHTER
Standard	175 A.P.	525 A.P.	+ 175 A.P.
[1] 1 Dirt Trike including: 0 to 1 officer; [2] 3 Dirt Trikes including: 0 to 1 officer			

# EASY TRIKE

*"They've really struck like lightning"*

– The sole survivor of a revolutionary AFV force.

The Easy Trike is the perfect anti-tank unit. To anything containing enough metal to allow its two light jammers to shoot it, the Easy Trike will inflict deadly damage.

Just as quick as any other trike, the Easy Trike outclasses every other armored fighting vehicle when it comes to maneuverability, making it a formidable hunter. Ignoring terrain, zooming past at high speed, it circles around the enemy, who never gets a chance to strike back, and shoots him down until he collapses in a cloud of ashes and sparks.

On top of these qualities, common to all Karman trikes, it should be noted that the "Easy" model was reinforced to face more heavily armed machines. Compared to the other models built on this frame, the Easy Trike is tough. It can take enemy infantry fire without breaking a sweat. Even anti-tank weapons have problems damaging it.

## TACTICS

Easy Trikes are meant to head straight for their target and take it down, no matter the thickness of its armor; it makes no difference. The Easy Trike can deal with a Dotch Yaga just as easily as a Fire Toad. It will just take a little more time to down the first one.

Deployed in units of one vehicle, the Easy Trike uses its mobility to reach an unexpected shooting position before hovering back to the safety of cover. In units of two or three machines, no target is safe. Once the enemy's armored fighting vehicles have all been taken care of, the Easy Trike will rush straight into infantry units – their speed should be used to reach any position on the battlefield.






## UNIT COMPOSITION

**Type:** 1.

**Numbers:** 1 to 3.

**Standard equipment:** Antigrav.


**Officer:** Rank 1.

Easy Trike				
				
30	9	12	6	
Frame		Propulsion		
STRUCTURE POINTS	3	2		
Ranged weapon				SP
LIGHT JAMMER [1] (Jammer)	5	2/0	-	2+/1 1
LIGHT JAMMER [2] (Jammer)	5	2/0	-	2+/1 1

## Equipment

**Antigrav:** A fighter equipped with an antigrav gains the "Rocket jump" ability. They can jump over miniatures and terrain elements during their movement.

**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.

**Vehicle:** This vehicle obeys the following rules:

- Variable altitude. To represent this it comes with a transparent pin. The vehicle can then be positioned at two different heights: with or without the pin. This pin can be added before or after a movement; changing altitude is considered as moving and can, for instance, trigger "Overwatch" fire.
- The shooting arc of its armament is limited.

## Officers

**Mentor (Men.)** : + 15 A.P.

## Cost of an Easy Trike unit

EQUIPMENT	STANDARD NUMBER [1]	MAXIMUM NUMBER [2]	EXTRA FIGHTER
Standard	250 A.P.	750 A.P.	+ 250 A.P.
[1] 1 Easy Trike including: 0 to 1 officer; [2] 3 Easy Trikes including: 0 to 1 officer			



# JUNGLE TRIKE

*"Where did that come from! We've just been shot at! Did anyone see where it came from?"*

– Last communication from a spetsnatz kommando lieutenant.

The Jungle Trike is the most versatile trike there is and yet none of its efficiency in combat has been sacrificed. With its two light ZZ-cannons, it displays some respectable anti-personnel and anti-tank firepower. Fast and agile, it has all the necessary qualities to get the best out of its armament. It strikes the enemy fast and makes sure it hits where it hurts most.

Quite logically, the Jungle Trikes have been remarkably successful from Nova's point of view. They see in it a universal and efficient answer to any threat. Accurate, powerful weapons with a good rate of fire; high speed and unrivalled maneuverability: you could hardly ask anything more from a light armored fighting vehicle.

## TACTICS

The Jungle Trike is equipped with long range weapons. It fires from afar, exposing itself as little as possible. The rate of fire and accuracy of its light ZZ-cannons allow it to seriously threaten infantry and armored fighting vehicle units alike.

In a unit of one vehicle, the Jungle Trike is a machine designed for harassment tactics. Its mobility should be used to gain favorable shooting positions and to move out of the way when the situation becomes hazardous. In units of two or three machines, the Jungle Trike is the master of the battlefield once the unit has captured a strategic position. Once settled in, it will destroy anything moving within range.

## UNIT COMPOSITION

**Type:** 1.

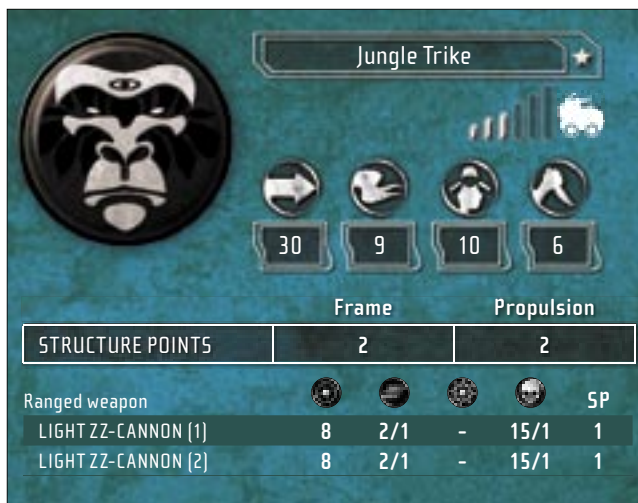
**Numbers:** 1 to 3.

