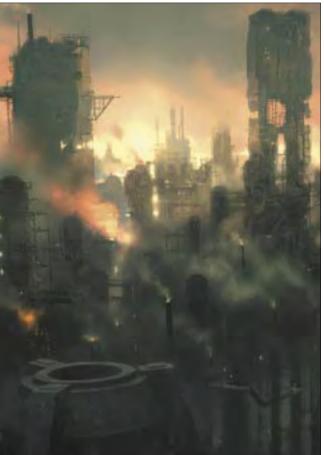# AT 43

NO ONE
ESCAPES WAR

Ava. A planet lost in the midst of many others, and yet the cradle of a bold and aggressive species: Mankind. When the Therians tried to invade this planet, they were met with fierce resistance and humanity even managed to push back into space those they scornfully call the "morphos". However, Ava suffered greatly from these battles: the climate and the orbit itself were deeply affected. These events became known as the Trauma, the starting point of a new calendar.

Forty three years after the Trauma, the combined forces of humanity are launching a counter-attack, dragging in their wake the mysterious Karmans.

TABLE OF CONTENTS

GENERAL RULES

--- Beginning of message ---
/sender: troop.type/cc2.196–H
/addressee: Overseer alpha Urash
/subject: instructions request

Unit.196: Annihilated.
Survivor: Storm golem H.
Primary objective: Control of the nanoresource genera-
tor (sector 55)/Inapplicable.
Secondary objective: None.
Request: Further instructions.
--- End of message ---

--- Beginning of the message ---
/sender: Overseer alpha Urash
/addressee: troop.type/cc2.196–H
/subject: Further instructions

Primary objective: Protection of the nanoresource gen-
erator (sector 55).
Secondary objective: Extermination of the humans (Pri-
ority: Special weapon bearer).
Combat drill: Take cover.
Privileged combat mode: Close combat.
--- End of message ---

This chapter presents the rules essential for any game of *AT-43*: the resolution of the various tests, the management of damage and the playing of a game.

MEASURING A DISTANCE

"Anti-tank shell, distance seventy meters, fire!"
(...)
"Hum... Nice try, a bit short though. If you ever live through this, your little friends out there will want to thank you for sending that one up their rear end."
– Two steel troopers during Operation Damocles.
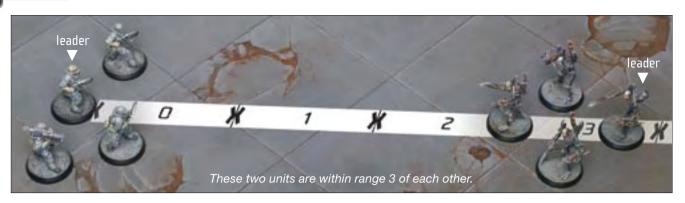
Distances (in cm and in ranges) are measured with a ruler. Any ruler will do the trick, but the RACKHAM tape measure has been designed for miniatures games and makes measuring range easy.

Distances must be measured from the edge of an element to the edge of another. It can be the edge of a miniature's base or the edge of a terrain element.

For a unit consisting of several miniatures, measurements are taken from the edge of the leader's base. **Unit to unit measurements are done from leader to leader.**

These two units are within range 3 of each other.

Important! It is not allowed to measure a distance **before** declaring an action. The action should be announced first, and only afterwards should the distance be measured.

NOTION OF CONTACT

Two fighters are considered in contact when there is less than 2.5 cm between their bases.

UNITS

"Contaaact!"

– Heard on the Therian factory world

All the fighters in *AT-43* are part of **units**. A **unit** is a group of one or more fighters sharing the same **designation**. Once battle is engaged, it is impossible to separate fighters of the same unit.

A unit of several fighters includes a **leader**. This fighter has the same characteristics as the other members of the unit but the miniature is different. He is used as a reference point when measuring distances.

Leader storm golem

Leader steel trooper

When a leader is eliminated he must be replaced by another fighter in his unit. Pick the closest **standard fighter** to the previous leader. and replace its miniature with the leader's.

A unit must always stay grouped together. It is said to maintain its **cohesion**. To make this possible, two conditions must be respected after the unit has been played:

• All the members of the unit must remain within 10 cm (range 1) of the leader;

• Each member of the unit must stand no more than 2.5 cm away from another.

• **Infantry** includes all the fighters capable of moving by their own means. They are split into two **categories**: *soldiers* and *support units*.

• **Armored fighting vehicles** are piloted machines. They are split into two **categories**: *combat striders* and *vehicles*.

Furthermore, some fighters are given specific roles (heroes, officers, medics, special weapon bearers, etc.). They are called **special fighters**, as opposed to **standard fighters**.

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

Infantry

Soldiers and **support units** make up the infantry. Therefore all the rules concerning infantry apply to them.

• **Soldiers** constitute the majority of the troops fighting on the battlefield. Battlesuits are also part of this category. Their Type (see further) indicates the soldiers' role in the army: regular (★), elite (★★) or battlesuit (★★★).

• **Support units** are mostly composed of two kinds of miniatures: *gunners* and the *support weapons* they use (machine gun, mortar, etc.).

Armored fighting vehicles

Combat striders and **vehicles** make up **the armored fighting vehicles**. Therefore all the rules concerning armored fighting vehicles apply to them.

• **Combat striders** are piloted machines that move by "walking".

• **Vehicles** include all the armored fighting vehicles that are not combat striders.

Special fighters

The term "special fighter" designates...

• **Support weapons and gunners:** Support weapons are powerful but very cumbersome. These are miniatures of their own with their own base. Gunners are the fighters who operate support weapons. In game terms, support weapons and gunners are considered to be separate fighters.

• **Officers:** Officers are fighters who are experts at leading and motivating troops. They have the same characteristics as the troops in their unit, but they have additional leadership characteristics.

When a unit includes an officer, he also becomes its leader. When he is eliminated, a standard fighter replaces him as leader, but not as officer.

The officers of each army are detailed in the Army Books.

• **Heroes:** Every army has its legendary figures, famous characters that inspire courage in their troops and sow fear in the heart of the enemy. They are usually strategic geniuses or exceptional fighters, sometimes both!

A hero is identified by a proper name on his reference card (see further). When he is a pilot, he comes with two profiles: on foot and aboard his armored fighting vehicle.

The heroes of each army are detailed in the Army Books.

• **Special weapon bearers:** special weapon bearers are equipped with a special weapon (flame thrower, machine gun, etc.). They have access to colossal fire power for soldiers and are generally the opponent's favorite target. The special weapon bearers of each army are detailed in the Army Books.

• **Specialists:** As you would have guessed from their name, specialists are fighters with a certain expert knowledge. In game, they generate specific effects (medics save lives, mechanics repair armored fighting vehicles, etc.). The specialists of each army are detailed in the Army Books.

Important! All soldiers who are not special fighters are considered to be standard fighters.

MOVING MINIATURES

"My word, that's Sergeant Borz! Listen and learn, boy, listen and learn!"

– Private J. Vaughn

The maximum distance that can be covered depends on the fighters and the movement chosen (see Activation phase).

A movement can be performed in any direction.

Fighters and terrain elements constitute obstacles that need to be walked around. Even a combat strider cannot walk through concrete walls. Throughout a fighter's movement, his base must be able to pass between all obstacles.

Soldiers do not hinder the movement of other fighters **on their side,** as opposed to enemy infantry who cannot "move through" them.

Getting around obstacles is very easy: let the tape measure wind around the obstacles as you measure your fighter's movements.

It is possible to end a movement on obstacles (see Using the terrain).

LINE OF SIGHT AND FIELD OF VIEW

"This, you see, is an in-built radar. The line going round in circles is the machine's sensors scanning the area."

"And those little dots moving in on us, there?"

"Those, hum...Those mean we've got a problem. Fasten your seat belt; this ride is about to get rough."

– Sergeant A. Borz and a cadet.

The **soldiers**, **support units** and **combat striders** of *AT-43* can see in all directions, no matter the orientation of the miniatures representing them.

Vehicles are often equipped with several weapons manned by independent crew who do not all have the same field of view. The field of view of a vehicle's weapon is defined in the machine's description.

Obstacles can prevent a unit from seeing certain opponents. A fighter has a **line of sight** on an element when he can see it.

When two dimensional terrain is used (a gaming poster for instance), line of sight is determined by tracing imaginary lines connecting the edges of the fighter's base to those of the targeted element.

• If at least one line can be traced without encountering any obstacle, the target is visible.

• If all the lines encounter an obstacle, the target is not visible and cannot be targeted.

When a three dimensional terrain is used (a container, a low wall, etc.), adopt the point of view of the acting fighter by placing yourself at the miniature's level to determine if he can or cannot see his target. If he can see it, even partially, he has line of sight; the action is resolved as if the target was visible.
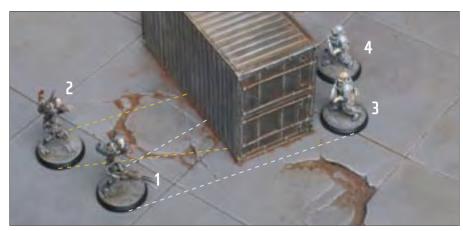
Important! Soldiers are an exception to this rule: they never block line of sight.

