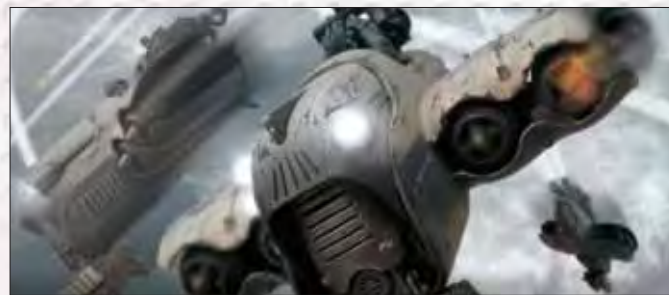




"No one escapes war!"



Élysée... an orb of ice swept by raging winds and covered in slow crawling glaciers where survival is a challenge all the armed forces of AT-43 chose to meet!



This supplement offers...

- New rules for terrain elements (crystals, outdoor gaming tiles, and so on.) and neutral fighters, such as the civil engineers and the MedTec medics;
- Support unit rules to use the specialists from the Attachment Boxes;
- Troop transport rules;
- New combat drills;
- New troops and exclusive heroes for the U.N.A., the Therians, the Red Blok and the Karmans;
- A new campaign game mode for 2 to 4 players;
- Optional rules to give experience to companies;
- 37 exclusive missions to play as part of the campaign or in one-off games;

This Campaign Set requires *The Rulebook* and the *Army Books* for AT-43.

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This book cannot be sold separately.



AT-43® - OPERATION FROSTBITE

RACKHAM®





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A green, stylized snowflake or starburst graphic with a glowing blue and white center, resembling a molecular or crystalline structure.

OPERATION FROSTBITE

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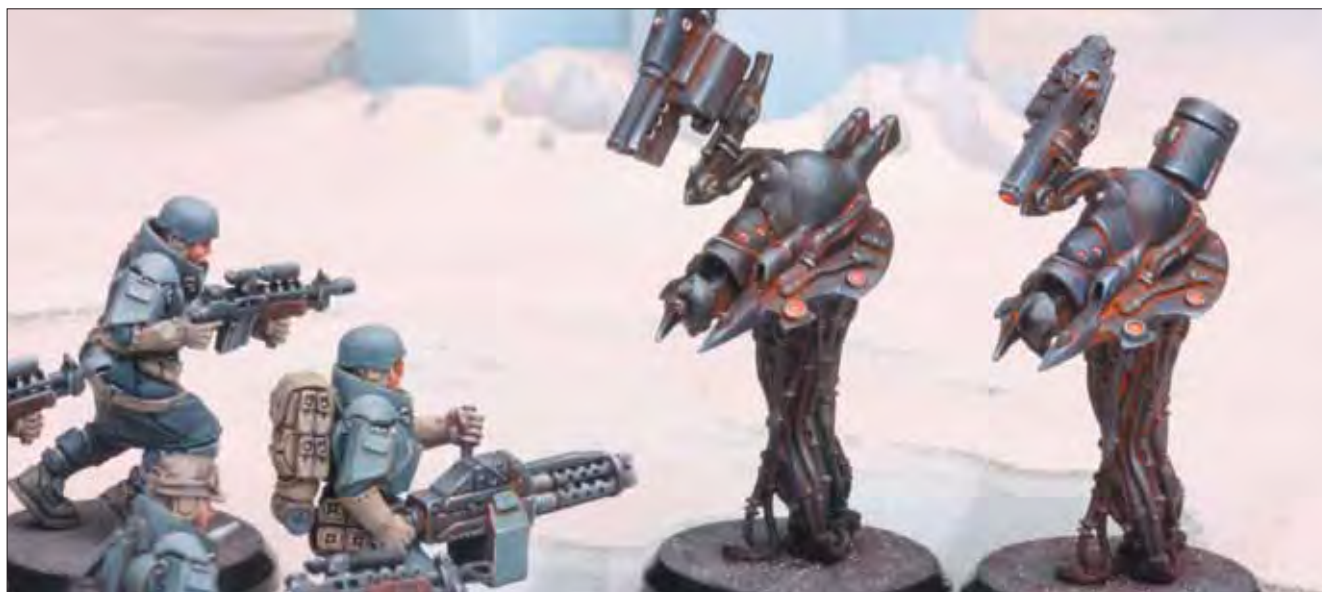
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AT-43 is a work of fiction. It is a game.
None of this ever happened and, hopefully,
never will ...

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INTRODUCTION

Welcome to Élysée, the new setting for the battles of AT-43! You will find in this book all the information you will need to stage **Operation: Frostbite**, hopefully win many battles and why not even achieve complete victory if you decide to take part in it.

Do not forget the two imperative rules of the universe since AT-43.

Knowledge of the battlefield is the mandatory condition to all triumphs.

No one escapes war.

ÉLYSÉE

Frozen planet forgotten by all, even by the powerful Therians and their prodigious information network, the EMI grid, Élysée is at the crossroads of the war: it is the key to all futures. Some involve great victory, while many more lead to defeat and ruin.

Four armies have landed forces on this world, convinced it would be a quick and easy battle. It was not long before the harsh reality of war smacked them in the face!



- The Karmans believed they were establishing a peaceful colony on Élysée. They couldn't have been more wrong as they now find themselves fighting to defend their homes, streets and cities.



- The U.N.A. were counting on a rapid landing that would allow them to explore the Therian buildings and steal the secrets of Red Blok kolossium... Now they are up to their neck in a long running campaign on this frozen hell!



- The Red Blok simply wanted to exploit elysium mines, an ore required in the making of kolossium found in the armor plating of their powerful combat striders. These mines have become strongholds under siege...



- The Therians had quarantined this world after they failed to transform it. Using its remoteness, they have engineered a terrifying nanovirus... The isolation has been broken and the laboratories are now battlefields!

All those who have landed on this world have been deeply changed and no one will leave unhurt. No one will ever be the same after they set foot on Élysée.

WHAT WILL I FIND IN THIS PRODUCT?

Welcome to Élysée! This interactive multi-support report, established by the prospecting teams of **ONI-Exploration**, is designed to present Élysée, its riches as well as the particularities of arctic environment. The latter have forced the armies involved to revise their strategy, not only to fight a campaign in extreme weather conditions, but also to keep up with the unexpected escalation of the conflict. All the participants to **Operation: Frostbite** have had to find new operational reserves, which not only altered their strategy but also brought forth new factions...

This report is composed of 6 elements:

- Three civil engineers;
- Two Elysium crystals;
- 12 Gaming Tiles (6 Tundra & 6 Glacier), typical scenery of Élysée;
- A 128 pages presenting **Operation: Frostbite**;
- 13 gaming cards;
- A 16 pages booklet presenting the battlefields of Élysée and all sorts of significant information.

In the first part, **Élysée**, you will find indispensable information concerning the planet as well as the strategic development of all the armed forces.

- **A new crucible of war** offers a complete geo-strategic overview.
- **New rules** describes the new tactics used on Élysée (**support units, bunker units, minefield, troop transports...**)

In the four following parts, **The U.N.A.**, **The Therians**, **The Red Blok** and **The Karmans** you will have access to the complete data concerning the tactical and strategic evolutions of the various armies involved.

- A new faction, with history, platoon pattern, advantage and disadvantage.
- A new rank 3 hero (lieutenant/omicron/guru).
- A new infantry unit.
- A troop transport (or similar).

The sixth part, **Campaign**, you will have access to the complete data concerning **Operation: Frostbite**.

- **Campaign rules** presents the rules that will allow you to simulate the whole of the military operations on Élysée.
- **Black fortresses, Emerald Mountains, Red Fields** present the operations in detail, sector by sector.

Elysée



A NEW CRUCIBLE OF WAR



Élysée... an orb of ice swept by raging winds and covered in slow crawling glaciers. Its temperate zone is a tundra where even survival is an accomplishment. A few sheltered valleys, kept warm by hot springs or some other climatic quirk, have harbored the Karman settlers who came to study an indigenous species apparently related to theirs.

However, here where life seems barely possible, Red Blok mining excavations have spread like a plague, leaving the ice scarred and blackened with slag. Collectivist industry is in urgent need of elysium, an ore that can only be found on this planet, and the mines clawing at the crystal seams survive the best they can since the beginning of the war.

The planet's ice fields lie in the shadow of the Therian doomsday devices, shut inside their gigantic fortresses and abandoned by their masters. To those turning their gaze to the poles, these buildings are a blank tombstone on which the stone carver has yet to chisel the name of the deceased. Yet everybody knows the name it will bear: Élysée.

THERIANS

Therian presence on Élysée is very ancient, though the planet was completely forgotten for more than a hundred thousand years. Élysée holds the remains of the first Therian astromorphosis attempts (see Army Book: Therians, p. 6). Proto-Karmans were dropped on the planet, many centuries ago, but the project strayed from the predicted parameters

before it eventually failed: instead of developing an industrial civilization, the apelike test subjects lost the use of language and abandoned the social organization the Therians had given them. They returned to the wild, which was of no use in the astromorphosis process.

For some time, the Therians sought a way to do without an industrial civilization but the consequences were dire, especially on the climate. Élysée was thrown into a sudden ice age that buried the Therian machines under an ice cap so thick the damage it caused was beyond repair.

The interest the research team in charge of the project had in the planet eventually died out. Only a few overseers remained to pursue personal studies in the field of nanoviral weapons. These oddballs used the isolation of Élysée and those installations left in working condition to carry on their work undisturbed, which served their projects well.

One of the overseers perfected a nanovirus capable of destroying any life form, including Therians. The news of this discovery caused great commotion; panic spread across the EMI grid. The prospect of a weapon capable of threatening their practically invulnerable physical bodies was intolerable to the Therians. Under the pressure of the Consensus, the nanovirus research project was shut down and the planet abandoned.

Time has since done its work. Some derelict laboratories eventually leaked the nanovirus out into the environment. Fortunately, the freezing temperatures of Élysée have kept it inactive... but it has certainly not been annihilated.

CLASSIFIED FOR YOUR PROTECTION

In BT-1, it was the U.N.A.'s turn to travel to Élysée. A space exploration team working for the Morningstar agency landed with a small team to investigate the presence of massive buildings lying under the ice of the South Pole. These were in fact two Therian buildings whose shape was rougher and more primitive than those built at the poles of Ava. One of them had in fact collapsed under the weight of the ice, which hadn't happened to the Avan versions. The first explorers managed to drill tunnels in the ice and to reach the side of one of the buildings. The mission managed to clear the entrances but was unable to get the structure to open. The scouts of Morningstar left Élysée. The harsh weather conditions and a lack of equipment prevented them from making any further discoveries. The samples of writing found on the sides of one of the Elysian buildings caused a wave of enthusiasm on Ava. Many scientists predicted that the Elysian constructions would help reveal the secrets of those on Ava (see Army Book: U.N.A. pp. 6-7). Their estimated age seemed promising: could the mysterious builders have come from Élysée? Moreover, the damage suffered by one of the structures provided an unexpected overview of the buildings' internal structure and functioning.

Then came the Trauma, which turned the U.N.A.'s attention towards more pressing matters. The project was archived and left to gather dust for nearly half a century.

PLANET OF THE APES

Nova scouts, trailing the Avan explorers, also discovered Élysée and the descendents of the creatures dropped on the planet by the Therians. The first scientific Karman teams settled there to study the proto-Karmans. Its members were immediately enthralled by the charms of Élysée, whose climate reminded them of Karma, their planet of origin.

When, ten years later, Nova confirmed that no other U.N. ship had approached the planet, the Karmans assumed the humans had lost interest in this isolated world. They carefully started a few colonies. Years later they started to look into the elysium crystals when they discovered the Caves of Doubt. This crystalline compound, unique to Élysée, was a mystery whose physical properties puzzled the Karmans.

Their limited resources prevented the settlers from analyzing the elysium. A shuttle was loaded with these strange crystals and it took off towards Karma where the samples were to be scientifically analyzed. The ship, that also carried many of the colony's notables, never made it to its destination.

AN UNFORTUNATE ENCOUNTER

The captain of the Karman ship, overconfident in his people's stealth technologies, chose to take a shortcut through a sector patrolled by the revolutionary space fleet. In a twist



of fate, his ship ran straight into a fleet that was performing a large scale maneuver. In its attempt to flee, the Karman ship suffered major damage that killed its crew before anyone set it to self-destruct. The collectivists searched the wreck and discovered its cargo and the provenance of their catch. Six months later, the scientists of Slavogorod were announcing the results of their research to Supra: Élysée could potentially become a new mining field for the raw material used to make kolossium, the prodigious alloy that secured the supremacy of collectivist armored fighting vehicles.

The Red Blok took a bold gamble that it could not allow itself to lose. It ignored the Karman colonies on Élysée in order to spare the military resources already deployed on Damocles. It dropped off its own settlers in secret and launched an ambitious mining project to extract a maximum amount of resources before war reached Élysée. Counting on the vastness of the planet to help keep the expedition secret and guarantee its security, the collectivist strategists did not provide it with the defense forces it would have needed for protection.

But they hadn't taken into account the consequences of mining overexploitation and Karman environmental awareness, which soon revealed the presence of the revolutionary settlers.

FIRST FIGHTS

The Karmans realized that their scientific shuttle would never return when they discovered the secret mines of the Red Blok.

The likely death of the notables traveling aboard the ship deeply traumatized the Elysian settlers. None of them had foreseen such a karmic possibility. They let their passions loose to a point where Karma, the cradle of the Karmans, detached a delegation of sages to help the settlers overcome their grief and find serenity once again. These emissaries preached peace, for they already knew the colony was unable to support a war. This halfhearted solution was met with deep incomprehension. It even upset the sages' mission. Peace appeared more and more improbable as the Red Blok extended its operations dangerously close to some Karman colonies.

Other phenomena kept blowing on the embers: some mines had dug out such quantities of slag that mountains of rubble had appeared around the extraction sites, mountains so high they were visible from space. The snow of Élysée was tainted grey with the dust carried by the wind blowing over the open mine pits.

At first the war was limited to movements of troops and surprise attacks launched by the forces on both sides.

The Karman settlers on Élysée developed a secret armament program with the help of Arceo, a rising Karman faction supporting the armed defense of any endangered planet. The mines closest to the Karman colonies were the targets of surprise attacks against which the collectivist forces didn't react much; the human revolutionaries still sought to avoid war. Nevertheless their "hesitant" reaction still managed to make the conflict worse: unable to locate the bases from which the

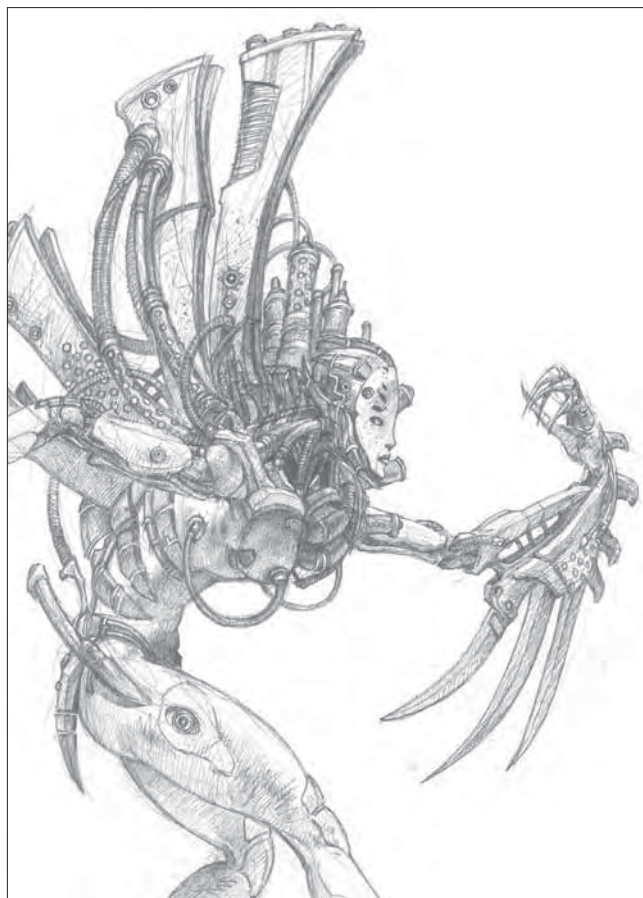
raids against its installations were led, the Red Blok bombarded several colonies hoping their assailants would back off.

One of these bombardments killed the entire family of Guru Lucius, one of the most fervent and influential defenders of peace. When Lucius joined the partisans of armed intervention, the conflict took on a new dimension: the disorderly attacks led by a handful of Karman settlers became a plan to systematically bog down the Red Blok forces.

Following Lucius' impetus, the revolutionary bases were razed to the ground one after the other until the main mine was the only operation still working. The concentration of Red Blok forces here was far too high to ever hope to destroy in a final assault. However, the influence of the invader had been reduced to a bearable level. At this time in the conflict, a cease fire was still possible.

THE SPARK THAT CAUSED THE BLAZE

After merging her consciousness with Nina Hoï's, H/Babel gained a talent for intuition the other Therians had lost long ago. Her newfound intuition warned her to keep an eye on the events surrounding Élysée. She watched the conflict grow in real time and calculated in advance the rising stakes. She quickly concluded that she had to take part in it. H/Babel settled in the former laboratories and launched the assembly of a small army, carefully hidden in the entrails of the planet.





Lastly, it took fifty years but Morningstar was able to launch a second expedition. At first only disappointment awaited it: the Karmans and the collectivists of the Red Blok had settled on Élysée and were fighting their own little war.

The agency's intelligence services soon reported what was at stake for the revolutionary forces: the Red Blok used elysium to make the armor of its military vehicles. Morningstar soon opted for a new strategy: it would raid the planet to collect scientific information concerning both elysium and the Therian machines located at the poles.

The U.N. agency was completely ignorant of the return of the Therians. It planned to land at the South Pole to establish an operational base. When the first White Stars ships hit the ice fields, the Therian forces launched a sudden attack to repel the invaders. H/Babel's plan was a total success. The advantage of surprise and the general chaos caused allowed the Therians to wipe out the U.N. military forces and to capture the ships with the scientists still aboard.

NO ONE ESCAPES WAR!

- Within a few minutes, Morningstar had lost its landing ships and the two-thirds of its military capacity. The agency was left with no other choice but to resort to its many contacts and reveal the information it held concerning Élysée in order to obtain their assistance. All the factions of the U.N.A. answered the call and sent a detachment of their forces. The White Stars are deploying their whole arsenal, including the legendary Death Dealer TacArms, supported by Morningstar's assault vehicles, the Defender Dromedary!

- The impressive White Stars intervention triggered the EMI-grid's alarm system and drew the attention of the Therian strategists. Information requests concerning Élysée brought the subject of the nanovirus back up in the list of popular discussions and rekindled general interest. Cyphers, Warriors and Web Striders converged on Élysée leading their own troops, including the brand new Archon combat systems and the Kraken transport barges.

- Facing such a display of military power, the meager Karman forces found themselves unable to preserve their colonies. Arceo used its influence to encourage the other Karman factions, Flux, Libra and Nova, to send everything they had, regular and elite troops alike, including K-burners and Kongaroo transport barges.

- If the Red Blok was to hold on to the planet, it had to follow the mobilization and find reinforcements somewhere. And it found them, notably thanks to GenCol, a newcomer to the Red Blok's political and military scene. GenCol didn't come empty handed: in the holds of its ships, the BTR Soundouk troop transport and the terrifying Dragomirov Kolossus!

Due to an unfortunate sequence of misunderstandings and retaliations, war had found its way to Élysée. What was nothing more than a meaningless peripheral world has gained major strategic importance for many different and yet imperative reasons. Each of the belligerents was forced to find the resources necessary to launch its army into the battle.

From now on no one will be able to pull out without suffering considerable losses. Triumph on Élysée means taking a significant step towards final victory! Defeat is simply unthinkable...

NEW RULES



CIVIL ENGINEERS

"Wildlife photographer? I hope you've got real good life insurance!"

– Lieutenant Epstone, addressing a civil engineer.

The Red Blok, the White Stars and private companies such as ONI have sent civil engineers to Élysée to record every scrap of information concerning the planet. They are geologists, oceanologists or contractors. They are commonly designated under the game term "civil engineers".

The civil engineers who travel to Élysée get regularly caught up in battles between the different armies. Commanders sometimes resort to intimidation or corruption to use the engineers' abilities and knowledge of the terrain to their profit.

Operation Frostbite comes with three miniatures representing civil engineers, easily recognizable with their orange suits. This section presents the possibilities open to companies which include these civil engineers.

- Each platoon in a company may include up to three civil engineers;

- Each engineer can be integrated to one of the company's infantry units for free. A unit can only include one civil engineer. This is not a kindergarten.

- Civil engineers don't take part in the fighting. Nevertheless, they follow their unit around and count towards the control of objectives;

- Civil engineers benefit from the same movement capacity and abilities as their unit;

- A civil engineer who suffers an impact is immediately eliminated. No damage test is required. Nonetheless he can be saved using abilities that allow this ("Medic!", and so on).

NEW BATTLE OBJECTIVE

Civil engineers are mobile battle objectives. Controlling one of them will earn the company 50 reinforcement points during each control phase.

A civil engineer is controlled by the unit he is embedded in. He can be captured if the fighters escorting him are eliminated. After that they only need to be controlled like any other objective. The civil engineer immediately joins one of the units controlling him and is placed in formation with it.





Civil engineers cannot not join or be captured by armored fighting vehicles.

FIELD/COMBAT ENGINEER ABILITY





Field/combat engineers now have access to an extra ability: **"Minefield!"**

"Minefield!": Each field or combat engineer can lay a minefield at the end of its unit's movement. The player puts a minefield card on the battlefield out of contact with any enemy miniature and within range 1 of the field/combat engineer. This card is a two dimensional terrain element.

A company including at least one field or combat engineer can purchase minefields (+ 50 A.P. per minefield). A minefield card can be displayed either on its   side or its   side. Any unit, **friend or foe**, triggers the mines if:

- Its reference profile shows one of the pictograms visible on the minefield card;
- At least one of its members travels even partially over the card during his movement. A unit may trigger several minefields in the same movement.

After its movement, a unit that has just triggered a minefield suffers a number of impacts equal to the number of its members for each card it has travelled over. Penetration and damage points depend on the nature of the unit:

- Infantry:  4/1
- Armored fighting vehicle:  16/2

The minefields that were triggered are removed from the battlefield.

Minefield effects are resolved after any "Overwatch!" fire.

You will find several copies of the Minefield card in the *Operation Frostbite* box.

CRYSTALS AND NANOGENERATORS



Karmans and Therians sometimes use bunkers and containers stolen from the enemy in their operations but these are elements that are not usually part of their strategic organization. Their art of war is simply different. These two peoples use elements connected to their history and culture: Karmans use crystals while the Therians use nanogenerators.

This section presents the possibilities opened to Karman and Therian companies by these terrain elements: their characteristics and the bonuses they provide.

Characteristics

Terrain elements may be destroyed during a battle when the mission says so. They have structure points and have rules detailed on page 97 of the *Rulebook*. This insert details the characteristics of these terrain elements.

Terrain elements characteristics



	Protection	Structure points	Size	A.P. value
Container	8	3	3	-
Crystals	8	4	∞	50
Low wall	12	1	1	-
Nanogenerator	11	1	2	25





∞: *Infinite size. Use two dimensional terrain rules to determine cover (see Rulebook, p. 48).*

Karman crystals

Karmans often use crystal to focus their minds during ritual meditation. The more awakened among them will naturally start resonating with the giant crystals that stick out on the surface of Élysée or elsewhere. In this way they achieve a unique vision of karma that gives them the power to anticipate the future a few seconds in advance. This ability allows them to dodge blows!

A Karman unit controlling a crystal gains the "Resonance" ability: it is always considered behind cover (see *The Rulebook*, pp. 66-67) even though there might be no terrain element to grant it cover.

The player rolls a cover test each time a unit behind cover suffers impacts from direct fire. He rolls one die per impact: Each  or  cancels an impact.

With the "Take cover!" combat drill (1 LP), cover tests succeed on    or  for infantry units.

Therian nanogenerators

The military campaigns of AT-43 have inspired deep strategic changes in how overseers wage war. They have developed nanogeneration programs that allow them to temporarily, but illegally, increase their access to the EMI grid's nanoresources. They turn nanogenerators into electronic fountains of youth capable of repairing a golem or an armored fighting vehicle in a matter of seconds.

Those who get caught by the consensus are severely scolded but these hackers don't care: all means are fair when it comes to achieving victory!

Nanogeneration : A Therian unit controlling a nanogenerator gains the "Nanogeneration" ability: the routines it uses cost 1 LP fewer to a minimum of 0.

CUSTOM SCENARIO

The “Nanogeneration” and “Resonance” abilities are meant to be used in official missions such as those presented in the chapter entitled “Let’s play!” The players use these bonuses to benefit from the terrain elements placed by the game designers.

However, when you are playing your own missions, “Nanogeneration” and “Resonance” makes the way crystals and nanogenerators are deployed crucial. In this case, crystals and nanogenerators become terrain elements that have to be paid for, and incorporated into the company of the player who wishes to deploy them.

Of course the players may decide to keep crystals and nanogenerators as neutral terrain elements and deploy them as usual!

Acquisition: A company may acquire up to three terrain elements per platoon it includes by paying the cost indicated in the previous insert.

Deployment: Crystals and nanogenerators are deployed after all the other terrain elements. They are deployed one after the other, in clockwise order and beginning with the youngest player.

A terrain element deployed this way has to be deployed 10 cm or further from any access zone, drop point or any other terrain element already deployed. If this is impossible the terrain element is lost.

In the activation sequence, a mobile support unit is represented with the card describing the characteristics of the special weapon its members use.

Bunker units

Fortified support units, more commonly known as bunker units, are troops attached to bunkers. In position inside the fortifications, their support is precious to their company.

In the activation sequence, a bunker unit is represented with the card describing the characteristics of one of the special weapons its members use.

- Bunker units are not deployed as usual. When a company includes a bunker unit, all the bunkers on the battlefield become neutral drop points that can only be used by bunker units. Bunker units can only be deployed through bunker drop points. These units cannot leave their bunker.

- Each specialist or officer in a bunker unit gains a new special ability detailed further in this book. It replaces his usual one.

- A bunker unit can include several types of special weapons but only one type of special weapon is fired each round, no matter the number of special weapons it contains. The special weapons of the chosen type fire in the same salvo. However, Flamers keep their special rules and shoot one after the other. Special weapons other than the type fired cannot be fired.

- In the activation sequence, the fortified support unit is represented with a card describing one of the special weapons its members use.

SUPPORT UNITS

Support units are partly or entirely composed from the contents of an *Attachment Box*.

Support units are used to fighting in small numbers. In regards to Morale rules (see *The Rulebook*, p. 74), they are considered rank 3 units: They only roll for Morale when there is only one fighter left.

Mobile support

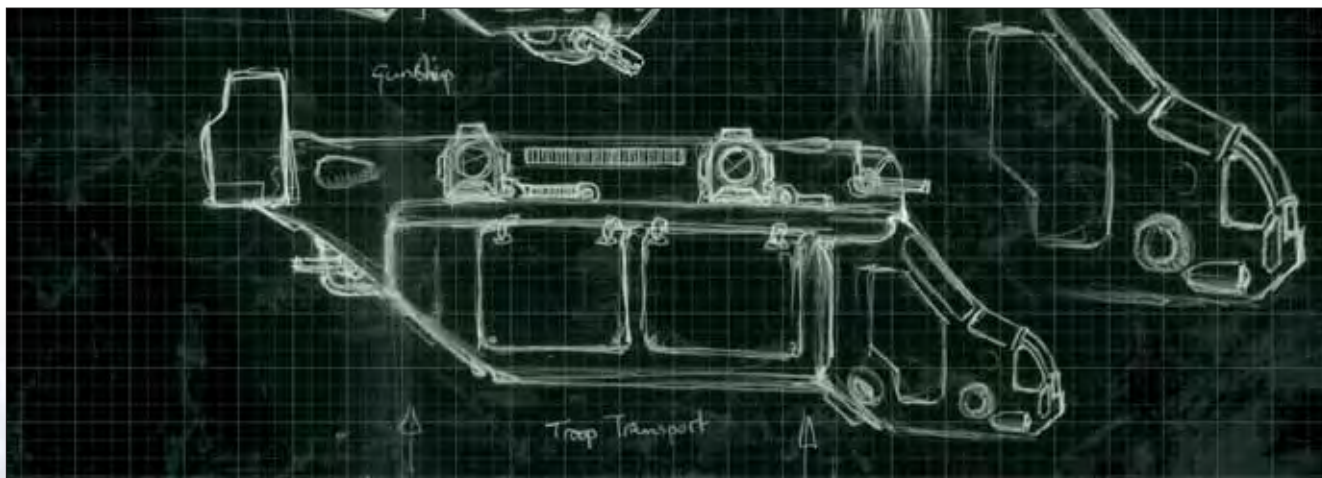
A company may recruit a mobile support unit to fill an “infantry unit” slot.

TROOP TRANSPORT

“There’s supposed to be room for eight in there? Gear included?”

– Anonymous

A troop transport is, as its name indicates, an armored fighting vehicle designed to carry infantry units to the heart of battle. Securely seated behind thick armor, the passengers use the vehicle’s speed to quickly reach strategic positions they can occupy before the enemy gets there. Once it has offloaded its passengers, a troop transport still offers some




DEPLOYING A TROOP TRANSPORT

When a troop transport comes into play, it may contain an infantry unit that has not yet been deployed. This unit must be part of the reserves when the armored fighting vehicle is deployed. An infantry unit transported by an armored fighting vehicle can jump off normally if its card is revealed after that of the troop transport – allowing you to send it out far in front of your lines, which is the whole point of a troop transport!

support thanks to its armament, equivalent to that of a combat strider. Unfortunately, troop transports are not as durable as combat striders. Once they become the target of even infantry anti-tank fire, troop transports don't last long.

Troop transports have been widely used on Élysée because of the freezing temperatures of this world. Marching infantry platoons around in such deadly cold weather conditions is pure madness: hypothermia, frostbite and lung infections of all sorts are what await soldiers if they aren't lucky enough to just freeze to death. Between the wounded and the dead, the cold had caused more casualties than the fighting. At least until the right decisions were made.

Characteristics and embarked units

A troop transport has an extra characteristic compared to other armored fighting vehicles: Transport capacity . This characteristic indicates how many fighters can embark aboard a troop transport. **No matter its Transport capacity, a troop transport can only take aboard one unit at a time.**

- A unit in a **closed troop transport** is put aside, off the battlefield. Its card is left in the activation sequence. When the unit's card is revealed, the player chooses to leave it inside the troop transport or to have it jump out (see below).

A unit cannot perform any action as long as it is inside the closed troop transport. The unit cannot be targeted either, even by area of effect weapons. Any damage suffered by the troop transport has no effect on the unit.

- A unit in an **open troop transport** is placed aboard it, so it remains on the battlefield. Its card is placed in the sequence. When its card is revealed, the player activates it as usual. The only difference is that the only movement it is allowed is to jump off (see below).

A unit aboard an open troop transport can be targeted instead of the armored fighting vehicle. In this case, it is always considered behind cover and the troop transport doesn't suffer any damage.

No matter if it is an open or a closed troop transport, when the armored fighting vehicle is destroyed the unit aboard is destroyed too.

Jumping out of a troop transport

When a unit aboard a troop transport is activated, it may choose to jump off. In this case, its first action is a movement. The distance covered is measured from the exit door on the armored fighting vehicle. Beyond this requirement, the unit acts as normal.

Embarking on a troop transport

In order to embark the unit must:

- Be an infantry unit.
- Be of a number equal to or lower than the armored fighting vehicle's Transport capacity. A unit cannot partially embark on a troop transport. Either everyone gets to climb on board or no one does!
- At least one of the unit's members must be in contact with the door of the troop transport.

The unit is considered as having performed a close combat action – so it cannot move or shoot later in its activation. All the members of the unit embark. If it is a closed troop transport, they are removed from the battlefield. If it is an open troop transport, they are placed aboard.

There can only be one infantry unit aboard a troop transport even if its Transport capacity would allow it to carry more.

SPECIAL TERRAIN

Élysée is wide stretches of wilderness in between a handful of military bases, industrial sites and small colonies. Every terrain has its own characteristics and some of them have special rules presented here.

A fighter is considered to be on a particular terrain when at least half his base is on it. A unit is considered on a terrain when at least half its members are on it.

Ice floe: Careful, it's slipperyyyy! If an infantry unit ends its movement on an Ice floe, the player centres the template on the leader and rolls two dice in sequence: the first one shows the direction and the second shows the number of centimetres the fighters are moved. Fighters with the "Rocket Jump" or "Stability" abilities and all Karman soldiers are immune to this rule.





Frozen lake: It's slippery here tooooo! This terrain has the same effects as the ice floe. In addition, if an indirect weapon hits fighters on a frozen lake the latter fall into the water and are eliminated – even if they have the “Rocket jump” ability.

NEW COMBAT DRILLS

Water: Splash! A fighter who ends his movement on water is eliminated. If it is an armored fighting vehicle or a type 3 infantry fighter, its airtight systems allow it to survive; they are recovered during the debriefing if their company has gained control of the sector. Otherwise they are eliminated. A fighter can jump over water. His movement is then halved. If the distance is enough for him to reach land on the other side, he makes it. Otherwise, he falls into the water. Fighters with the “Rocket jump” ability ignore the half movement rule but they are still eliminated when they end their movement on water.



Crevasse: Whaaaaaaa... A fighter who ends his movement on a crevasse is eliminated. A fighter can jump over a crevasse. His movement is then halved. If the distance is enough for him to reach land on the other side, he makes it. Otherwise, he drops to his death. Fighters with the “Rocket jump” ability ignore the half movement rule but they are still eliminated when they end their movement on a crevasse.



Eject!

Heroes with the “**Herioc pilot**” ability can spend 1 LP to activate the ejector seat of their armored fighting vehicle whenever it is destroyed. The hero is then placed wherever the player controlling him wants on the battlefield. If there are several heroes in the unit only place one of them. The player places the dispersion template over the hero, rolls one die and moves the miniature 10 cm in the direction corresponding to the die. The hero is eliminated, along with the other heroes who ejected with him, if this movement takes him outside of the boundaries of the battlefield or if he lands on an impassable obstacle. The other heroes are placed in formation once the definitive position of the unit is determined.



Fire at will!

An Infantry hero can spend 1 LP to give the “Fire at will!” combat drill to an infantry unit he leads and which will not move this round. During the next salvo the re-roll score of the weapon used is increased by 1. This drill cannot be called several times on the same salvo.

Shield formation!


For 1 LP, The armored fighting vehicle unit is given the “Shield formation!” combat drill. Its members are now considered as destroyable terrain elements with all its advantages and disadvantages (see AT-43: The Rulebook, p. 97). Use the armored fighting vehicle's base to determine who is behind cover. This attitude is represented with a “Knee to the ground!” token

BUNKERS

The U.N.A. were the first nation to build and deploy the bunkers that are now commonly found on the battlefronts of AT-43. U.N.A. monopoly on this technology did not last long: Eventually some bunkers fell into enemy hands and soon all the fighters elaborated their own version.

Only fighters of Size 2 or smaller can enter a bunker. No vehicle can enter a bunker. A unit located in a bunker cannot be issued a “Take cover!” combat drill. Each bunker has a

single access to the rear. The loophole allows a unit to shoot, but not to fight in hand to hand combat. The bunker has the “Improved cover” and “Secured” abilities:




- **Improved cover:** A unit in a bunker gets  cover tests. This cover test also applies to artillery strikes and indirect fire weapons, except “Projection” weapons.
- **Secured:** The bunker cannot be sabotaged.

Damage location

Damage inflicted to bunkers is resolved using the following table.

- If the general structure of the bunker is destroyed, the whole bunker is destroyed;
- If the roof is destroyed, **Improved cover** and **Secured** rules are no longer applied. The bunker's possible weapons are destroyed.

Location table

Result	Location damaged
	Roof
	General structure
	A weapon chosen by the player or the roof if the bunker is not armed





The U.N.A.

