



"No one escapes war!"





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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 occur...

# INTRODUCTION

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

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

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

#### ONI – OKAMURA NON-ALIGNED INDUSTRIES

ONI is a galactic corporation whose profits soar into the billions each year, mainly from exploitation of the majority of the civilized worlds. It is also a huge family, a network of contractors, entrepreneurs, and companies throughout the galaxy.

ONI has an army of professional soldiers ready to do anything to defend its interests and its clientele. Some of their professionals continue to fight, even after their demise: ONI has discovered the secret of immortality and deploys entire companies made up of zombies equipped with high-tech weapons. With ONI, even death provides an opportunity for long-term profitability!

Three departments dominate the armed forces of ONI Corporation:

- MercForce is ONI's mercenary army. These experts soldiers are recruited from the best veteran warriors in the galaxy. These killers' trust and loyalty is rented. They will win, or your money back...quaranteed!
- R&D Research & Destruction is at the forefront of military technology. Its state of the art AFVs and soldiers are equipped with experimental cybernetic modules. Unleash your fury on your enemies with the weapons of the future!
- V-SWAT is ONI's secret army. Assassination, kidnapping, lightning-strikes, and recovery of funds are all specialties of these shadow-fighters. The crème de la crème of ONI is at your service: just name your enemies and watch them die in silence...or not, as you please.

#### YOU BOUGHT THIS CATALOG!

By purchasing this copy of the A-06 catalog, you agree to accept the terms and conditions from the Contract of Neutrality which protects ONI and its subsidiaries.

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## CONTENTS OF ONI CATALOG: "ARMY BOOK: ONI"

This ONI catalog would be incomplete if it did not offer you a short overview of the glorious past of the corporation. You will also find all of the technical details for its troops to help you choose the right product for you, such as special offers for ready-to-deploy armies.

The first part, "Welcome to ONI!" is an enthralling and detailed story of ONI's culture and planets which it manages.

- *Success story* narrates the rise of the ONI, the ranks of small businesses through the intergalactic consortium. You will be pleased to discover the adventures, the heroes, and even a few secrets of our company's interstellar success!
- *Think ONI* details ONI's culture and primary values. This chapter helps you understand the particular mentality of ONI's mercenaries, be they soldiers, officers or zombies. Thus, you will discover how ONI enables you to realize both victory and profit!
- *The capital-worlds* details planets which have been purchased by ONI. Yes, that is correct, purchased! This section details the most notable of them. Just like ONI, such planets promise paradise to those who can afford it.

The second part, "An army at your service", lists the characteristics of ONI's mercenaries, from recently revived zombies to AFVs, through elite troops and TacArms.

- *Operational organization* presents the specifications of the ONI army as well as the rules for assembling companies.
- *The departments* presented the various warring outfits available for purchase from ONI, including their characteristics and their chosen strategies.
- **ONI infantry** is a detailed review of infantry recruited by, or reanimated by, ONI.
- **ONI armored fighting vehicles** provides an overview of the combat vehicles for the company including their various weapon profiles.

The third part of this catalog, "*The Gaïdoku*", provides a quick overview of the corporation's terrifying secrets and the social impact such secrets may have on the universe of AT-43.

The *Appendices* offer a summary of the ONI arsenal, an order form (company sheet) and a summary of the rules of war for AT-43

Welcome to the ONI family!







"Our shareholders need opportunities for growth and development. Questionable investments are numerous due to the turmoil which currently reigns throughout the galaxy. We have decided to turn an honest profit by capitalizing on disorder itself, while giving our customers the means to restore order." - Arnold Eramburg, CEO ONI

The history of Okamura Non-aligned Industries is that of a corporation which has transformed war into a source of profit. Its growth has been constant and consistent, beginning in AT-0, when the Avans repelled the Therian threat. In AT-43, "ONI" is a name that is famous among all the species that inhabit the galaxy. Food, construction, medical research, and weaponry are a few of the fields where ONI has strived to sell the best products at the most competitive prices. Its slogan is etched on the mind of everyone, and echoes from everyone's lips: "ONI is thinking of you...Think ONI!"

Yet few consumers fully understand the real extent of the ONI empire. Hidden behind a veil composed of smaller companies, an advanced civilization was established. The ONI consortium's sprawl exerts its influence throughout the entire galaxy, from galactic capital to remote monitoring stations. Even fewer people know its history and its true motives.

Those who have glimpsed the truth are silenced or flee to protect their lives.

#### OKAMURA KAZUO

"The history of ONI begins in BT-51 under the banner of the modest Okamura Venture, an investment company specializing in real estate rehabilitation. The company experienced solid growth during the following decades, opening several branches abroad. In BT-23, it became the premier company for financial rectification and modernization of health care institutions."

#### New employee orientation manual, ONI.

The true story of ONI began in BT-53. Okamura Kazuo, a young medic in service to the U.N.A., began researching military pharmaceuticals in hopes of manufacturing a new drug which would ensure him riches. As ambitious as he was talented, Okamura conducted several successful experiments. However, his colleagues called into question certain undesirable side effects of his discoveries. The young man soon gained the nickname mahoutsukai, "the magician".

Okamura did not give up. To coerce his peers to face facts and recognize his talent, he volunteered to treat those space travelers that had been quarantined. Some of them were affected by unknown diseases which had been contracted on alien planets, of which no known cure had been established. If Okamura could succeed in healing these tainted individuals, the path to glory and wealth would open wide before him!

Okamura Kazuo finally met his fate after eight months of work in his new service. He undertook an experiment with a highly-advanced viral strain and put it in the presence of a reagent he had invented. The experiment took a dramatic turn: the mixture became volatile, evaporated, and eroded the walls of its airtight container. The security system was triggered and

CHRONOLOGY OF ONI

sealed the laboratory; the scientist fainted after inhaling the viral gas. When he awoke, Okamura was in turn quarantined.

The subsequent analysis and diagnosis of

The subsequent analysis and diagnosis of the young doctor did not reveal any illnesses: he was in perfect health and showed no pathological signs. Once the quarantine protocol had been respected, he was returned to civilian life and to his practice.

The first signs of change that occurred in Okamura took place in the weeks which followed his traumatic experience. The virus changed, developing its own intelligence. The doctor soon discovered that he was inhabited by a gifted host of clear thought, able to speak using his mouth, and able to take partial control of his body. The virus's personality merged with that of its host. The symbiosis was soon absolute: Okamura Kazuo literally became a new man: he was insensitive to pain, sleep was unnecessary, and all known diseases had no effect on him.

Okamura soon devised a serum from his own blood. He was so proud of his miraculous "O serum" that he wanted to donate it to his wife and their little boy. It was a horrible decision: the transfusion did not have the desired effect, and transformed those he cherished most into the most heinous beings...zombies. Okamura had to defend himself with an axe to protect his life and end the existence of the monsters he had just created. He hid this tragedy by staging an 'accident'; he set fire to his house and burned the corpses. Okamura Kazuo had lost everything he loved.

When this simple fact dawned on him, Okamura lost his humanity and began the final phase of his transformation. His spirit, influenced by the O serum and traumatized by the loss of his family, focused on a new ambition: to grow, reproduce, and multiply in the manner of a new species that is, at the same time, both human and virus.

Okamura Kazuo rebuilt his life in the years that followed. In particular, the insurance money enabled him to start a business in BT-51. Okamura Venture made it possible for him to undertake successful real estate speculation. He soon concentrated his activity on the medical sector. He bought hospitals and converted them to profitable private clinics. He took advantage of his opportunities by continuing his experimentation on O serum.

Okamura did not stop there: during this time he remarried at least eight times and had 64 children both legitimately and, more frequently, illegitimately. The virus granted him phenomenal fertility.

By BT-36, "magicianr" was a billionaire. In fifteen years the man who never slept had built a small financial empire. He had also acquired a solid reputation both as a businessman and a ladies' man.

CIII	CONOLOGI OF ON
BT-79	Birth of Okamura Kazuo
	Creation of O serum
	Establishment of Okamura Venture
	Okamura Kazuo becomes a billionaire
	The U.N.A. entrusts the management of the
B1 01	planet Vorhis to Okamura Venture
BT-23	
	Okamura Kazuo retires. Okamura Kano suc-
D1 11	ceeds his father as head of the company.
BT-3/BT-0 The Trauma	Okamura Venture supports governments in
Br 5/Br 6 me mama.	their fight against the invading Therians in ex-
	change for favorable terms.
AT-1	Okamura Venture and its subsidiaries become
711	ONI (Okamura Non-aligned Industries)
AT-3	ONI opens the "arms manufacturing" division of
711 0	its catalog
AT-4	Creation of the MercForce department
	Okamura-Taylor Mai becomes CEO of ONI
	Establishment of R & D (Research & Destruc-
	tion) department
AT-24	Creation of the first zombie troops
	The first ONI Market opens
AT-31	Kane Andersen becomes CEO of ONI
AT-33	ONI acquires and exploits the planet Zimlya
AT-34	Kane Andersen comes under attack. Creation
	of V-SWAT department
	ONI discovers the planet Deodato
AT-41	Kane Anderson is the first victim of the Gaïdoku
THE EXTLEMENT OF THE PARTY OF T	syndrome. Arnold Eramburg succeeds Ander-
1000	son as CEO of ONI.
AT-43	Death of Okamura Kazuo

Despite its size, Okamura Venture became and remained a family business. Okamura gradually entrusted the principle positions of responsibility to his children, regardless of whether or not they were legitimate. Okamura had indeed discovered that his children shared his amazing powers and were immune to the harmful effects of O serum. He revealed his secret only to those he felt able to succeed him, and soon began dreaming of being the pioneer of the next stage of human evolution.

"My goal is simple: Okamura Venture must master its tools, its materials and its methods. No matter what exists, we will improve upon it. What does not exist, we will invent."

- Okamura Kazuo, interview with the Ava Daily, BT-22

In BT-23, Okamura Venture was no longer a real estate firm but a financial trust which attracted the attention of many. Journalists, Treasury accountants and members of the underworld in turn probed around about the fate of the nonstandard Okamura "clan". Okamura Kazuo and his board of directors then decided to diversify their activities to divert the attention of these curious individuals. Okamura Venture. created or bought many intermediate companies and tightened their grip on most of the companies' production levels.

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The sons and daughters of Okamura had the same desire for growth as their father, and soon a second generation of children infected by the mysterious virus was born. The years passed and, in turn, each family member took their rightful place in the family business. A policy of tracking births was quietly introduced by Okamura Venture's board of directors.

Okamura Kazuo retired in BT-11, when his empire began to soar towards the heavens, and passed the torch to his son Kano. The strength which the O serum gave him allowed him to devote many years to future experiments.

#### REBUILDING THE FUTURE

"In BT-0, war spread across the globe. At the end of the terrible conflict, Okamura Venture put its skills to work by helping the people of Ava rebuild the infrastructure essential to any civilization. Even today, ONI is proud to have helped our beautiful planet to be reborn from its ashes."

- New employee orientation manual, ONI.

The Trauma marked a decisive turning point in the history of ONI and the O serum. Like the majority of Avan corporations, Okamura Venture placed all its financial and logistical resources at the disposal of the U.N.A. and Red Blok to repel the invading Therians: hospitals, medical equipment, medical experts and technicians... all at cost, of course.

The leaders of Okamura Venture, inspired by their patriarch, took advantage of the upheaval caused by the Therian invasion to reveal their true nature and to carry out many clandestine operations.

Foremost, Okamura Venture's researchers obtained countless subjects for research from among the corpses of soldiers

and homeless civilians, and studied them intently. They developed new drugs without fear of rigorous protocols and began advanced studies on the process of zombification using O serum.

The company's lawyers negotiated fruitful contracts with the various Avan governments. They profited from the war by growing wealthy, which in turn allowed them to come into contact with the majority of the species that inhabited planets discovered by secret organizations such as Morningstar or Muse (see *Army Book: UNA*). They exchanged strategic information and equipment with these beings, far beyond any governmental controls.

Okamura Venture was one of the few companies to emerge from the Trauma richer than it was prior to the Therian invasion. Official agreements and technological discoveries forecast a prosperous future for Okamura Venture.

By the end of the war, Okamura Venture once again used its resources to contribute to rebuilding cities wherever possible. The company became very popular and recruited employees from all across Ava and her colonies.

With the governments' blessings, Okamura Venture merged its subsidiaries, most of its suppliers, and more than two hundred additional companies in danger of collapse into a single corporation: Okamura Non-aligned Industries. ONI was born.

The new board of directors, secretly composed of an overwhelming majority of Okamura Kazuo's children and grandchildren, negotiated exclusive industrial contracts with the U.N.A. and the Red Blok.

## PASSION FOR OUR COMMITMENT

"ONI has grown in the years following the Trauma. Our business has become diversified as we integrated all trade associations. Inspired by the values that we have always had, our team committed themselves to rebuilding Ava and ensuring a safe and prosperous planet. ONI distributes its products all across Ava and does not discriminate against creed, race or sex. We do not consider this an era of renaissance, but an era of openness to the entire galaxy!"

#### - New employee orientation manual, ONI.

The know-how of ONI now extended to fields as diverse as food, construction, publishing, metallurgy, transportation and, of course, medicine. The patents acquired during the war enabled the company to open a new section of its catalog in AT-3: arms manufacturing. Anyone trained with firearms could henceforth obtain state of the art equipment to defend what was dear to him from the ever-present "morphos".

Several states and private groups that had been ravaged by the Therians now aspired to reinforce their military might before another war broke out, whether for political or territorial reasons. ONI, well known and respected to the four corners of Ava, was happy to provide weapons and instruc-



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tors to its customers in exchange for future construction contracts. Orders poured in and with them came many benefits. The "MercForce" department (see p. 20) was created in AT-4.

None of the major states that had been weakened by the Trauma were able to cut deals that were competitive to ONI's. In addition, the agreements forged with ONI during the Trauma prevented these states from arbitrarily stealing and reverse engineering ONI's intellectual property. Finally, ONI was extremely popular and benefitted from significant diplomatic support. Governments had no choice but to recognize that ONI was one of the guarantors of the unity of Ava and an industrial pillar in the event of another war.

"ONI Corporation was never interested in ideology or politics. Our only concern is prosperity."

- Arnold Eramburg, CEO of ONI

Okamura-Taylor Mai became CEO of ONI in AT-16. She distinguished herself from the moment of her entry into office by her uncompromising character. Having been deeply marked by the Trauma, the Okamura family members of her generation considered growth in a more aggressive manner than their predecessors had.

Under the direction of Okamura-Taylor Mai, ONI became a true economic and political powerhouse. ONI exerted pressure on governments to liberalize the carrying of weapons, strengthen its monopoly and maximize its profits.

In AT-17, the board of directors voted on the creation of a new R & D department; it was not known as "Research and Development", but instead as "Research and Destruction". Its purpose was to design weapons for the future, starting with the extra equipment it had recovered from the Avans as well as equipment willingly or forcefully taken from the Cogs, the Karmans and the Therians. ONI kept the best equipment for itself and auctioned off the rest to the highest bidder. The engineers of R & D department, led by Okamura Kazuo himself, formed the first private army of ONI. Assassination, espionage, military operations and nanotechnology made numerous appearances in the corporation's confidential reports.

In AT-24, arms manufacturing quickly became the main source of income for ONI, much higher than medicine and construction. To meet its customers' ever-increasing demands without increasing personnel costs, Okamura-Taylor Mai persuaded her grandfather to disclose the results of his personal research to the board. The old man had, from his own blood and many human "guinea pigs", created zombies whose level of intelligence varied depending on the amount of O serum used and the health of the subject. He discovered that the living yielded much better results than the dead! These tireless soldiers could also be fitted with cybernetic equipment provided by R & D. The Okamura family decided to begin production of these zombies as soon as was possible.

ONI is constantly fed corpses from its own hospitals and through signing contracts with warring governments. A special clause was inserted in ONI's employee contracts: those who wished could donate their bodies to the company in exchange for a profitable premium, priority access to company services



(the ONI Vacation Club, stocks, mutual insurance, etc.) as well as better prospects for promotion. Once again, the influence of ONI on the Avan economy had caused people to ignore their consciences.