If the case is debatable, refer to the Size indicated on the reference card. A miniature whose Size is less than or equal to the obstacle's is completely hidden behind it; if its Size is higher by at least one point, it is visible.

Unit 1 has a line of sight on unit 3. Unit 2 is between them; it is composed of soldiers and therefore does not block the line of sight.

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

CARDS

"We're not leaving you behind, comrade!"
"Aaaargh! Hand me a few mags and a grenade, and go. I'll hold them back as long as I can!"
"OK, good idea."
– Example of Red Blok comradeship

The cards provided with *AT-43* miniatures indicate the fighters' characteristics and the information required to resolve their actions. Called **reference profiles,** they are also used to identify fighters and their weapons.

IMPORTANT! The cards sometimes show the characteristics of several weapons. Special weapons are mentioned under the dotted line. A fighter isn't always equipped with all the weapons mentioned on his card. Refer to the army's dedicated publications to find out the equipment options for the fighters of each army.

Numbers bonus
Number of fighters that can be added to the unit beyond its maximum normal number of fighters.

Affiliation
Fighter's faction.

Movement
Base value used to calculate the distance (in cm) that the fighter can cover.

Morale
The higher the value, the lower the chances are of ending up in rout.

Protection
The higher the value, the harder it is to wound this fighter.

Combat
The higher the value, the harder it is to hit the fighter in close combat.

Leadership points (LP):
Tactical talent of an officer. The higher the value, the more orders can be given to units.

Authority
An officer's ability to maintain discipline among his troops.

Weapons
The various range and mêlée weapons the fighter can use are mentioned here.

Rank
The presence of this symbol means that the fighter (or the pilot, if it is an armored fighting vehicle) is an officer. The number of chevrons indicates the rank level.

Designation
The army corps the fighter belongs to. The Rank (sgt., alpha, etc.) is not part of the designation.

Type
Indicates the fighter's role in his army. This value ranging from 1 to 3, is used when building a company.

Category
Soldiers, support unit, combat strider, or vehicle.

Size
Size of fighters and terrain elements.

Structure points (SP)
Each part of an armored fighting vehicle (frame, propulsion and weapons) is given a certain number of Structure points. A part is destroyed when its Structure points are reduced to 0.

Accuracy
The higher the value, the higher the chances are of hitting an opponent.

Attack rate/Re-rolls
Number of strikes dealt or projectiles fired by a weapon at each test (shooting, combat)/Number of times **all the misses** can be re-rolled.

Area of effect
Surface inside which a weapon with an area of effect inflicts Damage.

Penetration/Damage
Ability of a weapon to pierce through a target's Protection/number of Damage points inflicted on the target when the projectile penetrates its Protection.

UNIVERSAL TABLE OF RESOLUTION

"What are you doing? You really think you can hit that bane goliath from here with your BB gun?"

"Yeah. Easy."

"Two Munchy-choc bars if you pull it off."

"You're on."

– Two steel troopers

The universal table of resolution is used to determine the success or failure of actions carried out by the fighters of *AT-43*.

To resolve an action you need to determine its **action value** (generally a characteristic) and its **difficulty**. The descriptions of the various actions show the numbers to use.

You then do the calculation "**action value – difficulty**". The result determines the column to read in the universal resolution table. This column indicates the minimum result required on a die for the action to succeed.

The action is a failure. No need to roll the die.

The action is a success. No need to roll the die.

Universal table of resolution

.../-6	-5/-4	-3/-2	-1/0/+1	+2/+3	+4/+5	+6/...
		+	+	+	+	

Example: *An action test involves an action value of 4 against a difficulty of 6. The difference is 4 - 6 = -2 so the result needed on the die is ▨ or more.*

DAMAGE

Aboard his Wraith golgoth, Urash was climbing the hill quickly when he met a U.NA. Fire Toad.

"Protocol A22: Close quarter combat.

Medium nucleus cannon: Not recommended.

Reason: Low attack rate.

Medium sonic cannon: Highly recommended."

Urash issued the order mentally. He immediately felt the requested ammo being loaded. With a single thought, he unleashed a sonic hurricane that hit the U.N.A. strider full blast.

Hitting a fighter is not enough to stop him. You also need to get through his protection.

Players perform a damage test each time a fighter is hit by a close combat attack, a projectile or by any other effect that could possibly wound him. To do this you will need to use the universal table of resolution:

• The **action value** is equal to the Penetration ⊕ of the weapon used.

• The **difficulty** is equal to the Protection ⬡ of the target.

For each result greater than or equal to the result needed, Damage points are inflicted to a target. The number of Damage points inflicted is equal to the Damage value of the weapon used.

Example: *The storm golem unit .096 inflicts six impacts with their reaper blades (⊕ 7) to the steel trooper unit Sierra Bravo (⬡ 5). The Penetration – Protection difference is 2 (7 – 5 =2), so the result needed on the damage test is ▨ or more. The damage test is done by rolling one die per impact. The results obtained are ▨ , ▨ , ▨ , ▨ , ▨ and ▨ , meaning four successes.*

The reaper blades have a Damage ⊕ value of 1. So, four steel troopers suffer one damage point each.

Damage inflicted on infantry

A soldier, gunner or support weapon is eliminated when he or it suffers one Damage point. The miniature is removed and counted as a loss.

Damage inflicted on armored fighting vehicles

An armored fighting vehicle is composed of several distinct parts;

• The **frame**: The general structure of the machine;

• The **propulsion system**: Anything that allows the armored fighting vehicle to move;

• The **weapons**: The number of weapons varies from one armored fighting vehicle to the next. Each weapon is considered to be an independent part.

Each part is given a certain number of Structure points (SP) to represent its durability. When a damage test against an armored fighting vehicle is successful, the part that is hit must be determined. A die is rolled and its result is read on the Location table below.

Location table

Result	Damaged part
⚃ ⚄	Propulsion
⚀ ⚁ ⚂	Frame
🂠	A weapon (*)

(*): *chosen by the active player.*

The indicated part loses a number of SP equal to the Damage value of the weapon used.

Example: *Urash's Wraith golgoth fires its medium sonic cannon at Sergeant Borz's Fire Toad. He gets four impacts and succeeds with two Damage tests. Two dice are then rolled to determine where the damage is located. The first shows* 🂠 *and the second* ⚀ *. The medium sonic cannon has a Damage value of 1 so the strider loses 1 SP in the frame and 1 SP in the propulsion.*

When the location indicates a part of the machine that has already been destroyed the damage is then transferred to the frame.

When the damage inflicted is higher than the number of SP of the part hit the excess Damage points go to the frame.

0 SP: Destruction

When a part of a machine falls to 0 SP it is destroyed. The consequences vary depending on the part's function.

• **Weapon:** The weapon destroyed cannot be used until the end of the game

• **Propulsion:** The armored fighting vehicle is immobilized (See Immobilized armored fighting vehicles).

• **Frame:** The armored fighting vehicle is destroyed and counted as a loss. The miniature is removed;

Example: *Sergeant Borz's Fire Toad suffers two Location tests. The first indicates a weapon (one of the two light laser cannons), the second indicates the propulsion. The weapon used, a medium sonic cannon, has a Damage value of 1.*

The light laser cannon has 1 SP: it is destroyed.

The propulsion has 2 SP and has already lost 1 SP due to earlier enemy fire. The propulsion falls to 0 SP and the Fire Toad comes to a halt right in the middle of the battlefield.

Immobilized armored fighting vehicles

An armored fighting vehicle whose propulsion has been destroyed cannot move anymore. If it was part of a unit, the player has the following choice upon each of the unit's activation:

• He maintains the unit's cohesion and keeps the other members in contact (2.5cm) with the immobilized armored fighting vehicle.

• The pilot ejects himself from his armored fighting vehicle and leaves the battlefield. The armored fighting vehicle is considered destroyed and its miniature is removed. If the pilot is a hero his miniature is placed on the game table where the armored fighting vehicle stood.

PLAYING A GAME

Urash browsed the data supplied by his holographic lens. The medium sonic cannon burst had not been enough to destroy the enemy armored fighting vehicle. A flow of emotion flooded from his memory circuits: frustration, anger, excitement. What a sweet elixir!

Despite the protocol A22 recommendations, he ordered his medium nucleus cannon to generate ammunition. To hell with protocols, he thought with satisfaction. The rules of war were meant to be broken anyway!

A game of *AT-43* always begins with the **choice of a mission** (see Let's play!). Once this is done, the players are given a certain number of army points (A.P.) to **build a company** (see Recruitment and training) that they will send into battle.

To determine who begins, each player rolls a die and adds the Authority value 🔵 of his company's **Commander** to the result. This die roll is called the **Authority test.** It must be done at the beginning of each game round.

The player who gets the highest result chooses who activates the first unit. If it is a tie, re-roll until one of the two players wins.

The players then make their units act in turn, one by one. The players are said to **activate** their units. When all the units have been activated a new round begins.

Example: *When two players play against each other, the first designates one of his units. He resolves all its actions (movement, shooting, combat, etc.). His opponent then does the same, and then it's the first player's turn to choose another unit. Turns are taken until all the units have been activated.*

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

A game lasts a certain number of game rounds. This number can be defined by the mission or by the players themselves. A game round is divided into three phases. Each phase is detailed in separate chapters hereafter.