The U.N.A. are interested in Élysée: the Morningstar agency discovered many remains there well before the Karman established their colonies. Therian buildings, clearly more primitive than those on Ava, were found at the planet's poles. Their exploration would allow the U.N.A. to understand how doom devices work.

The first battles have revealed the presence of the precious elysium mines. The lure of the discovery was the initial incentive for Morningstar's intervention: obtaining information on revolutionary metallurgy, a domain where the Red Blok still holds a significant lead, would constitute a true master stroke.

The original U.N.A. plan was to land at the North Pole in order to establish a forward operating base. The agency's military failure to do so has forced it to issue a request for assistance. Central Command, M.Ind and Union, as well as other smaller agencies, have dispatched forces to Élysée. Who could ignore the elysium fields and the secrets of the doom devices?



"Ever closer to the stars."

Morningstar motto

INNOVATE!

When the scientists of the Coleman expedition (see Army Book: U.N.A.) entered the remains of Hamrun in BT-376, they had no idea they were unearthing the technological heritage of the Therians, thus writing a new chapter in the history of Ava. Deeply moved by their discoveries, they created Morningstar, a secret society that generated several industrial revolutions based on the secrets excavated from Hamrun. Their ideals inspired the creation of the United Nations of Ava and provided the momentum needed for their compatriots to conquer space.

Morningstar still exists in AT-43, as an independent agency. Heirs to a long historical tradition, the leaders of Morningstar have always entertained friendly relations with the U.N. presidency. Trust and cooperation between both entities is total. Nonetheless, Morningstar enjoys financial and political autonomy thanks to the many patents registered by its scientists; its influence on the industrial networks of humanity is discreet and yet considerable, including several contractors of the famous ONI company.

Morningstar's agents have dubbed themselves "Knights" for their devotion to their cause. Their lives are dedicated to ideals some revolutionary minds would consider outdated. Recruited from amongst the brightest minds of Avan scientific communities, they speak of innovation, humanism, progress



and tolerance. The most hardened specialists of Morningstar feel just as comfortable in battle dress or wearing a three-piece suit. They never hesitate to accompany the White Stars to the Front. They are ready to put their lives on the line in the zone of fire if it allows them to get their hands on an artifact or to test experimental technologies. In their eyes, nothing can be too good for humanity!

Nevertheless, Morningstar requires great discretion from its members. Tradition dictates that the ambitious, aiming at the highest spheres of responsibility, must choose between the agency and their career. Such is the way of the star knights in AT-43!

ORGANIZATION

Most of Morningstar's activity consists of exploring hundreds of alien ruins discovered on the various worlds colonized by the U.N.A.

Because it explores all the worlds colonized by man, the agency can rely on an organization spread throughout the galaxy with resources comparable to an interstellar state. An old joke says that only the budget of the U.N.A. could beat that of the agency. In reality this is no joke.

Exploring the universe, discovering all its marvels and distributing them to humanity in order to guarantee its expansion and happiness keeps more than half of the Knights busy. Each team of explorers is solely responsible to the hierarchy for its work and it must ensure that the resources provided are

used in the best possible manner. This is a delicate task, since each team is the sole judge of the interest and, more importantly, of the danger each discovery represents.

Supervising thousands of exploration campaigns, some of the oldest and greatest explorers of Morningstar are gathered in an assembly at Castle Mocolat, the famous headquarters of the agency, in the suburbs of New Eden. They form the Square Chamber, the administration of Morningstar so called because of the room they meet in to deliberate.

Finally, there are the administrative members of the agency who do not take part in exploration missions and who are not members of the Square Chamber. They represent close to a quarter of the Knights and they manage Morningstar's patrimony: a war chest comprising of countless patents and quantities of precious resources discovered during archaeological explorations.

TROOPS

Although officially war has nothing to do with Morningstar's activities, the agency maintains a small military force trained to rescue Knights in danger. In addition, its prestige is enough to easily obtain detachments from any U.N. faction, notably from the M.Ind. These advantages are used to give the Knights the best military training possible. It is relatively common to see archaeologists, doctors and all sorts of scientists who work for Morningstar take part in the training sessions usually available only to elite troops.

Morningstar is first and foremost an exploration organization. Its understanding of war is the result of this function. Infantry platoons are the "poorest" corps of these companies, not only because the soldiers are often "borrowed" from other organizations that do have a real army, but also because the Knights are mainly scientists. They are not trained to command and are at a loss trying to lead large numbers of soldiers. Consequently, Morningstar entirely relies on elite infantry or battlesuits, composed whenever possible of Knights who have received the relevant training.

At the heart of this organization, there is always a combat strider unit. Morningstar owns many of the patents used on armored fighting


PLAYING MORNINGSTAR

The player can choose any platoon pattern to build his company, but he can only use one at a time. Only Morningstar platoon patterns benefit from the advantage and disadvantage below.

Morningstar advantage: Morningstar officers can become either mechanics or medics during company building if he doesn't already have this ability. All the officers of the same company must choose the same speciality.

- **Mechanic:** The mechanic has the "Repair" ability. At the beginning or at the end of his unit's activation he can repair a friendly armored fighting vehicle within 2.5 cm of him. The armored fighting vehicle recovers 1 SP in a location chosen by the player. Destroyed parts may be repaired.

- **Medic:** The medic has the "First aid" ability. Once per round he can save a member of his unit. The player announces the use of this ability by shouting "Medic!" right after the fighter is eliminated. A medic cannot save himself. A medic who has taken damage points cannot use his ability for this salvo.

Morningstar disadvantage: Morningstar companies cannot include officers beyond Rank 3 (Lieutenant ). Heroes are an exception to this rule.

Platoon pattern:

- Armored fighting vehicle unit (★ / ★★) !
- Infantry unit or Combat strider unit (★★)
- Infantry unit or Armored fighting vehicle unit (★ / ★★)
- Infantry unit (★★ / ★★★)
- Infantry unit (★★★)

! Priority slot. It must always be picked first.

vehicles. The agency has accumulated a large number of striders: prototypes, early models of a new series, end of the line models from old series, parade units...

Finally, Morningstar is generously equipped with combat vehicles used to explore hazardous areas. Although these machines were almost all disarmed before their acquisition by the agency, a few hours is enough to refit them for war with weapons from the large stocks held by Morningstar. The agency also owns many of the weapon industry's patents; its warehouses are full of prototypes or samples from new and former series.



LIEUTENANT G. EPSTONE

« Volcano MGs are not like a bunch of flowers and no one expects me to use them to flower the graves of our enemies. So no, I have no remorse for being the greatest battlesuit ace alive, even if it means I downed enough men to populate a small town.. »

– Lieutenant G. Epstone, answering the investigation commission concerning the actions of Sgt. C.W. Brown, AT-39.

Gloria Epstone enrolled in the White Stars the day she came of age, starting what was supposed to be a most regular career... until her first combat.

Her unit was engaged against a Red Blok company in AT-33, in the asteroid belt of Ava. While all the revolutionary armored fighting vehicles were being destroyed by the new Jam TacArms, Private G. Epstone stood out, killing three medics, two officers and three special weapon bearers with her assault rifle. For this feat, she received the White Stars Marksmanship Medal.

Emboldened by her feat, Epstone directly applied to become a TacArm pilot, ignoring the steel trooper training pre-requisite. Her bold application was turned down. Nevertheless, she was assigned to a Wing Trooper unit. During the Red Day of AT-35, while she was undergoing the master-sergeant training course, she eliminated all the officers leading the cadets who played the revolutionary forces. Armed with just standard x5 optics, she scored eleven hits from close to four kilometres away, picking them far from each other so that the "survivors"



would not realize they were being specifically targeted. The last three were eliminated within nine seconds, a feat so improbable the examiners ordered an investigation to check if Sergeant Epstone had not cheated in some way. There was absolutely no cheating involved: her visual acuity was simply three times superior to normal human beings.

Directly made lieutenant after this feat, Epstone applied once again to join the Steel TacArms. Her obstinacy, her uncommon record and her promotion finally caught some attention. She joined a unit in training. Epstone finished top of her class at the same time as another officer who would also have his claim to fame: Lieutenant C.W. Brown, father of the death dealer TacArms. She became a hero to the people when, in AT-39, she appeared of her own accord before the investigation commission that was judging Sergeant C.W. Brown for disobeying direct orders and war crimes. She gave him her support as a character witness. This was the day she made her terrifying

statement, after the judges asked her how she could support an officer responsible of so many deaths: "Volcano MGs are not like a bunch of flowers and no one expects me to use them to flower the graves of our enemies. So no, I have no remorse for being the greatest battlesuit ace alive, even if it means I downed enough men to populate a small town."

With seventeen armored fighting vehicles downed, she really is the greatest battlesuit ace; she is held directly or indirectly responsible for the death of one thousand two hundred soldiers.

RED DAY AND GREEN DAY

Twice a year at the military academy of East Line, all the cadets take part in special maneuvers. Red Day, which simulates the battles between the U.N.A. and the Red Blok, takes place in mid-winter. In summer, Green Day gives the cadets the opportunity to train in fighting the morphos.

The first year cadets play the role of regular troops. Those on the "infantry" course are regular or elite units depending on merit and the requirements of the exercise. The armored fighting vehicle pilots take their war machines to the battlefield; while the aerospace cadets are in charge of orbital artillery using battleship simulators.

On Red Day, half of the cadets play the role of U.N. troops, while the other half takes on the role of Red Blok soldiers. The "red" cadets are given materiel taken from collectivist troops or replicas provided by the M.Ind. Contrary to what one could think, being on the red side is in no way a punishment but rather a mark of excellence: it takes a brilliant pilot to ride an unknown Red Blok or prototype M.Ind strider!

EPSTONE AND BROWN

The media have long discussed the assignment of Lieutenant Epstone to the DD TacArms. The choice was odd considering the untainted reputation of the steel TacArms, while “nefarious” is probably the kindest thing that you could say of the death dealer’s reputation. Suspected of having massacred civilians during the bloody repressions of the great strikes of AT-39, these units would have been disbanded if they hadn’t been supported by a modern heroine like Gloria Epstone.

Many observers suspected a romance between Epstone and Brown. If it is indeed the case the two officers have been remarkably discreet: no proof has ever emerged to support this theory.

The latest feat of Lieutenant G. Epstone occurred in AT-40. Engaged in the Battle of Proserpina with a TacArm squad, the lieutenant managed to reach the top of a hill to direct the fire of the White Stars Defender Cobras that were bombarding a Red Blok garrison. The thick smoke filling the air made the laser designators useless. Epstone opened her TacArm and guided their shots with the same precision as laser designators could in optimal conditions!

The current location of *“the greatest battlesuit ace alive”* is unknown. She was said to have been spotted on Damocles and rumor has it she has embarked on a troop carrier ship heading for Élysée.

TACTICS

Lieutenant G. Epstone is here to score. She has dropped the sniper gun for the Volcano MG, but she keeps targeting officers, specialists and special weapon bearers. She also eliminates the soldiers standing between her and the targets.

Not only does she add another TacArm to a unit that already has great firepower, the marksmanship skills of Lieutenant G. Epstone provide both unequalled efficiency and the ability to guide indirect fire. She is also an excellent officer. What else could you ask for?

UNIT FORMATION

Lieutenant G. Epstone can be the officer of any Death Dealer TacArm unit.

Contrary to normal officers, she is does not replace a fighter but she is added to the unit. Her cost is added to that of the unit.



RECRUITING A UNIT

Lieutenant G. Epstone: + 125 A.P.

Lieutenant G. Epstone equipped with a laser disgnator: + 130 A.P.

White Stars Marksmanship Medal: Lieutenant G. Epstone has already been awarded this medal. The Re-roll value of her unit’s ranged weapons is increased by 1.

LIEUTENANT G. EPSTONE

Equipment

Gyroscopes: These mechanisms give the TacArms the “Stability” ability. The fighter is not grounded when he is caught in the area of effect of an indirect fire weapon.

Laser targeter: This targeting system gives the “Designator” ability to the TacArms. During his activation a fighter can tag an enemy unit he can see. Until the end of the round indirect fire weapons and locked shot weapons do not need a line of sight to target the tagged unit.



DEATH DEALER TACARMS



"Home delivery, 24/7. You want the best, call us. Lead delivered anywhere, anytime."

– Text on the back of the "ace of spades" calling card of the 4th platoon, 3rd mechanized infantry battalion (death dealer TacArms)



These battlesuits are very rare machines, deployed during one-off missions and strictly dedicated to antipersonnel combat. Created to deal with insurrection, these TacArms have fully proven their effectiveness against infantry. For the enemies of the U.N.A. the emblem of this unit has become the symbol of death itself.

A single death dealer TacArm has the firepower of an entire unit and it can easily withstand the heaviest salvos of small-arms. Even battlesuits are not safe against the hailstorm of steel they can unleash!

TACTICS

Death dealer TacArms are generally deployed for blitz missions, meant to shatter enemy infantry lines. These units are so efficient they usually wipe out all the soldiers in their sight. Even battlesuits are not safe against the outrageous rate of fire of a death dealer TacArm unit. Yet this improved efficiency comes with a cost: death dealer TacArms are useless against armored fighting vehicles.

The TacArms' offensive power and effectiveness against infantry are so amazing that they will become the enemy's absolute priority. So they better keep behind cover or use their movement to stay out of reach of enemy fire.

BIRTH OF THE ACE OF SPADES

During the "Year of Skirmishes", in AT-39, two units of star troopers stationed on Ava were overwhelmed by hordes of armed protesters. Left in reserve, Sergeant C.W. Brown decided to breach orders and intervene. Unfortunately, the steel TacArms he had at hand were unsuited for crowd control: laser guns are extremely powerful but the sergeant was in need of a far better rate of fire if he was to have a chance of saving his besieged comrades from the swarms of crazed protesters. He quickly found the solution. He took his men to the armory, where the laser guns were dismantled and replaced with the star troopers' reserve Volcano MGs. The TacArms stepped into history only moments later when they managed to contain the demonstration... with one TacArm for every thousand protesters!

The emblem of that unit, the ace of spades, became the emblem of the death dealer TacArms.



UNIT COMPOSITION

Rank: 3.

Numbers: 3.

Standard equipment: Volcano MG x 2 and gyroscopes.

Optional equipment: Laser targeter.

Special weapon: None.

Specialists: None.

Officer: Rank 1.

Death dealer TacArms				
	14	6	9	4
Standard ranged weapon				
VOLCANO MG (1)	4	3/0	-	7/1
VOLCANO MG (2)	4	3/0	-	7/1

EQUIPMENT

Gyroscopes: These mechanisms give the TacArms the "Stability" ability. The fighter is not grounded when he is caught in the area of effect of an indirect fire weapon.

Laser targeter: This targeting system gives the "Designator" ability to the TacArms. During his activation, a fighter can tag an enemy unit he can see. Until the end of the round, indirect fire weapons and locked shot weapons do not need a line of sight to target the tagged unit.

OFFICER COST

Sergeant (Sgt.): + 10 A.P.

Cost of a death dealer TacArms unit

EQUIPMENT	STANDARD NUMBER (1)
Standard	300 A.P.
Laser targeter	315 A.P.
[1] 3 death dealer TacArms including: • 0 to 1 officer.	



SUPPORT UNITS



Perpetually striving to optimize their armies, White Stars strategists have decided to deploy many support units on Élysée. With their numbers limited to only two fighters per unit they have unequalled mobility. They have great firepower for a very low cost: this advantage allows them to fit in any company and to take part in emergency deployments right in the middle of a battle. Flexibility, efficiency and simplicity are the principle behind U.N.A. support units!

However, from the soldier's point of view things don't seem so bright. For instance, mobile support units do not have any officers and require constant attention. Their firepower cannot really compensate for their fragility since they immediately become the enemy's priority target. Officers have great difficulties finding volunteers to replace support units fallen on the field of honor.

Shock troopers do not have support units. None of them is willing to give up his powerpike!

Support units are built with all or part of an *Attachment Box*.

Cost of a star flamer team unit

EQUIPMENT	STANDARD NUMBER(1)	EXTRA FIGHTER
Standard	100 A.P.	+ 50 A.P.
Grenades	110 A.P.	+ 55 A.P.
Triple lense helmet	110 A.P.	+ 55 A.P.
Grenades + triple lense helmet	120 A.P.	+ 60 A.P.

[1] 2 star troopers including: 2 flamers.

Cost of a star MG team unit

EQUIPMENT	STANDARD NUMBER(1)	EXTRA FIGHTER
Standard	75 A.P.	+ 35 A.P.
Grenades	85 A.P.	+ 40 A.P.
Triple lense helmet	85 A.P.	+ 40 A.P.
Grenades + triple lense helmet	90 A.P.	+ 45 A.P.

[1] 2 star troopers including: 2 MG.

STAR FLAMER TEAM

This unit is composed of star troopers.

Information

Rank: 1.

Numbers: 2.

Standard equipment: None.

Special weapons: Flamer.

Optional equipment: Triple lense helmet, grenades.

Specialists: None.

Officer: None.

Equipment

Triple lense helmet: The fighters gain the "Detection" ability. They ignore their enemies' "Stealth" ability. In addition, they gain + 1 in Accuracy with all their direct fire weapons.

Flamer: This weapon has the "Projection" ability:

- When a unit contains several of these weapons, each of them can pick a different target;
- Cover is ignored;
- No shooting test is necessary, so there are no successes. (Therefore, shots cannot be combined to increase the area of effect.);
- The Accuracy of the weapon shows the weapon's maximum range, as measured from the special weapon bearer. The template is centered on a fighter. All miniatures located even partially under the area of effect suffer a damage test.

Grenades: The fighters equipped with grenades can take shots with this indirect fire weapon. This equipment represents enough grenades for the whole battle.

A unit using this equipment cannot use any of its other ranged weapons during the current activation.



STAR MG TEAM

This unit is composed of star troopers.

Information

Rank: 1.

Numbers: 2.

Standard equipment: None.

Special weapons: Volcano MG.

Optional equipment: Triple lense helmet, grenades.

Specialists: None.

Officer: None.

Equipment

Triple lense helmet: The fighters gain the "Detection" ability. They ignore their enemies' "Stealth" ability. In addition, they gain + 1 in Accuracy with all their direct fire weapons.

Grenades: The fighters equipped with grenades can take shots with this indirect fire weapon. This equipment represents enough grenades for the whole battle.

A unit using this equipment cannot use any of its other ranged weapons during the current activation.

STAR MISSILE TEAM

This unit is composed of star troopers.

Information

Rank: 1.

Numbers: 2.

Standard equipment: None.

Special weapons: Missile launcher.

Optional equipment: Triple lense helmet, grenades.

Specialists: None.

Officer: None.

Cost of a star missile team unit

EQUIPMENT	STANDARD NUMBER(1)	EXTRA FIGHTER
Standard	100 A.P.	+ 45 A.P.
Grenades	110 A.P.	+ 50 A.P.
Triple lense helmet	110 A.P.	+ 50 A.P.
Grenades + triple lense helmet	120 A.P.	+ 55 A.P.
(1) 2 star troopers including: 2 missile launchers.		



Cost of star trooper bunker unit

ÉQUIPEMENT	STANDARD NUMBER(1)	MAXIMUM NUMBER(1) (2)	EXTRA FIGHTER
Standard	75 A.P.	200 A.P.	+ 20 A.P.
Missile launcher or flamer	230 A.P.	370 A.P.	+ 25 A.P.
(1) 2 star troopers including: 2 special weapon bearers.			
(2) 6 star troopers including: 3 special weapon bearers + 0 to 2 Fields engineer + 0 to 2 medics + 0 to 1 officer.			

Equipment

Triple lense helmet: The fighters gain the "Detection" ability. They ignore their enemies' "Stealth" ability. In addition, they gain + 1 in Accuracy with all their direct fire weapons.

Grenades: The fighters equipped with grenades can take shots with this indirect fire weapon. This equipment represents enough grenades for the whole battle.

A unit using this equipment cannot use any of its other ranged weapons during the current activation.

Missile launcher: This weapon has the "Locked shot" ability:

- It can only target armored fighting vehicles or terrain elements with Structure points;
- It cannot use Overwatch fire;
- Cover and fighters caught in the zone of fire are ignored;
- Shooting tests are resolved differently: The minimum result needed to hit is always the same, no matter the range. This result is shown instead of the Accuracy of the weapon.

STAR TROOPER BUNKER

This is a fortified support unit composed of star troopers. It requires a bunker.

Information

Rank: 1.

Numbers: 2 to 6.

Standard equipment: None

Special weapons: Flamer, missile launcher, Volcano MG.

Optional equipment: None.

Specialists: Combat engineer, Medic.

Officer: Rank 1 to 5

Equipment

Flamer: This weapon has the "Projection" ability:

- When a unit contains several of these weapons, each of them can pick a different target;
- Cover is ignored;
- No shooting test is necessary, so there are no successes. (Therefore, shots cannot be combined to increase the area of effect.);

- The Accuracy of the weapon shows the weapon's maximum range, as measured from the special weapon bearer. The template is centered on a fighter. All miniatures located even partially under the area of effect suffer a damage test.

Missile launcher: This weapon has the "Locked shot" ability:

- It can only target armored fighting vehicles or terrain elements with Structure points;
- It cannot use Overwatch fire;
- Cover and fighters caught in the zone of fire are ignored;
- Shooting tests are resolved differently: The minimum result needed to hit is always the same, no matter the range. This result is shown instead of the Accuracy of the weapon.

Specialists

Combat engineer: The combat engineer has the "Sabotage" and "Minefield!" abilities.

- Sabotage: During his unit's activation he can sabotage a terrain element within 2.5cm of him. The chosen element is removed from the battlefield.

- Minefield!: a combat engineer can lay a minefield at the end of his unit's movement. The player puts a minefield card on the battlefield out of contact with any enemy miniature and within range 1 of the combat engineer. This card is a two-dimensional terrain element.

Medic: The medic has the "First aid" ability. Once per round he can save a member of his unit. The player announces the use of this ability by shouting "Medic!" right after the fighter is eliminated. A medic cannot save himself. A medic who has taken damage points cannot use his ability for this salvo.

Officers

Officers:

Sergeant (Sgt.): + 10 A.P.

Master sergeant (Msgt.): + 15 A.P.

Lieutenant (Lt.): + 25 A.P.

Captain (Cpt.): + 40 A.P.

Colonel (Col.): + 60 A.P.

STEEL MG TEAM

This unit is composed of steel troopers.

Information

Rank: 2.

Numbers: 2.

Standard equipment: None.

Special weapons: Volcano MG.

Optional equipment: Triple lense helmet, grenades.

Specialists: None.

Officer: None.

Equipment

Triple lense helmet: The fighters gain the "Detection" ability. They ignore their enemies' "Stealth" ability. In addition, they gain + 1 in Accuracy with all their direct fire weapons.

Grenades: The fighters equipped with grenades can take shots with this indirect fire weapon. This equipment represents enough grenades for the whole battle.

A unit using this equipment cannot use any of its other ranged weapons during the current activation.

STEEL MISSILE TEAM

This unit is composed of steel troopers.

Information

Rank: 2.

Numbers: 2.

Standard equipment: None.

Special weapons: Missile launcher.

Optional equipment: Triple lense helmet, grenades.

Specialists: None.

Officer: None.

Equipment

Triple lense helmet: The fighters gain the "Detection" ability. They ignore their enemies' "Stealth" ability. In addition, they gain + 1 in Accuracy with all their direct fire weapons.

Grenades: The fighters equipped with grenades can take shots with this indirect fire weapon. This equipment represents enough grenades for the whole battle.

Cost of a steel MG Team unit

EQUIPMENT	STANDARD NUMBER(1)	EXTRA FIGHTER
Standard	75 A.P.	+ 40 A.P.
Grenades	85 A.P.	+ 45 A.P.
Triple lense helmet	85 A.P.	+ 45 A.P.
Grenades + triple lense helmet	95 A.P.	+ 50 A.P.

[1] 2 star troopers including: 2 MG.

A unit using this equipment cannot use any of its other ranged weapons during the current activation.

Missile launcher: This weapon has the "Locked shot" ability:

- It can only target armored fighting vehicles or terrain elements with Structure points;
- It cannot use Overwatch fire;
- Cover and fighters caught in the zone of fire are ignored;
- Shooting tests are resolved differently: The minimum result needed to hit is always the same, no matter the range. This result is shown instead of the Accuracy of the weapon.

STEEL LASER TEAM

This unit is composed of steel troopers.

Information



Rank: 2.
Numbers: 2.
Standard equipment: None.
Special weapons: Laser gun.
Optional equipment: Triple lense helmet, grenades.
Specialists: None.
Officer: None.

Equipment

Triple lense helmet: The fighters gain the "Detection" ability. They ignore their enemies' "Stealth"

ability. In addition, they gain + 1 in Accuracy with all their direct fire weapons.

Grenades: The fighters equipped with grenades can take shots with this indirect fire weapon. This equipment represents enough grenades for the whole battle.

A unit using this equipment cannot use any of its other ranged weapons during the current activation.

STEEL TROOPER BUNKER

This is a fortified support unit composed of steel troopers. It requires a bunker.

Information

Rank: 1.
Numbers: 2 to 6.
Standard equipment: None.
Special weapons: Laser gun, missile launcher, Volcano MG.
Optional equipment: None.
Specialists: Mechanic, Medic.
Officer: Rank 1 to 5

Equipment

Missile launcher: This weapon has the "Locked shot" ability:

- It can only target armored fighting vehicles or terrain elements with Structure points;
- It cannot use Overwatch fire;
- Cover and fighters caught in the zone of fire are ignored;
- Shooting tests are resolved differently: The minimum result needed to hit is always the same, no matter the range. This result is shown instead of the Accuracy of the weapon.

Cost of a steel missile team unit

EQUIPMENT	STANDARD NUMBER(1)	EXTRA FIGHTER
Standard	100 A.P.	+ 50 A.P.
Grenades	110 A.P.	+ 55 A.P.
Triple lense helmet	110 A.P.	+ 55 A.P.
Grenades + triple lense helmet	120 A.P.	+ 60 A.P.
(1) 2 star troopers including: 2 missile launchers.		

Cost of a steel laser team unit

EQUIPMENT	STANDARD NUMBER(1)	EXTRA FIGHTER
Standard	75 A.P.	+ 45 A.P.
Grenades	85 A.P.	+ 50 A.P.
Triple lense helmet	85 A.P.	+ 50 A.P.
Grenades + triple lense helmet	95 A.P.	+ 55 A.P.
(1) 2 star troopers including: 2 laser guns.		

Specialists

Mechanic: The mechanic has the "Repair" ability. At the beginning or at the end of his unit's activation he can repair a friendly armored fighting vehicle within 2.5 cm of him. The armored fighting vehicle recovers 1 SP in a location chosen by the player. Destroyed parts may be repaired.

Medic: The medic has the "First aid" ability. Once per round he can save a member of his unit. The player announces the use of this ability by shouting "Medic!" right after the fighter is eliminated. A medic cannot save himself. A medic who has taken damage points cannot use his ability for this salvo.



WING SNIPER TEAM

This unit is composed of wing troopers.

Information

Rank: 2.

Numbers: 2.

Standard equipment: G-pack.

Special weapons: Sniper gun.

Optional equipment: Triple lense helmet, grenades.

Specialists: None.

Officer: None.

Equipment

Triple lense helmet: The fighters gain the "Detection" ability. They ignore their enemies' "Stealth" ability. In addition, they gain + 1 in Accuracy with all their direct fire weapons.

Grenades: The fighters equipped with grenades can take shots with this indirect fire weapon. This equipment represents enough grenades for the whole battle.

A unit using this equipment cannot use any of its other ranged weapons during the current activation.

G-Pack: Fighters equipped with G-packs gain the "Rocket jump" ability. They can jump over miniatures and terrain elements during their movement.

Sniper gun: A fighter equipped with this weapon gets the "Sniper" ability:

- This ability can only be used if the fighter doesn't move at all during his activation;
- Cover and fighters caught in the zone of fire are ignored;
- This ability cannot be used in "Overwatch!";
- The player chooses the target of each impact among the visible fighters of the targeted unit. If the target is an armored fighting vehicle, the player chooses the location of each impact.

Officers

Sergeant (Sgt.): + 10 A.P.

Master sergeant (Msgt.): + 15 A.P.

Lieutenant (Lt.): + 25 A.P.

Captain (Cpt.): + 40 A.P.

Colonel (Col.): + 60 A.P.

Cost of a wing sniper team unit

EQUIPMENT	STANDARD NUMBER(1)	EXTRA FIGHTER
Standard	75 A.P.	+ 40 A.P.
Grenades	85 A.P.	+ 45 A.P.
Triple lense helmet	85 A.P.	+ 45 A.P.
Grenades + triple lense helmet	95 A.P.	+ 50 A.P.
[1] 2 wing troopers including: 2 sniper guns.		

Cost of a steel trooper bunker unit

EQUIPMENT	STANDARD NUMBER (1)	MAXIMUM NUMBER (2)	EXTRA FIGHTER
Standard	75 A.P.	200 A.P.	+ 25 A.P.
Missile launcher or flamer	100 A.P.	225A.P.	+ 25 A.P.
[1] 2 steel troopers including: 2 special weapon bearers.			
[2] 6 steel troopers including: 3 special weapon bearers + 0 to 2 mechanics+ 0 to 2 medics + 0 to 1 officer.			

WING MISSILE TEAM

This unit is composed of wing troopers.

Information

Rank: 2.

Numbers: 2.

Standard equipment: G-pack.

Special weapons: Missile launcher.

Optional equipment: Triple lense helmet, grenades.

Specialists: None.

Officer: None.

Equipment

Triple lense helmet: The fighters gain the "Detection" ability. They ignore their enemies' "Stealth" ability. In addition, they gain + 1 in Accuracy with all their direct fire weapons.

Grenades: The fighters equipped with grenades can take shots with this indirect fire weapon. This equipment represents enough grenades for the whole battle.

A unit using this equipment cannot use any of its other ranged weapons during the current activation.

G-Pack: Fighters equipped with G-packs gain the "Rocket jump" ability. They can jump over miniatures and terrain elements during their movement.

Missile launcher: This weapon has the "Locked shot" ability:

- It can only target armored fighting vehicles or terrain elements with Structure points;
- It cannot use Overwatch fire;
- Cover and fighters caught in the zone of fire are ignored;
- Shooting tests are resolved differently: The minimum result needed to hit is always the same, no matter the range. This result is shown instead of the Accuracy of the weapon.



WING LASER TEAM

This unit is composed of wing troopers.

Information

Rank: 2.

Numbers: 2.

Standard equipment: G-pack.

Special weapons: Laser gun.

Optional equipment: Triple lense helmet, grenades.

Specialists: None.

Officer: None.

Equipment

Triple lense helmet: The fighters gain the "Detection" ability. They ignore their enemies' "Stealth" ability. In addition, they gain + 1 in Accuracy with all their direct fire weapons.

Grenades: The fighters equipped with grenades can take shots with this indirect fire weapon. This equipment represents enough grenades for the whole battle.

A unit using this equipment cannot use any of its other ranged weapons during the current activation.

G-Pack: Fighters equipped with G-packs gain the "Rocket jump" ability. They can jump over miniatures and terrain elements during their movement.

Cost of a wing missile team unit

EQUIPMENT	STANDARD NUMBER(1)	EXTRA FIGHTER
Standard	125 A.P.	+ 60 A.P.
Grenades	135 A.P.	+ 65 A.P.
Triple lense helmet	135 A.P.	+65 A.P.
Grenades + triple lense helmet	145 A.P.	+ 70 A.P.

(1) 2 wing troopers including: 2 missile launchers.

Cost of a wing laser team unit

EQUIPMENT	STANDARD NUMBER(1)	EXTRA FIGHTER
Standard	100 A.P.	+ 50 A.P.
Grenades	110 A.P.	+ 55 A.P.
Triple lense helmet	110 A.P.	+ 55 A.P.
Grenades + triple lense helmet	120 A.P.	+ 60 A.P.

(1) 2 wing troopers including: 2 laser guns.



«CAMEL» D2

MAPC DEFENDER M12 "CAMEL" D2

"Here and there, but always now: the fate of Camel pilots."
Heard in a bar

The Camel MAPC (Medium Armored Personnel Carrier) is a classic White Stars troop transport. This armored fighting and landing vehicle was designed in BT-0. It owes its name to its illustrious predecessor, the Dromedary, whose characteristic silhouette, including a turret on its back and a ground level cockpit, made it look like a drinking dromedary.

Lightly armed, its production cost was low enough to deploy many of them even within the same company. In addition its light armor isn't really a drawback since this troop transport is designed to perform lightning raids, drop off its passengers and get out, firing a parting salvo of light laser cannons.

TACTICS

The Camel is meant to drop an infantry unit inside an inaccessible area or a heavily defended zone. Its armament composed of two light laser cannons can threaten battlesuits and combat striders. It allows its passengers to land while providing much needed support fire.

However, the Camel doesn't share the toughness of other armored fighting vehicles, nor the density of fire of infantry units. The Camel is a hybrid unit meant to support and reinforce the infantry unit it transports from one side of the battlefield to the other, while lending the men its honorable anti-tank firepower.

UNIT COMPOSITION

Rank: 1.

Numbers: 1.

Standard equipment: Closed Transport, Anti-G generator, light laser cannon x 2.













Officer: Rank 1.

Equipment

Anti-G generator: Fighters equipped with Anti-G generators gain the "Rocket jump" ability. They can jump over miniatures and terrain elements during their movement.

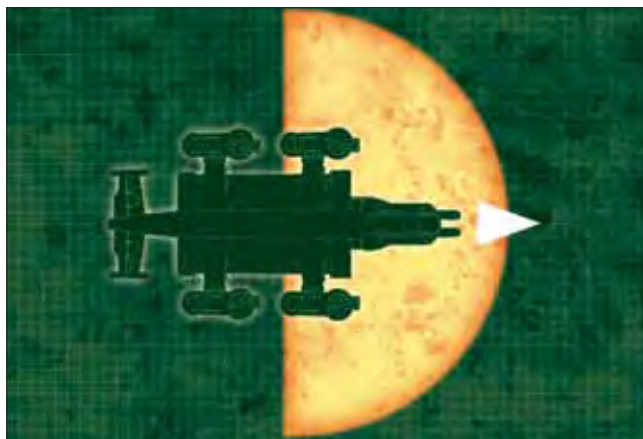
Vehicle: This vehicle obeys the following rules:

- Variable altitude. To represent this it comes with a transparent pin. The vehicle can then be positioned at two different heights: with or without the pin. This pin can be added before or after a movement; changing altitude is considered as moving and can, for instance, trigger "Overwatch" fire.
- The shooting arc of its armament is limited.

	<div>Camel D2</div> <div></div>				
					
	25	7	9	5	8
	Frame			Propulsion	
STRUCTURE POINTS	4			2	
Range weapons					P5
LIGHT LASER CANNON (1)	8	1/1	-	14/1	1
LIGHT LASER CANNON (2)	8	1/1	-	14/1	1



Shooting angles



Officers

Sergeant (Sgt.): +15 A.P.

Cost of a Camel D2 unit

EQUIPMENT	STANDARD NUMBERS (1)
Standard	250 A.P.
(1) 1 Camel D2 including: 0 to 1 officer.	



The Therians

Several thousand years ago, Élysée was the theatre for ambitious experiments: the Therians seeded the planet with primitive Karmans, the proto-Karmans. They also engineered a nanovirus so powerful it could threaten the Therians themselves; but they were absolutely unable to produce an antinavovirus. Both experiments turned out to be dramatic failures. The Therians forgot the planet even existed.

H/Babel, a virtual intelligence born from the EMI Grid, has used her universal access to Therian archives to bypass the lock on Élysée and make the planet her refuge. H/Babel now aspires to build an army. However, recent events have boosted the interest of the other peoples of the galaxy and are threatening H/Babel's plans.

The renewed White Stars activity around Élysée attracted the attention. Information requests concerning Élysée resurrected the lost threads concerning the nanovirus of Élysée. The mathematical projections of the Therian strategists all led to the same conclusion: the outcome of the conflict on Élysée will decide the future of the interstellar war.

