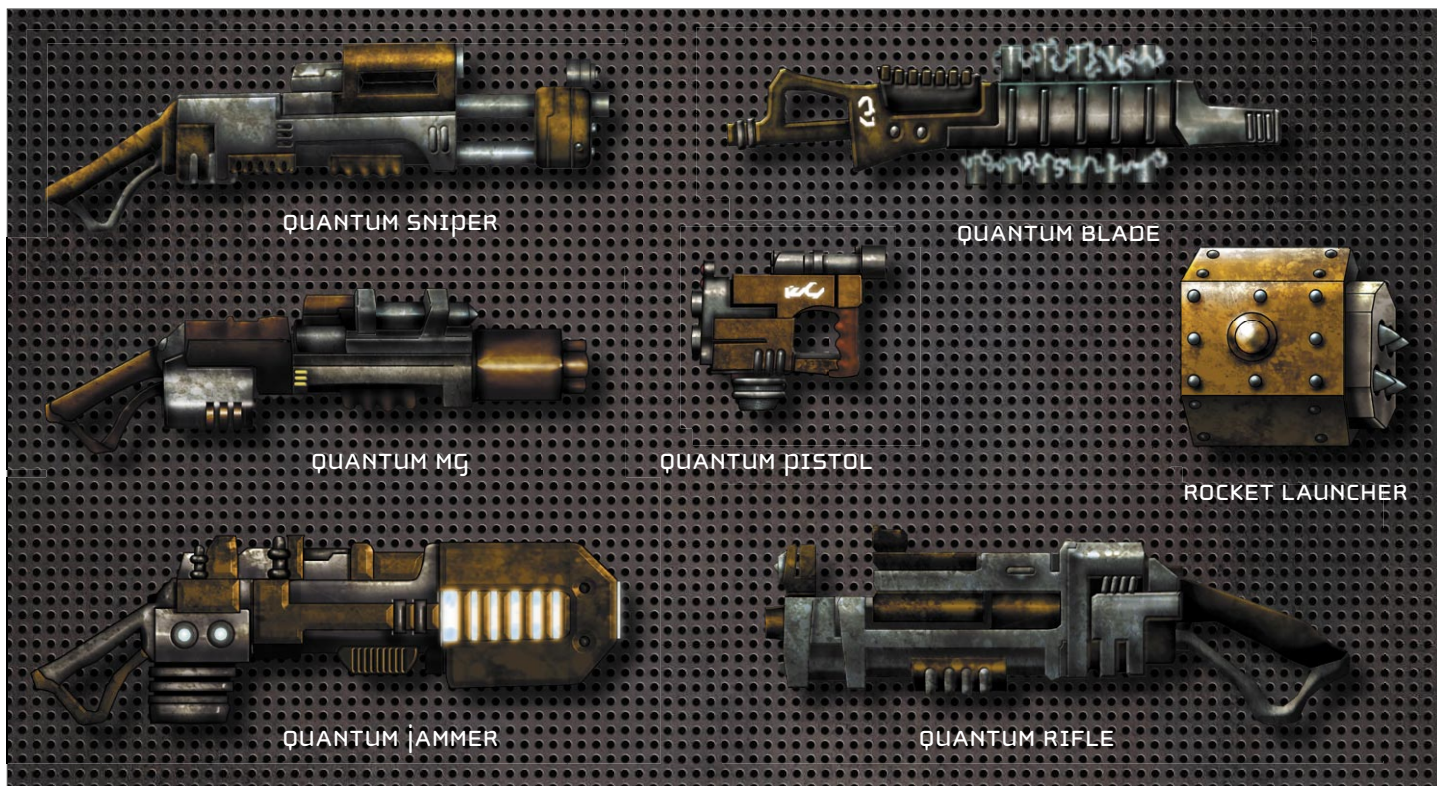




## COGS Preview



## COGS • ARMES Preview





### RED BLOCK • DOTCH YAGA

#### Preview

**Factory name:** "Dotch Yaga" support strider

- *Dotch Yaga 57 to Command: the enemy has disappeared.*
- *Repeat, DY57, I did not get that. Was the enemy destroyed?*
- *The enemy has disappeared. I see no trace of him.*
- First engagement of a Dotch Yaga.

The Dotch Yaga is a legend... Rumor has it that the construction of just one of these combat striders monopolizes Slavgorod's production of kolossium for a month; that a single shell of its heavy mortar weighs as much as a kolossus battlesuit; that it has a Gauss cannon capable of firing 500 kilos of steel per second; that it can absorb direct fire from a battlecruiser. All these rumors are true. The Dotch Yaga is a legend because no one has ever survived a fight against the ultimate offspring of the revolutionary weapons industry. Every day, even its pilots are surprised by the endurance and the power of this machine. A new generation of officers has been specifically trained to take command of the Dotch Yagas to fully exploit their capacities; and no doubt others will need to be trained to command companies that include one of these armored fighting vehicles.

## TACTICS

The Dotch Yaga is here to win. It can potentially destroy two soldier units at a time, and there is nothing they can do about it. Even the heavy weapons mounted on armored fighting vehicles have difficulty causing the Dotch Yaga any serious damage. With a few shots, the Dotch Yaga must deny the enemy's ability to control a target. All it has left to do then is deal with the remaining armored fighting vehicles, which its heavy Gauss will take care of with great efficiency. Any other questions?