- Marry me, John.
- But I'm already engaged, Miss Okamura-Taylor!
- This was not a request, but an order. You belong to this corporation. I want your proposal in writing on my desk no later than 08:00.
  - Marriage ultimatum by Okamura-Taylor Mai to John Kushing, Human Resources Manager

# Z

# WITH YOU YESTERDAY, TODAY, AND FOREVER

"Worried by the fate of the civilians caught up in and tormented by the intergalactic conflict, ONI opens the first ONI Market in AT-30. These supermarkets offer their customers staple products at fair prices. Thanks to its numerous supporting associations and countless charitable actions, ONI's name became synonymous with prosperity and hope for all peoples of the galaxy!"

- New employee orientation manual, ONI.

Okamura-Taylor Mai retired in AT-31 to devote herself to her family. She gave the seat of CEO of ONI to Kane Andersen in a difficult political context: the reconstruction of Ava was finished, and the Red Blok and U.N.A. were engaged in a simmering war.

Andersen, more pragmatic but no less ruthless than his predecessor, assured the others that ONI would remain neutral and strengthened the corporation's position within the media market. Under the cover of a resounding operation known as "clean hands", he replaced each and every member of the board of directors from the Okamura lineage who had political interests too lofty within any one party, including those on a similar level to him. He personally supervised relations between ONI and the rest of the galaxy and purchased most of the Avan media companies. His obsession for control and counter-intelligence ensured him a leading role in the political arena.

- Are you sure that ONI is run by humans?
- Difficult to say, madam, they are financiers.

- Helena Archer, president of U.N.A., and Alex Gorman, agent of the Chiron Foundation.

ONI's place in the world of espionage became so prominent that some people began to worry.



In AT-34, Kane Andersen narrowly escaped an attack perpetrated by what was officially an unknown force. ONI benefitted from this event by justifying the creation of V-SWAT, the private army of the corporation. The board of directors now travels with personal bodyguards armed with the latest equipment, some of which has been confiscated from the Avans.

Between AT-34 and AT-39, V-SWAT tracked "terrorists" using wide media coverage and disposed of, often using fabricated evidence, any who posed a threat to the interests of ONI. Among them were officers from Union (see *Army Book: UNA*) and GENCOL (see *Operation: Frostbite Campaign Book*).



### ONI IS THINKING OF YOU, THINK ON!!

"Once again war spreads across the galaxy. Have no fear: ONI is thinking of you! The corporation ensures the satisfaction and safety of its employees just as it does its customers. By choosing ONI you have made the right choice. Think ONI!"

- New employee orientation manual, ONI.

Kane Andersen suddenly disappeared from the public stage in the year AT-41, merely a few weeks after the discovery of the factory world Damocles (see Army Book: Therians). According to the official release, Andersen died from a disease that had been eating away at his body for months. Unofficially, Kane Andersen was the first victim of a spontaneous and undesirable mutation of the symbiotic virus that has been genetically passed through the Okamura family for four generations. This evolution in the virus caused the host to become affected by increasingly frequent losses of lucidity, culminating in uncontrollable behavior and granting the host superhuman strength. Once this stage in the virus's evolution is reached, the host will do anything it takes to contaminate those around him using his blood or saliva. It didn't take long for R & D to christen this phenomenon "Gaïdoku syndrome".

At the drop of a hat, Kane Andersen was replaced as the head of ONI by Arnold Eramburg. The leaders who witnessed the decay of Kane Andersen insisted that a pedigree was established to detect and treat potential victims of Gaïdoku. The statistics estimated that the number of descendants of Okamura Kazuo was nearly 250,000.

Okamura Kazuo was formally opposed to any birth control at the time of his family's ceremony for his 120th birthday. He even threatened atrocious reprisals to anyone contested his will. However, he died of old age in AT-43, leaving his descendants both his instinct for viral proliferation and fragments of his human consciousness.

The Trauma and the Damocles campaign reversed the economic, military and political equilibrium of the galaxy. The ONI corporation is present everywhere war rages. It even happens that its soldiers are present in both sides of a conflict. ONI's services are there to be negotiated for!





From: Tiffany Eramburg
To: Arnold Eramburg
Subject: Grandpa Cameron

Big brother,

It pains me to alert you that Grandpa Cameron has succumbed to Gaïdoku. V-SWAT came to find him, and took him to our family retreat. I accompanied Mom and Dad to make sure he would not miss anything. I had the opportunity to visit some of our loved ones: Ai, Anna, Heisuke, Keiko, Terry, William ... They are all being treated well. Unfortunately, R & D still cannot stop the progression of the virus, only slow its progression. Those affected first, starting with Kane, are demented and unrecognizable people.

Listen to me, Arnold, I beg you. Come see me and see for yourself that the blood of Okamura is cursed. Kazuo is dead. It is time to put an end to this madness. Our family is in the process of infecting all of humanity. Do you dare carry the weight of such a responsibility?

Love, Tiff



The mega-corporation ONI enjoys significant popularity and a distribution network on a galactic scale. It buys and sells products to humanity, but also includes the Cogs, Karmans, Therians, and all other intelligent species with which it was able to negotiate contracts. ONI has garnered an excellent reputation with many banks and the general public. From many economists' perspective, ONI is the greatest commercial success in the history of the galaxy.

Still, ONI is a business, and the purpose of any business is to make a profit. Under the veneer of respectability and morality, the reason for this is truly an end in itself for the top executives of the company. ONI is greedy and always craves for more. The symptoms of the obsession that contaminates ONI employees have names such as "challenge", "defiance", "objective", "performance", "productivity" or "output".

#### JOIN THE "HUGE ONI FAMILY"

"Hello! I'm John, your officer manager. I am responsible for training you and ensuring you do not miss anything important. Do not forget to stop by the receptionist's desk before you head home for the night: Kathleen, our receptionist, will give you a welcoming packet. Great! Above all, grab a good cup of coffee. We have our work cut out for us!"

- John Sodan, ONI manager

The first noticeable unease among ONI is the composition of its workforce. The corporation has commercial ties that branch throughout the galaxy. Yet, non-humans are rare in its ranks and none of them has been promoted past the level of skilled worker. ONI performs mass recruitment on all human worlds. The human resources department's activities are divided into two major areas: civilian recruitment and military recruitment. The corporation supports both areas through large-scale media campaigns that present desirable benefits offered to those who decide to join the "Huge ONI family".

Civil recruitment offers positions in any of the administrative and industry activities. Potential recruits are promised training, profit-sharing, an exclusive mutual insurance plan, contract for their career with ONI, bank loans, legal support, and other services.

Joining ONI under such conditions seems to be an epic act of providence in a galaxy torn by war. The corporation is even ready to offer tuition assistance to the list of benefits in order to draw in the geniuses of Ava in exchange for a few years of service to ONI.

Military recruitment offers the same benefits, but with additional refinements. In particular, ONI has developed a television "action" series and video games praising the exploits of its military members. The corporation also offers numerous activities that appeal to its target demographic, its young male audience: sports activities, camping vacations, combat simulators, etc. Those who succeed receive distinctions comparable to those of the soldiers. The best of these recruits are supported by the corporation's orientation advisors. A young man can join the ONI training camps beginning at the age of 13 years and get his first job at 16 years in the private army of the corporation. Such prospects do not fail to attract teenagers in search of action or fame in the turbulent universe of AT-43

#### **WORKING AT ONI**

"Welcome to the advanced piloting course. I am here to inform you that there are two vacant positions, and one-hundred and fifty eight applicants. Time is money, gentlemen. Those who feel they may be unable to do what it takes to succeed should quickly march right back out the door."

- John Sodan, ONI manager

To join ONI is to enter a world governed by informal and unrelenting rules. The first weeks are idyllic: all employees are required to facilitate the arrival of new-hires by being friendly, open and helpful. All new employees undergo one or two days of training in his related services in order to understand exactly what is expected of him. His senior colleagues assist him with his tasks, invite him to activities outside of the office, and teach him, implicitly, that to be successful is the surest way to flourish in the corporation.

After weeks of indoctrination, the final stage of integration consists in ousting an employee that is considered unfit per ONI's requirements. The new-hire is expected to be complicit in the destruction of the employee in question. The objective

of this stage is achieved when the incompetent worker disappears, by whatever means necessary. This usually results in the worker being fired or resigning; in the military this is achieved through "unfortunate incidents".

An employee who has proven himself reliable becomes a gear in the ONI machine. Whether civilian or soldier, he is required to meet targets set by his superiors that demonstrate initiative in his work and encourage the consumption of ONI products. Success in these areas is rewarded with bonuses but also, and more importantly, by the sympathy of one of his superiors: a powerful employee belonging to the family. Those who can't cut it become the object of the scorn and derision of their colleagues. Those who do not react fast enough or fail to return to the good graces of their superior tend to meet a nasty end.

#### IN LIFE, IN DEATH!

"These ONI types are tough ones, this is true. They fight for money possessed by the will of other armies' patriots. I do not know, however, which part of their army is the most terrifying: their undead soldiers or their lawyers."

- Captain Pavel Vrachov

ONI's employees are the only employees that continue to serve the interests of their employer after death. Those who agree to give their bodies to the company when signing their contracts and that have attracted the ire of their superiors can be "relieved of their position", are given an injection of O serum, and are then transformed into zombies. Even so, such recourse is very rare: even entrenched behind an armada of lawyers, the company prefers to avoid investigation and negative publicity.

ONI feeds the strength of its zombie troops from corpses obtained on battlefields, in hospitals and morgues. Certain branches of the corporation hire criminals to steal bodies or instigate local wars. Civilian employees are rarely in the presence of the zombies to ensure panic does not ensue. However, ONI soldiers receive special training to cohabit with the "mindless" monsters.

ONI soldiers who have nothing to lose can request an O serum injection while still alive. They in turn become zombie-like, but retain their intelligence. They then benefit from the strength and resilience granted by their new status to join the corporation's elite troops. The loss of their biological functions is compensated for by certain advantages and a consequential premium. Still, they cannot join civilian life and are dependent on substances that only the corporation can provide. If a soldier decides to defect, he loses any semblance of his previous life.

#### THE DIRECTORS

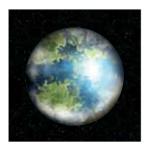
ONI is headed by a CEO who presides over a board of twelve directors. These thirteen individuals are all descendants of Okamura Kazuo. Here are the most well known of them:

- Arnold Eramburg is the current CEO of ONI. An experienced lawyer, the widower of thirty-five years is an example of financial and social success. He enjoys personally overseeing the marketing operations of the corporation and regularly gives interviews to journalists who wish to meet him. Nevertheless, Arnold's business partners know that his angelic smile hides a ruthless and manipulative character. Sweet and understanding with his own children, he transforms his heart into a war machine when it comes to money.
- The shogun **Adam Carter** is the director of MercForce. This man, who is in the prime of his life, carries scars on his body and soul from years of warfare during which he gained his stripes. Unaccustomed to political and financial operations, he differs from his colleagues with his frank talk and aggressive maneuvers. Even so, his authority among the board of directors is undeniable, and Carter has begun to get a taste for expensive suits. Still, this born-warrior has not forgotten where he came from and occasionally resorts to violence.
- Okamura Yazuo, the youngest child of Okamura Kazuo, is the administrator responsible for the "Research and Development" and "Research and Destruction" divisions of ONI. Having long remained in his father's shadow, this brilliant scientist benefits today from the means placed at his disposal to try to unravel the mysteries of the after-life. He holds a particular fascination with non-Avan technology and the Gaïdoku syndrome which has begun to eat away at him. Okamura Yazuo believes that, thanks to ONI, mankind will soon begin the next stage of its evolution. The responsibility will then rest on his family's shoulders to guide this new species in the conquest of the galaxy.
- The shogun **Natalya Bokov**, a.k.a. "Bokor", is the director responsible for operations and communications of the V-SWAT division. This leading lady was a colonel within the Dragonov Kommandos of the Red Blok army prior to being contacted by ONI and joining its family. An expert in psychology and strategy, Bokor prefers actions over words and personally directs ONI's most sensitive operations. Shogun Bokov is the board member who has escaped the greatest number of assassination attempts. On several occasions she has personally punished her assailants.



#### **DEODATO (ARTEMIS)**

- Beware, Randall. Deodato is beautiful, but savage.
- Savage...savage!? Hah! Everything becomes docile when I point my rifle at it. Hey, what is that...here it aaaaaAAAAAAAAH!
  - Medic! Medic! Unit, fire at will!
    - A scene of life (and death) on Deodato



The planet Deodato, often known by its 'official' U.N.A. name of Artemis, at first glance resembles a green paradise. It is larger than Ava and has a tropical climate that extends more than 10,000 kilometers in both directions from its equator. Deodato was discovered by ONI explor-

ers in AT-38, and its acquisition by the corporation involved a drawn out and difficult legal battle against the Government of the U.N.A. After years of procedure and lobbying, ONI finally won the court case and has begun exploring the pristine planet.

Deodato is a veritable gold mine for ONI. It is home to many plant and animal species that are valuable to ONI's scientific research, such as a lemur that can teleport or the fabulous flower called panacea. The planet abounds in beautiful land-scapes that could, ultimately, become very profitable tourist attractions.

Exploiting Deodato is less straightforward than expected. The planet is full of geological hazards and predators that have never been taught to fear civilization. The operating sites are protected by high walls, and soldiers patrol day and night to respond to any and all emergencies. This planet has the sym-

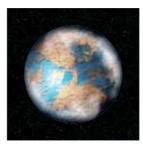
pathy of MercForce regularly sends its soldiers planet-side for training camps or merely for big game hunting.

The giant insects and acid spores will soon no longer be ONI's only enemies on Deodato. The Karman Sages have indeed identified the planet's life force, its "karma". The Karmans are very dissatisfied with unscrupulous behavior which ONI demonstrated in the exploitation of Deodato's natural resources. The Karmans have attacked several times, so far without any real success.

#### **VORHIS**

- And if we propped them all up? That would make more sense...





Vorhis is a penal planet that the U.N.A. had entrusted to the management of Okamura Venture in BT-34. The U.N.A. wished to make a profit from the work of those imprisoned on it. Time passed, and Vorhis has mysteriously disappeared from all government archives. No prisoner

has been officially sent there since BT-5, and no one seems to be interested in it anymore...except ONI, of course.

Vorhis, the phantom planet, has become both a place of exile and experimentation for ONI. The corporation has allowed the prisoners and their descendants to found a society based on violence and the law of the jungle: "survival of the fittest". ONI forces ensure that no aircraft, spacecraft, or communications system is able to make contact with the rest of the galaxy. There is no government and no currency; everything is

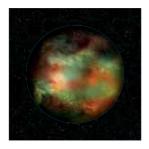
based on extortion, bartering, and "bonus points" awarded by ONI drones that observe the prisoners and impose their own domination. The "fugitives", bands of nomadic raiders, regularly confront the "tyrants" entrenched in their fortified towns and villages. Both sides in the conflict are armed and provided with technology supplied by ONI; the most ruthless among them receive the best equipment.

Since AT-34, the soldiers of the V-SWAT division are the only representatives of ONI to set foot on Vorhis. They are regarded by the "locals" as divine messengers. They send their troops in to train them by pitting them against the most dangerous gangs, and on occasion recruit new members.

Natalya "Bokor" Bokov, head of the V-SWAT division, recently made a discovery which she did not report to her directors. Her troops clashed with fugitives transformed into zombies by a source outside ONI. The Colonel also "neutralized" all of the other survivors from the ONI assault group to ensure that the information did not get leaked before conducting her own research. Her investigation led back to the office of Okamura Yazuo, the head of R & D, where the archives of Okamura Kazuo are kept. The founder of ONI deployed considerable resources to take control of the penal planet and erased Vorhis from the archives for good reason: this planet is where the O virus originated and from which the O serum was invented.

#### ZIMLYA

- I have retrieved the underground filter. Take a look at what was cluttering the outflow...You have any idea what this is?
- Looks like a white bowl. Let me see that. It looks fairly solid. Wait! Look! It looks like a cracked mask! I venture this is a...Therian mask. Do you think it is worth anything?
  - Two employees of ONI Zimlya



The U.N.A. appealed to Merc-Force in AT-33 to perform a reconnaissance of the world of Zimlya which, at that time, was under colonization by the Red Blok. ONI sent to a company composed of zombie TacArms and Virus zombies; their action was sufficient to infect the entire colony. The

U.N.A., no longer interested in what the industrial world had to offer, left it to MercForce.

