



OPERATION  
**DAMOCLES**  
CAMPAIGN BOOK





**"No one escapes war!"**

***War is raging on the factory world of Damocles. The White Stars may have shaken the Therian infrastructures, but the overseers' interest in the human invasion is growing.***

# **OPERATION DAMOCLES**

***The arrival of Red Blok ships and the Karman undercover operations combined to the failures within the Therian network, the EMI grid, are causing the conflict to escalate. The war is now entering Phase 1 of Operation Damocles.***

***Discover in the following pages what Operation Damocles really is about. Find out what all four armies are fighting for. Play with special rules and new equipment specific to the three phases of Damocles.***

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## DISCLAIMER

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

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# INTRODUCTION



## NO ONE ESCAPES WAR!

The operation details the U.N. offensive to reach the core of the factory world, the Tharian resistance and the arrival of the Red Blok and the Karmans. The fighting will be fierce.

This campaign uses the rules from AT-43: The Rulebook and the Army Books.

To stage these battles and give them a twist, Operation Damocles describes new missions as well as new special rules. This campaign is divided into three phases, one for each level of the factory world. Each of these phases will be described in a separate chapter. In this way, you will discover new missions and new rules as you go. As the fighting gets closer and closer to the heart of Damocles and to the Tharian habitat, the battles will become more and more violent. Each phase is composed of four “priority” missions, covering the development of the operation and the conditions on Damocles.

### STORY MODE: THE MISSIONS

The priority missions have been specifically designed to be played in Story mode. They all have a number to indicate in which order they should be played. But playing secondary missions is still possible: each phase will point out the two most appropriate secondary missions, giving advice to adapt them to Operation Damocles.

Finally, some priority missions are so important that they will have consequences that affect the whole phase, or even the operation itself. These consequences will be found in the “Story mode” inserts.

However, you can also take part in Operation Damocles by playing any mission published for AT-43, even those from the previous phases of the operation.

The priority missions do not require a specific number of A.P. It is up to you and your opponent to choose the company value for each battle. (Of course, both players must have access to the same number of A.P.) When the mission requires an attacker and/or a defender, the values of the assault and reinforcement units are different. The “task forces” table gives the number of A.P. of each player’s assault units, the rest of it being the reinforcement units. Players may have to choose a role (attacker or defender) before determining their side of the battlefield.

### TASK FORCES

A.P.	Attacker	Defender
500-750	500	350
751-1000	750	500
1001-1500	1000	750
1501-2000	1500	1000

If you want to immerse yourself further in the universe of AT-43, you can use the Story mode. This mode will stage the battle as if you were there.

It relies on narrative advice and optional rules. Throughout the chapters, you will find inserts providing information to use when playing in Story mode. Of course, both players must have agreed to play in Story mode.

# Ava Daily

THE LATEST NEWS FROM THE MOTHER PLANET AND THE COLONIES

N°4 • SPECIAL EDITION

## OPERATION DAMOCLES: THE WAR GOES ON!



### Operation Damocles: Phase 1 begins!

On the factory world the fighting remains 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 Ava: multilaser, G-puck and laser gun... The wing troopers' mission is to strike behind enemy lines, where they make use of their mind-blowing speed 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-puck, 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 theirs 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 airbats 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 has 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. Boler*





# 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 nuclear rifle shoots a single but more precise nanomunition with greater penetration than the storm golem's nanoblaster salvo. Instead of the sonic gun, **assault golems** use a **nuclear gun**, which does not shoot a salvo but one **huge nanomunition ca-**

**puble** 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. Lillerington 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 Darosches 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 shattered 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. Hot

# MAYHEM ON DAMOCLES!



For several months now, the White Stars have been fighting on the Therian factory world. The Red Blok landed soon after. While limited Karman task forces were recently spotted on several occasions. Over the many battles and recon missions, they have realized what a terrifying machine Damocles truly is. On the other hand, their presence has upset the performance of this factory world, dragging the war into a whirlpool of violence!

## DAMOCLES BEFORE THE ARRIVAL OF MANKIND

Before the White Stars landed on Damocles, the Therians led a peaceful life, although it may seem strange to an Avan. The inhabitants of Damocles, save for the Warriors, do not see their journey as a military maneuver at all, but rather like a rescue mission or even a scientific expedition. From their point of view, the inhabitants of Ava are a lesser life form, barely sapient, and obviously not a threat to them. Of course these primitive beings managed to drive back the first wave forty-three years ago, but the power of a whole factory world couldn't possibly be stopped or slowed down, even by a highly improbable alliance between the U.N.A. and the Red Blok.

Many Therians have given up their military duties to indulge in their favorite pastimes or to carry out various personal experiments. On Damocles, they have abandoned their social conventions as they became less relevant with the growing distance from the rest of their society. The bandwidth allocation was redistributed and some overseers gained extensive access to the EMI grid. The most eccentric have started to experiment with a new form of artificial intelligence and are trying to encourage the birth of a virtual gestalt, a consciousness inside the EMI grid...

## Operation Damocles: phase 0

When the White Stars reached the orbit of Damocles and landed on the surface, the Therian consensus did not stir. What could a few thousand life forms do against a whole factory world powered by a white dwarf? Regrettably, it soon appeared that the bandwidth of the EMI grid dedicated to the defense against these intrusions was not enough to provide the overseers with the means to fight the U.N.A. The latter quickly advanced inside the factory world, revealing its true nature. Surprised and maybe even frightened by the extent of the task lying before him, the Commander of the White Stars, General W. McBright, sent a request for reinforcements to the war staff on Ava.

This human invasion was truly traumatic for the Therians. Their omnipotence was being challenged. But even then, the consensus refused to increase the level of alert on Damocles. A handful of overseers, notably Urash, organized the armed forces of the factory world the best they could and launched a proper counter-attack against the U.N.A. Along the course of various counter offensives, landings and strategic retreats, Operation Damocles turned into ultra-technological guerrilla warfare. The "human menace" is under control from the consensus' point of view, but the overseers on the frontline are infuriated by the irrationality of the situation: Damocles has more than enough power to exterminate all the Avans within a day. Some overseers have been experimenting with the EMI grid in secret. They are seeking to setup priority access for themselves, hoping to get hold of enough power to unleash the wrath of Damocles on the White Stars.

The White Stars have found out about the EMI grid. During the early recon missions, they discovered the circuits, machines and cables that allow the overseers to physically manage the information flowing through the EMI grid. On several occasions, they managed to stop offensives and arrange

ambushes by deactivating relays and connection nodes. The technicians of the M.Ind participating in Operation Damocles have even managed to engineer combat computers and expert systems that can be connected to the EMI grid. Of course, the computer language, interface and Therian protocols used are still beyond the Avans understanding; but with these make-shift devices, the U.N.A. are able to interfere to a certain extent with the nanotechnological operations of the Therians.

### A new life form?

Torn between the Therian experiments and the human intrusions, the protocols of the EMI grid suffered quite a lot of stress. Slowly but steadily, the core processes have been degraded, generating errors throughout the system. The consensus first believed it was the result of further human intrusions and none of the appropriate decisions were taken. Even the Web Striders did not see what was going on, while in the meantime their own experiments were only accelerating the process. Soon an autonomous consciousness was born from the Therian databases and cradled by the EMI grid.

However, this virtual and collective consciousness still lacks maturity. As it was exploring the EMI grid, it triggered the defensive measures of the consensus. Startled by these attacks, it struck back using its phenomenal computing power. The conflict between the two forces generated a global system error. For several minutes the EMI grid was down and Damocles experienced a blackout.

When it rebooted, the consensus had lost control of several regions of Damocles. Many connection nodes and relays are not answering requests and some routines are not working anymore. The virtual consciousness has taken control of these "dead zones". There, in contact with expert systems, it built itself an identity and naturally came to name herself "Babel".

The mistake of the consensus has deeply shaken the scientific certainties of the Therians as well as their social structure. Power struggles have appeared on Damocles. These conflicts have been spotted by the White Stars, who believe the Therians are growing weak. The systems of Damocles are slowly failing, notably the propulsion system. The trajectory of the factory world is changing, and it is not even sure to reach Ava anymore!

### THE PHASES OF OPERATION DAMOCLES

Phase 0 of Operation Damocles corresponds to the landing of the White Stars and to the initial Therian reaction. While the steel troopers have found out how huge Damocles really is, the Therians re-discovered the meaning of war by fighting this primitive life form.

Phases 1, 2 and 3 of Operation Damocles correspond to the White Stars intrusions and to their offensive towards the inner levels of Damocles. General W. McBright must deal with the many political representatives hissing around his staff, while the consensus is confronted with the failures of the EMI grid. The Red Blok needs to get its troops organized to catch up on the White Stars head start. Fortunately, for them, Karman combat groups have been harassing and hindering the other factions.

### The reinforcements have arrived

When the White Stars realized the chaos at the inner levels of Damocles, new battle cruisers from Ava had reached the orbit of the factory world, shipping reinforcements and materiel to support Operation Damocles. Unfortunately for General W. McBright, Commander of Operation Damocles, these cruisers also brought further problems: representatives from the federal government, civilian observers, generals from the other army corps, and so on.

The headquarters of Operation Damocles quickly became a snake pit.

Despite it all, McBright set out to use these new troops to seize the opportunity while it lasted, as reinforcements were finally coming in steadily. Therian defenses started to crumble again and the U.N.A. extended their influence over the factory world. This further defeat gave the Therians a new sense of urgency. Although still divided, they managed to show a common front to the humans just in time, while the Therians' interest in war grew.

Caught between this renewed Therian activity and further political issues, McBright realised that the operation was on the brink of failure unless something was done immediately. He reorganized his troops and commenced phase 1 of Operation Damocles.

### OPERATION DAMOCLES: PHASE I

With the launch of phase 1, the fighting picks up once more on the factory world. In the corridors of Damocles dreadful battles are taking place. Inside their own armies, factions are tearing each other apart. The orders from the various U.N. commands are contradictory and some of the people in charge are carrying out unofficial missions in order to serve their personal political ambitions. The Therians are on the verge of civil war and have themselves almost become strangers on Damocles, following the failures of the EMI grid. The faction, human or Therian, that will gain control of the planet will have the future of Damocles in its hands!

As both armies take a worried look towards the future, further problems have appeared on the horizon: Red Blok ships are heading for Damocles! Much to McBright's horror, they will be landing just before the operation really begins.

The political tension between the U.N.A. and the Red Blok makes it difficult to believe in a similar alliance as existed forty-three years ago. However, the Therians cannot rule out such a possibility. For both sides, the best way to avoid disaster would be to have Damocles under control before the collectivist troops have outnumbered them.

And in war, when both sides believe they are losing, both are correct... Not only is the Red Blok landing thousands of platoons; but Karman warriors have also appeared out of the blue. Another nasty surprise for White stars strategist. Even the Therians don't know what to think. They certainly didn't invite the apes to the dance.



# THE CLASH OF ARMS

War is a pretty complex and unpredictable enterprise. Each side only has a limited and often flawed interpretation of its opponent's situation. Theories are made, information is sought but the fog of war is never completely lifted. Thus the U.N.A. are far from realizing what is happening with the EMI grid, the Therians do not know that General W. McBright's staff is divided and the Red Blok is hiding its plans and the extent of its knowledge concerning Damocles from everyone. As for the Karmans, no one knows how many of them are on Damocles and what they intend to do.

## THE U.N.A. ARE GETTING READY

When the first steel troopers set foot on the factory world, they were convinced that it was nothing but a recon mission, that Damocles was only an empty shell. Events showed them how dangerous Damocles was for Ava and the U.N.A. To this immediate threat, they now have to add the Red Blok. Considering President Archer's policy, McBright cannot count on an alliance. He must triumph now or find himself caught between the hammer and the anvil!

### The U.N.A. and the EMI grid

When the Damocles report was handed in on Ava it described the factory world as a gigantic spaceship, most probably automated. The report came to the conclusion that the generators required to power such an object would leave no room for any passengers. This reassuring theory was adopted

by the U.N. government. But, right from the first missions of Operation Damocles, the White Stars found out how bitterly wrong this hypothesis was.

In order to collect more information concerning the threat he is confronted with, McBright ordered two kinds of missions: reconnaissance of the inner levels and technological warfare operations. Soon enough, EMI grid protocols gained the same major strategic importance as the hangars and factories of Damocles.

As a result of these missions, the White Stars figured out the following points:

- Damocles is occupied by automatic combat systems. They are not real Therians. If there really are any Therians living on Damocles, there has to be very few of them.
- Damocles is powered by a star locked in its core. It is the only possible theory to explain such energy.
- Damocles is organised into layered levels, with the most sensitive installations lying deepest under the surface.
- Damocles is managed by a network of computers called the EMI grid. This network uses concepts and material beyond the understanding of U.N. engineers for the time being...

Using these discoveries and the ingenuity of the steel trooper mechanics, the White Stars are now able to hack into the EMI grid to leech its functions and extract some information from it.

However, the White Stars have grasped neither the role the EMI grid plays in the social and political life of the Therians, nor the full extent of the forces at the consensus' disposal. General Mc Bright is still convinced that the low level of resistance of the morphos is due to a low number of fighters on Damocles.



## Mission orders

To McBright, it is now obvious that the Damocles threat will not be neutralized within the few weeks of fighting initially planned. When he requested reinforcement, he also asked for Damocles to be declared a military region and to be designated Commander in chief. All his requests were accepted. Despite the presence of political representatives and high ranking officers from other army corps, General W. McBright is the supreme U.N. authority on Damocles and within its orbit. The old general has a lot on his hands, with experts from the M.Ind, CentCom officers and representatives from Union who are all seeking to cash in on the benefits of a victory on Damocles. Each faction uses its influence to organize missions that serve their political ambitions. Fortunately, McBright can rely on some competent officers such as Colonel Stark, Captain Newton and Sergeant Borz.

Besides, he is the one deciding the objectives of each mission, with regard to the operation's priorities: they must stop Damocles and if possible cannibalize its technology. Thus, the next phases must:

- Allow the U.N.A. to reach the heart of Damocles.
- Allow the U.N.A. to gain control of the EMI grid or else destroy it, thus neutralizing Damocles.

These objectives have to be carried out as soon as possible; McBright does not want to get caught between the Red Blok, the Therians and the Karmans!

## THE WAKE OF THE THERIANS

The continued presence of the White Stars on Damocles constitutes a deeply upsetting event for Therian civilization: it simply should not be possible! The beginning of phase 1 is forcing quite a few Therians to show some interest in war. If the news of the U.N.A.'s victory was to spread across the galaxy, it would change the balance of power in the universe. AT-43 is a fateful date for the Therians... and the entire galaxy.

This is why the consensus of Damocles is particularly watchful of any incoming ship. Its first observations indicate that the fleet they spotted comes from Ava, but the Therians have decided to watch them with almost paranoid fervor: if these ships were to be those of another civilization, there would be a risk

that they would tell the galaxy about what the overseers of Damocles consider a shameful defeat.

Unfortunately, they still cannot explain the regular spotting of Karmans. According to the EMI grid no Karman spaceship has approached Damocles. Their presence is absurd and therefore ignored...

## Of Therians and men

The EMI grid databases contain huge quantities of information concerning humans. Even before the Antarctica campaign, the Therians were already extremely well informed. Great amounts of biological, technological and cultural data are stored in the archives of Damocles. Despite all this knowledge, the White Stars keep surprising the consensus, just like forty-three years ago. Some eccentric overseers like Urash have come to the conclusion that the human species, in order to compensate for its low intellect, has developed an instinct and a talent for adaptation, making it highly unpredictable.

The Therians have problems understanding how much the U.N.A. and the Red Blok have evolved since AT-0. They are surprised to see how easily the Avans have recycled Therian technology. However, the Therians, who are used to communicating at the speed of thought, are unable to assess the political problems General W. McBright is confronted with and the dissension on Ava.

No matter what, the Therians now consider mankind – both the U.N.A. and the Red Blok – as an opponent worthy of them. The various Therian factions are finally joining forces. But the aftermath of Babel is a major drawback.





### System error

On Damocles, the Therians are confronted with two problems: the rise of Babel and the presence of the White Stars. From the point of view of the consensus, it is Babel who represents the greatest danger, not only because she is endangering the foundation of Therian society, the EMI grid, but also because this “bug” is generating other problems: the different factions of the consensus are divided on the question and their verbal jousting sometimes results in real battles. Because of the presence of the U.N.A. the prospect of mass battle seems completely irrational and extremely dangerous. Unfortunately, the consensus doesn’t have enough control over the EMI grid to stop such madness. The Web Striders have revealed their existence and are attempting to overthrow the consensus. The Cyphers are opposed to this and the Warriors will side with the faction most in favor of general mobilization.

The second anomaly, the human presence, is making the first worse: in their race to reach the inner levels, the U.N. forces are deactivating ever more connection nodes, adding to the erratic performance of the EMI grid. No one can predict the damage that will be generated by the Red Blok’s arrival.

In order to deal with it the consensus has turned to the overseers who are most familiar with the human threat: Urash, Atis-Astarte and the omega Tiamat, giving them the two following missions:

- To prevent the White Stars from getting any deeper into the inner levels.
- To reach the failing connection nodes and to regain control of the EMI grid.

Once this is done, the consensus will be able to silence dissensions, fight Babel, deal with the humans, finally put Damocles back on-track.

### THE RED BLOK IS COMING!

The Red Blok task force, CERB 4, has finally reached its destination and now orbits around Damocles!