**Standard equipment:** Antigrav.

**Officer:** Rank 1.

## Equipment

**Antigrav:** A fighter equipped with an antigrav gains the "Rocket jump" ability. They can jump over miniatures and terrain elements during their movement.



**Vehicle:** This vehicle obeys the following rules:

- Variable altitude. To represent this it comes with a transparent pin. The vehicle can then be positioned at two different heights: with or without the pin. This pin can be added before or after a movement; changing altitude is considered as moving and can, for instance, trigger "Overwatch" fire.
- The shooting arc of its armament is limited.

## Officers

**Mentor (Men.):** + 15 A.P.



## Cost of a Jungle Trike unit

EQUIPMENT	STANDARD NUMBER (1)	MAXIMUM NUMBER (2)	EXTRA FIGHTER
Standard	200 A.P.	600 A.P.	+ 200 A.P.
(1) 1 Jungle Trike including: 0 to 1 officer; (2) 3 Jungle Trikes including: 0 to 1 officer			

# THUNDER TRIKE

*"There are two sorts of fighters: those who devise strategies and those who never progress past the childish tendency to break what surrounds them. You are going to constitute a third sort, somewhere between these two categories."*

– Saint Anuman, speech made before the very first unit of Thunder Trike pilots.

The Thunder Trike was a very specific design ordered by Nova. It wanted to test a combination of two different weapons, in order to have an armored fighting vehicle ready to fight against any kind of opponent. According to this faction, the Dirt Trike and the Jungle Trike are too frail. Furthermore, the first lacks firepower to deal with armored fighting vehicles and the second does not have the rate of fire needed to take care of infantry units. A new machine was designed, based on the Easy Trike.

The combination of a light drum cannon and a light ZZ-cannon will allow a Thunder Trike to fight any opponent. The light drum gun is a nightmare for the infantry.

## TACTICS

The Thunder Trike is a hybrid machine: half anti-tank, half anti-personnel, it is never unarmed against anyone. It can also pick out a single target or shoot them all at once. In this case, the most efficient tactic is to shoot at an enemy within sight with one weapon and then move into a better position to pick a second target.

In a unit of one vehicle, the Thunder Trike will act as the complementary force you need to finish off a damaged armored fighting vehicle or to hunt down an officer who is hiding out of the way. It can also be used to harass the enemy too. The Thunder Trike reveals all of its usefulness in units of two or three vehicles. It can then alternate between mowing down infantry and striking down armored fighting vehicles in the same round...


## UNIT COMPOSITION

**Type:** 1.


**Numbers:** 1 to 3.

**Standard equipment:** Antigrav.


**Officer:** Rank 1.




Thunder Trike




30



9



12




6

STRUCTURE POINTS

3

2

Ranged weapon



LIGHT ZZ CANNON


8

2/1

-

15/1

1



LIGHT DRUM CANNON

5

4/0

-

8/1

1

## Equipment

**Antigrav:** A fighter equipped with an antigrav gains the "Rocket jump" ability. They can jump over miniatures and terrain elements during their movement.

**Vehicle:** This vehicle obeys the following rules:

- Variable altitude. To represent this it comes with a transparent pin. The vehicle can then be positioned at two different heights: with or without the pin. This pin can be added before or after a movement; changing altitude is considered as moving and can, for instance, trigger "Overwatch" fire.
- The shooting arc of its armament is limited.

## Officers

**Mentor (Men.):** + 15 A.P.



## Cost of a Thunder Trike unit

EQUIPMENT	STANDARD NUMBER {1}	MAXIMUM NUMBER {2}	EXTRA FIGHTER
Standard	250 A.P.	750 A.P.	+ 250 A.P.

{1} 1 Thunder Trike including: 0 to 1 officer; {2} 3 Thunder Trikes including: 0 to 1 officer



# JUNGLE BUGGY

*"We're gonna catch them in a pincer!"*

– Last tactical advice issued by Master sergeant G. Kelso (K.I.A.).\*

The Jungle Buggy is the oldest hunting/pursuit vehicle available to Karman forces. Its design never underwent any upgrades. Even after a thousand years of military research, nothing more efficient was found.

With its four light ZZ-cannons it is able to fight any opponent, especially when there are many of them around: multiple targets will allow the Jungle Buggy to move into a position to get the most out of both its hunting armament at the front and its pursuit armament at the rear. Getting into such positions is a piece of cake for this vehicle as it hovers over obstacles and speeds through the air.

## TACTICS

The position of a Jungle Buggy is the key to its efficiency. As opposed to the lighter trikes, it can sustain quite a bit of fire before it falls. So a Jungle Buggy has all it takes – speed, endurance, armament – to hold strategic positions that will allow it to catch the enemy in a deluge of lasers.

The broadside drive-by is what the Jungle Buggy was designed for: it travels across the width of the battlefield and fires all its light ZZ-cannons, relying on their accuracy and the number of shots to eliminate its targets. However, its favorite tactic is to rush in amongst enemy units and fire all its armament at once!

## UNIT COMPOSITION

**Type:** 2.

**Numbers:** 1.

**Standard equipment:** Antigrav.

**Officer:** Rank 1.

## Equipment

**Antigrav:** A fighter equipped with an antigrav gains the "Rocket jump" ability. They can jump over miniatures and terrain elements during their movement.