## COMPOSITION OF A UNIT

**Type:** 3.


**Numbers:** 1.

**Standard equipment:** Heavy Gauss cannon, heavy mortar.

**Officer:** Rank 3.

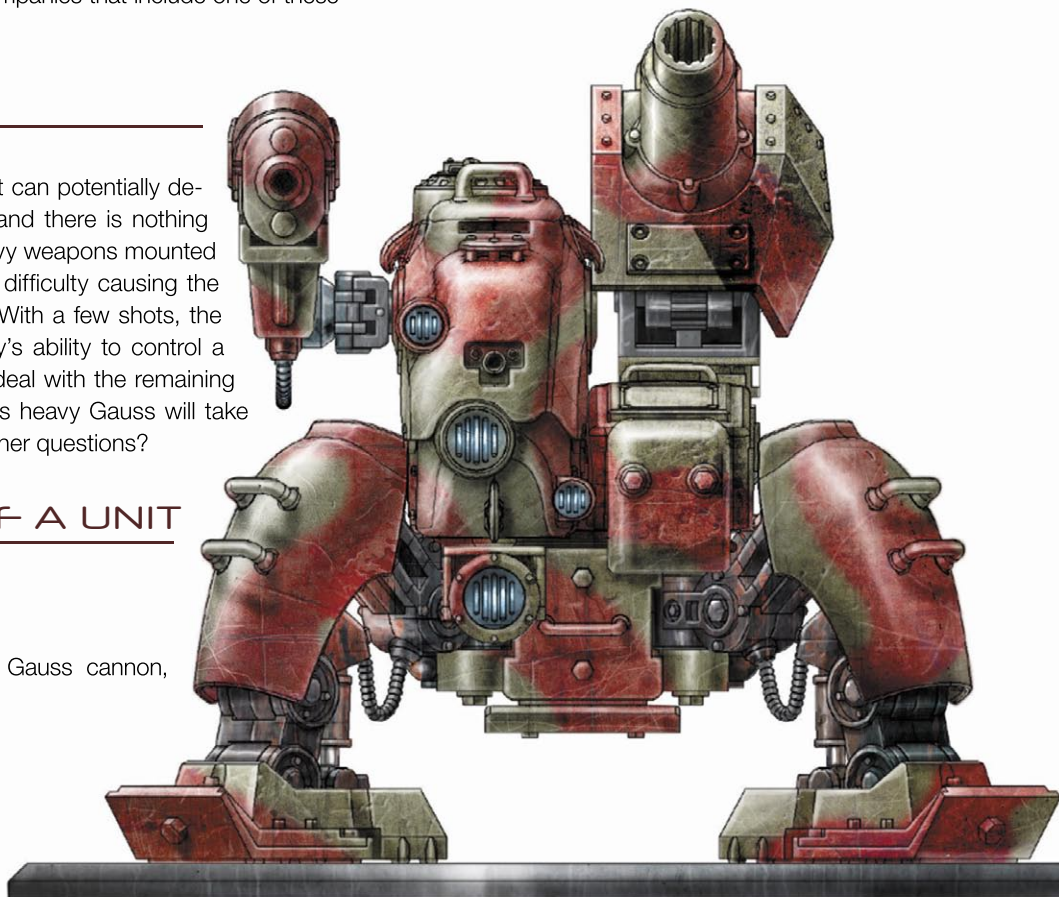
### Officers

**Lieutenant (Lt.):** +45 A.P.

		Dotch Yaga	
			
			
		Frame	Propulsion
STRUCTURE POINTS		5	4
Standard weapon			
HEAVY GAUSS CANNON		4	5/0 - 15/2 3
HEAVY MORTAR		4	1/0 10 6/1 3

### Cost of a Dotch Yaga unit

EQUIPMENT	STANDARD NUMBER(1)
Standard	775 A.P.
(1) 1 Dotch Yaga including: 0 to 1 officer	





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The number of AT-43 Comic fans has grown considerably. So from now on you'll find it in the Cry Online and soon a section of the site will be dedicated to the AT-43 Comic as well.



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## SYLVAN ANIMAE

Production miniatures. Release date : late october.



## LION • KNIGHTS

Preview





CAVALERY

55

## UNIT COMPOSITION

**Category:** Heavy cavalry (Type 3).

**Numbers:** 3 to 5.

**Equipment:** Heavy armor, shield, sword, lance (reach weapon).

**Special fighters:** Musician, standard bearer.

**Lance:** A lance is a reach weapon. A fighter with a weapon that has reach can attack enemies he is in contact with and those within 3 cm of him.

## COST OF A KNIGHT UNIT



Composition	Standard number (1)	Maximum number (2)	Extra fighter
Standard	700	1175	+ 240
1 special fighters	725	1200	+ 240
2 special fighters	750	1225	+ 240

(1): 3 knights including 0 to 1 musician and 0 to 1 standard bearer.

(2): 5 knights including 0 to 1 musician and 0 to 1 standard bearer.

## ABILITIES

**Hyperian:** The Courage tests of a unit including a Hyperian fighter are automatically successful. In addition, the unit's Courage value is considered a Fear value by frightening fighters.

**Sequence:** Each  or  obtained on a Hand to hand Attack test gives one bonus die.

## SPECIAL FIGHTERS

**Musician:** The musician's unit can use the "Implacable charge" tactic when it performs a successful charge. The unit gains the "Implacable" ability: after performing an assault, the fighters still in contact with enemies resolve a new combat. They no longer get the bonus for charging. This ability can only be used once per round.

**Standard bearer:** All the fighters in the unit gain a 2 point bonus on their Courage.

KNIGHT			
			
			
15	5	9	7
			
2	5	8	-
			
-	-	-	-