

AT-43 SCENARIO : TRAFFIC JAM



- *What is this place?*
— *If my knowledge of Therian text is correct, it is a weather generation center – a kind of laboratory for testing their equipment. The golems enter by these hatches; the armor by these elevators. It would seem they can even simulate battles here. Over here, there are various sized access hatches, presumably used to mimic different armies during training.*
— *Fortunately, this lab has been decommissioned...*
— *Wait...what!? It is starting to rain!*

— Two anonymous Karmans

GAME MATERIALS

What you need to play this mission:

- 2x Game Posters
- 12x Low Wall
- 2x Container
- 4x Nanogenerator

Tactical positions

See the map. The elevators act as drop points.

Objectives

- Capture elevator corresponding to player's access (see special rules, below)
- Capture a Nanogenerator: 100 R.P.
- Control a Nanogenerator: 150 R.P.

RAPID DEPLOYMENT

Number of players: 2

Each player gets the same number of A.P. to build his company. 2000 PA companies are best for playing this mission.

Special Rules

Access hatches : only infantry can use these access zones.

Elevator: Each elevator constitutes a separate drop zone. A unit can only control the elevator corresponding to the controlling player's colored access zone (see map). On the other hand, a player can dispute the control of the enemy elevator.

The cavalry arrives! A player who controls his elevator can spend all his current reinforcement points (no matter how many he has as long as the number is greater than zero) to bring in a unit of AFVs from his reinforcements (no matter the cost of the unit of AFVs). The AFV unit enters by the drop zone, which the elevator constitutes.

Weather simulator: The Therian weather simulator generates strange climate conditions (see insert).

Cease Fire

When only one player has figurines left the game is over, and that player is the winner.

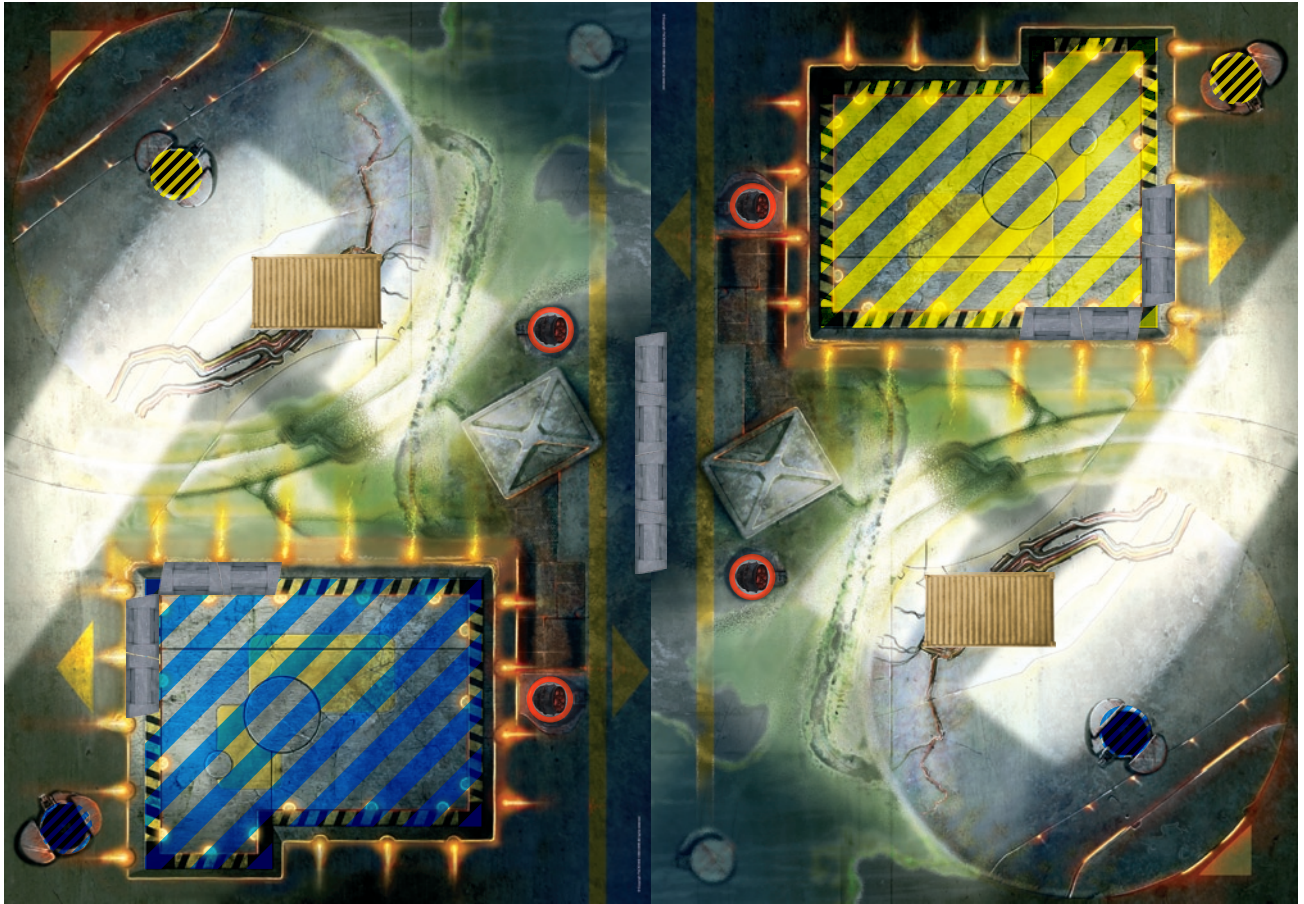
Game Effects

Good weather: The air is crystal clear. Range is decreased by 1.

Fog: A thick fog has risen. The air is crystal clear. Range is increased by 1.

Chaotic climat: The weather continually changes - mixing rain and dry winds, sun and thunderstorm. Roll another die and use the result given on the Game Effects table. Cumulative weather effects are possible. If the "Chaotic Climate" result is obtained again, or the result is a weather effect that cannot be applied twice, roll until a suitable result has been obtained.

Thaw: The soil changes to a mixture of melting snow and mud. Rush moves are not possible.



Downpour: Rain and/or snow prohibits a unit's ability to trace line of sight beyond range 3.

Cold snap: Each fighter becomes a statue of ice! A unit which doesn't move is destroyed.

Windstorm: Howling winds make movement dangerous. At the beginning of each turn, each player chooses a unit belonging to the enemy player. This unit is moved 5 cm in a random direction using the blast template. Beginning with the youngest player, the player places the template above the leader of the unit to be moved. He rolls one die to find out what direction the unit will move. Each fighter in the unit is then moved 5 cm in this direction. If the movement causes a fighter to encounter an obstacle, the fighter is placed

THE CHANGING CLIMATE

The Therian Climate machine has activated! Roll once on the table below before starting the mission "Traffic Jam".

The Changing Climate

RESULT (2 DICE)	CLIMATE
2	GOOD WEATHER
3	FOG
4-5	THAW
6-8	CHAOTIC CLIMATE
9-10	DOWNPOUR
11	COLD SNAP
12	WINDSTORM



at the base of the obstacle and his movement ends. If this movement would cause the fighter to leave the battlefield, it instead is placed at the edge of the battlefield. If this movement causes the fighter to come into contact with an enemy fighter, it stops in contact. This contact does not start a fight, but both fighters are considered engaged (per the rules of engagement).