**Vehicle:** This vehicle obeys the following rules:

- **Variable altitude.** To represent this it comes with a transparent pin. The vehicle can then be positioned at two different heights: with or without the pin. This pin can be added before or after a movement; changing altitude

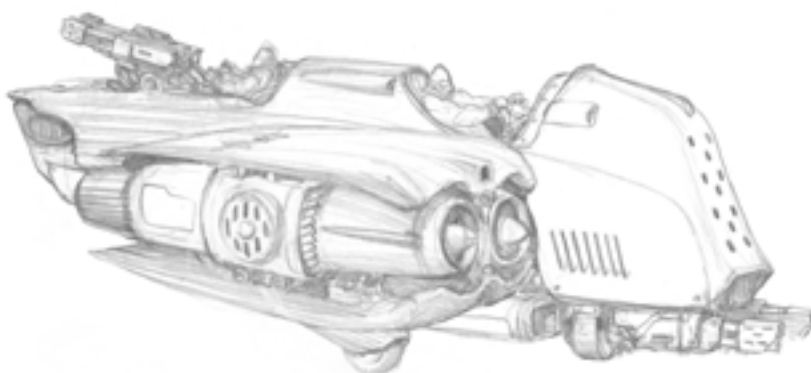
Jungle Buggy					
STRUCTURE POINTS		Frame		Propulsion	
4		2			
Ranged weapon				SP	
LIGHT ZZ-CANNON (1)	8	2/1	-	15/1	1
LIGHT ZZ-CANNON (2)	8	2/1	-	15/1	1
LIGHT ZZ-CANNON (3)	8	2/1	-	15/1	1
LIGHT ZZ-CANNON (4)	8	2/1	-	15/1	1

is considered as moving and can, for instance, trigger "Overwatch" fire.

- The shooting arc of its armament is limited. The weapons located at the front of the vehicle are described above the line, while the weapons located at the rear of the vehicle are described below the line.

## Officers

**Mentor (Men.):** + 15 A.P.



## Cost of a Jungle Buggy unit

EQUIPMENT	STANDARD NUMBER (1)
Standard	525 A.P.
[1] 1 Jungle Buggy including: 0 to 1 officer	

\* Killed in action

# KING BUGGY

*"A defensive position has two major flaws : it doesn't move and those who hide inside tend to feel safe. No fortification is impregnable; the King Buggy is the best way to demonstrate this."*

– Saint Anuman, interviewed by *Karman Battle News*, the Karman information network.

The King Buggy is the nemesis of fortifications, defensive positions and constructions in general.

Bunkers, dug-in armored fighting vehicles and all those who rely on static defenses quickly find out that modern warfare is a war of movement not a war of positions.

Easy to produce, affordable, solid, quick, terrifying and powerful... The King Buggy is all that and much more. Its hunting armament of two light ZZ-cannons is a standard in anti-tank weaponry. With such firepower at hand, it can destroy light armored fighting vehicles in a single salvo and seriously damage medium or heavy armored fighting vehicles. Against infantry outside of cover, it proves just as efficient. Its pursuit armament of twin light flamers speaks for itself. No infantry unit stands a chance against light flamer fire. But can you imagine *double* light flamer fire?

## TACTICS

The King Buggy's job is to break the enemy's most precious units. During its approach, it uses its hunting armament, the ZZ-cannons, to soften up enemy armored fighting vehicles. Then, in a single daring assault, it eliminates the opponent's most threatening infantry units and destroys the armored fighting vehicles it has already damaged. Its lifespan is directly related to the amount of damage it can inflict. Its most efficient tactic is to dart through enemy lines, get past the infantry units and within point blank range to take care of enemy armored fighting vehicles hiding in the opponent's back line.



King Buggy					
25		10	12	6	
STRUCTURE POINTS		Frame		Propulsion	
4		2			
Ranged weapon					SP
LIGHT ZZ-CANNON (1)		8	2/1	-	15/1
LIGHT ZZ-CANNON (2)		8	2/1	-	15/1
L. FLAMER (1) (projection, indirect fire)		[25]	1/0	4	9/1
L. FLAMER (2) (projection, indirect fire)		[25]	1/0	4	9/1

## UNIT COMPOSITION

**Type:** 2.

**Numbers:** 1.

**Standard equipment:** Antigrav.

**Officer:** Rank 1.

## Equipment

**Antigrav:** A fighter equipped with an antigrav gains the "Rocket jump" ability. They can jump over miniatures and terrain elements during their movement.

**Vehicle:** This vehicle obeys the following rules:

- Variable altitude. To represent this it comes with a transparent pin. The vehicle can then be positioned at two different heights: with or without the pin. This pin can be added before or after a movement; changing altitude is considered as moving and can, for instance, trigger "Overwatch" fire.
- The shooting arc of its armament is limited. The weapons located at the front of the vehicle are described above the line, while the weapons located at the rear of the vehicle are described below the line.

## Officers

**Mentor (Men.):** + 15 A.P.

## Cost of a King Buggy unit

EQUIPMENT	STANDARD NUMBER (1)
Standard	400 A.P.
(1) 1 King Buggy including: 0 to 1 officer	



# THUNDER BUGGY

"Yahoo!"

"Yeah!"

"Woot!"

"Faaaaster!"

(The rest of the recording is covered by the racket of a light drum cannon).

– Typical conversation between a Thunder Buggy pilot and his gunman.