ACTIVE PLAYER, PASSIVE PLAYER

Players take turns during a game of *AT-43*. The player whose turn it is to play is called the **active player**. The other players are the **passive players**. Once the active player has finished acting, he hands **the lead** to the next player who becomes the active player as he becomes a passive player.

1 – Tactical phase (see pp. 54)

The players determine in which order they will play their units and decide which player will play first.

2 – Activation phase (see pp. 56)

The players activate their units in turn. The fighters move on the battlefield, shoot at their enemies and engage them in close combat.

3 – Control phase (see pp. 72)

The players check the objectives that are to be achieved. Holding strategic points allows the player to call in reinforcements!

TACTICAL PHASE

"We have established visual contact with a Red Blok company! I repeat: the Red Blok is here!"

"What is their position, Sierra Charlie?"

"Sector Echo, they are attacking the Karmans. Two of their infantry units have deployed in between the drop zone and us!"

"Unit Sierra Charlie, barrage fire on the Karmans. Unit Sierra Delta, overwatch on the reds. Unit Foxtrot Bravo, full throttle till you reach Echo. Cut those party poopers' retreat corridor. I want the whole lot crushed between the hammer and the anvil!"

During the tactical phase, the players plan their actions for the coming round. This phase is split into three steps:

1/ Calculating Leadership points;
2/ Ordering the activation sequence;
3/ Authority test.

1/ CALCULATING LEADERSHIP POINTS

"Victory is half inside the Commander's head. The rest is a subtle mix of maneuvering, morale and fire power. A lot of fire power."
— A White Stars Commander

Leadership points (LP) represent the officers' tactical talent and their spirit of initiative. They are used during the whole round to acquire tactical advantages and to issue combat drills to units (see p. 59).

The players calculate their LP pool at the beginning of each round. This pool is the sum of the Commander's LP 🔘 and the number of friendly units on the battlefield or in reserve. Disorganized units (see p. 57) are not counted in this total.

LP are kept until the end of the round, even if the Commander is eliminated. The points that are not used are lost at the end of the round.

The players represent their LP pool with a heap of markers or by using dice.

Example: *During the tactical phase of the second round, Jon's army has six units and the LP value of his Commander is 8. Jon's LP pool is then 14 (6 + 8).*

2/ ORDERING THE ACTIVATION SEQUENCE

The **activation sequence** represents the order in which units will be played during the round. To order his activation sequence, each player picks up the cards corresponding to each of the units of his company either on the battlefield or in reserve. He arranges them in front of him face down, from left to right, in the order he intends to play them.

Once the activation sequence has been arranged, it is not permitted to change the order of it anymore (unless you spend LP, under certain conditions).

BATTLES FOR MORE THAN TWO PLAYERS

Some battles involve more than two sides. In this case, the winner of the Authority test chooses who plays first (he may designate himself). The playing order is then defined in clockwise order from the first player.

OFFICERS AND THE COMMANDER

"Drop points Alpha, Charlie and Golf are under morphos domination. We control Doctor and... hum, I am just being informed that we have also secured Echo. Bravo and Foxtrot are being contested. Gentlemen, we have no time to lose if we want to win this battle."
"I have a plan!"
– War staff meeting during the Antarctica campaign

• **Officers** have a crucial role to play in their company's and their army's tactics. Without them, the lack of guidance would lead the men on the road to certain destruction. Their names may change depending on the race (officers for the White Stars, overseers for the Therians, etc.) but the rules will always refer to them as "officers".
A unit can only have one officer in its ranks. An officer is always the leader of his unit. When he is eliminated, another fighter replaces him as leader of the unit but not as officer.

• The highest ranking officer included in the activation sequence is the company's Commander. It is his Authority 🔵 and his Leadership 🔵 that are used for the Authority test and to calculate the LP pool.
When several officers share the highest rank the player designates which one is the Commander.
When the Commander is eliminated the highest ranking officer still in the game becomes the Commander. In the absence of any replacement officer the company remains without a Commander. The Authority and the LP values used are then equal to 0.

3/ AUTHORITY TEST

Each player performs an **Authority test**. To do so they roll one die each and add the Authority 🔵 of their Commander to the result of the die.
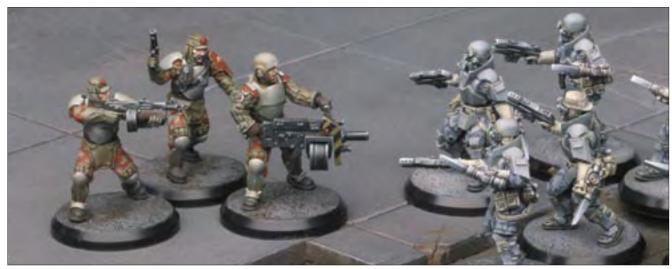
Before an Authority test, each player can wager LP to increase his chances of winning the test. All the players gamble their LP at the same time and in secret (using a die hidden behind their hand for instance). The wagers are revealed simultaneously. Each player will then add the number of LP gambled to the result of his Authority test.
The player can wager a number of LP between 0 and the rank of his Commander +1 (see insert).

Example: *A company commanded by a Sergeant (a rank 1 officer). As long as he is in the game, the player can wager 0 to 2 LP in order to boost his Authority tests. If his Commander had been a Captain (rank 4), he could have wagered up to 5 LP.*

The player who gets the highest final result chooses the first **active player.** The active player is the one who activates a unit and resolves its actions. The other players are the **passive players.** The players will become the active player in turn throughout the activation phase (see p. 57).

ACTIVATION PHASE

Sergeant Borz had a look at his men. Their stern faces showed the fear and the excitement which preceded any battle. They were finally going into action after all those hours spent in the shuttle, and then again in the armored personnel carrier. The expectation and the waiting usually made the men soft.

Yet curiously, as the gloomy silhouettes of the morphos finally appeared in the artificial twilight of the factory world, when all the available options were open to the White Stars, fear and doubt had been swept away from the privates' hearts. Sergeant Borz held back from yelling at his men: exceptionally, they didn't seem to need it.

He took the opportunity to think out his tactics. Covered advance? Should they rush in using the striders' suppression fire? Should he keep the infantry covered behind the armored fighting vehicles, or the other way around? They could also wait to be closer to wipe a couple more morphos? In those moments, the sergeant envied the blissful ignorance and the blind trust of his men.

Finally, after having carefully weighed the pros and cons, he chose his favorite approach, the one his men expected of him: assault and cover fire.

"Advance behind cover and open fire once at the first wall! Let's go you bunch of wusses! Hold your fire until we've reached the wall! The first one to mess it up is getting his butt kicked by my Fire Toad. I'm warning you, the medic's note is only waiting to be signed!"

The cockpit of the Fire Toad closed with a hiss and its generator hummed a little louder as the engine revved up. Just to relax, Borz pulled the triggers on his weapons; wisps of smoke marked the trajectory of the lasers. Two of the closest storm golems fizzled and collapsed with a gapping hole to the upper chest.

The good thing about being an officer is that you don't have to respect your own orders!

During the activation phase, the players resolve the actions of their units.

STATUS OF THE UNITS

"I don't expect all of you to be present for the evening report. Those lucky enough to be there will be either heroes or cowards and traitors."

– Captain Nikonov, before the Antarctica battle.

What a unit can accomplish depends first and foremost on its status at the time of its activation. There are four possible statuses for a unit.

Free unit: The unit can do whatever it wants. The unit is only free if all of its members are; a fighter is free as long as he is not in contact with an opponent.

Engaged unit: The members of the unit have grabbed their close combat weapons and are about to defend their lives fiercely. A unit is engaged when at least one of its members is; a fighter is engaged when he is in contact with at least one opponent. Armored fighting vehicles are never considered engaged.

An engaged unit cannot benefit from or be given any combat drills.

Grounded unit: Some game effects, such as explosions, can force the fighters to the ground. The miniature is then shown lying down.

When a grounded unit is activated, the following rules apply:

• When half or fewer than half of the fighters in a unit are grounded, their companions give them a hand to get back up. The grounded miniatures are put back up and the unit may act as usual;

• When more than half of the fighters in the unit are grounded, the whole unit is considered grounded. The miniatures are put back up, but the unit cannot perform any action or be given any combat drill.

Important: *Activating a grounded unit without an officer still requires 1 LP. Getting back up is considered to be the fighters action.*

If the player cannot or doesn't want to spend this point, the grounded miniatures stay down!

Grounded miniatures are not taken into account when in zones of fire, as if they benefited from the "Knee to the ground!" drill.

Disorganized unit: A disorganized unit has failed a morale test and might end up in rout (see the "Morale" chapter).

ACTIVATING UNITS

"Visual contact in three, two, one... Wow!"
"They're really big for little dots. Aren't they?"
"Sergeant Borz to base, we need reinforcement, I repeat..."
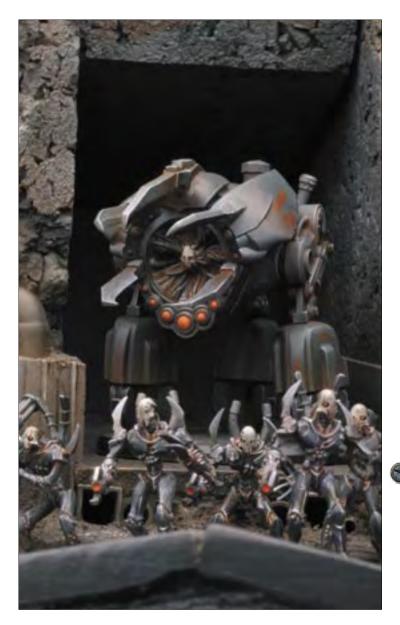
– Sergeant A. Borz and a cadet.

