



N°4 • SPECIAL EDITION



# OPERATION DAMOCLES: THE WAR GOES ON!



## Operation Damocles: Phase 1 begins!

On the factory world the fighting remains as violent, but the determination of our soldiers is as high as ever. They are reaching deeper and deeper inside the entrails of Damocles, clutching their weapons. Lately, the Therian machines have shown erratic and illogical behavior throughout the factory world. The fall of Damocles is close!

**THE WHITE STARS ARE HEADING FOR THE HEART OF DAMOCLES.**

### Reinforcements strike hard!

The military campaign intensifies with the deployment of new units: wing troopers and star troopers. (p.2)

### Operation Damocles: Phase 1

The White Stars launch a new phase to vanquish the morphos! (p. 2)

### The Therian reaction

Each day our soldiers are confronted with new morphos mechanical monstrosities. A troop review of the freak show! (p. 3)

### Heading towards a further political scandal: the Red Gate?

Contradicting its word, the government is leading secret negotiations with the collectivist regime! (p. 3)



# REINFORCEMENTS STRIKE HARD!

*The White Stars are deploying further units on Damocles: wing trooper and star trooper units. A quick troop review by our expert.*

Violence increases as the war raging on Damocles steps into the next phase. With the deployment of reserve companies, President Archer is sending the morphos a crystal clear message: we were holding back until now. Just wait to see what we are truly capable of!

Needless to say that the White Stars still have a few trump cards up their sleeve. But with the deployment of the wing troopers and the star troopers, two powerful cards have now hit the table.

First, the **wing troopers**. Heirs to the former paratrooper commandos, these soldiers have access to the finest military technology available on Avan: multilaser, G-pack and laser gun... The wing troopers' mission is to strike behind enemy lines, where they make use of their mind-blowing haste to stun the enemy with a blow as sudden as it is unexpected.

« *The White Stars still have trump cards up their sleeves* »

You need to see one of these units in action! With their G-pack, they are above the laws of gravity; the wing troopers dart across the battlefield with amazing speed. Their remarkable multilaser rarely misses its target and causes considerable damage, as it sends not one but four laser beams with each

shot. I will not waste time on the laser gun whose terrifying efficiency you already know...The deployment of this rapid assault unit is a tip-off that the conflict is coming to an end; wing troopers are in fact the ideal fighters to deal the finishing blow to a weakened enemy.

This hope is supported by the arrival on Damocles of the **star troopers**. These units of volunteers are equipped with some familiar materiel – the reliable assault rifle and Volcano MG. The star troopers' traditional role is to crush the enemy under



heavy fire and to hold their ground. They are an excellent occupation and consolidation force.

Victory is definitely there for the grabbing!

H. Etherington II



## OPERATION DAMOCLES: PHASE 1

*Yesterday, Space Marshal Sanchez held an important press conference. The Ava Daily was there to collect the latest news from the front as well as the updates on the decisions made by General Staff. The space marshal did not disappoint when she announced the launch of the next phase of Operation Damocles, marking a decisive turn in the war.*

Phase 1 is General Staff's answer to the difficulties encountered on Damocles by the U.N.A. The space marshal relies on the reinforcements sent to General McBright and on the recent failings of the machines on the factory world. Thus after the successful landing of Phase 0 of Operation Damocles, the White Stars must now move towards the core of the factory world and deactivate the network connecting the various morphos machines once and for all.

« *General McBright had been issued orders to recover as much morphos technology as possible* »

The Therians will not just stand there and do nothing. To the questions concerning renewed morphos activity, Space Marshal Sanchez has admitted that the White Stars were encountering more and more opponents with each step taken towards the heart of Damocles. Furthermore, the morphos offensives against the airheads of Operation Damocles never seem to weaken, as if the Therians had infinite reserves of fighters!

Space Marshal Sanchez reassured us when she told us that morphos machines seemed to have some operation problems lately. However, no one can tell if these failures will last the time of the whole Operation or if the problem is only temporary for the morphos.

Concerning reinforcements, the space marshal as been adamant: new contingents will be sent each time they are requested. The cruisers orbiting around Damocles will be in charge of organizing the landing of these new troops and maintaining communications with CentCom.

« *As if the Therians had infinite reserves of fighters!* »

Questioned about the true U.N. objectives on Damocles, Space Marshal Sanchez has been straight forward: Yes, General McBright had been issued orders to recover as much morphos technology as possible. Yet this is only a secondary objective, subordinate to securing the safety of Ava. Anticipating any further questions, she reminded the press that the level of alert of the U.N.A. had not been decreased concerning the Red Blok and that operations were still being carried out to fight the collectivist forces.

« *Who owns the unidentified space objects that have been detected at observing distance of Damocles?* »

Confident, radiant and reassuring, Space Marshal Sanchez masterfully led the press conference. Yet no comment was made



concerning the most worrying rumor currently on every journalist's mind: who owns the unidentified space objects that have been detected at observing distance of Damocles?