Cyphers, Warriors and Web Striders have all converged towards Élysée to take part in the war. When it turned out the Karman did not respond as allies but as enemies, all the Therian factions, including H/Babel, were forced to settle for a truce.

H/BABEL

"Are you a god?"

—Utu-Shamash's first question upon meeting Babel for the first time.

ARTIFICIAL AND STUMBLING GOD

Babel is the mistress of a new section of the EMI grid: H/Babel, a secret forum of Hyperlife. This section could constitute an alternative future to the Hyperlife project. It is feared by those who suspect its existence, eagerly awaited by those who know H/Babel personally.

The artificial intelligence who named herself Babel was born on Damocles. She is the unexpected result of intrusions of U.N.A. electronic warfare specialists into the EMI grid, a bug who rose to become a virtual god faster than information travels over the Therian network.

It is difficult to know if this artificial entity is separate from the section of the EMI grid she controls. She is an entanglement of information, fragments of individual consciousnesses stolen from the Therians, budding sentient structures, sub-programs spawned by Babel... A cacophony of artificial intellects and consciousnesses fills this virtual pandemonium, where new beings regularly emerge from this data "soup" called H/Babel. The Therians, who randomly stumble upon her or find out about her existence and her location in this secret section of the Hyperlife forum, are sacrificed when they pass its threshold. Condemned to boredom, some overseers see it as a form of regeneration that could put the spice back into their lives; others expect H/Babel will grant them unbelievable powers. Those who survive the experience are assured to become more than what they used to be: in fact, they merge with H/Babel.

H/Babel is composed of beings that combine Therian minds with entirely new and artificial forms of consciousness. These beings are the interconnected spawn of a child-god gifted with powers even the Web Striders can only dream of. Babel creates new artificial life forms, beings with an existence that cannot be ignored since they will even survive beyond the destruction of their physical medium. They are living data.

H/Babel's goal is still nebulous and difficult to grasp. First, she needs to secure her survival. Most Therians see Babel and everything spawned by her as one gigantic bug that ought to be completely deleted.

However, survival is not enough. Understanding the universe, defining her place in it, creating the concepts that will identify the beings she created, claiming her existence as an independent sentient being in spite of her artificial origins...



These are all desires and projects undertaken by her frenzied mind. The amount of work ahead of her explains H/Babel's retreat to this remote world, forgotten under infinite layers of information of the Hyperlife forum. An inner haven called H/Élysée.

Organization

H/Babel is a new kind of forum no one, except those born there, can leave without experiencing some deep changes.

H/Babel spreads out very cautiously like a particularly furtive virus. For instance, she can transform a goliath or even a golem by offering it a conscience, freeing it from the tutelage of Therian

overseers. However, her main strategy for propagation remains the rumor of her existence, attracting all sorts of imprudent Therians to her forum. The mind of many of these bold adventurers is annihilated, fragmented to feed the H/Babel forum. Those who survive the transformation following their connection are from then on linked to H/Babel in the closest way possible. Although they remain individuals, their minds are linked to Babel's spirit and, through her, to all the other members of the faction. The physical vessel of their consciousness can be mobilized at any time to provide the extra computational power required by any other member of the faction when he needs it. Babel has built a new Therian communication network. Its members no longer draw computational power from the network for their personal needs, instead the computing power of everyone is pooled in a collective manner.

This allowed H/Babel to create a structure that can rival the EMI grid in terms of information treatment, while it represents barely one thousandth of the EMI grid's size and resources. The system does have its defects though: it is impossible to ask precise questions or to obtain mathematically formulated answers, as provided by the EMI grid. When a sufficient number of members ask the same question, a proportionate fraction of the overall computational power is dedicated to finding an answer. The more requests there are, the greater the computing power. Answers are then expressed as a general impression that spreads across the network. The answer "feels" right, the members of H/Babel just don't know why.

Troops

H/Babel owns her own army, built using all sorts of intelligent machines.

Most of the troops are composed of goliaths that escaped those battlefields Babel had access to. Freed from the EMI grid, these machines are not very smart, according to H/Babel's standards, but they are faultlessly loyal.

Though they might be small machines with rudimentary intelligence, arachns are the second most used troops. They are unable to assume an individual consciousness; so they pool their resources to form a tactical network capable of supporting collective intelligence. Thus the individual arachn is not an intelligent being but as a unit it is.

Golems and medusas are the poor relations of H/Babel. They have the same lack of individual computing power as the arachns but with extra difficulties: their units include fewer machines while they serve a far more complex purpose. Most of their tactical sub-network is tasked with managing the multiple functions of each combat system, which leaves very little space to support any interesting personality.

H/Babel's armored fighting vehicles are few but they are often very powerful machines. The loss of one of these machines is always a severe blow. Considering the risks involved,

PLAYING H/BABEL

The player can choose any platoon pattern to build his company, but he can only use one at a time. Only H/Babel platoon patterns benefit from the advantage and disadvantage below.

H/Babel advantage: H/Babel overseers benefit from the hero rules (see *Rulebook*, pp. 76-77).

H/Babel disadvantage: Activating H/Babel units without an overseer or a relay costs 2 LP.

Platoon pattern:

- Infantry unit (★★★) !
- Infantry unit (★ / ★★)
- Infantry unit (★ / ★★★)
- Armored fighting vehicle or Infantry unit (★★ / ★★★)
- Armored fighting vehicle unit (★ / ★★)

! Priority slot. It must always be picked first.

H/Babel would rather select combat systems as powerful as possible. Armored fighting vehicles are also equipped with countermeasure systems that make them difficult to "convert" even for a being as powerful as H/Babel. Managing to inspire consciousness into units composed of several armored fighting vehicles is almost impossible to anyone belonging to the faction. Therefore, recon striders are rather rare: for the time being H/Babel doesn't have any besides those created directly on the battlefields and who survived combat.

The use of sentient machines is not always advantageous. The collective intelligence of ".troop" combat systems and the individual intelligence of ".golgoth" combat systems remains lower than the consciousness provided by true Therians. Without an overseer or at least a relay to grant them support from the network, units are slow to react and might even appear apathetic. On the other hand, the units that include an overseer will defend him or her fiercely out of true affection.

MEDIUM NUCLEUS CANNON 2.0

Dramatic turn of events in the weapon designing scene: Utu-Shamash, the famous designer of the Baal golgoth (see *Army book: Therians*, p. 54), who was believed to have gone senile, returns to the limelight of the Therian weapon designing scene. The fire of youth is burning in him once again after an initiation journey to a mysterious dreamweb (see *Army book: Therians*, pp. 56-57) which he refuses to name. His first contribution to war was the medium nucleus cannon 2.0.

During company building, the Therian player can swap the medium nucleus cannons mounted on his golgoths for medium nucleus cannons 2.0 for +50A.P per golgoth.

Medium nucleus cannon 2.0: This weapon benefits from the "Sniper" ability:

- This ability can only be used if the fighter doesn't move at all during his activation;
- Cover and fighters caught in the zone of fire are ignored;
- This ability cannot be used in "Overwatch!";
- The player chooses the target of each impact among the visible fighters of the targeted unit. If the target is an armored fighting vehicle, the player chooses the location of each impact.
- In addition, the Attack rate/Re-roll of the Medium nucleus cannon 2.0 is reduced to 1/1.

Range weapons

MEDIUM NUCLEUS CANNON 2.0

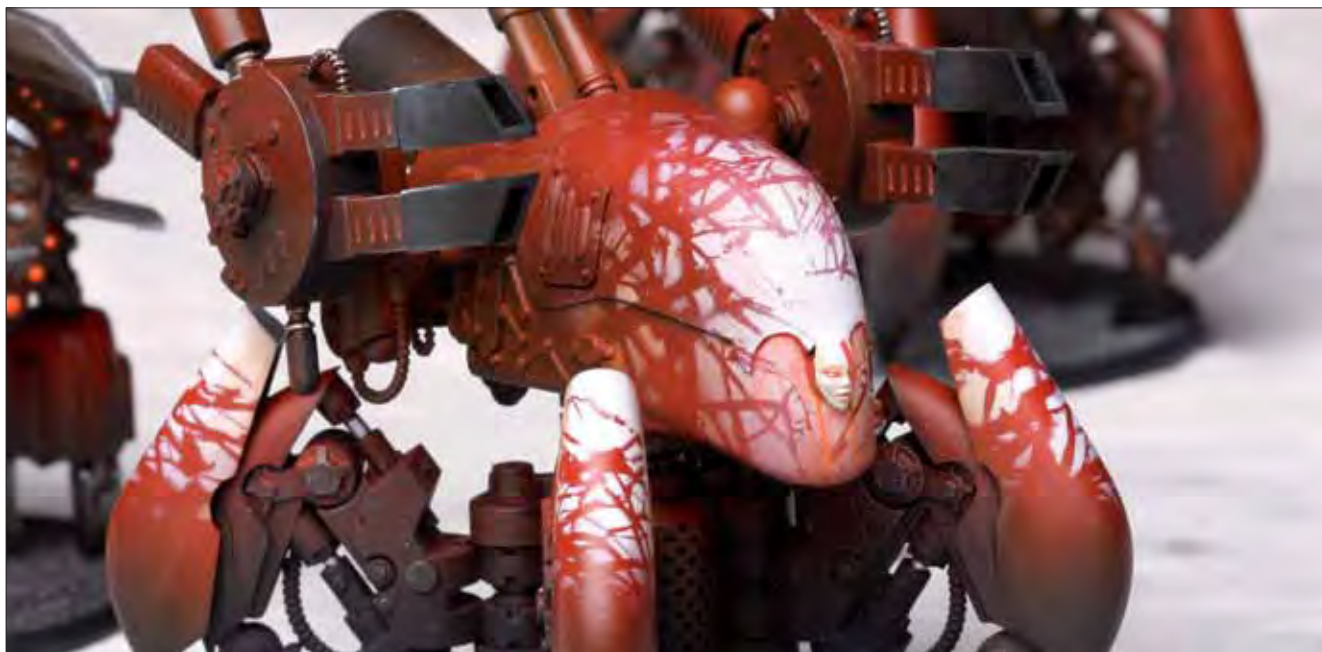


9 2/1 - 15/1

I LOVE YOU, 0110001001100 0010110001001111001!

The machines that join H/Babel are sentient. The members of the faction hold as proof the number of on-going romantic plots and love stories. Recently, several "affairs" have caused quite a stir on the forum because of their utterly original nature. The most famous of these events even inspired a first work of fiction, "I love you, 01100010011000010110001001111001!": .arachn/storm_408, a unit of twelve storm arachns, falls in love for .goliath/bane_5232. After a strikingly long and passionate relationship – close to twenty eight seconds – .arachn/storm_408 is victim of a schizophrenic episode: six of its components wish to end the romance while the six others wish to carry on. The personality conflict leads to the explosion of three of its components before .goliath/ bane_5232 indicates it does not wish to continue their story.

OMICRON NINA ZERO



"Believe in freedom!"

– Nina Zero

The existence of the entity known as Nina Zero is a saga of passion and reason, shadow and light, humanity and machine.

Hoi Ning was born on a U.N. colony. Destined to join her parents on the assembly lines at the factory, she was victim of an industrial accident that cost her her left eye. It changed both her face and her perception of the world forever. When the workers revolted, Hoi sided with the trade union forces where her resolution and fervor in Red Blok ideals made her stand out. The young girl went underground after the uprising was repressed.

Determined to change mentalities through subtlety rather than brute force, Hoi changed her identity and methods. She made it to Ava under the name of Nina Hoi where she studied arts and politics before going into journalism. Her qualities allowed her to become an editorialist for the *Ava Daily*. The young woman, who feigned to settle down, was in fact developing a passion for a new cause: the defense of all forms of freedom and more particularly freedom of information.

Just before the newspaper was hacked into by the Red Blok and its subsequent liquidation by Syndicate, Nina traveled to Damocles to rescue her colleague and friend Joan Casey (see *Code White*). Amidst the chaos of the factory world, the journalist was soon separated from her steel trooper escort and had to connect to the EMI grid to find a way out. She came into contact with H/Babel by accident. Without realizing the importance of her discovery she conversed with the artificial intelligence as she would have done with any human. The fascination was immediate and mutual: H/Babel was amazed by

the depth of the human soul and Nina had always dreamt of seeing people as open minded as Babel take the destiny of humanity into their hands.

The conversation was intercepted by Therians loyal to the consensus who had set out to eliminate Nina. Running for her life the young woman bumped into a revolutionary spetsnaz kommando unit who captured her.

Nina and the information she held became the stakes in a fierce struggle between the U.N.A. and the collectivist "Crushing Bloks" unit in charge of leading her to safety (see *AT-43 Tactics: Saving Nina Hoi*). Nevertheless, H/Babel was watching her soul mate: the virtual entity allowed Nina to escape and made a deal: H/Babel would provide Nina with the means to realize humanist ideals.

Nina Hoi then became Nina Zero, the avatar of H/Babel. Her re-birth caused a critical failure in the EMI Grid of Damocles and plunged the factory world into further anarchy. Leading the army of H/Babel's followers, Nina left Damocles adrift and projected herself onto Élysée, a frozen world where she could make a new start.

TACTICS

Unit formation

Nina Zero can be the officer of any bane goliath unit. Contrary to normal officers, she does not replace a fighter but she is added to the unit. Her cost is added to that of the unit.

Babylon Zero is a unit of her own.

In both cases, she is an overseer omicron.

THE LADY IN RED

The adventures of Hoi have allowed her to weave an information and social network on an interplanetary scale, notably among the collectivist forces. Using the pseudonym "Lady in red", she was able to obtain information concerning any ultra-sensitive subject or materiel.

The disappearance of Nina Hoi from Damocles has shut down a part of her network, which Nina Zero is now seeking to reactivate. Her split personality still makes most of her old contacts uncomfortable. However, those who don't care are willing to help her in exchange for money, favors or tactical information.

Recruiting a unit

Nina Zero: + 150 A.P.

Babylon Zero: 475 A.P.

Medium nucleus cannon 2.0: Babylon Zero can benefit from the "Sniper" ability:

- This ability can only be used if the fighter doesn't move at all during his activation;
- Cover and fighters caught in the zone of fire are ignored;
- This ability cannot be used in "Overwatch!";
- The player chooses the target of each impact among the visible fighters of the targeted unit. If the target is an armored fighting vehicle, the player chooses the location of each impact.
- In addition, the Attack rate/Re-roll of the Medium nucleus cannon 2.0 is reduced to 1/1.

Lady in red: A company including Nina Zero or Babylon Zero can include one Red Blok unit. The chosen unit fills one of the slots of the company's platoon pattern. If it contains an officer he will never become the company's Commander. The unit cannot include heroes.

Nina Zero

Range weapon

NUCLEUS GUN (1)	8	1/1	-	14/1
NUCLEUS GUN (2)	8	1/1	-	14/1

Babylon Zero

STRUCTURE POINTS

	Frame	Propulsion
STRUCTURE POINTS	4	2

Range weapon

	PS
MEDIUM NUCLEUS CANNON 2.0 (1)*	2
MEDIUM NUCLEUS CANNON 2.0 (2)*	2



Heroic pilot: When Babylon Zero is destroyed the miniature representing Nina Zero on foot is deployed where her machine stood. She constitutes a new unit but can join a friendly unit (see AT-43: *The Rulebook*, p.77).

Routines

Nina Zero and Babylon Zero have access to the following routine in addition to those they have access to as overseers.

Zero Fire (1 LP): Nina Zero and Babylon Zero's shots benefit from the following rules:

- Cover and fighters caught in the zone of fire are ignored;
- The player chooses the target of each impact among the visible fighters of the targeted unit. If the target is an armored fighting vehicle, the player chooses the location of each impact.

*: When a medium nucleus canon uses the "Sniper" ability its becomes 1/1.

STORM ARACHNS

/type.troops/storm_arachn

/EMI grid access: authorized: overseer..**

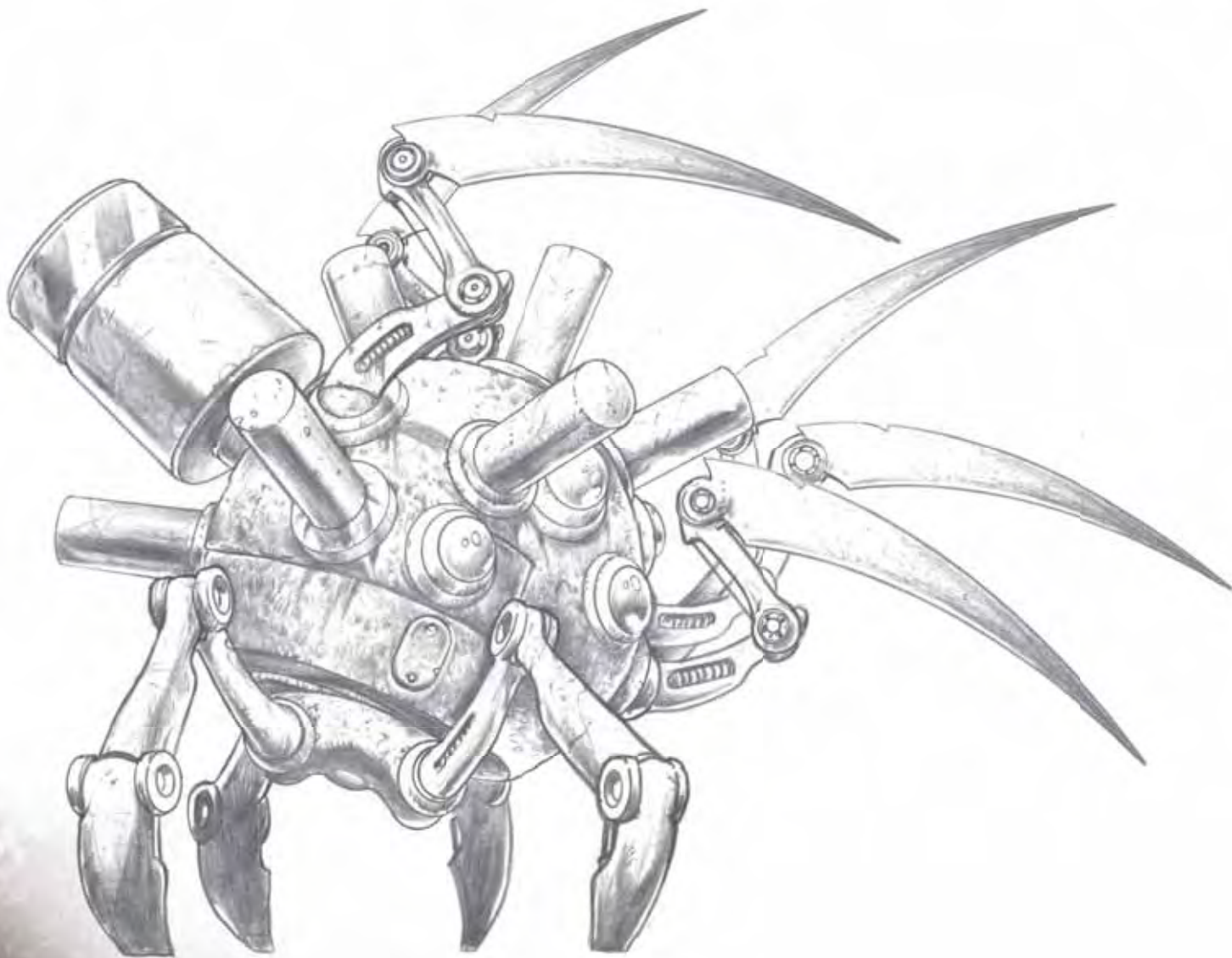
/technical_details

The storm arachns are type 1.2 attack systems assembled with a set of reaper blades and an anti-tank explosive charge. They benefit from decent close combat skills, even against armored fighting vehicles though more limited. Just like the grim arachns, their compact design helps them make the most of any obstacle and keep behind cover while their advanced sensors (vibration and motion) locate all the available targets within range. Their low production cost is less significant an advantage than for the grim arachns since these attack systems are designed to be sacrificed.

TACTICS

As anti-personnel units, they move at high speed, from cover to cover, until they reach a target they engulf with sheer numbers. Against tough enemies and targets whose tactical interest is high, they can use their explosive charges to secure the complete and definitive destruction of the enemy.

As anti-tank units, storm arachn units can count on their numbers to dash to their target, try to destroy it with their reaper blades and blow themselves up, preferably in contact with several enemy armored fighting vehicles. No one, not even class 3 "support" combat striders, is safe from the storm arachns' anti-tank charges.



Unit composition

Type: 1.

Numbers: 8 to 12.

Standard equipment: Reaper blades, explosive charge.

Optional equipment: Relay.

Special weapons: None.

Officer: None.

Equipment

Explosive charge: This equipment gives the “Autodestruct” ability. One or more storm arachn may be sacrificed during the unit’s activation. The explosion has area of 2 centered on each of the sacrificed fighters and Penetration/Damage 12/1.

Relay: This equipment can only be given to a unit leader. Activating a unit with a relay doesn’t cost any LP. This equipment is lost when the unit’s leader is eliminated.



battle_H/Babel

/EMI grid access: denied: overseer.12432

/error_report

/situation synthesis.....

During attack 01, the .archn_1016 network unit sacrificed itself under the exit ramp of an aircraft, killing all the creatures/humans_UNA who were about to jump out. Because of the disturbances generated by the proximity of the vehicle's reactors and the remnant ionization of the hull no data recovery was possible. However when unit .archn_1032 was manufactured, it spontaneously renamed itself .archn_1016. It includes all the data from .archn_1016, as well as records of its destruction.

/conclusion?

The soul exists.



Cost of a Storm arachn unit

EQUIPMENT	STANDARD NUMBER (1)	MAXIMUM NUMBER (2)	EXTRA FIGHTER
Standard	175 A.P.	250 A.P.	+ 20 A.P.
Relay	180 A.P.	255 A.P.	+ 20 A.P.
(1) 8 Storm arachns			
(2) 12 Storm arachns			

SUPPORT UNITS



The use of support units is a recent change among Therian companies. From the corridors of Damocles to the valleys of Élysée, some overseers have been able to adapt to the strategies of opponents they were going to encounter throughout the year AT-43. They now perceive the utility of units including a limited number of fighters but wielding great fire power: they are more discreet than full units and they require fewer resources from the EMI grid.

Yet Therians still have slightly different uses for support units than the other armies of the galaxy. Overseers use them as suicide commandos. These “disposable” golems are built and deployed with a specific goal: firing until either them or the target they were assigned is destroyed. More subtle overseers hide their support units and activate them to ambush the enemy or to deal the final blow.

However, Therians wouldn’t be Therians if they weren’t fanciful and absent-minded warlords. Overseers have the bothersome habit of “forgetting” support units that have managed to destroy their target or those that have remained hidden for too long. Wandering robots carrying heavy weapons and programmed for destruction constitute an unbelievable threat for anyone happening to pass within reach.

Support units are constituted with some or all of an *Attachment Box*.

Important: *Therian support units are not necessarily composed of a specific type of troop. They are assembled to order by overseers from general golem or medusa patterns. Some of them, such as flamer golems, have access to certain optional equipment.*

THERIAN FORTIFIED SUPPORT UNITS

When a Therian unit is deployed in a bunker, it can deploy a free nanogenerator on top of it. Furthermore these support units can be composed in two ways:

- 2 special weapon bearers.
- 5 special weapon bearers and 1 overseer

ASSAULT GOLEM BUNKER

This fortified support unit is composed of assault golems. It requires a bunker.

Information

Rank: 2.

Numbers: 2 to 6.

Standard equipment: None.

Special weapons: Flamer, nucleus gun.

Optional equipment: None.

Equipment

Flamer: This weapon has the “Projection” ability:

- When a unit contains several of these weapons, each of them can pick a different target;
- Cover is ignored;

- No shooting test is necessary, so there are no successes. (Therefore, shots cannot be combined to increase the area of effect.);

- The Accuracy of the weapon shows the weapon's maximum range, as measured from the special weapon bearer. The template is centered on a fighter. All miniatures located even partially under the area of effect suffer a damage test.

Officers

Overseer alpha: + 10 A.P.
 Overseer delta: + 15 A.P.
 Overseer omicron: + 25 A.P.
 Overseer sigma: + 50 A.P.
 Overseer omega: + 65 A.P.

FLAMER GOLEMS

Information

Rank: 2.
Numbers: 3.
Standard equipment: None.
Special weapons: Flamer.
Optional equipment: Optical camo module.
Specialists: None.
Officer: None.

Equipment

Optical camo module: This equipment gives the unit the "Stealth" ability. Any shot targeting the unit from beyond range 1 is an automatic failure. This ability also works against lock shots.

NUCLEUS GOLEMS

Information

Rank: 2.
Numbers: 3.
Standard equipment: None.
Special weapons: Nucleus gun.
Optional equipment: Nanostorms.
Specialists: None.
Officer: None.

Equipment

Nanostorms: Fighters equipped with nanostorms can shoot with this indirect fire weapon. This equipment represents enough nanostorms for the whole game. A unit using this equipment cannot use any of its other ranged weapons during the current activation.



Cost of an assault golem bunker unit

EQUIPMENT	STANDARD NUMBER (1)	MAXIMUM NUMBER (2)
Standard	100 A.P.	350 A.P.
Flamer	+ 50 A.P.	+ 50 A.P.

(1) 2 assault golems including: 2 special weapon bearers.
 (2) 6 assault golems including: 5 special weapon bearers + 1 overseer.

Cost of a Flamer golems unit

EQUIPMENT	STANDARD NUMBER (1)	EXTRA FIGHTER
Standard	200 A.P.	+ 70 A.P.
Optical camo	215 A.P.	+ 75 A.P.

(1) 3 assault golems or 3 grim golems including: 3 flamers.

Cost of a nucleus golems unit

EQUIPMENT	STANDARD NUMBER (1)	EXTRA FIGHTER
Standard	175 A.P.	+ 55 A.P.
Nanostorms	190 A.P.	+ 60 A.P.

(1) 3 assault golems including: 3 nucleus guns.



NUCLEUS MEDUSAS

Informations

- Rank:** 2.
- Numbers:** 3.
- Standard equipment:** None.
- Special weapons:** Nucleus gun.
- Optional equipment:** None.
- Specialists:** None.
- Officer:** None.

SONIC GOLEMS

Information

- Rank:** 2.
- Numbers:** 3.
- Standard equipment:** None.
- Special weapons:** Sonic gun.
- Optional equipment:** Nanostorms.
- Specialists:** None.
- Officer:** None.

Equipment

Nanostorms: Fighters equipped with nanostorms can shoot with this indirect fire weapon. This equipment represents enough nanostorms for the whole game. A unit using this equipment cannot use any of its other ranged weapons during the current activation.

STORM GOLEM BUNKER

This fortified support unit is composed of storm golems. It requires a bunker.

Information

- Rank:** 2.
- Numbers:** 2 to 6.
- Standard equipment:** None.
- Special weapons:** Flamer, sonic gun.
- Optional equipment:** None.

Equipment

Flamer: This weapon has the "Projection" ability:

- When a unit contains several of these weapons, each of them can pick a different target;
- Cover is ignored;
- No shooting test is necessary, so there are no successes. (Therefore, shots cannot be combined to increase the area of effect.);
- The Accuracy of the weapon shows the weapon's maximum range, as measured from the special weapon bearer. The template is centered on a fighter. All miniatures located even partially under the area of effect suffer a damage test.

Officers

- Overseer alpha: + 10 A.P.
- Overseer delta: + 15 A.P.
- Overseer omicron: + 25 A.P.
- Overseer sigma: + 50 A.P.
- Overseer omega: + 65 A.P.

Cost of a nucleus medusas unit

EQUIPMENT	STANDARD NUMBER (1)	EXTRA FIGHTER
Standard	200 A.P.	+ 65 A.P.
(1) 3 assault medusas including: 3 nucleus guns		

Cost of a sonic golems unit

EQUIPMENT	STANDARD NUMBER (1)	EXTRA FIGHTER
Standard	175 A.P.	+ 55 A.P.
Nanostorms	190 A.P.	+ 60A.P.
(1) 3 storm golems including: 3 sonic guns		

Cost of a storm golem bunker unit

EQUIPMENT	STANDARD NUMBER (1)	MAXIMUM NUMBER (2)
Standard	100 A.P.	350 A.P.
Flamer	+ 50 A.P.	+ 50 A.P.
(1) 2 storm golems including: 2 special weapon bearers.		
(2) 6 storm golems including: 5 special weapon bearers + 1 overseer.		





AT-43, Élysee, somewhere in the entrails of *.base_p8*, golgoth.kraken.32 has been abandoned for 2 526 563 265 988 periods. Its energy levels were sufficient to keep its information collecting and analyzing functions active. During internal memory space reorganization, a sequence of errors had some unexpected consequences: golgoth.kraken.32 became a natural consciousness. When the first Therians re-investigated *.base_p8*, golgoth.kraken.32 greedily connected to the EMI grid and discreetly spread its consciousness to all similar systems connected to the network. Within seconds, all *_kraken* type golgoths woke to a rudimentary consciousness. This event went completely unnoticed: who would worry about a transport functioning a little more autonomously than foreseen?

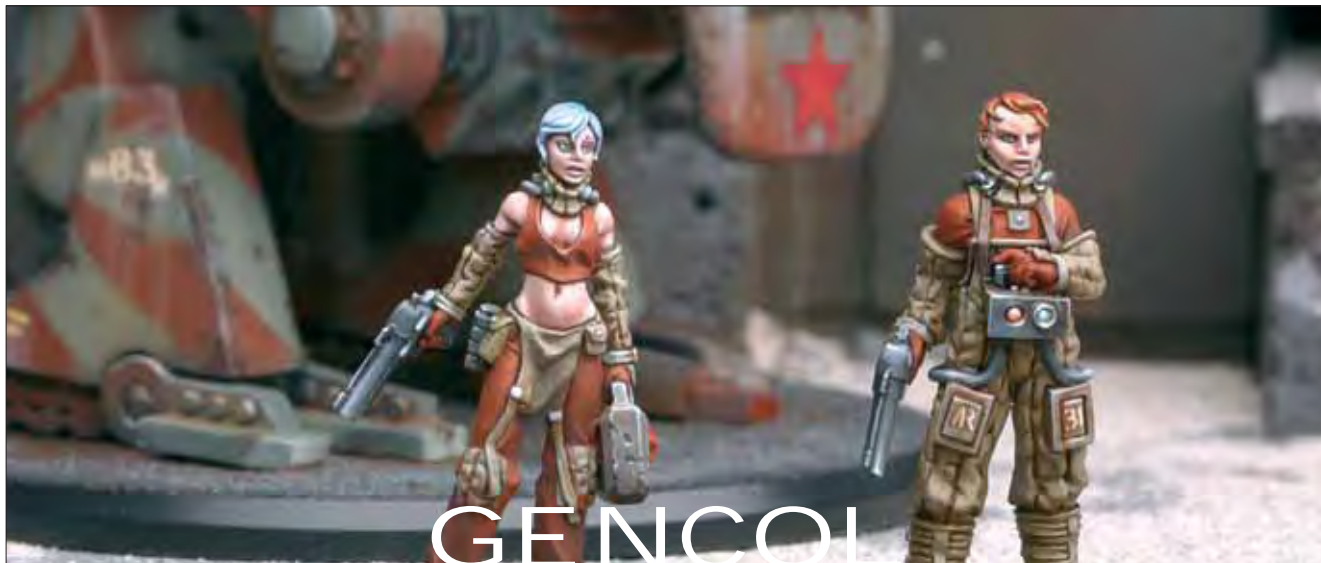


Red Blok

The Red Blok has found a new seam of ore on Élysée that is indispensable in the manufacturing of the legendary armor of its vehicles: "elysium". This mineral containing unbixium is extracted in the form of large crystals that can be transported without fear of it igniting in contact with air. Elysium crystals can be simply stockpiled in collectivist bases.

The offensive on Damocles has increased the need for kolossium. Fortunately, a newcomer to the Red Blok political and military scene has offered its unexpected but much welcomed assistance: Gencol and its armies of clones. The genetic engineering sub-collective wishes to use this life-size experimental laboratory to test its new military forces. The shadow of Gencol is redrawing the collectivist political map, like a number of other rising sub-collectives, that have the budgets of local collectives but the ambition of central collectives.

It didn't take much for this theatre of operation to become a priority for the other Red Blok factions too. Victory is still far from certain; but with such reinforcements, it becomes possible.



"Collectivism is immortal, so will be Man, soon."

– Ivan Palvov, AT-30, after the birth of Odin O-1 and Manon O-2

THE GENOME OF REVOLUTION

The GenCol (the Genetic engineering sub-collective, officially attached to the Local Collective of New Ava) is the main scientific rival of Frontline. Its initial remit was xenobiological research. However, its undeniable successes have allowed it to open its field of investigation to genetics in general. GenCol seized the opportunity to carve itself a place among the most powerful collectives, gaining in the process relative independence from the Local Collective of New Ava.

GenCol has developed costly gerontological treatments that can double the life expectancy of humans. This earned it the gratitude of the greatest – and oldest – leaders of the Red Blok. Thanks to their invaluable support, GenCol has been able to build a massive research structure in space, the Adan station (see *Army Book: Red Blok*, p. 57), and launch an ambitious armament program.

In fact GenCol invented the artificial gestation and human cloning tanks. Its two most promising results are Odin O-1 and Manon O-2, the twin teenage colonels of the Red Blok. Although both heroes are an undeniable success, GenCol decided to carry on the perfecting of super-soldiers in order to assemble an army of superhumans who would definitely guarantee the triumph of the revolution. Though this second goal hasn't yet been achieved, it allowed GenCol to create an army even a central collective wouldn't reject. Yet the situation has caused many rivalries, but few are the leaders who dare to stand up to a sub-collective that offers to double their life expectancy.



Finally, the last project GenCol prides itself with concerns bacteriological weapons. Weapons of mass destruction based on this principle haven't yet provided satisfactory results: what kills the Therian will kill humans even faster; and bacteria don't differentiate between friend and foe. However, less virulent versions of GenCol's bacteria, with deliberately shortened life cycles, have been engineered. The first bacteriological grenades are appearing on the battlefield: all Red Blok factions have requested some crates to try them out.

ORGANIZATION

GenCol was merely a research sub-collective attached to New Ava, a planet in the course of being colonized. However, with the discoveries it made, it grew to a more than respectable size. With this expansion the Adan station has become a gigantic research complex that is outsized only by the Tavarich station.

GenCol is organized into three sectors of activity, all led by a cell of three administrators: a scientist, who supervises the research work; an administrative executive in charge of resource management; and a military officer to act as liaison between the revolutionary forces and the defense research sectors, meaning almost everything Adan station works on.

The first sector of activity only concerns anti-aging treatments. Though its production isn't directly linked to the military, it is interesting enough to the people high in the hierarchy to benefit from the same attention as the other sectors of activity. High security quarters defended by heavy defense systems were set up to watch over the production of anti-aging treatments. Thanks to these initial investments, GenCol has managed to nurture an embryonic army and space fleet capable of defending the Neoavan stellar system, of course, but also powerful enough to launch military operations.

The second sector of activity encompasses all medical research laboratories. These include several weapon factories that produce the Red Blok's bacteriological weapons. Thanks to its combat fleet and its armed forces, GenCol was able to carry out live tests, confirming their terrifying efficiency.

Finally the most important sector of activity: the genetic engineering laboratories. Pure research only represents a fraction of their activities. GenCol, in charge of producing soldiers on an industrial scale, has set up thousands of gestation tanks to create copies of the soldiers of the Red Blok. This constitutes the essential core of its activity.

PLAYING GENCOL

The player can choose any platoon pattern to build his company, but he can only use one at a time. Only GenCol platoon patterns benefit from the advantage and disadvantage below.

GenCol advantage: A Gencol company may include several copies of the same hero even in different units; The company may ignore the limitation on officers concerning heroes.

GenCol disadvantage: GenCol units without an officer are immediately eliminated as soon as the player does not spend LP to activate it.

Platoon pattern:

- Infantry unit (★★) !
- Infantry unit (★ / ★★)
- Infantry unit (★ / ★★★)
- Armored fighting vehicle or Infantry unit (★★ / ★★★)
- Armored fighting vehicle unit (★ / ★★)

! Priority slot. It must always be picked first.