The Thunder Buggy is a less costly alternative to the Jungle Buggy. It also offers greater versatility, thanks to the combination of its twin light ZZ-cannons and twin light drum cannons. This assault vehicle is a fearsome support for the infantry.

Do not be mistaken though: despite the crew's relaxed attitude – they are riding one of the coolest AFVs there is! The Thunder Buggy is one of the sharpest tools the Karmans have in their kit.

## TACTICS

The Thunder Buggy is a rapid assault unit. It excels in its spearhead and infantry support role. Leading the assault, its armor allows it to sustain damage taken from anti-tank weapons while its firepower takes care of eliminating the source of the disturbance. Its merciless light drum cannons blast any positions held by infantry. If necessary, its light ZZ-cannons can finish the job. Light fighting vehicles have good reason to fear this vehicle as it can destroy them in a single salvo.

## UNIT COMPOSITION

**Type:** 2.

**Numbers:** 1.

**Standard equipment:** Antigrav.









**Officer:** Rank 1.

### Equipment

**Antigrav:** A fighters equipped with an antigrav gains the "Rocket jump" ability. They can jump over miniatures and terrain elements during their movement.

**Vehicle:** This vehicle obeys the following rules:

- **Variable altitude.** To represent this it comes with a transparent pin. The vehicle can then be positioned at two different heights: with or without the pin. This pin can be added before or after a movement; changing altitude is considered as moving and can, for instance, trigger "Overwatch" fire.

Thunder Buggy					
					
		25	10	12	6
		Frame		Propulsion	
STRUCTURE POINTS		4		2	
Ranged weapon					SP
LIGHT DRUM CANNON (1)		5	4/0	-	8/1 1
LIGHT DRUM CANNON (2)		5	4/0	-	8/1 1
LIGHT ZZ-CANNON (1)		8	2/1	-	15/1 1
LIGHT ZZ-CANNON (2)		8	2/1	-	15/1 1

- The shooting arc of its armament is limited. The weapons located at the front of the vehicle are described above the line, while the weapons located at the rear of the vehicle are described below the line.

### Officers

**Mentor (Men.):** + 15 A.P.

### THE THUNDER BUGGY

The Thunder Buggy is a typical Flux invention. With the resources of this faction drained by Zaius, there are not enough funds to produce the pricy Jungle Buggy. Besides that, the Jungle Buggy is not all that satisfactory in the eyes of Flux. In fact, its closed hull prevents the pilots from feeling the wind in their fur and no one gets to hear how much they are enjoying themselves! Plus laser technology might be cool and all, but it makes barely any noise or smoke or light... It is simply unthinkable to go into battle in such a machine!

Fortunately, the solution was straightforward. A little less armor, a less powerful generator, a couple of light drum cannons... The ideal buggy was born!

### Cost of a Thunder Buggy unit

EQUIPMENT	STANDARD NUMBER (1)
Standard	425 A.P.
[1] 1 Thunder Buggy including: 0 to 1 officer	

# KING MAMMOTH

*"Let us show you light,  
And leave your carnal envelopes tonight."*

– Approximate translation of a haiku painted on the side of the King Mammoth "Wisdom of flames".

Each King Mammoth is a monument to war worshipped by its crew. If a weapon were ever to reach the awakening, it would be the King Mammoth. Moreover, pilots who are put in command of such vehicles evolve very rapidly in the way of war, reaching wisdom faster than any other Karman. Some would say they are guided by the machine...

The three engines of the King Mammoth can pull it off the ground of any planet the Karmans evolve on. Its armor is so thick it cannot be repaired. A damaged section of armor needs to be removed and replaced as a whole. Its armament is so destructive it generates some unexpected physical effects (electromagnetic storms, limited nuclear reactions...).

## TACTICS

The King Mammoth is a piece of wild epic poetry, an ode to the glory of war. This vehicle provides invincible protection to its crew and to those hiding behind it. Its four light flamers offer enough anti-personnel firepower to win a battle on its own. With its heavy ZZ-cannon, enemy armored fighting vehicles bold enough to shoot at the King Mammoth will never get a second chance to make the same mistake. Finally, its reactors allow it to reach speeds that some Type 1 armored fighting vehicles would envy. Nothing can stand in the way of King Mammoth.

## UNIT COMPOSITION

**Type:** 1.

**Numbers:** 1.



**Standard equipment:** Antigrav.

**Officer:** Rank 1.

### Equipment

**Antigrav:** A fighters equipped with an antigrav gains the "Rocket jump" ability. They can jump over miniatures and terrain elements during their movement.

**Curtain of flames:** At the end of its movement, if it has not yet shot its light flamers, the King Mammoth can use the "Curtain of flames" ability. Units located in the shooting arc of its flamers cannot see the King Mammoth, nor the units hidden even partially by the vehicle.

