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v2.2

Jan 2017

Game: AT-43

Publisher: Rackham Entertainment (2006)

U.N.A. unit cards

v1 initial release

v1.1 Heroes updated with info on which units they can lead

v1.2 Basic platoon pattern error fixed

v2 Added support teams

v2.1 Steel Trooper 9 man unit fix

v2.2 Added mercenary Francesca Fortuna

Print on card (ensure you are printing at 100% scale) laminate and trim to size.

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PATTERN ATOON 7 ONE

INDICATES FIGURE IS ADDED TO UNIT BUT DOES NOT COUNT IN THE NUMBER FIGHTERS (SO IT IS POSSIBLE TO EXCEED THE MAXIMUM NUMBER OF FIGHTERS). A TIME PLATOON PATTERN CAN BE USED AT

BOTH CASES THE FIGURE'S COST IS ADDED TO THAT OF STANDARD FIGHTER. INDICATES FIGURE REPLACES Z

THE UNIT.

A **Soldier** slot may be used to fie A **Support** unit slot may be used An **Infantry** slot may be used to A **Strider** slot may be used to fie A **Vehicle** slot may be used to fie

used to field either a unit of Soldier ed to field a unit of Striders.

unit of Vehicles. unit of Veh

STANDARD ORGANIZATION U.N.A

Soldier unit (*/**)! Soldier unit (**/***)

Soldier unit (★★) or support unit (★/★★)

Soldier unit (***) or combat strider unit (*) or a vehicle unit (*)

Strider unit (*/**/***)or a vehicle unit (*/**/***)

An Officer replaces a standard fighter; his cost is added.

All the Special Weapon Bearers in a unit must carry the same weapon.

Each Specialist replaces a standard fighter for free.

Extra Fighters:

- cost of each fighter added to the standard number without exceeding the maximum number
- cost of each fighter to exceed the maximum number when there is an officer in the unit. Officer's numbers bonus is the most that can be added.
- a unit must be at its maximum number of fighters in order to have more than one special weapon bearer.

PLATOON PATTERN **CENTRAL COMMAND**



During the company building, each unit can change a standard fighter into a sergeant

Disadvantage

A unit without an officer must make a Morale test at each one of its activations.

Platoon Pattern

Infantry unit (**)!

Infantry unit (*/**/***)

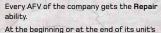
Soldier unit (***)

AFV unit (*)

AFV unit (*/**/***)

PLATOON PATTERN

M.IND



activation it can repair a friendly AFV within 2.5cm, including itself. The repaired AFV recovers 1 SP in a location

picked by the player. The chosen location may be a piece of equipment previously destroyed.

The company is defeated if all its AFVs are destroyed.

Platoon Pattern

AFV unit (*/**/***)!

AFV unit (*/**/***)

Soldier unit (***)

Infantry unit (*/**)

Infantry unit (*/**)

PLATOON PATTERN MORNINGSTAR



Officers can be either Medics or Mechanics during company building if this ability is not already available.

All the officers of the same company must choose the same speciality.

Companies cannot include officers beyond Rank 3 (Lieutenant).

Heroes are an exception.

Platoon Pattern

AFV unit (*/**)!

Infantry unit or combat strider unit (**)

Infantry unit or AFV unit (*/**)

Infantry unit (**/***)

Infantry unit (***)

PLATOON PATTERN UNION



All infantry units get the ability Nerves of Steel. The fighters of these units never need to roll Morale tests.

Disadvantage

Each combat drill costs 2 LP.

Platoon Pattern

Soldier unit (*)!

Infantry unit (*/**)

Soldier unit (*/**/***)

AFV unit (*)

AFV unit (*/**/***)

ABOARD 'BAD DOG' BORZ GT. ũ

BORZ

GT.