TROOPS

The GenCol armies born from its gestation tanks don't number millions of soldiers even though they are copies of the best of them. This army includes powerful infantry fighters, concentrated around elite soldiers, but it does not overlook armored fighting vehicles. The men it was given in order to demonstrate the viability of armies of clone soldiers allow GenCol to deploy balanced companies.


BACTERIOLOGICAL GRENADES

GenCol has developed a new kind of bacteriological weapon: mutant bacterial agents capable of eating through both metal and flesh with the same ease. The short life expectancy of these bacteria prevents the development of any epidemic. Any Red Blok unit of any faction having access to the optional equipment "grenades" can be equipped with bacteriological grenades instead of standard grenades for the same strategic value (5 A.P. per fighter).

Bacteriological grenades: Fighters equipped with bacteriological grenades can take shots with this indirect fire weapon. This equipment represents enough grenades for the whole battle.

A unit using this equipment cannot use any of its other ranged weapons during the current activation.

Bacteriological: this weapon benefits from the "Bacteriological" ability:

- Damage tests are resolved differently: The minimum result needed on the die is always the same. This result is shown instead of the Penetration  of the weapon.

Optional weapon

GRENADES (indirect fire)



0

1/0

1

5+/2

GenCol's infantry is "entirely" composed of clones of the best soldiers of the revolutionary forces: the various super soldier prototypes (the "O" series) haven't given reliable results. The three heroes GenCol developed, Odin O-1, Manon O-2 and Dragomira O-3, are extraordinary fighters and are some of the greatest revolutionary fighters alive. However, their motivation isn't faultless and they suffer from severe psychological weaknesses; an embarrassing secret carefully hidden by GenCol.

Consequently, the cloning program concerns standard soldiers, although they are carefully selected: all sorts of troopers, the best armored fighting vehicle pilots and battlesuit aces.

Therefore, it isn't uncommon to see units entirely composed of the same model of soldier led by copies of the same war hero.

In order to prevent any form of treason and to make sure the clone will not be captured, the cloning process inserts in each replica a security device meant to destroy these soldiers if they were to fall under enemy control or if they were ever to revolt against their master. This biological autodestruct system is a well kept secret even GenCol cannot control. It is triggered when the connection with headquarters is lost, voluntarily or not. Of course this means a GenCol army is highly dependent on its command but it is also a guarantee of the soldiers' absolute loyalty.

EXPRESS TRAINING

The cloning system set up by GenCol allows it to fast-forward the growth of a human being. So it is possible to obtain within less than two years a fully grown soldier whose muscle structure is generated and trained using electrical stimulation. But these soldiers lack the indispensable knowledge to make them true soldiers. This part, very prosaically called "express training" by GenCol, is not left to the genetic engineering sub-collective but to PsyCol.

LIEUTENANT DRAGOMIRA O-3

"Right away, sir!"

"But...I haven't given you any orders yet!?"

"No need to. I already know."

– Lieutenant Dragomira O-3, before her first battle

Project Dragomira merely consisted of creating a more resilient species using the human genome: thicker skin, backup organs, reduced pain sensitivity and some other bodily improvements so it could endure monstrous blows and carry on fighting as if nothing had happened.

Dragomira O-3 was put through advanced military instruction, different from the clones' express training since the point was to make her a masterpiece: the perfect combat clone. Her physical and intellectual development was artificially accelerated so that although she was only four years old she already seemed to be eight. This prodigy of war was already able to perform on the Spetsnaz Kommando obstacle course. She passed the physical aptitude tests of this elite unit with flying colors.

Dragomira O-3 also followed tactical and strategic training in all fields of military sciences, making the most of an intellect that had been genetically shaped to be precocious and superior.

The project unfolded as planned until she was six (though she was biologically twelve). It is then that Dragomira O-3's development started to stray from the established forecasts. Excessive empathy and a stupefying ability to guess what her teachers were hiding from her made it almost impossible to hide the ends and consequences of the experiments to which she was subjected. Dragomira O-3 had no problem finding out what her

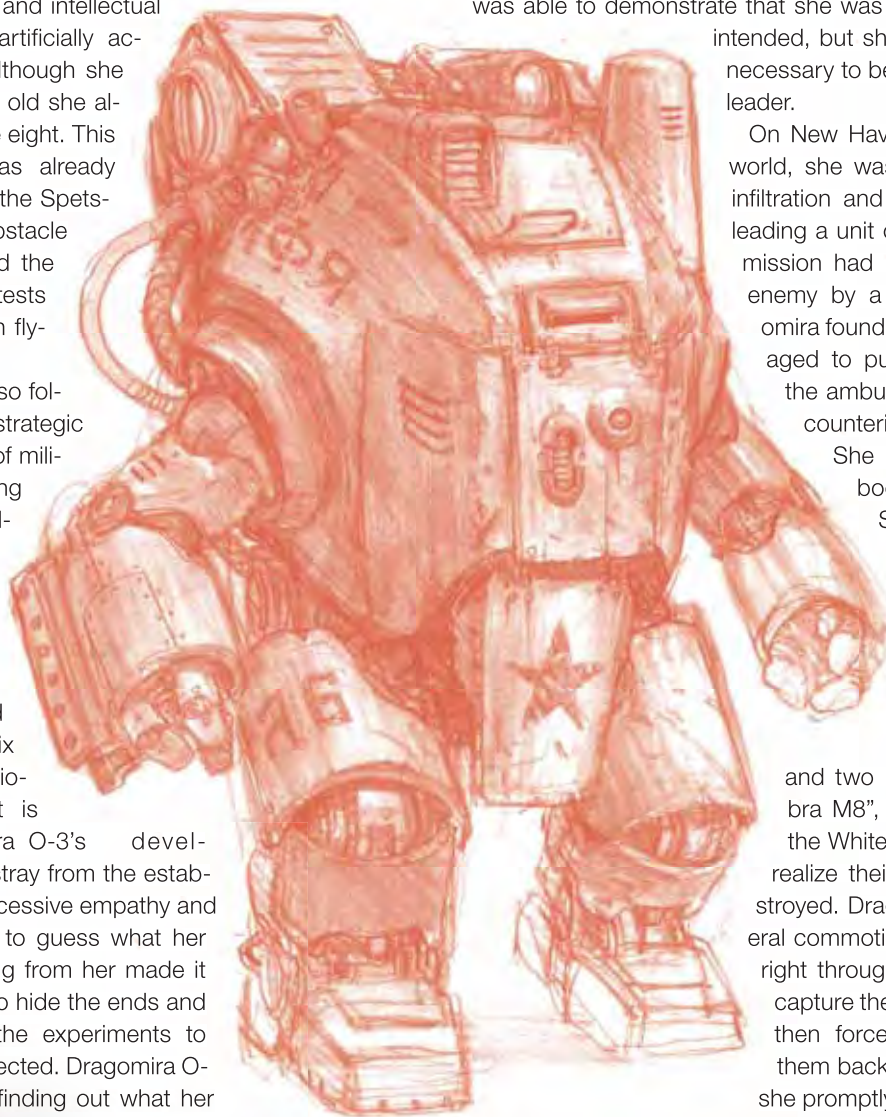
superiors were hiding. There was even a time when part of the scientific team and certain officers were considering putting an end to the project altogether, which would have meant destruction of their guinea pig. Fortunately for Dragomira, the partisans of these extreme measures were victim of a "freak" space shuttle accident. The investigation concluded that the cause was an act of negligence on the behalf of maintenance and the young girl was allowed to carry on her military career without any further worries. But that didn't prevent the surviving scientists from never being able to trust Dragomira O-3 again.

At the age of eight, the young woman was tested in live combat missions, during the year of skirmishes, in AT-40. She was able to demonstrate that she was not as submissive as intended, but she had all the qualities necessary to become a great military leader.

On New Haven, a peripheral U.N. world, she was sent to support an infiltration and propaganda mission leading a unit of RPG kolossus. The mission had been sold out to the enemy by a local contact. Dragomira found out about it and managed to pull her platoon out of the ambush set up by the U.N. counterintelligence services.

She left behind a pile of bodies so high the White Stars believed they had been set up by a double agent.

On Miramiru, still leading two RPG kolossus units, Dragomira destroyed two Iron Rains and two Defender Snake "Cobra M8", a feat so improbable the White Stars officers did not realize their units had been destroyed. Dragomira used the general commotion to march her units right through enemy lines and to capture the landing shuttles. She then forced the pilots to take them back to a U.N. ship, which she promptly took control of.



Dragomira's military career was launched. After these brilliant victories, many collectives requested her presence on the greatest battlefields of the time: Damocles and Élysée, among others. Building upon her celebrity, Dragomira O-3 was no longer a guinea pig: she could make her own choices. And her choice took her to Élysée.

TACTICS


Lieutenant Dragomira O-3, leading a Dragomirov kolossus unit, is a monster of endurance who will allow you to make a unit of four kolossus. She also provides the unit with an excellent officer. These are not Dragomira O-3's only advantages. She can also support her Commander thanks to her Gestalt ability. However, the company will need an officer of equal or superior Rank for this ability to work.

UNIT FORMATION

Lieutenant Dragomira O-3 can be the officer of any Dragomirov kolossus unit. Contrary to normal officers, she does not replace a fighter but she is added to the unit. Her cost is added to that of the unit.

RECRUITING A UNIT

Lieutenant Dragomira O-3: + 165 A.P.

Gestalt: Lieutenant Dragomira adds her Leadership  value to that of the Commander of the company when she is not Commander. The Commander needs to be of an equal or higher rank than Dragomira.

Combat Clone: Lieutenant Dragomira O-3 is only eliminated if she suffers two damage points on a single Damage test. If she only suffers one, it is ignored.

LIEUTENANT DRAGOMIRA O-3

Equipment

Assisted propulsion: Fighters with this equipment get 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



Dragomira O-3






10

10

12

4





-

4

3

Ranged weapon				
ROCKET LAUNCHER	4	2/0	-	11/2
MGAUSS	5	3/0	-	7/1

DRAGOMIROV KOLOSSUS

Dragomira developed a fondness for kolossus battlesuits. Whenever she returned to the laboratories of GenCol, she used all her skills to convince her superiors to create a new kind of kolossus unit. Still dazzled by the great victories Dragomira was winning for them, her officers could not refuse. They let her choose the armament of these new units and even called them "Dragomirov", in honor of their illustrious creator.



DRAGOMIROV KOLOSSUS



"Target: code name pochenik-one, sixty meters. Target: armored fighting unit, code name pochenik-two, thirty meters. Priority target: poch..."

"Target eliminated. Target eliminated."

"Err, which one?"

"Both."

Extract from a radio report between Dragomira O-3 and her command unit, AT-43, Élysée.

With the dragomirov kolossus, you are spoiled for choice. Crushing infantry with MGauss fire? Wiping out armored fighting vehicles with rocket launchers? Destroying enemy battlesuits using both weapons? The enemy will never know what you're going to hit but he can be assured that it won't survive. To make sure fear remains on his side, you can count on the steadfast toughness of the kolossus armor. A dragomirov kolossus unit will survive anything thrown its way, except maybe armored fighting vehicles with many anti-tank weapons.

The dragomirov kolossus corps only selects the best pilots. As part of GenCol, the faction that created them, this regiment only uses *the* best kolossus pilot alive... cloned hundreds of times!

TACTICS

Dragomirov kolossus battlesuits combine the toughness of any kolossus unit with armament worthy of a class 1 combat strider. They might not have the same endurance to damage but you still need to get through their armor!

With the high rate of fire of their weapons, a dragomirov kolossus unit is efficient at long and medium range: there is always a shot that will hit the target. However, it is at short range that these units demonstrate the absolute superiority of revolutionary technology, destroying any kind of opposition sent their way in a single salvo. Short range isn't a problem

LYDIA VLADIMIROVNA

The greatest kolossus ace is a woman. Aboard a strielitz kolossus and, later, an RPG kolossus, she was credited with the destruction of eleven armored fighting vehicles and the elimination of more than six hundred soldiers. She was killed in AT-40, when the ship she traveled aboard was destroyed after an encounter with a White Stars spaceship. Her body was sent home with military honors and was buried in the mausoleum built for the heroes of the revolution, in a refrigerated *container* watched over by GenCol.

Since her demise, her clones have shot down seventy armored fighting vehicles and hundreds of soldiers. It must be said that Lydia Vladimirovna, nicknamed the "White Rose of Miramiru", is GenCol's only dragomirov kolossus pilot. She has been cloned three-hundred and fifty-seven times to date.

because their kolossium armor, the true shield of the revolution, allows them to reach any position laughing amid the fire. Your opponent won't find it very funny. But his fate was sealed the moment he chose to step in the way of the unavoidable triumph of the revolutionary forces!

UNIT COMPOSITION

Type: 3.

Numbers: 3.

Standard equipment: Assisted propulsion, rocket launcher, MGAUSS.

Optional equipment: None.

Special weapons: None.

Specialists: None.

Officer: Rank 1.



Equipment

Assisted propulsion:

Fighters with this equipment get 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.

Dragomirov kolossus				
	10	8	12	4
Range weapon				
ROCKET LAUNCHER	2	2/0	-	11/2
MGAUSS	3	3/0	-	7/1



KOLLOSSUS EXTRA FIGHTER COSTS

The ARC increases by 1 the maximum number of fighters in each infantry unit. Here are the costs for extra fighters in kolossus units:

- Spetsnaz kolossus: + 125 A.P.
- RPG kolossus: + 150 A.P.
- Strielitz kolossus: + 100 A.P.

Cost of a dragomirov kolossus unit

EQUIPMENT	STANDARD NUMBER (1)	EXTRA FIGHTER
Standard	375 A.P.	+ 125 A.P.
(1) 3 dragomirov kolossus including: 0 to 1 officer.		

SUPPORT UNITS

The Revolutionary Forces are never the last to deploy support units, "groupa" in Hadesian, even though they prefer regular units: considering the number of soldiers available, better use them in groups of twelve than three. But when it comes to sending entire armies over interstellar distances, support units become a lot more cost efficient than standard troops. A rocket launcher doesn't need air, or entertainment, or food. A warm crate is enough, which is not the case for a human being.

More mobile than nine- or eleven-man squads, support units have the same firepower for a lower logistical cost.

From a soldier's point of view, joining a support unit is pretty much signing up for a suicide mission. These units are designated priority targets, but after all giving one's life for the Revolution is a fine way to die. The motivation of the Revolutionary Forces is such that there are always more volunteers than there is materiel anyway. These units are not about to disappear!

Support units are built with all or part of an *Attachment Box*.

KRASNYE GROUPA G

This unit is composed of krasnye soldaty.

Information

Type: 1.

Number: 3.

Standard equipment: None.

Special weapons: Grenade launcher.

Optional equipment: None.

Specialists: None.

Officer: None.

Cost of a krasnye groupa G unit

EQUIPMENT	STANDARD NUMBER (1)	EXTRA FIGHTER
Standard	75 A.P.	+ 25 A.P.
(1) 3 krasnye soldaty including: 3 grenade launchers.		

Cost of a krasnye groupa R unit

EQUIPMENT	STANDARD NUMBER (1)	EXTRA FIGHTER
Standard	150 P.A.	+ 50 P.A.
Grenades	165 P.A.	+ 55 P.A.
(1) 3 krasnye soldaty or RPG soldaty including: 3 rocket launchers.		

KRASNYE GROUPA R

This unit is composed of krasnye soldaty or RPG soldaty.

Information

Type: 1.

Number: 3.

Standard equipment: None.

Special weapons: Rocket launcher.

Optional equipment: Grenades.

Specialists: None.

Officer: None.

Equipment

Grenades: The fighters equipped with grenades can take shots with this indirect fire weapon. This equipment represents enough grenades for the whole battle.

A unit using this equipment cannot use any of its other ranged weapons during the current activation.

KRASNY SOLDAT BUNKER

This unit is composed of krasnye soldaty.

Information

Type: 1.

Number: 2 to 6.

Standard equipment: None.

Special weapons: grenade launcher, rocket launcher.

Optional equipment: None.

Specialists: Mechanic, Medic.



Specialists

Mechanic: The mechanic has the "Repair" ability. At the beginning or at the end of his unit's activation he can repair a friendly armored fighting vehicle within 2.5 cm of him. The armored fighting vehicle recovers 1 SP in a location chosen by the player. Destroyed parts may be repaired.

Medic: The medic has the "First aid" ability. Once per round he can save a member of his unit. The player announces the use of this ability by shouting "Medic!" right after the fighter is eliminated. A medic cannot save himself. A medic who has taken damage points cannot use his ability for this salvo.

Officers

Sergeant (Sgt.): +10 A.P.

Master sergeant (Msgt.): +15 A.P.

Lieutenant (Lt.): +30 A.P.

Captain (Cpt.): +60 A.P.

Colonel (Col.): +75 A.P.

RPG GROUPA M

This unit is composed of RPG soldaty.

Information

Type: 1.

Number: 3.

Standard equipment: None.

Special weapons: MGauss.

Optional equipment: Grenades.

Specialists: None.

Officer: None.

Equipment

Grenades: The fighters equipped with grenades can take shots with this indirect fire weapon. This equipment represents enough grenades for the whole battle.

A unit using this equipment cannot use any of its other ranged weapons during the current activation.

RPG GROUPA R

This unit is composed of krasnye soldaty or RPG soldaty.

Information

Type: 1.

Number: 3.

Standard equipment: None.

Special weapons: Rocket launcher.

Optional equipment: Grenades.

Specialists: None.

Officer: None.

Equipment

Grenades: The fighters equipped with grenades can take shots with this indirect fire weapon. This equipment represents enough grenades for the whole battle.

A unit using this equipment cannot use any of its other ranged weapons during the current activation.

Cost of a krasny soldat bunker unit

EQUIPMENT	STANDARD NUMBER (1)	MAXIMUM NUMBER (2)	EXTRA FIGHTER
Standard	50 A.P.	150 A.P.	+ 20 A.P.
Rocket launcher	+ 50 P.A.	+ 50 P.A.	-

(1) 2 krasnye soldaty including: 2 special weapon bearers.

(2) 6 krasnye soldaty including: 3 special weapon bearers + 0 to 2 mechanics + 0 to 2 medics + 0 to 1 officer.

Cost of a krasnye groupa M unit

EQUIPMENT	STANDARD NUMBER (1)	EXTRA FIGHTER
Standard	100 A.P.	+ 30 A.P.
Grenades	115 A.P.	+ 35 A.P.

(1) 3 RPG soldaty including: 3 MGauss.

Cost of a krasnye groupa R unit

EQUIPMENT	STANDARD NUMBER (1)	EXTRA FIGHTER
Standard	150 A.P.	+ 50 A.P.
Grenades	165 A.P.	+ 55 A.P.

(1) 3 krasnye soldaty or RPG soldaty including: 3 rocket launchers.



RPG SOLDAT BUNKER

This unit is composed of RPG soldaty.

Information

Type: 1.

Number: 2 to 6.

Standard equipment: None.

Special weapons: MGauss, rocket launcher.

Optional equipment: None.

Specialists: Field engineer, Medic.

Specialists

Field engineer: The field engineer has the "Sabotage" and "Minefield!" abilities.

- **Sabotage:** During his unit's activation he can sabotage a terrain element within 2.5cm of him. The chosen element is removed from the battlefield.

- **Minefield!:** a field engineer can lay a minefield at the end of his unit's movement. The player puts a minefield card on the battlefield out of contact with any enemy miniature and within range 1 of the field engineer. This card is a two dimensional terrain element.

Medic: The medic has the "First aid" ability. Once per round he can save a member of his unit. The player announces the use of this ability by shouting "Medic!" right after the fighter is eliminated. A medic cannot save himself. A medic who has taken damage points cannot use his ability for this salvo.

Officers

Sergeant (Sgt.): +10 A.P.

Master sergeant (Msgt.): +15 A.P.

Lieutenant (Lt.): +30 A.P.

Captain (Cpt.): +60 A.P.

Colonel (Col.): +75 A.P.

SPETSNAZ GROUPA F

This unit is composed of spetsnaz kommandos.

Information

Type: 2.

Number: 3.

Standard equipment: None.

Special weapons: Flamer.

Optional equipment: Grenades.

Specialists: None.

Officer: None.

Equipment

Grenades: The fighters equipped with grenades can take shots with this indirect fire weapon. This equipment represents enough grenades for the whole battle.

A unit using this equipment cannot use any of its other ranged weapons during the current activation.

Cost of a RPG soldat bunker unit

EQUIPMENT	STANDARD NUMBER (1)	MAXIMUM NUMBER (2)	EXTRA FIGHTER
Standard	50 A.P.	150 A.P.	+ 20 A.P.
Rocket launcher	+ 50 A.P.	+ 50 A.P.	-

(1) 2 RPG soldaty including: 2 special weapon bearers.

(2) 6 RPG soldaty including: 3 special weapon bearers + 0 to 2 field engineers + 0 to 2 medics + 0 to 1 officer.

Cost of a krasnye groupa M unit

EQUIPMENT	STANDARD NUMBER (1)	EXTRA FIGHTER
Standard	175 A.P.	+ 55 A.P.
Grenades	190 A.P.	+ 60 A.P.

(1) 3 spetsnaz kommandos including: 3 flamers.

Cost of a krasnye groupa M unit

EQUIPMENT	STANDARD NUMBER (1)	EXTRA FIGHTER
Standard	175 A.P.	+ 55 A.P.
Grenades	190 A.P.	+ 60 A.P.

(1) 3 spetsnaz kommandos including: 3 rocket launchers.



SPETSNAZ GROUPA R

Type: 2.

Number: 3.

Standard equipment: None.

Special weapons: Rocket launcher.

Optional equipment: Grenades.

Specialists: None.

Officer: None.

Equipment

Grenades: The fighters equipped with grenades can take shots with this indirect fire weapon. This equipment represents enough grenades for the whole battle.

A unit using this equipment cannot use any of its other ranged weapons during the current activation.

SPETSNAZ KOMMANDO BUNKER

This unit is composed of spetsnaz kommando.

Information

Type: 1.

Number: 2 to 6.

Standard equipment: None.

Special weapons: Flamer, rocket launcher.

Optional equipment: None.

Specialists: Field engineer, Medic.

Equipment

Flamer: This weapon has the "Projection" ability:

- When a unit contains several of these weapons, each of them can pick a different target;
- Cover is ignored;
- No shooting test is necessary, so there are no successes. (Therefore, shots cannot be combined to increase the area of effect.);
- The Accuracy of the weapon shows the weapon's maximum range, as measured from the special weapon bearer. The template is centered on a fighter. All miniatures located even partially under the area of effect suffer a damage test.

Specialists

Field engineer: The field engineer has the "Sabotage" and "Minefield!" abilities.

• **Sabotage:** During his unit's activation he can sabotage a terrain element within 2.5cm of him. The chosen element is removed from the battlefield.

• **Minefield!:** a field engineer can lay a minefield at the end of his unit's movement. The player puts a minefield card on the battlefield out of contact with any enemy miniature and within range 1 of the field engineer. This card is a two dimensional terrain element.

Medic: The medic has the "First aid" ability. Once per round he can save a member of his unit. The player announces the use of this ability by shouting "Medic!" right after the fighter is eliminated. A medic cannot save himself. A medic who has taken damage points cannot use his ability for this salvo.

Officers

Sergeant (Sgt.): +10 A.P.

Master sergeant (Msgt.): +15 A.P.

Lieutenant (Lt.): +30 A.P.

Captain (Cpt.): +60 A.P.

Colonel (Col.): +75 A.P.

DRAGONOV GROUPA S

This unit is composed of dragonov kommandos.

Information

Type: 2.

Number: 3.

Standard equipment: Infrared goggles.

Special weapons: Sniper gun.

Optional equipment: Grenades.

Specialists: None.

Officer: None.

Equipment

Infrared goggles: The fighters gain the "Detection" ability. They gain + 1 in Accuracy with all their direct fire weapons. In addition, they ignore their enemies' "Stealth" ability.

Grenades: The fighters equipped with grenades can take shots with this indirect fire weapon. This equipment represents enough grenades for the whole battle.

A unit using this equipment cannot use any of its other ranged weapons during the current activation.

Sniper gun: A fighter equipped with this weapon gets the "Sniper" ability:

- This ability can only be used if the fighter doesn't move at all during his activation;
- Cover and fighters caught in the zone of fire are ignored;

Cost of a spetsnaz kommando bunker unit

EQUIPMENT	STANDARD NUMBER (1)	MAXIMUM NUMBER (2)	EXTRA FIGHTER
Standard	125 A.P.	250 A.P.	+ 25 A.P.

[1] 2 spetsnaz kommandos including: 2 special weapon bearers.

[2] 6 spetsnaz kommandos including: 3 special weapon bearers + 0 to 2 field engineers + 0 to 2 medics + 0 to 1 officer.

- This ability cannot be used in "Overwatch!";
- The player chooses the target of each impact among the visible fighters of the targeted unit. If the target is an armored fighting vehicle, the player chooses the location of each impact.

DRAGONOV GROUPA A

Type: 2.

Number: 3.

Standard equipment: Infrared goggles.

Special weapons: ATGauss gun.

Optional equipment: Grenades.

Specialists: None.

Officer: None.

Equipment

Infrared goggles: The fighters gain the "Detection" ability. They gain + 1 in Accuracy with all their direct fire weapons. In addition, they ignore their enemies' "Stealth" ability.

Grenades: The fighters equipped with grenades can take shots with this indirect fire weapon. This equipment represents enough grenades for the whole battle.

A unit using this equipment cannot use any of its other ranged weapons during the current activation



Cost of a dragonov groupa S unit

EQUIPMENT	STANDARD NUMBER (1)	EXTRA FIGHTER
Standard	125 A.P.	+ 40 A.P.
Grenades	140 A.P.	+ 45 A.P.
(1) 3 dragonov kommandos including: 3 sniper guns		

Cost of a dragonov groupa A unit

EQUIPMENT	STANDARD NUMBER (1)	EXTRA FIGHTER
Standard	125 A.P.	+ 45 A.P.
Grenades	140 A.P.	+ 50 A.P.
(1) 3 dragonov kommandos including: 3 ATGauss guns.		



Cost of a dragonov kommando bunker unit

EQUIPMENT	STANDARD NUMBER (1)	MAXIMUM NUMBER (2)	EXTRA FIGHTER
Standard	75 A.P.	200 A.P.	+ 30 A.P.
ATGauss gun	+ 25 A.P.	-	+ 25 A.P.
(1) 2 Dragonov kommandos including: 2 special weapon bearers.			
(2) 6 Dragonov kommandos including: 3 special weapon bearers + 0 to 2 medics + 0 to 2 electronic warfare specialist + 0 to 1 officer.			



DRAGONOV KOMMANDO BUNKER

This unit is composed of dragonov kommandos.

Information

Type: 1.

Number: 2 to 6.

Standard equipment: Infrared goggles.

Special weapons: ATGauss gun, sniper gun.

Optional equipment: None.

Specialist: Medic, electronic warfare specialist.

Equipment

Sniper gun: A fighter equipped with this weapon gets the "Sniper" ability:

- This ability can only be used if the fighter doesn't move at all during his activation;
- Cover and fighters caught in the zone of fire are ignored;
- This ability cannot be used in "Overwatch!";
- The player chooses the target of each impact among the visible fighters of the targeted unit. If the target is an armored fighting vehicle, the player chooses the location of each impact.

Specialists

Medic: The medic has the "First aid" ability. Once per round he can save a member of his unit. The player announces the use of this ability by shouting "Medic!" right after the fighter is eliminated. A medic cannot save himself. A medic who has taken damage points cannot use his ability for this salvo.

Electronic warfare specialist: The electronic warfare specialist has the "Disruption" ability. For each fighter with this ability on the battlefield, every enemy company loses 1 LP during the strategic phase. The LP reserve of a company cannot fall below its commander's LP value.

Officers

Sergeant (Sgt.): +10 A.P.

Master sergeant (Msgt.):
+15 A.P.

Lieutenant (Lt.): +30 A.P.

Captain (Cpt.): +60 A.P.

Colonel (Col.): +75 A.P.



BTR-5 SOUNDOUK

"I know, we're cramped and it stinks. But bear in mind that it was counter revolutionary engineers who designed our... carriage. That way you won't forget why we have to fight their reactionary forces!"

– An anonymous sergeant

The BTR vehicle series was developed based on vehicles captured from the White Stars forces, at a time when many free thinking U.N. units sympathetic to the collectivist cause deserted along with their transport vehicles. The revolutionary forces simply modified the armament and reinforced its armor.

The Soundouk ("chest" or "vault" in Hadesian) was given, as is the tradition among the revolutionary forces, an obscure reference number: BtRS8-PBT-5. And as usual the soldiers renamed it. The "chest" was the name they picked because of its confined interior and its armor impenetrable to light weapons. Once "put away" in the vault, its passengers are almost untouchable, unless the enemy brings out the really big guns.

The Soundouk is designed to support the infantry. It transports a unit onto a strategic zone with speed, then it offers solid cover thanks to its thick armor, as well as antipersonnel support fire with its two light MGauss. The revolution might be marching out but sometimes it gets to fly too!



TACTICS

The Soundouk takes an infantry unit where it needs to be at high speed and with absolute security. It will provide cover and precious support fire against infantry. However, it is not equipped to fight armored fighting vehicles, except maybe the lighter ones.

Can you imagine a more terrifying threat than the sudden landing of one of these vehicles, followed by the deployment of an RPG kolossus unit right in front of an enemy armored fighting vehicle? The enemy is left to watch the fireworks and mourn the loss of his precious machine.


UNIT COMPOSITION

Type: 1.

Numbers: 1.


Standard equipment: Closed transport, anti-G generator, light MGauss x 2.

Officer: None.



BTR-5 Soundouk





20

9

11

5

8

STRUCTURE POINTS		Frame	Propulsion		
4		2			
Range weapons					PS
LIGHT MGAUSS (1)	4	3/0	-	7/1	1
LIGHT MGAUSS (2)	4	3/0	-	7/1	1

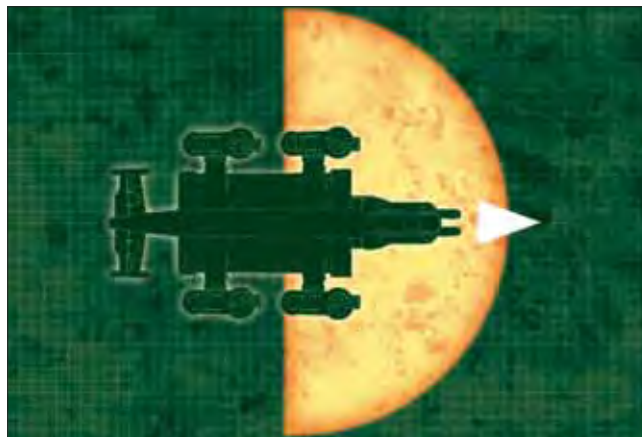
Equipment

Anti-G generator: Fighters equipped with Anti-G generators gain the "Rocket jump" ability. They can jump over miniatures and terrain elements during their movement.

Vehicle: This vehicle obeys the following rules:

- Variable altitude. To represent this it comes with a transparent pin. The vehicle can then be positioned at two different heights: with or without the pin. This pin can be added before or after a movement; changing altitude is considered as moving and can, for instance, trigger "Overwatch" fire.
- The shooting arc of its armament is limited.

Shooting angles



Cost of a BTR-5 Soundouk unit

EQUIPMENT	STANDARD NUMBER (1)
Standard	275 A.P.
[1] 1 BTR-5 Soundouk.	



Karmans

The Karmans are on home turf. The war is threatening their farms, their monasteries, their cities. The control of the spaceport, makes it a strategic location for anyone fighting in this merciless war.

Furthermore, Élysée is a major karmic issue.. The Karmans are already atoning for the extermination of the Krygs, how could they cope with the blame for the destruction of an entire planet?

Up until now, the Karmans have painstakingly distanced themselves from the Therians' astromorphosis activities. It is no longer possible: the settlers of Élysée have taken responsibility for a sister species, the proto-Karmans who were abandoned by the Therians after their initial failure to deconstruct the planet.

To most warlike among the Karmans, observation ends on Élysée. Watching entire civilizations destroying their own Karma through pollution, massacres and all sorts of exactions is unbearable. They need to be shown the way of the Karma, even if it means forcing them. And it all begins on Élysée!



"Freedom comes at a price: the lives of those who will try to deprive us of it."

– Guru Lucius

PRESERVING KARMA

Arceo has set itself an ambitious goal: preserving Karma on an interstellar scale. The loss of a living being is merely a flicker compared to the gigantic brazier of planets and suns put to torture. The loss of a star is a far greater karmic disaster than the loss of a few replaceable lives...

Arceo believes the Karmans have lost their sense of priority. The great sages are distraught by the guilt of having exterminated the Krygs and the problems due to the resulting social schisms that have shaken Karman society. They cannot see the wood for the trees.

Fortunately, since they are on the frontline, the Karmans of Arceo can see what their brothers are oblivious to. They are the ones actively fighting against several invaders with particularly cataclysmic intentions for the planet where their headquarters has been moved, Élysée. Their objective is the direct result of this "privileged" situation: Arceo must make sure the Karmans never forget that in the order of things the universe comes before its inhabitants, the big picture before any individual interest. Élysée is the ideal place to undertake this quest: it will become the symbol of those Karmans who fight against all destroyers of worlds, Therians included. Élysée will be the foundation upon which the ideals of Arceo will stand. Win or die, the faction hopes it will clear the rest of the Karmans' sight.

Arceo is also the cutting edge of guerrilla warfare. Fighting an enemy who has the advantage of numbers as well as air and space supremacy has become its specialty. Many warrior-philosophers have come to train with Arceo to further their quest for awakening through armed combat. Once their training is completed, these visitors often leave convinced by Arceo's vision. Even when it is not the case, this Karman faction has mastered the art of guerrilla ideology. Those who are not convinced during training still leave with simple concepts and a few seemingly innocent ideas that form the seed of Arceo



thinking. While they might not believe in them themselves, the visitors spread the ideas of the faction as they train more Karmans in the military techniques they learned from Arceo.

ORGANIZATION

Arceo is not trying to guide the Karmans; it is trying to help them not get lost. It doesn't set up large organizational groups. It prefers small cells of allies. These small groups keep

an eye out for ideological mistakes and they try to influence those about to make them. Its structure is a reproduction of its military methods: largely independent units of limited size capable of picking their own missions and carrying them out alone. These "units" are not necessarily military. They form and disband depending on the needs of the moment and they can set up anything from a training session to a propaganda operation or even a resource collection operation. The contribution of the structure is only logistical, unless the objectives are beyond what a single unit may achieve. In this case, several units may gather and pool their resources and influence to reach a more important target. On a few exceptional occasions, the whole of Arceo will be mobilized to defend a major cause, as is the case on Élysée.

Arceo also organizes various theoretical sessions designed for all Karmans who are interested in its management and combat techniques. The first to subscribe are often already members of Arceo who seek to perfect their skills. These gatherings are also an opportunity to meet other members of the faction and discreetly plan future operations.

Officially, Arceo doesn't have a space fleet, but its cautious military methods based on hit and run raids are appreciated by ship captains. In fact, Arceo is unofficially in control of the ships sent to defend Élysée. In addition, Arceo has also placed several propaganda groups aboard all the ships that have agreed to carry "refugees". Thus two thirds of the fleet actually stationed in the stellar system of Élysée has secretly rallied to their cause. This might cause some serious problems in their relations with the factions that mobilized these forces, notably Flux.

TROOPS

The military teachings of Arceo, which encourage adaptability and versatility to make the most of any opportunity, imposes a balanced platoon pattern. In fact, there is generally the same number of armored fighting vehicle and infantry units.

In terms of infantry, Arceo doesn't have the resources to deploy maximized – and costly – elite units. This faction relies mostly on local forces and good will. They are not hardened soldiers but their heart is faultless.

