

# NEW RULES



## CIVIL ENGINEERS

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

*– Lieutenant Epstone, addressing a civil engineer.*

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

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

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

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

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

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

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

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

### NEW BATTLE OBJECTIVE

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

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





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

## FIELD/COMBAT ENGINEER ABILITY





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

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

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

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

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

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

The minefields that were triggered are removed from the battlefield.

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

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

## CRYSTALS AND NANOGENERATORS



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

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

## Characteristics

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

### Terrain elements characteristics



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





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

## Karman crystals

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

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

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

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

## Therian nanogenerators

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

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

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

## CUSTOM SCENARIO

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

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

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

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

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

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

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

## Bunker units

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

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

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

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

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

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

## SUPPORT UNITS

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

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

### Mobile support

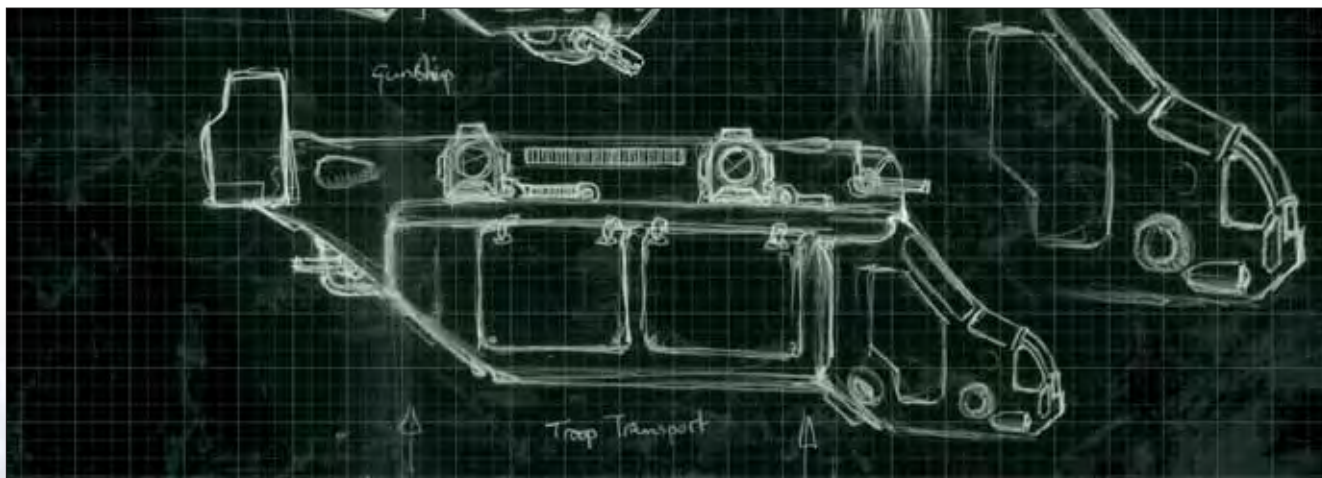
A company may recruit a mobile support unit to fill an “infantry unit” slot.

## TROOP TRANSPORT

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

– Anonymous

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




## DEPLOYING A TROOP TRANSPORT

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

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

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

### Characteristics and embarked units

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

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

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

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

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

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

### Jumping out of a troop transport

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

### Embarking on a troop transport

In order to embark the unit must:

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

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

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

## SPECIAL TERRAIN

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

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

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





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



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

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

## NEW COMBAT DRILLS



### Eject!

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



### Fire at will!

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

### Shield formation!

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

## BUNKERS

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

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

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

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

### Damage location

Damage inflicted to bunkers is resolved using the following table.

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

Location table

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

