

Jul 3  
New front



## Missions for AT-43



By Belisarius

# AT-43 Missions:

## Jul 3, New Front

*Here are some playable missions with the contents of the first two Army Boxes for AT-43: the revolutionary forces of the Red Blok and the masters of evolution, the Cogs.*

*These missions can be played separately or one after the other. They are intentionally quite simple, without too many special rules, to allow new players to gradually get used to the game system.*

*Good game to all!*

*Belisarius*

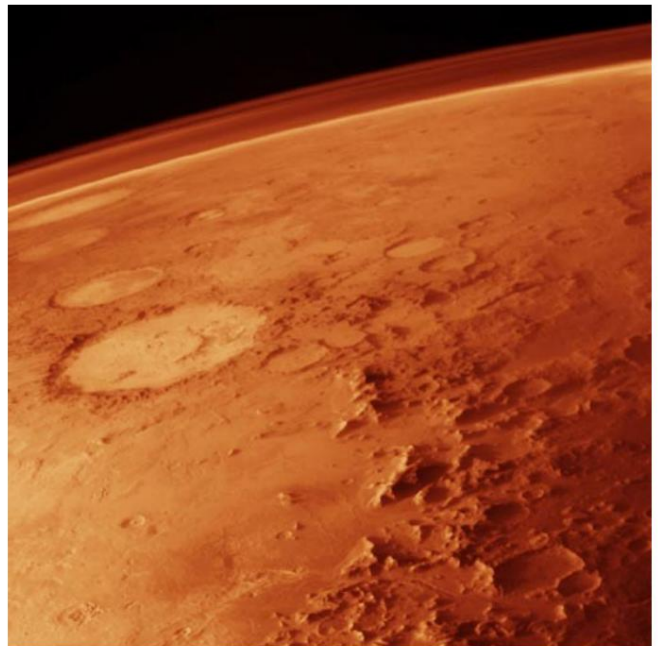
Jul 3 is a small planet located on the edge of the Elysium system. A mere barren rock a few hundred kilometers in diameter with a sulfur-saturated atmosphere and endless deserts, Jul 3 has no directly exploitable resources of its own.

Various reconnaissance missions explored Jul 3 and uncovered what appeared to be the ruins of a Therian outpost but nothing else of significant significance. The planet was subsequently classified as "of no strategic interest" and largely forgotten as attention shifted to the icy planet and its crucial resources.

When Elysium burned, the Red Blok's revolutionary forces were forced to rethink their logistics in order to more effectively support their engaged forces. The Supreme Collective decided to establish a forward base on a nearby planet. This facility would also increase the security of convoys transporting elysium crystals mined on Elysium to Hades, the revolution's home planet, so that they could be processed and exploited to their full potential.

Supra therefore dispatched a security force on July 3 to set up a rear base and strengthen the intervention capabilities of the collectivist forces in this sector.

Unfortunately, the first units deployed quickly spotted traces of a Cog presence on the asteroid, even though no one suspected their presence in the system. The Red Blok's databases revealed their shortcomings at that moment, with the scant information available coming from agents infiltrated by the UNA or purchased at full price from ONI Corp.



The first advanced reconnaissances reported strong activity in the planet's subsoil.

The Cogs were therefore well established even if they remained surprisingly discreet on the surface...

So what were the Cogs doing on July 3? What were they planning? What would the consequences be?

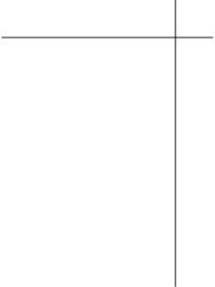
No answers to these questions came from the supreme collective, only a revised mission order:

Priority Mission: Bring Jul 3 up to collectivist standards for completion of mission PRX-KC-09.

Immediate assignment and assumption of command:  
Colonels Odin O-1 and Manon O-2

Hardware Support: Dotch Yaga RV-2 in transit

Note: Clean all that up for me!



*Captain Martov was proud; he had once again been designated a volunteer to fulfill his revolutionary duty and lead his combat group into this new theater of operations. As is often the case, the instructions had been relatively succinct, but this did not overly worry Comrade Martov; he was beginning to assimilate revolutionary methods: a comrade busy thinking acts less or too late. It was therefore crucial to the success of his mission that he know as little as possible; he would be all the more effective...*

*He gave his men the signal to leave...*

**Game equipment**

- 1 Army Box Cogs
- 1 Army Box Red Blok

**Forces in presence**

The cogs have the following two units: - unit of 4 Warmongers with the hero C-naps G09.  
- unit of 4 Sharpshooters with the hero C-naps G35.