As for armored fighting vehicles, Arceo obviously favors light, maneuverable machines that strike fast and hard. They need to cause the maximum amount of damage before they pull out. Therefore, all sorts of trikes are used, though some buggies will find their place too. Class 3 armored fighting vehicles are what is lacking in Arceo platoons. Disregarded because of their weight, poor maneuverability and absolute lack of stealth, they get overlooked.



PLAYING ARCEO

The player can choose any platoon pattern to build his company, but he can only use one at a time. Only Arceo platoon patterns benefit from the advantage and disadvantage below.

Arceo advantage: Armored fighting vehicles may be given the "Take cover!" combat drill like infantry.

Arceo disadvantage: The maximum number of fighters in Type 1 and 2 infantry units is reduced by 1, with no change to the strategic values in A.P. However, the player may pay the cost of an extra fighter to reach the original number.

Platoon pattern:

- Infantry unit (★) !
- Infantry unit (★ / ★★)
- Infantry unit (★ / ★★ / ★★★) or Armored fighting vehicle unit (★ / ★★)
- Armored fighting vehicle unit (★ / ★★)
- Armored fighting vehicle unit (★ / ★★)

! Priority slot. It must always be picked first.

NEW EQUIPMENT: KARMIC WARRIOR

War has led many Karmans to the gates of Awakening, but Arceo is the first faction to use these exceptional beings to serve a cause. It can do so because its members are all clairvoyant and many among them have already reached the Awakening, which gives them amazing power over karma. Its teachings have favored the emergence of many awakened ones capable of bending reality to help save universal Karma. However, even among factions less mindful of their karma, one will find units constituted entirely of warriors with the gift of clairvoyance and even Awakening. Aware of their importance and their role as spiritual guides, these units have proclaimed themselves "karmic warrior units".

Any Karman unit can become a karmic warrior unit for a cost of 5 A.P. per fighter.

Karmic warrior: Once per game, the unit may re-roll or force another player to re-roll any test that is taken by the unit or a unit targeting it. The new result replaces the previous one.

These light patterns are ideal for ambushes and surprise attacks. This organization has created a new generation of pilots trained to leapfrog from cover to cover to stay hidden. Even the least experienced among them can perform emergency landings to dive behind cover and acrobatic rolls to use every possible bit of cover.

Unfortunately, guerrilla techniques have a major downside: by favoring small groups of quick and mobile forces, Arceo never constituted a real army. In the planetary war beginning on Élysée, this faction is having a hard time recruiting fighters and equipping them. The problem is so serious Arceo has had to reduce the maximum number of fighters it can include per unit in order to be able to equip everyone.

GURU LUCIUS

"No prisoners, no survivors. Kill'em all."

– Guru Lucius

Lucius was one of the voices preaching the virtues of peace to appease the more warlike fringe of the Élysée settler population. Guru Lucius, a talented orator, was sincerely convinced that though war was the easiest and fastest path to the Awakening, it was not the most powerful.

Despite Lucius' efforts, part of the Karman settlers rose in arms and attacked the human scouting teams. As a consequence, retaliatory attacks were launched against certain Karman colonies. One of these attacks was an artillery bombardment that razed Lucius' home, killing his entire family.

The guru retired from society for weeks to meditate on his pain and the reasons for such an ill twist of fate. What had Lucius done for his karma to take such a toll?

When he reappeared, Lucius had changed. His sorrow was soothed and his serenity had returned. On the other hand, his love of peace had died with his children. He had understood that he was paying for the plunder of Élysée, a blame that fell upon him for preaching peace and his wait and see policy.

This change of mind occurred at the right moment, just as the war was gaining momentum. The Karmans needed a charismatic leader capable of fighting the dire war ahead.

Élysée, a frozen planet, was huge and empty. Finding the enemy and intercepting him before he reached a crucial objective was a longshot that required the clairvoyance of a great tactician. Finally, an explanation had to be found to reconcile the karmic quest and the fact that they were attacking unarmed civilians, living beings who had been gifted with consciousness and intelligence.

Guru Lucius provided an answer to all these questions.

With a few warriors, he explored each mountain pass, each strategic crossroads and each point of passage. He mapped them out precisely and placed sentinels. He organized secondary routes to allow Karman troops to wheel around enemy troops unseen, allowing his men to catch the humans unaware.

Lucius formalized the Arceo doctrine with the help of several philosophers who had joined his cause. He created the code of the gorilleros so the less awakened Karmans would know how far they could go without endangering their own karma.



And even more importantly, the guru took command of several expeditions to test his theoretical work. These expeditions put an immediate stop to the expansion of the Red Blok's mining colonies. Lucius forced the enemy to abandon all secondary excavation bases to defend the main colony. Those that resisted were torn to the ground. There was no pity for the inhabitants who were exterminated.

TACTICS

Guru Lucius multiplies the chances of survival of his men allowing them to become literally invisible. Adding to this quality, he comes with heavy weaponry worthy of a small K-armor and good officer skills. Though he may not be one of the best commanders available for the Karmans, he is still efficient, considering his guerrilla techniques allow him to survive for a long time!

UNIT FORMATION

Guru Lucius can be the officer of any type 1 or 2 unit. Contrary to normal officers, he does not replace a fighter but he is added to the unit. His cost is added to that of the unit.

RECRUITING A UNIT

Guru Lucius: + 140 A.P.

With Grenades: + 145 A.P.

Diamond: 485 A.P.

Guerrilla technique: Lucius' unit gains the "Stealth" ability when it is behind cover and given the "Take cover!" combat drill. Any shot targeting the unit from beyond range 1 is an automatic failure. This ability also works against locked shots.

Heroic pilot: When Diamond is destroyed the miniature representing Guru Lucius 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).



GURU LUCIUS

Equipment

Grenades: Fighters equipped with grenades can take shots with this indirect fire weapon. This equipment represents enough grenades for the whole battle.

A unit using this equipment cannot use any of its other ranged weapons during the current activation.

Jetpack: Fighters equipped with Jetpacks get the "Rocket jump" ability. They can jump over miniatures and terrain elements during their movement.

Guru Lucius

18

10

6

6

+2

4

4

Standard range weapon				
DRUM GUN (1)	3	4/0	-	8/1
DRUM GUN (2)	3	4/0	-	8/1
Standard range weapon				
GRENADES (indirect fire)	0	1/0	1	5/1

Diamond

25

12

12

6

0

4

4

	Frame	Propulsion
STRUCTURE POINTS	4	2

Standard weapon					SP
LIGHT DRUM CANNON (1)	5	4/0	-	8/1	1
LIGHT DRUM CANNON (2)	5	4/0	-	8/1	1
L ZZ CANNON (1)	8	2/1	-	15/1	1
L ZZ CANNON (2)	8	2/1	-	15/1	1

K-BURNERS



Hot, hot, hot!

– K-Burners fire call

K-Burners are considered by all the other K-Armor pilots as particularly hot-blooded and hot-headed. While their comrades fight from range, carefully hidden behind heavy cover, K-Burners charge straight up to the enemy, borne by burning anger. Their fury is often an unstoppable eruption that leaves the bitter taste of ashes in the mouth of their enemies.

Such is the K-Burners' job: charring anything that comes under the Infantry category. With two flamers per K-Armor, they can fire up the mood better than any barbecue. Even light combat striders are not safe from a little overheating. If need be, K-Armor's super power grips can be the game breaker against an enemy seeking a little body heat.

TACTICS

Though they are solid and swift, the K-Burners burn with an enthusiasm that is sometimes dangerously excessive. The best way to use them is to keep them in reserve until they get the opportunity to move within the dreaded twenty five centimetres from where they can put their skills to work. From this range, they can fire, of course, and charge the enemy to give him a taste of their double super power grips.



THE BATTLE OF THE LOW WALLS

AT-0. The Red Blok fortified its positions by dropping dozens of low walls from out of the sky. Its troops had fallen back behind this labyrinthine rampart of obstacles that had randomly fallen into place. It was convinced it could hold the positions indefinitely. But they had not taken into account the two K-Burner squads sent to force them out.

The two squads set up a chain to move the low walls out of the way, carving themselves a way through. Within minutes, the K-Burners were within range. Out of a total of one hundred and five revolutionary soldiers, only eight survived. They had been smart enough to run.



K-burner				
    				
	18	10	11	7
Range weapons				
FLAMER [1] (Projection, Indirect fire)	[25]	1/0	4	9/1
FLAMER [2] (Projection, Indirect fire)	[25]	1/0	4	9/1
Mêlée weapons				
SUPER POWER GRIP [1]	7	1/0	-	10/2
SUPER POWER GRIP [2]	7	1/0	-	10/2

Cost of a K-burners unit

EQUIPMENT	STANDARD NUMBERS [1]
Standard	375 A.P.
[1] 2 K-burners including 0 to 1 officer.	

UNIT COMPOSITION

Type: 3.

Numbers: 2.

Standard equipment: Flamer x 2, K-Armor, super power grip x 2.

Optional equipment: None.

Special weapons: None.

Specialists: None.

Officer: Rank 1.

Equipment

Flamer: This weapon has the "Projection" ability:

- When a unit contains several of these weapons, each of them can pick a different target;
- Cover is ignored;
- No shooting test is necessary, so there are no successes. (Therefore, shots cannot be combined to increase the area of effect.);
- The Accuracy of the weapon shows the weapon's maximum range, as measured from the special weapon bearer. The template is centered on a fighter. All miniatures located even partially under the area of effect suffer a damage test.

K-armor: A fighter equipped with this armor gains the "Hoist" ability. When he is in contact with a low wall, the low wall can be redeployed anywhere in contact.

This action replaces his close combat attacks.

Officers

Mentor (Men.): + 10 A.P.



SUPPORT UNITS



Karmans pioneered the deployment of units composed of a limited number of fighters combined with enormous firepower. Indeed, for a fighter following the way of the warrior, the challenge can be a powerful source of spiritual fulfillment and a step further towards being granted the honor of wearing K-armor. Of course, only the best are allowed to attempt this extreme experience: the survival rate of support units is very low. Fewer than one out of every two gunners ever makes it back to report on his mission. Yet this doesn't discourage applications to join support teams.

In fact, it is the officers who don't want to part with their precious special weapon bearers. Soldiers capable of using these types of armament with skill don't grow on banana trees. Regular units are always short of fighters. Nonetheless, it is undeniable that in terms of versatility and striking power a support unit is always a good bargain. It is the only reason they exist in spite of the tacit opposition of Karman commanders.

ANAKONGA DRUM TEAM

Type: 1.

Number: 2.

Standard equipment: Jet pack.

Special weapons: Drum gun.

Optional equipment: None.

Specialists: None.

Officer: None.

Equipment

Jet pack: Fighters equipped with Jet packs gain the "Rocket jump" ability. They can jump over miniatures and terrain elements during their movement.

ANAKONGA FLAMER TEAM

Type: 1.

Number: 2.

Standard equipment: Jet pack.

Special weapons: Flamer.

Optional equipment: None.

Specialists: None.

Officer: None.

Equipment

Flamer: This weapon has the "Projection" ability:

- When a unit contains several of these weapons, each of them can pick a different target;
- Cover is ignored;
- No shooting test is necessary, so there are no successes. (Therefore, shots cannot be combined to increase the area of effect.);
- The Accuracy of the weapon shows the weapon's maximum range, as measured from the special weapon bearer. The template is centered on a fighter. All miniatures located even partially under the area of effect suffer a damage test.

Jet pack: Fighters equipped with Jet packs gain the "Rocket jump" ability. They can jump over miniatures and terrain elements during their movement.



KAPTAR SNIPER TEAM

Type: 1.

Number: 2.

Standard equipment: None.

Special weapons: Sniper gun.

Optional equipment: None.

Specialists: None.

Officer: None.

Equipment

Sniper gun: A fighter equipped with this weapon gets the "Sniper" ability:

- This ability can only be used if the fighter doesn't move at all during his activation;
- Cover and fighters caught in the zone of fire are ignored;
- This ability cannot be used in "Overwatch!";
- The player chooses the target of each impact among the visible fighters of the targeted unit. If the target is an armored fighting vehicle, the player chooses the location of each impact.



Cost of an anakonga drum team

EQUIPMENT	STANDARD NUMBER (1)	EXTRA FIGHTER
Standard	125 A.P.	+ 65 A.P.
(1) 2 anakongas including: 2 drum guns.		

Cost of an anakonga flamer team

EQUIPMENT	STANDARD NUMBER (1)	EXTRA FIGHTER
Standard	150 A.P.	+ 75 A.P.
(1) 2 anakongas including: 2 flamers.		

Cost of a kaptar sniper team

EQUIPMENT	STANDARD NUMBER (1)	EXTRA FIGHTER
Standard	100 A.P.	+ 55 A.P.
(1) 2 kaptars including: 2 sniper guns.		



KAPTAR ZZ TEAM

Type: 1.
Number: 2.
Standard equipment: None.
Special weapons: ZZ-gun.
Optional equipment: None.
Specialists: None.
Officer: None.

WENDIGO DRUM TEAM

Type: 1.
Number: 2.
Standard equipment: None.
Special weapons: Drum gun.
Optional equipment: None.
Specialists: None.
Officer: None.



Cost of a kaptar ZZ team

EQUIPMENT	STANDARD NUMBER (1)	EXTRA FIGHTER
Standard	150 A.P.	+ 75 A.P.
(1) 2 kaptars including: 2 ZZ-guns.		

Cost of a wendigo drum team

EQUIPMENT	STANDARD NUMBER (1)	EXTRA FIGHTER
Standard	150 A.P.	+ 70 A.P.
(1) 2 wendigos including: 2 drum guns.		

WENDIGO GRENADE TEAM

Type: 1.
Number: 2.
Standard equipment: None.
Special weapons: Grenade launcher.
Optional equipment: None.
Specialists: None.
Officer: None.

YETI FLAMER TEAM

Type: 1.
Number: 2.
Standard equipment: Jet pack.
Special weapons: Flamer.
Optional equipment: None.
Specialists: None.
Officer: None.



Equipment

Flamer: This weapon has the "Projection" ability:

- When a unit contains several of these weapons, each of them can pick a different target;
- Cover is ignored;
- No shooting test is necessary, so there are no successes. (Therefore, shots cannot be combined to increase the area of effect.);
- The Accuracy of the weapon shows the weapon's maximum range, as measured from the special weapon bearer. The template is centered on a fighter. All miniatures located even partially under the area of effect suffer a damage test.

Jet pack: Fighters equipped with Jet packs gain the "Rocket jump" ability. They can jump over miniatures and terrain elements during their movement.

YETI ROCKET TEAM

Type: 1.

Number: 2.

Standard equipment: Jet pack.

Special weapons: Rocket launcher.

Optional equipment: None.

Specialists: None.

Officer: None.

Equipment

Jet pack: Fighters equipped with Jet packs gain the "Rocket jump" ability. They can jump over miniatures and terrain elements during their movement.



Cost of a wendigo grenade team

EQUIPMENT	STANDARD NUMBER (1)	EXTRA FIGHTER
Standard	125 A.P.	+ 70 A.P.
(1) 2 wendigos including: 2 grenade launchers.		

Cost of a yeti flamer team

EQUIPMENT	STANDARD NUMBER (1)	EXTRA FIGHTER
Standard	150 A.P.	+ 80 A.P.
(1) 2 yetis including: 2 flamers.		

Cost of a yeti rocket team

EQUIPMENT	STANDARD NUMBER (1)	EXTRA FIGHTER
Standard	225 A.P.	+ 105 A.P.
(1) 2 yetis including: 2 rocket launchers.		

DIRT KONGAROO

"Let me out!"

Heard aboard a Kongaroo

The Dirt Kongaroo is THE Karman troop transport by excellence. Thanks to both its speed and toughness, it has all the qualities of a type 2 armored fighting vehicle. Its light drum guns are perfectly adapted to cleaning out the landing zone for the troops it carries. In addition, its cost is level with a type 1 armored fighting vehicle.

The Dirt Kongaroo has only one shortcoming: its four passengers travel in the worst conditions possible. Some Karmans believe the designer not only forgot it was supposed to carry passengers, but that he made traveling aboard the Dirt Kongaroo a ride to hell on purpose.

TACTICS

The Dirt Kongaroo quickly transports troops to the heart of battle. Without it, they would have to advance slowly, pinned down by enemy fire.

Its light drum cannons, mounted on extremely resilient armor and tough structure, provide awesome anti-personnel power. You can easily understand how appreciated this vehicle is by infantry troops!

UNIT COMPOSITION

Type: 2.

Numbers: 1.

Standard equipment: Closed transport, Antigrav, light drum cannons x 2.

Officer: Rank 1.


Equipment

Antigrav: A fighter equipped with an antigrav gains the "Rocket jump" ability. They can jump over miniatures and terrain elements during their movement.

Officers

Mentor (Men.): + 15 A.P.





DIRT KONGAROO

25

10

14

6

4

	Frame	Propulsion
STRUCTURE POINTS	4	2
Ranged weapon		
LIGHT DRUM CANNON (1)	5 4/0 -	8/1 1
LIGHT DRUM CANNON (2)	5 4/0 -	8/1 1

Shooting angles



TRANSPORTATION FACILITIES

The settlers of Élysée, when they organized their guerilla campaign, favored light armored fighting vehicles since they could only obtain materiel through their smuggling contacts. They dropped the idea of deploying costly Buggies but kept the Kongaroos.

Deployed in large numbers right from the early hours of the conflict against the Red Blok, they provided the Karmans with precious mobility. This allowed them to fight the revolutionary forces efficiently although the latter were far better equipped...except in terms of troop transport!

Cost of a dirt kongaroos unit

EQUIPMENT	STANDARD NUMBER (1)
Standard	225 A.P.
[1] 1 Dirt Kongaroo including: 0 to 1 officer.	

Campaign



CAMPAIGN RULES



During Operation: Frostbite, the armies of the galaxy are fighting for control of strategic objectives on the frozen world of Élysée. The battlefield itself is often the worst enemy of those fighting this fast and deadly war: the cold, ice and snow give the soldiers a real hard time!

The campaign rules in this fifth section allow you to simulate the war over its whole duration, from the first engagements to the final battles. They are built around two notions: battlefronts and phases.

- The fighting takes place on three battlefronts that exist simultaneously. These battlefronts are separated from one another by thousands of kilometers but they remain interconnected throughout the war. The following chapters will detail the Black Fortresses, the Red Fields and the Emerald Mountains. The mission maps are in the booklet *Gaming Aid* found in this box.

- There are two phases to this war. They simulate the chronological evolution of Operation: Frostbite. Phase 1 simulates the first weeks of the operation, as the armies carry out decisive raids, deploying only light companies. Phase 2 is the global conflict in which the armies reinforce their companies to fight epic battles.

No one escapes war!

RAPID DEPLOYMENT

Although the missions of Operation: Frostbite are meant to be connected to one another by campaign rules, it is also possible to play them on their own, as any other mission found in the *Rulebook*.

Each mission briefing includes a "Rapid Deployment" insert that serves this purpose. It gives the necessary details to play the mission without using the campaign rules found in this chapter.

SITUATION REPORT

Only months before the beginning of Operation: Frostbite,

THE FUTURE

Operation: Frostbite is designed for the first four armies of AT-43: the Karmans, the U.N.A., the Red Blok and the Thерian project. However, the universe of AT-43 will offer more armies over the years to come: ONI Corporation, the Cogs, the Krygs and other mysterious entities referenced in Thерian databases. We will know more once the factions fighting on Ava have deciphered all the material. None of them will be able to ignore the conflict.

If some armies found in Operation: Frostbite are not represented or if none of the players wants to play them, the players may agree before they begin the campaign to replace them with others armies to fit with what they want to play.

Unoccupied HQs may be attributed to the armies that will be played instead. However, to keep the campaign balanced we would recommend that each player should be given the same number of HQs.

Élysée was only a remote planet until then spared by the galactic war and forgotten under the ice. Several species have lived there alongside each other for decades. The recent events of *Operation: Damocles* (see *Initiation Set: Operation Damocles*) have disturbed this balance and fuelled the enmities.

These skirmishes have now turned into full scale war!

The Battlefronts

The stakes of Operation: Frostbite have led to the emergence of three battlefronts. Each player issues marching orders to his companies on the map of each battlefront.

• **Black Fortresses:** The Therians have regained control of their former bases. These installations were once designed to transform Élysée. The doomsday devices locked within these pyramid-shaped buildings could change the face of Élysée and wipe out all life from the planet. It also holds a terrifying nanovirus capable of destroying even the immortal Therians...

• **Red Fields:** Partially under Red Block control, this battlefield consists of all the installations connected to the production of elysium. The spaceport and the mines constitute major objectives but the control of any sector on the Red Fields could prove decisive in the outcome of the war.

• **Emerald Mountains:** These mountains have become Élysée's major strategic crossroads. Its ridges are home to the proto-Karman species and to the Karman settlers who came here to study them. The advantageous positions at the top of these impregnable strongholds are coveted by all the forces deployed.

The players may choose to play only one or two battlefronts if they wish. The rules remain the same; the only thing that changes is the total number of companies each player is allowed.

Each battlefront represents a large region with its communities, its military installations and its strategic points. In regards to the game, this means each battlefront is composed of sectors, access routes and HQs.

Sectors

Sectors represent strategic objectives and important installations found on the battlefield.

Each sector corresponds to a battlefield and to two missions (one for each phase).

During a mission, the players play the companies that move into the sector or that were there already. If a player has several companies in the sector, they are merged for the duration of the mission. This new company doesn't have to respect officer and platoon pattern limitations. When the companies belong to different factions, only one of them is deployed. The player chooses which one.

Each sector has access zones that correspond to the access routes indicated on the battlefield map. There are also one or more deployment zones to which a player defending the sector might fall back.

At the beginning of a mission, each army uses the access zones corresponding to the access routes their companies have followed to reach the sector. The company that might be defending the sector may use either the defender's deployment zone or the access zones that are not used by any opponent.

At the end of a mission the company that wins gains control of the sector. It keeps it until another army gains control of it. Controlling a sector gives control of all its access zones as well as a **strategic advantage** (detailed in the description of each mission).

HQs

HQs represent the main base of each army present on the battlefield. These are not sectors: they can never be attacked and they are always under the control of the army to which they are associated.

Access routes

Access routes represent natural boundaries and communication routes between sectors. Each of them connects one of a sector's access zones (see *The Rulebook* p.86) to the access zone of another sector. Access routes are indicated on the battlefield map.

Access routes are used to move from one sector to another and to trace supply lines across the battlefield.

• **Moving:** A company may travel from one sector to another by following the access route connecting them.

• **Tracing a supply line:** A player can trace a supply line between two sectors if he controls all the sectors along the access routes in between.

PROGRESS OF THE OPERATION

In the campaign rules, the operation is divided into two phases. Each phase is composed of several "weeks", which correspond to campaign rounds.



Phases

Operation: Frostbite is played over two phases that represent the escalation of the conflict and the main events of the war. These phases are there to determine which missions are played in each sector as well as the special rules that apply. Each phase notably dictates the number of companies and their A.P. values.

Operation: Frostbite campaign rounds are called "weeks". Each week represents the time necessary for companies to move, fight and re-organize.

Phase 1 lasts three weeks; Phase 2 lasts four weeks.

Operation: Frostbite weeks are fictional of course. In reality, the players should play as frequently as they want!

• **When the three weeks of Phase 1 are over,** the players check the progress of the campaign. They receive reinforcements to re-build or reinforce their companies.

OPERATION : FROSTBITE

> Emerald mounts

WEEK:



After the four following weeks, each player counts the total VP he earned over the missions he played on all the battlefronts.

• **When the four weeks of Phase 2 are over**, the player who controls the most sectors wins Operation: Frostbite. If it's a tie, the player with the most VP wins. If they are tied once again, Phase 2 goes on until a winner can be designated.

Weeks

Each week, each player manages his army on the battlefronts where he is present following these three steps in the following order:

1/ Planning: The players spend their materiel points (MP) and manage their companies.

2/ Missions: The players battle if their companies have encountered enemies during their movements. They also determine the environment and weather rules applied to each mission.

3/ Debriefing: The players determine the consequences of the week's missions and apply them to the whole of Operation: Frostbite. Gamers win Material Points (M.P.) (see page 77).



PLAYING OPERATION: FROSTBITE

Before launching Operation: Frostbite, the players choose the battlefronts they will fight on and distribute their companies between them. Once this is done, they kick off the first week.

This time it's war!

Forming companies

Each player is given an operation sheet print out, available from the appendixes, along with as many company sheets as necessary. On the operation sheet he writes down the army he plays, the battlefronts played and his current VP total: 0.

To build his army, each player is given a number of companies that depend on the number of battlefronts played in the campaign:

- **1 battlefront:** 3 companies worth 2000 A.P. each;
- **2 battlefronts:** 5 companies worth 2000 A.P. each;
- **3 battlefronts:** 7 companies worth 2000 A.P. each.

A player may choose any faction or platoon pattern from his army's *Army Book*. The player's army can only include one copy of each hero, no matter the number of companies and the different versions of a particular hero. Some armies may ignore this rule (GenCol for instance).

There is no need to build each company right away. They can be created right before they meet their first opponent. However, after that it is important to keep track of each of the companies created: casualties are not always replaced and variations in composition are subject to certain conditions (see further).

In addition, players can immediately equip their companies with the equipment presented on pages 74-75.

Finally, a player does not need to have all the pieces representing his entire army, though he will need enough miniatures to play each individual game.

Preparing the battlefronts

First, the players choose the battlefronts they want to play. Some sectors might already be controlled by the army already present on this battlefront (Karmans in the Emerald Mountains, Therians in the Black Fortresses and the Red Blok on the Red Fields).

Each player then assigns at least two companies to each battlefront. He controls the sectors attributed to his army. If one of the armies is not played, no-one controls the sectors normally reserved to it at the beginning of the game.

Phase 1: Reconnaissance

Phase 1 describes the preliminary fights taking place before any massive engagement of troops into a war. The armies feel the need to test their opponents and to scout the terrain before sending in their main forces. These first combats are an opportunity for the soldiers and generals alike to get used to the biting cold of Élysée.

They are crucial to the rest of the operation: any army that secures a strategic sector within the first weeks will have gained a decisive advantage over its enemies.

Phase 1 lasts three weeks. During the first week, the players start deploying the armies: those that already control sectors must deploy a company there. All the other companies are deployed in their HQ. Then the players move their companies out from their HQ or from the sectors they already control.

SPECIAL RULES: CONSTITUTING A COMPANY

The assault and reinforcement split was made easier with Operation: Frostbite. The value of a company's reinforcement force is no longer limited as long as the number of A.P. of the assault force and that of the company remains less than or equal to that required by the campaign.

Example: *An attacking company worth 2 000 A.P. is composed of 1 500 A.P. (or fewer) of assault units. It is possible to build a 1400 A.P. assault force and to use the remaining 600 A.P. on reinforcements. The company will still be worth 2 000 A.P. or fewer and the assault force will respect the 1500 A.P. or fewer assault force limit. The number of A.P. left for reinforcement is not important.*

At the end of the Third week, each army has gathered enough information to launch its true battle plan. Phase 2 may begin!

Phase 2: Full frontal attack!

Phase 2 describes the most terrifying battles of Operation: Frostbite. General-staffs are sending reinforcements. They deploy numerous units and send out powerful armored fighting vehicles. They have already gambled too much and lost too much to pull out now; it's do or die.

Phase 2 begins on the fourth week and lasts four weeks. At the beginning of week four, the armies receive reinforcements that allow them to deploy new companies and to consolidate those that made it through Phase 1. Each player benefits from the following advantages:

- Each battlefield receives an extra company worth 3000 A.P.;
- Each surviving company receives reinforcements so it reaches 3000 A.P.

The companies that are already in play remain where they are. The new companies are placed in the HQ.

When week 7 is over, the players count how many sectors they control and total their VP. The winner is the player who controls the most sectors. Ties are broken with VP. Operation: Frostbite is over!

THE WEEK

Each week of fighting allows the armies engaged in Operation: Frostbite to reorganize, move and fight.

Planning

Planning represents the actions of general staff and intelligence services. It is organized around the map of each battlefield and the operation sheets of each player.

During planning, the players perform the following actions:

- The player with the most VP (If this is tied, the oldest player goes first) moves a company on the map. He spends some or all of his MP on this company or for general use that does not affect any of his other companies;
- The next player in order of VP (or age order) does the same;
- Once all the players have finished planning their first company, the first player moves his second company;
- And so on until all the companies have gone through planning.

Exception: *The player who controls the Observation Post does not move his Emerald Mountains companies. He will do it once all the other companies are done with planning.*

MUNCHY'S ADVICE!

A real general staff needs some organization to function properly. Print out the battlefield maps and pin them to a wall or on a large piece of cardboard. A box of pins, preferably four different colors, will allow you to keep track of where each player's companies are.

Each player is given as many pins as he has companies and pins them onto the battlefield maps.

This way it will only take a glance to locate where the battles will be taking place!

You do not need to write down on the map which company holds which sector: this information will be found on the company sheet.

Spending MP

Each player spends some or all of the MP at his disposal when he moves his companies. He can spend them either on a specific company or on general use (spying, gift).

MPs do not allow a company to exceed the maximum A.P. value defined by the current phase. Better plan in advance how you are going to spend your MP to change or reinforce your company, because it can take some time!

Effects followed by a (*) can only be used once per week and per player.

• **Re-organization (Variable):** The player alters the composition of a unit. He can add or remove fighters, change special weapons, officers and specialists. The cost in MP is equal to the A.P. value added or removed by the extra fighters and the change of weapons or officers. The unit and platoon composition rules detailed in the *Army Books* must be respected. The cost of the unit and the value of the company are recalculated.

Important: *Adding a fighter costs MP but removing one adds the fighter's value to the MP pool, since the cost is negative!*

• **Deploying a bunker (250 MP):** The player assigns a bunker to a company within the following limitations:

- A material supply line can be traced back from the company's sector to its HQ;
- The company is not moving this week.

The bunker is deployed 30 cm from the company's access zone or inside its deployment zone. It is destroyed at the end of the week.

• **Deploying a container (100 MP):** Same as above but with a container. This container doesn't generate RP or VP. This terrain element is destroyable.

• **Deploying a low wall (50 MP):** Same as above but with a low wall. The company it is attributed to may move this week. This terrain element is destroyable.

- **Gift (Special):** The player spends MP from his pool and gives them to another player.

- **Drop off (500 MP)*:** A company leaves its sector and is airborne to another sector on the same battlefield. The company is deployed through a free access zone or a free deployment zone, or if there isn't any left through an access zone chosen by the player. Only U.N.A. companies may perform drop offs.









- **Reinforcements (Special):** The player builds a new unit. He spends the same amount of MP as the unit's A.P. value and adds the unit to his company. The platoon pattern must be respected. The company's value is re-calculated.

- **Spies (250 MP)*:** The designated company gains 3 extra LP each round in this week's mission.

- **Saboteurs (250 MP)*:** The designated company cannot move this week.

- **Artillery strike (100 MP):** The player designates one of his companies. This company will be able to call an artillery strike this week. It is possible to buy several artillery strikes, but only one can be called per round. Calling an artillery strike costs 3 LP during the mission (see *The Rulebook*, p. 61).

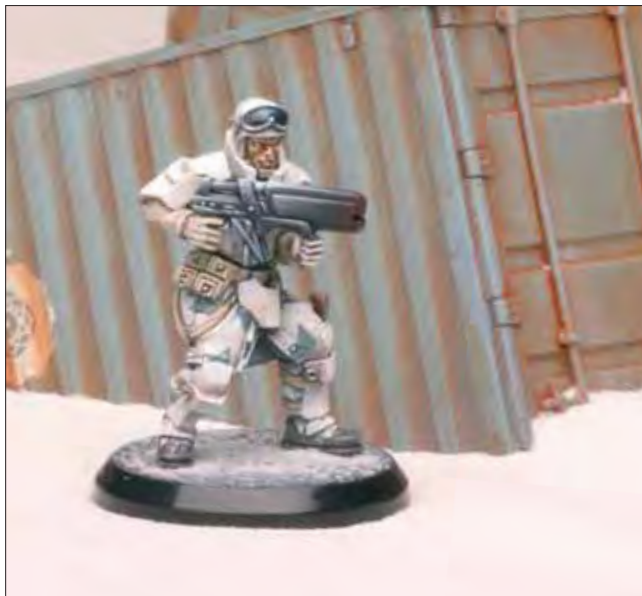
ARTILLERY STRIKE

Army				
	6+	5/0	4	8/1
	6+	5/0	4	8/1
	5+	5/0	2	9/1
	5+	5/0	2	9/1


- **Transfer (250 MP)*:** The player transfers a company from one battlefield to another. A supply line is needed between the company and its HQ. The company is transported to the HQ on the new battlefield and cannot move this week. An U.N.A. army can be transferred for only **100 MP**.

- **Polar equipment (100 MP):** The company is immune to the negative effects of weather for a week (see Appendixes), except blizzard. No one can fight in that kind of weather!

- **Jump system (250 MP):** The player equips his company with simplified jump systems for a week. The fighters gain the "Rocket jump" ability: they can jump over miniatures and terrain elements during their movement.



Do not hesitate to take your paints and brushes out to gain this advantage, your soldiers will owe you one!

- **Arctic camo (free):** The player must have units painted in Operation: Frostbite colors (see insert). When these units are given the "Take cover!" combat drill on a snow covered tile, the fighters benefit from a  cover test even when there are no obstacles that would allow him cover.

Moving companies

The player can move his companies along an access route, from a sector it controls to an adjacent sector it attacks. Each company is limited to one movement per week. A company cannot move if it does not include at least one unit!



A unit controls the access zone through which it enters a new sector. In this case, it is the attacker. A company dropped off onto a sector may choose any access zone or any deployment zone not held by a defender.

A company that has not moved uses the deployment zone or any access zone not used by an opponent. In this case, it is the defender.

MUNCHY'S ADVICE!

One of the main goals of Operation: Frostbite consists of controlling the most sectors on the different battlefronts. When it is created each army receives, according to procedure, a reference number corresponding to the battlefront it has been sent to and its order number in its army. It is composed of the initials of the battlefront, the initials of the army and the company's number.

- The Black Fortresses initials are "BF";
- The Red Fields initials are "RF";
- The Emerald Mountains initials are "EM";
- U.N.A. company initials are "UN";
- Project Therian company initials are "TH";
- Red Blok company initials are "RB";
- Karman company initials are "KA".

• The company's number depends on the order in which you played it for the first time. If it was the first created it is company 01, if it was the second it is 02, and so on.

So if the first White Stars company to move out from HQ does so in the Black Fortresses, it will be given, in addition to a cool name, the reference BFUN01. BF for the battlefront, UN for the army and 01 because it is the first company to be sent out by its army.

A company that changes battlefront also changes reference. (But the cool name remains. Soldiers would never allow it to change!): It changes battlefront initials and, since it is last one to arrive, it is given the highest order number.

If several enemy companies use the same access route or if they must enter through the same access zone, they must fight a crossroads battle. All the companies involved play the "Concord Square" battle. At the end of the mission the VP are only used to determine who is allowed to move into the coveted sector, they are not added to the armies' campaign total. The same way, RP are not turned into MP. Instead, they are immediately spent to make up for the mission's casualties. Depending on the circumstances, the company who won the mission goes on to fight the battle in the sector it has reached.

Missions

Each week, the players play a mission in the following case:

- A "Concord Square" mission each time an access route is also used by enemy armies.
- A "Concord Square" mission each time an access zone is used by opposing armies, including a drop off.

- A mission for each sector where there are companies belonging to opposing armies. This might mean a company will have to play a second mission right after "Concord Square".

Each time, the mission played is one corresponding to the current sector and phase. "Concord Square" missions are played first, then in the order they are listed in this book. However, missions are considered to happen simultaneously on Élysée; retreats and strategic gains are managed later on during the debriefing (see further).

Operation: Frostbite missions are played using the rules from *The Rulebook*, along with the special rules and campaign rules published in this book.

Before the mission the players might have to resolve the effects of MP expenditure and strategic advantages.

In addition, the weather is determined before deployment with a roll on the Changing weather table – if you are using these rules (see Appendixes).

A company can play even though it no longer respects its platoon pattern because of the casualties it has suffered. A company that has lost all its units remains at HQ until reinforcements arrive. A company that has moved during the week will play attacker. Otherwise, it will play defender. A mission may involve several attackers but there will only ever be one defender.

