



WARHAMMER 40,000

THE CHRONICLES OF THE WORLD OF RACKHAM

WARHAMMER 40,000



AT-43

Worldwide campaign: You get to decide the fate of Operation Damocles!
Find out who is behind the *Ava Daily* and what the Thерian factory world really is.

AARKLASH

The Rag'narok is coming!
Battle after battle, what is happening on the various fronts

CONFRONTATION

Army guide: The guild of Blades
The colonies of Mid-Nor

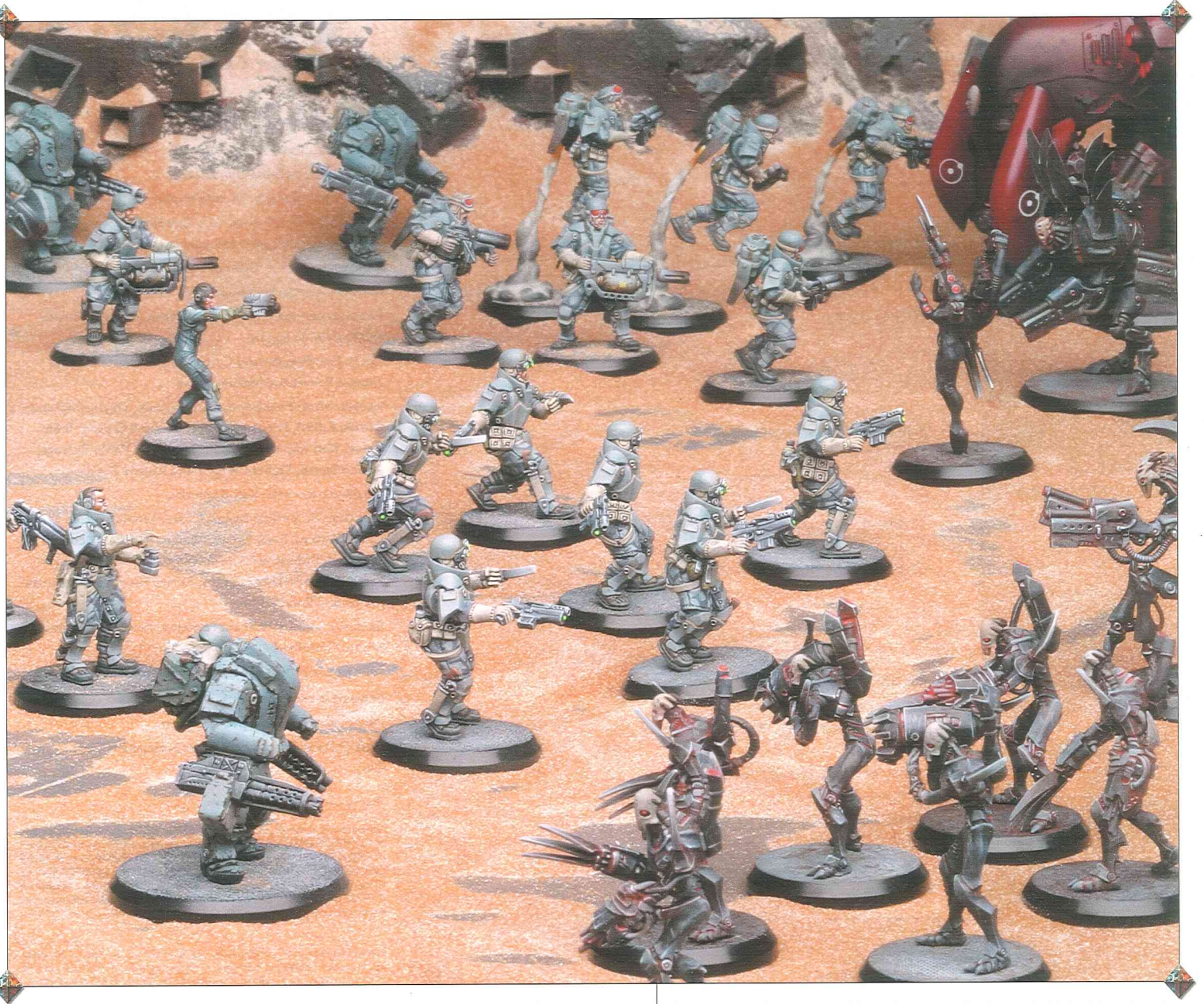
PORTRAITS

Sienna, arcanic thief (*Cadwallon*)
Sergeant A. Borz (AT-43)

PAINTING GUIDE

The aberration prime

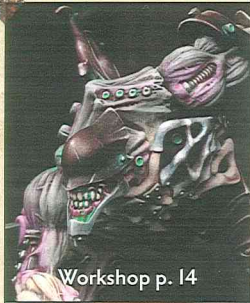
5 EXCLUSIVE CARDS



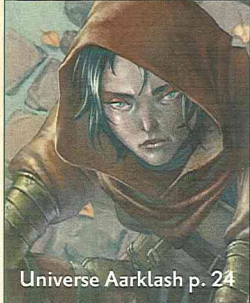
Heard in Baker company command radio frequency:
"If this is what the marines call 'fierce resistance',
then Operation Damocles is going to be one nice stroll
in the park!"

Save .25108999_Δ_Δ (sentimental):
I shall win a great victory/I am so few/I am so
strong/They will adore me in despair/And my glory
shall be immeasurable/

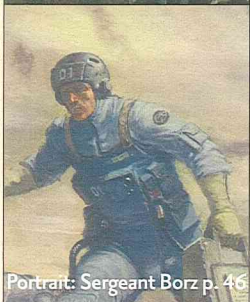
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PUBLISHING DIRECTOR: Jean Bey.
STUDIO DIRECTOR: Philippe Chartier.
EDITOR-IN-CHIEF: Sébastien Célerin.
PRODUCTION MANAGER: Nicolas Hutter.
GRAPHIC DESIGN & INFOGRAPHY: Gwendal Geoffroy, Matthias Haddad and Mathieu Harlaut.
PICTURE RESEARCHER: Gwendal Geoffroy and Pascal Petit.
ASSISTANT EDITOR: Hélène Henry.
PROOFREADER: Jon Finn, Hélène Henry, Yoann Passuello and Kenton Sheppard.
TEXTS: Jean Bey, Arnaud Cuidet, Jean-Baptiste Lullien, Nicolas Raoult and Martin Terrier.
ILLUSTRATIONS: Paul Bonner, Gary Chalk, Wayne England, Davide Fabbri, Nicolas Fructus, Édouard Guiton, John Howe, Karl Kopinski, Florent Maudoux, Paolo Parente, Adrian Smith, Richard Wright and Alessia Zamboni.
COVER ILLUSTRATION: Karl Kopinski.
MINIATURE SCULPTING: Benoît Cosse, Yannick Fusier, Mauro Gnani Zerbini, Sean Green, Werner Klocke, Nicolas N'Guyen, Stéphane NGuyen Van Gioi, Juan Navarro Perez, Olivier Nkweti Lafitte, Elfried Perochon, Stéphane Simon and Rafat Zelazo.
RACKHAM PAINTERS: Vincent Fontaine, Xavier Giacomini and Martin Grandbarbe.
FREELANCE PAINTERS: Sébastien Picque.
SCENERY: Vincent Fontaine.
PHOTOGRAPHY: Jean-Baptiste Guiton.
HAVE COLLABORATED TO THIS ISSUE: Stéphane NGuyen Van Gioi.

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RACKHAM
 44, rue de Lagny, 93 100 Montreuil-sous-Bois, FRANCE
 Tel : + 33. (0) 1.55 86 89 20. Fax : + 33. (0) 1.55 86 89 25
 www.rackham.fr www.rackham-store.com
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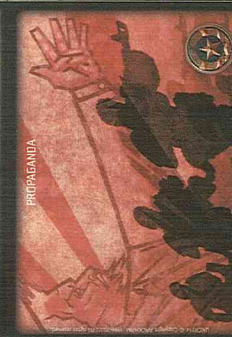
CAUTION!

Some articles in this issue mention accessories that must be handled extremely carefully: the modelling knife with which one can cut oneself, the cyanoacrylate glue that bonds very quickly... We recommend that the youngest players and collectors only do the following activities under adult supervision and always carefully read and follow the instructions supplied with this material.

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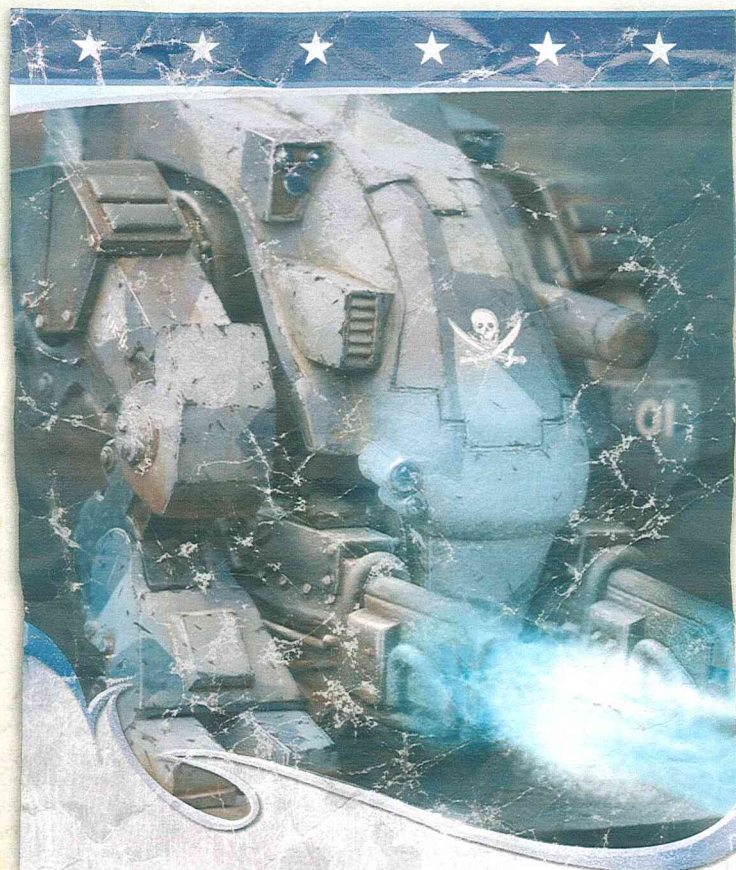


CARDS

- Wolfen hired blade (*Confrontation*)
- Khor warrior (*Hybrid*)
- Propaganda (*AT-43*)
- USSN Battleaxe (*AT-43*)
- Hyperlink antenna (*AT-43*)

These cards may not be sold separately from *Cry Havoc*.

editorial



SACRED FIRE!

Fire industries has always stood
by the troopers side.

To defend all of what we value most,
Fire Industries is ever prouder to provide
the best equipment possible.



FIRE
INDUSTRIES

UNRIVALLED QUALITY

FROM THE HEAT OF BATTLE TO THE WARMTH OF YOUR HOME

Fire Industries supports our troopers

In collaboration with the management of the U.S.A. Fire Industries AT-43
Fire Industries, a M.I.D. company

Promises are meant to be kept, this year it will be war!

Darklash is about to live some unprecedented changes. Grab your weapons, the Raq'narak is picking up speed. This issue brings you the setting and military situation on several fronts that will lead to the alteration Darklash over the six coming months.

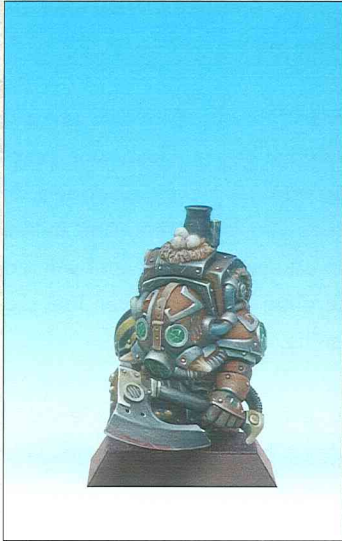
Be prepared to experience changes unseen before in any miniatures game universe!

In the meantime, in another universe, combat machines and soldiers are launching phase 1 of the first worldwide AT-43 campaign! From the press rooms of the Δva Daily to the therian infested corridors of Damacles, this wide military operation is an everyone's lips or nanoprocessors. This event will be the opportunity to test your first armies and explore all their secrets revealed in their own Army Books. This campaign will also be the opportunity to try out a new narrative game system: the Story made.

Finally, this summer, Rackham will be attending two major game conventions in the U.S.A.: Origins in Columbus, Ohio (July 5th-8th), and GenCon Indy in Indianapolis (August 16th-19th). Come to say hello and have a chat with us. And don't forget to take part in all the events that will be organized for the occasion!



NAEL 08



THERMO-WARRIOR

3 MINIATURES AND 1 CARD FOR CONFRONTATION, RAG'NAROK AND CADWALLON
THERMO-WARRIOR (REFERENCE CARD).

THERMO-WARRIOR
RANK: DWARF ELITE.
32 A.P.



RECOMMENDED
RETAIL PRICE: \$ 15.60 / 12,00 €

The thermo-warriors are professional soldiers who form an elite army corps among the dwarven republic. Equipped and trained by the thermo-priests of Uren, they are at their service. Armed with great steam powered devices, they protect the thermo-priests and their workshops. Over time this exchange of services has become a tradition. Nowadays none of the parties would consider bringing this alliance to an end.

The thermo-warriors are the most powerful foot soldiers in the dwarven army. As resilient as the Khor warriors, these new sculptures are stronger with their Steam weapon/STR. Besides, they do not fear anyone thanks to their "Bravery" ability and their Steam mask/FEAR. The thermo-warriors are ready to unleash the ire of Uren on the enemies of the Aegis!



CYCH 05



LENS MENDKENN

1 MINIATURE AND 4 CARDS FOR CONFRONTATION, RAG'NAROK AND CADWALLON:
LENS MENDKENN, ECHAHĪM (REFERENCE CARD), THE CYNWĀLL ECHAHĪMS (EXPLANATORY CARD), THE BLADES OF TAMDEELITH (ARTIFACT WORTH 15 A.P.), THE HELIANTHIC STILTS (ARTIFACT WORTH 10 A.P.).

LENS MENDKENN, ECHAHĪM
RANK: CYNWĀLL SPECIAL
CHAMPION.
125 A.P.

RECOMMENDED
RETAIL PRICE: \$ 15.60 / 12,00 €

Lens Mendkenn lived only through her stilts. They were an extension of her willpower and a reflection of the courage she applied to all matters of her life. Through terrible personal strife she had managed to live down her handicap and leave a lasting mark on the elite corps of the echahĭms. Under her rule, the fighting techniques had been perfected and modernized, academies had been opened which attracted ever more of the young elves fascinated by her art, her looks, and her passionate lectures in the amphitheatres of the prestigious universities of Wyde.
- Extract from The Fault of Kaiber

Thanks to her "Leadership/10" ability, Lens Mendkenn is the ideal commander for an army based on the echahĭms. But even without these emblematic troops, Mendkenn is still an impressive fighter, with a remarkable attack potential (ATT 8/STR 8), further enhanced by her magic swords (Sequence/4). Thus equipped she can make the most out of her mobility (MOV 20, Leap) and strike the enemy wherever and whenever she wants!



CDTR 02



CADWĒ BANDIT

3 MINIATURES AND 1 CARD FOR CONFRONTATION, RAG'NAROK AND CADWALLON:
CADWĒ BANDIT (REFERENCE CARD).

CADWĒ BANDIT
RANK: REGULAR OF CADWALLON. GUILD OF THIEVES.
15 A.P.

RECOMMENDED
RETAIL PRICE: \$ 13.00 / 10,00 €

The Cadwë bandits are versatile by nature: physical or verbal threats, use of violence, planned ambushes or head-on attacks, all means are good to get hold of the riches of the "honest" Cadwë. Therefore, they learn to master various fields of expertise, mixing hand to hand combat and archery. Properly led, they can be lethally discreet.

The Cadwë bandits constitute an army corps of the guild of Thieves. For a low cost, they can attack from a range (Bow/STR 3, range 20-40-60) or engage the opponent in contact (ability "Brutal"). Weakened by a volley of arrows, the opponent troops have but little chance of survival against the Cadwë bandits. So it will be their money AND their lives.



DASP 02



DAĪKINEE ZEPHYR

2 MINIATURES AND 2 CARDS FOR CONFRONTATION, RAG'NAROK AND CADWALLON:
DAĪKINEE ZEPHYR (REFERENCE CARD), THE DAĪKINEE ZEPHYRS (EXPLANATORY CARD).

DAĪKINEE ZEPHYR
RANK: DAĪKINEE SPECIAL.
25 A.P.

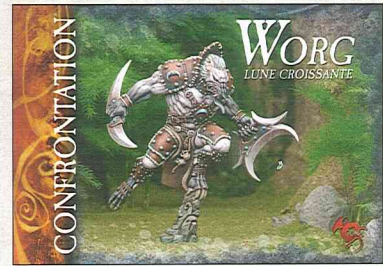
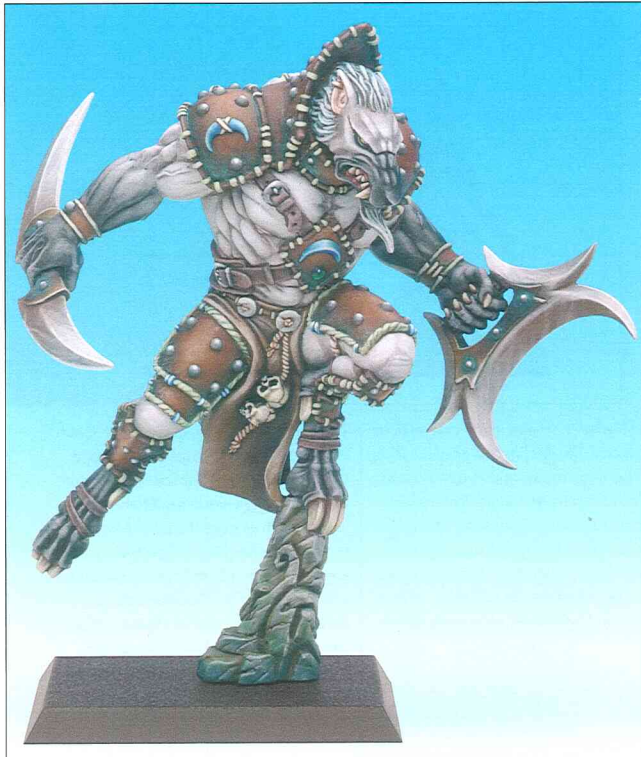
RECOMMENDED
RETAIL PRICE: \$ 13.00 / 10,00 €

Ever striding the path of war, the zephyrs patrol the borders of the Eternal Forest at all times. Even though they simply scare off the occasional intruders, they are merciless with those who invade their territory or violate their sanctuaries. Leaping from tree to tree, they attack by throwing their discs between the branches. These symbiotic throwing weapons, sharp as razor blades, slice through air, flesh and metal with a characteristic whistle which reminds of the sound of the wind in the leaves.

The zephyrs are typical special fighters of the Daikinee elves: agile (INI 4), skillful (ATT/STR 5/5,) DEF/RES 4/5) and swift (MOV 12.5). Their main assets are their abilities: Regeneration/5 and Leap, as well as Ferocious which allows them to injure very heavily protected fighters, otherwise far too resilient for the strength of an elf. Their special capacity allows them to benefit from Ferocious with their symbiotic throwing weapons (STR 5, range 15-20-25), thus inflicting slow and painful death at range. No opponent, no matter how powerful, can resist a band of zephyrs.

WOLFEN OF YLLIA

WORG (WAXING MOON)



WFBO 03

Men thought there couldn't be anything worse than a wolfen. They believed they had found the ultimate predator. And they were wrong. Leaping out from the depths of time, come running the legends who gave birth to the wolfen: their fathers, their masters, the worgs! One after another, they are waking to join the army of Yllia.

The worgs are immortals of Destiny clad in sacred armors. They are warriors worthy of the Rag'narok: MOV 17.5, INI 6 and ATT/STR 7/15 are only a peep at the unbelievable power of these beasts. The waxing moon worg reference profile gives them Implacable/2.

THIS BOX CONTAINS 1 MINIATURE AND 1 CARD FOR CONFRONTATION, RAG'NAROK AND CADWALLON: WORG (WAXING MOON) (REFERENCE CARD).

RANK : WOLFEN LIVING LEGEND. 100 A.P.
RECOMMENDED RETAIL PRICE: \$ 39.00 / 30,00 €

ORCS OF THE BEHEMOTH

TROLL OF THE BEHEMOTH



ORBO 04

When the beat of the drums of the Behemoth sounds, the trolls leave their dens, answering the war call. There are ever more trolls showing up at the camps of the tribes of the Behemoth, offering their phenomenal strength and prodigious stamina to serve the cause of the orcs.

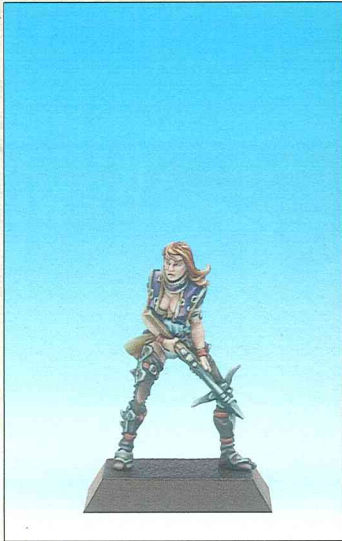
Presented in *Cry Havoc* vol. 02, the trolls of the Behemoth, true bulldozers, (ATT/STR 5/14, DEF/RES 4/12), are literally so thick that faith and magic have but little effect on them (Insensitive/4). These particularities and their taste for throwing rocks (STR 10, heavy artillery) make them terrifying opponents.

THIS BOX CONTAINS 1 MINIATURE AND 2 CARDS FOR CONFRONTATION, RAG'NAROK AND CADWALLON: TROLL OF THE BEHEMOTH (REFERENCE CARD), THE TROLLS OF THE BEHEMOTH (EXPLANATORY CARD).

RANK : ORC CREATURE. TRIBE OF THE BEHEMOTH.
70 A.P.
RECOMMENDED RETAIL PRICE: \$ 32.50 / 25,00 €



CDSP 04



ARCANIC THIEF

2 MINIATURES AND 2 CARDS FOR CONFRONTATION, RAG'NAROK, CADWALLON AND CADWALLON :
ARCANIC THIEF (REFERENCE CARD), THE ARCANIC THIEVES (EXPLANATORY CARD) .

ARCANIC THIEF
RANK : SPECIAL OF CADWALLON. GUILD OF THIEVES.
35 A.P.

RECOMMENDED
RETAIL PRICE: \$ 13.00 / 10,00 €

Spearheads in the war which opposes their guild to the Usurers, the arcanic thieves have the difficult duty of fighting magicians and their mystic traps. Ephemeral avengers, they risk their lives and souls to strike down Sophet Drahas, the King of Ashes. These courageous women go through a mystical training allowing them to face any kind of danger.

The arcanic thieves are dreaded fighters. Their crossbow allows them to deliver deadly volleys (STR 5) at range. In hand to hand combat, their "Assassin" and "Toxic/2" abilities will bring even the most terrible warriors to their knees. Finally, their special capacity is designed to efficiently fight opponent magicians by denying them a wide range of spells. With such warriors, the guild of Thieves can stand up to any army of the Rag'narok!

Sergeant Borz is a veteran of many campaigns, as well as an expert in the handling of any weapon available in the White Stars arsenal. He naturally inspires respect to both his allies and his enemies... Sergeant Borz' voice and character are powerful tools that he has learned to use to his advantage. Aboard his Fire Toad, Bad Dog, he leads the White Stars to victory. When he is on foot, the Sergeant can communicate ultra precise data and guide his troops' fire thanks to his combat computer. And they better execute his orders quick, if they don't want to face his legendary wrath!

Sergeant A. Borz is a commander for the White Stars army and its first hero. Aboard Bad Dog, his favorite Fire Toad, he is real molosser. On foot, he is still a great threat to his opponents: thanks to his computer, he can guide his company's fire, offering shooting opportunities to fighters who otherwise couldn't shoot.



LUNCH 01



HERO BOX: SERGEANT A. BORZ

U.N.A.

1 MINIATURE AND 2 CARDS FOR AT-43.

RECOMMENDED
RETAIL PRICE: \$ 10.00 / 10,00 €



CDSP 05



CADWË FERRET

2 MINIATURES AND 2 CARDS FOR CONFRONTATION, RAG'NAROK, CADWALLON AND CADWALLON :
CADWË FERRET (REFERENCE CARD) ; THE CADWË FERRETS (EXPLANATORY CARD) .

CADWË FERRET
RANK : SPECIAL OF CADWALLON. GUILD OF THIEVES.
20 A.P.

RECOMMENDED
RETAIL PRICE: \$ 13.00 / 10,00 €

Band leaders take particular care of their ferret, the thief in charge of scouting perilous situations. Most ferrets are children or teenagers who become thieves when they grow up. But some of them do not lose their agility and discretion once they have grown up. Their experience becomes their wealth and their services are sought by the most prestigious bands.

The Cadwë ferret is an exceptional Scout. His pistol (STR 6) inflicts great damage to the enemy, giving the ferret the opportunity to engage him in hand to hand combat with an edge thanks to Assault firing. With a Resilience slightly above average, the ferret can hold the distance with the help of his "Survival instinct" ability. Finally, his special capacity allows him to take Cadwë bandits along with him. He is therefore the dream leader for units of Cadwë bandits in Rag'Narok 2.

I have finally completed my combat body and I am utterly satisfied of its aesthetics and its performances. Many congratulation messages have come in to reward my work. I am truly happy with the result. Since my grim golem body is finished, I feel powerful. When I walk the battlefield, I am on the front line. I have never experienced such levels of enjoyment. Of course, there are risks, since my body may be damaged or destroyed. But I like it. I really cannot understand why the others remain in their old bodies.

Atis-Astarte is an unusual rank alpha overseer, a commander for the Thierian army and its first hero. She enjoys battle so much that she specialized in close combat. Leading her grim golems, she attacks anything within her reach with celebrated fury. Her secret move: a unique routine allowing her to teleport her unit in contact with the enemy!



THCH 01



HERO BOX: ATIS-ASTARTE

THERIANS

1 MINIATURE AND 1 CARD FOR AT-43.

RECOMMENDED
RETAIL PRICE: \$ 10.00 / 10,00 €

ATTACHMENT BOX: WING TROOPERS

U.N.A.



UNEL 04

"Imagine yourself overlooking a battlefield from thirty five thousand kilometers above. Death from on high."

- Wing troopers' advertisement campaign, AT-42

The Attachment Box: Wing troopers contains all the miniatures necessary to strengthen a standard wing trooper unit: officers (ranking from sergeant to colonel), a medic and special weapon bearers (a laser gun, a missile launcher and two sniper guns). The wing troopers form extremely fast and deadly units. They are the spearhead of the offensive. Their favorite strategy is to strike behind enemy lines, catching the enemy in a pincer movement, and fall back on a defensive position once it is done. With an extended choice of special weapons and the addition of officers to their ranks, your wing troopers can now face any kind of threat. There are literally going to fall upon the enemy!

THIS BBX CONTAINS:
6 MINIATURES AND
8 CARDS FOR AT-43.

RECOMMENDED RETAIL PRICE: \$ 30.00 / 30,00 €

UNIT BOX: GRIM GOLEMS

THERIANS



THEL 05

The grim golem model is based on a type 2.2 frame and was designed to execute advanced combat routines. Exclusively dedicated to close combat, its computing power is used by its optical jamming device instead of the traditional ranged combat files, otherwise useless to it.

Swift and discreet, the grim golem is equipped with a pair of reaper blades or with a flamer; this combination make it a dreaded killer in close quarter combat.

Grim golems are assassins and hunters. With their optical jamming device, they can step out on the frontline without fear. There is no point establishing any complex strategy: they run straight for the enemy, drowning him in waves of fire before finally engaging him to give him a taste of their reaper blades.

THIS BBX CONTAINS:
6 MINIATURES AND
3 CARDS FOR AT-43.

RECOMMEND RETAIL PRICE: \$ 25.00 / 25,00 €

UNIT BOX: DEFENDER SNAKE

U.N.A.



Painting realized by RACKHAM Studio painters based on production miniatures.



UNC2 01

The U.N. arsenal would not have been complete if it did not include combat striders capable of using long range weapons to strike armored fighting vehicles with accuracy. Combining speed, firepower and range, the "Defender Snake" MATCS (Medium Anti-Tank Combat Strider) is without a doubt one of the greatest industrial achievements of the U.N.A.: developed in record times, it quickly imposed itself as the future of medium combat striders. Defender Snake pilots are envied by all those who dream of laying their hand on this AFV hunter.

The Defender Snake is an anti-tank strider designed to have great mobility and mind blowing range. It can strike enemy armored fighting vehicles while keeping out of range. The mobility of this assault strider make it the ideal AFV hunter, capable of making the best out of any shooting opportunity, launching awe inspiring salvos.

THIS BOX CONTAINS:
A UNIT OF 1 MINIATURE, 1 CONTAINER
AND 2 CARDS FOR AT-43.

RECOMMENDED RETAIL PRICE: \$ 40.00 / 40,00 €

HERO BOX: TIAMAT

THERIANS



Painting realized by RACKHAM Studio painters based on production miniatures.



THCH 02

Tiamat is one of the most ancient Therians still active: she celebrated her hundred and twelve thousand seven hundred and sixty seventh birthday during Operation Damocles...

Tiamat considers she is a superior evolution of the Therian species and believes she has not much left in common with the rest of them. She has no scruples at all exploiting those she believes inferior. Among other things, she picked up the habit of high-jacking their bandwidth and sometimes even their nanoresources. In the fury of battle, she has been spotted taking control of other overseers' bodies whenever hers was destroyed.

Tiamat is a rank omega overseer, the greatest commander of the whole Therian army. In control of her specially designed golgoth, she fights the enemy in hand to hand combat, reaping infantry as well as armored fighting vehicles with the same fascinating ease. Her mastery of nanoresources allows her to come back again and again, as long as there are overseers to steal their bodies!

THIS BOX CONTAINS:
1 MINIATURE, 1 NANOGENERATOR
AND 1 CARD FOR AT-43.

RECOMMENDED RETAIL PRICE: \$ 30.00 / 30,00 €

UNIT BOX: KRASNYE SOLDATY

RED BLOK



Painting realized by RACKHAM Studio painters based on production miniatures.



RBRE 01

The krasnye soldat is the soul of the Revolutionary Forces, the base upon which their power was built. Highly motivated, equipped with weapons as solid as they are destructive, this soldier can adapt to any mission, always showing faultless spirit. A krasnye soldat fights in large units, with many heavy weapons and specialists. The firepower of these units is exceptional!

The krasnye soldaty are the soul and the strength of the revolutionary army of the Red Blok. More than any other unit, they are the foundations on which to build a company. Their assault rifles and grenade launchers are the scourge of enemy infantry. For further tactical possibilities, one of the krasnye soldaty can become sergeant.

THIS BBX CONTAINS:
A UNIT OF 8 MINIATURES
AND 3 CARDS FOR AT-43.

RECOMMENDED RETAIL PRICE: \$ 30.00 / 30,00 €

UNIT BOX: SPETSNAZ KOMMANDOS

RED BLOK



Painting realized by RACKHAM Studio painters based on production miniatures.



RBEL 01

The spetsnaz are the elite of the Revolutionary Forces of the Red Blok. They have no other speciality than excellence. Furthermore, they are used as much to motivate the troops as to accomplish the most dangerous missions.

Equipped with the most efficient antipersonnel weapons available to the Red Blok, the spetsnaz are the best soldiers ever trained by mankind. The spetsnaz are more deadly than steel troopers in infantry combat: they can outclass even the terrifying Thierian golems. At long range, their Gauss rifle is the enemy's nightmare; at short range, the flamer is even worse. For further tactical possibilities, one of them can become sergeant.

THIS BBX CONTAINS:
A UNIT OF 6 MINIATURES
AND 3 CARDS FOR AT-43.

RECOMMENDED RETAIL PRICE: \$ 25.00 / 25,00 €

CADWĒ MINOTAUR MAID

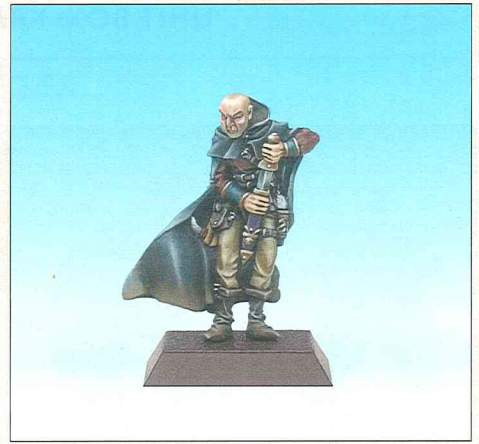


Most of the Cadwë minotaurs settled in Cadwallon when it was still a tomb raiders' camp. They were seduced by the promises of riches and the independence of the Free City. City life woke in them the peaceful temper of their ancestors; minotaurs of Cadwallon are not the trouble-making kind anyway. But do not be fooled, even those who spend their lives working as cooks are well able to wield a cleaver to defend the jewel of Lanever. The nice meals they prepare for their companions in arms have as much impact on victory as the whooping they give to their opponents!

Abilities: Brutal. Brutish charge. Heal/4.
Rank: Creature of Cadwallon.

CDCR04 (60 A.P.)

CADWĒ ASSASSIN



As indicated in his name, this fighter has the ability "Assassin". The effect of it is increased tenfold by Brutal and the Cadwë assassin's special capacity: no matter what, when he performs an assault, he can benefit from the effect of having charged and still use Assassin against his opponent. Besides he also has Resolution/2, which allows him to make sure he wins the Initiative test (INI 4) or to secure his strike (ATT 5)!

CDSP01 (30 A.P.)



WATER ELEMENTAL

The Water Elemental is just like the Element it symbolizes: ever changing. Its combat characteristics are already more than decent (ATT/STR 5/7 and DEF/RES 5/7), but most of them (ATT, STR and DEF) can be further enhanced using the ability "Concentration/2". These options make the Water Elemental an exceptional fighter, which can be summoned or deployed as a Scout thanks to its special capacity.

ELEA01 (75 A.P.)

- 12,5
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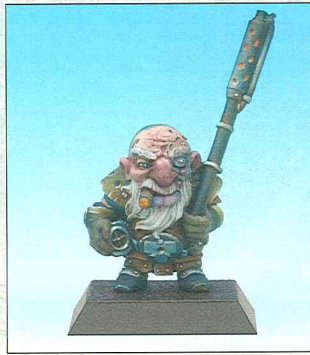
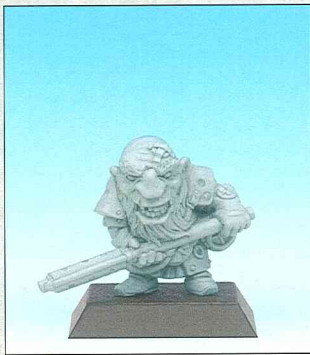
OPHIDIAN SYHE

The Ophidians have been enslaving humans for centuries to keep them company or perform their chores. Some Ophidians take particular care of the education of these slaves and their martial training. Lately many slaves have come to consider Ayane, S'erum's famous syhe, as a role model in the pursuit of their own glory or that of their master. The slaves who become expert fighters become Ophidian syhes.

Abilities: Possessed. Sequence/1.

Rank: Ophidian veteran. Slave.

OPRG02 (15 A.P.)