CERB 4... This bland administrative code name is really the gigantic force sent by the Red Blok to Damocles. Receiving orders directly from Supra, Marshal Georgy Zhukov leads his troops into the greatest battle the Red Blok has ever fought

since the Antarctica campaign. The CERB 4 fleet numbers dozens of ships, including the KKRF 78 Sierp I Molot, the fleet's flagship and finest battlecruiser. Aboard these ships tens of thousands of Red Blok soldiers are waiting: krasny soldati and kommandos, but also powerful Kossak combat striders and many kolossus, the dreaded battlesuits of the Revolutionary forces.

Marshal Georgy Zhukov has been given only one order: destroy Damocles! The Therians must be stopped at all costs and the U.N.A. must not get hold of the technology of the factory world. To accomplish this mission, considered impossible by most military experts, Marshal Zhukov can rely on the greatest heroes of the Red Blok: Captain Pavel Vrachov and Sergeant Anastasiya Tymofiyeva. Supra has even entrusted him with the greatest achievements of the motherland's genetic research programs, Colonel Odin O-1 and Colonel Manon O-2

### Confidential report from RedInt/ Damocles

The presence of RedInt (see *Army Book: Red Blok*) inside the U.N.A. gives the Red Blok a relatively good overall view of White Stars activity. The collectivist machine has deployed immeasurable resources, sending spies in great numbers, not hesitating to sacrifice many of them to let the enemy believe the Red Blok's plans had been thwarted.

The Red Blok has no equivalent to the Sentinel network and therefore was unable to spot the Therian factory world's arrival. However, through its network of spies, it found out about the factory world's existence around the same time as the U.N. General Staff. Apart from the most technical details, RedInt believes it knows everything the U.N.A. know about Damocles.



RedInt has also found out about the secrets behind Operation Damocles. The fact that this operation was organized in utmost secrecy is not comforting at all. The U.N.A. objectives are now well known: the capitalist forces were issued orders to invade Damocles, study it, collect as many scientific secrets as possible and, if it could be done, gain control of Damocles in order to use it.

The Red Blok believes these objectives simply cannot be achieved. The reckless blindness of the U.N.A. is endangering Ava and risks bringing about the fall of all human civilizations. The confidence of the White Stars is another subject to worry about. The reason they are so positive they will pull it off is probably because they have something up their sleeve. And if they do, what are the U.N.A. planning to do with Damocles once in control of it? Probably nothing good from a Red Blok point of view. The White Stars must not be given the slightest chance to fulfill their dreams of conquest. Something must be done!

## OBJECTIVES OF CERB 4

The Red Blok has not forgotten the lessons learned from the Antarctica campaign, in BT-0: the U.N.A. taught them a brutal lesson in how to reap the spoils of victory by spilling the blood of its allies. This time the situation is reversed. The Revolutionary Forces have let the White Stars deal with the shock of the landing and let them take the losses as they try to secure solid bridgeheads, attracting all Therian attention. All there is left for the Red Blok to do is land with fresh troops and heavy materiel. The better prepared Revolutionary Forces are supported by their greatest war heroes. Captain Vrachov and sergeant Tymofiyeva are leading their respective companies, while the terrifying pair of colonels Odin O-1 and Manon O-2 has even been mobilized to ensure the success of the operation. The Red Blok has foreseen any eventuality. Even if they have planned a lightning war, they have deployed enough troops for an extended campaign. They have assembled a powerful space fleet to escort them, just in case the Therians were to decide to take the fighting into space.

The objective of CERB 4 is to reach the core of the factory world in order to blow it up or at least damage it enough to render the planetoid inoperative. To achieve this goal several plans have been devised. First, the infantry troops will try to infiltrate deep inside and find a way to force the collapse of the shell enclosing the star. Should this strategy fail, every company has demolition teams whose job will then be to do as much damage as possible. Finally, as a last resort, the foremost units will be issued orders to guide the battlecruisers' fire, in order to pierce the factory world's shell to strike at its heart and blow it up. CERB 4 would then probably be destroyed in the explosion; the Red Blok sees this as its ultimate solution.



## THE KARMAN OBSERVATION

It didn't take long before the Karmans discovered the conflict brewing on Damocles. The situation was unseen before and attracted the interest of all the Karman factions. Never had such a technologically underdeveloped people dared attack the all mighty Therians. The success of the attack was even more surprising. The Karmans had to study this phenomenon and many stealthy observers were sent towards the factory world.

### Training ground

At first the Karmans made sure they kept their distances. They did not want to get involved in the conflict. In fact, it seemed like the Therians weren't willing to summon them anyway. The first scouting companies sent to Damocles tried as much as possible to avoid the battlezones.

Unfortunately, all their precautions weren't enough. Some scouts got unwillingly caught in the first White Stars wave of attacks. Unprepared for battle, these encounters didn't turn to the Karmans' advantage: caught in the zone of fire, they were often outpowered and outnumbered. Some scouts were even captured by officers seeking to find out where the Karmans stood in the war ahead. Rescue missions had to be organized to save the prisoners.

The Karman expert raiders launched lightning attacks saving several Karman observers from the U.N.A. and the Red Blok. Unfortunately, none of the Karmans captured by the Therians could be recovered.

They had been dragged to the deepest layers of Damocles. The rest had been executed, purely and simply. It soon became obvious that the Therians had decided that there weren't going to be any Karmans on Damocles. They were "correcting" reality to suit what they believed...They moved to "delete" all the Karmans they could lay their hand on.

One thing leading to another, part of the observers got more involved than they should have. Eventually, they found themselves taking an active part in the fighting. Some were just unlucky scouts. However, others had in fact come to settle a grudge.

The sages of Karma tried to end these expeditions, but their voices were ignored by the hotheads who had organized themselves in "scouting" companies. Meanwhile the Therian overseers feigned to ignore the Karman implication. The White Stars and

the revolutionary forces concentrated their efforts on the Therians. This only made the Karmans bolder.

Drunk on rage, the scouts of Libra and Nova, who had been the first to land on Damocles, set out to reach the entrails of Damocles to avenge their fallen comrades.

Flux provided many new "observers" who perceived Damocles a massive training ground. The reckless younger Karmans even saw these expeditions as a game. On the factory world, a warrior could find trials worthy of the most demanding Karma.



# CAMPAIGN RULES



The Operation Damocles campaign uses special rules to reproduce the special nature of these battles. The rules presented here apply to all the missions of phases 1, 2 and 3 of Operation Damocles. They will be complemented by rules dedicated to each phase.

## Equipment

On Damocles technology is the most powerful weapon available. In preparation for the terrible fighting awaiting them on Damocles, each army has brought out of its arsenal new inventions to cause ever more losses to the opposing side.

These equipment options can be given to the relevant units. They are bought for each member concerned and their cost, in brackets, must be paid as many times as there are fighters concerned in the unit.

## U.N.A.

**VHF Commo (5 A.P.):** This high-tech radio allows the White Stars units to communicate easily with less interference. This way the officers are made even more efficient. A unit whose members are all equipped with a VHF commo generates one extra LP during the activation phase.

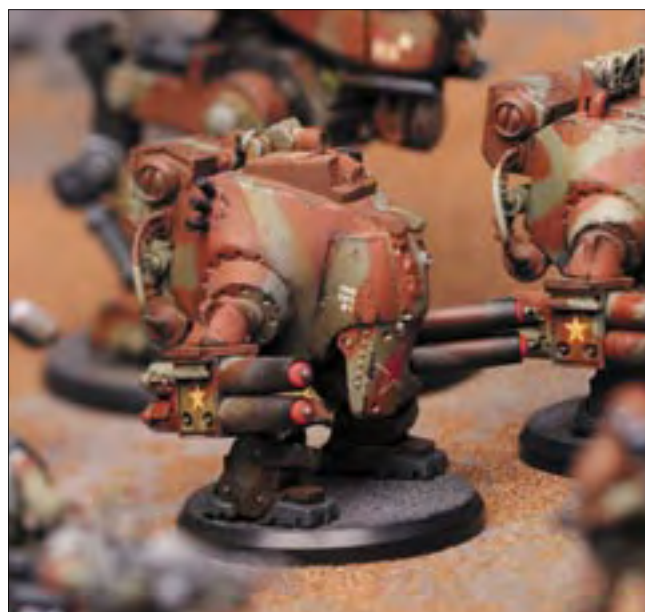
## Therians

**Improved articulations (5 A.P.):** The corridors of Damocles are particularly narrow and with the failures of Damocles, they can no longer be widened. To avoid this problem, a golgoth's articulations can be modified.

With this equipment, once per round a golgoth may pass through any door or opening on the AT-43 poster. However, it does not allow it to stand in a corridor too narrow for its base.

## Red Blok

The ARC has requested special equipment from Supra. Supra has ordered Frontline to provide blueprints and a production plan. Frontline has made an official statement that it could not start designing a production plan before Supra told them which local collectives would be in charge of production. To which Supra has answered just as officially that it could not launch the administrative process of detaching a collective until Frontline handed in the previously resquested production plan. The ARC finally decided it would do without special equipment.





### Karmen

**Flux combat pills (5 P.A.):** The Karmans training on Damocles are handed combat pills by Flux. These pills give the Karmans who eat them an extra energy boost. Infantry fighters equipped with Flux combat pills gain the “Blitz” ability. Units with this ability have the following advantages:

- Their Movement is increased by 10 for their first round on the battlefield;
- They may act normally when they arrive in reinforcement via a drop point.

### Morale

The factory world is a purely artificial construction, designed to satisfy any of the Therians’ caprices. This is why they feel so comfortable there. On the other hand, things are completely different for other armies. The uncanny factories and the weird Therian habitats are so disturbing that they are almost terrifying.

During phases 2 and 3 of Operation Damocles, the levels where the battles are fought alter the troops’ Morale . At level -1, their Morale goes down one point and at level -2 it goes down two points. Fighters that do not have Morale values are not affected by this rule.

### Terrain

On Damocles, all the machinery is linked to the EMI grid, and most of the constructions are built from smart materials and nanomachines. A single computer instruction can open a door in a wall, erase a construction or transform an armament factory into an amusement park. Unfortunately, with the failing EMI grid and the rise of Babel, the nanomachines behavior has grown erratic.

Before the players choose their side of the table, each one of them, beginning with the youngest, can pick a terrain element on the battlefield. It is possible to pick two low walls as long as they are adjacent. The template is centered on this terrain element. The player first rolls one die to determine the direction of the dispersion, then two dice to determine the distance in cm (up to a maximum of 10 cm). The terrain element is then moved to the corresponding location. If it is not possible, the element stays where it is.

This rule does not affect terrain elements showing the emblem of an army or a faction other than Therian.

### The routines

Despite the problems they have been encountering, the Therians are still partially in control of Damocles. When they are close enough, they can still control the nanomachines that make up most structures of the factory world. This gives them access to two new infantry routines. (See AT-43: The Rulebook).

**Reconfiguration (2 LP):** The Therian player can destroy a low wall on which one of the fighters of the unit has a line of sight. The low walls destroyed this way are removed from the battlefield but kept at hand. During a later activation of a unit led by an overseer, the Therian player can place one of these low walls on the battlefield for 2 LP. The low wall can be placed anywhere as long as at least one of the unit’s members can see it.

**Activation (2 LP):** When he activates a unit led by an overseer, the Therian player can transform any nanogenerator controlled by a unit into a drop point. This routine remains active till the time out phase.



# STORY MODE



## EXPERIENCE

During Operation Damocles, the best soldiers are sent to join new fighting units in order for the young guns to benefit from their elders' experience. Over the course of many battles, each side learns more about their opponents and the terrain they are fighting on. These developments are simulated by experience rules.

At the end of each game each player gets an experience bonus for every 10 VP earned. Each bonus can be given to a unit still on the battlefield at the time of the cease fire. If the players can remember a feat performed by the unit then the bonus it gains corresponds to this feat (see below). Otherwise, the experience bonuses for each army are numbered from 1 to 6: the player then rolls a die and the unit gains the corresponding bonus. A unit cannot be given the same bonus twice. The die should be rolled again until it indicates a bonus the unit doesn't already have. The same unit can be given several experience bonuses after a game.

During a mission involving experienced units each player must point them out and explain the bonuses they have. As long as at least one of the unit's fighters is still in the game at the end of the mission, the unit is considered as having survived and keeps its bonuses for the next game. Of course, this unit can be given new bonuses if it's still on the battlefield. The unit's new recruits benefit from the advice of the more experienced fighters.

The Thorian bonuses are optimizations and the other armies receive military decorations. They are both described in the same way:

- The first paragraph describes the meaning of this bonus in the universe of AT-43.
- The "Feat" paragraph explains the feat of arms corresponding to this bonus. It can be accomplished during any game round.
- The "Effect" paragraph describes the game effects of this bonus.



## WHITE STARS DECORATIONS

Military decorations are often more than simple rewards. In the eyes of the soldiers they represent an ideal of valor that all the White Stars must try to achieve. Decorations comfort those soldiers shaken by the war and give the others the strength to surpass themselves in combat. Decorations have such an important place in building the White Stars spirit that soldiers invent all sorts of unofficial decorations to congratulate those who have survived the hell of war.

### White Stars Medal of Honor



The White Stars Medal of Honor is one of the most prestigious U.N. decorations. The units that receive it have shown particularly meritorious conduct in combat and have demonstrated the extent of their attachment to U.N. values.

**Feat:** The unit rolled a successful Morale test.

**Effect:** The unit can re-roll each of its Morale tests.

### White Stars Distinguished Service Medal



The White Stars Distinguished Service Medal rewards disciplined units and born leaders. The units who receive it are capable of carrying out orders even in the worst possible conditions. Officers are extremely proud to command such soldiers.

**Feat:** The unit has been given multiple combat drills in the same round.

**Effect:** The unit generates 1 extra LP during the tactical phase.

### REINFORCEMENT!

The U.N. task force sent to Damocles is not inexhaustible. The Therians cannot waste their troops either, since it takes time and EMI grid bandwidth to build new combat systems. Faced with these issues, commanding officers and overseers would rather preserve their forces to commit them to a more decisive battle. This strategy might seem quite hazardous, but sometimes victory comes at this price.


At the end of the game, any remaining RP are saved. For the following mission they may be used once the company has earned at least 50 RP

### White Stars Marksmanship Medal



White Stars decorations are there not only to reward bravery but also martial achievements. The White Stars Marksmanship Medal is one of the most gratifying decorations for U.N. soldiers, since ranged weapons are the spearhead of modern warfare.

The units that receive this medal are particularly deadly on the battlefield.

**Feat:** The unit rolled at least one  on a shooting test.


**Effect:** The Re-roll value of the unit's range weapons is increased by 1 point. This effect can only be used once per round and per weapon.



### Big Gun Medal

The ability to inflict heavy damage on the enemy is a quality sought by soldiers, even if it sometimes generates some regrettable collateral damage.

The explosions caused by soldiers are often the subject of jokes once back at base. The Big Gun Medal is an unofficial decoration for the most destructive... or dangerous soldiers!


**Feat:** The unit rolled at least one  on a damage test.

**Effect:** The unit can re-roll all the misses of a damage test caused by one salvo, once per round.

### Blood Star Medal



Close-quarter combat is one of the most dangerous forms of engagement in modern warfare. At this distance, every weapon becomes lethal and close combat requires a lot of nerve. Created during Operation Sycamore, the Blood Star Medal is awarded to units that do not step down in the face of the enemy.

**Feat:** The unit rolled at least one  on a combat test.

**Effect:** The Re-roll value of the unit's mêlée weapons is increased by 1 point. This effect can only be used once per round and per weapon.

## Daredevil special



War sometimes requires soldiers to take some completely unconsidered risks. Rather than play the action hero, these bold soldiers choose to laugh about it instead once the battle is over. These anecdotes, moving or amusing, were the reason behind the creation of this unofficial decoration. The “Daredevil Special” rewards

soldiers who are not afraid to run through the battlefield while the world around them is being blasted to pieces.

**Feat:** The unit is within 10 cm of an opponent access or deployment zone at the end of the game.

**Effect:** The unit can shoot with its weapons even when it performs a rush movement.

## THERIAN OPTIMIZATION

The building patterns of the various Therian combat systems have been tested and improved by centuries of war and simulations. However, each overseer enjoys tuning his fighters. Each Therian battle is subject to various constraints; a mechanism perfectly adapted to a specific conflict will be completely inefficient on another battlefield. Overseers fine-tune their optimizations according to the performances recorded by their combat systems.

### Death mask

The members of this unit receive a different appearance from the standard model. Some golgoths are painted red and the golems' faces display eerie or frightening attitudes. In combat, these alterations can be devastating for the enemy's morale.

**Feat:** During a game, the unit has caused the opponent to roll a Morale test.

**Effect:** When the unit engages an opponent unit, the latter must roll a Morale test.

### Instruction editor

New software is loaded into the unit's nanotransmitters. This optimization allows combat systems to manage more instructions and to sort them according to priority.

**Feat:** The unit has been given multiple combat drills during the same round.

**Effect:** The unit generates 1 extra LP during the tactical phase.

### Aimbot 2.0

The circuits of the computers in charge of ballistic calculation are replaced by more efficient versions. The response time is improved as well as the accuracy of the movements executed by the combat system.

**Feat:** The unit rolled at least one  on a shooting test.

**Effect:** The Re-roll value of the unit's range weapons is increased by 1 point. This effect can only be used once per round and per weapon.