When a player becomes the active player, he reveals the first card of his activation sequence. The corresponding unit is **activated**: the player declares the actions it will try to perform and resolves them.

Activating a unit without an officer costs 1 LP. The player may choose not to spend it, either because he has no LP left, or because he does not wish to. In this case the unit is activated but doesn't perform any action. If the unit has not joined the battle yet, it is considered a reserve unit (see Reserve units p. 83).

A player can use one and only one of the following possibilities just before activating a unit. He immediately spends the number of LP indicated.

• **Relocate the first card (1 LP):** The player places the first card wherever he wishes in the activation sequence. The following card is revealed and played immediately.

• **Delay activation (2 LP):** The player passes. A player cannot choose to miss his turn twice in a row.

• **Extra activation (2 LP):** This can be used in the turn following a Delay Activation. The player reveals the two first cards of his activation sequence and activates the corresponding units, in any order he wishes.

Example: *During his first turn, Kenton spends 2 LP to delay activation. He doesn't play his next card. When it is his turn to play again, he uses another 2 LP and activates the two left-most units in his activation sequence. One of them doesn't have an officer, so Kenton has to spend 1 extra LP.*

POSSIBLE ACTIONS

"No battle plan will ever survive the first six seconds of combat."
– Space Marshal Sanchez

In battle, soldiers move to reach favorable positions. Shots come flying in from everywhere. Some fighters are so determined, they do not hesitate to risk their lives to trounce the enemy with their own hands.

The action chosen for a unit is applied to all the fighters in it.

Example: *The leader orders his men to perform a rush movement. The entire Sierra Bravo unit starts to run and none of the steel troopers in the unit will be able to shoot, even if they didn't travel the twenty centimeters they were allowed.*

Movements

Each unit can move once during its activation. The type of fighter and the type of movement define the maximum distance that can be covered. For each unit, it is possible to choose between two types of movement: **rush movement** or **combat movement.**

This choice is made and announced out loud **before** measuring distances!

A fighter can move in any direction, no matter his orientation. After his movement, the miniature can be reoriented in any direction.

The fighters are not out on a stroll; they move from one point to the next as directly as possible, going round obstacles when needed.

A miniatures base represents the space occupied by a fighter. If the base cannot pass between two obstacles (terrain elements, miniatures, etc.), the fighter must find a way around them.

However, some types of fighters are subject to special rules:

A unit can pass "through" units of soldiers on **its side**. However, fighters cannot end their movement with their bases overlapping one another!

A unit of armored fighting vehicles can pass through units of soldiers, no matter their side. However, members of the units the machine moves through can get run over.

Rush movement: Only free units can perform rush movements. The fighters lower their weapons and start running. It allows them to move further, but they cannot shoot. They can move over a maximum distance of:
- ⬤ + 6 cm for infantry
- ⬤ + 10 cm for armored fighting vehicles.

Combat movement: The fighters keep their weapons leveled and therefore can shoot. They can travel over a maximum distance of ⬤ (in cm) when their unit is free. If the unit is engaged, this distance is halved.

Shooting

During his activation, a fighter can shoot once with each of his ranged weapons.

Shooting: Only free units can shoot. A shot can take place **before** or **after** a combat movement. Fighters equipped with several ranged weapons, such as combat striders or battlesuits (the White Stars TacArms, for instance), can shoot with some of their weapons **before** a combat movement and fire the rest of them **after**.

Close combat

During his activation, a fighter can attack once with each of his close combat weapons. A fighter cannot act anymore once he has attacked in close combat.

A fighter can attack any opponent in contact, no matter the movement chosen. For instance, this allows a fighter to shoot, perform a combat movement and then attack in close combat (see the "Close combat" chapter).

RUNNING OVER INFANTRY

A combat strider or a vehicle may run over infantry. Armored fighting vehicles, like any other fighters, always seek the most direct route. It is out of question to zigzag among enemy fighters to run them over, when you can blast them, burn them, mince them or do anything else along that line!

When an armored fighting vehicle performs a **combat movement,** infantry has more than enough time to move out of the way. However, when an armored fighting vehicle performs a **rush movement,** it is of course possible to crush soldiers who are not paying attention. Roll a die for every infantry miniature whose base is, even partially, on the trajectory of the armored fighting vehicle's base.

- If the fighter is free, he is eliminated on a result of ▨ or more.
- If the fighter is engaged, he is eliminated on a result of ▨ or more.
- If the fighter is a support weapon, it is automatically destroyed.

If the armored fighting vehicle finishes its movement on soldiers or gunners, the survivors are moved to the sides and 2.5 cm away from any opponent by the player controlling them. If a fighter cannot be repositioned in this way the fighter is eliminated.

OVERWATCH AND SPLIT FIRE

Special weapon bearers in a unit that has been given "Overwatch!" and "Split fire!" combat drills can shoot at a different moment than the rest of their unit.

In this case, the "Overwatch" marker is not removed after the first shot. It is left beside the type of fighters who have not fired yet. It is removed once these fighters have fired or when the unit is activated.

Example: *The unit KS-8 was issued orders for overwatch and to split fire. Suddenly, the Therian unit .256 ends its movement in the krasny soldati's field of view. The leader gives the order to open fire but holds the grenade launchers back in order to use them on a more appropriate target. Once the assault rifles have fired, the "Overwatch" marker is left beside the fighters equipped with the grenade launchers, since they haven't shot yet. A little later in the round, unit .260 carries out a rush movement bringing several of its members in contact with the KS-8 krasny soldati. The grenade launchers could have fired if the Red Blok had not been engaged in close combat. As that is the case now, the marker is removed without any further effect.*

COMBAT DRILLS

During its activation, it is possible to order a unit to perform one or more combat drills. Each combat drill offers a tactical advantage for 1 LP. A unit can be given several combat drills at once.

The combat drills issued to a unit remain in effect until its card is revealed again.

An infantry unit engaged or grounded (see above) loses its combat drills and cannot be given new ones as long as it is engaged or grounded.

Knee to the ground!

With a *knee to the ground*, a unit will not get hit if it is caught in the zone of fire of a shot (see p. 63). This combat drill is reserved to infantry units. This combat drill is called **at the end** of the unit's activation. Leave a "Knee to the ground!" marker 🔵 near the unit or, if you don't have any, leave a die on the leader's base to symbolize this combat drill.

Overwatch!

A unit that has not fired during its activation may be given the combat drill "Overwatch!". A unit in *overwatch* may shoot during the activation of an enemy unit at the completion of its movement and only if it has moved. Place an "Overwatch!" marker ⚫ near the unit or, if you don't have any, leave a die in the middle of it to symbolize this combat drill.

Take cover!

A unit that has *taken cover* increases the effectiveness of cover (see the "Shooting" chapter). This combat drill is reserved to infantry units. It is called **at the end** of the unit's activation. Leave a "Take cover!" marker 🟠 near the unit or, if you don't have any, leave a die in front of it to symbolize this combat drill.

Split fire!

Calling for *split fire* allows the special weapon bearers to shoot at a different moment than the rest of their unit.

This combat drill is reserved to infantry units. This combat drill is called **at the beginning** of the unit's activation. Leave a "Split fire!" marker 🟡 near the type of fighters who have not fired yet, if you don't have any, leave a die instead.

SHOOTING

"Damn, what are those morphos creeps doing here?"

The leader was stupefied as he watched the four units of golems and the Wraith golgoth advance on his position. His eight man unit didn't stand a chance. Even if KS-2 came to their rescue, they would still be fighting one against two, not counting the Therian combat strider.

A decision had to be made. There was no shortage of targets. The morphos infantry was certainly not going to be wiped out by the assault rifle bursts alone, but it could still slow them down.

Pick the primary targets. Eliminate as many of them as possible. Call in unit KS-2 and its grenade launchers for re-inforcement. Yes, the grenade launchers would do a good job on such a concentration of troops. A couple of well placed grenades would blow away a whole lot a those darn morphos.

The leader switched to the broad channel and started barking his orders.

There are two shooting modes:

• **Direct fire:** This is the shooting mode of most weapons. You point the gun towards the enemy and shoot.

• **Indirect fire:** This mode is reserved to certain weapons, such as hand grenades, mortars and grenade launchers. This shooting mode is less accurate but allows shooting in an arc, over obstacles.

Indirect fire ammo explodes when it hits the ground and can wound several victims. In game terms, these explosions are represented using the template.

Indirect fire weapons are all the weapons with an Area of effect 🔵 value.

RESOLVING A SHOT

"I want those toasters dead!"
– Heard during the Antarctica campaign

The player chooses the type of weapon used to resolve the shot. All the fighters in the unit equipped with the chosen weapon resolve their shots simultaneously according to the following steps:

1/ Picking a target;
2/ Determining the zone of fire;
3/ Shooting test;
4/ Damage and removing the losses.

