

## AT-43: Additional rules

*The rules of AT-43 have been adjusted during the final tests of the AT-43 The Rules. The following rules complete the preview article published in Cry Havoc vol. 12.*

## NEW TROOPS

## White Stars steel TacArms

*"You will become better than steel troopers. Those who survive anyway."*

– Captain Nikonov's welcome speech at boot camp WSBC2, session B.

## Characteristics:

Profile				
TacArm	14	6	9	4

The TacArms have the capacity "Stability" (\*).

Range weapon				
Laser gun	7	1/1	-	14/1

## Steel TacArms

- Numbers: 3.
- Specialists: None.
- Officers: Rank I to 3.

## Value (in A.P.)

Steel TacArm	Pvt.	Sgt.
Laser gun x 2	100	110



## Therian bane goliaths

*The bane goliaths are the ultimate development of troop type attack systems. No battle can be planned without at least one unit of these amazing soldiers.*

## Characteristics:

Profile				
Bane goliath	18	-	10	6

Range weapon				
Nucleus gun	8	1/1	-	14/1

## Bane goliaths

- Numbers: 3.
- Specialists: None.
- Officers: Rank I to 3.

## Value (in A.P.)

Bane goliath	Kaos
Nucleus gun x 2	125

## NEW CAPACITY

## Projection weapons

Projection weapons use the following rules:

- Each projection weapon in a same unit can pick a different target.
- The **Accuracy** of these weapons is their maximum range. The template is centered on a fighter. No shooting roll is required. All the miniatures located, even partially, in the area of effect undergo a Damage test; cover is ignored.

## THE SPECIALISTS

Some units have specialists, fighters with specific capacities. They have the same characteristics and equipment as the other members of the unit. But, they are also given a capacity – free of any extra strategic value cost.

**Medics:** The medics have the capacity "First aid". The player can yell "Medic!" when a member of a unit containing this kind of specialist is eliminated: the loss is cancelled. A medic can only cancel a single loss once per round.

The medic cannot use this capacity on himself.

## UPDATE

**Controlling a position:** Certain missions require gaining control of positions. The player who has the most infantry fighters within 10 cm of a position controls it. If it is a tie, none of the sides control the element or the tactical position. These conditions are only applied at the end of the round. A position remains under the player's control until the end of the following round, even if the control conditions are not fulfilled anymore.

**Flamers:** The characteristics of the flamers are the following:

Flamer ( Projection )					A.P.
Storm golem	25 **	1/0	4	9/1	69

(\*\*): For a projection weapon, this value is the maximum distance at which the center of the template can be placed.