



"No one evades war"



AVA

An insignificant planet lost in the midst of many others, and yet the cradle of a bold and aggressive species: Mankind.

When the Therians tried to invade this planet, they were met with fierce resistance and humanity even managed to push back those they scornfully call the "morphos".

However Ava suffered greatly from these battles: the climate and the orbit itself were deeply affected.

This became known as the Trauma, the starting point of a new calendar.

Forty three years after Trauma, the combined forces of humanity are launching a counter-attack!





43 YEARS AFTER TRAUMA

The universe is ablaze and war is everywhere. The United Nations of Ava have sent their elite forces, the **White Stars**, to the front line. If the U.N.A. win, the unbending rule of success will be ruthlessly enforced on Ava.

In the meantime, the **Therians** seek to eradicate humanity, to exterminate the parasites who challenge their domination. If they triumph, they will be able to recycle every solar system, grind every single star to its most simple components, reassembling them into a gigantic thinking machine.

The victorious rebellion of mankind has demonstrated that it was possible to oppose the Therians overweening project. Ava is now bringing war to the core of Therian worlds. Other species are following this example and are about to face this enemy who does not waver a second when having to destroy whole civilizations, indifferent to their fate.

Mankind has recently discovered one of the Therians' colossal and mysterious factory-planets.

Both sides have mobilized their forces to conquer it.

Unexpectedly, the Therians are slow to react, thus losing ground and suffering heavy losses. Nevertheless, their army of machines is assembling, and time for retribution might come earlier than men think.

For the first time ever, a Therian factory-world is being invaded.

Mankind has sent reconnaissance missions to unveil the dark projects hatching at the heart of these wandering worlds. Humans are trying to stop this mass of metal and technology from approaching Ava at all costs. But how can they counter the projects of a species which uses planets as spaceships; a species wielding enough power to wipe out entire solar systems?

The White Stars have an answer: Operation Damocles. Escorted by their most advanced combat striders, the invincible steel troopers have landed and they are moving deep into the metal entrails of the planet. They cannot wait to meet the "morphos" and make them pay as dearly as possible the suffering they caused on Ava. The main troops await the first recon missions to determine where the landing will take place...

The Therians seem lost in their dreams of power. No one has ever successfully opposed their projects. And yet, mankind's boldness seems to know no limit. They explore deeper each time. Something must be done.

The EMI grid, the inexhaustible Therian distribution network - source of power, matter and information - has started producing attack systems and is assembling evermore powerful war machines.

Will mankind be able to launch their assault? Will the Therians react soon enough?

AT-43 stages exceptional battles with galactic stakes.

This initiation booklet is your first guide; it provides the bravest and the most dauntless with the keys to the thousands of battles to come.

AT-43 / THE RULES

Only the White Stars have landed for the time being, and only the lightest elements and the recon troops have taken position. Facing them, the Therians have hastily assembled a few simple attack systems. For the moment, they are reacting out of entertainment rather than necessity.

These skirmishes are a prologue to huge battles where terrifying armies from the *U.N.A. White Stars* and *Therian Army Boxes* will meet. Total war is coming and countless battalions are assembling. Soon, entire legions will collide. Soon, armies will fight for the galaxy using the *Advanced rules for AT-43* (coming in 2007).

The first move of this conflict will determine the fate of many worlds. Once the threat is known, once these sophisticated weapons are mastered, whole armies will move in under the orders of leaders showing them the way to victory.

You!



WELCOME TO AT-43

This game allows you to play breathtaking futuristic battles against a friend. Lead your men on the battlefield and command fearsome armies of flesh and steel in thrilling fast paced games.

AT-43 is played using miniatures representing your fighters. You will move them on the game table with the tape measure. The dice are used to determine if their actions are successful or not.

OPERATION DAMOCLES

This *Initiation Set* aims at teaching you the rules of *AT-43*. In the pages that follow you will find the rules needed to play Mission 1. New rules will be introduced with each mission to help you discover, step by step, everything you must know to achieve glorious victories.

Initiation Set: Operation Damocles contains all you need to play your first *AT-43* games:

- **This initiation booklet translated into five languages,** provides the basic rules as well as detailed missions. You will discover the complete rules mission after mission.



- **19 miniatures, each one representing a fighter:**

- **1 White Stars Fire Toad** combat strider, equipped with two light laser cannons;
- **9 White Stars** elite soldiers, the **Steel troopers**:
 - 5 soldiers with laser rifles and combat knives,
 - 2 soldier leaders with laser rifles and combat knives,
 - 2 soldiers with missile launchers.