DWARF WRECKERS

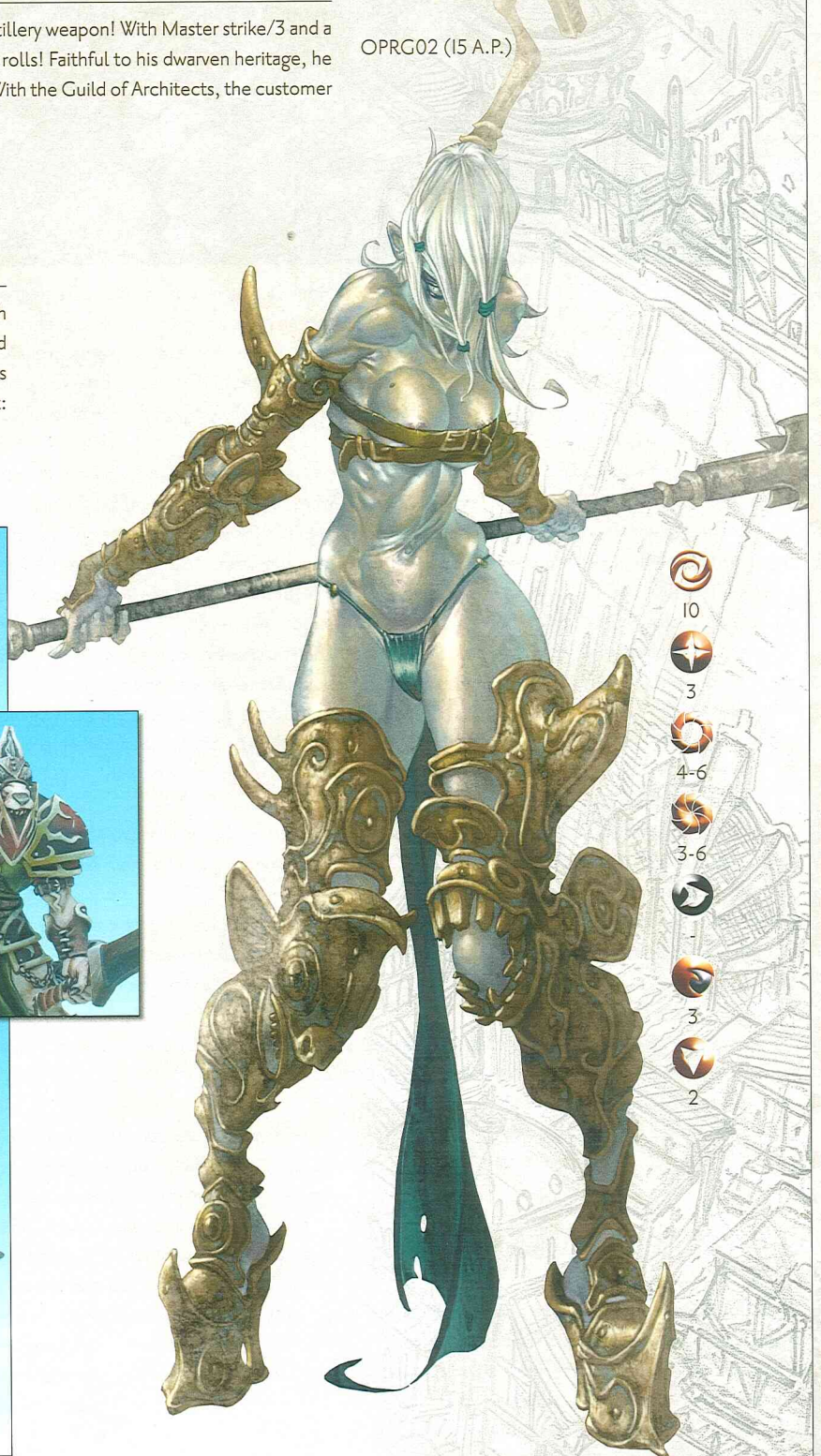
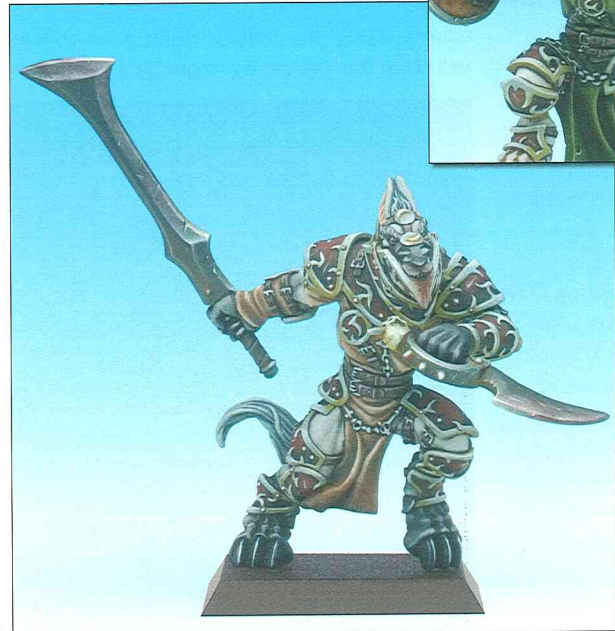
The wrecker is a striking fighter with remarkable power. A miniature artillery weapon! With Master strike/3 and a steam weapon/STR, he can, with a little luck, cause STR 20 Damage rolls! Faithful to his dwarven heritage, he also comes with Hardboiled and a Discipline above average (DIS 5). With the Guild of Architects, the customer is sure not to get robbed!

CDEL01 (25 A.P.)

FLESH EATERS

The three miniatures in this box are new sculptures. They come with brand new flesh eater profiles: their characteristics have been improved to represent their great physical power. Moreover each profile comes with its own ability representing one of the three aspects of the Beast: Master strike/1, Counter attack or Sequence/1.

DVBO01 (60 A.P.)



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CONFRONTATION : THE AGE OF THE RAG'NAROK

ON MARCH 16TH, THE FOUNDER AND ARTISTIC DIRECTOR OF RACKHAM, JEAN BEY, SAID ON THE CONFRONTATION FORUM THAT HE WOULD ANSWER ANY QUESTIONS THE ELECTRONIC COMMUNITY HAD TO ASK WHEN HE ANNOUNCED A NEW EDITION FOR THIS GAME. BY MARCH 20TH, HE WAS ALREADY GIVING ANSWERS CONCERNING THE EVOLUTION OF AARKLASH AND THE GAMES TAKING PLACE IN THIS UNIVERSE.

CRY HAVOC WILL DEVELOP THESE STATEMENTS AND SHED SOME MORE LIGHT ON THE COURSE CHOSEN FOR THE GAMEPLAY OF THE NEXT EDITION OF CONFRONTATION.



ONE RULE TO PLAY THEM ALL

The next edition of *Confrontation* will be an innovative game, at the crossroads between 3.5 and the second version of *Rag'Narok*. The reactions spurred by our first propositions have definitively convinced our game designers: in order to simulate all the confrontations that influence the future of the *Rag'narok*, it seems relevant to offer a single game system.

These new rules will rely on unit based troops and independent Characters. The rules will allow the players to play both skirmish games with a handful of Incarnates or with troops grouped in units, to engage in larger battles.

The reason behind this choice is simple "The story told by *Confrontation* is the story of the *Rag'narok*: as long as you keep playing, there will be no end!" The previous editions of *Confrontation* and *Rag'Narok* told the same epopee from a different point of view. In order to reinforce its coherence, we believe it was necessary to create a new set of rules that could reconcile both of them.

Everyone can be reassured, none of the miniatures of the range will be forgotten in the process; all current references will get a new profile on our website www.confrontation.fr with the first publication of the rules.

A WHOLE UNIVERSE

Faithful to miniature gaming tradition, *Confrontation* went through several years of development with releases –including some truly surprising ones, it is true– that confirmed the potential behind *Aarklash* as well as the exceptional talent of the studio.

However, there was another side to the medal: our oldest cards used to mix ambiance texts and rules while some short stories were contradictory, "since *Aarklash* was being written as the sum of the subjective and incomplete points of view of its inhabitants."

Over the years, as the miniatures and the games were released, the *Confrontation* range grew very big, and for many people it became difficult to get into the game. By reading the forums and meeting you at conventions, it has appeared that some people have even forgotten that *Confrontation* and *Rag'Narok* were not meant to be two separate games but in fact elements of a common game system used to describe a war where the gods battle each other through their champions and their armies, seeking to subject a world to their will.

To solve this, the armies will be presented in "army supplements, just like the *AT-43 Army Books*", over the year 2007-2008.

"Some peoples, who have a denser and more complex background, will even get several supplements to describe in detail their various factions." Finally "These supplements will support our lead game, *Confrontation*, but they will also contain a chapter for *Cadwallon*."

These books are also the opportunity to show the latest changes of alliances and the new face of the *Rag'narok*. "None of the miniatures composing these armies will disappear though: they will be re-organized, under another form, in other factions, or will become common to several armies (where they will probably be given a different role each time)." The first signs of this revolution have been the subject of many articles of *Cry Havoc* since March.

So, for instance...

- ♦ The dwarves have rallied the Ways of Light after many of them converted to Merin;
- ♦ The devourers got carried away in Meanders of Darkness;
- ♦ The Kelt tribes are being scattered between the various paths of alliance;
- ♦ "The orc army will not disappear. It took us a long time to find an attractive and original aspect for this people. We have finally chosen the theme of the Tree-Spirit as a guideline to present you a people divided into several tribes, the Bran-Ö-Kor being only one among others."

These are only the first revelations of an evolution full of thrilling surprises.

You probably already know about this if you have read the forum recently. Your other questions have more to do with the evolution of the Rules or *Aarklash* rather than the coming release policy.

ARMY BOOK

Each book of this collection will explain the history of the people concerned as well as its vision of the *Rag'narok*, the presentation and the characteristics of its troops, the story of its Incarnates, spells, miracles and artifacts; and finally a short chapter for *Cadwallon*.

Each army will have its own army pattern, which will rely on obligations and limitations coherent with the *background*. This way "the characters played –and their background– will truly affect how their army is played. Thus, there will be no more Temple of the South army led by anyone else than Sered!"

CONFRONTATION : THE AGE OF THE RAG'NAROK

A new range of plastic miniatures will be available this autumn. All the pieces needed to play will be ready assembled and painted. There will still be metal pieces for hobby fans, but they will be rarer.

The new edition will surprise and reassure all *Confrontation* fans as the armies will be released in groups over a given period. The first armies to get their ready assembled and painted miniatures will be the Griffins and the Wolves (wolfen). The Lions, the Scorpions, the orcs and the Ram will soon follow in the winter of 2007-2008.

A NEW GAME

“The way it is currently played, *Confrontation* is neither a fast game, nor a skirmish game anymore. When a 400 A.P. army is generally made up of 15 to 20 miniatures, you can't really call it skirmish. When a tournament game lasts one hour and a half, and ends without having reached turn 6, you can't call it a fast game anymore...”

This is the state of affairs, which led us to the creation of a second version of *Rag'Narok* and a 3.5 version of *Confrontation*, before really tackling the problem and offering you a new game this year.

Let's get down to what really interests everyone: the rules! This version was fed from the previous editions, while making sure the initial spirit would be back: playing the same game with a few pieces or with an army in an original universe, a world where the gods pick their champions by blessing them with the gift of immortality to defend their colors and extend their grasp over the world!

The new *Confrontation* will rely on the resolution table of *AT-43*, but the rules will certainly not be a copy/paste of our Sci-Fi game. It would not be relevant; heroic-fantasy is not Sci-Fi. It has its own needs, such as the detailed management of *mêlées*—the same way *AT-43* needed ground breaking rules for shooting. Therefore, the extreme values of the Universal table of resolution will not be automatic results, but will become opportunities for feats of arms (re-rolls).

The most emblematic rule of *Confrontation* will still be there, such as the activation sequence card deck for instance.

Only Characters will still have four health statuses, allowing you to play thrilling skirmish games on the theme of Incarnation. The troops will have a number of health points depending on their Size.

The striking power of each fighter will depend on his rank. A few abilities will be redefined to accompany these changes.

“Super elites”, like the praetorian guard, will acquire a legendary troop status and be necessarily modified for the balance of *Confrontation*.



Major allies, virtuosos and avatars have been foreseen, but the notion of “fourth rank” will disappear.

The champion status will also disappear to become the equivalent of the current “Special” rank. This way some troops will have access to artifacts or to game options to buff the fighters they support or accompany.

Characteristics will be standardized according to the fighter's equipment. This is a return to the origins. In fact, equipment used to be taken into account in the first editions of *Confrontation*. It was abandoned later because its impact in the coding of a profile was often unfair.

All the new profiles for the existing pieces will be available under various forms:

- First online, for free;
- Inside new *Confrontation* products of course and in army supplements;
- In card packs holding all the profiles of an army at a voluntarily low price.

Of course, the reference profiles will be revised in order to make sure the feel is the same when playing them. Some will also be “harmonized in order to obtain complete coherence between the profile, its background and its miniature. A profile will truly become the combination of the miniature's people and its equipment.”

Finally, the cards will be redesigned. They will look different and be available on the official website, as well as inside new products.



THE WORD OF THE... BEGINNING

Jean Bey has often been telling us that “our ambition has always been to create a game that allows players to have fun with awesome miniatures, and with the number of fighters they want, according to their personal tastes.” From day one actually. Everyone at the studio is working to make this new version of *Confrontation* the incarnation of this editorial goal. The *Rag'narok* has only begun. *Confrontation* will be the game that will allow you to decide the future of Aarklash.



PAINTING GUIDE: ABERRATION PRIME

FEBRUARY HAS SEEN THE ABERRATION PRIME JOIN THE SWARMING ALCHEMICAL RANKS. THIS MODULAR AND EXTREMELY DETAILED PLASTIC MINIATURE REQUIRES DIFFERENT PREPARATION WORK THAN A METAL MINIATURE. HERE ARE THE SECRETS TO BRING OUT THE MAJESTY, THE VICIOUSNESS AND THE PREDATORY ALLURE OF THE BEAST.

(RE)BIRTH OF A MONSTER

The carnyris clone was elaborated from scratch by the Heresiarch using the genetic stems of the monstrous isatephs. The creature was destined to mass production to secure the Scorpion troops supremacy over Aarklash. The destruction of the first Shamir put an end to this project...or rather delayed it, as the process was picked up once again during the grim events of the Dawn ritual. The first Griffins to ever come across this massive construct and to witness its unbelievable ferocity, simply called it the "aberration".

Several members of the Lodge of Hod have recently reported the existence of some oversized specimens. However they were met with the skepticism of their peers.

It seems today that those claims were not exaggerated after all.



The recent discovery, in the depths of the Second Shamir, of archives attributed to Dirz himself have allowed the Syhar to develop the genetic code of the creature to achieve its full potential: the first generation of aberrations was only the sketch work, a vanguard destined to test the enemy's strength in order to adapt their level of aggressivity according to the enemy's response.

The definitive version of the carnyris, as it was intended by Dirz himself, has emerged from the spawning tanks and is now ready for combat.

The new version of the aberration prime brings many changes to its predecessor without betraying the original concept.

Its obvious gain in size justifies a lot more the definitely offensive profile of the creature, although it would be more correct to talk about "profiles". In fact, the carnyris clone (the real name of the aberration) was until now not much of an adaptable fighter in gaming terms. A great number of variations are now possible thanks to the many alternative pieces clearly representing the different mutations.

Mandibles, dorsal spine, scrawny chest or femoral blade are there to put the final touch to this living nightmare.

Aesthetically speaking, the aberration retains its characteristic squatting position, but its legs, arms and overall look have been redesigned to seem more catlike.

With the same goal in mind, the pelvis bone appears under the stretched skin, giving it an even more predatory feel.

Very early in the making, it was decided that the dissymmetry in its figure should reflect the randomness of this unusual assemblage. Various pieces of armor, pistons, hydraulic jacks and cables penetrating the flesh are there to remind of how good the technomancers are at the impious merging of organic material and metal.

This chaotic aspect is an obvious reflection of the beast's true nature: an artificial brute built around a mechanical frame. It is more of a machine with instincts than a living creature in definitive. The complex entanglement of internal organs (visible through the ribcage) is there to wipe away any doubt about its bio-mechanical nature.

Finally, the beast stands on its textured base, representing the floor of some forgotten Scorpion laboratory where the clone was brought to life.

The thick armored door slid open with a mournful hiss, revealing two improbable figures. Small busy constructs were buzzing around like the actors of a grotesque ballet. In many ways, they resembled the infamous Pamera clones, despite their more controlled moves and their developed manipulating appendices.

A bleak phosphorescent glow lit the laboratory; the ornate ceiling reminded of the vertebrae of some oversized monster. The fact that there was a small genes library was also pretty unusual. The furniture was composed of disturbingly shaped alembics and retorts, resembling here an insect or there a crustacean.

With infinite caution, Ikbal Kazzaz picked the translucent tube from the hands of the Androctis clone standing by his side and put it solemnly inside a cooled alcove. The precious stem cells were finally safe after such a long journey... The Androctis clone had delivered its burden. Its mission accomplished, it gazed impassively



at what surrounded him. Its vertical slit pupils ran over the strange artifacts, without being able to make sense of what it saw.

Remembering the existence of the clone waiting for his orders, Kazzaz dismissed it with irritation. His attention was immediately focused on the center of the room, where a gigantic matrix tank hummed softly. Inside its container, the larva was hardly any bigger than a yopleûd ball, but the shape of a supreme predator could already be guessed.

The technomancer stuck his hand against the glass panel of the tank, contemplating its occupant with respect and excitement. The recent expansion of the carnyris code was a window open on infinite possibilities! Of course, he had already thought about altering this clone, but the fate of Danakil, executed for having had the arrogance of perverting the creation of the Heresiarch, had persuaded him not to. Today however, the situation was different since the alteration templates showed His seal.

The exploration of the lower levels of the city had in fact brought to light an extraordinary discovery. Among the remains of redundant experiments, obsolete clones and codex lost to the wear of time, a sealed laboratory was discovered in the Jejunum sector. The find caused quite a stir in the True Born caste. The Basyléus himself had made his interest known. Kazzaz wondered how this passage could have been missed by the Skorizes in charge of mapping out the lower levels of the city. Rumors concerning the existence of complex mechanisms concealed by Dirz himself had to be true after all. The reappearance, after so many years, of these secret archives written by the hand of the Heresiarch was there to prove it. He obviously had foreseen the current events and had deliberately hidden in this forsaken laboratory the weapon that would secure his people's domination over Aarklash and the victory of Aar-Tolth. Kazzaz could still feel the ecstasy he felt the first

time he had ever laid his eyes on the sacred texts, written in ancient Syhar, concerning these perfectly preserved carnyris stem cells: He knew that what he held had to be the legacy of Dirz to the Scorpion people. Working on the carnyris clone, Dirz' masterpiece, was blasphemy no more; it was an act of faith.

The newly found stem cells had been entrusted to various cities and laboratories of the Empire scattered across Aarklash. Right then, dozens of technomancer were working on the same code, putting all their energy and time into this project to outdo their colleagues.

With a smile on his face, Kazzaz spared a thought for the class proteus aberration, the latest version to have left the tanks. The clone had been tested in the Crimson Sands. It had taken less than minute for it to mince two Dasyatis into an unidentifiable pile of flesh...without mentioning the spectators killed by the outbursts of rage of the beast! Within a few months these prototypes would receive the status of replicas...

His trail of thought was interrupted by a persistent noise from the corridor. What was first a distant rattle soon became a vigorous clatter. It was the walk of an entity with more than four locomotor appendices. A few meters on the other side of the wall, a deep growl sounded, before what was on the other side carried on. Probably one of those custodian centipedes, the masterpiece of Hakal Ozen, that would have never gotten the approval of the master suffetes without the support of some superior authorities. Strangely enough, the posting of these horrors, supposed to guarantee his security, made Kazzaa feel irritatingly vulnerable inside his own laboratory. He was glad he had given orders to keep the airlock doors closed at all times.

With the guardian gone, Kazzaz went back to work with unfeigned delight. The metal appendices running along his backbone were connected to the machine,

unifying the inert and the living in perfect harmony. His extensive knowledge of the process allowed him to do the work of three bio-surgeons; watching him work would have been like admiring a demented organist play while his constructs danced around him coming and going with samples.

According to the code he had been given, he injected an honorable dose of wolfen aggressivity, a hint of Akkyshan viciousness and a pinch of brutality freshly delivered from the Behemoth.

Some more unspeakable philters were poured into the tank. Dark clouds of various colors were being mixed to the feeding liquid. The humming of the tank soon became a profound and mesmerizing pulse. The technomancer's face showed a smile of almost absolute ecstasy. This time, he knew it: nothing could possibly stand in the way of his creation. This was his masterpiece.

+TABLE +OP PAINTING

I/ Preparation

It is possible to build many different aberrations. The range of possible configurations (reaching twenty four!) being way too wide for this workshop, we have preferred to concentrate on a single profile. We have chosen an aberration prime with blades, femoral blade, "Argus module" head, mandibles, armored chest and simple dorsal spine.

The way plastic is prepared is completely different from metal. First the pieces must be cut out from the frame using wire cutters, then the residue should be removed using a hobby knife. The mould line is often more visible on plastic than metal. This step requires particular caution. The line has to be scratched off, using a hobby knife again, without damaging the surrounding plastic.

It is then essential to clean the various pieces with water and soap, using a toothbrush or a nail brush to remove the layer of grease used to get the piece out of the mould. This will make it easier to basecoat it properly.

It is not necessary to pin all the elements, thanks to the lightness of plastic; besides, the use of cyanoacrylate glue will cement the pieces together. The only elements that need to be pinned will be the pieces holding the miniature to the base and on the pin vise during the painting.

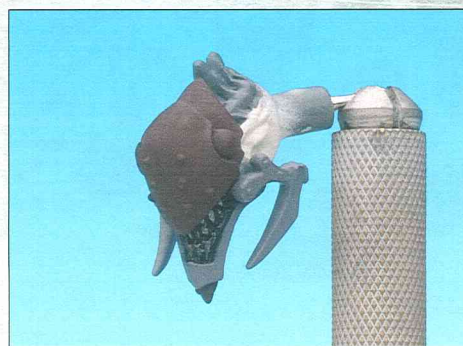




Only the dorsal spine will be glued to the torso; all other pieces will be painted separately. The different parts are given a white base coat.

2/ Base colors

The overall warlike aspect of the aberration prime is more important than its accessories. So there are less elements to treat than other pieces previously presented in this rubric. We will be able to concentrate on the essential, such as the aspect of the skin. Besides, since the surface of the armor plating and other metal elements is wider, it is crucial to put some time and effort into painting the gradations. The best thing to do is to concentrate on a step by step process with concrete objectives that can be done in one session. It's not a 100 meters dash...unless you want it to.

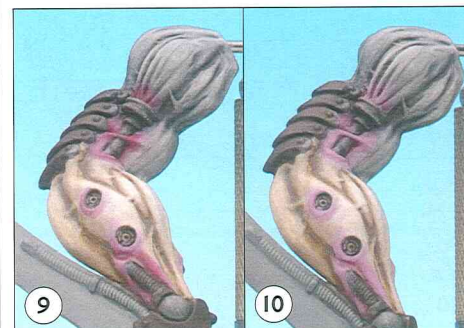
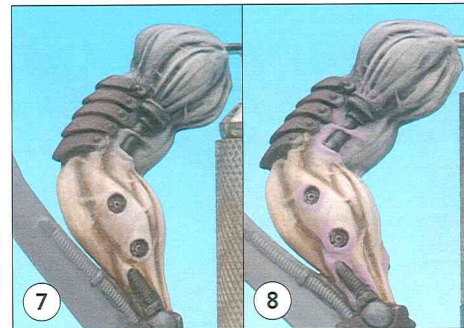
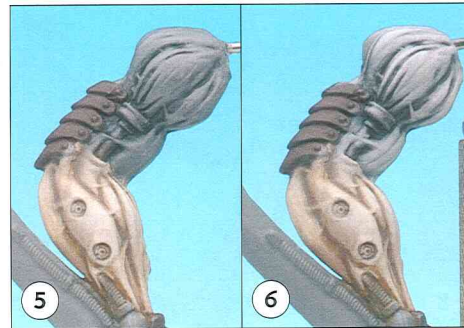
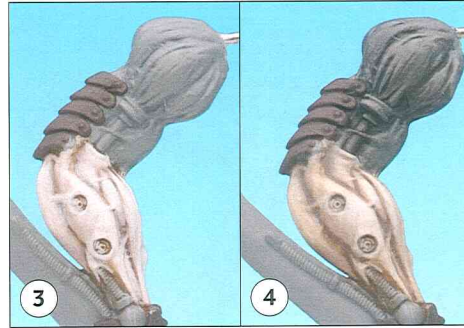
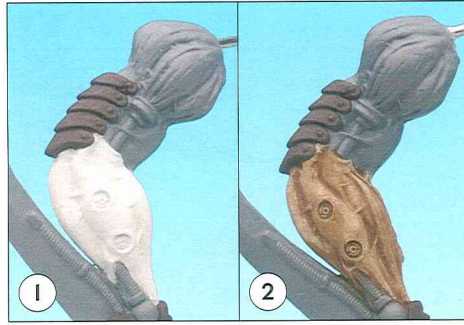
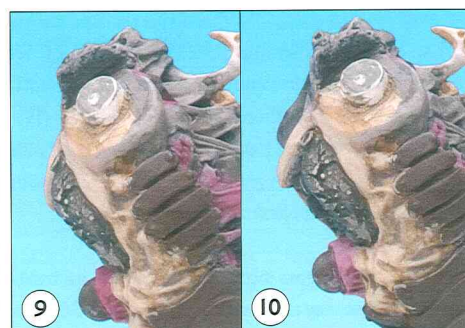
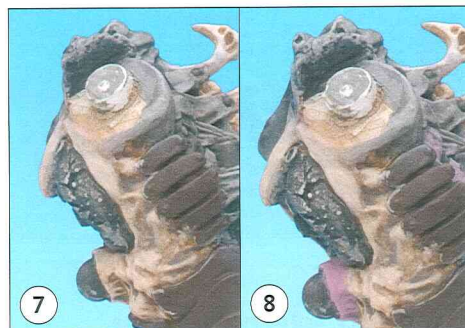
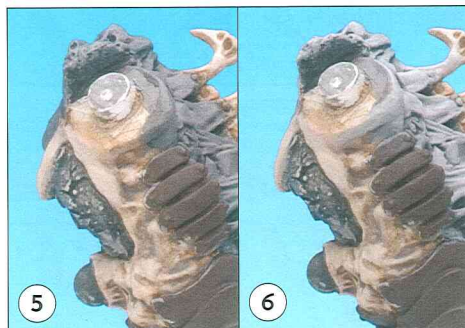
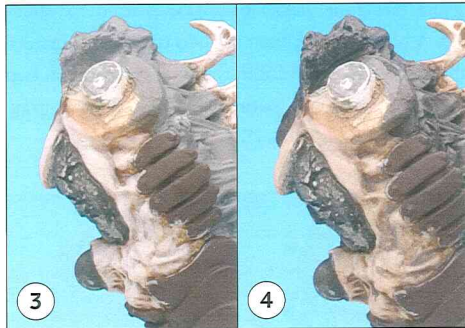
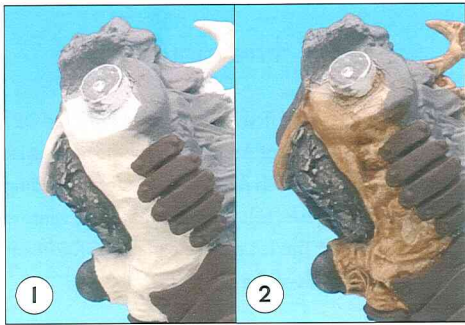


The skin is by far the most important element of this miniature. The painting needs to be sober and simple to make sure the miniature speaks for itself, without being dull though. The greatest difficulty on this piece is the two color pattern used for the creature's skin. The goal is to manage a natural and efficient transition between the grey and beige zones.

Some useful colors:

- | | |
|---|--|
|  001 Eternal white |  002 Accursed black |
|  003 Abyssal blue |  005 Miqal blue |
|  006 Divine purple |  010 Palina green |
|  013 Antique green |  019 Chitin green |
|  020 Dirty leather |  021 Beastly flesh |
|  022 Sail of Δναφδδδ |  023 Kallienne yellow |
|  033 Fiend flesh |  034 Natural leather |
|  035 Arcavia red |  036 Rackham red |
|  041 Naësis white |  042 Wildcat gray |
|  043 Sharp gray |  044 Steel gray |
|  045 Gray of Darkness |  047 Alchemical yellow |

ABERRATION PRIME



So the grey parts get a layer of *Gray of Darkness* and the beige zones are primed in *Noësis white*. Like many animals, the clearer zones are located on the stomach and the extremities of the rear limbs.

Fiend flesh will be used as a base for the reddened zones, once the gradation between the grey and beige is done.

The metal plating gets a base of *Dirty leather*, while the pistons, tubes and gears are done in *Gray of Darkness*. The same goes for the blades.

For the jaws, the gums are painted *Arcavia red*; the teeth will be done with the mouth details, before the finishing step.

The internal organs found under the armored chest are treated like the gums. Finally, the claws are painted in *Accursed black*.

3/ the skin

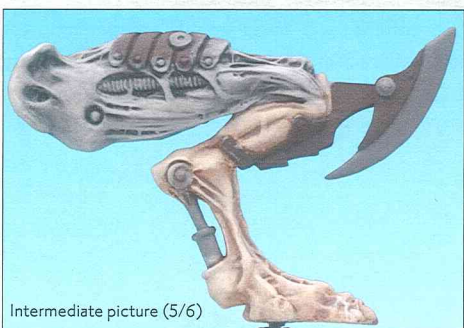
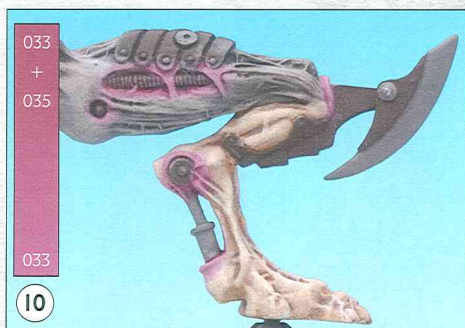
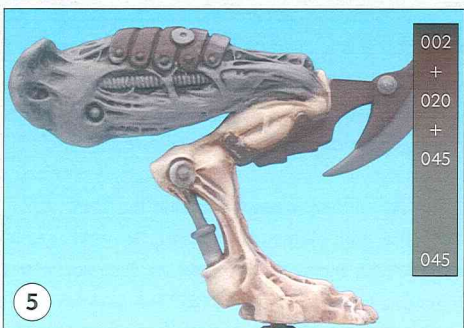
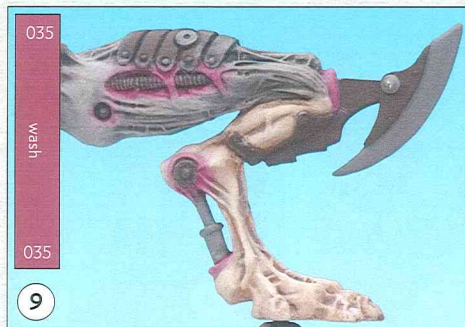
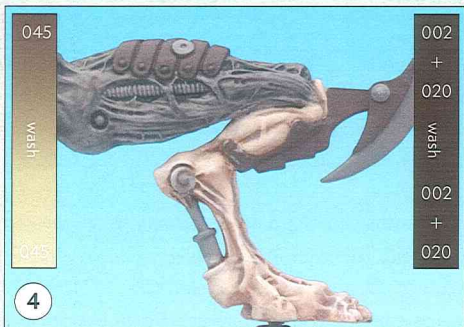
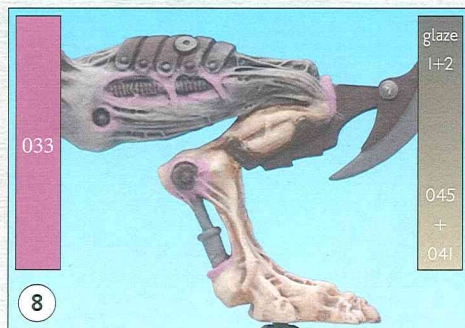
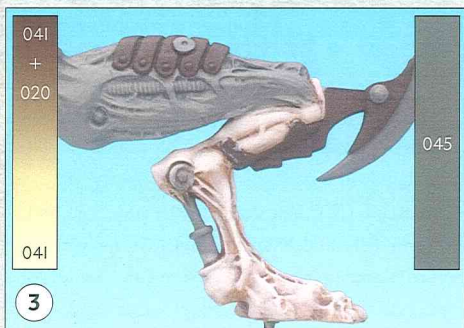
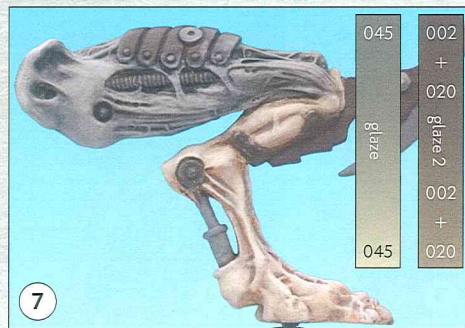
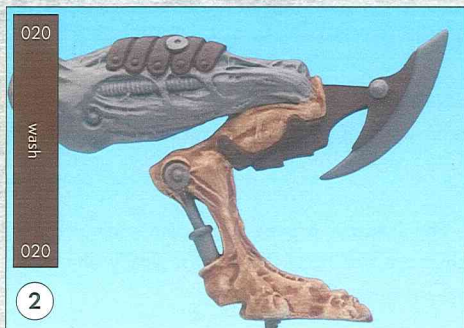
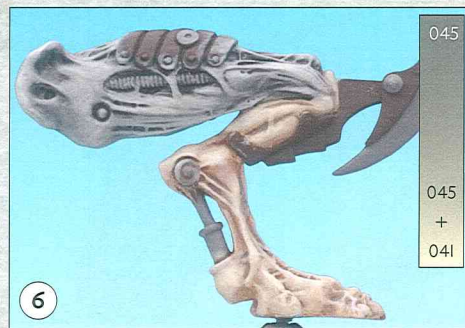
The skin is done in two major steps: first the beige zones then the grey zones.

The beige (1) is first shaded with a wash of *Soil of Avagdu* (2). It is then softened with *Elven flesh* before blending it to *Noësis white* (3). This is done mainly on the beige zones, slightly overlapping the grey ones.

To unify the grey and beige zone, a second wash is done, using *Gray of Darkness* (4), both for the shading and highlighting. Touches of grey are left here and there to connect both parts.

In parallel with this second wash, the grey is shaded with a 30/70 mix of *Accursed black* and *Dirty leather* wash (4). It is then softened with *Gray of Darkness*, which is then lightened towards a 90/10 mix of *Noësis white* and *Gray of Darkness* (6). A glaze of *Gray of Darkness* is applied. A second glaze, done with a 30/70 mix of *Accursed Black* and *Dirty Leather* (7), is used to darken these areas. Finally, the highlighting mix used previously is used to re-color each muscle.

The skin is then reddened around the rivets, tubes and other non-biological implants, to represent irritated flesh and scarred tissues. As seen above this requires a base of *Fiend flesh* (8). This base is shaded using *Arcavia red* (9), with very light washes. They are then softened with *Fiend flesh* (10). Each element is lined with a 30/70 mix of *Accursed black* and *Dirty leather*, and highlighted to reach pure *Eternal white* (11) for the brightest parts.

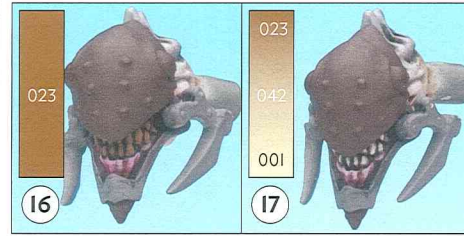
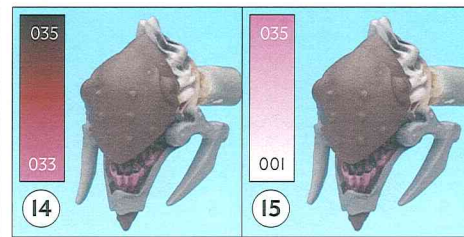
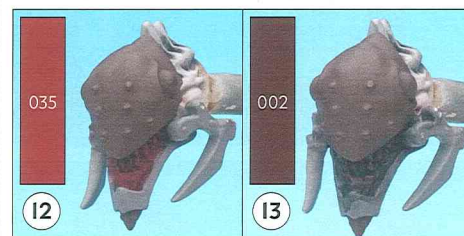


Intermediate picture (5/6)

4/ the mouth

The gums are done first. The *Arcavia red* base (12) is shaded with a wash of *Accursed black* (13). As usual the area is blended with *Arcavia red* before blending it to pure *Fiend flesh* (14). A touch of *Eternal white* is used to highlight the lot before a glaze of *Rackham red* is used to finish of the gums (15).

The *Kallienne yellow* base (15) is used for shading. A black wash is then applied to clearly separate the teeth (13). Each tooth is then highlighted in two steps, to reach the pure color: first *Wildcat gray*, then until *Noësis white* (17).



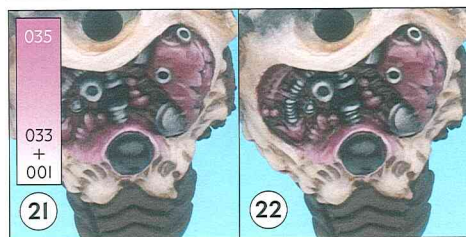
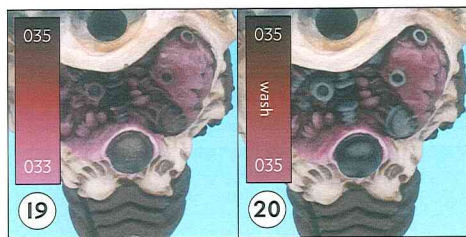
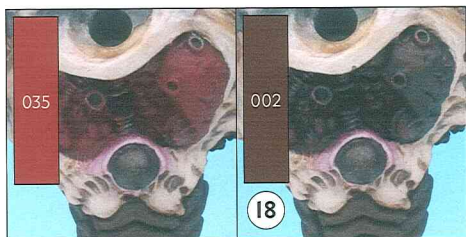
5/ Internal organs

They are treated like the gums. First a wash of *Accursed black* (18), then some *Arcavia red* is used to soften the area. The red is then blended to *Fiend flesh* (19). A glaze of *Rackham red* is done before finishing off with pure *Fiend flesh* (20). A gradation is done, ending with an 85/15 mix of *Fiend flesh* and *Eternal white* (21).

The metal elements integrated to organs are treated in the same way as those described page 20. The sphere is painted black, and, like the organs, given a layer of shiny varnish (22).

