

AT43

TACTICS

TACTICAL RPG





"No one escapes war!"

AT-43 TACTICS

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DISCLAIMER

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

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INTRODUCTION



AT-43 Tactics is tactical game in the universe of *AT-43* played by four to seven players.

One of the players is called the game leader (GL). Impartial, the GL is the only one to already know the details of the mission or scenario and the surprises awaiting the players. He plays all the enemies (the NPCs: non-player characters). He is also in charge of the proper unfolding of the game and is the arbitrator if there is any problem.

The other players each play a player character (PC), a member of the unit they invent together unit. Throughout the missions, the players cooperate to reach their objectives and survive their thrilling adventures. In between missions, thanks to the experience gained, they improve their PC to achieve the final victory!

THE CHARACTERS

The characters of *AT-43 Tactics* are defined by characteristics noted on "character sheets". They can improve from one game to the next with experience. In addition, the characters controlled by the GL obey special rules.

Player characters

Each member of the unit has a specialty and his own character sheet. At the beginning of the game each player, except the GL, chooses the character he controls. One of them must choose to be the officer, another will be the mechanic and a third one will be the medic. Players should make copies of pages 14-49 and cut out their character sheet.




START WRITING!


AT-43 Tactics character sheets show several tick boxes that are used to track information. These boxes are empty when the character has the corresponding number of points and ammo. Each time a character uses an ammo point or loses any other point, the player ticks one of the corresponding boxes.


Each weapon line has a box that allows the player to indicate which weapon the character has in hand. At the beginning of each mission, the players choose freely from their weapons which one their character has in hand. They then tick the corresponding box.


Characteristics

Designation: The character's role in the unit. Each player can add the name and/or the nickname of their character.

Movement : The base value used to calculate the distance in cm the character can cover when he moves.

Morale : The character's willpower and cool.

Protection : The protection offered by the character's combat gear.

Combat : The character's ability to defend himself in close combat.

Endurance: The character's physical and psychological reserves. In contrast to other characteristics, Endurance is not a set value. It is a pool of points that changes during the game:

- A character loses one Endurance point for each Damage points he receives;
- The player can also spend one of his character's Endurance points to re-roll a test.

A character can regain Endurance points, but cannot have more than the number indicated on his sheet. At the beginning of the first mission each member of the unit has six Endurance points.

COMBAT DRILL

Overwatch!


When a character ends his activation, the Officer may spend 1 LP to issue him the «Overwatch!» combat drill. This is only possible if the PC did not shoot during his activation. He can now shoot at an enemy character or enemy unit after it moved. This combat drill remains active until the character shoots or is activated once again.

The GL can do the same to put an NPC or a unit in overwatch.





Take cover!

When a character ends his activation, the officer can spend 1 LP to issue him the «Take cover!» combat drill. The character's cover tests are successful on a result of 3 or more until the next activation.

The GL can do the same to tell an NPC or a unit to «Take cover!».



Steel trooper medic ★★

14/20

5

5


4





Endurance: ●●●●●●

"Where did that hole come from?"

First aid: The character can restore 1 Endurance point to himself or to an ally in contact.

CPR: The character can give back all Endurance points to himself or to an ally in contact. This requires the use of one medpack.



Range weapons				
LASER RIFLE	3	1/1	-	4/1
AMMO ●●●●●●●●				
GRENADES	0	1/0	3	4/1
AMMO ●●●●●				
Melee weapon				
COMBAT KNIFE	4	1/0	-	3/1

OPTIONAL EQUIPMENT	EXPERIENCE

When a character has no more Endurance points left he falls to the ground (the miniature is laid down). He has lost the will to fight or is too wounded to carry on.

A grounded character cannot perform any actions and all his tests are automatic failures. He can only regain Endurance points when the medic uses his "CPR" ability or when a medpack is used on the character. In both cases he regains one Endurance point, his miniature is put back up on its feet and the character can start playing normally again.

Abilities

In addition to his characteristics each character has one or more abilities. These are described on the character's sheet. Using an ability counts as an action, except when it affects another action, such as shooting for instance. In this case its use is simultaneous with the action it affects.



Equipment

No soldier would head into battle without his gear. Each member of the PC unit has his own equipment.

Equipment is split into two categories: standard equipment and optional equipment.

- **Standard equipment** is specific to each character. It requires special training to be used and cannot be handed to another character. These are the weapons indicated on the character sheets. They have their own characteristics:

Accuracy 🎯: The weapon's accuracy; this also takes into account the shooter's skill;

Rate of attack/Re-roll 🎲: Number of dice rolled for each attack or shot/Number of times the player can re-roll all failed attack or shot dice;

Area of effect 🌪️: Radius in cm of the blast caused by the weapon. All the fighters within this distance of the target suffer an impact.

Weapons with an Area of effect are "indirect fire weapons". They ignore cover. If the shooting test is missed, the ammo explodes away from the target and causes no damage.

Penetration/Damage 💣: The weapon's ability to pierce the target's protection/Number of Damage points inflicted for each success on the damage test.

Ammo: Each weapon has a limited amount of ammo. Each shot uses as much ammo as the number of dice rolled (re-rolled dice do not count). When all the boxes are ticked the character cannot use this weapon until he finds more ammo.

- **Optional equipment** is collected as the missions go. It allows the character who carries it or uses it to benefit from specific game effects. A character cannot carry more than two items of optional equipment.

For the cost of an action, it is possible to hand an item of optional equipment to another character that is in contact.



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



G-Pack: Fighters equipped with G-Packs get the "Rocket jump" ability. They can jump over miniatures and terrain elements during their movement.



Optical camo module: This equipment gives the unit the "Stealth" ability. Any shot targeting the unit from beyond range 1 is an automatic failure. This ability also works against lock shots.



Info!: this token gives you access to information concerning the storyline. Most of the time it will influence a mission's ending no matter if the players were successful or not.



Ammo crate:

The player can use this equipment to reload all the ammo boxes of one weapon.



Combat drugs:

A character may use this equipment to inject drugs either to himself or to an ally he is in contact with. The effects of these drugs last till the end of the mission. The beneficiary may spend an Endurance point before resolving a close combat damage test. The Penetration of his combat knife is then equal to 7.



Explosive charge:

When using this equipment, the character may lay an explosive. The player places the "Explosive Charge" marker in contact with the miniature. In any of the following rounds, the character may use this equipment again to trigger the explosive, regardless of distance. A damage test 🎲 is resolved rolling one die for each fighter within 5 cm of the explosive charge. Each success inflicts one Damage point.



Medpack:

The player can use this equipment to restore one Endurance point to his character or to an ally in contact.



Smoke grenades:

As long as he carries this equipment, the character can throw a smoke grenade instead of a normal grenade. The blast creates a smoke cloud, represented by any AT-43 card. Until the end of the round, all shots going through this cloud allow their target a cover roll. Using a smoke grenade costs one grenade ammo.



Triple lense helmet:

As long as the character wears this equipment, all his weapons gain +1 in Accuracy 🎯.



VHF Radio:

As long as a character carries this equipment, the officer gets +1 LP at the beginning of each round.

Each of these items, except for the G-pack, jetpack, optical camo module, is represented by a token. Otherwise, it features on the miniature.

Experience

It is possible to play each mission of *AT-43 Tactics* independently from each other. However, it is even more fun to play them in order and keep track of each character's development.

At the end of each mission, the players note the Endurance points, ammo and equipment their character has left. The character begins the next mission with these same amounts. However, the PCs can exchange optional equipment in between missions.

At the end of each successful mission, grounded characters automatically recover one Endurance point. The others are rewarded for having fought so fiercely: the player chooses a bonus from the following list and writes it down on his character sheet. Bonuses followed by an asterisk (*) can be chosen several times:

Lethal weapon*: The Re-roll 🎲 value of the character's mêlée weapons is increased one point.

Tough guy: Each game effect that restores Endurance points gives back twice the number to the character.

Demolition man*: Once per round, when he resolves a shot, the character may have an extra re-roll on the damage test without having to spend any Endurance points.

Disciplined: The character gives an extra 1 LP to the Officer during the tactical phase (as long as he can see him).

Hard boiled*: The character can re-roll each Morale test once, without spending any Endurance points.

Heavy carrier*: The character can carry one additional item of optional equipment.

Eagle eye*: The Re-roll 🎲 value of the character's ranged weapons is increased one point.

Rapid reloading: Using an Ammo crate does not cost an action.

Dasher: The character can shoot or fight immediately after or before performing a rush move.

The GL's characters

The GL controls all the NPCs, meaning all the characters the PC will fight or encounter in the course of their mission.

Characteristics

Some NPCs have **Endurance points** like the PC and use the same rules as them.

The NPCs that do not have any Endurance are eliminated when they suffer one Damage point. They do not have a character sheet, but their characteristics are indicated on the cards included in the miniatures boxes. All Therian weapons hold 10 ammo. They are immediately reloaded when the character is in contact with a nanogenerator; this costs one action. Some NPCs have **Structure points**, like terrain elements. Each part of an armored fighting vehicle (frame, propulsion and weapons) has a certain number of Structure points (identified by white boxes on the card's illustration). A part is destroyed when all its Structure points fall to 0.



Units

Some NPCs are part of units. Each unit includes a **leader**. The leader has the same characteristics as the other members of his unit, but his miniature is different. He will be the reference point for all distance measurements. When a unit's leader is eliminated, the closest standard character who is part of the same unit becomes the leader. His miniature is replaced by the leader's.

A unit must respect its **cohesion** at all times:

- All the members of a unit must be within 10 cm of the leader;
- Each member of the unit must be within 2.5 cm of another member of the unit.

Important: *PC unit members are not required to respect unit cohesion.*

A unit is considered behind cover if at least half of its members are either behind cover or totally hidden.

When the unit is behind cover, all of its members get cover tests.

When a unit performs an action, all its members resolve it at the same time. The GL rolls as many dice as there are characters multiplied by the Attack rate 🎲 of the weapon or the number of impacts. If an indirect fire weapon is shot, the Area of effect 🎯 is multiplied by the number of successful shots that the unit rolled.

THE RULES



ESSENTIAL RULES

Measuring distances

Distances have a determining role. Just like when playing *AT-43*, an action must be declared before measuring any distances.

Distances are measured in cm or in range bands. Range is used for distances when shooting. Range is measured in blocks of 10 cm: 0 to 10 cm is range 0, 10 to 20 cm is range 1, and so on.

All distances are measured with a tape measure, from the edge of an element to the edge of another. It may be the base of a miniature or the edge of a terrain element. In the case of a unit made up of several miniatures, measurements are taken from the edge of the unit leader's base.

Being in contact

Two characters, or a character and a terrain element, are **in contact** when there is less than 2.5 cm between the edges of their bases.

Who can see whom?

Characters can see in all directions. However, an obstacle can prevent one character from seeing another. Lines of sight then need to be checked: if there is a line of sight, the characters see each other. When 2D terrain is used, the characters can see each other if an imaginary line can be drawn from the edge of the character's base and the base of the targeted character without crossing any obstacle. When 3D terrain is used, the player should bend down to adopt the point of view of the miniature representing the character to determine if he can see the target or not.

HOW THE GAME ROUND GOES

An *AT-43 Tactics* mission is played over several rounds. Each round is divided into phases. The GL makes sure all the phases have been played and that each player was able to make his character act!

Tactical phase

It is during the tactical phase that the game round is organized and whether the PCs or the GL go first is determined.

- First, the GL and the player playing the Officer calculate their Leadership points (LP) pool for the round.

For the GL, this pool is that of the NPC commander indicated in the description of the mission.

For the officer, it is equal to his LP score (5) added to the number of PC he can see.

- Then the GL and the player playing the Officer both secretly wager a number of LP (0 to 6). It is impossible to wager more LP than you have.

- Both reveal how much they wagered and roll an Authority test. Both roll a die; the score of the die is added to the Authority and the number of LP wagered (These LP are removed from the pool).

The one who gets the highest total chooses who will be the first active player of the activation phase.

In case of a tie, the Officer wins the initiative.

If the Officer is grounded, the result of his Authority test is always equal to 0.

Activation phase

The active player (the one whose turn it is) activates one of the characters or units under his control. Activating a lone character is free. Activating a unit costs 1 LP.

The active player resolves the actions of the activated character or unit. Each character or unit can only be activated once per round.

During his activation, a character can:

- Either perform a **combat move** (➡ cm) and one **action**;
- Or perform a **rush move** (➡ + 6 cm).

Important: *A character in contact with an opponent at the beginning of his activation can only perform a combat move and can only move half of his Movement (➡), he may still perform an action.*

A character can move in any direction and is free to change direction whenever he wants to during his movement. He must go around obstacles and can pass between two obstacles if his base can. Enemy characters are considered obstacles. Characters on the same side are ignored.

Moving around obstacles is easy: the player lets the tape measure run around the obstacle when he measures his character's movement.

During a combat movement it is also possible to climb on top of a terrain element or clamber over it. In this case, the character moves only half of his Movement (➡). If the terrain element is taller than him, he ends his movement on top of it. Otherwise, he jumps over it and continues his movement.



A character can perform one of the following actions either before or after a combat move:

- **Hand over equipment:** The character gives one of his items of optional equipment to a visible ally who is in contact and who can carry it;

- **Open/Close:** The character opens or closes a visible door or container in contact. It is possible to enter an open container;

- **Pick up an item:** The character picks up a piece of equipment. This action is only possible if he is inside the container containing the object;

- **Equip:** The character swaps the weapon he has in hand;

- **Fight:** The character attacks a visible enemy in contact with a mêlée weapon;

- **Shoot:** The character indicates a target and shoots at it with one of his ranged weapons;

- **Use an ability:** The character uses one of his abilities. If this ability is associated with a ranged weapon, the character shoots at the same time;

- **Use an item of equipment:** The character uses an item of optional equipment and solves its effect. The equipment is then discarded.

Once the character has finished acting his activation ends and another player becomes active:

- If it is a PC who has just played, the GL becomes the active player;

- If it is the GL who has just played, another player becomes the active player. It is the Officer who chooses whose turn it is from among the characters who have not yet activated in this round.

Control phase

This phase allows the players to evaluate the situation. The GL checks if the objectives have been fulfilled by the PC or if an event specific to the mission occurs (reinforcements for instance).

A new round then begins.

TOP SECRET

Important: missions should only be read by the GL!
Each mission briefing details what information the GL should give to the players and when to do it. If a rules question arises it is up to the GL to arbitrate the problem. However, he plays without a screen and his characters are subject to normal rules: when he manages the NPCs, the GL is a player (almost) like the others!

ROLLING A TEST

Universal table of resolution

When a character shoots, fights or uses certain abilities, it requires a test to find out if the action succeeded or not. For each test, the GL defines an **action value** and a **difficulty**. The calculation "**action value** – **difficulty**" is then done. The result determines the column to read in the universal table of resolution. This column gives the minimum result needed on a die for the action to succeed. The number of dice rolled depends on the type of test.

Universal table of resolution

.../-6	-5/-4	-3/-2	-1/0/+1	+2/+3	+4/+5	+6/...
		 +	 +	 +	 +	

Each die whose result is greater than or equal to the one indicated in the column is a **success**. Any other result is a **miss**.



Automatic miss. No dice are rolled.



Automatic success. No dice are rolled.

There are several special cases:



Combat: A character can fight with any visible opponent in contact. Each success on this test gives one impact.

Shooting: A character can shoot at a visible target. The distance separating the marksman from target is measured in ranges. This value is the difficulty of the action.

Each success on this test gives one impact.


Terrain elements may provide cover: when a character is partially hidden by a terrain element he benefits from a cover roll. To resolve it, the character rolls one die per impact suffered. Each die showing a result greater than or equal to 5 cancels an impact.

Cover is ignored if the marksman is within 10 cm of the edge of the cover closest to the target. It is impossible to shoot at a target partially hidden by another character.

Damage: Each success on this test inflicts on the target a number of Damage points equal to the Damage value  of the weapon used. If  the character loses all his Endurance points if he has any.

Re-roll: Some game effects give one or more re-rolls to the characters. Each re-roll allows the player to re-roll all the dice that showed a miss. The successes obtained on the first roll are added to those obtained after the re-roll.









Shooting the terrain

		STRUCTURE POINTS*	SIZE
Container	8	3**	3
Low wall	12	1	1
Nanogenerator	11	2	2

* Equivalent of the PCs' Endurance points.

** When a container is destroyed, the materiel it contains is lost and all the characters inside suffer one Damage point.

Action value, difficulties and number of dice

TEST	ACTION VALUE	DIFFICULTY	NUMBER OF DICE
Ability	See the description of the ability	See the description of the mission	1 per character activated
Combat	 of the weapon used	 of the target	 of the weapon for every character activated.
Damage	 of the weapon used	 of the target	1 per impact inflicted
Morale		8	1
Shooting	 of the weapon used	Range of the shot	 of the weapon for every character activated.

UNITY IS STRENGTH



War forces fighters into extreme situations, sometimes driving them to ally with former enemies to deal with a common threat. Such situations happen when unscrupulous individuals seek to profit from the divisions separating the sides involved. If there is any problem with one of the armies, they find refuge in the opponent's territory... Until the various antagonists agree to collaborate.

These missions, organized by military forces engaged in some of the most brutal conflicts in the universe, don't bother with any finesse: everything goes as long as the objective is reached.

On some occasions, rag-tag groups of fighters might find themselves cornered by a common enemy who outclasses them individually but not as a group. Yet circumstantial alliance generally only last the time of a battle.

Finally, individual fighters are sometimes made prisoners. When their jailers find themselves caught in a tight spot, which is often the case on many theatres of operation, they do not hesitate to arm their prisoners and have them participate to the fighting.

COMPOSITION OF A GROUP

Mixed groups gather fighters from at least two different armies. Yet they can only include one officer, no matter his rank (see p. 29).

It is greatly advised, but not required, that it includes a character with the "Intrusion" ability. In addition, it is also preferable to also have a medic or any other fighter with the "CPR" and "First aid" abilities.

The GL should also bear in mind that a Karman fighter is worth almost two fighters from any other army. Authorizing more than one means the difficulty of the scenario will have to be increased a notch!

ABILITY COMPATIBILITY

Any ability may influence any member of any army except the Therians who may never benefit from abilities used on them by non-Therian allies.

However, Therians may use their routines on any non-Therian member of their group as long as the text of the routine doesn't explicitly read that it may only influence Therians.