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OFFICER OF ANY NON-VARIANT FIRE TOAD UNIT FIRE TOAD 'BAD DOG' ADDED TO UNIT DOES NOT COUNT TOWARDS ITS NUMBER OF FIGHTER



> SERGEANT COUNT TOWARDS ITS NUMBER OF FIGHTERS OFFICER OF ANY TYPE 2 SOLDIER UNIT ADDED TO UNIT DOES NOT COUNT TOWARDS ITS NUMB **(** Standard Ranged Laser pistol 3 1/0 Leadership When Borz/Bad Dog is the Commander, roll 2D6 when making Authority tests and keep the best result. Designator May tag an enemy unit in LOS; until the end of the round, indirect fire and locked shot weapons do not need a LOS to the tagged unit.

SGT. A. BORZ

APT. NEWTON ABOARD AFV

PT. NEWTON

OF FIGHTER OFFICER OF ANY FIRE TOAD UNIT FIRE TOAD 'NUMBER ONE' ADDED TO UNIT DOES NOT COUNT TOWARDS ITS NUMBER



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ITS NUMBER TROOPER UNIT R OF ANY STEEL TROOF TO UNIT OT COUNT TOWARDS IT OFFICER OF ADDED TO U

FIGHTERS

OF







PPERHEAD CO CO STARK ARD O COL ABO

SOLO AFV UNIT

EPSTONE <u>G</u>

OFFICER OF ANY DEATH DEALER TACARM UNIT ADDED TO UNIT DOES NOT COUNT TOWARDS ITS NUMBER OF FIGHTERS

OFFICER OF ANY DEATH DEALER TACARM UNIT ADDED TO UNIT DOES NOT COUNT TOWARDS ITS NUMBER OF FIGHTERS

EPSTONE

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6 9 8 0

3 1/1 - 4/1

4 1/0 - 3/1

2

3

••0000



8 STAR TROOPERS

8 STAR TROOPERS

••0000



250 20 12 FIGHTERS EXTRA FIGHTER

175 20

8 FIGHTERS EXTRA FIGHTER

8 STAR TROOPERS



5 1/0 - 5/1

4 1/0 - 3/1

2

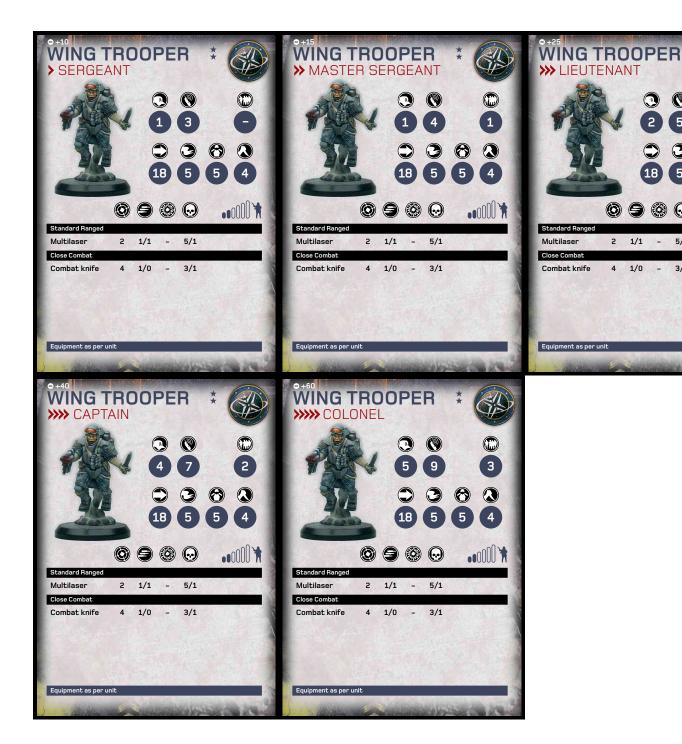
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6 STEEL TROOPERS 6 STEEL TROOPERS 6 STEEL TROOPERS 0 3 0 0 5 5 5 5 5 0 9 8 0 0 9 8 0 •0000 0 9 8 0 ••0000 ••0000 Standard Ranged Standard Ranged Standard Ranged Laser rifle 5 1/0 - 5/1 Laser rifle 5 1/0 - 5/1 Laser rifle 5 1/0 - 5/1 Close Combat Close Combat Close Combat 4 1/0 - 3/1 4 1/0 - 3/1 4 1/0 - 3/1 Combat knife Combat knife Combat knife 1 Special V Missile launcher 3+ 1/0 - 13/2 Locked shot 7 1/1 - 14/1 Volcano MG 4 3/0 - 7/1 Laser gun Medic First Aid. Once per round save member of the unit. Medic First Aid. Once per round save member of the unit. Medic First Aid. Once per round save member of the unit. Mechanic Repair. At the beginning or end of his unit's Mechanic Repair. At the beginning or end of his unit's Mechanic Repair. At the beginning or end of his unit's activation can repair 1 SP of a friendly AFV within 2.5cm activation can repair 1 SP of a friendly AFV within 2.5cm activation can repair 1 SP of a friendly AFV within 2.5cm.