### Penetration bot 2.0

The unit's weapons are equipped with armor-piercing nano-munition projectors. However, these are not weapons themselves but they are used in combination with them to weaken the opponent's armor, to increase the probability of inflicting damage.

**Feat:** The unit rolled at least one  on a damage test.

**Effect:** The unit can re-roll all the misses of a damage test caused by one salvo, once per round.

### Improved combat mod

New patterns of combat moves have been programmed and added to the unit's close combat systems. Thanks to these exclusive hand-to-hand combat tactics the unit can perform more destructive attacks.

**Feat:** The unit rolled at least one  on a combat test.

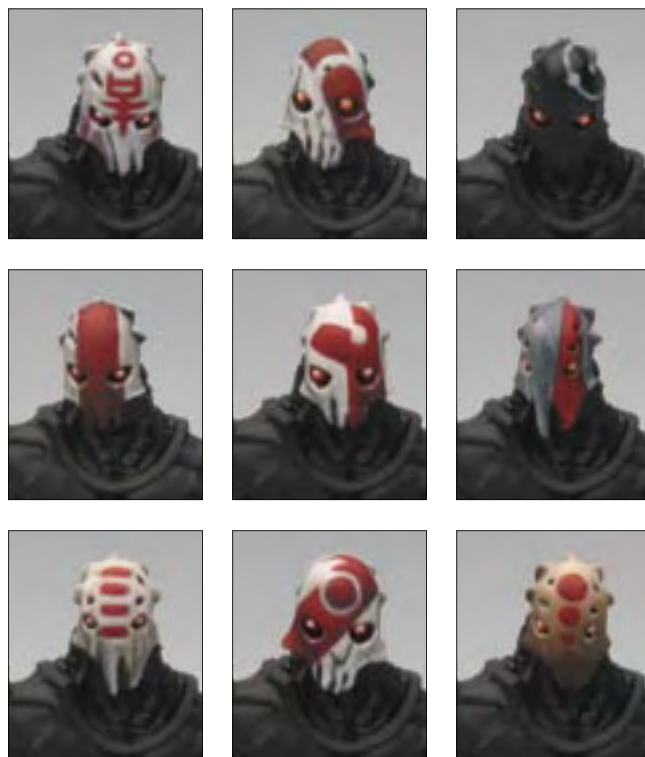
**Effect:** The Re-roll value of the unit's melee weapons is increased by 1 point. This effect can only be used once per round and per weapon.

### Weapon stabilizer

The unit's shooting protocols have been modified and their armament has been equipped with gyrostabilizers. These modifications allow the combat systems to fire even when moving at high speed.

**Feat:** The unit is within 10 cm of an opponents access or deployment zone at the end of the game.

**Effect:** The unit can shoot with its weapons even when it performs a rush movement.



## RED BLOK DECORATIONS

Red Blok military decorations are objects of pride both for those who wear them and for their families. They are symbols of the collectivist soldiers' self-sacrifice, courage and spirit on the field of honor.

### ■ The Heart of the Patriots



Red Blok soldiers defy death in the name of collectivist ideals. Those who overcome the horror and fear of battle receive the Heart of the Patriots as a token of their courage. The people of the Red Blok take particular care of the heroes who have earned the right to wear it.

**Feat:** The unit rolled a successful Morale test.

**Effect:** The unit can re-roll each of its Morale tests.

### ■ The Hammer of the Revolution



Red Blok officers are always glad to see soldiers wearing the Hammer of the Revolution. They know they will be able to rely on them to obey orders and show some initiative when necessary. Wearing this medal is a good omen for those who wish to have a career in the army.


**Feat:** The unit has been given multiple combat drills in the same round.

**Effect:** The unit generates 1 extra LP during the tactical phase.

### ■ The Eagle Eye



Red Blok weapons are known for their durability rather than their accuracy. So when a soldier shows some real shooting skills he is often admired by his comrades and his superiors. He is then nicknamed Eagle Eye and receives a medal that secures him a good seat around the dinner table.

**Feat:** The unit rolled at least one  on a shooting test.

**Effect:** The Re-roll value of the unit's range weapons is increased by 1 point. This effect can only be used once per round and per weapon.

### ■ The Scythe of Hades



The Scythe of Hades rewards those who inflict the most losses to the enemy. These soldiers whose burning determination is fuelled by revenge are notorious for never showing any mercy. The soldiers of Hades are known for passing down this medal from father to son, or from instructor to trainee.


**Feat:** The unit rolled at least one  on a damage test.

**Effect:** The unit can re-roll all the failures of a damage test caused by one salvo, once per round.

### ■ The Red Wolf



The red wolf living in the forests of Frontline is a majestic predator. Receiving a medal representing it means entering a prestigious brotherhood. Its members will salute each other on the battlefield, showing sincere respect no matter their rank. They even sometimes organize close combat duels. The spets-natz often take great risks to obtain this decoration.

**Feat:** The unit rolled at least one  on a combat test.

**Effect:** The Re-roll value of the unit's mêlée weapons is increased by 1 point. This effect can only be used once per round and per weapon.

### ■ The Wings of Steel



The Red Blok would not exist without the brave and bold individuals who sacrificed their lives to repel the U.N.A. The Wings of Steel is a medal that rewards soldiers who stop

at nothing to drag the enemy out of its lair.

**Feat:** The unit is within 10 cm of an opponent's access or deployment zone at the end of the game.

**Effect:** The unit can shoot even when it performs a rush movement.

## KARMAN DECORATIONS

Karman decorations are not really military rewards. They are tokens of respect owed to the wisdom and perspicacity a Karman has shown in combat. Rather milestones of a military career, they measure an initiatic journey, each decorations being a step closer to the gates of the awakening.

### Invulnerable courage



As in war, the quest for karma requests of those who engage in it to show unwavering morale. The Karmans who show particular valiance receive Invulnerable courage, the symbol of those who stand up to any challenge!

**Feat:** The unit suffered losses but survived the mission.

**Effect:** The unit can re-roll each of its Morale tests.

### Shining discipline



Rigor is an essential quality for a sage and a warrior. To Karmans, orders issued by superiors are just as important as the lessons of their philosophy. Those among them capable of keeping their nerve when others would have snapped receive Shining discipline.


**Feat:** The unit has been given multiple combat drills in the same round.

**Effect:** The unit generates 1 extra LP during the tactical phase.

### Unfailing vigilance



In a Karman's mind, it is impossible to reach the awakening without listening to one's environment and to those who live in it. Out on a mission, it means you need to be constantly prepared for combat so you never miss your target. Those capable of such exactitude receive Unfailing vigilance.

**Feat:** The unit rolled at least one  on a shooting test.

**Effect:** The Re-roll value of the unit's range weapons is increased by 1 point. This effect can only be used once per round and per weapon.

### Righteous anger



Those who have met the Karmans hardly understand how they combine martial engagement and philosophical awakening. However to the Karmans, both are closely connected. The anger and fury demonstrated by warriors are sane moral values when they serve a reasonable cause. When a warrior

shows such anger, he receives Righteous anger.


**Feat:** The unit rolled at least one  on a damage test.

**Effect:** The unit can re-roll all the failures of a damage test caused by one salvo, once per round.

### Staunch resolution



The last steps on the karmic path is like the last moments of an assault: testing. Hand to hand combat and the last days in a sage's life are nerve racking and exhausting. To overcome this challenge, staunch resolution is required.

**Feat:** The unit rolled at least one  on a combat test.

**Effect:** The Re-roll value of the unit's mêlée weapons is increased by 1 point. This effect can only be used once per round and per weapon.

### Salutary fearlessness



Reaching the awakening is an act of faith. To make the quantum leap, one needs to lose his fear the way he does when assailing enemy positions. Karmans who are ready to lose it all, forget it all, abandon it all to reach their goal receive Salutary fearlessness, symbol of their

courage and detachment.

**Feat:** The unit is within 10 cm of an opponent's access or deployment zone at the end of the game.

**Effect:** The unit can shoot even when it performs a rush movement.



A detailed illustration from the Warhammer 40,000 universe. A massive, dark, heavily armored Titan dominates the left side of the frame, its mechanical body and glowing orange lights suggesting immense power. In the foreground, several Orks, small insect-like creatures with yellow eyes and dark armor, are engaged in combat. One Ork is lying on the ground, while others are standing, some holding weapons. The background is a hazy, industrial or battlefield setting with smoke and debris. The overall tone is dark and gritty, typical of the Warhammer 40,000 aesthetic.

OPERATION DAMOCLES :  
Phase I

# WAR UNDER THE HEAVENS

Phase 1 is played out in the open. Level 0 of the factory world features many access points to the lower levels. Capturing and holding an access point is certainly not easy, but it is crucial to take the conflict to the heart of Damocles!

The following rules only apply to Phase 1 of Operation Damocles.

## NEW RULES

Rules specific to an army also apply to this army's factions.

### General rule

#### Cosmic hazards

The surface of Damocles is exposed to the hazards of space. The youngest player rolls a die at the beginning of each round, before calculating LP:

- to : Nothing happens;
- : Magnetic disturbances;
- : Meteor shower.

#### Magnetic disturbances

During this round, LP can only be used to activate units.

#### Meteor shower

A meteor shower immediately rains upon the unit with the fighter closest to the center of the battlefield. The meteor shower is resolved like an artillery strike. Its characteristics are the same as a Red Blok artillery strike. The template is initially placed on the fighter closest to the center of the battlefield. If several units have a fighter closest to the center of the battlefield the players should randomly determine which of these units is hit by the shower.

#### Artillery strike

U.N., Karman and Red Blok companies whose strategic value is equal to or higher than 1000 A.P. can use artillery strikes (see AT-43: *The Rulebook*, p.61).

### ARTILLERY STRIKE

Army				
U.N.A.	3+	5/0	2	9/1
Red Blok	5 +	8/0	3	8/1
Karman	4+	6/0	2	9/1

### U.N.A.

#### Reinforcement!

At level 0, U.N. companies are close to their rear supply base. Each U.N. player gets an extra 100 RP during each control phase.

#### UNSS Battleaxe



During army building, any U.N. player can request the orbital support of the UNSS Battleaxe for 350 A.P. The player adds the cruiser's card to his activation sequence (or with the reinforcement unit cards), just as if the UNSS Battleaxe was a unit. The activation of this card costs 1 LP and triggers an orbital gun blast. This is a locked shot.

It is not possible to use an artillery strike in the same round.

The UNSS Battleaxe is not a unit.

### ORBITAL STRIKE

UNSS Battleaxe	3+	3/0	-	17/1

### Therians

#### Hyperlink antenna

The hyperlink antennas scattered all over the surface of the factory world connect the Therians to Thera, their world of origin. During company building, any Therian player can take a hyperlink antenna for 50 A.P. The card for this device, is placed on the battlefield at the same time as the Therian Commander and within 15 cm of him. It is a tactical position any player can control. The player who controls the hyperlink antenna can switch it on (front) or off (back) at will.

During the tactical phase, the player who paid for the hyperlink antenna gets an extra 3 LP when the antenna is switched on.



## Red Blok

### Propaganda



Many political commissars of Propaganda, the agency in charge of ensuring the collectivists' loyalty, can be found aboard CERB 4.

They keep an eye on the troops' actions and are there to suppress any antipatriotic behavior. If their roving eye has little impact on strider pilots, hidden inside their cockpits, it is quite effective on the infantry units!

During company building, any Red Blok player can call upon Propaganda for 150 A.P. The player then adds the agency's card to his activation sequence each round. Activating this card costs 1 LP.

When this card is activated, the player points out one of his infantry units on the battlefield. He activates it immediately, as if he had revealed the card corresponding to a unit (and spends 1 LP if required). The unit affected will have been in fact activated twice.

### Reinforcement!

At level 0, Red Blok companies are close to their rear supply base. Each Red Blok player gets an extra 100 RP during each control phase.

### Space supremacy

The CERB 4 fleet is heavily armed for space combat, in contrast to the U.N. fleet. The revolutionary fleet was issued orders to engage in combat as often as possible.

The U.N. fleet is therefore forced to retreat to avoid jeopardizing Operation Damocles.

When a Red Blok company battles against a U.N. company, the latter cannot use the UNSS Battleaxe.

### STORY MODE: SECONDARY MISSIONS

**Mission: Hold the position** (AT-43: *The Rulebook*, p. 90): The different spaceports on Damocles are not left defenseless. They are surrounded by fortifications intended to slow down and block enemy attacks. This mission stages the battles taking place around these spaceports. The defending player during this mission will also be in defense during mission 1: Trouble on the tarmac.

**Mission: Landing** (AT-43: *The Rulebook*, p. 92): The Red Blok and the Karmans are landing! This mission is ideal if one of the two players is leading a Red Blok or a Karman company. He will then be the attacker for this scenario.

## Karman



### Karmic bullet time:

Time is an illusion. A trick of the mind. The Karmans know it. The great sages on Karma keep a karmic eye on the young. When they focus they are able to warp the wheel of time. The enemy

barely feels a tickle, but the Karmans gain several precious seconds. Enough to take the edge. The difference between life and death. During company building, any Karman player can call Karmic bullet time for 100 A.P. The player then adds the card to his activation sequence each round. Activating this card costs 1 LP.

When this card is revealed, The player can move all his units 5 cm.

### Reinforcement!

At level 0, Karman companies are close to their rear supply base. Each Karman player gets an extra 100 RP during each control phase.



## NEW EQUIPMENT

### Smoke grenades (U.N.A., Karmans, and Red Blok only)

The U.N.A., the Karmans and the Red Blok sometimes give smoke grenades to their vanguard to mark out drop-zones.

The grenades of any U.N., Karman or Red Blok infantry unit can be replaced with smoke grenades, for the same strategic value.

The player's reserve units can enter the battlefield within 10 cm of any miniature of a unit equipped with smoke grenades.

The unit obeys the same rules as if they entered through a drop point.

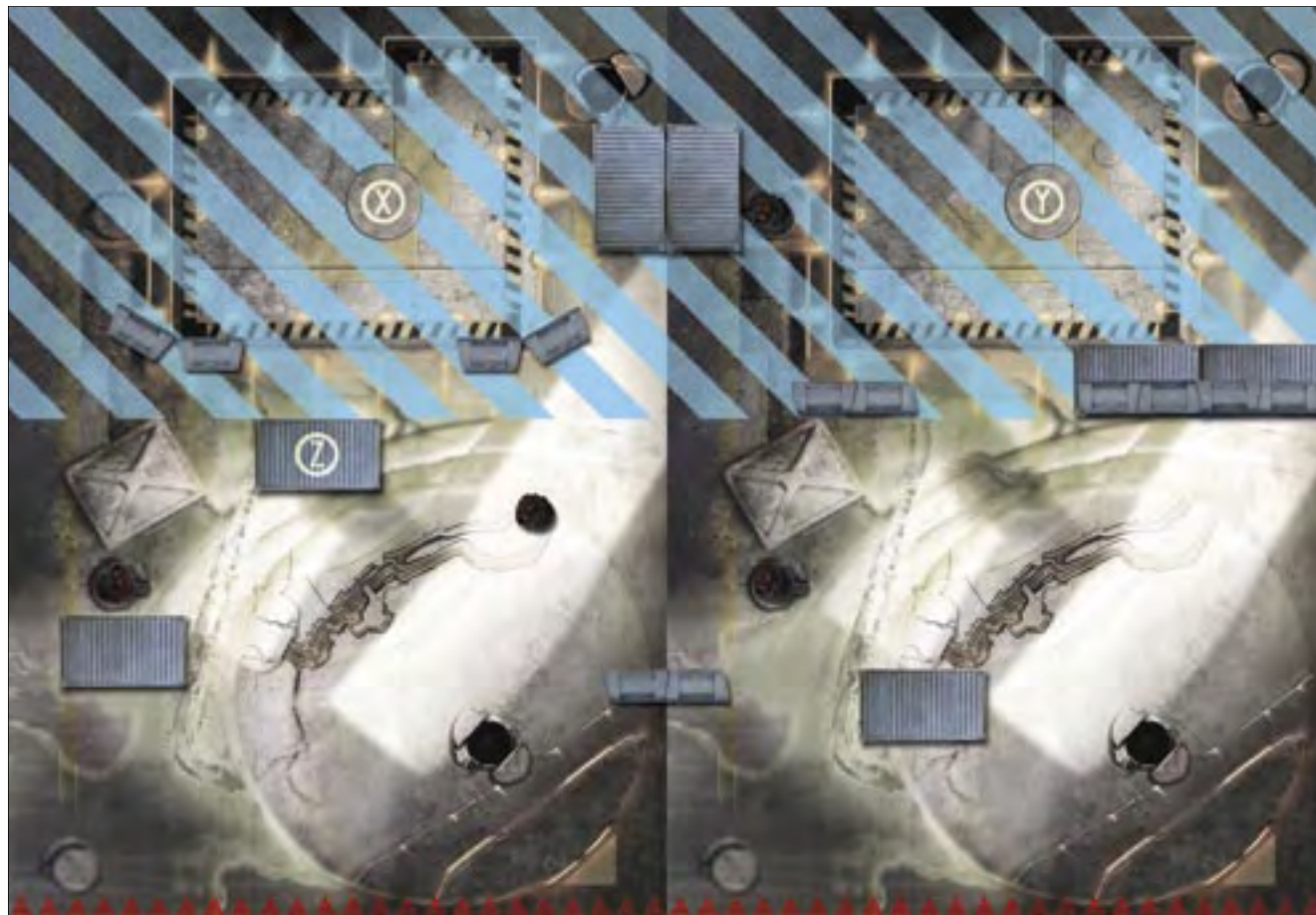
### Space coating (1 A.P.; Therians only)

Therian fighters that evolve on the surface of Damocles are often coated with an extra layer of armor meant to protect them from cosmic radiation.