MATERIEL

Therians cannot use optional equipment. However, all the other characters may use it no matter their origin.



A CAREER IN THE ARMY?



The PCs have enrolled to defend ideals they believe in, but also to have a career. They intend to advance among the military to more prestigious units, to gain access to better equipment, and, why not, to become the pilot of a prestigious battlesuit.

AVANS AND KARMANS

The following rules apply to all armies except the Thieran project.

Each time he finishes a mission with at least one Endurance point left, a PC may choose to be promoted rather than gain a bonus. In this case, he may become the member of another unit of either identical Type, or immediately higher or lesser Type.

Example: A *kaptar* (type1) may become an *anakonga* (same type unit as his), a *wendigo* or a *yeti* (unit one type higher than his) but he may not directly become a *K-warrior*, since this unit is two types above the *kaptars*.

The PC uses a new character sheet corresponding to his new unit. He acquires the equipment of his new posting; he keeps the bonuses and optional equipment accumulated over the missions, except what was provided by his former unit.

Example: A *kaptar* transferred to the *wendigos* loses his *jetpack*.

The evolution in an army is not free. It obeys the following rules:

- Soldiers without abilities cannot gain abilities. You don't learn to become a doctor on the go.

Example: An *RPG* soldier cannot become a medic. Simple soldier he is, simple soldier he will remain.

- Soldiers with a specialty may only move to a unit that has access to the same specialty.

Example: A *star trooper medic* may become a *steel trooper medic*. However, he will never become a *shock trooper* since the latter have no medics. Only wusses go whining to the doc when they have a booboo.

- Along his career, an officer may go back from lieutenant to sergeant in order to join a more prestigious unit.

Example: A *star trooper lieutenant* transferred to the *shock troopers* will be ranked as *sergeant*. What did ya expect? Becoming a *war beast* always cost ya a little something.

- A gunner will have to change weapon according to those available in his new army corps.

Example: A *krasny soldat grenade launcher* transferred to the *spetsnaz kommandos* will have to give up his favorite weapon for a *flamer* or a *rocket launcher*. The revolution sometimes requires sacrifices to be made, comrade!

THERIANS

As quasi artificial life forms, Therians do not have "career plans" but rather a personal development program.

At the end of any mission, a Therian may "erase" from his memory one of his routines to change to a new function or new army corps. Therian nanoscience can still be perfected and is subjected to the following technical limitations:

- Therian fighters (save for overseers) may **either** change function as part of the same army corps, **or** become member of any other army corps with the same function.

Example: A *storm golem nucleus gun* may become an *assault golem nucleus gun* or a *storm golem sonic gun*. However, he may not become a *bane goliath relay*. To do so, he would need to be a *relay* himself.

- An overseer remains overseer.

Example: A *storm golem overseer* may not transform into a *storm golem relay* or a *storm golem gunner*. However, he may become an *assault golem overseer*.

THE U.N.A.



Somewhere on Damocles, inside an empty hangar in Camp Charlie.

The lieutenant pointed at a map pinned to the wall.

"This is one of the Salamander's stocking areas. We already know that this dangerous criminal is borrowing troops from corrupt officers, probably steel troopers but we cannot be sure. What we do know is that they are all well trained and well equipped. We are unable to predict the security measures in place around the Salamander's warehouse. In any case, avoid triggering the alarm. Prepare for anything. The Salamander deals military materiel. There are countless branches to his organization and he has accomplices on all sides."

The lieutenant paused to observe the room. A chill ran down his spine as he gazed upon these beings who were still his fiercest enemies only forty eight hours ago. There was no doubt they felt the same about him. It was crucial to put aside any resentment if this team was to work out. It was time to tell them who was here and why so everyone understood they were facing a common enemy. Intelligence officers had strongly advised him not to, yet the lieutenant overlooked the recommendation.


"He steals Therian bodies, diverts large quantities of nano-machines, hacks into attack systems... That is why we have Therians with us. It is their information that allowed us to trace the network set up by the Salamander."

"The situation is no better for the Red Blok," he resumed. "The Salamander diverts materiel, snatches soldiers, and sells contraband alcohol and spiked combat drugs. Their piece of the puzzle allowed us to dig a bit further and discover that the Salamander does not only smuggle goods out of Damocles. He also sells them to every corrupt piece of filth on this planet. Finally, we have learned from trusted sources that he has already captured a dozen Karmans. He is selling them bit by bit to clandestine U.N. research labs. We believe there are also such organizations hiding in everybody's back. The Karmans have provided precise space traffic observations most likely associated with the Salamander's activities."





The lieutenant stopped talking to watch the effect his speech had on his audience. The revolutionary soldiers remained impassive, but a dangerous gleam in their eyes said that they had personally seen their comrades fall victim of the junk the Salamander was dealing.

The overseer's mask had shifted to the face of a furious demon. The lieutenant knew, for having examined the files supplied by U.N. intelligence, that the overseer had personally been a victim of the Salamander. Fangs showing and hair standing on end, the Karmans were on the verge of fury.

No matter the elements selected for the next mission, the team was solidly united in hate by these common goals. The lieutenant was reassured and began exposing facts known to the U.N.A.



Star trooper Lieutenant ★







14/20

4

4

3











Endurance : ●●●●●●

"We are just the best!"


Authority: The character has a value of 2 to solve Authority tests.

Leadership: The character has a minimum of 5 LP for each round. Each point he spends allows him to give a re-roll to an ally he can see.





Ranged weapons				
ASSAULT RIFLE	3	1/1	-	4/1
MUNITIONS	●●●●●●●●			
GRENADES	0	1/0	3	4/1
MUNITIONS	●●●●●			
Melee weapons				
COMBAT KNIFE	4	1/0	-	3/1

OPTIONAL EQUIPMENT

EXPERIENCE



Steel trooper Lieutenant ★★







14/20

5

5

4











Endurance : ●●●●●●

"Let's go!"


Authority: The character has a value of 2 to solve Authority tests.

Leadership: The character has a minimum of 5 LP for each round. Each point he spends allows him to give a re-roll to an ally he can see.





Ranged weapons				
LASER RIFLE	5	1/0	-	5/1
MUNITIONS	●●●●●●●●			
GRENADES	0	1/0	3	4/1
MUNITIONS	●●●●●			
Melee weapons				
COMBAT KNIFE	4	1/0	-	3/1

OPTIONAL EQUIPMENT

EXPERIENCE



Wing trooper Lieutenant ★★







18/24

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




Endurance : ●●●●●●

"Death from above!"


Authority: The character has a value of 2 to solve Authority tests.

Leadership: The character has a minimum of 5 LP for each round. Each point he spends allows him to give a re-roll to an ally he can see.



Ranged weapons				
MULTILASER	2	1/1	-	5/1
MUNITIONS	●●●●●●●●			
GRENADES	0	1/0	3	4/1
MUNITIONS	●●●●●			
Melee weapons				
COMBAT KNIFE	4	1/0	-	3/1


OPTIONAL EQUIPMENT

EXPERIENCE



Shock trooper Sergeant ★★




14/20

5

5

5










Endurance : ●●●●●●

"Eat this!"

Authority: The character has a value of 1 to solve Authority tests.

Leadership: The character has a minimum of 3 LP for each round. Each point he spends allows him to give a re-roll to an ally he can see.

Ranged weapons				
SMG	1	2/0	-	4/1
MUNITIONS	●●●●●●●●			
GRENADES	0	1/0	3	4/1
MUNITIONS	●●●●●			
Melee weapons				
POWERPIKE	7	1/1	-	7/1

OPTIONAL EQUIPMENT

EXPERIENCE



Death dealer TacArm Sergeant ★★★



Endurance : ●●●●●●●●

"With the compliments of the ace of spades!"

Authority: The character has a value of 1 to solve Authority tests.

Leadership: The character has a minimum of 3 LP for each round. Each point he spends allows him to give a re-roll to an ally he can see.

Firepower: After a shooting test, the character can split the impacts among the target and the other possible targets in contact

Ranged weapons

VOLCANO MG	4	3/0	-	7/1	■
MUNITIONS ●●●●●●●●●●●●●●●●					
VOLCANO MG	4	3/0	-	7/1	■
MUNITIONS ●●●●●●●●●●●●●●●●					

OPTIONAL EQUIPEMENT

EXPERIENCE



Jam TacArm Sergeant ★★★



Endurance : ●●●●●●●●

"Never cross the streams!"

Authority: The character has a value of 1 to solve Authority tests.

Leadership: The character has a minimum of 3 LP for each round. Each point he spends allows him to give a re-roll to an ally he can see.

Jammer: Jammer shots can only target armored fighting vehicles. The minimum result required on the Penetration test is always the one indicated in the column.

Locked shot: Missile launcher shots are not affected by cover and zones of fire. They can only target elements with structure points. The minimum result needed on the shooting test is indicated in the column.

Ranged weapons

JAMMER	5	1/0	3	3/+1	■
AMMO ●●●●●					
MISSILE LAUNCHER	3+	1/0	-	13/2	■
AMMO ●●●●					

OPTIONAL EQUIPEMENT

EXPERIENCE



Shock TacArm Sergeant ★★★



Endurance : ●●●●●●●●

"The power of a god of destruction!"

Authority: The character has a value of 1 to solve Authority tests.

Leadership: The character has a minimum of 3 LP for each round. Each point he spends allows him to give a re-roll to an ally he can see.

Flame stream: Using a flamer doesn't require any die roll. The player designates a point within 25 cm of the character and which the latter can see. The player places the template over it. Everything in the area of effect is hit.

Ranged weapons

FLAMER	[25]	1/0	4	8/1	■
AMMO ●●●●●					
Melee weapons					
POWERLANCE	7	1/1	-	11/1	■

OPTIONAL EQUIPEMENT

EXPERIENCE



Steel TacArm Sergeant ★★★



Endurance : ●●●●●●●●

"Raw power!"

Authority: The character has a value of 1 to solve Authority tests.

Leadership: The character has a minimum of 3 LP for each round. Each point he spends allows him to give a re-roll to an ally he can see.


Overheating: The player can spend an extra ammo to gain a re-roll on a damage test. He can do this as many times as he wishes to.

Ranged weapons

LASER GUN	7	1/1	-	14/1	■
AMMO ●●●●●●●●●●●●●●●●					
LASER GUN	7	1/1	-	14/1	■
AMMO ●●●●●●●●●●●●●●●●					

OPTIONAL EQUIPEMENT

EXPERIENCE



Star trooper

★

14/20

4

4

3

Endurance: ●●●●●●

"%*%\$!"

Shield:

The character can suffer any Endurance loss instead of the allied fighters in contact.

Ranged weapons

ASSAULT RIFLE

3

1/1

-

4/1

AMMO ●●●●●●●●●●

GRENADES

0

1/0

3

4/1

AMMO ●●●●●

Melee weapons

COMBAT KNIFE

3


1/0

-

3/1

OPTIONAL EQUIPMENT

EXPERIENCE



Steel trooper

★★

14/20

5

5

4

Endurance: ●●●●●●

"Let's kick some a..."

Shield:

The character can suffer any Endurance loss instead of the allied fighters in contact.

Ranged weapons

LASER RIFLE

5

1/0

-

5/1

AMMO ●●●●●●●●●●

GRENADES

0

1/0

3

4/1

AMMO ●●●●●

Melee weapons

COMBAT KNIFE

4


1/0

-

3/1

OPTIONAL EQUIPMENT

EXPERIENCE



Wing trooper

★★

18/24

5

5

4

Endurance: ●●●●●●

"Sycamooooooooore!"

Shield:

The character can suffer any Endurance loss instead of the allied fighters in contact.

Ranged weapons

MULTILASER

2

1/1

-

5/1

AMMO ●●●●●●●●●●

GRENADES

0

1/0

3

4/1

AMMO ●●●●●

Melee weapons

COMBAT KNIFE

4


1/0

-

3/1

OPTIONAL EQUIPMENT

EXPERIENCE



Shock trooper

★★

14/20

5

5

5

Endurance: ●●●●●●

"Count your teeth while you still can."

Shield:

The character can suffer any Endurance loss instead of the allied fighters in contact.

Ranged weapons

SMG

1

2/0

-

4/1

AMMO ●●●●●●●●●●

GRENADES

0

1/0

3

4/1

AMMO ●●●●●

Melee weapons

POWER PIKE

7

1/1


-

7/1

OPTIONAL EQUIPMENT

EXPERIENCE





Death Dealer TacArm

14/20

6

9


4

Endurance: ●●●●●●

"Lead distribution!"

Shield: The character can suffer any Endurance loss instead of the allied fighters in contact.


Firepower: After a shooting test, the character can split the impacts among the target and the other possible targets in contact with the first.



Ranged weapons	●	●●	●●●	●●●●
VOLCANO MG	4	3/0	-	7/1
AMMO ●●●●●●●●●●●●●●●●				
VOLCANO MG	4	3/0	-	7/1
AMMO ●●●●●●●●●●●●●●●●				

OPTIONAL EQUIPMENT

EXPERIENCE



Jam TacArm

14/20

6

9

4


Endurance: ●●●●●●

"You're going to be toast!"

Shield: The character can suffer any Endurance loss instead of the allied fighters in contact.

Jammer: Jammer shots can only target armored fighting vehicles. The minimum result required on the Penetration test is always the one indicated in the column.


Locked shot: Missile launcher shots are not affected by cover and zones of fire. They can only target elements with structure points. The minimum result needed on the shooting test is indicated in the column.







Ranged weapons	●	●●	●●●	●●●●
JAMMER	5	1/0	-	3+/1
AMMO ●●●●●●				
MISSILE LAUNCHER	3+	1/0	-	13/2
AMMO ●●●●				

OPTIONAL EQUIPMENT

EXPERIENCE



Shock TacArm

14/20

6

9


5

Endurance: ●●●●●●

"I'm alive and you are dead!"

Shield: The character can suffer any Endurance loss instead of the allied fighters in contact.

Flame stream: Using a flamer doesn't require any die roll. The player designates a point within 25 cm of the character and which the latter can see. The player places the template over it. Everything in the area of effect is hit.





Ranged weapons

FLAMER	(25)	1/0	4	8/1	
AMMO ●●●●●					





Melee weapons

POWER LANCE	7	1/1	-	11/1	
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OPTIONAL EQUIPMENT	EXPERIENCE
	



Steel TacArm

14/20

6

9


4

Endurance: ●●●●●●

"This feels awesome!"

Shield: The character can suffer any Endurance loss instead of the allied fighters in contact.

Overheating: The player can spend an extra ammo to gain a re-roll on a damage test. He can do this as many times as he wishes to.




Ranged weapons

LASER GUN	7	1/1	-	14/1	
AMMO ●●●●●●●●					





Melee weapons

LASER GUN	7	1/1	-	14/1	
AMMO ●●●●●●●●					

OPTIONAL EQUIPMENT	EXPERIENCE



Star trooper flamer

14/20

4


4

3

Endurance: ●●●●●●

"Can you feel the heat?"

Flame stream: Using a flamer doesn't require any die roll. The player designates a point within 25 cm of the character and which the latter can see. The player places the template over it. Everything in the area of effect is hit.




Ranged weapons

FLAMER	(25)	1/0	4	8/1	
AMMO ●●●●●					





Melee weapons

COMBAT KNIFE	3	1/0	-	3/1	
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OPTIONAL EQUIPMENT	EXPERIENCE



Shock trooper flamer

14/20

5

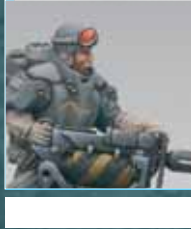
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5

Endurance: ●●●●●●

"I am going to set your a... on fire"

Flame stream: Using a flamer doesn't require any die roll. The player designates a point within 25 cm of the character and which the latter can see. The player places the template over it. Everything in the area of effect is hit.




Ranged weapons

FLAMER	(25)	1/0	4	8/1	
AMMO ●●●●●					

Melee weapons

POWER PIKE	7	1/1	-	7/1	
------------	---	-----	---	-----	--

OPTIONAL EQUIPMENT	EXPERIENCE
	



Star trooper Volcano MG ★



Endurance: ●●●●●●●●

"Say hello to my little friend!"

Firepower: After a shooting test, the character can split the impacts among the target and the other possible targets in contact with the first.



Ranged weapons

Weapon	Icon	Value	Icon	Value	Icon	Value
VOLCANO MG	●	3	●	3/0	●	7/1

AMMO ●●●●●●●●●●●●●●●●

Weapon	Icon	Value	Icon	Value	Icon	Value
GRENADES	●	0	●	1/0	●	3

AMMO ●●●●●●●●

Melee weapons

Weapon	Icon	Value	Icon	Value	Icon	Value
COMBAT KNIFE	●	3	●	1/0	●	3/1

OPTIONAL EQUIPMENT

EXPERIENCE



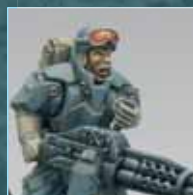
Steel trooper Volcano MG ★★



Endurance: ●●●●●●●●

"Contaaaaact!"

Firepower: After a shooting test, the character can split the impacts among the target and the other possible targets in contact with the first.



Ranged weapons

Weapon	Icon	Value	Icon	Value	Icon	Value
VOLCANO MG	●	4	●	3/0	●	7/1

AMMO ●●●●●●●●●●●●●●●●

Weapon	Icon	Value	Icon	Value	Icon	Value
GRENADES	●	0	●	1/0	●	3

AMMO ●●●●●●●●

Melee weapons

Weapon	Icon	Value	Icon	Value	Icon	Value
COMBAT KNIFE	●	4	●	1/0	●	3/1

OPTIONAL EQUIPMENT

EXPERIENCE



Star trooper missile launcher ★



Endurance: ●●●●●●●●

"Target locked!"

Locked shot: Missile launcher shots are not affected by cover and zones of fire. They can only target elements with structure points. The minimum result needed on the shooting test is indicated in the ● column.



Ranged weapons

Weapon	Icon	Value	Icon	Value	Icon	Value
MISSILE LAUNCHER	●	3+	●	1/0	●	13/2

AMMO ●●●●●●●●

Weapon	Icon	Value	Icon	Value	Icon	Value
GRENADES	●	0	●	1/0	●	3

AMMO ●●●●●●●●

Melee weapons

Weapon	Icon	Value	Icon	Value	Icon	Value
COMBAT KNIFE	●	3	●	1/0	●	3/1

OPTIONAL EQUIPMENT

EXPERIENCE



Steel trooper missile launcher ★★



Endurance: ●●●●●●●●

"Fox 2! Fox 2!"

