

# AT-43 SCENARIO: PREMIER WEAPONS



*Anastasiya Tymofiyeva had just been given the honor of being named an officer. By what convoluted reasoning had she managed to persuade her commander to lend her a unit of RPG soldaty and a unit of RPG Kolossus? Perhaps it was to serve a higher purpose, worthy of revolutionary ideals, that Sgt. Anistasiya Tymofiyeva pursued her goal: to neutralize a couple Fire Toads, analyze them, and subsequently correct design flaws with the Red Blok light combat Strider. Of course, Anastasiya had contrived such a complex plan only to carry out her dream: to obtain the rank of AFV pilot.*

*Her small lie will not downplay the size of the feat she could achieve this day.*

## GAME MATERIALS

- 1x Accessory: Expansion Set 2 (ATAC02)
- 1x RPG Soldaty: Unit Box (RBRE03)
- 1x Sgt. Tymofiyeva: Hero Box (RBCH02)
- 1x RPG Kolossus: Unit Box (RBTA03)
- 1x Wing Trooper: Unit Box (UNEL03)
- 2x Fire Toad Mk02 Unit Box (UNC102)





## FORCES PRESENT

### U.N.A. Company:

- Unit 1: Six wing troopers with Sergeant and one Laser Gun.
- Unit 2: One Mk02 Fire Toad (Sgt.)
- Unit 3: One Mk02 Fire Toad (Sgt.)

### Red Blok Company:

- Unit 1: Eight RPG Soldaty with one Rocket Launcher and led by Sgt. Tymofiyeva (equipped with grenade pistol).
- Unit 2: Three RPG Kollosum (Sgt.)

### Tactical Positions

See the map.

### Primary Objectives

#### Red Blok: Eliminate both Fire Toads

*Sergeant Tymofiyeva is single minded in her cause: steal Fire Toad technology and study it. It is unlikely that the U.N.A. Pilots will simply hand over the keys to their AFVs, despite her logical arguments. Unfortunately for them, Anistasiya plans to play rough this is war!*

#### White Stars: At least one Fire Toad must reach point Zebra.

*The day began with a simple, danger-free mission: deliver the new Fire Toads, named "Number One" and "Bad Dog", to their respective pilots, Lieutenant Newton (who later obtains rank of Captain) and Sergeant Borz<sup>(2)</sup>. Suddenly and without warning, Red Blok soldiers came from nowhere, and opened fire. It was quickly determined that they must get past the Red*

*Blok - at any price. No one wants to be responsible for telling Borz they lost his Bad Dog!*

### Cease-Fire

The game ends when one player fulfills his primary objective. If it is impossible for either player to achieve their primary objective, the game ends in a tie.



<sup>(2)</sup> See Army Book: U.N.A.