Any Therian unit can be equipped with space coating for +1 A.P. per fighter. The units equipped are not affected by meteor showers.

# PRIORITY MISSION - I

## TROUBLE ON THE TARMAC



Spaceports are some of the most important strategic points on the industrial surface of Damocles. The U.N.A. and the Red Blok use them to drop off troops and materiel. The Therians have also built infrastructures to quickly transfer troops to the surface, to avoid having to use the shafts found at level -1 since they were lost to chaos.

These spaceports are generally makeshift installations, their landing pads being the only durable elements. The rest of it is an awkward assemblage of temporary fortifications and empty containers whose content are immediately sent to the battlefield. These areas are not only strategic points but also communication nodes. Ships land and take off at all times. It is not unusual to see two companies of the same army exchange fire to clear the tarmac for a ship desperately waiting to land to refuel...

### Forces available

Each player has the same number of A.P. to build his company. One company is chosen to be the defender; it will hold the spaceport at the beginning of the mission. The other company is the attacker, its mission is to take control of the spaceport.

-  Attacker's access zone
-  Defender's deployment zone
-  Drop point X-Ray (pad)
-  Drop point Yoke (pad)
-  Drop point Zebra
-  Container (x 5)
-  Container with two low walls on top (x 2)
-  Nanogenerator (x 4)
-  Low wall (x 8)

## Tactical positions

See the map.

## Primary objectives

- Controlling point X-Ray: 2 VP
- Controlling point Yoke: 2 VP

## Secondary objectives

- Capturing a Nanogenerator: 50 RP\*
- Controlling a Nanogenerator: 100 RP
- Capturing a container: 25 RP\*
- Controlling a container: 50 RP

\* Attacker only.

## Special rules

This mission uses all the special rules for Operation Damocles detailed in the “New rules” sections of the campaign rules and of Phase 1.

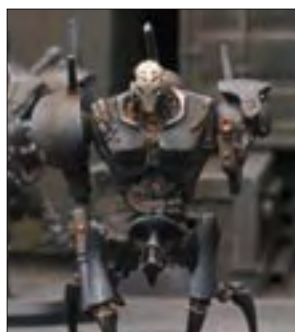
The defender’s fighters can be deployed on the containers located in the deployment zone.

## Cease fire

The game ends when one of the players reaches 20 VP. If both players reach this number at the same time, the one who controls the most primary landing pads wins. If both players control the same number of landing pads, the game goes on. The first player to control more pads than his opponent wins.

If neither of the two players can win any more VP, victory goes to the player who accumulated the most.

A player cannot score more than 20 VP for this mission. If a player resigns his opponent automatically wins the maximum number of points.



## STORY MODE

If the attacker is victorious he captures the spaceport. It becomes easier for him to call in reinforcements. He earns an extra 50 RP during each control phase for the rest of phase 1 or benefits from the “Reinforcement!” rule once again if he had lost this advantage.

If the defender is defeated he loses the control of the spaceport. He loses both the benefit of the “Reinforcement!” rule and the advantage won during the previous mission.

In any other case nothing changes.

# PRIORITY MISSION - 2

## FIRE IN THE HOLE!



Level 0 of the factory world is riddled with access points to the inner levels. Each one of them is a major goal of the current battles taking place on Damocles. The Therians use them to deploy troops, the U.N.A. need them to infiltrate Damocles, the Red Blok troops follow the shafts to reach the nerve centers of the factory world and the Karmans search for their captured comrades.

Unfortunately, many access points were locked during the EMI grid blackout and have never opened again. So whenever a new access point is spotted, companies rush in to be the first to take control of it. These access points are so important it can be the case that companies from the same army will fight over them. Some commanders, consumed by ambition or following their faction's secret agenda, are willing to capture these objectives at all costs, even if it means spilling the blood of compatriots.

*All's fair in love and war...*

### Forces available

Each player has the same number of A.P. to build his company.

### Tactical positions

See the map.

### Primary objectives

- Controlling a major access: 5 VP
- Controlling a minor access: 2 VP

### Secondary objectives










- Capturing a Nanogenerator: 50 RP
- Controlling a Nanogenerator: 100 RP



## Special rules

This mission uses all the special rules for Operation Damocles detailed in the “New rules” sections of the campaign rules and of Phase 1.

Only the soldiers located directly on a major access are taken into account to determine who controls it. For minor access points control rules apply as usual.

	Player A's access zone
	Player B's access zone
	Drop point X-Ray
	Drop point Zebra
	Major access
	Minor access
	Container (x 2)
	Nanogenerator (x 4)
	Low wall (x 12)

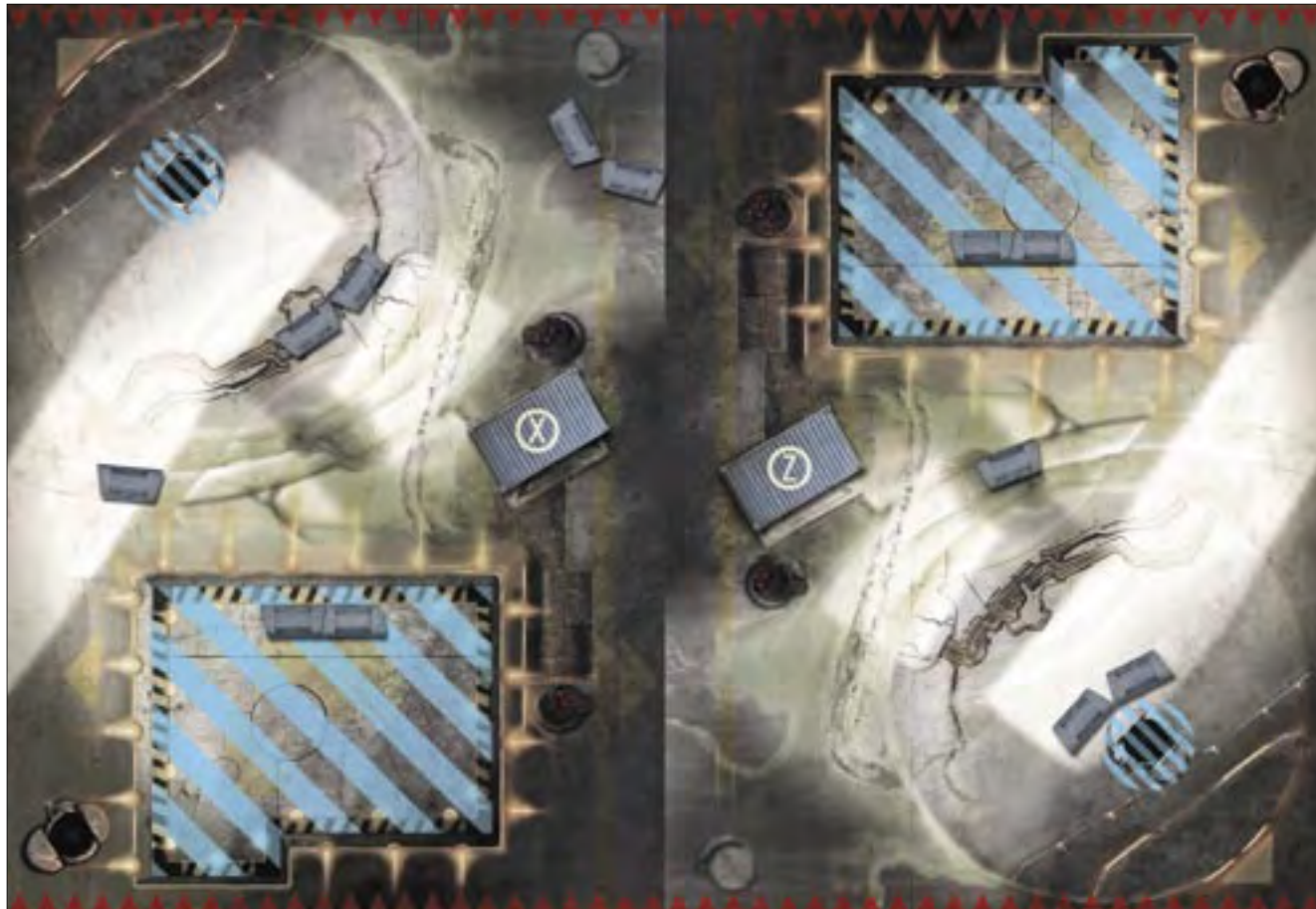


## Cease fire

The game ends when one of the players reaches 20 VP. If both players reach this number at the same time, the one who controls the most access points wins. If both players control the same number of access points, the game goes on. The first player to control more access points than his opponent wins.

If neither of the two players can win any more VP, victory goes to the player who accumulated the most.

A player cannot score more than 20 VP for this mission. If a player resigns his opponent automatically wins the maximum number of points.



# PRIORITY MISSION - 3 HOLDING THE PRODUCTION LINE



*Damocles isn't called the factory world for nothing. Its surface is covered with gigantic factories sometimes as big as human cities. These factories were meant to ensure the survival of the passengers on Damocles and the replacement of the doom machines on Ava. However, they have been reconfigured to produce combat systems, industrial materiel and even high-tech electronic components. Now they can assemble almost anything, including human weapons!*

*These factories also have central consoles, which control the production lines. In the chaotic context of Operation Damocles, these consoles have become crucial objectives!*

*In fact, all the armies present on Damocles have the same supply issues. The U.N.A. and the Red Blok are far from their worlds and the Therians have themselves been having logistical problems since the collapse of the EMI grid. Controlling a factory has become such an essential advantage that companies are ready to kill each other for the weapons and ammo they so desperately need!*

## Forces available

Each player has the same number of A.P. to build his company.

## Tactical positions

See the map.

## Primary objectives

- Controlling the console: 10 VP

## Secondary objectives

- Capturing a Nanogenerator: 50 RP
- Controlling a Nanogenerator: 100 RP
- Capturing a container\*: 100 RP
- Controlling a container\*: 150 RP
- Capturing the console: 100 RP
- Controlling the console: 200 RP

\* Attacker only.

## Special rules

This mission uses all the special rules for Operation Damocles detailed in the "New rules" sections of the campaign rules and of Phase 1.

The factory's control console is represented on the battlefield by two nanogenerators standing side by side, constituting a single objective. Controlling this console allows the player to control both nanogenerators that make up the console.

## Cease fire

The game ends when one of the players reaches 20 VP.

A player cannot score more than 20 VP for this mission. If a player resigns his opponent automatically wins the maximum number of points.



Player A's access zone



Player B's access zone



Neutral access zone



Console (2 nanogenerators)



Container (x 2)



Two stacked containers (x 2)



Nanogenerator (x 2)



Low wall (x 12)

## STORY MODE

The company that controls the factory can mass-produce weapons and ammo. For the whole of Phase 1, the player can equip one unit with grenades or nanostorms for free (if this equipment is part of the unit's optional equipment).

If a company wins this mission several times, it can equip several units with grenades or nanostorms.

# PRIORITY MISSION- 4 BACK TO SQUARE ONE



*The situation at level -1 is not stable enough for a company to secure a base down there. Even the Therian overseers do not feel at home there anymore, since the EMI grid started to fail them. Sooner or later, companies are forced to come back up. Tired and short on ammo, they are easy targets as they resurface. Besides, they often carry crucial information. Two good reasons to ambush them!*

*Reinforcements are always at hand to either rescue or attack a company coming back up from the inner levels.*

*Some faithless commanders choose to attack a company on their own side instead of rescuing it. This way they can claim the information gathered from below as their own or eliminate an enemy faction.*

*In any case, for a unit coming back from level -1, getting through is a matter of life or death!*

## Forces available

Each player has the same number of A.P. to build his company.

The company returning from level -1 is the attacker. The company ambushing them is the defender.

For this mission, the attacker has only access to half of his A.P. to recruit his assault units. The other half will be used for his reinforcement units.



Attacker's access hatch



Attacker's reinforcement access zone



Defender's access zone



Container (x 1)



Container with two low walls on top (x 1)



Nanogenerator (x 2)



Low wall (x 10)

## Tactical positions

The attacker has two particular access zones. All his assault units enter the battlefield through the first, the access hatch, and begin their activation with a movement. The second access zone can only be used to call in reinforcements. It cannot be controlled by the opponent.

## Primary objectives

During this mission, the attacker and the defender earn VP differently:

### Attacker:

- For each unit of soldiers evacuated: 5 VP

Only the soldier units from the assault group count for this objective. In order to count as evacuated, a unit's leader must leave the battlefield through the reinforcement access zone.

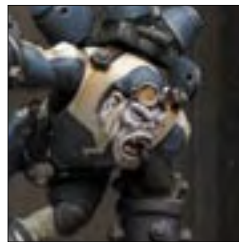
### Defender:

- At the end of each round: 2 VP
- For each unit of soldiers of the opponent's assault group eliminated: 1 VP

## Secondary objectives

- Capturing a Nanogenerator: 50 RP \*
- Controlling a Nanogenerator: 100 RP
- Capturing a container: 100 RP \*
- Controlling a container: 150 RP

\* Attacker only.



## Special rules

This mission uses all the special rules for Operation Damocles detailed in the "New rules" sections of the campaign rules and of Phase 1.

The attacker can hasten the arrival of his reinforcements by spending LP at any time during his turn. Each LP spent this way earns the player 100 RP. These RP are spent as usual during the control phase. A fighter cannot end his movement or be placed on the access hatch. If the access hatch is surrounded and a unit from the attacking company tries to get out, check if all the fighters of the unit can be placed on the battlefield. If it is not possible then the active player has a choice: either he chooses not to activate the unit and it remains in reserve, or he does choose to activate it, sacrificing any fighters that cannot be placed.

The attackers reinforcements enter through the dedicated access zone. However, any assault unit kept in reserve will enter using the attacker's access hatch.

## Cease fire

This mission ends when all the soldiers from the attacker's assault group have been eliminated or evacuated.

When the game ends, each player counts his VP, the player who has the most wins.





# OPERATION DAMOCLES : Phase 2

Operation Damocles has entered a new phase. After fierce combat and terrible losses, the White Stars of the U.N.A. and the Revolutionary forces of the Red Blok have managed to pierce the industrial shell of the factory world and are now invading level -1: the mechanical maze. Following them, the Karmans continue to sneak into Damocles, striking everything they cannot avoid. For all the other armies, Karmans are an enigma, a lethal enigma!

The objective is to reach level -2, the Therian habitat.  
Phase 2 has begun!

# DAMOCLES LAID WASTE BY WAR!



The second level of Damocles is full of deadly surprises, even for the Therians. Shaken by combat, Damocles seems to be waking up. Strange phenomena are taking place, adding to the chaos of battle and tearing even the best planned strategies to pieces.

## BABEL

At the heart of the forums of Damocles, Babel has awakened: a force, a conscience capable of taking control of the machines of the factory world, despite all the efforts made by the overseers. Some Therians have been found in a vegetative state, their minds formatted and their memory back-up files deleted. Even their precious immortality, which project Hyperlife (see *Army Book: Therians*) intends to prolong eternally, cannot protect them from such a grim threat. War is about to spread to the EMI grid itself.

In the meantime, out in the real world, Therian defenses have given way in several places and the invaders have penetrated to the second level. The Therians have tried to make this area an invincible rampart by reconfiguring the corridors; closing accesses and setting up ambushes wherever possible. Once again Babel has upset their plans: she has taken control of large portions of Damocles and transformed them into dead zones, unresponsive to Therian instructions.

The White Stars and the Red Blok have begun their descent by blasting accesses with the help of their field engineers and antitank weapons, quickly followed by small bands of Karmans. The armored fighting vehicles have forced their way through, closely followed by swarms of infantry units, as soon as the Therian defense began to give in. For several days the invaders believed that the factory world's defenses had been defeated and that victory was at hand. However, no plan ever really comes together and reality put a brutal end to their illusions as the Therians finally reorganized...

## The dead zones of Damocles

Large zones have fallen under the control of Babel. To both the Therians and the Avans, these areas are "dead". Machines do not always work, strange phenomena occur and deadly traps will finish off the careless explorer.

Since Avans, Therians and Karmans fight as equals there, these zones are the objectives of some violent battles. The Avans and Karmans need them to establish bridgeheads out of reach of Therian counter-offensives. The Therians want to regain control of their factory world and therefore need to conquer these zones to re-boot the local networks.

Any strategy at this level is based on a single major objective: the nodes. These connection hubs grant priority access to the local network, allowing physical control of the zone. Whoever controls the nodes can impose their will on Babel to a certain degree.

There is an additional and hidden issue that could change the fate of the war: whoever controls the dead zones of Damocles might be able to understand what is happening on Damocles and close a deal with this entity, whose potential seems unlimited. Once again, the nodes are crucial objectives since they can be used to communicate with Babel.

However, this is not an easy task to undertake. Taking war into the chaos of the dead zones reveals several difficulties. First of all, movement in these areas is pretty hazardous. Doors remain closed without the intervention of an overseer or a mechanic. Even then, it is not always easy to use these doors, since the openings keep moving around, appearing and disappearing without any obvious reason. Sometimes they even open onto blank walls... No matter what the Avans keep saying, the organization and the mutations of Damocles used to follow a certain form of logic. With the reign of Babel, this logic has disappeared and has been replaced by chaos, madness and death. Yet these phenomena, though disturbing, are not that dangerous compared to the others.