Locked shot: Missile launcher shots are not affected by cover and zones of fire. They can only target elements with structure points. The minimum result needed on the shooting test is indicated in the ● column.



Ranged weapons

Weapon	Icon	Value	Icon	Value	Icon	Value
MISSILE LAUNCHER	●	3+	●	1/0	●	13/2

AMMO ●●●●●●●●

Weapon	Icon	Value	Icon	Value	Icon	Value
GRENADES	●	0	●	1/0	●	3


AMMO ●●●●●●●●

Melee weapons

Weapon	Icon	Value	Icon	Value	Icon	Value
COMBAT KNIFE	●	4	●	1/0	●	3/1

OPTIONAL EQUIPMENT

EXPERIENCE



Wing trooper missile launcher

★★

18/24


5

5

4

Endurance: ●●●●●●

"Biiiiiiiiiiiiip!"

Locked shot: Missile launcher shots are not affected by cover and zones of fire. They can only target elements with structure points. The minimum result needed on the shooting test is indicated in the  column.

Ranged weapons

MISSILE LAUNCHER

AMMO ●●●●

3+

1/0

-

13/2

GRENADES

AMMO ●●●●●●

0

1/0

3

4/1

Melee weapons

COMBAT KNIFE

4


1/0


-

3/1

OPTIONAL EQUIPMENT

EXPERIENCE





Steel trooper laser gun

★★

14/20

5

5

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Endurance: ●●●●●●

"I love this gun!"

Overheating: The player can spend an extra ammo to gain a re-roll on a damage test. He can do this as many times as he wishes to.

Ranged weapons

LASER GUN

AMMO ●●●●●●●●

7

1/1

-

14/1

GRENADES

AMMO ●●●●●●

0

1/0

3

4/1

Melee weapons

COMBAT KNIFE

4


1/0

-

3/1

OPTIONAL EQUIPMENT

EXPERIENCE





Wing trooper sniper gun ★★



Endurance: ●●●●●●●●

"Can't see me, can't catch me!"

Sniper: Sniper shots ignore cover.



Ranged weapons

SNIPER GUN 10 1/0 - 8/1

AMMO ●●●●●●●●

GRENADES 0 1/0 3 4/1

AMMO ●●●●●●●●

Melee weapons

COMBAT KNIFE 4 1/0 - 3/1

OPTIONAL EQUIPMENT



EXPERIENCE



Star trooper combat engineer ★



Endurance: ●●●●●●●●

"Ooh I love fireworks!"

Sabotage: The character can destroy a terrain element in contact. The terrain element is removed from the game.

Intrusion: The character can activate or deactivate a system in contact with a successful test with an action value of 5.



Ranged weapons

ASSAULT RIFLE 3 1/1 - 4/1

AMMO ●●●●●●●●●●

GRENADES 0 1/0 3 4/1

AMMO ●●●●●●●●

Melee weapons

COMBAT KNIFE 3 1/0 - 3/1

OPTIONAL EQUIPMENT



EXPERIENCE



Steel trooper mechanic ★★



Endurance: ●●●●●●●●

"I've read something about that..."

Repair: The character can give back 1 Structure point to a damaged vehicle or machine.

Intrusion: The character can activate or deactivate a system in contact with a successful test with an action value of 5.



Ranged weapons

LASER RIFLE 5 1/0 - 5/1

AMMO ●●●●●●●●●●

GRENADES 0 1/0 3 4/1

AMMO ●●●●●●●●

Melee weapons

COMBAT KNIFE 4 1/0 - 3/1

OPTIONAL EQUIPMENT



EXPERIENCE



Star trooper medic ★

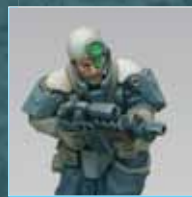


Endurance: ●●●●●●●●

"Stick out your tongue and say aaah."

First aid: The character can restore 1 Endurance point to himself or to an ally in contact.

CPR: The character can give back all Endurance points to himself or to an ally in contact. This requires the use of one medpack.



Ranged weapons

ASSAULT RIFLE 3 1/1 - 4/1

AMMO ●●●●●●●●●●

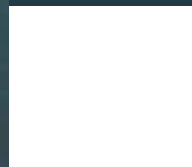
GRENADES 0 1/0 3 4/1

AMMO ●●●●●●●●


Melee weapons

COMBAT KNIFE 3 1/0 - 3/1





OPTIONAL EQUIPMENT



EXPERIENCE



Steel trooper medic ★★







14/20

5

5

4



Endurance: ●●●●●●

"Where did that hole come from?"

First aid: The character can restore 1 Endurance point to himself or to an ally in contact.

CPR: The character can give back all Endurance points to himself or to an ally in contact. This requires the use of one medpack.

Ranged weapons


	5	1/0	-	5/1
LASER RIFLE				
AMMO ●●●●●●●●●●				
GRENADES	0	1/0	3	4/1
AMMO ●●●●●●				

Melee weapons





	4	1/0	-	3/1
COMBAT KNIFE				

OPTIONAL EQUIPMENT

EXPERIENCE



Wing trooper medic ★★







18/24

5

5

4



Endurance: ●●●●●●

"Stop jumpin' around if you want me to stitch it up!"

First aid: The character can restore 1 Endurance point to himself or to an ally in contact.

CPR: The character can give back all Endurance points to himself or to an ally in contact. This requires the use of one medpack.


Ranged weapons

	2	1/1	-	5/1
MULTILASER				
AMMO ●●●●●●●●●●				
GRENADES	0	1/0	3	4/1
AMMO ●●●●●●				

Melee weapons

	4	1/0	-	3/1
COMBAT KNIFE				

OPTIONAL EQUIPMENT



EXPERIENCE



THE THERIANS



*Location: Rep.sys_trans.10024/lay_lab.192/sec_684928.
(Damocles, inside a Therian habitat rebuilt at level -1).*

The overseer loaded a smooth face, with gleaming yellow eyes of the latest chic and selected an animated mouth he connected to his vocal synthesizer. The translation expert-system had established that everyone seemed to understand Hadesian, better than the revolutionary fighters mastered Avan anyway. So Hadesian would be the tongue used to broadcast the speech. For fun, the overseer scrolled through the list and selected the accent of Slavgorod, the most secret city in the Red Blok.

He then launched an entertainment program for himself while the information was being transmitted. Speech was such a slow process! After five seconds, the overseer was already bored. He put the communication expert system in charge. It would warn him if anything new came up.

"Welcome to my home. This habitat is entirely modular. If you require anything, voice your demand and it will attempt to satisfy you as best as possible. However you will not be able to take anything away with you."

The overseer had decided that the meeting would be held in a more relaxed atmosphere than the previous ones. In order to believe they were working seriously, Avan creatures seemed to need an uncomfortable setting such as old windy hangars or disused rooms. It was not the case of the Therians and the overseer intended to demonstrate the advantages of a pleasant meeting place.

The result matched his expectations. A cacophony of orders was suddenly heard: everyone trying to test the limits of the nanoresource reserve.

The communication expert-system almost requested the overseer's attention as the various queries were shouted across the room. However, it was not necessary. The creatures that had been gathered were all professional warriors. All had a great sense of auto-discipline. The unclad females, the combat striders, the weapons and the sports trikes were soon returned to the nanoresources. After a few minutes of commotion, all there was left in the room was a large table, some primitive projection equipment, seats and a couple of soon emptied cocktail glasses.

"You have been summoned here so we can plan our next move against the entity 01100010011000010110001001111001 we have named "O-One-One". Much to my confusion, it appears us Therians are responsible for the existence of O-One-One. This entity tortures prisoners it purchases from some of your corrupt compatriots or captures during expeditions destined to supply him with raw materiel. As for us, we fear O-One-One might turn out to be a new Babel. Therefore in the interest of all we must cooperate in this mission. Any question before we begin any operational planning?"

There were many. This time the communication expert system had no hesitation and signalled the overseer.



Assault golem omicron



Endurance : ●●●●●●

"You are fighting, I am playing."


Authority: The character has a value of 3 to solve Authority tests

Leadership: The character has a minimum of 4 LP for each round. Each point he spends allows him to give a re-roll to an ally he can see.


Ranged weapons					
NUCLEUS RIFLE	6	1/0	-	6/1	<input type="checkbox"/>
AMMO	●●●●●●●●				
NANOSTORMS	0	1/0	3	5/1	<input type="checkbox"/>
AMMO	●●●●●●				

Melee weapons					
REAPER BLADES	6	1/0	-	7/1	<input type="checkbox"/>

OPTIONAL EQUIPMENT	EXPERIENCE
	



Grim golem omicron



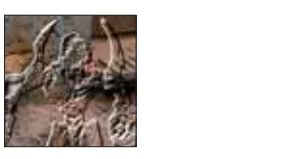

Endurance : ●●●●●●

"Speak of your pain. I want to know."

Authority: The character has a value of 3 to solve Authority tests

Leadership: The character has a minimum of 4 LP for each round. Each point he spends allows him to give a re-roll to an ally he can see.

Melee weapons					
REAPER BLADES	6	1/0	-	7/1	<input type="checkbox"/>
REAPER BLADES	6	1/0	-	7/1	<input type="checkbox"/>

OPTIONAL EQUIPMENT	EXPERIENCE
	



Storm golem omicron



Endurance : ●●●●●●

"Pathetic creature...Why struggle?"


Authority: The character has a value of 3 to solve Authority tests

Leadership: The character has a minimum of 4 LP for each round. Each point he spends allows him to give a re-roll to an ally he can see.


Ranged weapons					
NANOBLASTER	3	1/1	-	5/1	<input type="checkbox"/>
AMMO	●●●●●●●●				
NANOSTORMS	0	1/0	3	5/1	<input type="checkbox"/>
AMMO	●●●●●●				

Melee weapons					
REAPER BLADES	6	1/0	-	7/1	<input type="checkbox"/>

OPTIONAL EQUIPMENT	EXPERIENCE
	



Assault golem relay





Endurance : ●●●●●●

"/instruction_cover/golem256 !"

Limited EMI grid access: Each Therian fighter on the character's side is given a combat drill until the end of his activation.

Ranged weapons					
NUCLEUS RIFLE	6	1/0	-	6/1	<input type="checkbox"/>
AMMO	●●●●●●●●				
NANOSTORMS	0	1/0	3	5/1	<input type="checkbox"/>
AMMO	●●●●●●				

Melee weapons					
REAPER BLADES	6	1/0	-	7/1	<input type="checkbox"/>

OPTIONAL EQUIPMENT	EXPERIENCE
	

Assault medusa relay

★★



Endurance : ●●●●●●●●

"/instruction_overwatch/medusa006!"

Limited EMI grid access: Each Therian fighter on the character's side is given a combat drill until the end of his activation.



Ranged weapons

NUCLEUS RIFLE	7	1/0	-	6/1	<input type="checkbox"/>
AMMO ●●●●●●●●●●					

Melee weapons

ELECTROLASH	7	2/0	-	4/1	<input type="checkbox"/>
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OPTIONAL EQUIPMENT

EXPERIENCE

Grim golem relay

★★



Endurance : ●●●●●●●●

"/instruction_kazachok/golem256!"

Limited EMI grid access: Each Therian fighter on the character's side is given a combat drill until the end of his activation.



Melee weapons

REAPER BLADES	6	1/0	-	7/1	<input type="checkbox"/>
REAPER BLADES	6	1/0	-	7/1	<input type="checkbox"/>

OPTIONAL EQUIPMENT

EXPERIENCE

Storm golem relay

★★



Endurance : ●●●●●●●●

"/instruction_assault/golem072!"

Limited EMI grid access: Each Therian fighter on the character's side is given a combat drill until the end of his activation.



Ranged weapons

NANOBLASTER	3	1/1	-	5/1	<input type="checkbox"/>
AMMO ●●●●●●●●●●					
NANOSTORMS	0	1/0	3	5/1	<input type="checkbox"/>
AMMO ●●●●●●●●					

Melee weapons

REAPER BLADES	6	1/0	-	7/1	<input type="checkbox"/>
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OPTIONAL EQUIPMENT

EXPERIENCE

Assault goliath relay

★★★



Endurance : ●●●●●●●●

01101011011010010110110001101100."

Limited EMI grid access: Each Therian fighter on the character's side is given a combat drill until the end of his activation.

Continuous fire: The player can spend an extra ammo to gain a re-roll on a damage test. He can do this as many times as he wishes to.

Sonic wave After a shooting test, the character can split the impacts among the target and the other possible targets in contact with the first.




Ranged weapons


NUCLEUS GUN	8	1/1	-	14/1	<input type="checkbox"/>
AMMO ●●●●●●●●●●					
SONIC GUN	5	3/0	-	8/1	<input type="checkbox"/>
AMMO ●●●●●●●●●●					

OPTIONAL EQUIPMENT


EXPERIENCE




Bane goliath relay




18/24



-



10



5

Endurance : ●●●●●●●●

"011100000110000101101001011011100000110100001010."

Limited EMI grid access: Each Therian fighter on the character's side is given a combat drill until the end of his activation.

Continuous fire: The player can spend an extra ammo to gain a re-roll on a damage test. He can do this as many times as he wishes to.

Ranged weapons

Weapon	8	1/1	-	14/1
NUCLEUS GUN	●●●●●●●●			
AMMO	●●●●●●●●			
NUCLEUS GUN	●●●●●●●●			
AMMO	●●●●●●●●			

OPTIONAL EQUIPMENT

EXPERIENCE



Assault golem



18/24



-



6



5

Endurance : ●●●●●●●●

" 0110010001100101011000010111010001101000."

Shield: The character can suffer any Endurance loss instead of the allied fighters in contact.

Ranged weapons

Weapon	6	1/0	-	6/1
NUCLEUS RIFLE	●●●●●●●●			
AMMO	●●●●●●●●			
NANOSTORMS	0	1/0	3	5/1
AMMO	●●●●●●			

Melee weapons

Weapon	6	1/0	-	7/1
REAPER BLADES	●●●●●●			

OPTIONAL EQUIPMENT

EXPERIENCE




Assault medusa



10/16



-



8



6

Endurance : ●●●●●●●●

"0100010100111101010011010100001100110010."

Shield: The character can suffer any Endurance loss instead of the allied fighters in contact.

Ranged weapons


Weapon	7	1/0	-	6/1
NUCLEUS RIFLE	●●●●●●●●			
AMMO	●●●●●●●●			

Melee weapons


Weapon	7	2/0	-	4/1
ELECTROLASH	●●●●●●			

OPTIONAL EQUIPMENT


EXPERIENCE




Grim golem




18/24



-



6



5

Endurance : ●●●●●●●●


"/activation_camo_module..... OK!"

Shield: The character can suffer any Endurance loss instead of the allied fighters in contact.

Melee weapons


Weapon	6	1/0	-	7/1
REAPER BLADES	●●●●●●			
REAPER BLADES	6	1/0	-	7/1

OPTIONAL EQUIPMENT






EXPERIENCE





Storm golem



18/24

-

6

5

Endurance : ●●●●●●

"011000100111101001110100."

Shield: The character can suffer any Endurance loss instead of the allied fighters in contact.



Ranged weapons

NANOBLASTER	3	1/1	-	5/1
AMMO	●●●●●●●●			
NANOSTORMS	0	1/0	3	5/1
AMMO	●●●●●●			

Melee weapons

REAPER BLADES	6	1/0	-	7/1
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OPTIONAL EQUIPMENT

EXPERIENCE



Assault goliath



18/24

-

10

5

Endurance : ●●●●●●

01100110011010010111001001100101."

Shield: The character can suffer any Endurance loss instead of the allied fighters in contact.

Continuous fire: The player can spend an extra ammo to gain a re-roll on a damage test. He can do this as many times as he wishes to.

Sonic wave: After a shooting test, the character can split the impacts among the target and the other possible targets in contact with the first.



Ranged weapons

NUCLEUS GUN	8	1/1	-	14/1
AMMO	●●●●●●●●			
SONIC GUN	5	3/0	-	8/1
AMMO	●●●●●●●●			

OPTIONAL EQUIPMENT

EXPERIENCE



Bane goliath



18/24

-

10

5

Endurance : ●●●●●●

"01110000011101110111001100100."

Shield: The character can suffer any Endurance loss instead of the allied fighters in contact.

Continuous fire: The player can spend an extra ammo to gain a re-roll on a damage test. He can do this as many times as he wishes to.



Ranged weapons

NUCLEUS GUN	8	1/1	-	14/1
AMMO	●●●●●●●●			
NUCLEUS GUN	8	1/1	-	14/1
AMMO	●●●●●●●●			

OPTIONAL EQUIPMENT

EXPERIENCE



Assault golem flamer



18/24

-

6

5

Endurance : ●●●●●●

"010000100100001001010001."

Flame stream: Using a flamer doesn't require any die roll. The player designates a point within 25 cm of the character and which the latter can see. The player places the template over it. Everything in the area of effect is hit.



Ranged weapons

FLAMER	(25)	1/0	4	9/1
AMMO	●●●●			
NANOSTORMS	0	1/0	3	5/1
AMMO	●●●●●●			

OPTIONAL EQUIPMENT

EXPERIENCE



Grim golem flamer ★★



18/24



-



6



5

Endurance : ●●●●●●

"/mode_barbecue..... enabled"


Flame stream: Using a flamer doesn't require any die roll. The player designates a point within 25 cm of the character and which the latter can see. The player places the template over it. Everything in the area of effect is hit.

Ranged weapons


	FLAMER	NANOSTORMS
AMMO	●●●●●	●●●●●●●
	(25) 1/0 4 9/1	0 1/0 3 5/1

OPTIONAL EQUIPMENT


EXPERIENCE




Storm golem flamer ★★




18/24



-



6



5

Endurance : ●●●●●●

"/Fire! J "


Flame stream: Using a flamer doesn't require any die roll. The player designates a point within 25 cm of the character and which the latter can see. The player places the template over it. Everything in the area of effect is hit.

Ranged weapons


	FLAMER	NANOSTORMS
AMMO	●●●●●	●●●●●●●
	(25) 1/0 4 9/1	0 1/0 3 5/1

OPTIONAL EQUIPMENT


EXPERIENCE




Assault golem nucleus gun ★★




18/24



-



6



5

Endurance : ●●●●●●

"Target target target over there over there yes... Mine!"