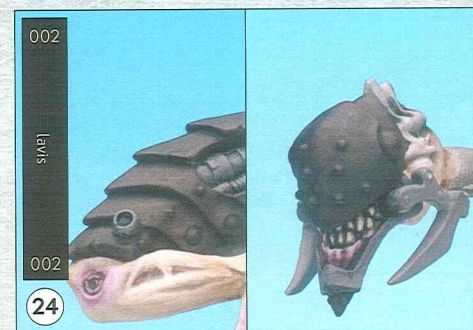
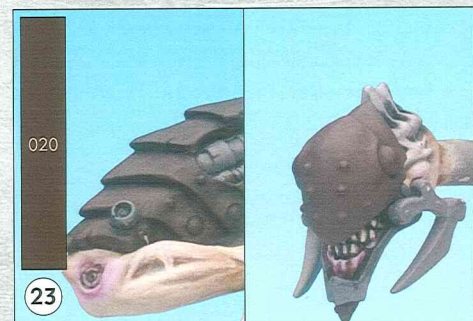
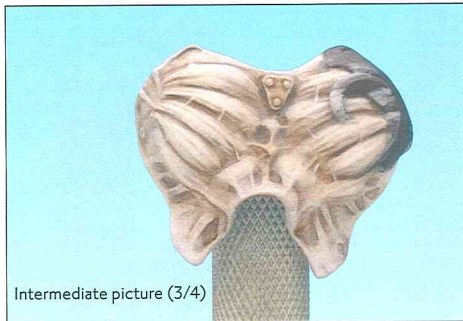
7/ Armor plating

These zones are pretty easy to paint but it takes time. However, there is no need for too much detail. Simple and efficient painting will bring out the work done on the skin through the choice of colors. It will be more



6/ The dorsal spine and armored chest

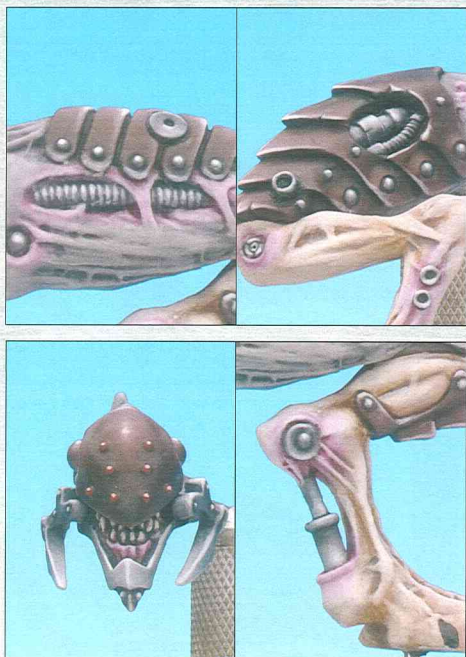
The armored chest is treated exactly like the skin parts. The spine is treated exactly like the beige parts (I to II).



interesting to detail the other metal parts, because of the fact that they are set into the skin. It is the same for the blades that tend to attract the eye and whose wide surfaces allow more freedom.

The *Dirty Leather* base coat (23) is shaded with a wash of *Accursed black* (24). The whole is softened with *Dirty leather* (25), which is blended to pure *Beastly flesh* (26). The same operation is repeated with *Noësis white* but only around the edges. The edges are finished off with a hint of pure white (27).

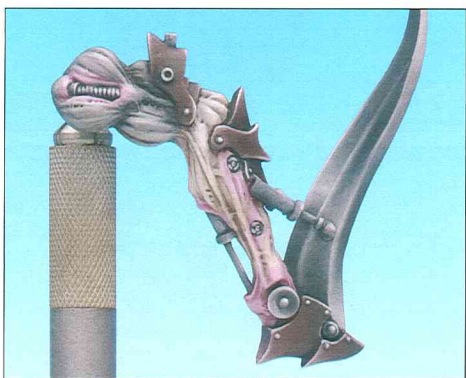
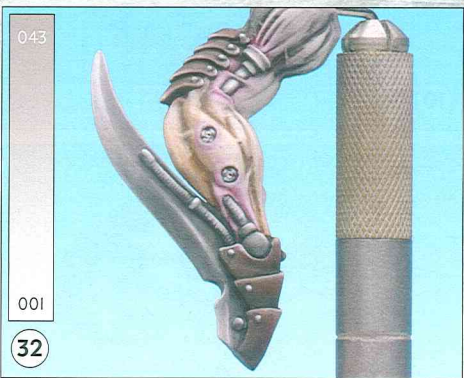
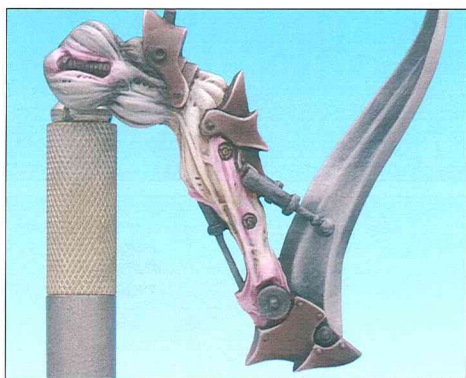
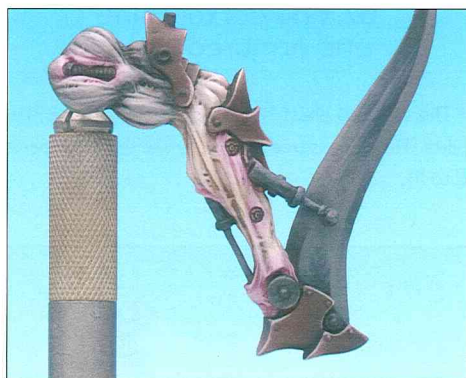
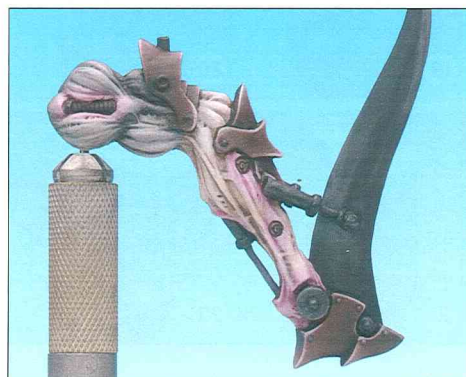
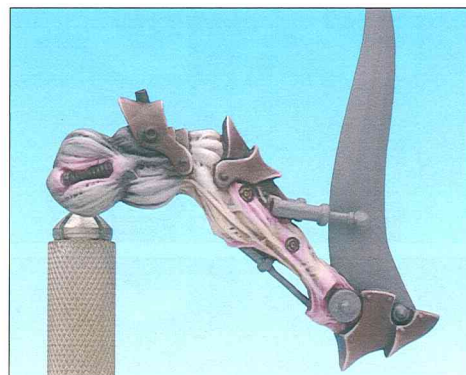
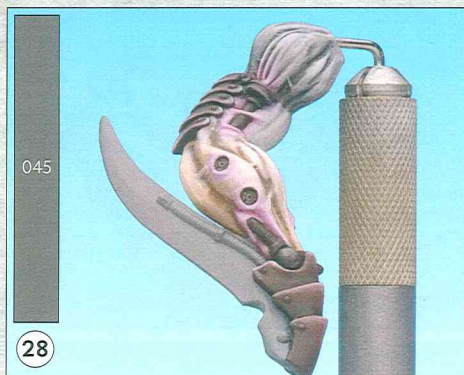
8/ Metal element (tubes, pistons, gears)



As you will have noticed, the base color of metal elements is the same on many Rackham pieces. The aberration prime is no different. The *Gray of Darkness* base (28) is shaded with a black wash (29). The whole is softened with *Grey of Darkness* using transparency, still using a reversed and controlled wash (30). A gradation is pushed to *Sharp grey* (31). The color is then blended to *Eternal white* and used pure for the edges (32).

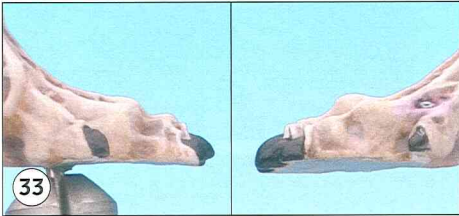
9/ the blades

The base is treated just like other metal elements, except that bright white edges are not done immediately. Each blade is worked first with glazes of *Abysal blue* and *Soil of Avagddu* to tint them. Scratches and dents are then added using *Sharp grey*. They are then blended to white. It is important to give some forethought about where the white should be added according to the lighting angle.



10/ the claws

All we need to do is stress them slightly. Some shiny varnish mixed with *Accursed black* to get a shiny black paint. The shiny black is then simply and progressively softened (33).



11/ the eyes

The eyes get a base of *Arcavia red* before being highlighted with *Rackham red*. Finally a white dot is dropped on each eye (34).



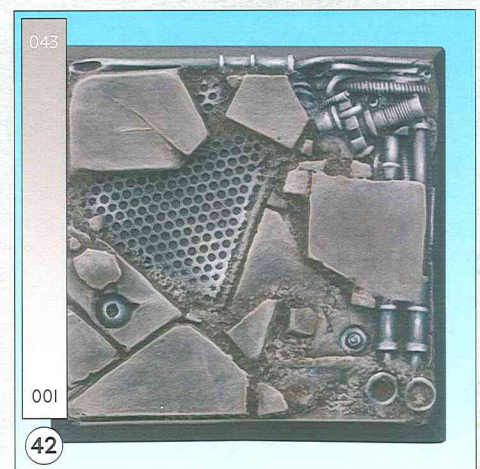
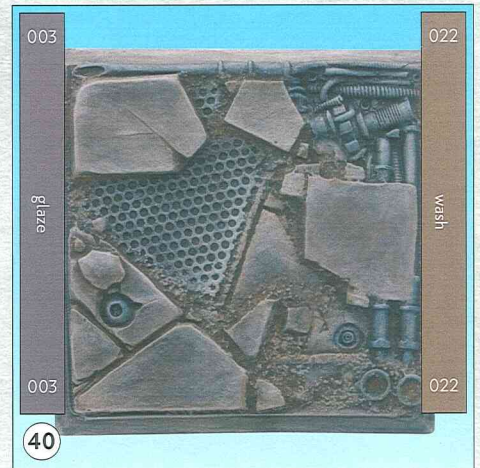
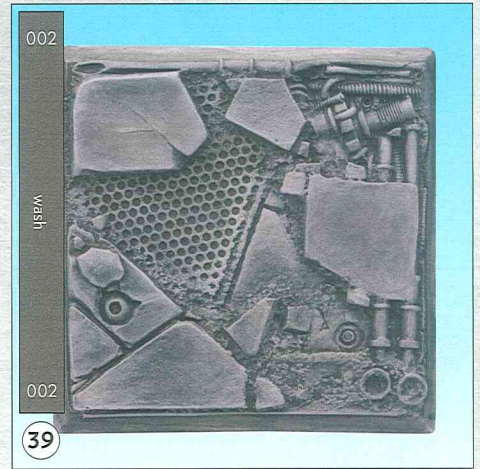
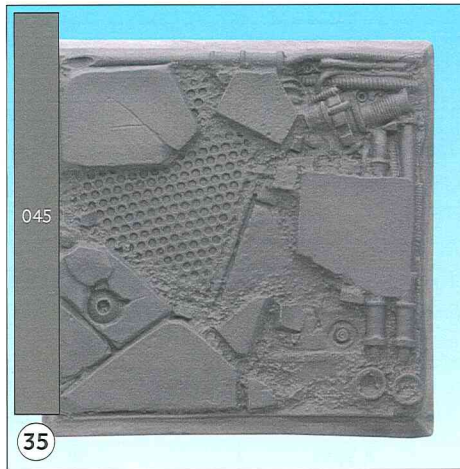
12/ the base

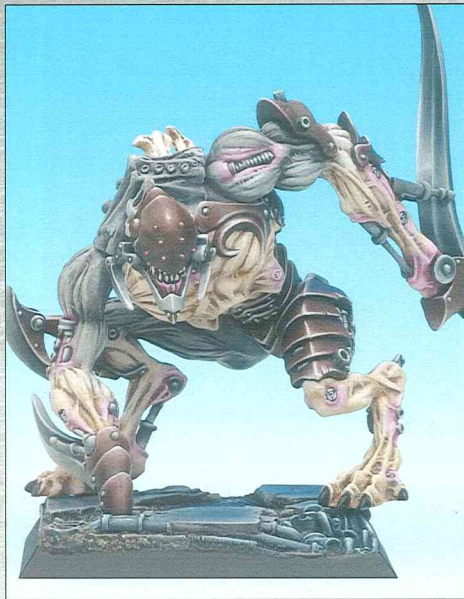
The base included in the box with the aberration prime is already sculpted and textured; no need to dig into the precious remains of previous conversions.

The entire base is primed in *Gray of Darkness* (35). It then gets a wash of *Accursed black* (36). Stone and metal are then painted differently.

The stone parts are softened with *Gray of Darkness* (39), before being highlighted until *Sharp gray* (38), then tinted with a wash of *Soil of Avagddu* (40).

The metal elements are also softened with *Gray of Darkness* (37) and highlighted until pure *Sharp gray* (38). Several successive glazes of *Abyssal blue* are applied (40). Finally, glimmers are added with pure *Eternal white* (42).





The amniotic liquid flowed slowly from the incubation tank. The cables and feeding tubes were disconnected one after the other, falling on the metallic and sterilized floor. The creature, in its reinforced steel shackles, woke up. Infuriated by the pain, it gave its first "wail": a cry announcing death and destruction. Total and uncontrollable destruction.

CLING! CLANG! BONG! CLANG!

The chains were solid.
But suddenly...

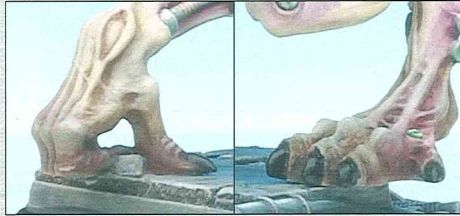
CLACK...
...CLACK...

...CRACK!
... ..

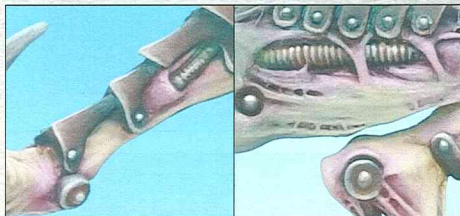
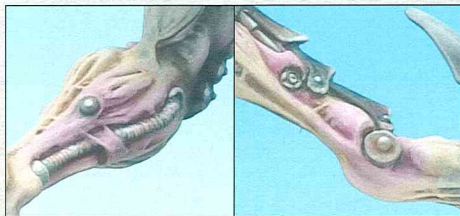
THE POWER
OF MUTAGENIC

Almost all of the pieces could do with some further work, especially with some subtle washes and glazes. The skin may receive several extra treatments.

First the extremities of the limbs could do with some dirt using *Steel Gray* and *Soil of Avagddu*.



Then, in order to push the tortured and ill looking aspect of the live flesh surrounding the implants, *Divine purple* mixed with *Arcavia red* is dropped in the hollows and around the implants. It is also possible to push to pure red. A similar but lighter glaze is done with *Migol blue*.



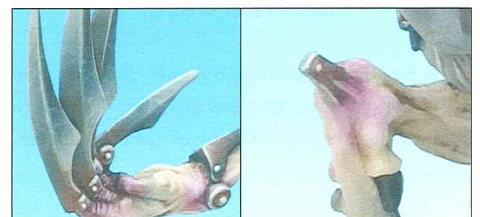
Finally, a 70/30 glaze of *Rackham red* and *Accursed black* is dropped on the grey parts.



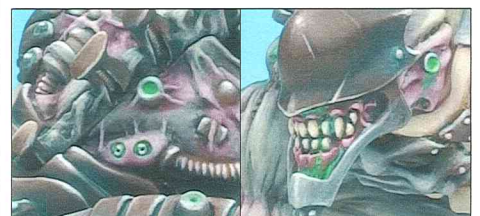
The armor can be made to look oxidized. To do so, some *Chitin green* is left by transparency in the hollows and in places where the metal plating overlaps. The effect is stressed by adding *Antic green* and *Patina green*.



The elements supposed to be made of steel get a glaze of *Abyssal blue* and another of *Soil of Avagddu*, in order to create reflections. Scratches are added using *Sharp gray* and then tracing thin *Eternal white* lines. The plugs that used to link the aberration to



the tank get some *Antic green*, which is progressively blended to *Alchemical yellow* to look like some oozing mutagenic liquid. A little rust is added to the plugs with tiny touches of *Natural leather*.



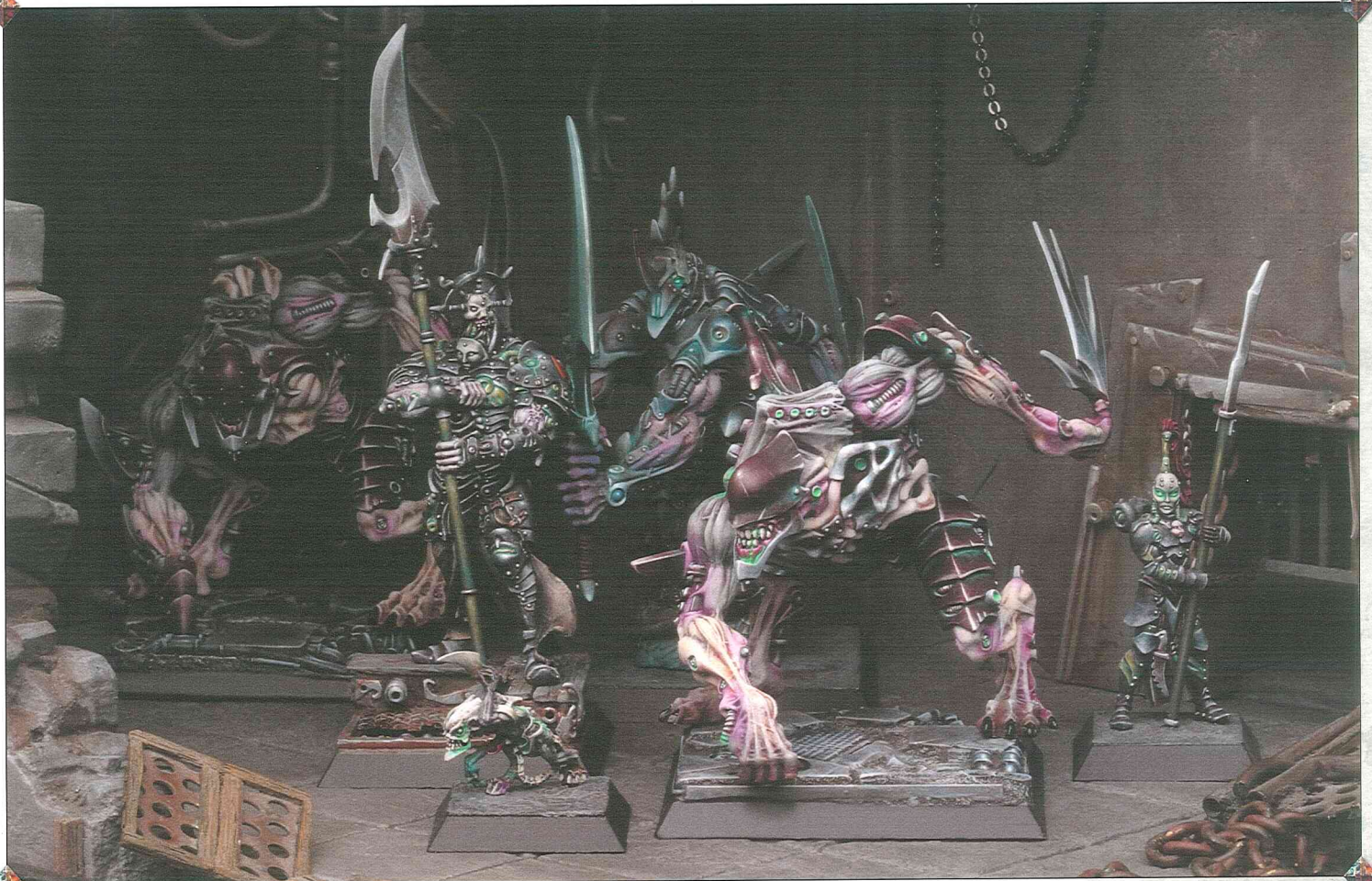
ABERRATION PRIME

Outside, howls of despair were distorted by their own echo. A terrifying hiss answered the call. Metal screeched and the howl died away suddenly. After a few seconds, a different and lighter hiss, almost inquisitive, was heard. Then the noise of claws rattling

on stone slowly faded as the creature walked away.

Inside, the room was littered with pieces of torn flesh, scattered across all over the place by the madness of destruction. Dirz only knows what happened there. Once the location of forbidden experiments, all

there was left of the laboratory was a mass grave. At the end of the corridor, light came pouring in through the smashed airlock door...





SIENNA, ARCANIC THIEF

THE DEVIL'S DAUGHTER

Sienna was born in 979 in one of the rooms at the guild of Thieves of Cadwallon. Her name was the only legacy left by her young mother, Nimlil, who died of exhaustion after labor. As her father never showed up, the women of the guild adopted the cute little orphan.

Sienna was therefore raised on the Thieves' bosom and distinguished herself from her surrogate brothers and sisters by her surprising agility and dauntless spirit. Her lucky star must have shone bright the day she was born, making her luckier than most. These three qualities pleased the Thieves, who began to consider Sienna as a mascot. However, she never had a true family and suffered from it all of her life. Sienna was jealous of the other children as she craved for affection and recognition.

When she reached the age of reason, she learned to beg and pick pockets to earn enough to make a living. Observing the every day life of the guild, the young thief realized that many teenage mothers she knew left their unwanted newborn to the care of the bards of destiny. She could not understand why she did not get to share the fate of the abandoned children.

So Sienna undertook the work of unveiling the mystery of her origins. She became the Silent and walled herself in her muteness and hid in the shadows. She became so discreet that even the Thieves, who were used to the trick, came to forget about her presence. Hidden under tables, in cupboards or behind the tapestry, the young Sienna managed to hear the secrets of the masters of the guild. She found out that she was indeed the daughter of Aghovar, "the Devil", rising star of the guild and twin brother of the Peer of Soma.

For a long time, Sienna felt resentful towards her father for not recognizing her. She was certain that he had acted so because a child would have hindered his ascension. Blinded by anger, she went as far as imagining that, some way or another, Aghovar had killed Nimlil to protect his ambition. When she was fourteen, the teenager began to learn the art of knife fighting, hoping to avenge her mother's death.

In 994, Aghovar became the master of the guild of Thieves. He launched his organization into the limelight and gave the crooks of Cadwallon the status they still enjoy on Aarklash today. In the meantime Sienna kept growing. Her hopes of recognition and revenge got mixed up in the turmoil of youth. In the following years she earned herself the reputation of being a discreet, fearless and merciless killer. Her dauntlessness was motivated by extreme feelings for Aghovar. She wanted nothing less than both the love and death of her father, without ever being able to engage any decisive action in either direction.

In 997, Aghovar was killed by Sophet Drahas, the King of Ashes, his rival and secret master of the guild of Usurers. The two guilds went to war at once. As she lost the object of her desire, Sienna suffered a

terrible depression. Once her period of mourning was over, she realized she was free to choose a life for herself from then on.



THE SILENT

One evening of 999, Sienna made an encounter that was about to change her life. Prowling in Den Azhir, she was spotted murdering a passer-by to steal his possessions. Chased by the militia, she took refuge in the embassy of Syharhalna, where she was immediately captured by the guards of the Scorpion.

Instead of handing her to the authorities or executing her, the Ambassador Shaïan Alud offered her a deal. He had heard of her talents and was seeking an agent of her kind to steal an item of great value from an Akkylannian, a Templar of the North called Esiode. The artifact sought by the Syhar was nothing less than a card from the legendary Tarot of Vanius: the Arcanum XVI, the Tower of Destruction. Caught like a rat in a barrel, Sienna accepted. She set off to the Temple of the North, in Avagddu, where a mysterious Syhar emissary was to meet her.

Soon after having set foot in Alahan, the solitary traveler was attacked by a group of devourers of Vile-Tis, a threat only recently appeared on Aarklash. Seriously wounded, she was saved by Kerlhann de Sandris, a Barhan adventurer. Their meeting was short but marked by a passion Sienna never forgot. She left him at dawn and resumed her route, without imagining the role this event would play in her future.

Once in Avagddu, she got in contact with the envoy of Syharhalna, Salias Yesod, also an adventurer. They tracked down Esiode, who had taken refuge in a grotto. The poor man was little more than an old wretch by then: the power of the Arcanum XVI had gorged on his vital energy. Sienna got hold of the artifact and abandoned Salias Yesod, who was left to face the agents sent on their tail by the Akkylannian Inquisition.

Although unable to wake its power, Sienna had enough time to observe the Tower of Destruction on her way back to Cadwallon. The destructive arcanum brought ruin upon its owner as well as upon his enemies. By holding this artifact, Sienna could have become someone and finally be recognized by everyone. It was only the fear of punishment and the promise of a high reward which made Sienna hand over the artifact to Shaïan Alud. The satisfied ambassador gave her a purse full of gold, a job at his service and proper housing.

Sienna barely had enough time to regret having betrayed the ideal of independence of the Thieves, inspired by her father, by accepting to work for the Syhar ambassador. She was soon taken captive by minions of the Usurers and brought before the throne of Sophet Drahas. The necromancer forced her to

THE ARCANIC THIEVES

The arcanic thieves benefit from the following rules:

Mana killer: When an arcanic thief inflicts a Damage roll (after a shot or a melee attack) to a magician, the latter suffers, until the end of the round, -3 on the final result of his Channel/OPP tests destined to restore mana points to his gems.

Disturbance wave: Each arcanic thief can trigger a disturbance wave during his turn. Any enemy magician within 6 squares of him suffers -1 on the final result of his Incantate/Special tests. This penalty is not cumulative if several Arcanic thieves are within range.

As a counterpart, the Arcanic thief gets the feat "Ephemeral/X" until the end of the round.

spy on Shaïan Alud for him; he threatened to have put her through tortures far worse than death if she was to refuse. By submitting the daughter of his former enemy, the lich was fulfilling several personal objectives at once: he finally had someone to spy upon the Syhar, he had got one step closer to the Arcanum XVI and he had taken a significant blow at the spirits of the guild of Thieves, making it easier to get hold of it. For many, Sienna was one of the ultimate symbols of freedom for the Thieves who remained faithful to Aghovar's ideals.

Despite their sinister perspicacity, neither Shaïan Alud nor Sophet Drahas were able to foresee the violence of Sienna's revenge.



THE ARCANIC THIEF

The months went by. The guild of Thieves, caught in terrible power struggles, was deep in crisis. More isolated than ever before, Sienna accomplished several assassinations and theft missions on behalf of both her dark patrons. Yet her soul was the heart of a weak but bright flame that had never died away since the day she had met the young knight. He had shown her that love and virtue still had a place on Aarklash. He had given her what she had craved forever: an ideal and a model of humanity.

This desire had always been buried deep inside her, muzzled by the expectations and needs of others. As she unleashed them, Sienna chose a course for her existence and drew the attention of a god forgotten far inside the entrails of Cadwallon for centuries. The power of Sienna's resolution and her taste for freedom were the reasons of her incarnation.

Convinced that these new powers were the fruit of her own determination, Sienna went to see Sophet Drahas, offering him to steal the Tower of Destruction in exchange for her freedom. The King of Ashes, certain that the young woman was nothing more than a puppet in his claws, accepted without hesitation. He had her accompanied by Aïnoa, his favorite assassin, and by a spectral guard. With her in-depth knowledge of the embassy of the Scorpion and her escort of Darkness, Sienna got past the Syhar guards and stole the Arcanum XVI without

any major difficulty. But, before leaving, she triggered the alarm on purpose and backstabbed Aïnoa with her poisonous dagger. The Tower of Destruction then gave her the power to eliminate the terrifying monsters sent after her and to escape from the embassy.

The night was not over yet when Sienna stood up on the banquet table at the guild of Thieves. Just like Vanius before her, she brandished the Tarot card to rally her companions and ring the time for revenge. Using the information she had collected, she was able to reveal the addresses and weaknesses of many Usurers; before dawn, dozens of agents of the King of Ashes met their end. With this victory, Sienna had regained her own freedom and that of the Thieves.

Sienna's natural and supernatural abilities inspired the creation of the arcanic thieves, assassins specialized in the hunting down and the elimination of magicians of Darkness. Contrary to the assassins she has trained, Sienna is not consumed by her powers. The virtues inspired by Kerlhann and his desire to overthrow the tyrants serving Darkness allow her to use the energy of destruction without suffering from it herself.

ARCANUM XVI: THE TOWER OF DESTRUCTION

The use of this artifact is declared after a damage roll is inflicted to a friendly fighter. The Damage roll is cancelled and the dice re-rolled. The designated test cannot be re-rolled anymore.

As a counterpart, the player rolls 1d6 after the new test. On a result lower or equal to "4", nothing happens. On "5" or higher, the holder of the card loses one health state. This loss cannot be ignored in any way.

The Tower of Destruction (taromancy)

Cost: 3

Difficulty: 10

Target: Character or creature.

Range: 12 squares.

Duration: Instantaneous.

The target suffers a wound roll (POW 4).

THE RAG'NAROK



THE DAWN RITUAL THAT TOOK PLACE IN THE YEAR 1 000 SPARKED THE RAG'NAROK, THE ULTIMATE CONFRONTATION. SINCE THEN, BATTLES HAVE BEEN FOUGHT ALL OVER AARKLASH AND THE GODS THEMSELVES HAVE BEEN PITTING THEIR PEOPLES AGAINST OTHERS. HEROES HAVE BEEN INCARNATED, TRAGEDIES HAVE UNFOLDED; ARMIES AND BATTLES HAVE CHANGED NATIONS, ALTERED DESTINIES AND TRANSFORMED AARKLASH. AND YET AFTER FOUR YEARS OF WAR, THE WORSE IS STILL TO COME.

From the height of his flying fortress, Asura de Sarlath is devising his dark designs to destroy his former brothers: the oracles of the Faathi (see *Cry Havoc* vol. 10). To carry out his plans, he has assembled an army of powerful demons of the Abyss, the molochs.

His personal vendetta is about to change Aarklash and the face of the Rag'narok for ever.

THE ALLIANCES

The journey of the flying fortress of the barony of Acheron, the Claw of Sarlath, has not gone unnoticed. The Concord of the Eagle, whose headquarters is also a flying fortress, the fortress of the Faathi, has sent the call to muster its allies. In preparation for battle, the Meanders of Darkness have already assembled. Whereas, faithful to their ideals, the Ways of Light have set out to protect the various peoples of Aarklash.

THE PATHS OF DESTINY

Abharûn and Nyris, the oracles of the Eagle, have seen the future of Aarklash and they know that the Rag'narok is about to enter a new phase. They have foreseen a battle against Asura de Sarlath and the defeat of the Concord of the Eagle. To avoid such a fate, the oracles have set up a strategy which should secure them the support of the Paths of Destiny when they will be at their weakest. Performing new predictions, they gained the conviction that their apparent defeat will be a prelude to their total victory.

Upon the initiative of the Concord of the Eagle, at the end of the year 1 003, a war council is held aboard the fortress of the Faathi and attended by the peoples of Destiny. During this council, the two oracles, who are also the military leaders of the Concord of the Eagle, reveal to the peoples of Destiny that the Empire of Syharhalna is preparing a massive offensive on the Bran-Ô-Kor. Shaka-Morkhai, the envoy of Jackal, confirms the reality of the threat. The peoples of Destiny thoroughly argue about the strategy to adopt. Nekhar

the Ecstatic, the emissary of the Disciples of Vile-Tis, offers such radical solutions that they are immediately met by the reprobation of the other communities. Nekhar, enraged, leaves the fortress threatening to side with Darkness.

As for Tan-Kair, the envoy of Tir-Nâ-Bor, he refuses to take any part in any further negotiations. The dwarven people is well out of danger inside its fortresses and it is out of question for him to engage in an alliance with the goblins. He also leaves the assembly.

Finally Bazûka and Irix give way to the natural animosity opposing the Rats of No-Dan-Kar and the Children of Yllia. Only Maneös, the Daikinee envoy, will accept to organize a landing in Avagddu in order to send a detachment to defend the Bran-Ô-Kor. The oracles take the opportunity of this generous initiative to explain to the emissaries the importance of standing united under the banner of Destiny. But the war council still ends on a semi-failure and the future seems pretty glum for the oracles of the Faathi.

THE MEANDERS OF DARKNESS

Unable to get past Kaïber, the Limbos of Acheron have decided on a change of strategy for the Meanders of Darkness. They are seeking to make the North of Aarklash a new strategic point and to attract the troops of Light there, far from Kaïber.

When the Claw of Sarlath reaches Tar-Haez, the Meanders of Darkness hold a war council. Ardokath, the Drune envoy, shows up accompanied by a representative of the devourers of Vile-Tis, Velris, Prince of the Impure. The peoples of Darkness accept Velrys' offer: the Disciples of the Beast will side with Darkness.

Strengthened by this new alliance, the presence of the Claw of Sarlath and the molochs, terrible demons summoned in numbers for the occasion, the generals of Darkness review their plan to conquer the Bran-Ô-Kor. Asura promises to provide Razheem with airborne support and assures him that he will take care of everything to bring the combats in the Ivory Dunes to an end and relieve the fortress of Danakil.

This plan, called the "Dance of the Scorpion", should allow the Empire of Syharhalna to annihilate the fortifications of the Griffin and take down the Republic of Tir-Nâ-Bor in order to get to the gates of the Temple of the North, where the alchemical legions will join the troops of Acheron arriving from Tar-Haez.

Furthermore, the Scorpions must take Djaran to cut the forces of Light's supply road to Syharhalna. Finally, during the whole time of this invasion, they will support the Ophidian Alliance in the Fangs of Fire, helping them to carry out a landing in Akkylannie.

The Drones are supposed to skirt round the Temple of the North by the western route to rally the Plain of Tears and support Syharhalna. The Possessed of the Abyss are given orders to carry out reconnaissance missions in Lor-An-Kor and to harass Kal-Nam in order

THE ALLIANCES UP TILL NOW

THE MEANDERS OF DARKNESS

The Ophidian Alliance (Serpent): The Ophidians are allied to the living dead of Acheron and to the alchemists of Dirz.

The Seers of Caer Maed (Stag): The Kelts of the Drune clan are allied to the living dead of Acheron, to the dwarves of Mid-Nor and to the devourers of Vile-Tis.

The Empire of Syharhalna (Scorpion): The alchemists of Dirz are allied to the living dead of Acheron, to the Akkyschan elves, to the dwarves of Mid-Nor and to the Ophidians.

The Limbos of Acheron (Ram): The living dead of Acheron are allied to the alchemists of Dirz, to the Akkyschan elves, to the Kelts of the Drune clan, to the dwarves of Mid-Nor and to the Ophidians.

The Possessed of the Abyss (Hydra): The dwarves of Mid-Nor are allied to the living dead of Acheron, to the Akkyschan elves, to the Kelts of the Drune clan and to the alchemists of Dirz.

The Web of Ashinân (Spider): The Akkyschan elves are allied to the alchemists of Dirz, to the living dead of Acheron and to the dwarves of Mid-Nor.

THE WAYS OF LIGHT

The Barbarians of Avagddu (Minotaur): The Kelts of the Sessair clan are allied to the Lions of Alahan and to the Griffins of Akkylannie.

The Empire of Akkylannie (Griffin): The Griffins of Akkylannie are allied to the Lions of Alahan, to the dwarves of Tir-Nâ-Bor, to the Kelts of the Sessair clan, to the Cynwäll elves and to the Sphinx.

The Republic of Lanever (Dragon): The Cynwäll elves are allied to the Lions of Alahan, to the Griffins of Akkylannie and to the Sphinx.

The Kingdom of Alahan (Lion): The Lions of Alahan are allied to the Cynwäll elves, to the Griffins of Akkylannie, to the Sphinx and to the Kelts of the Sessair clan.

The Utopia of Sphinx (Sphinx): The Sphinx are allied to the Lions of Alahan, to the Griffins of Akkylannie and to the Cynwäll elves.

THE PATHS OF DESTINY

The Braves of Bran-Ô-Kor (Jackal): The orcs of Bran-Ô-Kor are allied to the devourers of Vile-Tis and to the goblins of No-Dan-Kar.

The Defenders of Tir-Nâ-Bor (Boar): The dwarves of Tir-Nâ-Bor are allied to the Griffins of Akkylannie.

The Disciples of the Beast (Hyena): The devourers of Vile-Tis are allied to the goblins of No-Dan-Kar, to the orcs of Bran-Ô-Kor and to the Kelts of the Drune clan.

The Children of Yllia (Wolf): The wolven of Yllia are allied to the Daikinee elves.

The Guardians of Quithayran (Scarab): The Daikinee elves are allied to the wolven of Yllia.

The Rats of No-Dan-Kar (Rat): The goblins of No-Dan-Kar are allied to the orcs of Bran-Ô-Kor and to the devourers of Vile-Tis.

CHRONOLOGY

BEFORE

- I 000**
 - The Dawn ritual, beginning of the Rag'narok (see *Rag'Narok*)
 - Beginning of the invasion of the territory of the Red Oak pack
- I 001**
 - Second battle of Käiber (see *The Fault of Käiber*)
- I 001 (autumn/fall)**
 - Battle of the Pillar (see *Cry Havoc* vol. 2)
- I 001 (winter)**
 - Battle of the Gorge of the Dragon (see *Cry Havoc* vol. 6)
 - Invasion of the territory of the Path of Opal
- I 002**
 - Destruction of the Erratum (see *The Ashes of Wrath*)
 - Bazûka's landing in Zoukoï
- I 003 (spring)**
 - Ritual of Destiny, arrival of the fortress of the Faathi (see *Cry Havoc* vol. 10)
 - Shurat's landing in Akkylannie (see *Cry Havoc* vol. 12)
 - Acheronian deployment on the Ynkarô
- I 003 (summer)**
 - Beginning of the Internal Crusade
 - Deployment of the meteors of the Ægis in the Abyss of Mid-Nor
 - Acheronian deployment on the Leâk-Shear

NOWADAYS

- I 003 (winter)**
 - War council of the Paths of Destiny
 - War council of the Meanders of Darkness
 - Beginning of the gathering of Caer Laern
- I 004 (spring)**
 - Battle of the Flying Fortresses
 - Battle of the Ivory Dunes
 - Siege of Djaran
- I 004 (summer)**
 - Battle of the Mourner's Gorge
 - Exodus from the Fangs of Fire
 - Gathering of Dun Scaith
 - Battle of the Northern Fortresses



to prepare the arrival of the Syhar troops. The devourers of Vile-Tis have already proven their good will with Shurat's invasion of Akkylannie. They are given orders to keep the Temple of the North busy.