Babel is still testing her abilities and exploring her limits. She has not quite understood what physical reality is. After all, she is only a virtual and disincarnated consciousness, born from the EMI grid. No wonder she has problems grasping the concept of a physical "body".

As she attempts to understand the world, Babel generates swarms of nanomachines that take the form of strange black monoliths that the Therians and Avans have called "nanoperturbations", since they do not know what it is. Woe to him who steps too close! To satisfy her curiosity, Babel has ordered her infinitesimal servants to "deconstruct" anything that comes within their reach. These nanoperturbations hover around at random and their sole purpose is to help Babel understand what a "body" is and how it is assembled. When one of these monoliths touches an obstacle, billions of nanomachines shoot out and reduce it to its simplest components. So nanoperturbations will eat away low walls, soldiers and armored fighting vehicles without discrimination, and then send the data collected to their mistress. The Therians sometimes manage to divert these data transmissions and reconstitute the destroyed systems. But for the Avans, of course, nothing can be done...

### Babel and friends?

Two actors of the war wish to establish contact with Babel and negotiate an alliance with her. Among the Therians, the appearance of this digital consciousness has delighted the Web Striders. The latter have tried several times to communicate with the prodigious entity to study its nature and its motivations. Everything they have tried so far has had no effect. Babel is still too young to understand the questions asked by the Web Striders, who are convinced they are dealing with an omniscient, almost divine being.



The Therians are not the only ones interested in Babel. The U.N.A., and more specifically the M.Ind, are paying close attention to the phenomena that seem to keep thwarting the Therians' plan. In contrast to the latter, stuck in their millennia old understanding of technology, the M.Ind has excluded no hypothesis and has a fresh approach of the issue. U.N. scientists have begun to make out the existence of an alien motivation behind these disturbances and they hope to establish a dialogue, hoping to collect some precious information. For the M.Ind, victory against the Therians is not a priority objective. Above anything else, the M.Ind hopes to get hold of any scientific data available that will allow it to master Therian nanotechnology.

### The Red Blok

The Red Blok has only one objective: the destruction of Damocles.

With this in mind, the Revolutionary forces do not intend to accept an alliance with anyone. In their eyes, the U.N.A. are not any better than the Therians: both wish to preserve Damocles for their own use. The revolutionary objectives are the exact opposite. This means any form of negotiation is impossible and all that counts is strength of arms. In the chaos of Damocles, this strategy, as simple as it may look, seems to be paying off.

### E-Karma

The Karmans have heard the rumors. The concept of spontaneously spawned artificial intelligence is quite puzzling to them. Is Babel more than just an event? Does she have an existence beyond this branch on the tree of possibilities? Could she be considered as a link in evolution? In a nutshell, does she have a Karma? This calls for investigation.

## IN THE MECHANICAL MAZE

Control of level -1 will give the winner direct access to the two adjacent levels: first the surface (level 0), from where the Therians could control the invasion of their world, but also to the Therian habitation quarters (level -2), whose loss would be a fatal blow to the Therians... This level hides a lot of technological resources that interest everyone!

The following rules apply only to Phase 2 of Operation Damocles.

### New rules

The cards representing a door, a nanoperturbation and a node are used in this phase.

#### Doors



The Therians themselves do not need doors. They simply need to deconstruct a wall section to travel freely inside their installations. Nevertheless, they still need to plan sectors where their machines, which do not manipulate nanotechnology, will circulate. When the Avans invade these sectors the overseers lock these doors to slow down the enemy.

As long as it is closed, a door cannot be crossed and it blocks lines of sight.

A door can be opened and closed by a mechanic who uses his "Repair" ability or by an overseer who uses an open/close routine (1 LP). In both cases, the fighter must be in contact with the door.

A door can also be destroyed:

- Protection: 12
- Structure points: 1



#### Nanoperturbations

Since the rise of Babel, clouds of nanomachines have been emerging throughout Damocles, devouring anything that comes within reach. These swarming black monoliths have become the nightmare of Avan troops, but also of Therian troops. It is impossible to pass through a nanoperturbation, which also blocks lines of sight. At the beginning of the game its card is placed as indicated on the map.



At the end of each control phase the nanoperturbation is moved. The youngest player places the template above it. He rolls one die to find out the direction in which the nanoperturbation moves. He then rolls two dice and adds them: the result is how far in cm (10 cm maximum) the nanoperturbation moves.

Once this movement completed, the fighters and any terrain elements with Structure points that physically touch the card suffer one impact each (Penetration/Damage). The fighters that survive are moved out of the way. If this is not possible they are eliminated. When terrain is touched but not destroyed, the card is then placed as close as possible to the obstacle. If the nanoperturbation needs to be repositioned it may not cover further fighters. The nanoperturbation ignores cover and moves through walls.

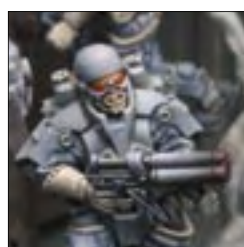
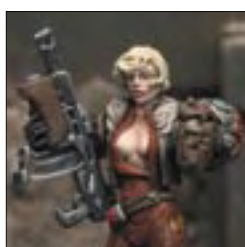
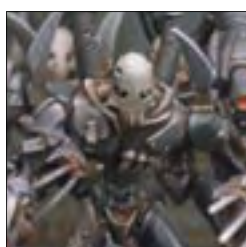
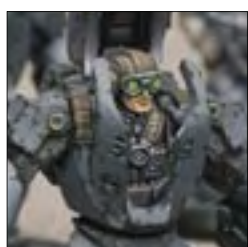
If the node is activated (any player controlling a node may decide to activate it or deactivate it at any time), Therian fighters eliminated by a nanoperturbation are placed on the node. If there isn't enough room on the node card, the fighters that do not fit inside the card are eliminated, lost in the back log. Depending on the mission, the owner might be allowed to bring the fighters placed on the card back into the game.

#### Therian Nodes

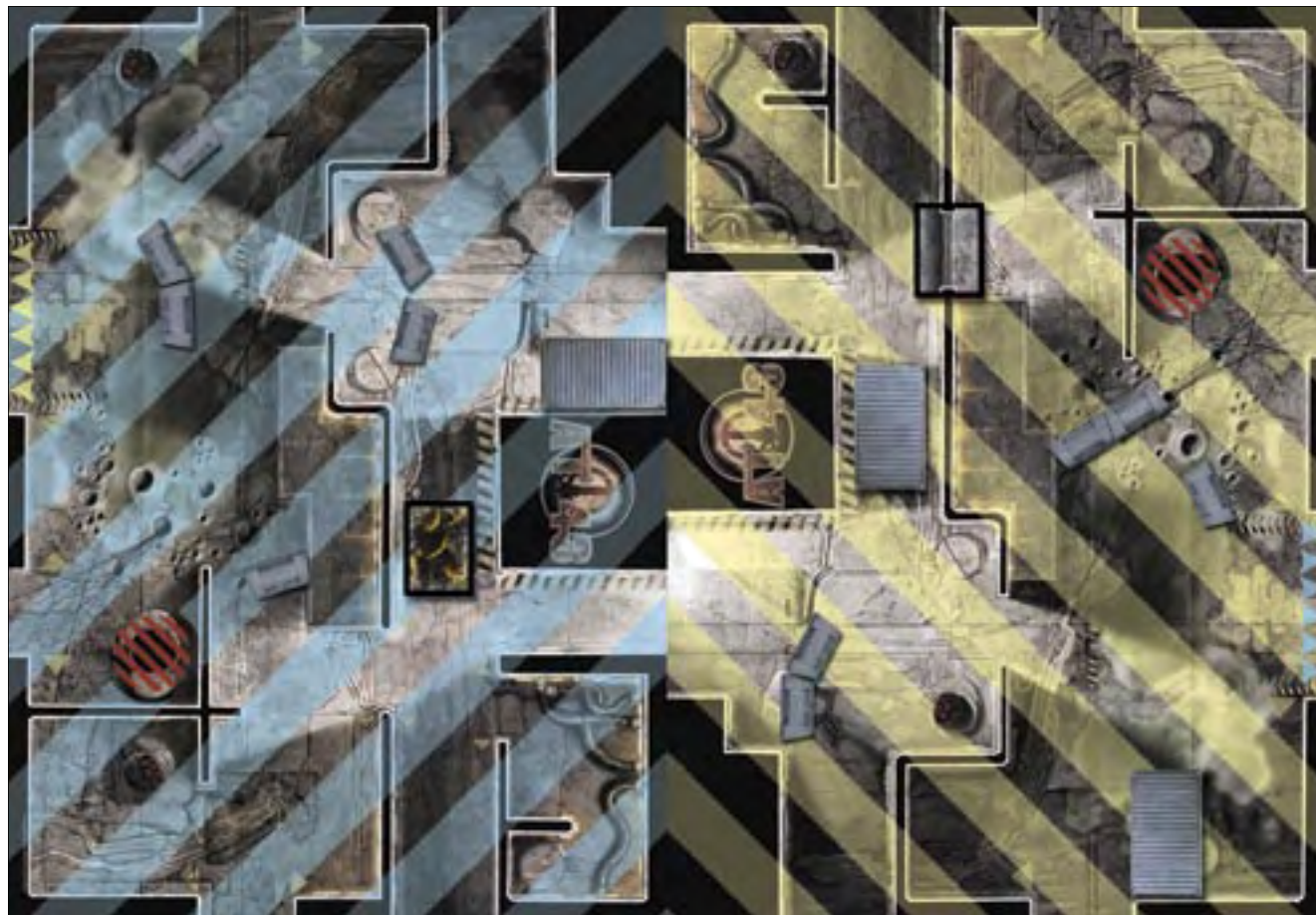
The EMI grid is a large network spread across the universe. Although the Therians live a virtual and dematerialized life it still requires physical existence. The surface of Damocles is riddled with hyperlink antennas; the entrails of the factory world shelter the nodes. These extremely complex machines link the various information networks running all over Damocles. They also connect these networks to hyperlink antennas, in order to keep Damocles in contact with the rest of Therian civilization. Finally, they also channel transmissions and regulate them over large portions of the factory world.

The most important portions constitute primary and secondary objectives. Their effects are detailed in the mission briefings.





# PRIORITY MISSION - I LOST!



Not so long ago, level -1 of Damocles was hell to the Avans. Yet since the rise of Babel, the Therians are now confronted with the same hazards. Level -1 is a polymorphic labyrinth, whose corridors and rooms are constantly being rearranged. Everyone gets the same treatment here. Units get lost, isolated soldiers vanish, leaving only the echo of their shrieks of terror...



Access hatch



Player A's deployment zone



Player B's deployment zone



Container (x 1)



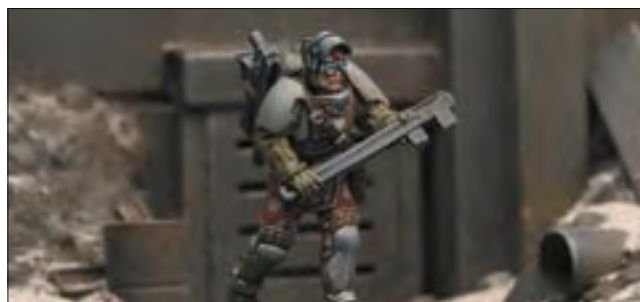
Low wall (x 10)



Door



Nanoperturbation



There are many stories about entire companies that got lost in these underground corridors, wandering for hours, or days even. Battles have even been interrupted by the sudden appearance of a wall between the sides. The opposite is also true: when two lost companies bump into each other, the fighting generally is as deadly as the meeting was unexpected!

Violence spares no one. Violent battles have broken out even among the same army: tired and distressed by this unstable environment, companies have started shooting at each other before they realized they were in fact allies. Some high ranking officers also take advantage of the chaos of Damocles to take care of their most troublesome rivals...

## Forces available

Both players have the same number of A.P. to build a company. Both companies are attackers.

No armored fighting vehicle can be left in reinforcement.

## Tactical positions

See the map.

## Primary objectives

- Evacuating a unit: 5 VP

## Secondary objectives

- Capturing a nanogenerator: 50 RP
- Controlling a nanogenerator: 100 RP
- Capturing a container: 100 RP
- Controlling a container: 150 RP

Objectives located in the player's deployment zone do not earn him any RP.

## Special rules

**Evacuating a unit:** A unit is evacuated when its leader steps off the battlefield, through one of the exits on the opposite side of the map.

**Nanotechnological chaos:** At the end of each round, after moving the nanoperturbation, one of the two players moves a terrain element, as done at the beginning of the game. The players take turns, starting with the oldest player.

**Access hatch:** Reinforcements access the battlefield through the hatches indicated on the map. These are special access zones: the distance traveled is measured from any point of the hatch.

This mission uses all the special rules for Operation Damocles detailed in the "New rules" sections of the campaign rules and of Phase 2.

## Cease fire

The mission ends once one of the companies has no more units to evacuate.

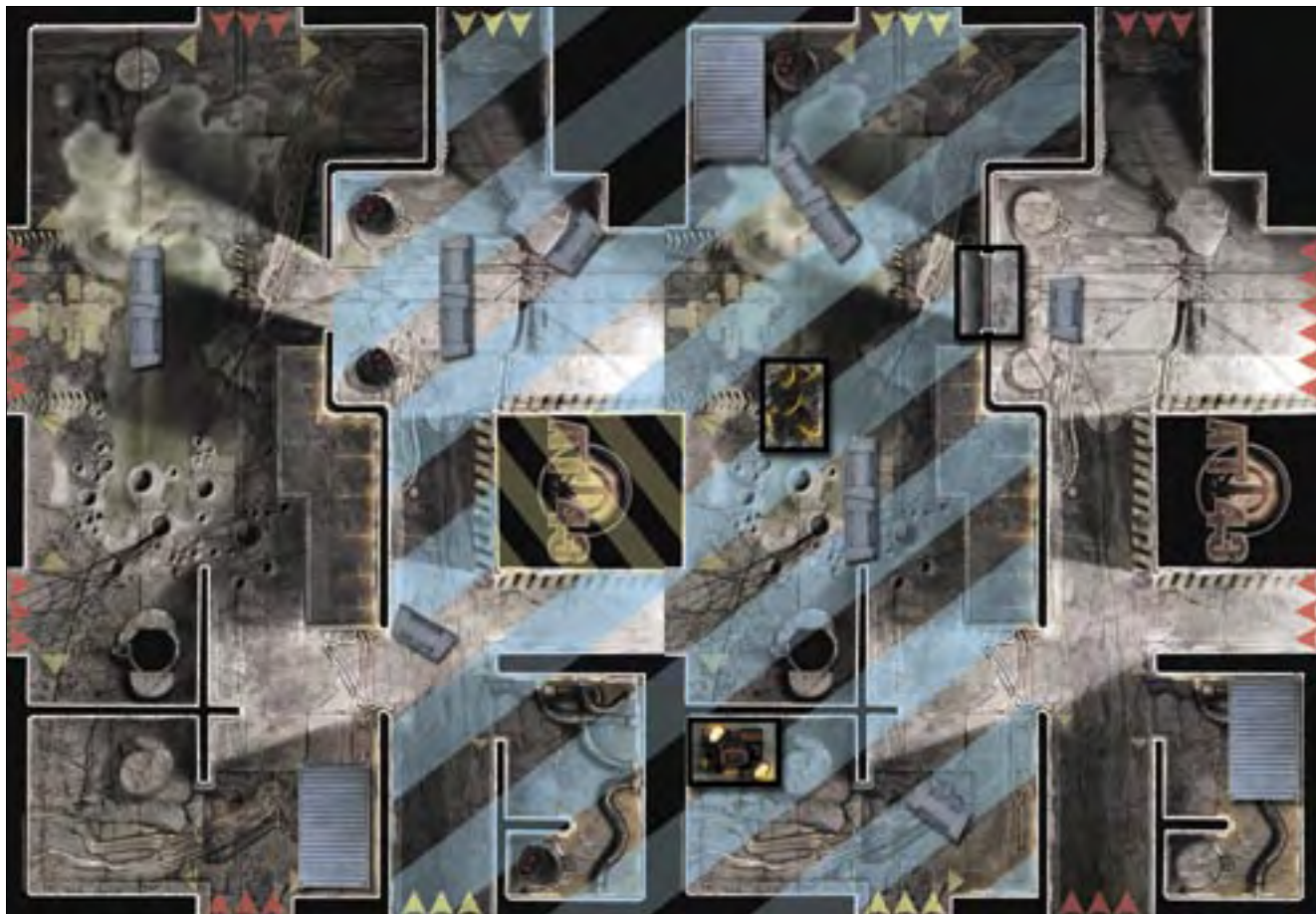
The player who has earned the most VP wins. If both players have the same number of VP the game is a tie.

A player cannot score more than 20 VP during this mission. If a player resigns, his opponent automatically wins the maximum number of points.