Continuous fire: The player can spend an extra ammo to gain a re-roll on a damage test. He can do this as many times as he wishes to.

Ranged weapons

	NUCLEUS GUN	NANOSTORMS
AMMO	●●●●●●●●	●●●●●●●
	8 1/1 - 14/1	0 1/0 3 5/1

OPTIONAL EQUIPMENT

EXPERIENCE







Assault medusa nucleus gun ★★



10/16

-

8

6

Endurance : ●●●●●●

/target ?

Continuous fire: The player can spend an extra ammo to gain a re-roll on a damage test. He can do this as many times as he wishes to.

Ranged weapons


NUCLEUS GUN	9	1/1	-	14/1
AMMO ●●●●●●●●●●				

Melee weapons

ELECTROLASH	7	2/0	-	4/1
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OPTIONAL EQUIPMENT

EXPERIENCE



Storm golem sonic gun ★★



18/24

-

6

5

Endurance : ●●●●●●

"HAAAAAAAAAAAAAAAAAAAAA!"

Sonic wave: After a shooting test, the character can split the impacts among the target and the other possible targets in contact with the first.

Ranged weapons

SONIC GUN	5	3/0	-	8/1
AMMO ●●●●●●●●●●				

NANOSTORMS

0	1/0	3	5/1
AMMO ●●●●●			

OPTIONAL EQUIPMENT

EXPERIENCE

THERIAN PARTIES

Attracted by the echoes of the battles that are setting the galaxy ablaze, an increasing number of overseers are gathering parties: groups of attack systems, often golems, but also medusas and even goliaths inside which part of their master's consciousness is replicated. With the same characteristics as classic attack systems, they distinguish themselves from their kind by having limited access to routines, military programs usually restricted to officers alone. Now more self conscious, they serve as escort to their master.

Parties are often the fruit of individual initiatives and are therefore rarely backed up by the Therian consensus. Yet their recognition is only a question of time as a number of parties are slowly making a name for themselves: their reputation is inspiring others and their increasing efficiency is forcing the more conservative overseers to revise their opinion.

The most common parties are composed of aspiring overseers who take part in combat to entertain themselves or to improve their skills. They copy their consciousness into classic golems and, though limited, their access to the EMI grid is broad enough to execute basic combat routines and to coordinate a team of fighters.

Some overseers use parties to evaluate the abilities of their apprentices or their subordinates; most communities belonging to the Cypher factions use parties in initiation trials.

An overseer might even assemble his own party to carry out a new experiment or some sensitive operation: assassination, espionage, etc. Members of the Warrior faction often use them to train or challenge their rivals.

The rarest kind of parties gather fighters who, cut off from the consensus for various reasons, have developed their own personality. H/Babel and the Web Striders are actively searching for these orphans to study them and to convince them to join their cause.

This phenomenon is booming on the factory world of Damocles, which is now infested with Therian parties since the destruction of its navigation system (see Operation: Damocles). This ghost ship adrift in space has become a no-go area for the Therian consensus. The EMI grid is absolutely out of control, opening fascinating perspectives to anyone bold enough to draw from its resources. Each day, dozens of parties gather, fight or run away from there...





THE RED BLOK



Somewhere on Damoclès, in a disused room at level -1.

The lieutenant stroked his moustache. It was the only sign of nervousness he ever had allowed himself to display. His comrades had soon noticed it and he had no illusions concerning his "other" companions. The White Stars, the Therians and possibly even the Karmans had spotted this habit too.

"Comrade soldiers, officers, overseer and attack systems, the criminal known as the Salamander is hiding in a sector that is unfortunately under our control. There used to be an ancient Therian power plant in the area. The destruction of the plant has caused radioactive fallout. The sector has been entirely sealed off due to the high levels of radiation."

Escorted by two attack systems, the overseer took a few steps closer towards the lieutenant. A melodious voice came from his mouth though the lips were not synchronized. The Therian spoke Hadesian with an accent the lieutenant could not locate.

"We have not used such technology for over six hundred thousand years at least. There is no radioactive material within one thousand two hundred kilometers. The power plant you speak of is not Therian."


A shadow blocked the light as one of the Karmans stood up.

"Our observation reports indicate no radioactive leak in the area. Though it is deeply buried under the surface, we have piercing eyes and we are rarely wrong. We could not have


missed such an event unless the Karma is working against us, which is not the case."

The lieutenant waited a few seconds to check if anyone else had anything to add. The U.N. officer stayed in the background smirking. He certainly believed the meeting was getting out of the collectivist commander's "iron grip". The lieutenant allowed himself a smile. The coordination of a group composed of archenemies such as the Therians, the Karmans, the White Stars and the revolutionary forces required a little flexibility so that everyone got to express their point of view. His hand let go of his mustache. He was satisfied to see everyone was getting involved. Even the Therian was sharing what was probably some sensitive information. The team was pulling together a bit more everyday, which surprised the collectivists greatly. Seeing war from the ideological point of view made you forget that after all combat was the business of the military. No matter his origin, a soldier is a soldier and he will always has more in common with the enemy he is fighting against than with the civilians he is fighting to defend.


"We already know all that" resumed the lieutenant. "The comrade officer in charge of the mapping of the sector and his accomplices have been arrested this morning. They are being interrogated by the RedInt. They have provided the true information concerning the sector. It is the reason we are all here. We now know enough to assemble a strike force whose objective will be to terminate our enemy. My superiors do not wish to see any prisoners. No objections? Well in that case..."




Krasny soldat Lt. ★




14/20



6



3




4

Endurance: ●●●●●●

"Our blood is the color of the triumphant revolution!"

Authority: The character has a value of 4 to solve Authority tests

Leadership: The character has a minimum of 3 LP for each round. Each point he spends allows him to give a re-roll to an ally he can see.




Ranged weapons

ASSAULT RIFLE	2	1/1	-	4/1	<div style="width: 100%; height: 10px; background: linear-gradient(to right, black 40%, white 40%);"></div>
AMMO	●●●●●●●●●●				
GRENADES	0	1/0	3	4/1	<div style="width: 100%; height: 10px; background: linear-gradient(to right, black 40%, white 40%);"></div>
AMMO	●●●●●●				


Melee weapons

COMBAT KNIFE	4	1/0	-	3/1	<div style="width: 100%; height: 10px; background: linear-gradient(to right, black 40%, white 40%);"></div>
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OPTIONAL EQUIPMENT	EXPERIENCE




RPG soldat Lt. ★




14/20



6



3




4

Endurance: ●●●●●●

"From the ashes we scatter, a new world shall be born."

Authority: The character has a value of 4 to solve Authority tests

Leadership: The character has a minimum of 3 LP for each round. Each point he spends allows him to give a re-roll to an ally he can see.



Ranged weapons

SMGAUSS	0	2/0	-	4/1	<div style="width: 100%; height: 10px; background: linear-gradient(to right, black 40%, white 40%);"></div>
AMMO	●●●●●●●●●●				
GRENADES	0	1/0	3	4/1	<div style="width: 100%; height: 10px; background: linear-gradient(to right, black 40%, white 40%);"></div>
AMMO	●●●●●●				

Melee weapons

COMBAT KNIFE	4	1/0	-	3/1	<div style="width: 100%; height: 10px; background: linear-gradient(to right, black 40%, white 40%);"></div>
--------------	---	-----	---	-----	---

OPTIONAL EQUIPMENT	EXPERIENCE



Spetsnaz kommando Lt. ★★



14/20



7



4



5

Endurance: ●●●●●●

"Our duty is not to fight, but to vanquish!"

Authority: The character has a value of 4 to solve Authority tests

Leadership: The character has a minimum of 3 LP for each round. Each point he spends allows him to give a re-roll to an ally he can see.




Ranged weapons

GAUSS RIFLE	4	1/0	-	5/1	<div style="width: 100%; height: 10px; background: linear-gradient(to right, black 40%, white 40%);"></div>
AMMO	●●●●●●●●●●				
GRENADES	0	1/0	3	4/1	<div style="width: 100%; height: 10px; background: linear-gradient(to right, black 40%, white 40%);"></div>
AMMO	●●●●●●				


Melee weapons

COMBAT KNIFE	4	1/0	-	3/1	<div style="width: 100%; height: 10px; background: linear-gradient(to right, black 40%, white 40%);"></div>
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OPTIONAL EQUIPMENT	EXPERIENCE




Dragonov kommando Lt. ★★




14/20



7



4




5

Endurance: ●●●●●●

"You've asked for exterminators? Here we are."

Authority: The character has a value of 4 to solve Authority tests

Leadership: The character has a minimum of 3 LP for each round. Each point he spends allows him to give a re-roll to an ally he can see.




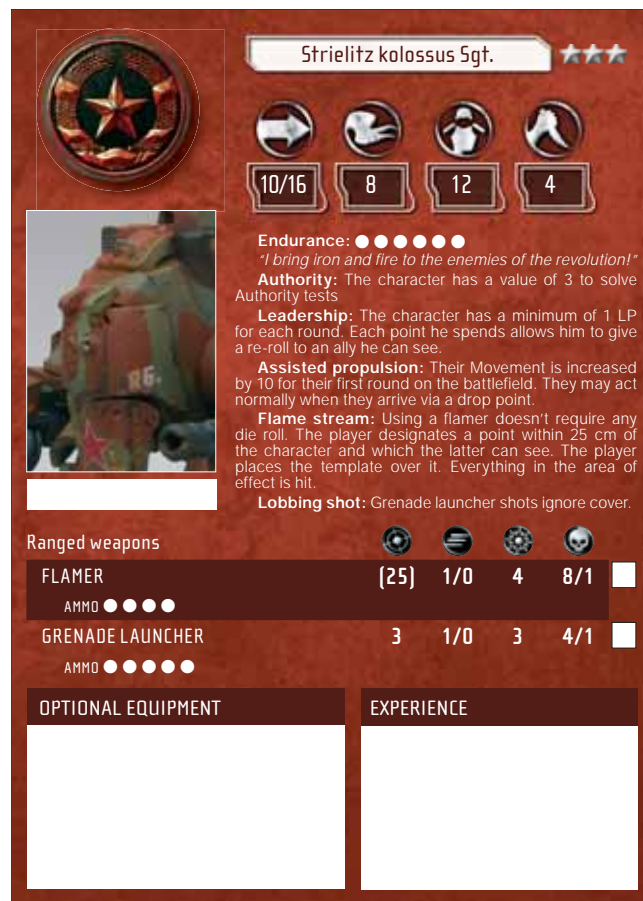
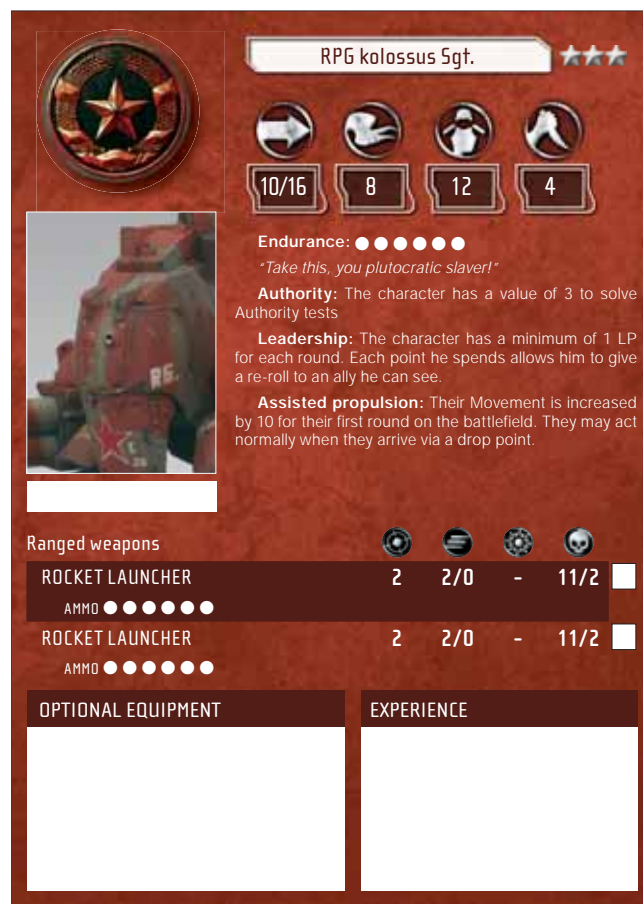
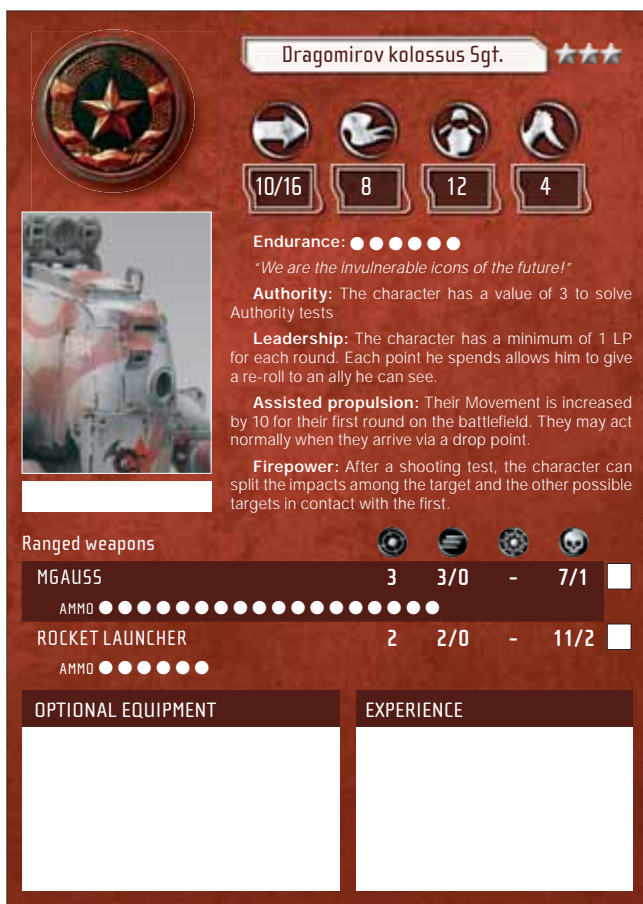
Ranged weapons


GAUSS RIFLE	4	1/0	-	5/1	<div style="width: 100%; height: 10px; background: linear-gradient(to right, black 40%, white 40%);"></div>
AMMO	●●●●●●●●●●				
GRENADES	0	1/0	3	4/1	<div style="width: 100%; height: 10px; background: linear-gradient(to right, black 40%, white 40%);"></div>
AMMO	●●●●●●				

Melee weapons





COMBAT KNIFE	5	1/0	-	3/1	<div style="width: 100%; height: 10px; background: linear-gradient(to right, black 40%, white 40%);"></div>
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OPTIONAL EQUIPMENT	EXPERIENCE
	





Krasny soldat ★

14/20

6


3

4

Endurance: ●●●●●●

"Revolutsyal!"

Shield: The character can suffer any Endurance loss instead of the allied fighters in contact.



Ranged weapons


ASSAULT RIFLE	2	1/1	-	4/1	<input type="checkbox"/>
AMMO ●●●●●●●●					
GRENADES	0	1/0	3	4/1	<input type="checkbox"/>
AMMO ●●●●●●					

Melee weapons





COMBAT KNIFE	4	1/0	-	3/1	<input type="checkbox"/>
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OPTIONAL EQUIPMENT

EXPERIENCE



RPG soldat ★

14/20

6


3

4

Endurance: ●●●●●●

"...And the last flight let us faace."

Shield: The character can suffer any Endurance loss instead of the allied fighters in contact.



Ranged weapons


SMGAUSS	0	2/0	-	4/1	<input type="checkbox"/>
AMMO ●●●●●●●●					
GRENADES	0	1/0	3	4/1	<input type="checkbox"/>
AMMO ●●●●●●					

Melee weapons





COMBAT KNIFE	4	1/0	-	3/1	<input type="checkbox"/>
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OPTIONAL EQUIPMENT

EXPERIENCE



Spetsnazt kommando ★★

14/20

7


4

5

Endurance: ●●●●●●

"Follow our example comrade!"

Shield: The character can suffer any Endurance loss instead of the allied fighters in contact.



Ranged weapons


GAUSS RIFLE	4	1/0	-	5/1	<input type="checkbox"/>
AMMO ●●●●●●●●					
GRENADES	0	1/0	3	4/1	<input type="checkbox"/>
AMMO ●●●●●●					

Melee weapons





COMBAT KNIFE	4	1/0	-	3/1	<input type="checkbox"/>
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OPTIONAL EQUIPMENT

EXPERIENCE



Dragonov kommando ★★

14/20

7


4

5

Endurance: ●●●●●●

"Shusssh!"

Shield: The character can suffer any Endurance loss instead of the allied fighters in contact.



Ranged weapons


GAUSS RIFLE	4	1/0	-	5/1	<input type="checkbox"/>
AMMO ●●●●●●●●					
GRENADES	0	1/0	3	4/1	<input type="checkbox"/>
AMMO ●●●●●●					

Melee weapons





COMBAT KNIFE	5	1/0	-	3/1	<input type="checkbox"/>
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OPTIONAL EQUIPMENT

EXPERIENCE



Krasny soldat grenade launcher ★


14/20
6
3
4





Endurance: ●●●●●●





"They can run but they cannot hide!"

Lobbing shot: Grenade launcher shots ignore cover.


Makeshift ammo: The character can use his grenades as ammo for his grenade launcher.







Ranged weapons		   			
GRENADE LAUNCHER	2	1/0	3	4/1	<input type="checkbox"/>
AMMO ●●●●●●					
GRENADES	0	1/0	3	4/1	<input type="checkbox"/>
AMMO ●●●●●●					

Melee weapons		   			
COMBAT KNIFE	4	1/0	-	3/1	<input type="checkbox"/>

OPTIONAL EQUIPMENT	EXPERIENCE




Soldat rocket launcher ★














14/20
6
3
4

Endurance: ●●●●●●


"The reds are the good guys, right?"







Ranged weapons		   			
ROCKET LAUNCHER	2	2/0	-	11/2	<input type="checkbox"/>
AMMO ●●●●●●●					
GRENADES	0	1/0	3	4/1	<input type="checkbox"/>
AMMO ●●●●●●					

Melee weapons		   			
COMBAT KNIFE	4	1/0	-	3/1	<input type="checkbox"/>

OPTIONAL EQUIPMENT	EXPERIENCE




Spetsnatz kommando rocket launcher ★★














14/20
7
4
5

Endurance: ●●●●●●●


"Give us a target!"