Once this salvo of shots resolved, the player chooses another type of ranged weapon in the unit and proceeds in the same way until all the weapons in the unit have been fired. The player may choose not to shoot with a certain type of weapon.

Example: *A unit decides not to shoot with its grenade launcher because the area of effect might hit friendly fighters near the target.*

Fighters equipped with several times the same ranged weapon can resolve their shots in as many separate salvos during their activation.

Example: *A unit of three Iron Rains, each equipped with two light MG, opens fire. The player decides that all three of them will shoot with one of their MG. He will resolve another salvo with their second MG after having moved.*

Different targets can be chosen for different salvos.

Example: *A Wraith golgoth can shoot its medium sonic cannon at an infantry unit and its medium nucleus cannon at a Fire Toad unit.*

I/ PICKING A TARGET

The way the target is chosen is different if the weapon uses direct or indirect fire.
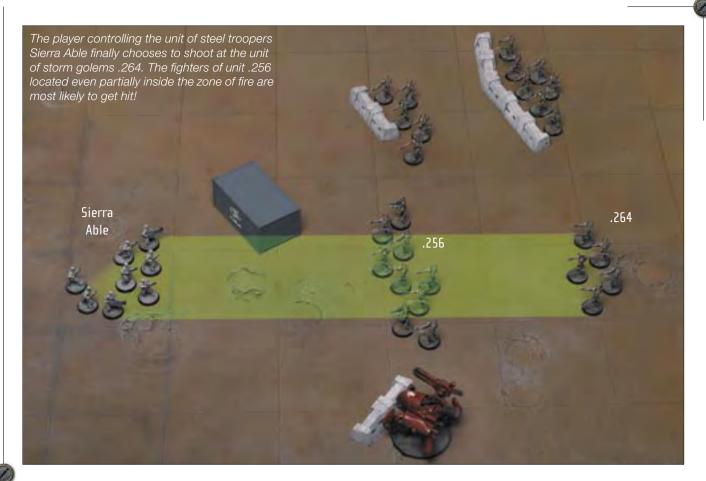
• **When using direct fire,** the designated target is a unit.

If the targeted unit is engaged (see the Activation phase chapter p.57), the whole mêlée is targeted: for matters of simplicity, consider all the units engaged as a same "unit". However, the range of the shot is determined from the leader of the unit actually targeted.
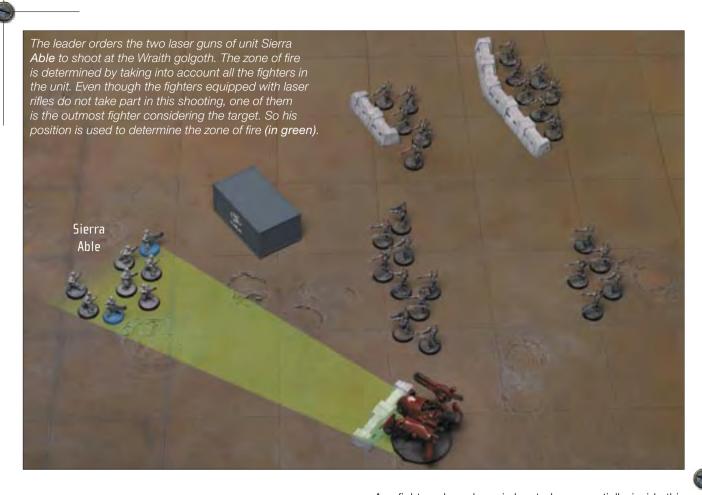
Armored fighting vehicles are particularly large targets. When a unit shoots at a unit of armored fighting vehicles, it is possible to target a single armored fighting vehicle instead of the whole unit.

• **When using indirect fire,** the designated target is a single (friendly or enemy) fighter. At least one of the fighters in the shooting unit must have a line of sight on the target.

The player controlling the unit of steel troopers Sierra Able finally chooses to shoot at the unit of storm golems .264. The fighters of unit .256 located even partially inside the zone of fire are most likely to get hit!

Sierra Able

.256

.264

Change of plans! The Sierra Able leader orders his men to open fire on the storm golems to the left of his position, unit.272. The outmost steel trooper (1) of unit Sierra Able doesn't have a line of sight on the outmost storm golem (2) of unit .272 because there is an obstacle in the way, however the zone of fire is still defined using these two fighters.

.272

#2

Sierra Able

#1

The leader orders the two laser guns of unit Sierra Able to shoot at the Wraith golgoth. The zone of fire is determined by taking into account all the fighters in the unit. Even though the fighters equipped with laser rifles do not take part in this shooting, one of them is the outmost fighter considering the target. So his position is used to determine the zone of fire (in green).

Sierra Able

2/ DETERMINING THE ZONE OF FIRE

It sometimes happens that fighters find themselves standing between a unit and its target. These fighters get caught in the **zone of fire**. They suffer some of the shots instead of the target no matter if they are friendly or enemy fighters. Indirect fire is an exception: these weapons generate no zone of fire.

To determine the zone of fire, the player traces two imaginary lines connecting the extremities of the shooting unit to those of the unit it is targeting. The area between the two lines and between the two units is the zone of fire. The zone of fire includes the fighters separated from their unit by obstacles and the fighters not taking part in the shooting.

Any fighter whose base is located even partially, inside this area is caught in the zone of fire. Fighters belonging to the shooting unit or to the targeted unit do not count. A unit cannot shoot its own members!

When the target is an engaged unit, the zone of fire is determined from the extremities of all the units engaged in the mêlée.

When only one of the armored fighting vehicles of the unit is the designated target, the zone of fire is determined from this armored fighting vehicle alone.

Once the zone of fire has been defined, the shooting is resolved. The definition of the zone of fire is important, because if there are any fighters inside it, impacts will be attributed to them first (see further).

TARGETING INSTRUMENT

One side of the *AT-43* tape measure directly marks out the range and therefore the difficulty of shooting tests. However, it is easy to calculate this difficulty with any tape measure: each range band is 10 cm long.

• Less than 10 cm: Range 0
• 10 to 19 cm: Range 1
• 20 to 29 cm: Range 2
Etc.

3/ SHOOTING TEST

Who can shoot?

For direct fire, fighters who don't have line of sight (see p. 48) on a fighter belonging to the targeted unit or caught in the zone of fire cannot shoot.

For indirect fire, all the fighters with the appropriate weapon can shoot: lines of sight are not taken into account.

Action value and difficulty

The **action value** used is equal to the Accuracy 🎯 of the weapon used.

The **difficulty** of the test is equal to the range measured from the leader of the shooting unit to the leader of the targeted unit.

The player rolls a number of dice equal to the Attack rate of the weapon used multiplied by the number of fighters who shoot. Misses can be re-rolled as many times as the Re-roll value of the weapon.

If the distance between the shooting unit and the target is so long that the shot is impossible �', the shot is fired into the blue and doesn't hit anything.

Example: *Unit .256, composed of seven storm golems with nanoblasters and two storm golems with sonic guns, opens fire on the White Stars unit.*

The seven nanoblasters shoot first.

• They have an Attack rate 🎯 of 1, so seven dice are rolled.

• The action value 🎯 of the storm golems is 3 and the range of the shot is 5, which means a difference of -2. According to the universal table of resolution, the result needed is 🎲 or more.

The dice give 🎲, 🎲, 🎲, 🎲, 🎲, 🎲 and 🎲. Only one impact! However, the nanoblasters have a Re-roll value of 1: the six dice that gave 🎲 or less are re-rolled once. This new roll gives 🎲, 🎲, 🎲, 🎲, 🎲, 🎲.
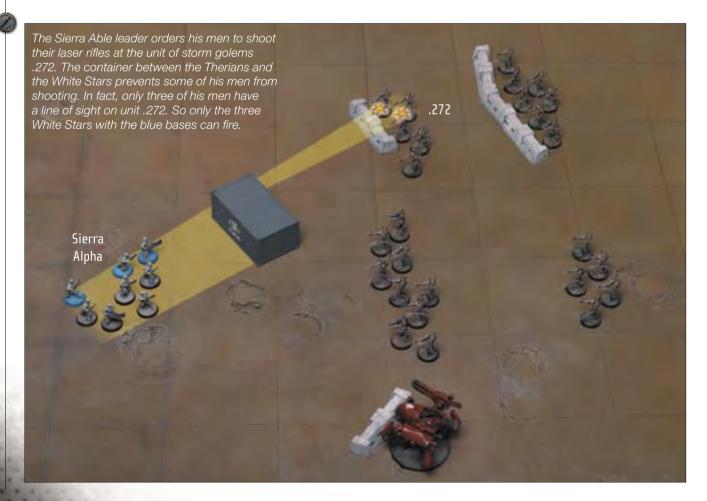
No 🎲 or more, unlucky!
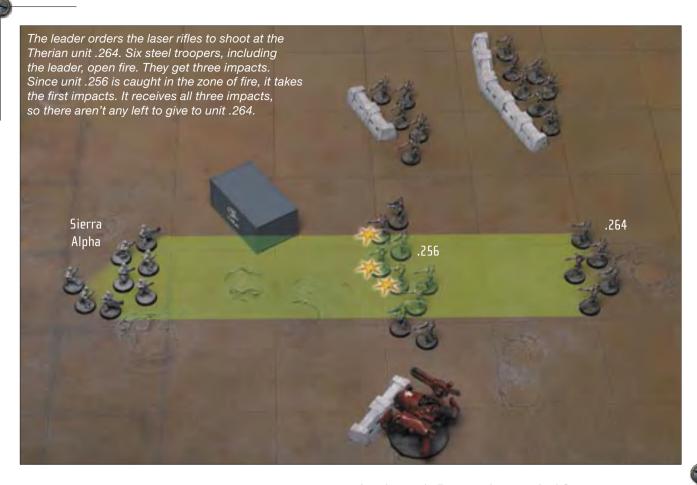
Unfortunately for the White Stars, the sonic guns have not been fired yet...