175 30 S FIGHTERS EXTRA FIGHTER ЮÜ





6 9 8 0

2 1/1 - 5/1

4 1/0 - 3/1

2

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200 35 6 FIGHTERS EXTRA FIGHTER



325 35 9 FIGHTERS EXTRA FIGHTER

SHOCK TROOPER OFFICER OFFICER ASTANDARD FIGHTER



SHOCK TROOPER INFANTRY MAXIMUM UNIT

9 TROOPERS INCLUDING 2 SPECIAL WEAPONS + 0-1 OFFICER

9 FIGHTERS 325 EXTRA FIGHTER 30

SHOCK TROOPER INFANTRY STANDARD UNIT

6 TROOPERS INCLUDING 1 SPECIAL WEAPON + 0-1 OFFICER

6 FIGHTERS 200 EXTRA FIGHTER 30



	1			9	0
			4	5	5 5
					-01) >4
	(0)				•0000
Standard Ranged					
SMG	1	2/0	-	4/1	
Close Combat	7	1/1	12	7/1	
Powernike	0.13	1/1	12	7/ -	
Powerpike 1 Special Wea	pon				
The second	25]	1/0	4	8/1	Indirect fire Projection



Indirect fire

can jump over miniatures and terrain ng movement.

G-Pack Rocket Jump: celements durin

Grenades

STEEL TACARM INFANTRY STD UNIT 3 STEEL TACARMS INCLUDING 0-1 OFFICER

STEEL TACARM OFFICER
OFFICER REPLACES A STANDARD FIGHTER

300 STANDARD 3 FIGHTERS





ADDITIONAL EQUIPMENT PLACE UNDER UNIT CARD



SHOCK TACARM INFANTRY STD UNIT 3 SHOCK TACARMS INCLUDING 0-1 OFFICER

STANDARD 3 FIGHTERS

0 [25] 1/0 4 8/1 Indirect fire Projection 250 Powerlance 7 1/1 11/1 Gyroscopes Stability: not grounded when caught in the area of effect of an indirect fire weapon

SHOCK TACARMS

0

•0000

SHOCK TACARM OFFICER OFFICER REPLACES A STANDARD FIGHTER



JAM TACARM INFANTRY STD UNIT 3 JAM TACARMS INCLUDING 0-1 OFFICER

STANDARD 3 FIGHTERS



JAM TACARM OFFICER OFFICER REPLACES A STANDARD FIGHTER



DEATH DEALER INFANTRY STD UNIT 3 DEATH DEALER TACARMS INCLUDING 0-1 OFFICER

STANDARD 3 FIGHTERS



ER TACARM OFFICER STANDARD FIGHTER **DEATH DEALER OFFICER REPLACES A**



FIRE TOAD OFFICER OFFICER REPLACES A STANDARD FIGHTER

FIRE TOAD LIGHT PRINCE > SERGEANT 3 3 0 11 5 **(** ... Lt laser cannon 8 1/1 - 14/1 Lt MG 5 3/1 7/1