The information that had been provided to the U.N.A. high command was erroneous and intentionally so. The engineers responsible for estimating Zimlya's potential were ONI agents. This operation occurred around the beginning of the attempted, and failed, assassination of Kane Andersen in AT-34. This indirectly led to the birth of the V-SWAT division, and the military-media war between ONI, the Red Blok and the U.N.A. in AT-39.

Today Zimlya is one of ONI's industrial and military treasures. The company employs the entire population for the exploitation of the planet's natural resources, primarily the precious

minerals and fertile soil. Moreover, the planet is the main interstellar port for the corporation, and every day vessels from all over the galaxy travel to it.

None of those involved in the old corporatist war has pushed the exploration of Zimlya far enough to discover its storied past. The planet was once the scene of a military campaign between the Cogs and the Therians, both vying for control of the galactic sector. Unbeknownst to them and on a daily basis, the ONI drillers risk triggering a secret Cog fortress's alarm; even worse, they risk accidentally starting the assembly line in a Therian production complex.

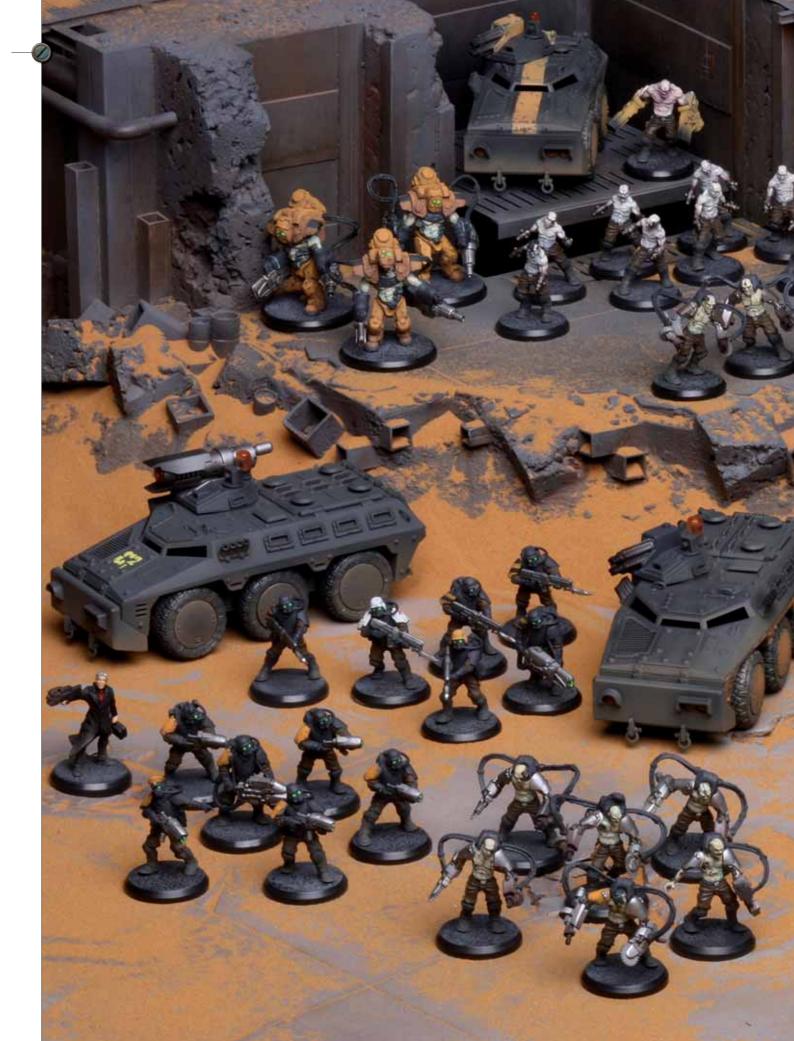
#### ONISB YAMATO

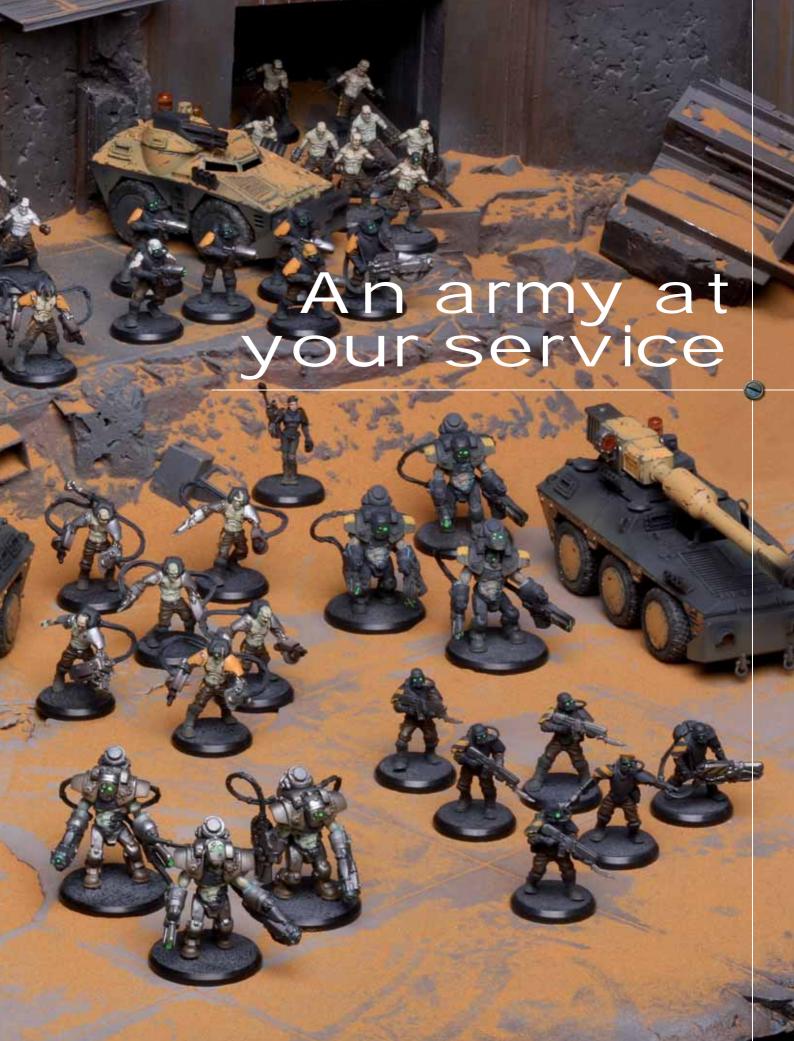
ONI has built a veritable armada of transport and escort ships for the purpose of its interplanetary development. These large vessels are true galactic bazaars able to supply a colony with manufactured goods for a few weeks and are even able to construct basic factories. Some ships in the fleet can even accommodate foreign vessels in their hangers to facilitate business transactions.

The turmoil that agitated the galaxy in AT-43 encouraged ONI to reconfigure its fleet to protect its interests and to "encourage" their debtors to pay their debts. Thus, the company has benefited from the experience gained during Operation Damocles (see *Operation Damocles*) to transform a third of its vessels into warships. The most powerful of these is the Yamato, the largest spacecraft to ever leave Ava and the flagship of the corporation's fleet.

Modifications were made to the Yamato in secret and only personnel licensed by ONI are able to board the ship. Armed with experimental guns, capable of carrying 80 combat interceptors and outfitted with a military hospital, the Yamato is a space fortress and battleship that is probably the best armored Avan ship built to date.

The first military operations of the Yamato were triumphs. ONI's board of directors therefore gave the green light to make similar changes to the Yamato's sister ships: the Musashi and Shinano.





# Z

# OPERATIONAL ORGANIZATION

#### PLATOON PATTERN

The bulk of the ONI troops is made up of zombie fighters that are inexpensive to manufacture and maintain. The Virus zombies are always regarded as acceptable losses and are thrown at the enemy lines without ulterior motive. Some are sacrificed by exploding when in close range of their targets; others transform their victims into zombies and provide an immediate renewal of troops.

During more important engagements, ONI deploys elite troops composed of Super zombies "(veterans from the best Avan units)" and lightly armored tanks. These elite troops engage enemy armor while the infantry zombies decimate the enemy and capture strategic objectives with the speed of a virus strike.

The most renowned ONI troops, the TacArm zombies, and the armored assault vehicles have the best hybrid technology stemming from both human and alien sciences. Nothing can stop them as long as the zombie tide relentlessly shambles forward, protecting them from enemy assaults.

ONI's private army is comparable to a deadly epidemic: it is contagious, terribly destructive, and corrupts everything it touches.

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

! Priority slot. It must always be picked first.

**Special**: Any company *from any army* can recruit ONI units from the *basic ONI platoon pattern* by following these rules:

The odd units, beginning with the first, adhere to the platoon pattern of the company and are recruited from the fighters stemming from the original army (Red Blok, U.N.A., etc.).

The even units, beginning with the second, adhere to the generic platoon pattern for ONI and must recruit only ONI fighters.

#### **ONI OFFICERS**

ONI officers are more than just servicemen trained in military command or those who toil daily to oversee lower ranking soldiers. They are also cultivated administrators and managers trained in both public relations and the administration of property. Above all, this confers an excellent image on those who

are still alive and even gives a semblance of humanity to the zombie officers: they inspire confidence and zeal to their men without uttering profanities and, where appropriate, prepare themselves for press releases to promote their work. Such a level of education gives ONI officers levels of autonomy and leadership rarely matched in other armies.

Their ranks are:

• Rank 0: Ashigaru (Ash.)

• Rank 1: Samurai (Sam.)

Rank 2: Bushi (Bus.)

• Rank 3: Shomyo (Shm.)

• Rank 4: Daimyo (Dai.)

• Rank 5: Shogun (Shg.)

#### THE OFFICERS OF ONI

Rank	Authority 💿	Leadership	Numbers Bonus
Samurai	1	2	1
Bushi	2	2	2
Shomyo	3	4	2
Daimyo	5	6	3
Shogun	5	9	3

#### **BUILDING A COMPANY**

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

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

#### Assault and Reinforcement Units

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

• Assault units are available from the beginning of the battle.

• Reinforcement units join the battle later on in the game, once the player has taken secondary objectives described in the briefing.

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

#### Reserve Units

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

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

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

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

#### Reinforcement Officers

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

#### **UNITS**

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

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

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

#### Composition of a Unit

- **Type**: Gives the unit's type. This information is used to follow the platoon pattern.
- **Numbers**: Indicates the minimum and maximum number of fighters in the unit. The maximum number can be exceeded using an officer's numbers bonus .
- **Standard equipment**: This equipment is included in the unit's cost. All of the unit's fighters, apart from special weapon bearers and heroes, are equipped in this manner.
- **Special weapons**: The special weapons the unit may use. All the special weapon bearers of the same unit must carry the same weapon.

#### PLAYING RESERVES

#### Activation

During every Tactical Phase, the players place the cards (for all their units in the game) into their activation sequence, whether they are in reserve or already on the battlefield.

When the card for a reserve unit is revealed, the unit it represents can be activated normally and deployed, or it can be left in reserve (without spending any L.P.).

When a reserve unit is deployed, the player who controls it brings the unit into play by one of the **tactical positions** he controls (see *AT-43: Rules of the Game*, p. 86).

#### Deployment

- A unit that enters the battlefield by an **access zone** can act immediately. His first action must be a movement onto the battlefield from the edge of the battlefield;
- A unit that enters the battlefield via a **drop point** must be placed within a 10 cm radius of the drop point. If there is not enough room to place the unit (all members) on the battlefield, the drop is not possible. A unit entering the game via a drop point must be activated normally. However, it cannot act or be issued any combat drills during the round that it entered the battlefield. It will be able to act normally during the following rounds.
- 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.
- Officers: 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 the case the extra cost its 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 useful to add fighters to the standard number of fighters (without exceeding the maximum number of fighters), or to exceed the maximum number of fighters (when there is a hero in the unit). The hero/officer numbers bonus indicates the number of fighters the unit can include beyond its normal maximum number of fighters.



"A winnable cause is a just cause!"

The dawn that followed the Trauma on Ava revealed a planet brought to its knees. The Therians had been vanquished, but all of the Avan certainties had shattered. Humanity had

teetered on the brink of extinction and now wanted to protect itself at all costs. The market of fear was bullish and ONI was pleased to meet the demands of its new clientele: the intergalactic consortium offered weapons and services that would provide the soldiers to use them. Thus was born MercForce.

MercForce, a subsidiary company of ONI, has been the most widely used mercenary force over a 39-year time span. This professional army offers tailor-made companies to

whoever is capable of reading the contract and honoring the tariff conditions. Since its inception, MercForce has fought in every single galactic conflict where humanity was involved. Its soldiers have fought for those who could not or did not want to fight for themselves; it has at different times opposed and supported the Cogs, the Karmans, the U.N.A., the Red Blok, and even the Therians. The company supervised the provisioning and training of several public and private armies across the galaxy, sometimes supporting both warring camps. Guerrilla warfare, blitzkrieg, wars of attrition, arctic terrain, rural or urban landscapes... MercForce's expertise as regards military knowledge and warfare is universal.

MercForce now accounts for 20% of the profits of ONI and plays an important role in the image of the corporation. It therefore enjoys considerable resources. Customers can negotiate the terms of repayment: payment in natural resources is accepted.

MercForce is an effective weapon, but it is rare that MercForce actually destroys its opponents: after all, yesterday's enemy may very well be tomorrow's client.



#### **ORGANIZATION**

Death is a real business and MercForce is there to handle the dirty work. Being a mercenary for ONI is to avoid clichés and reassure the client: there is no question that becoming an army of fortune consists

of collecting members from the four corners of the galaxy. The recruits are handpicked based on their records and undergo tests including physical, mental, and intellectual capabilities. The ability to speak Avan is mandatory for all recruits. Merc-Force is particularly fond of recruiting veterans from all of Ava's armed forces. Indeed, veterans are able to train troops and quickly lead them into battle.

The soldiers of MercForce follow the U.N.A.'s, ONI's nation of origin, military doctrine. However, their combat techniques are learned from all across the galaxy. Requests for assistance are registered in any ONI retail outlet equipped with a MercForce bureau; requests are forwarded to customer service who then contacts the branches closest to the location of

conflict. Business strategists provide the forces to be mobilized and prepare cost estimates; once the latter has been accepted, the signature on the contract triggers the beginning of hostilities.

The need for marketing requires a perfect image, and so the soldiers show impeccable discipline. Engaging in any unforeseen and morally objectionable activities not defined in the contract (e.g., reckless destruction, looting and plundering, and atrocities against the civilian population) in the theater of operations entails the cancellation of part of the risk premium. Desertion and disclosure of confidential information by Merc-Force soldiers are punishable by death.

The iron discipline required for MercForce puts off many potential candidates, but cements the morale of those who manage to enter into a contract. These professional soldiers regard themselves as service providers and only the loyalty they devote to their superiors can compete with their greediness. Calling upon the services of MercForce is, in all actuality, buying the loyalty of soldiers who are not deterred from achieving their goals by physical or moral obstacles; to be a "tactless client" is in return an ill-advised and foolish risk.

#### PLAYING MERCFORCE

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

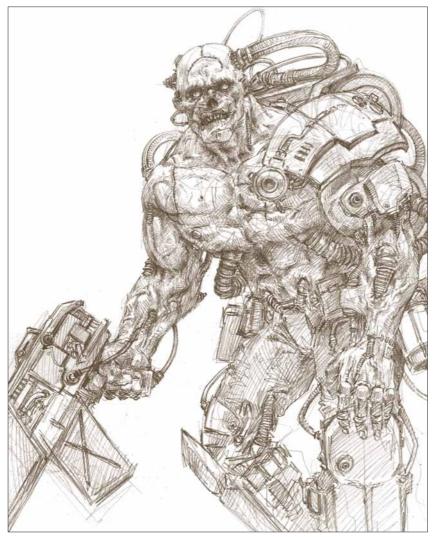
**MercForce advantage**: Victory is only a matter of cost! A MercForce company gains double the amount of R.P. as normal.

**MercForce disadvantage**: Mercenaries have a wallet where others have a heart. A MercForce company earns one less V.P. (to a minimum of one) each time it gains any V.P.

#### Platoon Pattern:

- Infantry unit (no zombies) (★★)!
- Infantry unit (no zombies) (\*\*) or Armored Fighting Vehicle unit (\*\*)
  - Infantry unit (★/★★)
  - Infantry unit (★/★★★)
  - Armored Fighting Vehicle unit (all)

! Priority slot. It must always be picked first.