Direct fire: who is hit?

When the unit uses **direct fire,** each successful shot gives an **impact**.

If there are fighters caught in the zone of fire, the impacts are distributed one per fighter in the zone of fire, beginning with the fighter closest to the leader of the shooting unit. However...

The Sierra Able leader orders his men to shoot their laser rifles at the unit of storm golems .272. The container between the Therians and the White Stars prevents some of his men from shooting. In fact, only three of his men have a line of sight on unit .272. So only the three White Stars with the blue bases can fire.

.272

Sierra Alpha

The leader orders the laser rifles to shoot at the Therian unit .264. Six steel troopers, including the leader, open fire. They get three impacts. Since unit .256 is caught in the zone of fire, it takes the first impacts. It receives all three impacts, so there aren't any left to give to unit .264.

• Fighters who are smaller than the members of the shooting unit or the members of the targeted unit are ignored (When it can be argued, refer to the Size indicated on the reference card);

• Grounded fighters or fighters who have been issued the combat drill "Knee to the ground!" (see p. 59) - are ignored.

• Locked shot weapons only hit the designated target.

All remaining impacts (if there are any) are attributed to the unit initially targeted.

Indirect fire: who is hit?

Successful indirect fire increases the Area of effect of the weapon. Misses cause the shot to deviate.

To find out who is hit by a unit's indirect fire, the player places the template on the targeted fighter. If at least one shot misses, the shot deviates. A die is then rolled; the result gives the direction of the deviation (there are six directions numbered on the template). The template is moved one centimeter in this direction (one graduation) per shooting test failed. If all the shooting tests are successful the template stays in place.

After placing the template, the zone affected by the shot must be determined. This zone, read from the template, is a circle. All the fighters whose bases are located even partially inside the affected area suffer an impact. The radius of this zone is determined as follows:

• If the result "Accuracy of the weapon minus the range" corresponds in the table to an "automatic failure", the shot is lost in the blue and therefore doesn't hit anything.

• If all the tests are misses, the radius is equal to the Area of effect of the weapon used;

• If there is at least one successful shot, the radius of the Area of effect is multiplied by the number of successful shots. If this result is greater than 10 cm, the radius is equal to 10 cm and all the fighters affected suffer two impacts instead of one.

An infantry fighter who suffers an impact caused by indirect fire is **grounded** (see p. 57) if he is not eliminated. His miniature is laid down.

Example 1: *Two grenade launchers fire together. If both of them manage to hit, they will generate an area of effect of 3 (default Area of effect of a grenade launcher) x 2 (two successes on the shooting test) = 6. If none of them hits, the area of effect is 3, the value indicated on the card.*

Example 2: *Unit KS-8 fires with its two grenade launchers. With an Accuracy of 2 and a target at range 7, this is a difficult shot. It will require a* ⬛ *to hit. However, since the universal table of resolution doesn't indicate an automatic failure* ⚪ *, , the shot is possible. Dave has doubts about his shot but still hopes he will hit a few fighters despite the deviation. KS-8 Leader issues the order to fire. The dice eventually give a* ⬛ *and a* ⬛ *: missed!*

Since at least one die was a miss, the shot deviates.

Dave places the template over its initial target and rolls a die to determine the direction. The ⬛ *he gets, sends the shot behind the target. Since both dice were misses, the template moves two bands towards direction four: part of the unit targeted is still hit. "Indirect fire is awesome!" shouts Dave.*

Example 3: *Unit KS-8 fires its two grenade launchers (*⬤ *3 cm); since none of the dice gave a successful result, the Area of effect is not multiplied. "Too bad", mutters Dave, realizing that with a double six, the result needed to hit, this Area of effect would have been multiplied by the number of successes. And with two successes, he would have had an Area of effect of 6!*

Later on, a unit of three Lancelots fires its six light grenade launchers and gets four successes, the Area of effect of the shot is 12 (Area of effect of 3 multiplied by 4 successes, which gives a final area of effect of 12). The radius of the zone affected is reduced to 10 cm since no area of effect can be greater than 10. However, all the fighters located even partially under the template suffer two impacts: one bloody slaughter coming up! And no matter what, all those who will survive the impacts will be grounded.

Cover

Cover refers to terrain elements behind which fighters can find shelter, but which are not large enough to hide them completely.

Cover can save fighters by blocking impacts.

Cover does not provide shelter against impacts caused by indirect fire. When caught in the area of effect of an explosion, a unit has nowhere to hide.

To determine if an obstacle is high enough to protect a fighter, all you need to do is bend down and adopt the point of view of the shooter and judge if it is possible to hide behind the terrain element. If the case is debatable, the obstacle provides cover if the targeted unit was given the order to "Take cover!" ⬤ (see insert).
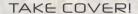
When an obstacle does provide cover, the zone of cover is defined by extending the two lines linking the extremities of the shooting unit to the extremities of the obstacle. The zone beyond the obstacle and between these lines is considered the zone of cover.
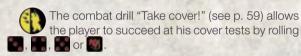
A fighter whose base is even partially inside the zone of cover is considered behind cover.

If at least half of the members of a unit are hidden or behind cover, the whole unit is under cover and benefits from cover tests. In any other case, none of the fighters get Cover tests, even those inside the zone of cover; they don't have enough time to duck.

The storm golems open fire. Four out of six Steel troopers are behind cover or completely hidden (troopers 1, 2, 3 and 4). Since more than half of the unit is behind cover or hidden the unit will benefit from cover tests.

TAKE COVER!

The combat drill "Take cover!" (see p. 59) allows the player to succeed at his cover tests by rolling ▪, ▪, ▪ or ▪.

• The combat drill "Take cover!" is lost immediately once a member of the unit is engaged; the "Take cover!" 🎯 marker is removed.

• The effect of this combat drill is only applied at the end of the unit's activation. This improved cover test never applies to a unit targeted by overwatch fire.

The player rolls cover tests each time a unit under cover suffers impacts from direct fire. He rolls one dice per impact: each ▪ or ▪ cancels an impact.

Cover is ignored when the leader of the shooting unit is within 10 cm of edge of the cover closest to the targeted unit.

4/ DAMAGE AND REMOVING THE LOSSES

Each impact causes a Damage test (see p. 51).

Damage tests should be resolved separately. The losses are removed immediately.

The management of the impacts is different for infantry units and units of armored fighting vehicles.

Damage tests are resolved individually.

• **If the target is an infantry unit,** the player resolves the damage test by rolling one die per impact. He then removes the fighters eliminated starting with those closest to the leader of the shooting unit. If two targets are within equal distance, the player who resolved the shots chooses his victim.

• **If the target is a unit of armored fighting vehicles,** the player splits the impacts as equally as possible among the affected targets, beginning with the armored fighting vehicle closest to the shooting unit. The damage tests are then resolved individually for each armored fighting vehicle.

Example: *Unit Foxtrot Toxic, composed of three Fire Toads, is hit by five impacts. The three striders suffer an impact each. The two remaining impacts are attributed to the two armored fighting vehicles closest to the shooting unit. So in the end the third Fire Toad only endures one impact. Lucky fellow!*

OVERWATCH FIRE

A unit that was issued an "Overwatch!" combat drill (see p. 59) may shoot during the activation of an enemy unit. The shot is resolved according to the following conditions:

• The shooting takes places after the activated unit's movement;

• A unit that doesn't perform any movement cannot be targeted;

• Only the activated unit can be targeted;

• Losses are removed immediately.

Once the overwatch fire has been resolved, the unit is not considered to be in overwatch anymore. Overwatch doesn't affect the unit's activation. If the unit in overwatch does not shoot it remains in overwatch until the beginning of its next activation. However, a unit is no longer in overwatch once it is engaged.

NEXT SALVO!

Now this is what I call a real gun!

— Private J. Wagner

Once the shots of one type of weapon have been resolved, the other weapons may shoot in turn. The active player chooses another type of weapon from the unit and resolves the shots. This new salvo can target a unit different than the previous salvo. Fighters equipped with two weapons (even identical) can take a shot with each one, targeting different units. (see p.61)

Example: Unit Sierra Able is composed of steel troopers keenly clutching their laser rifles in their expert hands. Laser rifles have the following characteristics:

• Accuracy: 5
• Attack rate/Re-rolls: 1/0
• Penetration/Damage: 5/1

The leader has designated the storm golem unit .256: "I want those morphos dead!"

The first step requires determining the zone of fire (green zone).