# PRIORITY MISSION - 2

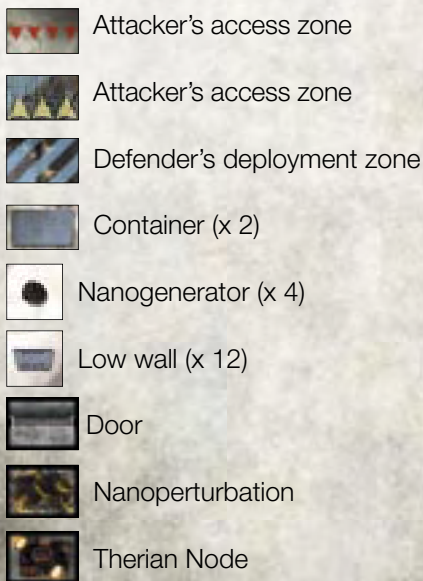
## FORBIDDEN DOWNLOAD



Level -1 of Damocles contains the Therian databases. The Therians have stored in them records of entire cultures that disappeared long ago. These databases are full of precious technological and military information. They are sought by both the invaders and the Therians, who need them since they have been cut off from the consensus. Information is power!

Databases are large installations whose walls are lined with nanochip cabinets. The entire complex is built around a gigantic memory block, a true altar devoted to knowledge. Those who manage to connect to this memory block can download the entire content of a database. An absolutely priceless treasure!

Commanders of a same army have been witnessed fighting to gain control of such information. Whoever recovers the scientific treasure these databases represent is assured an unequalled level of prestige and extraordinary rewards. More than enough to send even the most reasonable commander's head spinning!



## Forces available

Both players have the same number of A.P. to build a company. One company will be the defender, this company will hold the memory block at the beginning of the mission. The other company is the attacker; it must gain control of it.

## Tactical position

See the map.

## Primary objectives

- Controlling the memory block: 5 VP

## Secondary objectives

- Capturing a nanogenerator: 50 RP \*
- Controlling a nanogenerator: 100 RP
- Capturing a container: 100 RP \*
- Controlling a container: 150 RP

\* Attacker only

## Special rules

**Node:** This is a secondary connection hub, dedicated to the data base. The player who controls it can interact with it.

If one of the players controls an active node, he can bring back into the game the fighters placed on the card. The player constitutes a unit for each type of fighter, including as many special weapons available as possible as long as unit composition rules are respected. These units are integrated to the activation sequence of the player who originally owned them at the beginning of the following round, like reserve units.

Moreover, if the player has an overseer in contact with a node, the player can spend 1 LP to choose the direction of the nanoperturbation's next move.

If a U.N.A, Red Blok or Karman player controls the node, he can choose to deactivate it. All the miniatures placed on the card are removed from the game and the card is flipped over.

Moreover, when a player controls a node and has a fighter with the "Repair" ability in contact with it, he can decide the direction of the nanoperturbation's next move.

This mission uses all the special rules for Operation Damocles detailed in the "New rules" sections of the campaign rules and of Phase 2.

## Cease fire

The game ends when one of the players reaches 20 VP. If neither of the two players can win any more VP, victory goes to the player who accumulated the most.

A player cannot score more than 20 VP for this mission. If a player resigns, his opponent automatically wins the maximum number of points.








# PRIORITY MISSION - 3

## LABORATORY 51



Plundering as much Therian technology as possible is one of the U.N.A.'s main objectives on Damocles. All three armies are locked in an arms race; none of them wants to lose ground to the two others. The Therians take part in it to dig out forgotten designs and prototypes from their armament laboratories. Even the Red Blok cannot completely overlook the possibilities offered by Therian technology!



-  Player A's access zone
-  Player B's access zone
-  Neutral access area
-  Container (x 6)
-  Low wall (x8)

These laboratories have nothing in common with the tiny Avan installations. Even though they include small workshops for Therians looking for some calm, they also include gigantic hangars and titanic test fields. Overseers stack their inventions in these laboratories, as a child would keep his old toys in a chest...

Any of these Therian prototypes could further the science of another civilization for decades. This means commanders are on the look out. They are ready to claim these treasures in the name of their army or for their own personal glory. Terrible combats break out in these sanctuaries of science and knowledge...



### Forces available

Both players have the same number of A.P. to build a company. Both companies are attackers.

### Tactical position

See the map.

### Primary objectives

- Searching a container: See Special rules.

### Secondary objectives

See Special rules.

### Special rules

The containers of laboratory 51 contain prototypes, information and blueprints precious to any army. They are both primary and secondary objectives. Their content is determined randomly when they are searched. A unit can open a container controlled by his company using the rules from the AT-43: *The Rulebook*, p. 97.

A unit can enter an open container controlled by its company and search it. The player then rolls one die and reads the following table to determine the content. A container can only be searched once per game: after that, it is empty.

- Radioactive materiell! The fighters in contact with the container suffer an impact (Penetration/Damage: 3 +/1) ;
- Armory! The unit's fighters get grenades or nanostorms (depending of the army), for free;
- Technical patterns! Congratulations, high command grants you 200 RP;
- Space coordinates! Congratulations; high command grants you 400 RP;
- Technological prototype! You have obtained crucial scientific information. You have earned 2 VP;
- Alien artifact! You have found an object from an unknown civilization. You have earned 5VP;

This mission uses all the special rules for Operation Damocles detailed in the "New rules" sections of the campaign rules and of Phase 2.

### Cease fire

This mission ends when all the containers have been opened (they don't have to be searched!). The player with the most VP then wins the game. If both players have the same number of VP, the player controlling the most containers wins. If both players control the same number of containers, the game goes on until one of the players takes the advantage.

If one of the two players cannot win any more VP, victory immediately goes to his opponent.

A player cannot score more than 20 VP for this mission. If a player resigns, his opponent automatically wins the maximum number of points.



### STORY MODE

The company that wins this mission has raided laboratory 51. For his next Phase 2 missions, the player now has a 150 A.P. budget to acquire optional equipment. This budget does not regenerate after each mission; the only way to reconstitute it is to raid laboratory 51 again!

# PRIORITY MISSION - 4

## ACCESS AUTHORIZED!



Although the EMI grid is an information and management space, it still needs the support of a physical network: the nodes. Most of these connection hubs, found all over Damocles, have only minor strategic interest. Yet some of these hubs are used to channel the Therians' virtual exchanges over sectors as wide as continents. In order to control, repair or destroy these nodes, the armies deployed on Damocles are ready to make any kind of sacrifice!

Before the rise of Babel, these nodes were hidden in impregnable bunkers defended by swarms of nanomachines. However, since chaos has fallen upon Damocles, the nanoperturbations have inexplicably rearranged the environment surrounding the main nodes. The latter now stand in the middle of wide open spaces, with only a few empty containers and some walls scattered around in some incomprehensible pattern.

These nodes are at the heart of the battles of level -1. Their importance is such that it is difficult to determine what should be done with them: repair them and bring back peace on Damocles, although it might serve Babel's propagation? Destroy them and paralyze the Therians, even though it could cause irreversible chaos on the factory world? Get hold of them and tinker with these Therian machines? No one has been able to take a decision, and many heated debates are often solved at gun point, even between commanders of the same army!

### Forces available

Both players have the same number of A.P. to build a company. Both companies are attackers.

### Tactical position

At the beginning of the game, the youngest player rolls a die. The nanoperturbation is placed according to the result. (■, ■, ■ : Blue zone. ■, ■, ■ : Red zone).

### Primary objectives

- Controlling the node: 5 VP

### Secondary objectives

- Capturing a nanogenerator: 50 RP
- Controlling a nanogenerator: 100 RP

### Special rules

Nanotechnological chaos: At the end of each round, after moving the nanoperturbation, one of the two players moves a terrain element as done at the beginning of the game. The players take turns, starting with the oldest player.

Besides for this mission, the "Terrain" rule can affect any terrain element no matter the markings and symbols it bears. However, the node cannot be affected.

Finally, "Reconfiguration" routines do not work in this mission.

The node is both a primary and a secondary objective. Controlling it allows a player to decide in which direction both the terrain element subjected to the technological chaos rule and the nanoperturbation are moved. In both cases the distance is always determined randomly. In addition, the node offers the same functionality as during mission 2 of this phase.

This mission uses all the special rules for Operation Damocles detailed in the "New rules" sections of the campaign rules and Phase 2.

### Cease fire

The game ends when one of the players reaches 20 VP. If neither of the two players can win any more VP, victory goes to the player who accumulated the most.

A player cannot score more than 20 VP for this mission. If a player resigns, his opponent automatically wins the maximum number of points.





	Player A's access zone		Low wall (x 12)
	Player B's access zone		Door
	Container (x 4)		Nanoperturbation
	Nanogenerator (x 4)		Therian Node



## STORY MODE

The company that wins this mission gets to choose what to do with the node. There are three possibilities:

**Repair it:** The subsequent missions will be played without nanoperturbations, except for mission 4.

**Control it:** In the subsequent missions, the player always gets to choose in what direction the nanoperturbation moves. Distance is still determined randomly.

**Destroy it:** Nodes become inoperative in the subsequent missions.

The effect chosen by the winner lasts until the end of phase 2 or until mission 4 is played again. The new winner will then be allowed to choose which effect applies from then on. Each choice cancels and replaces the previous one.



# OPERATION DAMOCLES : Phase 3

Everything goes awry! Operation Damocles enters its final phase. While collateral damage threatens to destroy the factory world, the forces in presence fight fiercer than ever. Level -2 is now the theatre of the final showdown. The victor will control the destiny of Damocles and maybe even the galaxy!

# THE HEART OF THE PROBLEM

After months of grueling clashes, the primates have brought the fight to the very depths of the factory world. They have left behind them devastated installations and an EMI grid that is increasingly unstable. The nanotechnological infrastructures that ensure the fragile balance of the factory world are crashing one after the other. The armies must face a terrifying reality: Damocles is about to explode!

## BATTLE REPORT

Despite the violence of the fighting, the bitter resistance of the Therians and the strangeness of the factory world, the U.N. and Red Blok companies have reached Level -2 of Damocles. Karman are attacking everybody, including Therians, as if they were advertising their presence... Or maybe this war is just a training camp for them... Therian commanders, trapped on the surface since Babel emerged, have also found their way to Level -2.

The humans are now very close to Damocles' nerve centers and the fighting has intensified. Some Karmans have even been spotted in the very heart of the factory world, inside Therian quarters... The Avan supply lines are stretched to their limits and difficult to defend from the Therians' constant pounding, not mentioning Karman harassment. The humans need to win this war quickly and at any cost.

The factory world has also been heavily tested. The clashes have damaged crucial installations: central nodes, survival systems, expert navigation systems... the EMI grid itself has been affected. Therian communications have become garbled, causing many anomalies throughout the factory world.

The four armies are forced to be much more aggressive. Mac Bright, like the consensus, hopes that a quick victory will allow time to repair Damocles before it explodes. Marshal Zuhov, for his part, cannot allow his enemies to possess such a weapon: even CERB4 is ready to be willingly sacrificed to destroy the factory world and save the Red Blok! This coming disaster is a perfect training for the Karmans, who can test their aptitude to dodge Karma by staying on Damocles as long as they dare... However destruction is the only result possible if they fail the test.

Finally, in the midst of the chaos, some particularly perfidious commanders have betrayed their comrades and stolen the technological treasures of Level -2 for their own use!

## Dissention within the Consensus

Just like they were 43 years ago, the Avans are at the gates of the Therians' habitat. Like they did 43 years ago, the Therians are starting to panic. But unlike 43 years ago the Karmans don't seem to be wanting to help their former masters. Most Therians want to flee Damocles, terrified by the idea of being physically threatened by the invaders. The Warriors react energetically to this cowardice. They expose most of these cowards before the consensus; and intimidate and brutalize those who resist.

The U.N. and Red Blok fleets prevent the Therians from physically leaving Damocles. Many also attempt to upload their personal backup file towards Thars, but these transfers are overloading the EMI grid. The expert systems no longer have enough resources to control the machines that channel the core's radiation and Karman sabotage has only made things worse. The radiation runs amok, convulsing the white dwarf. Thus shaken, the star sends chaotic streams of radiation to Level -2.

## The Babel Issue

Babel can no longer be found. It disappeared suddenly from the EMI grid, carrying with it the secrets of its origin and its plans. The consensus is not better off: the void Babel left behind and the damage done to the infrastructures have seriously affected the EMI grid.

Some Therians believe that Babel was defeated by the expert systems regulating the EMI grid. However, many overseers don't believe this hypothesis, particularly Urash. The more likely scenarios are much worse: Babel may have uploaded itself to the Battleaxe or the Sierp i molot, maybe even Thars... or worse somewhere the Therians will not find her. If that's the case, Babel now threatens the entire galaxy!

No one really knows where Babel is. No one except the Crushing Bloks, a unit of dragonov kommandos and one of the best kept secrets of CERB4!

## EXACTLY UNDER THE SUN

Level -2 shelters the Therian habitats, immense psychedelic structures entirely made of nanomachines. This level is usually a place of leisure, relaxation and experimentation. But since the arrival of the Avans and the radioactive leaks of the white dwarf, Level -2 has turned into a technological nightmare.

The following rules only apply during Phase 3 of Operation Damocles.

## New Rules



### Solar Flash

The white dwarf is Damocles' energy source. It emits phenomenal radioactive rays. Usually, these radiations are neutralized by layers of complex machines controlled by the EMI grid's expert systems. Since these systems no longer work, radiation leaks sometimes flood the lower levels.

When a mission uses this rule, the "Solar Flash" card is introduced into the activation sequence of one of the players, starting with the youngest. At the end of each round, this card is passed to the next player.

The "Solar Flash" card is added by an opponent into the activation sequence of the relevant player at the end of each tactical phase: the player builds his activation sequence into a pack of cards in the order in which they will be played. Then he presents this pack to his opponent face down. The opponent cuts the pack of cards and places the "Solar Flash" card on top of the second pile of the activation sequence. Then he places the first pile on top of the second and hands the entire pack back to the player. The player may look at his sequence.

The "Solar Flash" card cannot be the first card in the activation sequence. Once placed, it can no longer be moved, even by using LP.

This card is part of the sequence; it is revealed like a normal card during the player's turn. The active player then applies the effects: he stands up, takes the card and places it approximately one meter above the battlefield, then drops it. All the fighters located within 10 cm of the edge of the card are affected by the solar flash and radiation. Each fighter suffers a damage test:

- (☉: 3 + / 1) .

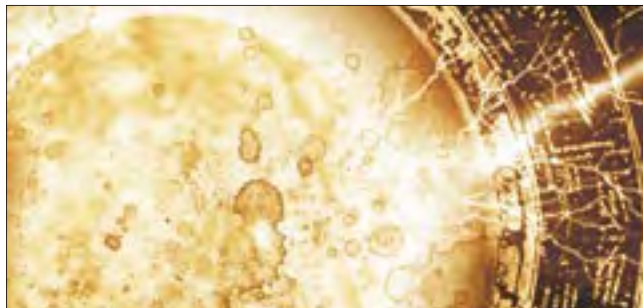
The damage tests are solved separately: the minimum roll of the die is always the same. It is indicated by the Penetration value of the weapon.

The player's turn then ends.

### Nanoblock



One of the favorite Therian pastimes consists in modeling nanoblocks to give form to the Therians' fantasies. Nanoblocks are colonies of nanomachines controlled by expert systems and are particularly malleable. Inactive nanoblocks are often found in Therian apartments abandoned by negligent occupants. With the malfunctions in the EMI grid, the blocks' nanomachines sometimes go berserk.



When a mission indicates that a nanoblock is present, the corresponding card must be placed on the battlefield as indicated by the map. The nanoblock is always inactive at the beginning of the round.

When a Therian player controls an inactive nanoblock, he rolls a die during the control phase. If he rolls a 6, the nanoblock becomes active. His card is turned over and the effects are resolved immediately. If he obtains a different result, his overseers may use the nanoblock's resources: for the following round, the player will have 5 additional LP he may use only for routines.

When it becomes active and at the beginning of each subsequent control phase, the active nanoblock attacks all fighters located within 10 cm of it. Each fighter suffers a damage test:

- (☉: 8 / 1).

After the resolution of these effects, if the active nanoblock is controlled by a Therian player, the player rolls a die. If his result is 6, the nanoblock is deactivated. The card is turned over and the player does not win any LP.

## New Equipment

**NBC Suits** (1 A.P.): Once Phase 3 was started the officers of the four armies rapidly asked for protection. For once, headquarters reacted rapidly by recycling "nuclear, bacteriological and chemical" suits.

Any infantry unit can be equipped with NBC suits at the cost of 1 A.P. per fighter. The units thus equipped are not affected by solar flashes.

**NBC Coating** (5 A.P.): This coating may be applied to any type of armored vehicle unit for + 5 A.P. per armored vehicle. The units thus equipped are not affected by solar flashes.

### STORY MODE: SECONDARY MISSIONS

**Mission: Skirmish** (see. *Rulebook*, p. 91): The Therians have built many habitat structures, most of them built at random. It's easy to get lost in them or come face to face with an unexpected enemy. This mission may be played as a preamble to Mission 2: Nanocataclysm.

**Mission: Lost** (see. the phase 2): Although Babel has disappeared from Damocles, the malfunctions it generated still linger. At Level -2, however, the environment is slightly different. If the players agree to it, the nanodisturbance may be replaced by a nanoblock.

# PRIORITY MISSION - I









## EXTRACTION



With its psychedelic installations, machines with bizarre functions and waves of radiation, Level -2 is incomprehensible and dangerous. Even the Therians are no longer safe here. In this environment, knowledge is the best weapon to ensure survival. The mastery of the expert systems that channel solar radiation is a significant advantage. But few Therians have this knowledge and they are not always willing to cooperate. So sometimes an "extraction" is necessary to bring them back to the company's HQ.