As for the barony of Acheron, it must perform a diversion and force Light to concentrate its troops in the western parts of Aarklash, far from the conquests of the Empire of Syharhalna. The Acheronians must therefore open many portals to launch lightning attacks and use the Claw of Sarlath to lure the flying fortress of the Concord of the Eagle into a trap. This maneuver is essential to the success of the Syhar invasion. To secure its success, the barony of Acheron has called the molochs into action.

THE WAYS OF LIGHT

On the verge of the Battle of the Flying Fortresses, Light has not organized a war council. Yet it already has a well established strategy: it will support the Akkylannian crusades in Syharhalna. To do so the Lions must send a seaborne expedition from Luis-hana to support operations in Djaran and the north of Akkylannie, and another from Doriman to win back the Fangs of Fire. The peoples of Light ignore that the Ophidians have settled there. Relying on this support, Akkylannie must ram in the defenses of Syharhalna, notably at the Ivory Dunes, and increase its efforts at Djaran.

As the Kingdom of Alahan sends its troops eastwards, the Cynwäll must reinforce Käiber and if possible take the initiative to force Darkness into a defensive stance to thwart its strategy. This offensive will be shouldered by the dragons of Lanever and those of Icqnor, notably Netzach Maloth. Finally, the Cynwäll are asked to finish the building of the Fortress of Light in Nuahm, on the banks of the Ynkarô.

However the Ways of Light are getting harbingers of the forthcoming changes. Arkhos, Commander of the Temple of the East, has been meeting Avangorok the Elusive several times in Bran-Ô-Kor. Without revealing the secrets of the Concord of the Eagle, the orc commander has been alerting the templar about the advancing Syhar. In the meantime, the Republic of Tir-Nâ-Bor is getting closer to Akkylannie and to the Ways of Light, as it drifts away slowly from its allies of Destiny.

Rumors are spreading among the war staffs of Light. They echo the report from the Cynwäll at Käiber who claim to have seen the Claw of Sarlath hover past the Gorge of the Dragon. The secret services of Light are setting off, notably the Lodge of Hod and the Order of the Chimera, multiplying their investigations and combat missions. Some of these solitary heroes, such as Misericord and Sardar the Pure, are slowly unveiling the truth: some of the world's grimmest battles are about to break out. Unfortunately, their warnings will reach the generals of Light too late.





THE BATTLES OF THE RAG'NAROK

The Rag'narok has been going on for four years now. Some fronts have evolved to wars of position, as in Kaiber, others into wars of skirmishes, as in the Ivory Dunes. Finally, some have been the stage of blood-drenched battles such as Shurat's landing in Akkylannie. All these fronts will be shaken by the Battle of the Flying Fortresses.

ABYSS OF MID-NER (Hydra versus Bæar)

Thanks to their new steam-powered inventions, notably the meteors, the dwarves of Tir-Nâ-Bor are pushing back the Possessed of the Abyss further each time. Galvanized by these achievements, Tan-Kaïr is well decided to exterminate them all before the year 1 004 is over.

Unfortunately, after the Battle of the Flying Fortresses, flocks of molochs come flying into the depths of Aarklash to negotiate with the Despot. When the molochs fly back to the surface, they are fighting on the Possessed side, changing the balance of power. But it does not matter, Tan-Kaïr will not turn around!

CAER LAEN (Hyena versus Griffin)

The forest of Caer Laern is the cradle of the devourers. After Shurat's departure and his military successes, it became the symbol of the mustering and the power of the Disciples of the Beast. Everyday new bands of

devourers converge there to form an army ready to fall upon Aarklash. The Temple of the North is harassing Caer Laern, penetrating further each time into the forest to prevent this gathering. The Akkylanians are also extending their military influence over the region, creating a true dominion, governed by Commander Thurbad, in order to avoid another breakthrough like Shurat's.

DJARAN (Griffin versus Scorpion)

Djaran is the Akkylannians' beachhead in this part of the continent. If the Syhar push them back to the sea, they will not be able to re-supply the Temple of the South and the Temple of the East properly anymore. The siege is stable, but the Scorpions are getting more and more aggressive. How long will the Griffins be able to hold on to Djaran?

DUN SCAITH (Siaq versus Minefau)

After the battles of the Ivory Dunes, the molochs have rallied Na'goth, a sihir of Darkness. The latter sends them to support the Drune. The molochs accept, against their will, to serve a people opposed to the gods and leave for Dun Scaith to meet Ardokath, servant of Na'goth. As the news of their arrival spreads out, all the chieftains of the scourges rally Dun Scaith to meet Ardokath and the molochs.

The Sessair choose to attack before this assembly gives birth to a great Drune army. The offensive is a failure and besides that, many Kelts interpret the coming of the molochs as a sign of the legitimacy of Drune beliefs and join them. The Sessair society is deeply shaken by this further schism.

FANGS OF FIRE (Griffin versus Serpent and Scorpion)

After the destruction of the Erratum (see *The Ashes of Wrath*), the Ophidians are pursuing two goals: they are seeking to regroup in order to take part in the Rag'narok and get revenge from Akkylannie. They hit two birds with one stone when the Empire of Syharhalna authorize them to settle in the Fangs of Fire. During the last months of 1 003 and the first months of 1 004, most of the Ophidians of Aarklash have set sail towards the Fangs of Fire aboard Syhar ships and are taking possession of the islands, despite the presence of pirates and Akkylannian cruisers. They are preparing the invasion of Akkylannie and their return to Algardie.

FALL OF KAÏBER (THE) (Ram versus Draque)

At Kaïber, Light and Darkness struggle to take control of this strategic pass. After the redeployment of the armies of Light, it is now the Cynwäll who make up the majority of the force stationed at Fort Kaïber. They are carefully preparing their counteroffensive on the cursed barony.

FLYING FORTRESSES (Ram versus Eagle)

All the way from Tar-Haez, Asura de Sarlath sends a mystical challenge to Abharûn and Nyris. The fortress of the Faathi hovers over the Ægis and Avagddu to meet the Claw of Sarlath. Both flying fortresses meet up above Avagddu, carrying thousands of warrior mages and warrior monks aboard. Both fortresses are soaking with mana.



When the battle begins, waves of mystical energy rip across the skies of Aarklash. The power of the gods and the Elements shake the foundations of Creation itself, while the madness of Asura confronts the determination of the oracles.

While the living dead and the soldiers of the Eagle are locked in battle, Asura plays his trump card: the molochs.

The flight of the demons of the Abyss darkens the sky and plunges Avagddu into a bleak twilight. The Concord of the Eagle does not stand a chance faced with such numbers and such power. The demons penetrate the deepest sanctuaries of the fortress of the Faathi and destroy the gigantic artifacts holding it in the air. The flying fortress is defeated, but not the oracles. In a last burst of heroism, they unleash the spiritual power of the Thunder-Eagle upon the Claw of Sarlath, causing an explosion visible from the fortresses on the Northern borders of Alahan.

When the mana storm dies down, the fortress of the Faathi lies on the ground: the magicians of the Eagle managed to slow down its fall, saving the lives of its inhabitants. The Claw of Sarlath is torn open and gushes with mystical energies. Asura's campaign is endangered; he is forced to turn around and make it back to Tar-Haez.

GERGE OF THE DRAGON (Ram versus Dragon)

This pass is the only practicable way to get from Acheron to Alahan besides the Fault of Kaiber. Asura de Sarlath has set up mystical beacons there to facilitate the movements of his flying fortress. Several months earlier (see *Cry Havoc* vol. 6), he defeated a Cynwäll detachment right there, initiating the long journey of the Claw of Sarlath towards Tar-Haez and the duel against the fortress of the Faathi.

and the templars are leading lightning raids in order to counter them. However the Ivory Dunes seem definitely lost to Syharhalna.

LEÄK-SHEAR (Ram and Spider versus Dragon)

Continuously fended off at Kaiber, the barony of Acheron has come to an understanding with the Akkyskans. It is now the living dead who cross the river to assail the Cynwäll fortifications. The elves of Lanever, supported by the Alliance of Light, are holding on. They are the last line of defense between the Spider and the city of Aneirin, between the Akkyskans and Aarklash. Therefore, failure is not an option.

MEURNER'S GERGE (Jackal and Griffin versus Scorpion)

To force the fall of the Temple of the East and outflank Ogh-Hen-Kir, the Syhar army is engaging a wheel movement leaving from Danakil and intended to pass through the Mourner's Gorge.

INTERNAL CRUSADE (Griffin versus Hyena)

Shurat has landed on the northern shores of Akkylannie with a thousand warriors. His sole objective is to make it to Arcavia. Inexorably, he descends towards the South, rallying or slaughtering the Akkylannians standing in his way. Eschelius the Ardent and Saphon the Purifier are rushing back all the troops of the Inquisition available in an attempt to shove the living legend back at sea.

After this furious battle, many molochs see this retreat as a defeat and reject the responsibility of it upon the Acheronian war staff. The molochs leave the Claw of Sarlath and set out to find allies worthy of them among the peoples of Darkness, according to their mystical preferences.

As the news of the grounding of the Faathi spreads around, the peoples of Destiny understand that they must come to its rescue if they wish to save Destiny. Deep changes of strategy are made to help the Eagle.

FORTRESSES OF THE NORTH (Lion versus Minotaur and Stag)

After the Battle of the Flying Fortresses, the plains of Avagddu become a wide open battlefield. The Kelt clans are being pushed south as they seek new farmland or villages to raid. Daily incidents with the soldiers of the Lion occur on the borders of Alahan, until King Gorgyn decides to put an end to these aggressions. He sets up a military campaign and his armies ride out to Avagddu to annex the most warlike tribes and save the others from Darkness.

IVORY DUNES (Griffin versus Scorpion)

On their way to the Mourner's Gorge, the alchemical legions leaving from Danakil, crosses the Ivory Dunes and attacks the Akkylannian outposts. The clones are so numerous that they finally rip through this line of defense. Yet they are unable to prevent the surviving templars from warning Sered about the outflanking movement initiated by the Syhar army.

After this initial battle, further battles take place here: Danakil is sending reinforcements towards the Ægis





They are pushing back the orcs as the army marches forth. Akkylannie notices this movement of troops and decides to block both armies in the Mourner's Gorge. The Temples of the South and the East move out to meet the great legion of Danakil. At the heart of the battle, Commander Arkhos negotiates an alliance with the orcs. However the clones still manage to get past the Mourner's Gorge and Arkhos' army suffers heavy losses. Sered, Commander of the Temple of the South, pursues the clones and Arkhos falls back to the Temple of the East. With the help of the orcs, he is led on forgotten roads and rallies his fortress sooner than Razheem had estimated.



PA+H EF EPAL
(Wolf versus Rat)

Urged by the overpopulation of No-Dan-Kar, the goblins keep settling lands further to the East. Until now the wolfen stuck to scaring the settlers away by

raiding their encampments. Recently, the rumors of civil war in the Empire have stirred the settlers once again, endangering the sacred lands of the wolfen. Faced with this peril, the worgs have left their island and taken the lead of the wolfen packs to repel the invader. Once it will be done, they will be able to sever the evil at the root and raze No-Dan-Kar to the ground!

PILLAR
(Linn versus Hydra)

According to certain dominants of the Abyss, the tomb of Mid-Nor is concealed somewhere under the barony of Daneran (see *Cry Havoc* vol. 2). Several detachments have been sent through underground tunnels, but none of them were able to hold the position long enough to explore the Sanctuary of the Pillar. Each of these incursions has demonstrated to the Alliance of Light how easily the Possessed could get around under Aaklash. This threat explains the relentlessness shown by Tan-Kaïr in his campaign.

RED PAK
(Hydra versus Wolf)

The territory of the Red Oak pack is a magical forest, home to the sylvan animæ. The Possessed of the Abyss are trying to conquer the forest, to establish a new colony there. They plan to have it composed of possessed wolfen and perverted animæ. The

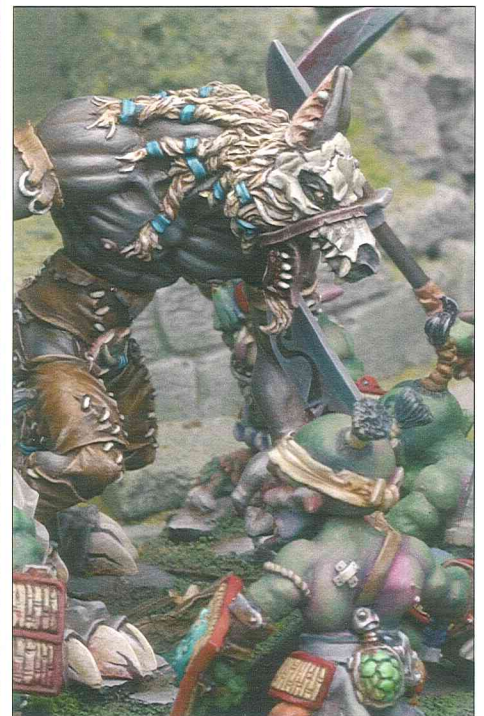
wolfen are resisting ferociously thanks to the combined power of the Red Oak and the worgs who have recently set foot on the continent. Wolfen resistance is so fierce that the offensive of the Hydra is losing its momentum and the dominants now fear a counter-attack.

YNKARÛ
(Spider, Ram and Hyena versus Scarab versus Dragon)

The River Ynkâr is the location of many bloody battles between all ways of alliance. The barony of Acheron and the Web of Ashinân are desperately trying to set foot on the northern shore, while the Alliance of Light, led by the Cynwäll, is building a fortress near Nuahm to block these attacks. Caught in this conflict, the Daikinee fiercely defend their realm against any form of intrusion. Finally, since the council of Darkness, the half-elves devourers have sided with the Meanders of Darkness.

ZOUKÛÏ
(Raï versus Raï)

For several years now, the rebellious Yakuza has been challenging imperial authority, while Ûraken has been threatening to rise to power. These tensions have crystallized over the island of Zoukoï, Yakuza's den. If the latter ever managed to drive back the imperial forces, he would bring the Empire to its knees and would be able to enforce his claims. If the more traditionalist generals of No-Dan-Kar manage to suppress the rebel, they will send Ûraken's creed of into oblivion. If, on the contrary, Ûraken wins, he will return to Klûne a hero and will become so popular that he will be able to overthrow Emperor Izothop.





THE COLONIES OF MID-NOR

THE POSSESSED OF THE ABYSS ARE MOST OF THE TIME CONSIDERED A NUISANCE RATHER THAN A PEOPLE OF ITS OWN, PRETTY MUCH LIKE LOCUSTS OR EPIDEMICS. THIS REPRESENTATION IS A SERIOUS MISTAKE. THE CULTURE OF THE POSSESSED IS UNDENIABLY PERVERSE AND DEMENTED. HOWEVER, IT IS RICHER AND MORE COMPLEX THAN MANY OTHERS, EVEN AMONG THE OLDER CULTURES. IT IS TRUE THAT UNDERSTANDING THEIR PARADOXICAL SOCIETY IS NOT EASY. THE LIFE AND STATE OF MIND OF A DEAD BEING CALLED BACK FROM BEYOND TO BE POSSESSED BY A DEMON SUBJECTED TO THE WILL OF A DWARVEN DEMI-GOD IS NECESSARILY NOT THAT EASY TO GET...

The Possessed of the Abyss are made up of communities that live in the entrails of the continent and that venerate Mid-Nor and therefore the Hydra. The most famous among them are dwarves that were brought back to life by the demonic powers of the Despot (see insert).

Just like the Despot, the spirit of a Possessed is stretched between the spirit of the demon tied against its will to a body that is not its own and the mind of the victim. Besides, some can also hear the voice of their creator, the Despot.

The Possessed of the Abyss are poor wretches torn between the incompatible desires of both sides that now form their composite soul. Raised by the will of the Despot, they are condemned to share his dreams of freedom and revenge, of power and death. But they must also satisfy the wicked penchants of the demonic being who now shares their carnal envelope. And sometimes scraps of the aspirations that formerly animated them before their transformation come back to haunt them.

THE SONS OF THE HYDRA

The Dawn ritual that allowed the return of the Scorpion god on Aarklash rang the beginning of the Rag'narok. There were consequences well beyond Syharhalna: the event fuelled the envy of many other entities who aspired to return to the continent of legend, among them the Hydra.

The sinister will of this being of Darkness gave birth to the sons of the Hydra. These Possessed are bound to the nine heads of the god and they worship them as the various aspects of Creation. They believe the number nine has undeniable magical properties: these warrior monks become stronger when they gather eight companions around them. They also have stupefying regenerative powers and they can grow back severed limbs in no time.

WHO IS THE DESPOT?

The story of the Possessed is bound to the legend of five heroes of Tir-Nâ-Bor who, soon after the creation of their nation, ventured down into the entrails of the Ægis to annihilate the chtonian servants of Darkness. One of them, Mid-Nor, fought the Hydra, an evil Immortal, alone as his companions left him to his fate. Although mortally wounded, the Incarnate managed to defeat the chtonian entity.

Full of rancor, Mid-Nor cursed his sword tainted by divine blood. His soul fused with the dark power of the Hydra and Mid-Nor's spirit seeped into the steel of his weapon.

The legends of Tir-Nâ-Bor claim that Mid-Nor gave his life to guard the access from the Realm of Darkness through which the Hydra had found its way. On the other hand, the Possessed of the Abyss believe the dwarven heroes fled the fight, leaving Mid-Nor behind. Very few Incarnates (see *Aarklash in Rag' Narok and Secrets*, vol. 01, for *Cadwallon*) know the truth: in fact, at that exact moment Mid-Nor and the Hydra became one, realizing their Harmony. An avatar of one of the gods of the Creation had just stepped onto the chessboard of the Rag' narok.

Centuries later, a Defender of Tir-Nâ-Bor, Van-Ahn-Kaer, was accidentally pushed down into the same abyss during a skirmish. When he woke up he realized that he was in the cave where Mid-Nor had fought

the Hydra. When he pulled the hero's weapon from the rock, his will was immediately submerged by the spirit of Mid-Nor and corrupted by Darkness.

Thus was born the Despot, the first Possessed of the Abyss. His body is that of Van-Ahn-Kaer, his spirit is that of Mid-Nor and his powers are those of the Hydra. Since that day, the Despot is the Incarnate leading the Possessed of the Abyss into the Rag' Narok.

The nature and the goals of the Despot are complicated to understand for who does not know his story, simply because his mind is split between two wills.

The avatar born from the fusion of Mid-Nor and the Hydra craves for power and revenge. He is seeking the power of the Immortals to subject the people of Aarklash, starting with the Defenders of Tir-Nâ-Bor who are the target of his hate. Once it is done, his god will be worshipped on the continent as the icon of change, the Cycle.

Van-Ahn-Kaer, finally, has tried for a long time to prevent his torturer from reaching his goals and to protect Aarklash. Alas even the willpower of a dwarf has its limits; his desire to give up is growing everyday. Death would rid him of the burden, but the consequences would be terrible for the chtonian avatar...

Therefore, most of the Possessed of the Abyss pursue multiple and often contradictory goals. Their culture and way of life are a reflection of their unsteady nature.

Submission to the Despot is the law and philosophy ruling the lives of the Possessed. The projects of the tyrant steer their existence and his plans are the only horizons they can think of. This mostly explains their never tiring activity and the success of their civilization. Demonic technology (see *Cry Havoc* vol. 3) is an amazing achievement for such a young people. Without the Despot mercilessly darting them on to surpass themselves, this development would have been a lot slower. The will of the Despot, and of the chtonian avatar through him, haunts each and every one of his subjects. The faithful of Mid-Nor and the colony leaders, whose name begin with the nobiliary particle "Yh", the dominants, have a sharp awareness of the common mind connecting all the Possessed. Among these dominants, some have developed powers that allow them to use this shared spirit for military purposes.

Each Possessed of the Abyss is animated by a demon, summoned by the Despot himself in the name of the chtonian avatar that everyone calls Mid-Nor. These immortals are forced to incarnate the rotting envelope of a dwarf, breathing a repugnant imitation of life into it. Obviously angered, they seek a way to escape the curse that forces them to

obedience. This explains to some extent the unfathomable cruelty of the slaves of the Despot: these evil creatures damned to an eternity of servitude use it as an outlet for their rage.

This rage and their barbaric behavior are often in competition with the rest of the personality of the Possessed. Dwarves are remarkably stubborn and death itself is not enough to force a dwarf to back down. Once raised from the dead, the dwarves still show astonishingly lively traces of their former personality. This is both a force and a curse for the Possessed of the Abyss. Far from being simple puppets animated by the Dark mana, they are sapient beings showing great creativity and intellectual activity that a simple animated corpse will always lack. This side of their nature explains why the Possessed sometimes manage to break free from the Despot's domination – or at least aspire to it – and why those who do, stay relatively faithful to the culture of the Abyss. Not only is it deeply sunken into them by the demon who still possesses their body, but they stick to it out of pure stubbornness. The "dwarves of Mid-Nor" will never admit they are wrong. Despite death, despite their soul being torn and enslaved by the Despot, despite the demon dwelling in their flesh, the Possessed are still dwarves nonetheless in their own distorted way. It is the only way to keep the precious spark alive.

COLONY: IBENSETH

Emblem: The horned worm.

Chtonian lair: An underground network near Caer Mnà.

Dominant: Yh-Ibenseth, the Torturer.

Favorite allies: Limbos of Acheron.



When no one but the Defenders of Tir-Nâ-Bor knew about the existence of the Possessed of the Abyss, the colony of Ibenseth was the ultimate resort of the Despot to protect the secret of his existence. Like beasts from the legends of old, Yh-Ibenseth and his colony would spring out from the entrails of the earth and massacre any living being before mysteriously vanishing.

Once the secret revealed, Yh-Ibenseth and his colony became the army deployed by the Despot in his great battles. Weakened by decades of on-going war, the colony was finally defeated by the wolfen of the Throne of Stars, South of Caer Mnà. Yh-Ibenseth, fallen but not destroyed, was carried away by his lieutenant, Kanizhar the Cannibal. The incubus cared for the body for decades without ever being able to heal it: the wolfen's magic of whispers kept the wounds from curing. Vangghor and his colony succeeded to Ibenseth as the armed force of the Despot.



COLONY: AZAHIR

THE CRUSADERS OF THE ABYSS

Ibenseneth's ranks counts some troops that none of the other colonies have access to: the crusaders of the Abyss. These fighters, whose combat techniques were inspired by those of the Defenders of Tir-Nâ-Bor, are animated by unflinching loyalty towards the Despot and benefit from his favors. These elite warriors trained by Yh-Ibenseneth in person have inspired the creation of a new army corps among the ranks of Mid-Nor: the Hydra warriors.

When the Possessed of the Abyss, allied to the Limbos of Acheron, eventually annihilated the pack of the Throne of Stars, the blood of the wolfen warriors woke Yh-Ibenseneth from his torpor. At long last, time has come for a new demonic crusade: the Rag'narok.

Yh-Ibenseneth has for ever been one of the Despot's most loyal subjects. Now leading a new army, enrolled from the colonies of Kthan and Vangghor, the dominant has taken control a network of caves south-west of Avagddu. Alongside the traditional Kelt paintings covering the tunnel walls are now found hydras and horned worms. The first attacks of the colony of Ibenseneth have been reported in the lands of the Sessair and on the plains of Naël-Tarn, in Tir-Nâ-Bor.

Ibenseneth's army is characterized by its complete submission to the spirit of Mid-Nor. Yh-Ibenseneth and his warriors, blinded by zeal, do not see in war a mean but an end. They will not stop until there is a single enemy left to kill.

Emblem: Three eyes drawing a triangle inside a circle. The upper eye is pictured vertically.

Chtonian lair: The underground of Cadwallon.

Dominant: Yh-Azahir the Mad.

Favorite allies: Limbos of Acheron.

In Cadwallon, everything comes with a price. Alas, the wealth of a few is the reason behind the misery of a lot. In their ruthless ascension, the powerful strip entire families of their dignity, their homes and their income. But for several years now, the rumor has been speaking of the rise of a group among the destitute going by the name of "the Eye". The orators of the Eye, dwarven lepers for most of them, are federating the poor as the Rag'narok grows; the ultimate battle they claim is the prelude to a new age of equality, sharing and solidarity. They have spies everywhere reporting what is happening in the city as they wait for "The Night".

The leaders of the Eye hide under great cloaks scars and deformities that cannot be the result of a life of misery alone. They really are under the orders of Yh-Azahir. The one known as "the Mad" has gained his nobiliary particle by negotiating the settlement of his colony with the necromancer Sophet Drahas, who he is still in good terms with. The Possessed use the Eye to cover and finance their actions in the City of Thieves and its outskirts. The corrupt fluids of Yh-Azahir, with their mutagenic properties, are used during the secret rites of the Eye contributing to the abominable appearance of the dominant's goons.

Yh-Azahir, like all the Possessed of the Abyss who stay in Cadwallon for too long, is not as submissive to the Despot as he once was. Although both the Despot and Yh-Azahir aspire to stretch their influence over the City of Thieves, their motivations are different. It can be sometimes guessed from the actions of the dominant, whose behavior continuously sways from brutal to subtle. Yh-Azahir wishes to be both an actor and a spectator of the life of the Free City: actor as future master of Cadwallon, spectator as a spy serving the Despot.

THE LOST ONES

Of all the colonies of Mid-Nor, Azahir is the one that changes the most non-dwarven people into Possessed. Its diversity is a reflection of the city above. No species is excluded from the rites of creation of the Abyss, not even the wolfen or the ogres; proud protectors of Cadwallon. These non-dwarven Possessed are called the "lost ones".

Yh-Azahir justifies this diversity to his more traditionalist peers by the need for agents and spies in all the fiefs of Cadwallon. Limiting possessions to dwarves would only draw the attention of the exiles of Tir-Nâ-Bor and the authorities of the city. In reality he believes the Despot is a fool to stop at only dwarves and sees his future reign closer to the criteria of the Eye: a world of equality and sharing, although more macabre than his poor followers believe. A world of Possessed subjected to his will alone.





COLONY: SABAHAL

Emblem: A rotting bat wing covered in stitches.

Chtonian lair: The Labyrinth of Fury, in the tunnels under the fortress of Kal-Nam.

Dominant: Yh-Sabahal, the Winged Fury.

Favorite allies: Seers of Caer Maed, Empire of Syharhalna and Limbos of Acheron.



PRISON-URNS

The members of the colony of Sabahal, more than any other, are the best with prison-urns to lock up and torture the demons used to create the Possessed. Inside the urns, the demons are left to build up pure rage, the immemorial fury of an imprisoned immortal.

The Possessed of Sabahal are more sensitive to the effect of this overwhelming anger when it is unleashed. They also keep special urns for "special occasions"; in those urns are locked up some of the most ancient and powerful immortals. Those demons have been harassed and tortured for centuries without ever getting a second of rest.

No one knows what will happen once those beings are released, but it will definitely be something spectacular!

The Labyrinth of Fury is a thorn in the Defenders of Tir-Nâ-Bor's side, stuck deep under the fortress of Kal-Nam. This maze of corridors, echoing the shrieks of demons fed on anger and hate, is the impregnable lair of Yh-Sabahal. No one ever managed to explore more than a fraction of it. Its inhabitants, minor demons, have perfected the art of getting the intruders lost and harassing them till they go mad. The heart of the colony of Sabahal is located in an ancient network of dwarven tombs that provide an inexhaustible supply of corpses. It is here that the Possessed exercise their anger and strategy, developing their triple nature to the fullest. The members of this colony must be able to unleash their insane fury as well as devise the most cunning tactics. Part of their mind is lost in an abyss of anger, while the other part is a haven of serenity... Only a Possessed seeking to fuse what remains of his deranged personality and the supernatural intelligence animating his body can ever hope to pull off such an absurd feat. Yet the centuries of practice are beginning to show some result. The strategy of anger is now the trademark of the colony of Sabahal.

Yh-Sabahal dominates this colony. He is more of a model than a master. Ever since he became one of the Despot's goons, his infuriated spirit has not known a single second of peace. And yet he is one of the best strategists his people ever knew. Some claim Mid-Nor has shared with him some of his gifts of leadership. If it is true or not still has to be proven, but Yh-Sabahal is undeniably possessed by a demon of uncommon power, capable of dominating many inferior creatures: not only do the members of his community serve him with exemplary obedience, but swarms of demonic satyrs follow him wherever he goes, offering him anything he wants...their own lives included.

COLONY: KTHAN

Emblem: A black stain with a torn outline, with two blood red eyes in the middle.

Chtonian lair: The Abyss of Mid-Nor

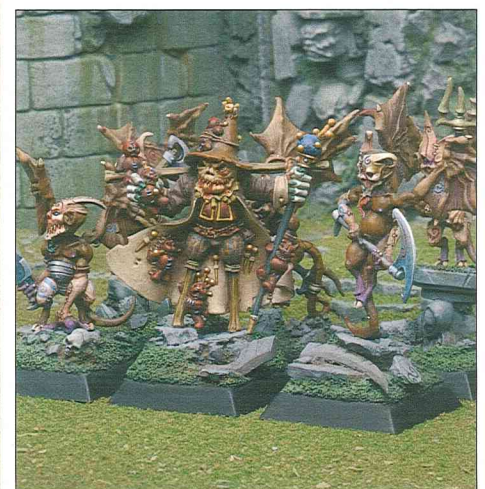
Dominant: Yh-Kthan the Demon of the Abyss.

Favorite allies: Empire of Syharhalna, Limbos of Acheron, Seers of Caer Maed and Web of Ashinân.

The colony of Kthan has the undeniable privilege of being located at the heart of the Abyss that saw the birth of their people. In accordance to this privileged position, the Possessed of Kthan have developed unique aptitudes that seem indissociable from the values they wish to embody. More obstinate than any other Possessed, their chase never ends before the enemy is completely destroyed. Under the authority of their master, they strike without hesitation and show no weakness. The sinister warriors of Kthan are the archetype of the Possessed, the kind whose name is spoken in fear. Paradoxically, the Possessed of this colony commend humility and self-effacement. Being only the vessels of the will of Mid-Nor, they should not shine on their own or for their own. Their victories are undeniable and yet the resulting glory is not for them. They are simply satisfied to have served their master.

It must be said that they are in an unsteady position, since the Abyss of Mid-Nor is well-known of their enemies, particularly by the fiercest among them, the Defenders of Tir-Nâ-Bor. For being so emblematic, the colony of Kthan is repeatedly under attack. If it weren't nestled down in the deepest parts of an unfathomable abyss, it would certainly have already been destroyed.

Yh-Kthan, the Demon of the Abyss watches the progress of his people with tireless vigilance. He requires a lifetime of obedience from all those who serve him. Pride or, even worse, arrogance have no purpose in the mind of a puppet. The Demon of the Abyss kills without mercy all those who have the cheek of standing out. The Possessed of Kthan are the servants of Mid-Nor, his heralds and his representatives. They only exist through and for him.



COLONY VANGGHOR

Emblem: A canopic doll with many tentacles, each one ended by a small vicious blade.

Chtonian lair: A network of tunnels, the heart of which is located under the eastern slopes of the Behemoth range with branches running over hundreds of kilometers.

Dominant: Yh-Vangghor the Despot's Executioner.

Favorite allies: Limbos of Acheron and Web of Ashinân.



The never-ending Vangghor is the largest colony of Mid-Nor. Settled in an ancient network of tunnels, the center of which is buried under the Behemoth range with branches running over hundreds of kilometers. The Possessed themselves have no idea who dug out these endless tunnels, that reach as far as the Abyss of Mid-Nor. The colony of Vangghor uses this network to enforce its reputation has a relentless torturer: Although few of these tunnels lead to the surface, they reach out in all directions, allowing the possessed to dig accesses to the lands above them with a minimum of work. The Possessed of Vangghor exploit this precious particularity of their lair to spy on the surface dwellers, to kidnap certain individual for experimentation or to hit targets who believed they were out of reach.

Yh-Vangghor is the dominant of this colony. He is a butcher obsessed by carnage and animated by an unquenchable thirst for blood. More than hate, his passion for massacres and the smell of blood is what motivates Yh-Vangghor. However, down in the tunnels of his colony, another side of his personality is revealed: he becomes the obsessive planner and the merciless slaver. Under his command, the Possessed of Vangghor have kept extending their tunnels at the cost of many lives. Yh-Vangghor has mapped out the infrastructures needed to sustain hundreds of attacks, over several centuries. Under his guidance, the Possessed have been repeating itineraries and training to travel them as quick as possible. The great project behind it all is as simple as its planning is complex: Yh-Vangghor has to be able to strike anywhere, no matter where he is, and he wants to be certain what he slays stays slain.



COLONY: SANKUNRÛN

Emblem: A star with nine branches.

Chtonian lair: The entrails of the Igneous Volcano, in the Akkylannie Range.

Dominant: Yh-Sankunrûn the Puppeteer.

Favorite allies: None.



At the hearth of the Igneous Volcano, between Akkylannie and the Kingdom of Alahan, stands a great ship of granite spared by the heat and the nefarious fumes thanks its powerful mystical aura. It is the colony of Sankunrûn, the lair of a group of mystics devoted to Mid-Nor. Hovering above a lake of molten lava, the platforms of the colony are connected to one another by bridges made of crystal brought back from the Elemental Realms of Fire and Earth. The domes of basalt and quartz sometimes tremble when the inhabitants commune to summon primitive demons into the Realm of mortals.

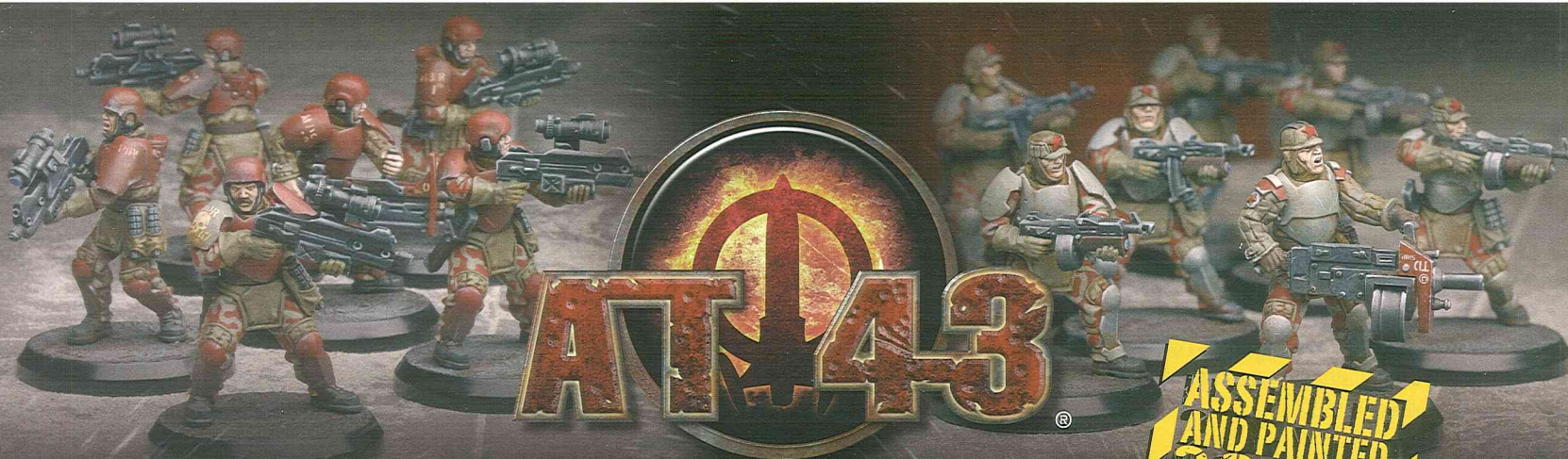
The Possessed of the colony of Sankunrûn have a keen interest for magic and the commerce of souls. They visit the Elemental Realms, hunting for demons to enslave, and raid various parts of Aarklash to collect artifacts, slaves or to recover forsaken secrets.

Yh-Sankunrûn is the most powerful Dean of Mid-Nor. He has dealt with so many demons that his appearance has been altered beyond any hope. Monstrous tentacles reach out from his back and his rotting body is set with gemstones of all sizes that protect him and help him to capture the souls of the wretches he shatters in impious rites. From the height of his throne sculpted from a block of unknown, black and glistening material, he gives orders to his followers. Yh-Sankunrûn, the Manipulator, the Master of Plotting and Puppeteer of the Realms of Darkness, hides an even darker secret: all that is left of his psyche is in fact the vessel of a cacophony of demon voices that torment him night and day and his mental health was lost long ago.