The Red Blok has the following three units: - unit of 12 red soldiers including 1 captain, 3 grenade launcher carriers, 1 medic and 1 mechanic.

- unit of 8 red soldiers including 1 sergeant, 1 grenade launcher carrier, 1 medic and 1 mechanic. - unit of 6 dragonov kommandos including 1 sergeant, 1 sniper gun carrier, 1 medic and 1 electronic warfare specialist.

**Tactical positions**

See map.  
Starting with the Cogs player, each player places a container on the battlefield, the Cogs player then places 3 high walls and the Red Blok player 6 low walls on the battlefield.

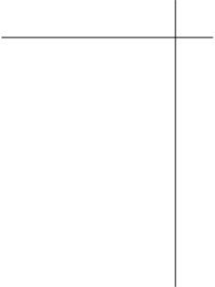
**Objective**  
Destroy all enemy forces.

**Cease fire**  
The winner is the last player with figures on the battlefield.

legend

Red Blok deployment zone

Cogs Deployment Zone



*After the first landings, the sulfur storms blowing across the surface on July 3 severely disrupted the delivery of equipment. Several containers of sensitive equipment were lost in unsecured areas. The order was given to recover this equipment "the old-fashioned way"...*

**Game equipment**

- 1 Army Box Cogs
- 1 Army Box Red Blok

**Forces in presence**

The cogs have the following three units: - unit of 4 Warmongers with the hero C-naps G09 and C-naps G45.

- unit of 4 Sharpshooters with the hero C-naps G35.
- Prowler.

The Red Blok has the following four units: - unit of 12 red soldiers including 1 captain, 3 grenade launcher carriers, 1 medic and 1 mechanic.

- unit of 8 red soldiers including 1 sergeant, 1 grenade launcher carrier, 1 medic and 1 mechanic. - unit of 6 dragonov kommandos including 1 sergeant, 1 sniper gun carrier, 1 medic and 1 electronic warfare specialist.

- Urod piloted by the heroes Manon O-1 and Odin O-2.

**Tactical positions**

See map.  
The two containers, the three high walls and the 6 low walls are placed as shown on the plan.

**Objective**

- Capture a Container: 2 HP
- Control a Container: 3 HP

**Cease fire**

If the Red Blok player manages to collect 20 VP, they win. Otherwise, the Cogs player wins the game.

legend

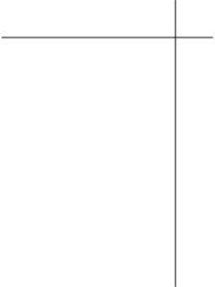
Red Blok entrance area

Cogs Input Zone

Container

High wall

Low wall



*The first troops deployed on the surface of July 3 reported only a small number of Cog units, but with an incomparable destructive capacity. A strong strike was needed before the "little grays" could organize and resist the collectivist wave.*

*Colonels Manon O-1 and Odin O-2 led the assault force to eliminate their Cog counterparts for the glory of the revolution.*

**Game equipment**

- 1 Army Box Cogs
- 1 Army Box Red Blok

**Forces in presence**

The cogs have the following three units: - unit of 4 Warmongers with the hero C-naps G09 and C-naps G45.

- unit of 4 Sharpshooters with the hero C-naps G35.
- Prowler.

The Red Blok has the following four units: - unit of 12 red soldiers including 1 captain, 3 grenade launcher carriers, 1 medic and 1 mechanic.

- unit of 8 red soldiers including 1 sergeant, 1 grenade launcher carrier, 1 medic and 1 mechanic. - unit of 6 dragonov kommandos including 1 sergeant, 1 sniper gun carrier, 1 medic and 1 electronic warfare specialist.

- Urod piloted by the heroes Manon O-1 and Odin O-2.

**Tactical positions**

See map.  
Starting with the Cogs player, each player places a container on the battlefield, the Cogs player then places 3 high walls and the Red Blok player 6 low walls on the battlefield.