Ranged weapons		   			
ROCKET LAUNCHER	2	2/0	-	11/2	<input type="checkbox"/>
AMMO ●●●●●●●					
GRENADES	0	1/0	3	4/1	<input type="checkbox"/>
AMMO ●●●●●●					

Melee weapons		   			
COMBAT KNIFE	5	1/0	-	3/1	<input type="checkbox"/>

OPTIONAL EQUIPMENT	EXPERIENCE



RPG Soldat MGauss ★











14/20
6
3
4





Endurance: ●●●●●●●

« Pour la Revolution ! »

Firepower: After a shooting test, the character can split the impacts among the target and the other possible targets in contact with the first.



Ranged weapons		   			
MGAUSS	2	3/0	-	7/1	<input type="checkbox"/>
AMMO ●●●●●●●●●●●●●●●●					
GRENADES	0	1/0	3	4/1	<input type="checkbox"/>
AMMO ●●●●●●					

Melee weapons		   			
COMBAT KNIFE	4	1/0	-	3/1	<input type="checkbox"/>

OPTIONAL EQUIPMENT	EXPERIENCE



Spetsnaz kommando flamer ★★



Endurance: ●●●●●●●●

"It's about to get hot!"

Flame stream: Using a flamer doesn't require any die roll. The player designates a point within 25 cm of the character and which the latter can see. The player places the template over it. Everything in the area of effect is hit.



Ranged weapons

FLAMER [25] 1/0 4 8/1

AMMO ●●●●●

GRENADES 0 1/0 3 4/1

AMMO ●●●●●●●●

Melee weapons

COMBAT KNIFE 5 1/0 - 3/1

OPTIONAL EQUIPMENT

EXPERIENCE



Dragonov kommando sniper ★★



Endurance: ●●●●●●●●

"Target down."

Sniper: Sniper shots ignore cover.



Ranged weapons

SNIPER GUN 9 1/0 - 8/1

AMMO ●●●●●●●●

GRENADES 0 1/0 3 4/1

AMMO ●●●●●●●●

Melee weapons

COMBAT KNIFE 5 1/0 - 3/1

OPTIONAL EQUIPMENT

EXPERIENCE



Dragonov kommando ATGauss ★★



Endurance: ●●●●●●●●

"That's the way it Gauss."

Tungsten blast: The player can spend an extra ammo to gain a re-roll on a damage test. He can do this as many times as he wishes to.



Ranged weapons

ATGAUSS 6 1/1 - 14/1

AMMO ●●●●●●●●●●

GRENADES 0 1/0 3 4/1

AMMO ●●●●●●●●

Melee weapons

COMBAT KNIFE 5 1/0 - 3/1

OPTIONAL EQUIPMENT

EXPERIENCE



RPG soldat field engineer ★



Endurance: ●●●●●●●●

"The problem with collectivist bombs is that all the wires are red."

Sabotage: The character can destroy a terrain element in contact. The terrain element is removed from the game.

Intrusion: The character can activate or deactivate a system in contact with a successful test with an action value of 5.



Ranged weapons

SMGAUSS 0 2/0 - 4/1

AMMO ●●●●●●●●●●

GRENADES 0 1/0 3 4/1

AMMO ●●●●●●●●


Melee weapons

COMBAT KNIFE 4 1/0 - 3/1





OPTIONAL EQUIPMENT

EXPERIENCE





Spetsnaz kommando field engineer ★★

14/20

7

4


5

Endurance: ●●●●●●●


"This wire is red comrade, but this one is tan...nishi!"



Sabotage: The character can destroy a terrain element in contact. The terrain element is removed from the game.

Intrusion: The character can activate or deactivate a system in contact with a successful test with an action value of 5.






Ranged weapons






GAUSS RIFLE	4	1/0	-	5/1	<input type="checkbox"/>
AMMO ●●●●●●●●●●					

Grenades

GRENADS	0	1/0	3	4/1	<input type="checkbox"/>
AMMO ●●●●●●					


Melee weapons





COMBAT KNIFE	5	1/0	-	3/1	<input type="checkbox"/>
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OPTIONAL EQUIPMENT

EXPERIENCE



Krasny soldat mechanic ★

14/20

6

3


4

Endurance: ●●●●●●●





"Who took my wrench again? Ok I'm going to have to do it with the hammer then."

Repair: The character can give back 1 Structure point to a damaged vehicle or machine.

Intrusion: The character can activate or deactivate a system in contact with a successful test with an action value of 5.






Ranged weapons





ASSAULT RIFLE	2	1/1	-	4/1	<input type="checkbox"/>
AMMO ●●●●●●●●●●					

Grenades

GRENADS	0	1/0	3	4/1	<input type="checkbox"/>
AMMO ●●●●●●					


Melee weapons





COMBAT KNIFE	4	1/0	-	3/1	<input type="checkbox"/>
--------------	---	-----	---	-----	--------------------------

OPTIONAL EQUIPMENT

EXPERIENCE



Krasny soldat medic ★

14/20

6

3

4

Endurance: ●●●●●●●





"The wrench? It's for anaesthetics, I'm out of morphine."

First aid: The character can restore 1 Endurance point to himself or to an ally in contact.

CPR: The character can give back all Endurance points to himself or to an ally in contact. This requires the use of one medpack.







Ranged weapons


ASSAULT RIFLE	2	1/1	-	4/1	<input type="checkbox"/>
AMMO ●●●●●●●●●●					



Grenades

GRENADS	0	1/0	3	4/1	<input type="checkbox"/>
AMMO ●●●●●●					

Melee weapons








COMBAT KNIFE	4	1/0	-	3/1	<input type="checkbox"/>
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OPTIONAL EQUIPMENT

EXPERIENCE



RPG soldat medic ★

14/20

6

3


4

Endurance: ●●●●●●●



"BONG! There. It doesn't hurt anymore."

First aid: The character can restore 1 Endurance point to himself or to an ally in contact.

CPR: The character can give back all Endurance points to himself or to an ally in contact. This requires the use of one medpack.







Ranged weapons



SMGAUSS	0	2/0	-	4/1	<input type="checkbox"/>
AMMO ●●●●●●●●●●					



Grenades

GRENADS	0	1/0	3	4/1	<input type="checkbox"/>
AMMO ●●●●●●					

Melee weapons



COMBAT KNIFE	4	1/0	-	3/1	<input type="checkbox"/>
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OPTIONAL EQUIPMENT

EXPERIENCE



Dragonov kommando medic ★★



Endurance: ●●●●●●●

"Quiet! Bleed in silence comrade!"

First aid: The character can restore 1 Endurance point to himself or to an ally in contact.

CPR: The character can give back all Endurance points to himself or to an ally in contact. This requires the use of one medpack.

Ranged weapons

GAUSS RIFLE 4 1/0 - 5/1

AMMO ●●●●●●●●●●

GRENADES 0 1/0 3 4/1

AMMO ●●●●●●●

Melee weapons

COMBAT KNIFE 5 1/0 - 3/1

OPTIONAL EQUIPMENT



EXPERIENCE



Spetsnaz kommando medic ★★



Endurance: ●●●●●●●

"It cannot hurt that much comrade!"

First aid: The character can restore 1 Endurance point to himself or to an ally in contact.

CPR: The character can give back all Endurance points to himself or to an ally in contact. This requires the use of one medpack.

Ranged weapons

GAUSS RIFLE 4 1/0 - 5/1

AMMO ●●●●●●●●●●

GRENADES 0 1/0 3 4/1

AMMO ●●●●●●●

Melee weapons

COMBAT KNIFE 5 1/0 - 3/1

OPTIONAL EQUIPMENT



EXPERIENCE



Dragonov kommando electronic warfare specialist ★★



Endurance: ●●●●●●●

"Let me press this button and now watch this AFV dance the kazatchok."

Electronic warfare: The character can make any enemy character, capable of gambling LP, lose a number of LP equal to the result of one die until the end of the round.

Intrusion: The character can activate or deactivate a system in contact with a successful test with an action value of 5.

Ranged weapons

GAUSS RIFLE 4 1/0 - 5/1

AMMO ●●●●●●●●●●

GRENADES 0 1/0 3 4/1

AMMO ●●●●●●●

Melee weapons

COMBAT KNIFE 5 1/0 - 3/1

OPTIONAL EQUIPMENT



EXPERIENCE





THE KARMAN



Orbiting around Damocles, the map room of the light cruiser FKN11601 Penetrating Vision.

The guru gently woke from his meditations on the "joint forces". The karma of these combat groups coming from different horizons was amazingly positive. Hardened killers who ordinarily fought each other without mercy were cooperating with great efficiency. They were obtaining better results than more homogeneous armed forces.

A more difficult period was now lying ahead of the joint forces. Each side involved in this war had its own interests. Some operations could further the goals of the ones and upset the objectives of the others. The sages on Damocles were convinced the various general staffs would not hesitate a second to issue secret orders to their own soldiers to benefit their side. They cared little about jeopardizing the fragile agreements that held the joint forces together. The guru's venerable himself had already sent such orders to his subordinate.

The non-Karman members of the joint-forces entered the room and the guru cleared his mind of worries. Keeping an open mind ready to embrace any solution without trying to predict what couldn't be done: such is the way of the warrior.

A hologram of Damocles slowly started spinning above the table until everyone was seated in one the comfortable chairs made of wood and cloth. Somewhere aboard this ship was a Karman who had carefully designed a piece of furniture to suit all the participants to this meeting. So everyone was comforta-


bly seated and still they were all using the same kind of chair; a symbol of their unity beyond the differences that divided them. Such small details obviously helped uphold the positive karma of the joint forces.

On the table, a portion of Damocles expanded and what seemed like a jagged hole with a small flashing light at the bottom appeared. Various exclamations were uttered, as everyone realized the meaning of the phenomenon.


"The light source is located thirty kilometers deep, meaning approximately on the surface of the star constituting the core of the factory world. This thing is altering the protective shell that locks in the small sun. Our respective superiors wish to know what is going on exactly. Global evacuation is a possibility..."

They all easily envisioned what would happen if the power of the sun was unleashed. Soldiers, ships, everything would be blasted to dust in the blink of an eye. Everyone put the information into perspective with the objectives of their nation. This was exactly what the guru had feared. An invisible line was now splitting the group in two: on the one hand, those who wished to destroy Damocles and on the other, those who wished to save it. Inside the guru's mind, the karma of the small joint forces unit formed a mental image. The guru sensed there was still some room to maneuver, a single choice that would preserve the cohesion of the group. They would need to walk the thin line that separates the group or they would all be condemned to bear the burden of an awful karma.


		Anakonga guru				
		18/24	8	6	6	
Endurance : ●●●●●●●●						
<i>"The ways of war and death..."</i>						
Authority: The character has a value of 4 to solve Authority tests Leadership: The character has a minimum of 3 LP for each round. Each point he spends allows him to give a re-roll to an ally he can see.						
Ranged weapons						
DRUM PISTOL	1	6/0	-	5/1		
MUNITIONS ●●●●●●●●						
GRENADES	0	1/0	3	5/1		
MUNITIONS ●●●●●						
Melee weapons						
POWER GRIP	6	1/0	-	10/1		
OPTIONAL EQUIPMENT		EXPERIENCE				


Kaptar guru




18/24



8



6



6

Endurance : ●●●●●●●●

"The Karma of some is to die."

Authority: The character has a value of 4 to solve Authority tests

Leadership: The character has a minimum of 3 LP for each round. Each point he spends allows him to give a re-roll to an ally he can see.

Ranged weapons

ZZ-RIFLES

MUNITIONS

●●●●●●●●●●

4

4/0

-

6/1

GRENADES

MUNITIONS

●●●●●

0

1/0

3

5/1

Melee weapons

POWER GRIP

6



1/0

-


10/1

OPTIONAL EQUIPMENT


EXPERIENCE


Wendigo guru☆☆




18/24



9



7



7

Endurance : ●●●●●●●●

"Victory is the way of the warrior."


Authority: The character has a value of 4 to solve Authority tests
Leadership: The character has a minimum of 3 LP for each round. Each point he spends allows him to give a re-roll to an ally he can see.

Ranged weapons

ZZ-RIFLES	5	4/0	-	6/1	■
MUNITIONS ●●●●●●●●●●					
MASER STRIKE	5	2/0	3	4/1	■
MUNITIONS ●●●●●●●					
GRENADES	0	1/0	3	5/1	■
MUNITIONS ●●●●●●●					


OPTIONAL EQUIPMENT


EXPERIENCE



Yeti guru

★★






18/24

9

7

7

Endurance : ●●●●●●●●

"Life, death, victory, defeat... Choose!"

Authority: The character has a value of 4 to solve Authority tests

Leadership: The character has a minimum of 3 LP for each round. Each point he spends allows him to give a re-roll to an ally he can see.



Ranged weapons

JUNGLE-RIFLES


MUNITIONS ●●●●●●●●●●

GRENADES

MUNITIONS ●●●●●●●

Melee weapons

POWER GRIP

				
JUNGLE-RIFLES	4	4/1	-	5/1
GRENADES	0	1/0	3	5/1
POWER GRIP	7	1/0	-	10/1

OPTIONAL EQUIPMENT



EXPERIENCE



K-fighter mentor

★★★

18/24

10

11

7

Endurance : ●●●●●●●●

"I am the god of lightning!"

Authority: The character has a value of 3 to solve Authority tests

Leadership: The character has a minimum of 1 LP for each round. Each point he spends allows him to give a re-roll to an ally he can see.

Hoist: When the character is in contact with a low wall, the low wall can be redeployed anywhere in contact.

Jammer: Jammer shots can only target armored fighting vehicles. The minimum result required on the Penetration test is always the one indicated in the column.

Ranged weapons					
JAMMER	5	2/0	-	2+/1	■
MUNITIONS ●●●●●●●●					
JAMMER	5	2/0	-	2+/1	■
MUNITIONS ●●●●●●●●					
Melee weapons					
SUPER POWER GRIP	7	1/0	-	10/2	■
SUPER POWER GRIP	7	1/0	-	10/2	■

OPTIONAL EQUIPEMENT

EXPERIENCE

K-warrior mentor

★★★

18/24

10

11

7

Endurance : ●●●●●●●●

"Boom! When your heart goes boom..."

Authority: The character has a value of 3 to solve Authority tests

Leadership: The character has a minimum of 1 LP for each round. Each point he spends allows him to give a re-roll to an ally he can see.

Hoist: When the character is in contact with a low wall, the low wall can be redeployed anywhere in contact.

Lobbing shot: Mortar gun shots ignore cover.

Ranged weapons					
MORTAR GUN	4	2/0	4	7/1	■
MUNITIONS ●●●●●●●●					
MORTAR GUN	4	2/0	4	7/1	■
MUNITIONS ●●●●●●●●					
Melee weapons					
SUPER POWER GRIP	7	1/0	-	10/2	■
SUPER POWER GRIP	7	1/0	-	10/2	■

ÉQUIPEMENT OPTIONNEL

EXPÉRIENCE

K-shooter mentor

★★★

18/24

10

11

7

Endurance : ●●●●●●●●

"Holes! Lots of little holes!"

Authority: The character has a value of 3 to solve Authority tests

Leadership: The character has a minimum of 1 LP for each round. Each point he spends allows him to give a re-roll to an ally he can see.

Hoist: When the character is in contact with a low wall, the low wall can be redeployed anywhere in contact.


Super ZZ-battery: ZZ-gun shots have a re-roll on a damage test.

Overheating: The player can spend an extra ammo to gain a re-roll on a damage test. He can do this as many times as he wishes to.

Ranged weapons					
ZZ-GUN	7	3/1	-	15/1	■
MUNITIONS ●●●●●●●●					
ZZ-GUN	7	3/1	-	15/1	■
MUNITIONS ●●●●●●●●					
Melee weapons					
SUPER POWER GRIP	7	1/0	-	10/2	■
SUPER POWER GRIP	7	1/0	-	10/2	■

ÉQUIPEMENT OPTIONNEL

EXPÉRIENCE



Anakonga






18/24

8

6


6

Endurance : ●●●●●●●●





"The real warrior refuses defeat."

Shield: The character can suffer any Endurance loss instead of the allied fighters in contact.


Ranged weapons

DRUM PISTOL MUNITIONS ●●●●●●●●●●●●●●●●●●●●	 1	 6/0	 -	 5/1	<input type="checkbox"/>
GRENADES MUNITIONS ●●●●●	 0	 1/0	 3	 5/1	<input type="checkbox"/>


Melee weapons

POWER GRIP	 6	 1/0	 -	 10/1	<input type="checkbox"/>
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OPTIONAL EQUIPEMENT




EXPERIENCE




Kaptar


★




18/24



8



6




6

Endurance : ●●●●●●●●

"No hazard, no chance in my victory!"

Shield: The character can suffer any Endurance loss instead of the allied fighters in contact.



Ranged weapons

ZZ- RIFLES





MUNITIONS ●●●●●●●●●●

GRENADES

MUNITIONS ●●●●●

Melee weapons

POWER GRIP

			
4	4/0	-	6/1
0	1/0	3	5/1

OPTIONAL EQUIPMENT

EXPERIENCE





Wendigo ★★



Endurance : ●●●●●●●●

"I fulfill my karma in combat!"

Shield: The character can suffer any Endurance loss instead of the allied fighters in contact.

Ranged weapons

ZZ-RIFLES	5	4/0	-	6/1	■
MUNITIONS	●●●●●●●●●●				
MASER STRIKE	6	2/0	3	4/1	■
MUNITIONS	●●●●●●●●				
GRENADES	0	1/0	3	5/1	■
MUNITIONS	●●●●●●				

Melee weapons

POWER GRIP	6	1/0	-	10/1	■
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OPTIONAL EQUIPMENT

EXPERIENCE



Yeti ★★



Endurance : ●●●●●●●●

"The courage of the warrior is in his choices."

Shield: The character can suffer any Endurance loss instead of the allied fighters in contact.

Ranged weapons

JUNGLE RIFLES	4	4/1	-	5/1	■
MUNITIONS	●●●●●●●●●●				
GRENADES	0	1/0	3	5/1	■
MUNITIONS	●●●●●●●●				

Melee weapons

POWER GRIP	7	1/0	-	10/1	■
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OPTIONAL EQUIPMENT

EXPERIENCE



K-burner ★★★



Endurance : ●●●●●●●●

"Have a taste of the power of the flame!"