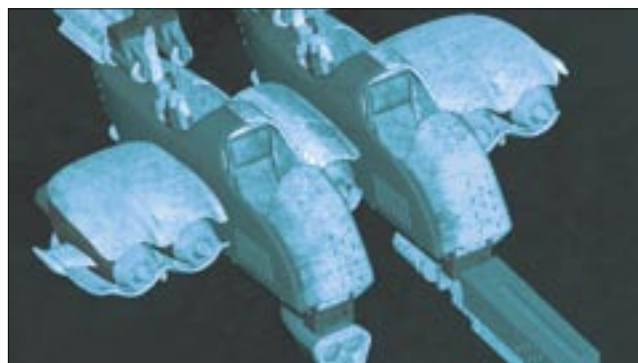
King Mammoth					
					
25		11	16	6	
STRUCTURE POINTS		Frame		Propulsion	
5		2			
Ranged weapon					SP
HEAVY ZZ CANNON		8	4/1	-	17/1 3
L. FLAMER (1) [projection, indirect fire]		[25]	1/0	4	9/1 1
L. FLAMER (2) [projection, indirect fire]		[25]	1/0	4	9/1 1
L. FLAMER (3) [projection, indirect fire]		[25]	1/0	4	9/1 1
L. FLAMER (4) [projection, indirect fire]		[25]	1/0	4	9/1 1

**Vehicle:** This vehicle obeys the following rules:

- Variable altitude. To represent this it comes with a transparent pin. The vehicle can then be positioned at two different heights: with or without the pin. This pin can be added before or after a movement; changing altitude is considered as moving and can, for instance, trigger "Overwatch" fire.
- The shooting arc of its armament is limited. The weapons located at the front of the vehicle are described above the line, while the weapons located at the rear of the vehicle are described below the line.

### Officers

**Guru (Gur.):** + 45 A.P.



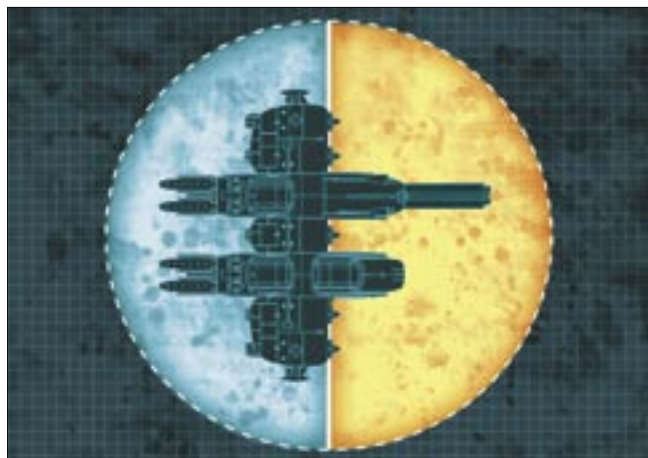
### Cost of a King Mammoth unit

EQUIPMENT	STANDARD NUMBER (1)
Standard	675 A.P.
[1] 1 King Mammoth including: 0 to 1 officer	

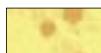


# GAMING AIDS

## SHOOTING ANGLES



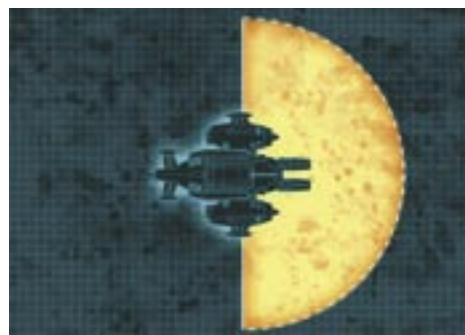
Type 3 Vehicle



Front weapons



Rear weapons



Type 1 Vehicle



Type 2 Vehicle

## DAMAGE INFLICTED ON ARMORED FIGHTING VEHICLES

An armored fighting vehicle is composed of several distinct parts;

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

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

Localisation table

Result	Damaged part
	Propulsion
	Frame
	A weapon*

\* A weapon chosen by the shooting player

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

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

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

## 0 SP: Destruction

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

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

## Immobilized vehicles

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

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

# The future







Most nations of the galaxy consider karma and its quest with cynicism or indifference. They believe that this spiritual quest is simply there to hide a Karman inferiority complex: having been created artificially by the Therians, Karmans seek to somehow justify their existence and their destructive instincts. By taking on the role of keepers of equilibrium, they place themselves above everyone else, challenging civilizations far more advanced than theirs.

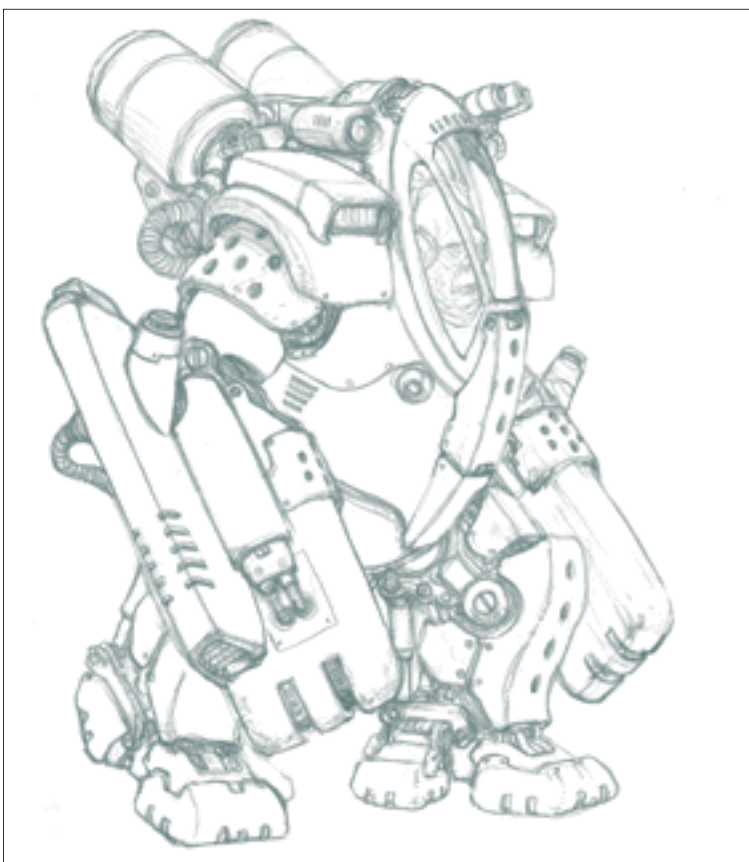
Karmans care little for what such sinister minds may believe. They instinctively sense the truth of karma. More pragmatic than they look, the karma warriors know that their quest is a matter of survival not only for their species, but for the entire universe.