FIRE TOAD OFFICER OFFICER REPLACES A STANDARD FIGHTER



FIRE TOAD AFV STANDARD UNIT

FIRE TOAD AFV STANDARD UNIT

200

1 AFV EXTRA AFV

1 AFV EXTRA AFV

200

25 11 5 Lt laser cannon 8 1/1 - 14/1 5 3/1 -Lt MG 7/1

MAX 200 . 200/

1 FIRE TOAD

Lt laser cannon 1 8 1/1

FIRE TOAD LIGHT PRINCE

Lt laser cannon 2 8

11 7 5 9 3 0 .1000 14/1

0

25

1/1

FIRE TOAD AFV MAXIMUM UNIT 3 FIRE TOADS INCLUDING 0-1 OFFICER

9 3 0 Lt laser cannon 8 1/1 - 14/1 Lt MG 5 3/1 7/1 600 200 3 AFVs EXTRA AFV

FIRE TOADS LIGHT PRINCE

FIRE TOAD AFV MAXIMUM UNIT 3 FIRE TOADS INCLUDING 0-1 OFFICER 3 AFVs EXTRA AFV

600 200

3



0

11

5

25

FIRE TOAD OFFICER OFFICER REPLACES A STANDARD FIGHTER

FIRE TOAD LANCELOT > SERGEANT 3 0 5 0 9 8 0 ... Light grenade 4 1/0 3 5/1 Light grenade 4 1/0 3 5/1

FIRE TOAD OFFICER OFFICER REPLACES A STANDARD FIGHTER



FIRE TOAD AFV STANDARD UNIT

FIRE TOAD AFV STANDARD UNIT

200

1 AFV EXTRA AFV

1 AFV EXTRA AFV

150 150



0 11 5 9 🍪 **(** .100 F Lt MG 1 5 3/1 7/1 -Lt MG 1 3/1 -7/1

FIRE TOAD IRON RAIN

FIRE TOAD AFV MAXIMUM UNIT 3 FIRE TOADS INCLUDING 0-1 OFFICER

450 150

3 AFVs EXTRA AFV

FIRE TOADS
LANCELOT 3 0 5 9 @ 0 .1000 Light grenade 4 1/0 3 5/1 Light grenade 4 1/0 3 5/1

FIRE TOAD AFV MAXIMUM UNIT 3 FIRE TOADS INCLUDING 0-1 OFFICER

3 AFVs EXTRA AFV

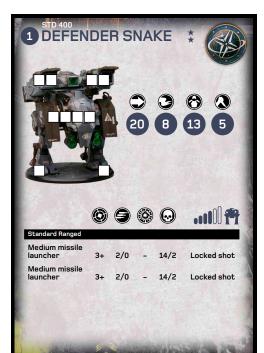
600 200

FIRE TOADS IRON RAIN 3 0 25 11 5 7 9 3 0 0 Lt MG 1 5 3/1 7/1 Lt MG 1 3/1 7/1

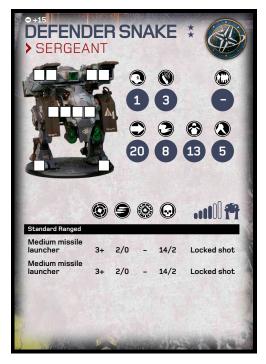
DEFENDER SNAKE AFV STD UNIT 1 DEFENDER SNAKE INCLUDING 0-1 OFFICER

AFV

400



DEFENDER SNAKE OFFICER OFFICER OFFICER REPLACES A STANDARD FIGHTER



DEFENDER SNAKE OFFICEROFFICER REPLACES A STANDARD FIGHTER

DEFENDER SNAKE AFV STD UNIT 1 DEFENDER SNAKE INCLUDING 0-1 OFFICER



DEFENDER SNAKE COBRA 20 13 5 8 111 Standard Ranged Medium missile 350 3+ 2/0 14/2 Locked shot launcher Medium mortar 4 1/0 7 6/1 Indirect fire 1 AFV