THE COLONY OF EPHORATH IS NOT RESPONDING ANYMORE

Still faithful to Mid-Nor's cause only a few months ago, the colony of Ephorath has mysteriously vanished without a trace and it has not answered the Despot since. The reason why none of the Possessed have felt the echo of its destruction is because, as unbelievable as it may seem, the warriors of Ephorath have all of a sudden freed themselves from the power of Mid-Nor. The colony that disappeared was led by Ephorath and his sister Ezalith, two great demons. At the time of their disappearance, they were searching for their last brother, Eszorid, in order to form a major demonic trinity with unlimited power ready to serve

the projects of the Despot. The only obstacle in their way was the templar knight Vedath, guardian of the demon and host of Eszorid. The hunt came to a close when Vedath was finally cornered and forced to face his pursuers. After an epic battle, the templar was fallen, liberating the demon kept captive inside his heart. Complete once again, the trinity broke free from the Despot's chains of dominion, dragging in its wake the possessed fighters under its orders. The Despot is furious, he has sent out troops to find the renegades with orders to punish them.



NO ONE ESCAPES WAR!

**ASSEMBLED
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*"So comrades, come rally and the last fight let us face
The Intersidereal unites the human race."*

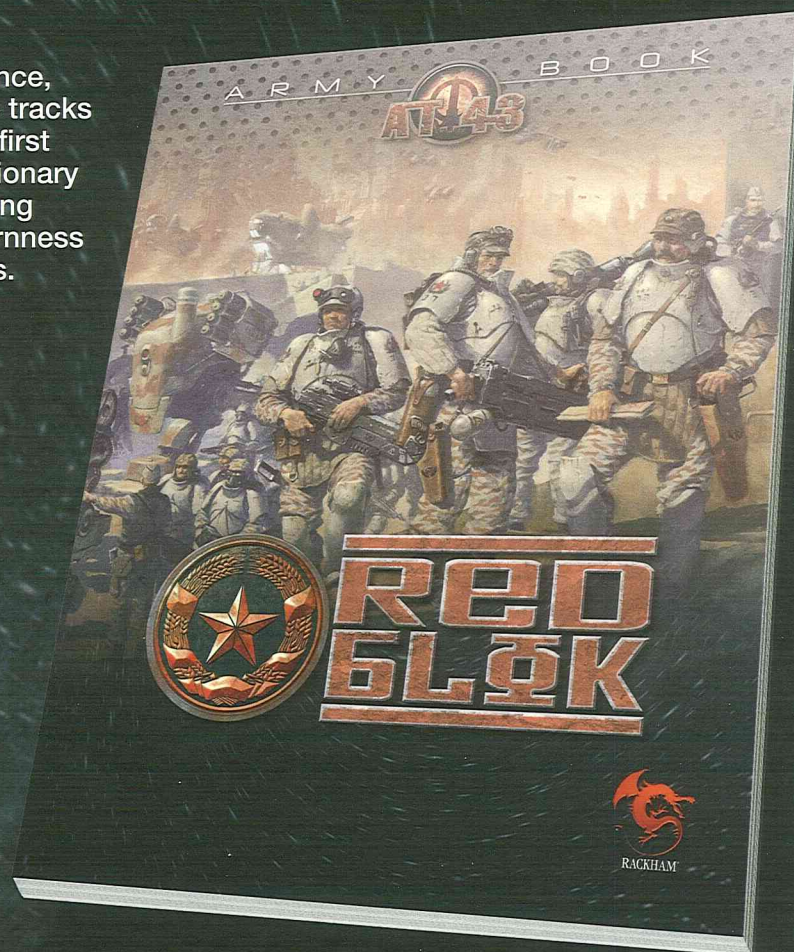
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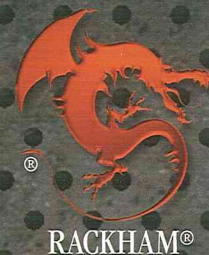
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The *Army Book: Red Blok* is a supplement for AT-43®, the ready assembled and painted miniatures sci-fi game. It contains everything you need to know to play with or battle against the Red Blok:

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THE GUILD OF BLADES

THE GUILD OF BLADES IS DIFFERENT FROM THE OTHERS AS IT IS THE SUBTLE COMBINATION OF TACTICAL SENSE AND FIRE POWER. IT IS NOT A UNIFORM ARMY WHERE ALL THE MEMBERS ARE TAUGHT THE SAME COMBAT TECHNIQUES, BUT A GATHERING OF ALREADY TRAINED MERCENARIES FROM THE FOUR CORNERS OF AARKLASH, WHO HAVE COME TO TAKE THEIR SHARE FROM THE WAR. THIS DIVERSITY IS THEIR STRENGTH.



TRIOF REVIEW

• The **Cynwäll quarterstuffers** (20 A.P.) are balanced fighters (ATT/STR 4/6, DEF/RES 4/6, Concentration/1 in ATT or DEF), swift (MOV 12.5, INI 3) and reliable (COU 5, DIS 4, Sequence/1). They can be given many roles but they are experts in none of them: therefore, they need the support of the more specialized pieces to make a difference. And the Blades have plenty of those!

The quarterstuffers' tactics are based on their speed and the use of their abilities. With a potential movement of 25 cm, they can quickly reach strategic positions or block the path of the enemy. When a threat needs to be intercepted, they charge and benefit from an extra dice thanks to Sequence/1;

the loss in ATT is compensated thanks to Concentration/1. However, beware of the backfire. They will not resist long with their average RES.

On the contrary if their role is to hold an objective, the DEF can be increased using Concentration/1. They become a real wall against enemy attacks (DEF 5 for 20 A.P.!).



GUILD OF BLADES



This guild of Cadwallon is affiliated to the Paths of Destiny.

Alliances: Any people. As allies in another army, you must choose a guild that can ally to the main army. This army can only have one Allied guild and at least one of its affiliated fighters must be enrolled. The others troops are then selected among the fighters of the chosen guild or among those of the Militia of Cadwallon. The army building rules apply normally.

Primary Element: Fire.

Forbidden Elements: Darkness and Light.



• The **fire support goblins** (25 A.P.) are true pocket-size artillery pieces. For a very low cost, these warrior mages (POW 3) have access to a wide range of Elemental spells of Fire. Besides, they have two spells reserved to their army corps that will give your opponent nightmares: Red hot cannonball and Fire bomb.

Red hot cannonball replicates the effects of perforating artillery and inflicts two Wounds to its victims (STR 6, and STR 3 ignoring the victim's RES). This spell causes bedlam in infantry groups and is very useful to reach targets protected by other fighters, such as enemy leaders and mystics.

More tactical, Fire bomb allows you to place explosive devices (STR 6) within 20 cm of the fire support goblin. The deployment of fire bombs requires some time but the minefield created is a good solution to protect an objective or a line of marksmen, or even to break the opponent's advance.

The fire support goblins cannot be compared to true artillery in terms of power and resilience. However, they are far less expensive (and potentially more numerous!) and they are not restrained by artillery movement rules. They are also warrior mages. Therefore they can practice counter magic and support any unit of Cadwallon in *Rag'Narok* as an independent, or any other unit with Solo/Confirmed mercenary* (2 A.P.).

Nevertheless, the fire support goblins suffer from the usual shortcomings of the goblins: they are not that brave (COU 2) and have a low Resilience (RES 5) for their strategic value. These disadvantages are compensated by their special capacity: they can designate a friendly fighter within 15 cm of them/ in the same unit (depending on the game) to relay their spells. The typical goblin strategy consists in hiding the fire support behind a wall of tough guys like ogres for example, and cast spells from a safe distance. But beware of enemy artillery that will ignore these bodyguards when it shoots.

INCARNATED CHARACTER

• Has there ever been a warlord who never dreamt of seeing the legendary savagery of the wolfen used in his army?

This dream can now come true with the **wolfen hired blades** (32 A.P.). Competing for speed with their brothers of Yllia (MOV 15 and INI 4) but less brutal (ATT/STR 4/8), they compensate with better defensive values (DEF/RES 4/6) and the ability "Implacable".

The wolfen hired blades cross the battlefield and go where their power is needed: to capture a strategic point, to support allies in distress or to ram in the opponent flank.

A Blades player could simply play normal wolfen: using their MOV 15 and Born killer to charge, eliminate a few pieces and get out before the opponents strike back. A subtle player will take advantage of the number of modest fighters capable of accompanying them. He will keep the wolfen hired blades sheathed until he can send them in an already formed melee and use Implacable/I to annihilate all opposition as soon as possible. If the wolfen hired blades give great impact to their army, they still are Large Size troops; therefore open target for enemy marksmen. If there isn't any terrain to hide them, the beasts can be used to draw the fire while pieces just as dangerous but less obvious move in, such as the fire support goblins or Isabeau the Secret.

The wolfen hired blades can be represented by marauders of Vile-Tis.



♦ **Isabeau the Secret** (75 A.P.) is THE Character for the guild of Blades. But she will refuse to join an army including Sophet Drahas or a Usurer in its ranks, despite her association to

the guild of Blades, due to some grim family issues (see *Cry Havoc* vol.5 and *Secrets* volume 2).

Isabeau is a beautiful and graceful woman who despises the use of heavy armor. She has an average Strength (STR 7) and a low Resilience (RES 6). It is preferable for her to use any shelter available (terrain elements and miniature) or the Solo/Sly blade* to protect her from ranged attacks.

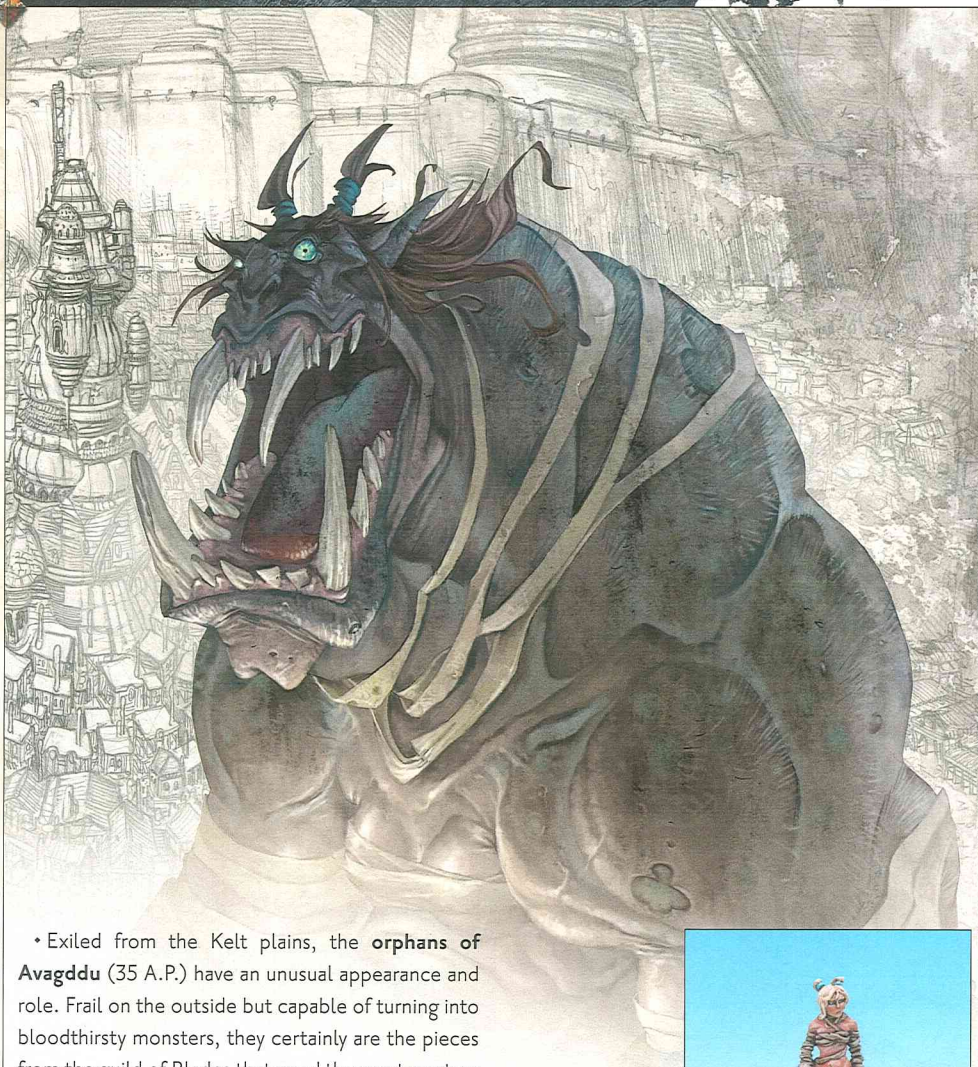
The power of this formidable duelist comes from her other traits, her unflinching will and her sword fighting skills: INI 6, ATT 6, DEF 6, COU 7, Bravery, Fencer and Resolution/2. The whole allows Isabeau to win any duel, especially when she wins the Initiative test before the combat.

When faced with several opponents, she uses Sequence/2 to gain extra dice and perform attacks to handicap her enemies. Resolution/2 then allows her to compensate the loss in DEF and secure counterattacks to put an end to any resistance. You cannot wound what you cannot hit!

In a duel, Isabeau ideally begins with an Assault fire (STR 6). If the objective is to quickly eliminate an opponent of equal or lower value, it is possible to attribute the Resolution points in ATT to multiply the strikes (Sequence/2) or to inflict lethal Master strikes (ATT 8, STR 13, the equivalent of a champion twice her price!). When facing a much more powerful enemy than her, it is better to favor Defense and count on Counter attacks no matter the option chosen. Fencer is there to provide the versatility and security when things don't go as planned. The skill of the duelist is to adapt to the opponent to outdo him.

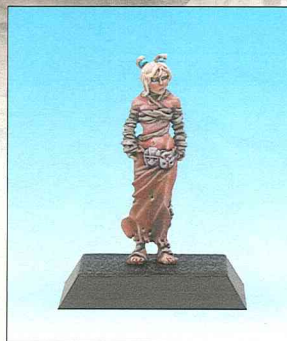
The Soul of the Somas, the artifact supplied with Isabeau, enhances these qualities by increasing her INI, her ATT and her DEF by 1 point. She also gets Righteous and Authority. Even though it is not enough to make Isabeau a proper army commander (DIS 5, no Leadership/X), it still reinforces her prestigious aura.





• Exiled from the Kelt plains, the **orphans of Avagddu** (35 A.P.) have an unusual appearance and role. Frail on the outside but capable of turning into bloodthirsty monsters, they certainly are the pieces from the guild of Blades that need the most mastery and cool to wield.

During the deployment, an orphan of Avagddu appears under the shape of a cute young girl. Cute but certainly not harmless: MOV 10, INI 4, Scout and Rapidity give her the opportunity to take position far behind the enemy lines and to intercept her objective in record times. This way she can spot enemy Scouts and take position where her transformation will be most efficient. But beware: even if she comes with DEF 4 and Survival instinct, her RES 5 makes her extremely vulnerable. It is better to use her Initiative to disengage rather than give in to the temptation of War fury, the legacy from her Sessair bloodline.



At each of her activations, an orphan can try (☒) to transform into a **fury of Avagddu**. If it succeeds, the little girl is replaced by a beast with MOV 12.5, ATT/STR 6/10, War fury, War cry/8, Implacable/1 and Possessed, unleashed in the midst of enemy ranks. The strategic challenge is to find a balance between danger and safety. In other words, placing the frail orphan of Avagddu where she will do the most damage once transformed into a fury.

The orphans of Avagddu can be played as a unit in *Rag'Narok* or integrated to any unit as independents. In the latter case, the use of Scout and Rapidity becomes harder, but they are better protected. Besides, the player must take care of placing them in a way than will facilitate the replacement of the orphan's miniature by a fury's after the transformation. So, when the unit's mascot becomes a beast, the opponent's smile will vanish, while you witness the panic in his eyes.

• The **firebrand ogres** (90 A.P.) represent an important but very good investment for the guild of Blades. They are extremely dangerous fighters in both hand to hand and range combat.

Despite their Initiative of 2, with MOV 12.5, ATT/STR 5/11, DEF/RES 5/11 and FEAR 7 these colossuses travel the battlefield, dealing blows with an iron fist in a studded glove. And when a firebrand ogre starts feeling the addition of small wounds, he starts the fireworks show and sacrifices himself in a great explosion (Wound STR 6 inflicted to all the fighters within 5 cm of him), dragging his enemies into the grave with him.



There is more to come: each of these proud fighters carries a firebrand cannon (AIM 3, STR 10, range 20-40-80) on his back. This light artillery piece can fire even if the ogre has moved over a distance superior to his MOV, and no matter the order issued in *Rag'Narok*. If you consider the size of the miniature, the enemy has nowhere to hide, and few are the enemies able to stand in his way: creatures and characters.

The firebrand ogres are the closest thing to tanks in the universe of *Confrontation*: powerful and mobile pieces that storm the enemy with their cannon and crush anything standing in their way. Accompanied by Cynwäll quarterstuffers and/or fire support goblins to prevent the enemy from swarming him with cannon fodder, a firebrand ogre is the center piece of any army it joins.

PLAYING THE GUILD OF BLADES

AS ALLIES: THE DRAGON'S BLADES

The fighters of the guild of Blades can ally to any army. They all have particularly rare and sought after talents. Therefore they can deal with situations the army would otherwise have no one to take care of (artillery, creatures or cavalry for instance). The players can then compensate the shortcomings of their armies.

Besides, generals sometimes feel reluctant to hire mercenaries; they don't obey orders, they say. In fact, the game rules state that allies and mercenaries do not benefit from the ability "Leadership/X" of the members of the army that hired them. However, the guild of Blades takes its reputation of professionalism very seriously. The guild members can be given Solo/Confirmed mercenary* (2 A.P.) and thus benefit from Leadership/X of any commander in the game. Enough to balance the lack of Courage or Discipline of the fighters and the mercenaries working for the guild of Blades.

MENERÄN – 60

1 SELSŸM STANDARD BEARER – 20

1 SELSŸM MUSICIAN – 20

6 SELSŸM KESTRELS – 150

3 CYNWÄLL SELSŸMS – 51

1 FIRE SUPPORT GOBLIN – 25

– Solo/Confirmed mercenary* – 2

– Red hot cannonball – 0, in *Confrontation 3.5*

2 WOLFEN HIRED BLADES – 64

– Solo/Confirmed mercenary* – 2 x 2

TOTAL : 396 A.P. for 5 cards, 15 miniatures.



The army of the Dragon's Blades is an illustration of the guild of Blades' usefulness in compensating the weaknesses of a people. Here, the support fire goblin plays the part of the artillery in order to support the selsŸm kestrels. On the other hand, the wolfen hired blades are there to provide the pugnacity the elves sometimes lack. The capacity "Solo/Confirmed mercenary" guarantees the reliability of this army when facing frightening opponents.



AS AN ARMY: THE GUILD OF BLADES

The guild of Blades is well able to defend itself. Its power comes from the diversity and the synergy of its fighters' talents. This is a highly colorful mercenary army. However, the army of the guild of Blades has no commander and might have some difficulties when facing disciplined and frightening opponents. It doesn't matter much anyway: the firebrand ogre is there to take care of enemy leaders!

ISABEAU THE SECRET – 75

The Soul of the Somas – 17

Supreme pendant of mirages¹ – 16

1 FIRE SUPPORT GOBLIN – 25

– Fire bomb – 0, in *Confrontation 3.5*

2 WOLFEN HIRED BLADES – 64

3 MILITIA CROSSBOWMEN – 51

2 CADWĒ MILITIAMEN – 26

1 FIREBRAND OGRE – 90

1 ORPHAN OF AVAGDDU – 35

TOTAL : 399 A.P. for 7 cards, 11 miniatures.

The guild of Blades needs to rely on an alliance of pugnacity and subtlety to win. This army is strong in hand to hand combat (Isabeau the Secret, wolfen hired blades, firebrand ogre, CadwĒ militiamen) as well as in ranged combat (fire support goblin, firebrand ogre). But the player has to make sure to keep Isabeau the Secret, the fire support goblin and the orphan of Avagddu protected: their frailty makes them vulnerable and their elimination would cancel an important part of the army's striking power.

GUILD OF BLADES AND ARMY OF CADWALLON: THE BLADES OF CADWALLON

When the Rag'Narok comes roaring at the gates of Cadwallon, the guild of Blades proudly allies its forces to those of the militia to fight the threat... But do not be fooled, there will be bills to pay!

CAPTAIN KELIAN DURAK – 66

– The Stunner – 14

3 MILITIA CROSSBOWMEN – 51

1 KHAURIK'S TRIGGER – 62

4 CADWĒ MILITIAMEN – 52

2 WOLFEN HIRED BLADES – 64

1 ORPHAN OF AVAGDDU – 35

2 CADWĒ SERGEANTS (I) – 48

TOTAL : 392 A.P. for 7 cards, 14 miniatures.

The army of the Blades of Cadwallon is very, very brutal. Its fighters can inflict considerable damage both in hand to hand combat and at range. However, it has no magic or divination and is defenseless against enemy mystics.

SOLO/ GUILD BLADE

The capacity Solo/Guild blade* (1 A.P.) allows any Mercenary fighter to become a fighter of Cadwallon and a member of the Guild of Blades. It allows the player to choose from the Mercenaries from the *Confrontation* range to compose his army of Blades.

1. see *Confrontation 3*, p. 152.



"I'M A SOLDIER FIRST, BEING A PILOT COMES SECOND. NO MATTER THE WEAPON, I'LL FIGHT TILL IT'S OVER. A FIRE TOAD, A LASER PISTOL, A WRENCH, ANYTHING WILL DO TO TROUNCE THOSE DAMN MORPHOS."
 -SERGEANT. A. BORZ

SERGEANT BORZ

Sergeant Borz is a veteran of countless campaigns. Expert in all the arms of the White Stars, he is respected by both his men and his enemies. His stentorian voice and exceptionally colorful vocabulary associated to his hot blooded temper have made his fits of anger legendary. An order bellowed so loud can never be ignored or misunderstood!

BROUGHT UP THE HARD WAY!

Al Borz was born in AT-10 to a working class family, on a colony far away from Ava. When he was a teenager, Al Borz dreamt of climbing the social ladder, convinced by the promises of the U.N. way of life. Unfortunately, his impetuous temper forbade him from following the education he wanted. Oriented towards a technical course, he showed exceptional talent for mechanics. One day, as he passed by a White Stars recruitment office and noticed the picture of a star trooper saying "Join the elite!", he knew he had found his path and enrolled.

When he passed the military aptitude tests, he got such extraordinary results that the war-staff registered him straight away for a special training program: Borz was to become one of the heroic steel troopers!

At Fort Jennings' boot camp, Borz learned everything about combat: simulations, shooting, hand to hand combat, intensive physical training, advanced strategy. The steel troopers training is one of the most difficult course ever designed and many hardened veteran are unable to complete it. Borz, thriving on rage and clutching his weapon, passed the tests with flying colors. After two years of instruction, he was incorporated to a unit of battlesuits, the famous TacArms.

BAPTISM OF FIRE

Private Borz' unit was sent to repress the industrial strikes of AT-31. Fresh from the boot camp, equipped with a rubber bullet machine gun, he was sometimes forced to shoot into crowds of strikers manipulated by *paminyachik*, infiltrated agents of the Red Blok. These fights exhausted him morally: most of the strikers were only angry civilians. The operation ground was located in the middle of an industrial area, where any bullet shot at the insurgents might set a whole district ablaze. Borz showed exemplary *sang froid* and fulfilled his objectives, saving the lives of many among both his brothers-in-arms and the strikers. Stuck in his battlesuit, he held the barricades for hours, facing the strikers alone.

Decorated and promoted to the rank of Corporal, Borz had matured professionally from the industrial strikes. But he had doubts. Most of the people he fought against were hardly any different from his own parents. Was this supposed to be the U.N. dream? He was certainly one to know that the colonies were exploited. And yet, Ava gave in to most of the workers' demands, by integrating the colonies to the federal government. Borz then realized two things: first, the whole situation was far more complex than the leaders of the U.N.A. and the Red Blok said it was. Second, when the bullets go whizzing around you, it is not all that important. When taking fire, what counts most is to survive and protect your comrades. With this conclusion in mind, he became a thoroughly professional soldier.

THE WAR OF SKIRMISHES

Two years later, Borz' unit participated in the U.N. counter offensive in the asteroid belt. This engagement revealed traumatizing for Borz. The controls responded bizarrely, the grip was different and the slightest shock could send him spinning out reach of his mothership. But this time there was no room for mood swings. It was soldier on soldier, jam TacArm against kossak. In the freezing hell of the asteroids, facing the Red Blok striders, Borz raised his head, gritted his teeth and led the assault with unwavering courage. His unit traveled more kilometers, carried out more droppings and neutralized more enemies than

SERGEANT A. BORZ:

Sergeant Borz has the following capacities:

- ♦ **Leadership:** When Sergeant A. Borz or Bad Dog is the company Commander, authority tests are rolled using two dice instead of one. The player keeps the best result.
- ♦ **Designator:** During his activation, Sergeant A. Borz or Bad Dog can tag an enemy 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 enemy.
- ♦ **Heroic pilot:** When Bad Dog is destroyed, the miniature representing Sergeant A. Borz on foot is deployed where his machine stood. He constitutes a unit but can join a friendly unit (see AT-43: *The Rulebook*, p.77).

any other White Stars unit. Noticing the leadership talents shown by Corporal Borz, the war staff promoted him to Sergeant and sent him back to his family for a short time.

The peace lasted six years, during which Borz perfected his technique and learned to command his unit. He participated in many training sessions to remain on the edge of technology. His foresight would prove salutary.

In AT-39, Sergeant Borz's jam TacArm unit participated in a series of minor skirmishes on the borders of space controlled by the U.N.A. The Red Blok gave the White Stars no rest what so ever, striking everywhere at anytime. The crisis was irreverently dubbed the "war of skirmishes" by the *Ava Daily*. Yet, among the war staff no one seemed to grasp the laughing matter: it had taken years to the U.N.A. to secure the lid on the secessionist wishes of the colonies, and the Red Blok was threatening to ruin it all.

Borz had been fighting for the U.N. ideal for almost ten years by that time, there was no way he was going to let it happen. When his unit was discharged, exhausted and decimated by dozens of combats, Borz requested to be given another unit, another skirmish.

High command was in desperate need for able men, and Borz was sent to join an artillery unit. He learned to wield the White Stars most powerful guns. The pugnacity he showed during TacArm assaults became ice cold precision when given the controls of an artillery piece. Several times, he pulled off greatly accurate barrage fire, saving the lives of many friendly units while drowning the Red Blok in a downpour of shell fire. Fire power fascinated Borz, but this appointment did not last long. Out of ammo, worn by the combats, this unit was also to be discharged. Once again, Borz requested to remain in an active unit. Once again, his request was accepted.

For a few weeks, Borz served as a steel trooper, then as a storm TacArm, and as a steel TacArm. And so on. It is then that Borz' reputation was born, bellowing orders as he shot down the enemy. It is said that he even forced a group of Red Blok soldiers cornered in a bunker to surrender by yelling so loud at them that it covered the thunder of battle and the explosions.

Overall, Borz participated in more than thirty five battles during the year AT-39, establishing a new record. Through the various engagements and appointments, he achieved the dream of many young recruits: Borz became a strider pilot. He fought three battles aboard a Fire Toad. Piloting such a war machine was the true consecration for Borz, the synthesis of everything he liked in war: the mobility, the assault and the fire power.

BACK TO FORT JENNINGS

The year AT-39 was coming to an end; the Red Blok assaults were scarcer. The security level of the White Stars fell progressively. Borz finally allowed himself some rest. Back on the planet where he was born,

he was once again shaken in his convictions by the indifference of the population and the attitude of the media. Borz thought for a second about dropping everything and going back to civilian life, but comradeship had become his second nature. He could not let young recruits get reaped by enemy fire or by the lies of the civil administration. Sergeant Borz became a drill sergeant.

Back to Fort Jennings, Borz became the father and the mother of recruits who dreamt of wearing a TacArm or piloting a combat strider. He soon became the pet peeve of every single steel trooper wannabe in Fort Jennings. Yet, he regularly received the visit of former trainees, back to thank him for his wise advice and the severity of his training.

THIS IS WAR!

Then came the year AT-41 and "the Damocles report". The war staff had spotted a morphos factory planet heading straight for Ava. All the able White Stars were mobilized.

Borz witnessed a tidal wave of recruits determined to protect mankind from the Therian threat.

Moved by this sincere idealism, he felt he had no other choice but to re-enlist. This time there was no moral dilemma.

The Therians were invaders from outer space, determined to exterminate humanity.

This is how Sergeant Borz became a pilot once again. Aboard his Fire Toad and leading his platoon, he was among the first to land on the factory world of Damocles in AT-43. From the first combats on, he had regained his pugnacity and his genius of combat. The soldiers and the war machines of the factory world are terrifying, but Borz has seen a lot worse.

Always riding on the front line, he is well decided to fight the war to the end.

Today, Sergeant Borz is one of the most hard-bitten soldiers among the White Stars.

His experience, his determination and his versatility make him a matchless fighter, and his temper is a guarantee of obedience.

No matter the battlefield, the objective or the equipment available, the Sergeant Borz will always be up to the task, clutching his weapon and bellowing his orders.

As the rookies tailing him say: "Those bloody morphos might have sonic weapons, but we've got our own Sergeant Borz!"





The editorial staff of the *Ava Daily* shares the patriotic ideals of the U.N.A., but they intend to defend them through the freedom of press and claim their truthfulness loud and clear. They do not hesitate one second to say what they think about the federal government, no matter the legal pursuits and the political pressure. Truth comes with a cost and they are ready to pay it!

THE ORIGINS OF THE AVA DAILY

At the beginning, the *Ava Daily* was an ordinary daily newspaper, reporting various rumors and gossip in a publication as thin as it was sensational, written in as thickly as it was lame. The reporters only worked there to pay the bills, mechanically producing soulless articles. In such a context, the newspaper was barely surviving; the success sought by the investors was not there. It became obvious that the situation was hopeless: the money invested in the creation of the *Ava Daily* was already long gone, but abandoning the publication would lead to an outright loss. Nevertheless, engaging more money in this wreck would have been useless and the money of the outlay was wearing thin. The newspaper survived several years with these debts and its creditors, until the miracle happened.

Hugh Etherington II offered to buy the newspaper. The financial situation was such that the last creditors were only too happy to cancel the debt of the *Ava Daily* for a humble sum.

Known as “Junior”, Etherington was seen as a dilettante. However, applying the methods that made his family’s fortune, he reviewed his troops and kicked out the less competent and the less enthusiast elements, injected enough money to release a new issue and got to work.

Issue “0”, the special edition of the new version of the *Ava Daily*, was an astounding success. Its paper medium made it accessible to the entire population. The new editorial staff and line was a big hit.

NOWADAYS

The new editorial line of the *Ava Daily*, which is characterized by its interest for the White Stars military maneuvers –its particularly successful special editions are entirely dedicated to the war–, was an immediate hit. Yet, few are those who know that it was based on an unexpected fluke. While he was working on the first issue of the newspaper, Hugh Etherington II discovered among the newspaper’s delivery men, a former military officer with a talent for writing waiting to bloom and powerful relations

inside the White Stars. Trusting his flair, “Junior” offered him a beer or two and a job as a writer on a trial basis. Thanks to his priceless contacts, Ethan Spade got an exclusive interview with President Archer and another with White Stars Space Marshal Sanchez. From these he wrote two highly explosive articles, which launched the newspaper towards inevitable success.

SPADE ISSUE

The new newspaper experienced its first great crisis just before the release of its second special edition. Alarmed by the content of the first issue of the *Ava Daily*, Syndicate had in fact put the editorial staff under surveillance, in order to be able to cancel any article would they consider anti-patriotic. When Ethan Spade and his “agent Zero” handed in their report revealing classified information concerning U.N. secret research on Therian armament, Syndicate requested, in the name of the war effort, that the article should not be published.

But they had not foreseen Hugh Etherington II's and his employees' stubbornness. Syndicate had given them the opportunity to transcend their roles as insignificant reporters and become defenders of freedom, fighting on the rear front against the unavoidable abuse born from the war situation.

Confronted with this unexpected resistance, Syndicate doubled its efforts and demanded the name of agent Zero. A search was carried out. Both legal and "off the record" pressure were applied heavier than ever.

The editorial staff struck back with a real snub: they refused to communicate the name of the author to the judges and even added his signature at the bottom of the article. Through this act of pure cheek, the *Ava Daily* was claiming to the world its independence and its will to inform the public despite the censorship.

This commotion caused definitely rallied the public the *Ava Daily's* cause. Since it could not prove a breach of the law and unable to force the newspaper to cooperate, Syndicate gave in. Strong internal pressure, notably from the Interest Group for the Defense of Citizens (Union), forced the magistrates to restrain their zeal.

The paper came out of its first major crisis unhurt and even won itself a reputation of integrity and a faithful readership.

FINANCES

The *Ava Daily* is financed by advertising and Hugh Etherington II's personal funds.

Some groups have in fact offered quite an unexpected support by ordering several pages of advertising. CentCom immediately spotted the interest of using the growing reputation and the refreshing enthusiasm of this new *Ava Daily*. This organization regularly publishes advertisement for the White Stars, calling the citizens to join the army, or to advertise its mascot Munchy and its merchandise.

Besides, several industrial leaders, hoping to benefit from the newspaper's aura, but also from the favors of the Etheringtons, bought advertising space in the *Ava Daily*.

SYNDICATE OR UNION

Syndicate and Union are the two faces of a same organization, which gathers the justice and propagandā institutions as well as the organization in charge of defending the independence of the civil population from military institutions.

It is called Union when it acts to guarantee individual liberties and the citizens' rights, Syndicate when it does its work of censorship and repression.

Finally, there is Hugh "Junior" Etherington II's original input, which financed part of the first issue and now allows the newspaper to keep its independence from its advertisers.

INFORMATION

The *Ava Daily* has a great number of correspondents, all volunteers, who participate to the adventure of the newspaper in the name of the higher ideals they defend.

At the heart of its network of contacts, there is Nina Hoï who, over her turbulent career, forged many friendships remarkable in number as in variety. In her address book, Red Blok generals are found next to simple CentCom soldiers; dissenters belonging to unauthorized unions are on the same page as weapon manufacturers working for the M.Ind and magistrates of Union or even interplanetary criminals... etc.

Ethan Spade also hauls in his own load, thanks to a few well placed friends among the armed forces of the White Stars. Veteran of many battles, Spade never hesitates to ask for the reimbursement of a debt contracted in the heat of battle: What can a man refuse to someone to whom he owes his life?

Finally, the Etherington family is very influential, and Hugh Etherington senior himself hears his share of confidences and has contacts in the higher echelons.

THE EDITORIAL STAFF

HUGH "JUNIOR" ETHERINGTON II, EDITOR

The editor of the *Ava Daily* is the perfect example of how cumbersome family success can be. His father, Hugh Etherington, is a brilliant financier who became a billionaire with only his dazzling intuition and flair for good deals to thank. His mother, in charge of a consulting agency, is considered one of the brightest minds of her generation. The union of these two matchless intellects gave birth to Hugh Etherington II, nicknamed "Junior" by the tabloids.

Fond of military equipment, Junior once dreamt of becoming a combat strider pilot, but his tall size forbade him. He then followed a course to become an engineer; after five long years of training, it became obvious that he did not have the proper mind to wield the complex principles behind Therian technologies. Hugh Etherington II then managed, after a full year of negotiation, to get his parents permission to join the prestigious military academy of East Line... The physical examination revealed a slight cardiac insufficiency, which excluded him from the training program.

Junior had resigned to a life of luxury and idleness, a life without purpose or interest, and wasted a year benefiting from his families fortune.



When one day, he discovered the situation of the *Ava Daily*, he was thirty years old, jobless, without any projects and completely disillusioned. And everything clicked into place: since he couldn't work for the armament industries, as he would have dreamed to do; since the army did not want him, he would talk about what he could not do. He would exalt the ideals of U.N. society and fight its failings. He became an editor. Success was, finally, within reach.

NINA HOÏ, EDITORIAL WRITER

You can live in the shadow of someone by choice rather than obligation. Nina Hoï, the editorial writer of the *Ava Daily*, is the living proof of it. People often confuse this petite young woman, barely one meter fifty tall, for Hugh Etherington II's secretary. Many linger over her bewitching beauty as you would linger over a mysterious flower, and then forget about her to get back to there immediate business. However, when Nina makes herself heard, no one can ignore her presence. Her charisma is simply irresistible and no obstacle can resist her determination.

She rarely talks about her life before her arrival on Ava, in AT-37.

The reason being her nefarious past, which forced her to live clandestinely for quite a long time.

Nina Hoï was born Hoï Ning on a distant U.N. colony, to a working class family. When she was old enough, she started operating the machine her mother had worn her fingers on. Until one day, she was the victim of an industrial accident due to which she lost an eye. Soon after that, the winds of revolt swept across her planet. Ning, changed by her accident, became an activist for the trade unions. The committed leaflets and the resolution of this girl whose beauty had been ruined by the greediness of the system attracted many partisans.

The uprising was eventually repressed by the U.N. forces and Ning went into hiding.

Rather than rally the Red Blok and end up on the front line in some anonymous battalion, Ning preferred to act wisely and chose subtlety. After having made it to Ava under the identity of Nina Hoi, she studied arts and politics hoping to change the system from the inside. Nina became a freelance journalist for second rate newspapers, such as the *Ava Daily* at the time, to pay for her studies. When Hugh Etherington II took over the newspaper, he was seduced by the contrast between Nina's looks and the conviction in her words. He made her his editorial writer and counts on her extreme rigor to keep a lid on his writers' and his own "artistic outbursts".