- **1 Therian Wraith golgoth** combat strider, equipped with a medium sonic cannon and a medium nucleus cannon;
- **8 Therian foot soldiers, the Storm golems**:
 - 4 soldiers with nanoblasters and reaper blades,
 - 2 soldier leaders with nanoblasters and reaper blades,
 - 2 soldiers with sonic gun.

- **9 cards:**

- 7 AT-43 game cards presenting the miniatures and their characteristics.
- 2 cards giving the Universal resolution table.

- **10 terrain elements:**

- 1 illustrated gaming mat. It will be used to play the missions from the *Initiation Set*, but you can play without it.
- Only the illustrations outlined in white constitute in-game obstacles (to movement, shooting...).
- 6 terrain elements representing concrete walls;
- 1 White Stars container;
- 2 Therian nanoresource generators.



- **The accessories needed to play:**

- 6 dice, to determine the fighters' actions;
- 1 tape measure, to measure movement and shooting range distances. It is marked in centimeters and in inches on one side. The other side shows the range;



THE GAME RULES

The cards

In AT-43, the cards show the fighters' characteristics and any useful information you may need to determine their actions; they allow to identify the fighters and their weapons.

The units

A **unit** is a group of one or several fighters of a same Designation. Once the battle is engaged, it is impossible to separate the fighters of a same unit.

When a unit is composed of several fighters, one of them must be chosen as the **leader**.

For the duration of the game, the position of this leader is used to determine the global position of his unit.

A unit must always stay grouped. It is called the **cohesion** of a unit. It means that once a unit's actions are determined, the two following conditions must be respected:

- All the members of a unit must be within 10 cm of the leader;
- Each fighter of the unit must stand at no more than 2.5 cm from another.

When the leader of a unit is killed, another member of the unit becomes the new leader. The fighter that was standing closest to the former leader becomes the leader and his miniature is replaced with the leader's.



Leader steel trooper



Leader storm golem

The dice

Most actions, such as shooting or close combat, are simulated through dice rolls. A die showing a value equal or superior to the number needed is a success; a die showing a lower result is a failure.

EXAMPLE For the shooting tests of a unit composed of four soldiers all equipped with range weapons, the player rolls four dice. Each one of these dice represents a fired projectile. The results are used to determine if the projectiles have hit their target.

The red dragon



indicates the



side.



The unit's cohesion is respected. All the fighters are within 10 cm of the leader and each one of them is standing no more than 2.5 cm from another member of the unit.

The missions

Initiation Set: Operation Damocles allows you to get used to AT-43 with missions introducing the rules little by little.

A mission begins with a story explaining why the two sides are fighting. Then it lists the fighters available, as well as the peculiarities and the mission objectives for each player. The first player to fulfill these objectives is the winner.

Every mission introduces new rules. Once these elements are assimilated, the game may begin. The new rules introduced in a mission will apply to all the following missions.

A mission lasts around 30 min.

Game round

A game of AT 43 is divided into several game rounds.

To determine who begins, each player rolls a die. This roll is called the **Authority test**. It must be done at the beginning of every round.

The player who gets the highest result chooses who has to activate the first unit. If it is a draw, re-roll the dice until one of the players wins.

The players then play their units in turn, one after the other. They are said to **activate** their units.

When all the units have been activated, a new round begins.

EXAMPLE *When two players confront each other, the first designates one of his units. He determines all the actions of this unit (movement, shooting, close combat, etc.). His opponent then does the same, and it is the first player's turn to choose another of his units. This goes on until all units have been activated.*

In some missions, no Authority test is required for the first round. The mission briefing indicates then which side automatically wins the test.

Who can see who?

The fighters in *Initiation Set: Operation Damocles* can see in all direction. But obstacles (combat strider, closed door, etc.) can prevent them from seeing certain opponents (see below).

A fighter is said to have a **line of sight** on a fighter or a terrain element when he can see the fighter or the terrain element. To determine this line of sight, trace an imaginary line from the edges of the miniature's base to the edges of the fighter's base or the element he wants to see.

- If at least one of these lines doesn't encounter an obstacle, the target is considered visible
- If both lines encounter an obstacle, the size of the obstacle is compared to the size of the shooter or the target.

To do so, simply adopt the point of view of the shooter by placing yourself at his level to determine if he can or cannot see the target (See 1).

Soldiers are an exception to this rule: they do not block line of sight (See 2).