Shield: The character can suffer any Endurance loss instead of the allied fighters in contact.

Holst: When the character is in contact with a low wall, the low wall can be redeployed anywhere in contact.

Flame stream: Using a flamer doesn't require any die roll. The player designates a point within 25 cm of the character and which the latter can see. The player places the template over it. Everything in the area of effect is hit.

Ranged weapons

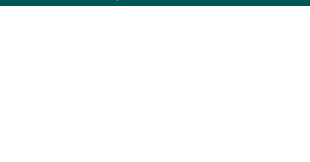
FLAMER	[25]	1/0	4	9/1	■
MUNITIONS	●●●●●●●●				
FLAMER	[25]	1/0	4	9/1	■
MUNITIONS	●●●●●●●●				

Melee weapons

SUPER POWER GRIP	7	1/0	-	10/2	■
SUPER POWER GRIP	7	1/0	-	10/2	■

OPTIONAL EQUIPMENT

EXPERIENCE





K-fighter

★★★

18/24

10

11

7

Endurance : ●●●●●●●●

"Technology is your weakness."

Shield:

The character can suffer any Endurance loss instead of the allied fighters in contact.

Hoist:

When the character is in contact with a low wall, the low wall can be redeployed anywhere in contact.

Jammer :

Jammer shots can only target armored fighting vehicles. The minimum result required on the Penetration test is always the one indicated in the  column.

Ranged weapons

JAMMER

MUNITIONS ●●●●●●●●

5

2/0

-

2+/1

■

JAMMER

MUNITIONS ●●●●●●●●

5

2/0

-

2+/1

■

Melee weapons

SUPER POWER GRIP

7

1/0

-

10/2

■

SUPER POWER GRIP

7

1/0

-

10/2

■

OPTIONAL EQUIPEMENT

EXPERIENCE



K-warrior

★★★

18/24

10

11

7

Endurance : ●●●●●●●●

"Ballistics is the karma of mortar shells!"

Shield:

The character can suffer any Endurance loss instead of the allied fighters in contact.

Hoist:

When the character is in contact with a low wall, the low wall can be redeployed anywhere in contact.

Lobbing shot:

Mortar gun shots ignore cover.

Ranged weapons

MORTAR GUN

MUNITIONS ●●●●●●●●

4

2/0

4

7/1

■

MORTAR GUN

MUNITIONS ●●●●●●●●

4

2/0

4

7/1

■

Melee weapons

SUPER POWER GRIP

7

1/0

-

10/2

■

SUPER POWER GRIP

7

1/0

-

10/2

■

OPTIONAL EQUIPEMENT

EXPERIENCE



K-shooter

★★★

18/24

10

11

7

Endurance : ●●●●●●●●

"ZZT! ZZT! ZZT!"

Shield:

The character can suffer any Endurance loss instead of the allied fighters in contact.

Hoist:

When the character is in contact with a low wall, the low wall can be redeployed anywhere in contact.

Super ZZ-battery:

ZZ-gun shots have a re-roll on a damage test.

Ranged weapons

ZZ-GUN

MUNITIONS ●●●●●●●●●●●●●●

7

3/1

-

15/1

■

Melee weapons

SUPER POWER GRIP

7

1/0

-

10/2

■

SUPER POWER GRIP

7

1/0


-

10/2

■

OPTIONAL EQUIPEMENT

EXPERIENCE



Anakonga flamer

★

18/24

8

6

6

Endurance : ●●●●●●●●

"Fire shall cleanse your karma!"

Flame stream:

Using a flamer doesn't require any die roll. The player designates a point within 25 cm of the character and which the latter can see. The player places the template over it. Everything in the area of effect is hit.

Ranged weapons

FLAMER

MUNITIONS ●●●●●●

[25]

1/0

4

9/1

■

GRENADES

MUNITIONS ●●●●●●

0

1/0

3

5/1

■

Melee weapons

POWER GRIP

6

1/0

-

10/1

■

OPTIONAL EQUIPEMENT

EXPERIENCE



Yeti Flamer

★★



Endurance : ●●●●●●●●

"Let me show you the light!"

Flame stream: Using a flamer doesn't require any die roll. The player designates a point within 25 cm of the character and which the latter can see. The player places the template over it. Everything in the area of effect is hit.



Ranged weapons

FLAMER	[25]	1/0	4	9/1	■
MUNITIONS	●●●●●				
GRENADES	0	1/0	3	5/1	■
MUNITIONS	●●●●●				

Melee weapons

POWER GRIP	7	1/0	-	10/1	■
------------	---	-----	---	------	---

OPTIONAL EQUIPEMENT



EXPERIENCE



Anakonga drum gun

★



Endurance : ●●●●●●●●

"Beast and machine form the way of the heart."

Firepower: After a shooting test, the character can split the impacts among the target and the other possible targets in contact with the first.



Ranged weapons

DRUM GUN	3	4/0	-	8/1	■
MUNITIONS	●●●●●●●●●●				
GRENADES	0	1/0	3	5/1	■
MUNITIONS	●●●●●				

Melee weapons

POWER GRIP	6	1/0	-	10/1	■
------------	---	-----	---	------	---

OPTIONAL EQUIPEMENT



EXPERIENCE



Wendigo drum gun

★★



Endurance : ●●●●●●●●

"Feel the power of the Awakening!"

Firepower: After a shooting test, the character can split the impacts among the target and the other possible targets in contact with the first.



Ranged weapons

DRUM GUN	4	4/0	-	8/1	■
MUNITIONS	●●●●●●●●●●				
GRENADES	0	1/0	3	5/1	■
MUNITIONS	●●●●●				

OPTIONAL EQUIPEMENT



EXPERIENCE



Kaptar sniper gun

★



Endurance : ●●●●●●●●

"One stone, two birds. One bullet, two heads."

Sniper: Sniper shots ignore cover.



Ranged weapons

SNIPER GUN	9	2/0	-	9/1	■
MUNITIONS	●●●●●●●●●				
GRENADES	0	1/0	3	5/1	■
MUNITIONS	●●●●●				

Melee weapons


POWER GRIP	6	1/0	-	10/1	■
------------	---	-----	---	------	---

OPTIONAL EQUIPEMENT



EXPERIENCE





Kaptar ZZ-gun ★

18/24

8


6

6

Endurance : ●●●●●●●●

"I shall write your death..."


Overheating: The player can spend an extra ammo to gain a re-roll on a damage test. He can do this as many times as he wishes to.



Ranged weapons	●	●	●	●
ZZ-GUN	9	2/0	-	9/1
MUNITIONS	●●●●●●●●●●			
GRENADES	0	1/0	3	5/1
MUNITIONS	●●●●●			
Melee weapons	●	●	●	●
POWER GRIP	6	1/0	-	10/1

OPTIONAL EQUIPMENT

EXPERIENCE



Wendigo grenade launcher ★★

18/24

9


7

7

Endurance : ●●●●●●●●

"Karman roulette is played with a grenade launcher."


Lobbing shot: Grenade launcher shots ignore cover.



Ranged weapons	●	●	●	●
GRENADE LAUNCHER	4	2/0	3	5/1
MUNITIONS	●●●●●●●●			
GRENADES	0	1/0	3	5/1
MUNITIONS	●●●●●			

OPTIONAL EQUIPMENT

EXPERIENCE



Yeti rocket launcher ★★

18/24


9

7

7

Endurance : ●●●●●●●●


"Karma is on my side of the rocket launcher."




Ranged weapons	●	●	●	●
ROCKET LAUNCHER	2	3/0	-	12/2
MUNITIONS	●●●●●●●●●●			
GRENADES	0	1/0	3	5/1
MUNITIONS	●●●●●			
Melee weapons	●	●	●	●
POWER GRIP	7	1/0	-	10/1

OPTIONAL EQUIPMENT

EXPERIENCE





Anakonga mechanic ★

18/24

8

6


6

Endurance : ●●●●●●●●

"The karma of this machine is to work."

Repair: The character can give back 1 Structure point to a damaged vehicle or machine.


Intrusion: The character can activate or deactivate a system in contact with a successful test with an action value of 5.



Ranged weapons	●	●	●	●
DRUM PISTOL	1	6/0	-	5/1
MUNITIONS	●●●●●●●●●●			
GRENADES	0	1/0	3	5/1
MUNITIONS	●●●●●			
Melee weapons	●	●	●	●
POWER GRIP	6	1/0	-	10/1

OPTIONAL EQUIPMENT

EXPERIENCE





Kaptar mechanic



Endurance : ●●●●●●●●

"Awake machine!"

Repair: The character can give back 1 Structure point to a damaged vehicle or machine.

Intrusion: The character can activate or deactivate a system in contact with a successful test with an action value of 5.



Ranged weapons

ZZ-RIFLES 4 4/0 - 6/1

MUNITIONS ●●●●●●●●●●

GRENADES 0 1/0 3 5/1

MUNITIONS ●●●●●

Melee weapons

POWER GRIP 6 1/0 - 10/1

OPTIONAL EQUIPEMENT

EXPERIENCE



Wendigo medic



Endurance : ●●●●●●●●

"The mind is stronger than pain."

First aid: The character can restore 1 Endurance point to himself or to an ally in contact.

CPR: The character can give back all Endurance points to himself or to an ally in contact. This requires the use of one medpack.



Ranged weapons

ZZ-RIFLES 5 4/0 - 6/1

MUNITIONS ●●●●●●●●●●

MASER STRIKE 4 2/0 3 4/1

MUNITIONS ●●●●●

GRENADES 0 1/0 3 5/1

MUNITIONS ●●●●●

OPTIONAL EQUIPEMENT

EXPERIENCE



Yeti medic



Endurance : ●●●●●●●●

"Your karma is not to die today."

First aid: The character can restore 1 Endurance point to himself or to an ally in contact.

CPR: The character can give back all Endurance points to himself or to an ally in contact. This requires the use of one medpack.



Ranged weapons

JUNGLE RIFLES 4 4/1 - 5/1

MUNITIONS ●●●●●●●●●●

GRENADES 0 1/0 3 5/1

MUNITIONS ●●●●●

Melee weapons

POWER GRIP 7 1/0 - 10/1

OPTIONAL EQUIPEMENT

EXPERIENCE



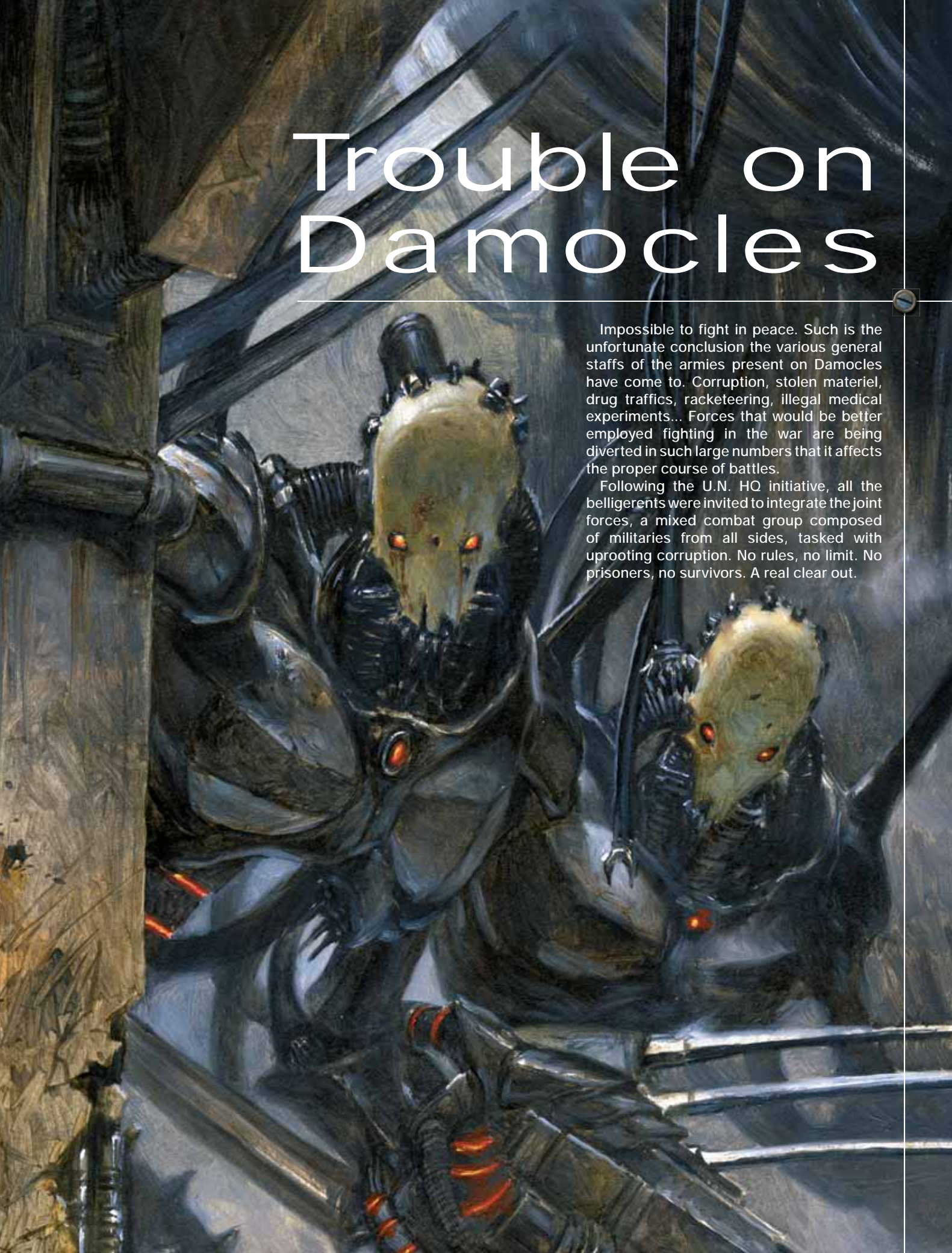


I
Shouldnt
be
here

Trouble on Damocles

Impossible to fight in peace. Such is the unfortunate conclusion the various general staffs of the armies present on Damocles have come to. Corruption, stolen materiel, drug traffics, racketeering, illegal medical experiments... Forces that would be better employed fighting in the war are being diverted in such large numbers that it affects the proper course of battles.

Following the U.N. HQ initiative, all the belligerents were invited to integrate the joint forces, a mixed combat group composed of militaries from all sides, tasked with uprooting corruption. No rules, no limit. No prisoners, no survivors. A real clear out.



MISSION 1: IN AND OUT!



The doors of the warehouse are heavily barricaded and watched by systems far too high-tech to be a simple container storage area. The sentinel you just neutralized was no squad-die but an elite soldier who usually have better to do than stand guard...unless some lucrative business is involved.

SITUATION REPORT

This mission takes place on level 0 of Damocles. It consists in exploring several suspicious containers. A corrupt officer is suspected of smuggling military technology to unidentified groups. Tangible proof is needed to neutralize this dangerous network!

DEPLOYMENT

At the beginning of the game, the GL splits the following tokens inside the containers, without letting the other players know what they are:

- Ammo crate x 5;
- Medpack x 3;
- Explosive charge x 4;
- VHF radio x 2;
- Nanogenerator x 1;
- "Info!" token x 2; one of them is placed in the container in the office (see map).

The GL deploys guards (see map). His reinforcements will enter the game through one of the accesses indicated. The PCs' miniatures are deployed in contact with the door.



OBJECTIVES

To discover information concerning the technology traffic, the PC must:

- Recover at least one "Info!" token;
- Explore the container in the office;
- Exit through their access.

MINIATURES

For this mission, the GL has a limited number of fighters. They are led from their HQ by a commander who has the following characteristics:

- Authority  : 5
- LP  : 9

At the beginning of the scenario the guards remain still.

Once the alarm is triggered, the GL freely controls his guards at the beginning of the next round. They must eliminate the intruders at all cost!

The GL also has four guards in reinforcement. He displays them in groups of two next to the reinforcement access and makes them enter the game at the beginning of the next round.

The GL can spend LP to boost his reinforcements every round after the alarm is triggered:

- 1 extra guard: 1 LP;
- 1 extra special weapon bearer: 2 LP.

These reinforcements enter the game at the beginning of the next round.

INSTRUCTIONS

While they explore the sector, the PCs must be careful not to trigger the alarm. The GL informs them at the beginning of the mission of the events that will trigger the alarm (the GL checks these during the control phase):

- A range weapon has been used;
- A guard sees a PC who is not behind cover or who doesn't have an optical camo module;
- A PC has performed a rush movement within 10cm of a guard;
- A guard sees an open container.