DEFENDER SNAKE AFV STD UNIT 1 DEFENDER SNAKE INCLUDING 0-1 OFFICER

	DEFEN COBRA N	DE 18	RS	NA	KE	*	
				20	8	(a) (b) (b) (c) (c) (c) (c) (c) (c) (c) (c) (c) (c	
	Standard Ranged	0	9		©		Nowwen
400	Medium missile launcher	3+	2/0		14/2	Locked shot	1
4	Medium laser cannon	8	2/1		15/1		1
1 AFV					1000		1100

DEFENDER SNAKE OFFICEROFFICER REPLACES A STANDARD FIGHTER



FIRE CRAWLER AFV STANDARD UNIT

8 15 5 9 775 **6 9 0** 1111 Heavy graser 1 7 3/0 - 17/2 Heavy graser 2 7 3/0 - 17/2 AFV

FIRE CRAWLER

FIRE CRAWLER AFV OFFICER OFFICER STANDARD FIGHTER



CAMEL D2 VEHICLE STANDARD UNIT 1 CAMEL INCLUDING 0-1 OFFICER

VEHICLE

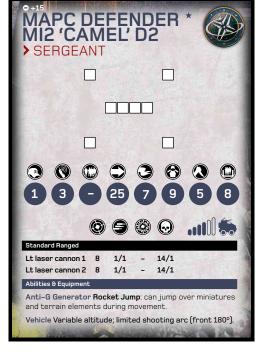
0 9 5 7 250 Lt laser cannon 1 8 1/1 - 14/1 Lt laser cannon 2 8 1/1 - 14/1 Anti-G Generator Rocket Jump: can jump over miniatures and terrain elements during movement.

MAPC DEFENDER MI2

Vehicle Variable altitude; limited shooting arc (front 180°).

'CAMEL' D2

CAMEL D2 VEHICLE OFFICER OFFICER OFFICER A STANDARD FIGHTER



STAR FLAMER SUPPORT TEAM 2 TROOPERS WITH 2 FLAMERS

2 FIGHTERS 175 EXTRA FIGHTER 20



STAR MG SUPPORT TEAM 2 TROOPERS WITH 2 VOLCANO MGS

2 FIGHTERS 75 EXTRA FIGHTER 35



STAR MISSILE SUPPORT TEAM 2 TROOPERS WITH 2 MISSILE LAUNCHERS

2 FIGHTERS 100 EXTRA FIGHTER 45

STD 100.45/ STAR IN	IIIS		E	2 4	SUPPORTIES 4 3	
	0	9		©	••0000	-
Standard Ranged Assault rifle	3	1/1		4/1		100
Close Combat	,	-/ -		7/ 1		1
Combat knife	4	1/0	12	3/1		100
2 Special Weapon	าร					
Missile launcher	3+	1/0		13/2	Locked shot	The second second
	4	Sales .	anua	E PA	way.	no.

U.N.A. SUPPORT TEAMS

A SUPPORT TEAM MAY FILL AN 'INFANTRY' SLOT CONSIDERED BANK 3 UNITS FOR MORALE (TEST WHEN 1 FIGHTER LEFT)

WING FLAMER SUPPORT TEAM 2 TROOPERS WITH 2 FLAMERS

STEEL LASER SUPPORT TEAM 2 TROOPERS WITH 2 LASER GUNS

2 FIGHTERS 175 EXTRA FIGHTER 20

2 FIGHTERS 175 EXTRA FIGHTER 20

2 WING WING TROO	LAS				SUPPORTIES
	*			5	 3 4
BEE LE					••0000 🛪
Standard Banged					••••••
The second secon	5	1/0	-	5/1	••••••
Laser rifle	5	•	-	5/1	OBUUUU N
Laser rifle Close Combat	5	•	-	5/1	
Standard Ranged Laser rifle Close Combat Combat knife 2 Special Weapo Laser gun	4	1/0	-		••••••