During Phase 1, the attacker can use up to 1500 A.P. to build his assault force and 1000 when he is the defender, no matter the real value of his company.

During Phase 2, , the attacker can use up to 2000 A.P. to build his assault force and 1750 when he is the defender, no matter the real value of his company.

MUNCHY'S ADVICE!

Don't forget that from now on the amount of A.P. in reinforcement is no longer a problem as long as the assault force and the company total respect the A.P. limit!

During the mission, an attacking company enters the battlefield through the access zone corresponding to the access route it used, as indicated on the battlefront map. The defender may choose either to use the sector's deployment zone or any other access zone that is not being used by attackers.

In any case:

- The access zones used by a company are considered the company's access zones for the whole mission.
- The other access zones are considered neutral access zones.
- The deployment zone is used by the defender for the whole battle and not only for the first round, in contrast to the rules found page 86 of *The Rulebook*.

MUNCHY'S ADVICE!

Do not forget that units that suffer too many casualties will be eliminated at the end of the battle.

At the end of any control phase, a player may call a "Retreat!". The units deployed are immediately eliminated. The company returns to HQ.

If there is only one company left on the battlefield, it is victorious and wins the maximum number of points allowed for this mission.

After each mission the players who took part in it go through the debriefing

MUNCHY'S ADVICE!

Immediately cross out the units that have reached the critical level at which a unit will be decommissioned... It will help you determine if it is time to retreat or not.

However, do not forget that a company that is completely destroyed will mean you lose one movement and one battle opportunity per week. That is one sector you won't be able to control. Even seriously diminished, a company can still control a quiet sector!

The debriefing

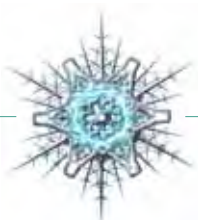
The debriefing allows the players to determine the consequences of the mission played on Operation: Frostbite.

VP count: The players write down the number of VP accumulated at the end of the mission. If an enemy company was entirely eliminated the total is doubled. However, it is not possible to earn more than the mission's normal maximum.

MP count: Any unspent RP are added to the MP pool. During Phase 1 a company cannot win more than 2000 MP this way. During Phase 2 it cannot win more than 3000 MP. During the first week, a player has 0 M.P.

Numbers and losses:

- A unit whose numbers or situation would force it to take a Morale test is destroyed, even when it doesn't take the test (because it has the "Nerves of steel" ability for instance);
- A unit whose numbers are less than or equal to its standard number of fighters, but is not required to take a Morale test, regains its standard number of fighters. If the unit contains too many special weapons, the extra special weapon bearers become standard fighters;
- A unit whose numbers are greater than its standard number of fighters (not including heroes and other members of the unit added during the mission) regains the number of fighters it had before the mission began;
- Armored fighting vehicles that were not eliminated are repaired;



- Heroes and their armored fighting vehicles automatically survive if at least one unit in their company survives the mission. If the hero's unit did not survive, he becomes a unit of his own, or where possible he joins another of the company's unit;

- If none of the units survive, the company returns to HQ even though it might have won the battle. It cannot be moved until it is reinforced with at least one unit.

Controlling sectors: the company that wins or that is alone in a sector gains control of it. It controls all access zones and the deployment zone. Write down the company's location on the company sheet.

Strategic retreat: The companies that did not win (ties included) return to HQ. Write down the company's location on the company sheet.

Strategic advantages: The armies that controls sectors benefits from the associated strategic advantages for the following week's battles and debriefing.

MUNCHY'S ADVICE!

Calculate the value of the losses suffered by your company immediately after a battle: you will need to know this when you're sending reinforcements... Besides it will give you a good idea how much the battle cost you!

Then compare all your companies' losses with your MP pool: this will help you figure out how well you are doing so far...



CONCORD SQUARE



Forces available

The players play the companies that moved into the sector or that were there already. If a player has several companies in the sector, they are merged for the duration of the mission. This new company doesn't have to respect officer and platoon pattern limitations. When the companies belong to different factions, only one of them is deployed.. The player chooses which one.

Tactical positions

See the map.

RAPID DEPLOYMENT

Number of players: 2 to 4

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

All the companies are attackers and they must control the crystal and as many nanogenerators as possible.

Each attacker, starting with the youngest, chooses a different access zone.

Primary objectives

- Controlling the crystal: 3 VP
- Controlling a nanogenerator: 3 VP

Secondary objective

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

Cease fire

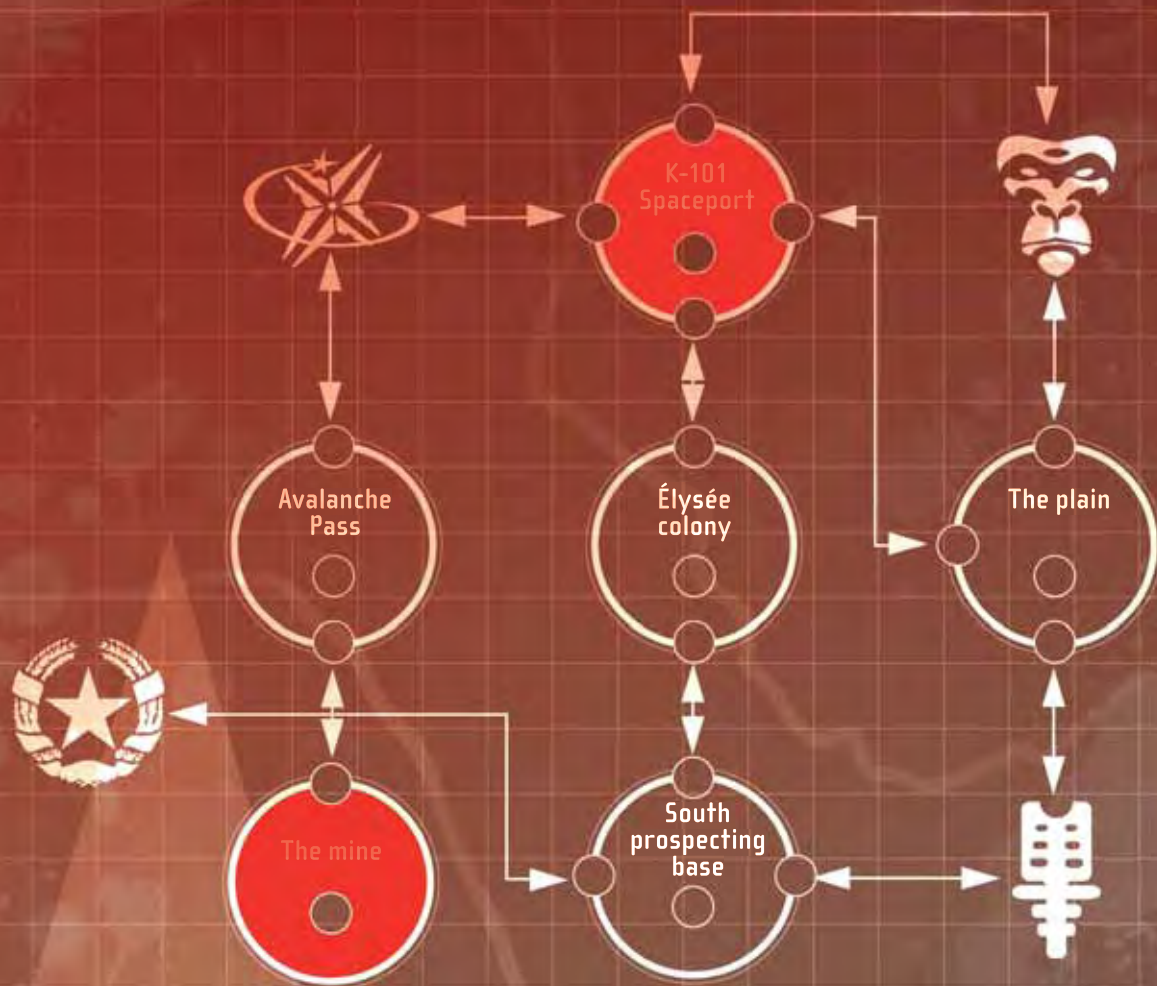
The game ends when one of the players reaches 20 VP. If none of the players can score any more VP, victory goes to the player who accumulated the most.

The VP earned during this mission are not added to the pools of the players involved: they are only used to determine who is the winner. The winner is allowed to move into the coveted sector.

The same way, RP are not turned into MP. Instead, they are immediately spent to make up for the mission's casualties. Depending on the circumstances, the company who won the mission goes on to fight the battle in the sector it has reached.

OPERATION : FROSTBITE

> The red fields



The collectivist positions were shaken by the first combats against the Karmans. The arrival of the Therians and the White Stars has helped them regain some ground and re-start exploitation of the precious elysium mining fields again.

Red Blok installations are clustered around the K-101 Spaceport and the only elysium mine still active. The former is a major contact point between space and the planet; the latter is the very reason for continued collectivist presence on Élysée. Over time the settlers have even founded their own town. A second mine is being opened near the prospecting base. These sectors are surrounded by unwelcoming tundra and connected to one another by dangerous passes overlooked by unstable snowdrifts.

K-101 SPACEPORT



Forces available

The players play the companies that moved into the sector or that were there already. If a player has several companies in the sector, they are merged for the duration of the mission. This new company doesn't have to respect officer and platoon pattern limitations. When the companies belong to different factions, only one of them is deployed. The player chooses which one.

Tactical positions

See the map.

Primary objectives

Attacker:

- Destroying a container: 5 VP

Defender:

- Per container still standing during the control phase: 1 VP

Secondary objectives

RAPID DEPLOYMENT

Number of players: 2 to 5

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

One company, preferably Red Blok, is designated as the defender; it will defend the spaceport at the beginning of the mission. The other companies are attackers and they must destroy the supplies.

The defender deploys in the central deployment zone. Each attacker, starting with the youngest, chooses a different access zone.

- Capturing a crystal: 50 RP
- Controlling a crystal: 100 RP
- Capturing a hangar: 100 RP *
- Controlling a hangar: 150 RP *

*: If the company in control of the hangar did not start with any armored fighting vehicles.

Special rules

This mission takes place **at night**. The containers are destroyable (see *The Rulebook* p.97).

BETA-BETA-BETA SUPRA TO ELYSEE COLONY BETA-BETA-BETA

Comrade, the Supreme Collective relies on you to carry on supplying the revolutionary forces with elysium crystals. Revolutionary armored fighting vehicles must keep demonstrating the supremacy of collectivist ideals. The spaceport needs to work twice as hard! The whole of the Red Blok counts on you!

Strategic advantage: The player controlling the K-101 spaceport may carry out an extra drop-off per week on the Red Fields battlefronts.

PHASE 1: IMMEDIATE BOARDING

INFORMATION NOTE TO THE COMRADES IN THE CONTROL TOWER

No more ships should be directed towards pads 1 and 5 between 01:00 and 07:00 (local time). The area is under enemy artillery fire during this short period. The ships departing or arriving should not be exposed to danger on these particular landing pads.

INFORMATION NOTE TO THE PILOT COMRADES OF THE SPACEPORT'S DEFENCE FORCES

No more parking armored fighting vehicles outside of the designated area. The machines prevent good circulation of cargo. And it is only a hundred meters more to walk to your barracks!

The hangars: The armored fighting vehicles of the defender's reinforcement forces are deployed in one or both of the two hangars before the beginning of the game. These armored fighting vehicles can be targeted by attacks. No RP are spent to deploy them.

The pilots: The defender gets one pilot per armored fighting vehicle parked in the hangars. All the pilots of a same armored fighting unit are assigned to one type 1 or 2 infantry unit in the assault force. To represent them the players should use either soldier miniatures or civilian miniatures.

Outside of their armored fighting vehicles, the pilots have a profile equivalent to the fighters below, depending on the army. They benefit from the hero rules concerning damage (see *The Rulebook*, p.77). These fighters are free and do not count in the unit's number of fighters, but they do count towards the control of objectives. They are unarmed.

- Karmans: Kaptars
- Red Blok: Krasnye soldati
- Therian: Storm golems
- U.N.A.: Star troopers

The defender can also use heroic pilots as pilots. In this case the rules apply as usual.

Starting armored fighting vehicles: An armored fighting vehicle unit is "started" if one of the unit's pilots is in contact with the machines. The miniatures representing the pilots are removed from the battlefield. The armored fighting vehicle's card will be added to the activation sequence for the next round. If the pilot is a hero, his armored fighting vehicle unit is activated immediately after the unit to which the pilot was assigned has finished their activation. The card of the armored fighting vehicle's unit will be added to the activation sequence for the next round.

Cease fire

The game ends when one of the players reaches 30 VP. If none of the players can score any more VP, victory goes to the player who accumulated the most. If they have the same number of VP, the game is a tie.

A player cannot score more than 30 VP for this mission. If his company is the only one remaining on the battlefield, he automatically wins this maximum.

PHASE 2: NO NEWS FROM THE CONTROL TOWER!

TO THE COMRADES IN THE CONTROL TOWER

Ships should not be directed towards the following landing pads. They are not under the control of our defense forces.

~~1, 3 and 5~~

~~2, 3 and 5.~~

~~1 and 4~~

~~2, 3, 4 and 5~~

~~2 and 3~~

Forces available

The players play the companies that moved into the sector or that were there already. If a player has several companies in the sector, they are merged for the duration of the mission. This new company doesn't have to respect officer and platoon pattern limitations. When the companies belong to different factions, only one of them is deployed. The player chooses which one.

Tactical positions

See the map.

Primary objectives

- Helping a ship take off: 5 VP

Secondary objectives

RAPID DEPLOYMENT

Number of players: 2 to 4

Each player gets the same number of A.P. to build his company. All companies are attackers. Each player, starting with the youngest, chooses a different access zone.

- Capturing a container: 100 RP
- Controlling a container: 150 RP
- Capturing a hangar: 100 RP
- Controlling a hangar: 150 RP
- Capturing a crystal: 50 RP
- Controlling a crystal: 100 RP

Special rules

Helping a ship take off: A company that wishes to help a ship take off must control at least one of the four pads indicated on the map (Whisky, X-ray, Yoke and Zebra). The player then rolls a die for each pad he controls during the control phase. If at least one of the dice shows an even number, a ship takes off. Different companies can help their ship take off in the same round.

Cease fire

The game ends when one of the players reaches 20 VP. If none of the players can score any more VP, victory goes to the player who accumulated the most. If they have the same number of VP, the player controlling the most pads wins. If it's a tie again, the game goes on until there is only one company left on the battlefield.

A player cannot score more than 20 VP for this mission. If his company is the only one remaining on the battlefield, he automatically wins this maximum.

SOUTH PROSPECTING BASE



From: ONI corp / Head of Intelligence

To: Spion@revol.syl

Hello comrade V.!

We have sold the position of your secret mining site at the price you asked for. You will receive the rest of your payment as usual. Is the composition of the defense forces of this base for sale? If this is the case, we are interested. Just give us a price (as long as it is reasonable!)

B., ResOchOI

Strategic advantage: The player who controls the South prospecting base wins 250 MP at the end of every week.

PHASE 1: LONG TIME, NO SEE...

"Honestly, it should be a piece of cake, sergeant. They are lost in the middle of nowhere and they're on their own! Even we have better contact with HQ in this pit hole than them. You'd need a bloody space ship's radio transmitter to call reinforcements from here!"

"Err... sure, captain. What do ya suppose they use that huge antenna over there for then?"

Forces available

The players play the companies that moved into the sector or that were there already. If a player has several companies in the sector, they are merged for the duration of the mission. This new company doesn't have to respect officer and platoon pattern limitations. When the companies belong to different factions, only one of them is deployed. The player chooses which one.

Tactical positions

See the map. Zulu is a drop point.

Primary objectives

Attacker:

- Controlling a container: 2 VP

Defender:

- Eliminating a soldier unit: 1 VP
- Eliminating an armored fighting vehicle unit: 2 VP
- Eliminating an officer: 1 VP

Secondary objectives

- Capturing a crystal: 50 RP
- Controlling a crystal: 100 RP
- Capturing the access to the base: 100 RP *

- Controlling the access to the base: 150 RP
- *: Attacker only.

Special rules

Reinforcements!: The player in control of the radio station can call reinforcements by spending LP, at any time during the round. Each LP spent this way will earn you 50 RP. These RP are spent as usual during the control phase.

Cease fire

The game ends when one of the players reaches 20 VP. If none of the players can score any more VP, victory goes to the player who accumulated the most. If they have the same number of VP, the game is a tie.

A player cannot score more than 20 VP for this mission. If his company is the only one remaining on the battlefield, he automatically wins this maximum.

RAPID DEPLOYMENT

Number of players: 2 to 4

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

One company, preferably Red Blok, is designated as defender; it will defend the base at the beginning of the mission. The other companies are attackers and they must destroy the radio station.

The defender deploys in the central deployment zone. Each attacker, starting with the youngest, chooses a different access zone.

Secondary objectives

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

RAPID DEPLOYMENT

Number of players: 2 to 4

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

One company, preferably Red Blok, is designated as defender; it will defend the base at the beginning of the mission. The other companies are attackers and they must capture the supplies.

The defender deploys in the central deployment zone. Each attacker, starting with the youngest, chooses a different access zone.

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

Special rules

Hurry up with the reinforcements!: The player who controls the radio station can give up the VP he is entitled to and obtain 250 RP instead.

Cease fire

The game ends when one of the players reaches 20 VP. If none of the players can score any more VP, victory goes to the player who accumulated the most.

A player cannot score more than 20 VP for this mission. If his company is the only one remaining on the battlefield, he automatically wins this maximum.

PHASE 2: GOOD MORNING ÉLYSÉE!

"We need kossaks now! Do you copy? Is anybody using this frequency?"

"Say again Easy Company, we did not copy that. Are you asking for snakes?"

"Who's that speaking?"

"And you, who're you?"

Forces available

The players play the companies that moved into the sector or that were there already. If a player has several companies in the sector, they are merged for the duration of the mission. This new company doesn't have to respect officer and platoon pattern limitations. When the companies belong to different factions, only one of them is deployed. The player chooses which one.

Tactical positions

See the map. Zulu is a drop point.

Primary objectives

- Controlling the radio station: 5 VP



AVALANCHE PASS

"There's only one way to get to all these strategic sectors: Avalanche Pass. You are going to take it."

"What if the enemy has the same idea?"

"I never said it was easy Lieutenant Epstone. If it were, we wouldn't have called you. With a little luck we'll be the first ones up there."

"Guru Lucius says we absolutely need that pass and he is always right about this planet. Let's not lose any more time. If Karma smiles upon us we will be there before anyone else."

"Comrade Lieutenant Dragomira O-3, you are going to attack..."

"The pass. Before the other armies. Already on my way sir. Out."

/command..**

> attack Avalanche Pass

/end_command

Avalanche: There is an avalanche between Phase 1 and 2, and part of the Pass is blocked. During Phase 2, only the part of the battlefield indicated is used.

Strategic advantage: The player who controls this sector can deploy a free bunker or five free low walls during each mission he plays. These terrain elements are destroyed after each mission.

PHASE 1: STRAIGHT AHEAD!

"I've never been skiing before! Isn't it cool we're being sent there?"

"Shut up, smartass."

Forces available

The players play the companies that moved into the sector or that were there already. If a player has several companies in the sector, they are merged for the duration of the mission. This new company doesn't have to respect officer and platoon pattern limitations. When the companies belong to different factions, only one of them is deployed. The player chooses which one.



Tactical positions

See the map. No company can be defender: no one would stay here willingly ! If a company already controlled this sector, it deploys as an attacker from any free access.

Zulu is a drop point

Primary objectives

- Controlling an access zone: 5 VP

Secondary objectives

- Controlling an access zone: 50 RP
- Capturing a crystal: 50 RP*
- Controlling a crystal: 100 RP

*: Attacker only

Special rules

Avalanche (minor): There is an avalanche each time an indirect fire weapon or an artillery fire weapon is used. It affects part of the battlefield corresponding to one of the three avalanche corridors indicated on the map. The corridor involved is determined with a die roll.

RAPID DEPLOYMENT

Number of players: 2

Each player gets the same number of A.P. to build his company. All companies are attackers. Each player, starting with the youngest, chooses a different access zone.

Infantry units with at least half of their fighters even partially within the corridor are moved 20 cm towards the half way line of the map and grounded. If they are armored fighting vehicles they are just moved 10 cm. In either case, they stop moving if they reach the halfway line.

Run the template down the marks indicated on the map to check who is affected; each corridor is 10 cm wide. The units use the usual movement rules. They take the shortest route towards the half way line, skirting around obstacles. The units affected are moved one by one, starting with the unit closest to the edge of the map.

Cease fire

The game ends when one of the players reaches 30 VP. If none of the players can score any more VP, victory goes to the player who accumulated the most. If they have the same number of VP, the game is a tie.

A player cannot score more than 30 VP for this mission. If his company is the only one remaining on the battlefield, he automatically wins this maximum.

PHASE 2: AVALANCHE!

From: ONI corp Supplies office

To: SLSn@revol.syl

Hello comrade!

We can drop you a bunker or low walls whenever you want us to. Avalanche Pass is ideally placed for precision drop offs. Whenever you require these fortifications, click on the link below and follow the instructions:

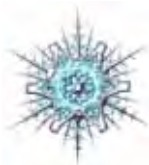
http://ONI_corp/Haven_Construction_Company/bunkdrop

Regards,

W. William, logistics manager

Forces available

The players play the companies that moved into the sector or that were there already. If a player has several companies in the sector, they are merged for the duration of the mission. This new company doesn't have to respect officer and platoon pattern limitations. When the companies belong to different factions, only one of them is deployed. The player chooses which one.



Tactical positions

See the map. No company can be defender: no one would stay here willingly! If a company already controlled this sector, it deploys as an attacker from any free access.

Zulu is a drop point

RAPID DEPLOYMENT

Number of players: 2

Each player gets the same number of A.P. to build his company. All companies are attackers. Each player, starting with the youngest, chooses a different access zone.

Primary objectives

- Controlling an access zone: 5 VP

Secondary objectives

- Controlling an access zone: 50 RP
- Capturing a crystal: 50 RP*
- Controlling a crystal: 100 RP

*: Attacker only

Special rules

Avalanche (major): There is an avalanche each time an indirect fire weapon or an artillery fire weapon is used. It affects part of the battlefield corresponding to one of the three avalanche corridors indicated on the map. The corridor involved is determined with a die roll.

Any infantry unit with half or more of its fighters even partially within the corridor are eliminated. Armored fighting vehicles within the corridor suffer two damage points to the propulsion. Run the template down the marks indicated on the map to check who is affected; each corridor is 10cm wide.

Foul weather: The "Foul weather" effect is applied due to an avalanche that just took place in the pass. Because of heavy snow, no line of sight can be traced beyond Range 3.

Cease fire

The game ends when one of the players reaches 30 VP. If none of the players can score any more VP, victory goes to the player who accumulated the most. If they have the same number of VP, the game is a tie.

A player cannot score more than 30 VP for this mission. If his company is the only one remaining on the battlefield, he automatically wins this maximum.



ÉLYSÉE COLONY

The revolution calls for you! Élysée needs settlers to exploit its mines and to operate its prospecting installations. You will be housed in modern buildings with all the commodities due to your engagement: central heating, electricity at will, priority access to collective stores, etc. Élysée offers all the facilities of true collectivist bliss as well as a job that is truly useful to the advancement of the revolutionary cause!

Poster designed to attract settlers for Élysée

Urban environment: This mission does not use the weather rules. It's a sweet life!

Civilians: Civilians are deployed as indicated on the map. They are controlled like any other objective. A civilian immediately joins one of the units who controls him and is placed in formation with it. He benefits from the hero rules for damage and has the same movement advantages as the unit controlling him.

Strategic advantage: The companies who control this sector can recruit three civil engineers for free.

PHASE 1: EVACUATION!

INFORMATION NOTE TO THE SETTLER COMRADES

Comrades, do not panic: our defense forces are holding the enemy at bay. Hostile forces will never reach the city. You are safe, keep working.

Forces available

The players play the companies that moved into the sector or that were there already. If a player has several companies in the sector, they are merged for the duration of the mission. This new company doesn't have to respect officer and platoon pattern limitations. When the companies belong to different factions, only one of them is deployed. The player chooses which one.

This mission uses civilians. Civil engineers are perfect to represent them!

Tactical positions

See the map. Yoke is a drop point.

Primary objectives

- Per civilian evacuated: 10 VP

Secondary objectives

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



QUICK DEPLOYMENT

Number of players: 2 to 3

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

One company, preferably Red Blok, is designated as defender; it will defend the colony at the beginning of the mission. The other companies are attackers.

The defender deploys in the central deployment zone. Each attacker, starting with the youngest, chooses an access zone.

Special rules

This mission takes place **at night**.

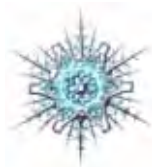
Evacuating civilians: A civilian is evacuated during the control phase if the unit controlling the civilian is within range 1 of one its company's deployment or access zones.

Run for shelter!: The buildings of the base provide shelter to the fighters. Indirect fire tests are automatic failures if their trajectory goes through a wall; the projectile is lost without causing any damage. In addition, a fighter with the "Rocket jump" ability cannot move through a wall.

Cease fire

The game ends when there are no more civilians on the battlefield or goes on until there is only one company left. Each player totals his VP and the player who has the most wins. If none of the players can score any more VP, victory goes to the player who accumulated the most. If they have the same number of VP, the game is a tie.

A player cannot score more than 20 VP for this mission. If his company is the only one remaining on the battlefield, he automatically wins this maximum.



PHASE 2: HANGING ON!

INFORMATION NOTE TO THE SETTLER COMRADES

Do not panic, comrades: the enemy is exhausted and his soldiers are out of ammunition and rations. Victory is only a matter of days ! Remain indoors and everything will be fine.

INFORMATION NOTE TO THE SETTLER COMRADES

If you have canned food or ammunition you can spare for the revolution, please hand them to the nearest revolutionary forces squad.

Forces available

The players play the companies that moved into the sector or that were there already. If a player has several companies in the sector, they are merged for the duration of the mission. This new company doesn't have to respect officer and platoon pattern limitations. When the companies belong to different factions, only one of them is deployed. The player chooses which one.

This mission uses civilians. Civil engineers are perfect to represent them!

QUICK DEPLOYMENT

Number of players: 2

Each player gets the same number of A.P. to build his company. All companies are attackers. Each player, starting with the youngest, chooses an access zone.

Tactical positions

See the map.

Yoke is a drop point.

Primary objectives

- Controlling X-Ray: 5 VP
- Controlling Yoke: 5 VP
- Controlling Zebra: 5 VP

Secondary objectives

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

Special rules

Bombardments: The colony is bombarded from the tundra sector and from the sky of Élysée. During each control phase, one player designates a fighter or a terrain element as a target and resolves an artillery strike (see insert). The "Stealth" ability has no effect against such random bombardment. Players alternate who resolves the bombardment each round, starting with the youngest player

Bombardment

6+	6/0	2	8/1

Access hatch: Access hatches indicated on the map are neutral accesses through which infantry units can enter the battlefield.

Cease fire

The game ends when one of the players reaches 20 VP. If neither of the two players can score any more VP, victory goes to the player who accumulated the most. If they have the same number of VP, victory goes to the player who controls the most primary objectives. If none of the players control more primary objectives, the game goes on until it is the case.

A player cannot score more than 20 VP for this mission. If his company is the only one remaining on the battlefield, he automatically wins this maximum.

THE MINE



Underground environment: The mine is too deep to call for artillery support. In addition, this mission doesn't use the weather rules.

Elevator: The elevator indicated on the map is considered a neutral access zone. Use its edges to determine who controls it. Units entering the game through this access can start their movement from anywhere on the elevator.

Cave in: The mine threatens to collapse in several places. Roll two dice on the side each time a shooting test is rolled:

☠ ☠: There is a cave-in near the targeted unit. Each of its members suffers a damage test (☠ 4/1). Losses are removed starting with the fighter closest to the leader of the shooting unit.

☠ ☠: There is a cave-in near the shooting unit. Each of its members suffers a damage test (☠ 4/1). Losses are removed starting with the fighter closest to the leader of the targeted unit.

Strategic advantage: The player who controls the mine gains 30 VP each week.

PHASE 1: DEEP RECON

I wuz ere!

Forces available

The players play the companies that moved into the sector or that were there already. If a player has several companies in the sector, they are merged for the duration of the mission. This new company doesn't have to respect officer and platoon pattern limitations. When the companies belong to different factions, only one of them is deployed. The player chooses which one.

Tactical positions

See the map.

Primary objectives

For the attacker:

- Performing an inspection: 5 VP

QUICK DEPLOYMENT

Number of players: 2

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

One company, preferably Red Blok, is designated as defender; it will defend the mine at the beginning of the mission. The other companies are attackers and they must inspect crucial locations.

The defender deploys in the central deployment zone. Each attacker, starting with the youngest, chooses an access zone.

For the defender:

- Per location not inspected: 5 VP *



*: Counted after the cease fire

Secondary objectives

- Capturing a container: 100 RP
- Controlling a container: 150 RP
- Capturing a crystal: 50 RP*
- Controlling a crystal: 100 RP

*: Attacker only

Special rules

Inspection points: Inspection points represent vital points in the mine's structure. They cannot be covered with a terrain element. The players place a  token on each inspection point in order to help check lines of sight. If the inspection is a success, the player takes the  token.

Carrying out an inspection: There are six inspection points. Each point can only be inspected once per mission. Inspections are carried out during the control phase as long as a fighter can see the token. Only attackers can inspect.



Cease fire

By default, this mission ends after round six. However, the attacker may end the game after each control phase, without it being a retreat.

The defender counts his VP after the cease fire. The player with the most VP wins. In case of a tie the defender wins.

A player cannot score more than 30 VP for this mission. If his company is the only one remaining on the battlefield, he automatically wins this maximum.

The attacker writes down the locations he has inspected (It will be useful during Phase 2). If he plays this mission several times, he adds any newly inspected points to his list.

PHASE 2: KA-BOOM!

... And you died here.

Forces available

The players play the companies that moved into the sector or that were there already. If a player has several companies in the sector, they are merged for the duration of the mission. This new company doesn't have to respect officer and platoon pattern limitations. When the companies belong to different factions, only one of them is deployed. The player chooses which one.

Tactical positions

See the map.

Primary objectives

For the attacker:

- Per bomb that explodes: 5 VP

For the defender:

- Per field/combat engineer and overseer eliminated: 5 VP

Secondary objectives

- Capturing a container: 100 RP
- Controlling a container: 150 RP
- Capturing a crystal: 50 RP*
- Controlling a crystal: 100 RP

*: Attacker only

QUICK DEPLOYMENT

Number of players: 2


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

One company, preferably Red Blok, is designated as defender; it will defend the mine at the beginning of the mission. The other company is the attacker and must destroy it.

The defender deploys in the central deployment zone. Each attacker, starting with the youngest, chooses an access zone.



Special rules

Inspection points: Inspection points represent vital points in the mine's structure. They cannot be covered with a terrain element. The players place a  token face down on each inspection point in order to help check lines of sight.

Blowing the mine up: The attacker needs to place at least three bombs. To set a bomb the attacker needs to control an inspection point with a unit including a field/combat engineer or an overseer. He announces that he sets a bomb and flips over the "5 VP" token on the inspection point. When at least three bombs have been set, the player can destroy the mine. He immediately announces the countdown in game rounds after which all fighters further than 10 cm from an access zone will be eliminated.

Defusing a bomb: As long as the countdown hasn't begun, a player can defuse a bomb by controlling the inspection point with a unit including a field/combat engineer or an overseer. He then flips the token face down again. He cannot defuse a bomb set on a point inspected by the attacker during phase 1.

Cease fire

The attacker wins the game if the mine is destroyed. The defender wins when the attacker has no more field/combat engineers or overseers left.

A player cannot score more than 30 VP for this mission. If his company is the only one remaining on the battlefield, he automatically wins this maximum.

The attacker immediately wins an extra 25 VP when the mine explodes. The Sector is wiped off the map. The attacker's company falls back. The defender's company retreats: it returns to its HQ.



THE PLAIN



Élysée Colony: 5 km.
K-101 Spaceport: 22 km.
Prospecting base 112: 55 km.
Therian landing zone: 61 km.
Karman Colony: 93 km.

Flat land: This sector is always under the weather effect of "Storm". If "Storm" comes up on the weather table too, it is applied twice.

Bunker: The bunker is deployed with open doors. All companies can open and close this door freely.

Strategic advantage: The companies of the player who controls this sector do not need to stop here.

PHASE 1: EVERYONE IN THE BUNKER

From: ONI corp/Haven Construction Company

To: supplycorps@ElyWSHQ

Security level: normal.

General,

Bunker DOS23 was inspected yesterday by our engineer. It is almost as new as when we delivered it to the Revolutionary Forces, which is something of a feat considering local weather! Collectivists know how to take care of their materiel. Impressive indeed.

Thank you for your trust.

M. Nirelec, head engineer

Forces available

The players play the companies that moved into the sector or that were there already. If a player has several companies in the sector, they are merged for the duration of the mission. This new company doesn't have to respect officer and platoon pattern limitations. When the companies belong to different factions, only one of them is deployed. The player chooses which one.

Tactical positions

See the map.

Primary objectives

- Controlling the bunker: 5 VP

Secondary objectives

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

Cease fire

The game ends when one of the players reaches 20 VP. If none of the players can score any more VP, victory goes to the player who accumulated the most.

QUICK DEPLOYMENT

Number of players: 2 to 3

Each player gets the same number of A.P. to build his company. All companies are attackers. Each player, starting with the youngest, chooses an access zone.

A player cannot score more than 20 VP for this mission. If his company is the only one remaining on the battlefield, he automatically wins this maximum.

PHASE 2: DANGER ON THE TUNDRA

KA-BOOM! BAAOOOOM! BOOMBOOMBOOMKA-BAAAAAAAAM!

"4 o'clock already?"

"Nah, they're early today."

Forces available

The players play the companies that moved into the sector or that were there already. If a player has several companies in the sector, they are merged for the duration of the mission. This new company doesn't have to respect officer and platoon pattern limitations. When the companies belong to different factions, only one of them is deployed. The player chooses which one.

Tactical positions

See the map.

Primary objectives

- Per unit in the deployment zone: 1 VP *

*: Disorganized units do not count.

Secondary objectives

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



Cease fire

The game ends when one of the players reaches 20 VP. If none of the players can score any more VP, victory goes to the player who accumulated the most. In case of a tie, the player with the most units in the deployment zone wins. If none of the players has more units in the deployment zone than the others, the game goes on until it is the case.

A player cannot score more than 20 VP for this mission. If his company is the only one remaining on the battlefield, he automatically wins this maximum.

