



Karmans

The Karmans are on home turf. The war is threatening their farms, their monasteries, their cities. The control of the spaceport, makes it a strategic location for anyone fighting in this merciless war.

Furthermore, Élysée is a major karmic issue.. The Karmans are already atoning for the extermination of the Krygs, how could they cope with the blame for the destruction of an entire planet?

Up until now, the Karmans have painstakingly distanced themselves from the Therians' astromorphosis activities. It is no longer possible: the settlers of Élysée have taken responsibility for a sister species, the proto-Karmans who were abandoned by the Therians after their initial failure to deconstruct the planet.

To most warlike among the Karmans, observation ends on Élysée. Watching entire civilizations destroying their own Karma through pollution, massacres and all sorts of exactions is unbearable. They need to be shown the way of the Karma, even if it means forcing them. And it all begins on Élysée!



"Freedom comes at a price: the lives of those who will try to deprive us of it."

– Guru Lucius

PRESERVING KARMA

Arceo has set itself an ambitious goal: preserving Karma on an interstellar scale. The loss of a living being is merely a flicker compared to the gigantic brazier of planets and suns put to torture. The loss of a star is a far greater karmic disaster than the loss of a few replaceable lives...

Arceo believes the Karmans have lost their sense of priority. The great sages are distraught by the guilt of having exterminated the Krygs and the problems due to the resulting social schisms that have shaken Karman society. They cannot see the wood for the trees.

Fortunately, since they are on the frontline, the Karmans of Arceo can see what their brothers are oblivious to. They are the ones actively fighting against several invaders with particularly cataclysmic intentions for the planet where their headquarters has been moved, Élysée. Their objective is the direct result of this "privileged" situation: Arceo must make sure the Karmans never forget that in the order of things the universe comes before its inhabitants, the big picture before any individual interest. Élysée is the ideal place to undertake this quest: it will become the symbol of those Karmans who fight against all destroyers of worlds, Therians included. Élysée will be the foundation upon which the ideals of Arceo will stand. Win or die, the faction hopes it will clear the rest of the Karmans' sight.

Arceo is also the cutting edge of guerrilla warfare. Fighting an enemy who has the advantage of numbers as well as air and space supremacy has become its specialty. Many warrior-philosophers have come to train with Arceo to further their quest for awakening through armed combat. Once their training is completed, these visitors often leave convinced by Arceo's vision. Even when it is not the case, this Karman faction has mastered the art of guerrilla ideology. Those who are not convinced during training still leave with simple concepts and a few seemingly innocent ideas that form the seed of Arceo



thinking. While they might not believe in them themselves, the visitors spread the ideas of the faction as they train more Karmans in the military techniques they learned from Arceo.

ORGANIZATION

Arceo is not trying to guide the Karmans; it is trying to help them not get lost. It doesn't set up large organizational groups. It prefers small cells of allies. These small groups keep

an eye out for ideological mistakes and they try to influence those about to make them. Its structure is a reproduction of its military methods: largely independent units of limited size capable of picking their own missions and carrying them out alone. These "units" are not necessarily military. They form and disband depending on the needs of the moment and they can set up anything from a training session to a propaganda operation or even a resource collection operation. The contribution of the structure is only logistical, unless the objectives are beyond what a single unit may achieve. In this case, several units may gather and pool their resources and influence to reach a more important target. On a few exceptional occasions, the whole of Arceo will be mobilized to defend a major cause, as is the case on Élysée.

Arceo also organizes various theoretical sessions designed for all Karmans who are interested in its management and combat techniques. The first to subscribe are often already members of Arceo who seek to perfect their skills. These gatherings are also an opportunity to meet other members of the faction and discreetly plan future operations.

Officially, Arceo doesn't have a space fleet, but its cautious military methods based on hit and run raids are appreciated by ship captains. In fact, Arceo is unofficially in control of the ships sent to defend Élysée. In addition, Arceo has also placed several propaganda groups aboard all the ships that have agreed to carry "refugees". Thus two thirds of the fleet actually stationed in the stellar system of Élysée has secretly rallied to their cause. This might cause some serious problems in their relations with the factions that mobilized these forces, notably Flux.

TROOPS

The military teachings of Arceo, which encourage adaptability and versatility to make the most of any opportunity, imposes a balanced platoon pattern. In fact, there is generally the same number of armored fighting vehicle and infantry units.

In terms of infantry, Arceo doesn't have the resources to deploy maximized – and costly – elite units. This faction relies mostly on local forces and good will. They are not hardened soldiers but their heart is faultless.

As for armored fighting vehicles, Arceo obviously favors light, maneuverable machines that strike fast and hard. They need to cause the maximum amount of damage before they pull out. Therefore, all sorts of trikes are used, though some buggies will find their place too. Class 3 armored fighting vehicles are what is lacking in Arceo platoons. Disregarded because of their weight, poor maneuverability and absolute lack of stealth, they get overlooked.



PLAYING ARCEO

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

Arceo advantage: Armored fighting vehicles may be given the “Take cover!” combat drill like infantry.

Arceo disadvantage: The maximum number of fighters in Type 1 and 2 infantry units is reduced by 1, with no change to the strategic values in A.P. However, the player may pay the cost of an extra fighter to reach the original number.

Platoon pattern:

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

! Priority slot. It must always be picked first.

NEW EQUIPMENT: KARMIC WARRIOR

War has led many Karmans to the gates of Awakening, but Arceo is the first faction to use these exceptional beings to serve a cause. It can do so because its members are all clairvoyant and many among them have already reached the Awakening, which gives them amazing power over karma. Its teachings have favored the emergence of many awakened ones capable of bending reality to help save universal Karma. However, even among factions less mindful of their karma, one will find units constituted entirely of warriors with the gift of clairvoyance and even Awakening. Aware of their importance and their role as spiritual guides, these units have proclaimed themselves “karmic warrior units”.

Any Karman unit can become a karmic warrior unit for a cost of 5 A.P. per fighter.

Karmic warrior: Once per game, the unit may re-roll or force another player to re-roll any test that is taken by the unit or a unit targeting it. The new result replaces the previous one.

These light patterns are ideal for ambushes and surprise attacks. This organization has created a new generation of pilots trained to leapfrog from cover to cover to stay hidden. Even the least experienced among them can perform emergency landings to dive behind cover and acrobatic rolls to use every possible bit of cover.

Unfortunately, guerrilla techniques have a major downside: by favoring small groups of quick and mobile forces, Arceo never constituted a real army. In the planetary war beginning on Élysée, this faction is having a hard time recruiting fighters and equipping them. The problem is so serious Arceo has had to reduce the maximum number of fighters it can include per unit in order to be able to equip everyone.