Measuring distances

In AT-43, distances are measured using the tape measure provided in the box.

This tape measure is marked in two ways:



- **Range** is used to determine the difficulty of a shooting test (See 3);
- **Centimeters** are used to measure all other distances.

Distances must be measured from the edges of a fighter's base or the edge of a terrain element to the edge of another.

When measuring the distance between a unit comprising several fighters and an object for example, always measure it from the leader's base. **Unit to unit measurements are always done from leader to leader** (See 3).

BEWARE! You are not allowed to measure anything **before** declaring an action. You must declare the action first before being allowed to measure.

Movement

If a fighter wants to move, he needs to choose between two modes. He can choose a **rush movement**, which allows him to move on a longer distance, or a **combat movement**, which allows him to move and shoot. The maximum distance which can be covered depends on the fighter and the chosen movement mode.

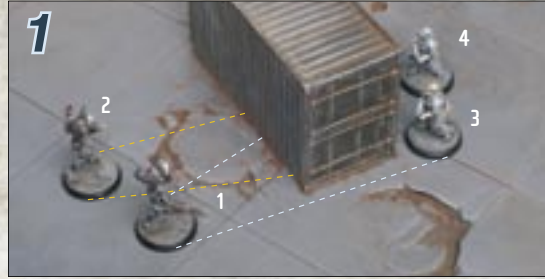
Choose your movement mode, **rush** or **combat**, before measuring distances!
You can move in any direction.

Fighters and terrain elements are considered obstacles which must be walked around. Not even a combat strider can walk through a concrete wall. Notice that Soldiers do not hinder the movement of **friendly** fighters, but fighters cannot pass through **enemy** soldiers.

Throughout a fighter's movement, his base must be able to pass between obstacles.

It is easy to walk around an obstacle: just pass the tape measure around the obstacle when measuring the movement of your fighter.

Movements cannot end on an obstacle.



Since the container is higher than the soldiers on either side, storm golem number 2 cannot see either of the two steel troopers. However storm golem number 1 can see steel trooper number 3 but not number 4.



Unit 1 has a line of sight on unit 3.
Unit 2 is in between but only comprises soldiers and therefore doesn't block the line of sight.



These two units are within range 3 of each other.

RULES REVIEW

This section contains the rules introduced during the previous missions. Added to those given before the first mission, they constitute the base of the AT-43 game.




ACTIVATION SEQUENCE

The activation sequence is established every round before the Authority test. Cards representing the fighters are gathered and placed from left to right, face down, in the order in which the units are to be activated. When both players have established their activation sequence, the Authority test is made. Whoever plays first reveals his first card (the leftmost card). He immediately activates the unit which it represents. His opponent does the same, then the lead goes back to the first player, and so on until all the cards have been revealed and until all corresponding units have been activated.

One of the players might end up having to reveal a card without being able to activate that unit because it has been eliminated during the current round. A player can also reveal a card, activate a unit and start again if his opponent does not have any cards left.

MOVEMENT

For each of its activations, a unit can perform a single movement:

- A **Combat movement** is  cm movement. Shooting is possible.
- A **Rush movement** is  + 6 cm movement for soldiers, and  + 10 cm movement for a combat strider. Shooting is impossible.

ENGAGING THE ENEMY

Two enemy soldiers within 2.5 cm of one another are considered engaged. A combat strider is **never** considered engaged. If one fighter is engaged, the **whole of his unit** is considered engaged. An engaged unit cannot perform a rush move. It can make a combat move, but the distance it can normally cover is then reduced by half.

SHOOTING

A unit can fire **before or after** a combat movement. The following conditions must be respected:

- Only the fighters with a line of sight on at least one member of the targeted unit can open fire;
- No member of an engaged unit can shoot. Nevertheless an engaged unit can perform a combat move to free itself and then shoot;
- All the members of the unit have to fire at the same time and target the same unit. Only the fighters equipped with special weapons can aim at a different target. Nevertheless they have to fire at the same time as the rest of their unit.

Number of shots per activation

Every fighter can fire once with each of his range weapons during his activation. It is possible to fire before and after a movement if the fighter uses a different weapon each time. A unit can aim at a different target for each shot. If several fighters of a same unit are equipped with several weapons, they all must shoot at the same targets.