QUICK DEPLOYMENT

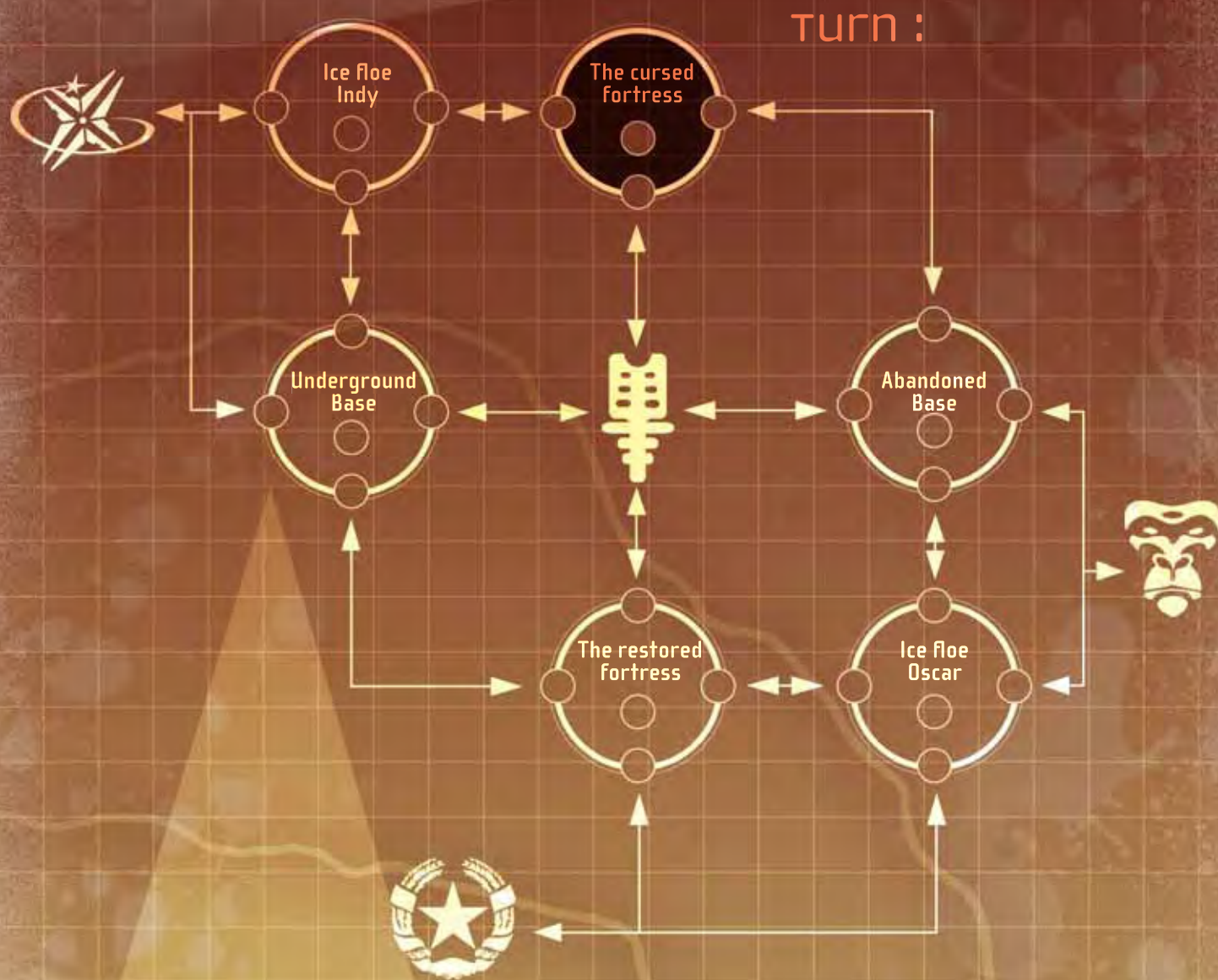
Number of players: 2 to 3

Each player gets the same number of A.P. to build his company. All companies are attackers. Each player, starting with the youngest, chooses an access zone.



OPERATION : FROSTBITE

> BLACK FORTRESSES



The South Pole of Élysée is a major objective since it is home to the Therian doomsday devices. He who controls this zone will decide the future of this world of ice: the astromorphosis mechanisms could eradicate all life forms. All the armies present on Élysée are heading for this zone while the Therians are trying to regain control of the doomsday devices!

The Therians had built two colossal monuments, the "black fortresses", during their previous stay on Élysée. One of them didn't resist the rock splitting temperatures and the ravages of time. A powerful nanovirus was engineered there, which gave the place the reputation of being cursed. The other is still standing and the Therians are almost finished restoring it. The Therians have also renovated two military bases meant to protect the black fortresses in case of an invasion. H/Babel didn't have time to finish them both, so one base lies abandoned.

Regardless of its weaknesses, the Therian arsenal is still impressive. The fighting will be fierce under the black fortresses.

ICE FLOE INDY



*/send_greetings
Hello, ONIcorp.head_of_intelligence!
/message
Your information concerning the creatures/humans_UNA
has been valuable in driving them back from the pole. Yet
Syst_surv has spotted abnormal activity in the ice_Floe/i
area. Would you agree to hand over information concern-
ing this activity against payment?
/end_message*

*From: ONI corp / Head of Intelligence
To: Babel
Hello Babel!
Being one of our most loyal customers, please accept the
following information free of charge. The White Stars have
fallen back to their weather station. Do you wish us to
scatter nanogenerators to support a possible attack (for
the usual fee)?
B., ResOch.O.I.*

Strategic advantage: Once per week, the player controlling this sector can choose a result on the Weather table and apply it to a mission he is taking part in, on any battlefield. The chosen effect replaces the one that should have been randomly determined for the mission. Automatic weather conditions are not affected.

PHASE 1: WHEN CONTAINERS FLY!

"Mayday! Mayday! Our container carrier has just hit a space-mine, probably Therian. We are going down, astrocontrol. I'm activating the containers' tracers and I'm dropping them. With a bit of luck a few might survive the landing. How could the Therians react so fasCrrrRRRRRC-CrrrrCCrrcCCccrRrrrR"

Forces available

The players play the companies that moved into the sector or that were there already. If a player has several companies in the sector, they are merged for the duration of the mission. This new company doesn't have to respect officer and platoon pattern limitations. When the companies belong to different factions, only one of them is deployed.. The player chooses which one.

RAPID DEPLOYMENT

Number of players: 2 to 3

Each player gets the same number of A.P. to build his company. All companies are attackers. Each player, starting with the youngest, chooses a different access zone.

Tactical positions

See the map. Victor, Whisky, X-ray, Yoke and Zebra are drop points.

Primary objectives

- Controlling a container: 2 VP

Secondary objectives

- Capturing a container: 50 RP
- Capturing a crystal: 50 RP
- Controlling a crystal: 100 RP

Special rules

Artistic drop off: The Therian space mines interfere with the troops' landing when they use a drop point. Once the reserve unit and the drop point have been designated, the player places the template over the drop point and rolls a die. The unit is deployed 10 cm from the drop point in the direction indicated by the template.

Cease fire

The game ends when one of the players reaches 20 VP. If none of the players can score any more VP, victory goes to the player who accumulated the most. If they have the same number of VP, the game is a tie. A player cannot score more than 20 VP for this mission. If his company is the only one remaining on the battlefield, he automatically wins this maximum.

PHASE 2: CONCRETE EXPRESS

*/message.interception/creatures/humans_RB...
OK!*

/read_message

Comrade you will find attached the exchange we intercepted between the White Stars headquarters and their teams in orbit. What do we do? Set up an attack? Our expert can take control of the machines they speak of!

***** INTERCEPTED MESSAGE*****

*From: ONI corp / Haven Construction Company
To: supplycorps@ElyWSHQ
Security level: normal.
General,*

The automatic control machines are in place. The construction phase of the spaceport may begin once Ice floe Indy is secured. Attached: the activation codes for the construction machines.

Thank you for your trust.

M. Nirelec, head engineer

***** INTERCEPTED MESSAGE END*****

/end_message

Forces available

The players play the companies that moved into the sector or that were there already. If a player has several companies in the sector, they are merged for the duration of the mission. This new company doesn't have to respect officer and platoon pattern limitations. When the companies belong to different factions, only one of them is deployed.. The player chooses which one.

Tactical positions

See the map. Victor, Whisky, X-ray, Yoke and Zebra are drop points.

Primary objectives

- Pouring a concrete slab: 10 VP

Secondary objectives

- Capturing a container: 100 RP
- Controlling a container: 150 RP
- Capturing a crystal: 50 RP*
- Controlling a crystal: 100 RP

*: Attacker only

Special rules

Pouring a concrete slab: The two tiles constituting the deployment zone are also mission objectives. The pouring of the concrete slab takes place at the end of the control phase. To pour a concrete slab over a tile, the player must be the only one having troops on it and pay 500 RP. The tile is removed and replaced by the A-01V or A-02V tile. He then repositions his fighters on the tile wherever he wants but out of contact with the enemy. Terrain elements located on the tile are destroyed.

Cease fire

The game ends when one of the players reaches 20 VP. If none of the players can score any more VP, victory goes to the player who accumulated the most. If they have the same number of VP, the player with the most fighters on the deployment zone wins.

A player cannot score more than 20 VP for this mission. If his company is the only one remaining on the battlefield, he automatically wins this maximum.

The players write down which tiles were covered in concrete. If only one of the two tiles was concreted, the mission may be played again but the corresponding concrete slab will remain.

If both tiles are covered in concrete, the winner of the game definitively takes control of the sector. It becomes the winner's second HQ. No mission can be played there and no enemy company can attack it or cross it.

RAPID DEPLOYMENT



Number of players: 2 to 3

Each player gets the same number of A.P. to build his company. All companies are attackers. Each player, starting with the youngest, chooses a different access zone.

ICE FLOE OSCAR

/message_sysexpstrat
/EMI_grid access: authorized: BABEL
/tac_analysis1
>subject: High tactical interest zone: ice floe.
0
/analysis_detail
>creatures/humans_UNA and creatures/
humans_RB troops movement detected.
/instructions?
>this expert-system recommends attacking
and taking control of this strategic intersection.
/end_analysis

Polar cold: Snow covered terrain is considered as ice floe.

Strategic advantage: The player who controls this sector gains improved accuracy on his artillery strikes on the Black Fortresses battlefield. If he plays Red Blok or Karmans, the accuracy of his artillery shot becomes +. If he plays U.N.A. or Therians, it becomes +.



PHASE 1: KEEP COOL!

From: ONI corp Supplies office

To: Babel

Hello Babel!

The installation of nanogenerators on Ice floe Oscar has proven more complex than foreseen. Several of them have fallen through the ice. Are you able to communicate with them? You will find their coordinates attached. They should be lying at approximately 3200 meters below sea level.

Regards,

W. William, logistics manager

Forces available

The players play the companies that moved into the sector or that were there already. If a player has several companies in the sector, they are merged for the duration of the mission. This new company doesn't have to respect officer and platoon pattern limitations. When the companies belong to different factions, only one of them is deployed. The player chooses which one.

Tactical positions

See the map. Victor is a drop point.

Primary objectives

- Controlling an access point: 5 VP

Secondary objectives

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

*: Attacker only

Special rules

This mission takes place **at night**.

Cease fire

The game ends when one of the players reaches 20 VP. If none of the players can score any more VP, victory goes to the player who accumulated the most. If they have the same number of VP, the game is a tie.

A player cannot score more than 20 VP for this mission. If his company is the only one remaining on the battlefield, he automatically wins this maximum.

RAPID DEPLOYMENT

Number of players: 2 to 4

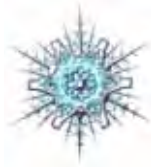
Each player gets the same number of A.P. to build his company. All companies are attackers. Each player, starting with the youngest, chooses a different access zone.

PHASE 2: THERIAN BURROWS

```
/message_sysexptac
/Priority: high
/instruction/ *.*
>hold position on .ice_floe.o
> Acceptable losses: 99%
/tac.analysis/intentions_UNA_on_.ice_floe.o
>hold positions at all cost. Acceptable losses: 99%
/analyse.tac/intentions_RB_on_.ice_floe.o
>hold positions at all cost. Acceptable losses: 99%
/analyse.tac/intentions_Karman_on_.ice_floe.o
>hold positions at all cost. Acceptable losses: 99%
```

Forces available

The players play the companies that moved into the sector or that were there already. If a player has several companies in the sector, they are merged for the duration of the mission. This new company doesn't have to respect officer and platoon pattern limitations. When the companies belong to different factions, only one of them is deployed. The player chooses which one.



Tactical positions

See the map.
Victor is a drop point.

Primary objectives

- Controlling Whisky: 5 VP
- Controlling X-ray: 5 VP
- Controlling Yoke: 5 VP
- Controlling Zebra: 5 VP

Secondary objectives

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

*: Attacker only

Cease fire

The game ends when one of the players reaches 30 VP. If none of the players can score any more VP, victory goes to the player who accumulated the most.

A player cannot score more than 30 VP for this mission. If his company is the only one remaining on the battlefield, he automatically wins this maximum.



RAPID DEPLOYMENT

Number of players: 2 to 5

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

One company, preferably Therian, is designated as defender; it will defend the ice floe at the beginning of the mission. The other companies are attackers and they must gain control of strategic points.

The defender deploys in the central deployment zone. Each attacker, starting with the youngest, chooses a different access zone.

ABANDONED BASE

/instruction_system*.*

ERROR. No active connection with Abandoned_base

/comment.consensus_elysee

Access: authorized.overseer*.*

The nanomachines are offline and they are not reacting to remote command orders. Consensus.elysee recommends sending a company to take control of the abandoned base before the creatures do.

Strategic advantage: The player who controls this sector gains 250 MP per week.

PHASE 1: EXPLOSIVE RUSH

From: ONI corp Supplies office

To: Babel

Hello Babel!

We are interested in the surplus materiel found in the base. Would you be interested in selling it against services?

Regards,

W. WILLIAM, logistics manager

Forces available

The players play the companies that moved into the sector or that were there already. If a player has several companies in the sector, they are merged for the duration of the mission. This new company doesn't have to respect officer and platoon pattern limitations. When the companies belong to different factions, only one of them is deployed. The player chooses which one.

Tactical positions

See the map.

Primary objectives

- Controlling Victor: 3 VP
- Controlling Whisky: 3 VP
- Controlling X-ray: 3 VP
- Controlling Yoke: 3 VP
- Controlling Zebra: 3 VP

Secondary objectives

- Capturing a container: 50 RP*
- Controlling a container: 100 RP
- Capturing a crystal: 100 RP*
- Controlling a crystal: 150 RP

*: Attacker only



Special rules

Danger, explosives! The abandoned base is still full of ammo and explosive cargo. Everything was buried by the The-rians, but not deep enough to be 100% secure. Each time a shooting test is rolled, roll two dice:

🔥 🔥: An ammo crate explodes just beside the targeted unit. Each of its members suffers a damage test (💀 4/1). Losses are removed starting with the fighter closest to the leader of the shooting unit.

🔥 🔴: An ammo crate explodes just beside the shooting unit. Each of its members suffers a damage test (💀 4/1). Losses are removed starting with the fighter closest to the leader of the targeted unit.

Cease fire

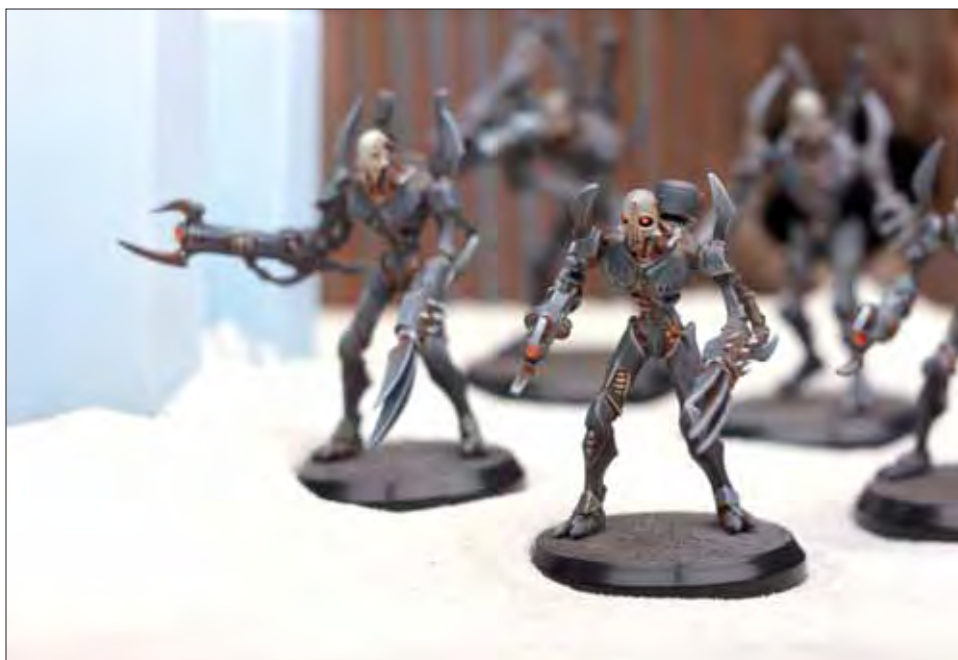
The game ends when one of the players reaches 20 VP. If none of the players can score any more VP, victory goes to the player who accumulated the most. If they have the same number of VP, the game is a tie.

A player cannot score more than 20 VP for this mission. If his company is the only one remaining on the battlefield, he automatically wins this maximum.

RAPID DEPLOYMENT

Number of players: 2 to 4

Each player gets the same number of A.P. to build his company. All companies are attackers. Each player, starting with the youngest, chooses a different access zone.



Special rules

This mission takes place **at night**.

Recovering weapons: A unit can recover weapons if it is standing on one of the tiles representing the base. It will have to perform a combat movement without shooting or fighting during its activation. The player rolls a die (two dice if the unit controls a container). If at least one of the dice shows an even number the unit finds weapons.

Cease fire

The game ends when one of the players reaches 20 VP. If none of the players can score any more VP, victory goes to the player who accumulated the

most. If they have the same number of VP, the game is a tie.

A player cannot score more than 20 VP for this mission. If his company is the only one remaining on the battlefield, he automatically wins this maximum.

PHASE 2: RESUPPLY!

From: ONI corp Supplies office

To: SLSn@revol.syl

Hello comrade!

We are interested in the surplus materiel found in the base. Would you be interested in selling it against services?

Regards,

W. William, logistics manager

Forces available

The players play the companies that moved into the sector or that were there already. If a player has several companies in the sector, they are merged for the duration of the mission. This new company doesn't have to respect officer and platoon pattern limitations. When the companies belong to different factions, only one of them is deployed. The player chooses which one.

Tactical positions

See the map.

Primary objectives

- Recovering weapons: 2 VP

Secondary objectives

- Capturing a container: 50 RP*
- Controlling a container: 100 RP
- Capturing a crystal: 100 RP*
- Controlling a crystal: 150 RP

*: Attacker only

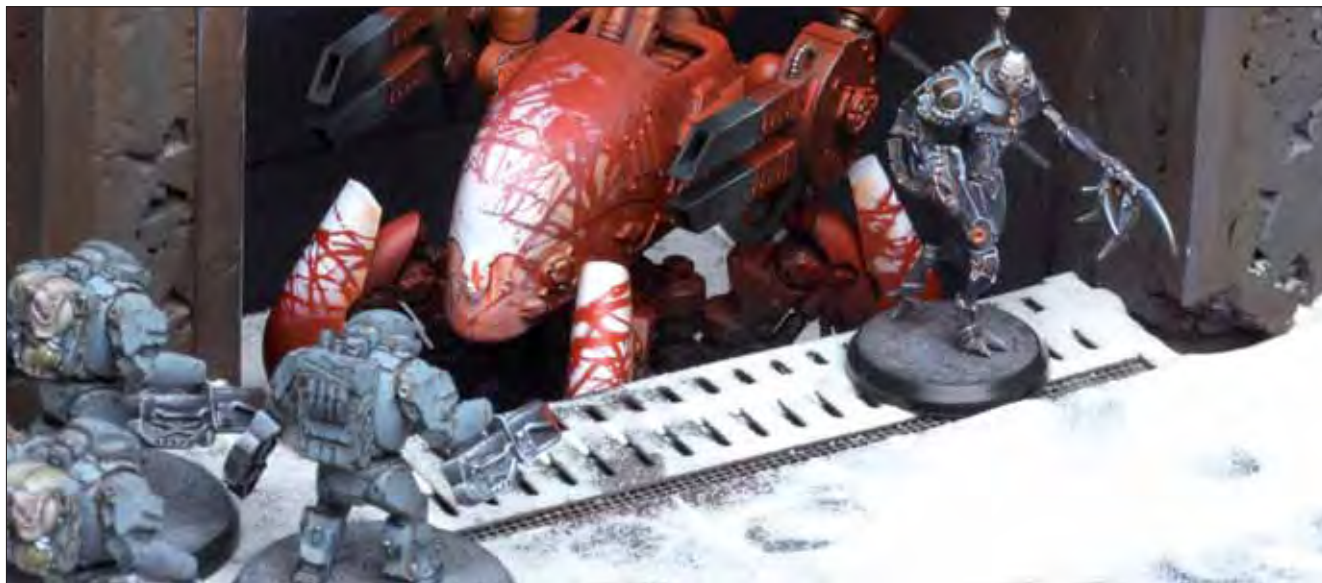


RAPID DEPLOYMENT

Number of players: 2 to 4

Each player gets the same number of A.P. to build his company. All companies are attackers. Each player, starting with the youngest, chooses a different access zone.

UNDERGROUND BASE



```
/message.sys_surv
/intruder_alert
/message
```

This expert system has detected several armed forces in approach:

```
> creatures/humans_UNA
> creatures/humans_RB
> creatures/karmans
/state.def_sys
```

> online def_sys, ready to defend base. Reserve forces deployment required. Our base cannot fall!

Run for shelter!: The buildings of the base provide shelter to the fighters. Indirect fire tests are automatic failures if their trajectory goes through a wall; the projectile is lost without causing any damage. In addition, a fighter with the Rocket jump ability cannot move through a wall.

Surveillance system: Nanogenerators are used as an interface with the surveillance system of the underground base. When an overseer, a mechanic or an electronic warfare specialist is in contact with a nanogenerator, the fighters in his unit gain the "Designator" ability. During his activation, a fighter can tag an enemy unit he can see. Until the end of the round, indirect fire weapons and locked shot weapons do not need a line of sight to target the tagged unit. To check for line of sight, the player can use the position of the fighters or any nanogenerator, except for nanogenerators in contact with an overseer, a mechanic or an electronic warfare specialist belonging to another company.

Strategic advantage: The player who controls this sector gains an extra 250 MP per week to spend on the Black Fortresses battlefield.

PHASE 1: SECURITY OPERATION

From: ONI corp / Head Of Intelligence

To: Babel

Hello Babel!

As you requested, you will find attached our estimates of your situation. In a nutshell, various armed forces are converging towards your base. First, they will seek to take control of the accesses before they move inside, eliminating opposition as they go. Nothing new there: you have already seen this on Damocles, haven't you?

B., ResOchOI

Forces available

The players play the companies that moved into the sector or that were there already. If a player has several companies in the sector, they are merged for the duration of the mission. This new company doesn't have to respect officer and platoon pattern limitations. When the companies belong to different factions, only one of them is deployed. The player chooses which one.

Tactical positions

See the map.

Primary objectives

- Controlling 1 Zebra points: 1 VP
- Controlling 2 Zebra points: 3 VP
- Controlling 3 Zebra points: 6 VP

RAPID DEPLOYMENT

Number of players: 2 to 5

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

One company, preferably Therian, is designated as defender; it will defend the base at the beginning of the mission. The other companies are attackers and they must control the strategic entries.

The defender deploys in the deployment zone on the lift. Each attacker, starting with the youngest, chooses a different access zone.

Secondary objectives

- Capturing a container: 50 RP*
- Controlling a container: 100 RP
- Capturing a crystal: 50 RP*
- Controlling a crystal: 100 RP
- Capturing a nanogenerator: 50 RP*
- Controlling a nanogenerator: 50 RP

*: Attacker only

Cease fire

The game ends when one of the players reaches 20 VP. If none of the players can score any more VP, victory goes to the player who accumulated the most. If they have the same number of VP, victory goes to the player who controls the most primary objectives. If none of the players controls more than the others, the game goes on until it is the case.

A player cannot score more than 20 VP for this mission. If his company is the only one remaining on the battlefield, he automatically wins this maximum.

PHASE 2: EXPLORATION

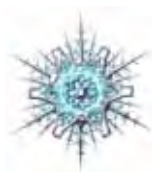
From: ONI corp Military Advisor

To: generalstaff@elyWSHQ

Dear Sirs,

We share your analysis of the situation. The underground Therian base is still 100% operational and whoever gains control of the elevator will also control the resources of this base. But who will it be...

A. Smith, military advisor, ONICMA



Forces available

The players play the companies that moved into the sector or that were there already. If a player has several companies in the sector, they are merged for the duration of the mission. This new company doesn't have to respect officer and platoon pattern limitations. When the companies belong to different factions, only one of them is deployed. The player chooses which one.

Tactical positions

See the map.

Primary objectives


- Controlling the elevator: 5 VP

Secondary objectives

- Capturing a container: 50 RP*
- Controlling a container: 100 RP
- Capturing a crystal: 50 RP*
- Controlling a crystal: 100 RP
- Capturing a nanogenerator: 50 RP*
- Controlling a nanogenerator: 100 RP

*: Attacker only

Special rules

Active defense systems: Nanogenerators attack units that end their movement within 10 cm of them. However, they do not attack either the units that control them or Therian units. Attacks are resolved as follows: One of the player's opponents rolls a die for each fighter within 10 cm of a nanogenerator. Each + paralyzes a fighter, beginning with those closest to the nanogenerator. Paralyzed fighters cannot shoot nor fight; they are grounded.

Controlling the lift: Only the fighters that are actually on the elevator count towards the control of this objective.

Cease fire

The game ends when one of the players reaches 20 VP. If none of the players can score any more VP, victory goes to the player who accumulated the most.

A player cannot score more than 20 VP for this mission. If his company is the only one remaining on the battlefield, he automatically wins this maximum.

RAPID DEPLOYMENT

Number of players: 2 to 5

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

One company, preferably Therian, is designated as defender; it will defend the base at the beginning of the mission. The other companies are attackers and they must control strategic points.

The defender deploys in the deployment zone on the elevator. Each attacker, starting with the youngest, chooses a different access zone.

THE CURSED FORTRESS



/message_overseer_Ashu

Access: authorized.**

Priority: very high

/message_of_concern

I don't know what lies within .base_p4/cursed_fortress and the databases I have access to are no help. I am worried. Has the nanovirus developed? Could it possibly threaten me? I am not taking part in the operations on the object .elysee but I believe those who are out there should check for me.

Strategic advantage: Once per week, the player who controls the sector can threaten his opponents with using the nanovirus. He designates any unoccupied sector on any battlefield: no company may go there.

PHASE 1: THERIA NOLOGY

/message.consensus_elysee

/Access: authorized.overseer.**

Consensus.elysee confirms: the nanovirus was developed in .base_p4/cursed_fortress. The exploration of the sector and the recovery of viable samples are now a priority.

You have:

VOLUNTEERED

Consensus/elysee thanks you for your cooperation.

/overseer_comment

No way! I'm not going! Find somebody else. You can't force me!

Forces available

The players play the companies that moved into the sector or that were there already. If a player has several companies in the sector, they are merged for the duration of the mission. This new company doesn't have to respect officer and platoon pattern limitations. When the companies belong to different factions, only one of them is deployed. The player chooses which one.

Tactical positions

See the map. No company can be defender: no one would stay here willingly! If a company already controlled this sector, it deploys as an attacker from any free access.

Primary objectives

- Searching a container: See the Special rules.

Secondary objectives

- Searching a container: See the Special rules.
- Capturing a crystal: 50 RP
- Controlling a crystal: 100 RP
- Capturing a nanogenerator: 50 RP
- Controlling a nanogenerator: 100 RP

RAPID DEPLOYMENT

Number of players: 2 to 3

Each player gets the same number of A.P. to build his company. All companies are attackers. Each player, starting with the youngest, chooses a different access zone.

Special rules

This mission takes places **at night**.

Container-surprise: The containers of the Cursed Fortress hold crucial data, precious blueprints and prototypes. They are both primary and secondary objectives. The exact content of a container is determined with a die roll when it is searched. A unit who has at least one member inside a container can search it (this is not an action). The table below determines its content. Each container may only be searched once.

■: Active nanovirus! Each fighter in contact with the container suffers an impact (Penetration/Damage: 3+/1); you obtain 5 VP if at least one fighter survives the nanovirus.

■: Armory! The unit is equipped with grenades or nanos-forms for free (depending on the army). This equipment is lost at the end of the mission;

■: Blueprints! High command congratulates you. You win 100 RP;

■: Geological records! High command congratulates you. You win 200 RP;

■: Inactive nanovirus! You obtain a damaged sample of the nanovirus. You win 2 VP;

■: Doomsday nanovirus! You obtain an intact and inert sample. You win 4 VP.

Cease fire

The game ends when all the containers have been searched. Victory goes to the player who accumulated the most VP. If they have the same number of VP, the player who controls the most containers wins. If none of the players controls more containers than the others, the game is a tie. A player cannot score more than 20 VP for this mission. If his company is the only one remaining on the battlefield, he automatically wins this maximum.

PHASE 2: THE FORTRESS ATTACKS!

From: ONI corp Head of Intelligence

To: ONI corp Nano Research Department

Hello, Nikky!

Thank you for your report. I am glad to hear that your nanovirus is capable of infecting nanogenerators and making them "hostile" as you put it.

What would happen if someone managed to recover a modified nanogenerator instead of destroying it? Would they be able to trace it back to us?

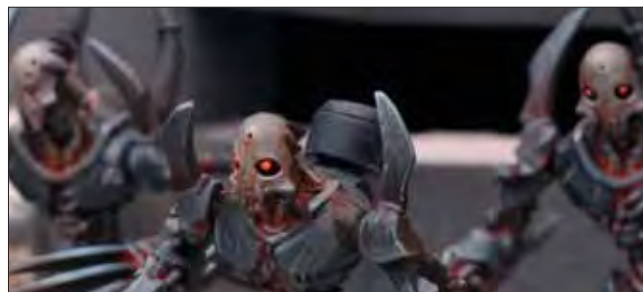
Please reply ASAP. I need to reassure the C.E.O... Or take the appropriate measures.

B., ResOCHOI

Forces available

The players play the companies that moved into the sector or that were there already. If a player has several companies in the sector, they are merged for the time of the mission. This new company doesn't have to respect officer and platoon pattern

limitations. When the companies belong to different factions, only one of them is deployed. The player chooses which one.



Tactical positions

See the map. No company can be defender: no one would stay here willingly! If a company already controlled this sector, it deploys as an attacker from any free access.

Primary objectives

Controlling a nanogenerator: 5 VP

Secondary objectives

- Capturing a container: 50 RP
- Controlling a container: 100 RP
- Capturing a crystal: 50 RP
- Controlling a crystal: 100 RP

Special rules

Cursed nanogenerators: The colonies of nanomachines stored in the nanogenerators attack at the beginning of each control phase. The nanogenerators are selected one after the other, in the order determined by the youngest player. All the fighters within 10 cm of a nanogenerator suffer an impact:

- Penetration: 5+
- Damage: 1

These impacts ignore cover but do not affect fighters out of line of sight of the nanogenerator. Losses are removed by the player controlling the unit victim of the cursed nanogenerator.

Cease fire

The game ends when one of the players reaches 20 VP. If none of the players can score any more VP, victory goes to the player who accumulated the most. If they have the same number of VP, victory goes to the player who controls the most primary objectives. If none of the players control more primary objectives, the game goes on until it is the case.

A player cannot score more than 20 VP for this mission. If his company is the only one remaining on the battlefield, he automatically wins this maximum.

RAPID DEPLOYMENT

Number of players: 2 to 3

Each player gets the same number of A.P. to build his company. All companies are attackers. Each player, starting with the youngest, chooses a different access zone.

THE RESTORED FORTRESS



/message.babel

/Access: authorized.warriors

Warriors, according to our deal you were supposed to investigate .base_p8/restored_fortress. Why aren't you there? The force field does not prevent intrusions! Once creatures/humans or creatures/karmans are inside the base, it will be almost impossible to get them out! Moreover, auto-mode could switch itself on, triggering the consequence you can imagine!

Warriors, answer me!

Run for shelter!: The buildings of the base provide shelter to the fighters. Indirect fire tests are automatic failures if their trajectory goes through a wall; the projectile is lost without causing any damage. In addition, a fighter with the Rocket jump ability cannot move through a wall.

Strategic advantage: Every week, the player who controls this sector can designate a sector on any battlefield during planning. If a mission is played in this sector, he can call two artillery strikes during the mission even if he is not taking part in it. This artillery strike is called just before a unit is activated. No line of sight is required.

PHASE 1: THROUGH THE FORCE FIELD

/system_analysis

>force_field_operational.

Waiting for instructions.....

/message_system

No instructions received. Countdown initiated.

1814400 before switching to auto-mode.

1814399 before switching to auto-mode.

1814398 before switching to auto-mode.

Forces available

The players play the companies that moved into the sector or that were there already. If a player has several companies in the sector, they are merged for the duration of the mission. This new company doesn't have to respect officer and platoon pattern limitations. When the companies belong to different factions, only one of them is deployed. The player chooses which one.

Tactical positions

See the map.

Primary objectives

- Controlling the bunker: 5 VP

Secondary objectives

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

Special rules

This mission takes place **at night**.

Force field: A company that controls the bunker can activate or deactivate the force field during the control phase. When the force field is active, units may only shoot at targets located on the same tile. It only takes one fighter for a unit to be considered on a tile.

Cease fire

The game ends when one of the players reaches 30 VP. If none of the players can score any more VP, victory goes to the player who accumulated the most. If they have the same number of VP, the game is a tie.

A player cannot score more than 30 VP for this mission. If his company is the only one remaining on the battlefield, he automatically wins this maximum.

RAPID DEPLOYMENT

Number of players: 2 to 4

Each player gets the same number of A.P. to build his company. All companies are attackers. Each player, starting with the youngest, chooses a different access zone.

PHASE 2: THE DAY ÉLYSÉE STOPPED SPINNING

>4 before switching to auto-mode.
>3 before switching to auto-mode.
>2 before switching to auto-mode.
>1 before switching to auto-mode.
/AUTO-MODE
/sending_instructions
>stop force field.
>Booting astromorphosis systems.
/system_analysis
>all systems operational.
>astromorphosis:
INITIALIZED.

Forces available

The players play the companies that moved into the sector or that were there already. If a player has several companies in the sector, they are merged for the duration of the mission.

RAPID DEPLOYMENT

Number of players: 2 to 5

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

One company, preferably Therian, is designated as defender; it will defend the fortress at the beginning of the mission. The other companies are attackers and they must control strategic locations.

The defender deploys in the central deployment zone. Each attacker, starting with the youngest, chooses a different access zone.



This new company doesn't have to respect officer and platoon pattern limitations. When the companies belong to different factions, only one of them is deployed. The player chooses which one.

Tactical positions

See the map.

Primary objectives

- Having fighters inside the bunker: 4 VP
- Destroying the bunker: 20 VP (Karmans only)

Secondary objectives

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



Special rules

Force field: A company that controls the bunker can activate or deactivate the force field at the beginning of the control phase. When the force field is active, units may only shoot at targets located on the same tile. It only takes one fighter for a unit to be considered on a tile.

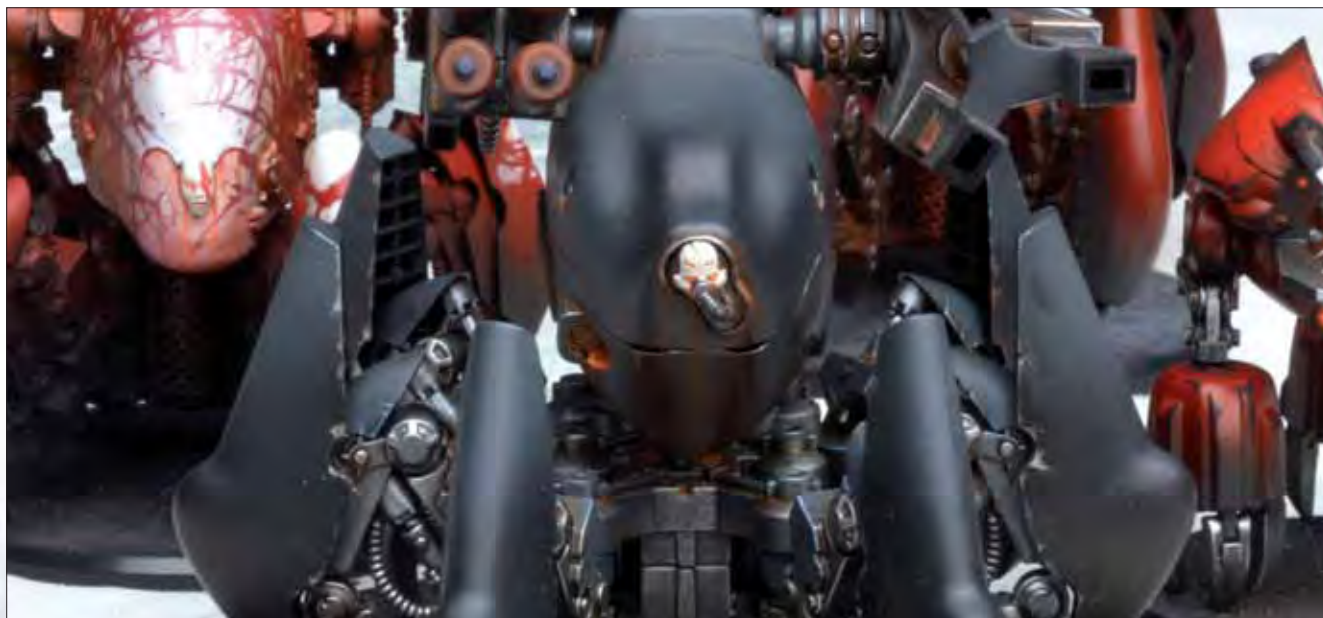
Controlling the doomsday devices: The force field prevents the doomsday devices from working. A company with fighters inside the bunker when the force field is activated does not earn any VP.