## THE INVISIBLE HAND

The truth about the karma is the best kept secret of the Karmans, even more so than the creation of Zaius. Only the greatest sages know of it. They never tell anyone about it and when they do speak about it among themselves it is in enigmas and riddles. The only way to discover the truth is to guess it: this stage is the ultimate test before becoming a sage. A test imposed by karma itself and not by some higher authority.

A lucky coincidence, a twist of fate, a wish come true, everyone is confronted with karma someday. Karma is not only spiritual apotheosis; it is also the force governing chance and probabilities. An enlightened spirit may use karma as a resource to modify the route of fortune and, by extension, that of space and time!

Karma can be quite capricious and will not submit to manipulation. It needs to be lured in and kept by one's side. Above all, it should never be angered. Understanding its role as a fundamental force of the universe is nothing compared to the risk involved when trying to force it towards the direction hoped. Many sages have fallen from grandeur as they



attempted to break karma, in a move to fulfill their wishes. Wherever they go, bad luck sticks to them and they can be sure their existence will end before their time has come.

The true meaning of the Karmans' quest, as it is dictated by the sages, is to gather enough karmic resources to undertake a complete and fair restoration of the universe. The power of karma has therefore been used several times to change the past: the "invisible" hand of time, as the sages call it, once suggested the Therians should spare the Karmans when the latter strayed from the path dictated by their creators. It is also the invisible hand that allowed the Karmans to defeat the Cog empire, thus preventing the latter from being directly confronted by the Therians in a conflict which would have meant the end of life altogether.

The sages themselves still have trouble steering the invisible hand. However, they can intuitively sense changes in the karmic balance. Such changes can sometimes be unconsciously initiated by a civilization or a particularly awakened individual, generally considered as a hero or a messiah. Some of the most revered sages vanish without a trace other than the eternal memory burnt into the minds of those who once met them: the other sages suppose that they gathered enough karma to fuse with it, becoming one with universal karma. Evolution beyond this stage is simply a mystery: some believe it transcends the state of consciousness and wisdom.

## KARMIC REDEMPTION

Despite its passionate pursuit of the quest, Karman civilization once committed a crime that threw karmic equilibrium completely off balance: the destruction of the Krygs. The

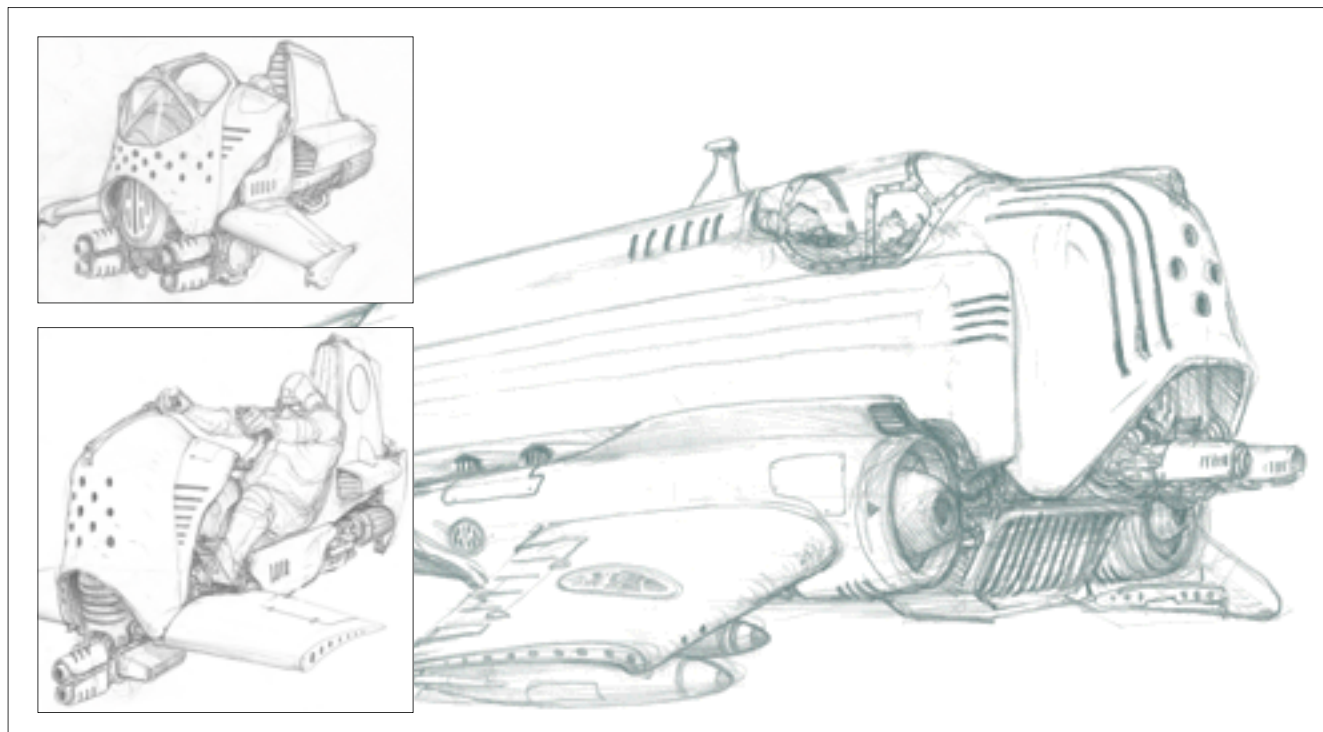
sages believed they were paying back the debt the Karmans owed to the Therians. Unfortunately, they underestimated the consequences of their choices. They had rushed their virtuous civilization straight into a trap. Karma seemed to have a particular fate in mind for the warlike Krygs.