**Objective**

The Cogs player must destroy UROD and Colonels Odin O-1 and Manon O-2.  
The Red Blok player must eliminate the three Cog Heroes.

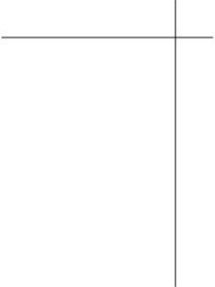
**Cease fire**

The first player to complete their objective wins. If both players complete their objective in the same round, there is a tie.

legend

Red Blok entrance area

Cogs Input Zone



*Gencol, the collective responsible for cutting-edge research in genetics and evolution, had learned of the first reports from Jul 3. It was an unexpected opportunity. A confrontation with the masters of Cog evolution would undoubtedly allow them to get their hands on Cog material or specimens. Their analysis and the applications they could draw from it were enough to give even the most down-to-earth bureaucrat of the supreme collective pause.*

*It took only a few days for a supplementary mission order to reach the revolutionary forces present on Jul 3. The hunt was on...*

**Game equipment**

- 1 Army Box Cogs
- 1 Army Box Red Blok

**Forces in presence**

The cogs have the following four units: - unit of 4 Warmongers with the hero C-naps G09 and C-naps G45.

- unit of 4 Sharpshooters with the hero C-naps G35.

- Prowler.
- Vandal.

The Red Blok has the following five units: - unit of 12 red soldiers including 1 captain, 3 grenade launcher carriers, 1 medic and 1 mechanic.

- unit of 8 red soldiers including 1 sergeant, 1 grenade launcher carrier, 1 medic and 1 mechanic.
- unit of 6 dragonov kommandos including 1 sergeant, 1 sniper gun carrier, 1 medic and 1 electronic warfare specialist.

- Urod piloted by the heroes Manon O-1 and Odin O-2.
- Dotch Yaga

**Tactical positions**

See map.  
Starting with the Cogs player, each player places a container on the battlefield, the Cogs player then places 3 high walls and the Red Blok player 6 low walls on the battlefield.

The Cogs player cannot keep units in reserve.

**Special Rule** To recover a specimen, a Red Blok infantry unit must inflict at least one casualty on a Cogs infantry unit in close combat. The unit is then considered to be in possession of a specimen. If the Red Blok unit in possession of a specimen is eliminated, the specimen is lost.

**Objective**

The Red Blok player must capture a Cogs specimen and then evacuate it via any table edge.

The Cogs player must stop him.

**Cease fire**

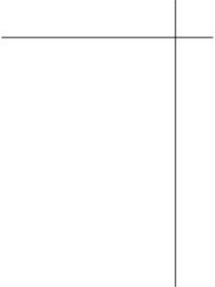
If the Red Blok succeeds in delivering a specimen to Gencol, it wins. If this specimen is a Cogs Hero, it is even a masterful victory.

In other cases, the Cogs player wins the game.

legend

Red Blok entrance area

Cogs Input Zone



*The Red Blok's revolutionary forces had become carried away by their victories. They had clearly advanced too deeply into the Cogs' defenses, without taking the time to secure their rear. The trap would soon close in on them; the area had to be evacuated urgently...*

**Game equipment**

- 1 Army Box Cogs
- 1 Army Box Red Blok

**Forces in presence**

The cogs have the following four units: - unit of 4 Warmongers with the hero C-naps G09 and C-naps G45.

- unit of 4 Sharpshooters with the hero C-naps G35.
- Prowler.
- Vandal.

The Red Blok has the following five units: - unit of 12 red soldiers including 1 captain, 3 grenade launcher carriers, 1 medic and 1 mechanic.

- unit of 8 red soldiers including 1 sergeant, 1 grenade launcher carrier, 1 medic and 1 mechanic.
- unit of 6 dragonov kommandos including 1 sergeant, 1 sniper gun carrier, 1 medic and 1 electronic warfare specialist.

- Urod piloted by the heroes Manon O-1 and Odin O-2.
- Dotch Yaga

legend

Red Blok entrance area

Cogs Input Zone

Red Blok Evacuation Zone

**Tactical positions**

See map.  
Starting with the Cogs player, each player places a container on the battlefield, the Cogs player then places 3 high walls and the Red Blok player 6 low walls on the battlefield.