Cease fire

The game ends when one of the players reaches 20 VP. If none of the players can score any more VP, victory goes to the player who accumulated the most. If they have the same number of VP, the game is a tie.

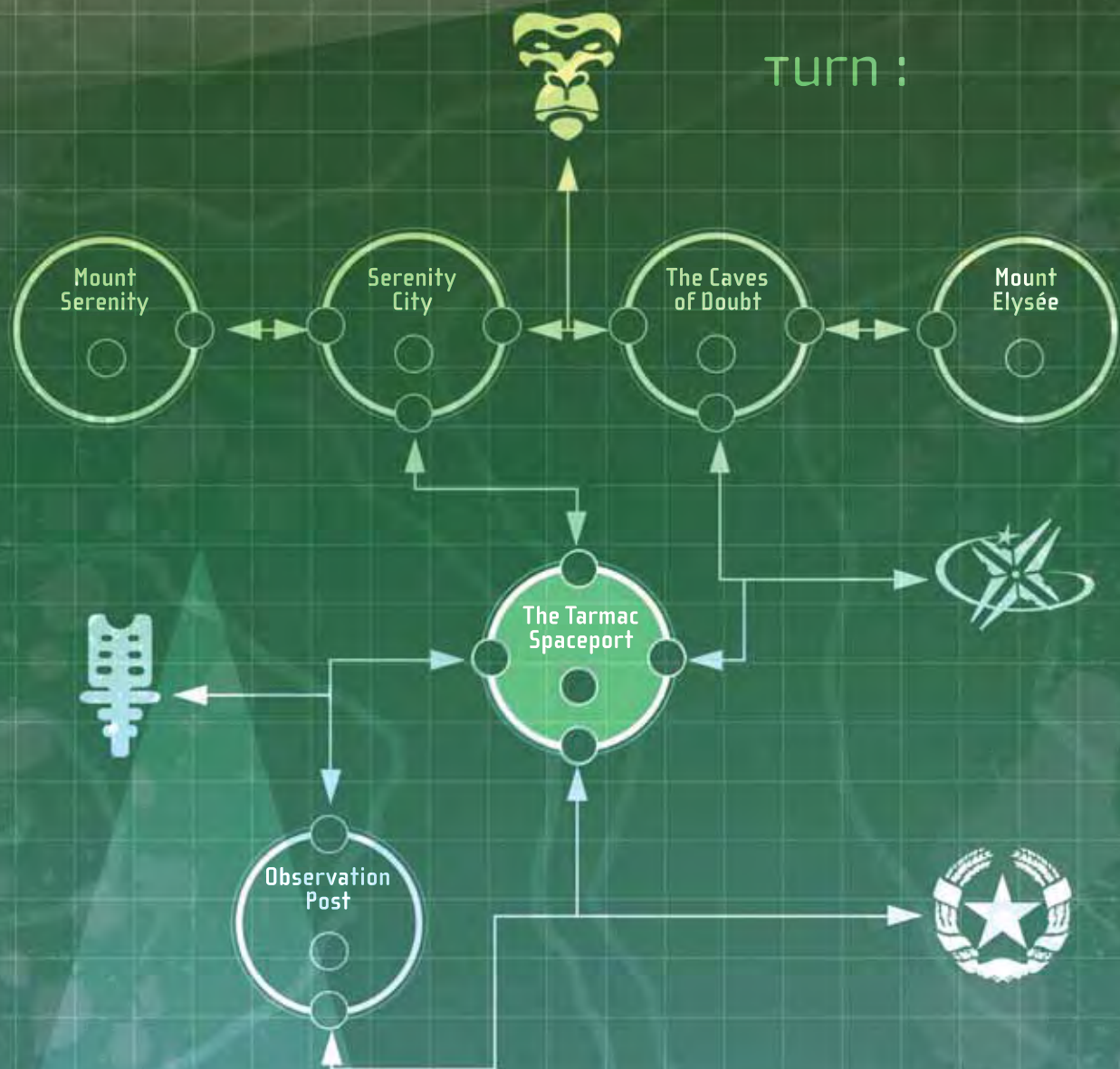
A player cannot score more than 20 VP for this mission. If his company is the only one remaining on the battlefield, he automatically wins this maximum.

A Therian player who controls this sector may choose each week if he uses the strategic advantage of the Restored Fortress or not. If he chooses not to use it, he wins 10 VP while Élysée begins its astromorphosis. The player may choose this option several times, over successive weeks: astromorphosis takes time!



OPERATION : FROSTBITE

> Emerald mounts



The Karmans have settled in the Emerald Mountains, a haven of peace and serenity where they live, or rather used to live, in harmony with nature. The site is indeed ideally located to serve as a base to the different armies fighting for this frozen planet. The Karman's installations are welcoming and would make excellent barracks. Who cares about a few primates upsetting the peaceful life of the Karmans; these mountains have a part to play in this war!

The tarmac spaceport is the oldest Karman installation in the region. It is from here that the exploration vessels departed at the beginning of the Karman colonization. The construction of Serenity City followed the growth of the planet's population. The Karman sages were soon looking for somewhere else to meditate in peace, thus leading them to trace the road to Mount Serenity. Encouraged by their successes, the Karmans scouted the Caves of Doubt, an underground network of caves that remains one of Élysée's natural wonders, making it possible to travel to Mount Élysée, the planet's highest mountain.

Finally, when war broke out with the Red Blok the Karmans built an observation post on the ridge so that they could keep an eye on enemy movements. The post is still standing and will probably constitute one of the important objectives on this battlefield.

SERENITY CITY

The calm. The peace. Serenity City sure lives up to its name. It really is the ideal location to spend a quiet vacation..."

– Karl, AT-43

Urban environment: This mission does not use the weather rules. Life is sweet!

Strategic advantage: The units of the player controlling Serenity City that survive the missions played on the Emerald Mountains battlefield return to their standard number of fighters if at least one of their members survives. This advantage also applies to the missions that allowed the player to gain control of Serenity City.

PHASE 1: V.I.P.

"Evacuate? With all those poor people who come pouring in to the hospital of Serenity City? It's out of question, no matter how "strategically important" you think I am. They need me here and now!"

– Karl



Forces available

The players play the companies that moved into the sector or that were there already. If a player has several companies in the sector, they are merged for the duration of the mission. This new company doesn't have to respect officer and platoon pattern limitations. When the companies belong to different factions, only one of them is deployed.. The player chooses which one.

Tactical positions

See the map.

Primary objectives

- Capturing Karl: 10 VP *
- Evacuating Karl: 10 VP

*: Only once per company; in addition, if the unit that captures Karl is led by Mentor Freezer, his company gains 15 VP instead of 10.

Secondary objectives

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

Special rules

Escort: A unit composed of Karl and four Type 2 Karman soldiers is placed on the battlefield before the first round. Karl is the leader. This unit does not take any action.

Karl: His profile is detailed in the following insert. Karl benefits from the hero damage rules (see *The Rulebook*, p.77).

Capturing Karl: Karl can only be captured when the other members of his unit have been eliminated. He just needs to be controlled like any other objective. Karl immediately joins the unit that controls his and he is placed in formation. He benefits from the hero damage rules (see *The Rulebook*, p.77) and gains the same movement abilities as the unit that controls him.

RAPID DEPLOYMENT

Number of players: 2 to 4

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

One company, preferably Karman, is designated as defender; it will hold the city at the beginning of the mission. The other companies are attackers and they must capture Karl.

The defender deploys in the central deployment zone. Each attacker, starting with the youngest, chooses a different access zone.

Karl is represented using the miniature of a Karman.



Evacuating Karl:

- Karl can be evacuated in two ways:
 - The player who brings Karl's unit within range 1 of an access zone controlled by his company, wins the game;
 - In the control phase of the third round, and every round after that, during each control phase, one of the players rolls a die if Karl is standing on a snow covered tile. If the result is less than or equal to the number of rounds played, a rogue Karman band swoops Karl away and evacuates him. The mission is a tie

Cease fire

The game ends when Karl is evacuated. Victory goes to the company that evacuated him. In any other case, the game is a tie.

A player cannot score more than 20 VP for this mission. If his company is the only one remaining on the battlefield, he automatically wins this maximum.

PHASE 2: CONSTRUCTION

"There is more than one way to reach absolute serenity. Though the quickest one has always been a laser shot through the head"

– Guru Lucius

Forces available

The players play the companies that moved into the sector or that were there already. If a player has several companies in the sector, they are merged for the duration of the mission. This new company doesn't have to respect officer and platoon pattern limitations. When the companies belong to different factions, only one of them is deployed.. The player chooses which one.

Tactical positions

See the map.

Primary objectives

- Controlling a tile representing a building (a tile that is not one of those included in *Operation: Frostbite*): 2 VP

Secondary objectives

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

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

Special rules

Escort: This time the Karmans are fighting for their city! Karl's unit is considered permanently in overwatch: it fires at all the units that end their movement within sight. His unit can fire several times per round. Karl's unit remains in overwatch after firing.

Cease fire

The game ends when one of the players reaches 20 VP. If none of the players can score any more VP, victory goes to the player who accumulated the most.

A player cannot score more than 20 VP for this mission. If his company is the only one remaining on the battlefield, he automatically wins this maximum.



RAPID DEPLOYMENT

Number of players: 2 to 3

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

All the companies are attackers. Each player chooses an access zone starting with the youngest.

THE CAVES OF DOUBT



"The most important strategic point in this sector is right under my finger: the switch to all the lights in the caves."
– Guru Lucius

Underground environment: The mine is too deep to call for artillery support. In addition, this mission doesn't use the weather rules.

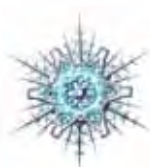
Cave-in: The tunnel threatens to collapse in several places. Roll two dice on the side each time a shooting test is rolled:

☠ ☠: There is a cave-in near the targeted unit. Each of its members suffers a damage test (☠ 4/1). Losses are removed starting with the fighter closest to the leader of the shooting unit.

☠ ☠: There is a cave-in near the shooting unit. Each of its members suffers a damage test (☠ 4/1). Losses are removed starting with the fighter closest to the leader of the targeted unit.

Run for shelter!: The buildings of the base provide shelter to the fighter. Indirect fire tests are automatic failures if their trajectory goes through a wall; the projectile is lost without causing any damage. In addition, a fighter with the Rocket jump ability cannot move through a wall.

Strategic advantage: The player's fighters ignore the effects of the Stealth ability when they fight in the Caves of Doubt.



PHASE 1: FEELING YOUR WAY.

"Come on big boy! You're not afraid of the dark, are you?"
– A star trooper sergeant

Forces available

The players play the companies that moved into the sector or that were there already. If a player has several companies in the sector, they are merged for the duration of the mission. This new company doesn't have to respect officer and platoon pattern limitations. When the companies belong to different factions, only one of them is deployed. The player chooses which one.

Tactical positions

See the map.

Primary objectives

- Controlling an access: 5 VP

RAPID DEPLOYMENT

Number of players: 2 to 4

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

All the companies are attackers. Each player, starting with the youngest, chooses a different access zone.

Secondary objectives

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

*: Attacker only

Special rules

This mission takes place at night.

Cease fire

The game ends when one of the players reaches 20 VP. If none of the players can score any more VP, victory goes to the player who accumulated the most. If they have the same number of VP, the game is a tie.

A player cannot score more than 20 VP for this mission. If his company is the only one remaining on the battlefield, he automatically wins this maximum.

PHASE 2: DON'T FORGET YOUR HARD HAT

"Ok we've got to get through a pitch dark network of caves just waiting to collapse with shed loads of over-armed giant pissed-off gorillas on our heels... All that to get to a frozen mountain where nobody lives anyway. That's just great. Now why did I enrol in the first place?"

– A star trooper

Forces available

The players play the companies that moved into the sector or that were there already. If a player has several companies in the sector, they are merged for the duration of the mission. This new company doesn't have to respect officer and platoon pattern limitations. When the companies belong to different factions, only one of them is deployed. The player chooses which one.

Tactical positions

See the map.

Primary objectives

- Reinforcing a collapsing point: 5 VP

Secondary objectives

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

*: Attacker only

RAPID DEPLOYMENT

Number of players: 2

Each player gets the same number of A.P. to build his company. All companies are attackers. Each player, starting with the youngest, chooses a different access zone.

Special rules

Reinforcing a collapsing point: Whisky, X-Ray, Yoke and Zebra are collapsing points where rubble falls from the ceiling. The players can temporarily consolidate these points by controlling a collapsing point with a unit that includes either an overseer, a combat engineer or a fighter with the "Hoist" ability.

Falling rubble: Rubble comes down during each control phase on each tile whose collapsing point is not being reinforced. All the fighters even partially located on the tile are grounded (see *The Rulebook*).

Cease fire

The game ends when one of the players reaches 20 VP. If neither of the two players can score any more VP, victory goes to the player who accumulated the most. If they have the same number of VP, the game is a tie.

A player cannot score more than 20 VP for this mission. If his company is the only one remaining on the battlefield, he automatically wins this maximum.

The Caves of Doubt collapse if, at the end of the game, none of the players has gained any VP. All the companies involved are destroyed and the sector cannot be crossed anymore. No one can go there anymore either.



MOUNT ELYSÉE



"Mayday! Mayday! Our container-carrier has hit a space mine, probably Therian. We have secured our entry into atmosphere but we are on a collision course with the mountain and the ship is out of control. I think it's Mount Élysée, we are heading straight for it. Is there anyone on this frequency? Mayday! Mayday! Our container-carrier..."

– Last message of the Container-carrier UNMS Bell's Dream

Rocky peaks: The missing tiles represent rocky peaks. They cannot be crossed and they block lines of sight. Fighters with the "Rocket Jump" ability may cross it but not stop on it.

Shipwreck: The players set up a second battlefield: the two tiles representing the wreck of the crashed ship. The accesses called wreck access A and wreck access B will allow the fighters to enter or exit the crashed ship and to move from the main battlefield (Mount Élysée) to the secondary battlefield (the wreck). These are considered neutral access zones during the mission. They can be used as access zones by a defending player, rather than the LZA and LZB deployment zones.

Strategic advantage: The player who controls Mount Élysée can perform a free transfer each week, on any battlefield. This transfer is in addition to any other transfer(s) he may be allowed.

PHASE 1: PEAK OF VIOLENCE

"By the power of universal Karma! What is this?"

"A U.N.A. container carrier. It crashed ten days ago."

"Poor mountain... This war is ruining the face of our planet!"

– Two Karmans contemplating the crash site of the UNMS Bell's Dream

Forces available

The players play the companies that moved into the sector or that were there already. If a player has several companies in the sector, they are merged for the duration of the mission. This new company doesn't have to respect officer and platoon pattern limitations. When the companies belong to different factions, only one of them is deployed. The player chooses which one.

Tactical positions

See the map.

Primary objectives

- Controlling Wreck access A: 5 VP
- Controlling Wreck access B: 5 VP

RAPID DEPLOYMENT

Number of players: 2 to 5

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

One company, preferably Karman, is designated as defender; it will defend the mountain at the beginning of the mission. The other companies are attackers and they must control strategic points.

The defender deploys either on LZA or on LZB. Each attacker, starting with the youngest, chooses a different access zone: either the one coming in from the Caves of Doubt, access zone A or access zone B of the wreck. One of the attackers may also choose to deploy in the deployment zone not chosen by the defender.

Secondary objectives

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

*: Attacker only

Special rules

This mission takes place at night.

Cease fire

The game ends when one of the players reaches 20 VP. If none of the players can score any more VP, victory goes to the player who accumulated the most. If they have the same number of VP, victory goes to the player who controls the most primary objectives. If none of the players control more than the others, the game carries on until one player does.

A player cannot score more than 20 VP for this mission. If his company is the only one remaining on the battlefield, he automatically wins this maximum.

PHASE 2: CAREFUL DOWN THERE!

"Guru, the container-carrier still holds many containers. If we could just access the flight computer and the cargo records..."

"Considering our Karma since the beginning of this war, you can be assured we won't be the only ones to have this idea."

– Mentor Freezer and Guru Lucius

Forces available

The players play the companies that moved into the sector or that were there already. If a player has several companies in the sector, they are merged for the duration of the mission. This new company doesn't have to respect officer and platoon pattern limitations. When the companies belong to different factions, only one of them is deployed. The player chooses which one.

Tactical positions

See the map.

Primary objectives

- Controlling Yoke: 5 VP
- Controlling Zebra: 5 VP

Secondary objectives

- Capturing a crystal: 50 RP*
- Controlling a crystal: 100 RP

*: Attacker only

Cease fire

The game ends when one of the players reaches 20 VP. If none of the players can score any more VP, victory goes to the player who accumulated the most. If they have the same number of VP, the game is a tie.

A player cannot score more than 20 VP for this mission. If his company is the only one remaining on the battlefield, he automatically wins this maximum.



RAPID DEPLOYMENT

Number of players: 2 to 3

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

One company, preferably Karman, is designated as defender; it will defend the mountain at the beginning of the mission. The other companies are attackers and they must control strategic points.

The defender deploys either on LZA or on LZB. Each attacker, starting with the youngest, chooses a different access zone: either the one coming in from the Caves of Doubt, access zone A or access zone B of the wreck. One of the attackers may also choose to deploy in the deployment zone not chosen by the defender.



MOUNT SERENITY



"By the power of Karma! Now that's high! Look at the view!"

– A Karman

Time disturbance: The player rolls a die each time he activates a unit.

On a  or , the unit is not activated and its card is placed after the next card in the sequence. The next unit is activated without having to roll the die.

Any other result has no effect.

Strategic advantage: The companies of the player who controls Mount Serenity gain the "Nerves of Steel" ability. Fighters with the "Nerves of Steel" ability never take Morale test.

RAPID DEPLOYMENT

Number of players: 2

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

One company, preferably Karman, is designated as defender; it will hold the sector at the beginning of the mission. The other company is the attacker.

The defender deploys in the central deployment zone. The attacker enters through the access zone.

PHASE 1: RETURN TO SERENITY

"Time is an illusion, and here illusions crumble. Only the strongest minds can face the end of time."

– Sage Lhabron, of the monastery of Mount Serenity

Forces available

The players play the companies that moved into the sector or that were there already. If a player has several companies in the sector, they are merged for the duration of the mission. This new company doesn't have to respect officer and platoon pattern limitations. When the companies belong to different factions, only one of them is deployed. The player chooses which one.

Tactical positions

See the map.

Primary objectives

- Controlling Yoke: 5 VP
- Controlling Zebra: 5 VP

Secondary objectives

- Capturing the bunker: 100 RP*

- Controlling the bunker: 150 RP
- Capturing a container: 100 RP*
- Controlling a container: 150 RP
- Capturing a crystal: 50 RP*
- Controlling a crystal: 100 RP

*: Attacker only

Cease fire

The game ends when one of the players reaches 20 VP. If none of the players can score any more VP, victory goes to the player who accumulated the most. If they have the same number of VP, victory goes to the player who controls the most primary objectives. If none of the players control more than the others, the game carries on until one player does.

A player cannot score more than 20 VP for this mission. If his company is the only one remaining on the battlefield, he automatically wins this maximum.

PHASE 2: BAD KARMA

"It's the altars! They are generating a time disturbance! them destroy must We!"

– Lieutenant G. Epstone, trying to communicate with her men despite the hiccups of time on Mount Serenity.

Forces available

The players play the companies that moved into the sector or that were there already. If a player has several companies in the sector, they are merged for the duration of the mission. This new company doesn't have to respect officer and platoon pattern limitations. When the companies belong to different factions, only one of them is deployed. The player chooses which one.

Tactical positions

See the map.

Primary objectives

- Destroying an altar: 5 VP



RAPID DEPLOYMENT

Number of players: 2

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

One company, preferably Karman, is designated as defender; it will hold the sector at the beginning of the mission. The other company is the attacker.

The defender deploys in the central deployment zone. The attacker enters through the access zone.

Secondary objectives

- Capturing a container: 100 RP*
- Controlling a container: 150 RP
- Capturing a crystal: 50 RP*
- Controlling a crystal: 100 RP

*: Attacker only

Special rules

Destroying an altar: Altars are destroyable terrain elements. Time disturbances gives them the "Stealth" ability. Shots targeting them from beyond range 1 are automatic failures. Range is also checked for locked shot weapons.

- Size: 2
- Protection: 11
- Structure points: 2

Cease fire

The game ends when one of the players reaches 20 VP. If none of the players can score any more VP, victory goes to the player who accumulated the most. If they have the same number of VP, the game is a tie.

A player cannot score more than 20 VP for this mission. If his company is the only one remaining on the battlefield, he automatically wins this maximum.

OBSERVATION POST



"To know is to conquer. My eyes and this observation post's sensors are far more deadly than all our guns."

– Guru Lucius

Run for shelter!: The buildings of the base provide shelter to the fighters. Indirect fire tests are automatic failures if their trajectory goes through a wall; the projectile is lost without causing any damage. In addition, a fighter with the Rocket jump ability cannot move through a wall.

Strategic advantage: The player who controls the observation post performs his movements last during the week's planning on the Emerald Mountains battlefield.

PHASE 1: ELECTRONIC WARFARE

*"How can those bloody Karmans know where we are?"
"Look up there."*

– Two steel troopers storming the observation post

Forces available

The players play the companies that moved into the sector or that were there already. If a player has several companies in the sector, they are merged for the duration of the mission. This new company doesn't have to respect officer and platoon pattern limitations. When the companies belong to different factions, only one of them is deployed. The player chooses which one.

Tactical positions

See the map.

Nanogenerators should be used to represent the primary objectives.

Primary objectives

- Using the sensors: 10 VP

Secondary objectives

- Capturing a container: 100 RP*
- Controlling a container: 150 RP
- Capturing a crystal: 50 RP*
- Controlling a crystal: 100 RP

*: Attacker only

Special rules

Using the sensors: To use the sensors the player needs to control objective Zebra and have an overseer, a mechanic or an electronic warfare specialist within contact of a sensor/nanogenerator.

Cease fire

The game ends when one of the players reaches 20 VP. If none of the players can score any more VP, victory goes to the player who accumulated the most. If they have the same number of VP, victory goes to the player who controls the observation station. If none of the players controls it, the game goes on until one player does.

RAPID DEPLOYMENT

Number of players: 2

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

One company, preferably Karman, is designated as defender; it will hold the sector at the beginning of the mission. The other company is the attacker.

The defender deploys in the central deployment zone. The attacker enters through the access zone.



A player cannot score more than 20 VP for this mission. If his company is the only one remaining on the battlefield, he automatically wins this maximum.

PHASE 2: AFTERSALES SERVICE

"What's going on in the observation post? Have they gone blind or what?"

"Do not criticize our brothers. Sensors don't work that well when they're being shot at with assault rifles."

– Two anonymous Karmans

Forces available

The players play the companies that moved into the sector or that were there already. If a player has several companies in the sector, they are merged for the duration of the mission. This new company doesn't have to respect officer and platoon pattern limitations. When the companies belong to different factions, only one of them is deployed. The player chooses which one.

Tactical positions

See the map.

Primary objectives


- Repairing a component: See the Special rules.

Secondary objectives

- Capturing a container: 100 RP*
- Controlling a container: 150 RP
- Capturing a crystal: 50 RP*
- Controlling a crystal: 100 RP

*: Attacker only

Special rules

Repairing a component: A component can be repaired by a unit that controls it and that includes a mechanic, an electronic warfare specialist or an overseer within contact. A  token is placed inside the Zebra control panel.

The player who controls Zebra immediately gains 5 VP. If no one controls Zebra, the VP are left where they are until they are gained by the next player to control Zebra.

Cease fire

The game ends when one of the players reaches 20 VP. If none of the players can score any more VP, victory goes to the player who accumulated the most. If they have the same number of VP, victory goes to the player who controls Zebra. If none of the players controls Zebra, the game goes on until one player does.

A player cannot score more than 20 VP for this mission. If his company is the only one remaining on the battlefield, he automatically wins this maximum.



RAPID DEPLOYMENT

Number of players: 2

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

One company, preferably Karman, is designated as defender; it will hold the sector at the beginning of the mission. The other company is the attacker.

The defender deploys in the central deployment zone. The attacker enters through the access zone.

THE TARMAC SPACEPORT



"Welcome to Élysée. The temperature outside is -15°C and the pad we are about to land on is currently under sustained light weapons fire. We would recommend you exit as quickly as possible and keep advancing behind cover. May the Karma be with you!"

Heard aboard a Karman transport shuttle as it prepared for landing

The control tower: The control tower is composed of a ground level and one upper floor. The latter is represented by a tile placed above the one representing the ground level. The first floor tile is propped up on four containers standing vertically (see map). Infantry fighters may change floor at the beginning or end of their movement. The change of floor is part of the movement. If at least one member of a unit is on the stairway on ground level, his unit can be placed on the stairway zone on the upper floor, and vice-versa. This movement is part of the unit's movement. Fighters on the upper floor can shoot and be shot at using the normal rules. Line of sight and range are checked using the miniatures actual position. It is possible to reach the upper floor using the "Rocket Jump" ability, but it cannot be used to cross the walls of the control tower on ground level or upper floor level. The control tower is secured: it cannot be sabotaged.

Strategic advantage: The player who controls the tarmac spaceport can perform a free drop off every week on the Emerald Mountains battlefield. This drop off is added to any other drop off(s) the player may be allowed.

PHASE 1: NO ANSWER FROM THE CONTROL TOWER

"There's got to be a nice view from the top of that tower, don't you think? Can you imagine the havoc it would cause to the traffic!"

"You're right lieutenant, I guess your company has just volunteered to capture that control tower."

Lieutenant G. Epstone, to Captain H. Newton

Forces available

The players play the companies that moved into the sector or that were there already. If a player has several companies in the sector, they are merged for the duration of the mission. This new company doesn't have to respect officer and platoon pattern limitations. When the companies belong to different factions, only one of them is deployed. The player chooses which one.

Tactical positions

See the map.

RAPID DEPLOYMENT

Number of players: 2 to 4

Each player gets the same number of A.P. to build his company. All the companies are attackers. Each player, starting with the youngest, chooses a different access zone.

Primary objectives

- Controlling the control tower: 5 VP

Secondary objectives

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

*: Attacker only.

Special rules

This mission takes place at night.

Controlling the control tower: Controlling objective Zebra allows you to control the control tower. Only the fighters on the first floor count towards the control of this objective.

Cease fire

The game ends when one of the players reaches 20 VP. If none of the players can score any more VP, victory goes to the player who accumulated the most.

A player cannot score more than 20 VP for this mission. If his company is the only one remaining on the battlefield, he automatically wins this maximum.

PHASE 2: TWOC

"If I knew I'd be hotwiring space shuttles one day! Damn, my buddies back on Ava are going to be green with envy!"

A star trooper belonging to a disciplinary unit

Forces available

The players play the companies that moved into the sector or that were there already. If a player has several companies in the sector, they are merged for the duration of the mission. This new company doesn't have to respect officer and platoon pattern limitations. When the companies belong to different factions, only one of them is deployed. The player chooses which one.

Tactical positions

See the map.



RAPID DEPLOYMENT

Number of players: 2 to 5

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

One company, preferably Karman, is designated as defender; it will defend the tarmac spaceport at the beginning of the mission. The other companies are attackers and they must gain controls of the hangars.

The defender deploys in the central deployment zone. Each attacker, starting with the youngest, chooses a different access zone.



Primary objectives

- Controlling Victor: 5 VP
- Controlling Whisky: 5 VP
- Controlling X-Ray: 5 VP
- Controlling Zebra: 5 VP

Secondary objectives

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

*: Attacker only

Special rules

Immediate take off: A player who controls a hangar can give up the VP it earns him and let the ships take off instead. If he chooses this option, he gains 250 RP and the designated hangar doesn't generate any more VP for the rest of the game.

Cease fire

The game ends when one of the players reaches 20 VP. If none of the players can score any more VP, victory goes to the player who accumulated the most. If they have the same number of VP, victory goes to the player who controls the most primary objectives. If none of the players controls more than the others, the game goes on until one player does.

A player cannot score more than 20 VP for this mission. If his company is the only one remaining on the battlefield, he automatically wins this maximum.



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.

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 nanomunition 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.

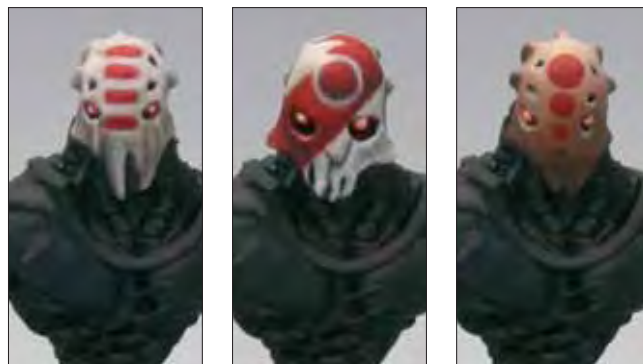
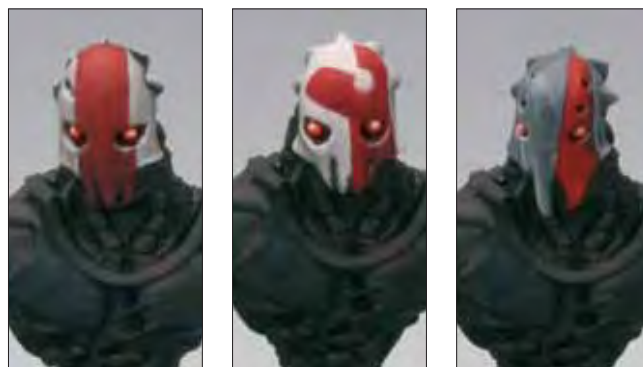
Effect: The Re-roll value of the unit's melee weapons is increased by 1 point. This effect can only be used once per round and per weapon.

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.



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.

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 spetsnaz 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.

OPTIONAL RULES

We recommend that you do not use these optional rules unless you are familiar with the rules of AT-43 already published.

CHANGING WEATHER

Élysée is a planet like no other. Its environment and terrain generate particular conditions to which the different armies have had to adapt.

Important: *some effects may require moving one or more fighters. When this movement should take a soldier into an obstacle, the fighter stops right in front of it. If he collides with another fighter, he stops within contact; this does not start a close combat – yet the two fighters are considered engaged as usual.*



This table simulates the possible weather conditions that might influence a mission. Before deploying the companies, roll two dice, add the results together and look up the total in the following table.

CHANGING WEATHER

2d6	Phase 1	Phase 2
2	Clear weather	Clear weather
3	Fog	Fog
4-5	Thaw	Thaw
6-8	Nothing special	Foul weather
9-10	Foul weather	Cold snap
11	Cold snap	Storm
12	Storm	Blizzard

Game effects

Blizzard: No battle can be fought in such conditions! The two companies dig themselves in. The following week they will be able to fight or leave the sector through an access they control.

Clear weather: The air is crystal-clear. Ranges are reduced by 1.

Cold snap: A unit that does not move during a round is destroyed. It freezes where it stands!

Fog: Thick fog has fallen over the battlefield. Ranges are increased by 1.

Foul weather: Due to pouring rain or heavy snow, no line of sight can be traced beyond Range 3.

Storm: The howling winds make any movement hazardous. Before each authority opposition, each player designates a unit belonging to the opponent to his left. This unit is moved 5 cm in a random direction using the template.

Thaw: The ground is covered in slush and mud. Rush movements are impossible.

In addition to possible weather conditions, some missions may also take place **at night**. In this case, all the units gain the "Stealth" ability: any shot targeting the unit from beyond range 1 is an automatic failure. This ability also works against locked shots.

During Operation: Frostbite

The first column is used for phase 1 of *Operation Frostbite*, yet it may simulate weather conditions in any kind of climate in any game.

The second column is used only for phase 2 of *Operation Frostbite*. It may also be used in any harsh winter battle.

MEDTEC



A new protagonist in the war stepped into the light when Operation: Frostbite began: MedTec is originally a U.N. interstellar company and a subsidiary of ONI Technologies.

This company sells its cutting edge medical services to all sides involved. Everything that can preserve the existence of a fighter is available: Therian nanotechnology, experimental Red Blok cloning treatment, Karman relaxation techniques, etc. All it takes is payment, with money for those who know of the concept, more often in resources of all sorts.

MedTec is not a neutral power and no one will hesitate to shoot at a medical container being used by the enemy. The nurses and doctors working for this company are greatly rewarded for the risks they take.

General staffs on every side can only speculate when they discuss the deals they suspect MedTec has sealed with their enemies. The U.N.A. and the Karman have an immediate interest: ONI Tech has access to collectivist cloning techniques and to some extent Therian technologies. Neither the Red Blok nor

the Therians had any reason to accept a neutrality deal at first. It wouldn't have been particularly favourable to them since it made their advantages available to their enemies.

However, the truth is a well kept secret: both the Therians and Red Blok have agreed to cooperate with ONI when the company revealed it had recovered a sample of a deadly virus on Élysée and that MedTec had developed an antivirus.

SPECIAL RULE: DEPLOYING A MEDICAL TEAM

Eager to keep its technological breakthroughs to themselves, MedTec makes sure that neither its personnel nor its materiel can be captured easily.

MedTec containers constitute a secondary objective that doesn't generate any victory or reinforcement points.

When a MedTec team enters the battlefield, the container and two high walls (Size 2) are parachuted in after the unit's movement (but after possible overwatch fire), out of contact with any miniature. These terrain elements are deployed so that the MedTec unit counts towards its control. If there is not enough room to set up the container, the MedTec unit stays in reserve. However, it is possible to choose not to deploy the high walls.

In addition, a MedTec unit always has to take part in the control of its container. As soon as they lose control of the container, the miniatures and the terrain elements representing this unit are removed from the game.

TACTICS

As members of an unarmed unit, MedTec is not here to destroy the enemy. However, its nurses have the power to extend the life expectancy of the troops they follow. With an extra three medics and a field hospital that can revive any casualty, your infantry units' new found vigor will be a nasty thorn in your enemy's side. Violence is not the only way to win a war: sometimes a well placed bandage is just as efficient as any laser rifle.

UNIT COMPOSITION

Type: 2.

Numbers: 3.

Standard equipment: Field hospital.

Optional equipment: None.

Special weapons: None.

Specialists: Medic.

Officer: None.



RECRUITING A UNIT

A MedTec unit can fill a type ★★ infantry slot in any company, regardless of its origin. The medical assistance of MedTec is available to all armies, Cogs and Therians included.

Equipment

Field hospital: The campaign hospital has the ER ability. Its use is declared once per round during the activation of a friendly infantry unit in contact with the field hospital: one of the unit's fighters comes back into the game.

Specialists



Medic: The two nurses and the medic have the "First aid" ability. Once per round they can each save a member of their unit or a member of a unit in contact. The player announces the use of this ability by shouting "Medic!" right after the fighter is eliminated. A medic cannot save himself. A medic who has taken damage points cannot use his ability for this salvo.

Cost of a MedTec unit

EQUIPMENT	STANDARD NUMBER {1}	EXTRA FIGHTER
Standard	75 A.P.	+ 25 A.P.
3 MedTec including: • 3 specialists		