All the steel troopers in unit Sierra Able have a line of sight on at least one target: so they can all shoot. With the eye to the laser rifle's sights, the steel troopers have an action value of 5 (⬤ of the laser rifles: 5) for the shooting test.

The White Stars leader designates the Therian leader. The range is measured from leader to leader: so the difficulty is 4.

The difference between the action value and the difficulty is 1 (5 - 4). The universal table of resolution indicates that with a difference of 1, the player needs ⬛ or more to hit.

There are six steel troopers equipped with laser rifles (⬤ 1/0). The player rolls six dice and gets six results higher or equal to ⬛.

There is no one in the zone of fire. The Therians in the targeted unit suffer all the impacts.

The White Stars player proceeds to the damage tests. The action value is 5 (⬤ of the laser rifle: 5). The difficulty is 6 (⬤ of the storm golems: 6). The difference between the action value and the difficulty is -1 (5 - 6), so the result needed is ⬛ or more. The player rolls six dice (the number of impacts) and gets four successes. Four shots rip through the storm golems, ravaging their delicate internal circuits: with one point being enough to eliminate a soldier, unit .256 loses the four fighters closest to the White Stars leader.

COMBAT

The sound of steel being unsheathed rang like the final whimper of the condemned. The steel troopers were not going to die easily. Unfortunately, their combat knives seemed pretty pathetic against the dreadful Therian reaper blades.

Two men had already fallen to the ground, their protective armor useless against the storm golems' oversized scalpels. The White Stars fought without a word, conscious of being outclassed in both numbers and armament. A combat knife eventually found a flaw in the Therian armor. Another barely scratched a metal torso.

The reaper blades hummed in the dark, sweeping away the last hopes of the leader.

In the heat of battle, a good blade is sometimes more efficient than a laser rifle and certain fighters rely on the good old ways to eliminate an opponent: close combat!

A Close combat is resolved when at least one miniature of a unit is engaged (see the "Activation phase" chapter) after its movement, even if the unit hasn't moved.

Only the engaged fighters equipped with a close combat weapon can attack in close combat. The fighters that carry out the attacks are the **attackers**. The victims of their attacks are the **defenders**. The whole is considered a **mêlée**.

SPLITTING THE COMBATS

Each mêlée is divided into several **combats**. Each combat opposes one type of fighter against another.

In fact, the attackers' unit can engage several units of defenders. It is therefore important to determine which unit of defenders suffers losses.

Here are the situations, which require combats to be split:

• One of the protagonists has different characteristics or a different close combat weapon (heroes, etc.) than the others in his unit;

• The defenders belong to different units;

• There are gunners and support weapons among the defenders.

On the other hand, for close combat resolution, leaders, officers and specialists hardly matter much, as long as they have the same close combat weapons. Special weapon bearers can be attacked but they cannot attack others.

The golems from unit .256 (red bases) and .250 (orange bases) have arrived in contact with the steel troopers (blue bases). Sergeant Borz's Fire Toad has been destroyed. The sergeant has ejected and has joined his men. Encouraged by his presence, the leader decides to remain in close combat. The mêlée is split into two combats:
• Steel trooper 3 and the leader against the three storm golems of unit .260. The missile launcher bearer cannot fight, because he is a special weapon bearer. He doesn't have any close combat weapon;
• Steel troopers 1 and 2 against the three storm golems of unit .256. Sergeant Borz should participate in a third fight since he has different characteristics. However, he doesn't have any close combat weapon. The steel troopers will have to manage without him...

RESOLVING COMBATS

The player controlling the attackers splits the mêlée into separate combats and chooses the order in which they will be resolved. There are as many combats as there are different types of fighters.

After having picked a combat, the player rolls as many dice as he has fighters of the chosen type involved in the combat. The number of dice is multiplied by the Attack rate 🔴 of the close combat weapon used. The failures can be re-rolled as many times as indicated by the Re-roll 🔴 value of the weapon.

Special weapon bearers are not equipped with close combat weapons so they cannot attack.

The **action value** of the attackers is the Accuracy 🔴 of the weapon used.

The **difficulty** is equal to the Defender's Combat 🔵 value. Each successful roll generates an impact. Each impact leads to a damage test (see Damage p. 51).

Example: *Unit Sierra Able attacks. Dave, who controls it, chooses to resolve the combat of steel troopers 1 and 2 first. Both have a combat knife with an Attack rate/Re-roll of 1/0. So Dave rolls two dice (one per steel trooper). The Accuracy of the combat knife is 4 and the storm golems have a Combat value of 5. In this case, "action value – difficulty" gives -1. According to the universal table of resolution, Dave will need to get 4 or more to hit. Dave rolls 2 dice and gets ▪ and ▪ so he inflicts one impact.*

Impacts are distributed among the defenders.

Impacts against infantry: The player proceeds to the damage test, and then picks the defenders to be eliminated from those in contact with the fighters who have just attacked.

Impacts against armored fighting vehicles: The player distributes, as he wishes, the impacts to the armored fighting vehicles in contact with the fighters who have just attacked. He then proceeds to the damage tests and their location.

Losses are removed after resolving the damage tests. They are chosen by the attacker among the enemy miniatures taking part in this fight.

CONTROL PHASE

The four krasny soldati were watching the tunnel. Huddled behind some debris, they were aiming their assault rifles at the darkness. They could hear the commotion of battle but there was no target in sight. From time to time, one of them would have a look over his shoulder towards the "secured" end of the tunnel, just to make sure they were not being outflanked. Explosions could be heard in the distance.

"How long are we supposed to stay here?"

"Until we are issued the order to move, comrade."

"And are we sure the radio works?"

The leader turned the volume of the radio up. The old apparatus crackled some worrying messages.

"They are getting their heads kicked in out there! We have to go and help them, leader!"

"No! Our orders are to hold the access route, and we are going to hold it!"

"But there is nobody here, no one to capture this bloody tunnel!"

The soldier was pointing out the end of the tunnel with his assault rifle, beyond it battle was raging. The leader's gaze remained fixed in that direction: a bleak light shined in the dark.

"Now what?"

Suddenly, dozens of red glowing eyes dotted the far end of the tunnel.

"Damn, morphos!"

All four krasny soldati leveled their weapons at once.

"Shoot 'em when you can see the red in their eyes!"

The storm golems were closing in fast. The assault rifles' fire covered the noise of the running golems. The nanominitions and bullets were flying everywhere. The heavy fire of the revolutionary soldiers kept the Therians at a distance. For a second.

"At least we know why we are holding the position now!"

"Reloading!"

The Therians advanced inexorably, pointing their weapons in front of them. One of the soldati collapsed, seriously wounded. The three soldiers left gave each other a worried look. Suddenly, a grenade flew over their heads and exploded amid the Therian tide, scattering the assailants. The soldati swung around and shouted a warm welcome to the six kolossus spetsnatz.

"Now that's an access route!"

During the control phase, each player evaluates the situation of his company on the battlefield. He determines which objectives and tactical positions he controls and he has the possibility of calling in reinforcements.

The control phase is split into three successive steps:
1/ Controlling objectives and tactical positions;
2/ Calculating VP and RP, the acquisition of the reserves;
3/ Time out. The round is over, a new round begins.

OBJECTIVES AND TACTICAL POSITIONS

The only zone you ever really control is the ground you are standing on.

– Law of War

Controlling the terrain is crucial. During a game of *AT-43*, each company can control tactical positions or objectives.
• Tactical positions allow the players to deploy their fighters;
• Objectives allow the players to accumulate victory points (VP) and reinforcement points (RP) (see Missions p. 92-99).

An objective or a tactical position is controlled by the player who has the most infantry fighters (with a minimum of one) within 10 cm of it. If it is a tie, none of the sides controls the objective (or the tactical position).

These conditions only apply during the control phase. An objective (or a tactical position) remains under control until the next control phase, even if the control conditions are not fulfilled anymore.

CALCULATING VP AND RP

"What's the fate of infantry?"
"To die, sir!"
"Louder, you sissies, I can't hear you!"
– Heard during one of Master sergeant W. Lancet's training sessions

Each player counts his VP and his RP. The RP (that have not been spent) and VP are kept from one round to the next.
If a player has fulfilled all his objectives the game ends.
Otherwise, the players can spend their RP to acquire reserve units for the next round.

TIME OUT

"Reloading!"
– Heard on the battlefield.

This last phase simply marks the end of the round and the transition to the next round.

MORALE

"We're fighting one to ten! We're all gonna die!"

The leader was about to answer when he felt a tremor in the ground. To his far side, the monstrously massive silhouette of a Therian golgoth had materialized. He suddenly realized, just before charging back into close combat, that the overseer had come to watch the coup de grâce *and had absolutely no intention of killing the steel troopers himself.*

Infinite despair overcame the leader's soul; Sergeant Borz's swearing wasn't enough to get the thought out of his head. Even if the steel troopers were to miraculously eliminate the storm golems, they would then have to face the overwhelming fire power of the Wraith. Private... What's his name again? ...might be an ace with a missile launcher, but these morphos combat striders were bloody tough to cr...

The bleak beacon of hope was instantly drowned in gushing blood: with a single slash of his reaper blades, one of the storm golems had just sliced through both the missile launcher and the soldier.

The performance of equipment is not enough to secure victory. The fighters' morale and their ability to keep their cool in the most desperate situations is also an essential element.