WING MG SUPPORT TEAM 2 TROOPERS WITH 2 COLCANO MGS

2 FIGHTERS 75 EXTRA FIGHTER 35



STEEL MISSILE SUPPORT TEAM 2 TROOPERS WITH 2 MISSILE LAUNCHERS

2 FIGHTERS 100 EXTRA FIGHTER 45

			C	9	0 0
1		•	14)	5	5 4
		9		@	**************************************
Standard Ranged		District V			
Laser rifle Close Combat	5	1/0	-	5/1	
Combat knife	4	1/0	1	3/1	
2 Special Wea	pons				
Missile launche	er 3+	1/0	-	13/2	Locked shot

0 5 5 •0000 5 1/0 Laser rifle -5/1 Combat knife 4 1/0 3/1 7 1/1 - 14/1 Laser gun

STEEL LASER STEEL TROOPERS

STEEL MG SUPPORT TEAM 2TROOPERS WITH 2 VOLCANO MGS

2 FIGHTERS 75 EXTRA FIGHTER 35



STEEL MISSILE SUPPORT TEAM 2 TROOPERS WITH 2 MISSILE LAUNCHERS

2 FIGHTERS 100 EXTRA FIGHTER 45



UNA SUPPORT TEAMS ADDITIONAL EQUIPMENT OPTIONS PLACE UNDER UNIT CARD / NOTE NEW COST OF EXTRA FIGHTERS

+ GRENADES + TRIPLE LENSE HELMETS	OPTIONS SUPPORT TEAMS + TRIPLE LENSE HELMETS	ADDITIONAL EQUIPMENT OPTIONS SUPPORT TEAMS + GRENADES
STAR FLAMER TEAM +20 STAR FLAMER TEAM +20 EACHEXTRAFIGHTER ADDED NOW 45/ +15 STAR MG TEAM EACHEXTRAFIGHTER ADDED NOW 55/ +20	STAR FLAMER TEAM +10 STAR FLAMER TEAM +10 STAR MG TEAM +10 EACH EXTRA FIGHTER ADDED NOW 40/ +10 EACH EXTRA FIGHTER ADDED NOW 50/ +10	2 STAR FLAMER TEAM +10 2 STAR FLAMER TEAM +10 2 STAR MG TEAM +10 2 STAR MG TEAM +10 2 STAR MISSILE TEAM +10
STEEL LASER TEAM +20 STEEL LASER TEAM +20 STEEL MG TEAM +20 STEEL MG TEAM +20 STEEL MG TEAM +20 STEEL MISSILE TEAM +20	STEEL LASER TEAM +10 STEEL MG TEAM +10 STEEL MG TEAM +10 STEEL MISSILE TEAM +10	EACH EXTRA FIGHTER ADDED NOW 50/ STEEL LASER TEAM +10 EACH EXTRA FIGHTER ADDED NOW 45/ FACH EXTRA FIGHTER ADDED NOW 45/ EACH EXTRA FIGHTER ADDED NOW 55/ STEEL MISSILE TEAM +10
WING LASER TEAM EACH EXTRA FIGHTER ADDED NOW 50/ WING SNIPER TEAM EACH EXTRA FIGHTER ADDED NOW 70/ WING MISSILE TEAM +20	2 WING LASER TEAM +10 EACH EXTRA FIGHTER ADDED NOW 55/ 2 WING SNIPER TEAM +10 EACH EXTRA FIGHTER ADDED NOW 65/ EACH EXTRA FIGHTER ADDED NOW 65/ 2 WING MISSILE TEAM +10	2 WING LASER TEAM 2 WING LASER TEAM 2 WING SNIPER TEAM 4.10 5 WING SNIPER TEAM 5 WING MISSILE TEAM 4.10
Additional Equipment (a) (b) (c) (c) (c)	Additional Equipment Triple Lense Helmets +1 Accuracy direct fire weapons	Additional Equipment.