**Special Rule** As soon as a Cogs unit is eliminated (Heroes included), it can return to play (with its heroes) the following turn through any Cogs access zone.

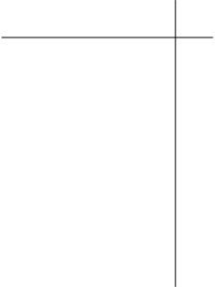
**Objective**

The Cogs player must destroy all enemy units before they leave the battlefield.

The Red Blok player must move as many units as possible out through the opposite table edge.

**Cease fire**

If no Red Blok unit manages to escape, the Cogs player wins. If one Red Blok unit escapes, it is a minor victory. If two or more units escape, it is a major victory for the revolutionary forces.



*The two armies clashed violently on the surface of July 3. Each side knew they had nothing to gain if the conflict dragged on; the situation at the Élysée Palace was on everyone's mind. The general staff therefore decided to throw all their reinforcements into the battle. It was now or never!*

**Game equipment**

- 1 Army Box Cogs
- 1 Army Box Red Blok

**Forces in presence**

The cogs have the following four units: - unit of 4 Warmongers with the hero C-naps G09 and C-naps G45.

- unit of 4 Sharpshooters with the hero C-naps G35.
- Prowler.
- Vandal.

The Red Blok has the following five units: - unit of 12 red soldiers including 1 captain, 3 grenade launcher carriers, 1 medic and 1 mechanic.

- unit of 8 red soldiers including 1 sergeant, 1 grenade launcher carrier, 1 medic and 1 mechanic. - unit of 6 dragonov kommandos including 1 sergeant, 1 sniper gun carrier, 1 medic and 1 electronic warfare specialist.
- Urod piloted by the heroes Manon O-1 and Odin O-2.
- Dotch Yaga

**Tactical positions**

See map.  
The two containers, the three high walls and the 6 low walls are placed as shown on the plan.

**Special rule** Each player can bring back into play a unit already destroyed by spending the number of reinforcement points (RP) corresponding to its AP value.

**Goals**  
Annihilation: Destroy all enemy units.  
Check a container: 200 PR

**Cease fire**  
The first player to have no units on the battlefield at the end of their turn loses the game.

legend

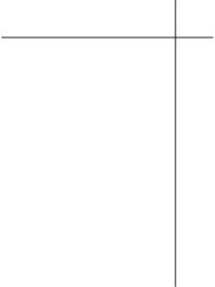
Red Blok entrance area

Cogs Input Zone

Container

High wall

Low wall



*If you have the opportunity to collect four Army Boxes, it's time to try playing on a new scale... Deploy your troops and may the best man win!*

**Game equipment**

- 2 Army Box Cogs
- 2 Army Box Red Blok

**Forces in presence**

The cogs have the following eight units: - 2 units of 4 Warmongers with the hero C-naps G09 and C-naps G45.

- 2 units of 4 Sharpshooters with the hero C-naps G35.

- 2 units of 1 Prowler.
- 2 units of 1 Vandal.

The Red Blok has the following ten units: - 2 units of 12 red soldiers including 1 captain, 3 grenade launcher carriers, 1 medic and 1 mechanic.

- 2 units of 8 red soldiers including 1 sergeant, 1 grenade launcher carrier, 1 medic and 1 mechanic. - 2 units of 6 dragonov kommandos including 1 sergeant, 1 sniper gun carrier, 1 medic and 1 electronic warfare specialist. - 2 units of 1 Urod piloted by the heroes Manon O-1 and Odin O-2 (they are cloned heroes...). - 2 units of 1 Dotch Yaga

**Tactical positions**

See map.  
The four containers, the six high walls and the 12 low walls are placed as shown on the plan.

**Special Rule** Each player chooses 3000 AP units to constitute his assault force. He can then bring in the remaining units by spending the number of reinforcement points (RP) corresponding to their AP value.

**Goals**

In this mission, conquering the terrain is essential.

Control an objective: 3 HP  
Check a container: 200 PR

**Cease fire**

The game ends when one player reaches 20 VP, and they win. If both players reach 20 VP in the same round, the game is a tie. If neither player can gain any more VP, the winner is the one with the most VP.

**legend**

- Red Blok entrance area
- Cogs Input Zone
- Container
- High wall
- Low wall
- Goals