#### **TROOPS**

MercForce is a large mobile army that relies primarily on infantry and troop transports. The management of this department also encourages the use of heavily armored vehicles. Who knows where MercForce may fight tomorrow?

Where the dispatch of a small armed force is required, MercForce emphasizes the commitment of troops from elite non-zombie units equipped with large quantities of special weapons and supported by armored vehicles. Such rapid deployment forces put an end to the conflict by carrying out surgical strikes which require the least amount of resources and time possible. Moreover, they project a good image for the corporation due to their effectiveness and can avoid displaying zombies to those reporters invited by ONI to monitor its operations.

When conflicts of medium and large scale break out, MercForce deploys its zombie troops composed of volunteers for whom years of war have already removed any hope of return to a normal life. Accompanied by regular units, the zombie units precede the elite units and heavily armored vehicles in the field. Again, efficiency and professionalism are required.



"War is our market."

The Trauma left deep scars on the planet of Ava and on the spirit of its inhabitants. Victims of the brutality of the universe, the Avans took refuge in their fear and sought to arm them-

selves to drive out the invaders. ONI was there to meet their needs and sold weapons of an apocalyptic future to them. Born in AT-17, ONI's Research & Destruction division is the daughter of the Trauma.

R & D has various communication networks while at the same time concealing its name and its true vocation to the public. The heart of its activity is not the trade of armaments, even if such activity contributes to its financing, but rather in the development of the most devastating weapons.

R & D designs, develops, tests and sells military equipment. Its personnel carry out an ancient technological game on the galactic scale: innovations developed by "alien" races are traded for or stolen and then carefully studied. Once the engineers have discovered the secrets of the alien technology, they seek to develop and sell the technology to the highest bidder. In addition to having a virtual monopoly in this sector, R & D is privileged with creating both the supply and the demand!

R & D advances incognito and has a sprawling and tentacle-like influence. It is the division of ONI which has the most subsidiary companies, and these companies are from very different fields. Its influence extends across all levels of industry, from medical research to metallurgy, from agricultural to communications technology. Several subcontractors from R & D provide defense departments for the Avan governments, in particular that of the U.N.A., and thus have access to highly sensitive strategic information.



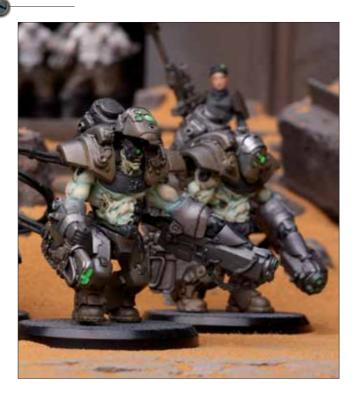
The conflicts of AT-43 allowed R & D to test its latest innovations under real conditions. Yet the chaos of war extends at such a speed, and the need for weapons becomes so urgent, that leaders of the department begin to cherish broader objectives than the simple development of weapons. They have become increasingly likely to give a political scale to their actions.

#### **ORGANIZATION**

"The first shot is on the house."

- An R & D commercial

R & D is a three-part entity: trade, war and science. Its directors and personnel bring together scientists from different specialties, military engineers, and marketing experts. They each, often differing in their respective goals, agree when it comes to profiting from war. The division's commercial experts are quick to grant price reductions when encouraging an armed conflict.



The heart of R & D's activity takes place in fortified bases scattered across the galaxy, often far from prying eyes. At remote locations, laboratories that house the best specialists in the arms industry develop or improve military equipment, preparing for the next generation of warfare. Scientific officers then take command of companies of different sizes and embark on a mission.

Intermediate and senior executives from R & D enjoy a special status among the other employees of ONI. Sometimes terrifying rumors surround their experiments enabling them to more easily assert their authority and support their protégés' careers. These rumors are usually well founded: sometimes employees mysteriously vanish after being transferred into this department.

#### PLAYING R & D

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

**R & D advantage**: R & D develops weapons beyond any known human standard. Weapons of R & D's Armored Fighting Vehicles can continue to shoot even if their S.P. is zero (normally, having zero S.P. indicates the weapon was destroyed and can no longer be used).

R & D disadvantage: Once per turn, each opponent can force the R & D player to re-roll one damage test. All of the dice for the current test are re-rolled, and the new dice results replace the old dice results. Experimental weapons sometimes have unexpected effects!

#### Platoon pattern:

- Armored Fighting Vehicle unit (★/★★)!
- Infantry unit (zombie) (★★★) or Armored Fighting Ve hicle unit (★★★)
  - Infantry unit (★★/★★★) or Armored Fighting Vehicle unit (★)
  - Infantry unit (★/★★) or Armored Fighting Vehicle unit (★)
  - Infantry unit (★) or Armored Fighting Vehicle unit (★★)
  - ! Priority slot. It must always be picked first.

#### **TROOPS**

Joining R & D is the dream of anyone who enjoys working in an industry with great risk and even greater reward.

Above all, R & D supports the use of armored vehicles that are commanded by scientific officers able to observe the results of their experiments during real warfare conditions. They use experimental weapons equipped with astonishing power that occasionally have random side-effects. That's the nature of scientific experimentation...

The infantry are selected from among the better trained and most discrete soldiers of ONI. They protect the invaluable armored vehicles and use the new equipment developed by their superiors, sometimes at the risk of their own lives.







#### - Conversation about V-SWAT

For many, V-SWAT is just a rumor. Some speak about it in a hushed voice, like the boogeyman; others fuel their para-

noia by referring to its involvement in recent military events. The wisest individuals keep silent because it is never good to draw the attention of a zombie in a combat armor.

Voodoo SWAT appeared in AT-34 after the failed assassination attempt against CEO Kane Andersen. In nine years of activity, the ONI Special Forces group has intervened countless times during the corporation's secret wars throughout the galaxy. Assassination, kidnapping, extraction, intimidation, retaliation and protection are

all specialties that the "bad boys" of V-SWAT perform without regret and with impunity. Indeed, they have the unconditional support of ONI and, unlike other departments of the company, are kept as far away from the public eye as possible.

Operation Damocles (see *Operation Damocles*) and the flames of galactic conflict during the previous five years broadened the prerogatives and the number of targets of V-SWAT. Its operations are frequently conducted in galactic military theaters of operations and imply the involvement of commandos. True to its methods, V-SWAT promotes the element of surprise and force of impact; flak jackets and armored vans have given way to TacArm combat suits and light striders. Its soldiers

have become accustomed to operating behind enemy lines, able to deliver a fatal blow through a swift and surgical strike, vanishing as quickly as they arrived. The Cogs, Karmans, Red Blok, U.N.A. and Therians all remain in V-SWAT's sights.

Be wise and do not forget to pay your rent, or V-SWAT will knock (roughly) on your door!

#### **ORGANIZATION**

Here's the situation: the collectivists have concealed information that we seek in the midst of a residential area. The databases are located in these buildings here, here... and here. Remember, men, we are not here to cause a war but to retrieve these toys.

Give no quarter and take no prisoners. It has been made clear to me that civilian casualties are not a problem. I count on you to be brutal during your mission, secure the target, and then get off the planet ASAP. We are zombies, not monsters. Any questions?

#### - Briefing for a V-SWAT operation

V-SWAT answers exclusively to the orders of senior ONI officials. Trained in special operations, its members carry out secret wars for the company and protect its interests in the conflicts that directly concern them.



vanishing but it in Blok, U.N

#### PLAYING V-SWAT

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

**V-SWAT advantage**: V-SWAT acts quickly and decisively. The units of a V-SWAT company cannot be designated as targets of "Overwatch!" fire.

V-SWAT disadvantage: It is necessary to act quickly or the advantage of surprise will be lost. A V-SWAT company loses the game if during any Control Phase (starting with the fourth Control Phase) it has fewer V.P. than the opposing army. If the game consists of more than two players, the V-SWAT company retreats from the battlefield and its units are removed from play.

Platoon Pattern:

- Infantry unit (zombie)(★★/★★★)!
- Infantry unit (★★/★★★)
- Infantry unit (zombie) (★/★★)
- Infantry unit or Armored Fighting Vehicle unit (★/★★)
- Infantry unit or Armored Fighting Vehicle unit (★/★★★)

! Priority slot. It must always be picked first.

Contrary to MercForce, ONI keeps V-SWAT hidden as best as possible from the peering eyes of the media and the public arena. ONI does not wish to expound on the reasons, the number and the legality of the special actions its secret army conducts daily. These operations pit ONI against other entities

having strong military and political influence. The violence of such conflicts is often unbearable and demands the deployment of nightmarish weapons. As ONI goes to war, the army of undead rises!

V-SWAT does not have a recruitment campaign. It seeks its potential recruits from within the ranks of MercForce and R & D. Candidates are invited to an interview and testing session. Above all, the criteria for selection imply that the recruits must have courage and moral values: a recruit must have both mental and physical fortitude and must be willing to stop at nothing to accomplish the mission. Physical fitness, although important, ranks second. After all, the training structures of V-SWAT coupled with its cybernetics transform even runts into full blown killers.

The majority of V-SWAT personnel is zombies or become zombies during their careers. They retain their intelligence and often occupy positions of responsibility. Cut off from the world by their disgusting condition, they project all their emotional life in V-SWAT and, regardless, find kinship and a family there.

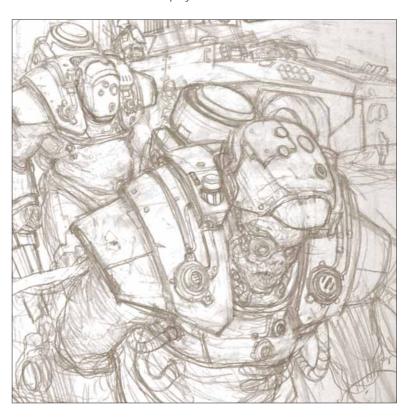
Thus the members of V-SWAT have developed a unique culture by living in the shadows, due to war and for warring reasons. Besides ONI's dearly held criteria of efficiency and effectiveness, brotherhood, identity preservation and a dark sense of humor have found their place among the values of these undead soldiers.

#### **TROOPS**

V-SWAT's operations call for flexibility, power and speed. Consequently, the staff favors elite troops and TacArm combat suits that incorporate a small staff of highly armed experts. Super zombies and zombie TacArms of all types are at the front line of the majority of V-SWAT operations: they benefit from surprise attacks and strike both quickly and devastatingly.

V-SWAT prefers compact formations and surrounds its objectives. The infantry is supported by armored vehicles which are easy to deploy into the heart of the action and with have a minimal radar signature. These vehicles' primary role is to cover the elite infantry as they progress towards the objective. Pilots do not hesitate to transform their machines into mobile cover or to take risks to neutralize the dangers that threaten the TacArms.

If the situation turns sour, V-SWAT does not hesitate to overwhelm the enemy through many waves of reinforcements and supplies. The invasion of virus zombies in conjunction with the use of zombie guns or zombie cannons creates so much confusion that capturing their objectives and obtaining their goals seems like child's play.



# SAMURAIB. SAMEDI

"Me... A bastard? You do not know how right you are, boy. Just wait and I'll show you..."

- Samurai B. Samedi

If you want to hire a mercenary capable of anything and especially the worst, the service record of Samurai B. Samedi will be of interest to you. If you have a mission calling for a complete lack of morals and a strong dose of brutality, then you should consider this living legend of ONI. A veteran of 17 campaigns, B. Samedi has never risen above the rank of Samurai despite his exemplary military behavior. This may be due to Samedi being the most infamous example of the mercenaries at the disposal of ONI's customers.

Samedi is an enraged bully for whom the concepts of honor and morality have no meaning, and warfare itself (or worse) is all he lives for. Even career advancement opportunities and salary increases could not subdue the nature of this modern-day barbarian. His penchant for looting and violence are very high and that is why we pay. From his point of view, war is a dirty job that demands such qualities in order to be performed to the highest degree.

As an officer of the Revolutionary Forces, Lieutenant Byron Samedi choose to flee his homeland and join the White Stars after being convicted for acts of cruelty against his men. Such conviction is rare in the collectivist military which is renowned for the brutality of its commanders.

Due to his experience, Byron Samedi was hired as an instructor at the prestigious military academy of East Line. Indicted for acts of barbarity and cruelty, he avoided imprisonment by enlisting in MercForce.

Achieving the rank of ONI Samurai, B. Samedi took part in the Ocean IV offensive during which, according to orders, he eliminated all prisoners leaving behind no witnesses. Still, nothing in the orders specified that Byron Samedi should personally carry out these orders using only his combat knife.

Byron Samedi was once again recognized for his courage and impetuosity in the Marne I offensive. He was severely wounded during the fighting and was taken to Zimlya to receive an injection of the O serum, the only method likely to save him given his financial resources. Transformed into an elite super-zombie, Samurai B. Samedi seemed to get better... a little. He became the pilot of an experimental Light Enforcer without killing either his instructors or his fellow students.

Don't worry, though: Byron Samedi remained the same lawless and faithless mercenary that the universe has come to know and love!



#### **TACTICS**

Samurai B. Samedi is a good commander whose most significant feature is the ability to add one fighter to the maximum number of his unit. In addition, this giant wields two zombie guns at once, doubling the number of special weapons available to his unit!

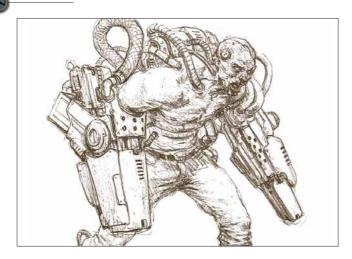
He can also take control of "Saturday Night Special", his Light Enforcer, and lead a squad of light armored vehicles. Byron Samedi is chaotic, dirty and rough around the edges... but that's why we love him!

#### **UNIT FORMATION**

Samurai B. Samedi may be chosen as the officer of any super zombie unit.

Aboard Saturday Night Special, Samurai B. Samedi can lead any Light Enforcers unit.

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



# SAMURAI B. SAMEDI'S MOST PROLIFIC CAMPAIGNS

AT-15: Ocean IV (Employer: Red Blok. Productivity bonus: category 4)

AT-27: Retaliation operation on Krygrod (Injury bonus: category 1, productivity bonus: category 3)

AT-31: Triton campaign (Employer: Union. Injury bonus: category 2, productivity bonus: category 5 - the highest ever awarded!)

AT-41: Marne I counter-offensive (Injury bonus: category 5, productivity bonus: category 3).

AT-43: Operation Frostbite (Employer: Karmans. In progress.)

#### **RECRUITING A UNIT**

Samurai B. Samedi: +70 A.P. Saturday Night Special: +225 A.P.

**Heroic pilot**: When Saturday Night Special is destroyed, the miniature representing Samurai B. Samedi 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).

**Zombie syndrome**: To shoot at a unit of super zombies (whether or not they are led by Samurai B. Samedi on foot) the shooting unit must spend 1 L.P.

#### Equipment

**Zombie gun:** This weapon grants the "Contamination" & ability to all fighters equipped with it. Any enemy fighter eliminated by a zombie gun is not removed from the game, but instead returns to play as a "Contaminator" or "Detonator" virus zombie. Its miniature is placed where the eliminated fighter's miniature once stood. The virus zombies created from fighters eliminated in this manner constitute a new unit unto themselves. To represent this, their card is added to the activation sequence starting with the next round. The player must have the corresponding miniatures and cards to be able to use this ability.







# ZO

# DAIMYO J. PRIEST



"This is strictly business. I have nothing against you on a personal level, and I hope that in future we will have the opportunity to work together. Please know that this prospect delights me at the highest level. Not you? Well, too bad..."

 Daimyo J. Priest, addressing Captain Kamirov, Chief of Zimlya's Defense Forces, AT-33

Battlegrounds are not used to seeing them, but the suit and tie also have their place in the hell of war. Well-ironed trousers and a tasteful shirt may be the best demonstration of one's military superiority, especially if the one who wears them seems mysteriously impervious to enemy fire.

The career of Daimyo John Priest started brilliantly in Priest Arms, an import-export company specializing in the sensitive

arms market. John Priest's ability to deliver weapons of any kind to any customer became renowned and attracted ONI's attention. After a generous offer, ONI acquired Priest Arms, dismembered the company and hired John Priest to benefit from his exceptional talent.

