



# The U.N.A.

*The U.N.A. are interested in Élysée: the Morningstar agency discovered many remains there well before the Karman established their colonies. Therian buildings, clearly more primitive than those on Ava, were found at the planet's poles. Their exploration would allow the U.N.A. to understand how doom devices work.*

*The first battles have revealed the presence of the precious elysium mines. The lure of the discovery was the initial incentive for Morningstar's intervention: obtaining information on revolutionary metallurgy, a domain where the Red Blok still holds a significant lead, would constitute a true master stroke.*

*The original U.N.A. plan was to land at the North Pole in order to establish a forward operating base. The agency's military failure to do so has forced it to issue a request for assistance. Central Command, M.Ind and Union, as well as other smaller agencies, have dispatched forces to Élysée. Who could ignore the elysium fields and the secrets of the doom devices?*



# MORNINGSTAR

*"Ever closer to the stars."*

Morningstar motto

## INNOVATE!

When the scientists of the Coleman expedition (see Army Book: U.N.A.) entered the remains of Hamrun in BT-376, they had no idea they were unearthing the technological heritage of the Therians, thus writing a new chapter in the history of Ava. Deeply moved by their discoveries, they created Morningstar, a secret society that generated several industrial revolutions based on the secrets excavated from Hamrun. Their ideals inspired the creation of the United Nations of Ava and provided the momentum needed for their compatriots to conquer space.

Morningstar still exists in AT-43, as an independent agency. Heirs to a long historical tradition, the leaders of Morningstar have always entertained friendly relations with the U.N. presidency. Trust and cooperation between both entities is total. Nonetheless, Morningstar enjoys financial and political autonomy thanks to the many patents registered by its scientists; its influence on the industrial networks of humanity is discreet and yet considerable, including several contractors of the famous ONI company.

Morningstar's agents have dubbed themselves "Knights" for their devotion to their cause. Their lives are dedicated to ideals some revolutionary minds would consider outdated. Recruited from amongst the brightest minds of Avan scientific communities, they speak of innovation, humanism, progress



and tolerance. The most hardened specialists of Morningstar feel just as comfortable in battle dress or wearing a three-piece suit. They never hesitate to accompany the White Stars to the Front. They are ready to put their lives on the line in the zone of fire if it allows them to get their hands on an artifact or to test experimental technologies. In their eyes, nothing can be too good for humanity!

Nevertheless, Morningstar requires great discretion from its members. Tradition dictates that the ambitious, aiming at the highest spheres of responsibility, must choose between the agency and their career. Such is the way of the star knights in AT-43!

## ORGANIZATION

Most of Morningstar's activity consists of exploring hundreds of alien ruins discovered on the various worlds colonized by the U.N.A.

Because it explores all the worlds colonized by man, the agency can rely on an organization spread throughout the galaxy with resources comparable to an interstellar state. An old joke says that only the budget of the U.N.A. could beat that of the agency. In reality this is no joke.

Exploring the universe, discovering all its marvels and distributing them to humanity in order to guarantee its expansion and happiness keeps more than half of the Knights busy. Each team of explorers is solely responsible to the hierarchy for its work and it must ensure that the resources provided are

used in the best possible manner. This is a delicate task, since each team is the sole judge of the interest and, more importantly, of the danger each discovery represents.

Supervising thousands of exploration campaigns, some of the oldest and greatest explorers of Morningstar are gathered in an assembly at Castle Mocolat, the famous headquarters of the agency, in the suburbs of New Eden. They form the Square Chamber, the administration of Morningstar so called because of the room they meet in to deliberate.

Finally, there are the administrative members of the agency who do not take part in exploration missions and who are not members of the Square Chamber. They represent close to a quarter of the Knights and they manage Morningstar's patrimony: a war chest comprising of countless patents and quantities of precious resources discovered during archaeological explorations.

## TROOPS

Although officially war has nothing to do with Morningstar's activities, the agency maintains a small military force trained to rescue Knights in danger. In addition, its prestige is enough to easily obtain detachments from any U.N. faction, notably from the M.Ind. These advantages are used to give the Knights the best military training possible. It is relatively common to see archaeologists, doctors and all sorts of scientists who work for Morningstar take part in the training sessions usually available only to elite troops.

Morningstar is first and foremost an exploration organization. Its understanding of war is the result of this function. Infantry platoons are the "poorest" corps of these companies, not only because the soldiers are often "borrowed" from other organizations that do have a real army, but also because the Knights are mainly scientists. They are not trained to command and are at a loss trying to lead large numbers of soldiers. Consequently, Morningstar entirely relies on elite infantry or battlesuits, composed whenever possible of Knights who have received the relevant training.

At the heart of this organization, there is always a combat strider unit. Morningstar owns many of the patents used on armored fighting


## PLAYING MORNINGSTAR

The player can choose any platoon pattern to build his company, but he can only use one at a time. Only Morningstar platoon patterns benefit from the advantage and disadvantage below.

Morningstar advantage: Morningstar officers can become either mechanics or medics during company building if he doesn't already have this ability. All the officers of the same company must choose the same speciality.

- Mechanic: The mechanic has the "Repair" ability. At the beginning or at the end of his unit's activation he can repair a friendly armored fighting vehicle within 2.5 cm of him. The armored fighting vehicle recovers 1 SP in a location chosen by the player. Destroyed parts may be repaired.

- Medic: The medic has the "First aid" ability. Once per round he can save a member of his unit. 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.

Morningstar disadvantage: Morningstar companies cannot include officers beyond Rank 3 (Lieutenant ) . Heroes are an exception to this rule.

Platoon pattern:

- Armored fighting vehicle unit (★ / ★★) !
- Infantry unit or Combat strider unit (★★)
- Infantry unit or Armored fighting vehicle unit(★ / ★★)
- Infantry unit (★★ / ★★★)
- Infantry unit (★★★)

! Priority slot. It must always be picked first.

vehicles. The agency has accumulated a large number of striders: prototypes, early models of a new series, end of the line models from old series, parade units...

Finally, Morningstar is generously equipped with combat vehicles used to explore hazardous areas. Although these machines were almost all disarmed before their acquisition by the agency, a few hours is enough to refit them for war with weapons from the large stocks held by Morningstar. The agency also owns many of the weapon industry's patents; its warehouses are full of prototypes or samples from new and former series.