Grenades 0 1/0 1 4/1 Indirect fire Triple Lense Helmets +1 Accuracy direct fire weapons		Grenades 0 1/0 1 4/1 Indirect fire
ADDITIONAL EQUIPMENT OPTIONS SUPPORT TEAMS + GRENADES + TRIPLE LENSE HELMETS	ADDITIONAL EQUIPMENT OPTIONS SUPPORT TEAMS + TRIPLE LENSE HELMETS	ADDITIONAL EQUIPMENT OPTIONS SUPPORT TEAMS + GRENADES
STAR FLAMER TEAM +20 EACH EXTRA FIGHTER ADDED NOW 80/ STAR MG TEAM EACH EXTRA FIGHTER ADDED NOW 85/ STAR MISSILE TEAM +20	2 STAR FLAMER TEAM +10 EACH EXTRAFIGHTER ADDED NOW 55/ +10 STAR MG TEAM +10 EACH EXTRAFIGHTER ADDED NOW 50/ +10 STAR MISSILE TEAM +10	2 STAR FLAMER TEAM +10 2 STAR MG TEAM 2 STAR MG TEAM 2 STAR MG TEAM +10 2 STAR MISSILE TEAM +10
STEEL LASER TEAM +20 STEEL LASER TEAM +20 STEEL MG TEAM +20 STEEL MG TEAM +20 STEEL MG TEAM +20 STEEL MISSILE TEAM +20	STEEL LASER TEAM +10 STEEL LASER TEAM +10 STEEL MG TEAM +10 STEEL MG TEAM +10 STEEL MISSILE TEAM +10	2 STEEL LASER TEAM +10 EACH EXTRA FIGHTER ADDED NOW 45/ 2 STEEL MG TEAM +10 EACH EXTRA FIGHTER ADDED NOW 45/ 5 STEEL MG SILE TEAM +10
WING MISSILE TEAM +20 WING MISSILE TEAM +20 WING SNIPER TEAM +20 EACH EXTRA FIGHTER ADDED NOW 50/ WING MISSILE TEAM +20	EACH EXTRAFIGHTER ADDED NOW 55/ WING LASER TEAM +10 EACH EXTRAFIGHTER ADDED NOW 45/ WING SNIPER TEAM +10 EACH EXTRAFIGHTER ADDED NOW 65/ EACH EXTRAFIGHTER ADDED NOW 65/ WING MISSILE TEAM +10	EACH EXTRA FIGHTER ADDED NOW 55/ WING LASER TEAM EACH EXTRA FIGHTER ADDED NOW 45/ EACH EXTRA FIGHTER ADDED NOW 65/ EACH EXTRA FIGHTER ADDED NOW 65/ WING MISSILE TEAM +10
Additional Equipment	Additional Equipment	Additional Equipment
Grenades 0 1/0 1 4/1 Indirectfire Thiple Lense Helmets	Triple Lense Helmets +1 Accuracy direct fire weapons	Grenades 0 1/0 1 4/1 Indirectfire





















TEAMS BUNKER 4 Z O

WHEN A COMPANY INCLUDES A BUNKER UNIT, ALL 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 AND CANNOT LEAVE THEIR BUNKER. CONSIDERED RANK 3 UNITS FOR MORALE (TEST WHEN 1 FIGHTER LEFT)

A BUNKER UNIT CAN INCLUDE SEVERAL TYPES OF SPECIAL WEAPONS BUT ONLY ONE TYPE OF WEAPON IS FIRED EACH ROUND IN THE SAME SALVO. FLAMERS STILL FIRE ONE AFTER THE OTHER.

