

MEDTEC



A new protagonist in the war stepped into the light when Operation: Frostbite began: MedTec is originally a U.N. interstellar company and a subsidiary of ONI Technologies.

This company sells its cutting edge medical services to all sides involved. Everything that can preserve the existence of a fighter is available: Therian nanotechnology, experimental Red Blok cloning treatment, Karman relaxation techniques, etc. All it takes is payment, with money for those who know of the concept, more often in resources of all sorts.

MedTec is not a neutral power and no one will hesitate to shoot at a medical container being used by the enemy. The nurses and doctors working for this company are greatly rewarded for the risks they take.

General staffs on every side can only speculate when they discuss the deals they suspect MedTec has sealed with their enemies. The U.N.A. and the Karman have an immediate interest: ONI Tech has access to collectivist cloning techniques and to some extent Therian technologies. Neither the Red Blok nor

the Therians had any reason to accept a neutrality deal at first. It wouldn't have been particularly favourable to them since it made their advantages available to their enemies.

However, the truth is a well kept secret: both the Therians and Red Blok have agreed to cooperate with ONI when the company revealed it had recovered a sample of a deadly virus on Élysée and that MedTec had developed an antivirus.

SPECIAL RULE: DEPLOYING A MEDICAL TEAM

Eager to keep its technological breakthroughs to themselves, MedTec makes sure that neither its personnel nor its materiel can be captured easily.

MedTec containers constitute a secondary objective that doesn't generate any victory or reinforcement points.

When a MedTec team enters the battlefield, the container and two high walls (Size 2) are parachuted in after the unit's movement (but after possible overwatch fire), out of contact with any miniature. These terrain elements are deployed so that the MedTec unit counts towards its control. If there is not enough room to set up the container, the MedTec unit stays in reserve. However, it is possible to choose not to deploy the high walls.

In addition, a MedTec unit always has to take part in the control of its container. As soon as they lose control of the container, the miniatures and the terrain elements representing this unit are removed from the game.

TACTICS

As members of an unarmed unit, MedTec is not here to destroy the enemy. However, its nurses have the power to extend the life expectancy of the troops they follow. With an extra three medics and a field hospital that can revive any casualty, your infantry units' new found vigor will be a nasty thorn in your enemy's side. Violence is not the only way to win a war: sometimes a well placed bandage is just as efficient as any laser rifle.

UNIT COMPOSITION

- Type: 2.
- Numbers: 3.
- Standard equipment: Field hospital.
- Optional equipment: None.
- Special weapons: None.
- Specialists: Medic.
- Officer: None.



RECRUITING A UNIT

A MedTec unit can fill a type ★★ infantry slot in any company, regardless of its origin. The medical assistance of MedTec is available to all armies, Cogs and Therians included.

Equipment

Field hospital: The campaign hospital has the ER ability. Its use is declared once per round during the activation of a friendly infantry unit in contact with the field hospital: one of the unit's fighters comes back into the game.

Specialists



Medic: The two nurses and the medic have the "First aid" ability. Once per round they can each save a member of their unit or a member of a unit in contact. The player announces the use of this ability by shouting "Medic!" right after the fighter is eliminated. A medic cannot save himself. A medic who has taken damage points cannot use his ability for this salvo.

Cost of a MedTec unit

EQUIPMENT	STANDARD NUMBER (1)	EXTRA FIGHTER
Standard	75 A.P.	+ 25 A.P.
3 MedTec including: • 3 specialists		