A simple Bushi, John Priest had to negotiate the impossible: an exchange of technology with the Cogs, hitherto considered the exclusive domain of the Muse agency (see *Army Book: UNA*). Priest managed to impress C-Naps (see *Army Book: Cogs*) using a subtle mixture of corruption, murder and seduction. His penchant for violence and ruthless character did not fail at pleasing the equally ruthless predators that are the Cogs. When he returned to Ava, John Priest had sold his strategic cargo of raw materials and procured the technology of the Cog force field. He also brought back newly designed Cog batteries that would permanently change the design of ONI's armored divisions by providing infinite energy independence. In gratitude for this brilliant action, R & D gifted him the first armored vehicle having this new technology: a Medium Destroyer which he christened "Limo".

The second task of John Priest, the most dangerous VP known to mankind, was to rehabilitate the image of ONI's zombies, no matter their type. Many customers refuse to hire such soldiers: the zombies' appearance was far too monstrous and daunting. In addition, the basic troops were difficult to employ. In AT-40, a few unfortunate accidents with virus zombies inadvertently attacking allied units caused a panic to break out on the open markets.

John Priest became Shomyo by doing what no one else dared do: wearing his only suit, armed with a laser rifle, and protected by a Cog force field, he participated in the Second Campaign of Krygrod leading a unit of virus zombies known

# THE SECOND CAMPAIGN OF KRYGROD

The year is AT-41. The Krygs have just failed an assault on Marne I. ONI's strategic analysis services decide it necessary to teach the Krygs a lesson so that they will abandon any future plans to attack the corporation's infrastructure.

Shomyo J. Priest takes part in this operation alongside his wife. The mission is simple: hit the Krygs's industrial sector as hard as possible. Unfortunately, and contrary to the ONI strategists' forecast, the Red Blok intervenes on behalf of the Krygs and counter-attacks Priest's company. During the ensuing firefight, Priest's wife is cut down, and no one is aware of who shot her. Taking command of the army as a result of his late wife's resignation of her post, Priest organizes a retreat in good order and in the process salvages the operation. Thanks to him, the operation was still profitable. As a reward for his behavior, Shomyo J. Priest was appointed to the position of Daimyo.

as "The Contaminators". Then he married Daimyo super-zombie Clelia Conti, demonstrating that love can overcome all obstacles.

Appointed Daimyo following the accidental death of his beloved wife, he became instantly available for an immediate commitment. His capacities for commanding and managing, and his marketing expertise, are the guarantor of successful victories. You would be foolish to wait and let your adversary hire him!



#### **TACTICS**

Although he is barely protected (a designer suit, even within an armored vehicle, is still a suit), the officer Daimyo J. Priest remains difficult to eliminate. His Cog force field offers invaluable cover to the hero as well as his unit. Once aboard "Limo" he becomes a real nuisance. The armored vehicle is capable of eliminating virtually any opponent while enjoying the legendary strength of a Medium Destroyer.

#### **UNIT FORMATION**

Daimyo J. Priest may become the officer of any infantry unit, including a virus zombie unit. Contrary to normal officers, he does not replace a fighter but is added to the number already present. His cost is added to that of the unit.

Daimyo J. Priest in Limo constitutes a unit of its own with one exception: his numbers bonus allows him to include up to three Medium Destroyers in Limo's unit.

#### **RECRUITING A UNIT**

Daimyo J. Priest: + 70 AP

**Limo**: + 410 AP

**Heroic pilot**: When Limo is destroyed, the miniature representing Daimyo J. Priest 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).

#### Equipment

**Cog force field**: Daimyo J. Priest is protected by a Cog force field. When his unit is issued the Take Cover! Combat drill they are always granted cover. In such an instance, the cover tests are the same as the "Take Cover!" drill: cover tests are successful on a dice roll of , , , or or .

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





# Z

# SHOGUN NATALYA "BOKOR" BOKOV



Shogun Natalya "Bokor" Bokov

- Mission accomplished. Livoris is under control. Industrial facilities are intact.
- The board of directors appointed me to convey its utmost gratitude and its congratulations, Bokor! But...the report seems to indicate that you have eliminated the entire population?
  - I do not have time to waste on suppressing civilians.
    - Exchange between A. Eramburg and Shogun N. Bokov

Natalya Bokov, a native of Ava, joined the Red Blok army because she saw her future lie in spilling blood. She defected because of her avarice for money and her desire to spread death prior to joining her new-found ONI family.

An orphan of the Avan war and a recruit of the collectivist army, Natalya Bokov was quickly noticed by her officers and the doctors of her training camp. Her fierce determination and unscrupulous demeanor destined her for a brilliant career among the commando units of the Red Blok. She was promoted to an excellent position; Natalya Bokov started her active service as a Dragonov Kommando sergeant. She quickly developed a knack for psychological warfare and became an expert in the field.

The Red Blok's elite troops, blinded by their own patriotism, mistook the woman's brutality and murderous zeal as an indication of her devotion to the collectivist regime. Her lack of compassion for her victims and her own troops allowed her to triumph even in the most dangerous of situations. Natalya Bokov was soon nicknamed "Bokor", the witchdoctor, because she climbed through the army's ranks on a mountain of corpses.

Bokor, having made Captain, soon ran into the corruption and hypocrisy of her superiors. None of them wanted to give her the rank of Colonel. The Red Blok began to tire of her and, for the first time in her ten years of service, Bokor said out loud what she had thought up to that point, revealing her cynical, inhuman and monstrous nature. She knew too much, and it was said that her war crimes undermined revolutionary ideals.

Bokor became the target of several assassination attempts by her own troops and mercenaries from MercForce. She was very elusive, and her exploits drew the attention of the most prestigious members of ONI. The corporation's leaders, starting with the CEO Andersen and Shogun Carter, decided to tame the beast they could not kill. After two years of stalking her, they finally found her. ONI recruited "the witchdoctor" using the promise of Shogun rank, a substantial salary, and a place on ONI's board of directors.

Natalya Bokor, the demon with the face of an angel, is now the head of V-SWAT. She is ONI's executioner, a killer without a heart that is sent to do the dirty work... and she loves it.

#### **TACTICS**

Above all, Natalya "Bokor" Bokov benefits any unit she joins by being a Rank 5 officer. Her higher than normal Authority value makes her the best officer to join ONI to date.

Choose. Fire. Win! Deployed as infantry, Bokor is best when sheltered by a large ONI corps unit equipped with special weapons. In such a unit, her superior command capabilities and her sniper rifle quickly silence the enemy.

When piloting Vlad, Bokor is truly the most dangerous woman in the galaxy. A Shogun in a Heavy Battletank, the best officer in the best AFV: Is this a dream? Nope, ONI has done it!

#### **UNIT FORMATION**

Bokor may become the officer of any ONI corps unit. Contrary to normal officers, she does not replace a fighter but is added to the number already present. Her cost is added to that of the unit.

Bokor in Vlad constitutes a unit of its own with one exception: her numbers bonus allows her to include one additional Heavy Battletank in Vlad's unit.

#### THE LIVORIS MASSACRE

The year is AT-43. Livoris is a rich industrial U.N.A. controlled planet that is being attacked by T-Regulator Cogs. The Livorian army, well equipped but poorly trained, is overwhelmed by the Cogs and purchases the services of MercForce to repel the invasion.

The terrible battle leaves Livoris devastated and unable to pay its debts. ONI then mobilizes its macabre debt collectors: V-SWAT. Shogun N. Bokov sees the opportunity to test her personal armored vehicle, Vlad, which she named after one of her childhood heroes.

Within days, V-SWAT captures key communication centers. Shogun Bokor executes the heads of State during live television broadcasts. The population surrenders after an ill advised revolt. However, the ruthless "Bokor" sends a clear and concise warning to all of ONI's delinquent customers. The Livorians are gathered together, mercilessly exterminated, and transformed into virus zombies. From that day forward, they have been supervised by colonists sponsored by ONI.



**Bokor:** +130 A.P. **Vlad:** 690 A.P.

**Interference**: the use of Interference is declared when Shogun Bokor's or Vlad's unit is activated. The player selects a card in his opponent's sequence without looking at it and places it wherever he wants within the activation sequence.

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

**Heroic pilot**: When Vlad is destroyed, the miniature representing Shogun Natalya "Bokor" Bokov on foot is deployed where her machine stood. She constitutes a new unit but can join a friendly unit (see *AT-43*: *The Rulebook*, p.77).

#### Equipment

Infrared goggles: Fighters with this equipment gain the "Detection" ability. They gain +1 in Accuracy with all their weapons. This bonus is already taken into account in their profile. In addition, they ignore their enemies' "Stealth" ability.

Maser effect: The heavy maser cannon can be used in "normal mode" using the characteristics listed below. It can also benefit from the "maser effect". In this case, the player treats the heavy maser cannon as an indirect fire weapon with an area of effect of 3.

The player must choose whether or not the shot will benefit from the "maser effect" prior to resolving the heavy maser cannon's shooting.







# NO

# INFANTRY



ONI employs high performance infantry capable of providing a rapid return on one's investment. This implies the following strategies and industries:

- The regular (Type 1) infantry forces are very cheap and can be produced in large quantities. Virus zombies are the epitome of this notion. Disposable and easily created during battle, they form the basis for the first ONI infantry line.
- The elite forces (Type 2) combine moderate cost with superior performance. This goal is achieved either through the recruitment of veterans from Blok Red or White Stars elite units, or through the use of super zombies. The "Reanimator Alpha" super zombie is attractive from a financial standpoint, yet it is lacking in terms of military efficiency. The "Reanimator Beta" super zombie costs between 14% (for a maximum size unit) to 28% (for a standard size unit) more expensive than the "Reanimator Alpha", but has superior efficiency.
- The special forces (Type 3) grant the maximum yield in combat, but with a much higher price tag. ONI TacArm zombies are expensive but robust. In addition, TacArm zombies present far fewer logistical problems. They do not drink, do not eat, and do not need rest.

ONI's human troops are intended to provide anti-AFV support and to carry out attacks on targets holding key objectives, high value strategic enemy elite units, and armored command units. The zombie units, be they super zombies or TacArm zombies, provide additional basic troops by turning enemy fighters into zombie infantry. They are also good at capturing and controlling general objectives such as elimination of enemy infantry or artillery support.

#### **WEAPONS**

ONI R & D is proud to provide its customers with only the highest quality weapons at the best prices in the universe. We employ state-of-the-art technologies from every army with which we also have a stellar trading reputation: Therian sonic weapons, U.N.A. lasers, modified Red Blok assault rifles...If your adversairies are armed, rest assured - ONI R & D can offer you superior prices than our competitors!

The **autoshotgun** is the weapon of choice for a super zombie. It combines the elegance of a Red Blok AK-43 with the destructive power of a nanoblaster. This weapon unleashes a torrent of 12mm caliber shot, and is deadly at close range. It exploits the power and resilience of the super zombie while achieving excellent accuracy. An autoshotgun hail of fire can easily turn a soldier equipped with modern protection into a bloody mist that only DNA analysis can identify.

This weapon uses direct fire rules.

The ONI **laser gun** is similar to that of the White Stars: a gun that emits a concentrated energy beam able to pierce even the toughest of materials. Unlike the U.N.A. model, the ONI laser gun is equipped with ONICog batteries which grant it greater endurance and an incomparable lightweight body.

This weapon uses direct fire rules.

The **laser rifle** has been the White Stars Steel troopers' weapon of choice for many years. The gun emits a beam of concentrated light which is accurate and retains its strength even over long distances. It is both reliable and efficient; the laser rifle is the quintessential weapon for foot soldiers.

This weapon uses direct fire rules.

The **mortar gun** is one of two support weapons available to super zombies. Only a fighter with the colossal strength of a super zombie can control the terrible recoil this weapon generates when launching a 45mm anti-personnel warhead. Anything within 20 meters of the point of impact is mercilessly shredded to bits. This weapon uses indirect fire rules.

The **sonic gun** is the natural successor to the White Stars's volcano MG. More powerful than a traditional MG, it emits sound waves able to penetrate even the hardest materials and to, literally, liquify flesh.

This weapon uses direct fire rules.

The **sonic rifle** works like the sonic gun, on a reduced scale. Acurate, efficient, deadly...

This weapon uses the direct fire rules.

The **zombie gun** is a super zombie's next weapon of choice, following the autoshotgun. It lobs a shell containing bacteriological fluids into the midst of the enemy, offering maximum precision at range. The virus is short lived, but during its lifespan it is able to penetrate just about any traditional protection: it seeks out openings in armor and contaminates any carbon-based life forms within, including Therian golems! As if that wasn't enough, once infected with this virus the enemy fighters transform into virus zombies ready to fight by your side!

This weapon uses indirect fire rules.

Type I zombies undergo several physical alterations. Among other things, their teeth become stronger and the muscles in their jaws far more powerful. Their nails become wider, thicker, and razor sharp. The **claws and fangs** are the product of such transformations. They are able to tear apart modern protective armor and display all the savageness of the virus zombie.

This weapon uses close-combat rules.

Of all the innovations that ONI R & D has developed to equip super zombies with, the **buzzsaw** has had, without a doubt, the greatest psychological impact. This electric circular saw utilizes synthetic diamond tipped teeth. Oh, can it cut!...And above all, it cuts your enemies to shreads.

This weapon uses close-combat rules.

It is stylish and essential to any footsoldier...the **combat knife** is the friend of all forward-thinking fighters. It has a ceramic handle and a carbon steel blade with a synthetic diamond cutting edge...the combat knife will never fail its wielder.

This weapon uses close-combat rules.



# Z

# VIRUS ZOMBIES "CONTAMINATOR"

"Alright! Look, Johnny's OK! But... I thought you were dead?"

– Pvt. H. Doyle, one minute before his death

The "Contaminator" virus zombie was the first achievement for ONI V-SWAT research in the field of super soldiers. "Contaminator" virus zombies have superhuman strength and are surprisingly ferocious, making them excellent instinctive fighters. They require limited logistical support: delivered in containers of eight or twelve, they can be stored indefinitely without requiring any special care. Just splash them with water before battle in order to return elasticity to their flesh. They obey voice commands and are able to recognize the voice of their employer.

Virus zombies are fairly inexpensive and do not fear heavy losses as they can replace casualties thanks to their unique *Bio-contaminator* process: each enemy eliminated is reconfigured by a nano-virus capable of colonizing any humanoid, including Therian fighters.

#### **TACTICS**

"Contaminator" virus zombie units constitute the bulk of ONI troops. Cheap and capable of generating fighters to increase their numbers, "Contaminator" units have only one weakness: they need to grab their enemy in order to shred him to bits. These zombie fighters are not even smart enough to fear death; there is no point trying to teach them to use weapons more complex than their fangs and claws. Above



#### THE "CONTAMINATOR" VIRUS

Thanks to its unique mastery of nanotechnology and virology, ONI Corp. was able to produce a unique semi-biological nano-virus that is as aggressive towards machines as it is towards living beings. Once contaminated both are turned into virus zombies: carbon-based structures are dissolved and reconfigured to create a virus zombie, while the useless, remnant elements are rejected. Within moments of infection a new fighter rises and joins his brethren, ready to fight and willing to obey the commands of its employer.

all, using them is not as hard as you may think. The primal fear that zombies inflict on other beings grants them protection that armor cannot.

#### **UNIT COMPOSITION**

Type: 1.

Numbers: 8 to 12.

Standard equipment: Claws & fangs x 2, Bio-contaminator

nator.

Optional equipment: None. Special weapons: None. Specialists: None.

Officer: None.

**Zombie syndrome:** To shoot at a unit of zombies the shooting unit must spend 1 L.P.

#### Equipment

**Bio-contaminator:** This weapon grants the "Contamination" ability to all fighters equipped with it. Any fighter eliminated by a "Contaminator" virus zombie returns to play as a "Contaminator" virus zombie. Fighters eliminated in this manner join the unit that created them and are placed in formation with the members of their new unit. The unit may exceed its maximum number of fighters in this manner. If placement is not possible without moving another miniature, the Bio-contaminator equipment has no effect. The player must have the corresponding miniatures and cards to be able to use this ability.

#### Cost of a virus zombies "contaminator" Unit

é	EQUIPMENT	STANDARD NUMBERS (1)	MAXIMUM NUMBERS (2)	EXTRA FIGHTER	
	Standard	175 AP	250 AP	+ 20 AP	
	(1) 8 virus zombies "contaminator" (2) 12 virus zombies "contaminator"				

# VIRUS ZOMBIE "DETONATOR"

"... And then we heard an explosion and the Nakovalny had disappeared. It wasn't until it fell down on top of us that we realized what had happened..."