GAME ROUND

- 1) Activation sequence:** Each player places, face down, the reference cards of his units. The order in which these cards are classified (from left to right) is the order in which these units will be activated.
- 2) Authority test:** Each player rolls a die. Some missions give a bonus to this roll. The player who gets the highest result decides who plays first.
- 3) Unit activation:** The first player reveals his leftmost card. He then declares the actions of the revealed unit. He performs these actions (measurement of the distances, movement, measurement of the range, shooting, close combat, etc.). Then the second player reveals his leftmost card, declares the actions of his unit and performs them. Then the lead goes back to the first player, and so on as long as there are still cards that are face down.

AT-43 / THE RULES



Strength in numbers bonus
This value is not used in the *Initiation Set*.

Affiliation
The Affiliation shows if the fighter is a White Stars or a Thorian.

Movement
Movement shows the distance in centimeters that a fighter may travel when moving.

Morale
This value is not used in the *Initiation set*.

Protection
the Protection shows the resilience of a fighter's armor. The higher the value, the harder it is to wound an enemy.

Combat
Combat shows if the fighter is skilful in fighting at close quarters. The higher the value, the better a fighter fights in a melee.

Structure Points (SP)
Each part of a combat strider (frame, thrusters and weapons) has a certain number of Structure points. The more SP a part has, the more resilient it is. This value is not used in the *Initiation Set*.

Weapons
The various range and close combat weapons a fighter can use are mentioned here. This value is not used in the *Initiation set*.

Authority
The Authority shows an officer's ability to maintain discipline among his troops.

Leadership points (LP)
These points measure an officer's tactical skills.

Designation
Designation shows the army corps to which the fighter belongs.

Category
Fighters are divided into two categories. **Soldiers** are fighters that move on foot. **Combat striders** are futuristic war machines.

Size
The Size of fighters and terrain elements is indicated with a value from 1 (the smallest) to 6 (the largest). This indication allows you to solve some situations in case of a disagreement between players.

Attack rate/Re-rolls
The Attack rate shows the number of strikes or projectiles fired by a weapon for each shot. To find out how many times a weapon hits its target, roll as many dice as its Attack rate.

Accuracy
The Accuracy shows if a fighter is skilful with a weapon. The higher the value, the higher the chances a fighter has of hitting a target with a weapon.

Penetration/Damage
The Penetration value shows the capacity of a weapon or a projectile to pierce the protection of a target.

Damage shows the number of Damage points inflicted to a target if the projectile penetrates its protection.

Area of effect
The Area of effect indicates the zone within which weapons with an area of effect will cause damage. Only some weapons have an Area of effect.

Shooting tests

The player controlling a shooting model rolls a number of dice equal to the Attack rate of his weapon.

For every fighter, a table indicates the minimum result required to hit a target according to the distance. This table can be found at the back of this book.

You obtain an **impact** for every die indicating a number superior or equal to the required result.

Zone of fire

When a unit fires at another unit, a **zone of fire** is determined. No matter the number of shooting models and their position, the zone of fire is determined considering the fighters situated at the extremities of the units. This **also applies in the case of a fighter equipped with a special weapon** (such as a sonic gun).

The impacts must be distributed between the targeted unit and the fighters caught up in the zone of fire. Impacts are distributed at the rate of one per fighter in the zone of fire, beginning with the fighter closest to the shooters. When every fighter in the zone of fire has received one impact, all the remaining impacts are attributed to the unit initially targeted.

The fighters caught in the zone of fire are ignored if they are of a smaller Size than the shooters or the targets of the shot(s).

Damage tests

Every impact implies a **Damage test**. For this test, the shooting player rolls a die for every impact. The result required to penetrate the Protection of the target is indicated in the shooter's table. This table can be found at the back of this book.


Every successful Damage test causes a number of Damage points equal to the Damage value of the weapon used. A single Damage point is enough to eliminate a soldier. 4 points are needed to destroy a Fire Toad and 5 to annihilate a Wraith golphoth.

Cover

When a unit suffers impacts, the cover zone is determined in the same way as the zone of fire by using the extremities of the obstacle as the "edges" of a fictitious unit. The zone beyond the obstacle is called the **dead angle**. A fighter with

at least half of his base inside the dead angle is considered under cover.

If at least half of the members of a unit are under cover, then the whole unit is considered under cover. Should the opposite occur, the whole unit is considered exposed. Yet, if the leader of a shooting unit is within 10 cm of the edge of the obstacle closest to the targeted unit, then the latter unit is not considered under cover.

A unit under cover benefits from a cover test: For every impact inflicted to this unit, roll a die. On a result of  +, the impact is cancelled. Damage tests are then made if there are any successful impacts.