The sages realized their terrible mistake just before the birth of Nova: discord and the schism within their people was the first consequence of karmic revenge. Since then, the sages, and after them countless generations of successors, have done everything possible to obtain redemption. Some Karmans left to explore the galaxy and convert other awakened peoples to the quest for karma, hoping to mix karmas in a move to soak up some of the karmic debt more quickly.

Faced with the prospect of total war, the sages felt the need to replace the Krygs as the leading figures of the more warlike nations: they facilitated the rise of Flux and made the creation of Zaius possible. They willingly created warriors who had nothing to do with true Karmans anymore and sent them to the end of the galaxy to find the karmic sign that would show them the route to redemption and the way to escape total destruction at the end of time.

Close to 990 centuries later, the dreaded specter of war is on the horizon: the Therians are in trouble on Damocles. The armed forces from an insignificant planet called Ava are defeating them. The echo of Therian failures has spread across the galaxy like a powder trail and has spurred warlike passions. At the same time, celestial winds have carried the news of the Krygs' unexpected survival.

The Karmans are facing the most important choice in their history. Which cause should they embrace, and what are the consequences to their karma going to be?





# TROOPS



Anakonga





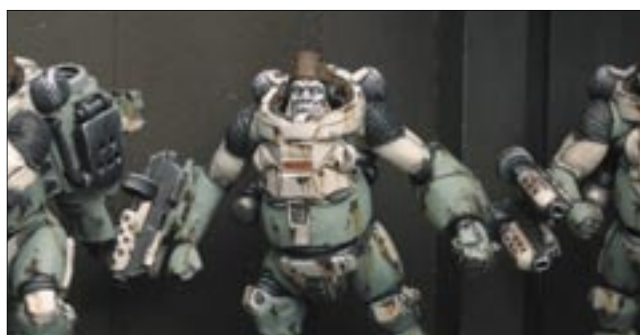

18

8

6

6

Standard ranged weapon				
DRUM PISTOL	1	6/0	-	5/1
Special weapons				
DRUM GUN	3	4/0	-	8/1
FLAMER (projection, indirect fire)	[25]	1/0	4	9/1
Mêlée weapon				
POWER GRIP	6	1/0	-	10/1
Optional weapon				
GRENADES (indirect fire)	0	1/0	1	5/1





Kaptar






18

8

6

6

Standard ranged weapon				
ZZ RIFLES	4	4/0	-	6/1
Special weapons				
SNIPER GUN (sniper)	9	2/0	-	9/1
ZZ-GUN	6	2/1	-	15/1
Mêlée weapon				
POWER GRIP	6	1/0	-	10/1
Optional weapon				
GRENADES (indirect fire)	0	1/0	1	5/1





Yeti






18

9

7

7

Standard ranged weapon				
JUNGLE RIFLE	4	4/1	-	5/1
Special weapons				
FLAMER (projection, indirect fire)	[25]	1/0	4	9/1
ROCKET LAUNCHER	2	3/0	-	12/2
Mêlée weapon				
POWER GRIP	7	1/0	-	10/1
Optional weapon				
GRENADES (indirect fire)	0	1/0	1	5/1



Wendigo






18

9

7

7

Standard ranged weapon				
ZZ RIFLES	5	4/0	-	6/1
MASER STRIKE (indirect fire)	5	2/0	1	4/1
Special weapons				
DRUM GUN	4	4/0	-	8/1
GRENADE LAUNCHER (indirect fire)	4	2/0	3	5/1
Optional weapon				
GRENADES (indirect fire)	0	1/0	1	5/1








### K-fighter







1810117





Standard ranged weapon				
JAMMER (1) [jammer]	5	2/0	-	2+/1
JAMMER (2) [jammer]	5	2/0	-	2+/1
Mêlée weapon				
SUPER POWER GRIP (1)	7	1/0	-	10/2
SUPER POWER GRIP (2)	7	1/0	-	10/2



### Jungle Trike



309106

	Frame	Propulsion			
STRUCTURE POINTS	2	2			
Ranged weapon					SP
LIGHT ZZ-CANNON (1)	8	2/1	-	15/1	1
LIGHT ZZ-CANNON (2)	8	2/1	-	15/1	1