Sergent levgueni Malenkov, mission report.



The "Detonator" virus zombie is the latest achievement in ONI Combat nano-virology. It is based on the same principle as the "Contaminator" virus zombie but instead of a biocontaminator it has been fitted with a high yield bio-explosive. Thanks to its specially adapted morphology, the "Detonator" virus zombie can set off a micro-charge located within its torso. Each charge is effective within a short radius against all types of targets, including AFVs.



The "Detonator" virus zombie is also an excellent mêlée fighter, capable of eliminating enemy infantry with unparalleled savagery. It is low maintenance, even compared to a "Contaminator", and it will obey any command issued by its employer.

As a further asset, the "Detonator" virus zombie can be equipped with zombie weapons found on certain ONI Super zombie and TacArm units!

#### **TACTICS**

Just like "Contaminator" virus zombies, "Detonator" virus zombies are cheap fighters, dispensable and easily replaced through the nano-virus contamination of enemy fighters. However, unlike a "Contaminator", a "Detonator" does not contaminate the enemy by itself: it does so through zombie guns borrowed from the ONI elite units. They are also equipped with high explosive charges that will demolish any target, including AFVs!

Of course, this makes "Detonator" virus zombie units high priority targets for your enemies. Still, they are immune to fear and it is not very easy to shoot at them: overcoming the zombie syndrome will cost the enemy a leadership point!

#### **UNIT COMPOSITION**

Rank: 1.

Numbers: 8 to 12.

Standard equipment: Claws & fangs x 2, bio-explosive.

Optional equipment: None.
Special weapons: None.
Specialists: None.
Officer: None.

**Zombie syndrome:** To shoot at a unit of zombies the shooting unit must spend 1 L.P.

#### Equipment

**Bio-explosive:** This equipment gives the "Autodestruct" ability. One or more fighter may be sacrificed during the unit's activation. The explosion has area of 2 centered on each of the sacrificed fighters and Penetration/Damage of 12/1.

#### Cost of a virus zombies "detonator" Unit

EQUIPMENT	STANDARD NUMBERS (1)	MAXIMUM NUMBERS (2)	EXTRA FIGHTER	
Standard	175 AP	250 AP	+ 20 AP	
(1) 8 virus zombies "detonator" (2) 12 virus zombies "detonator"				

# SUPER ZOMBIE "REANIMATOR ALPHA"



"Injection of the O serum in subject 2047/alpha is a success: its intellectual capacities have remained intact while its physical abilities have increased 127%."

V-SWAT /dev.superzombie\_alpha report

Super zombies embody a certain human ideal: an individual free of disease, hunger, thirst and many other nagging physical ailments. In contrast to their initial facade, these super-humans develop exceptional strength and stamina. Some physiological alterations require psychological monitoring, but ONI psychopathological services are perfectly capable of treating them with a success rate of over 90%.

The first to benefit from this revolutionary treatment were the shock troopers and certain ONI veterans from V-SWAT infantry, MercForce Special Forces, and R & D soldiers. Their abilities have all been augmented... along with their wages!

#### **TACTICS**

"Reanimator Alpha" super zombies are essential compliments to the "Detonator" virus zombies. Specializing in anti-infantry combat, they can ravage any infantry unit with one or two salvos. They are equally brutal from distance or up close and personal. They are just as dangerous thanks to their arsenal of equipment: the auto-shotgun and buzz saw. If a zombie master should join their ranks, they are able to replace their losses by resurrecting their fallen enemies. In the meantime, the zombie gun, their special weapon, is used to neutralize high concentrations of enemies

by creating virus zombies! These elite fighters are protected by the zombie syndrome, are immune to fear, and can even be given a medic... What are you waiting for? Hire them!

#### FIRST RAID

The first operational deployment of super zombies occurred in AT-33. It was an internal order from ONI R & D. Research & Destruction sought to investigate the wreck of a Union ship that had been torpedoed by a Revolutionary space destroyer. Fortunately for ONI, the Union security forces that had been deployed on location were already engaged by a GenCol recon group.

Wearing only light space protection, two "Reanimator Alpha" super zombie units sneaked aboard the wreck unnoticed, disguising themselves as dead crew members. Floating through the ship's corridors, seemingly adrift, the two super zombie units managed to infiltrate both the GenCol and the Union headquarters. The super zombies then proceeded to execute their "double attack": the super zombies charged into combat, slicing and shredding those that were "lucky" enough to have survived the hail of lead that spewed from their auto-shotguns.

#### **UNIT COMPOSITION**

Type: 2.

Numbers: 6 to 12.

Standard equipment: Auto-shotgun, buzz saw.

Optional equipment: None.

Special weapon: Zombie gun.

Specialists: Medic, zombie master.

Officer: Rank 1 to 5.

**Zombie syndrome:** To shoot at a unit of zombies the shooting unit must spend 1 L.P.

#### Equipment

**Zombie gun:** This weapon grants the "Contamination  $\alpha$ " ability to all fighters equipped with it. Any enemy fighter eliminated by a zombie gun is not removed from the game, but instead returns to play as a "Contaminator" or "Detonator" virus zombie. Its miniature is placed where the eliminated fighter's miniature once stood. The virus zombies created from fighters eliminated in this manner constitute a new unit unto themselves. To represent this, their card is added to the activation sequence starting with the next round. The player must have the corresponding miniatures and cards to be able to use this ability.

#### 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.

**Zombie master:** The zombie master grants the "Contamination" ability to all weapons of his unit's fighters. Any enemy fighter eliminated by these weapons is not removed from the game, but instead returns to play as a "Contaminator" or "Detonator" virus zombie. Its miniature is placed where the eliminated fighter's miniature once stood. The virus zombies created from fighters eliminated in this manner constitute a new unit unto themselves. To represent this, their card is added to the activation sequence starting with the next round. The player must have the corresponding miniatures and cards to be able to use this ability.

#### Cost of officers

Samurai (Sam.): + 10 AP Bushi (Bus.): + 15 AP Shomyo (Shm.): + 25 AP Daimyo (Dai.): + 40 AP Shogun (Shg.): + 60 AP











#### Cost of a super zombies "Reanimator alpha" Unit

EQUIPMENT	STANDARD NUMBERS (1)	MAXIMUM NUMBERS (2)	EXTRA FIGHTER
Standard	225 AP	475 AP	+ 40 AP
(1) 6 super zombies "reanimator alpha" including: 1 special weapon + 1 specialist + 0 to 1 officer (2) 12 super zombies "reanimator alpha" including: 2 special weapons + 2 specialists + 0 to 1 officer			

# SUPER ZOMBIES "REANIMATOR BETA"

"Regarding the super zombie as a monster is an undeniably human reflex. You Homo sapiens are outdated and are trying to minimalize this fact by pretending that this new level of human evolution, the Homo okamura, is a crime against nature."

Okamura Kazuo.

The "Reanimator Beta" super zombie is a variant of the "Reanimator Alpha" super zombie. Having modified equipment that utilizes their superior strength and stamina to the fullest, a "Reanimator Beta" super zombie is able to handle heavier, more powerful and therefore more efficient weapons!

Do not delay: a "Reanimator Beta" super zombie unit is the equal of two elite units from any other army and ONI is currently offering a 25% discount (limited time offer; terms and conditions apply; offer may not be combined with other ONI offers).

#### **TACTICS**

"Reanimator Beta" super zombie units specialize in mass destruction and area saturation. Their two auto-shotguns unleash lethally dense salvos. Should anything survive their onslaught, the mortar gun is sure to clean up the remnants. AFVs grant a false sense of security from such anti-personnel weapons. Let them wander too close and the Z-demolitionists will crack them open using explosives. In addition, just in case the zombie syndrome is not enough to protect them, a "Reanimator Beta" super zombie unit can be accompanied by one or two medics, drastically reducing the losses they suffer.

#### UNIT COMPOSITION

Type: 2.

Numbers: 6 to 12.

**Standard equipment:** Auto-shotgun x 2.

Optional equipment: None. Special weapons: Mortar gun.

**Specialists:** Medic and Z-demolitionist.

Officer: Rank 1 to 5.

Zombie syndrome: To shoot at a unit of zombies the shooting unit must spend 1 L.P.

#### 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.

**Z-demolitionist**: The zombie demolitionist (or Z-demolitionist) has the "Explosives" ability. Once per round, he can inflict one damage point to a fighter or a terrain element in contact with him.



#### Cost of officers

Samurai (Sam.): + 10 AP **Bushi (Bus.):** + 15 AP Shomyo (Shm.): + 25 AP Daimyo (Dai.): + 40 AP Shogun (Shg.): + 60 AP



#### Cost of a super zombie "reanimator beta" Unit

EQUIPMENT	STANDARD NUMBERS (1)	MAXIMUM NUMBERS (2)	EXTRA FIGHTER
Standard	225 AP	450 AP	+ 35 AP
(1) 6 super zombies "reanimator beta" including: 1 special weapon + 1 specialist + 0 to 1 officer			

- [2] 12 super zombies "reanimator beta" including: 2 special weapons + 2 specialists + 0 to 1 officer

### ONI KORPS UN

"The problem with zombies is that they're so ugly, no one can stand to look at them to get a clean shot off. So we're always the ones getting shot at. Life's a bitch."

- A UN ONI Korps soldier.

For customers who don't like zombies, whether it is for religious, philosophical or psychological reasons, ONI offers another range including highly sought after products such as its best selling UN ONI Korps. These mercenaries can be hired at a very competitive price. ONI guarantees their efficiency under normal deployment conditions. ONI can do so with confidence: the UN ONI Korps are recruited from among the best Avan war veterans and then equipped with state of the art equipment: laser rifles, laser guns, grenades, etc.

As part of the grand tradition of cutting edge military units, the UN ONI Korps are the ideal tool to grant you victory!

#### **TACTICS**

The UN ONI Korps are a classic elite infantry unit that will satisfy even the most demanding commanders. Their versatile armaments allow them to deal with any threat, from infantry (using the laser rifle) to AFVs or TacArms (thanks to the laser gun). Their preferred specialists, chosen from among the best available on the market, will perform brilliantly in any given elite infantry mission: controlling objectives is easy when one or two medics reduce casualties; AFV support is a cinch when one or two mechanics are present.

#### UNIT COMPOSITION

Type: 6. Numbers: 12.

Standard equipment: Triple lens helmet, combat knife,

laser rifle.

Optional equipment: None. Special weapons: Laser gun. Specialists: Mechanic, medic.

Officer: Rank 1 to 5.

#### Equipment

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



#### **CLAY PIGEONS**

The first operational deployment of UN ONI Korps units occurred in AT-15 on Ocean IV, a clandestine U.N.A. military installation. Irony at its finest: these White Stars elite unit clones were hired by the U.N.A's archenemy: the Red Blok.

This presented the ideal opportunity for MercForce to field-test its units. Indeed, as members of a mercenary force, it was essential that these soldiers obey any order... including attacking former companions in arms.

The units aced the test under command of Samurai B. Samedi: they cold heartedly exterminated all their enemies. Disregarding all standard rules of war, the UN ONI Korps executed every combatant and non-combatant enemy, prisoner and civilian alike, leaving a trial of bloodshed and no soul alive.





#### 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.

#### Cost of officers

Samurai (Sam.): + 10 AP Bushi (Bus.): + 15 AP Shomyo (Shm.): + 25 AP Daimyo (Dai.): + 40 AP Shogun (Shg.): + 60 AP



**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.



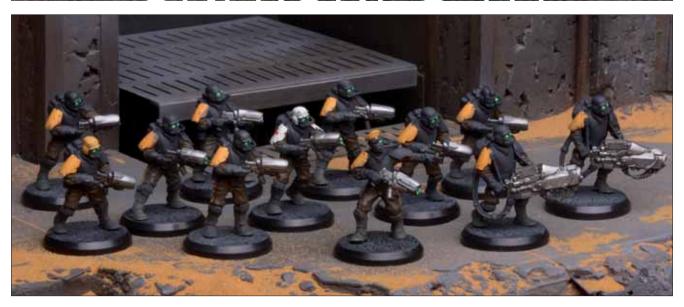




#### Cost of a ONI korps UN Unit

à	EQUIPMENT	STANDARD NUMBERS (1)	MAXIMUM NUMBERS (2)	EXTRA FIGHTER
b	Standard	200 AP	425 AP	+ 30 AP
	(1) 6 ONI korps UN including: 1 special weapon, 1 specialist and 0 to 1 officer (2) 12 ONI korps UN including: 2 special weapons, 2 specialists et 0 to 1 officer			

# ONI KORPS TH



"Sonic weapons... now these kick ass! Finally, it feels like we are at the right end of a Therian gun."

- A TH ONI Korps soldier.

Therian infantry is considered the most dangerous in the universe. Therefore, it was only logical that ONI would develop a unit offering comparable quality. Due to an obvious lack of Therian volunteers, ONI hired the best Avan fighters and equipped them with weapons inspired by Therian technology.

ONI now offers its TH ONI Korps units, whose sonic rifle design easily outclasses the antiquated nanoblaster. As for the ever fashionable sonic gun: "if it isn't broken don't fix it".

Why not upgrade your forces to the technological level of the most advanced species in the galaxy, and, probably, in the universe too?

#### **TACTICS**

TH ONI Korps are elite units and offer excellent traits. They are specialized in neutralizing enemy infantry. Their sonic rifle, an ONI exclusive weapon, is the pinnacle of personal light weaponry. Accurate and powerful, it has no equal on the market. Should an opponent ever survive sonic rifle fire, the sonic guns ought to finish the job. Just like the UN ONI Korps, the choice of specialist (medic or mechanics) allows you to deploy them in any mission. Better yet, they will only cost you 75% of the price of a Therian unit. Even the Therians have expressed interest in the TH ONI Korps!

#### **UNIT COMPOSITION**

**Type:** 6.

Numbers: 12.

Standard equipment: Triple lens helmet, sonic rifle.

Optional equipment: None. Special weapons: Sonic gun. Specialists: Mechanic, medic.

Officer: Rank 1 to 5.

#### Equipment

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





#### 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.

#### Cost of officers

Samurai (Sam.): + 10 AP Bushi (Bus.): + 15 AP Shomyo (Shm.): + 25 AP Daimyo (Dai.): + 40 AP Shogun (Shq.): + 60 AP







#### ONI VS. CENTCOM

During the year AT-37, several of Union's upper echelon leaders fell victim to a conspiracy and were forced to enlist under CentCom. CentCom sent them to Triton (an aquatic world used as a boot camp to train its forces in aquatic combat).

Since it was impossible to maintain an open feud with CentCom, Union hired the services of a MercForce commando to free the non-volunteer recruits. Three TH ONI Korps units supported by a Medium Enforcer launched a diversion attack while a guerrilla unit of super zombies was sent to extract the targets.

Battered by the TH ONI Korps' weaponry, CentCom believed it was facing a Therian attack and ordered its troops to retreat in order to regroup and organize a counter offensive. In the meantime, the ONI troops looted the training camp's armory. They seized over one hundred Fire Toads and stole away without suffering a single casualty. From this single event, the ONI forces acquired such large quantities of raw materials that the operation was and still is the most profitable outing ever recorded in the corporation's investment/profit ratio files.

#### Cost of a ONI korps TH Unit

EQUIPMENT	STANDARD NUMBERS (1)	MAXIMUM NUMBERS (2)	EXTRA FIGHTER
Standard	200 AP	400 AP	+ 30 AP
(1) 6 ONI korps TH including: 1 special weapon, 1 specialist and 0 to 1 officer (2) 12 ONI korps TH including: 2 special weapons, 2 specialists and 0 to 1 officer			

# ZOMBIE TACARM ALPHA

"The problem with Alpha TacArm zombies is they don't just eliminate your troops: your own casualties have the annoying habit of turning on you!"

- Marshal Georgy Zhukov, addressing his war council

Alpha TacArm zombies are the vanguard of prospective super-elite troops. In the near future they will inevitably replace ordinary fighters on every battlefield of the galaxy. These soldiers are fearsome tank hunters, capable of shooting down any AFV with a well aimed salvo. They are also the bane of infantry, thanks to the one and only zombie gun which turns enemy troops into virus zombies. In turn, the latter constitute a deadly threat to infantry and AFVs. The circle is complete: the longer they survive, the greater the Alpha TacArm zombies' threat grows.