Over time, Nina was able to come to terms with her former life. Though she still cannot accept the unrestrained liberalism of the U.N.A., she loathes the violence of the Red Blok at least as much. An iron grip in a velvet glove, she is passion and professionalism combined to serve her new cause: the freedom of press.

MARTHA RICHTER, PHOTOJOURNALIST

In her own way, Martha Richter is the veteran of many wars. However, her weapon is neither a laser rifle, nor a missile launcher but simply a camera.

Martha was born the year of the Trauma. She claims to have no memory of the troubled period, which followed, but it is undeniable that she was deeply affected. As a child and later as a teenager she was victim of the economic difficulties and the psychological scars left by the mophos invasion. She was confront with the hypocrisy of the media of the time, which, out of conformism or naivety, claimed the situation would improve slowly, and that Ava had come out unharmed from the Trauma. Over time, the lie became unbearable for Martha, and she naturally

decided to change things from inside and to become a journalist. With this in mind, she went through a university course, and found her way, as she became a photojournalist for the press.

For over six years, Martha worked freelance for the newspapers of Ava, picking her affectations according to her personal ideals alone. It was not always easy and she went through times of doubt. Martha was disheartened and disenchanted the day she left to cover the great strikes, clutching her camera and her bullet-proof vest carefully buckled.

At the heart of the fights, Martha discovered war as never she could have imagined it. The utmost acts of heroism were found right next to the basest of barbaric deeds, cowardice that could never be worded followed by the most absolute feats of bravery. Martha understood why the veterans could never withstand the return to "ordinary" life: No civilian could ever understand war. Feeling the sacred call, Martha undertook to show the reality of combat. During the great strikes, she took several thousands of pictures. Some so moving they became famous throughout the galaxy.



In the following years, Martha kept working freelance, but specialized in war journalism. Her reputation and her fees kept rising, securing her a comfortable living. But, in no way, did she ever take her eyes off her goal. When "Junior" offered her to join the new team of the *Ava Daily*, Martha joined in without even a thought about the salary.

ANGELA "ANGIE" BAKER, REPORTER

Angela Baker is the youngest reporter working for the *Ava Daily*, considering both age and experience. She brings a new breath of energy to the editorial staff, an energy that seems to know no limit!

Angie comes from a respectable family of Ava, attached to a long military tradition. Therefore, she grew up surrounded by officers and soldiers, amid

the rewards and the battle stories. She never had any doubt that the White Stars were the defenders of humanity and the keepers of individual liberties. When her parents decided to send her to military school, Angie saw an opportunity there and not a sentence.

Her grades were exemplary and she soon became a model student and an accomplished athlete. Her entire family was proud of her and that was all Angie ever wanted. She cheerfully accepted the two years of service owed for her military schooling. Although exemplary, her results did not allow her to choose her appointment. But she did find a good place in the editorial staff of the White Stars' internal publication.

There she discovered herself a vocation for information. Feeling tied by a genuine brotherhood of arms to the soldiers fighting on the front, Angie wanted to tell them the truth. She wanted to give them the good news to cheer them up, but also the bad news to at least let them know what was coming their way. Unfortunately, she soon experienced the censorship of high command. Even though she was sanctioned several times for having strayed from the official line, she persisted in her quest for truth. In secret, she changed the layout of an issue of the publication to publish information she believed vital for the troops on the front. The sentence did not take long and Private Baker was dishonorably discharged.



Unemployed and disgraced by her family, Angie went looking for a job in a civilian newspaper. Unfortunately, her reputation seemed to be always one step ahead of her. It is then that she heard about the new *Ava Daily*. Seduced by its patriotic but earnest editorial line, she offered to work for Junior, who was won over by the young woman's enthusiasm. With her aboard, there would be no canting!

THE AVA DAILY, BEHIND THE NEWS

ETHAN "AGENT ZERO" SPADE, SPECIAL CORRESPONDENT

By day, Ethan Spade is a writer and military consultant for the *Ava Daily*. Nothing extraordinary really considering Junior's enthusiasm for anything concerning the military. By night, however, he becomes agent Zero, the newspaper's special correspondent working on the most explosive cases.

Former White Stars Master sergeant Spade had enrolled in the army for the action. He soon understood that he would rather follow his instincts than orders. His spirit and his charisma help him lead the squads under his command off track and out of headquarters' control. He was finally discharged after a career as short as it was remarkable, only his feats of arms saved him from being Court-martialed.



Back to civilian life, Ethan Spade was hired by the *Ava Daily* as a delivery man. His knowledge of weapons soon earned him the favors of Hugh Etherington II. Ethan found in the *Ava Daily* a new cause to fight for: the right to information and the freedom of the press. Trained in all combat techniques and fluent in the Red Blok's lingo, a precious quality for his new job, he was the ideal undercover agent. He joined the team of reporters after a quick training. The punch in his style, which made his reputation when he was in the army, was also the reason of his new success, despite his unavoidable lack of experience as a writer.

The dangers generated by the "Spade issue" do not frighten him: he is not scared of danger. Adrenaline is his best wingman and the world is about to find out about it.

JOAN CASEY, REPORTER

Joan was born on the industrial hellhole of Hephaistos in AT-7. Daughter of a couple of poor workers and raised in appalling conditions, misery did not manage to limit her dreams, nor prevent her from developing her sharp wits.

She wasn't even ten when she first started writing for a local newspaper and joined an ecological organization. Her talent and commitment was noticed by an old reporter, who worked every now and then for the *Ava Daily*. He used his network of relations to have her sent to Ava and work directly for the newspaper. Glory was not what the young woman expected, for she knew that the *Ava Daily* was a second rate newspaper feeding on scandals and gossip. However, it was a chance to escape the misery Hephaistos was otherwise condemning her to.

Blown away by her energy and idealism, her colleagues could only admire her. Joan soon became one of the most promising elements in the editorial staff, before becoming its lead reporter.

From her first unhappy marriage, Joan had a daughter, Cassandra. The child grew up alone, neglected by her busy working mother, and joined the White Stars when she was finally old enough to enlist. In AT-43, Cassandra was reported missing in action, right after the first skirmishes. Johann went through a difficult time, but her natural optimism was soon back on top. Using her professional contacts, she was admitted in a commando training session on Zeus and was selected to become one of the official correspondents sent with the first wave of reinforcements to cover the battle of Damocles.





The factory world

AT-43: AN ARTIFICIAL PLANET HAS BEEN SPOTTED HEADING STRAIGHT FOR AVA, TRIGGERING THE WHITE STARS COUNTER ATTACK. IT IS A FACTORY WORLD...

THE THERIANS HAVE CALLED IT /REP. TRANS __ SYS.10024, HOWEVER THE WHITE STARS DUBBED IT DAMOCLES.

/rep.sys.trans.10024 is first of all a transport vessel. Its mission is to take technicians and equipment to Ava, in order to reboot the process which was interrupted by the war and the Therians flight: the transformation of the Avan stellar system into a Therian habitat. It contains everything needed to do so; they could even start it all over again if they felt like it. It would probably take an extra few million years, but the Therian are not in a hurry: they have got all the time in the universe.

This factory-world replicates, at a smaller scale, the organization of Therian worlds: it is a hollow sphere whose surface has been fitted to live in. It harbors all the necessary installation required for the transportation of passengers, great industrial structures destined to repair the heavier and more complex of the Therian technological systems, as well as the propulsion system. The core of Damocles is occupied by a star the size of a planet, which provides the phenomenal quantities of energy needed to power the whole world.

Technology

Their extraordinary technology allows the Therians to travel with a level of comfort and security the Avans can barely dream of: they move around using entire planets as vessels, or, more accurately, whole Therian habitats. In fact, the Therians live on artificial constructions enclosing entire stars in order to capture all of its energy.

This habitat is made of several levels destined to provide maximum protection to its passengers and to organize this gigantic factory in the most rational way possible.

There are four separate levels:

- **Level 0:** The industrial shell. The outer layer shelters the totality the heavy industries, the propulsion system and any other particularly large installation,
- **Level -1:** The mechanical maze. Here are gathered the lighter industries, the laboratories and all the installations that require a controlled environment to work properly, away from any possible disturbance caused by the environment of space,
- **Level -2:** The Therian habitat. This is the zone inhabited by the passengers,
- **The core:** This zone is the center of the factory world. It harbors a "white dwarf", (see the insert). It supplies the whole complex with energy and gravity.

The factory world is designed to be a mobile industrial base, destined to supply the necessary resources to fulfill two essential missions.

Its first mission is to start the Therianisation process of Ava over again, in order to make it a new Therian habitat. This is the purpose of their journey. The Therians do not know precisely what caused the doom machine to breakdown forty years ago; the most reasonable choice was to send a machine capable of facing any kind of situation and, if necessary, start the process all over again from scratch.

Its second mission consists in transporting the Therians in no less than excellent conditions and to allow them to live in optimum conditions while the Therianisation systems on Ava are being fixed. This implies a comfortable environment for the passengers but also a carefully designed defensive system to make sure the passengers will not be disturbed, as they cannot conceive that anything might be a *threat* to them.

SOME DATA ON THE FACTORY PLANET

Therian name: /rep.sys.trans.10024

Name given by the White Stars: Damocles.

Diameter: 20 947.03 km, about twice the size of Sol III, once the size the Ava.

Mass: $1.39237 \times 1,0^{30}$ kg, about two thirds of the mass of Sol.

Gravity: 0,998 g.

Space occupied by Therian constructions:

25 km deep, from the outer layer, or 8 500 billion km^3 . This represents about six times the atmospheric volume of Sol III, twice that of Ava.

Current speed: 2.5 c or 750 000 km/s, in constant deceleration.

This system is loosely supervised by the Therians, who hand down almost every single task to expert systems, specialized artificial intelligence, and to an army of highly modular machines. Except for a few eccentrics, the Therian masters are not interested in the functioning of their vessel. The rare Therians interested in industrial management, a rather rare occupation among their idle society, can only choose between a limited range of pre-selected options sorted by the expert systems in order to achieve the goal of their journey as soon as possible.

THE INDUSTRIAL SHELL (LEVEL 0)

The industrial shell is the first thing you will see of Damocles. Its irregular surface seems perfectly smooth when you still have an overall view of the vessel. But as you get closer, it becomes obvious that this smooth metal shell is in fact formed by a mesh of factories of mind blowing proportions, whose upper level are the only objects visible. In certain areas, pyramid shaped constructions, resembling those found at the poles of Ava, rip through the surface.

FUNCTION

The outer level of the factory world concentrates the heavy industries. In the industrial organization of /rep.trans_sys.10024, this layer is the production base in charge of refining raw material and performing the simpler operations. The nanomachines are scarce there, since factories of this type hardly need such refined technology. Anyway nanotechnology would not resist long to the rough conditions of this environment.

The surface of Damocles is therefore covered by the colossal outlines of the thousands of factories enveloping the planet in a crust of steel and concrete. These structures are massive, capable of absorbing cosmic radiation as well as a direct hit (no matter if it is an attack or a collision with objects adrift in space).

You will find industrial furnaces, used for smelting; stellar matter collectors which accumulate hydrogen and carbon to constitute large stocks of material destined to become nanomachines; atmosphere factories, which assemble, recycle and distribute the air breathed throughout the structure; gigantic space docks, capable of harboring ships the size of a small moon; large warehouses sheltering the huge machines used to rebuild all these structures when damaged or destroyed.

Contrary to the other levels, the industrial shell of /rep.trans_sys.10024 does not change and is hardly modular at all. But it shelters the essential accesses which allow the Therians to transfer large quantities of

material down to the second level. There are no corridors, as found in the other levels, either. Most of the main circulation axes are made of slides or mechanical belts to shift the material around. Occasionally, some very large accesses will allow mobile factories to move here and there to directly fix any damage that cannot be treated by local structures.

THE INHABITANTS

This level was not designed for the circulation of human beings or creatures of similar size. You will find close to no independent individual machine at this level, only vast automatic structures. Most of them are deactivated and waiting for the factory world to reach its destination.

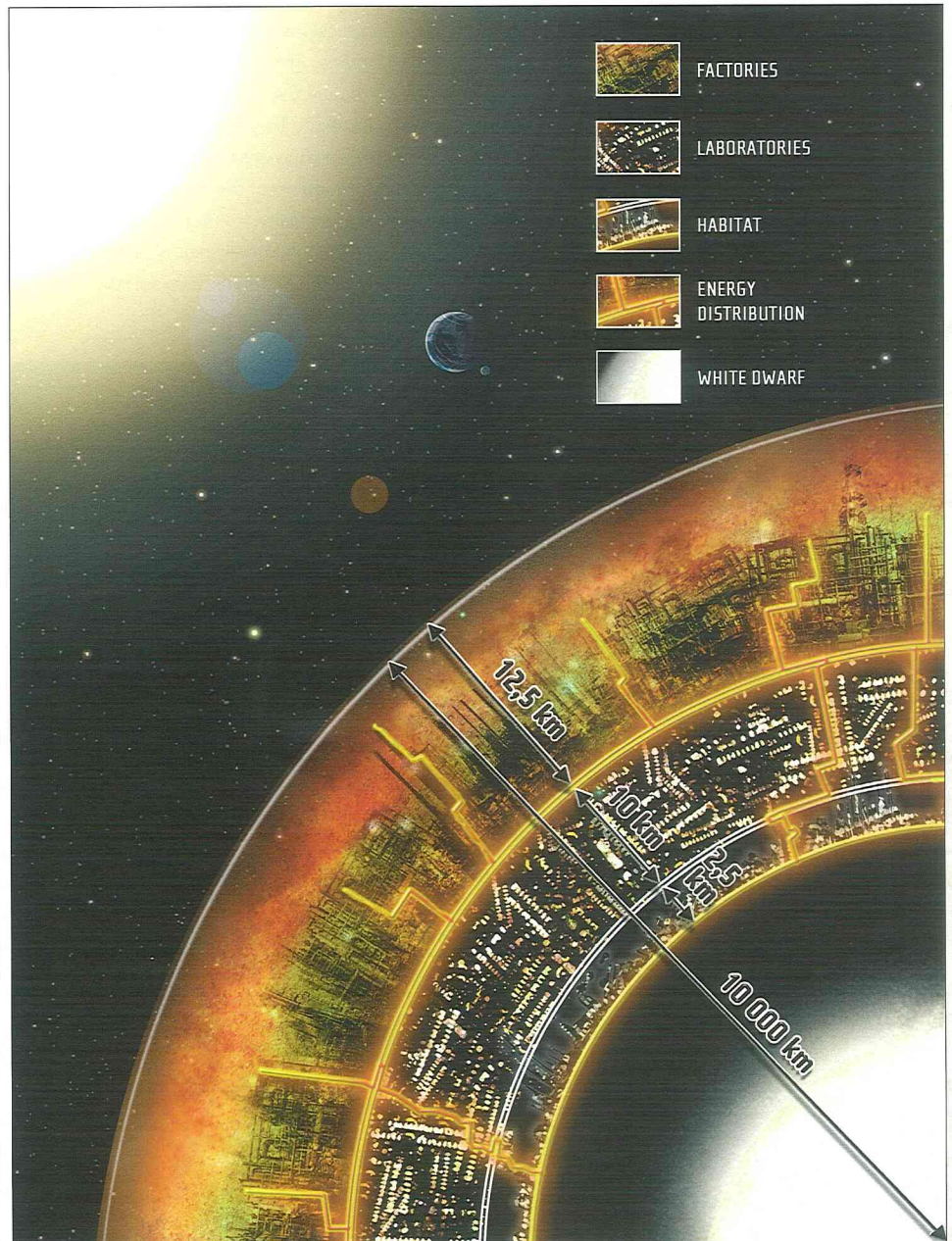
This area is under the supervision of a handful of surveillance devices derived from workbots and a few garrisons of four legged goliaths in charge of intercepting

imprudent invaders. The overseers and their combat machines only go up there when there is an emergency or more rarely out of curiosity to entertain themselves. You can find, here and there, a golgoth abandoned by some careless user, but no significant garrison.

A WHITE DWARF?

According to Pr. Shandrasekhar's theory, established in 1930, a white dwarf is a dying star which has exhausted all its fuel and collapsed upon itself. Because of its low mass, it cannot become a neutron star or a black hole.

It is a star the size of a planet characterized by its unbelievable density. It slowly radiates the colossal energy accumulated during its collapse.



THE INDUSTRIAL SHELL AND OPERATION DAMOCLES

The first protection of /rep.trans_sys.10024 is its size, which leave the Therian all the room in the world to calmly organize and carry out a counter attack wherever they want to. In fact the factory world has landing structures but no ships to land on them: If they ever were to need them, they could be assembled in the nearby factories. Storing ships during the travel would have been counter productive: the unavoidable wear and exposure to the rough conditions of the surface would have deteriorated them.

The Therians were counting on a relatively calm exploration phase. The White Stars invaders, encouraged by the lack of reaction of the factory world, had no reason to be particularly aggressive. Unfortunately for the Therians, Operation Damocles has been prompted with sudden violence, because of menacing Red Blok maneuvers. The humans' fleet has therefore identified and destroyed the landing structures, annihilating in the same time, without knowing it, the neighboring spaceship assembly factories.

The Therians are now trapped inside their drifting world, until the conditions on the surface settle enough to start thinking about rebuilding the factories that were destroyed. It should not be difficult in itself, but the military situation forbids it for the time being...

THE MECHANICAL MAZE (LEVEL -1)

The second layer is formed by kilometers of colorful corridors that sometimes change configuration. They connect rooms of all sizes with nothing else in common than being stacked with complex machines. The walls are regularly covered with symbols reminding of the Avan alphabet. Many steel troopers, as they discovered the first accesses to this area, have been able to get passed the airlocks following what they recognized as opening instructions. The White Stars have collectively reported an underlying angst caused by these resemblances: they feel like primitive intruders, or even like children lost in a place they know to be forbidden. Adding to this, these markings, which too many reckless troopers thought they could rely on, have been seen to change.

FUNCTION

The mechanical maze shelters the lighter industries and laboratories. These are more fragile and more complex structures, which can explain their relatively sheltered location. They are more sensitive to wear and require a carefully controlled environment. In the industrial organization of the planetoid, it is the second level of complexity. It is here that the raw material treated by the industrial shell is transformed into finished products. There are many workbots as well

as reserves of golem bodies and the spare pieces to build golgoths and goliaths.

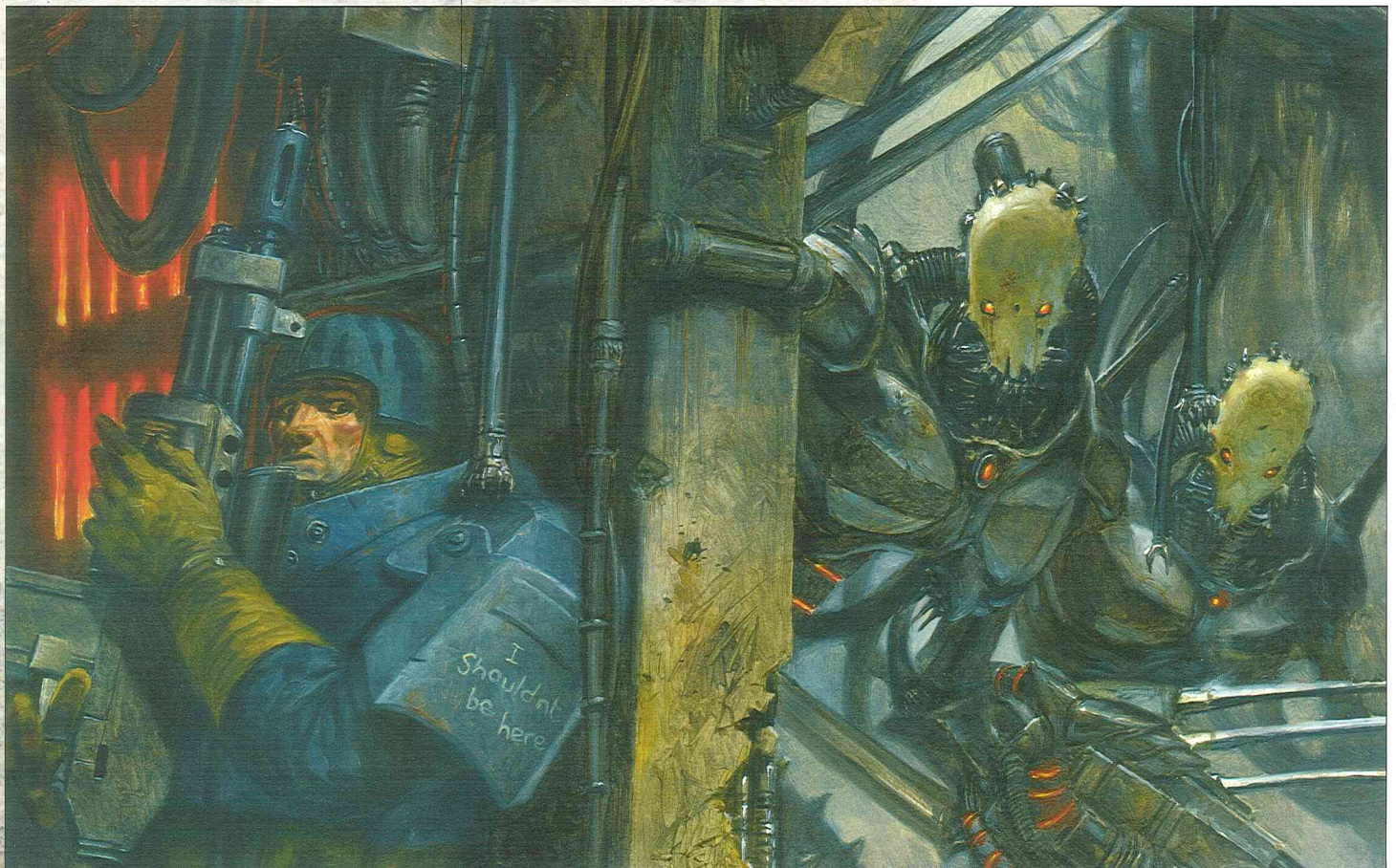
Contrary to the industrial shell, the area is full of nanotechnology. Besides the main infrastructures, everything is built from an assemblage of countless nanomachines and can therefore be reconfigured at will, according the Therians needs.

You will find at this level small factories assembling small non modular machines destined to handle the maintenance of the first layer; laboratories engineering compounds too complex or fragile to be create on the surface because of the harsh conditions; automatic workshops where the trillions of nanomachines consumed daily by Damocles are assembled.

The position and the density of these small factories make up an excellent second layer of protection for the Therian habitat. In fact it acts like the second layer of a composite armor and acts as an airlock easy to seal in case of an intrusion.

First this area can absorb great damage before collapsing, because its organization – small spaces carefully partitioned off – forms, more or less, a cellular structure. In case of a shock powerful enough to rip through the industrial shell, this structure will crush, filling all the hollow gaps composing it, before it will ever collapse and give way.

Furthermore, the labyrinth of corridors connecting each of these small factories and laboratories allows the Therians to move around easily while the potential invaders have to explore and secure large spaces riddled with accesses. The organization of this layer



can even be reconfigured depending on the needs of the moment. Intruders are likely to get lost in this complex network of passages where the signs and disposition keeps changing, giving time to the Therians to organize an efficient defense. The ultimate tactical advantage is that this level is where the combat material and systems are stored.

THE INHABITANTS

The mechanical maze is buzzing with millions of workbots blindly carrying out their tasks. Many reinforcement troops are stored in the warehouses found throughout the level. These troops are switched off to avoid overloading the EMI grid. The goliaths and golems make up the essential of these troops: the golgoths suffer from the lack of space when fighting in the corridors and are generally stocked dismounted.

On the other hand, it is pretty common to meet Therian overseers around here: Cyphers* come here to carry out their research or experiment some of their ideas; the Warriors* pick from the stocks of military equipment in order to verify some strategic theory or to organize small battles to entertain themselves; the Web Striders* are always on the look out, in this privileged environment, for a divine mechanical conscience.

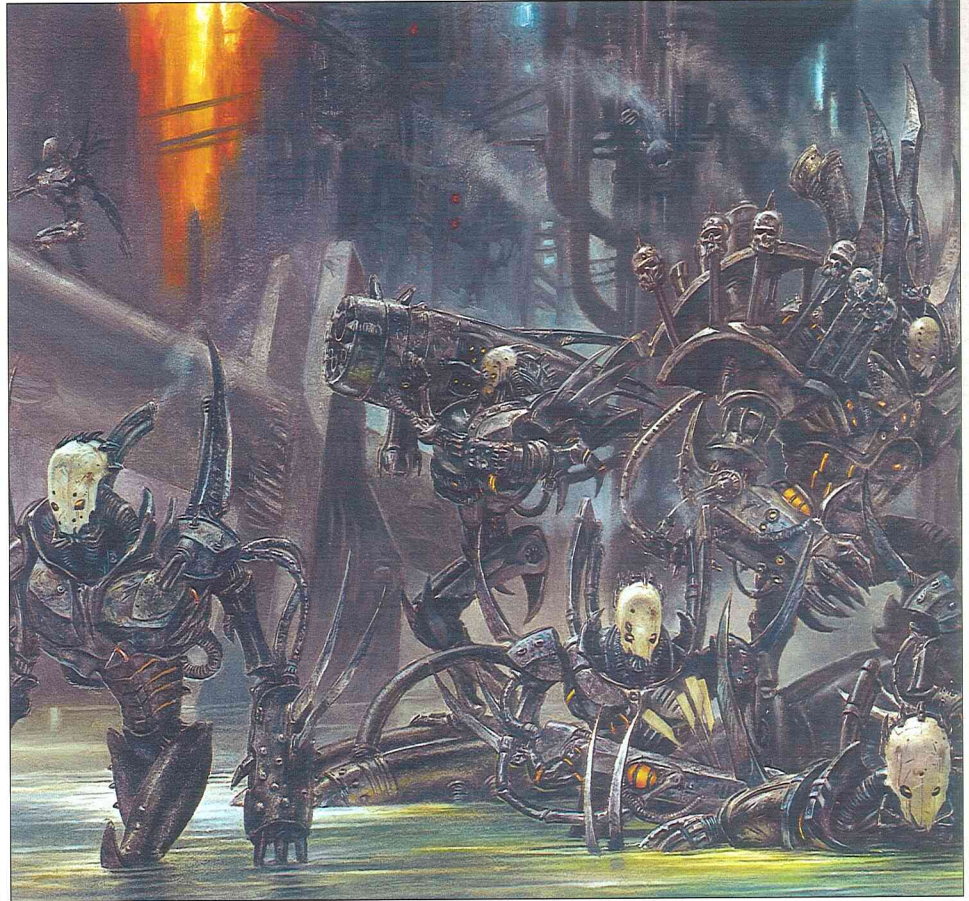
When the overseers are present, it is not uncommon to see a golgoth stride by, piloted by one of them. The Therians do not hesitate to alter the structure of the place to allow their armored vehicles through. The spectacle of a corridor, apparently made of inalterable metal, warping, as if it was soft as dough, to make way for a dreadful Wraith has horrified several White Stars patrolling the area.

THE MECHANICAL MAZE AND OPERATION DAMOCLES

Once the surface had fallen under White Stars control, heavily equipped columns have scouted the planet as deep as possible. The measures taken by the designers of the factory planet have revealed hardly adapted to human ingenuity. The mechanical maze was not intended to prevent Fire Toads or the steel troopers' field engineers from blowing away airlocks and hacking their way through walls.

Even worse than that, the offensive was so quick that the Therian reinforcement have been massively called to activity in a hurry, without any strategic forethought or resource management planning, but solely to stop the progression of the invader. Many areas are paralyzed because of the lack of bandwidth on the EMI grid allocated to the management of the colossal flow of data generated by operating armies.

Yet this lightning advance probably saved the inhabitants of /rep.trans_sys.10024 in a way. When the White Stars reached the mechanical maze, the arrogant Therians eventually felt threatened. The worrying soon changed to a fierce will to fight back and repel the vermin scratching at the door of their habitat.



More and more overseers have engaged in battle, opening their broad access to the EMI grid, thus contributing to unclog some choked-up nodal points.

The counter offensive is slowly organizing itself, finally taking advantage of the defensive capacities of the mechanical maze. On their side, the White Stars are feeling that the fate of the battle is taking a u-turn and have decided to call in heavier equipment. If the invaders were to press on only a few more kilometers and they would come gushing into the Therian habitat, with doubtlessly dire consequences: who knows how the Therians would act under the effect of panic?

THE THERIAN HABITAT (LEVEL -2)

Around the core are located the Therian quarters. This area suffers constant transformation, according to the whims of its masters.

Although few in numbers, the Therians need a lot of space and large quantities of nanomachines to power the constant evolution of their habitat.

In fact, this constitutes the whole of their social organization and their main occupation.

It is therefore difficult to describe this place.

Large buildings "shoot up" in a few seconds to "melt down" once they are barely finished.

Psychedelic structures, statues, faces, oceans, animals, parks, highways, everything and its contrary can appear here only to disappear the next second.

FUNCTION

The Therian habitat has only one purpose: offering its passengers conditions as close as possible to those of a regular habitat. Yet it is submitted to particular security constraints since /rep.trans_sys.10024 is on the move: space is a highly hazardous milieu, one of the only environments which could seriously endanger a Therian overseer. Despite all their technology, the Therians may be destroyed and this perspective is insufferable to them. Besides, the habitat depends on industrial constraints imposed by the primary functions of the factory planet: build, repair and operate devices working at the scale of a planet or an entire stellar system.

In addition these difficulties, partly solved by the design of /rep.trans_sys.10024, the Therians had to face another challenge: their lifestyle requires phenomenal quantities of energy and nanomachines that need to be produced and conveyed. This process mobilizes a large part of the factories of Damocles to keep up with the wear and waste.

The location of this third level is therefore ideal: protected by twenty two kilometers of armor and machines, it is directly fuelled from above by the workshops making the nanomachines and by the energetic heart of the factory planet from below. Thus except for a supernova, nothing could worry the Therians comfortably nestled in their quarters, as long as they have a guaranteed supply without any risk of delay or shortage.

* see Cry Havoc vol.11

THE INHABITANTS

The habitat shelters the Therian passengers of the factory world. Their machines crowd the area in vast hordes of essentially mechanical servants. There are but few combat systems, although some Warriors like to stage small battles with the military material borrowed from the upper layers.

THE THERIAN HABITAT AND OPERATION DAMOCLES

The Therian habitat is the nerve center of the factory world. The Therians needed to have White Stars threatening to penetrate their homes for some overseers to finally realize the reality of the menace and to urge them to take an active part in the fights.

How the Therians will react if the White Stars manage to penetrate their quarters is a mystery. It is almost certain that the humans will not understand what they will see. The Therians, so sure of the security of their lair, might reveal to be as confused as their opponents. The habitat, with its colossal resources, has at its disposal all the necessary means to crush the whole of the U.N. forces, several times. Nonetheless, there is no evidence that they will be able to coordinate their actions to do so.

THE CORE

The core of /rep.trans_sys.10024 shelters the energy source of the factory world. It is a white dwarf. It generates astronomical quantities of heat, shines

with a light so white it is unbearable and radiates so hard that, without the protection imprisoning this star, any spaceship would be vaporized instantly.

FUNCTION

The factory world is built on the principle of the Dyson sphere. It completely encompasses the white dwarf and therefore collects the totality of the energy it emits. A very thin layer of machinery (a hundred meters thick, a trifling compared to the size of the factory world) is used as a protective shield to enclose this cosmic generator. Magnetic and gravity fields isolate the rest of the factory world from its flamboyant heart. Furthermore, these fields are used to collect the energy emitted in order to prolong the life span of the star, which otherwise might die away as soon as some tens of billions of years: the Therians are extremely provident. They intend to rearrange the whole universe and /rep.trans_sys.10024 is nothing less than one of the machines that will help them carry out such an ambitious project.

Most of the energy collected is used for two essential tasks: first to isolate the factory world from the unbearable radiation and immeasurable gravity generated by its heart; second to maintain its activity to make sure it lasts as long as possible. What is left powers the other sectors of /rep.trans_sys.10024.

Twenty percent of these resources is used by the heavy industries of the industrial shell and by the propulsion. A negligible fraction, inferior to one percent, powers the laboratories and workshops inside the mechanical maze, with occasional highs when

the Therians restructure large section in the area, but it never reaches above a few percents. For the rest, almost eighty percent is fed to the Therians to remodel their habitat and power their costly whims and compensate for their waste...

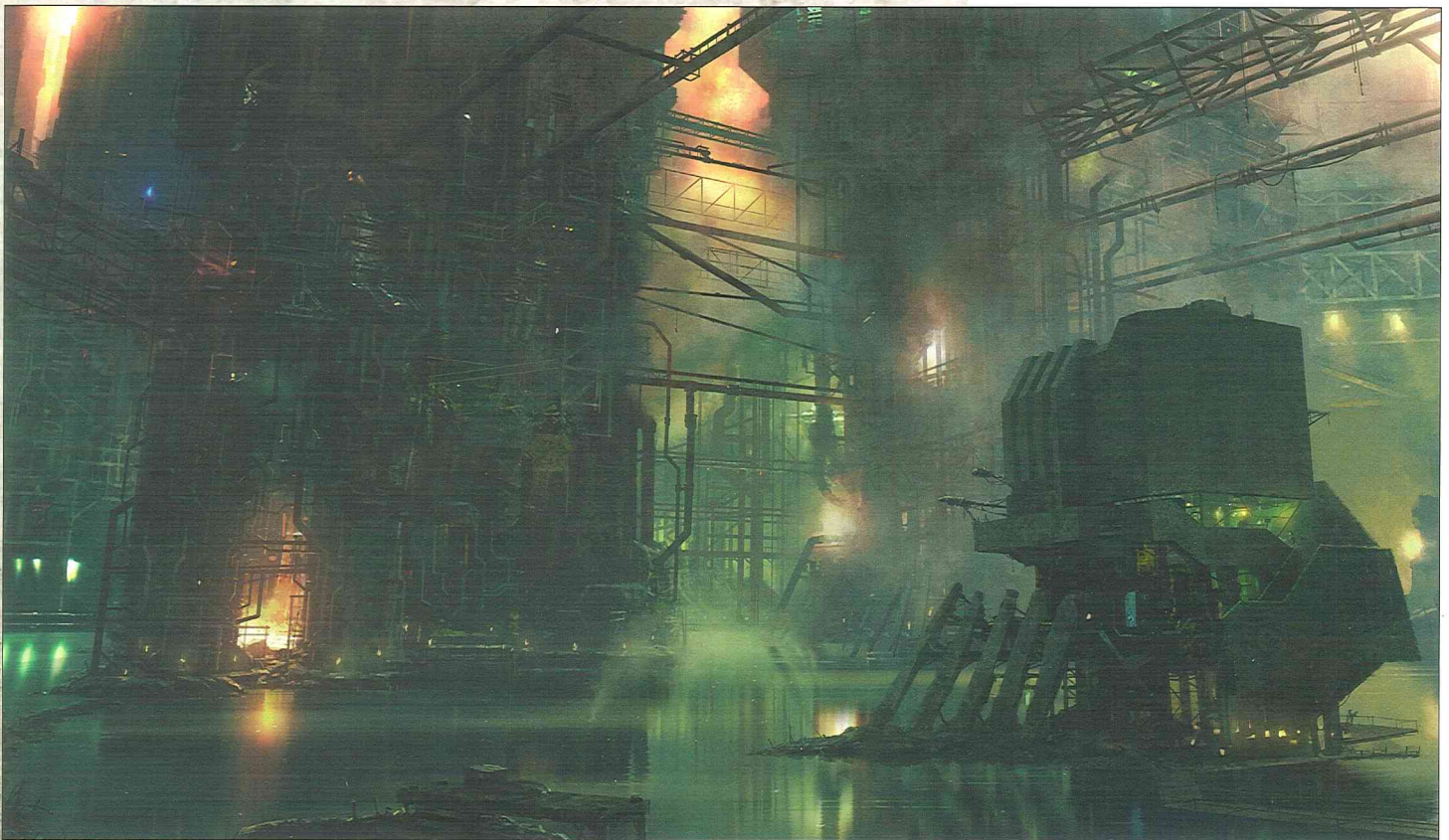
Like all energy sources of such power, the white dwarf is dangerous, especially for those exploiting it. It is therefore placed at the core of the planetoid, which allows the Therians to keep a close eye on it, while placing it away from any malevolent action. If the machinery feeding this power was to be neutralized or destroyed, the planetoid would be instantly annihilated, with cataclysmic consequences for the stellar system it is located in: it would be equivalent to the sudden appearance of a new star. At best, the other celestial bodies present in the system would be deeply changed.

At worse, they would be shattered and turned into a mass of drifting rock, annihilating the chance for any form of life to survive.

THE CORE AND OPERATION DAMOCLES

The measures taken by the Therians to conceal their presence and the emissions of /rep.trans_sys.10024 did not prevent the U.N.A. from discovering the nature of the energy source feeding the factory world.

One of the main objectives of the invasion plan of Operation Damocles is to reach and, if possible, take control of the star powering the planet. If need be, the White Stars will be able to destroy the factory world before it can possibly threaten Ava.