STRUCTURE 17 Only fighters of Size 2 or smaller can enter a bunker. A unit in a bunker cannot be issued the Take Cover! drill. Each bunker has a single access to the rear. The loophole allows a unit to shoot, but not fight in close combat. Improved Cover A unit in a bunker gets 3+ cover tests. This also applies to artillery strikes and indirect fire weapons, except Projection weapons. Secured A bunker cannot be Sabotaged If the general structure of a bunker is destroyed, the whole bunker is destroyed. If the roof is destroyed, Improved Cover and Secured rules no longer apply and bunker weapons are destroyed Damage Location: 1-2 Roof; 3-5 General; 6 Weapon chosen by player, or roof if bunker is not armed

UNKER

TEAM MAXIMUM AL WPN BEARERS (VOLCANO MG) S+0-2 MEDICS+0-1 OFFICER STAR BUNKER T 6 TROOPERS: 3 SPECIAL + 0-2 FIELD ENGINEERS

200 6 FIGHTERS EXTRA FIGHTER



STAR BUNKER TEAM MAXIMUM 6 TROOPERS: 3 SPECIAL WPN BEARERS (MISSILE LAUNCHER) + 0-2 FIELD ENGINEERS + 0-2 MEDICS + 0-1 OFFICER

200+25

6 FIGHTERS EXTRA FIGHTER

	-				
	in.	(9	
16		1	14	4	4 3
					•0000
Standard Ranged			•	•	000000
Assault rifle	3	1/1		4/1	
Close Combat					
Combat knife	4	1/0	-	3/1	
3 Special Weapo	ns				
Missile launcher	3+	1/0		13/2	Locked shot
Flamer	[25]	1/0	4	8/1	Indirect fire Projection

STAR BUNKER TEAM STANDARD 2 THOOPERS: 2 SPECIAL WEAPON BEARERS (VOLCANO MG)



STAR BUNKER TEAM STANDARD 2 THOOPERS: 2 SPECIAL WPN BEARERS (MISSILE OR FLAMER) 75+25

2 FIGHTERS 7 EXTRA FIGHTER



TEAMS BUNKER N.N.

WHEN A COMPANY INCLUDES A BUNKER UNIT, ALL 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 AND CANNOT LEAVE THEIR BUNKER. CONSIDERED RANK 3 UNITS FOR MORALE (TEST WHEN 1 FIGHTER LEFT)

A BUNKER UNIT CAN INCLUDE SEVERAL TYPES OF SPECIAL WEAPONS BUT ONLY ONE TYPE OF WEAPON IS FIRED EACH ROUND IN THE SAME SALVO. FLAMERS STILL FIRE ONE AFTER THE OTHER.

STEEL BUNKER TEAM MAXIMUM 6 TROOPERS: 3 SPECIAL WPN BEARERS (MG OR LASER) + 0-2 FIELD ENGINEERS + 0-2 MEDICS + 0-1 OFFICER

6 FIGHTERS 200 EXTRA FIGHTER 25



STEEL BUNKER TEAM MAXIMUM 6 TROOPERS: 3 SPECIAL WPN BEARERS (MISSILE LAUNCHER) + 0-2 FIELD ENGINEERS + 0-2 MEDICS + 0-1 OFFICER

200+25

6 FIGHTERS EXTRA FIGHTER

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-	-				00.4
The same of the sa	0			©	•0000
Standard Ranged					
Assault rifle	3	1/1	-	4/1	
Close Combat Combat knife	4	1/0		3/1	
3 Special Weapo	1,013			7/-	
Missile launcher	100	1/0	-	13/2	Locked shot

STEEL BUNKER TEAM STANDARD 2 THOOPERS: 2 SPECIAL WEAPON BEARERS (MG OR LASER)

2 FIGHTERS 75 EXTRA FIGHTER 25



STEEL BUNKER TEAM STANDARD 2TROOPERS: 2 SPECIAL WPN BEARERS (MISSILE LAUNCHER)

75+25

2 FIGHTERS 7 EXTRA FIGHTER