### K-shooter



1810117

Standard ranged weapon				
ZZ-GUN	7	3/1	-	15/1
Mêlée weapon				
SUPER POWER GRIP (1)	7	1/0	-	10/2
SUPER POWER GRIP (2)	7	1/0	-	10/2






### K-warrior







1810117





Standard ranged weapon				
MORTAR GUN (1) [indirect fire]	4	2/0	4	7/1
MORTAR GUN (2) [indirect fire]	4	2/0	4	7/1
Mêlée weapon				
SUPER POWER GRIP (1)	7	1/0	-	10/2
SUPER POWER GRIP (2)	7	1/0	-	10/2




### Dirt Trike







309106





	Frame	Propulsion			
STRUCTURE POINTS	2	2			
Ranged weapon					SP
LIGHT DRUM CANNON (1)	5	4/0	-	8/1	1
LIGHT DRUM CANNON (2)	5	4/0	-	8/1	1




### Easy Trike




309126

	Frame	Propulsion			
STRUCTURE POINTS	3	2			
Ranged weapon					SP
LIGHT JAMMER (1) [Jammer]	5	2/0	-	2+/1	1
LIGHT JAMMER (2) [Jammer]	5	2/0	-	2+/1	1







Thunder Trike




	Frame		Propulsion	
STRUCTURE POINTS	3		2	
Ranged weapon				SP
LIGHT ZZ CANNON	8	2/1	- 15/1	1
LIGHT DRUM CANNON	5	4/0	- 8/1	1




King Buggy



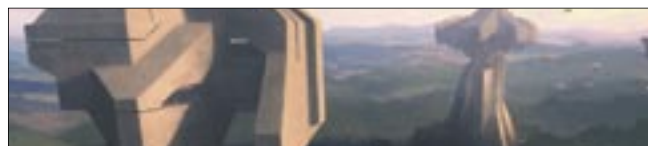
	Frame		Propulsion	
STRUCTURE POINTS	4		2	
Ranged weapon				SP
LIGHT ZZ-CANNON (1)	8	2/1	- 15/1	1
LIGHT ZZ-CANNON (2)	8	2/1	- 15/1	1
L.FLAMER (1)(projection, indirect fire)	[25]	1/0	4 9/1	1
L.FLAMER (2)(projection, indirect fire)	[25]	1/0	4 9/1	1




Jungle Buggy




	Frame		Propulsion	
STRUCTURE POINTS	4		2	
Ranged weapon				SP
LIGHT ZZ-CANNON (1)	8	2/1	- 15/1	1
LIGHT ZZ-CANNON (2)	8	2/1	- 15/1	1
LIGHT ZZ-CANNON (3)	8	2/1	- 15/1	1
LIGHT ZZ-CANNON (4)	8	2/1	- 15/1	1







Thunder Buggy



	Frame		Propulsion	
STRUCTURE POINTS	4		2	
Ranged weapon				SP
LIGHT DRUM CANNON (1)	5	4/0	- 8/1	1
LIGHT DRUM CANNON (2)	5	4/0	- 8/1	1
LIGHT ZZ-CANNON (1)	8	2/1	- 15/1	1
LIGHT ZZ-CANNON (2)	8	2/1	- 15/1	1



King Mammoth



	Frame		Propulsion	
STRUCTURE POINTS	5		2	
Ranged weapon				SP
HEAVY ZZ CANNON	8	4/1	- 17/1	3
L.FLAMER (1)(projection, indirect fire)	[25]	1/0	4 9/1	1
L.FLAMER (2)(projection, indirect fire)	[25]	1/0	4 9/1	1
L.FLAMER (3)(projection, indirect fire)	[25]	1/0	4 9/1	1
L.FLAMER (4)(projection, indirect fire)	[25]	1/0	4 9/1	1

# KARMAN ARSENAL



## EQUIPEMENTS

**Flamer:** This weapon has the “Projection” ability:

- When a unit contains several of these weapons, each of them can pick a different target;
- Cover is ignored;
- No shooting test is necessary, so there are no successes. (Therefore, shots cannot be combined to increase the area of effect.);
- The Accuracy of the weapon shows the weapon’s maximum range, as measured from the special weapon bearer. The template is centered on a fighter. All miniatures located even partially under the area of effect suffer a damage test.

**Grenades:** Fighters equipped with grenades can take shots with this indirect fire weapon. This equipment represents enough grenades for the whole battle.

A unit using this equipment cannot use any of its other ranged weapons during the current activation.

GRENADES [indirect fire]	0	1/0	1	4/1

**Jetpack:** Fighters equipped with Jetpacks get the “Rocket jump” ability. They can jump over miniatures and terrain elements during their movement.

**Sniper gun:** 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.

**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.

**K-armor:** A fighter equipped with this armor gains the “Hoist” ability. When he is in contact with a low wall, the low wall can be redeployed anywhere in contact.

This action replaces his close combat attacks.

**Super ZZ-battery:** The K-shooters’ ZZ-guns have the “Concentrate fire!” ability. The player can re-roll all of the unit’s failed damage tests once more. The player announces the use of this ability before the shooting test by shouting “Concentrate fire!”.

## SPECIALISTS

**Mechanic:** The mechanic has the “Repair” ability. At the beginning or at the end of his unit’s activation he can repair a friendly armored fighting vehicle within 2.5 cm of him. The armored fighting vehicle recovers 1 SP in a location chosen by the player. Destroyed parts may be repaired.

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



Platoon #Platoon #