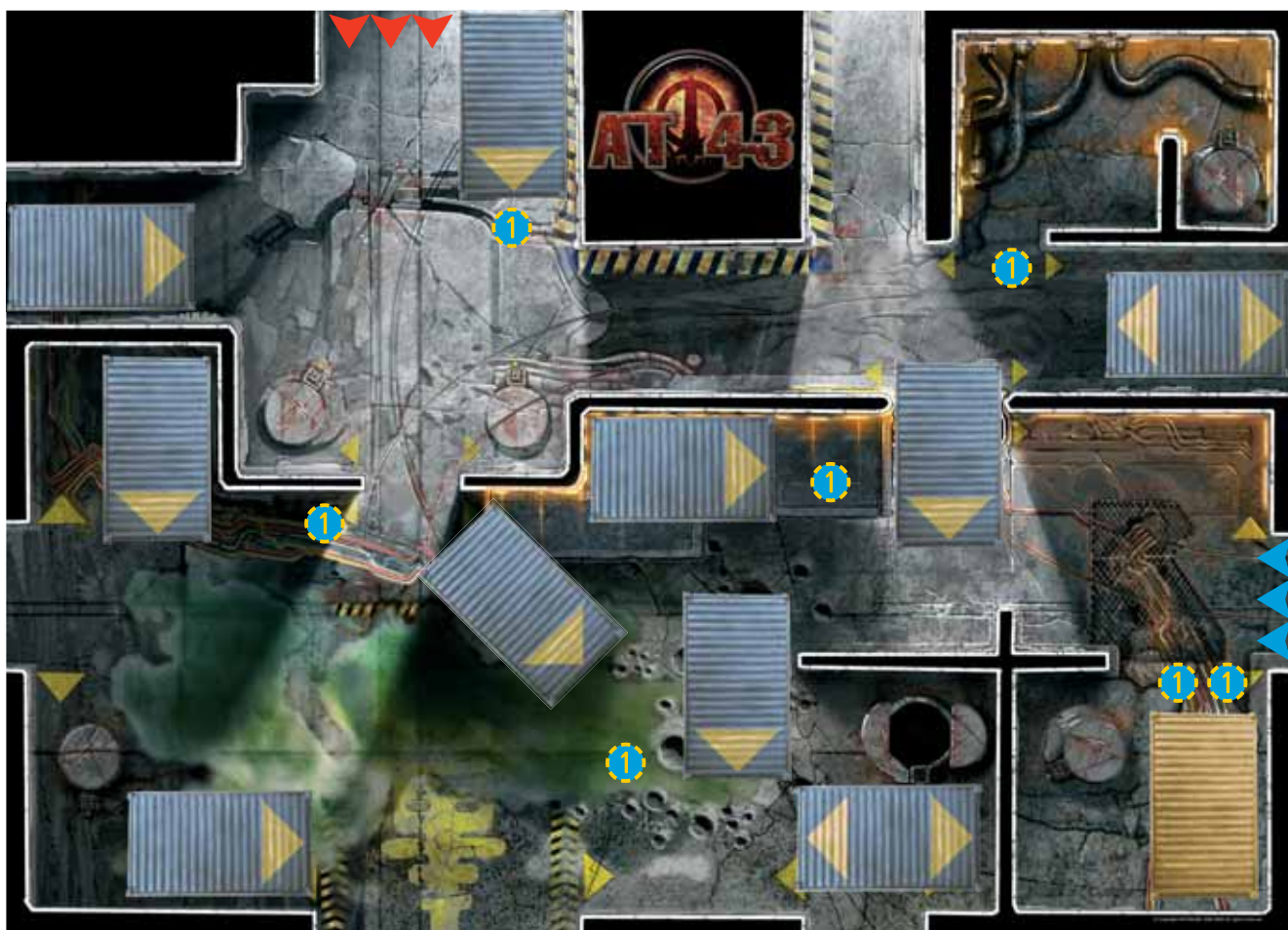
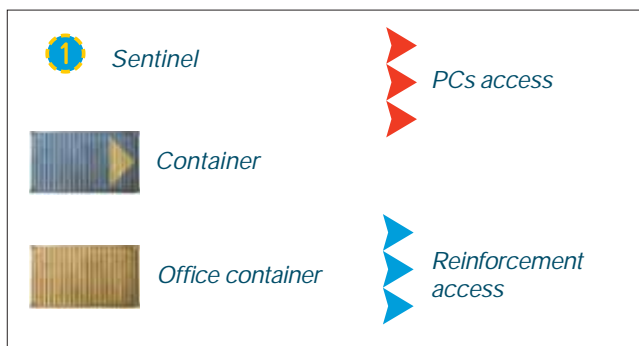
If one of these conditions is checked, the alarm goes off.

When the PCs open the container in the office (see map; do not designate it especially to the players!), they find what they are looking for: a small desk with a computer. A PC capable of activating a system may start the computer. The alarm is immediately triggered, no matter if the activation was successful or not.

If the system is activated, read this to the players: *"The computer boots. Pages of data scroll across the screen as they are being copied. The extent of the traffic is amazing. Materiel worth*

millions of U.N. dollars has transited through this warehouse before being sold to infamous groups and even to the enemy! Your eyes catch two names that keep appearing the "Salamander" and sector 133. Your next target and destination.

All there is left to do is get out for the mission to succeed. If they have two "Info!" tokens, read this: *"The file is thin but it contains proof of the Salamander's business. His organization is in contact with an individual the files describes as a highly unstable artificial intelligence. Indeed, it would take someone very "unstable" to deal with someone as dangerous as the Salamander. What are the intentions of this being? Are you dealing with another nutter capable of anything for his personal profit? This looks like a new mission!"*



MISSION 2: VANDALISM

Sector 133.

The map at HQ mentioned the radioactive ruins of a Theorian powerplant. Nothing could be further from reality: the corridors are sparkling clean, as if they had never seen any battle. Sentinels, security systems, busy civilians...

SITUATION REPORT

This mission takes place at level 0 of Damocles. The mission consists in neutralizing a secret base and eliminating its leader.

DEPLOYMENT

At the beginning of the game, the GL gives an explosive charge to two PCs who will carry them. He splits the following tokens inside the containers, without letting the other players know what they are:

- Ammo crate x 2;
- Medpack x 4;
- Explosive charge x 4;
- Combat drugs x 2;
- "Infol" token x 1.

The GL deploys guards (see map). His reinforcements enter the game through one of the accesses indicated. The PCs enter through their access zone.



OBJECTIVES

In order to destroy the laboratory, the PCs must:

- Blow up all points Alpha;
- Eliminate the Salamander.

MINIATURES

For this mission, the GL has an unlimited number of guards. They are led by the Salamander who has the following characteristics:

- Authority  : 5
- LP  : 9

His characteristics are indicated on the following character sheet.

At the beginning of the scenario, the guards are still, except for the patrol indicated on the map. It performs a combat move each round, moving from one position to the next.



The Salamander ★★

Endurance : ●●●●●●

"You are all going to die!"

Range weapons	1	2	3	4
LASER RIFLE	5	1/0	-	5/1
MUNITIONS	●●●●●●●●			
GRENADES	0	1/0	3	4/1
MUNITIONS	●●●●●			

If the alarm is triggered, the GL freely controls all the guards at the beginning of the next round. They must eliminate the intruders! The GL receives reinforcement: two guards and a special weapon bearer. He displays them in groups of three at any access he wants. These reinforcements enter the game at the beginning of the next round.

The GL may spend LP to boost his reinforcements every round after the alarm is triggered:

- 1 extra guard: 1 LP;
- 1 special weapon bearer: 2 LP.

These reinforcements enter the game at the beginning of the next round, as those above.

INSTRUCTIONS

The PCs must destroy all points Alpha and neutralize all enemies encountered.

Some terrain elements have a specific uses. The GL should tell his players as soon as their characters see them.

A PC in contact with a door may use his "Intrusion" ability to open it (difficulty 5).

While they explore the sector, the PCs must avoid triggering the alarm. The GL informs them at the beginning of the mission of the conditions that will trigger the alarm (the GL checks these during the control phase):

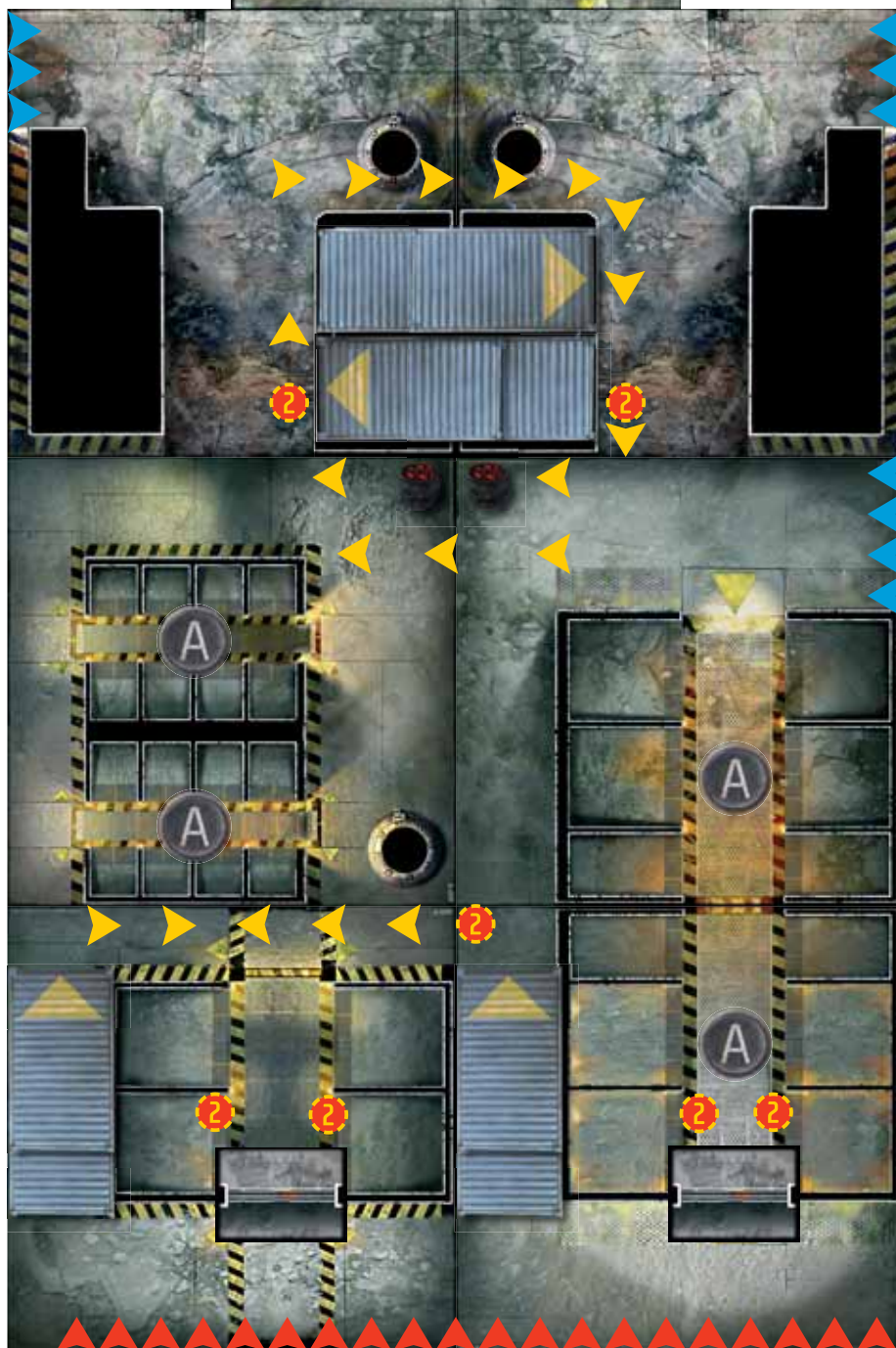
- A range weapon has been used;
- A guard sees a PC who is not behind cover or who doesn't have an optical camo module;
- A PC has performed a rush movement within 10cm of a guard;

- A guard sees an open container door.
 - One or several points Alpha have been blown up.
- If one of these conditions is checked, the alarm is triggered.

After the points Alpha have been destroyed and the Salamander has been eliminated, read this to the players:

"The body lies broken on the ground, and the corpse starts to heat up. Tall flames soon lash out and burn it until it is unrecognizable. In the room, several computers, put together using morphos technology, switch themselves on and start uploading data. The connection cables dive deep into the ground through a large technical shaft. They lead to the entrails of the factory world...You know what's left for you to do. The metal grate comes off easily. The first few of you carefully lead the way down the duct..."

If the PCs have the "Info!" read this to them: *"This is a long and boring analysis report but it mentions the location where the samples were taken from: the heart of Damocles, in the Therian zone. Very few fighters ever go there anymore. You carefully write down the coordinates. One of these days, a quick recon of the area might be necessary!"*



- 1 The Salamander
- 2 Sentinel
- 3 Sentinel with heavy weapon
- Patrol
- Container on top of another
- "Door" card
- PCs access
- Reinforcement access
- Point "Alpha"
- Nanogenerator

MISSION 3: GUINEA PIG MADNESS

The shaft leads you to a network of narrow corridors. Through the grates you can see golems coming and going. Confused sentences are sputtered out from the nearby nanogenerators in all sorts of languages. Some of the intelligible sentences speak of treatments being administered to test subjects. The supervisor is a certain 0110001001 1000010110001001111001 who you immediately rename "O-One-One". He claims to be the son of Babel. If it is true, then he is even more demented than his mother!

SITUATION REPORT

This mission takes place at level -1 of Damocles and consists in freeing a certain number of test subjects. Everything must be done to avoid being spotted or else the consequence would be dire for everyone.

DEPLOYMENT

At the beginning of the game, the GL splits the following tokens inside the containers, without letting the other players know what they are:

- Ammo crates x 2;
- Medpack x 4;
- VHF Radio x 2.

The GL deploys golems (see map). His reinforcements enter the game through one of the accesses indicated. The PCs are deployed from the access hatch.

OBJECTIVES

The PCs must evacuate at least three test subjects through the access indicated on the map.

MINIATURES

The test subjects can be represented using any miniature. They remain motionless until a PC comes within contact. In this case, they are moved at the same time as him. They can move up to 14 cm each round and cannot use a rush movement. They are eliminated as soon as they suffer a damage test.

The GL has an unlimited number of golems led by O-One-One who has the following characteristics:



- Authority : 0
- LP : 10

At the beginning of the scenario all the golems are motionless except for the patrol indicated on the map: the latter perform a combat move each round, moving from one position to the next.

If the alarm is triggered, the GL freely controls all the golems at the beginning of the next round. They eliminate the test subject in priority before they charge the intruders. The GL is given reinforcements: two golems. He chooses the access they are displayed next to among those indicated on the map. These golems enter the game at the beginning of the next round.

The GL may spend LP to boost his reinforcements every round after the alarm is triggered:

- 1 extra golem: 1 LP;
- 1 golem with a special weapon: 2 LP.

These reinforcements enter the game at the beginning of the next round, as those above.

INSTRUCTIONS

Saving the test subjects will not be easy. Some terrain elements have a specific use. The GL should tell his players as soon as their characters see them.

Nanogenerators: Nanogenerators are part of O-One-One's surveillance systems. A PC in contact with one of these

nanogenerators may use his "Intrusion" ability to neutralize it (difficulty 3). A neutralized nanogenerator cannot see anymore.

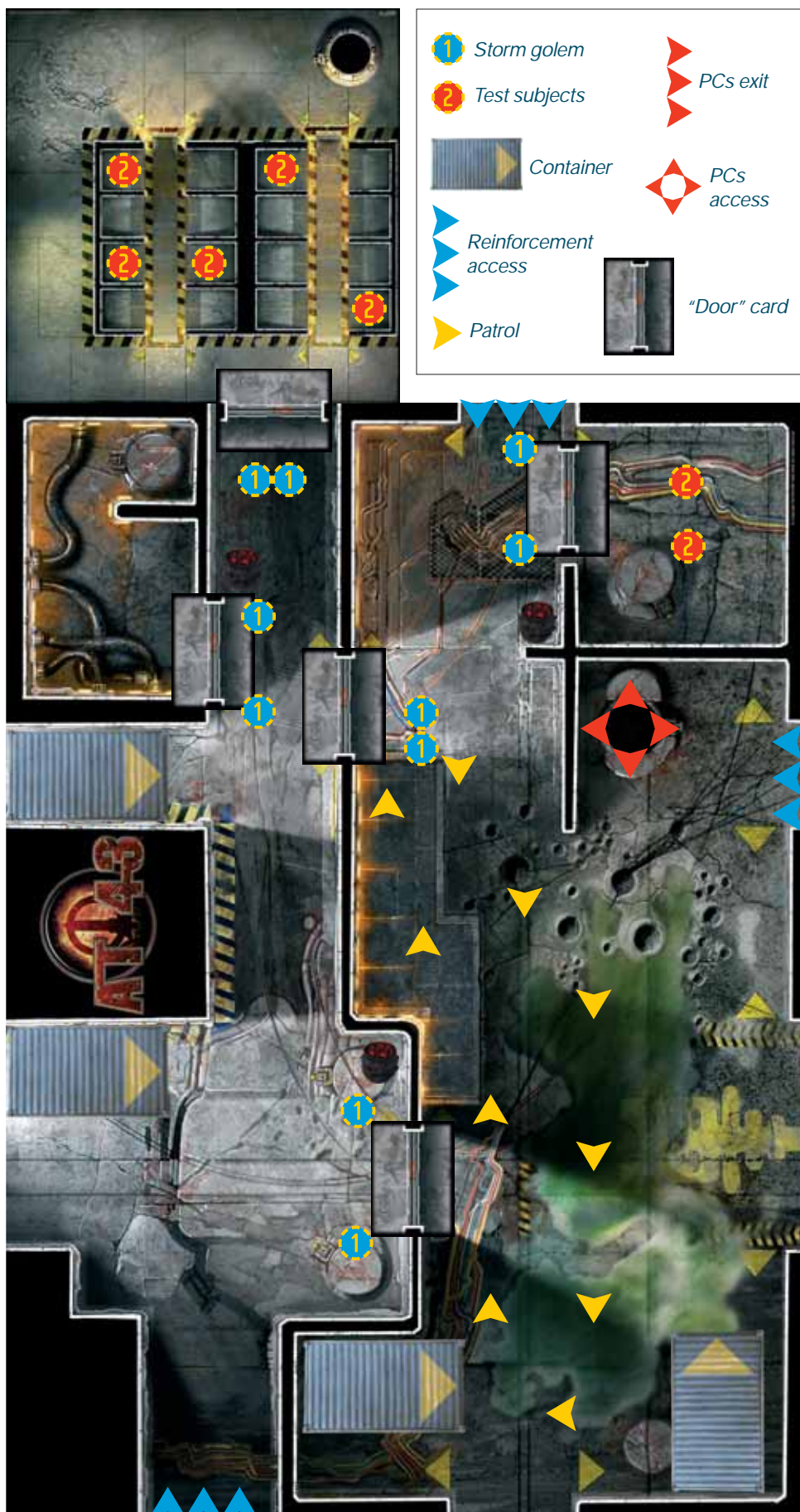
Doors: A PC in contact with a door may use his "Intrusion" ability to open it (difficulty 5).

While they explore the sector, the PCs must avoid triggering the alarm. The GL informs them at the beginning of the mission the events that will trigger the alarm (the GL checks these during the control phase):

- A range weapon has been used;
- A golem guard or a non-neutralized nanogenerator sees a PC who is not behind cover or who doesn't have an optical camo module;
- A PC has performed a rush movement within 10cm of a golem guard or a non-neutralized nanogenerator;
- A golem guard or a non-neutralized nanogenerator sees an open container door.
- One or several points Alpha have been blown up.

If one of these conditions is checked, the alarm is triggered.