These missions are complicated by the weird nature of the Therian habitat: enmeshed platforms, honeycomb structures, weird shapes... Most areas have an elevator to rapidly access the surface and a node to remain in contact with the consensus. However, following the clashes the habitats have been solidly fortified.

While Damocles is out of control, these reticent Therians have become a strategic objective for the four armies. To capture these scholars the Avans are willing to do anything and even the Therians are tearing themselves apart to get hold of what they know.

	Player A's access zone		Low wall (x 12)
	Player B's access zone		Nanogenerator (x 4)
	Elevator		Nanoblock
	Container (x 2)		Therian node

### Forces available

Each player is allowed the same number of A.P. to build a company.

Both companies are attackers.

### Tactical Positions

See the map.

### Primary Objectives

- Capturing the Therian: 10 VP
- Evacuating the Therian: 10 VP



## Secondary Objectives

- Capturing a nanogenerator: 50 RP
- Controlling a nanogenerator: 100 RP
- Capturing a container: 100 RP
- Controlling a container: 150 RP

## Special Rules

This mission uses all the special rules for Operation Damocles detailed in the “New rules” sections of the campaign rules and of Phase 3.

**Capturing the Therian:** At the beginning of the game a Therian overseer miniature is placed on the node. This Therian, connected to the EMI grid, is inactive. To capture it you must control the node. However, only the miniatures that touch the node card are counted in order to determine who controls this objective.

As soon as a player controls the node he captures the overseer. He then immediately includes the Therian in one of his units that control the node. The overseer must respect the cohesion of the unit. The Therian is controlled by the player and acts at the same time as the unit to which he “belongs”. He can neither fire nor attack in contact.

Even so, the miniature of the overseer still is a primary objective: during each control phase, you must check which company controls the miniature, just like an ordinary static objective. He can change companies throughout the different rounds. A player can only win the 10 VP once for having captured him.

Finally, the Therian is a very valuable objective. The fighters of both companies have therefore received strict orders:

- You cannot fire if the Therian is in the zone of fire;
- You cannot target a point located within 10 cm of the Therian with indirect fire.

In both cases, the measurements are taken after the declaration; if firing is impossible, the active player cannot designate a new target and the opportunity to fire is lost.

## STORY MODE

The player who wins this mission manages to convince the Therian to help him. His company is now able to channel solar flashes thanks to Damocles’ expert systems and machines. During the next Phase 3 missions, the player gets to decide where to place the “Solar Flash” card within his activation sequence.

**Evacuating the Therian:** The elevator indicated on the map is a platform. It does not block line of sight. To evacuate the Therian you must bring the miniature onto the elevator and, during the control phase, have more miniatures than your opponent on the elevator. The elevator is then activated and evacuates the Therian.

**Nanoblock:** This mission uses nanoblock rules.

**N.B.:** *Although this mission uses the “Therian node” card, the special rules for this object are not applied. This is not a true node but rather a personal connection terminal.*

## Cease fire

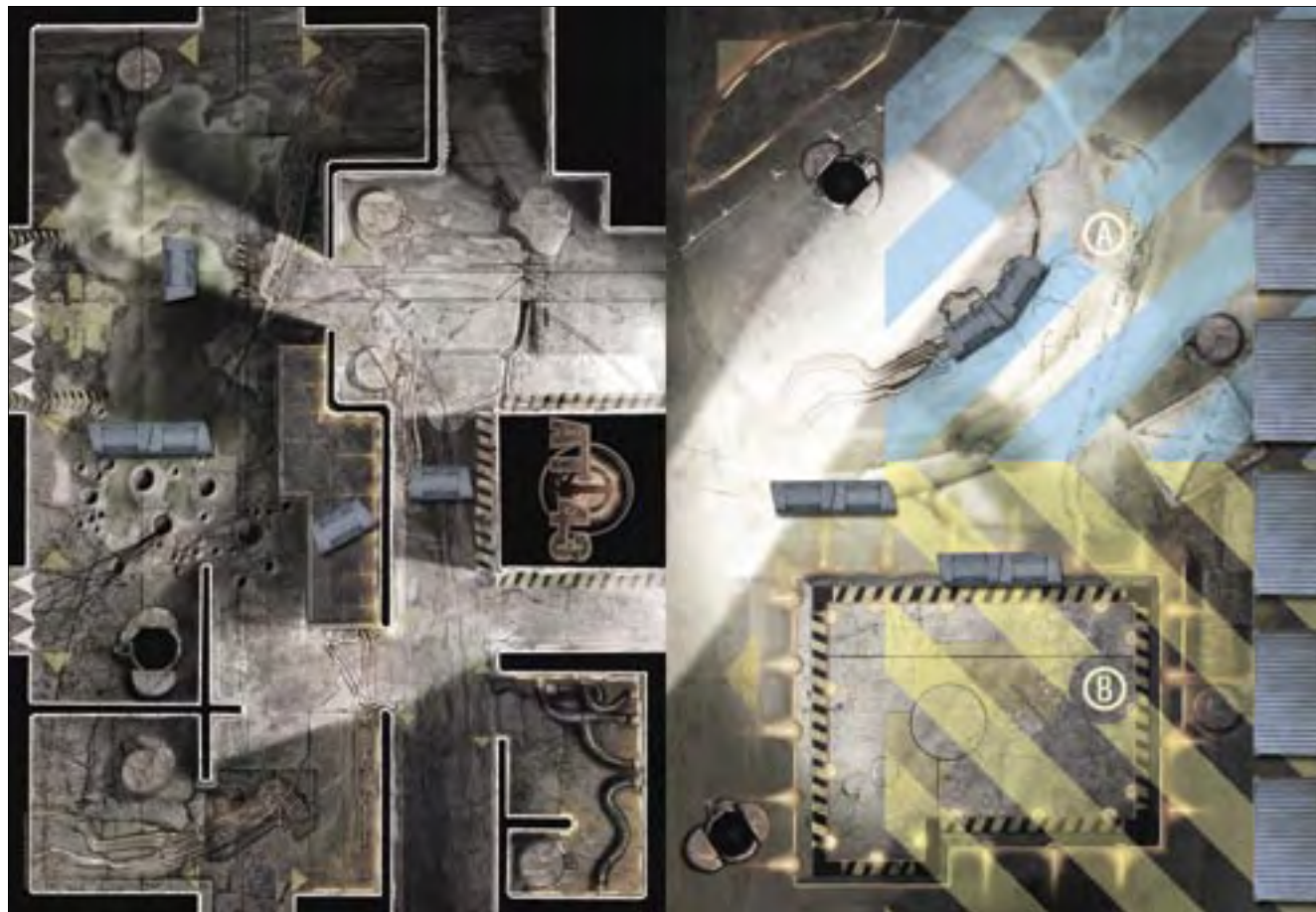
The game ends when a player reaches 20 VP. If no player is able to win anymore VP, the player who controls the Therian wins. If no one controls the Therian, the game is a tie.

A player cannot total score more than 20 VP for this mission. Should a player abandon the game his opponent is automatically awarded this maximum.



# PRIORITY MISSION - 2

## NANOCATAclysm



The EMI grid's malfunctions are increasingly violent. At Level -2 the many nanoblocks abandoned by the Therians are particularly receptive to the chaotic instructions sent by the communications network. When they receive too many contradictory instructions, they go berserk and try to assimilate anything within reach. When a number of these nanoblocks fuse together they form the equivalent of a nanotechnological tidal wave, devouring anything in their way.


These nanocataclysms very often occur close to abandoned habitations. The orders are the same in this situation for the four armies: cease fighting and escape as fast as possible, as nothing can stop this phenomenon.


Unfortunately, when the enemy is right in front of you it is not always easy to just stop firing. So fighting frequently continues during a nanocataclysm. Sometimes even commanders who are part of the same army will clash and accuse each other of having caused the disaster.

### Forces available


Each player is allowed the same number of A.P. to build a company. This mission does not use reinforcement rules.


Both companies are attackers.

 Player A's deployment zone

 Player B's deployment zone

 Exit

 Container (x 6)

 Low wall (x 11)

### Tactical Positions

See the map.

The row of six containers forms an uninterrupted line. You cannot squeeze between two containers.

### Primary Objectives

- Evacuating an infantry fighter: 1 VP
- Evacuating an armored vehicle: 2 VP

## Secondary Objectives

None.

## Special Rules

This mission uses all the special rules for Operation Damocles detailed in the “New rules” sections of the campaign rules and of Phase 3.

This mission does not use the reinforcement rules.

**All in:** All the assault units enter the game in the first round. They cannot be kept in reserve.

**Solar flashes!:** This mission uses solar flash rules.

**Nanocataclysm:** At the end of each control phase, each container is moved forward 20 cm towards the opposite edge of the table. Every fighter or element of terrain pushed by a container is eliminated. Once they are moved the containers must once again form an unbroken, impassable line. What lies beyond the line is immediately destroyed by a sea of nanomachines!

**Evacuating the fighters:** All the fighters in a unit are evacuated when its leader gets beyond the limits of the battlefield. Evacuation can only happen via the two exits indicated on the map.

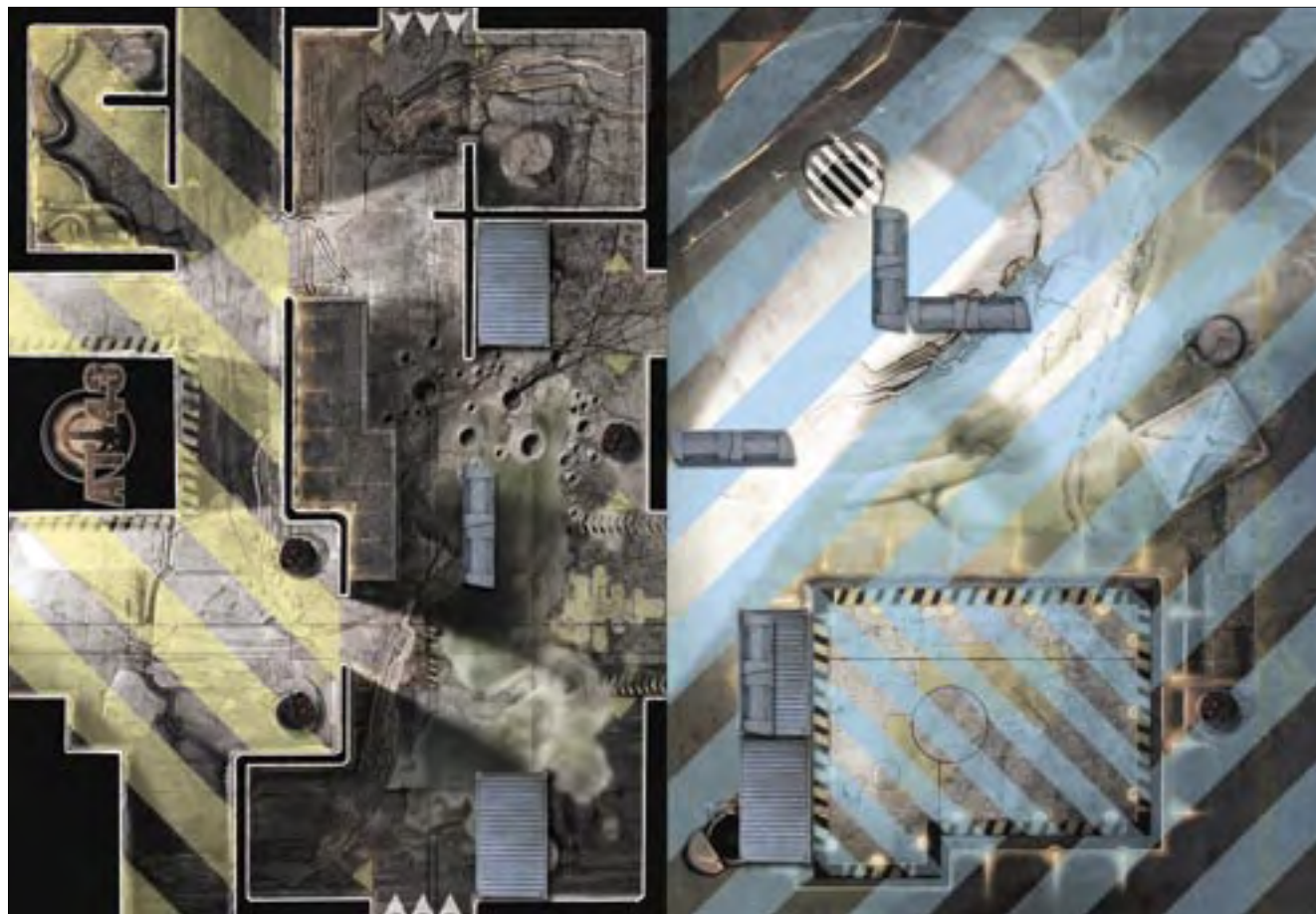
## Ceasefire

The game ends when there are no more units on the battlefield. The winner is the player with the most VP. If both players have the same number the game ends in a tie.

A player cannot score more than 20 VP for this mission. Should a player abandon the game his opponent is automatically awarded this maximum.



# PRIORITY MISSION - 3: HOT HOT HOT!



Radiation waves are ravaging the lower levels. It's crucial to access the machines that are supposed to relieve the energy overloads of the white dwarf: it's now a question of life or death for all the inhabitants of Damocles. Unfortunately, the armies are incapable of reaching an agreement: the White Stars and Therians are concerned that these machines will be used to turn radiation into weapons of mass destruction; the Red Blok simply wants to prevent anyone from repairing the factory world. War has broken out!

The accesses to the heart of Damocles look just like those that lead to the surface at Level -1. This feeling of déjà vu gives the soldiers the impression they are fighting an endless battle.

Usually, these accesses are heavily fortified and defended by many combat systems, but all this has been swept away by the battles of the last few days.

The defender is all that remains between the attacker and the white dwarf!

What matters here is not the battle plan, but survival. The imminent explosion of Damocles has weakened the fighters' idealism. Some Red Blok commanders refuse to be sacrificed, while U.N. and Therian commanders turn against their allies and decide to destroy the factory world to prevent the enemy

from taking control of it. The more level-headed Karmans try to defend the core against those who have lost their mind to grief and anger. The gates to the core are the last chance of survival for many...

-  Attacker's deployment zone
-  Defender's deployment zone
-  Main access
-  Neutral access
-  Neutral access
-  Nanogenerator (x 4)
-  Container (x 4)
-  Low wall (x 10)

## Forces available

Each player is allowed the same number of A.P. to build a company.

One company is designated to be the defender; it will hold the access to the core at the beginning of the mission. One company is designated to be the attacker; it has to gain control of this access.

## Tactical Positions

See the map.

## Primary Objectives

- Controlling the main access: 5 VP

## Secondary Objectives

- Capturing a nanogenerator: 50 RP\*
- Controlling a nanogenerator: 100 RP
- Capturing a container: 100 RP\*
- Controlling a container: 150 RP

\* Attacker only.

## Special rules

This mission uses all the special rules for Operation Damocles detailed in the “New rules” sections of the campaign rules and of Phase 3.

The defender does not win any RP for capturing a secondary objective.

**Controlling the main access:** To determine who controls the access, the infantry fighters whose base is even partially on the access are counted.

## STORY MODE

If the attacker is victorious, he takes control of the core's machines. Unfortunately, he cannot immediately destroy the factory world, nor definitively save it. However, he can now generate as many solar flashes as he wishes. For the next Phase 3 missions, when the “Solar Flash” card is added into the activation sequence, the player may ask his opponent to insert a second one.

If the defender wins, the status quo remains and Damocles' machines manage to partially self-repair. For the next Phase 3 missions, solar flash rules are not used.

These effects are not cumulative if the mission is played again. However, the new result replaces the previous one.

**Solar flash:** Solar flash rules are used. The “Solar Flash” card is always placed in the defender's deck. When it is revealed the player drops it on the battlefield twice and solves the damage each time.

**Reinforcements and reserves:** One of the neutral accesses to the battlefield is an access hatch. Only infantry units may enter the game via this access.

## Ceasefire

The game ends when a player reaches 20 VP.

If no player is able to win any more VP the player with the most points wins.

A player cannot score more than 20 VP for this mission. Should a player abandon the game his opponent is automatically awarded this maximum.



# PRIORITY MISSION - 4: LOG OFF?



The final battles of Phase 3 spare no part of Level -2. While the factory world is on the verge of destruction, the main installations of the EMI grid have become a new objective: it is more crucial than ever to get the Therian network running again. Whoever will achieve this will be able to reconfigure the EMI grid and hold Damocles' consensus in his hands, as well as the future of the factory world.

The central nodes of the EMI grid are at the heart of secure complexes. Only limited access elevators allow entry to them. The soldiers face nightmare down here: the nodes, gone haywire, have captured all the nanoresources in the area and have cannibalized the security systems to guarantee their survival. Earlier clashes have left these control centers looking like battlefields.

Each of the four armies wants to control these nodes, either to repair Damocles or to destroy it. Even within the same army commanders fight one another to control these installations. The one who commands the EMI grid will gain considerable influence in the political decisions that will follow the end of the conflict.

## Forces available

Each player is allowed the same number of A.P. to build a company.

Both companies are attackers.

All of the company's armored vehicles must be part of the assault group.

## Tactical Positions

See the map.