#### **TACTICS**

When the enemy is too stubborn to retreat, when his infantry and AFVs are standing their ground, fighting tooth and nail, it is time to order a few Alpha TacArm zombie units. These troops exist to break any resistance by causing disorganization and destruction. On the one hand, their laser guns exterminate any armored targets; on the other hand, their zombie guns paralyze infantry, simultaneously raising the dead.

On top of these benefits, the zombie syndrome discourages opponents from shooting at the TacArm zombies and drains the enemy commander's resources. Your opponent will be pulling his hair out while trying to figure out how to deal with them!



#### UNIT COMPOSITION



Type: 3. Numbers: 3.

**Standard equipment:** Laser gun, zombie gun.

Optional equipment: None.

**Specialists:** None. **Officer:** Rank 1.

**Zombie syndrome:** To shoot at a unit of zombies the shooting unit must spend 1 L.P.

#### Equipment

**Zombie gun:** This weapon grants the "Contamination  $\alpha$ " ability to all fighters equipped with it. Any enemy fighter eliminated by a zombie gun is not removed from the game, but instead returns to play as a "Contaminator" or "Detonator" virus zombie. Its miniature is placed where the eliminated fighter's miniature once stood. The virus zombies created from fighters eliminated in this manner constitute a new unit unto themselves. To represent this, their card is added to the activation sequence starting with the next round. The player must have the corresponding miniatures and cards to be able to use this ability.

#### Cost of officers

Samurai (Sam.): + 10 AP



Cost of a zombies TacArms alpha Unit

EQUIPMENT	STANDARD Numbers (1)	EXTRA FIGHTER
Standard	300 AP	+ 95 AP
(1) 3 zombies TacArms alpha		

# ZOMBIES TACARMS BETA

"...The six million dollar man? Let me present the ten million dollar super zombie... you're going to like this!"

- Extract from an ONI Broadcasting work meeting

Of all the advantages induced by the O serum, greater tolerance to cybernetic implants ranks among the highest. A super zombie can withstand many surgical operations and receive all sorts of prostheses, including those procured by technological exchanges with the Cogs. No rejection or psychological difficulties have been witnessed to date.

The transformation into a TacArm zombie exploits this improved tolerance to its maximum potential. Soldiers created in this manner have no human equivalent. Stronger and faster than humans, a Beta TacArm zombie can carry and use so many weapons that they can almost be considered an AFV with a human face.

#### **TACTICS**

In contrast to Alpha TacArm zombie units, Beta units are assault oriented units designed to efficiently take advantage



of the zombie syndrome. They use their fearsome visage to avoid enemy fire. Beta TacArm zombie units storm enemy positions without fear of death or failure: their sonic guns can neutralize any infantry unit, maybe even a light AFV if it is caught in the open. As for their

laser gun, it needs no further introduction: accurate and powerful, it constitutes a deadly threat to any opponent, including medium AFVs.



#### UNIT COMPOSITION



Type: 3. Numbers: 3.

**Standard equipment:** Laser gun, sonic gun.

**Optional equipment:** None.

Specialists: None. Officer: Rank 1.

**Zombie** syndrome: To shoot at a unit of zombies the shooting unit must spend 1 L.P.

Cost of officers Samurai (Sam.): + 10 AP

### Cost of a zombies TacArms beta Unit

EQUIPMENT	STANDARD Numbers (1)	EXTRA Fighter
Standard	350 AP	+ 115 AP
(1) 3 zombies TacArms beta		

#### THE WAR OF PICTURES

AT-40 was a dark year for MercForce: already hard pressed to find customers, MercForce was forced to witness the value of its zombie units drop drastically following a string of incidents involving virus zombies.

Humanity's deadliest sales representative, Shomyo J. Priest, was brought on board. First, he contacted ONI Broadcasting to produce a series that would eventually go on to enjoy interstellar success: *SuperMike*, the friendly zombie and steel trooper veteran whose career was shattered by a tragic accident. Fortunately, his transformation into a Beta TacArm zombie helped him save Ava throughout a saga of over two thousand episodes long.

Then Priest revealed his deadly hand: he married Daimyo C. Conti in front of hundreds of bewildered reporters. He was handsome, rich and, most of all, famous. He could have had any woman he desired. Yet, he chose a wife in contrast to him: she was a hideous super zombie officer... And the triple guard of honor waiting for them after the ceremony looked even worse than her. Still, the impact of his actions was enormous: millions of viewers changed their mindset on zombies, so much so that ONI even began filling requests from healthy humans seeking to join the ranks of such "super" TacArm units!

# ZOMBIES TACARMS GAMMA





"Guru, Dauntless Wisdom Company is under heavy artillery fire!"

"Don't be ridiculous. Our advanced surveillance units didn't spot more than three infantry units... in low numbers, too!"

- Arceo staff, Deodato, AT-43

The Gamma TacArm zombie has a unique niche in Avan war records: it is classified as both infantry and artillery.

Thanks to their three mortar guns and three laser guns, Gamma TacArm zombie units have enough firepower to raze a small town in a matter of minutes. These fighters are extremely agile and are able to find positions where they will remain out of range of AFVs. Their ultra modern armament allows Gamma TacArm zombies to outclass certain AFVs in every imaginable way: their mortar guns are more powerful, more accurate and shoot farther. Their laser guns are sure to take care of any target that has armor too powerful for their mortar shells.

They are another triumph credited to ONI R & D!

### 

#### **TACTICS**

Gamma TacArm zombie units are artillery units. Thanks to their monstrous mortar gun, they can literally squash the enemy under a hailstorm of fire and iron against which there is no protection. Against targets strong enough to withstand their mortar guns they can rely on their laser gun that is designed to eliminate battlesuit and AFV units alike. Putting your money into a Gamma TacArm zombie unit means you're putting your money into victory!

#### **UNIT COMPOSITION**

Type: 3. Numbers: 3.

Standard equipment: Laser gun, mortar gun.

Optional equipment: None.

Specialists: None.
Officer: Rank 1.

**Zombie syndrome:** To shoot at a unit of zombies the

shooting unit must spend 1 L.P.

Cost of officers
Samurai (Sam.): + 10 AP

### Cost of a zombies TacArms gamma Unit

EQUIPMENT	STANDARD Numbers (1)	EXTRA FIGHTER
Standard	350 AP	+ 115 AP
(1) 2 zombios Tas Arms gamma		

# ONI ARMORED FIGHTING VEHICLES



ONI worked on two approaches regarding the development of its AFV units: modernization and innovation.

The ONI AFVs have the following four qualities: radical innovation (in order to appeal to a new clientele), limited research costs, minimum manufacturing costs and high yield. The Destroyer, Enforcer and Battletank series of wheeled vehicles were the results of ONI's brilliant researchers. It is undeniable that these are anything but both business and military successes.

The ONI AFV range is now unavoidable in any theatre of war. Of course, governmental markets are still reluctant to use them, mainly for ideological reasons. However, the success is unquestionable in the private sector. Representing over 50% of the mercenary market activity, ONI is undisputed, the number one private military force in the galaxy!

#### **CHASSIS**

Wheeled vehicles (Battletank, Destroyer and Enforcer series) constitute the bulk of ONI armored fighting vehicles. They have no rivals and offer unique strategic perspectives. First of all, in terms of speed, they compare with the notoriously fast Therian AFVs. Due to their low profile, they are also able to slip into spaces inaccessible to combat striders. On top of that, their low swung frames benefit from any surrounding cover.

Finally their design includes the latest advances in terms of power storage, allowing them ample room for heavy weapons. The return on investment during combat is immense: a Light Destroyer is effective against assault striders and a Medium Destroyer may tackle Type 3 AFVs.



#### MOUNTED WEAPONS

There is nothing better than a **dual light MG** to clear a battlefield. ONI R & D came up with a simple, elegant and inexpensive solution to the classic machine gun's jamming issue. Two weapons coupled together are enough to saturate any area: twice the rate of fire, twice the damage, but if one gun jams you are still in business. All this for only 50% more than the price of a single machine gun!

This weapon uses direct fire rules.

The **heavy graser** is the best weapon available from the White Stars arsenal. ONI simply could not avoid having it on its AFVs. "GRASER technology (GRavity Amplification by Stimulated Emission of Radiation) can send devastating gravitational waves over very long distances, vaporizing anything in their way." \*

This weapon uses direct fire rules.

Oni purchased the **heavy maser cannon** from the Cogs. Using a state of the art laser technology, this weapon has the rate of fire of a heavy machine gun combined with the penetration of a medium anti-tank cannon.

This weapon uses direct fire rules.

The **medium laser cannon** is one of the White Stars' classic anti-tank guns. Using a high density electromagnetic beam, this laser weapon can handle any armor, even from very long range. Strong and always in fashion, this weapon is to anti-tank weapons what the assault rifle is to light weapons: a must-have that no army could do without!

This weapon uses direct fire rules.







\*: Excerpt from the White Stars weaponry manual (see Army Book: U.N.A., p. 46)

### Z

# LSACV LIGHT DESTROYER



"Thank you. These are the only words your pilots will have to say about the Light Destroyer"

- Slogan of the Light Destroyer advertisement campaign.

Who said wheeled vehicles were obsolete? The Light Destroyer was born from a simple and effective idea: cutting edge technology applied to outdated concepts for immediate results and limited costs.

This light combat vehicle has solid armor and incredible endurance. The Destroyer series has become legendary thanks to its particularly rugged power train, its triple-redundant safety system and the carefully-selected materials it is built from. Putting this vehicle out of commission during combat requires a ridiculously high amount of firepower. This Type 1 reconvehicle has the same resilience as a Type 2 assault combat strider! Its armament follows the same line. Its medium laser cannon could suit a machine twice as heavy and allows it to target much larger prey.

The Light Destroyer is the archetype of ONI ideals: optimum utilization of resources with an immediate and massive return on investment.

#### **TACTICS**

The Light Destroyer is an AFV hunter with excellent durability and remarkable agility. It has a streamlined design and its high speed allows it to reach areas inaccessible to even a recon strider. Its particularly tough structure, repaired by the mechanic onboard, ranks it with assault striders.

A single machine will excel in harassment missions as its medium laser cannon can destroy an opponent with a single salvo. In units of two, three or even four AFVs (as the low price of these machines makes it possible to build units of four!), only the heaviest enemy assault striders will be able to put up a fight.

#### Cost of a Light Destroyer Unit

	EQUIPMENT	STANDARD NUMBERS (1)	MAXIMUM NUMBERS (2)	EXTRA FIGHTER
į	Standard	175 AP	725 AP	+ 175 AP
	(1) 1 Light Destroyer including 0 to 1 officer (2) 4 Light Destroyers including 0 to 1 officer			

#### **UNIT COMPOSITION**

Type: 1.

Numbers: 1 to 4.

Standard equipment: Mechanic, medium laser cannon.

Officer: Rank 1.

#### Equipment

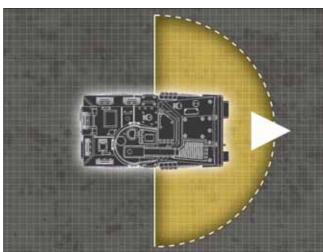
**Mechanic**: The Light Destroyer has the "Repair" ability. At the beginning or at the end of his unit's activation it can repair a friendly armored fighting vehicle within 2.5 cm of it. The armored fighting vehicle recovers 1 SP in a location chosen by the player. Destroyed parts may be repaired.

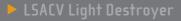
**Vehicle:** The shooting arc of a vehicle's armament is limited. The weapons located at the front of the vehicle are described above the line, while the weapons located at the rear of the vehicle are described below the line.

### Cost of officers Samurai (Sam.): + 15 AP













# LSACV LIGHT ENFORCER



"We are pinned down...<muffled sounds>...intense infantry fire! Requesting artillery support!"

"Negative Samurai Samedi. We're sending you a Light Enforcer platoon: It'll be more efficient."

- Slogan from the Light Enforcer advertisement campaign

The Light Enforcer is an infantry support vehicle based on a Light Destroyer frame. Even though ONIs infantry already had a terrifying anti-tank support vehicle in the Light Destroyer, R & D figured it lacked a quick vehicle that could handle soldier units too strong for infantry weapons. Thanks to its matchless endurance and its dual light MG, the Light Enforcer does the job perfectly.

The Light Enforcer is safe from infantry anti-AFV weapons and well protected against enemy AFVs. Such robustness synergizes well with its on-board mechanic: it can be repaired as it is damaged!

In the meantime, the dual light MG (two combined and simultaneously firing machine guns) means reduced production costs and an excellent return during combat. This vehicle is sure to fulfill its objectives and has already demonstrated its competitiveness.

#### **TACTICS**

The Light Enforcer shares the same qualities as the Light Destroyer: high speed and a perfectly streamlined silhouette assist it in reaching its destination. Its highly resilient structure is further reinforced by the presence of a mechanic capable of repairing any damage suffered.

Its role is clear: it rolls out before the infantry, blasting any possible threat. How quickly it can perform its job depends entirely on how many Light Enforcers are in a unit. A single machine will need several rounds to neutralize a large infantry unit. When in units of two, three or four they become an immediate threat to enemy soldiers.

#### UNIT COMPOSITION

Type: 1.

Number: 1 to 4.

Standard equipment: Mechanic, dual light MG.

Officer: Rank 1.

#### Equipment

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

**Vehicle:** The shooting arc of a vehicle's 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.

#### Cost of officers

Samurai (Sam.): + 15 AP

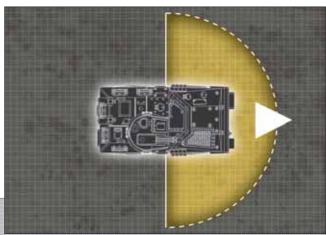
#### THE COG REVOLUTION

Commerce between the Cogs and ONI brought forth some fundamental breakthroughs in the power generator and electric battery industries. The Destroyer and Enforcer series are the result of these breakthroughs. These machines use a combination of high capacity Cog batteries (HDCB t1 and HDCB t25) capable of storing energy from both thermal and solar sources and a ground-breaking power generator.

Thus these vehicles are virtually self-reliant: they rarely need to recharge their batteries from an external source. Unless they experience mechanical issues, ONI AFVs outfitted with this equipment can continue running forever.









#### Cost of a Light Enforcer Unit

EQUIPMENT	STANDARD NUMBERS (1)	MAXIMUM NUMBERS (2)	EXTRA FIGHTER
Standard	175 AP	700 AP	+ 175 AP
(1) 1 Light Enforcer including 0 to 1 officer (2) 4 Light Enforcers including 0 to 1 officer			

# MEDIUM DESTROYER



"I can't believe it... these bastards are still using tanks!"

- The last words of Private K. Collins

The Medium Destroyer is the Light Destroyer's bigger, and meaner, brother. All of the Medium Destroyer's vital systems have quadruple redundant safety circuits encased in separate armored standard compartments. So if a critical system should suffer one or more failures, only the standardized case needs to be removed and replaced, an operation that can be performed in a matter of seconds. In terms of endurance, the Medium Destroyer is worth any support strider. The fact that ONI mounted a medium graser on the Medium Destroyer should not be overlooked either: this is a weapon designed for orbital defense applications. It vaporizes light AFVs with a single shot.

Finally, thanks to an extremely well-designed communication center, the Medium Destroyer is the most efficient command platform ever developed.

And if you are still not convinced, for each Destroyer ordered in the next 10 minutes, ONI will throw in a 25% discount on the ONI mechanic and the standardized spare parts!

#### **TACTICS**

The Medium Destroyer is a heavily armed vehicle with great endurance. Its life expectancy is further reinforced by the mechanic included in its crew. These qualities naturally made it the first choice for sheltering company commanders.

Even when it is not used as a command vehicle, the Medium Destroyer still remains a reliable tank hunter, focused on

enemy harassment. Its medium graser is a terrifying threat, capable of vaporizing Type 3 machines. Even though it might take more than one salvo to neutralize the heaviest AFVs, its toughness, speed and low profile will keep it alive long enough for it to carry out its mission.

#### **UNIT COMPOSITION**

Type: 2.

Numbers: 1.