A. Baker







# THE THERIAN REACTION!

*Faced with the rapid advance of the U.N. offensive, the Therians have eventually decided to react. They are deploying new mechanical monstrosities... A quick panorama of these death machines is necessary. This is not for the faint hearted!*

If the first Therian machines shocked the most sensitive hearts, what is there to say of this new monster spawn?

« *Only time will tell whom of man or machine is the best* »

First of all, some variations on a well known theme: the golem. Our soldiers are now fighting **assault golems**, whose nucleus rifle shoots a single but more precise nanomunition with greater penetration than the storm golem's nanoblaster salvos. Instead of the sonic gun, assault golems use a nucleus gun, which does not shoot a salvo but one huge nanomunition ca-

pable of damaging armored fighting vehicles. As if they were the response to our heroic steel troopers, the assault golems were designed to be efficient at medium and long range. The trial has begun. Only time will tell whom of man or machine is the best.

The **grim golems** are an even more monstrous variation. Entirely designed for close combat, they are the demonstration that technology is not the attribute of higher civilization. Their stealth system makes them difficult to spot. These primitive and blood thirsty machines represent the barbarity we thought modern warfare had got us rid of.

However, the most obvious evidence of Therian inhumanity is their ever more monstrous combat machines: the **assault medusas**. These machines standing tall on their mechanical tentacles have already demonstrated their matchless stability and solidity. Sending soulless robots against our heroic patriots, now that has to be proof of Therian cowardice.

H. Etherington II

## ARE WE HEADING TOWARDS A FURTHER POLITICAL SCANDAL: THE RED GATE ?



*For several months now, government has been feeding us sensational declarations concerning its determination never to negotiate with the Red Blok. We have been told “Rather dead than lose our freedom”. A bunch of lies! Emissaries of our government are believed to have established contacts with the collectivist enemy in great secret!*

Treason or acknowledged political mistake? Only a few months ago President Archer made her sensational declaration, violently rejecting the idea of a compromise with the Red Blok. “I am not a woman of compromise (...) I will not endanger the defense of our ideals.” she claimed loud and clear.

It seems this ideological position was only a facade. We have learned from our most reliable sources that the supreme collective has in fact received emissaries appointed by U.N. government to negotiate a truce. A fine example of consistency and responsibility! While our brave soldiers fight the heroic battle for our planet's survival, our leaders, refuse to admit their mistakes, betraying their own ideals! Declarations are

obviously easier to make than war: the revolutionary fleet has in fact sent toward Damocles several massive battlecruisers with enough firepower to totally annihilate our fleet of cruisers if they were to be given half a chance.

« *The only hope of salvation for our ships would be immediate flight* »

According to Space fleet staff, “In the most unlikely prospect that the Red Blok would have dispatched such powerful units, the only hope of salvation for our ships would be immediate flight, abandoning the forces that have already landed.”

After having slammed the doors of negotiation with such brutality, it is doubtless that the concessions made in order for the discussions to resume will be indexed on the level of arrogance of our leaders. No doubt that the bill will be colossal. In a tragic twist of fate, all we can do is pray for hope that the Red Blok leaders are more reasonable than our own government!

N. Hoï



# AUGUST 2007: NEW TROOPS ARE COMING!

## ACCESSORY EXPANSION SET : BUNKER

Take control of the battlefield! With this solid bunker, your troops will now have a position to hold from where the enemy will have a lot of trouble getting them out. Safe behind its high walls even your striders will get some cover.

The accessories from this box will allow you to represent a battlefield and its strategic positions, its covers and terrain. Ideal to stage the futuristic battles of AT-43®, they are perfectly suited for any science fiction game.

THIS BOX CONTAINS:  
1 BUNKER, 2 HIGH WALLS

## UNIT BOX: SPETSNAZ KOLOSSUS

"We are immortal!" – Motto of the spetsnaz kolossus.

The spetsnaz kolossus are legendary units. Each step taken by a spetsnaz kolossus reinforces the superiority of the Red Blok's ideas. Each shot that does not fall a spetsnaz kolossus weakens the trust the shackled masses have in the blinding tyrannies they live in. For those who refuse to open their eyes, a fire storm blown by the flamers will take care of passing on the revolutionary message.

This Unit Box contains a unit of three spetsnaz kolossus, including two standard spetsnaz kolossus and a spetsnaz kolossus leader, each equipped with two flamers. One of them can be promoted sergeant.

A spetsnaz kolossus can easily withstand machine gun fire and make its way through the densest artillery barrage. These steady giants are deployed as anti-personnel units. Scratching off the paint is the best light fire weapons can do to them.