## Primary Objectives

- Controlling the node: 10 VP

## Secondary Objectives

- Capturing a nanogenerator: 50 RP
- Controlling a nanogenerator: 100 RP
- Capturing a container: 100 RP
- Controlling a container: 150 RP

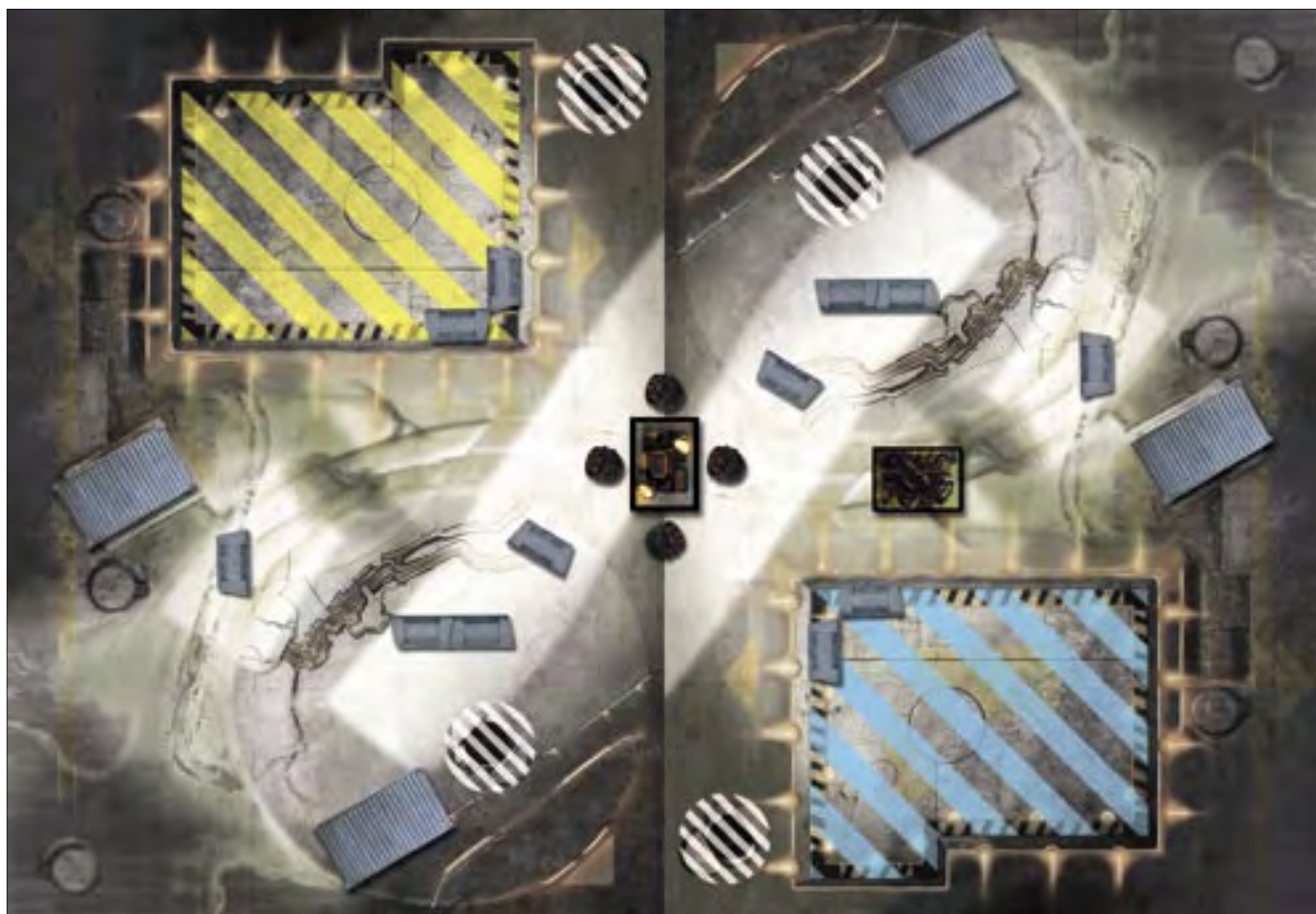
## Special rules

This mission uses all the special rules for Operation Damocles detailed in the "New rules" sections of the campaign rules and of Phase 3.

**Nanotechnological chaos:** At the end of each control phase one of the two players moves a terrain element, just like at the beginning of a game. The players apply this rule in turn, starting with the oldest player.

Furthermore, at the beginning of each round, the "Terrain" rule can apply to any element of terrain, regardless of the initials or symbols on it. However, the connection node cannot be affected.

Finally, the "Reconfiguration" routine is not available during this mission.



**Nanoblock:** This mission uses nanoblock rules. Furthermore, when it is active the nanoblock moves 10 cm after its effects have been applied. The player who caused the most damage points in this round moves it. In the case of a tie, it is the youngest player who gets to decide.

**Solar eruption:** This mission uses the solar flash rules.









**Reinforcements and reserves:** The neutral accesses to the battlefield are the access hatches. Only infantry units may enter the game via these accesses.

### Ceasefire

The game ends when a player reaches 40 VP.

If no player is able to win any more VP the player with the most points is the winner.

A player can only score 40 VP for this mission. Should a player abandon the game his opponent is automatically awarded this maximum.

	Player A's deployment zone		Nanogenerator (x 4)
	Player B's deployment zone		Low wall (x 10)
	Neutral access		Nanoblock
	Container (x 4)		Therian Node



# COLONEL STARK & COPPERHEAD

Late AT-43. Violence on Damocles has reached a peak. While the wing troopers' snipers are taking down Thерian overseers like flies, the dragonov kommandos are targeting both overseers and U.N. officers. For their part, the Wraiths and Incubuses also are tearing through the ranks of the Avan officers.

A war can also be won by depriving the enemy of the one vital resource he will find most difficult to replenish: fighters able to command units.

In this war of commanders, heroes are a target of choice: their elimination deprives the enemy of competent officers and deals a terrible blow to the troops' morale.

In this battle the U.N.A. lag behind the Therians: how many times have Atis-Astarte or Urash been destroyed only to reappear later in a new body? Unlike the Therians, Avan war heroes do not get to back-up their identity files. That makes Colonel Stark, the emblematic figure of the White Stars, a very tempting target.

## A BUSY RETURN FROM LEAVE

Level 0 of Damocles, winter of AT-43.

Returning from leave, Stark found himself in transit in a secondary spaceport. He had just been appointed to a large company and was preparing for his transfer to the frontline. The Therians obviously intercepted the news and attacked the spaceport with a heavily reinforced company: four assault golem units at their full number supported by two assault goliath units and two Incubus golgoths. The White Stars resisted staunchly: the Colonel's company was composed of two units of twelve star troopers, a fresh unit of wing troopers including snipers, two units of three Fire Toads piloted by elite fighters sent by the M. Ind and, finally, a small unit of steel troopers under the command of Stark himself.

Only a few minutes into battle, the Fire Toads had destroyed two goliath squads: Stark, waiting in ambush in his control tower, observed the enemy movements and led the counter-attack. However, the Therians located Stark's position. The two Incubuses focused on the control tower at this point, intending to decapitate the White Stars company.

While the two golgoths sought a suitable firing position, the golems attempted to overwhelm the star troopers. They met with heavy fire and the wing trooper snipers picked off their relays one after the other. Nevertheless, the golems managed



to lob nanostorms into the White Star's entrenched position, wreaking havoc amongst the ranks of star troopers. Only the wing troopers' close quarter combat skills prevented the golems from capturing the control tower and killing the colonel.

Stark's situation was critical nonetheless. Unable to stabilize their aim, the two Incubuses fired a random salvo. Their target was Stark, but the men surrounding the colonel heroically sacrificed their lives to save their commander. There were only two medics with Stark who did their best to help the soldiers who could still be saved. The next salvo hit Stark and his men. Fortunately, a medic was spared. At the last moment, he managed to save his commander's life. At the same time, the Fire Toads outflanked the golgoths. Concentrating their fire, they immobilized an Incubus and destroyed one of its weapons.

Stark knew that his company would not be able to resist the Therians for long. He called the UNSS Battleaxe for help. The orbital artillery of the UN flagship immediately pulverized one of the two Incubuses. But it was too late for Stark: just before being taken down by the Fire Toads' laser cannons, the second golgoth reassembled its destroyed weapon and sniped out Stark and the last medic.

Stark was found lying in the tower on the verge of death a week later. Thanks to an incredible stroke of luck: a research team working for the mysterious Oni corporation visited the White Stars' base offering to test of a brand new experimental treatment. The scientists suggested they try the treatment on Stark.

A few days later, the greatest hero of the U.N.A. was back on his feet and immediately regained command of his troops.

## COPPERHEAD

Less than a week later, Colonel G. Stark's company was deployed against a small company of the Revolutionary Forces and the colonel... was shot down again. In the very first minutes of the battle, the two medics assigned to him were killed and Stark was seriously wounded by dragonov kommando snipers. Whispers ran through the ranks insinuating that the famous colonel's lucky star had abandoned him.

The White Stars managed to win the battle, but Stark's state was so critical that Oni's scientists were once again called to his bedside. They were out of experimental treatments, but their medical skills revived the colonel.

This was too much for McBright. He could not let his old friend Stark take any further risks. He called him back to the safety of Headquarters.

The colonel was furious. Rumor has it that he tore the furnishings of a whole landing shuttle to pieces while the ship was transferring him to the fleet's flagship... while he still had both legs in casts!

Upon arriving on board the UNSS Battleaxe, Stark requested a meeting with General McBright immediately. The two men locked themselves into a cabin for more than two hours. When they came out, they were both covered with cuts and bruises. However, Stark's "arguments" must have been the most striking, as McBright had changed his mind... somewhat. He appointed Stark to a "Cobra" Defender Snake piloted by his best armored fighting vehicle pilot. Stark was not allowed to exit it as long as the combat strider had not been reduced to a wreck. Stark was not satisfied with this arrangement, but still decided to accept it: McBright dared say no more. Copperhead became his "mount" of choice and the Colonel of Steel returned to his men. He could no longer join his steel troopers, but he could at least accompany them to battle. Now he is safe from snipers... whenever he deigns to board the armored fighting vehicle, which doesn't happen as often as the express orders from Headquarters would let one believe!

## TACTICS

Colonel G. Stark on foot is a solid officer, whose reputation and value needs no introduction (see p. 31 of the Army Book: U.N.A.).

His innate sense of leadership is prejudiced by the promise he made to his men to always be the first one on the battlefield. This defect is now compensated for by Copperhead. Thanks to the durability and mobility of his combat strider, Stark is now immune to both sniper fire and hand to hand combat.

Although a Cobra type combat strider is a difficult target to miss, its firepower allows it to deal with any aggressor.

## UNIT FORMATION

Copperhead is a unit of its own.

## RECRUITING A UNIT

Copperhead: 470 A.P.

**Leadership:** When Colonel G. Stark aboard Copperhead is the commander of the company, the Authority tests are rolled using two dice instead of one. The player keeps the best result.

**Heroic pilot:** When Copperhead is destroyed the miniature representing Colonel G. Stark on foot is deployed where his machine stood. He constitutes a new unit but can join a friendly unit (see AT-43: The Rulebook, p.77).

**Electro-binoculars:** At any time the player may spend 1 LP to see the first card of one of his opponents' activation sequence.

**Front line officer:** A disorganized unit is automatically valiant at the beginning of its activation if at least one of its fighters can see Copperhead.

**Promise:** Copperhead must be the first unit deployed on the battlefield.

**Important: For Colonel G. Stark on foot see the Army Book: U.N.A. p 30.**



		Copperhead		  	
		   			
		25		12	
		13		5	
		Frame		Propulsion	
STRUCTURE POINTS		4		2	
Range weapon		   		SP	
MEDIUM MISSILE LAUNCHER (1)		3+ 2/0 - 14/2		2	
MEDIUM MORTAR (2)		4 1/0 7 6/1		2	

# ERRATA

## AT-43: THE RULEBOOK

- **“Shooting” chapter p. 61:**

The following paragraph replaces the one in “resolving a shot”:

“The player chooses the type of weapon used to resolve the shot. A type of weapon is the whole of the weapons sharing the same name and same characteristics. All the fighters in the unit equipped with the chosen weapon resolve their shots simultaneously according to the following steps:”

- **“Shooting” chapter p. 65:**

On an indirect fire test, if all the dice show failures the shot deviates one centimetre (one gradation) per failure on the shooting test, with a minimum of 10 cm (ten gradations).

- **“Combat” chapter p. 71:**

The following sentence is missing:

“Once a unit has attacked in close combat, it cannot act anymore (shot, move, etc...).”

- **“Recruitment and training” chapter p. 81:**

At the end of Assault and reinforcement, the following paragraph is added:

“The total A.P. value of assault units must be inferior or equal to the number given by the mission. The cost of the reinforcement units is not important as long as the total value of the company is inferior or equal to the number given by the mission.

**Example:** *During mission – 3 Hold the positions, each player must compose a company with 1500 A.P. This includes a 1000 A.P. assault force. The 500 A.P. value of the reinforcement group is just an indication. A company including a 900 A.P. assault force and 600 A.P. of reinforcements does respect the limitations of the mission. In fact the total A.P. value of the company is 1500 A.P. (900 + 600 = 1500) and the value of assault group is less than 1000 A.P.”*

- **Therian project, Wraith golgoth, p. 125:**

The standard equipment line is incorrect. The correct equipment is “Medium nucleus **cannon** and medium sonic cannon”.

- **“Activation phase” chapter p. 57:** When a player becomes the active player, he reveals the first card in his activation sequence. The corresponding unit is **activated**. The player declares his actions and resolves them as he goes. If several units may correspond to the card revealed, the active player may choose the one he activates.



## ARMY BOOK: U.N.A.

- **Operational Organization, p. 19:**

In the “**Standard and maximum number**”, the following sentence should be **ignored**: “And in order to be considered to be at its maximum numbers of fighters, a unit must include the number of special weapon bearers indicated.”

- **Steel troopers, cost of a unit, p. 37:**

In the “Cost of a unit of Steel troopers” table, the cost a unit including the maximum number of fighters with grenades and triple lense helmets is incorrect. The correct value is **365 A.P.**

- **Fire Toad “Lancelot”, p. 50:** This strider’s card contains two mistakes. It indicates a rate of attack of 3/0 and an accuracy of 5 for its two light grenade launchers, but the proper characteristics are those from the *Army Book: U.N.A.*. The rate of attack is **1/0** and the accuracy is **4**.

## ARMY BOOK: THERIANS

- **Operational Organization, p. 17:**

In the **Standard and maximum number**, the following sentence should be **ignored**: “And in order to be considered to be at its maximum numbers of fighters, a unit must include the number of special weapon bearers indicated.”

- **Sigma Urash, heroic pilot, p. 27:**

Urash can join a unit of **storm golems**.

- **Infantry, p. 31 :**

In the first print of this book, the following routine was missing from the insert: “Reconstruction (3 LP): One of the unit’s fighters comes back into the game.”

## ARMY BOOK: KARMANS



### • Assault golems, p. 33:

In the first print of this book, the following indications were missing from the “Officers” table:

- “Overseer delta: + 15 A.P.
- Overseer omicron: + 25 A.P.
- Overseer sigma: + 50 A.P.
- Overseer omega: + 65 A.P.”

## ARMY BOOK: RED BLOK



### • Disruption (Sgt. A. Tymofiyeva, p.25; Dragonov kommando, p.39; Sierp, p.47; Arsenal, p.61):

The Disruption ability can only be used by fielded fighter, not by those in reserve or in reinforcement. This ability is used during the tactical phase.

### • Zvezda, p. 49:

The description of the “Detection” ability doesn’t mention it only affects direct fire weapons. In fact it should read:

“**Motion sensors:** The fighters gain the “Detection” ability. They gain + 1 in Accuracy 🎯 with all their **direct** fire weapons. This bonus is already taken into account in their profile. In addition, they ignore their enemies’ “Stealth” ability.”



“Infantry” had been replaced by “soldier” is the platoon patterns in the English Army book, preventing the Karmans from using support units.

- Libra (“Playing Libra” insert, p.16.):
- Infantry unit (★) !
- Infantry unit (★★★)
- Infantry unit (★/★★/★★★★)
- Infantry unit (★/★★/★★★★)
- Armored fighting vehicle unit (★/★★/★★★★) or Soldier unit (★★★)

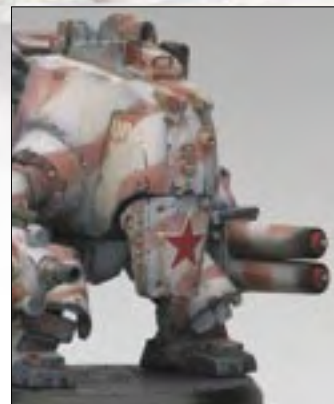
- Nova (“Playing Nova” insert, p.18.):
- Infantry unit (★) !
- Infantry unit (★★)
- Infantry unit (★★★) or vehicle (★★★★)
- Armored fighting vehicle unit (★)
- Armored fighting vehicle unit (★★)

- Flux (“Playing Flux” insert, p.16.):
- Infantry unit (★★★) !
- Infantry unit (★★/★★★★)
- Infantry unit or Vehicle unit (★/★★)
- Armored fighting vehicle unit (★/★★)
- Armored fighting vehicle unit (★/★★/★★★★)





- A frozen planet
- A hostile environment
- Precious ore
- Ancient ruins
- Lost technology
- Unlikely alliances
- Angry Karmans



*Shake or stir!*



# OPERATION FROSTBITE

*On the rocks !*

*(Low calories, high death rate!)*

AN AT-43® CAMPAIGN BOX  
GENCON 2008