**Standard equipment:** Mechanic, medium graser. **Officer:** Rank 1 to 5. Officer numbers bonus applies.

#### Equipment

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

#### Cost of officers

Samurai (Sam.): + 15 AP Bushi (Bus.): + 25 AP Shomyo (Shm.): + 45 AP Daimyo (Dai.): + 90 AP Shogun (Shg.): + 105 AP

#### THE IMPOSSIBLE AFV

For a long time, the White Stars command staff denied the existence of the Medium Destroyer. At first ONI claimed to have developed the graser at the same time as Fire Industries, a feat no-one believed. What really happened was that ONI bribed the engineers in charge of the development of the super-weapon in order to get hold of the blueprints.

Besides, no one believed a vehicle under sixty tons could ever mount an energy source capable of powering such a weapon. But that was because they did not know of the fruitful ONI-Cog trade agreements.

The Medium Destroyers eventually proved their existence at the cost of many U.N.A. AFVs. The White Stars command staff only admitted the existence of this combat vehicle in AT-40, almost seven years after its maiden operational deployment!

#### Cost of a Medium Destroyer Unit

EQUIPMENT	STANDARD Numbers (1)	EXTRA Fighter
Standard	315 AP	+ 315 AP

(1) 1 Medium Destroyer including: 0 to 1 officer







### Z

# MEDIUM ENFORCER



"This is not a troop transport, it's an armored limousine. The only thing missing is a mini bar, but we thought it safer to not include it. Hah, hah, hah!"

 Shomyo J. Priest, first presentation of the "Medium Enforcer" troop transport.

The Medium Enforcer is ONI's primary troop transport. Like its command version, the Medium Destroyer, it enjoys unequalled durability. It has fewer crew members and its weapons are more limited in order to carry a full strength unit that can relax in great comfort. A Medium Enforcer is what you need to get your infantry as close as possible to the combat zone with maximum safety. Even better, this troop transport will make sure your soldiers arrive in tip-top shape, as ready to fight as they can possibly be!

Its antipersonnel weapon, copying the success of the Light Enforcer, is a dual light MG. It will clear out the disembarking zone quickly and easily. Once the passengers have unloaded, the Medium Enforcer will even provide some welcome antipersonnel support... The costs are kept relatively low meaning much quicker return on investment in conjunction with excellent results.

#### **TACTICS**

The Medium Enforcer is a troop transport. Like all other vehicles of its series, it combines great endurance, high speed and an ideally streamlined silhouette to benefit from cover. It has all the necessary qualities it needs to perform brilliantly. Its transport capacity even makes it the best armored personnel carrier in its category, as it is roomy enough to accommodate 12 soldiers.

Its armament is limited to a dual light MG that is perfectly capable of clearing the troops' disembarking zone. Thus, the Medium Enforcer remains exceptionally affordable!

#### UNIT COMPOSITION

Type: 2. Numbers: 1.

Standard equipment: Mechanic, dual light MG.

Officer: Rank 1.

#### Equipment

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

### THE COUNTER OFFENSIVE OF MARNE I

In the year AT-41, on Marne I, an independent planet: the planet had become a tax haven based on a strong banking system and massive stockpiles of precious metal. It contracted MercForce to maintain law and order. However, prospectors had overlooked important deposits of fissile ore, which were noticed by the Krygs. The Krygs launched an assault on Marne I to raid the planet's resources. MercForce had only limited forces at hand and a few AFVs available. Giving it its best shot, three UN ONI Korps units were sent in Medium Enforcers, supported by all the mechanics available, psyched up by the "exceptional risk" bonus they would see in their paycheck. Against all odds, the Krygs focused on the ONI AFVs that were being continually repaired, granting the dual light MGs and the ONI Korps all the time they needed to cut down the enemy's infantry. The Krygs soon retreated after having lost their last soldier unit.

**Vehicle:** The shooting arc of a vehicle's 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.

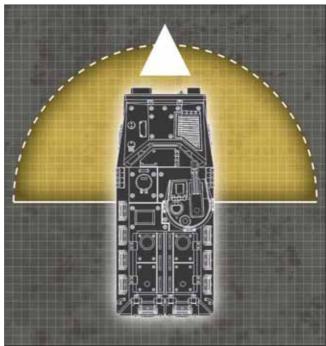
Cost of officers
Samurai (Sam.): + 15 AP

### Cost of a Medium Enforcer Unit

EQUIPMENT	STANDARD Numbers (1)	EXTRA Fighter
Standard	375 AP	+ 375 AP

(1) 1 Medium Enforcer including : 0 to 1 officer







# HEAVY BATTLETANK



"Fellow officers, the enemy has only one AFV left. Our forces should be home in time for supper."

 Colonel G. Gospodin, prior to a fruitless two month long game of cat 'n' mouse

The Heavy Battletank is the ultimate wheeled combat vehicle. Equipped with state of the art materials, impenetrable armor and fail proof systems, the Heavy Battletank is a technological monster that combines speed, toughness and firepower.

Thanks to its brand new modular design, the Heavy Battletank is the most durable ONI machine ever brought to the battlefield. It is armed with a heavy maser cannon, the finest in Cog technology!

Nothing can stop a Heavy Battletank except the total annihilation of the enemy. Of course, the cost is in line with its performance capabilities, but you will notice it is still 25% cheaper than a similar Type 3 AFV manufactured by the competition. ONI gives you quality at an affordable price.

#### **TACTICS**

The Heavy Battletank is the most advanced combat vehicle available from ONI. It is as fast as a recon strider, while maintaining a low profile, which allows it to benefit from cover and to fit through small gaps. All these qualities do not imply any solidity has been sacrificed, as the Heavy Battletank is the most robust AFV ever fielded. Its durability is further reinforced by an onboard mechanic!

Its heavy maser cannon is indifferent to who it kills, be they civilian or soldier, and can obliterate any enemy in a single salvo... oh, did we fail to mention, and it rarely misses its target. What else could you want from a machine of this type? An affordable price? Well that's exactly the case, since the Heavy Battletank is the cheapest AFV in its category!

#### **ODYSSEY OF THE OHBT73**

AT–39, Hades. As the year of the skirmishes reached its peak, ONI decided to profit from the chaos by raiding Slavgorod, the secret complex where the Red Blok produces its famous kolossium alloy. RedInt spies discovered ONI's plans and foiled the entire operation: a small army was waiting for the raiding party and crushed it with the strength of a firestorm. The only survivor able to pull out of the trap was the Heavy Battletank OHBT73.

Hunted down by the Red Blok troops, the machine used its unlimited autonomy (provided by its Cog power generator) to lose its pursuers. Even the lightest Red Blok striders could not keep up with it. Its mechanics worked day and night repairing the damage. The AFV covered a total sixty thousand kilometers in sixty three days of nonstop driving... On its trip, OHBT73 destroyed eight light and two medium AFVs as well as four Kolossus battlesuit units. Rallying at the pre-determined meeting point, it was evacuated without any further difficulty. OHBT73 remains in active service to this day.



#### **UNIT COMPOSITION**

Type: 3. Numbers: 1.

**Standard equipment:** Mechanic, heavy maser cannon.

Officer: Rank 3.

#### Cost of a Heavy Battletank Unit

EQUIPMENT	STANDARD Numbers (1)	EXTRA FIGHTER
Standard	525 AP	+ 525 AP
(1) 1 Heavy Battletank including: 0 to 1 officer		



#### Equipment

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

Maser effect: The heavy maser cannon can be used in "normal mode" using the characteristics listed below. It can also benefit from the "maser effect". In this case, the player treats the heavy maser cannon as an indirect fire weapon with an area of effect of 3.

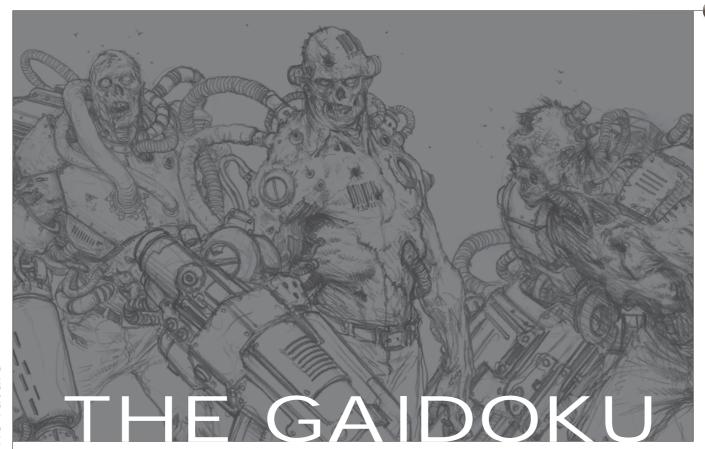
The player must choose whether or not the shot will benefit from the "maser effect" prior to resolving the heavy maser cannon's shooting.

#### Cost of officers Shomyo (Shm.): + 40 AP









ONI has grown to become the single largest human for-profit corporation in the universe. It is on par with giants such as M.Ind (see *Army Book: U.N.A.*), which it even has the boldness to outclass in a number of fields.

Its future appears to be full of commercial growth and increasingly larger market shares; well, that is what the majority of its employees and a considerable number of its managers believe. The truth is completely the opposite. The driving force behind ONI's growth is in fact the virus from which the O serum is made. Great changes are already happening as, just like any other life form, the virus adapts and mutates to become even stronger.

The Gaidoku is the latest evolution of the virus, a radical evolution, more efficient and more powerful. This evolution is not compatible with the older virus. For the time being, the problem is somewhat contained because of the remoteness of the various infection hotbeds: the Gaidoku is essentially spreading on Ava while the original strain continues to develop on Vorhis. However, the day will come when the O serum and the Gaidoku will have contaminated enough people that they will find themselves trying to contaminate individuals already carrying the other strain.

#### THE O STRAIN

The O strain, the virus discovered by Okamura Kasuo, is a sentient being pursuing its own objectives. It is a paradoxically simple and yet complex entity. It is simple in its goals as it knows only two: survive and thrive. It is complex in the means by which it is deployed: the virus colonizes its host, who it

forces into a symbiosis, offering notably increased physical abilities in exchange for submission to the O strain's clandestine objectives.

The process as a whole is quite subtle and it is not always easy to see how a super zombie or a contaminated ONI executive is influenced by the virus. And yet, no matter the willpower of the host, the virus slowly eats away its victims' strength of mind. For instance, the individual's survival instinct is slowly but unavoidably replaced by the virus' survival needs. So, reaching an advanced level of contamination, the host will no longer fear death; but will have developed an uncontrollable phobia of anti-viral drugs.

The objectives of the virus are accurately expressed in the mentality and goals of a corporation such as ONI: Multiply by expanding the commercial network, absorb competitors, and destroy those who won't yield... Questions on ethics and morality are never taken into account and anything goes when it comes to winning. As for loyalty to a cause, it makes no sense either to the virus or to ONI as a corporate body.

ONI, in and of itself, is therefore the latest evolution of the O strain. It intends to use the corporation to spread war and violence across the entire galaxy. Beings that are engaged in a conflict where survival of their very species is at stake make excellent hosts for the virus: not only do they surrender to the contamination, but even more interestingly they become voluntarily subjected to it. In time, the Cogs may even become the new "ONI"... thanks to C-Naps' greed.

#### THE GAIDOKU

Arnold Eramburg and Okamura Yasuo believe that the future of ONI, and that of humanity as a whole, lies in the Gaidoku. This new evolution of the O strain offers some fascinating perspectives even though, for the moment, some regrettable psychological side effects still need to be worked out.

Under the effect of the virus, strength and stamina are multiplied tenfold, far beyond what can be achieved by the O strain. A subject's muscles swell beyond that which has ever been seen while their body's growth resumes, slowly and inexorably. Some day the universe will see virus zombies the size of combat striders. Even through the early stages of its development, the only stages monitored so far, the increase in power of a mere zombie has made it the equivalent of a TacArm zombie. The subject can easily tear through a light AFV with its bare hands and only a Karman in K-Armor could ever match it in close combat.

Its metabolism regenerates the most awful wounds with sickening speed, as if an almighty technology or an awful nightmare.

Tumors grow out of its arms and shoulders like buds of some immature organic weaponry.

Its combat instinct reaches incredible heights, which can only be explained as the Gaidoku having adapted so well to humanoid hosts that it has developed its own martial art: instinctive, violent, and yet implacably efficient.

This does not free the host from consequences on its psyche. The transformations of the body come with a bloodlust that destroys the intellect of those contaminated by the Gaidoku. Within hours of contamination, the poor wretches are overcome with homicidal episodes and fits of violence that only become increasingly frequent, longer and more intense over time. After a period of time that depends on the host's willpower, the frenzy for carnage and destruction sets in permanently. Only the strongest can survive more than a few years by keeping a firm grasp on their emotions.

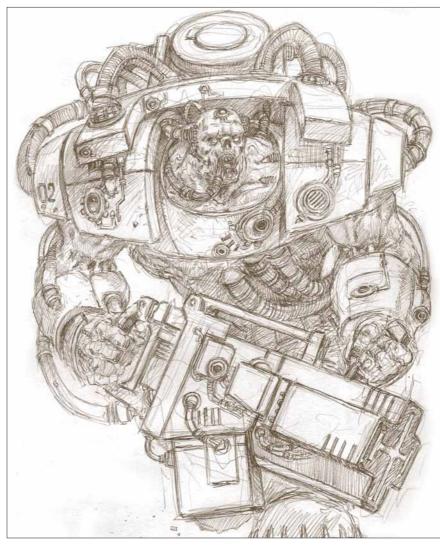
However, one day the Gaidoku will reach the pinnacle of its evolution, just like the O strain did with ONI. It will become the newest "intelligent" disease, surreptitiously working its way across the universe. All it lacks in order to do so are hosts more compatible than humans, which are far too frail. It needs naturally aggressive beings who seek out violence... beings such as the Krygs for in-

stance. An encounter between the two terrible threats is sure to occur... someday. The universe will then have one more reason to tremble in fear.

### THE UNAVOIDABLE CONFRONTATION

Still, the threat represented by ONI spreading the terrifying infection across the entire universe is not the worst thing that could happen. For the time being, the original strains of the virus and the Gaidoku have kept their progression as furtive as possible, establishing their dominion in secret.

But the day will come when the two stems enter direct competition for hosts. Leading armies of ever increasingly powerful zombies, they will have to resort to more brutal means of contamination in order to outperform the competing virus. On that day the universe will discover the true horror of a universal pandemic. In fact there will be two pandemics for the price of one: ONI definitely makes business offers that cannot be turned down...



### TROOPS



















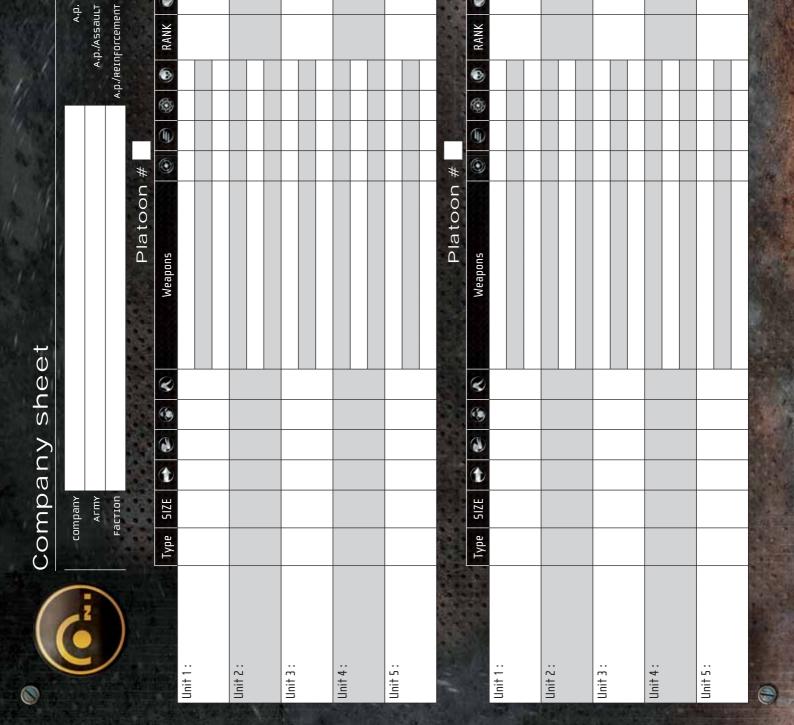












Equipment and specialists

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