The morale of a unit is defined by three statuses: by default, fighters are **valiant**; when things go bad, they tend to become **disorganized**; when the situation has definitely gone pear shaped, they are in **rout** and run for their lives.

Morale tests indicate how and when a unit's status changes.

RESOLVING MORALE TESTS

"Everybody's gone serving. Serving the U.N.A.... Eh! Eh!"
– Private M. Hicks

When is a Morale test needed?

Morale tests ⬤ are triggered by events, which could potentially cause panic among the troops. Some of these tests are resolved when the triggering event happens.

A unit may be forced to go through several Morale tests per round.

Morale test upon the unit's activation

A unit is subject to a Morale test upon its activation, in the following situations:

• A Type 1 or Type 2 infantry unit has fallen to 3 members or fewer;
• A Type 3 infantry unit has fallen to 1 member;
• A unit of armored fighting vehicles is entirely immobilized.

The test is resolved before the unit's activation, before any spending of LP.

Morale test outside of the unit's activation

Outside of its activation, a unit of armored fighting vehicles is subjected to a Morale test when one of its members is destroyed or abandoned.

Action value and difficulty

A unit's Morale is equal to the highest Morale 🔵 in its ranks. If there is an officer leading the unit, his Morale value is the one used.

The **action value** of Morale tests is the unit's Morale characteristic 🔵 The fixed **difficulty** is 8.

Consequences

• If the Morale test is a success, the unit's Morale status remains the same;
• If the Morale test is a failure, the unit's morale status worsens: if the unit was valiant, it is now disorganized. If it was disorganized, it is now in rout.

NERVES OF STEEL

This ability is indicated by "-" in Morale.
Fighters with this ability, like many of the Therians, never need to roll any Morale tests.

MORALE STATUS

"Has anybody ever thought about organizing peace talks with the Therians?"
"I do not negotiate with domestic appliances!"
– Sergeant A. Borz to a soldier

Valiant unit

Units are valiant at the beginning of the game. They are activated as normal and walk into battle showing great determination.

Disorganized unit

A disorganized unit is starting to panic and doesn't obey orders anymore. It cannot perform any action or be given any combat drills when it is activated. The fighters remain where they are, wondering if they should flee or not.

However, a Commander can regain control of disorganized fighters with promises of promotion, reinforcements or courts-martial. The player can spend 2 LP to rally a disorganized unit he is about to activate back to valiant status. The unit is then activated as usual.

Example: *The number of troopers in unit Sierra Able is dangerously low. When its card is revealed, his unit is submitted to a Morale test and fails. It was valiant and becomes disorganized. Dave has no LP to spend on it. Sierra Able is activated but cannot act and misses its turn immediately. High command is not answering his instruction requests, Sergeant Borz has no advice or anything else to bark at him…The leader is starting to wonder if this could be his last battle, and his men are not even in a state to ask that question themselves.*

Routing unit

A Routing unit is eliminated and lost. Terror has overcome its members. They are running away in every direction. The unit has no further influence on the battle.

Captain Newton angrily switched her microphone on when her two wingmen tightened their formation around Number One, her personal Fire Toad.

"Number One to Foxtrot Alpha 2 and 3 get out of my way now! You're blocking my..."

Before the captain could finish her sentence, the unit of Fire Toads was caught in the wailing storm fired by two medium sonic guns. Her strider staggered for a second, as it was perforated by two medium nucleus cannon shots. If the members of her unit had not stepped in, Number One would have taken quite a knock. In fact, Foxtrot Alpha 2 and 3 were showing some critical damage.

Two looming Wraiths were advancing upon the Fire toads.

Urash spared a thought for the second golgoth whose reactions he found a bit slow. Since he was unable to manage the movement routines of the two heavy machines alone, the overseer had had no other choice but to connect the other golgoth to the tactical network. They both constituted two separate units, which tried to act in unison. It was a shame, as the creatures had just demonstrated: a unit could act to protect its most precious elements. As if they were trying to confirm this rule, his golgoth was hit by the heavy fire of the enemy armored fighting vehicles. An expert system whispered to Urash that the destruction probability of his golgoth at this range was inferior to one percent.

Urash was amused as he realized that probabilities were only, well probabilities: the statistics had been proven wrong and his golgoth was hit six times. The lasers ravaged its internal mechanisms. The Wraith was about to disintegrate. Urash immediately initiated his transformation procedure to prevent the machine from exploding.

Captain Newton's predatory grin was wiped off her face as she saw the combat strider melt to the ground rather than explode. Her sensors barely had the time to pick up the silhouette of a storm golem emerging from the collapsing strider. A Therian infantry unit was immediately on the overseer, sheltering him from his enemies' eyes. This morphos commander wasn't just your common morphos leader. Destroying him was not going to be easy.

CONSTITUTION OF A UNIT

"Borz to be wiiiiild…"
– Famous chant among the White Stars recruits

In war, each side has its heroes, whose feats inspire the troops. The heroes are emblematic fighters and their actions often have great consequences on the universe of *AT-43*.

A hero can be the officer of any unit of his army of the same category and same type has him. He is not counted in the unit's numbers except to control objectives. His value is added to his unit's value.

Examples:
• *Captain H. Newton, in her soldier version (★), can join any type 1 soldier unit. So she can lead a unit of star troopers (★) but not a unit of battlesuits (★★★).*
• *Sergeant A. Borz, in his soldier version (★★), can join any soldier unit with whom he shares the same type: the steel troopers, the wing troopers or even the shock troopers. But when he is aboard Bad Dog, his Fire Toad, he can only join a unit of Fire Toads.*

The heroes

The rules

HEROES RANKS AND FUNCTION IN A UNIT

*"Odin: From conviction ensues obedience.
Manon: However, blindness leads to slavery.
Odin: And cowardice is suicidal."
– Extract from Short Moral Plays by Manon and
Odin Gotinov, AT 37, Frontline internal publication*

Heroes are officers. They cannot join a unit which already has an officer (or another hero).

If they are deployed alone during the game, for instance when their armored fighting vehicle is destroyed, they can lead any unit without an officer as long as they share the same category and same type. The transfer of leadership is done during the control phase, as long has the hero fulfills the cohesion rules of the unit he has joined: none of the unit's miniatures should be more than a range (10 cm) away from him and he must be in contact (2.5 cm) with another unit member. Any combat drill given to the unit is immediately applied to the hero.

Example: *Sergeant Borz joins a unit of steel troopers who have been issued "Take cover!" and "Overwatch!" combat drills. He has already shot before moving, so he should not be allowed to use "Overwatch!". But he is still given this combat drill as well as "Take cover!".*

The hero becomes the officer of the unit he joins and his Morale is used for all the unit's Morale tests. The hero's card is removed from the activation sequence; he is now activated at the same time as his unit, when its card is revealed.

DISTRIBUTING DAMAGE

"Heroes never die!"
– Revolutionary saying (AgitProp)

Heroes are role models and sources of inspiration for the soldiers they lead. The latter are ready to sacrifice their lives without a second's hesitation to save the hero accompanying them.

So a hero never suffers any impacts or damage tests as long as there are other fighters in his unit. Even if these fighters are completely hidden, they receive the impacts and suffer the damage tests instead of the hero. So the hero can only be eliminated if he is the sole survivor of his unit.

However, if the hero is specifically targeted (using the "Sniper" ability for instance), he is subjected to the normal rules and can be eliminated normally.

Examples:

• *Sergeant A. Borz is aboard Bad Dog. Since he is in an armored fighting vehicle, he can be specifically targeted. When it is the case, he suffers the impacts normally.*

• *Atis-Astarte is leading a unit of grim golems. If a sniper deliberately chooses to target her, none of the golems will step in to take the impacts in her stead. Once in contact, Atis-Astarte has a different profile from her golems. Her combat will be resolved separately. So, she can be eliminated normally.*

Company building

company
Army
Faction

A.p.
A.p./Assault
A.p./Reinforcement

Platoon

	Slot 1	Slot 2	Slot 3	Slot 4	Slot 5
Designation					
	A.P.	A.P.	A.P.	A.P.	A.P.
Troops (number)					
Special weapon	–	–	–	–	–
Extra fighter					
Officer					
Specialist					
Specialist					
Equipment					
Equipment					
Unit value					
Unit value: assault					
Unit value: reinforcement					

Platoon value

Platoon

	Slot 1	Slot 2	Slot 3	Slot 4	Slot 5
Designation					
	A.P.	A.P.	A.P.	A.P.	A.P.
Troops (number)					
Special weapon	–	–	–	–	–
Extra fighter					
Officer					
Specialist					
Specialist					
Equipment					
Equipment					
Unit value					
Unit value: assault					
Unit value: reinforcement					

Platoon value

Important: Circle your Commander!

Company sheet

company

Army

faction

A.p.

A.p./Assault

A.p./reinforcement

Platoon

Type	SIZE				Weapons						RANK		Equipment and specialists		
Unit 1:															
Unit 2:															
Unit 3:															
Unit 4:															
Unit 5:															

Platoon

Type	SIZE				Weapons						RANK		Equipment and specialists		
Unit 1:															
Unit 2:															
Unit 3:															
Unit 4:															
Unit 5:															

AT-43

RACKHAM