THE FACTORY AND ITS SOCIETY

The factory world is smaller than any regular Therian habitat. It is only powered by a white dwarf when the most sought after habitats are built around a star similar to the Sun, whose energy production is a lot better. Similarly, the supplying of matter is solely secured by collecting interstellar dust and asteroids, when the regular habitats exploit the resources of entire stellar systems. Despite the care taken by the Therians and their extraordinarily advanced technology, /rep.trans_sys.10024 is gradually losing its mass and energy, as they are not totally recycled. So the planetoid must be fed now and then.

Adding to this, the white dwarf is a small star, so its size necessarily limits the size of the habitat built around it.

For the Therians, the factory planet is only a convenient and secure means of transportation inside which, according to their own standards, they are a bit cramped. Despite its scale, the factory world is not a permanent habitat. It is even far from satisfying the minimum criteria to become one.



CAPTAIN ON THE BRIDGE: THE CYPHERS

For the time being, it is the Cyphers who govern /rep.trans_sys.10024, although they are not the only ones living there. They were in fact the most obvious choice to put in charge of finishing what had been interrupted on Ava and to carry out the transformation of the planet. The Cyphers did not realize the danger represented by humanity. They still believe that mankind is merely a nuisance that will be swept away once the machine has been rebooted.

So /rep.trans_sys.10024 is administered by a faction that has a limited knowledge on the matter of military issues. This might reveal catastrophic for the Therians. It might even give mankind the opportunity to take control of /rep.trans_sys.10024. Its scientists, its engineers and its technicians have no idea how bad the situation could end up. Their entire attention is focused on Ava and on the resources it will generate once the machine will have done its job.



WAR AND WARRIORS

The Warriors seem to be just a faction of oddballs, without any political weight among the Therian consensus. But it is only an illusion. Actually, it is the Warriors who sent the signal that was picked up by the U.N.A. Sentinel network giving a chance to mankind to react before it was too late**. They wished to participate to exciting battles (which they got) and gain political weight in the consensus at the same time.

The unfolding of the invasion seems to prove they were right, as the intruders' progress inside Damocles is weakening the Cyphers' position by the hour. If the military setbacks do not stop soon, the opinion of the Therian consensus could evolve fast and bring to power those who are most able to drive back the invasion.

Until now, the factory world has hardly dedicated any resource to the war: the Therians are not anywhere near ready to cut down on their life style because of a battle, which, in comparison to the scale of their world, remains pretty limited. Moreover, the Cyphers would rather preserve the reserves of the factory world to restart the machine that broke down on Ava. This wait-and-see attitude could be the reason of a Therian military disaster.

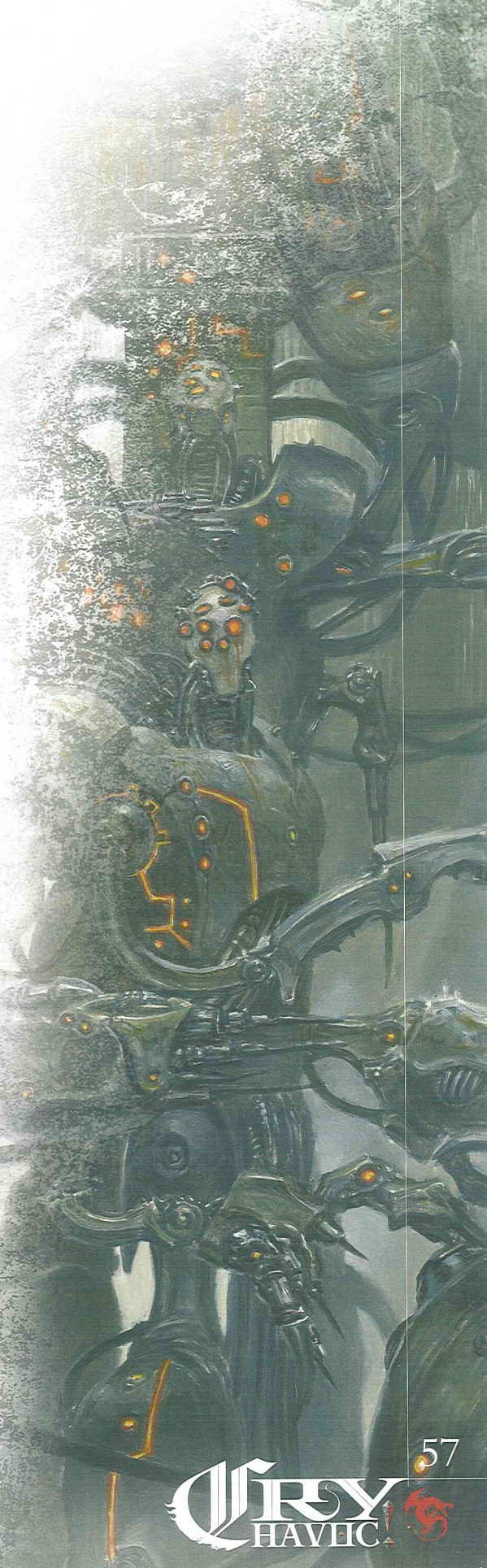


THE WORM IN THE APPLE: THE WEB STRIDERS

The political situation could evolve soon, especially if an alliance between the Warriors and the Web Striders was to be established. The former are feeling more and more frustrated by the Cyphers' inertia as it deprives them of a victory and, more importantly, of thrilling battles.

In their corner, the Web Striders need to strengthen their position, as it is far from significant among the Therian society right now. Yet the factory world could reveal an ideal incubator for an algorithmic life form, just like the Avan system during its Therianisation.

But for the time being, this alliance is not official, notably because the Web Striders persist in their concealment policy. Nonetheless the day will come when they will reveal their existence and their ultimate ambition: providing /rep.trans_sys.10024 with an autonomous artificial conscience!.



** see Cry Havoc vol.12



O P E R A T I O N
D A M O C L E S

WAR IS RAGING ON THE FACTORY WORLD OF DAMOCLES. THE WHITE STARS MAY HAVE SHAKEN THE THERIAN INFRASTRUCTURES, BUT THE OVERSEERS' INTEREST IN THE HUMAN INVASION IS GROWING.

THE ARRIVAL OF RED BLOK SHIPS AND THE FAILURES WITHIN THE THERIAN NETWORK, THE EMI GRID, ARE CAUSING THE CONFLICT TO ESCALATE. THE WAR IS NOW ENTERING PHASE 1 OF OPERATION DAMOCLES.

UNTIL THE END OF THE YEAR, YOU WILL BE ABLE TO TAKE PART TO THE DEVELOPMENT OF THE AT-43 UNIVERSE AS YOU FIGHT IN THE NAME OF ONE OF THE ARMIES OF THE GALAXY. AFTER OPERATION DAMOCLES, THE UNIVERSE WILL NEVER BE THE SAME: IT IS UP TO YOU TO DECIDE THE OUTCOME OF THE BATTLE!

DISCOVER IN THE FOLLOWING PAGES WHAT OPERATION DAMOCLES REALLY IS, FIND OUT ABOUT THE U.N. AND THERIAN POINTS OF VIEW, AS WELL AS SPECIAL RULES AND NEW EQUIPMENT SPECIFIC TO THE THREE PHASES OF DAMOCLES.

OPERATION DAMOCLES: THE LAUNCH

NO ONE ESCAPES WAR!

The operation details the U.N. offensive to reach the core of the factory world, the Therian resistance and the arrival of the Red Blok. The fighting will be fierce, and the aftermath will be determined by the games you played. By sending your results to the AT-43 website, every one of you will shape the fate of Damocles and of the armies fighting for it.

This campaign uses the rules from *AT-43: The Rulebook*, the *Army Books* and *Cry Havoc*.

To stage these battles and give them a twist, Operation Damocles describes new missions as well as new special rules. This campaign is divided into three phases, one for each level of the factory world (See p. 52 of this *Cry Havoc*).

Each of these phases will be described in a separate issue of *Cry Havoc*, over the six coming months. In this way, you will discover new missions and new rules every couple of months. As the fighting gets closer and closer to the heart of Damocles and the Therian habitat, the battles will become more and more violent. And of course, we are keeping a few surprises up our sleeve: in war, no plan ever really comes together!

Each phase is composed of four “priority” missions, covering the development of the operation and the conditions on Damocles.

However, you can also take part in Operation Damocles by playing any mission published for AT-43, even those from the previous phases of the operation. These secondary missions will have a lesser influence on the outcome though.

The priority missions do not require a specific number of A.P. It is up to you and your opponent to choose the company value for each battle. (Of course, both players must have access to the same number of A.P.) When the mission requires an attacker and/or a defender, the values of the assault and reinforcement units are different. The “task forces” table gives the number of A.P. of each player’s assault units, the rest of it being the reinforcement units. When necessary, players may have to choose a role (attacker or defender) before determining their side of the battlefield.

The most important battles will have obviously more impact on Operation Damocles. The higher the A.P. value of your company, the more the outcome of your missions will influence the fate of the galaxy.

TASK FORCES

| A.P. | Attacker | Defender |
|-----------|----------|----------|
| 500-750 | 500 | 350 |
| 751-1000 | 750 | 500 |
| 1001-1500 | 1 000 | 750 |
| 1501-2000 | 1 500 | 1 000 |

In order to see your results taken into account in the evolution of the universe of AT-43, you will have to connect to the website www.at-43.com. A section is dedicated to the *Operation Damocles* campaign. There you will find out how to register. Each time you play, with your friends, at your club or in your local store, one of the priority missions (the first missions are published in this *Cry Havoc*) or any mission using the rules of this operation, you will be able to report your results in this section.

During the entire duration of the operation, you will have to play the same army, but you will be able to change the composition of your company.

You are allowed to play as many games as you want and the same mission as many times as you wish.

However, if you want to immerse yourself further in the universe of AT-43, you can use the Story mode. This mode will stage the battle as if you were there.

It relies on narrative advice and optional rules. All throughout this article, and those that will cover future phases of the operation, you will find inserts providing information to use when playing in Story mode. Of course, both players must have agreed to play in Story mode.

STORY MODE: THE MISSIONS

The priority missions have been specifically designed to be played in Story mode. They all have a number to indicate in which order they should be played. But playing secondary missions is still possible: each phase will point out the two most appropriate secondary missions, giving advice to adapt them to *Operation Damocles*.

Finally, some priority missions are so important that they will have consequences that affect the whole phase, or even the operation itself. These consequences will be found in the “Story mode” inserts.





Mayhem on Damocles!

For several months now, the White Stars have been fighting on the Therian factory world. Over the many battles and recon missions, they have realized what a terrifying machine Damocles truly is. But the presence of the Avan soldiers has upset the performance of this factory world, dragging the war down into a whirlpool of violence!

DAMOCLES BEFORE THE ARRIVAL OF MANKIND

Before the White Stars landed on Damocles, the Therians led a peaceful life, although it may seem strange to an Avan. The inhabitants of Damocles, save for the Warriors, do not see their journey as a military maneuver at all, but rather like a rescue mission or even a scientific expedition. From their point of view, the inhabitants of Ava are a lesser life form, barely sapient, and obviously not a threat to them. Of course these primitive beings managed to drive back the first wave forty-three years ago, but the power of a whole factory world couldn't possibly be stopped or slowed down, even by a highly improbable alliance between the U.N.A. and the Red Blok.

Many Therians have given up their military duties to indulge in their favorite pastimes or to carry out various personal experiments. On Damocles, they have abandoned their social conventions as they became less relevant with the growing distance from the rest of their society. The bandwidth allocation was redistributed and some overseers gained extensive access to the EMI grid. The most eccentric have started to experiment with a new form of artificial intelligence and are trying to encourage the birth of a virtual *gestalt*, a consciousness inside the EMI grid...

OPERATION DAMOCLES: PHASE 0

When the White Stars reached the orbit of Damocles and landed on the surface, the Therian consensus did not stir. What could a few thousand life forms do against a whole factory world powered by a white dwarf? Regrettably, it soon appeared that the bandwidth of the EMI grid dedicated to the defense against these intrusions was not enough to provide the overseers with the means to fight the U.N.A. The latter quickly advanced inside the factory world, revealing its true nature. Surprised and maybe even frightened by the extent of the task lying before him, the Commander of the White Stars, General W. McBright, sent a request for reinforcements to the war staff on Ava.

This human invasion was truly traumatic for the Therians. Their omnipotence was being challenged. But even then, the consensus refused to increase the level of alert on Damocles. A handful of overseers, notably Urash, organized the armed forces of the factory world the best they could and launched a proper counter-attack against the U.N.A. Along the course of various counter offensives, landings and strategic retreats, Operation Damocles turned into ultra-technological guerrilla warfare. The "human menace" is under control from the consensus' point of view, but the overseers on the frontline are infuriated by the irrationality of the situation: Damocles

has more than enough power to exterminate all the Avans within a day. Some overseers have been experimenting with the EMI grid in secret. They are seeking to setup priority access for themselves, hoping to get hold of enough power to unleash the wrath of Damocles on the White Stars.

The White Stars have found out about the EMI grid. During the early recon missions, they discovered the circuits, machines and cables that allow the overseers to physically manage the information flowing through the EMI grid. On several occasions, they managed to stop offensives and arrange ambushes by deactivating relays and connection nodes. The technicians of the M.Ind participating in Operation Damocles have even managed to engineer combat computers and expert systems that can be connected to the EMI grid. Of course, the computer language, interface and Therian protocols used are still beyond the Avans understanding; but with these makeshift devices, the U.N.A. are able to interfere to a certain extent with the nano-technological operations of the Therians.

A NEW LIFE FORM?

Torn between the Therian experiments and the human intrusions, the protocols of the EMI grid suffered quite a lot of stress. Slowly but steadily, the core processes have been degraded, generating errors throughout the system. The consensus first believed it was the result of further human intru-



sions and none of the appropriate decisions were taken. Even the Web Striders did not see what was going on, while in the meantime their own experiments were only accelerating the process. Soon an autonomous consciousness was born from the Therian databases and cradled by the EMI grid.

However, this virtual and collective consciousness still lacks maturity. As it was exploring the EMI grid, it triggered the defensive measures of the consensus. Startled by these attacks, it struck back using its phenomenal computing power. The conflict between the two forces generated a global system error. For several minutes the EMI grid was down and Damocles experienced a blackout.

When it rebooted, the consensus had lost control of several regions of Damocles. Many connection nodes and relays are not answering requests and some routines are not working anymore. The virtual consciousness has taken control of these "dead zones". There, in contact with expert systems, it built itself an identity and naturally came to name herself "Babel".

The mistake of the consensus has deeply shaken the scientific certainties of the Therians as well as their social structure. Power struggles have appeared on Damocles. These conflicts have been spotted by the White Stars, who believe the Therians are growing weak. The systems of Damocles are slowly failing, notably the propulsion system. The trajectory of the factory world is changing, and it is not even sure to reach Ava anymore!

THE REINFORCEMENTS HAVE ARRIVED

When the White Stars realized the chaos at the inner levels of Damocles, new battle cruisers from Ava had reached the orbit of the factory world, shipping reinforcements and materiel to support Operation Damocles. Unfortunately for General W. McBright, Commander of Operation Damocles, these cruisers also brought further problems: representatives from the federal government, civilian observers, generals from the other army corps, and so on.

The headquarters of Operation Damocles quickly became a snake pit.

Despite it all, McBright set out to use these new troops to seize the opportunity while it lasted, as reinforcements were finally coming in steadily. Therian defenses started to crumble again and the U.N.A. extended their influence over the factory world. This further defeat gave the Therians a new sense of urgency. Although still divided, they managed to show a common front to the humans just in time, while the Therians' interest in war grew.

Caught between this renewed Therian activity and further political issues, McBright realised that the operation was on the brink of failure unless something was done immediately. He reorganized his troops and commenced phase I of Operation Damocles.

OPERATION DAMOCLES: PHASE 1

With the launch of phase I, the fighting picks up once more on the factory world. In the corridors of Damocles dreadful battles are taking place. Inside their own armies, factions are tearing each other apart. The orders from the various U.N. commands are contradictory and some of the people in charge are carrying out unofficial missions in order to serve their personal political ambitions. The Therians are on the verge of civil war and have themselves almost become strangers on Damocles, following the fail-

CHRONOLOGY

02/04/AT-43

Beginning of phase 0 of Operation Damocles
White Stars landing on Damocles

11/06/AT-43

Therian strategic retreat,
request for U.N. reinforcements.

25/06/AT-43

Urash's promotion from alpha to sigma

17/10/AT-43

First human intrusions into the EMI grid

30/11/AT-43

Birth of Babel

06/12/AT-43

Arrival of U.N. reinforcements

01/03/AT-44

First sighting of approaching Red Blok ships

31/03/AT-44

Beginning of phase I

ures of the EMI grid. The faction, human or Therian, that will gain control of the planet will have the future of Damocles in its hands!

As both armies take a worried look towards the future, further problems have appeared on the horizon: Red Blok ships are heading for Damocles! Damocles' trajectory is no longer stable, so it is difficult for the U.N.A. and the Therians alike to estimate the date of arrival of these ships. According to McBright's most optimistic estimates, they will only arrive once the White Stars have already reached deep inside Damocles. According to the more pessimistic estimates, they will be there just before the operation really begins.

The political tension between the U.N.A. and the Red Blok makes it difficult to believe in a similar alliance as existed forty-three years ago. However, the Therians cannot rule out such a possibility. For both sides, the best way to avoid disaster would be to have Damocles under control before the arrival of the collectivist troops.

And in war, when both sides believe they are losing, both are correct...

THE PHASES OF OPERATION DAMOCLES

Phase 0 of Operation Damocles corresponds to the landing of the White Stars and to the initial Therian reaction. While the steel troopers have found out how huge Damocles really is, the Therians rediscovered the meaning of war by fighting this primitive life form.

Phases 1, 2 and 3 of Operation Damocles correspond to the White Stars intrusions and to their offensive towards the inner levels of Damocles. General W. McBright must deal with the many political representatives hissing around his staff, while the consensus is confronted with the failures of the EMI grid.



The clash of arms

War is a pretty complex and unpredictable enterprise. Each side only has a limited and often flawed interpretation of its opponent's situation. Theories are made, information is sought but the fog of war is never completely lifted. Thus the U.N.A. are far from realizing what is happening with the EMI grid, the Therians do not know that General W. McBright's staff is divided and the Red Blok is hiding its plans and the extent of its knowledge concerning Damocles from everyone.

THE U.N.A. ARE GETTING READY

When the first steel troopers set foot on the factory world, they were convinced that it was nothing but a recon mission, that Damocles was only an empty shell. Events showed them how dangerous Damocles was for Ava and the U.N.A. To this immediate threat, they now have to add the incoming Red Blok ships. Considering President Archer's policy, McBright cannot count on an alliance. He must triumph now or find himself caught between the hammer and the anvil!

THE U.N.A. AND THE EMI GRID

When the Damocles report was handed in on Ava it described the factory world as a gigantic spaceship, most probably automated. The report came to the conclusion that the generators required to power such an object would leave no room for any passengers. This reassuring theory was adopted by the U.N. government. But, right from the first missions of Operation Damocles, the White Stars found out how bitterly wrong this hypothesis was.

In order to collect more information concerning the threat he is confronted with, McBright ordered two kinds of missions: reconnaissance of the inner levels and technological warfare. Soon enough, the EMI grid protocols gained the same major strategic importance as the hangars and factories of Damocles.

As a result of these missions, the White Stars figured out the following points:

- Damocles is occupied by automatic combat systems. They are not real Therians. If there really are any Therians living on Damocles, there has to be very few of them.
- Damocles is powered by a star locked in to its core, the only possible theory to explain such energy.
- Damocles is organised into layered levels, with the most sensitive installations lying deepest under the surface.
- Damocles is managed by a network of computers called the EMI grid. This network is based on concepts and material beyond the understanding of U.N. engineers for the time being...

Using these discoveries and the ingenuity of the steel trooper mechanics, the White Stars are now able to hack into the EMI grid to leech its functions and extract some information from it.

However, the White Stars have grasped neither the role the EMI grid plays in the social and political life of the Therians, nor the full extent of the forces at the consensus' disposal. The commander is still convinced that the low level of resistance of the morphos is due to a low number of fighters on Damocles.

MISSION ORDERS

To McBright, it is now obvious that the danger of Damocles will not be neutralized within the few weeks of fighting initially planned. When he requested reinforcement, he also asked for Damocles to be declared a military region and to be designated Commander in chief. All his requests were accepted. Despite the presence of political representatives and high ranking officers from other army corps, General W. McBright is the supreme authority on Damocles and within its orbit. The old general has a lot on his hands, with experts from the M.Ind, CentCom officers and representatives from Union who are all seeking to cash in on the benefits of a victory on Damocles. Each faction uses its influence to organize missions that serve their political ambitions. Fortunately, McBright can rely on some competent officers such as Colonel Stark, Captain Newton and Sergeant Borz.

Besides, he is the one deciding the objectives of each mission, with regard to the operation's priorities: they must stop Damocles and if possible cannibalize its technology. Thus, the next phases must:

- Allow the U.N.A. to reach the heart of Damocles.
- Allow the U.N.A. to gain control of the EMI grid or else destroy it, thus neutralizing Damocles.

These objectives have to be carried out as soon as possible; McBright does not want to get caught between the Red Blok and the Therians!

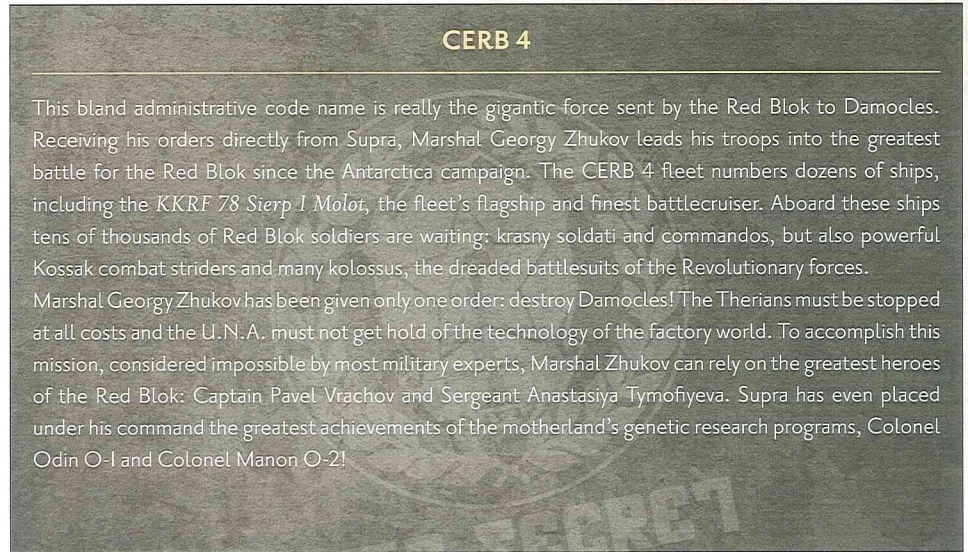
THE WAKE OF THE THERIANS

The continued presence of the White Stars on Damocles constitutes a deeply upsetting event for Therian civilization: it simply should not be possible! So the beginning of phase I is forcing quite a few Therians to show some interest in war. If the news of the U.N.A.'s victory was to spread across the galaxy, it would change the balance of power in the universe. AT-43 is a fateful date for the Therians... and the entire galaxy.

This is why the consensus of Damocles is particularly watchful of any incoming ship. Its first observations indicate that the fleet they spotted comes from Ava, but the Therians have decided to watch them with almost paranoid fervor: if these ships were to be those of another civilization, there would be a risk that they would tell the galaxy about what the overseers of Damocles consider a shameful defeat.

OF THERIANS AND MEN

The EMI grid databases contain huge quantities of information concerning humans. Even before the Antarctica campaign, the Therians were already extremely well informed. Great amounts of biological, technological and cultural data are stored in the



CERB 4

This bland administrative code name is really the gigantic force sent by the Red Blok to Damocles. Receiving his orders directly from Supra, Marshal Georgy Zhukov leads his troops into the greatest battle for the Red Blok since the Antarctica campaign. The CERB 4 fleet numbers dozens of ships, including the *KKRF 78 Sierp I Molot*, the fleet's flagship and finest battlecruiser. Aboard these ships tens of thousands of Red Blok soldiers are waiting: krasny soldati and commandos, but also powerful Kossak combat striders and many kolossus, the dreaded battlesuits of the Revolutionary forces.

Marshal Georgy Zhukov has been given only one order: destroy Damocles! The Therians must be stopped at all costs and the U.N.A. must not get hold of the technology of the factory world. To accomplish this mission, considered impossible by most military experts, Marshal Zhukov can rely on the greatest heroes of the Red Blok: Captain Pavel Vrachov and Sergeant Anastasiya Tymofiyeva. Supra has even placed under his command the greatest achievements of the motherland's genetic research programs, Colonel Odin O-1 and Colonel Manon O-2!

archives of Damocles. Despite all this knowledge, the White Stars keep surprising the consensus, just like forty-three years ago. Some eccentric overseers like Urash have come to the conclusion that the human species, in order to compensate for its low intellect, has developed an instinct and a talent for adaptation, making it highly unpredictable.

The Therians have problems understanding how much the U.N.A. and the Red Blok have evolved since AT-0. They are surprised to see how easily the Avans have recycled Therian technology. However, the Therians, who are used to communicating at the speed of thought, are unable to assess the political problems General W. McBright is confronted with and the dissension on Ava.

No matter what, the Therians now consider mankind – both the U.N.A. and the Red Blok – as an opponent worthy of them. They are finally joining forces. But the aftermath of Babel is a major drawback.

SYSTEM ERROR

On Damocles, the Therians are confronted with two anomalies: the rise of Babel and the presence of the White Stars. From the point of view of the consensus, it is Babel who represents the greatest danger, not only because she is endangering the foundation of Therian society, the EMI grid, but also because this "bug" is generating other problems: the different factions of the consensus are divided on the question and their verbal jousting sometimes results in real battles. Because of the presence of the U.N.A. the prospect of mass battle seems completely irrational and extremely dangerous. Unfortunately, the consensus doesn't have enough control over the EMI grid to stop such madness. The Web Striders have revealed their existence and are attempting to overthrow the consensus. The Cyphers are opposed to this and the Warriors will side with the faction most in favor of general mobilization.

The second anomaly, the human presence, is making the first worse: in their race to reach the inner levels, the U.N.A. are deactivating ever more connection nodes, adding to the erratic performance of the EMI grid. No one can predict the damage that will be generated by the Red Blok's arrival.

In order to deal with it the consensus has turned to the overseers who are most familiar with the human threat: Urash, Atis-Astarte and the omega Tiamat, giving them the two following missions:

- To prevent the White Stars from getting any deeper into the inner levels.
- To reach the failing connection nodes and to regain control of the EMI grid.

Once this is done, the consensus will be able to silence dissensions, fight Babel, deal with the humans and finally put Damocles back on-track.



Campaign rules

The Operation Damocles campaign uses special rules to reproduce the special nature of these battles. The rules presented here apply to all the missions of phases 1, 2 and 3 of Operation Damocles that will be presented in the current and coming issues of *Cry Havoc*. They will be complemented by rules dedicated to each phase (see p. 72 in this issue for phase 1 rules).

PLATOON PATTERN

For all the sides involved, the battlefields and circumstances of Operation Damocles impose particular restrictions on the various staffs. The composition of companies must take this into account. So each army and each faction of AT-43 has its own platoon pattern specifically designed for Operation Damocles in order to increase its chances of winning!

Before each game, each player may choose an alternative platoon pattern for his company. All the company's platoons must be built according to the same pattern, but the player is allowed to change pattern from one game to the next. The patterns presented in *AT-43: The Rulebook* are still valid.



U.N.A. PLATOON PATTERN

CENTCOM (DAMOCLES)

The orders from CentCom emphasize troops' morale and the fighting spirit of the White Stars. According to them, an efficient chain of command and well prepared troops are the keys to victory. So these doctrines require the massive deployment of elite troops.

- Infantry (★★) !
- Infantry (★★)
- Armored fighting vehicle (★)
- Armored fighting vehicle (★/★★)
- Soldier (★/★★/★★★★)



M.IND (DAMOCLES)

The tactical analyses of the M.Ind are clear: the 'White Stars' main enemy is none other than the Wraith golgoth, so countering it is the number one priority. The M.Ind suggests deploying a good deal of class 2 striders.

- Armored fighting vehicle (★/★★) !
- Armored fighting vehicle (★/★★/★★★★)
- Soldier (★★★★)
- Infantry (★/★★)
- Infantry (★/★★)



UNION (DAMOCLES)

Union had been openly and violently critical of General W. McBright's strategy. The steel troopers' recon mission may have allowed him to map out part of Damocles but the White Stars are in control of none of its strategic points. The only reason for that is that there are not enough steel troopers to do the job. In order to truly control Damocles, Union emphasizes the importance of regular troops.

- Soldier (★) !
- Infantry (★/★★)
- Armored fighting vehicle (★)
- Armored fighting vehicle (★/★★)
- Soldier (★/★★/★★★★)



THERIANS PLATOON PATTERN

WARRIORS (DAMOCLES)

The Warriors are only too happy to be able to quench their thirst for battle. They intend to make the most of the narrow corridors of Damocles and of the maintenance ducts to experience thrilling close-quarter combat. Fond of aggressive strategies and ambushes, they favor light and swift platoons led by many overseers.

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



CYPHERS (DAMOCLES)

Adepts of technology in all its forms, the Cyphers are able to produce many complex and powerful combat systems in record time. Certain that this technological advantage will allow them to defeat both their Therian and human enemies, their platoons are built around golgoths.

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

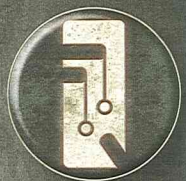


OPERATION DAMOCLES: THE LAUNCH

WEB STRIDERS (DAMOCLES)

Despite being obviously outnumbered on their own side, the Web Striders have adopted a particularly bold strategy: not only are they trying to overthrow the consensus, but they are also fighting the humans to protect Damocles. In order to support this strategy, their expert systems have determined that goliaths were the most rational weapon to choose.

- Soldier (★★★)
- Armored fighting vehicle (★)
- Armored fighting vehicle (★/★★)
- Infantry (★★/★★★★)
- Infantry (★/★★/★★★★)



New rules

EQUIPMENT

On Damocles technology is the most powerful weapon available. In preparation for the terrible fighting awaiting them on Damocles, each army has brought out of its arsenal new inventions to cause ever more losses to the opposing side.

These equipment options can be given to any infantry unit. They are bought for each member concerned and their cost, in brackets, must be paid as many times as there are fighters concerned in the unit.

U.N.A.

The recon missions of Operation Damocles have taught the White Stars that, on the factory world, information was the fuel of war. General W. McBright managed to get CentCom and the M.Ind to cooperate to create the tools needed for Operation Damocles to be a success.

VHF Commo (5 A.P.): This high-tech radio allows the White Stars units to communicate easily with less interference. This way the officers are made even more efficient. A unit whose members are all equipped with a VHF commo generates one extra LP during the activation phase.

Matrix jammer (5 A.P.): This computer is composed of a keyboard, a screen and various cables to connect it to Thерian machines. Only a mechanic can be given this equipment. No routine or terrain rule can affect a miniature or terrain element located within 10 cm of this specialist.

THERIANS

After the first fights they were involved in, the Thерian overseers leading the troops to the frontline have determined the pieces of equipment required to compensate for the design flaws in their combat systems. They have immediately ordered this equipment to be assembled.

Nanomine (5 A.P.): These modified nanostorms are buried in the ground and detonate when the enemy approaches. This equipment is only available when the player is the defender. It is possible to acquire one nanomine per unit. The player places his nanomines in his deployment zone at the beginning of the game. They are represented using dice or game markers. During the activation of one of his units, the player can spend 1 LP to blow up one or more of his nanomines. All the fighters located in the Area of effect suffer an impact.

- : 3
- : 5/1

Improved articulations (5 A.P.): The corridors of Damocles are particularly narrow and with the failures of Damocles, they can no longer be widened. To avoid this problem, a golgoth's articulations can be modified.

With this equipment, once per round a golgoth may pass through any door or opening on the AT-43 poster. However, it does not allow it to enter a corridor too narrow for its base.

MORALE

The factory world is a purely artificial construction, designed to satisfy any of the Thерians' caprices. This is why they feel so comfortable there. On the other hand, things are completely different for other armies. The uncanny factories and the weird Thерian habitats are so disturbing that they are almost terrifying.

During phases 2 and 3 of Operation Damocles, the levels the battles are fought on alter the troops' Morale . A level -1, their Morale goes down one point and at level -2 it goes down two points. Fighters that do not have Morale values are not affected by this rule.

TERRAIN

On Damocles, all the machinery is linked to the EMI grid, and most of the constructions are built from smart materials and nanomachines. A single computer instruction can open a door in a wall, erase a construction or transform an armament factory into an amusement park. Unfortunately, with the failing EMI grid and the rise of Babel, the nanomachines behavior has grown erratic.

Before the players choose their side of the table, each one of them, beginning with the youngest, can pick a terrain element on the battlefield. It is possible to pick two low walls as long as they are adjacent. The template is centered on this terrain element. The player first rolls one die to determine the direction of the dispersion, then two dice to determine the distance in cm (up to a maximum of 10 cm). The terrain element is then moved to the corresponding location. If it is not possible, the element stays where it is.

This rule does not affect terrain elements showing the emblem of an army or a faction other than Thерian.

THE ROUTINES

Despite the problems they have been encountering, the Thерians are still at least partially in control of Damocles. When they are close enough, they can still control the nanomachines that make up most structures of the factory world. This gives them access to two new infantry routines. (See AT-43: *The Rulebook*).

Reconfiguration (2 LP): The Thерian player can destroy a low wall on which one of the fighters of the unit has a line of sight. The low walls destroyed this way are removed from the battlefield but kept at hand. During a later activation of a unit led by an overseer, the Thерian player can place one of these low walls on the battlefield for 2 LP. The low wall can be placed anywhere as long as at least one of the unit's members can see it.

Activation (2 LP): When he activates a unit led by an overseer, the Thерian player can transform any nanogenerator controlled by a unit into a drop point. This routine remains active till the time out phase.



Story Mode

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 Therian 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 shooting 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 role of action hero, these bold soldiers instead choose to laugh about it once the battle is over. These anecdotes, stirring 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 gologs are painted red and 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 shooting 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 gyro-stabilizers. These modifications allow the combat systems to fire even when moving at high speed.

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.

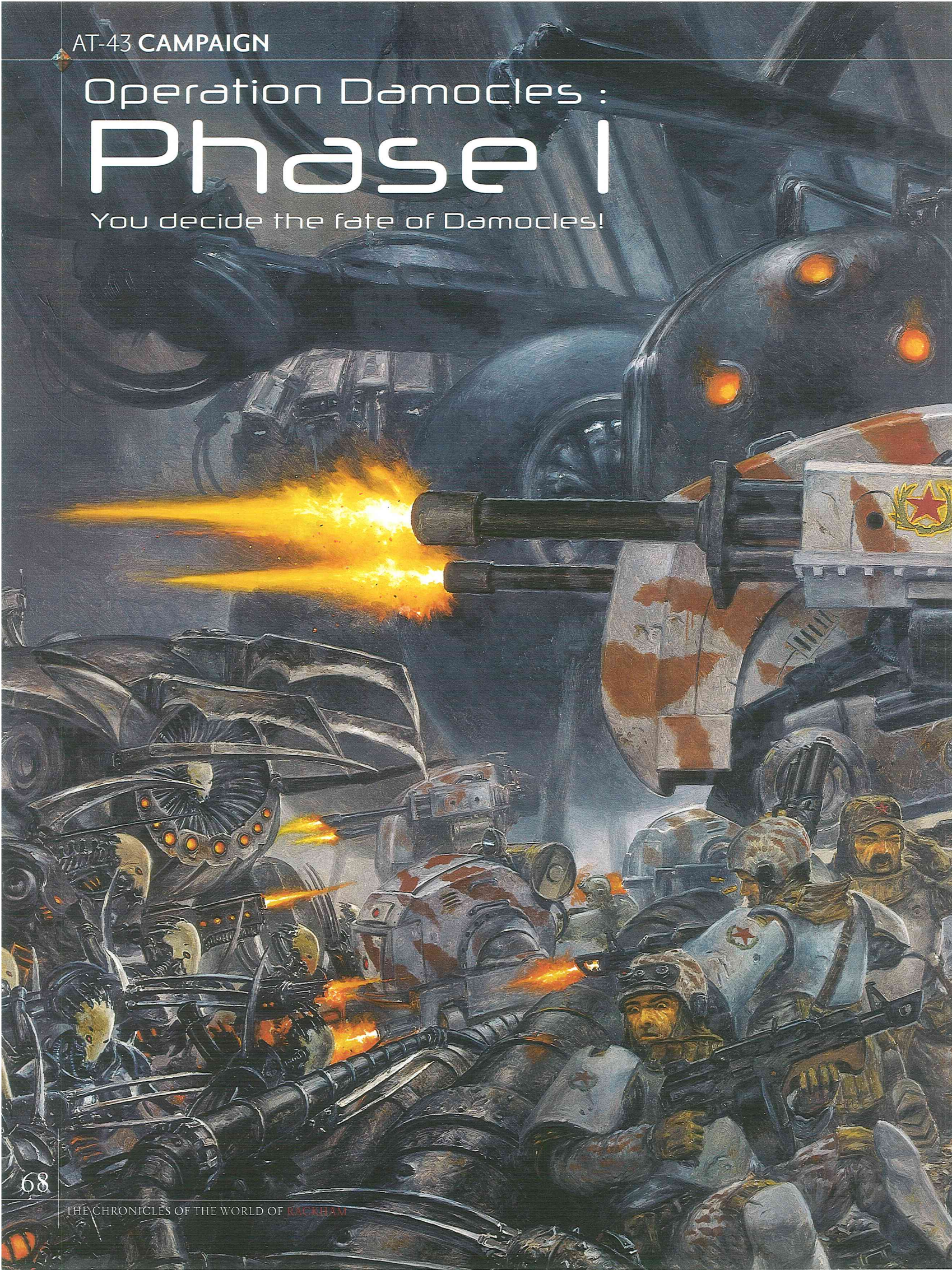
REINFORCEMENT!