If the PCs manage to get away with at least three test subjects, read this: *"Up close, these poor guinea pigs are merely caricatures of living beings. Mysterious machines have been grafted into their tortured flesh making them unrecognizable. Some are still sane and strong enough to tell you where the AI commanding the installations is located. The piece of information was overheard in the demented and permanent gibberish sputtered out by O-One-One. It is not that far away. It is high time someone put an end to the deeds of this bloody son of a b...Babel!"*



MISSION 4: THE LAIR OF MADNESS



So this is O-One-One's retreat: a network of bridges connecting a labyrinth of derelict ventilation shafts. The place is secret indeed but suffers a single weakness that might be exploited against O-One-One: the area was greatly weakened by the war. The security systems should have gone off and ejected the sector into space. Of course, it is O-One-One who is overriding the process but if someone was to cut off all connections between the AI and the global security system, the latter would be reloaded. All that needs to be done is to destroy the bridges that also enclose the land lines O-One-One is relying on...

SITUATION REPORT

This mission takes place at level -1 of Damocles. The mission consists in destroying an entire sector of Damocles in order to destroy the artificial intelligence hiding there.

DEPLOYMENT



At the beginning of the game, the GL displays golem guards as indicated on the map. His reinforcements enter the game through the reinforcement access. The PCs enter through the PCs' access.

OBJECTIVES

The PCs must destroy the bridges in between the tiles and evacuate the area before it is destroyed.

MINIATURES

The GL has an unlimited number of golems and goliaths led by O-One-One who has the following characteristics:

- Authority : 0
- LP : 10

The GL freely controls all the golems and the goliaths. Their mission is to eliminate any intruder.

The GL gets reinforcements each time a bridge is destroyed: two golems armed with special weapons. The GL displays them next to any access indicated on the map. These golems enter the game at the beginning of the next round.

The GL may spend LP to boost his reinforcements:

- 1 extra golem: 1 LP;
- 1 golem with a special weapon: 2 LP;
- 1 goliath: 5 LP.

These reinforcements enter the game at the beginning of the next round, as those above.

INSTRUCTIONS

The PCs can destroy everything but they are going to need a solid provision of ammo because the area won't provide much ammo except for the Therians.

The bridges: They can be destroyed by a combat engineer or with an explosive charge. It is possible to shoot at them. Each one of them has Protection 8 and 5 structure points.

Each time a bridge is destroyed, the GL rolls a die: if the result is inferior or equal to the number of bridges destroyed, the sector begins to self-destruct. Autodestruct immediately begins after the last bridge is destroyed. Tile A disappears at the end of the round, then Tile B at the end of the next one, and so on. The players must then reach their access and evacuate before the tile they stand on is destroyed!

1 Storm golem

2 Storm golem with flamer

3 Bane Goliath



Bridge



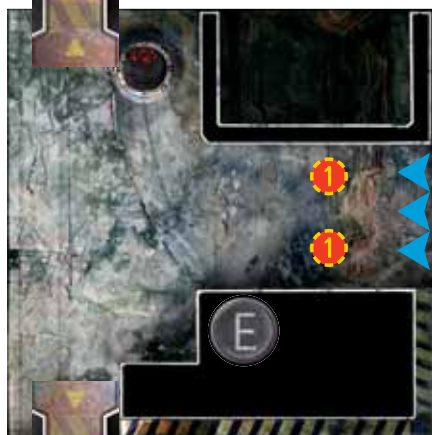
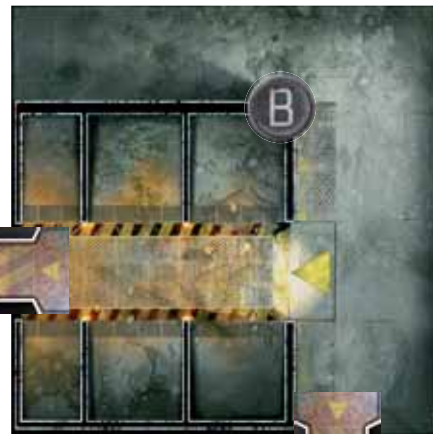
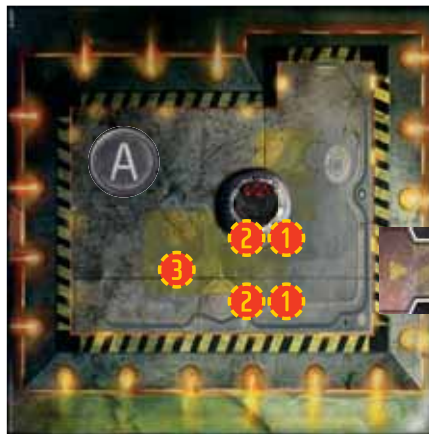
PCs access



Reinforcement access



Nanogenerator



If the PCs manage to jump over the last bridge and reach their access, read this: *"The screeching of torn metal fills the air. A whole piece of Damocles pulls itself from the planet and wanders off into space. A few moments later, the fragment is alight with dozens of impacts as the various fleets in orbit believe they are under attack and open fire onto the debris. Within seconds, it is all heat and light. No one could survive such firepower, not even O-One-One. The abyss seems to dip right into the unfathomed entrails of the factory world, allowing access to the mysterious level -2. This is the opportunity to check out to what the son of Babel was connected. As everyone agrees, you descend into the pit..."*



MISSION 5: YE WHO ENTER HERE...



How to survive in this nanotechnological madness? By taking control of certain zones? Everything seems linked to the presence of the nodes that regulate the area's transformation cycles. As you progress carefully, it becomes obvious others have already tried to come through here: the rotting body of a soldier in the final state of decomposition rests against the wall.

SITUATION REPORT

This mission takes place at level -2 of Damocles, in the area where the Therians used to reside. Its objective is to give the PCs control of a node that will allow them to stabilize the sector in order to explore the surroundings.

DEPLOYMENT

At the beginning of the game the GL displays golems and a goliath as indicated on the map. His reinforcements enter the game through containers 1, 2, 3 and 4, as if they were coming out of them. PCs enter through the PCs' access.

The GL splits the following tokens inside the containers, without letting the other players know what they are:

- Ammo crate x 3;
- Smoke grenades x 2;
- Medpack x 4;
- VHF Radio x 2;
- Triple lense helmet x 1.

OBJECTIVES

The PCs must deactivate the node

MINIATURES

The GL has an unlimited number of assault golems and bane goliaths. They are led by a bug in the EMI grid with the following characteristics, determined at the beginning of each round:

- Authority  : 1 die.
- LP  : 1 die.

The GL freely controls all the golem guards as well as the bane goliaths. Their mission is to eliminate any intruder.

The GL's reinforcements are determined randomly. At the end of each round, he rolls a die and checks the following table:

- or : 1 assault golem with nucleus rifle and reaper blades.

- : 1 assault golem with nucleus gun.

- : 1 bane goliath.

- or : Nothing.

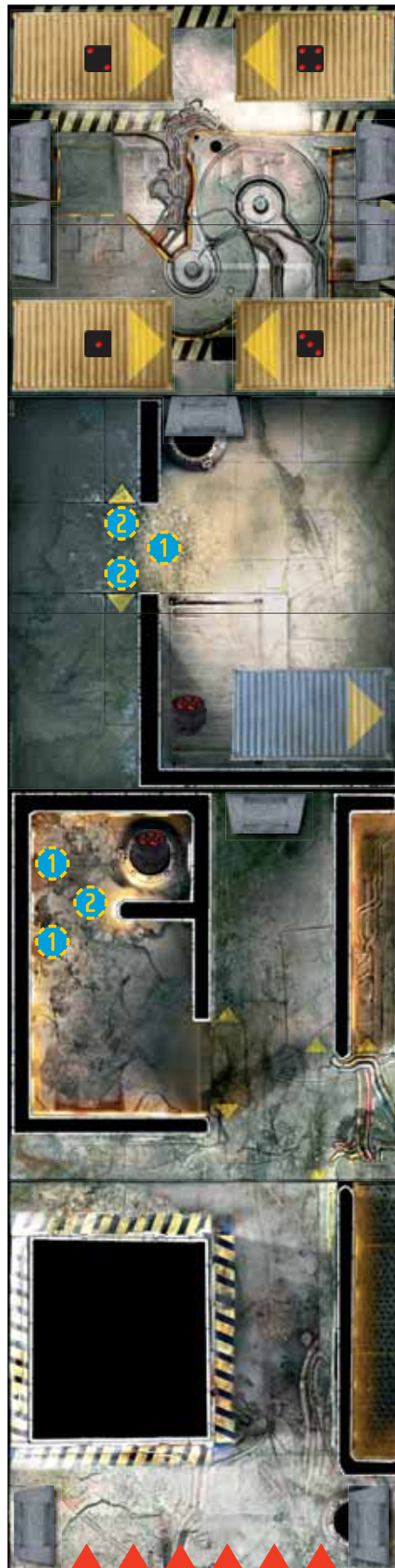
The GL may spend LP to increase his chances of obtaining reinforcements, at the cost of 1 LP per extra die. These dice are added to the one rolled at the end of the round and allows him to call in more than one fighter at a time.

These reinforcements enter the game at the beginning of the next round through the container corresponding to the result on the die.

INSTRUCTIONS

At the end of each round the GL rolls a die for each tile. On a , , or , nothing happens. A , , or indicates how many quarters of a turn the tile performs in clockwise direction.

If the PCs reach the node, read this: *"As the node expands, the landscape settles slightly as if the planet was tired of the hustle and bustle. The carcass of a Defender Snake lies in the way. At the end of the road, a factory stands at the bottom of a depression vomiting legions of roving golems and medusas. Pillars of lightning surround the building. As you contemplate this impressive spectacle, several machines leave the building to dig the ground, tearing the machinery to shreds. Each time they haul a fragment of metal out of place, the ground shakes and a new eruption of light engulfs the building. These machines are destroying the confinement system isolating Damocles from the star powering it!"*



MISSION 6: ...ABANDON ALL HOPE

As you approach the factory, you realize Damocles could blow up at any moment. The excavation machines have reached the layer that isolates the inner shell of the planet from the sun at its core. It won't take long before a vital piece of machinery is reached, causing the factory world to explode. Some rejoice at this perspective, others remember there are still thousands of fighters on the factory world, and fleets in orbit...

Everyone is ready to visit this factory. Some want to understand what it does in order to destroy the factory world. The others are seeking a way to destroy the heart and stop the destruction process of the planet.

SITUATION REPORT

This mission takes place at level -2 of Damocles, in the area where the Therians used to reside. The objective is to prevent the destruction of Damocles...Or speed it up!

DEPLOYMENT

At the beginning of the game, the GL displays golems and medusas (see map). His reinforcements enter the game through the reinforcement access. The PCs enter through the PC's access. The GL splits the following tokens inside the containers, without letting the other players know what they are:

- Ammo crate x 8;
- Smoke grenades x 4;
- Medpack x 4;
- VHF Radio x 2;
- Triple lense helmet x 2;
- Combat drugs x 2;
- Explosive Charge x 2.

OBJECTIVES

The PCs must accomplish the following actions, depending on the army they belong to...

- Therian project & U.N.A.: Destroy the bunker.
- Red Blok & Karmans: Perform an activation test in contact with the bunker. The difficulty is 8.

MINIATURES





For this mission the GL has an unlimited number of golems and medusas. They are led by a bug in the EMI grid with the following characteristics, determined at the beginning of each round:

- Authority  : 1 die + 3.
- LP  : 1 die + 5.

The GL freely controls all the golem guards as well as the medusas. Their mission is to eliminate any intruder. Each time one or several fighters are eliminated, they are placed next to one of the accesses through which they will enter in the next round.

If at the end of any round there are no more golems or medusas in play, a golgoth is added to the reinforcements. It enters through its reserved access at the beginning of the next round.

INSTRUCTIONS


At the end of each round, the GL rolls a die. On a result of  or  tile A is destroyed. Remove it from the game along with the fighters standing on it. Another  or  will destroy the tile right under it. The next result will destroy the last tile from the first column. Then it is the turn of tile B and so on until the whole map has been destroyed or until the PCs have fulfilled their mission.

Some terrain elements have a specific use. The GL should tell his players as soon as their characters see them.






Doors: A PC in contact with a door may use his "Intrusion" ability to open it (difficulty 5). They may also be destroyed using an explosive charge.

Bunker: Destroying the bunker requires two explosive charges or two uses of the "Sabotage" ability, or one of each.

Wraith golgoth: The Wraith golgoth uses the following rules.

When it performs a rush move, it can move over Movement  plus 10 cm. It ignores characters on its side, but the latter must go around it when they move.

When the Wraith golgoth suffers damage, each impact needs to be located with a die roll:

-  to  : Propulsion;
-  to  : Frame;
-  : A weapon (chosen by the shooting player).

The indicated part loses a number of Structure points equal to the damage value ☠ of the weapon used. The GL ticks the number of boxes in the corresponding part of the Wraith golgoth. When a location loses its last Structure point, the following effect is applied:

- **Propulsion:** The Wraith golgoth cannot move anymore; from now on, any damage inflicted to the propulsion will be transferred to the frame;
- **Frame:** The Wraith golgoth explodes;
- **A weapon:** This weapon cannot shoot anymore; once both weapons are destroyed, any damage inflicted to a weapon will be transferred to the frame.

GL, there are several endings possible to this mission: do not hesitate to tell your players and replay the scenario!

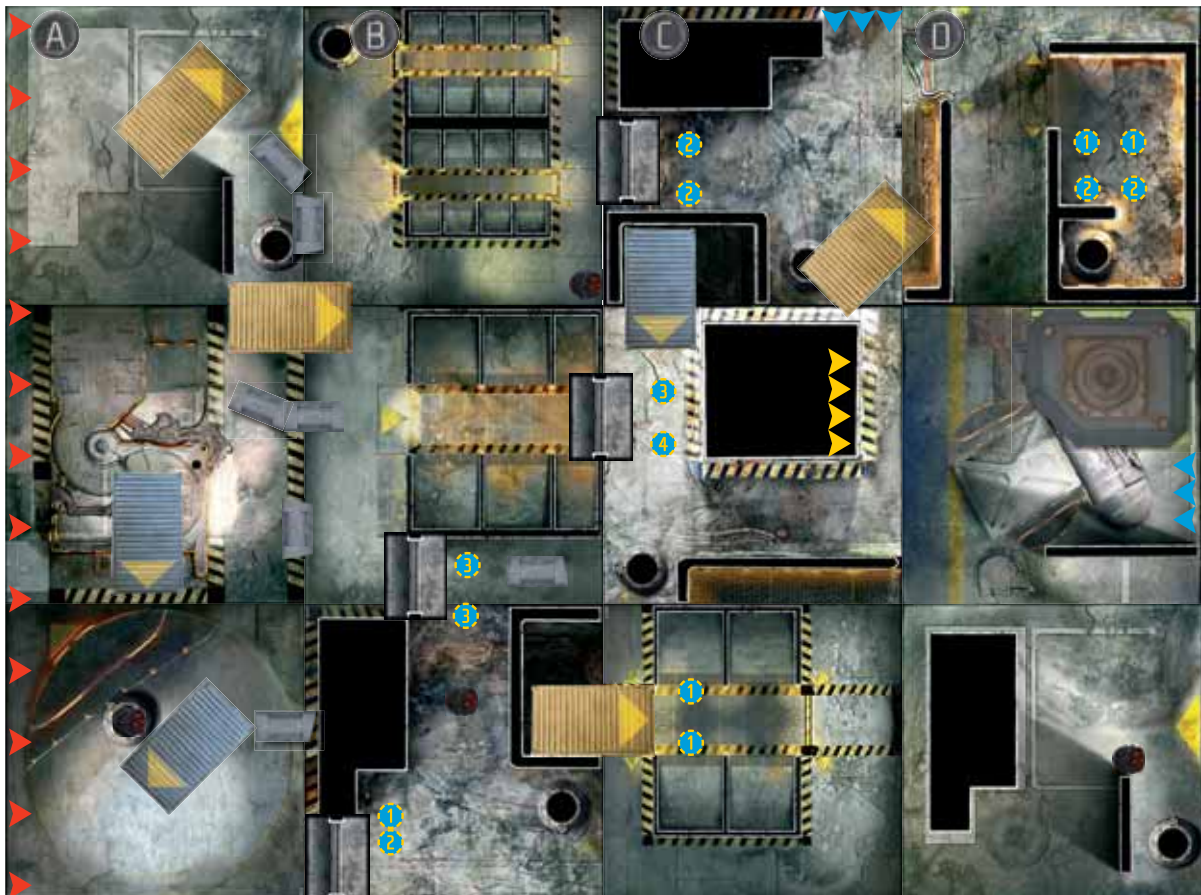
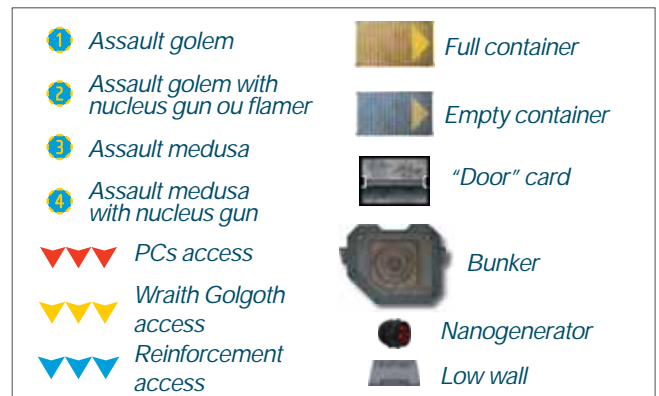
- If the PCs destroy the bunker, read this: *"Damocles is saved, but never again with the revolutionary forces or Karmans cooperate with UN or Therian fighters. This ultimate mission has demonstrated that saving humanity or the universe was not compatible with the survival of the soldiers or civilians still fighting on the factory world. Not counting the permanent doubt now staining the purity of Therian and UN intentions..."*

- If the PCs roll a successful activation test in contact with the bunker, read this: *"The ground around the factory shakes stronger and stronger. As you get a glimpse of the exit, you*

understand it is already too late. A column of unbearable light shoots out from the ground just ahead of you. The heat is insufferable and you are vaporized before you realize Damocles is exploding. Only time will tell if you were the heroes who saved their kind or the reckless monsters responsible for the death of the 5 million people fighting on Damocles?"

- If the PCs roll a successful activation test in contact with the bunker and destroy the bunker, read this:

"The factory is peaceful once again. The future will tell if Damocles can survive the wounds it was inflicted. At least there is still time for evacuation. You shake hands and go your own separate ways, proud of having demonstrated that people of goodwill can accomplish the impossible. No doubt further missions will be waiting for you..."



CARDS