Managing the losses

Losses are removed beginning with the miniature closest to the shooters' leader. If it happens to be the leader, his miniature is repositioned in the unit, instead of the fighter closest to him.

Special Weapons

A fighter equipped with a special weapon has to fire at the same time as the rest of his unit. Nevertheless he can aim at a different unit. A soldier carrying a special weapon cannot replace the leader if the latter is killed, choose another fighter if it is possible. When the only fighter left in the unit is a special weapon bearer, he becomes the leader and keeps his special weapon.

Locked shots

Locked shots hit their target on a set result, no matter the distance.

Locked shot weapons can only be used against armored vehicles and terrain elements that can be destroyed. The target is locked, so any fighters caught in the zone of fire are ignored, as well as cover.

CLOSE COMBAT

Fighters can make a close combat attack after having moved, but they cannot move after having attacked.

The following conditions must be respected:

- Only the fighters in contact with an opponent can make a close combat attack;
- Only the fighters with a close combat weapon can attack. The special weapon bearers are not equipped with close combat weapons.

For each activation, each fighter can attack once with each of his close combat weapons.

Multiple Close combat

If a unit is in contact with several enemy units at the same time, the combats are determined unit by unit. If a fighter is in contact with opponents belonging to different units, the player controlling him has to choose which unit he attacks.

Attack tests

The player controlling the assailant rolls a number of dice equal to the Attack rate of his weapon. For each fighter, a table indicates the minimum result required for a hit according to the opponent. This table can be found at the back of this book.

For every die indicating a number superior or equal to the required result, the player gets an **impact** on the target.

Damage tests

Every impact inflicts a **Damage test**. For every impact, the player who has just attacked rolls a die. The result required to penetrate the target's Protection is indicated in the assailants table. This table can be found at the back of this book.

Every successful Damage test causes a number of Damage points equal to the Damage value of the weapon used. A single point of Damage is enough to eliminate a soldier. 4 points are needed to destroy a Fire Toad and 5 to annihilate a Wraith goth.

Managing the losses


The assailing player chooses the losses to be removed among the fighters in contact with the assailants.

NEW RULES



THE CHARACTERISTICS



• UNIVERSAL RESOLUTION TABLE:

This table works according to a simple principle: for every action, an **action value** and a **difficulty** are determined. To perform an action, calculate the difference between the **action value** and the **difficulty**. Then consult the table below. Read then the corresponding column to know the minimum result required on for an action to be a success.


• **SHOOTING TEST:** The **action value** is the Accuracy  indicated on the card for the used weapon. The **difficulty** of the test is the range which separates the leader of the unit of shooting models from the leader of the targeted unit.

For locked shot weapons, the result required always remains the same no matter the distance between the shooter and his target. This result is indicated on the card instead of the Accuracy.

• **CLOSE COMBAT ATTACK TEST:** The **action value** of the assailant is the Accuracy indicated on the card for the weapon used . The **difficulty** of the test is the Combat value  of the defender.

• **DAMAGE TEST:** The **action value** is the Penetration  of the used weapon. The **difficulty** is the Protection  of the target.

LEADERSHIP

An army is commanded by an **officer**. As long as this officer is alive, his **Authority** value  is added to the result of the Authority test for every round.

• **LEADERSHIP POINTS POOL:** At the beginning of every round, each player calculates his Leadership points (LP) pool before the Authority test. This pool is equal to the LP value of the commanding officer added to the number of units of the army. Only the units still in the game or getting ready to come into play during the current round are taken into account.

LP are kept till the end of the round even if the officer is eliminated. On the other hand, the remaining points are lost at the end of the round

• USING LEADERSHIP POINTS:

• **Improving the Authority test (X LP):** The final result of the authority test is increased by the number of LP spent (Up to 2 LP for an overseer alpha or a sergeant).

• **Activating a unit not led by an officer (1 LP):** If a player cannot or does not want to spend this point, the unit cannot do anything. Nevertheless the unit is considered as having been activated for the round. If it is a unit which has not come into play yet, it remains out of the game. This means a player can delay the arrival of his units. It is also possible for an officer's unit not to enter the game when it is activated.

• **A player can use one and only one of the following possibilities when ever it is his turn to play:**

– **Delaying the activation (2 LP):** The player passes. A player cannot pass twice in a row.

– **Relocating the first card (1 LP):** The player relocates his first card where ever he wants in his sequence. The following card must then be played.

Now you can play *Operation Damocles* over again using all the rules of AT-43.

May the best commander win!