THIS BOX CONTAINS :  
2 SPETSNAZ KOLOSSUS, 1 SPETSNAZ KOLOSSUS SGT. ,  
2 CARDS.

## UNIT BOX: DRAGONOV KOMMANDOS

"Aim for the head!"  
– dragonov kommando motto

The dragonov kommandos are chosen from the best marksmen among the krasnye soldati. They become remorseless killers, entirely dedicated to killing the enemies of the Revolution. They are the officers and overseers number one enemies.

The dragonov kommandos are the elite of the Revolutionary forces of the Red Blok. They have no other speciality than excellence. They are deployed both to inspire the troops and to carry out the most dangerous missions.

Equipped with the best range weapons available from the Red Blok arsenal, the dragonov kommandos are merciless sentinels of the revolution, ever ready for the enemy. With their high-tech revolutionary equipment, they can pick out any target. Their skills take care of the rest...

No matter the range, their Gauss rifle and their sniper gun are the enemy infantry's nightmare. They have nowhere to hide and all they can do is await their doom. For further tactical possibilities, one of them can become a sergeant.

THIS ATTACHMENT BOX CONTAINS: 6 MINIATURES  
AND 7 REFERENCE CARDS.

## ATTACHMENT BOX: DRAGONOV KOMMANDOS

"Sarge, all we've left is twenty two bullets per man!"  
"That's more than enough, there's only a hundred of them."

Captain Borodine addressing the four survivors of his squad during the counter offensive on Hades

Battles are won by the courage and skills of the men, as much as by the intelligence of their commanders. The dragonov are lethally skilful and their officers are lethally cunning. Born from iron and steel, these exceptional

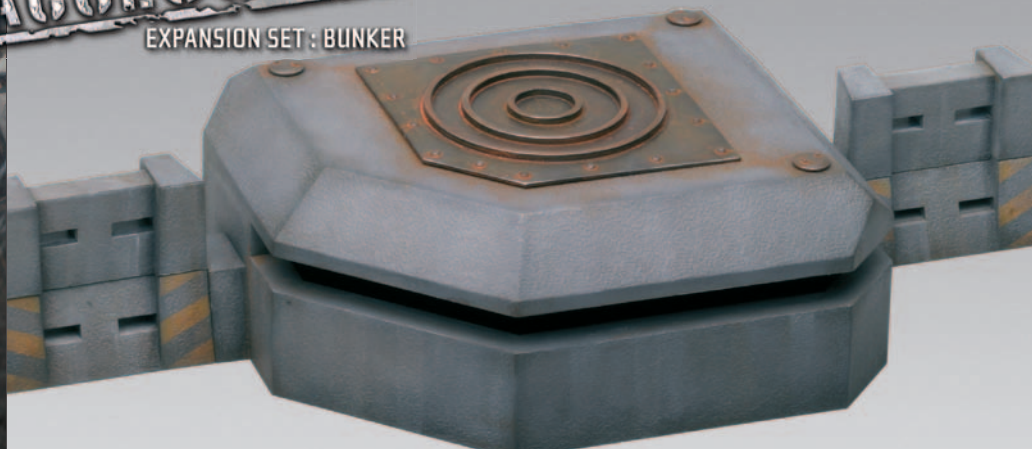
soldiers summon death in person upon their enemies, and she is one faithful ally...

With extra special weapons and specialists, your dragonov kommando units gain in fire power and versatility. It is time to show that revolutionary fervor is unstoppable once and for all: as sure as the suns blaze, the revolution shall triumph!

THIS BOX CONTAINS :  
1 DRAGONOV KOMMANDO ELECTRONIC WARFARE SPECIALIST, 1 DRAGONOV KOMMANDO MEDIC, 1 DRAGONOV KOMMANDO. ARMAMENT : ATGAUSS GUN, 2 DRAGONOV KOMMANDOS. ARMAMENT : SNIPER GUN, 1 DRAGONOV KOMMANDO SGT AND 7 REFERENCE CARDS .

## ACCESSORY

EXPANSION SET : BUNKER



## HERO BOX : CAPTAIN VRACHOV

"Kill the enemy, care for the comrade, defend the revolution. Anything else is mere detail."  
– Captain Pavel Vrachov, War Memoirs.

Captain Pavel Vrachov is a genuine revolutionary idealist, full on convictions and humanity. Vrachov began his career as a medic. He never stopped being a doctor, even when he became a pilot.

Captain Vrachov is an officer and a hero of the Revolutionary forces. On foot, he can take the lead of a krasny soldat unit while serving as an extra medic. Aboard KK5, his personal Kossak, he benefits from the power of a combat strider and can still heal infantry fighters in contact. Destroying his strider is not enough: he ejects himself and his miniature on foot is deployed to keep on fighting.

THIS HERO BOX CONTAINS:  
1 MINIATURE AND 2 CARDS.



NO ONE ESCAPES WAR!