The U.N. task force sent to Damocles is not inexhaustible. The Therians cannot waste their troops either, since it takes time and EMI grid bandwidth to build new combat systems. Faced with these issues, commanding officers and overseers would rather preserve their forces to commit them to a more decisive battle. This strategy might seem quite hazardous, but sometimes victory comes at this price.

At the end of the game, any remaining RP are saved. For the following mission they may be used once the company has earned at least 50 RP.

Operation Damocles : Phase I

You decide the fate of Damocles!





The Red Blok is coming!

The Red Blok task force, CERB 4, has finally reached its destination and now orbits around Damocles! Its mission is to crush the Therians in one massive offensive. Its goal is to protect Ava, just as it was during the Antarctica campaign, but also to prevent the U.N.A. from taking control of the Factory world. The U.N.A. should not be allowed to use Damocles.

CONFIDENTIAL REPORT FROM REDINT/ DAMOCLES

The presence of RedInt (see *Army Book: Red Blok*) inside the U.N.A. gives the Red Blok a relatively good overall view of White Stars activity. The collectivist machine has deployed immeasurable resources, sending spies in great numbers, not hesitating to sacrifice many of them to let the enemy believe the Red Blok's plans had been thwarted.

The Red Blok has no equivalent to the Sentinel network and therefore was unable to spot the Therian factory world's arrival. However, through its network of spies, it found out about the factory world's existence at the same time as the U.N. General Staff. Apart from the most technical details, RedInt believes it knows everything that the U.N.A. know about Damocles:

- Damocles is heading for Ava;
- It is a spaceship the size of a big planet;
- It is fuelled by a dwarf star;
- It should reach its destination within a few months to a year, according to the most optimistic estimates.

RedInt has also found out about the secrets behind Operation Damocles. The fact that this operation was organized in the utmost secrecy is not comforting at all. The U.N.A. objectives are now well

known: they were issued orders to invade Damocles, study it, collect as many scientific secrets as possible and, if it could be done, gain control of Damocles and use it.

The Red Blok believes these objectives simply cannot be achieved. The reckless blindness of the U.N.A. is endangering Ava and risks bringing about the fall of all human civilizations. The confidence of the White Stars is another subject to worry about. If they are so positive they will pull it off, it is probably because they have something up their sleeve. And if they do, what are the U.N.A. planning to do with Damocles once in control of it? Probably nothing good from a Red Blok point of view. The White Stars must not be given the slightest chance to fulfill their dreams of conquest. Something must be done!

OBJECTIVES OF CERB 4

The Red Blok has not forgotten the lessons learned from the Antarctica campaign, in BT-0: the U.N.A. taught them a brutal lesson in how to reap the spoils of victory by spilling the blood of its allies. This time the situation is reversed. The Revolutionary Forces have let the White Stars deal with the shock of the landing and let them take the losses as they try to secure solid bridgeheads, attracting all Therian attention. All there is left for the Red Blok to do is land with fresh troops and heavy materiel. The better

prepared Revolutionary Forces are supported by their greatest war heroes. Captain Vrachov and sergeant Tymofiyeva are leading their respective companies, while the terrifying pair of colonels Odin O-1 and Manon O-2 has even been mobilized to ensure the success of the operation. The Red Blok has foreseen any eventually. Even if they have planned a lightning war, they have deployed enough troops for an extended campaign. Escorting them, they have assembled a powerful space fleet, just in case the Therians were to decide to take the fighting into space.

The objective of CERB 4 is to reach the core of the factory world in order to blow it up or at least damage it enough to render the planetoid inoperative. To achieve this goal several plans have been devised. First, the infantry troops will try to infiltrate deep inside and find a way to force the collapse of the shell enclosing the star. Should this strategy fail, every company has demolition teams whose job will then be to do as much damage as possible. Finally, as a last resort, the foremost units will be issued orders to guide the battlecruisers' fire, in order to pierce the factory world's shell to strike at its heart and blow it up. CERB 4 would then probably be destroyed in the explosion; the Red Blok sees this as its ultimate solution.



Campaign rules

The Operation Damocles campaign uses special rules to reproduce the special nature of these battles. The rules presented here apply to all the missions of phases 1, 2 and 3 of Operation Damocles.

PRIORITY MISSIONS

Priority missions were purposely designed to be played in story mode. They are associated with a number to indicate in which order they should be played. Nevertheless, secondary missions are not excluded: the two secondary missions most appropriate for Phase I are pointed out and come with advice to adapt them to Operation Damocles.

Some priority missions are so important that they have consequences over the whole phase, and even sometimes over the whole operation. These consequences are indicated in the "Story mode" inserts.

RED BLOK PLATOON PATTERNS

For all the sides involved, the battlefields and circumstances of Operation Damocles impose particular restrictions on the various staffs. So each army and each faction of AT-43 has its own platoon pattern specifically designed for Operation Damocles in order to increase its chances of winning!

Before each game, each player may choose an alternative platoon pattern for his company. All the company's platoons must be built according to the same pattern, but the player is allowed to change pattern from one mission to the next. The patterns presented in AT-43: The Rulebook are still valid.



RED BLOK PLATOON PATTERNS

SUPRA (DAMOCLES)

Supra relies on its elite forces: kommandos are in fact the most qualified to exploit the breakthrough tactics planned for this operation. Nevertheless, as the leading organ of the Red Blok, Supra has access to all the troops available to the Revolutionary Forces.

Platoon pattern:

- Infantry (★★) !
- Infantry (★ / ★★)
- Soldiers (★ / ★★)
- Soldiers (★ / ★★ / ★★★★★)
- Armored fighting vehicle (★ / ★★)



ARC (DAMOCLES)

The ARC is the army. The ARC believes it has established the ideal military organization, that it is barely necessary to review it for CERB 4. It has simply reinforced its armored fighting vehicle companies to deal with the heavy materiel deployed by the Therians.

Platoon pattern:

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



FRONTLINE (DAMOCLES)

Frontline is the showcase of Red Blok science. It favors materiel over personnel, mainly new equipment based on the latest scientific and industrial achievements released from its laboratories: the various Nakovalny, kolossus armors, or the kommandos' Gauss weapons. Regular soldiers are rare, primarily because Frontline does not have access to the human resources of the ARC.

Platoon pattern:

- Armored fighting vehicle (★ / ★★) !
- Armored fighting vehicle (★ / ★★)
- Infantry (★★★ / ★★★★★)
- Infantry (★★★ / ★★★★★)
- Infanterie (★)



Story mode

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.

STORY MODE: SECONDARY MISSIONS

Mission: Hold the position (AT-43: *The Rulebook*, p. 90): The different spaceports on Damocles are not left defenseless. They are surrounded by fortifications intended to slow down and block enemy attacks. This mission stages the battles taking place around these spaceports. The defending player during this mission will also be in defense during mission I: *Commotion on the tarmac*.

Mission: Landing (AT-43: *The Rulebook*, p. 92): The Red Blok is landing! This mission is ideal if one of the two players is leading a Red Blok company. He will then be the attacker for this scenario.

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 shooting 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 on 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 salute each other on the battlefield, showing sincere respect no matter their rank, and 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.

Phase I: War under the heavens

Phase I is played out in open. Level 0 of the factory world features many access points to the lower levels. Capturing and holding an access point is certainly not easy, but it is crucial to take the conflict to the heart of Damocles!

The following rules only apply to Phase I of Operation Damocles.

NEW RULES

Rules specific to an army also apply to this army's factions.

GENERAL RULE

Cosmic hazards

The surface of Damocles is exposed to the hazards of space.

The youngest player rolls a die at the beginning of each round, before calculating LP:

- to •: Nothing happens;
- •: Magnetic disturbances ;
- •: Meteor shower.

Magnetic disturbances:

During this round, LP can only be used to activate units.

Meteor shower:

A meteor shower immediately rains upon the unit with the fighter closest to the center of the battlefield. The meteor shower is resolved like an artillery strike. Its characteristics are the same as a Red Blok artillery strike. The template is initially placed on the fighter closest to the center of the battlefield.

If several units have a fighter closest to the center of the battlefield the players should randomly determine which of these units is hit by the shower.

Artillery strike

| Army | | | | |
|----------|-----|-----|---|-----|
| U.N.A. | 3 + | 5/0 | 2 | 9/1 |
| Red Blok | 5 + | 8/0 | 3 | 8/1 |



U.N.A.

Artillery strikes

U.N. companies whose strategic value is equal to or higher than 1000 A.P. can use artillery strikes (see AT-43: The Rulebook, p.61).

Reinforcement!

At level 0, U.N. companies are close to their rear supply base. Each U.N. player gets an extra 100 RP during each control phase.



UNSS Battleaxe

During army building, any U.N. player can request the orbital support of the UNSS *Battleaxe* for 350 A.P. The player adds the cruiser's card, found in this issue of *Cry Havoc*, to his activation sequence (or with the reinforcement unit cards), just as if the UNSS *Battleaxe* was a unit. The activation of this card costs 1 LP and triggers an orbital gun blast. This is a locked shot.

It is not possible to use an artillery strike in the same round.

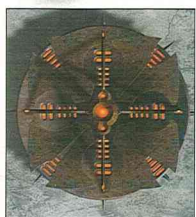
The UNSS *Battleaxe* is not a unit.

UNSS Battleaxe orbital strike

| Orbital strike | | | | |
|-----------------------|-----|-----|---|------|
| UNSS <i>Battleaxe</i> | 3 + | 3/0 | - | 17/1 |



THERIANS



Hyperlink antenna

The hyperlink antennas scattered all over the surface of the factory world connect the Therians to Thera, their world of origin. During company building, any Therian player can take a hyperlink antenna for 50 A.P.

The card for this device, found in this issue, is placed on the battlefield at the same time as the Therian Commander and within 15 cm of him. It is a tactical position any player can control. The player who controls the hyperlink antenna can switch it on (front) or off (back) at will.

During the tactical phase, the player who paid for the hyperlink antenna gets an extra 3 LP when the antenna is switched on.



RED BLOK



Propaganda

Many political commissars of Propaganda, the agency in charge of ensuring the collectivists' loyalty, can be found aboard CERB 4. They keep an eye on the troops' actions and are there to suppress any antipatriotic behavior. If their roving eye has little impact on strider pilots, hidden inside their cockpits, it is quite effective on the infantry units!

During company building, any Red Blok player can call upon Propaganda for 150 A.P. The player then adds the agency's card, found in this issue, to

his activation sequence each round. Activating this card costs 1 LP.

When this card is activated, the player points out one of his infantry units on the battlefield. He activates it immediately, as if he had revealed the card corresponding to a unit (and spends 1 LP if required). The unit affected will have been in fact activated twice.

Artillery strikes

Red Blok companies whose strategic value is equal to or higher than 1000 A.P. can use artillery strikes (see AT-43: The Rulebook, p.61).

Reinforcement!

At level 0, Red Blok companies are close to their rear supply base. Each Red Blok player gets an extra 100 RP during each control phase.

Space supremacy

The CERB 4 fleet is heavily armed for space combat, in contrast to the U.N. fleet. The revolutionary fleet was issued orders to engage in combat as often as possible.

The U.N. fleet is therefore forced to retreat to avoid jeopardizing Operation Damocles.

When a Red Blok company battles against a U.N. company, the latter cannot use the UNSS *Battleaxe*.

NEW EQUIPMENT

Smoke grenades

(U.N.A. and Red Blok only):

The U.N.A. and the Red Blok sometimes give smoke grenades to their vanguard to mark out drop-zones.

The grenades of any U.N. or Red Blok infantry unit can be replaced with smoke grenades, for the same strategic value.

The player's reserve units can enter the battlefield within 10 cm of any miniature of a unit equipped with smoke grenades.

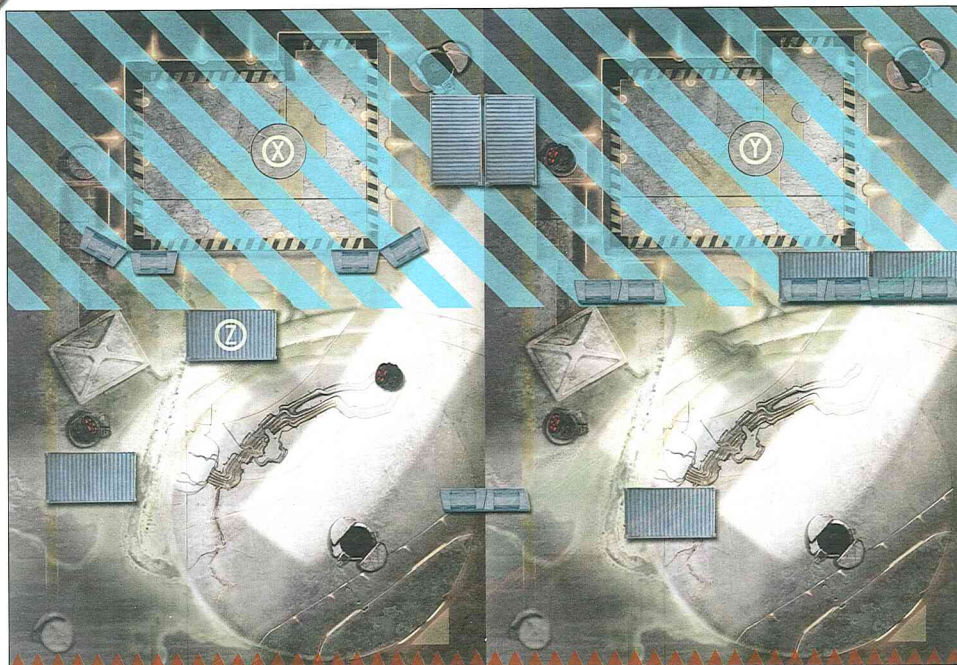
The unit obeys the same rules as if they entered through a drop point.










Space coating (1 A.P.; Therians only) :

Therian fighters that evolve on the surface of Damocles are often coated with an extra layer of armor meant to protect them from cosmic radiation.

Any Therian unit can be equipped with space coating for +1 A.P. per fighter. The units equipped are not affected by meteor showers.

Priority mission - I Trouble on the tarmac



-  Attacker's access zone
-  Defender's deployment zone
-  Drop point X-Ray (pad)
-  Drop point Yoke (pad)
-  Drop point Zebra
-  Container (x 5)
-  Container with two low walls on top (x 2)
-  Nanogenerator (x 4)
-  Low wall (x 8)

Spaceports are some of the most important strategic points on the industrial surface of Damocles. The U.N.A. and the Red Blok use them to drop off troops and materiel. The Therians have also built infrastructures to quickly transfer troops to the surface, to avoid having to use the shafts found at level -1 since they were lost to chaos.

These spaceports are generally makeshift installations, their landing pads being the only durable elements. The rest of it is an awkward assemblage of temporary fortifications and empty containers, as their contents are sent to the battlefield immediately. These areas are not only strategic points but also communication nodes. Ships land and take off at all times. It is not unusual to see two companies of the same army exchange fire to clear the tarmac for a ship desperately waiting to land to refuel...



* attacker only.

FORCES AVAILABLE

Each player has the same number of A.P. to build his company. One company is chosen to be the defender; it will hold the spaceport at the beginning of the mission. The other company is the attacker, its mission is to take control of the spaceport.

TACTICAL POSITIONS

See the map.

PRIMARY OBJECTIVES

- Controlling point X-Ray: 2 VP
- Controlling point Yoke: 2 VP

SECONDARY OBJECTIVES

- Capturing a Nanogenerator: 50 RP*
- Controlling a Nanogenerator: 100 RP
- Capturing a container: 25 RP*
- Controlling a container: 50 RP

SPECIAL RULES

This mission uses all the Special rules of the "Operation Damocles" campaign revealed in this *Cry Havoc*.

The defender's fighters can be deployed on the containers located in the deployment zone.

CEASE FIRE

The game ends when one of the players reaches 20 VP. If both players reach this number at the same time, the one who controls the most primary landing pads wins. If both players control the same number of landing pads, the game goes on. The first player to control more pads than his opponent wins.

If neither of the two players can win any more VP, victory goes to the player who accumulated the most.

A player cannot score more than 20 VP for this mission. If a player resigns his opponent automatically wins the maximum number of points.

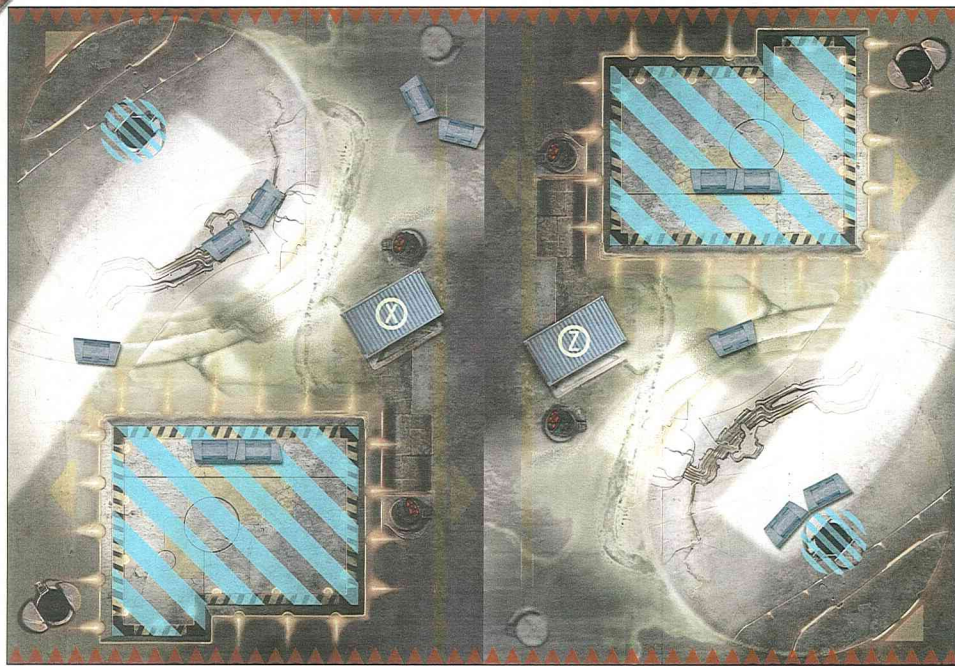
STORY MODE

If the attacker is victorious he captures the spaceport. It becomes easier for him to call in reinforcements. He earns an extra 50 RP during each control phase for the rest of phase I or benefits from the "Reinforcement!" rule once again if he had lost this advantage.

If the defender is defeated he loses the control of the spaceport. He loses both the benefit of the "Reinforcement!" rule and the advantage won during the previous mission.

In any other case nothing changes.

Priority mission - 2 Fire in the hole!



| | |
|--|------------------------|
| | Player A's access zone |
| | Player B's access zone |
| | Drop point X-Ray |
| | Drop point Zebra |
| | Major access |
| | Minor access |
| | Container (x 2) |
| | Nanogenerator (x 4) |
| | Low wall (x 12) |

Level 0 of the factory world is riddled with access points to the inner levels. Each one of them is a major goal of the current battles taking place on Damocles. The Therians use them to deploy troops, the U.N.A. need them to infiltrate Damocles and the Red Blok troops follow the shafts to reach the nerve centers of the factory world.

Unfortunately, many access points were locked during the EMI grid blackout and have never opened again. So whenever a new access point is spotted, companies rush in to be the first to take control of it. These access points are so important it can be the case that companies from the same army will fight over them. Some commanders, consumed by ambition or following their faction's secret agenda, are willing to capture these objectives at all costs, even if it means spilling the blood of compatriots.

All's fair in love and war...

FORCES AVAILABLE

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

TACTICAL POSITIONS

See the map.

PRIMARY OBJECTIVES

- Controlling a major access: 5 VP
- Controlling a minor access: 2 VP

SECONDARY OBJECTIVES

- Capturing a Nanogenerator: 50 RP
- Controlling a Nanogenerator: 100 RP

SPECIAL RULES

This mission uses all the Special rules of the "Operation Damocles" campaign revealed in this *Cry Havoc*.

Only the soldiers located directly on a major access are taken into account to determine who controls it. For minor access points control rules apply as usual.

CEASE FIRE

The game ends when one of the players reaches 20 VP. If both players reach this number at the same time, the one who controls the most access points wins. If both players control the same number of access points, the game goes on. The first player to control more access points than his opponent wins.

If neither of the two players can win any more VP, victory goes to the player who accumulated the most.

A player cannot score more than 20 VP for this mission. If a player resigns his opponent automatically wins the maximum number of points.



Priority mission - 3 Holding the production line



-  Player A's access zone
-  Player B's access zone
-  Neutral access zone
-  Console (2 nanogenerators)
-  Container (x 2)
-  Two stacked containers (x 2)
-  Nanogenerator (x 2)
-  Low wall (x 12)

Damocles isn't called the factory world for nothing. Its surface is covered with gigantic factories sometimes as big as human cities. These factories were meant to ensure the survival of the passengers on Damocles and the replacement of the doom machines on Ava. However, they have been reconfigured to produce combat systems, industrial materiel and even high-tech electronic components. Now they can assemble almost anything, including human weapons!

These factories also have central consoles which control the production lines. In the chaotic context of Operation Damocles, these consoles have become crucial objectives!

In fact, all the armies present on Damocles have the same supply issues. The U.N.A. and the Red Blok are far from their worlds and the Therians have themselves been having logistical problems since the collapse of the EMI grid. Controlling a factory has become such an essential advantage that companies are ready to kill each other for the weapons and ammo they so desperately need!

FORCES AVAILABLE

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

TACTICAL POSITIONS

See the map.

PRIMARY OBJECTIVES

- ♦ Controlling the console: 10 VP

SECONDARY OBJECTIVES

- Capturing a Nanogenerator: 50 RP
- Controlling a Nanogenerator: 100 RP
- Capturing a container*: 100 RP
- Controlling a container*: 150 RP
- Capturing the console: 100 RP
- Controlling the console: 200 RP

SPECIAL RULES

This mission uses all the Special rules of the "Operation Damocles" campaign revealed in this Cry Havoc.

The factory's control console is represented on the battlefield by two nanogenerators standing side by side, constituting a single objective. Controlling this console allows the player to control both nanogenerators that make up the console.

CEASE FIRE

The game ends when one of the players reaches 20 VP.

A player cannot score more than 20 VP for this mission. If a player resigns his opponent automatically wins the maximum number of points.

STORY MODE

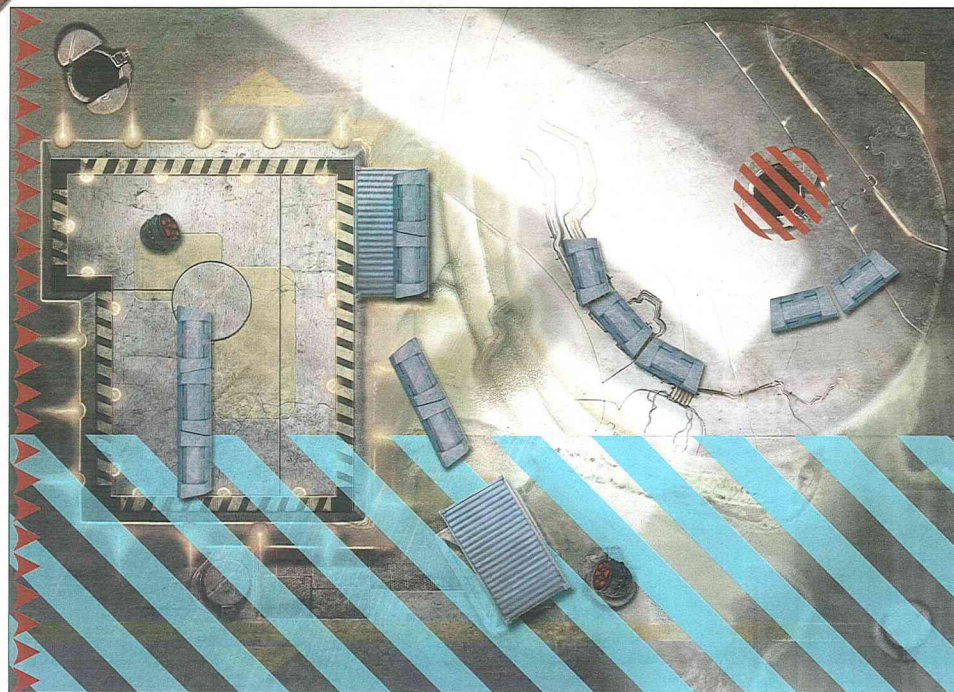
The company that controls the factory can mass-produce weapons and ammo. For the whole of Phase I, the player can equip one unit with grenades or nanostorms for free (if this equipment is part of the unit's optional equipment).

If a company wins this mission several times, it can equip several units with grenades or nanostorms.



*Only those inside the factory.

Priority mission- 4 Back to square one



-  Attacker's access hatch
-  Attacker's reinforcement access zone
-  Defender's access zone
-  Container (x 1)
-  Container with two low walls on top (x 1)
-  Nanogenerator (x 2)
-  Low wall (x 10)

The situation at level -1 is not stable enough for a company to secure a base down there. Even the Therian overseers do not feel at home there anymore, since the EMI grid started to fail them. Sooner or later, companies are forced to come back up. Tired and short on ammo, they are easy targets as they resurface. Besides, they often carry crucial information. Two good reasons to ambush them!

Reinforcements are always at hand to either rescue or attack a company coming back up from the inner levels.

Some faithless commanders choose to attack a company on their own side instead of rescue it. This way they can claim the information gathered from below as their own or eliminate an enemy faction.

In any case, for a unit coming back from level -1, getting through is a matter of life or death!

FORCES AVAILABLE

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

The company returning from level -1 is the attacker. The company ambushing them is the defender.

For this mission, the attacker has only access to half of his A.P. to recruit his assault units. The other half will be used for his reinforcement units.

TACTICAL POSITIONS

The attacker has two particular access zones. All his assault units enter the battlefield through the first, the access hatch, and begin their activation with a move-

ment. The second access zone can only be used to call in reinforcements. It cannot be controlled by the opponent.

PRIMARY OBJECTIVES

During this mission, the attacker and the defender earn VP differently:

Attacker:

- For each unit of soldiers evacuated: 5 VP

Only the soldier units from the assault group count for this objective. In order to count as evacuated, a unit's leader must leave the battlefield through the reinforcement access zone.

Defender:

- At the end of each round: 2 VP
- For each unit of soldiers of the opponent's assault group eliminated: 1 VP

SECONDARY OBJECTIVES

- Capturing a Nanogenerator: 50 RP *
- Controlling a Nanogenerator: 100 RP
- Capturing a container: 100 RP *
- Controlling a container: 150 RP

SPECIAL RULES

This mission uses all the Special rules of the "Operation Damocles" campaign revealed in this Cry Havoc.

The attacker can hasten the arrival of his reinforcements by spending LP at any time during his turn. Each LP spent this way earns the player 100 RP. These RP are spent as usual during the control phase. A fighter cannot end his movement or be placed on the access hatch. If the access hatch is surrounded and a unit from the attacking company tries to get out, check if all the fighters of the unit can be placed on the battlefield. If it is not possible then the active player has a choice: either he chooses not to activate the unit and it remains in reserve, or he does choose to activate it, sacrificing any fighters that cannot be placed.

CEASE FIRE

This mission ends when all the soldiers from the attacker's assault group have been eliminated or evacuated.

When the game ends, each player counts his VP, the player who has the most wins.

*attacker only.

Ava Daily

THE LATEST NEWS FROM MOTHER PLANET AND THE COLONIES

N°4 • SPECIAL EDITION

OPERATION DAMOCLES: THE WAR GOES ON!



Operation Damocles: Phase 1 begins!

On the factory world the fighting remains as violent, but the determination of our soldiers is as high as ever. They are reaching deeper and deeper inside the entrails of Damocles, clutching their weapons. Lately, the Therian machines have shown erratic and illogical behavior throughout the factory world. The fall of Damocles is close!

THE WHITE STARS ARE HEADING FOR THE HEART OF DAMOCLES.

Reinforcements strike hard!

The military campaign intensifies with the deployment of new units: wing troopers and star troopers. (p.78)

Operation Damocles: Phase 1

The White Stars launch a new phase to vanquish the Therians! (p. 78)

The Therian reaction

Each day our soldiers are confronted with new Therian mechanical monstrosities. A troop review of the freak show! (p. 79)

Heading towards a further political scandal: the Red Gate?

Contradicting its word, the government is leading secret negotiations with the collectivist regime! (p. 79)

REINFORCEMENTS STRIKE HARD!

The White Stars are deploying further units on Damocles: wing trooper and star trooper units. A quick troop review by our expert.

Violence increases as the war raging on Damocles steps into the next phase. With the deployment of reserve companies, President Archer is sending the Therians a crystal clear message: we were holding back until now. Just wait to see what we are truly capable of!

Needless to say that the White Stars still have a few trump cards up their sleeve. But with the deployment of the wing troopers and the star troopers, two powerful cards have now hit the table.

First, the **wing troopers**. Heirs to the former paratrooper commandos, these soldiers have access to the finest military technology available on Avan: multilaser, G-pack and laser gun... The wing troopers' mission is to strike behind enemy lines, where they make use of their mind-blowing haste to stun the enemy with a blow as sudden as it is unexpected.

« *The White Stars still have a few trump cards up their sleeve* »

You need to see one of these units in action! With their G-pack, they are above the laws of gravity; the wing troopers dart across the battlefield with amazing speed. Their remarkable multilaser rarely misses its target and causes considerable damage, as it sends not one but four laser beams with each

shot. I will not waste time on the laser gun whose terrifying efficiency you already know...The deployment of this rapid assault unit is a tip-off that the conflict is coming to an end; wing troopers are in fact the ideal fighters to deal the finishing blow to a weakened enemy.

This hope is supported by the arrival on Damocles of the **star troopers**. These units of volunteers are equipped with some familiar materiel – the reliable assault rifle and Volcano MG. The star troopers' traditional role is to crush the enemy under



heavy fire and to hold their ground. They are an excellent occupation and consolidation force.

Victory is definitely there for the grabbing!

H. Etherington II



OPERATION DAMOCLES: PHASE 1

Yesterday, Space Marshal Sanchez held an important press conference. The Ava Daily was there to collect the latest news from the front as well as the updates on the decisions made by General Staff. The space marshal did not disappoint when she announced the launch of the next phase of Operation Damocles, marking a decisive turn in the war.

Phase 1 is General Staff's answer to the difficulties encountered on Damocles by the U.N.A. The Space Marshal relies on the reinforcements sent to General McBright and on the recent failings of the machines on the factory world. Thus after the successful landing of Phase 0 of Operation Damocles, the White Stars must now move towards the core of the factory world and deactivate the network connecting the various morphos machines once and for all.

« *General McBright had been issued orders to recover as much morphos technology as possible.* »

The Therians will not just stand there and do nothing. To the questions concerning renewed morphos activity, Space Marshal Sanchez has admitted that the White Stars were encountering more and more opponents with each step taken towards the heart of Damocles. Furthermore, the morphos offensives against the airheads of Operation Damocles never seem to weaken, as if the Therians had infinite reserves of fighters!

Space Marshal Sanchez reassured us when she told us that morphos machines seemed to be having some operation problems lately. However, no one can tell if these failures will last the time of the whole Operation or if the problem is only temporary for the morphos.

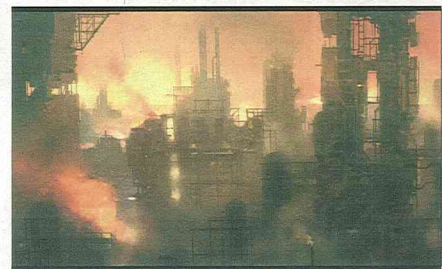
Concerning reinforcements, the Space Marshal has been adamant: new contingents will be sent each time they are requested. The cruisers orbiting around Damocles will be in charge of organizing the landing of these new troops and maintaining communications with CentCom.

« *As if the Therians had infinite reserves of fighters!* »

Questioned about the true U.N. objectives on Damocles, Space Marshal Sanchez has been straight forward: Yes, General McBright had been issued orders to recover as much morphos technology as possible. Yet this is only a secondary objective, subordinate to securing the safety of Ava. Anticipating any further questions, she reminded the press that the level of alert of the U.N.A. had not been decreased concerning the Red Blok and that operations were still being carried out to fight the collectivist forces.

« *who owns the unidentified space objects that have been detected at observing distance of Damocles?* »

Confident, radiant and reassuring, Space Marshal Sanchez masterfully led the press conference. Yet no comment was made



concerning the most worrying rumor currently on every journalist's mind: who owns the unidentified space objects that have been detected at observing distance of Damocles?

A. Baker





THE THERIAN REACTION!

Faced with the rapid advance of the U.N. offensive, the Therians have eventually decided to react. They are deploying new mechanical monstrosities... A quick panorama of these death machines is necessary. This is not for the faint hearted!

If the first Therian machines shocked the most sensitive hearts, what is there to say of this new monster spawn?

« *Only time will tell whom of man or machine is the best.* »

First of all, some variations on a well known theme: the golem. Our soldiers are now fighting **assault golems**, whose nucleus rifle shoots a single but more precise nanomunition with greater penetration than the storm golem's nanoblaster salvos. Instead of the sonic gun, assault golems use a nucleus gun, which does not shoot a salvo but one huge nanomunition ca-

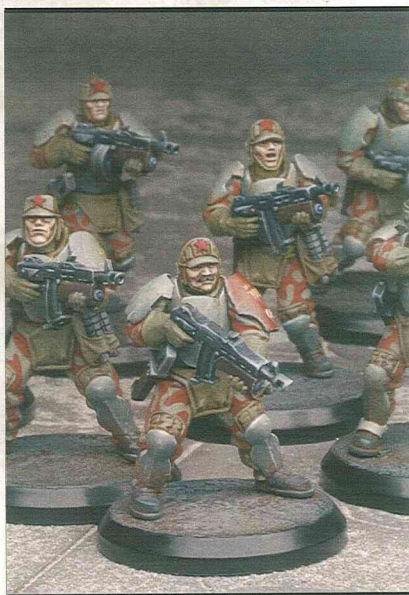
pable of damaging armored fighting vehicles. As if they were the response to our heroic steel troopers, the assault golems were designed to be efficient at medium and long range. The trial has begun. Only time will tell whom of man or machine is the best.

The **grim golems** are an even more monstrous variation. Entirely designed for close combat, they are the demonstration that technology is not the attribute of higher civilization. Their stealth system makes them difficult to spot. These primitive and blood thirsty machines represent the barbarity we thought modern warfare had got us rid of.

However, the most obvious evidence of Therian inhumanity is their ever more monstrous combat machines: the **assault medusas**. These machines standing tall on their mechanical tentacles have already demonstrated their matchless stability and solidity. Sending soulless robots against our heroic patriots, now that has to be proof of Therian cowardice.

H. Etherington II

ARE WE HEADING TOWARDS A FURTHER POLITICAL SCANDAL: THE RED GATE ?



For several months now, government has been feeding us sensational declarations concerning its determination never to negotiate with the Red Blok. We have been told "Rather dead than lose our freedom". A bunch of lies! Emissaries of our government are believed to have established contacts with the collectivist enemy in great secret!

Treason or acknowledged political mistake? Only a few months ago President Archer made her sensational declaration, violently rejecting the idea of a compromise with the Red Blok. "I am not a woman of compromise (...) I will not endanger the defense of our ideals." she claimed loud and clear.

It seems this ideological position was only a facade. We have learned from our most reliable sources that the supreme collective has in fact received emissaries appointed by U.N. government to negotiate a truce. A fine example of consistency and responsibility! While our brave soldiers fight the heroic battle for our planet's survival, our leaders refuse to admit their mistakes, betraying their own ideals! Declarations are

obviously easier to make than war: the revolutionary fleet has in fact sent toward Damocles several massive battlecruisers with enough their firepower to totally annihilate our fleet of cruisers if they were to be given half a chance.

« *The only hope of salvation for our ships would be immediate flight* »

According to a source close to the Space Fleet staff, "In the most unlikely prospect that the Red Blok would have dispatched such powerful units, the only hope of salvation for our ships would be immediate flight, abandoning the forces that have already landed."

After having slammed the doors of negotiation with such brutality, it is doubtless that the concessions made in order for the discussions to resume will be indexed on the level of arrogance of our leaders. No doubt that the bill will be colossal. In a tragic twist of fate, all we can do is pray for hope that the Red Blok leaders are more reasonable than our own government!

N. Hoï

COMPLETE YOUR COLLECTION!

WAYS OF LIGHT

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 Fortress of Kaiber (Universe, Map and Scenarios) Vol. 02
 Untainted Flame (the) (Legendary artifact) Vol. 09

Sessairs Kelts

Army guide (Strategy) Vol. 09
 Origins (Universe) Vol. 01 & 05
 Sessairs tribes (Faction) Vol. 08

Lions of Alahan

Alahel the Messenger (Hybrid profile, Vol. 02. Hybrid RPG) Vol. 06
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